## Gargoyle Flock



**Creature — Tyranid Gargoyle**

Flying

*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.

*They dive screaming on defensive lines, sowing chaos before the main assault begins.*

2/2

123/168 R
40K • EN ▶ Nikola Matkovic

© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

## Gargoyle Flock



**Creature — Tyranid Gargoyle**

Flying

*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.

*They dive screaming on defensive lines, sowing chaos before the main assault begins.*

2/2

123/168 R
40K • EN ▶ Nikola Matkovic

© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

## Gargoyle Flock



**Creature — Tyranid Gargoyle**

Flying

*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.

*They dive screaming on defensive lines, sowing chaos before the main assault begins.*

2/2

123/168 R
40K • EN ▶ Nikola Matkovic

© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

## Gargoyle Flock



**Creature — Tyranid Gargoyle**

Flying

*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.

*They dive screaming on defensive lines, sowing chaos before the main assault begins.*

2/2

123/168 R
40K • EN ▶ Nikola Matkovic

© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast

Gargoyle Flock
Creature — Tyranid Gargoyle
Flying
*Skyswarm* — At the beginning of your end step, if a creature entered the battlefield under your control this turn, create a 1/1 blue Tyranid Gargoyle creature token with flying.
*They dive screaming on defensive lines, sowing chaos before the main assault begins.*
2/2
123/168 R
40K • EN ▶ Nikola Matkovic
© GW
™ & © 2022 Wizards of the Coast