Witchcraft	Witchcraft	Witchcraft	Witchcraft
1 Raven's Wing Augment	2 Deceptive Glamour	3 Twisted Effigy	4 The Wheel Turns
7+ [9+] Range 18" Instant	4+ [6+] Range 24" One Turn	5+ [7+] Range 36" One Turn	8+ [10+] Range 24" One Turn
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.	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].	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.
Witchcraft	Witchcraft	Witchcraft	
5 Will-o'-the-Wisp	6 Bewitching Glare	A Evil Eye	
8+ [8+] Universal One Turn Range 18"	8+ [12+] Hex One Turn Range 18"	Universal One Turn Range 24"	
The target gains Random Movement (2D6 [3D6])	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.	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.	

