




	witchcraft
1	Evil Eye
6	Hex Replicable Gamma 36" One Turn
<p>The target suffers -1 Cha and -1 Mob, both to a minimum of 3 and -1 Agi to a minimum of 1 -1 Cou and loses Devastating Charge and/or....</p> <p>No model can be affected by more than one instance of this spell simultaneously.</p>	

	witchcraft
2	Soured Luck
7	Hex Gamma 24" One Turn
<p>Melee Attacks against the target are set to hit on at least 3+ 2+.</p>	

	witchcraft
3	Illusory Paths
10	Universal Gamma 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
4	Cauldron's Curse
9	Hex Gamma 24" One Turn
<p>The target gains Weakness (Ranged Attacks).</p>	

	witchcraft
5	Clouded Sight
11	Hex Gamma 24" One Turn
<p>The target cannot draw Line of Sight to a target more than 12" away from it.</p>	

	witchcraft
6	Mists of Invisibility
11	Damage Gamma 12" One Turn
<p>Mark the ground under the centre of the target. The target gains Ambush (within 12" of the marked point) then it is immediately removed from the Battlefield. It automatically passes the roll to return to the Battlefield in the next friendly Player Turn.</p> <p><i>*Cannot target Shaken units</i></p>	

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