



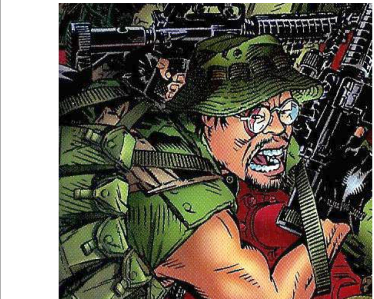





<p>STEPHEN CALLAHAN 'WRAPAROUND'</p>  <p>SQUAD MEMBER</p> <p>WHEN TEAM 7 DEALS MELEE DAMAGE, INCREASE THAT DAMAGE BY 1.</p>  <p>My Irish Grandma always said you're supposed to leave a house the way you came in. --Callahan Your Granny never had her ass in the grass in an unfriendly country. --Fairchild (Team 7 #3)</p>	<p>SENTINELS OF THE MULTIVERSE</p> <p>CROSSOVER CRISIS</p> <p>WS TEAM 7</p>	<p>COLE CASH 'DEADEYE'</p>  <p>SQUAD MEMBER</p> <p>WHEN TEAM 7 DEALS PROJECTILE DAMAGE, INCREASE THAT DAMAGE BY 1.</p>  <p>OK, it's a tough spot. But we're tough guys, right? --Cash (Team 7 #4)</p>	<p>SENTINELS OF THE MULTIVERSE</p> <p>CROSSOVER CRISIS</p> <p>WS TEAM 7</p>
<p>PHILLIP STEWART CHANG 'BULLETEER'</p>  <p>SQUAD MEMBER</p> <p>WHEN TEAM 7 USES THEIR OPS POWER, THEY MAY ALSO DEAL A SECOND TARGET 1 PSYCHIC DAMAGE.</p>  <p>Maybe we just stand apart now that we got these ... talents. And that's why we stand together. --Chang (Team 7: Objective Hell #2)</p>	<p>SENTINELS OF THE MULTIVERSE</p> <p>CROSSOVER CRISIS</p> <p>WS TEAM 7</p>	<p>MICHAEL CRAY 'DEATHBLOW'</p>  <p>SQUAD MEMBER</p> <p>INCREASE DAMAGE DEALT BY TEAM 7 BY 1.</p>  <p>They screwed the pooch, Lynch. Sent us in with half-ass paperwork and low confidence. We're supposed to be a last resort unit. --Cray (Team 7 #1)</p>	<p>SENTINELS OF THE MULTIVERSE</p> <p>CROSSOVER CRISIS</p> <p>WS TEAM 7</p>

JACKSON DANE 'ARCLIGHT'



SQUAD MEMBER

WHEN TEAM 7 DEALS PROJECTILE DAMAGE, INCREASE THAT DAMAGE BY 1.



Every target is righteous. --Dane (Team 7 #2)

JOHN LYNCH 'TOPKICK'



SQUAD MEMBER

TEAM 7 MAY USE THEIR OPS POWER TWICE DURING THEIR TURN.



We are inserting into unfriendly country X from friendly country A. -- Lynch (Team 7 #3)

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



ALEXANDER FAIRCHILD 'SLAPHAMMER'



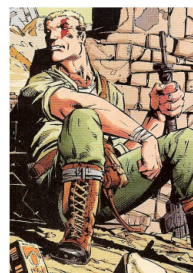
SQUAD MEMBER

WHEN TEAM 7 DEALS MELEE DAMAGE, INCREASE THAT DAMAGE BY 1.



Let's go to work. These losers have lived way too long. --Fairchild (Team 7 #1)

MARC SLAYTON 'BACKLASH'



SQUAD MEMBER

WHEN TEAM 7 USES THEIR OPS POWER, THEY MAY ALSO DEAL A SECOND TARGET 1 ENERGY DAMAGE.



No more creeping. We blow the wire. --Caption (Team 7 #1)

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



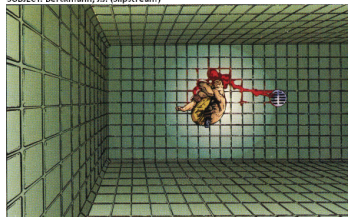
SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



SIDE EFFECTS OF EXPOSURE

SUBJECT: Berckmann, J.J. (Slipstream)



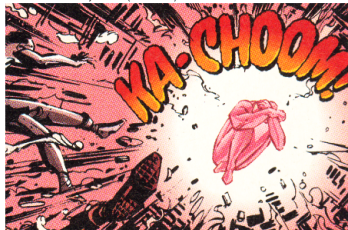
ONE-SHOT

TEAM 7 DEALS THEMSELVES AND UP TO 2 OTHER TARGETS 2 PSYCHIC DAMAGE.

