

## Stregoneria

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.

In addition, the target loses Scoring until the start of the next friendly Magic Phase.



### 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

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

Universal

• 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.













