**Standing Troops** 2W



**Creature — Soldier** W

Attacking doesn't cause Standing Troops to tap.

*The less you have, the harder you fight for it.*

Daren Bader

1/4

™ & © 1993-2003 Wizards of the Coast, Inc. 48/350

**Standing Troops** 2W

Creature — Soldier W

Attacking doesn't cause Standing Troops to tap.

*The less you have, the harder you fight for it.*

Daren Bader

1/4

™ & © 1993-2003 Wizards of the Coast, Inc. 48/350

**Standing Troops** 2W

Creature — Soldier W

Attacking doesn't cause Standing Troops to tap.

*The less you have, the harder you fight for it.*

Daren Bader

1/4

™ & © 1993-2003 Wizards of the Coast, Inc. 48/350

**Standing Troops** 2W

Creature — Soldier W

Attacking doesn't cause Standing Troops to tap.

*The less you have, the harder you fight for it.*

Daren Bader

1/4

™ & © 1993-2003 Wizards of the Coast, Inc. 48/350

**Standing Troops** 2W

Creature — Soldier W

Attacking doesn't cause Standing Troops to tap.

*The less you have, the harder you fight for it.*

Daren Bader

1/4

™ & © 1993-2003 Wizards of the Coast, Inc. 48/350

**Standing Troops** 2W

Creature — Soldier W

Attacking doesn't cause Standing Troops to tap.

*The less you have, the harder you fight for it.*

Daren Bader

1/4

™ & © 1993-2003 Wizards of the Coast, Inc. 48/350

**Standing Troops** 2W

Creature — Soldier W

Attacking doesn't cause Standing Troops to tap.

*The less you have, the harder you fight for it.*

Daren Bader

1/4

™ & © 1993-2003 Wizards of the Coast, Inc. 48/350

**Standing Troops** 2W

Creature — Soldier W

Attacking doesn't cause Standing Troops to tap.

*The less you have, the harder you fight for it.*

Daren Bader

1/4

™ & © 1993-2003 Wizards of the Coast, Inc. 48/350

**Standing Troops** 2W

Creature — Soldier W

Attacking doesn't cause Standing Troops to tap.

*The less you have, the harder you fight for it.*

Daren Bader

1/4

™ & © 1993-2003 Wizards of the Coast, Inc. 48/350