Stregoneria	Stregoneria	Stregoneria	Stregoneria
1 Raven's Wing	2 Fascino ingannevole	3 Effige contorta	4 La ruota gira
7+ [9+] 18" Immediato	4+ [6+] 24" Ultimo giro	5+ [7+] 36" Ultimo giro	8+ [10+] 24" Ultimo giro
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.	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 tohit and to-wound modifiers.
Stregoneria	Stregoneria	Stregoneria	
5 Will-o'-the-Wisp	6 Sguardo ammaliante	UN Malocchio	
8+ [8+] 18" Ultimo giro	8+ [12+] 18" Ultimo giro	24" Ultimo giro universale	

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

Choose which effect to apply when casting the spell:

• The target gains Random Movement (2D6")

• The target gains Random Movement (3D6")

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.

