| Witchcraft | Witchcraft | Witchcraft | Witchcraft |
|---|--|--|--|
| 1 Raven's Wing | 2 Deceptive Glamour | 3 Twisted Effigy | 4 The Wheel Turns |
| 7+ [9+] Augment Instant | 5+ [8+] Hex One Turn Range 24" | 5+ [7+] Hex One Turn Range 36" | 6+ [8+] Universal One Turn |
| The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase. | The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility. | The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls]. | Melee Attacks against the target always (hit) [wound] on 4+. |
| Witchcroft | Witchcroft | Witchcroft | |

| Witchcraft | Witchcraft | Witchcraft | |
|--|--|--|--|
| 5 Will-o'-the-Wisp | 6 Bewitching Glare | A Evil Eye | |
| 8+ [8+] Universal One Turn | 8+ [12+] Hex One Turn Range 18" | Universal One Turn Range 24" | |
| Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6") | Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls. | 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. | |

