Tyrant Guard {X}{2}{G}



Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

103/168 R
40K★EN Xavier Ribeiro
© GW
™ & © 2022 Wizards of the Coast

Tyrant Guard {X}{2}{G}

Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

103/168 R
40K★EN Xavier Ribeiro
© GW
™ & © 2022 Wizards of the Coast

Tyrant Guard {X}{2}{G}

Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

103/168 R
40K★EN Xavier Ribeiro
© GW
™ & © 2022 Wizards of the Coast

Tyrant Guard {X}{2}{G}

Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

103/168 R
40K★EN Xavier Ribeiro
© GW
™ & © 2022 Wizards of the Coast

Tyrant Guard {X}{2}{G}

Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

103/168 R
40K★EN Xavier Ribeiro
© GW
™ & © 2022 Wizards of the Coast

Tyrant Guard {X}{2}{G}

Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

103/168 R
40K★EN Xavier Ribeiro
© GW
™ & © 2022 Wizards of the Coast

Tyrant Guard {X}{2}{G}

Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

103/168 R
40K★EN Xavier Ribeiro
© GW
™ & © 2022 Wizards of the Coast

Tyrant Guard {X}{2}{G}

Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

103/168 R
40K★EN Xavier Ribeiro
© GW
™ & © 2022 Wizards of the Coast

Tyrant Guard {X}{2}{G}

Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

103/168 R
40K★EN Xavier Ribeiro
© GW
™ & © 2022 Wizards of the Coast