





 <div> <div>Witchcraft</div> <div> <div>1</div> <div>Raven's Wing</div> </div> <div> <div>7+ [9+]</div> <div>18" Augment</div> <div>Instant</div> </div> <div> <p>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.</p> </div> </div>	 <div> <div>Witchcraft</div> <div> <div>2</div> <div>Deceptive Glamour</div> </div> <div> <div>5+ [8+]</div> <div>24" Hex</div> <div>Last one Turn</div> </div> <div> <p>The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.</p> </div> </div>	 <div> <div>Witchcraft</div> <div> <div>3</div> <div>Twisted Effigy</div> </div> <div> <div>5+ [7+]</div> <div>36" Hex</div> <div>Last one Turn</div> </div> <div> <p>The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].</p> </div> </div>	 <div> <div>Witchcraft</div> <div> <div>4</div> <div>The Wheel Turns</div> </div> <div> <div>6+ [8+]</div> <div>18" Universal</div> <div>Last one Turn</div> </div> <div> <p>Melee Attacks against the target always (hit) [wound] on 4+.</p> </div> </div>
 <div> <div>Witchcraft</div> <div> <div>5</div> <div>Will-o'-the-Wisp</div> </div> <div> <div>8+ [8+]</div> <div>18" Universal</div> <div>Last one Turn</div> </div> <div> <p>Choose which effect to apply when casting the spell:</p> <ul style="list-style-type: none"> The target gains Random Movement (2D6") The target gains Random Movement (3D6") </div> </div>	 <div> <div>Witchcraft</div> <div> <div>6</div> <div>Bewitching Glare</div> </div> <div> <div>8+ [12+]</div> <div>18" Hex</div> <div>Last one Turn</div> </div> <div> <p>Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.</p> </div> </div>	 <div> <div>Witchcraft</div> <div> <div>A</div> <div>Evil Eye</div> </div> <div> <div></div> <div>24" Universal</div> <div>Last one Turn</div> </div> <div> <p>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.</p> </div> </div>	

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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