Guerrilla Tactics 1R



Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Illus. Amy Weber

™ & © 1993–2001 Wizards of the Coast, Inc. 13a/50

Guerrilla Tactics 1R

Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Illus. Amy Weber

™ & © 1993–2001 Wizards of the Coast, Inc. 13a/50

Guerrilla Tactics 1R

Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Illus. Amy Weber

™ & © 1993–2001 Wizards of the Coast, Inc. 13a/50

Guerrilla Tactics 1R

Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Illus. Amy Weber

™ & © 1993–2001 Wizards of the Coast, Inc. 13a/50

Guerrilla Tactics 1R

Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Illus. Amy Weber

™ & © 1993–2001 Wizards of the Coast, Inc. 13a/50

Guerrilla Tactics 1R

Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Illus. Amy Weber

™ & © 1993–2001 Wizards of the Coast, Inc. 13a/50

Guerrilla Tactics 1R

Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Illus. Amy Weber

™ & © 1993–2001 Wizards of the Coast, Inc. 13a/50

Guerrilla Tactics 1R

Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Illus. Amy Weber

™ & © 1993–2001 Wizards of the Coast, Inc. 13a/50

Guerrilla Tactics 1R

Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Illus. Amy Weber

™ & © 1993–2001 Wizards of the Coast, Inc. 13a/50