

<div>Witchcraft</div> <div>0 Evil Eye</div> <div>Universal One Turn Range 24"</div> <div>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.</div>	<div>Witchcraft</div> <div>1 Deceptive Glamour</div> <div>Hex One Turn 5+ [8+] Range 18" [36"]</div> <div>The target suffers a -1 modifier to hit.</div>	<div>Witchcraft</div> <div>2 Raven's Wing</div> <div>Augment Instant 6+ [9+] Range 18"</div> <div>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.</div>	<div>Witchcraft</div> <div>3 Twisted Effigy</div> <div>Hex One Turn 7+ [10+] Range 36" [24"]</div> <div>All Shooting Attacks made by the target [and all Spells cast by the target] have their Range halved.</div>
<div>Witchcraft</div> <div>4 Will-o'-the-Wisp</div> <div>Universal One Turn 8+ Range 18"</div> <div>The target gains Random Movement (2D6).</div>	<div>Witchcraft</div> <div>5 Bewitching Glare</div> <div>Hex Remains in Play 8+ Range 24"</div> <div>The target gains Stupidity. For each Character in the unit, the target suffers -1 Leadership.</div>	<div>Witchcraft</div> <div>6 The Wheel Turns</div> <div>[Hex] One Turn 9+ [11+] [Augment] Range 24"</div> <div>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).</div>	

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