



Malocchio

CV	Type	Duration
	Universal	One Turn
	Range 24"	

Effect

If this spell targets a friendly unit, the target gains +1 Movement.
 If this spell targets an enemy unit, the target suffers -1 Movement, to minimum of 3.
 A unit cannot be affected by this spell more than twice in the same Magic Phase.



1. Apprentice Spell

Fascino ingannevole

CV	Type	Duration
[color=#ff0000]5+[color]	Hex Range	One Turn
[color=#0000ff][8+][color]	[color=#ff0000]18"	n
	[color]	
	[color=#0000ff][36"]	[color]

Effect

The target suffers a -1 modifier to hit.



2. Adept Spell

Raven's Wing

CV	Type	Duration
[color=#ff0000]6+[color]	Augment Range 18"	Instant
[color=#0000ff][9+][color]		

Effect



3. Adept Spell

Effigie contorta

CV	Type	Duration
[color=#ff0000]7+[color]	Hex Range	One Turn
[color=#0000ff][10+][color]	[color=#ff0000]36"	n
	[color]	
	[color=#0000ff][24"]	[color]

Effect

All Shooting Attacks made by the target span style="color: #0000ff;">[and all Spells cast by the target]/span> have their Range halved.



4. Adept Spell

Will-o'-the-Wisp

CV	Type	Duration
8+	Universal	One Turn
	Range 18"	

Effect

The target gains Random Movement (2D6).



5. Master Spell

Sguardo ammaliante

CV	Type	Duration
8+	Hex	Remains in Play
	Range 24"	

Effect

The target gains Stupidity. For each Character in the unit, the target suffers -1 Leadership.



6. Master Spell

La ruota gira

CV	Type	Duration
[color=#ff0000]9+[color]	[Hex] [Augment]	One Turn
[color=#0000ff][11+][color]	Range 24"	

Effect

R&F models in the target unit will successfully roll to hit and to wound on a 4+ with their Close Combat attacks, regardless of Weapon Skill, Strength and Toughness (apply this before any other modifiers).



CROWN OF THE
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The target may perform a 6/10] Flying Magical Move. Both before and after making this move the target is allowed to Reform, which does not prevent the target from Shooting.