Army Spell Orcs and Goblins

H Guile And Fury

7+ Augment One Turn Angebot 18"

Cannot be cast by Goblin Witches. The target gains
+1 to hit, and its Charge Range,
Flee Distance, Pursuit Distance, and Overrun Distance
are increased by 1".

Army Spell Orcs and Goblins

H Guile and Fury

7+ Hex One Turn
Angebot 18"

Cannot be cast by Orc Shamans. The target suffers

1 to hit, and its Charge Range, Flee Distance, Pursuit
Distance, and Overrun Distance are reduced by 1".

