Reckless Charge



Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge



Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge



Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge



Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350

Reckless Charge

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.

Flashback 2 *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Scott M. Fischer

™ & © 1993–2001 Wizards of the Coast, Inc. 215/350