




		Alquimia	
1	Molter Copper		
8+	Hex Missile Damage Replicable Alcance 18"	Instant	
<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		
8+	Hex Alcance 36"	One Turn	
<p>El objetivo sufre: - Salvación por Armadura (-1).</p>			

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

		Alquimia	
4	Wall of Lead		
8+	Ground 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		
5+ [9+]	Augment Alcance 18"	One Turn	
<p>El objetivo obtiene: - Salvación por Armadura (+1). [Salvación por Armadura (+2)].</p>			

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