Tide of War 4



Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306

Tide of War 4

Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306

Tide of War 4

Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306

Tide of War 4

Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306

Tide of War 4

Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306

Tide of War 4

Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306

Tide of War 4

Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306

Tide of War 4

Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306

Tide of War 4

Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306

Tide of War 4

Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

Wayne Reynolds

™ & © 1993-2004 Wizards of the Coast, Inc. 104/306