

Army Spell Orcs and Goblins

H Guile And Fury

7+ Augment
Gamma 18" 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 1".

Army Spell Orcs and Goblins

H Guile and Fury

7+ Hex
Gamma 18" 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 1".



THE IX AGE

FANTASY BATTLES

WIZARD KING SPELL

CROWN OF THE



THE IX AGE

FANTASY BATTLES

WIZARD KING SPELL

CROWN OF THE

