

**BALANCE**



**ONGOING, LAW**

✦: SELECT A TARGET. AVERAGE THE ONES' PLACES OF LAW'S AND THAT TARGET'S HEALTH (YOU MAY CHOOSE ROUNDING FOR EACH SEPARATELY). YOU MAY DRAW A CARD. DESTROY THIS CARD.

"...AND THE RIGHT OF LAW!"

- LAW, FREEDOM FORCE #3

**SENTINELS OF THE MULTIVERSE**



**LAW'S ORDER**

**BALANCE**



**ONGOING, LAW**

✦: SELECT A TARGET. AVERAGE THE ONES' PLACES OF LAW'S AND THAT TARGET'S HEALTH (YOU MAY CHOOSE ROUNDING FOR EACH SEPARATELY). YOU MAY DRAW A CARD. DESTROY THIS CARD.

"...AND THE RIGHT OF LAW!"

- LAW, FREEDOM FORCE #3

**SENTINELS OF THE MULTIVERSE**



**LAW'S ORDER**

**BALANCE**



**ONGOING, LAW**

✦: SELECT A TARGET. AVERAGE THE ONES' PLACES OF LAW'S AND THAT TARGET'S HEALTH (YOU MAY CHOOSE ROUNDING FOR EACH SEPARATELY). YOU MAY DRAW A CARD. DESTROY THIS CARD.

"...AND THE RIGHT OF LAW!"

- LAW, FREEDOM FORCE #3

**SENTINELS OF THE MULTIVERSE**



**LAW'S ORDER**

**CONDEMNATION**



**ONGOING, ORDER**

✦: ORDER DEALS X TARGETS 3 MELEE DAMAGE, WHERE X IS THE NUMBER OF LAW CARDS IN PLAY. YOU MAY PLAY A CARD. DESTROY THIS CARD.

"WE HAVE SOME UNFINISHED BUSINESS WITH YOU, PINSTRIPE!"

- ORDER, FREEDOM FORCE #3

**SENTINELS OF THE MULTIVERSE**



**LAW'S ORDER**

# CONDEMNATION



## ONGOING, ORDER

♦: ORDER DEALS X TARGETS 3 MELEE DAMAGE, WHERE X IS THE NUMBER OF LAW CARDS IN PLAY.  
YOU MAY PLAY A CARD.  
DESTROY THIS CARD.

"WE HAVE SOME UNFINISHED BUSINESS WITH YOU, PINSTRIPE!"  
- ORDER, FREEDOM FORCE #3

# SENTINELS OF THE MULTIVERSE



# LAW & ORDER

# HAMMER CRUSH



## ONGOING, ORDER

♦: ORDER DEALS 1 TARGET 4 MELEE DAMAGE. DAMAGE DEALT TO THIS TARGET IS INCREASED BY 1 UNTIL THE START OF YOUR NEXT TURN.  
YOU MAY PLAY A CARD.  
DESTROY THIS CARD.

"THWAM"

- ORDER'S HAMMER FREEDOM FORCE #3

# SENTINELS OF THE MULTIVERSE



# LAW & ORDER

# HAMMER CRUSH



## ONGOING, ORDER

♦: ORDER DEALS 1 TARGET 4 MELEE DAMAGE. DAMAGE DEALT TO THIS TARGET IS INCREASED BY 1 UNTIL THE START OF YOUR NEXT TURN.  
YOU MAY PLAY A CARD.  
DESTROY THIS CARD.

"THWAM"

- ORDER'S HAMMER FREEDOM FORCE #3

# SENTINELS OF THE MULTIVERSE



# LAW & ORDER

# HAMMER CRUSH



## ONGOING, ORDER

♦: ORDER DEALS 1 TARGET 4 MELEE DAMAGE. DAMAGE DEALT TO THIS TARGET IS INCREASED BY 1 UNTIL THE START OF YOUR NEXT TURN.  
YOU MAY PLAY A CARD.  
DESTROY THIS CARD.