Lady, after this, hell is gonna seem like...
...a cool dip in the pool.
--Richard McNamara 'Boloround' (Team 7 #2)

SIDE EFFECTS OF EXPOSURE

SUBJECT: McNamara, Richard (Boloround)



ONE-SHOT

TEAM 7 DEALS THEMSELVES AND UP TO 2 OTHER TARGETS 2 PSYCHIC DAMAGE.

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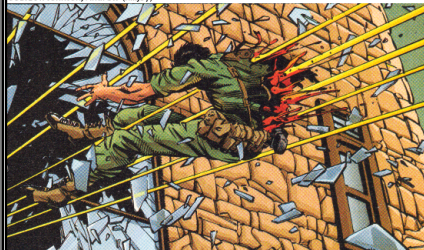
SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



SIDE EFFECTS OF EXPOSURE

SUBJECT: Johnson, Andrew (Killjoy)



ONE-SHOT

TEAM 7 DEALS THEMSELVES AND UP TO 2 OTHER TARGETS 2 PSYCHIC DAMAGE.

Lady, after this, hell is gonna seem like...
...a cool dip in the pool.
--Richard McNamara 'Boloround' (Team 7 #2)

NIGHT H.A.L.O. JUMP



ONE-SHOT

SEARCH YOUR TRASH OR YOUR DECK FOR A SQUAD MEMBER CARD AND PUT IT INTO YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT. THEN, TEAM 7 MAY DEAL UP TO 3 ENVIRONMENT TARGETS 1 FIRE DAMAGE EACH.

And Team Seven? We're on the World Hate Tour visiting countries that don't want us there.
--Lynch (Team 7 #1)

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



NIGHT H.A.L.O. JUMP



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SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



NIGHT H.A.L.O. JUMP



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And Team Seven? We're on the World Hate Tour visiting countries that don't want us there.
--Lynch (Team 7 #1)

HAND-TO-HAND



ONE-SHOT

TEAM 7 DEALS 1 TARGET 3 MELEE DAMAGE.

Team Seven is calling! --Andrew Johnson (Team 7 #2)

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



HAND-TO-HAND



ONE-SHOT

TEAM 7 DEALS 1 TARGET 3 MELEE DAMAGE.

Team Seven is calling! --Andrew Johnson (Team 7 #2)

GUN & RUN



ONE-SHOT

TEAM 7 DEALS 1 TARGET 3 PROJECTILE DAMAGE.

Gun and run. Shoot and scoot. --Lynch (Team 7 #1)

SENTINELS OF THE MULTIVERSE™

CROSSOVER CRISIS



GUN & RUN



ONE-SHOT

TEAM 7 DEALS 1 TARGET 3 PROJECTILE DAMAGE.

Gun and run. Shoot and scoot. --Lynch (Team 7 #1)

THE GOOD FIGHT



ONE-SHOT

TEAM 7 DEALS 1 TARGET 2 MELEE DAMAGE.

TEAM 7 DEALS UP TO 3 ADDITIONAL TARGETS 1 MELEE DAMAGE.

They're ready for anything.
Ready for anything but Team Seven.
--Lynch (Team 7 #1)

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CROSSOVER CRISIS



SENTINELS OF THE MULTIVERSE™

CROSSOVER CRISIS



THE GOOD FIGHT



ONE-SHOT

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They're ready for anything.
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--Lynch (Team 7 #1)

RIGHTEOUS TARGETS



ONE-SHOT

TEAM 7 DEALS 1 TARGET 2 PROJECTILE DAMAGE.

TEAM 7 DEALS UP TO 3 ADDITIONAL TARGETS 1 PROJECTILE DAMAGE.

Any friendlies here we should look out for, Dane? --Gray
Every target is righteous. --Dane (Team 7 #2)

SENTINELS
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CRISIS



RIGHTEOUS TARGETS



ONE-SHOT

TEAM 7 DEALS 1 TARGET 2 PROJECTILE DAMAGE.

