

Sentinels of the Multiverse meets Heroes of the Golden Age – Hero Deck: Mr. Q (Harvey's Green Hornet Comics #11-12 (1943))

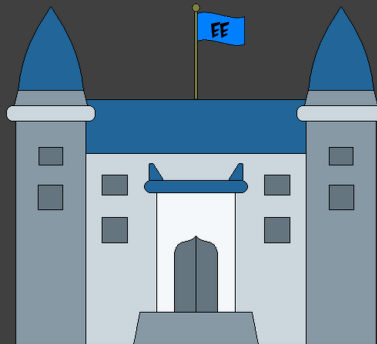
## G-SMOKE PELLETS

**Q-SMOKE PELLET**  
...MINIATURE SMOKE BOMB!  
USED AS A COVER FOR  
MR.Q'S ACTIVITIES...

### ONE-SHOT

REVEAL CARDS UNTIL A [SMOKE BOMB] CARD IS REVEALED. PUT THE [SMOKE BOMB] CARD INTO YOUR HAND OR INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

Q-SMOKE PELLET  
(MINIATURE SMOKE BOMB)  
USED AS A COVER FOR MR. Q'S ACTIVITIES  
—CAPTION (GREEN HORNET #11 (1943))



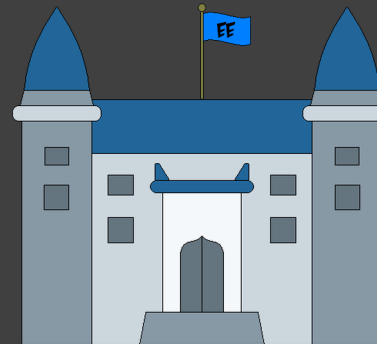
## G-SMOKE PELLETS

**Q-SMOKE PELLET**  
...MINIATURE SMOKE BOMB!  
USED AS A COVER FOR  
MR.Q'S ACTIVITIES...

### ONE-SHOT

REVEAL CARDS UNTIL A [SMOKE BOMB] CARD IS REVEALED. PUT THE [SMOKE BOMB] CARD INTO YOUR HAND OR INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

Q-SMOKE PELLET  
(MINIATURE SMOKE BOMB)  
USED AS A COVER FOR MR. Q'S ACTIVITIES  
—CAPTION (GREEN HORNET #11 (1943))



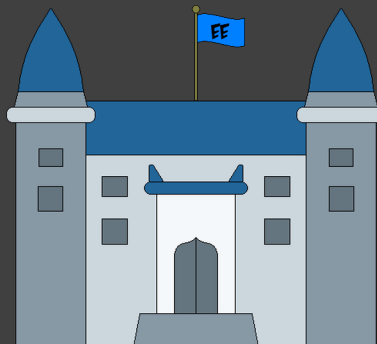
## G-SMOKE PELLETS

**Q-SMOKE PELLET**  
...MINIATURE SMOKE BOMB!  
USED AS A COVER FOR  
MR.Q'S ACTIVITIES...

### ONE-SHOT

REVEAL CARDS UNTIL A [SMOKE BOMB] CARD IS REVEALED. PUT THE [SMOKE BOMB] CARD INTO YOUR HAND OR INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

Q-SMOKE PELLET  
(MINIATURE SMOKE BOMB)  
USED AS A COVER FOR MR. Q'S ACTIVITIES  
—CAPTION (GREEN HORNET #11 (1943))



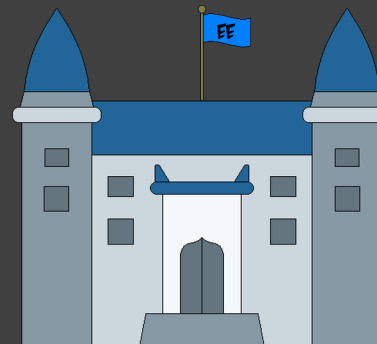
## SMOKE DEFENSE



### ONGOING, SMOKE BOMB

WHEN YOU PLAY THIS CARD, PLACE IT IN ANOTHER HERO'S PLAY AREA. WHEN DAMAGE WOULD BE DEALT TO THAT HERO, PREVENT IT. AT THE START OF YOUR TURN, DESTROY THIS CARD.

