

## Army Spell Orcs and Goblins

H Guile And Fury

7+ Augment  
Gamma 24" One Turn

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 2", up to +2".

## Army Spell Orcs and Goblins

H Guile and Fury

7+ Hex  
Gamma 24" One Turn

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 2", up to -2".



THE IX AGE

FANTASY BATTLES

WIZARD KING SPELL

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