

Army Spell Orcs and Goblins

H Guile and Fury

8 Range 24" One Turn

Can be cast in one of two versions:

Augment:

Cannot be cast by a [ChTag](Goblin).

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 an [ChTag](Orc).

The target suffers **-1** to hit, and its Charge Range, Flee Distance, and Pursuit Distance are **reduced** by 1".

