

## Army Spell Infernal Dwarves

H H Curse of Nezibkesh

6+ Hex Alcance 18" One Turn

The target suffers -1 Offensive Skill and Defensive Skill {and an additional -1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)}, up to a maximum of -3.

## Army Spell Infernal Dwarves

H H Curse of Nezibkesh (Boosted)

7+ Alcance 36" One Turn

The target suffers -1 Offensive Skill and Defensive Skill {and an additional -1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)}, up to a maximum of -3.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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