

<p>AMMO BELT</p>  <p>EQUIPMENT</p> <p>AT THE START OF YOUR TURN YOU MAY PUT AN AMMO CARD FROM YOUR HAND INTO PLAY.</p> <p>POWER: MOVE AN AMMO CARD FROM YOUR TRASH TO YOUR HAND.</p> <p>"COVER ME, I NEED TO RELOAD WITH SOMETHING MORE POTENT." -THE GREEN DEATH, ORDER OF THE SPECTRUM #3</p>	<p>UNION OF HEROES UNIONIZED</p> <p>WELCOME TO UNION CITY</p> <p>Population 5, 513, 581 and YOU</p> <p>THE GREEN DEATH</p> 	<p>BLAZE OF GLORY</p>  <p>ONE-SHOT</p> <p>THE GREEN DEATH DEALS HIMSELF UP TO 5 TOXIC DAMAGE.</p> <p>THEN HE EITHER DEALS X TARGETS 2 FIRE DAMAGE EACH OR ONE TARGET X FIRE DAMAGE, WHERE X EQUALS THE AMOUNT OF DAMAGE THE GREEN DEATH HAS TAKEN THIS TURN.</p> <p>"RUN! HE SET THE WHOLE PLACE ON FIRE! RUN!" -RUDY THE RAT, TWO-GUN COMICS #31</p>	<p>UNION OF HEROES UNIONIZED</p> <p>WELCOME TO UNION CITY</p> <p>Population 5, 513, 581 and YOU</p> <p>THE GREEN DEATH</p> 
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Sentinels of the Multiverse – Union of Heroes (Unionized/Base Set) – Hero Deck: The Green Death

CUSTOM STEPPACK 45



EQUIPMENT, FIREARM

ONLY 1 AMMO CARD MAY BE PLAYED NEXT TO THIS CARD AT A TIME.

POWER: THE GREEN DEATH DEALS 1 TARGET 1 PROJECTILE DAMAGE. YOU MAY USE A POWER NOW.

"THE GUNS ARE CUSTOM-MADE. THEY CAN SHOOT SMOKE PELLETS, FIRE BLASTS, AND OF COURSE THEY CAN SPIT LEAD WITH THE BEST OF THEM."
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EMERALD DEATHMOBILE 4



VEHICLE, FIREARM

REDUCE DAMAGE DEALT TO THE GREEN DEATH BY NON-HERO TARGETS BY 1.
ONLY 1 AMMO CARD MAY BE PLAYED NEXT TO THIS CARD AT A TIME.

POWER: THIS CARD DEALS EACH NON-HERO 1 PROJECTILE DAMAGE.

WHEN THIS CARD IS DESTROYED IT DEALS 1 TARGET 2 MELEE DAMAGE AND 2 FIRE DAMAGE.

A NINETEEN-TWENTY SEVEN PILGRIM PIONEER SEDAN, CUSTOMIZED WITH BULLETPROOF WINDOWS, SMOKE BOMBS, OIL SUCKS, AND MACHINE GUNS IN THE GRILL.

UNION OF HEROES UNIONIZED

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EMERALD-TIPPED BULLETS



EQUIPMENT, AMMO

PLAY THIS CARD NEXT TO A FIREARM CARD.

INCREASE THE DAMAGE DEALT BY THAT CARD'S POWER BY 1.

AFTER THAT CARD'S POWER IS USED TO DAMAGE A TARGET, DAMAGE DEALT TO THAT TARGET IS IRREDUCIBLE UNTIL THAT START OF YOUR NEXT TURN.

AFTER THAT POWER IS USED, DESTROY THIS CARD.

"THEY'RE EXPENSIVE, BUT THEY'LL PIERCE DINOSAUR HIDE."
-THE GREEN DEATH, TWO-GUN COMICS #50

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THE GREEN DEATH



GREEN SKULL HERB



ONGOING, LIMITED

AT THE END OF YOUR TURN YOU MAY DRAW A CARD AND PLAY A CARD.
 AT THE START OF YOUR TURN THE GREEN DEATH MAY DEAL HIMSELF 3 TOXIC DAMAGE. IF HE TAKES NO DAMAGE THIS WAY, DESTROY THIS CARD.

