## DEPELICT APPEARANCE



# CROSSOVER CP1919



COMBAT SPIDER-ROBOTS

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# AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MUST EITHER DISCARD OR DESTROY 1 OF THEIR CARDS. WHEN THIS CARD WOULD BE DESTROYED, REMOVE IT FROM THE GAME INSTEAD.

# 1MP0991BLE ISLE



WHEN THIS CARD ENTERS PLAY, SET ITS HP TO (1)

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HERO TARGET WITH THE HIGHEST HP X MELEE DAMAGE, WHERE X EQUALS THE CURRENT HP OF THIS CARD.

MY COMBAT SPIDER-ROBOTS ACT AS THE ISLAND'S IMMUNE SYSTEM; AN IMMUNE SYSTEM THAT IS SPECIFICALLY TRAINED TO ELIMINATE SUPERPOWERED BEINGS.



# IMPOSSIBLE ISLE

THE ISLAND LOOKS LIKE IT'S BEEN ABANDONED SINCE THE FIRST TIME I WAS DEFEATED HERE. BUT LOOKS ARE VERY DECEIVING.



ONGOING



## ISLE DEFENDER

WHEN THIS CARD ENTERS PLAY, SET ITS HP TO (4).

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# IMPOSSIBLE

## CONTROL ROOM



## AREA

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

THEN, IF (H) IS GREATER THAN 3, ALSO PLAY THE TOP CARD OF THE VILLAIN DECK.

THE CONTROL ROOM IS THE BRAINS OF THE ISLAND. BUT THE ISLAND IS DESIGNED TO SURVIVE THE DEATH OF THE BRAIN.



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# 1MP0991BLE 19LE



## AREA

AT THE END OF THE ENVIRONMENT TURN, PLACE A PRISON TOKEN ON THE HERO CHARACTER CARD WITH THE LOWEST HP THAT DOES NOT ALREADY HAVE ONE. THIS HERO IS IMPRISONED.

DAMAGE DEALT BY IMPRISONED HEROES IS REDUCED BY (1)-3 AND IS REDIRECTED TO THIS CARD.

WHEN THIS CARD IS DEALT DAMAGE, IT DEALS THE SOURCE OF THAT DAMAGE 2 IRREDUCIBLE ENERGY DAMAGE.

WHEN THIS CARD IS DESTROYED, IT DEALS EACH HERO TARGET 1 +2 IRREDUCIBLE ENERGY DAMAGE, THEN REMOVE THIS CARD FROM THE GAME.

I KNEW WHO WOULD BE COMING FOR ME, AND I DESIGNED A CELL ESPECIALLY FOR EACH AND EVERY ONE OF THEM.







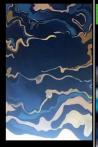


IMPOSSIBLE



# SATURES MULTIVERSE

CROBBOVER CRIBIB



# ENHANCED TECHNOLOGY

SANUES MULTIVERSE

CP0550VEP CP1515





IMPOSSIBLE ISLE DEVICE

DAMAGE DEALT TO ENVIRONMENT TARGETS IS REDUCED BY 1.



IMPOSSIBLE ISLE

THE ISLAND'S TECHNOLOGY HAS BEEN SIGNIFICANTLY UPGRADED SINCE THE HEROES WERE HERE THE LAST TIME.

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# IMPOSSIBLE DEFENSE



## ONGOING

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK, THEN PLAY THE TOP CARD OF THE VILLAIN DECK, THEN THE ENVIRONMENT DEALS THE 2 HEROES WITH THE HIGHEST MP 2 ENERGY DAMAGE EACH.

AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO DESTROY THIS CARD.

THE ISLAND'S DEFENSES WERE DESIGNED WITH HEROES IN MIND. IT WOULD ALMOST BE EASIER FOR A MERE HUMAN TO WALK ASHORE. ALMOST.



Crossover Crisis





# IMPOSSIBLE DEFENSE



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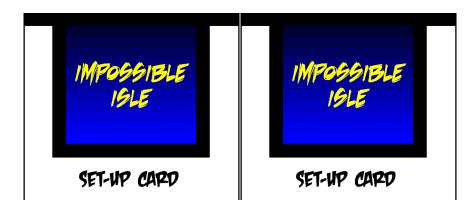




IMPOSSIBLE ISLE



EACH TIME THAT THEY HAVE DEFEATED ME, I HAVE LEARNED SOMETHING. AND I HAVE APPLIED ALL THAT LEARNING TO TODAY'S PLAN.



AT THE START OF THE GAME, SEARCH THE ENVIRONMENT DECK FOR THE CARD "DERELICT APPEARANCE" AND PUT IT INTO PLAY. SHUFFLE THE ENVIRONMENT DECK. AT THE START OF THE GAME, SEARCH THE ENVIRONMENT DECK FOR THE CARD "DERELICT APPEARANCE" AND PUT IT INTO PLAY. SHUFFLE THE ENVIRONMENT DECK.

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