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WORKER ANT 1




ANT

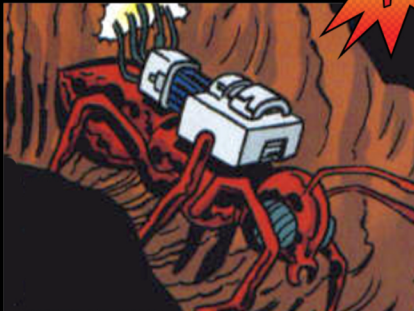
AT THE END OF YOUR TURN, THIS CARD MAY DEAL 1 ENVIRONMENT TARGET 2 MELEE DAMAGE. IF THAT TARGET IS DESTROYED, A PLAYER MAY PUT AN EQUIPMENT CARD FROM THEIR TRASH INTO PLAY.

"I DON'T MUCH LIKE THOSE THINGS. CREEPY CRAWLY!"
- EL DIABLO, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



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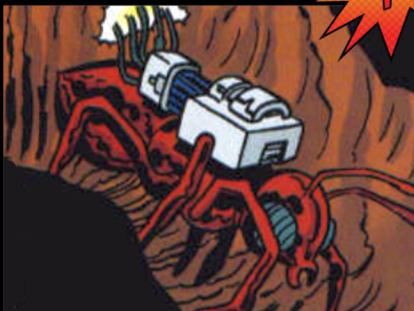
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SENTINELS OF THE MULTIVERSE



ACID BOMB

EQUIPMENT

POWER: THE ANT DEALS 2 TARGETS 2 TOXIC DAMAGE EACH.

"SAY GOODNIGHT, CHUCKLES!"
- THE ANT, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE

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"SAY GOODNIGHT, CHUCKLES!"
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SENTINELS OF THE MULTIVERSE

CYBERNETIC HELMET

EQUIPMENT, LIMITED

YOU MAY SKIP YOUR PLAY PHASE. IF YOU DO, YOU MAY PUT UP TO 2 ANT CARDS INTO PLAY.

POWER: SHUFFLE ALL ANT CARDS IN YOUR TRASH INTO YOUR DECK. DRAW A CARD.

"WE'RE READY FOR ACTION!"
- THE ANT, FREEDOM FORCE #6

SENTINELS OF THE MULTIVERSE

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SENTINELS OF THE MULTIVERSE

METABOLIZE




ONGOING, LIMITED

AT THE START OF YOUR TURN, THE ANT REGAINS 1 HP.

"YOU FORGET... I'VE GOT THE METABOLISM OF AN ANT!"
- THE ANT, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



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SENTINELS OF THE MULTIVERSE



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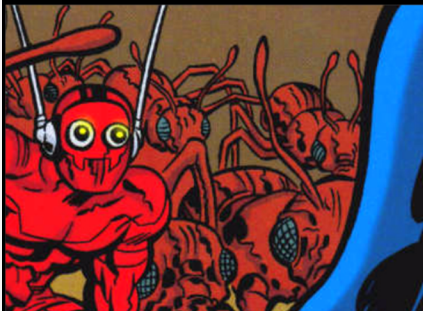
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SENTINELS OF THE MULTIVERSE



ANT SWARM



ONGOING, LIMITED

POWER: THE ANT DEALS 1 TARGET X TOXIC DAMAGE WHERE X IS THE NUMBER OF ANT CARDS IN PLAY. DESTROY AN ANT CARD.

"SICK 'ER, BOYS!"
- THE ANT, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



ANT SWARM




ONGOING, LIMITED

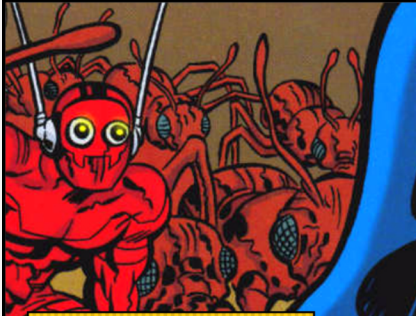
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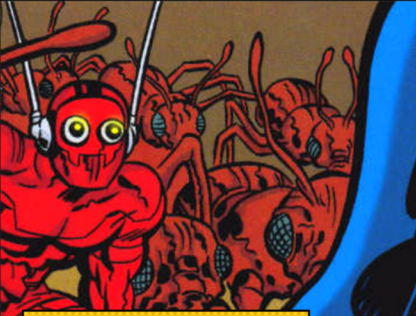
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NIMBLE WALL CLIMBER



ONGOING, LIMITED

POWER: THE ANT IS IMMUNE TO DAMAGE FROM ENVIRONMENT CARDS UNTIL THE START OF YOUR NEXT TURN.