WOW! IF IT WEREN'T FOR THAT SMOKE SHOOTIN' UP IN FRONT OF ME, I'D BE A GONER!  
—OFFICER MICHAEL G. "MIKE" BROPHY  
(GREEN HORNET #11 (1943))





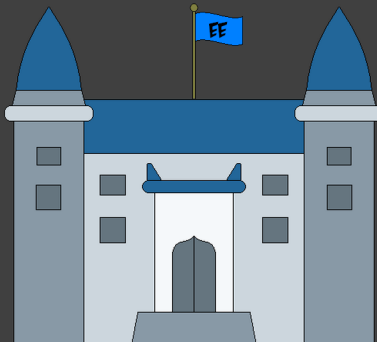
## SMOKE DEFENSE



### ONGOING, SMOKE BOMB

WHEN YOU PLAY THIS CARD, PLACE IT IN ANOTHER HERO'S PLAY AREA. WHEN DAMAGE WOULD BE DEALT TO THAT HERO, PREVENT IT. AT THE START OF YOUR TURN, DESTROY THIS CARD.

WOW! IF IT WEREN'T FOR THAT SMOKE SHOOTIN' UP IN FRONT OF ME, I'D BE A GONER!  
—OFFICER MICHAEL Q. "MIKE" BROPHY  
(GREEN HORNET #11 (1943))



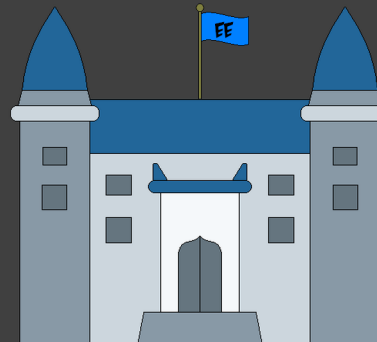
## SMOKE DEFENSE



### ONGOING, SMOKE BOMB

WHEN YOU PLAY THIS CARD, PLACE IT IN ANOTHER HERO'S PLAY AREA. WHEN DAMAGE WOULD BE DEALT TO THAT HERO, PREVENT IT. AT THE START OF YOUR TURN, DESTROY THIS CARD.

WOW! IF IT WEREN'T FOR THAT SMOKE SHOOTIN' UP IN FRONT OF ME, I'D BE A GONER!  
—OFFICER MICHAEL Q. "MIKE" BROPHY  
(GREEN HORNET #11 (1943))



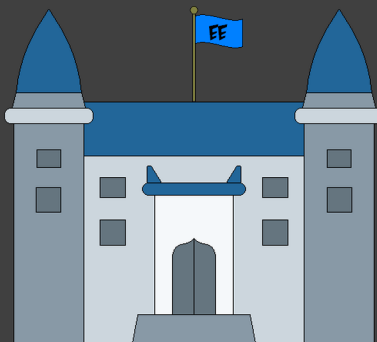
## SMOKE ATTACK



### ONE-SHOT, SMOKE BOMB

MR. Q DEALS 1 TARGET 4 IRREDUCIBLE MELEE DAMAGE THAT CAN NOT BE REDIRECTED.

THEN... A HISS...  
A PALL OF SMOKE, AND...  
—CAPTION (GREEN HORNET #11 (1943))



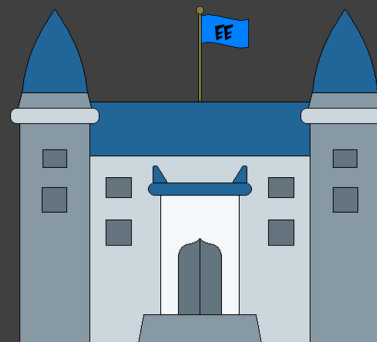
## SMOKE ATTACK



### ONE-SHOT, SMOKE BOMB

MR. Q DEALS 1 TARGET 4 IRREDUCIBLE MELEE DAMAGE THAT CAN NOT BE REDIRECTED.

