

ENERGY GRENADE



EQUIPMENT, BOMB

AT THE END OF YOUR PLAY PHASE, PUT THE TOP CARD OF YOUR DECK UNDER THIS CARD.
POWER: FOR EACH CARD UNDER THIS CARD, LIBERTY LAD DEALS 1 TARGET 3 ENERGY DAMAGE. DESTROY THIS CARD AND ALL CARDS UNDER IT.

"HEY, PINSTRIPE! THIS IS FOR YOUR TASTE IN CLOTHES!"
- LIBERTY LAD, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE
AUF

LIBERTY LAD

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LIBERTY LAD

FIRECRACKER



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POWER: *LIBERTY LAD* DEALS X TARGETS 1 ENERGY DAMAGE, WHERE X IS THE NUMBER OF CARDS UNDER THIS CARD. THOSE TARGETS CANNOT DEAL DAMAGE UNTIL THE START OF *LIBERTY LAD'S* NEXT TURN. DESTROY THIS CARD AND ALL CARDS UNDER IT.

"MY EYES!"

- PINSTRIPE, FREEDOM FORCE #5

SENTINELS OF THE MULTIVERSE



LIBERTY LAD

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LIBERTY LAD

MASS EXCITATION

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"WELL, WELL. LOOK WHAT WE HAVE HERE. LOOKS LIKE WE FOUND US A RAT!"
- THUGS, FREEDOM FORCE #3

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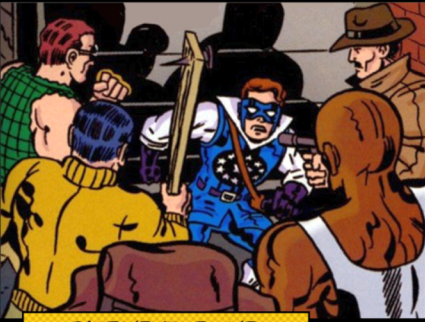
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SENTINELS OF THE MULTIVERSE

LIBERTY LAD

PROXIMITY GRENADE

**SENTINELS
OF THE
MULTIVERSE**
FF



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POWER: UNTIL THE START OF YOUR NEXT TURN, WHEN LIBERTY LAD IS DEALT DAMAGE BY A TARGET, DESTROY THIS CARD OR A CARD UNDER IT TO REDUCE THAT DAMAGE BY 2 AND DEAL THAT TARGET 2 ENERGY DAMAGE.

"CHOOSE INCORRECTLY AND WE ALL GO BOOM!"
- DEJA VU, FREEDOM FORCE #3

**LIBERTY
LAD**

PROXIMITY GRENADE

**SENTINELS
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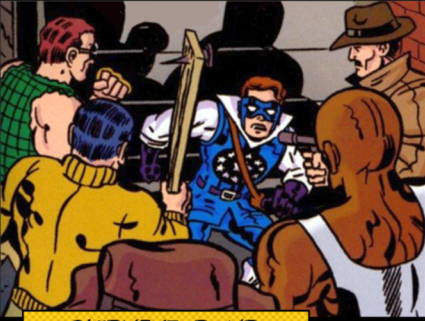
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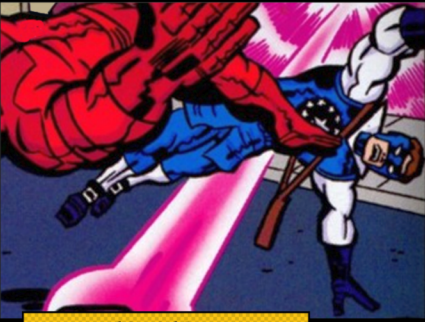
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**LIBERTY
LAD**

TUMBLE



ONGOING

WHEN LIBERTY LAD WOULD BE DEALT DAMAGE, YOU MAY DESTROY THIS CARD TO PREVENT THAT DAMAGE.

"YOU'LL HAVE TO DO BETTER THAN THAT, PALL! DON'T YOU KNOW?"

