

Relentless Assault

2



Sorcery



Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

"Mercy? Mercy is for the playground, not the battleground."

Greg G. Tim Hildebrandt
© 1992-2003 Wizards of the Coast, Inc. 214/030

Relentless Assault

2



Sorcery



Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

"Mercy? Mercy is for the playground, not the battleground."

Greg G. Tim Hildebrandt
© 1992-2003 Wizards of the Coast, Inc. 214/030

Relentless Assault

2



Sorcery



Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

"Mercy? Mercy is for the playground, not the battleground."

Greg G. Tim Hildebrandt
© 1992-2003 Wizards of the Coast, Inc. 214/030

Relentless Assault

2



Sorcery



Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

"Mercy? Mercy is for the playground, not the battleground."

Greg G. Tim Hildebrandt
© 1992-2003 Wizards of the Coast, Inc. 214/030

Relentless Assault

2



Sorcery



Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

"Mercy? Mercy is for the playground, not the battleground."

Greg G. Tim Hildebrandt
© 1992-2003 Wizards of the Coast, Inc. 214/030

Relentless Assault

2



Sorcery



Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

"Mercy? Mercy is for the playground, not the battleground."

Greg G. Tim Hildebrandt
© 1992-2003 Wizards of the Coast, Inc. 214/030

Relentless Assault

2



Sorcery



Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

"Mercy? Mercy is for the playground, not the battleground."

Greg G. Tim Hildebrandt
© 1992-2003 Wizards of the Coast, Inc. 214/030

Relentless Assault

2



Sorcery



Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

"Mercy? Mercy is for the playground, not the battleground."

Greg G. Tim Hildebrandt
© 1992-2003 Wizards of the Coast, Inc. 214/030

Relentless Assault

2



Sorcery



Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

"Mercy? Mercy is for the playground, not the battleground."

Greg G. Tim Hildebrandt
© 1992-2003 Wizards of the Coast, Inc. 214/030