Air Response Unit 2



Artifact — Vehicle

Flying, vigilance

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.)*

Wherever the racers go, help follows.

3/3

U 0001
DFT • EN Brock Grossman

™ & © 2025 Wizards of the Coast

Air Response Unit 2

Artifact — Vehicle

Flying, vigilance

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.)*

Wherever the racers go, help follows.

3/3

U 0001
DFT • EN Brock Grossman

™ & © 2025 Wizards of the Coast

Air Response Unit 2

Artifact — Vehicle

Flying, vigilance

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.)*

Wherever the racers go, help follows.

3/3

U 0001
DFT • EN Brock Grossman

™ & © 2025 Wizards of the Coast

Air Response Unit 2

Artifact — Vehicle

Flying, vigilance

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.)*

Wherever the racers go, help follows.

3/3

U 0001
DFT • EN Brock Grossman

™ & © 2025 Wizards of the Coast