THEN... A HISS...  
A PALL OF SMOKE, AND...  
—CAPTION (GREEN HORNET #11 (1943))





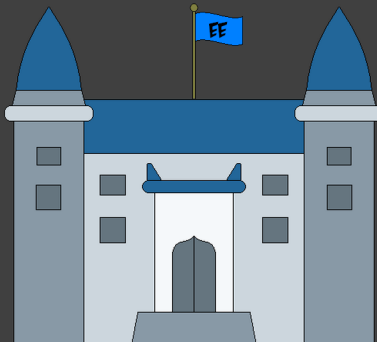
## SMOKE ATTACK



### ONE-SHOT, SMOKE BOMB

MR. Q DEALS 1 TARGET 4 IRREDUCIBLE MELEE DAMAGE THAT CAN NOT BE REDIRECTED.

THEN... A HISS...  
A PUFF OF SMOKE, AND...  
--CAPTION (GREEN HORNET #11 (1943))



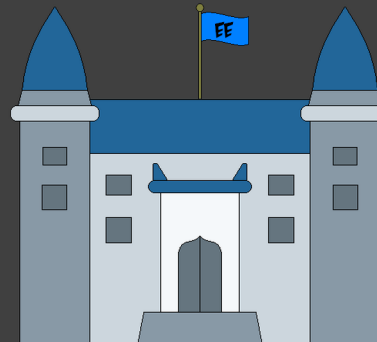
## IN A PUFF OF SMOKE



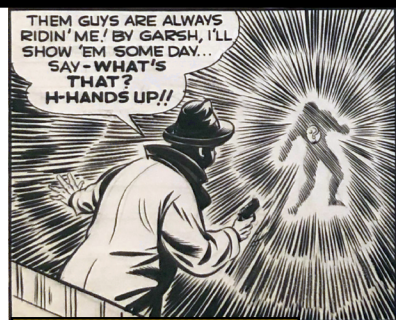
### ONE-SHOT, SMOKE BOMB

MR. Q MAY USE AN ADDITIONAL POWER DURING HIS NEXT POWER PHASE.

SAY -- WHAT'S THAT? --FBI AGENT DAN DOVER  
(GREEN HORNET #12 (1943))



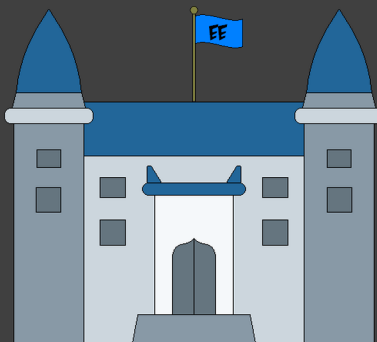
## IN A PUFF OF SMOKE



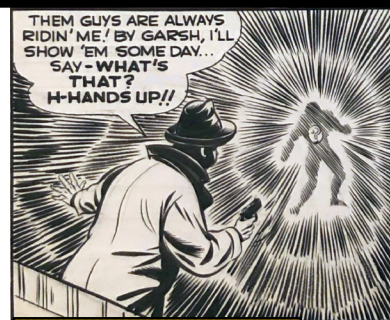
### ONE-SHOT, SMOKE BOMB

MR. Q MAY USE AN ADDITIONAL POWER DURING HIS NEXT POWER PHASE.

SAY -- WHAT'S THAT? --FBI AGENT DAN DOVER  
(GREEN HORNET #12 (1943))



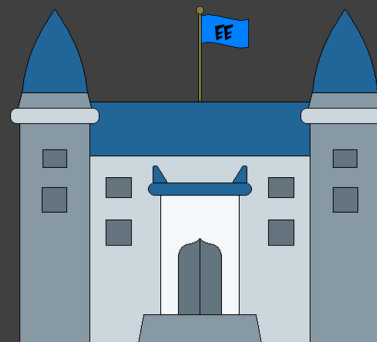
## IN A PUFF OF SMOKE



### ONE-SHOT, SMOKE BOMB

MR. Q MAY USE AN ADDITIONAL POWER DURING HIS NEXT POWER PHASE.

