Firecat Blitz {X}{R}{R}



Sorcery

Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn.

Flashback—{R}{R}, Sacrifice X mountains. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. David Martin

™ & © 1993–2002 Wizards of the Coast, Inc. 88/143

Firecat Blitz {X}{R}{R}



Sorcery

Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn.

Flashback—{R}{R}, Sacrifice X mountains. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. David Martin

™ & © 1993–2002 Wizards of the Coast, Inc. 88/143

Firecat Blitz {X}{R}{R}



Sorcery

Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn.

Flashback—{R}{R}, Sacrifice X mountains. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. David Martin

™ & © 1993–2002 Wizards of the Coast, Inc. 88/143

Firecat Blitz {X}{R}{R}



Sorcery

Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn.

Flashback—{R}{R}, Sacrifice X mountains. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. David Martin

™ & © 1993–2002 Wizards of the Coast, Inc. 88/143

Firecat Blitz {X}{R}{R}

Sorcery

Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn.

Flashback—{R}{R}, Sacrifice X mountains. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. David Martin

™ & © 1993–2002 Wizards of the Coast, Inc. 88/143