"I FOUND IT WHILE EXPLORING THE SOUTH PACIFIC. THE NATIVES CALLED IT THE GREEN SKULL HERB, THE KILLER LEAF OR, MORE COMMONLY... THE GREEN DEATH."
 -THE GREEN DEATH, TWO-GUN COMICS #27

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THE GREEN DEATH



GREEN SMOKE CLOUD



ONGOING

WHEN THE GREEN DEATH IS DEALT DAMAGE YOU MAY DESTROY THIS CARD TO REDIRECT THAT DAMAGE TO THE NON-HERO TARGET WITH THE LOWEST HP.

"GET HIM! GET HIM! HE WAS RIGHT THERE!"
 -PTERANO-DON OF THE DINO-MAFIA, TWO-GUN COMICS #50

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HAUNTING LAUGH

ONE-SHOT

THE GREEN DEATH DEALS EACH VILLAIN TARGET 1 PSYCHIC DAMAGE. IGNORE ANY "END OF TURN" EFFECTS ON ANY NON-CHARACTER TARGETS THAT TOOK DAMAGE THIS WAY UNTIL THE START OF YOUR NEXT TURN.

RUDY THE RAT THAT LAUGH! THAT DAMNED LAUGH!
WHERE'S IT COMIN' FROM?
THE GREEN DEATH: HAHAMAHAMAHAMA

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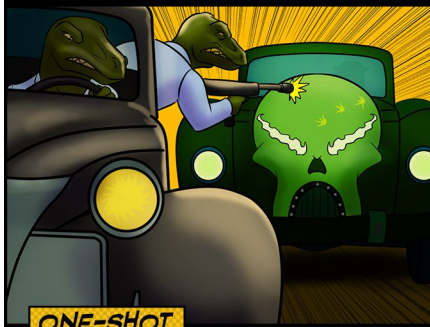
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HIGH-SPEED CHASE



ONE-SHOT

SEARCH YOUR DECK OR TRASH FOR THE CARD THE EMERALD DEATHMOBILE AND PUT IT INTO PLAY. IF YOU SEARCHED YOUR DECK, SHUFFLE YOUR DECK.

DESTROY AN ENVIRONMENT CARD.

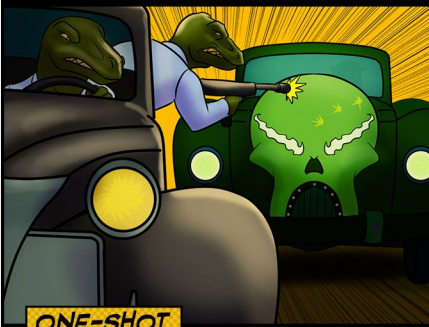
THE SCREECH OF TIRES AND THE SMELL OF BURNING RUBBER FILLED THE AIR AS THE EMERALD DEATHMOBILE BORE DOWN ON ITS PREY.

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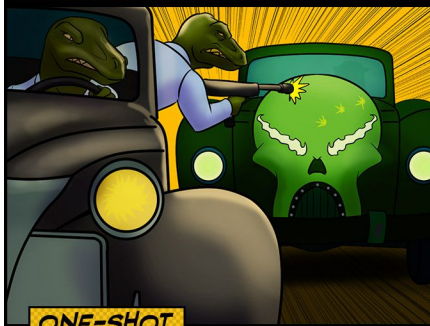
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OBSSSSIVE PREPARATION



ONGOING

POWER: DRAW 3 CARDS. THEN YOU MAY DISCARD UP TO 3 CARDS. THE GREEN DEATH DEALS HIMSELF X TOXIC DAMAGE WHERE X EQUALS 2 MINUS THE NUMBER OF CARDS DISCARDED THIS WAY.

"SIR, YOU'VE BEEN DOWN HERE FOR DAYS. MIGHT I RECOMMEND A GIN AND SOMETHING TO EAT... PERHAPS A REFRESHING SHOWER?"
-PALMERSTON, IDYLL OF THE GREEN DEATH #2

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UNION OF HEROES UNIONIZED

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THE GREEN DEATH



PASS THE MANTLE



ONE-SHOT

YOU MAY USE A POWER. THEN REMOVE THE GREEN DEATH'S CHARACTER CARD FROM THE GAME AND REPLACE IT WITH AN AVAILABLE VARIANT GREEN DEATH CHARACTER CARD.

YOU MAY SHUFFLE YOUR TRASH INTO YOUR DECK. IF AT LEAST 7 CARDS ARE REMOVED FROM THE TRASH THIS WAY, THE GREEN DEATH REGAINS 5 HP AND YOU MAY PLAY A CARD.