"WHY DIDN'T YOU RUN WHILE YOU HAD THE CHANCE?"
- THE ANT, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



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SENTINELS
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BURROW



ONGOING, LIMITED

THE ANT AND ANT CARDS ARE IMMUNE TO DAMAGE AND CAN NOT DEAL DAMAGE. AT THE END OF THIS TURN, IF MORE THAN 4 ANT CARDS ARE IN PLAY, DESTROY THIS CARD.

POWER: AT THE END OF THIS TURN, THE ANT DEALS 1 TARGET X MELEE DAMAGE, WHERE X IS THE NUMBER OF ANT CARDS IN PLAY. DESTROY THIS CARD.

"HE'S BURROWED INTO THE GROUND!"
- MAN-BOT, FREEDOM FORCE #2

SENTINELS
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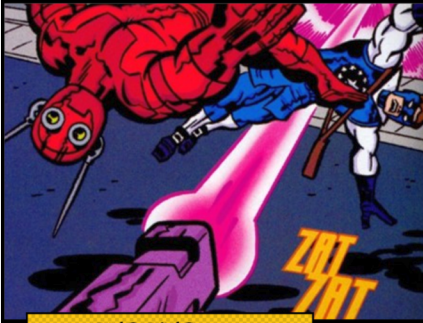
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SENTINELS OF THE MULTIVERSE



BEING A PEST



ONGOING

WHENEVER DAMAGE WOULD BE DEALT TO A HERO TARGET, YOU MAY REDIRECT THAT DAMAGE TO THE ANT.

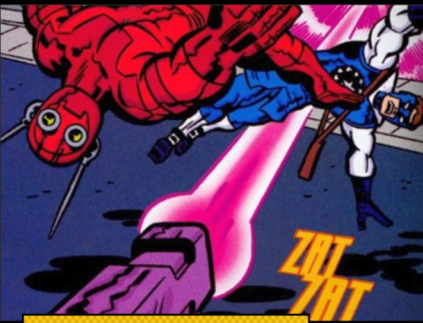
AT THE START OF YOUR TURN, DESTROY THIS CARD.

"YOU'LL HAVE TO DO BETTER THAN THAT, PAL!
DON'T YOU KNOW?"
- THE ANT, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



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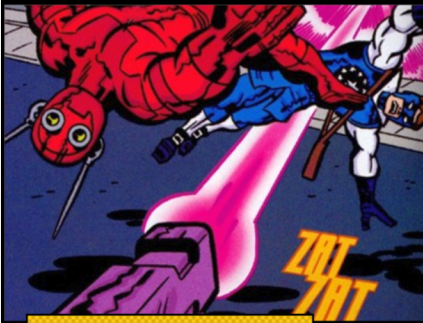
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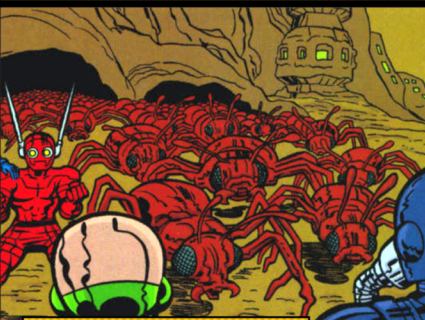
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SENTINELS OF THE MULTIVERSE



RECOLONIZE



ONE-SHOT

SELECT UP TO X ANT CARDS IN YOUR TRASH, WHERE X IS THE NUMBER OF CARDS IN YOUR HAND. PUT THOSE CARDS INTO PLAY.

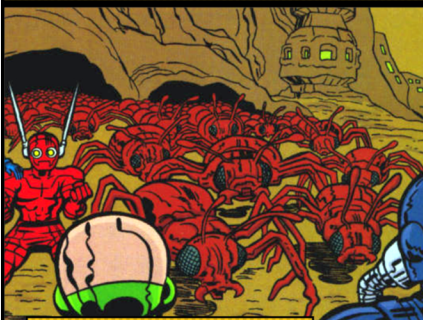
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SENTINELS OF THE MULTIVERSE



ULTRASONIC SQUEAL



ONE-SHOT

THE ANT DEALS X TARGETS 2 SONIC DAMAGE, WHERE X IS THE NUMBER OF ANT CARDS IN PLAY. TARGETS DEALT DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN. DESTROY AN ANT CARD.

