Midnight Crusader Shuttle 4



Artifact — Vehicle

Midnight Entity — Whenever Midnight Crusader Shuttle attacks, defending player faces a villainous choice — That player sacrifices a creature, or you gain control of a creature of your choice that player controls until end of turn. If you gain control of a creature this way, tap it, and it's attacking that player.

Crew 2

3/4

U 0179
WHO • EN Evan Shipard

© BBC
™ & © 2023 Wizards of the Coast

Midnight Crusader Shuttle 4
Artifact — Vehicle
Midnight Entity — Whenever Midnight Crusader Shuttle attacks, defending player faces a villainous choice — That player sacrifices a creature, or you gain control of a creature of your choice that player controls until end of turn. If you gain control of a creature this way, tap it, and it's attacking that player.
Crew 2
3/4
U 0179
WHO • EN Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Midnight Crusader Shuttle 4
Artifact — Vehicle
Midnight Entity — Whenever Midnight Crusader Shuttle attacks, defending player faces a villainous choice — That player sacrifices a creature, or you gain control of a creature of your choice that player controls until end of turn. If you gain control of a creature this way, tap it, and it's attacking that player.
Crew 2
3/4
U 0179
WHO • EN Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Midnight Crusader Shuttle 4
Artifact — Vehicle
Midnight Entity — Whenever Midnight Crusader Shuttle attacks, defending player faces a villainous choice — That player sacrifices a creature, or you gain control of a creature of your choice that player controls until end of turn. If you gain control of a creature this way, tap it, and it's attacking that player.
Crew 2
3/4
U 0179
WHO • EN Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Midnight Crusader Shuttle 4
Artifact — Vehicle
Midnight Entity — Whenever Midnight Crusader Shuttle attacks, defending player faces a villainous choice — That player sacrifices a creature, or you gain control of a creature of your choice that player controls until end of turn. If you gain control of a creature this way, tap it, and it's attacking that player.
Crew 2
3/4
U 0179
WHO • EN Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Midnight Crusader Shuttle 4
Artifact — Vehicle
Midnight Entity — Whenever Midnight Crusader Shuttle attacks, defending player faces a villainous choice — That player sacrifices a creature, or you gain control of a creature of your choice that player controls until end of turn. If you gain control of a creature this way, tap it, and it's attacking that player.
Crew 2
3/4
U 0179
WHO • EN Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Midnight Crusader Shuttle 4
Artifact — Vehicle
Midnight Entity — Whenever Midnight Crusader Shuttle attacks, defending player faces a villainous choice — That player sacrifices a creature, or you gain control of a creature of your choice that player controls until end of turn. If you gain control of a creature this way, tap it, and it's attacking that player.
Crew 2
3/4
U 0179
WHO • EN Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Midnight Crusader Shuttle 4
Artifact — Vehicle
Midnight Entity — Whenever Midnight Crusader Shuttle attacks, defending player faces a villainous choice — That player sacrifices a creature, or you gain control of a creature of your choice that player controls until end of turn. If you gain control of a creature this way, tap it, and it's attacking that player.
Crew 2
3/4
U 0179
WHO • EN Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Midnight Crusader Shuttle 4
Artifact — Vehicle
Midnight Entity — Whenever Midnight Crusader Shuttle attacks, defending player faces a villainous choice — That player sacrifices a creature, or you gain control of a creature of your choice that player controls until end of turn. If you gain control of a creature this way, tap it, and it's attacking that player.
Crew 2
3/4
U 0179
WHO • EN Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast