

<p style="text-align: center;">Stregoneria</p> <p>1 Raven's Wing</p>	<p style="text-align: center;">Stregoneria</p> <p>2 Fascino ingannevole</p>	<p style="text-align: center;">Stregoneria</p> <p>3 Effige contorta</p>	<p style="text-align: center;">Stregoneria</p> <p>4 La ruota gira</p>
<p>7+ [9+] Augment Gamma 18" Instant</p>	<p>4+ [6+] Hex Gamma 24" One Turn</p>	<p>5+ [7+] Hex Gamma 36" One Turn</p>	<p>8+ [10+] Hex Gamma 24" One Turn</p>
<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>	<p>The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.</p>	<p>The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].</p>	<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>
<p style="text-align: center;">Stregoneria</p> <p>5 Will-o'-the-Wisp</p>	<p style="text-align: center;">Stregoneria</p> <p>6 Sguardo ammaliante</p>	<p style="text-align: center;">Stregoneria</p> <p>UN Malocchio</p>	
<p>8+ [8+] Universal Gamma 18" One Turn</p>	<p>8+ [12+] Hex Gamma 18" One Turn</p>	<p>Universal Gamma 24" One Turn</p>	
<p>The target gains Random Movement (2D6 [3D6])</p>	<p>Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.</p>	<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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FANTASY BATTLES

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