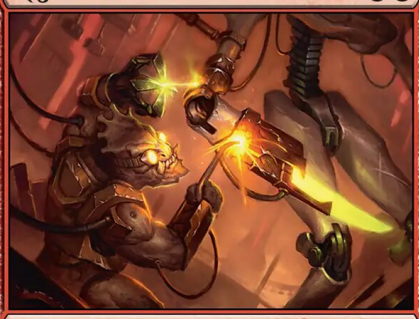
Rig for War

1R



Instant

Target creature gets +3/+0 and gains first strike and reach until end of turn.

"We build our beamcutters to mince bedrock. Should slice a Eumidian hull with no issues."

C 0156
EOE • EN
Diana Franco

™ & © 2025 Wizards of the Coast

Rig for War

1R

Instant

Target creature gets +3/+0 and gains first strike and reach until end of turn.

"We build our beamcutters to mince bedrock. Should slice a Eumidian hull with no issues."

C 0156
EOE • EN
Diana Franco

™ & © 2025 Wizards of the Coast

Rig for War

1R

Instant

Target creature gets +3/+0 and gains first strike and reach until end of turn.

"We build our beamcutters to mince bedrock. Should slice a Eumidian hull with no issues."

C 0156
EOE • EN
Diana Franco

™ & © 2025 Wizards of the Coast

Rig for War

1R

Instant

Target creature gets +3/+0 and gains first strike and reach until end of turn.

"We build our beamcutters to mince bedrock. Should slice a Eumidian hull with no issues."

C 0156
EOE • EN
Diana Franco

™ & © 2025 Wizards of the Coast