

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters

Rocket Launcher 4



Artifact

2: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

*What these devices lacked in subtlety, they made up in strength.*

Illus. © Pete Venters