	Witchcraft	
1	Raven's Wing	
7+ [9+]	AugmentRange 18"	Instant

The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

Witchcraft

2 **Deceptive Glamour** • Hex One Turn 4+ [6+] • Range 24" The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility. Witchcraft

3 Twisted Effigy

5+ [7+]	HexRange 36"	One Turn	
The target car rolls].	not use Shooting Attacks [and	suffers a -2 modifier to its casting	
	Witchcr	aft	
4	The Wheel	urns	
8+ [10+]	• He: • Rai	nge 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.

Witchcraft

5 Will-o'-the-Wisp 8+ [8+] • Universal • Range 18" One Turn Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6")
- The target gains Random Movement (3D6")

Witchcraft

6	Bewitching Glare			
8+ [12+]	HexRange 18"	One Turn		
Melee {and Shooting} Attacks against the target must reroll failed to-wound				

rolls.

Witchcraft

A Evil Eye

- Universal
- Range 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.













