



## 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