Brujería	Brujería	Brujería	Brujería
1 Ala de Cuervo	2 Belleza Engañosa	3 Efigie Retorcida	4 La Rueda Gira
7+ [9+] Augment Instant Alcance 18"	4+ [6+] Hex Alcance 24" One Turn	5+ [7+] Hex Alcance 36" One Turn	8+ [10+] Hex One Turn Alcance 24"
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.
Brujería	Brujería	Brujería	
5 Fuego Fatuo	6 Mirada Hechizante	A Mal de Ojo	
8+ [8+] Universal One Turn Alcance 18"	8+ [12+] Hex Alcance 18" One Turn	Universal One Turn Alcance 24"	
Choose which effect to apply when casting the spell: • The target gains Random Movement	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,	



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