

## ANCIENT DERELICT

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### STARSHIP

WHEN A PLAYER EITHER PLAYS NO CARDS ON THEIR TURN OR USES NO POWERS ON THEIR TURN, THAT PLAYER DRAWS ONE MORE CARD DURING THEIR DRAW PHASE.

WHENEVER A PLAYER PLAYS AT LEAST ONE CARD AND USES AT LEAST ONE POWER ON THE SAME TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

FILLED WITH ANCIENT MYSTERIES, BUT A LITTLE STICKY IN THE STEERING.

## SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## ASTROGATION ERROR



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

AT THE START OF THE ENVIRONMENT TURN, YOU MAY PLAY THE TOP CARD OF THE ENVIRONMENT DECK. IF YOU DO, DESTROY THIS CARD.

"I'M SURE WE PASSED THAT CONSTELLATION FIVE LIGHT-YEARS BACK."  
CAPTAIN COSMIC, INFINITE SPACE #2

## SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## BLACK HOLE



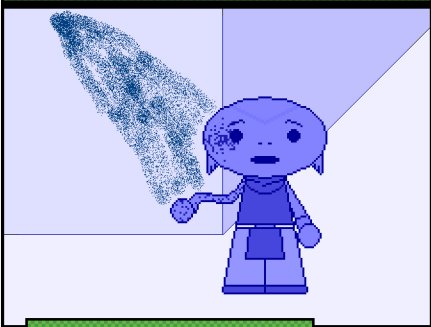
AT THE START OF THE ENVIRONMENT TURN, DESTROY ONE NON-CHARACTER CARD FROM EACH NON-ENVIRONMENT DECK. THEN, IF ANY DECK HAS NO NON-CHARACTER CARDS IN PLAY, DESTROY BLACK HOLE.

EVEN AS IT THREATENED TO DEVOUR THEM, THE MANY COMBATANTS COULD NOT HELP BUT STARE IN AWE AS THE ULTIMATE FORCE OF NATURE SWEEP INEXORABLY CLOSER.

## SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## COSMIC RADIATION



WHEN THIS CARD ENTERS PLAY, IT DEALS EACH TARGET 2 ENERGY DAMAGE.

UNTIL THE START OF THE NEXT ENVIRONMENT TURN, INCREASE DAMAGE DEALT BY EACH TARGET DEALT DAMAGE THIS WAY BY 1.

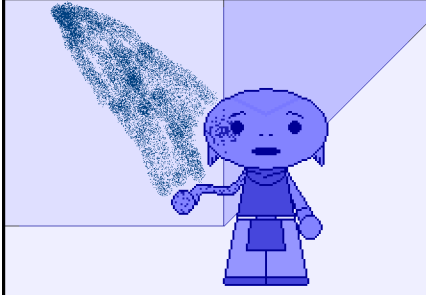
AT THE START OF THE ENVIRONMENT TURN, EACH TARGET DEALT DAMAGE BY THIS CARD DEALS ITSELF 1 IRREDUCIBLE TOXIC DAMAGE. DESTROY THIS CARD.

SLEETING THROUGH THE INTERSTELLAR MEDIUM, THE ION STORM WAS TOO SWIFT TO ESCAPE.

## SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## COSMIC RADIATION



WHEN THIS CARD ENTERS PLAY, IT DEALS EACH TARGET 2 ENERGY DAMAGE.

UNTIL THE START OF THE NEXT ENVIRONMENT TURN, INCREASE DAMAGE DEALT BY EACH TARGET DEALT DAMAGE THIS WAY BY 1.

AT THE START OF THE ENVIRONMENT TURN, EACH TARGET DEALT DAMAGE BY THIS CARD DEALS ITSELF 1 IRREDUCIBLE TOXIC DAMAGE. DESTROY THIS CARD.

SLEETING THROUGH THE INTERSTELLAR MEDIUM, THE ION STORM WAS TOO SWIFT TO ESCAPE.

# SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## NEWBORN STAR



AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH TARGET 1 RADIANT DAMAGE AND 1 ENERGY DAMAGE.

