Invasion Plans 2



Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2



Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2



Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2



Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407

Invasion Plans 2

Enchantment

All creatures block each combat if able.
The attacking player chooses how each creature blocks each combat.

A hundred thousand infantry, twenty-eight tank divisions, several hundred auxiliaries, two generals, and one bright green dragon creature can't be wrong.

Illus. Elías hernández

™ & © 2026 Wizards of the Coast 7407