HUGH DRAKE LIFTED THE MASK OFF THE DYING HERO TO SEE THE FACE OF HIS FATHER. "I'M SO SORRY. IT'S YOUR BURDEN NOW," WERE WESTON DRAKE'S LAST WORDS.

UNION OF HEROES UNIONIZED

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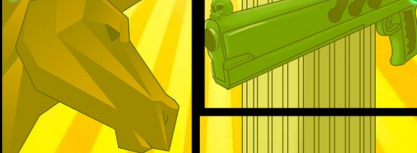
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THE GREEN DEATH



POISON GAS PELLETS



ONE-SHOT

THE GREEN DEATH EITHER DEALS UP TO 3 TARGETS 2 TOXIC DAMAGE EACH OR DEALS 1 TARGET 4 TOXIC DAMAGE.

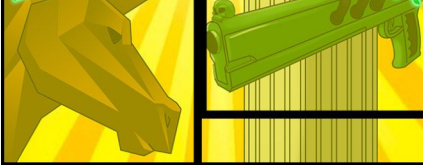
"THE GAS IN THE PELLETS AREN'T LETHAL... UNLESS I THROW MORE THAN ONE OF THEM."
-THE GREEN DEATH, TWO-GUN COMICS #27

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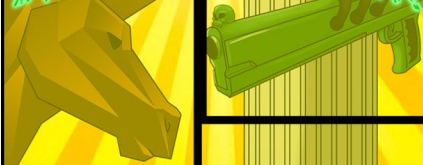
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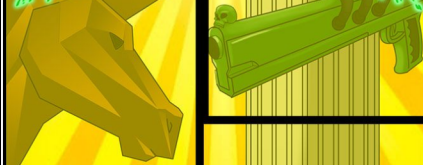
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THE GREEN DEATH



POISONED BULLETS



EQUIPMENT, AMMO

PLAY THIS CARD NEXT TO A FIREARM CARD.
CHANGE THE DAMAGE TYPE OF THE CARD'S POWER TO TOXIC.
AFTER THAT CARD'S POWER IS USED TO DAMAGE A TARGET, THAT TARGET DEALS ITSELF 3 TOXIC DAMAGE.
AFTER THAT POWER IS USED, DESTROY THIS CARD.

"I DIP EACH ONE IN A SPECIAL INFUSION OF THE GREEN SKULL HERB. I'M TOLD THAT THE TOXIN HURTS MORE THAN THE BULLETS DO."
-THE GREEN DEATH, TWO-GUN COMICS #27

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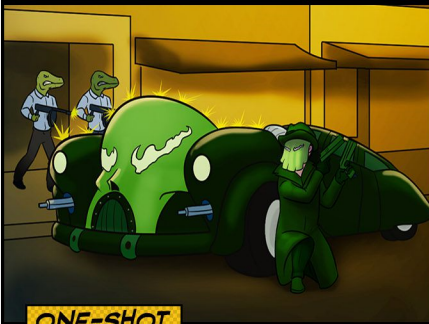
**UNION OF HEROES
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WELCOME TO
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RELOAD AND KEEP GOING



ONE-SHOT

YOU MAY SEARCH YOUR DECK FOR AN EQUIPMENT CARD AND PUT IT INTO YOUR HAND. SHUFFLE YOUR DECK.
YOU MAY PLAY A CARD.
THE GREEN DEATH REGAINS 2 HP.

"KEEP GOING.
FORGET THE PAIN AND THE WOUNDS.
RELOAD AND KEEP GOING."
-THE GREEN DEATH, TWO-GUN COMICS #31

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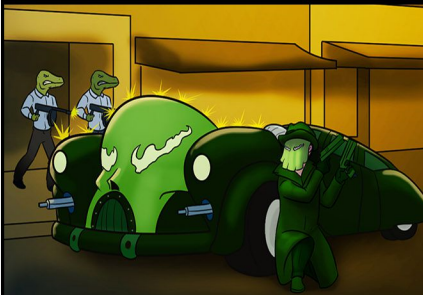
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THE GREEN DEATH



RETURN TO THE LAIR



ONE-SHOT

DRAW 2 CARDS, THEN YOU MAY DISCARD ANY NUMBER OF CARDS.

THE GREEN DEATH REGAINS HP EQUAL TO 1 PLUS THE NUMBER OF CARDS DISCARDED THIS WAY.

