

Witchcraft		
1	Raven's Wing	
7+ [9+]	Augment 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.</p> <p>In addition, the target loses Scoring until the start of the next friendly Magic Phase.</p>		

Witchcraft		
2	Deceptive Glamour	
5+ [8+]	Hex 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 Range 36"	One Turn
<p>The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].</p>		

Witchcraft		
4	The Wheel Turns	
6+ [8+]	Universal Range 18"	One Turn
<p>Melee Attacks against the target always (hit) [wound] on 4+.</p>		

Witchcraft		
5	Will-o'-the-Wisp	
8+ [8+]	Universal Range 18"	One Turn
<p>Choose which effect to apply when casting the spell:</p> <ul style="list-style-type: none"> • The target gains Random Movement (2D6") • The target gains Random Movement (3D6") 		

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

Witchcraft		
A	Evil Eye	
	Universal Range 24"	One Turn
<p>If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate.</p> <p>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.</p> <p>A unit cannot be affected by this spell more than twice in the same Magic Phase.</p>		

WIZARD KING SPELL
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FANTASY BATTLES

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