

<div>Stregoneria</div> <div>0Malocchio</div> <div>UniversalGamma 24" One Turn</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>Stregoneria</div> <div>1Fascino ingannevole</div> <div>5+ [8+] HexGamma 18" [36"] One Turn</div> <div>The target suffers a -1 modifier to hit.</div>	<div>Stregoneria</div> <div>2Raven's Wing</div> <div>6+ [9+] AugmentGamma 18" Instant</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>Stregoneria</div> <div>3Effige contorta</div> <div>7+ [10+] HexGamma 36" [24"] One Turn</div> <div>All Shooting Attacks made by the target [and all Spells cast by the target] have their Range halved.</div>
<div>Stregoneria</div> <div>4Will-o'-the-Wisp</div> <div>8+ UniversalGamma 18" One Turn</div> <div>The target gains Random Movement (2D6).</div>	<div>Stregoneria</div> <div>5Sguardo ammaliante</div> <div>8+ HexGamma 24" Remains in Play</div> <div>The target gains Stupidity. For each Character in the unit, the target suffers -1 Leadership.</div>	<div>Stregoneria</div> <div>6La ruota gira</div> <div>9+ [11+] [Hex][Augment]Gamma 24" One Turn</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>	

WIZARD KING SPELL
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