Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault



Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast

Aggravated Assault

Enchantment

3 R R: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate this ability only any time you could cast a sorcery.

025/047 R
E02 • EN
Greg Staples

™ & © 2017 Wizards of the Coast