	Hexerei	Hexe	erei	Hexer	ei		Hexerei	
1 Flügel des Raben Augment		2 Trügerischer Glanz	3	3 Verbogenes Abbild			4 Schicksalsrad	
gains Fly and Light Turn. Nominate a s spell. This model pa during the move Sweeping Attacks). hits with Strength	form a 8" [12"] Magical Move and Troops until the end of the Player single model part affected by the rt may perform a Sweeping Attack e (possibly in addition to other This Sweeping Attack causes D6 n 4, Armour Penetration 1, and lagical Attacks.	4+ [6+] Angebot 24"  The target suffers -1 [-2] Offensi Defensive Skill and -1 [-2	ive Skill, -1 [-2] The target	cannot use Shooting Attack -2 modifier to its casting ro		models in the targe and Close Combat against} R&F models set to hit on a 4+, Defensive Skill, Stre	by {and distributed towards} R&F t unit are set to wound on a 4+, Attacks made by {and allocated in the target unit additionally are regardless of Offensive Skill, ngth, and Resilience. Apply this to-hit and to-wound modifiers.	
	Hexerei	Hexe	erei	Hexer	ei			
5 Irrlicht	Universal	6 Bezauberndes Licht		Böses Auge Universal				
8+ [8+]	Angebot 18" One Turn	8+ [12+] Angebot 18"	, One Turn	Angebot 24"	One Turn			

Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.

The target gains Random Movement (2D6 [3D6])

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.

