

**ARMOR PLATING**

**EQUIPMENT, LIMITED**  
 DAMAGE DEALT TO MAN-BOT IS REDUCED BY 1.

"I'LL GO. MY ARMOR WILL PROTECT ME FROM CAVE-INS."  
 - MAN-BOT, FREEDOM FORCE #2

**SENTINELS OF THE MULTIVERSE**

**MAN-BOT**

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**POWER SUIT**

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 THE FIRST TIME EACH TURN YOU ADD A TOKEN TO YOUR ENERGY POOL, ADD 1 TOKEN TO YOUR ENERGY POOL.  
 THE FIRST TIME EACH TURN YOU REMOVE A TOKEN FROM YOUR ENERGY POOL, REMOVE 1 TOKEN FROM YOUR ENERGY POOL.  
**POWER:** DESTROY THIS CARD.

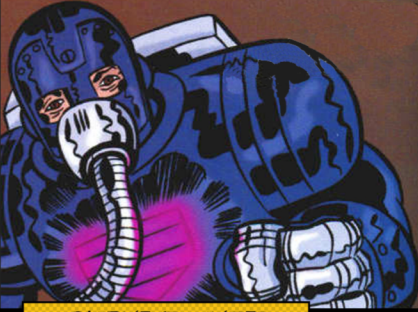
"IN THIS SUIT? THAT WOULD BE IRONIC."  
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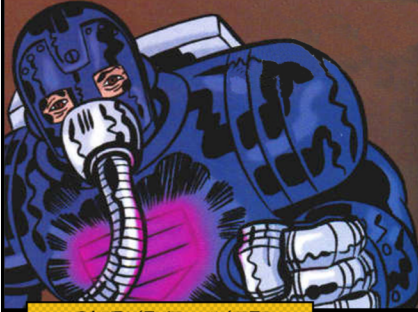
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SENTINELS  
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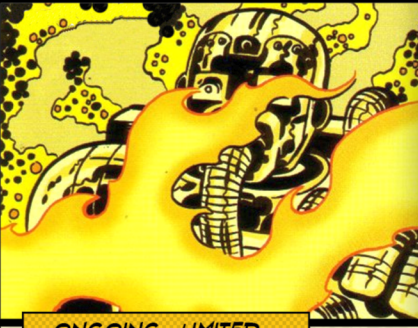
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SENTINELS  
OF THE  
MULTIVERSE



# MAN-BOT

### CONTAIN ENERGY



#### ONGOING, LIMITED

WHEN THIS CARD ENTERS PLAY, REVEAL THE TOP CARD IF YOUR DECK. IF IT IS UNSTABLE ENERGY, PUT IT IN PLAY. IF NOT, REPLACE OR DISCARD IT.

WHEN MAN-BOT WOULD TAKE ENERGY, FIRE, LIGHTNING, RADIANT OR INFERNAL DAMAGE YOU MAY ADD X TOKENS TO YOUR ENERGY POOL, WHERE X IS THE DAMAGE DEALT TO MAN-BOT.

"YOU GOT IT, MI AMIGO. BURN IT UP!"

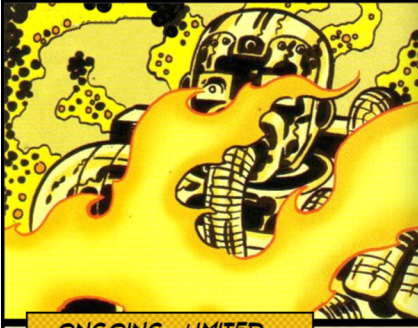
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SENTINELS  
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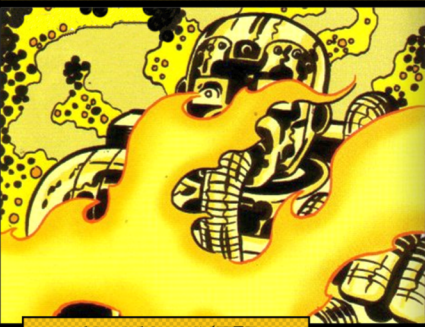
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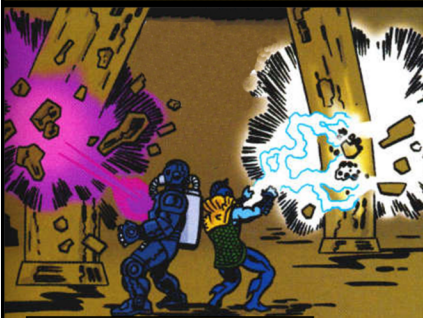
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# MAN-BOT

