Vanguard Cards

for Magic: The Gathering

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Vanguard cards are in an oversized 5" x 3.5" card format.
The cards represent the player, and each player gets to play one prior to the game starting.
The abilities are considered to be in constant effect throughout the game.

Key:

v1 = Vanguard set released in July 1997.
v2 = Vanguard II set released in January 1998.
v3 = Vanguard III set released in November 1998.

Characters (1 of 2)

		Card Name		Max Hand Size	Starting Life Total	Ability
		Barrin	v2	+0	+6	You may sacrifice a permanent to return any creature to its owner's hand. Play this ability as an instant.
		Crovax	v2	+2	+0	Whenever any of your creatures damages any creature or player, gain 1 life.
		Eladamri	v3	-1	+15	You may redirect to yourself any amount of damage dealt to creatures you control.
		Ertai	v1	-1	+4	Your creatures can't be the target of your opponents' spells or abilities.
		Gerrard	v1	-4	+0	During your draw phase, draw an additional card.
		Greven *il*-Vec	v2	-1	+2	Whenever any of your creatures damages any creature, bury the damaged creature.
		Hanna	v2	+1	-5	Your spells cost 1 less to play.
		Karn	v1	+1	+6	Each of your non-creature artifacts is also an artifact creature with power and toughness each equal to its total casting cost.
		Lyna	v3	+2	-4	All creatures you control gain shadow.
		Maraxus	v1	+1	+2	Your creatures get +1/+0.
		Mirri	v1	+0	+5	Each of your basic lands may be tapped to produce any color of mana instead of its normal type.
		Multani	v3	-3	-2	All creatures you control get +X/+0 where X is the number of cards in your hand.
		Oracle	v3	+1	+9	You may untap any attacking creatures you control and remove them from combat.
		Orim	v2	+0	+12	Your creatures can block as though they had flying.
		Rofellos	v3	-2	+4	Whenever a creature you control is put into a graveyard from play, draw a card.
		Selenia	v2	+1	+7	Attacking doesn't cause your creatures to tap.

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Characters *(2 of 2)*

		Card Name		Max Hand Size	Starting Life Total	Ability
		Sidar Kondo	v3	-1	+12	3: Target creature gets +3/+3 until end of turn.
		Sisay	v1	-2	-3	Whenever you tap a land for mana, it produces one additional mana of the same type.
		Sliver Queen, Brood Mother	v3	+0	+8	3: Put a Sliver token into play. Treat this token as a 1/1 colorless creature.
		Squee	v1	+3	-4	Your opponents play with their hands face up.
		Starke	v2	+0	-2	During your draw phase, you may draw an additional card and then put any card in your hand on the bottom of your library.
		Tahngarth	v1	-1	+7	Your creatures are unaffected by summoning sickness.
		Takara	v3	+3	-8	Sacrifice a creature: Takara deals 1 damage to target creature or player.
		Volrath	v2	+2	-3	Whenever any of your creatures is put into your graveyard from play, you may put that creature on top of your library.

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