Assault Formation



Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation



Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation



Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation



Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Assault Formation

Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

378 R
JMP • EN Kieran Yanner

™ & © 2020 Wizards of the Coast