"WELCOME HOME, SIR. IT APPEARS YOU'VE
ACQUIRED SOME NEW WOUNDS ON YOUR JAUNT.
I'VE TAKEN THE LIBERTY OF PREPARING STITCHES."
-PALMERSTON, TWO-GUN COMICS #31

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THE GREEN DEATH



TERROR OF THE UNDERWORLD



ONGOING, LIMITED

INCREASE DAMAGE DEALT BY THE GREEN DEATH TO VILLAIN TARGETS BY 1.

"JUSTICE IS UNSTOPPABLE, INEVITABLE... BUT SOMETIMES IT NEEDS SOME BULLETS TO HELP IT ALONG."

-THE GREEN DEATH, TWO-GUN COMICS #50

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WADING INTO THE FIGHT



ONGOING, LIMITED

THE FIRST TIME THE GREEN DEATH IS DEALT DAMAGE EACH TURN, THE GREEN DEATH DEALS THE SOURCE OF THAT DAMAGE 2 MELEE DAMAGE.

AT THE BEGINNING OF YOUR TURN SELECT A TARGET. THAT TARGET DEALS THE GREEN DEATH 2 MELEE DAMAGE.

POWER: DESTROY THIS CARD.

"HE FIGHTS LIKE A MADMAN, EVEN WITHOUT THE GUNS."

-DOCTOR TOMORROW, ORDER OF THE SPECTRUM #1

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POWER: DESTROY THIS CARD.

"HE FIGHTS LIKE A MADMAN, EVEN WITHOUT THE GUNS."

-DOCTOR TOMORROW, ORDER OF THE SPECTRUM #1

UNION OF HEROES UNIONIZED

WELCOME TO UNION CITY
Population 5, 513, 581 and YOU



UNION COMICS 22

THE GREEN DEATH
TWO-GUN CRIMEBUSTER

VIGILANTE JUSTICE
POWER: THE GREEN DEATH DEALS 1 TARGET 1 TOXIC DAMAGE. THEN, IF THAT TARGET HAS 2 OR FEWER HP, DESTROY IT.

→ ONE PLAYER MAY USE A POWER.
→ DESTROY A TARGET WITH 2 OR FEWER HP.
→ SWITCH TO ANOTHER AVAILABLE GREEN DEATH INCAPACITATED CHARACTER CARD.

⇒THIRD PARTY — STANDARD⇒

UNION COMICS 24

SON OF
THE GREEN DEATH

UNSTOPPABLE SPECTER
POWER: THE GREEN DEATH DEALS 1 TARGET X TOXIC DAMAGE, WHERE X EQUALS THE AMOUNT OF DAMAGE THE GREEN DEATH HAS BEEN DEALT THIS TURN.

→ ONE PLAYER MAY PLAY A CARD.
→ 1 TARGET DEALS ITSELF 2 TOXIC DAMAGE.
→ SWITCH TO ANOTHER AVAILABLE GREEN DEATH INCAPACITATED CHARACTER CARD.

⇒THIRD PARTY — PROMO⇒

UNION COMICS 23

THE GREEN DEATH
-TREME

DEADLY DOCTOR
POWER: UNTIL THE END OF YOUR NEXT TURN WHENEVER THE GREEN DEATH WOULD DEAL TOXIC DAMAGE TO A HERO TARGET, THEY REGAIN THAT MUCH HP INSTEAD. THE GREEN DEATH DEALS 1 TARGET 1 TOXIC DAMAGE.

→ DESTROY AN ENVIRONMENT CARD.
→ UP TO 2 HERO TARGETS REGAIN 1 HP EACH.
→ SWITCH TO ANOTHER AVAILABLE GREEN DEATH INCAPACITATED CHARACTER CARD.

⇒THIRD PARTY — PROMO⇒

UNION COMICS 23

THE GREEN DEATH
2084

MATTER CONVERTER
POWER: DRAW A CARD. THE GREEN DEATH DEALS 1 TARGET 1 TOXIC DAMAGE. YOU MAY DISCARD 2 CARDS. IF YOU DISCARD 2 CARDS, USE THIS POWER AGAIN NOW.

→ 1 PLAYER MAY DISCARD A CARD. IF THEY DO, THEY DRAW 2 CARDS.
→ DESTROY AN ONGOING CARD.
→ SWITCH TO ANOTHER AVAILABLE GREEN DEATH INCAPACITATED CHARACTER CARD.

⇒THIRD PARTY — PROMO⇒