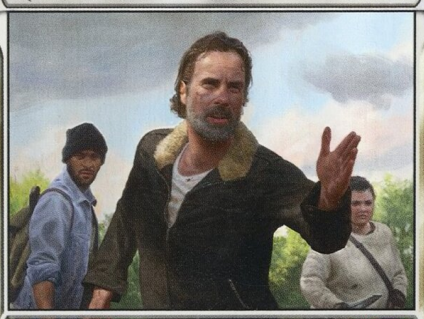
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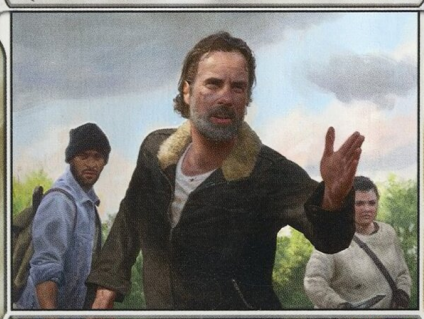
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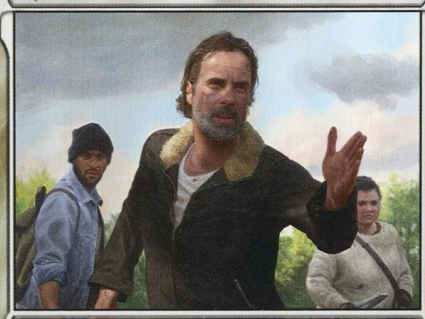
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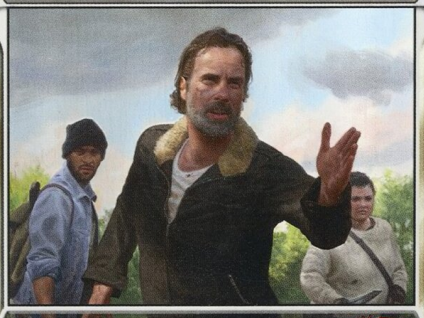
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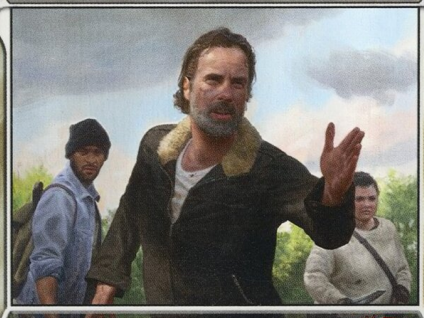
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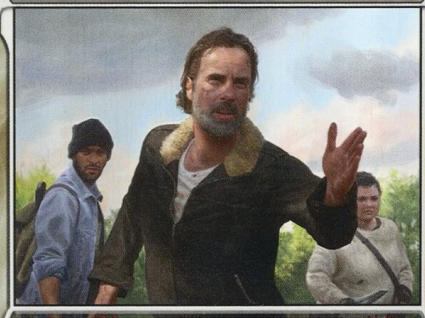
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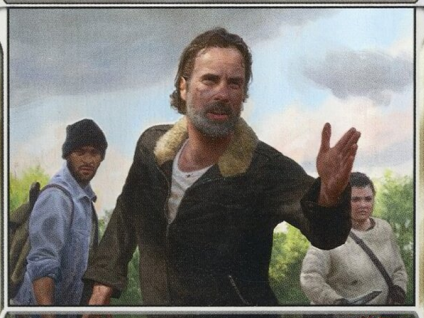
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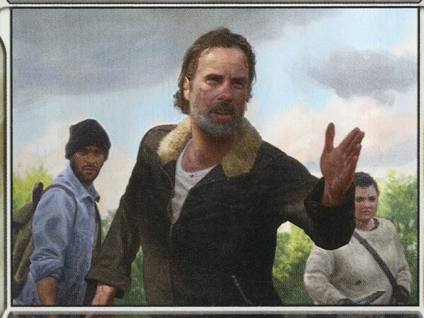
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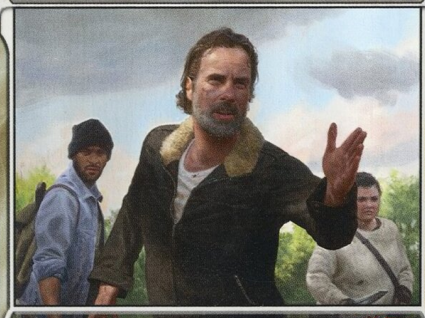
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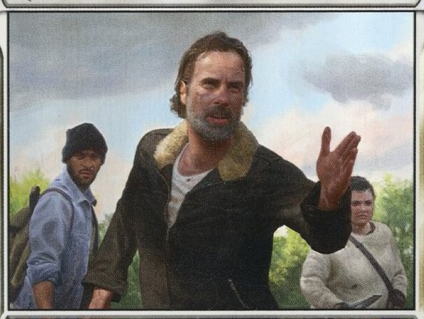
