

Army Spell Infernal Dwarves

H H Curse of Nezibkesh

6+ Hex One Turn
Gamma 18"

The target suffers -1 Offensive Skill and Defensive Skill {and an additional -1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)}, up to a maximum of -3.

Army Spell Infernal Dwarves

H H Curse of Nezibkesh (Boosted)

7+ Gamma 36" One Turn

The target suffers -1 Offensive Skill and Defensive Skill {and an additional -1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)}, up to a maximum of -3.



THE IX AGE
FANTASY BATTLES



WIZARD KING SPELL
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