




	alchemy	
1	Living Steel	
7	Augment Replicable Alcance 18"	One Turn
<p>The target's Melee Attacks gains +1 to hit and Magical Attacks (Melee melee and shooting Shooting).</p> <p>No model or unit can be affected by more than one instance of this spell simultaneously.</p>		

	alchemy	
2	Corruption of Tin	
6	Hex Alcance 24"	One Turn
<p>The target suffers -1 Arm\removedrule{, -1 \Agi{}} and gains [ChTag](Metal Armour).</p>		

	alchemy	
3	Wall of Lead	
8	Alcance 24"	One Turn
<p>Place a Wall Terrain Feature with dimensions 1x6" anywhere on the target.</p> <p><i>Remove the Terrain Feature when the spell ends.</i></p>		

	alchemy	
4	Molten Copper	
8	Hex Missile Damage Alcance 24"	One Turn
<p>The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits always wound on 4+.</p>		

	alchemy	
5	Word of Iron	
11	Augment Alcance 18"	One Turn
<p>The target gains +2 Arm and [ChTag](Metal Armour).</p>		

	alchemy	
6	Quicksilver Lash	
11	Hex Missile Damage Alcance 24"	One Turn
<p>The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits always wound on 4+.</p>		

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