



Witchcraft

1 Raven's Wing

7+ [9+] Augment
Range 18" Instant

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.



Witchcraft

2 Deceptive Glamour

5+ [8+] Hex
Range 24" One Turn

The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.



Witchcraft

3 Twisted Effigy

5+ [7+] Hex
Range 36" One Turn

The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].



Witchcraft

4 The Wheel Turns

6+ [8+] Universal
Range 18" One Turn

Melee Attacks against the target always (hit) [wound] on 4+.



Witchcraft

5 Will-o'-the-Wisp

8+ [8+] Universal
Range 18" One Turn

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6")
- The target gains Random Movement (3D6")



Witchcraft

6 Bewitching Glare

8+ [12+] Hex
Range 18" One Turn

Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.



Witchcraft

A Evil Eye

Universal
Range 24" One Turn

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.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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