	Brujería		Brujer	ía		► Bruj	ería		Brujería
1 Ala de Cuervo		2 Belleza Engañosa			3 Efigie Retorcida			4 La Rueda Gira	
7+ [9+]	Augment Instant	4+ [6+]	Hex Alcance 24"	One Turn	5+ [7-	+] Hex Alcance 36	One Turn	8+ [10+]	Universal One Turn Alcance 24"
The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.		The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.		The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].			Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other tohit and to-wound modifiers.		
7	Brujería	A	Brujer	ía		Bruj	ería		
5 Fuego Fa	atuo	6 N	/lirada Hechizante		Α	Mal de Ojo			
N+ IN+I	Jniversal One Turn cance 18"	8+ [12+]	Hex Alcance 18"	One Turn		Universal Alcance 24"	One Turn		

Choose which effect to apply when casting the spell:

• The target gains Random Movement (2D6")

• The target gains Random Movement (3D6")

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

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.

