	Witchcraft		Witchc	raft		Witch	craft		Witchcra	ıft
1 Ray	ven's Wing	2 Deceptive Glamour			3 Twisted Effigy			4 The Wheel Turns		
7+ [9+]	Augment Instant Range 18"	5+ [8+]	Hex Range 24"	One Turn	5+ [7+]	Hex Range 36"	One Turn	6+ [8+]	Universal Range 18"	One Turn
Move and gain the er In addition, the	ay perform a 8" [12"] Magical ins Fly and Light Troops until nd of the Player Turn. e target loses Scoring until the next friendly Magic Phase.	The target suffe 2] Defensiv	ers <mark>-1</mark> [-2] Offens ee Skill and -1 [-2			not use Shootir modifier to its c			against the target a [wound] on 4+.	ılways <mark>(hit</mark>
	Witchcraft		Witchc	raft	A Company	Witch	craft			
5 Wil	l-o'-the-Wisp	6 Bew	itching Glare		A Evil	Eye				
8+ [8+]	Universal One Turn Range 18"	8+ [12+]	Hex Range 18"	One Turn		Universal Range 24"	One Turn			
• The targe	n effect to apply when casting the spell: t gains Random Movement (2D6") t gains Random Movement (3D6")	Melee {and Si target must r	nooting} Attacks eroll failed to-w	against the ound rolls.	A unit cannot l	nce Rate and + gets an enemy	2 March Rate. unit, the target 2 March Rate, espectively. this spell more			