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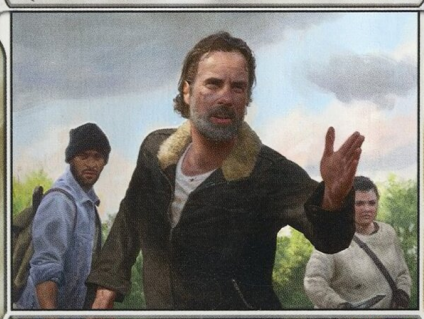
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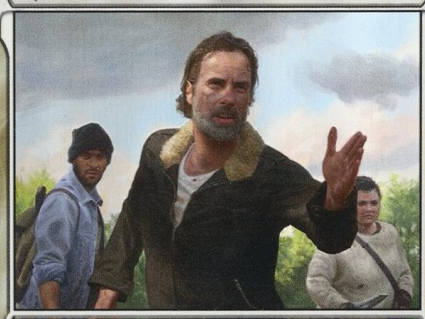
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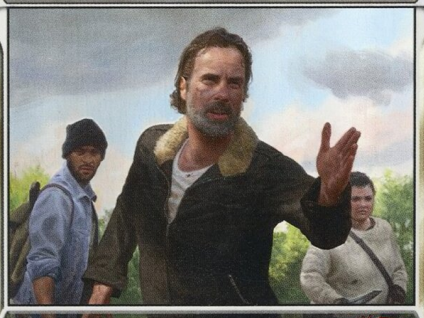
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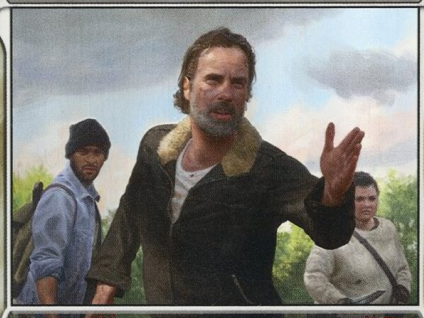
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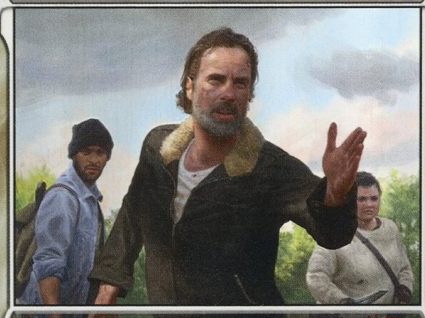
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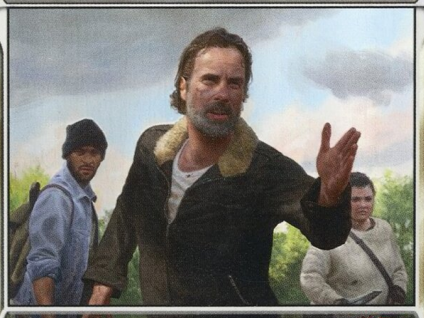
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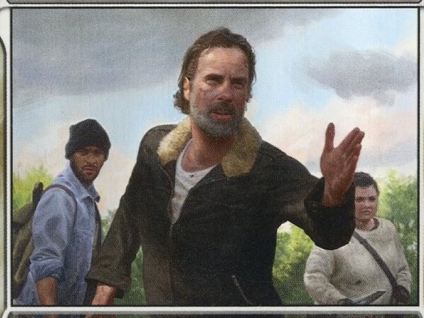
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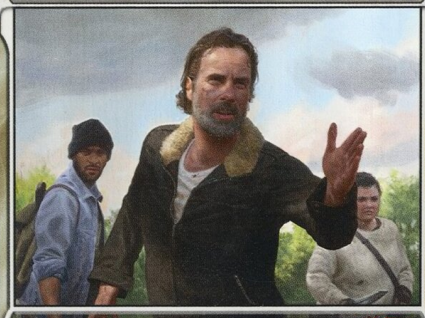
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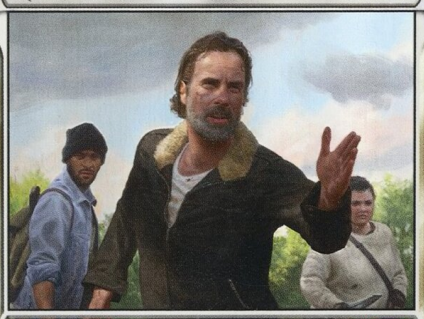
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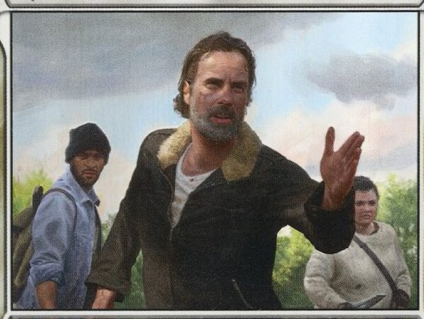
