Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.

Hornet Cannon 4



Artifact

3, {T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Illus. Ron Spencer
© 1998 Wizards of the Coast, Inc.