Knight Paladin 5



Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5



Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5



Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5



Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast

Knight Paladin 5

Artifact — Vehicle

Trample

Rapid-fire Battle Cannon — When Knight Paladin enters the battlefield, it deals 4 damage to each opponent.

Crew 1 *(Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)*

6/6

160/168 R
40K • EN Games Workshop

™ & © 2022 Wizards of the Coast