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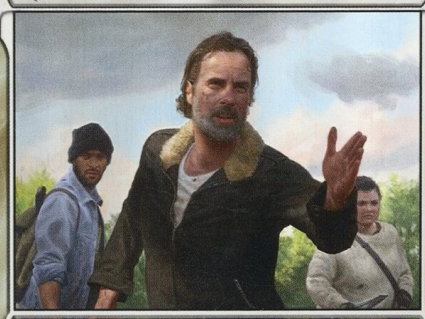
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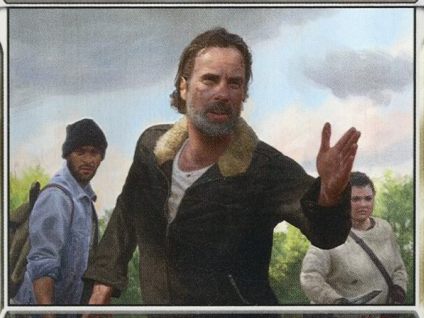
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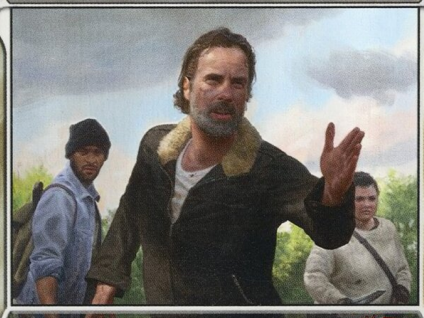
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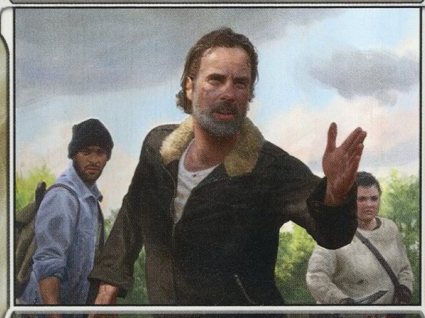
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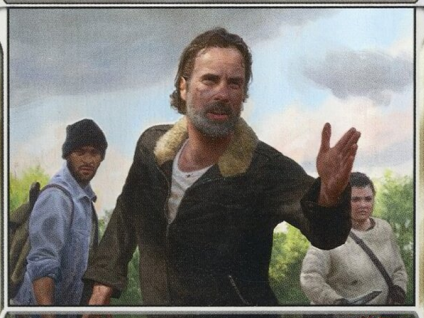
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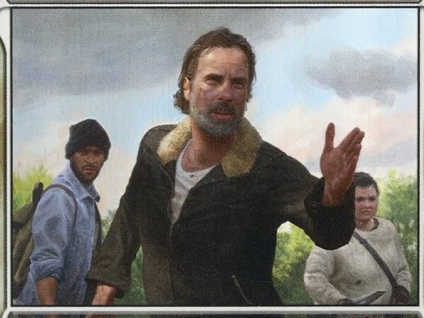
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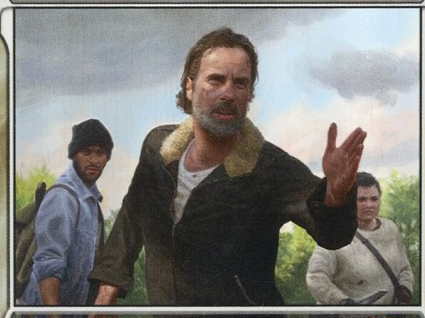
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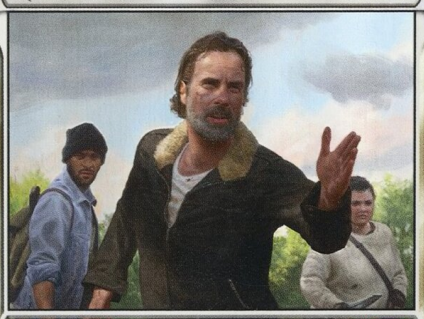
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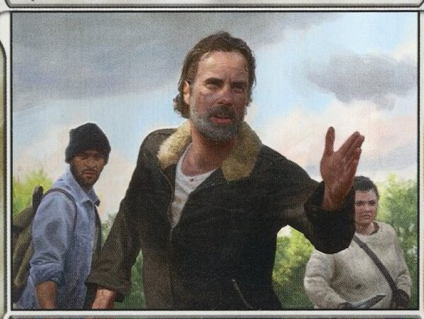
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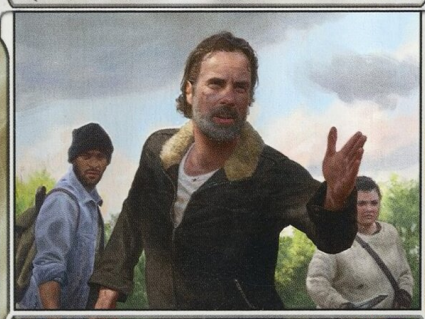
