Hexplate Wallbreaker



Artifact — Equipment

For Mirrodin!

Equipped creature gets +2/+2.

Whenever equipped creature attacks, if it's the first combat phase of the turn, untap each attacking creature. After this phase, there is an additional combat phase.

Equip 3

052 R
ONC • EN
Aaron Miller

™ & © 2023 Wizards of the Coast

Hexplate Wallbreaker

Artifact — Equipment

For Mirrodin!

Equipped creature gets +2/+2.

Whenever equipped creature attacks, if it's the first combat phase of the turn, untap each attacking creature. After this phase, there is an additional combat phase.

Equip 3

052 R
ONC • EN
Aaron Miller

™ & © 2023 Wizards of the Coast

Hexplate Wallbreaker

Artifact — Equipment

For Mirrodin!

Equipped creature gets +2/+2.

Whenever equipped creature attacks, if it's the first combat phase of the turn, untap each attacking creature. After this phase, there is an additional combat phase.

Equip 3

052 R
ONC • EN
Aaron Miller

™ & © 2023 Wizards of the Coast

Hexplate Wallbreaker

Artifact — Equipment

For Mirrodin!

Equipped creature gets +2/+2.

Whenever equipped creature attacks, if it's the first combat phase of the turn, untap each attacking creature. After this phase, there is an additional combat phase.

Equip 3

052 R
ONC • EN
Aaron Miller

™ & © 2023 Wizards of the Coast

Hexplate Wallbreaker

Artifact — Equipment

For Mirrodin!

Equipped creature gets +2/+2.

Whenever equipped creature attacks, if it's the first combat phase of the turn, untap each attacking creature. After this phase, there is an additional combat phase.

Equip 3

052 R
ONC • EN
Aaron Miller

™ & © 2023 Wizards of the Coast

Hexplate Wallbreaker

Artifact — Equipment

For Mirrodin!

Equipped creature gets +2/+2.

Whenever equipped creature attacks, if it's the first combat phase of the turn, untap each attacking creature. After this phase, there is an additional combat phase.

Equip 3

052 R
ONC • EN
Aaron Miller

™ & © 2023 Wizards of the Coast

Hexplate Wallbreaker

Artifact — Equipment

For Mirrodin!

Equipped creature gets +2/+2.

Whenever equipped creature attacks, if it's the first combat phase of the turn, untap each attacking creature. After this phase, there is an additional combat phase.

Equip 3

052 R
ONC • EN
Aaron Miller

™ & © 2023 Wizards of the Coast

Hexplate Wallbreaker

Artifact — Equipment

For Mirrodin!

Equipped creature gets +2/+2.

Whenever equipped creature attacks, if it's the first combat phase of the turn, untap each attacking creature. After this phase, there is an additional combat phase.

Equip 3

052 R
ONC • EN
Aaron Miller

™ & © 2023 Wizards of the Coast

Hexplate Wallbreaker

Artifact — Equipment

For Mirrodin!

Equipped creature gets +2/+2.

Whenever equipped creature attacks, if it's the first combat phase of the turn, untap each attacking creature. After this phase, there is an additional combat phase.

Equip 3

052 R
ONC • EN
Aaron Miller

™ & © 2023 Wizards of the Coast