Mardu Strike Leader 2B




Creature — Human Warrior

Whenever Mardu Strike Leader attacks, put a 2/1 black Warrior creature token onto the battlefield.

Dash 3B *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

3/2

075/185 R
FRF ★ EN Jason Rainville

™ & © 2015 Wizards of the Coast

Mardu Strike Leader 2B

17–18 January 2015

Creature — Human Warrior

Whenever Mardu Strike Leader attacks, put a 2/1 black Warrior creature token onto the battlefield.

Dash 3B *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

3/2

075/185 R
FRF ★ EN Jason Rainville

™ & © 2015 Wizards of the Coast

Mardu Strike Leader 2B

17–18 January 2015

Creature — Human Warrior

Whenever Mardu Strike Leader attacks, put a 2/1 black Warrior creature token onto the battlefield.

Dash 3B *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

3/2

075/185 R
FRF ★ EN Jason Rainville

™ & © 2015 Wizards of the Coast

Mardu Strike Leader 2B

17–18 January 2015

Creature — Human Warrior

Whenever Mardu Strike Leader attacks, put a 2/1 black Warrior creature token onto the battlefield.

Dash 3B *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

3/2

075/185 R
FRF ★ EN Jason Rainville

™ & © 2015 Wizards of the Coast

Mardu Strike Leader 2B

17–18 January 2015

Creature — Human Warrior

Whenever Mardu Strike Leader attacks, put a 2/1 black Warrior creature token onto the battlefield.

Dash 3B *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

3/2

075/185 R
FRF ★ EN Jason Rainville

™ & © 2015 Wizards of the Coast

Mardu Strike Leader 2B

17–18 January 2015

Creature — Human Warrior

Whenever Mardu Strike Leader attacks, put a 2/1 black Warrior creature token onto the battlefield.

Dash 3B *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

3/2

075/185 R
FRF ★ EN Jason Rainville

™ & © 2015 Wizards of the Coast

Mardu Strike Leader 2B

17–18 January 2015

Creature — Human Warrior

Whenever Mardu Strike Leader attacks, put a 2/1 black Warrior creature token onto the battlefield.

Dash 3B *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

3/2

075/185 R
FRF ★ EN Jason Rainville

™ & © 2015 Wizards of the Coast

Mardu Strike Leader 2B

17–18 January 2015

Creature — Human Warrior

Whenever Mardu Strike Leader attacks, put a 2/1 black Warrior creature token onto the battlefield.

Dash 3B *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

3/2

075/185 R
FRF ★ EN Jason Rainville

™ & © 2015 Wizards of the Coast

Mardu Strike Leader 2B

17–18 January 2015

Creature — Human Warrior

Whenever Mardu Strike Leader attacks, put a 2/1 black Warrior creature token onto the battlefield.

Dash 3B *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

3/2

075/185 R
FRF ★ EN Jason Rainville

™ & © 2015 Wizards of the Coast