

③

{T}: Add one mana of any color.
{7}, {T}, Sacrifice this artifact:
Draw X cards, where X is the number
of differently named lands you
control.

5/4

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④ ⑤

When this Spacecraft enters, put a +1/+1 counter on each creature you control.

Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 8+.)

8+ | Flying, trample

5/4

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① ⑧

When this creature dies, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

2/1

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3 B

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When this creature enters, choose
one --
* Put two +1/+1 counters on this
creature.
* Put target exiled card with warp
on the bottom of its owner's
library.
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3/1

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② ③

Bombard deals 4 damage to target creature.

② ③

① R

Choose one --

- * Put five charge counters on target Spacecraft or Planet you control.
- * Destroy target artifact.

① R

① R

Choose one --

- * Put five charge counters on target Spacecraft or Planet you control.
- * Destroy target artifact.

① R

②③

Double strike
{5}: Creatures you control get +1/+1
until end of turn.

2/2

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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.

sheet 1/6 - 8 cards - 2.5 x 3.5 in each

Dual-Sun Adepts 2W Creature -- Human Soldier Double strike {5}: Creatures you control get +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emergency Eject 2W Instant Destroy target nonland permanent. Its controller creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frontline War-Rager 2R Creature -- Kavu Soldier At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Full Bore R Instant Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardlight Containment W Enchantment -- Aura Enchant artifact you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted permanent has ward {1}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Tenderfoot 1G Creature -- Insect Citizen {3}: Put a +1/+1 counter on this creature. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kavaron Skywarden 4R Creature -- Kavu Soldier Reach Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, put a +1/+1 counter on this creature. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kavaron Turbodrone 2 R Artifact Creature -- Robot Scout {T}: Target creature you control gets +1/+1 and gains haste until end of turn. Activate only as a sorcery. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kav Landseeker 3 R Creature -- Kavu Soldier Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, create a Lander token. At the beginning of the end step on your next turn, sacrifice that token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumen-Class Frigate 1 W Artifact -- Spacecraft Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.) 2+ Other creatures you control get +1/+1. 12+ Flying, lifelink [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Melded Moxite 1 R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. {3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Melded Moxite 1 R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. {3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memorial Team Leader 3 R Creature -- Kavu Soldier During your turn, other creatures you control get +1/+0. Warp {1}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Molecular Modifier 2 R Creature -- Kavu Artificer At the beginning of combat on your turn, target creature you control gets +1/+0 and gains first strike until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Orbital Plunge 3R Sorcery Orbital Plunge deals 6 damage to target creature. If excess damage was dealt this way, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oreplate Pangolin 1R Artifact Creature -- Robot Pangolin Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plasma Bolt R Sorcery Plasma Bolt deals 2 damage to any target. Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Tiger Mechan 3R Artifact Creature -- Robot Cat Haste Warp {1}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Remnant Elemental 1R Creature -- Elemental Reach Landfall -- Whenever a land you control enters, this creature gets +2/+0 until end of turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rig for War 1R Instant Target creature gets +3/+0 and gains reach and first strike until end of turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rust Harvester R Artifact Creature -- Robot Menace {2}, {T}, Exile an artifact card from your graveyard: Put a +1/+1 counter on this creature, then it deals damage equal to its power to any target. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sami, Ship's Engineer 2RW Legendary Creature -- Human Artificer At the beginning of your end step, if you control two or more tapped creatures, create a tapped 2/2 colorless Robot artifact creature token. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Slagdrill Scrapper (R) Artifact Creature -- Robot Scout {2}, {T}, Sacrifice another artifact or land: Draw a card. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squire's Lightblade (W) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn. Equipped creature gets +1/+0. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starfighter Pilot (1)(W) Creature -- Human Pilot Whenever this creature becomes tapped, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunstar Lightsmith (3)(W) Creature -- Human Artificer Whenever you cast your second spell each turn, put a +1/+1 counter on this creature and draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Susurian Voidborn (2)(B) Creature -- Vampire Soldier Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life. Warp {B} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporal Intervention (2)(B) Sorcery Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn. Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultguard Trooper (4)(R) Creature -- Kavu Soldier At the beginning of your end step, if you control two or more tapped creatures, you may discard your hand. If you do, draw two cards. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virulent Silencer

③

Artifact Creature -- Robot Assassin

Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.)

[sideboard]

2/3

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Weapons Manufacturing

① ② R

Enchantment

Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."

[sideboard]

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