"THWAM"

- ORDER'S HAMMER FREEDOM FORCE #3

# SENTINELS OF THE MULTIVERSE



# LAW & ORDER

JUSTICE



ONGOING, LAW

✕: REDUCE THE NEXT DAMAGE TAKEN BY LAW OR ORDER BY 2. YOU MAY DRAW A CARD. DESTROY THIS CARD.

"BE SILENT, LAWBREAKER."

- LAW, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



LAW'S ORDER

JUSTICE



ONGOING, LAW

✕: REDUCE THE NEXT DAMAGE TAKEN BY LAW OR ORDER BY 2. YOU MAY DRAW A CARD. DESTROY THIS CARD.

"BE SILENT, LAWBREAKER."

- LAW, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



LAW'S ORDER

JUSTICE



ONGOING, LAW

✕: REDUCE THE NEXT DAMAGE TAKEN BY LAW OR ORDER BY 2. YOU MAY DRAW A CARD. DESTROY THIS CARD.

"BE SILENT, LAWBREAKER."

- LAW, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



LAW'S ORDER

HARMONY



ONGOING, LAW

✕: LAW REGAINS X HEALTH, WHERE X IS 2 + THE NUMBER OF ORDER CARDS IN PLAY. YOU MAY DRAW A CARD. DESTROY THIS CARD.

"IF YOU MURDER THA MAN, WILL YOU NOT ALSO KILL THE GOODNESS THAT REMAINS IN YOUR HEART?"

- LAW, ABOVE THE LAW

SENTINELS OF THE MULTIVERSE



LAW'S ORDER

HARMONY



ONGOING, LAW

✦ : LAW REGAINS X HEALTH, WHERE X IS 2 + THE NUMBER OF ORDER CARDS IN PLAY. YOU MAY DRAW A CARD. DESTROY THIS CARD.

"IF YOU MURDER THA MAN, WILL YOU NOT ALSO KILL THE GOODNESS THAT REMAINS IN YOUR HEART?"  
- LAW, ABOVE THE LAW

SENTINELS OF THE MULTIVERSE



LAW'S ORDER

MERCY



ONGOING, LAW

✦ : LAW DEALS HERSELF UP TO 5 RADIANT DAMAGE. A TARGET MAY REGAIN X HEALTH, WHERE X IS THE AMOUNT OF DAMAGE DEALT TO LAW. YOU MAY DRAW A CARD. DESTROY THIS CARD.

"YOU HAVE SUFFERED AN UNIMAGINABLE LOSS, TOMBSTONE... BUT BENEATH YOUR RAGE I SENSEA HEART THAT IS JUST."  
- LAW, ABOVE THE LAW

SENTINELS OF THE MULTIVERSE



LAW'S ORDER

MERCY



ONGOING, LAW

✦ : LAW DEALS HERSELF UP TO 5 RADIANT DAMAGE. A TARGET MAY REGAIN X HEALTH, WHERE X IS THE AMOUNT OF DAMAGE DEALT TO LAW. YOU MAY DRAW A CARD. DESTROY THIS CARD.

"YOU HAVE SUFFERED AN UNIMAGINABLE LOSS, TOMBSTONE... BUT BENEATH YOUR RAGE I SENSEA HEART THAT IS JUST."  
- LAW, ABOVE THE LAW

SENTINELS OF THE MULTIVERSE



LAW'S ORDER

MERCY



ONGOING, LAW

✦ : LAW DEALS HERSELF UP TO 5 RADIANT DAMAGE. A TARGET MAY REGAIN X HEALTH, WHERE X IS THE AMOUNT OF DAMAGE DEALT TO LAW. YOU MAY DRAW A CARD. DESTROY THIS CARD.

"YOU HAVE SUFFERED AN UNIMAGINABLE LOSS, TOMBSTONE... BUT BENEATH YOUR RAGE I SENSEA HEART THAT IS JUST."  
- LAW, ABOVE THE LAW

SENTINELS OF THE MULTIVERSE



LAW'S ORDER

### ORDER IN THE COURT



#### ONGOING, ORDER

♦: ORDER DEALS ALL NON-HERO TARGETS 1 MELEE DAMAGE. TARGETS DEALT DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN. YOU MAY PLAY A CARD. DESTROY THIS CARD.