TEAM 7 DEALS UP TO 3 ADDITIONAL TARGETS 1 PROJECTILE DAMAGE.

Any friendlies here we should look out for, Dane? --Cray
Every target is righteous. --Dane (Team 7 #2)

SENTINELS
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MOJO



ONGOING

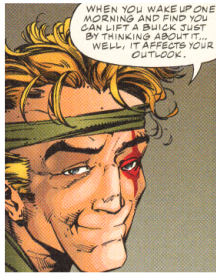
PLAY THIS CARD NEXT TO A NON-HERO TARGET. WHEN THAT TARGET DEALS DAMAGE, INCREASE OR DECREASE IT BY 1 AND RE-DIRECT THE DAMAGE ONTO ANY TARGET, THEN DESTROY THIS CARD.

When you wake up one morning and find you can lift a Bulk just by thinking about it... well, it affects your outlook.
--Cash (Team 7 #2)

SENTINELS
OF THE
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CROSSOVER
CRISIS





ONGOING

PLAY THIS CARD NEXT TO A NON-HERO
TARGET. WHEN THAT TARGET DEALS
DAMAGE, INCREASE OR DECREASE IT BY
1 AND RE-DIRECT THE DAMAGE ONTO
ANY TARGET, THEN DESTROY THIS CARD.

When you wake up one morning and find you can lift a Buick just by thinking about it... well, it affects your outlook.
--Cash (Team 7 #2)

BY ANY MEANS NECESSARY



ONE-SHOT

SELECT MELEE OR PROJECTILE. TEAM 7
DEALS 1 TARGET 3 IRREDUCIBLE DAMAGE
OF THE SELECTED TYPE.

Lynch! Where you want me? -- Cray
Take some heat off our twenty, Cray! Immediate! --Lynch
(Team 7 #1)

SENTINELS OF THE MULTIVERSE™

CROSSOVER CRISIS



SENTINELS OF THE MULTIVERSE™

CROSSOVER CRISIS



ONGOING

PLAY THIS CARD NEXT TO A NON-HERO TARGET. WHEN THAT TARGET DEALS DAMAGE, INCREASE OR DECREASE IT BY 1 AND RE-DIRECT THE DAMAGE ONTO ANY TARGET, THEN DESTROY THIS CARD.

When you wake up one morning and find you can lift a Buick just by thinking about it... well, it affects your outlook.
--Cash (Team 7 #2)

BY ANY MEANS NECESSARY



ONE-SHOT

SELECT MELEE OR PROJECTILE. TEAM 7
DEALS 1 TARGET 3 IRREDUCIBLE DAMAGE
OF THE SELECTED TYPE.

Hurry up with that shape charge, Chang! -- Lynch
Hey, it's not the kind of thing you wanna rush, Lynch. --Chang
(Team 7 #1)

SENTINELS OF THE MULTIVERSE™

CROSSOVER CRISIS



SENTINELS OF THE MULTIVERSE™

CROSSOVER CRISIS



NEW PLAN

ONE-SHOT

SHUFFLE YOUR TRASH INTO YOUR DECK. REVEAL CARDS UNTIL A SQUAD MEMBER IS REVEALED. PUT THE SQUAD MEMBER INTO YOUR HAND AND THE OTHER REVEALED CARDS INTO YOUR TRASH.

DRAW A CARD. PLAY A CARD.

Team Seven? --Lynch
You leave tonight, Lynch. Call everyone off leave. No witnesses and no survivors on this one. --I.O. Director Miles Craven
(Team 7 #2)

NEW PLAN

ONE-SHOT

SHUFFLE YOUR TRASH INTO YOUR DECK. REVEAL CARDS UNTIL A SQUAD MEMBER IS REVEALED. PUT THE SQUAD MEMBER INTO YOUR HAND AND THE OTHER REVEALED CARDS INTO YOUR TRASH.

DRAW A CARD. PLAY A CARD.

That's what I hate most about I.O. The lying. To the men. To each other. To ourselves.
--Gabriel (Team 7 #2)

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CROSSOVER
CRISIS

WS TEAM 7

SENTINELS
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CROSSOVER
CRISIS

WS TEAM 7

NEW PLAN

ONE-SHOT

SHUFFLE YOUR TRASH INTO YOUR DECK. REVEAL CARDS UNTIL A SQUAD MEMBER IS REVEALED. PUT THE SQUAD MEMBER INTO YOUR HAND AND THE OTHER REVEALED CARDS INTO YOUR TRASH.

