

DC **YOUNG JUSTICE** RECKLESS ASSAULT

SENTINEL SLUGGLES 28



Now armed to the teeth with the most advanced technology ever assembled, the Young Justice team has returned to the field. But they've also brought with them the New 52 Teen Titans. Will they be able to work together to stop the things that were wrong with the New 52 Teen Titans?

Y

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.



→ 1 PLAYER MAY PLAY A CARD NOW.

→ 1 HERO MAY USE A POWER NOW.

→ 1 PLAYER MAY DRAW 2 CARDS NOW.

→ PROMO



SotM: Crossover Crisis – Young Justice (revised cards; Summer 2018)

INTERVENTION



ONE-SHOT

DRAW A CARD.

ALL HERO TARGETS, EXCEPT YOUNG JUSTICE, REGAIN 1HP.

"AND YOU OWE US...
...SOME EXPLANATIONS."
--SUPERMAN (YOUNG JUSTICE #5)

SENTINELS OF THE MULTIVERSE™

CROSSOVER CRISIS



INTERVENTION



ONE-SHOT

DRAW A CARD.

ALL HERO TARGETS, EXCEPT YOUNG JUSTICE, REGAIN 1HP.

"I... BELIEVE WE CAN CALL THE ENTIRE MATTER A WASH,
BATMAN. AFTER ALL, THEY'RE YOUNG... AND YOUTH
SHOULD BE ABLE TO EXCUSE A FEW THINGS. I'M SURE
THE LOVELY MISS ARROWETTE WOULD AGREE...?"
--SUPERMAN (YOUNG JUSTICE #6)

SENTINELS OF THE MULTIVERSE™

CROSSOVER CRISIS