SAY -- WHAT'S THAT? --FBI AGENT DAN DOVER  
(GREEN HORNET #12 (1943))





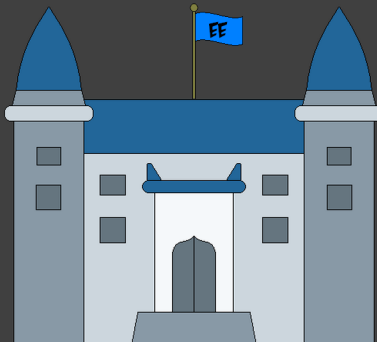
## MARTIAL ARTS



ONGOING, LIMITED

POWER: MR. Q DEALS 1 TARGET 3 MELEE DAMAGE.

DISARMING, AREN'T I? —MR. Q  
HEY! WHAT IN' —FBI AGENT DAN DOVER  
(GREEN HORNET #12 (1943))



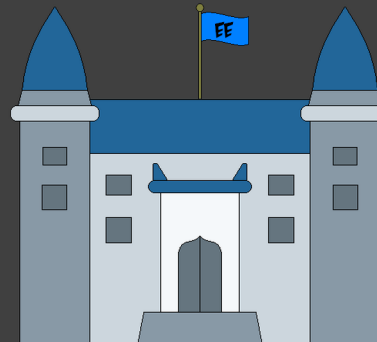
## MARTIAL ARTS



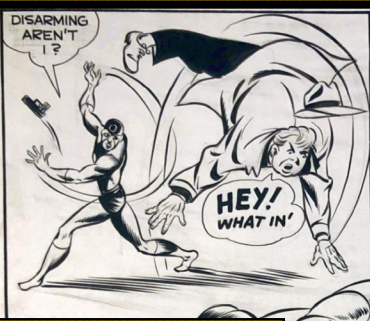
ONGOING, LIMITED

POWER: MR. Q DEALS 1 TARGET 3 MELEE DAMAGE.

DISARMING, AREN'T I? —MR. Q  
HEY! WHAT IN' —FBI AGENT DAN DOVER  
(GREEN HORNET #12 (1943))



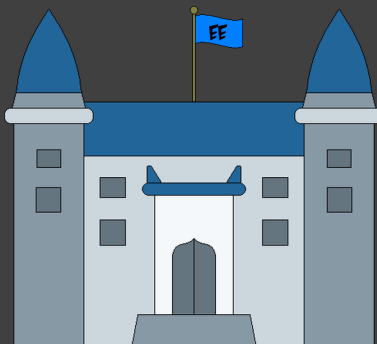
## MARTIAL ARTS



ONGOING, LIMITED

POWER: MR. Q DEALS 1 TARGET 3 MELEE DAMAGE.

DISARMING, AREN'T I? —MR. Q  
HEY! WHAT IN' —FBI AGENT DAN DOVER  
(GREEN HORNET #12 (1943))



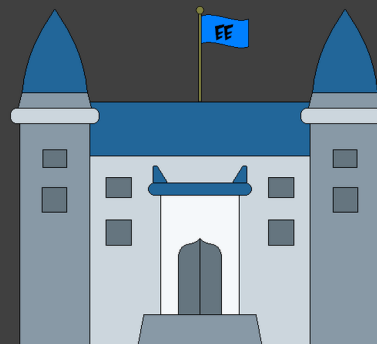
## SUPERIOR HEARING



ONGOING, LIMITED

POWER: MR. Q DEALS 1 TARGET 2 MELEE DAMAGE. THE NEXT DAMAGE DEALT BY THAT TARGET IS PREVENTED.

I HEAR FOOTSTEPS! MUST'VE WOKE THE NEIGHBORS!  
—MR. Q ((GREEN HORNET #12 (1943))



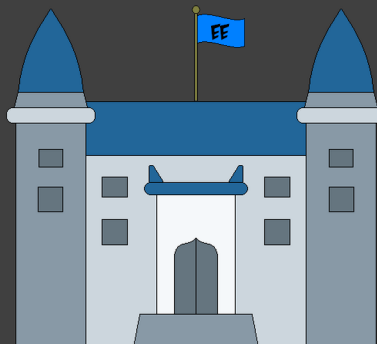
## SUPERIOR HEARING



ONGOING, LIMITED

POWER: MR. Q DEALS 1 TARGET 2 MELEE DAMAGE. THE NEXT DAMAGE DEALT BY THAT TARGET IS PREVENTED.

