	Hexerei		
1	Flügel des Raben		
7+ [9+]	AugmentAngebot 18"	Instant	

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.

	Hexerei			
2	Trügerischer Glanz			
4+ [6+]	HexAngebot 24"	One Turn		
The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.				
	Hexerei			
3	Verbogenes Abbild			

Б .	[7.1
0 +	1/+1

- Hex
- Angebot 36"

One Turn

The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].

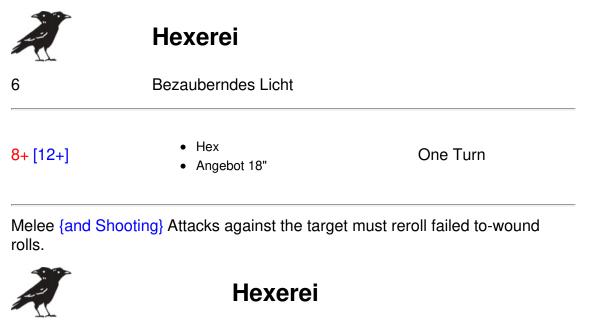
	Hexerei	
4	Schicksalsrad	
8+ [10+]	UniversalAngebot 24"	One Turn

Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&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.



Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6")
- The target gains Random Movement (3D6")



EIN

Böses Auge

UniversalAngebot 24"

One Turn

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.













