

ALPHA STRIKE



ONE-SHOT, MELTDOWN

MOVE ALL CARDS FROM UNDER FUSION INTO HIS TRASH.

FUSION DEALS A TARGET X IRREDUCIBLE ENERGY DAMAGE, WHERE X IS THE NUMBER OF CARDS MOVED THIS WAY.

"YOU'RE A MEGALOMANIAC WHO'D BURN THE WORLD TO RULE THE ASHES. YOU NEED TO DIE. I CAN RELATE."

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

ALPHA STRIKE



ONE-SHOT, MELTDOWN

MOVE ALL CARDS FROM UNDER FUSION INTO HIS TRASH.

FUSION DEALS A TARGET X IRREDUCIBLE ENERGY DAMAGE, WHERE X IS THE NUMBER OF CARDS MOVED THIS WAY.

"YOU'RE A MEGALOMANIAC WHO'D BURN THE WORLD TO RULE THE ASHES. YOU NEED TO DIE. I CAN RELATE."

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

CHAIN REACTION



ONE-SHOT

FUSION DEALS HIMSELF 2 ENERGY DAMAGE.

REVEAL CARDS FROM YOUR DECK UNTIL YOU REVEAL 2 RADIATION CARDS. PLAY THEM IN ANY ORDER, THEN SHUFFLE THE REST BACK INTO THE DECK.

"THE CANDLE THAT BURNS TWICE AS BRIGHT BURNS HALF AS LONG..."

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

CHAIN REACTION



ONE-SHOT

FUSION DEALS HIMSELF 2 ENERGY DAMAGE.

REVEAL CARDS FROM YOUR DECK UNTIL YOU REVEAL 2 RADIATION CARDS. PLAY THEM IN ANY ORDER, THEN SHUFFLE THE REST BACK INTO THE DECK.

"THE CANDLE THAT BURNS TWICE AS BRIGHT BURNS HALF AS LONG..."

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

CRITICAL MASS



ONGOING

AT THE START OF YOUR TURN, FUSION DEALS EACH TARGET 1 ENERGY DAMAGE, THEN DISCARD THE TOP 4 CARDS OF YOUR DECK.

PUT ANY RADIATION CARDS DISCARDED THIS WAY UNDER FUSION. IF ANY MELTDOWN CARDS WERE REVEALED, YOU MUST PLAY ONE OF THEM.

WHEN YOU PLAY A MELTDOWN, DESTROY THIS CARD.

"THIS WOULD BE A GOOD DEATH."

-FUSION, SCIONS STRIKE #4

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

CRITICAL MASS



ONGOING

AT THE START OF YOUR TURN, FUSION DEALS EACH TARGET 1 ENERGY DAMAGE, THEN DISCARD THE TOP 4 CARDS OF YOUR DECK.

PUT ANY RADIATION CARDS DISCARDED THIS WAY UNDER FUSION. IF ANY MELTDOWN CARDS WERE REVEALED, YOU MUST PLAY ONE OF THEM.

WHEN YOU PLAY A MELTDOWN, DESTROY THIS CARD.

"THIS WOULD BE A GOOD DEATH."

-FUSION, SCIONS STRIKE #4

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

EXPOSED CORE



ONGOING

POWER: FUSION DEALS HIMSELF 4 ENERGY DAMAGE, AND PUT THE TOP 4 CARDS OF YOUR DECK UNDER FUSION.

DESTROY 1 VILLAIN ONGOING CARD, 1 ENVIRONMENT CARD AND THIS CARD.

"THE IMPLANTS SHIELD YOUR HEART, KEEPING IT COOL AND YOU STABLE. TRY NOT TO GET SHOT THERE."

-TACHYON, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

EXPOSED CORE



ONGOING

POWER: FUSION DEALS HIMSELF 4 ENERGY DAMAGE, AND PUT THE TOP 4 CARDS OF YOUR DECK UNDER FUSION.

DESTROY 1 VILLAIN ONGOING CARD, 1 ENVIRONMENT CARD AND THIS CARD.

"THE IMPLANTS SHIELD YOUR HEART, KEEPING IT COOL AND YOU STABLE. TRY NOT TO GET SHOT THERE."

-TACHYON, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

GROUND ZERO



ONE-SHOT, MELTDOWN

MOVE ALL CARDS FROM UNDER FUSION INTO HIS TRASH.

FUSION DEALS HIMSELF AND EACH NON-HERO TARGET X FIRE DAMAGE, WHERE X THE NUMBER OF CARDS MOVED THIS WAY MINUS 1.

"HERE COMES THE SUN!"

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

GROUND ZERO



ONE-SHOT, MELTDOWN

MOVE ALL CARDS FROM UNDER FUSION INTO HIS TRASH.

