

Army Spell Orcs and Goblins

H Guile And Fury

9+ Augment
Range 24" One Turn

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".

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H Guile and Fury

9+ Hex
Range 24" One Turn

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

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