

<div>Witchcraft</div> <div>0 Evil Eye</div> <div>24" Universal Last one Turn</div> <div>If this spell targets a friendly unit, the target gains +1 Movement. If this spell targets an enemy unit, the target suffers -1 Movement, to minimum of 3. A unit cannot be affected by this spell more than twice in the same Magic Phase.</div>	<div>Witchcraft</div> <div>1 Deceptive Glamour</div> <div>5+ [8+] 18" [36"] Hex Last one Turn</div> <div>The target suffers a -1 modifier to hit.</div>	<div>Witchcraft</div> <div>2 Raven's Wing</div> <div>6+ [9+] 18" Augment Instant</div> <div>The target may perform a 6"[10"] Flying Magical Move. Both before and after making this move the target is allowed to Reform, which does not prevent the target from Shooting.</div>	<div>Witchcraft</div> <div>3 Twisted Effigy</div> <div>7+ [10+] 36" [24"] Hex Last one Turn</div> <div>All Shooting Attacks made by the target [and all Spells cast by the target] have their Range halved.</div>
<div>Witchcraft</div> <div>4 Will-o'-the-Wisp</div> <div>8+ 18" Universal Last one Turn</div> <div>The target gains Random Movement (2D6).</div>	<div>Witchcraft</div> <div>5 Bewitching Glare</div> <div>8+ 24" Hex Remains in play</div> <div>The target gains Stupidity. For each Character in the unit, the target suffers -1 Leadership.</div>	<div>Witchcraft</div> <div>6 The Wheel Turns</div> <div>9+ [11+] 24" [Hex], [Augment] Last one Turn</div> <div>R&F models in the target unit will successfully roll to hit and to wound on a 4+ with their Close Combat attacks, regardless of Weapon Skill, Strength and Toughness (apply this before any other modifiers).</div>	

WIZARD KING SPELL
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