Crashing Boars 3



Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3



Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3



Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3



Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4

Crashing Boars 3

Creature — Boar

Whenever Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able.

Bores ruin a party. Boars are party to ruin.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 52/90

4/4