KOBAYASHI MARU SCENARIO 1



ENCHANTMENT

At the beginning of your upkeep, choose one that hasn't been chosen —

- *Hail* — Return up to one target creature an opponent controls with mana value 3 or less to its owner's hand.
- *Sensors* — Draw two cards.
- *Transport* — Create two 1/1 red Officer creature tokens.
- *Abandon Ship* — You lose the game.

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