
 **Alchemy**

1 Quicksilver Lash

Hex  
Missile Damage  
Range 24"

7+ Instant


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.

 **Alchemy**

2 Word of Iron

Augment  
Range <5+> {9+} <24"> {18"} One Turn


The target gains <+1> {+2} to its Armour.

 **Alchemy**

3 Glory of Gold

Augment  
Range 18" One Turn


The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

 **Alchemy**

4 Silver Spike

Hex  
Missile Damage  
Range <6+> {9+} <18"> {36"} Instant

The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, **Magical Attacks**, **[Multiple Wounds (D3)]**, and **Area Attack (1x5)**.


 **Alchemy**

5 Corruption of Tin

Hex  
Range 36" Permanent

8+

The target suffers -1 Armour.


 **Alchemy**

6 Molter Copper

Hex  
Missile Damage  
Range 24" Instant

7+

The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.

 **Alchemy**

A Alchemical Fire

Hex  
Range 18" One Turn

The target gains Flammable against Melee Attacks.

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FANTASY BATTLES

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