



0 pts (0.00 %) 0 pts (0.00 %) 473 pts (11.00 %)
Characters **Core** **Special**
 (40 Max) (25 Least) (0 NoLimit)

Magics

Racial Trait Spell

The Orcs and Goblins Hereditary Spell is divided into two versions, each of which can only be cast by a certain Wizard, as specified in the spell description.

	Casting	Range	Type	Duration
Guile And Fury				
<i>Mf</i>	8+	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<i>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 1".</i>				

Model Rules

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.