Battle Rampart 2R



Creature — Wall

(Walls can't attack.)

: Target creature gains haste until end of turn. *(That creature may attack and the turn it comes under your control.)*

Illus. Ron Spencer
©1993–1999 Wizards of the Coast, Inc. 173/350
1/3

Battle Rampart 2R



Creature — Wall

(Walls can't attack.)

: Target creature gains haste until end of turn. *(That creature may attack and the turn it comes under your control.)*

Illus. Ron Spencer
©1993–1999 Wizards of the Coast, Inc. 173/350
1/3

Battle Rampart 2R



Creature — Wall

(Walls can't attack.)

: Target creature gains haste until end of turn. *(That creature may attack and the turn it comes under your control.)*

Illus. Ron Spencer
©1993–1999 Wizards of the Coast, Inc. 173/350
1/3

Battle Rampart 2R



Creature — Wall

(Walls can't attack.)

: Target creature gains haste until end of turn. *(That creature may attack and the turn it comes under your control.)*

Illus. Ron Spencer
©1993–1999 Wizards of the Coast, Inc. 173/350
1/3

Battle Rampart 2R



Creature — Wall

(Walls can't attack.)

: Target creature gains haste until end of turn. *(That creature may attack and the turn it comes under your control.)*

Illus. Ron Spencer
©1993–1999 Wizards of the Coast, Inc. 173/350
1/3

Battle Rampart 2R



Creature — Wall

(Walls can't attack.)

: Target creature gains haste until end of turn. *(That creature may attack and the turn it comes under your control.)*

Illus. Ron Spencer
©1993–1999 Wizards of the Coast, Inc. 173/350
1/3

Battle Rampart 2R



Creature — Wall

(Walls can't attack.)

: Target creature gains haste until end of turn. *(That creature may attack and the turn it comes under your control.)*

Illus. Ron Spencer
©1993–1999 Wizards of the Coast, Inc. 173/350
1/3

Battle Rampart 2R



Creature — Wall

(Walls can't attack.)

: Target creature gains haste until end of turn. *(That creature may attack and the turn it comes under your control.)*

Illus. Ron Spencer
©1993–1999 Wizards of the Coast, Inc. 173/350
1/3

Battle Rampart 2R



Creature — Wall

(Walls can't attack.)

: Target creature gains haste until end of turn. *(That creature may attack and the turn it comes under your control.)*

Illus. Ron Spencer
©1993–1999 Wizards of the Coast, Inc. 173/350
1/3