"I'M ANT-TASTIC!"

- THE ANT, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



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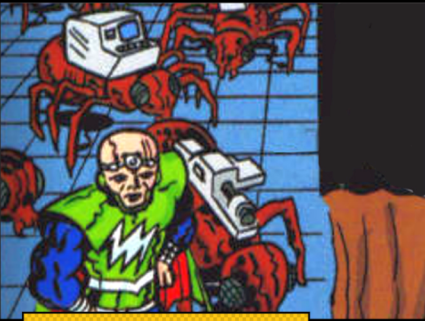
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SENTINELS OF THE MULTIVERSE



STOLEN PROPERTY



ONE-SHOT

DESTROY AN ANT CARD.
IF YOU DO, DESTROY AN ENVIRONMENT CARD OR AN ONGOING CARD AND A PLAYER MAY PUT AN EQUIPMENT CARD FROM THEIR TRASH INTO PLAY.

"WE MUST DISCOVER WHERE THESE INSECTS ARE GOING."
- THE MENTOR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



STOLEN PROPERTY




ONE-SHOT

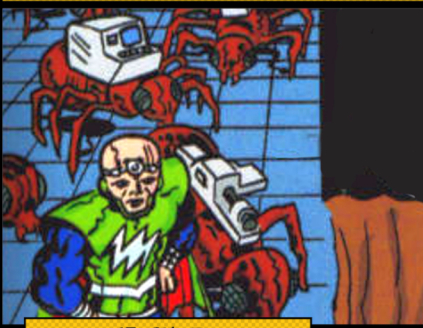
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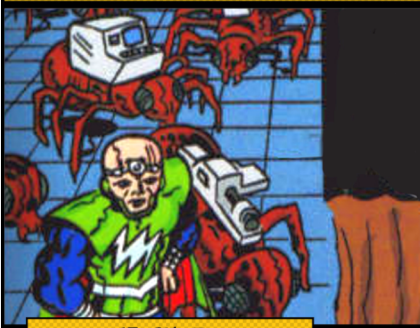
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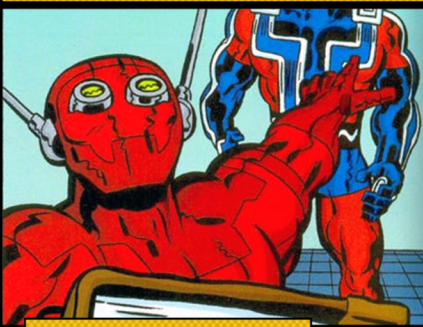
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PROPER PLANNING



ONE-SHOT

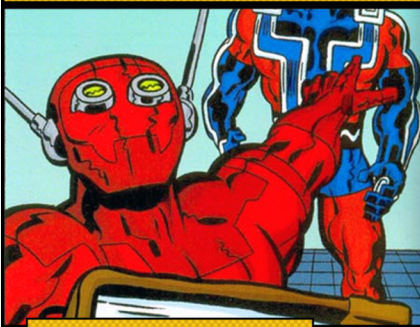
YOU MAY LOOK AT THE TOP CARD OF YOUR DECK AND EITHER REPLACE IT OR PUT IT ON THE BOTTOM OF THE DECK.
YOU MAY DRAW A CARD.
YOU MAY PLAY A CARD.

"WHAT ARE YOU GOING TO DO, EINSTEIN?
THROW AN *ENCYCLOPEDIA* AT HIM?"
- ALCHEMISS, FREEDOM FORCE #5

SENTINELS
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PROPER PLANNING



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OF THE
MULTIVERSE
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SENTINEL
SI
COMICS
26

THE ANT



SUMMON ANTS:
POWER: SEARCH YOUR DECK FOR AN ANT CARD AND PUT IT INTO PLAY. SHUFFLE YOUR DECK.



- ONE HERO MAY DRAW A CARD NOW.
- ONE HERO MAY PLAY A CARD NOW.
- HERO TARGETS ARE IMMUNE TO DAMAGE FROM ENVIRONMENT CARDS UNTIL THE START OF YOUR NEXT TURN.

~THIRD PARTY — STANDARD~