I HEAR FOOTSTEPS! MUST'VE WOKE THE NEIGHBORS!  
—MR. Q (GREEN HORNET #12 (1943))



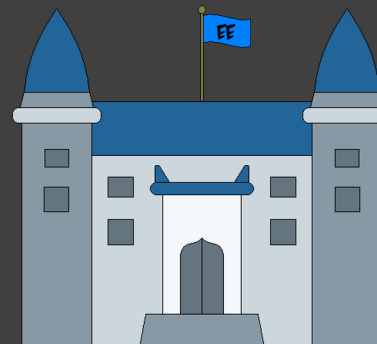
## SUPERIOR HEARING



ONGOING, LIMITED

POWER: MR. Q DEALS 1 TARGET 2 MELEE DAMAGE. THE NEXT DAMAGE DEALT BY THAT TARGET IS PREVENTED.

I HEAR FOOTSTEPS! MUST'VE WOKE THE NEIGHBORS!  
—MR. Q (GREEN HORNET #12 (1943))



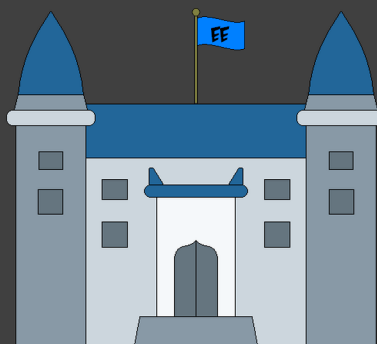
## Q-GUN



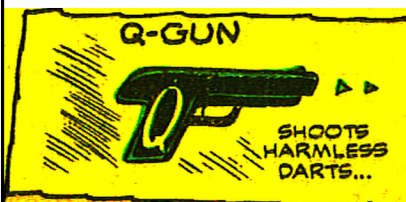
EQUIPMENT, LIMITED

POWER: SELECT A NON-CHARACTER CARD TARGET. UNTIL THE START OR YOUR TURN, THAT TARGET MAY NOT DEAL DAMAGE.

THIS WILL QUIET STEVE DOWN FOR A TIME... —MR. Q (GREEN HORNET #11 (1943))



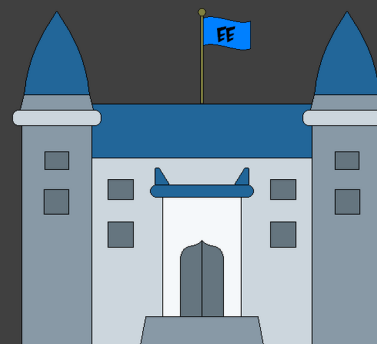
## Q-GUN



EQUIPMENT, LIMITED

POWER: SELECT A NON-CHARACTER CARD TARGET. UNTIL THE START OR YOUR TURN, THAT TARGET MAY NOT DEAL DAMAGE.

THIS WILL QUIET STEVE DOWN FOR A TIME... —MR. Q (GREEN HORNET #11 (1943))





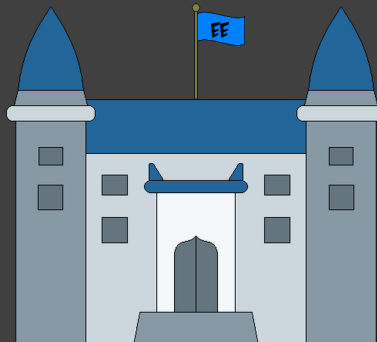
## Q-GUN



### EQUIPMENT, LIMITED

POWER: SELECT A NON-CHARACTER CARD TARGET. UNTIL THE START OF YOUR TURN, THAT TARGET MAY NOT DEAL DAMAGE.

THIS WILL QUIET STEVE DOWN FOR A TIME... —MR. Q (GREEN HORNET #11 (1943))



## EXPERT COMBATANT

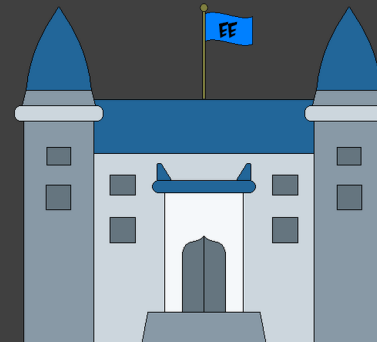


### ONE-SHOT

MR. Q DEALS 1 TARGET 3 MELEE DAMAGE.

MR. Q DEALS UP TO 3 ADDITIONAL TARGETS 1 MELEE DAMAGE EACH.

SORRY TO DISAPPOINT YOU, BOYS, BUT I'M NOT IN THE MOOD TO BE KILLED RIGHT NOW! —MR. Q (GREEN HORNET #12 (1943))



## EXPERT COMBATANT

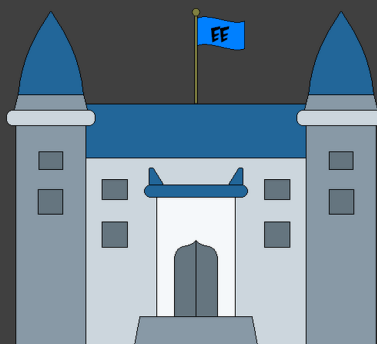


### ONE-SHOT

MR. Q DEALS 1 TARGET 3 MELEE DAMAGE.

MR. Q DEALS UP TO 3 ADDITIONAL TARGETS 1 MELEE DAMAGE EACH.

SORRY TO DISAPPOINT YOU, BOYS, BUT I'M NOT IN THE MOOD TO BE KILLED RIGHT NOW! —MR. Q (GREEN HORNET #12 (1943))



## EXPERT COMBATANT

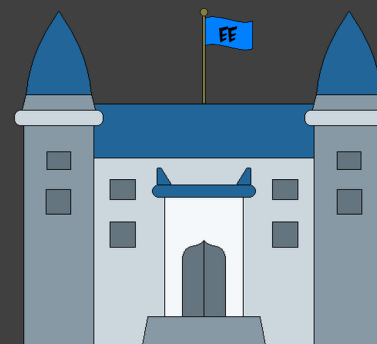


### ONE-SHOT

MR. Q DEALS 1 TARGET 3 MELEE DAMAGE.

MR. Q DEALS UP TO 3 ADDITIONAL TARGETS 1 MELEE DAMAGE EACH.

SORRY TO DISAPPOINT YOU, BOYS, BUT I'M NOT IN THE MOOD TO BE KILLED RIGHT NOW! —MR. Q (GREEN HORNET #12 (1943))



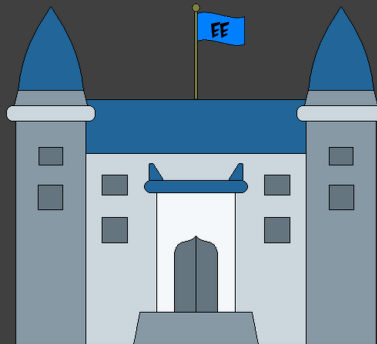
## SECRET IDENTITY



ONE-SHOT

REVEAL THE TOP 3 CARDS OF YOUR DECK. DISCARD 1. RETURN THE OTHER 2 TO THE TOP OF YOUR DECK IN EITHER ORDER.

SHH! DON'T TELL ANYONE... YES, I'M MR. Q --  
OPERATOR 17... THE CHIEF! SURPRISED?  
--MR. Q (GREEN HORNET #11 (1943))



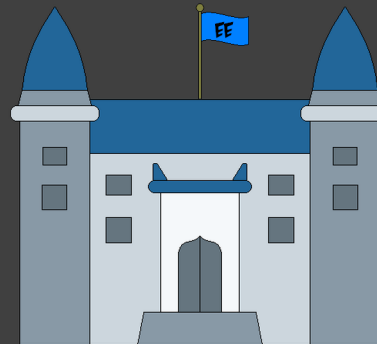
## SECRET IDENTITY



ONE-SHOT

REVEAL THE TOP 3 CARDS OF YOUR DECK. DISCARD 1. RETURN THE OTHER 2 TO THE TOP OF YOUR DECK IN EITHER ORDER.

