

<div>Alchemy</div> <div>1 Quicksilver Lash</div> <div>Hex Missile Damage Range 24"</div> <div>7+ Instant</div> <div>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.</div>	<div>Alchemy</div> <div>2 Word of Iron</div> <div>5+ [9+] Augment Range 24" One Turn</div> <div>The target gains +1[+2] to its Armour.</div>	<div>Alchemy</div> <div>3 Glory of Gold</div> <div>Augment Range 18" One Turn</div> <div>8+ One Turn</div> <div>The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.</div>	<div>Alchemy</div> <div>4 Silver Spike</div> <div>Hex Missile Damage Range (18"){36"}</div> <div>(6+){9+} Instant</div> <div>The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1×5).</div>
<div>Alchemy</div> <div>5 Corruption of Tin</div> <div>Hex Range 36" Permanent</div> <div>8+ Permanent</div> <div>The target suffers -1 Armour.</div>	<div>Alchemy</div> <div>6 Molter Copper</div> <div>Hex Missile Damage Range 24"</div> <div>7+ Instant</div> <div>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.</div>	<div>Alchemy</div> <div>A Alchemical Fire</div> <div>Hex Range 18" One Turn</div> <div>The target gains Flammable against Melee Attacks.</div>	

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