DRAW A CARD. PLAY A CARD.

No survivors? --Gabriel Newman
No witnesses. No one can know this was a set-up. Not our enemies and especially not our friends. --I.O. Director Miles Craven
And Team Seven? --Gabriel
Definitely not Team Seven. --Craven (Team 7 #2)

CARPET BOMBING

ONE-SHOT

TEAM 7 DEALS 1 FIRE DAMAGE TO ALL NON-HERO TARGETS.

YOU MAY DESTROY AN ONGOING CARD.

YOU MAY DESTROY AN ENVIRONMENT CARD.

Seven's left hanging by a thread and our only way out is a ninety-nine percent chance of suicide.
--Lynch (Team 7 #1)

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WS TEAM 7

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CROSSOVER
CRISIS

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CARPET BOMBING

ONE-SHOT

TEAM 7 DEALS 1 FIRE DAMAGE TO ALL NON-HERO TARGETS.

YOU MAY DESTROY AN ONGOING CARD.

YOU MAY DESTROY AN ENVIRONMENT CARD.

Carpet bomb this twenty. Five by five. Take it all and glaze it.
--Lynch (Team 7 #1)

SHIELD

ONGOING, LIMITED

WHEN TEAM 7 WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, PREVENT THAT DAMAGE AND DESTROY THIS CARD.

We only make it out as one unit. Bring up the power. Concentrate it. Start building a shield.
--Cash (Team 7 #4)

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CARPET BOMBING

ONE-SHOT

TEAM 7 DEALS 1 FIRE DAMAGE TO ALL NON-HERO TARGETS.

YOU MAY DESTROY AN ONGOING CARD.

YOU MAY DESTROY AN ENVIRONMENT CARD.

But we didn't go that easy. Maybe our number wasn't up yet. Maybe we got lucky. Maybe hell wasn't ready for us.
--Lynch (Team 7 #1)

SHIELD

ONGOING, LIMITED

WHEN TEAM 7 WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, PREVENT THAT DAMAGE AND DESTROY THIS CARD.

Bring down a shield over us. All around us. Keep your mind on the shield.
--Cash (Team 7 #4)

SENTINELS
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CRISIS

WS TEAM 7

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OF THE
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CRISIS

WS TEAM 7

SHIELD




ONGOING, LIMITED

WHEN TEAM 7 WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, PREVENT THAT DAMAGE AND DESTROY THIS CARD.

"Big picture." Wake up, Lynch. Craven nuked us just to see if we could walk away.
--Cash (Team 7 #4)

MEDIC!



ONE-SHOT

YOU MAY DISCARD UP TO 3 CARDS. TEAM 7 REGAINS X HP, WHERE X EQUALS 2 TIMES THE NUMBER OF CARDS DISCARDED THIS WAY.

You're on enough painkillers to make half the junkies in New York think it's Christmas.
--Dr. Alicia Turner (Team 7 #2)

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CRISIS**


WS TEAM 7

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**SENTINELS
OF THE
MULTIVERSE**

**CROSSOVER
CRISIS**

WS TEAM 7

STEPHEN CALLAHAN 'WRAPAROUND'

5

SQUAD MEMBER

WHEN TEAM 7 DEALS MELEE DAMAGE, INCREASE THAT DAMAGE BY 1.

V.7

My Irish Grandma always said you're supposed to leave a house the way you came in. --Callahan
Your Granny never had her ass in the grass in an unfriendly country. --Fairchild (Team 7 #3)

PHILLIP STEWART CHANG 'BULLETEER'

5

SQUAD MEMBER

WHEN TEAM 7 USES THEIR OPS POWER, THEY MAY ALSO DEAL A SECOND TARGET 1 PSYCHIC DAMAGE.

V.7

Maybe we just stand apart now that we got these ... talents.
And that's why we stand together.
--Chang (Team 7: Objective Hell #2)

SENTINELS
OF THE
MULTIVERSE

CROSSOVER
CRISIS

WS TEAM 7

COLE CASH 'DEADEYE'

5

SQUAD MEMBER

WHEN TEAM 7 DEALS PROJECTILE DAMAGE, INCREASE THAT DAMAGE BY 1.

