

Army Spell Orcs and Goblins

H Guile And Fury

7+ Augment
Alcance 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
Alcance 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".

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES