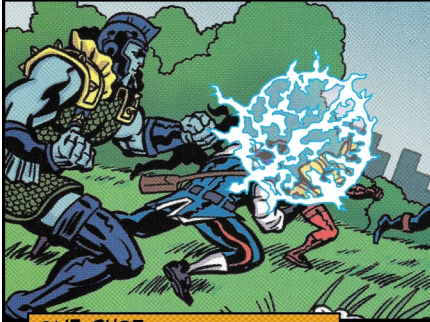


BALL LIGHTNING



ONE-SHOT

MAN-O-WAR DEALS 1 TARGET 4 LIGHTNING DAMAGE.
 MAN-O-WAR MAY DEAL A SECOND TARGET 3 LIGHTNING DAMAGE.
 MAN-O-WAR MAY DEAL A THIRD TARGET 2 LIGHTNING DAMAGE.
 MAN-O-WAR MAY DEAL ALL OTHER TARGETS (INCLUDING HERO TARGETS) 1 LIGHTNING DAMAGE.

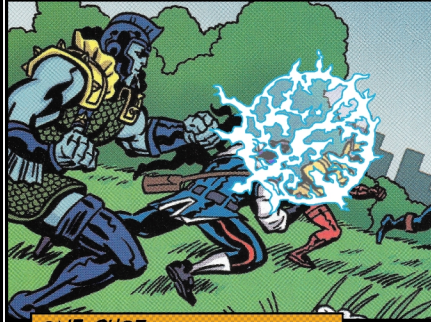
"YE MAY WANT TO BE TAKIN' A STEP BACK - THIS CAN GET A MITE DICEY!"
 - MAN-O-WAR, TALES OF THE DEEP #44

SENTINELS
OF THE
 MULTIVERSE



MAN-O-WAR

BALL LIGHTNING



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 - MAN-O-WAR, TALES OF THE DEEP #44

SENTINELS
OF THE
 MULTIVERSE



MAN-O-WAR

BERMUDA TRIANGLE



ONE-SHOT

SELECT 1 VILLAIN CARD IN PLAY, AND PLACE IT ON THE BOTTOM OF THE VILLAIN DECK.
 MAN-O-WAR DEALS THE VILLAIN TARGET WITH THE HIGHEST HP 2 PROJECTILE DAMAGE.

"THOUGHT YE COULD GET AWAY, DID YE?"
 - MAN-O-WAR, FREEDOM FORCE #3

SENTINELS
OF THE
 MULTIVERSE



MAN-O-WAR

BERMUDA TRIANGLE



ONE-SHOT

SELECT 1 VILLAIN CARD IN PLAY, AND PLACE IT ON THE BOTTOM OF THE VILLAIN DECK.
 MAN-O-WAR DEALS THE VILLAIN TARGET WITH THE HIGHEST HP 2 PROJECTILE DAMAGE.

"THOUGHT YE COULD GET AWAY, DID YE?"
 - MAN-O-WAR, FREEDOM FORCE #3

SENTINELS
OF THE
 MULTIVERSE



MAN-O-WAR

CHARGED



ONGOING

AT THE START OF YOUR TURN, DESTROY THIS CARD.

MAN-O-WAR IS IMMUNE TO ALL LIGHTNING DAMAGE.

ADD 2 LIGHTNING DAMAGE TO ALL MELEE AND PROJECTILE ATTACKS MADE BY MAN-O-WAR.

"AND 'TIS TIME TO CALL FORTH THE LIGHTNING!"
- MAN-O-WAR, TALES OF THE DEEP #17

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

CHARGED



ONGOING

AT THE START OF YOUR TURN, DESTROY THIS CARD.

MAN-O-WAR IS IMMUNE TO ALL LIGHTNING DAMAGE.

ADD 2 LIGHTNING DAMAGE TO ALL MELEE AND PROJECTILE ATTACKS MADE BY MAN-O-WAR.

"AND 'TIS TIME TO CALL FORTH THE LIGHTNING!"
- MAN-O-WAR, TALES OF THE DEEP #17

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

CHARGED



ONGOING

AT THE START OF YOUR TURN, DESTROY THIS CARD.

MAN-O-WAR IS IMMUNE TO ALL LIGHTNING DAMAGE.

ADD 2 LIGHTNING DAMAGE TO ALL MELEE AND PROJECTILE ATTACKS MADE BY MAN-O-WAR.

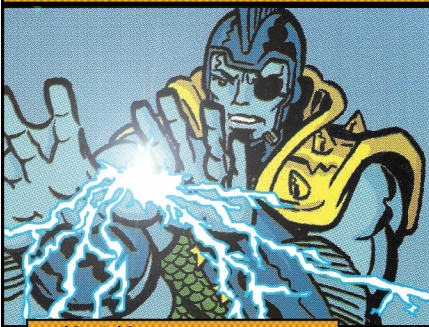
"AND 'TIS TIME TO CALL FORTH THE LIGHTNING!"
- MAN-O-WAR, TALES OF THE DEEP #17

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

CURRENT BOUNCE



ONGOING

WHENEVER MAN-O-WAR WOULD BE DEALT LIGHTNING OR ENERGY DAMAGE, YOU MAY DIRECT THAT DAMAGE TO THE TARGET OF YOUR CHOICE.

IF YOU DO, DESTROY THIS CARD, AND THEN DRAW ANOTHER CARD.

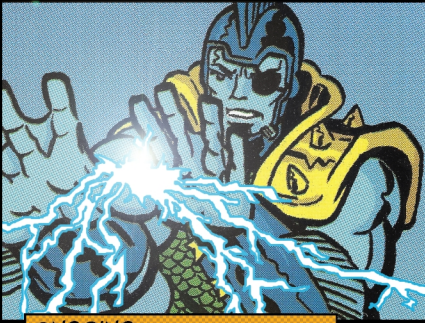
"YE'VE DONE NAUGHT BUT GET A TASTE O' YER OWN MEDICINE, YE SCOUNDREL!"
- MAN-O-WAR, MAN-O-WAR #96

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

CURRENT BOUNCE



ONGOING

WHENEVER MAN-O-WAR WOULD BE DEALT LIGHTNING OR ENERGY DAMAGE, YOU MAY DIRECT THAT DAMAGE TO THE TARGET OF YOUR CHOICE.

IF YOU DO, DESTROY THIS CARD, AND THEN DRAW ANOTHER CARD.

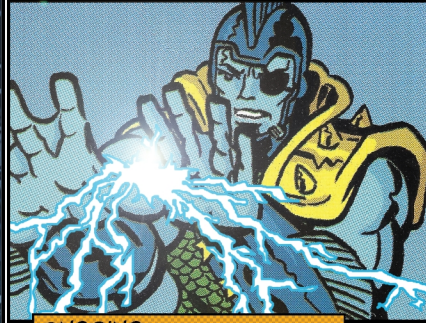
"YE'VE DONE NAUGHT BUT GET A TASTE O' YER OWN MEDICINE, YE SCOUNDREL!"
- MAN-O-WAR, MAN-O-WAR #96

SENTINELS
OF THE
MULTIVERSE



MAN O WAR

CURRENT BOUNCE



ONGOING

WHENEVER MAN-O-WAR WOULD BE DEALT LIGHTNING OR ENERGY DAMAGE, YOU MAY DIRECT THAT DAMAGE TO THE TARGET OF YOUR CHOICE.

IF YOU DO, DESTROY THIS CARD, AND THEN DRAW ANOTHER CARD.

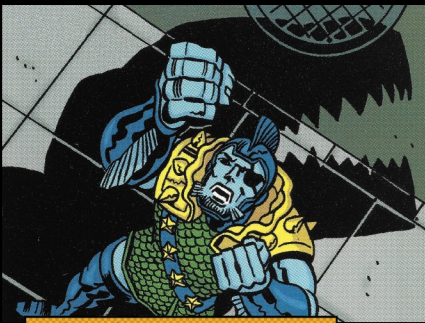
"YE'VE DONE NAUGHT BUT GET A TASTE O' YER OWN MEDICINE, YE SCOUNDREL!"
- MAN-O-WAR, MAN-O-WAR #96

SENTINELS
OF THE
MULTIVERSE



MAN O WAR

DENSITY CONTROL



ONGOING

REDUCE ALL DAMAGE DEALT TO MAN-O-WAR BY 2.

"LOOKIN' FOR SOME TROUBLE THEN, ARE YE?"
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS
OF THE
MULTIVERSE



MAN O WAR

DENSITY CONTROL



ONGOING

REDUCE ALL DAMAGE DEALT TO MAN-O-WAR BY 2.

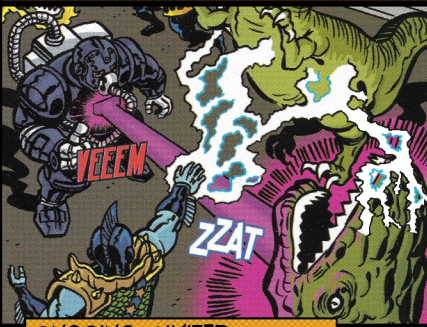
"LOOKIN' FOR SOME TROUBLE THEN, ARE YE?"
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS
OF THE
MULTIVERSE



MAN O WAR

ELECTRIC ARC



ONGOING, LIMITED

AT THE START OF YOUR TURN, MAN-O-WAR DEALS EACH NON-HERO TARGET 1 LIGHTNING DAMAGE.

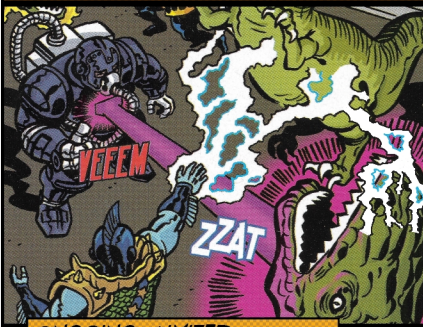
"YE'LL DANCE THE HEMPEN JIG BEFORE I'M THROUGH WITH YE!"
- MAN-O-WAR, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

ELECTRIC ARC



ONGOING, LIMITED

AT THE START OF YOUR TURN, MAN-O-WAR DEALS EACH NON-HERO TARGET 1 LIGHTNING DAMAGE.

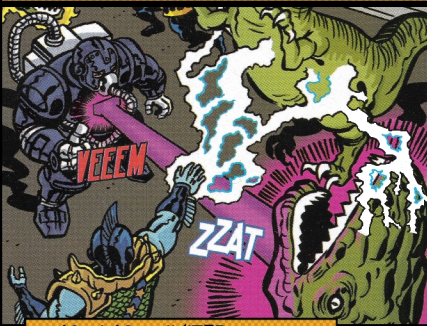
"YE'LL DANCE THE HEMPEN JIG BEFORE I'M THROUGH WITH YE!"
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SENTINELS OF THE MULTIVERSE



MAN-O-WAR

ELECTRIC ARC



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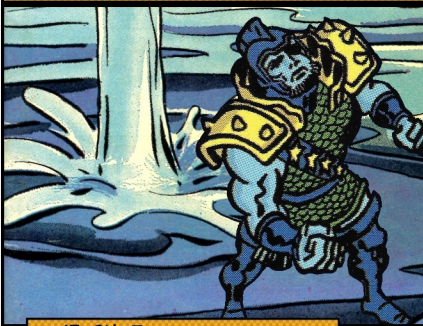
"YE'LL DANCE THE HEMPEN JIG BEFORE I'M THROUGH WITH YE!"
- MAN-O-WAR, FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

HEALING WATERS



ONE-SHOT

MAN-O-WAR REGAINS 2 HP NOW.

"AYE, AND THAT'S SURELY WHAT I NEEDED TA FEEL MYSELF AGAIN!"
- MAN-O-WAR, MAN-O-WAR #54

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

HEALING WATERS



ONE-SHOT

MAN-O-WAR REGAINS 2 HP NOW.

"AYE, AND THAT'S SURELY WHAT I NEEDED TA FEEL MYSELF AGAIN!"

- MAN-O-WAR, MAN-O-WAR #54

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

HEALING WATERS



ONE-SHOT

MAN-O-WAR REGAINS 2 HP NOW.

"AYE, AND THAT'S SURELY WHAT I NEEDED TA FEEL MYSELF AGAIN!"

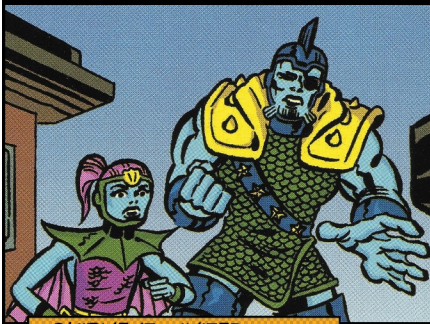
- MAN-O-WAR, MAN-O-WAR #54

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

KRAKEN'S SCALES



EQUIPMENT, LIMITED

MAN-O-WAR IS IMMUNE TO ALL MELEE OR ENERGY DAMAGE.

"MAN-O-WAR! YOU'RE THE GREATEST!"

- SEA URCHIN, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

KRAKEN'S SCALES



EQUIPMENT, LIMITED

MAN-O-WAR IS IMMUNE TO ALL MELEE OR ENERGY DAMAGE.

"MAN-O-WAR! YOU'RE THE GREATEST!"

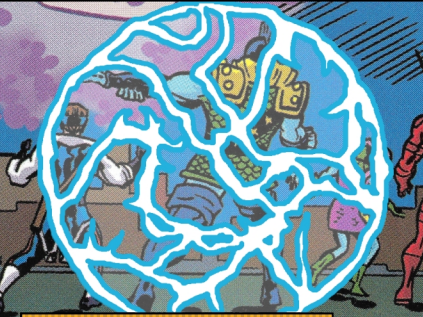
- SEA URCHIN, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

MAGNETIC HARBOR



EQUIPMENT, LIMITED

MAN-O-WAR IS IMMUNE TO ALL LIGHTNING OR PROJECTILE DAMAGE.

"TROUBLE OFF THE PORT BOW!"
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

MAGNETIC HARBOR



EQUIPMENT, LIMITED

MAN-O-WAR IS IMMUNE TO ALL LIGHTNING OR PROJECTILE DAMAGE.

"TROUBLE OFF THE PORT BOW!"
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

PRESSURE PUNCH



ONE-SHOT

MAN-O-WAR DEALS 1 TARGET 3 MELEE DAMAGE.

"AYE, THAT'LL SMART IN THE MORNIN', YA SCALLYWAG!"
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

PRESSURE PUNCH



ONE-SHOT

MAN-O-WAR DEALS 1 TARGET 3 MELEE DAMAGE.

"AYE, THAT'LL SMART IN THE MORNIN', YA SCALLYWAG!"
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

PRESSURE PUNCH



THWAK

ONE-SHOT

MAN-O-WAR DEALS 1 TARGET 3 MELEE DAMAGE.

"AYE, THAT'LL SMART IN THE MORNIN', YA SCALLYWAG!"
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

SHIELD THE TEAM



ONGOING

POWER: UNTIL THE START OF YOUR NEXT TURN, REDIRECT ANY DAMAGE THAT WOULD BE DEALT TO A HERO TARGET TO MAN-O-WAR.

"GET BEHIND ME, LADDIE!"
- MAN-O-WAR, TALES OF THE DEEP #5

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

SHIELD THE TEAM



ONGOING

POWER: UNTIL THE START OF YOUR NEXT TURN, REDIRECT ANY DAMAGE THAT WOULD BE DEALT TO A HERO TARGET TO MAN-O-WAR.

"GET BEHIND ME, LADDIE!"
- MAN-O-WAR, TALES OF THE DEEP #5

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

SHIELD THE TEAM



ONGOING

POWER: UNTIL THE START OF YOUR NEXT TURN, REDIRECT ANY DAMAGE THAT WOULD BE DEALT TO A HERO TARGET TO MAN-O-WAR.

"GET BEHIND ME, LADDIE!"
- MAN-O-WAR, TALES OF THE DEEP #5

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

SOLID WATER BLAST



ONE-SHOT

MAN-O-WAR DEALS 1 TARGET 3 PROJECTILE DAMAGE.

"DO YE REALLY WANTA ROW WITH ONE WHO CAN CONTROL THE VERY WATER ITSELF?"

- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

SOLID WATER BLAST



ONE-SHOT

MAN-O-WAR DEALS 1 TARGET 3 PROJECTILE DAMAGE.

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SENTINELS OF THE MULTIVERSE



MAN-O-WAR

SOLID WATER BLAST



ONE-SHOT

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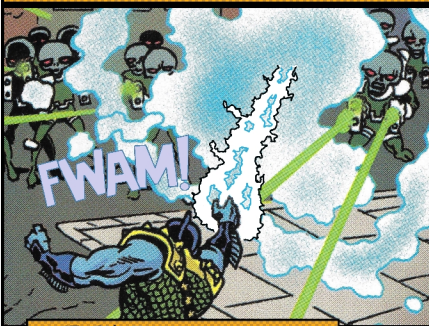
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

STORM BOLT



ONE-SHOT

MAN-O-WAR DEALS 1 TARGET 5 LIGHTNING DAMAGE.

"HERE'S A LITTLE PRESENT FROM MAN-O-WAR!"

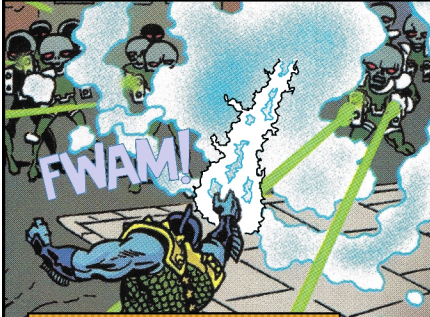
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

STORM BOLT



ONE-SHOT

MAN-O-WAR DEALS 1 TARGET 5 LIGHTNING DAMAGE.

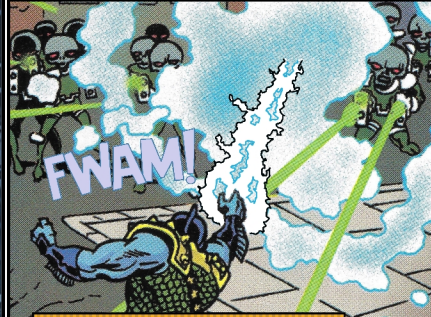
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SENTINELS OF THE MULTIVERSE



MAN-O-WAR

STORM BOLT



ONE-SHOT

MAN-O-WAR DEALS 1 TARGET 5 LIGHTNING DAMAGE.

"HERE'S A LITTLE PRESENT FROM MAN-O-WAR!"
- MAN-O-WAR, FREEDOM FORCE #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

SUMMON



ONE-SHOT

SEARCH YOUR DECK FOR A ONE-SHOT AND PUT IT INTO PLAY, THEN RESHUFFLE YOUR DECK.

"THERE'RE TIMES WHEN YA JUST NEED TA BUCKLE DOWN AND GET TO IT!"
- MAN-O-WAR, MAN-O-WAR #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

SUMMON



ONE-SHOT

SEARCH YOUR DECK FOR A ONE-SHOT AND PUT IT INTO PLAY, THEN RESHUFFLE YOUR DECK.

"THERE'RE TIMES WHEN YA JUST NEED TA BUCKLE DOWN AND GET TO IT!"
- MAN-O-WAR, MAN-O-WAR #2

SENTINELS OF THE MULTIVERSE



MAN-O-WAR

URGENCY



ONE-SHOT

YOU MAY DRAW A CARD.
 YOU MAY PLAY A CARD.
 YOU MAY USE A POWER NOW.

"GET OFF YER KEISTER, MAN!
 IT'S TIME TA GO TA WORK!"
 - MAN-O-WAR, TALES OF THE DEEP #64

SENTINELS
 OF THE
 MULTIVERSE



MAN O WAR

URGENCY



ONE-SHOT

YOU MAY DRAW A CARD.
 YOU MAY PLAY A CARD.
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"GET OFF YER KEISTER, MAN!
 IT'S TIME TA GO TA WORK!"
 - MAN-O-WAR, TALES OF THE DEEP #64

SENTINELS
 OF THE
 MULTIVERSE



MAN O WAR

WHIRLPOOL



ONGOING

POWER: DESTROY ONE ONGOING OR ENVIRONMENT CARD.
 IF YOU USE THIS POWER, THEN MAN-O-WAR DEALS HIMSELF 1 MELEE DAMAGE.

"DO YE REALLY WANTA ROW WITH ONE WHO CAN CONTROL THE VERY WATER ITSELF?"
 - MAN-O-WAR, FREEDOM FORCE #2

SENTINELS
 OF THE
 MULTIVERSE



MAN O WAR

WHIRLPOOL



ONGOING

POWER: DESTROY ONE ONGOING OR ENVIRONMENT CARD.
 IF YOU USE THIS POWER, THEN MAN-O-WAR DEALS HIMSELF 1 MELEE DAMAGE.

"DO YE REALLY WANTA ROW WITH ONE WHO CAN CONTROL THE VERY WATER ITSELF?"
 - MAN-O-WAR, FREEDOM FORCE #2

SENTINELS
 OF THE
 MULTIVERSE



MAN O WAR

SENTINEL
SI
COMICS
32

MAN-O-WAR



CALL THE STORM

POWER: MAN-O-WAR DEALS 2 TARGETS
1 MELEE DAMAGE EACH.



⇒ DESTROY AN ONGOING CARD.
⇒ 1 PLAYER MAY PLAY A CARD.
⇒ MOVE A CARD FROM THE BOTTOM
TO THE TOP OF ITS DECK.

