

Guile and Fury

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8	Range 24	One Turn

Effect

Can be cast in one of two versions: Augment: cannot be cast by a Goblin. The target gains +1~to hit, and its Charge Range, Flee Distance, and Pursuit Distance are increased by~1.

Hex: cannot be cast by an Orc. The target suffers 1~to hit, and its Charge Range, Flee Distance, and Pursuit Distance are reduced by~1.

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FANTASY BATTLES