- THE ANT, FREEDOM FORCE #5

SENTINELS OF THE MULTIVERSE



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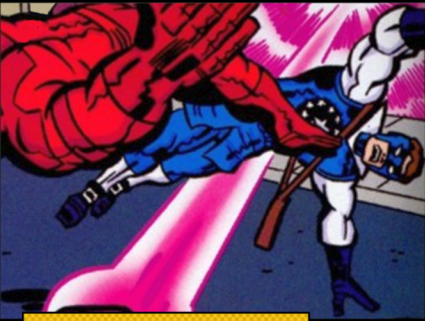
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SENTINELS OF THE MULTIVERSE



LIBERTY LAD

CRACK SHOT



ONGOING, LIMITED

INCREASE DAMAGE DEALT BY LIBERTY LAD BY 1.

"DID SOMEONE SAY 'PINSTRIPE'?"
- LIBERTY LAD, FREEDOM FORCE #3



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CUNNING PLAN



ONE-SHOT

DRAW 3 CARDS.
YOU MAY PLACE UP TO 3 CARDS FROM YOUR HAND UNDER BOMB CARDS IN PLAY.

"LIBERTY LAD TO FREEDOM FORCE,
COME IN FREEDOM FORCE..."
- HITMAN, FREEDOM FORCE #3



DANGER SENSE



ONGOING, LIMITED

WHEN LIBERTY LAD WOULD BE DEALT DAMAGE, YOU MAY USE A POWER.

"BEWARE, CHILD! THOSE CREATURES THAT STAND BEFORE YOU ARE EVIL CLONES!"
- EVE, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE
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SENTINELS OF THE MULTIVERSE
FF

LIBERTY LAD

SCHOOLYARD TAUNT



ONGOING

PLACE THIS CARD NEXT TO A TARGET. WHEN THAT TARGET WOULD DEAL DAMAGE, REDIRECT THE DAMAGE TO LIBERTY LAD THEN DESTROY THIS CARD.

"YER JUST JEALOUS 'CUZ I'M THE PRESIDENT OF THE FREEDOM FORCE FAN-CLUB!"
- NICK CRAFT, FREEDOM FORCE #2



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- HITMAN, FREEDOM FORCE #3



LIBERTY LAD

FLIP-KICK

ONE-SHOT

LIBERTY LAD DEALS 1 TARGET 3 MELEE DAMAGE. REDUCE DAMAGE DEALT BY THAT TARGET BY 1 UNTIL THE START OF YOUR NEXT TURN.

"I'VE GOT ANOTHER ONE! QUICK, CLEAN THIS CLONE'S CLOCK!"
- LIBERTY LAD, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE

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SENTINELS OF THE MULTIVERSE

LIBERTY LAD

4TH OF JULY

ONE-SHOT

ACTIVATE THE POWER TEXT OF ALL BOMB CARDS IN PLAY.

"FOR LIBERTY!"
- LIBERTY LAD, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE

LIBERTY LAD

THE OL' ONE-TWO



ONE-SHOT

LIBERTY LAD DEALS 1 TARGET 1 MELEE DAMAGE.
 YOU MAY DRAW A CARD.
 YOU MAY PLAY A CARD.

"GET YOUR OWN ACT, UGLY!"
 - LIBERTY LAD, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



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SENTINELS OF THE MULTIVERSE




SENTINEL
COMICS
24

LIBERTY LAD



MOLECULAR EXCITATION:
POWER: PLACE A CARD FROM YOUR HAND UNDER A BOMB CARD IN PLAY OR LIBERTY LAD DEALS 2 TARGETS 1 ENERGY DAMAGE.



- SELECT A HERO. THE NEXT TIME THAT HERO DEALS DAMAGE TO A TARGET, THEY ALSO DEAL 1 PROJECTILE DAMAGE TO THAT TARGET.
- SELECT A TARGET. DAMAGE DEALT BY THAT TARGET IS REDUCED BY 1 UNTIL THE START OF YOUR NEXT TURN.
- LOOK AT THE TOP CARD OF THE ENVIRONMENT DECK. PUT IT IN PLAY OR DISCARD IT.