Stregoneria	Stregoneria	Stregoneria	Stregoneria
1 Raven's Wing	2 Fascino ingannevole	3 Effige contorta	4 La ruota gira
7+ [9+] Augment Instant Gamma 18"	4+ [6+] Hex One Turn Gamma 24"	5+ [7+] Hex One Turn Gamma 36"	8+ [10+] Universal One Turn Gamma 24"
The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Playe Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.		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 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	Stregoneria	Stregoneria	
5 Will-o'-the-Wisp	6 Sguardo ammaliante	UN Malocchio	
8+ [8+] Universal One Turn Gamma 18"	8+ [12+] Hex One Turn Gamma 18"	Universal One Turn Gamma 24"	
Choose which effect to apply when casting the spell • 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.	

