Combat Medic 2



Creature — Human Soldier

1 : Prevent the next 1 damage that would be dealt to target creature or player this turn.

"Without combat medics, Icatia would probably not have withstood the forces of chaos as long as it did."
—Sarpadian Empires, vol. VI

Illus. Anson Maddocks
™ & © 1993-2008 Wizards of the Coast LLC 9/245

0/2

Combat Medic 2

Creature — Human Soldier

1 : Prevent the next 1 damage that would be dealt to target creature or player this turn.

"Without combat medics, Icatia would probably not have withstood the forces of chaos as long as it did."
—Sarpadian Empires, vol. VI

Illus. Anson Maddocks
™ & © 1993-2008 Wizards of the Coast LLC 9/245

0/2

Combat Medic 2

Creature — Human Soldier

1 : Prevent the next 1 damage that would be dealt to target creature or player this turn.

"Without combat medics, Icatia would probably not have withstood the forces of chaos as long as it did."
—Sarpadian Empires, vol. VI

Illus. Anson Maddocks
™ & © 1993-2008 Wizards of the Coast LLC 9/245

0/2

Combat Medic 2

Creature — Human Soldier

1 : Prevent the next 1 damage that would be dealt to target creature or player this turn.

"Without combat medics, Icatia would probably not have withstood the forces of chaos as long as it did."
—Sarpadian Empires, vol. VI

Illus. Anson Maddocks
™ & © 1993-2008 Wizards of the Coast LLC 9/245

0/2

Combat Medic 2

Creature — Human Soldier

1 : Prevent the next 1 damage that would be dealt to target creature or player this turn.

"Without combat medics, Icatia would probably not have withstood the forces of chaos as long as it did."
—Sarpadian Empires, vol. VI

Illus. Anson Maddocks
™ & © 1993-2008 Wizards of the Coast LLC 9/245

0/2

Combat Medic 2

Creature — Human Soldier

1 : Prevent the next 1 damage that would be dealt to target creature or player this turn.

"Without combat medics, Icatia would probably not have withstood the forces of chaos as long as it did."
—Sarpadian Empires, vol. VI

Illus. Anson Maddocks
™ & © 1993-2008 Wizards of the Coast LLC 9/245

0/2

Combat Medic 2

Creature — Human Soldier

1 : Prevent the next 1 damage that would be dealt to target creature or player this turn.

"Without combat medics, Icatia would probably not have withstood the forces of chaos as long as it did."
—Sarpadian Empires, vol. VI

Illus. Anson Maddocks
™ & © 1993-2008 Wizards of the Coast LLC 9/245

0/2

Combat Medic 2

Creature — Human Soldier

1 : Prevent the next 1 damage that would be dealt to target creature or player this turn.

"Without combat medics, Icatia would probably not have withstood the forces of chaos as long as it did."
—Sarpadian Empires, vol. VI

Illus. Anson Maddocks
™ & © 1993-2008 Wizards of the Coast LLC 9/245

0/2

Combat Medic 2

Creature — Human Soldier

1 : Prevent the next 1 damage that would be dealt to target creature or player this turn.

"Without combat medics, Icatia would probably not have withstood the forces of chaos as long as it did."
—Sarpadian Empires, vol. VI

Illus. Anson Maddocks
™ & © 1993-2008 Wizards of the Coast LLC 9/245

0/2