Beetleback Chief 2RR



Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR



Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR



Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR



Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

Wayne England

2/2

™ & © 1993-2012 Wizards of the Coast LLC 30/156