Orcish Captain



Summon Orc

1: Choose a target Orc. Flip a coin; opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, that Orc gets +2/+0 until end of turn. Otherwise, that Orc gets -0/-2 until end of turn.
There's a chance to win every battle.

Illus. Mark Tedin

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