## Mechanized Production



**Enchantment — Aura**

Enchant artifact you control

At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.

*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*

M 0706
PIP ★ EN ✒ Brian Valeza

©2024 BSW
™ & © 2024 Wizards of the Coast

Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast

## Mechanized Production



**Enchantment — Aura**

Enchant artifact you control

At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.

*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*

M 0706
PIP ★ EN ✒ Brian Valeza

©2024 BSW
™ & © 2024 Wizards of the Coast

Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast

## Mechanized Production



**Enchantment — Aura**

Enchant artifact you control

At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.

*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*

M 0706
PIP ★ EN ✒ Brian Valeza

©2024 BSW
™ & © 2024 Wizards of the Coast

Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast

## Mechanized Production



**Enchantment — Aura**

Enchant artifact you control

At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.

*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*

M 0706
PIP ★ EN ✒ Brian Valeza

©2024 BSW
™ & © 2024 Wizards of the Coast

Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast
Mechanized Production
Enchantment — Aura
Enchant artifact you control
At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.
*At the onset of the Great War, Nuka-Cola's best minds were reassigned to weapons development.*
M 0706
PIP ★ EN ✒ Brian Valeza
©2024 BSW
™ & © 2024 Wizards of the Coast