




	Witchcraft
1	Raven's Wing
7+ [9+]	Augment Range 18" Instant
<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>	


	Witchcraft
2	Deceptive Glamour
5+ [8+]	Hex Range 24" One Turn
<p>The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.</p>	

	Witchcraft
3	Twisted Effigy
5+ [7+]	Hex Range 36" One Turn
<p>The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].</p>	

	Witchcraft
4	The Wheel Turns
6+ [8+]	Universal Range 18" One Turn
<p>Melee Attacks against the target always (hit) [wound] on 4+.</p>	

	Witchcraft
5	Will-o'-the-Wisp
8+ [8+]	Universal Range 18" One Turn
<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") 	

	Witchcraft
6	Bewitching Glare
8+ [12+]	Hex Range 18" One Turn
<p>Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.</p>	

	Witchcraft
A	Evil Eye
	Universal Range 24" One Turn
<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>	

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES