False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

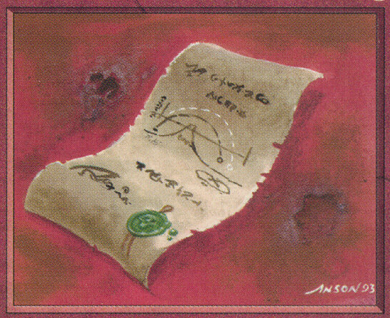


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

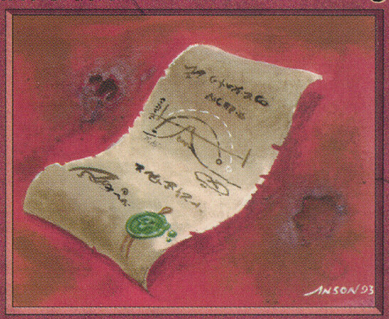


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

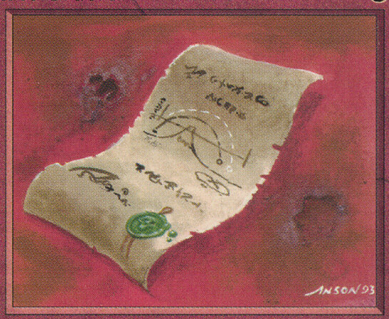


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

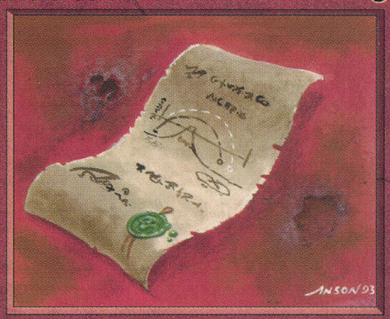


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

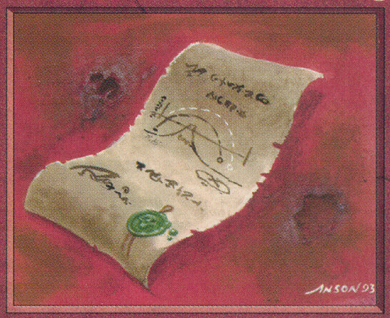


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

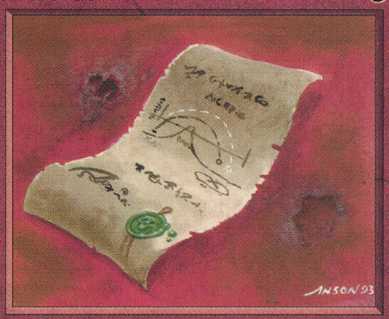


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

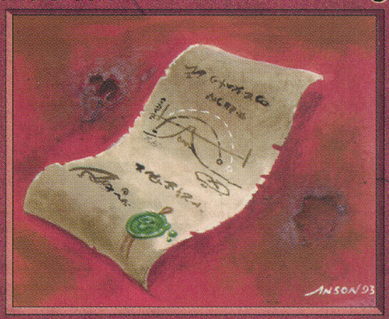


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

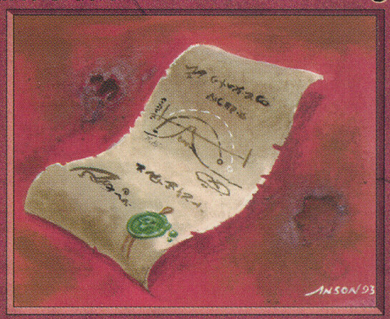


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

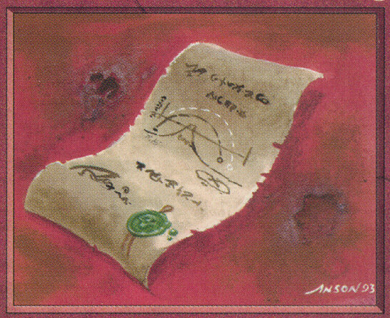


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

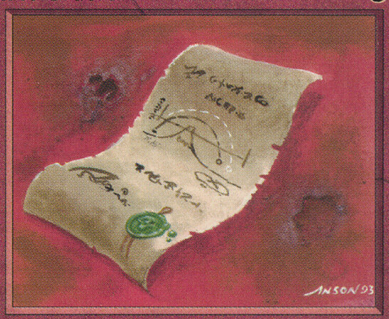


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

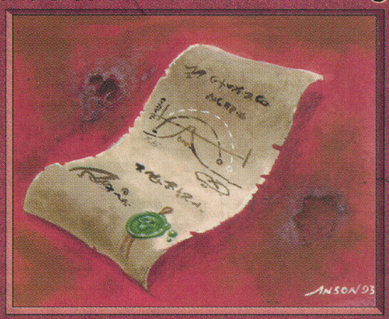


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

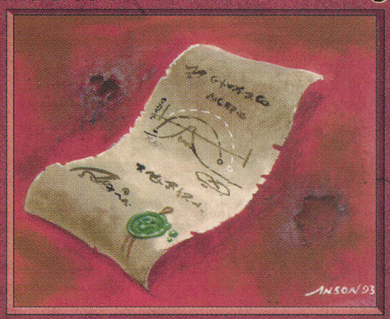


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

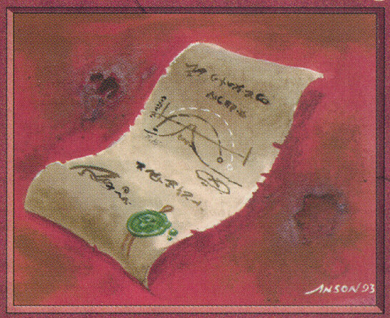


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

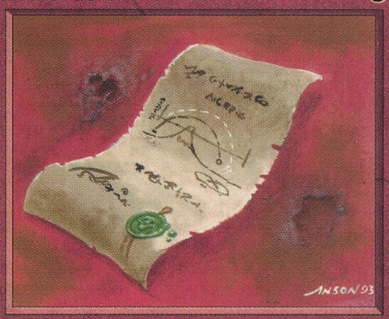


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

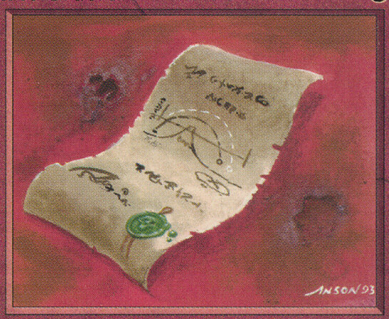


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders

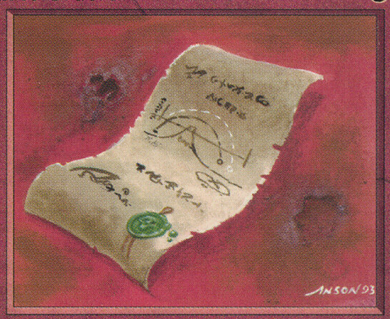


Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks

False Orders



Instant

You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage is dealt.

Illus. © Anson Maddocks