

HYPERSPEED MOMENTUM

ONGOING, LIMITED

PUT A COUNTER ON THIS CARD WHEN YOU PLAY A MOMENTUM CARD. WHEN THIS CARD IS DESTROYED, HYPE MAY DEAL 1 TARGET 2 MELEE AND X SONIC DAMAGE, WHERE X EQUALS THE NUMBER OF COUNTERS ON THIS CARD.

YOU MAY DESTROY THIS CARD AFTER ANY OTHER CARD IS PLAYED.

ONCE HYPE GETS GOING, WATCH OUT!
—ESPER (NEWSEN #32)

SENTINELS OF THE MULTIVERSE
Sentinels of the KillershrikeVerse

Hype

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HYPERSPEED REPETITION

ONE-SHOT

YOU MAY MOVE 2 MOMENTUM CARDS FROM YOUR TRASH TO YOUR HAND.

YOU MAY PLAY A MOMENTUM CARD.

HIS LIKE A PERPETUAL MOTION MACHINE. HE KEEPS GOING AND GOING.
—TECHRAGE (NEWSEN #6)

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Sentinels of the Multiverse – Killershrike – Hero Deck: Hype

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HYPERSPEED RECOVERY



ONE-SHOT, MOMENTUM

IF HYPERSPEED MOMENTUM IS IN PLAY, YOU MAY REMOVE ANY NUMBER OF COUNTERS FROM IT.

HYPE REGAINS X HP WHERE X EQUALS THE NUMBER OF COUNTERS REMOVED.

HE EVEN HEALS FAST.
--HYPOTHERMIC (HILL MEN #22)

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HYPER SPEED RECOVERY



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HYPER SPEED CHARGE



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IF HYPER SPEED MOMENTUM IS IN PLAY, YOU MAY REMOVE ANY NUMBER OF COUNTERS FROM IT.

DRAW X CARDS, WHERE X EQUALS THE NUMBER OF COUNTERS REMOVED.

THE ONLY TIME YOU REALLY SEE HIM
IS WHEN HE'S RUNNING RIGHT AT YOU.
—BRUISER (NEWSN #19)

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HYPERSPEED ELUSIVITY



ONE-SHOT, MOMENTUM

UNTIL THE END OF YOUR NEXT TURN, HYPE IS IMMUNE TO ALL NON-PSYCHIC DAMAGE.

STAND STILL SO I CAN HIT YOU!
—BROTHER KILL (NEWSGEN #93)

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HYPERSPEED OMNIPRESENCE



ONE-SHOT, MOMENTUM

UNTIL THE END OF YOUR NEXT TURN, ALL NON-PSYCHIC DAMAGE DEALT TO A NON-VILLAIN TARGETS IS REDIRECTED TO HYPE.

HE CAME OUT OF NOWHERE AND BLOCKED THE BULLETS!
IT WAS AMAZING! --NAMELESS CITIZEN (NEWSN #87)

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HYPERSPEED DISASSEMBLY



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YOU MAY DESTROY 1 EQUIPMENT OR DEVICE CARD.
YOU MAY EITHER DRAW A CARD OR PLAY A MOMENTUM CARD.

DAMNIT! I JUST BUILT THAT!
--MAKESHOT (NEWSN #85)

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HYPER SPEED LUNGE



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YOU MAY DRAW A CARD AND PLAY A MOMENTUM CARD.

MASS TIMES ACCELERATION, OR AN INELASTIC COLLISION.
I.E. BOUNCE OR SPLAT.
—WAR-MAN (MILL MEN #15)

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HYPERSPEED KICK



ONE-SHOT, MOMENTUM

HYPE DEALS 1 TARGET 2 MELEE AND 2 SOMIC DAMAGE.
DRAW A CARD.

FLYING LEAP KICKS SHOULDN'T BE MEASURED IN FOOTBALL FIELDS. --SOLARE (NEWSN #12)

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HYPER SPEED RUSH



ONE-SHOT, MOMENTUM

HYPE DEALS ALL NON-HERO TARGETS 1 MELEE AND
1 SONIC DAMAGE.

YOU MAY EITHER DRAW A CARD OR PLAY A MOMENTUM
CARD.

THE ANTI-MUTANT MILITIA HAD LOTS OF GUNS.
WE HAD HYPE. --TECHRAGE (NEWSEN #13)

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SENTINELS OF THE MULTIVERSE

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Hype

HYPER SPEED PUNCH



ONE-SHOT, MOMENTUM

HYPE DEALS 1 TARGET 3 MELEE AND 3 SONIC DAMAGE.

DRAW A CARD.

WHEN HYPE THROWS A PUNCH YOU HEAR IT 3 SECONDS LATER. --WAR-MAN (MILLENNIAL MEN #5)

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HYPER SPEED PUNCH



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Hype

SENTINEL
SI
COMICS
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HYPE

THE HYPERSONIC MAN



HYPERACTIVE

POWER: PLAY A CARD.




⇒ ONE PLAYER MAY PLAY A CARD.

⇒ DESTROY A DEVICE.

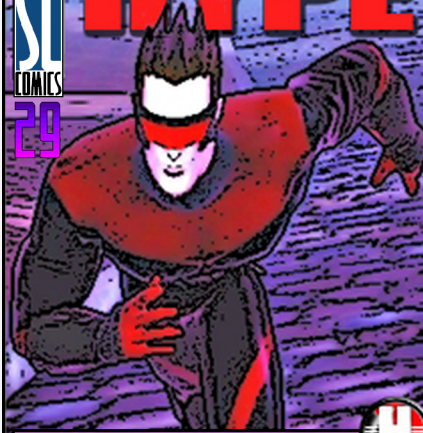
⇒ ONE PLAYER MAY DRAW A CARD.

⇒THIRD PARTY -- STANDARD⇒

SENTINEL
SI
COMICS
29


HYPE

ACCELERATED



HYPERACCELERATED

POWER: SEARCH YOUR DECK OR TRASH FOR HYPERSPEED MOMENTUM AND PUT IT INTO PLAY. IF YOU SEARCHED YOUR DECK, SHUFFLE IT.




⇒ ONE PLAYER MAY PLAY A CARD.

⇒ ONE HERO REGAINS 1HP.

⇒ONE PLAYER MAY DRAW A CARD.

⇒THIRD PARTY -- PROMO⇒

SENTINEL
SI
COMICS
30

HYPE

HYPERDRIVEN HERO



HYPERDRIVEN

POWER: HYPE DEALS HIMSELF 1 PSYCHIC DAMAGE. IF HE TAKES DAMAGE THIS WAY, DRAW A CARD AND PLAY A CARD.




⇒ ONE PLAYER MAY PLAY A CARD.

⇒ ONE HERO REGAINS 1HP.

⇒ONE PLAYER MAY DRAW A CARD.

⇒THIRD PARTY -- PROMO⇒