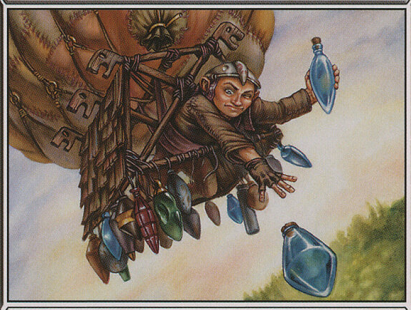
Burrenton Bombardier 2W



Creature — Kithkin Soldier

Flying

Reinforce 2—2W (2W, Discard this card: Put two +1/+1 counters on target creature.)

The flasks provide ballast, a means of steering, and—with a little luck—a way to deliver ward-spells to cohorts below.

Ron Spencer

™ & © 1993–2008 Wizards of the Coast, Inc. 3/150

2/2

Burrenton Bombardier 2W

Creature — Kithkin Soldier

Flying

Reinforce 2—2W (2W, Discard this card: Put two +1/+1 counters on target creature.)

The flasks provide ballast, a means of steering, and—with a little luck—a way to deliver ward-spells to cohorts below.

Ron Spencer

™ & © 1993–2008 Wizards of the Coast, Inc. 3/150

2/2

Burrenton Bombardier 2W

Creature — Kithkin Soldier

Flying

Reinforce 2—2W (2W, Discard this card: Put two +1/+1 counters on target creature.)

The flasks provide ballast, a means of steering, and—with a little luck—a way to deliver ward-spells to cohorts below.

Ron Spencer

™ & © 1993–2008 Wizards of the Coast, Inc. 3/150

2/2

Burrenton Bombardier 2W

Creature — Kithkin Soldier

Flying

Reinforce 2—2W (2W, Discard this card: Put two +1/+1 counters on target creature.)

The flasks provide ballast, a means of steering, and—with a little luck—a way to deliver ward-spells to cohorts below.

Ron Spencer

™ & © 1993–2008 Wizards of the Coast, Inc. 3/150

2/2