Assault Suit 4



Artifact — Equipment

Equipped creature gets +2/+2, has haste, can't attack you or a planeswalker you control, and can't be sacrificed.

At the beginning of each opponent's upkeep, you may have that player gain control of equipped creature until end of turn. If you do, untap it.

Equip 3

242/351 U
C16 • EN ✒ James Paick

™ & © 2016 Wizards of the Coast

Assault Suit 4



Artifact — Equipment

Equipped creature gets +2/+2, has haste, can't attack you or a planeswalker you control, and can't be sacrificed.

At the beginning of each opponent's upkeep, you may have that player gain control of equipped creature until end of turn. If you do, untap it.

Equip 3

242/351 U
C16 • EN ✒ James Paick

™ & © 2016 Wizards of the Coast

Assault Suit 4



Artifact — Equipment

Equipped creature gets +2/+2, has haste, can't attack you or a planeswalker you control, and can't be sacrificed.

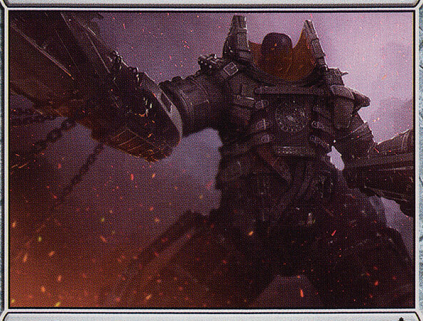
At the beginning of each opponent's upkeep, you may have that player gain control of equipped creature until end of turn. If you do, untap it.

Equip 3

242/351 U
C16 • EN ✒ James Paick

™ & © 2016 Wizards of the Coast

Assault Suit 4



Artifact — Equipment

Equipped creature gets +2/+2, has haste, can't attack you or a planeswalker you control, and can't be sacrificed.

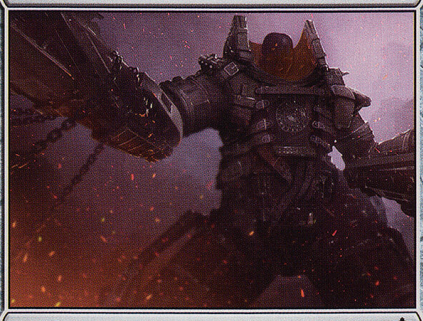
At the beginning of each opponent's upkeep, you may have that player gain control of equipped creature until end of turn. If you do, untap it.

Equip 3

242/351 U
C16 • EN ✒ James Paick

™ & © 2016 Wizards of the Coast

Assault Suit 4



Artifact — Equipment

Equipped creature gets +2/+2, has haste, can't attack you or a planeswalker you control, and can't be sacrificed.

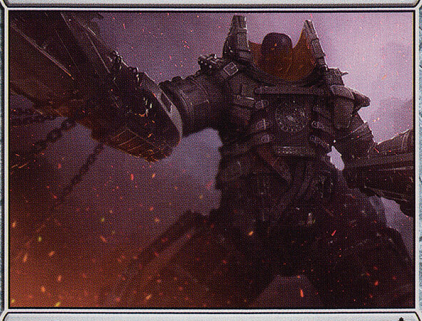
At the beginning of each opponent's upkeep, you may have that player gain control of equipped creature until end of turn. If you do, untap it.

Equip 3

242/351 U
C16 • EN ✒ James Paick

™ & © 2016 Wizards of the Coast

Assault Suit 4



Artifact — Equipment

Equipped creature gets +2/+2, has haste, can't attack you or a planeswalker you control, and can't be sacrificed.

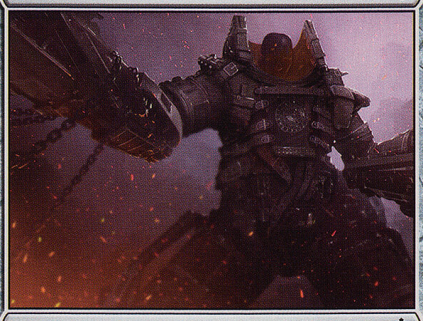
At the beginning of each opponent's upkeep, you may have that player gain control of equipped creature until end of turn. If you do, untap it.

Equip 3

242/351 U
C16 • EN ✒ James Paick

™ & © 2016 Wizards of the Coast

Assault Suit 4



Artifact — Equipment

Equipped creature gets +2/+2, has haste, can't attack you or a planeswalker you control, and can't be sacrificed.

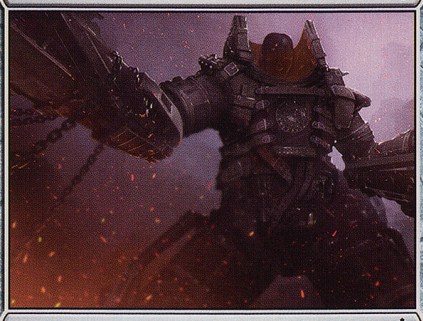
At the beginning of each opponent's upkeep, you may have that player gain control of equipped creature until end of turn. If you do, untap it.

Equip 3

242/351 U
C16 • EN ✒ James Paick

™ & © 2016 Wizards of the Coast

Assault Suit 4



Artifact — Equipment

Equipped creature gets +2/+2, has haste, can't attack you or a planeswalker you control, and can't be sacrificed.

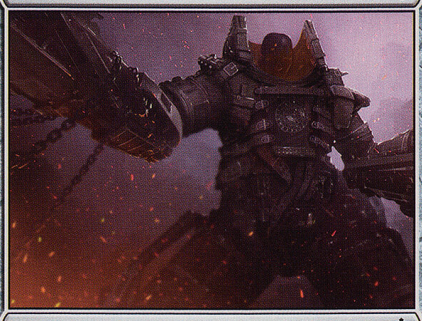
At the beginning of each opponent's upkeep, you may have that player gain control of equipped creature until end of turn. If you do, untap it.

Equip 3

242/351 U
C16 • EN ✒ James Paick

™ & © 2016 Wizards of the Coast

Assault Suit 4



Artifact — Equipment

Equipped creature gets +2/+2, has haste, can't attack you or a planeswalker you control, and can't be sacrificed.

At the beginning of each opponent's upkeep, you may have that player gain control of equipped creature until end of turn. If you do, untap it.

Equip 3

242/351 U
C16 • EN ✒ James Paick

™ & © 2016 Wizards of the Coast