V.7

OK, it's a tough spot. But we're tough guys, right?
--Cash (Team 7 #4)

MICHAEL CRAY 'DEATHBLOW'

5

SQUAD MEMBER

INCREASE DAMAGE DEALT BY TEAM 7 BY 1.







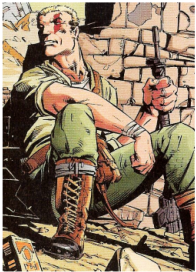

V.7

They screwed the pooch, Lynch. Sent us in with half-ass paperwork and low confidence. We're supposed to be a last resort unit. --Cray (Team 7 #1)

SENTINELS
OF THE
MULTIVERSE

CROSSOVER
CRISIS

WS TEAM 7

<p>JACKSON DANE 'ARCLIGHT'</p>  <p>5</p> <p>SQUAD MEMBER</p> <p>WHEN TEAM 7 DEALS PROJECTILE DAMAGE, INCREASE THAT DAMAGE BY 1.</p> <p>V.7</p>  <p>Every target is righteous. --Dane [Team 7 #2]</p>	<p>SENTINELS OF THE MULTIVERSE™</p> <p>CROSSOVER CRISIS</p> <p>WS TEAM 7™</p>	<p>ALEXANDER FAIRCHILD 'SLAPHAMMER'</p>  <p>5</p> <p>SQUAD MEMBER</p> <p>WHEN TEAM 7 DEALS MELEE DAMAGE, INCREASE THAT DAMAGE BY 1.</p> <p>V.7</p>  <p>Let's go to work. These losers have lived way too long. --Fairchild [Team 7 #1]</p>	<p>SENTINELS OF THE MULTIVERSE™</p> <p>CROSSOVER CRISIS</p> <p>WS TEAM 7™</p>
<p>JOHN LYNCH 'TOPKICK'</p>  <p>5</p> <p>SQUAD MEMBER</p> <p>TEAM 7 MAY USE THEIR OPS POWER TWICE DURING THEIR TURN.</p> <p>V.7</p>  <p>We are inserting into unfriendly country X from friendly country A. -- Lynch [Team 7 #3]</p>	<p>SENTINELS OF THE MULTIVERSE™</p> <p>CROSSOVER CRISIS</p> <p>WS TEAM 7™</p>	<p>MARC SLAYTON 'BACKLASH'</p>  <p>5</p> <p>SQUAD MEMBER</p> <p>WHEN TEAM 7 USES THEIR OPS POWER, THEY MAY ALSO DEAL A SECOND TARGET 1 ENERGY DAMAGE.</p> <p>V.7</p>  <p>No more creeping. We blow the wire. --Caption [Team 7 #1]</p>	<p>SENTINELS OF THE MULTIVERSE™</p> <p>CROSSOVER CRISIS</p> <p>WS TEAM 7™</p>

SHIELD

ONGOING, LIMITED

REDUCE DAMAGE DEALT TO HERO TARGETS IN TEAM 7'S PLAY AREA BY 1.

AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD TO DRAW 3 CARDS.

V.7

[1]

We only make it out as one unit. Bring up the power. Concentrate it. Start building a shield. --Cash (Team 7 #4)

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V.7

[3]

"Big picture." Wake up, Lynch. Craven nuked us just to see if we could walk away. --Cash (Team 7 #4)

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TEAM 7™

SHIELD

ONGOING, LIMITED

REDUCE DAMAGE DEALT TO HERO TARGETS IN TEAM 7'S PLAY AREA BY 1.

AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD TO DRAW 3 CARDS.

V.7

[2]

Bring down a shield over us. All around us. Keep your mind on the shield. --Cash (Team 7 #4)

SENTINELS OF THE MULTIVERSE™


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WS

TEAM 7™

Page 13 of 14: Version 7 Alternate Cards

MEDIC!



ONE-SHOT

YOU MAY DISCARD UP TO 3 CARDS.

UP TO X HERO TARGETS REGAIN 2HP EACH, WHERE X EQUALS 2 TIMES THE NUMBER OF CARDS DISCARDED THIS WAY.

V.7


You're on enough painkillers to make half the junkies in New York think it's Christmas.
--Dr. Alicia Turner (Team 7 #2)

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MEDIC!



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