




	Alquimia	
1	Molter Copper	
	Hex Missile	
8+	Damage	Instant
	Replicable	
	Alcance 18"	
<p>The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.</p>		

	Alquimia	
2	Corrupción del Estaño	
	Hex	
8+	Alcance 36"	One Turn
<p>El objetivo sufre: - Salvación por Armadura (-1).</p>		

	Alquimia	
3	Living Steel	
	Augment	
8+	Alcance 18"	One Turn
<p>The target gains +1 to hit and Magical Attacks (Melee & Shooting).</p>		

	Alquimia	
4	Wall of Lead	
	Ground	
8+	Alcance 24"	One Turn
<p>Place a Wall Terrain Feature with dimensions 1x6" on the target. Remove the Terrain Feature when the spell ends.</p>		

	Alquimia	
5	Palabra de Hierro	
	Augment	
5+ [9+]	Alcance 18"	One Turn
<p>El objetivo obtiene: - Salvación por Armadura (+1). [Salvación por Armadura (+2)].</p>		

	Alquimia	
6	Latigazo de Mercurio	
	Hex	
	Missile	
7+	Damage	Instant
	Alcance 24"	
<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>		

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