



Orcs and Goblins

Guile And Fury

7+ 24" Last one Turn

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".



Orcs and Goblins

Guile and Fury

7+ 24" Last one Turn

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".