"SHRAKKA-BOOM!"

- ORDER'S HAMMER, FREEDOM FORCE #3

### SENTINELS OF THE MULTIVERSE



# LAW & ORDER

### ORDER IN THE COURT



#### ONGOING, ORDER

♦: ORDER DEALS ALL NON-HERO TARGETS 1 MELEE DAMAGE. TARGETS DEALT DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN. YOU MAY PLAY A CARD. DESTROY THIS CARD.

"SHRAKKA-BOOM!"

- ORDER'S HAMMER, FREEDOM FORCE #3

### SENTINELS OF THE MULTIVERSE



# LAW & ORDER

### ORDER IN THE COURT



#### ONGOING, ORDER

♦: ORDER DEALS ALL NON-HERO TARGETS 1 MELEE DAMAGE. TARGETS DEALT DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN. YOU MAY PLAY A CARD. DESTROY THIS CARD.

"SHRAKKA-BOOM!"

- ORDER'S HAMMER, FREEDOM FORCE #3

### SENTINELS OF THE MULTIVERSE



# LAW & ORDER

### BLIND JUSTICE



#### ONE-SHOT

YOU MAY NOT DRAW CARDS FOR THE REST OF THIS TURN.  
YOU MAY NOT PLAY CARDS FOR THE REST OF THIS TURN.  
IF LAW IS FACE UP, ACTIVATE ALL TEXTS. IF ORDER IS FACE UP, ACTIVATE ALL TEXTS.

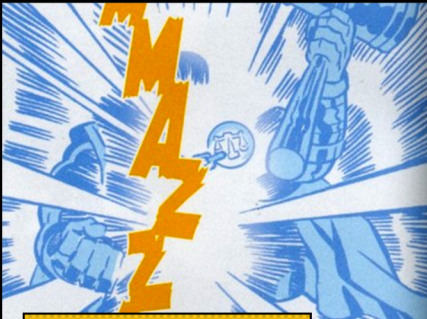
"ITS TIME FOR THESE COWARDS TO FEEL THE MIGHT OF ORDER... AND THE RIGHT OF LAW!"  
- LAW AND ORDER, FREEDOM FORCE #3

### SENTINELS OF THE MULTIVERSE



# LAW & ORDER

# BLIND JUSTICE



## ONE-SHOT

YOU MAY NOT DRAW CARDS FOR THE REST OF THIS TURN.  
 YOU MAY NOT PLAY CARDS FOR THE REST OF THIS TURN.  
 IF LAW IS FACE UP, ACTIVATE ALL TEXTS. IF ORDER IS FACE UP, ACTIVATE ALL TEXTS.

"ITS TIME FOR THESE COWARDS TO FEEL THE MIGHT OF ORDER... AND THE RIGHT OF LAW!"  
 - LAW AND ORDER, FREEDOM FORCE #3

# SENTINELS OF THE MULTIVERSE



# LAW & ORDER

# PUNISHMENT



## ONGOING, ORDER

: REMOVE A TARGET FROM PLAY AND PUT IT ON TOP OF ITS RESPECTIVE DECK.  
 YOU MAY PLAY A CARD.  
 DESTROY THIS CARD.

"YOU MAY HAVE BEEN A MATCH FOR MY BETTER HALF BUT NOW ITS TIME TO MEET THE BIGGER HALF!"  
 - ORDER, ABOVE THE LAW

# SENTINELS OF THE MULTIVERSE



# LAW & ORDER

# PUNISHMENT



## ONGOING, ORDER

: REMOVE A TARGET FROM PLAY AND PUT IT ON TOP OF ITS RESPECTIVE DECK.  
 YOU MAY PLAY A CARD.  
 DESTROY THIS CARD.

