

<div>Witchcraft</div> <div>1Raven's Wing</div> <div>7+ [9+]18"Instant</div> <div>The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.</div>	<div>Witchcraft</div> <div>2Deceptive Glamour</div> <div>4+ [6+]24"HexLast one Turn</div> <div>The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.</div>	<div>Witchcraft</div> <div>3Twisted Effigy</div> <div>5+ [7+]36"HexLast one Turn</div> <div>The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].</div>	<div>Witchcraft</div> <div>4The Wheel Turns</div> <div>8+ [10+]24"HexLast one Turn</div> <div>Melee Attacks made by {and distributed towards} R&amp;F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&amp;F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.</div>
<div>Witchcraft</div> <div>5Will-o'-the-Wisp</div> <div>8+ [8+]18"UniversalLast one Turn</div> <div>Choose which effect to apply when casting the spell:<ul style="list-style-type: none"><li>The target gains Random Movement (2D6")</li><li>The target gains Random Movement (3D6")</li></ul></div>	<div>Witchcraft</div> <div>6Bewitching Glare</div> <div>8+ [12+]18"HexLast one Turn</div> <div>Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.</div>	<div>Witchcraft</div> <div>A Evil Eye</div> <div>24"UniversalLast one Turn</div> <div>If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.</div>	

THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL

