




	Alchemy		
0	Quicksilver Lash		
8+	Hex Missile Damage Range 24"	Instant	
The target suffers D3+1 hits with Metalshifting.			


	Alchemy		
1	Word of Iron		
6+ [9+]	Augment Range 24"	One Turn	
The target gains +1[+2] to its Armour Save.			


	Alchemy		
2	Molten Copper		
7+	Hex Missile Damage Range 24"	Instant	
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.			

	Alchemy		
3	Silver Spike		
7+ [10+]	Hex Missile Damage Range 18" [36"]	Permanent	
The target suffers one hit with Strength 6, Armour Piercing (6), 8+ Multiple Wounds (D3), and Penetrating.			

	Alchemy		
4	Corruption of Tin		
8+ [11+]	Hex Range 24" [48"]	Instant	
The target suffers -1 to its Armour Save.			

	Alchemy		
5	Transmutation to Lead		
9+ [12+]	Hex Range 24" [48"]	One Turn	
The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit suffer -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.			

	Alchemy		
6	Glory of Gold		
10+	Augment Range 18"	One Turn	
The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).			

	Alchemy		
A	Alchemical Fire		
	Hex Range 18"	One Turn	
The target gains Flammable against Close Combat Attacks and Spells.			

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