FUSION DEALS HIMSELF AND EACH NON-HERO TARGET X FIRE DAMAGE, WHERE X THE NUMBER OF CARDS MOVED THIS WAY MINUS 1.

"HERE COMES THE SUN!"

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

HORRIFIC MUTATION



ONGOING, RADIATION

PLAY THIS CARD NEXT TO A TARGET.

INCREASE DAMAGE DEALT TO AND BY THE TARGET NEXT TO THIS CARD BY 1.

AT THE START OF YOUR TURN, DESTROY THIS CARD. WHEN THIS CARD IS DESTROYED, PUT IT UNDER FUSION.

"NOW YOU'RE A FREAK TOO. TRUST ME, YOU'LL GET USED TO IT."

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

HORRIFIC MUTATION



ONGOING, RADIATION

PLAY THIS CARD NEXT TO A TARGET.

INCREASE DAMAGE DEALT TO AND BY THE TARGET NEXT TO THIS CARD BY 1.

AT THE START OF YOUR TURN, DESTROY THIS CARD. WHEN THIS CARD IS DESTROYED, PUT IT UNDER FUSION.

"NOW YOU'RE A FREAK TOO. TRUST ME, YOU'LL GET USED TO IT."

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

LIVING REACTOR



ONE-SHOT, MELTDOWN

MOVE ALL CARDS FROM UNDER FUSION INTO HIS TRASH.

FUSION REGAINS X HP, WHERE X IS THE NUMBER OF CARDS MOVED THIS WAY.

"THIS IS ALL THAT'S LEFT OF ME. BETTER MAKE THE MOST OF IT."

-FUSION, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

LIVING REACTOR



ONE-SHOT, MELTDOWN

MOVE ALL CARDS FROM UNDER FUSION INTO HIS TRASH.

FUSION REGAINS X HP, WHERE X IS THE NUMBER OF CARDS MOVED THIS WAY.

"THIS IS ALL THAT'S LEFT OF ME. BETTER MAKE THE MOST OF IT."

-FUSION, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

BETA DECAY



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 4 ENERGY DAMAGE AND HIMSELF 2 ENERGY DAMAGE.

THEN PUT THIS CARD UNDER FUSION.

"SHE GAVE ME A YEAR TO LIVE."
"LONGER THAN I GIVE YOU."

-FUSION, SCIONS STRIKE #4

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

BETA DECAY



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 4 ENERGY DAMAGE AND HIMSELF 2 ENERGY DAMAGE.

THEN PUT THIS CARD UNDER FUSION.

"SHE GAVE ME A YEAR TO LIVE."
"LONGER THAN I GIVE YOU."

-FUSION, SCIONS STRIKE #4

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

BETA DECAY



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 4 ENERGY DAMAGE AND HIMSELF 2 ENERGY DAMAGE. THEN PUT THIS CARD UNDER FUSION.

"SHE GAVE ME A YEAR TO LIVE."
"LONGER THAN I GIVE YOU."
-FUSION, SCIONS STRIKE #4

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

CONTROL RODS



EQUIPMENT, LIMITED

REDUCE ALL ENERGY DAMAGE FUSION DEALS TO HIMSELF BY 2.

POWER: FUSION REGAINS 4 HP, THEN DESTROY THIS CARD.

"SHE MADE THEM TO KEEP ME ALIVE A LITTLE LONGER. LONG ENOUGH TO DIE IN HER WAR."
-FUSION, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

CONTROL RODS



EQUIPMENT, LIMITED

REDUCE ALL ENERGY DAMAGE FUSION DEALS TO HIMSELF BY 2.

POWER: FUSION REGAINS 4 HP, THEN DESTROY THIS CARD.

"SHE MADE THEM TO KEEP ME ALIVE A LITTLE LONGER. LONG ENOUGH TO DIE IN HER WAR."
-FUSION, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

CONTROL RODS



EQUIPMENT, LIMITED

REDUCE ALL ENERGY DAMAGE FUSION DEALS TO HIMSELF BY 2.

POWER: FUSION REGAINS 4 HP, THEN DESTROY THIS CARD.

"SHE MADE THEM TO KEEP ME ALIVE A LITTLE LONGER. LONG ENOUGH TO DIE IN HER WAR."
-FUSION, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

GAMMA RAY



ONGOING

POWER: FUSION DEALS 1 TARGET 2 ENERGY DAMAGE.

REVEAL THE TOP CARD OF YOUR DECK. IF IT IS A MELTDOWN PUT IT IN YOUR HAND, OTHERWISE PUT IT UNDER FUSION.

"IF ANY OF YOU WANT CHILDREN, I'D STAND WELL BACK."

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

GAMMA RAY



ONGOING

POWER: FUSION DEALS 1 TARGET 2 ENERGY DAMAGE.

REVEAL THE TOP CARD OF YOUR DECK. IF IT IS A MELTDOWN PUT IT IN YOUR HAND, OTHERWISE PUT IT UNDER FUSION.