### FOCUS



#### ONGOING

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"I DON'T WANT TO HURT YOU. GIVE YOURSELF UP!"

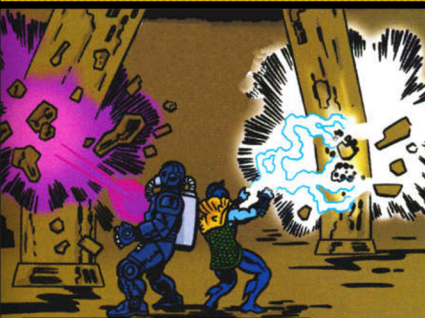
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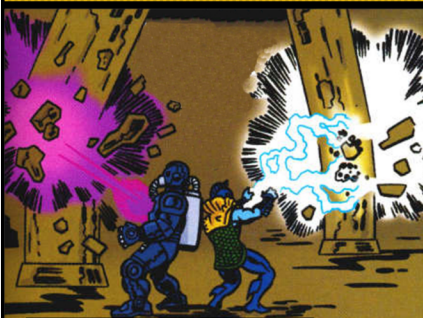
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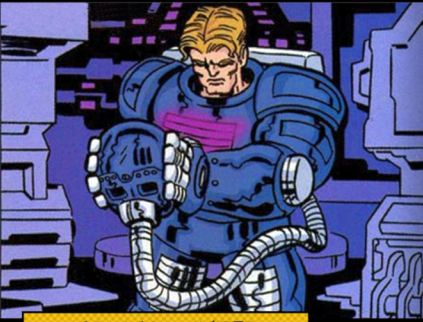
SENTINELS  
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# MAN-BOT



### GRIM RESOLVE



#### ONGOING, LIMITED

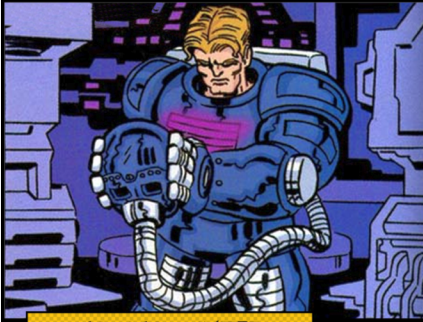
DAMAGE DEALT BY MAN-BOT IS IRREDUCIBLE. IF A COPY OF UNSTABLE ENERGY IS DESTROYED, DESTROY THIS CARD.

"UNTIL THAT DAY, THE WORLD SHALL ONLY KNOW ME AS... MAN-BOT!"  
- MAN-BOT, FREEDOM FORCE #6

SENTINELS  
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# MAN-BOT

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# MAN-BOT

### LIVING BATTERY



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"YO'AH LIKE A STEAMIN' HOT OVEN-- WITH YO'AH DIAL STUCK PE'MANENTLY ON BOILI!"  
- ALCHEMISS, FREEDOM FORCE #4

SENTINELS  
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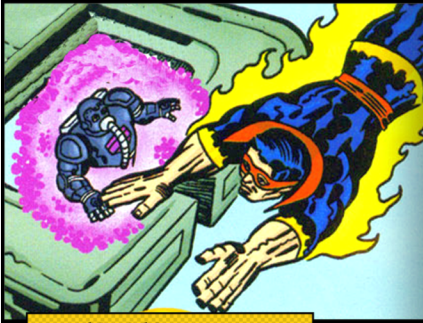
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### TRANSFER



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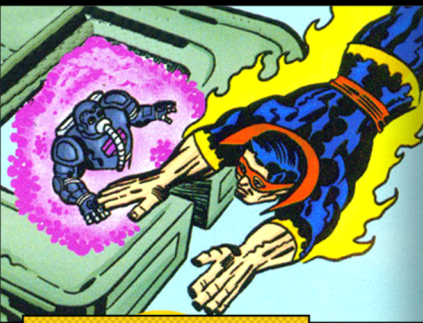
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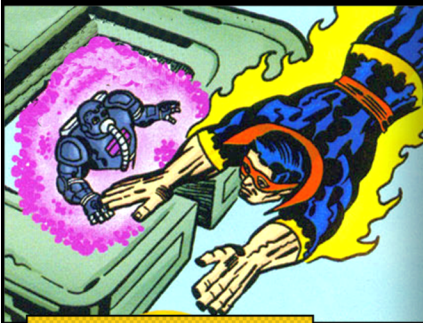
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### UNSTABLE ENERGY



#### ONGOING

INCREASE ENERGY DAMAGE DEALT BY MAN-BOT BY 2.  
 WHEN MAN-BOT WOULD BE DEALT DAMAGE OR AN UNSTABLE ENERGY ENTERS PLAY, MAN-BOT DEALS ALL TARGETS X ENERGY DAMAGE, WHERE X IS THE NUMBER OF TOKENS IN YOUR ENERGY POOL + 1. REMOVE ALL TOKENS FROM YOUR ENERGY POOL AND DESTROY ALL COPIES OF UNSTABLE ENERGY.

"ENERGY OVERLOAD... REACHING CRITICAL MASS!  
 CAN'T HOLD IT ANY LONGER!"  
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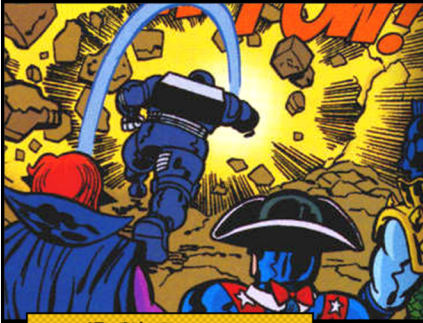
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### DISRUPTION



#### ONE-SHOT

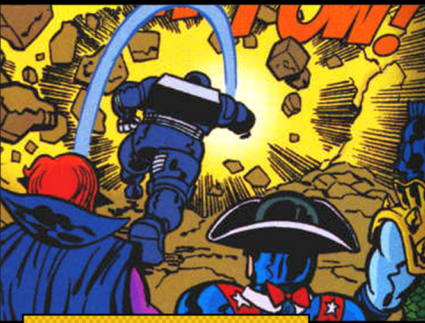
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"WELL IF I'M GOOD AT ANYTHING... IT'S DESTRUCTION!"  
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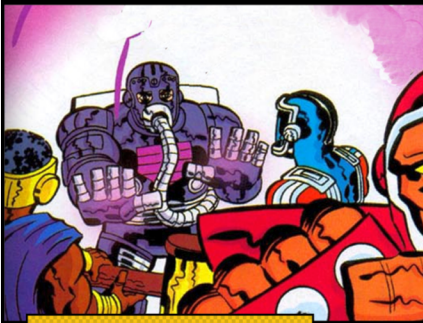
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### ENERGIZE OTHER



