Battle Cry Goblin 1R



Creature – Goblin

1R: Goblins you control get +1/+0 and gain haste until end of turn.
Pack tactics — Whenever Battle Cry Goblin attacks, if you attacked with creatures with total power 6 or greater this combat, create a 1/1 red Goblin creature token that's tapped and attacking.

APRIL PRIME

2/2

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