

Sentinels of the Multiverse Card Game

Crossover Crisis Fan Expansion

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- (9) World Without Grown-Ups Environment Deck
- (10) The Agenda Villain Deck

(1) HERO CARDS AND VARIANTS

- Fatale (from the novel "Soon I will be Invincible") – Hero Card and 2 Variant Hero Cards
 - Team 7 (from the Chuck Dixon penned Wildstorm Comics mini-series) – Hero Card and 6 Variant Hero Cards
 - Violet Parr (from the Pixar movie "The Incredibles") – Hero Card and Variant Hero Card
 - Young Justice (from the DC Comics series and related issues, mostly penned by Peter David) – Hero Card and Variant Hero Card
 - Bunker Tactician Variant Hero Card (based on a suggestion made during OblivAeon playtesting)
 - Urban Ra: Sun God for Hire Variant Hero Card (based on Ra's post-OblivAeon appearance in the Dresden Files card game)
- NOTE: Yak Guardian's Hero Cards and Variant Hero Cards appear in his Deck file.

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Invincible Comics! SENTINEL COMICS 27

Fatale

The Next Generation of Warfare



POWERED PUNCH
POWER: FATALE DEALS 1 TARGET 2 MELEE DAMAGE.


Invincible Comics! SENTINEL COMICS

Fatale

The Next Generation of Warfare

INCAPACITATED

STATUS: OFFLINE



- UNTIL THE START OF YOUR NEXT TURN, MELEE DAMAGE DEALT BY HERO TARGETS IS IRREDUCIBLE.
- 1 PLAYER MAY PLAY A CARD NOW.
- 1 PLAYER MAY DISCARD UP TO 3 CARDS AND DRAW AS MANY CARDS AS THEY DISCARDED.

Invincible Comics! SENTINEL COMICS 26

Fatale

(There's always one more bug.)



BUGGY SOFTWARE
POWER: REVEAL THE BOTTOM CARD OF YOUR DECK. IF IT IS A NEW CHAMPION, DISCARD IT. OTHERWISE, PUT IT INTO PLAY.

Fatale Incapacitated

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- MELEE DAMAGE DEALT BY HERO TARGETS IS INCREASED BY 1 UNTIL YOUR NEXT TURN.
- DESTROY AN ENVIRONMENT CARD.
- ONE PLAYER MAY DRAW A CARD.

~ PROMO ~

Invincible Comics! SENTINEL COMICS 28

A.I. Planner Fatale



COMPUTER-COORDINATED COMBAT PLAN
POWER: UNTIL THE START OF YOUR NEXT TURN, MELEE DAMAGE DEALT BY HERO TARGETS IS INCREASED BY 1, AND MELEE DAMAGE DEALT TO HEROES IS DECREASED BY 1.

Fatale Incapacitated

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- MELEE DAMAGE DEALT BY HERO TARGETS IS INCREASED BY 1 UNTIL YOUR NEXT TURN.
- DESTROY AN ENVIRONMENT CARD.
- ONE PLAYER MAY DRAW A CARD.

~ PROMO ~

SENTINEL COMICS 29

TEAM 7

COVERT OPS
POWER: SELECT MELEE OR PROJECTILE. TEAM 7 DEALS 1 TARGET 1 DAMAGE OF THE SELECTED TYPE.



SENTINEL COMICS 29

TEAM 7

**** CONFIDENTIAL **** DO NOT DISTRIBUTE ****

FROM: Alexis Turner, MacTech Section
TO: Miles Croves, Director, International Operations
REF: Team 7, Confidential Medical Report

All seven members of Team 7 were exposed to an unknown biological agent. The survivors are experiencing a variety of symptoms, including delirium and convulsions, and have been placed in medically-monitored comas for their own protection.

Team 7 Members:
 1. Alton, Timothy (Vanguard) - DECEASED
 2. Brennan, J.J. (Spectreman) - Alive
 3. Callahan, Stephen (Vigilante) - Alive
 4. Chang, Philip (Stewart) (Ballroom) - Alive
 5. Cruz, Michael (Dishdollar) - Alive
 6. Davis, Jackson (Starlight) - Alive
 7. Fatale (Incubator) - Alive
 8. Adams, Andrew (Killer) - Alive
 9. Lynch, John (Tepich) - Alive
 10. McMonroe, Richard (Baton) - Alive
 11. Mayson, James (Killer) - Alive
 12. Thompson, Jack (Baton) - DECEASED

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- DESTROY AN ENVIRONMENT CARD.
- 1 HERO MAY USE A POWER NOW.
- DESTROY A TARGET WITH 2 OR FEWER HP.

SENTINEL

COMICS

28

VS TEAM 7

BROTHERS IN ARMS

TEAM 7 - 100% CHOICE

7

BLACK OPS
POWER: TEAM 7 DEALS THEMSELVES 2 IRREDUCIBLE PSYCHIC DAMAGE. SELECT MELEE OR PROJECTILE. TEAM 7 DEALS UP TO 2 TARGETS 2 DAMAGE OF THE SELECTED TYPE.