"YOU MAY HAVE BEEN A MATCH FOR MY BETTER HALF BUT NOW ITS TIME TO MEET THE BIGGER HALF!"  
 - ORDER, ABOVE THE LAW

# SENTINELS OF THE MULTIVERSE



# LAW & ORDER

# PUNISHMENT



## ONGOING, ORDER

: REMOVE A TARGET FROM PLAY AND PUT IT ON TOP OF ITS RESPECTIVE DECK.  
 YOU MAY PLAY A CARD.  
 DESTROY THIS CARD.

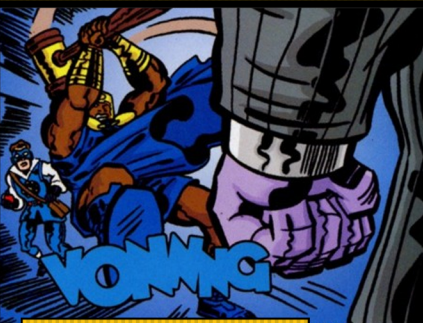
"YOU MAY HAVE BEEN A MATCH FOR MY BETTER HALF BUT NOW ITS TIME TO MEET THE BIGGER HALF!"  
 - ORDER, ABOVE THE LAW

# SENTINELS OF THE MULTIVERSE



# LAW & ORDER

**QUAKE**



**ONGOING, ORDER**

♦: ORDER DEALS 2 TARGETS 2 MELEE DAMAGE EACH. DAMAGE DEALT BY TARGETS DEALT DAMAGE THIS WAY IS REDUCED BY 1 UNTIL THE START OF YOUR NEXT TURN. YOU MAY PLAY A CARD. DESTROY THIS CARD.

"YONWNG!"

- ORDER'S HAMMER, FREEDOM FORCE #3

**SENTINELS OF THE MULTIVERSE**



**LAW & ORDER**

**QUAKE**



**ONGOING, ORDER**

♦: ORDER DEALS 2 TARGETS 2 MELEE DAMAGE EACH. DAMAGE DEALT BY TARGETS DEALT DAMAGE THIS WAY IS REDUCED BY 1 UNTIL THE START OF YOUR NEXT TURN. YOU MAY PLAY A CARD. DESTROY THIS CARD.

"YONWNG!"

- ORDER'S HAMMER, FREEDOM FORCE #3

**SENTINELS OF THE MULTIVERSE**



**LAW & ORDER**

**QUAKE**



**ONGOING, ORDER**

♦: ORDER DEALS 2 TARGETS 2 MELEE DAMAGE EACH. DAMAGE DEALT BY TARGETS DEALT DAMAGE THIS WAY IS REDUCED BY 1 UNTIL THE START OF YOUR NEXT TURN. YOU MAY PLAY A CARD. DESTROY THIS CARD.

"YONWNG!"

- ORDER'S HAMMER, FREEDOM FORCE #3

**SENTINELS OF THE MULTIVERSE**



**LAW & ORDER**

**TROWNCING**



**ONGOING, LAW**

♣: LAW DEALS 1 TARGET 1 MELEE DAMAGE. LAW DEALS 1 TARGET 1 MELEE DAMAGE. LAW DEALS 1 TARGET 1 MELEE DAMAGE. YOU MAY DRAW A CARD. DESTROY THIS CARD.

"AWAY WITH YOU... OR THE NEXT SWING OF MY MYSTIC BLADE WILL DO FAR WORSE!"

- LAW, FREEDOM FORCE #3

**SENTINELS OF THE MULTIVERSE**



**LAW & ORDER**

### TROUNCING



#### ONGOING, LAW

✦: LAW DEALS 1 TARGET 1 MELEE DAMAGE.  
 LAW DEALS 1 TARGET 1 MELEE DAMAGE.  
 LAW DEALS 1 TARGET 1 MELEE DAMAGE.  
 YOU MAY DRAW A CARD.  
 DESTROY THIS CARD.

"AWAY WITH YOU...  
 OR THE NEXT SWING OF MY MYSTIC BLADE  
 WILL DO FAR WORSE!"  
 - LAW, FREEDOM FORCE #3

### SENTINELS OF THE MULTIVERSE

## LAW'S ORDER

### TROUNCING



#### ONGOING, LAW

✦: LAW DEALS 1 TARGET 1 MELEE DAMAGE.  
 LAW DEALS 1 TARGET 1 MELEE DAMAGE.  
 LAW DEALS 1 TARGET 1 MELEE DAMAGE.  
 YOU MAY DRAW A CARD.  
 DESTROY THIS CARD.

"AWAY WITH YOU...  
 OR THE NEXT SWING OF MY MYSTIC BLADE  
 WILL DO FAR WORSE!"  
 - LAW, FREEDOM FORCE #3

### SENTINELS OF THE MULTIVERSE

## LAW'S ORDER

### UNENDING VIGIL



#### ONGOING

**POWER:** ACTIVATE UP TO X INCAPACITATED ABILITIES, WHERE X IS THE NUMBER OF COPIES OF UNENDING VIGIL IN PLAY. IF THE POWER TEXT ON ANOTHER COPY OF UNENDING VIGIL HAS BEEN ACTIVATED THIS TURN, DESTROY THIS CARD.

"THIS CHILD IS UNDER OUR PROTECTION!"  
 - LAW, FREEDOM FORCE #3

### SENTINELS OF THE MULTIVERSE

## LAW'S ORDER

### UNENDING VIGIL



#### ONGOING

**POWER:** ACTIVATE UP TO X INCAPACITATED ABILITIES, WHERE X IS THE NUMBER OF COPIES OF UNENDING VIGIL IN PLAY. IF THE POWER TEXT ON ANOTHER COPY OF UNENDING VIGIL HAS BEEN ACTIVATED THIS TURN, DESTROY THIS CARD.

"THIS CHILD IS UNDER OUR PROTECTION!"  
 - LAW, FREEDOM FORCE #3

### SENTINELS OF THE MULTIVERSE

## LAW'S ORDER



# UNENDING VIGIL



## ONGOING

**POWER:** ACTIVATE UP TO X INCAPACITATED ABILITIES, WHERE X IS THE NUMBER OF COPIES OF UNENDING VIGIL IN PLAY. IF THE POWER TEXT ON ANOTHER COPY OF UNENDING VIGIL HAS BEEN ACTIVATED THIS TURN, DESTROY THIS CARD.

"THIS CHILD IS UNDER OUR PROTECTION!"

- LAW, FREEDOM FORCE #3



# LAW & ORDER

# SHARED MISSION



## ONE-SHOT

YOU MAY ACTIVATE A TEXT.  
YOU MAY ACTIVATE A TEXT.

"THANKS AGAIN FOR YOUR HELP!"

- MINUTEMAN, FREEDOM FORCE #3



# LAW & ORDER

# SHARED MISSION



## ONE-SHOT

YOU MAY ACTIVATE A TEXT.  
YOU MAY ACTIVATE A TEXT.

"THANKS AGAIN FOR YOUR HELP!"

- MINUTEMAN, FREEDOM FORCE #3



# LAW & ORDER

# SHARED MISSION



## ONE-SHOT

YOU MAY ACTIVATE A TEXT.  
YOU MAY ACTIVATE A TEXT.

"THANKS AGAIN FOR YOUR HELP!"

- MINUTEMAN, FREEDOM FORCE #3



# LAW & ORDER

TIRELESS PURSUIT



ONE-SHOT

SEARCH YOUR DECK FOR AN ONGOING CARD. YOU MAY EITHER PUT IT INTO YOUR HAND OR INTO PLAY.  
YOU MAY DRAW A CARD.  
YOU MAY PLAY A CARD.

"YOU ARE POWERFUL INDEED, SPIRIT, BUT YOU SHALL NOT HAVE THE BLOOD VENGEANCE YOU CRAVE!"  
- LAW, ABOVE THE LAW



LAW & ORDER

TIRELESS PURSUIT



ONE-SHOT

SEARCH YOUR DECK FOR AN ONGOING CARD. YOU MAY EITHER PUT IT INTO YOUR HAND OR INTO PLAY.  
YOU MAY DRAW A CARD.  
YOU MAY PLAY A CARD.

