Standing Troops 2



Creature — Soldier 7

Attacking doesn't cause Standing Troops to tap.

They fight so closely together a mouse couldn't slip past their guard.

Illus. Gary Ruddell
™ & © 1993–2001 Wizards of the Coast, Inc. 48/350
1/4

Standing Troops 2



Creature — Soldier 7

Attacking doesn't cause Standing Troops to tap.

They fight so closely together a mouse couldn't slip past their guard.

Illus. Gary Ruddell
™ & © 1993–2001 Wizards of the Coast, Inc. 48/350
1/4

Standing Troops 2



Creature — Soldier 7

Attacking doesn't cause Standing Troops to tap.

They fight so closely together a mouse couldn't slip past their guard.

Illus. Gary Ruddell
™ & © 1993–2001 Wizards of the Coast, Inc. 48/350
1/4

Standing Troops 2



Creature — Soldier 7

Attacking doesn't cause Standing Troops to tap.

They fight so closely together a mouse couldn't slip past their guard.

Illus. Gary Ruddell
™ & © 1993–2001 Wizards of the Coast, Inc. 48/350
1/4