
Overrun
2
Sorcery
M12
Creatures you control get +3/+3 and gain trample until end of turn. (If a creature you control would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)
Carl Critchlow
™ & © 1993-2011 Wizards of the Coast LLC 186/249