Brujería	Brujería	Brujería	Brujería
1 Ala de Cuervo	2 Belleza Engañosa	3 Efigie Retorcida	4 La Rueda Gira
7+ [9+] Augment Inst	nt Hex One Turn Alcance 24"	5+ [7+] Hex One Turn Alcance 36"	8+ [10+] Universal One Turn Alcance 24"
The target may perform a 8" [12"] Magical Move gains Fly and Light Troops until the end of the F Turn. Nominate a single model part affected by spell. This model part may perform a Sweeping during the move (possibly in addition to othe Sweeping Attacks). This Sweeping Attack cause hits with Strength 4, Armour Penetration 1, a Magical Attacks.	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility. D6	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].	Melee Attacks made by {and distributed towards} R& 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 a 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 8+ [8+] Universal One	6 Mirada Hechizante 8+ [12+] Hex One Turn	A Mal de Ojo Universal One Turn	
8+ [8+] Alcance 18" One	Irn 8+ [12+] Alcance 18" One Turn	Alcance 24"	
Choose which effect to apply when casting the • The target gains Random Movement (2D6 • The target gains Random Movement (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.

