Volt Charge 2R



Instant

Volt Charge deals 3 damage to target creature or player. Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

Jana Schirmer & Johannes Voss

™ & © 1993-2011 Wizards of the Coast LLC 1001/175

Volt Charge 2R

Instant

Volt Charge deals 3 damage to target creature or player. Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

Jana Schirmer & Johannes Voss

™ & © 1993-2011 Wizards of the Coast LLC 1001/175

Volt Charge 2R

Instant

Volt Charge deals 3 damage to target creature or player. Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

Jana Schirmer & Johannes Voss

™ & © 1993-2011 Wizards of the Coast LLC 1001/175

Volt Charge 2R

Instant

Volt Charge deals 3 damage to target creature or player. Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

Jana Schirmer & Johannes Voss

™ & © 1993-2011 Wizards of the Coast LLC 1001/175

Volt Charge 2R

Instant

Volt Charge deals 3 damage to target creature or player. Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

Jana Schirmer & Johannes Voss

™ & © 1993-2011 Wizards of the Coast LLC 1001/175

Volt Charge 2R

Instant

Volt Charge deals 3 damage to target creature or player. Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

Jana Schirmer & Johannes Voss

™ & © 1993-2011 Wizards of the Coast LLC 1001/175

Volt Charge 2R

Instant

Volt Charge deals 3 damage to target creature or player. Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

Jana Schirmer & Johannes Voss

™ & © 1993-2011 Wizards of the Coast LLC 1001/175

Volt Charge 2R

Instant

Volt Charge deals 3 damage to target creature or player. Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

Jana Schirmer & Johannes Voss

™ & © 1993-2011 Wizards of the Coast LLC 1001/175

Volt Charge 2R

Instant

Volt Charge deals 3 damage to target creature or player. Proliferate. *(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)*

Jana Schirmer & Johannes Voss

™ & © 1993-2011 Wizards of the Coast LLC 1001/175