

Witchcraft

0 Evil Eye

- Universal
- Range 24"

One Turn

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.

Witchcraft

1 Deceptive Glamour

5+ [8+] • Hex • Range 18" [36"] One Turn

The target suffers a -1 modifier to hit.

Witchcraft

2 Raven's Wing

6+ [9+]

- Augment
- Range 18"

Instant

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.

Witchcraft

3

Twisted Effigy

7+ [10+]

- Hex
- Range 36" [24"]

One Turn

All Shooting Attacks made by the target [and all Spells cast by the target] have their Range halved.

Witchcraft

4 Will-o'-the-Wisp

8+

- Universal
- Range 18"

One Turn

The target gains Random Movement (2D6).

Witchcraft

5 Bewitching Glare

8+ • Hex
 • Range 24" Remains in Play

The target gains Stupidity. For each Character in the unit, the target suffers -1 Leadership.

Witchcraft

6 The Wheel Turns

9+ [11+] • |Hex|
 • [Augment] One Turn
 • Range 24"

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).

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THE IX AGE
FANTASY BATTLES

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