



Orcs and Goblins

Guile And Fury

8+

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