7

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- DESTROY AN ENVIRONMENT CARD.
- 1 PLAYER MAY PLAY A CARD NOW.
- EACH HERO TARGET REGAINS 1HP.

SENTINEL

COMICS

30

VS TEAM 7

SURVIVING G.O.S.

7

NIGHT OPS
POWER: YOU MAY PLAY A SQUAD MEMBER CARD OR DRAW A CARD. THEN TEAM 7 DEALS 1 TARGET 1 MELEE & 1 PROJECTILE DAMAGE.

7

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- DESTROY UP TO 3 ENVIRONMENT CARDS.
- 1 PLAYER MAY DRAW A CARD AND PLAY A CARD NOW.
- 1 HERO MAY DEAL 1 TARGET 1 IRREDUCIBLE DAMAGE OF A TYPE THAT THEY SELECT.

SENTINEL

COMICS

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VS TEAM 7

VARIANT COVER

GUEST ARTIST VARIANT

7

SPECIAL OPS
POWER: TEAM 7 DEALS 1 TARGET 1 MELEE DAMAGE. TEAM 7 DEALS 1 TARGET 1 PROJECTILE DAMAGE.

7

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- DESTROY AN ENVIRONMENT CARD.
- REDUCE DAMAGE DEALT TO HERO TARGETS BY 1.
- INCREASE DAMAGE DEALT BY HERO TARGETS BY 1.

SENTINEL

COMICS

26

VS TEAM 7

VARIANT COVER

PUZZLE COVER VARIANT

7

SPECIAL OPS
POWER: TEAM 7 DEALS 1 TARGET 1 MELEE DAMAGE. TEAM 7 DEALS 1 TARGET 1 PROJECTILE DAMAGE.

7

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- DESTROY AN ENVIRONMENT CARD.
- REDUCE DAMAGE DEALT TO HERO TARGETS BY 1.
- INCREASE DAMAGE DEALT BY HERO TARGETS BY 1.

DC **Young Justice**

SENTINEL
SI
COMICS
30

TEAMWORK

POWER: SELECT 2 DIFFERENT DAMAGE TYPES. YOUNG JUSTICE DEALS 1 TARGET 1 DAMAGE OF EACH OF THE SELECTED TYPES.

YJ

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- 1 PLAYER MAY PLAY A CARD NOW.
- 1 HERO MAY USE A POWER NOW.
- 1 PLAYER MAY DRAW 2 CARDS NOW.

DC **Young Justice**

SENTINEL
SI
COMICS
28

RECKLESS ASSAULT

TEAMWORK???

POWER: PUT THE TOP CARD OF YOUR DECK INTO PLAY. IF IT CAN NOT BE PUT INTO PLAY, YOUNG JUSTICE DEALS THEMSELVES 2 PSYCHIC DAMAGE.

YJ

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- 1 PLAYER MAY PLAY A CARD NOW.
- 1 HERO MAY USE A POWER NOW.
- 1 PLAYER MAY DRAW 2 CARDS NOW.

➤ **PROMO** ➤

SENTINEL
SI
COMICS
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BUNKER

TACTICIAN

POWER: REVEAL THEN REPLACE THE TOP CARD OF EACH OTHER HERO DECK. 1 PLAYER MAY PLAY THE TOP CARD OF THEIR HERO DECK. 1 PLAYER MAY DISCARD THE TOP CARD OF THEIR HERO DECK.

M

BUNKER -- OFFLINE

INCAPACITATED POWERS (CHOOSE 1 EACH TURN)

- DESTROY A TARGET WITH 2 OR FEWER HP.
- SELECT A HERO. THE NEXT DAMAGE DEALT BY THAT HERO IS IRREDUCIBLE.
- ONE PLAYER MAY PLAY A CARD NOW.

➤ **PROMO** ➤

SENTINEL
SI
COMICS
28

URBAN

RA

SUN GOD FOR HIRE

BURN IT DOWN AND SALT THE EARTH

POWER: SELECT VILLAIN OR ENVIRONMENT. DEAL ALL TARGETS FROM THE SELECTED DECK 1 FIRE DAMAGE. THEN DEAL 1 TARGET DAMAGED THIS WAY 1 TOXIC DAMAGE.

UR

URBAN RA: SUN GOD FOR HIRE

INCAPACITATED

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- UNTIL THE START OF YOUR TURN, FIRE AND TOXIC DAMAGE DEALT TO HERO TARGETS IS REDUCED BY 2, AND ALL OTHER DAMAGE IS REDUCED BY 1.
- SELECT A NON-INDESTRUCTIBLE, NON-CHARACTER CARD WITH 3 OR FEWER HP. REMOVE IT FROM THE GAME.
- REVEAL THE TOP CARD OF EACH HERO DECK. REPLACE OR DISCARD EACH REVEALED CARD.

➤ **PROMO** ➤