



Witchcraft

1 Raven's Wing

7+ [9+] 18" Last one
Augment Turn

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.



Witchcraft

2 Deceptive Glamour

5+ [8+] 24" Last one
Hex Turn

The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.



Witchcraft

3 Twisted Effigy

5+ [7+] 36" Last one
Hex Turn

The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].



Witchcraft

4 The Wheel Turns

6+ [8+] 18" Last one
Universal Turn

Melee Attacks against the target always (hit) [wound] on 4+.



Witchcraft

5 Will-o'-the-Wisp

8+ [8+] 18" Last one
Universal 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+] 18" Last one
Hex Turn

Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.



Witchcraft

A Evil Eye

24" Last one
Universal 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.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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