#### ONE-SHOT

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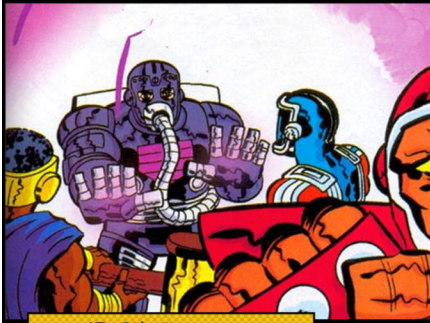
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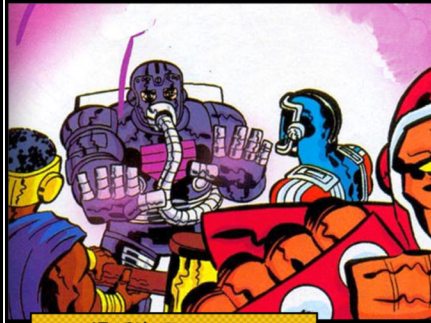
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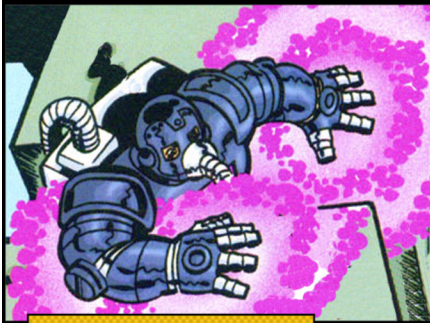
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# MAN-BOT

### ENERGY LEECH



#### ONE-SHOT

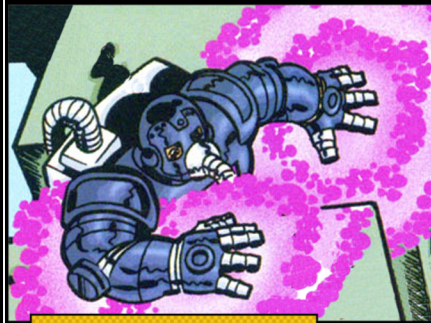
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"YOU DONT WANT TO KNOW ME, ALCHEMISS. I'M BAD NEWS."  
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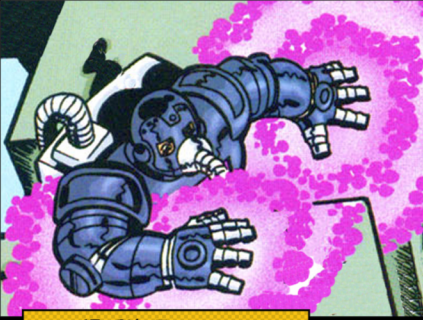
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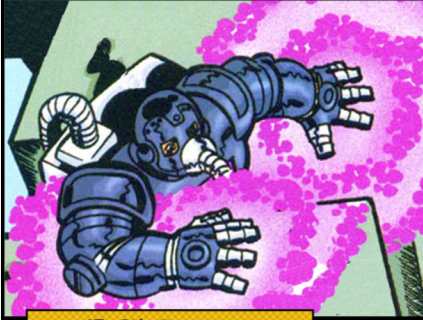
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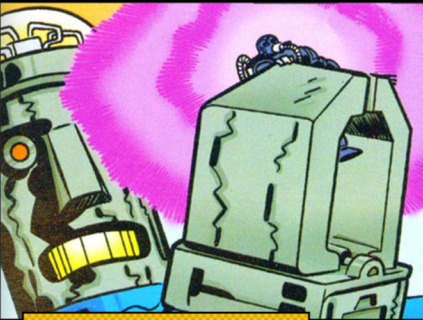
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### RELEASE



#### ONE-SHOT

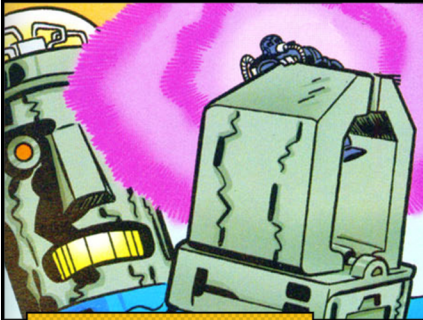
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"WHAT'S **WRONG** WITH ME? I CAN FEEL THE ENERGY **GROWING** AGAIN!"  
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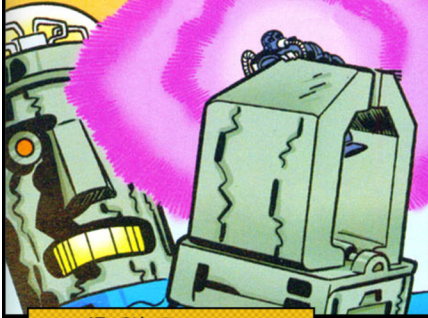
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RELEASE