AT THE START OF THE ENVIRONMENT TURN, ONE PLAYER MAY DISCARD A CARD TO DESTROY THIS CARD.

EVEN WHEN IT IS BEAUTIFUL, THE UNIVERSE IS SELDOM SAFE.

# SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## NEWBORN STAR



AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH TARGET 1 RADIANT DAMAGE AND 1 ENERGY DAMAGE.

AT THE START OF THE ENVIRONMENT TURN, ONE PLAYER MAY DISCARD A CARD TO DESTROY THIS CARD.

EVEN WHEN IT IS BEAUTIFUL, THE UNIVERSE IS SELDOM SAFE.

# SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## SIDEREAL CONJUNCTION



### COSMIC WONDER

INCREASE ALL DAMAGE DEALT BY 1, INCREASE INFERNAL AND RADIANT DAMAGE DEALT BY A FURTHER 1.

WHEN A TARGET IS DESTROYED, ONE PLAYER MAY DISCARD A CARD TO DESTROY THIS CARD.

THE COSMOS HAS MAGICAL MYSTERIES AS WELL AS SCIENTIFIC.

# SENTINELS OF THE MULTIVERSE

## DEEP SPACE

SSS!!P

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HEAVENLY WAYFARER

WHENEVER THIS TARGET IS DEALT DAMAGE, IT DEALS THE SOURCE OF THAT DAMAGE 2 ENERGY DAMAGE.

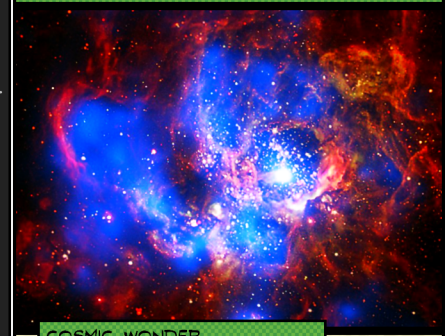
SSS!!P IS IMMUNE TO ENERGY DAMAGE.

THE ALIEN DRIFTED PEACEFULLY, PAYING NO HEED TO THE AFFAIRS OF HUMANOID LIFE UNTIL ITS VAST HYDROGEN MEMBRANE WAS DISRUPTED BY THEIR CONFLICT.

SENTINELS OF THE MULTIVERSE

DEEP SPACE

STELLAR NURSERY



COSMIC WONDER

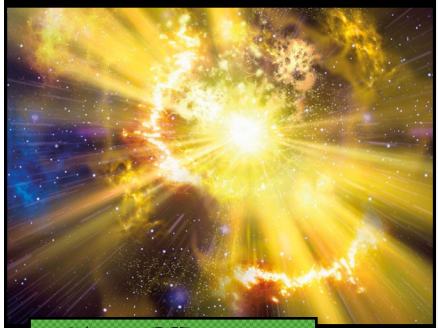
AT THE START OF THE ENVIRONMENT TURN, SEARCH THE ENVIRONMENT DECK AND TRASH FOR A NEWBORN STAR AND PUT IT INTO PLAY. IF YOU SEARCHED THE DECK, SHUFFLE IT. IF YOU DIDN'T PUT A NEWBORN STAR INTO PLAY, DESTROY THIS CARD.

"LIFE! IN ITS EARLIEST AND PUREST FORM! WHAT A SIGHT TO SEE!" CAPTAIN COSMIC, CONFLUX #4

SENTINELS OF THE MULTIVERSE

DEEP SPACE

SUPERNOVA



COSMIC WONDER

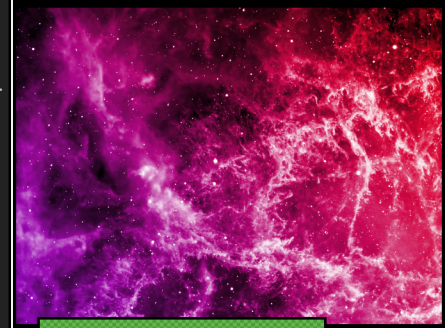
DESTROY ALL ENVIRONMENT CARDS OTHER THAN THIS ONE. THIS CARD DEALS EACH TARGET X IRREDUCIBLE ENERGY DAMAGE, WHERE X IS THE NUMBER OF CARDS DESTROYED THIS WAY PLUS 2. DESTROY THIS CARD.

