

Alchemy		
1	Quicksilver Lash	
7+	24" Hex, Missile, Damage	Instant
<p>The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.</p>		

Alchemy		
2	Word of Iron	
5+ [9+]	24" Augment	Last one Turn
<p>The target gains +1[+2] to its Armour.</p>		

Alchemy		
3	Glory of Gold	
8+	18" Augment	Last one Turn
<p>The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.</p>		

Alchemy		
4	Silver Spike	
(6+)[9+]	(18")[36]" Hex, Missile, Damage	Instant
<p>The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).</p>		

Alchemy		
5	Corruption of Tin	
8+	36" Hex	Permanent
<p>The target suffers -1 Armour.</p>		

Alchemy		
6	Molter Copper	
7+	24" Hex, Missile, Damage	Instant
<p>The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.</p>		

Alchemy		
A	Alchemical Fire	
	18" Hex	Last one Turn
<p>The target gains Flammable against Melee Attacks.</p>		

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