

Army Spell Orcs and Goblins

H Guile And Fury

8+ Gamma 24" One Turn

Augment: 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".

Hex: 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