

Witchcraft

0 Bewitching Glare

9+ Instant

Choose an enemy unit within 18" of the caster. Melee and Shooting Attacks against the chosen unit must re-roll failed To-Wound rolls.

Witchcraft

0 Twisted Effigy

4+ Instant

Choose an enemy unit within 24" of the caster. The chosen unit cannot use Shooting Attacks and suffers a –1 modifier to its spell casting rolls. The effects last until the start of your next Magic Phase.

Witchcraft

0 Raven's Wing

4+ Instant

Choose a friendly unit within 18" of the caster that is not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The chosen unit may instantly perform an 8" Advance Move.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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