

Witchcraft	
0	Evil Eye
Universal Range 24"	One Turn
<p>If this spell targets a friendly unit, the target gains +1 Movement.</p> <p>If this spell targets an enemy unit, the target suffers -1 Movement, to minimum of 3.</p> <p>A unit cannot be affected by this spell more than twice in the same Magic Phase.</p>	

Witchcraft	
1	Deceptive Glamour
5+ [8+]	Hex Range 18" [36"] One Turn
<p>The target suffers a -1 modifier to hit.</p>	

Witchcraft	
2	Raven's Wing
6+ [9+]	Augment Range 18" Instant
<p>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.</p>	

Witchcraft	
3	Twisted Effigy
7+ [10+]	Hex Range 36" [24"] One Turn
<p>All Shooting Attacks made by the target [and all Spells cast by the target] have their Range halved.</p>	

Witchcraft	
4	Will-o'-the-Wisp
8+	Universal Range 18" One Turn
<p>The target gains Random Movement (2D6).</p>	

Witchcraft	
5	Bewitching Glare
8+	Hex Range 24" Remains in Play
<p>The target gains Stupidity. For each Character in the unit, the target suffers -1 Leadership.</p>	

Witchcraft	
6	The Wheel Turns
9+ [11+]	[Hex] [Augment] Range 24" One Turn
<p>R&amp;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).</p>	

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