Orcish Captain



Summon Orc

1: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, target 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. Charles Gillespie

©1997 Wizards of the Coast, Inc. All rights reserved.

1/1

Orcish Captain



Summon Orc

1: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, target 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. Charles Gillespie

©1997 Wizards of the Coast, Inc. All rights reserved.

1/1

Orcish Captain



Summon Orc

1: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, target 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. Charles Gillespie

©1997 Wizards of the Coast, Inc. All rights reserved.

1/1

Orcish Captain



Summon Orc

1: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, target 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. Charles Gillespie

©1997 Wizards of the Coast, Inc. All rights reserved.

1/1