

## Army Spell Orcs and Goblins

H Guile And Fury

9+ Augment  
Gamma 24" One Turn

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

## Army Spell Orcs and Goblins

H Guile and Fury

9+ Hex  
Gamma 24" One Turn

Cannot be cast by Orc Shamans.  
The target suffers -1 to hit, and its Charge Range, Flee Distance, and Pursuit Distance are reduced by 1".

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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