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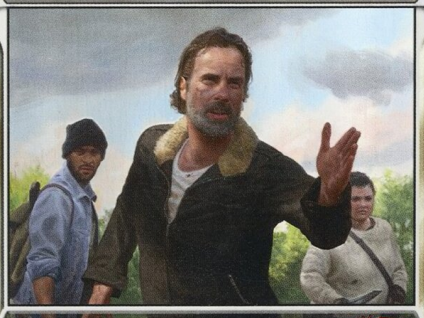
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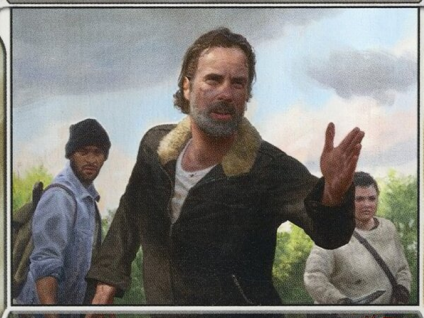
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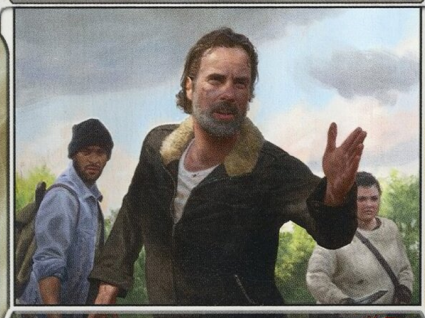
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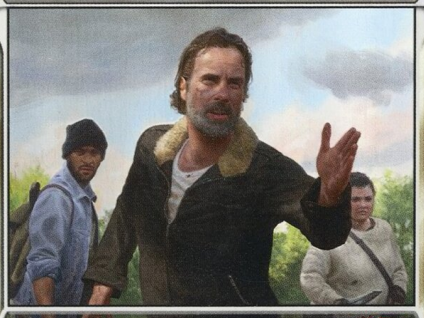
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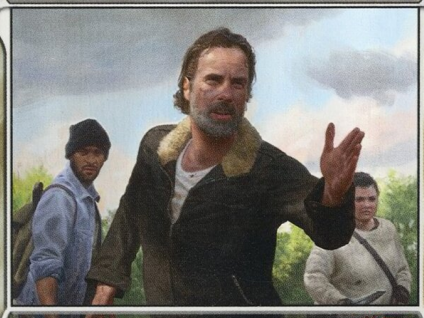
As long as you control four or more Humans, Humans you control get +2/+2.

3/4

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Rick, Steadfast Leader 2GW



Legendary Creature — Human Soldier

As Rick enters the battlefield, choose two abilities from among first strike, vigilance, and lifelink.

Humans you control have each of the chosen abilities.

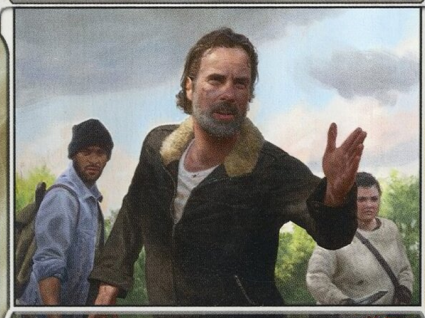
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