"IF ANY OF YOU WANT CHILDREN, I'D STAND WELL BACK."

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

GAMMA RAY



ONGOING

POWER: FUSION DEALS 1 TARGET 2 ENERGY DAMAGE.

REVEAL THE TOP CARD OF YOUR DECK. IF IT IS A MELTDOWN PUT IT IN YOUR HAND, OTHERWISE PUT IT UNDER FUSION.

"IF ANY OF YOU WANT CHILDREN, I'D STAND WELL BACK."

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

NEUTRON STORM



ONE-SHOT, RADIATION

FUSION DEALS UP TO 2 TARGETS 2 ENERGY DAMAGE EACH. THEN PUT THIS CARD UNDER FUSION.

"RADIATION POISONING IS A SLOW, PAINFUL DEATH. BUT YOU'VE EARNED IT."

-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

NEUTRON STORM



ONE-SHOT, RADIATION

FUSION DEALS UP TO 2 TARGETS 2 ENERGY DAMAGE EACH.
THEN PUT THIS CARD UNDER FUSION.

"RADIATION POISONING IS A SLOW, PAINFUL DEATH. BUT YOU'VE EARNED IT."
-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

NEUTRON STORM



ONE-SHOT, RADIATION

FUSION DEALS UP TO 2 TARGETS 2 ENERGY DAMAGE EACH.
THEN PUT THIS CARD UNDER FUSION.

"RADIATION POISONING IS A SLOW, PAINFUL DEATH. BUT YOU'VE EARNED IT."
-FUSION, SCIONS STRIKE #3

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

SILENT WAKE



ONE-SHOT, RADIATION

DESTROY AN ENVIRONMENT CARD AND FUSION DEALS EACH TARGET 1 TOXIC DAMAGE.
THEN PUT THIS CARD UNDER FUSION.

THEY FOUGHT WITH FUSION, BUT NONE WOULD STAND AT HIS SIDE.

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

SILENT WAKE



ONE-SHOT, RADIATION

DESTROY AN ENVIRONMENT CARD AND FUSION DEALS EACH TARGET 1 TOXIC DAMAGE.
THEN PUT THIS CARD UNDER FUSION.

THEY FOUGHT WITH FUSION, BUT NONE WOULD STAND AT HIS SIDE.

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

SILENT WAKE



ONE-SHOT, RADIATION

DESTROY AN ENVIRONMENT CARD AND FUSION DEALS EACH TARGET 1 TOXIC DAMAGE.
THEN PUT THIS CARD UNDER FUSION.

THEY FOUGHT WITH FUSION, BUT NONE WOULD STAND AT HIS SIDE.

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

UNSTABLE ISOTOPE



ONE-SHOT, RADIATION

DRAW 2 CARDS, THEN DISCARD 2 CARDS, THEN PUT THIS CARD UNDER FUSION.
YOU MAY PLAY A CARD.

"THE DECAY CAN'T BE STOPPED, ONLY SLOWED. FROM NOW TILL YOU DIE, YOU'RE A WALKING REACTOR"
-TACHYON, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

UNSTABLE ISOTOPE



ONE-SHOT, RADIATION

DRAW 2 CARDS, THEN DISCARD 2 CARDS, THEN PUT THIS CARD UNDER FUSION.
YOU MAY PLAY A CARD.

"THE DECAY CAN'T BE STOPPED, ONLY SLOWED. FROM NOW TILL YOU DIE, YOU'RE A WALKING REACTOR"
-TACHYON, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

UNSTABLE ISOTOPE



ONE-SHOT, RADIATION

DRAW 2 CARDS, THEN DISCARD 2 CARDS, THEN PUT THIS CARD UNDER FUSION.
YOU MAY PLAY A CARD.

"THE DECAY CAN'T BE STOPPED, ONLY SLOWED. FROM NOW TILL YOU DIE, YOU'RE A WALKING REACTOR"
-TACHYON, SCIONS STRIKE #1

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

BLIGHTFIRE



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 2 FIRE DAMAGE. THEN IF THAT TARGET HAS 10 OR MORE HP, FUSION DEALS IT 2 TOXIC DAMAGE. THEN PUT THIS CARD UNDER FUSION.

"I FIGHT ON THE SIDE OF THE ANGELS, BUT THAT DOES NOT MAKE ME ONE OF THEM."

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

BLIGHTFIRE



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 2 FIRE DAMAGE. THEN IF THAT TARGET HAS 10 OR MORE HP, FUSION DEALS IT 2 TOXIC DAMAGE. THEN PUT THIS CARD UNDER FUSION.

"I FIGHT ON THE SIDE OF THE ANGELS, BUT THAT DOES NOT MAKE ME ONE OF THEM."

