

Burnout Bashtronaut (R) Creature -- Goblin Warrior Menace Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) {2}: This creature gets +1/+0 until end of turn. Max speed -- This creature has double strike. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burnout Bashtronaut (R) Creature -- Goblin Warrior Menace Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) {2}: This creature gets +1/+0 until end of turn. Max speed -- This creature has double strike. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burnout Bashtronaut (R) Creature -- Goblin Warrior Menace Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) {2}: This creature gets +1/+0 until end of turn. Max speed -- This creature has double strike. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burnout Bashtronaut (R) Creature -- Goblin Warrior Menace Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) {2}: This creature gets +1/+0 until end of turn. Max speed -- This creature has double strike. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Draconautics Engineer (1)(R) Creature -- Goblin Artificer Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconautics Engineer (1)(R) Creature -- Goblin Artificer Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconautics Engineer (1)(R) Creature -- Goblin Artificer Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconautics Engineer (1)(R) Creature -- Goblin Artificer Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 1/8 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Dropkick Bomber (2)(R) Creature -- Goblin Warrior Other Goblins you control get +1/+1. {R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dropkick Bomber (2)(R) Creature -- Goblin Warrior Other Goblins you control get +1/+1. {R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dropkick Bomber (2)(R) Creature -- Goblin Warrior Other Goblins you control get +1/+1. {R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dropkick Bomber (2)(R) Creature -- Goblin Warrior Other Goblins you control get +1/+1. {R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Howlsquad Heavy (2)(R) Creature -- Goblin Mercenary Start your engines! Other Goblins you control have haste. At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able. Max speed -- {T}: Add {R} for each Goblin you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Howlsquad Heavy (2)(R) Creature -- Goblin Mercenary Start your engines! Other Goblins you control have haste. At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able. Max speed -- {T}: Add {R} for each Goblin you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Howlsquad Heavy (2)(R) Creature -- Goblin Mercenary Start your engines! Other Goblins you control have haste. At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able. Max speed -- {T}: Add {R} for each Goblin you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Howlsquad Heavy (2)(R) Creature -- Goblin Mercenary Start your engines! Other Goblins you control have haste. At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able. Max speed -- {T}: Add {R} for each Goblin you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Krenko, Mob Boss 2RR Legendary Creature -- Goblin Warrior {T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krenko, Mob Boss 2RR Legendary Creature -- Goblin Warrior {T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krenko, Mob Boss 2RR Legendary Creature -- Goblin Warrior {T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Searslicer Goblin (1)(R) Creature -- Goblin Warrior Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searslicer Goblin (1)(R) Creature -- Goblin Warrior Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searslicer Goblin (1)(R) Creature -- Goblin Warrior Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock (R) Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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