"YOU ARE POWERFUL INDEED, SPIRIT, BUT YOU SHALL NOT HAVE THE BLOOD VENGEANCE YOU CRAVE!"  
- LAW, ABOVE THE LAW



LAW & ORDER

TIRELESS PURSUIT



ONE-SHOT

SEARCH YOUR DECK FOR AN ONGOING CARD. YOU MAY EITHER PUT IT INTO YOUR HAND OR INTO PLAY.  
YOU MAY DRAW A CARD.  
YOU MAY PLAY A CARD.

"YOU ARE POWERFUL INDEED, SPIRIT, BUT YOU SHALL NOT HAVE THE BLOOD VENGEANCE YOU CRAVE!"  
- LAW, ABOVE THE LAW



LAW & ORDER

TIRELESS PURSUIT



ONE-SHOT

SEARCH YOUR DECK FOR AN ONGOING CARD. YOU MAY EITHER PUT IT INTO YOUR HAND OR INTO PLAY.  
YOU MAY DRAW A CARD.  
YOU MAY PLAY A CARD.

"YOU ARE POWERFUL INDEED, SPIRIT, BUT YOU SHALL NOT HAVE THE BLOOD VENGEANCE YOU CRAVE!"  
- LAW, ABOVE THE LAW



LAW & ORDER

SENTINEL  
SI  
COMICS  
30

# LAW

TRANSFORM:  
POWER: ACTIVATE A TEXT. IF AT LEAST 4 ORDER CARDS ARE IN PLAY, YOU MAY ACTIVATE AN ADDITIONAL TEXT. FLIP LAW AND ORDER.

- ACTIVATE A TEXT.  
- ACTIVATE A TEXT.  
- A HERO MAY DRAW A CARD.

SENTINEL  
SI  
COMICS  
30

# ORDER

TRANSFORM:  
POWER: ACTIVATE A TEXT. IF AT LEAST 4 LAW CARDS ARE IN PLAY, YOU MAY ACTIVATE AN ADDITIONAL TEXT. FLIP LAW AND ORDER.

- ACTIVATE A TEXT.  
- ACTIVATE A TEXT.  
- A HERO MAY PLAY A CARD.

## LAW & ORDER

### SETUP

AT THE START OF THE GAME, PUT THE LAW AND ORDER CHARACTER CARDS INTO PLAY, ONE ACTIVE SIDE UP AND THE OTHER INCAPACITATED SIDE UP.

SHUFFLE THE HERO DECK AND DRAW 4 CARDS.

### GAME PLAY

CARD EFFECTS THAT REFER TO LAW OR ORDER (EXCEPT FLIPPING) AFFECT THE CHARACTER CARD THAT CURRENTLY HAS ITS ACTIVE SIDE UP.

LAW AND ORDER SHARE A HEALTH POOL. WHEN LAW AND ORDER FLIP TRANSFER THE CURRENT HEALTH POOL TO THE CHARACTER THAT NOW HAS ITS ACTIVE SIDE UP.

YOU MAY USE THE INCAPACITATED POWERS OF A CHARACTER CARD WHEN ITS INCAPACITATED SIDE IS UP.

## LAW & ORDER

### SETUP

AT THE START OF THE GAME, PUT THE LAW AND ORDER CHARACTER CARDS INTO PLAY, ONE ACTIVE SIDE UP AND THE OTHER INCAPACITATED SIDE UP.

SHUFFLE THE HERO DECK AND DRAW 4 CARDS.

### GAME PLAY

CARD EFFECTS THAT REFER TO LAW OR ORDER (EXCEPT FLIPPING) AFFECT THE CHARACTER CARD THAT CURRENTLY HAS ITS ACTIVE SIDE UP.

LAW AND ORDER SHARE A HEALTH POOL. WHEN LAW AND ORDER FLIP TRANSFER THE CURRENT HEALTH POOL TO THE CHARACTER THAT NOW HAS ITS ACTIVE SIDE UP.

YOU MAY USE THE INCAPACITATED POWERS OF A CHARACTER CARD WHEN ITS INCAPACITATED SIDE IS UP.