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

BLIGHTFIRE



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 2 FIRE DAMAGE. THEN IF THAT TARGET HAS 10 OR MORE HP, FUSION DEALS IT 2 TOXIC DAMAGE. THEN PUT THIS CARD UNDER FUSION.

"I FIGHT ON THE SIDE OF THE ANGELS, BUT THAT DOES NOT MAKE ME ONE OF THEM."

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

BLIGHTFIRE



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 2 FIRE DAMAGE. THEN IF THAT TARGET HAS 10 OR MORE HP, FUSION DEALS IT 2 TOXIC DAMAGE. THEN PUT THIS CARD UNDER FUSION.

"I FIGHT ON THE SIDE OF THE ANGELS, BUT THAT DOES NOT MAKE ME ONE OF THEM."

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

SENTINELS OF THE MULTIVERSE

REDEMPTION

FUSION

SUPERHEAT



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 2 FIRE DAMAGE.
DRAW A CARD.

THEN PUT THIS CARD UNDER FUSION.

"THE MELTING POINT OF STEEL
IS 2,700 FAHRENHEIT. WANT TO
FIND OUT YOURS, VANISH?"

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

**SENTINELS
OF THE
MULTIVERSE**

REDEMPTION

FUSION

SUPERHEAT



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 2 FIRE DAMAGE.
DRAW A CARD.

THEN PUT THIS CARD UNDER FUSION.

"THE MELTING POINT OF STEEL
IS 2,700 FAHRENHEIT. WANT TO
FIND OUT YOURS, VANISH?"

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

**SENTINELS
OF THE
MULTIVERSE**

REDEMPTION

FUSION

SUPERHEAT



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 2 FIRE DAMAGE.
DRAW A CARD.

THEN PUT THIS CARD UNDER FUSION.

"THE MELTING POINT OF STEEL
IS 2,700 FAHRENHEIT. WANT TO
FIND OUT YOURS, VANISH?"

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

**SENTINELS
OF THE
MULTIVERSE**

REDEMPTION

FUSION

SUPERHEAT



ONE-SHOT, RADIATION

FUSION DEALS 1 TARGET 2 FIRE DAMAGE.
DRAW A CARD.

THEN PUT THIS CARD UNDER FUSION.

"THE MELTING POINT OF STEEL
IS 2,700 FAHRENHEIT. WANT TO
FIND OUT YOURS, VANISH?"

-FUSION, SCIONS STRIKE #2

ART BY MATTHEW BISHOP

**SENTINELS
OF THE
MULTIVERSE**

REDEMPTION

FUSION

SENTINEL
SI
COMICS
29

FUSION



IONIZE

POWER: DRAW A CARD.

YOU MAY PLAY A RADIATION CARD. IF YOU DO, FUSION DEALS HIMSELF X ENERGY DAMAGE. X IS THE NUMBER OF CARDS UNDER FUSION.



ART BY MATTHEW BISHOP



⇒ DESTROY AN ENVIRONMENT CARD.
 ⇒ ONE PLAYER MAY PLAY A CARD.
 ⇒ THE ENVIRONMENT DEALS EACH NON-HERO TARGET 4 ENERGY DAMAGE. THEN REMOVE THIS CARD FROM THE GAME.

ART BY MATTHEW BISHOP

27 THE PANTHEON

SETUP

CHOOSE 3 DEMIGODS.

PUT ONE BY THE ☉ SYMBOL, ONE BY THE ♀ SYMBOL AND ONE BY THE ♀ SYMBOL.





THEN SHUFFLE THE 19 BASIC CARDS WITH THE 7 CARDS OF EACH DEMIGOD TO MAKE A 40 CARD DECK. THIS IS YOUR HERO DECK.

GAMEPLAY


THIS CARD AND THE THREE DEMIGODS AROUND IT ALL COUNT AS ONE CARD IN PLAY.

POWER: FLIP ONE OF YOUR DEMIGODS TO THE EMPOWERED SIDE.

POWER: ACTIVATE THE **EMPOWERED** TEXT OF ANY NUMBER OF YOUR DEMIGODS.

YOU MAY CHOOSE FROM THE THREE OPTIONS MATCHING YOUR THREE DEMIGODS.



GEB: DESTROY AN ENVIRONMENT CARD.
ISIS: DESTROY AN ONGOING CARD.
TEFNUT: A HERO MAY USE A POWER.
NUIT: A HERO REGAINS 2 HP.
ATUM: A HERO MAY PLAY A CARD
OSIRIS: LOOK AT THE TOP CARD OF A DECK. YOU MAY DISCARD IT.
NEPHTYS: DESTROY A TARGET WITH 3 OR LESS HP.
SET: PLAY THE TOP CARD OF A DECK.
SHU: A HERO MAY DRAW 2 CARDS, THEN DISCARD A CARD.