UL_RED

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UL_RED ii

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Chapter 1

UL_RED

1.1 Unlimited Edition - Red Cards

Unlimited Edition - Red Cards

Burrowing Chaoslace Disintegrate Dragon Whelp

Dwarven Demolition Team
Dwarven Warriors

Earth Elemental Earthbind

Earthquake

False Orders

Fire Elemental Fireball

Firebreathing Flashfires

Fork Goblin Balloon Brigade

Goblin King Granite Gargoyle

Gray Ogre Hill Giant
Hurloon Minotaur Ironclaw Orcs
Keldon Warlord Lightning Bolt
Mana Flare Manabarbs

Mons's Goblin Raiders Orcish Artillery Orcish Oriflamme Power Surge

Raging River

Red Elemental Blast

Roc of Kher Ridges Rock Hydra
Sedge Troll Shatter
Shivan Dragon Smoke
Stone Giant Stone Rain

Tunnel

Two-Headed Giant of Foriys

Uthden Troll Wall of Fire

Wall of Stone Wheel of Fortune

1.2 Dwarven Demolition Team

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Dwarven Demolition Team

Color = Red Rarity = A/B/UL(U)

Type = Summon Dwarves (1/1)

Cost = 2R

Artist = Kev Brockschmidt

Print run = A(4,500) / B(13,500) / UL(68,000)

Text(UL): Tap to destroy a wall.

NO RULINGS

1.3 False Orders

False Orders

Color = Red

Rarity = A/B/UL(C)Type = Instant

Cost = R

Artist = Anson Maddocks

Print run = A(16,000) / B(48,000) / UL(244,500)

Text(UL): You decide whether and how one defending creature blocks, though you can't make a choice the defender couldn't legally make. Play after defender has chosen defense but before damage has been dealt.

Rulings

1.4 Raging River

Raging River

Color = Red

Rarity = A/B/UL(R)Type = Enchantment

Cost = RR

Artist = Sandra Everingham

Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): When you attack, non-flying defending creatures must be divided as opponent wishes between the left and right sides of the River. You then choose on which side of the river to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of the River.

Rulings

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1.5 Two-Headed Giant of Foriys

Two-Headed Giant of Foriys

Color = Red

Rarity = A/B/UL(R)

Type = Summon Giant (4/4)

Cost = 4R

Artist = Anson Maddocks

Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): Trample

May block two attacking creatures; divide damage between them

however controller likes.

NO RULINGS