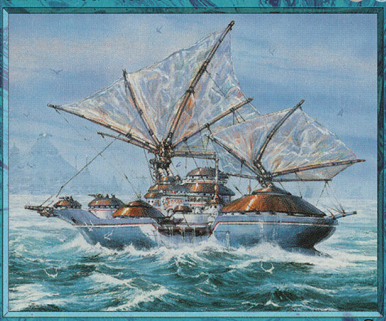
Armored Galleon 4 {U}



Creature — Ship

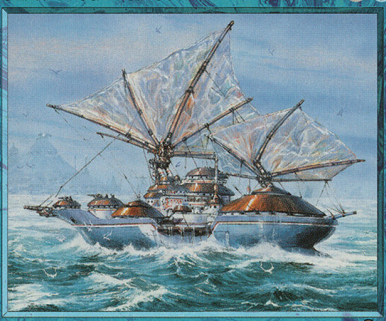
Armored Galleon can't attack unless the defending player has an island in play.

"Information equals profits. Our merchants sell it, or our pirates use it."
—Jefan, Talas ship captain

Illus. Doug Chaffee
©1993–1998 Wizards of the Coast, Inc.

5/4

Armored Galleon 4 {U}



Creature — Ship

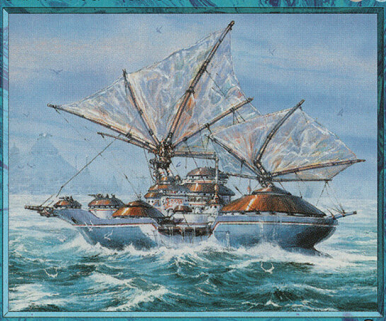
Armored Galleon can't attack unless the defending player has an island in play.

"Information equals profits. Our merchants sell it, or our pirates use it."
—Jefan, Talas ship captain

Illus. Doug Chaffee
©1993–1998 Wizards of the Coast, Inc.

5/4

Armored Galleon 4 {U}



Creature — Ship

Armored Galleon can't attack unless the defending player has an island in play.

"Information equals profits. Our merchants sell it, or our pirates use it."
—Jefan, Talas ship captain

Illus. Doug Chaffee
©1993–1998 Wizards of the Coast, Inc.

5/4

Armored Galleon 4 {U}



Creature — Ship

Armored Galleon can't attack unless the defending player has an island in play.

"Information equals profits. Our merchants sell it, or our pirates use it."
—Jefan, Talas ship captain

Illus. Doug Chaffee
©1993–1998 Wizards of the Coast, Inc.

5/4