





 <div> <div>Hexerei</div> <div> <div>1</div> <div>Flügel des Raben</div> </div> <div> <div>7+ [9+]</div> <div>18" Augment</div> <div>Sofortig</div> </div> <div> <p>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.</p> </div> </div>	 <div> <div>Hexerei</div> <div> <div>2</div> <div>Trügerischer Glanz</div> </div> <div> <div>4+ [6+]</div> <div>24" Hex</div> <div>Letzter Zug</div> </div> <div> <p>The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.</p> </div> </div>	 <div> <div>Hexerei</div> <div> <div>3</div> <div>Verbogenes Abbild</div> </div> <div> <div>5+ [7+]</div> <div>36" Hex</div> <div>Letzter Zug</div> </div> <div> <p>The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].</p> </div> </div>	 <div> <div>Hexerei</div> <div> <div>4</div> <div>Schicksalsrad</div> </div> <div> <div>8+ [10+]</div> <div>24" Universal</div> <div>Letzter Zug</div> </div> <div> <p>Melee Attacks made by {and distributed towards} R&amp;F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&amp;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.</p> </div> </div>
 <div> <div>Hexerei</div> <div> <div>5</div> <div>Irrlicht</div> </div> <div> <div>8+ [8+]</div> <div>18" Universal</div> <div>Letzter Zug</div> </div> <div> <p>Choose which effect to apply when casting the spell:</p> <ul style="list-style-type: none"> <li>• The target gains Random Movement (2D6")</li> <li>• The target gains Random Movement (3D6")</li> </ul> </div> </div>	 <div> <div>Hexerei</div> <div> <div>6</div> <div>Bezauberndes Licht</div> </div> <div> <div>8+ [12+]</div> <div>18" Hex</div> <div>Letzter Zug</div> </div> <div> <p>Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.</p> </div> </div>	 <div> <div>Hexerei</div> <div> <div>EIN</div> <div>Böses Auge</div> </div> <div> <div></div> <div>24" Universal</div> <div>Letzter Zug</div> </div> <div> <p>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.</p> </div> </div>	

WIZARD KING SPELL  
CROWN OF THE



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FANTASY BATTLES

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