

| Witchcraft   |                      |         |
|--|----------------------|---------|
| 1  | Raven's Wing         |         |
| 7+ [9+]  | Augment<br>Range 18" | Instant |
| <p>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.</p> |                      |         |

| Witchcraft  |                   |          |
|---|-------------------|----------|
| 2   | Deceptive Glamour |          |
| 4+ [6+]   | Hex<br>Range 24"  | One Turn |
| <p>The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.</p> |                   |          |

| Witchcraft  |                  |          |
|---|------------------|----------|
| 3   | Twisted Effigy   |          |
| 5+ [7+]   | Hex<br>Range 36" | One Turn |
| <p>The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].</p> |                  |          |

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|--|------------------|----------|
| 4  | The Wheel Turns  |          |
| 8+ [10+]   | Hex<br>Range 24" | One Turn |
| <p>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.</p> |                  |          |

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|---|------------------------|----------|
| 5   | Will-o'-the-Wisp       |          |
| 8+ [8+]   | Universal<br>Range 18" | One Turn |
| <p>The target gains Random Movement (2D6 [3D6])</p> |                        |          |

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|---|------------------|----------|
| 6   | Bewitching Glare |          |
| 8+ [12+]  | Hex<br>Range 18" | One Turn |
| <p>Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.</p> |                  |          |

| Witchcraft  |                        |          |
|---|------------------------|----------|
| A   | Evil Eye               |          |
|   | Universal<br>Range 24" | One Turn |
| <p>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.</p> |                        |          |

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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