Stregoneria

1 Raven's Wing

7+ [9+] • Augment • Gamma 18"

Instant

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.

Stregoneria

2 Fascino ingannevole

4+ [6+]

- Hex
- Gamma 24"

One Turn

The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Stregoneria

3 Effige contorta

5+ [7+]

Hex

• Gamma 36"

One Turn

The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].

Stregoneria

4

La ruota gira

8+ [10+]

Hex

• Gamma 24"

One Turn

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.

Stregoneria

5 Will-o'-the-Wisp

8+[8+]

- Universal
- Gamma 18"

One Turn

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6")
- The target gains Random Movement (3D6")

Stregoneria

6 Sguardo ammaliante

8+ [12+] • Hex
• Gamma 18"

One Turn

Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.

Stregoneria

UN Malocchio

- Universal
- Gamma 24"

One Turn

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.













