

Witchcraft		
0	Evil Eye	
24"	Universal	Last one Turn
<p>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.</p>		

Witchcraft		
1	Deceptive Glamour	
5+ [8+]	18" [36"] Hex	Last one Turn
<p>The target suffers a -1 modifier to hit.</p>		

Witchcraft		
2	Raven's Wing	
6+ [9+]	18" Augment	Instant
<p>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.</p>		

Witchcraft		
3	Twisted Effigy	
7+ [10+]	36" [24"] Hex	Last one Turn
<p>All Shooting Attacks made by the target [and all Spells cast by the target] have their Range halved.</p>		

Witchcraft		
4	Will-o'-the-Wisp	
8+	18" Universal	Last one Turn
<p>The target gains Random Movement (2D6).</p>		

Witchcraft		
5	Bewitching Glare	
8+	24" Hex	Remains in play
<p>The target gains Stupidity. For each Character in the unit, the target suffers -1 Leadership.</p>		

Witchcraft		
6	The Wheel Turns	
9+ [11+]	24" [Hex], [Augment]	Last one Turn
<p>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).</p>		

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