ONE-SHOT

REMOVE ALL TOKENS IN YOUR ENERGY POOL. MAN-BOT DEALS X TARGETS 3 ENERGY DAMAGE, WHERE X IS THE NUMBER OF TOKENS REMOVED. IF A COPY OF UNSTABLE ENERGY IS IN PLAY, YOU MAY DESTROY IT.

"WHAT'S WRONG WITH ME? I CAN FEEL THE ENERGY GROWING AGAIN!"  
- MAN-BOT, FREEDOM FORCE #4

SENTINELS  
OF THE  
MULTIVERSE  
FF

MAN-BOT

WALLOP



ONE-SHOT

MAN-BOT DEALS 1 TARGET 4 MELEE DAMAGE.

"YOU ASKED FOR THIS!"  
- MAN-BOT, FREEDOM FORCE #1

SENTINELS  
OF THE  
MULTIVERSE  
FF

MAN-BOT

WALLOP



ONE-SHOT

MAN-BOT DEALS 1 TARGET 4 MELEE DAMAGE.

"YOU ASKED FOR THIS!"  
- MAN-BOT, FREEDOM FORCE #1

SENTINELS  
OF THE  
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MAN-BOT

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ONE-SHOT

MAN-BOT DEALS 1 TARGET 4 MELEE DAMAGE.

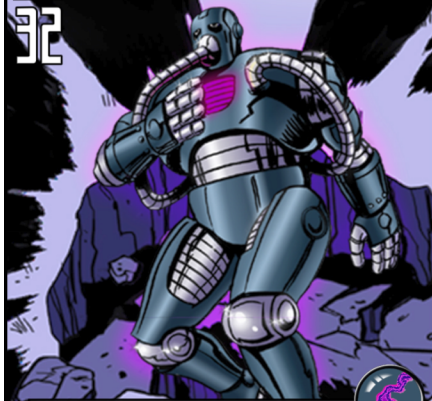
"YOU ASKED FOR THIS!"  
- MAN-BOT, FREEDOM FORCE #1

SENTINELS  
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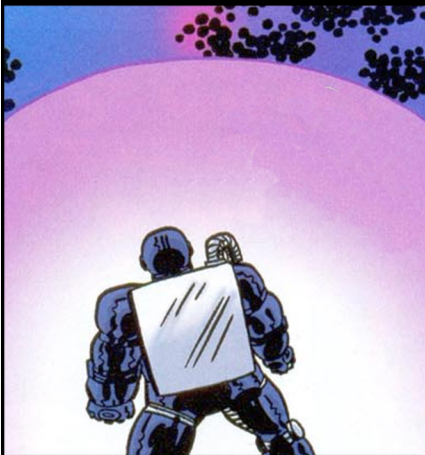
MAN-BOT



# MAN-BOT



**POWERED BY ENERGY X:**  
**POWER:** YOU MAY EITHER ADD 2 TOKENS TO YOUR ENERGY POOL OR REMOVE 1 TOKEN AND DEAL 1 TARGET 1 ENERGY DAMAGE.



- SELECT A TARGET. THE NEXT DAMAGE DEALT BY THAT TARGET IS INCREASED BY 1.
- SELECT A TARGET. THE NEXT TIME THAT TARGET WOULD TAKE DAMAGE IT IS REDUCED BY 1.
- A PLAYER MAY DRAW A CARD.

