

<div>Witchcraft</div> <div>1Raven's Wing</div> <div>7+ [9+]Augment Range 18"Instant</div> <div>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.</div>	<div>Witchcraft</div> <div>2Deceptive Glamour</div> <div>4+ [6+]Hex Range 24"One Turn</div> <div>The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.</div>	<div>Witchcraft</div> <div>3Twisted Effigy</div> <div>5+ [7+]Hex Range 36"One Turn</div> <div>The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].</div>	<div>Witchcraft</div> <div>4The Wheel Turns</div> <div>8+ [10+]Hex Range 24"One Turn</div> <div>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.</div>
<div>Witchcraft</div> <div>5Will-o'-the-Wisp</div> <div>8+ [8+]Universal Range 18"One Turn</div> <div>Choose which effect to apply when casting the spell:<ul style="list-style-type: none">The target gains Random Movement (2D6")The target gains Random Movement (3D6")</div>	<div>Witchcraft</div> <div>6Bewitching Glare</div> <div>8+ [12+]Hex Range 18"One Turn</div> <div>Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.</div>	<div>Witchcraft</div> <div>A Evil Eye</div> <div>Universal Range 24"One Turn</div> <div>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.</div>	

WIZARD KING SPELL
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FANTASY BATTLES

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