
Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast


Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast


Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast


Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast

Noise Marine
4
Creature — Astartes Warrior
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Sonic Blaster — When Noise Marine enters the battlefield, it deals damage equal to the number of spells you've cast this turn to any target.
3/2
082/168 U
40K • EN
Johan Grenier
GW
™ & © 2022 Wizards of the Coast