A SINGLE MOMENT OF THE MOST SEARING DESTRUCTION IN THE UNIVERSE.

SENTINELS OF THE MULTIVERSE

DEEP SPACE

SWIRLING NEBULA



REDUCE ALL DAMAGE BY 2.

WHEN DAMAGE IS DEALT, SEARCH THE ENVIRONMENT TRASH FOR STELLAR NURSERY AND PUT IT INTO PLAY. IF YOU DO, DESTROY SWIRLING NEBULA.

AT THE START OF THE ENVIRONMENT TURN, SEARCH THE ENVIRONMENT TRASH FOR ASTROGATION ERROR AND PUT IT INTO PLAY. DESTROY SWIRLING NEBULA.

"I CANNOT SEE MY NOSE, STILL LESS THE STARS!" HAKA, INFINITE SPACE #3

SENTINELS OF THE MULTIVERSE

DEEP SPACE

## UNIMAGINABLE DISTANCE



NON-ENVIRONMENT CARDS CAN'T AFFECT OR BE AFFECTED BY CARDS FROM DECKS OTHER THAN THEIR OWN AND THE ENVIRONMENT DECK.

AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY DISCARD A CARD. IF (H) CARDS ARE DISCARDED, DESTROY THIS CARD.

THE FACT MOST EASILY FORGOTTEN ABOUT THE UNIVERSE IS THAT IT IS VERY, VERY BIG.

# SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## WHISPERS IN THE DARK



### INSIDIOUS PRESENCE

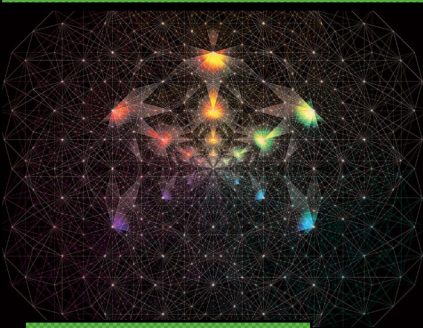
AT THE END OF THE ENVIRONMENT TURN, EACH TARGET DEALS ITSELF 1 PSYCHIC DAMAGE. THEN, IF AT LEAST ONE TARGET WAS DESTROYED THIS WAY, REPEAT THE ENTIRE GAME TEXT OF THIS CARD.

"NO NOISE... NO ESCAPE. ONLY WHISPERS."  
INFINTOR, COSMIC CONCURRENCE #2

# SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## WORMHOLE NEXUS



### DISTORTION

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER ENVIRONMENT CARDS.

REVEAL CARDS FROM THE TOP OF THE ENVIRONMENT DECK UNTIL YOU REVEAL AS MANY CARDS AS WERE DESTROYED THIS WAY PLUS ONE, PUT ALL CARDS REVEALED THIS WAY INTO PLAY, DESTROY THIS CARD.

A SUDDEN CHANGE OF SCENERY.

# SENTINELS OF THE MULTIVERSE

## DEEP SPACE

## ENVIRONMENT DECK: DEEP SPACE



### REMOVE BEFORE PLAY

DEEP SPACE ENVIRONMENT DECK  
CREATED BY BGG USER FORTUITOUS

MOST CARD ART BORROWED FROM VARIOUS INTERNET SITES.

ADDITIONAL CHARACTER ART BY BGG USER YAKGUARDIAN.

CAST FROM "UNIMAGINABLE DISTANCE"  
STARLIGHT OF TERRA, NULL, RW, TEMPEST,  
RW, CAPT. COSMIC, RW, FANATIC, YAK GUARDIAN  
PSEUDO, RW, ARGENT ADEPT, RW, HAKA.

# SENTINELS OF THE MULTIVERSE

REMOVE FROM DECK BEFORE  
START OF GAME.

## DEEP SPACE