

Orkowie I Gobliny



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Guile	And	Fury
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7+ 24" One Turn

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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 2", up to +2".

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 2", up

to –2".

