




	Brujería
1	Ala de Cuervo
7+ [9+]	Augment Alcance 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. 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.</p>	


	Brujería
2	Belleza Engañosa
4+ [6+]	Hex Alcance 24" One Turn
<p>The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.</p>	

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

	Brujería
4	La Rueda Gira
8+ [10+]	Universal Alcance 24" One Turn
<p>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 to-hit and to-wound modifiers.</p>	

	Brujería
5	Fuego Fatuo
8+ [8+]	Universal Alcance 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") 	

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

	Brujería
A	Mal de Ojo
	Universal Alcance 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



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