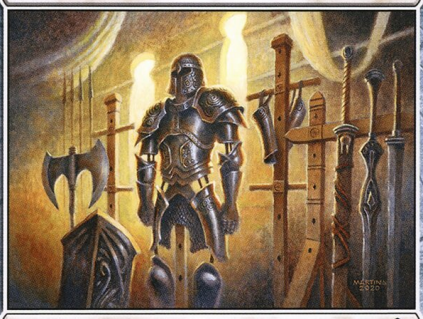
**Plate Armor** {2}{W}



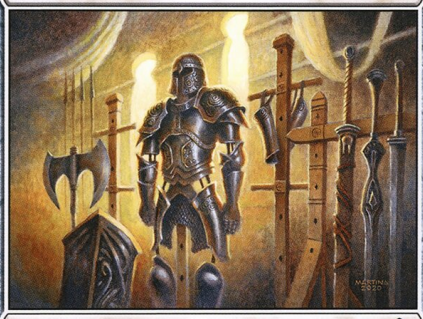
**Artifact — Equipment**

Equipped creature gets +3/+3 and has ward {1}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*

Equip {3}. This ability costs {1} less to activate for each other Equipment you control.

032/281 U
AFR • EN ✒ Martina Pilcerova
™ & © 2021 Wizards of the Coast

**Plate Armor** {2}{W}



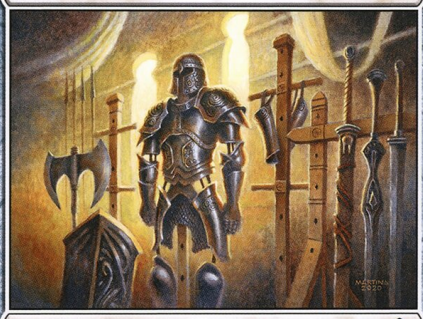
**Artifact — Equipment**

Equipped creature gets +3/+3 and has ward {1}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*

Equip {3}. This ability costs {1} less to activate for each other Equipment you control.

032/281 U
AFR • EN ✒ Martina Pilcerova
™ & © 2021 Wizards of the Coast

**Plate Armor** {2}{W}



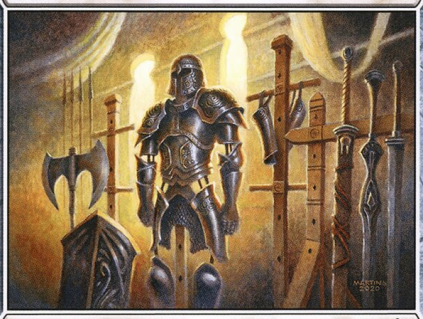
**Artifact — Equipment**

Equipped creature gets +3/+3 and has ward {1}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*

Equip {3}. This ability costs {1} less to activate for each other Equipment you control.

032/281 U
AFR • EN ✒ Martina Pilcerova
™ & © 2021 Wizards of the Coast

**Plate Armor** {2}{W}



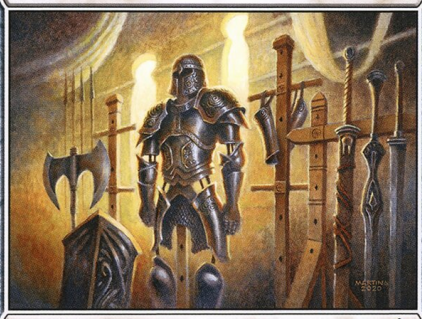
**Artifact — Equipment**

Equipped creature gets +3/+3 and has ward {1}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*

Equip {3}. This ability costs {1} less to activate for each other Equipment you control.

032/281 U
AFR • EN ✒ Martina Pilcerova
™ & © 2021 Wizards of the Coast

**Plate Armor** {2}{W}



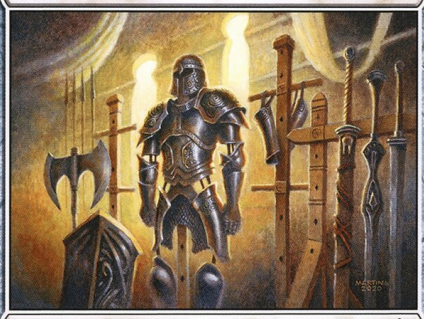
**Artifact — Equipment**

Equipped creature gets +3/+3 and has ward {1}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*

Equip {3}. This ability costs {1} less to activate for each other Equipment you control.

032/281 U
AFR • EN ✒ Martina Pilcerova
™ & © 2021 Wizards of the Coast

**Plate Armor** {2}{W}



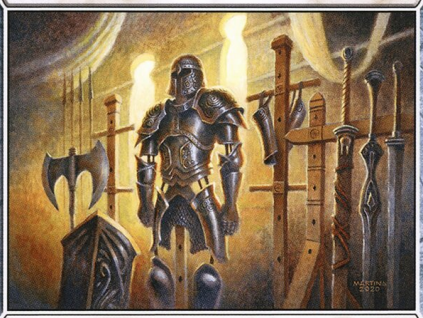
**Artifact — Equipment**

Equipped creature gets +3/+3 and has ward {1}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*

Equip {3}. This ability costs {1} less to activate for each other Equipment you control.

032/281 U
AFR • EN ✒ Martina Pilcerova
™ & © 2021 Wizards of the Coast

**Plate Armor** {2}{W}



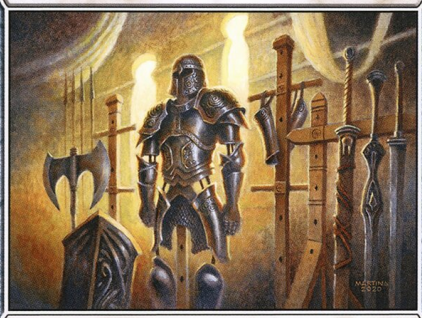
**Artifact — Equipment**

Equipped creature gets +3/+3 and has ward {1}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*

Equip {3}. This ability costs {1} less to activate for each other Equipment you control.

032/281 U
AFR • EN ✒ Martina Pilcerova
™ & © 2021 Wizards of the Coast

**Plate Armor** {2}{W}



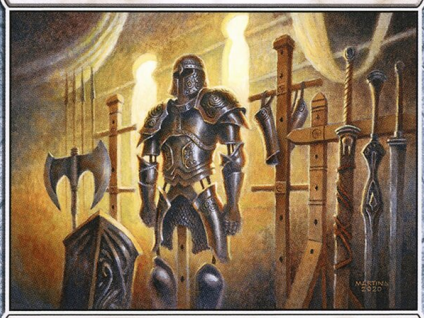
**Artifact — Equipment**

Equipped creature gets +3/+3 and has ward {1}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*

Equip {3}. This ability costs {1} less to activate for each other Equipment you control.

032/281 U
AFR • EN ✒ Martina Pilcerova
™ & © 2021 Wizards of the Coast

**Plate Armor** {2}{W}



**Artifact — Equipment**

Equipped creature gets +3/+3 and has ward {1}. *(Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*

Equip {3}. This ability costs {1} less to activate for each other Equipment you control.

032/281 U
AFR • EN ✒ Martina Pilcerova
™ & © 2021 Wizards of the Coast