

SHELTERING TOWNSFOLK

2



LOCALS

DAMAGE DEALT TO ENVIRONMENT TARGETS IS REDUCED BY 1.

AND TEAM SEVEN? WE'RE ON THE WORLD HATE TOUR, VISITING COUNTRIES THAT DON'T WANT US THERE. --JOHN LYNCH (TEAM 7 #1)

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



UNFRIENDLY COUNTRY X

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UNFRIENDLY COUNTRY X

CONSCRIPTED MILITIA

3



LOCALS

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH NON-ENVIRONMENT TARGET 1 MELEE DAMAGE. IF AT LEAST 1 HERO TARGET TAKES DAMAGE THIS WAY, RESTORE THIS TARGET TO 3HP.

"THEY DON'T KNOW HOW TO SHOOT."
"YEAH, BUT THERE'S A HELL OF A LOT OF THEM."
--RICHARD MCNAMARA & STEPHEN CALLAHAN (TEAM 7: THE LOST FILES #6)

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MILITARY STRIKE FORCE



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LOCALS

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE 2 HERO TARGETS WITH THE HIGHEST HP 2 PROJECTILE DAMAGE EACH.

"THEY'RE JUST DRESSIN' UP AND PLAYIN' SOLDIER." / "AND WHAT ARE WE DOING?" / "WE'RE NOT PLAYIN'." --COLE CASH & STEWART CHANG (TEAM 7: THE LOST FILES #3)

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BAD INTEL



ONGOING

ALL END OF ENVIRONMENT TURN EVENTS ALSO OCCUR AT THE START OF THE ENVIRONMENT TURN.

"THEY SCREWED THE POOCH, LYNCH. SENT US IN WITH HALF-ASS PAPERWORK AND LOW CONFIDENCE. --MICHAEL CRAY (TEAM 7 #1)

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



UNFRIENDLY COUNTRY X



BLACK-MARKET GUN-RUNNER



ONGOING

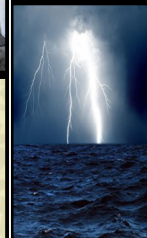
DAMAGE DEALT BY ENVIRONMENT TARGETS IS INCREASED BY 1.

AT THE START OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD 2 CARDS TO DESTROY THIS CARD.

"WHO THE HELL SOLD THEM THESE MISSILES?"
"LOOK AT THE LABELS. WE SOLD THEM THESE MISSILES." --MARC SLAYTON & JACKSON DANE (TEAM 7; THE LOST FILES #1)

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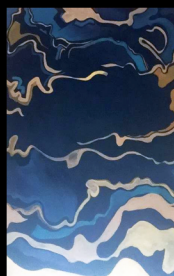
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CARPET BOMBING



ONE-SHOT

DESTROY ALL ENVIRONMENT CARDS. DEAL EACH NON-ENVIRONMENT TARGET A PROJECTILE DAMAGE, WHERE X EQUALS THE NUMBER OF CARDS DESTROYED THIS WAY.

"CARPET BOMB THIS TWENTY. FIVE BY FIVE. TAKE IT ALL AND GLAZE IT." --JOHN LYNCH (TEAM 7 #1)

SENTINELS OF THE MULTIVERSE

CROSSOVER CRISIS



UNFRIENDLY COUNTRY X



MASS GRAVE



ONE-SHOT

THIS CARD DEALS EACH HERO TARGET 1 PSYCHIC DAMAGE. IF A HERO TARGET TAKES DAMAGE THIS WAY, ALL DAMAGE DEALT BY THAT HERO TARGET IS INCREASED BY 1 UNTIL THE START OF THE ENVIRONMENT TURN.

"LET'S GET TO WORK. THESE LOSERS HAVE LIVED WAY TOO LONG." --ALEX FAIRCHILD (TEAM 7 #1)

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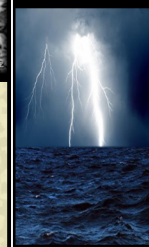
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MINEFIELD



ONGOING

AT THE START OF EACH NON-ENVIRONMENT TURN, REVEAL THE TOP CARD OF THE DECK ASSOCIATED WITH THAT TURN.

IF THE REVEALED CARD IS A ONE-SHOT, DISCARD IT AND DEAL ALL TARGETS IN THIS PLAY AREA 2 FIRE DAMAGE.

IF THE REVEALED CARD IS NOT A ONE-SHOT, PUT IT INTO PLAY

WE ARE INSERTING INTO UNFRIENDLY COUNTRY X FROM FRIENDLY COUNTRY A. --JOHN LYNCH (TEAM 7 #3)

SENTINELS OF THE MULTIVERSE



CROSSOVER CRISIS



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