SHH! DON'T TELL ANYONE... YES, I'M MR. Q --  
OPERATOR 17... THE CHIEF! SURPRISED?  
--MR. Q (GREEN HORNET #11 (1943))



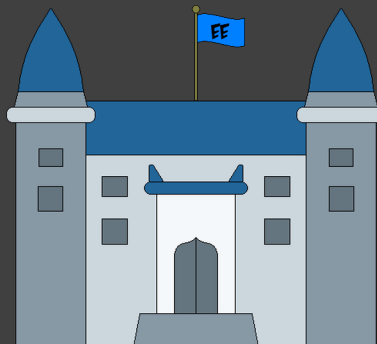
## SECRET IDENTITY



ONE-SHOT

REVEAL THE TOP 3 CARDS OF YOUR DECK. DISCARD 1. RETURN THE OTHER 2 TO THE TOP OF YOUR DECK IN EITHER ORDER.

SHH! DON'T TELL ANYONE... YES, I'M MR. Q --  
OPERATOR 17... THE CHIEF! SURPRISED?  
--MR. Q (GREEN HORNET #11 (1943))



## DECLARATION

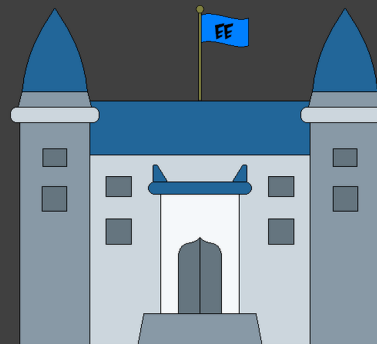


ONGOING, LIMITED

DAMAGE DEALT BY MR. Q IS INCREASED BY 2.

AT THE END OF YOUR TURN, MR. Q MAY DEAL HIMSELF 3 PSYCHIC DAMAGE. IF HE TAKES NO DAMAGE THIS WAY, DESTROY THIS CARD.

AND BY JUPITER, I WILL!  
--MR. Q / OPERATOR 17 (GREEN HORNET #12 (1943))





## DECLARATION

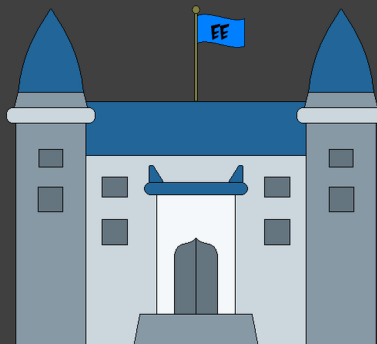


### ONGOING, LIMITED

DAMAGE DEALT BY MR. Q IS INCREASED BY 2.

AT THE END OF YOUR TURN, MR. Q MAY DEAL HIMSELF 3 PSYCHIC DAMAGE. IF HE TAKES NO DAMAGE THIS WAY, DESTROY THIS CARD.

AND BY JUPITER, I WILL!  
—MR. Q / OPERATOR 17 (GREEN HORNET #12 (1943))



## DECLARATION

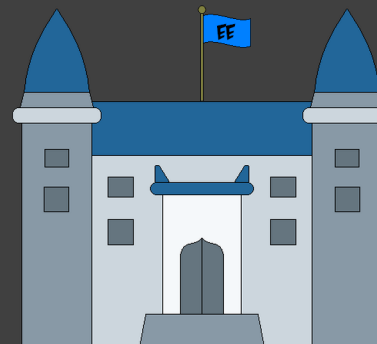


### ONGOING, LIMITED

DAMAGE DEALT BY MR. Q IS INCREASED BY 2.

AT THE END OF YOUR TURN, MR. Q MAY DEAL HIMSELF 3 PSYCHIC DAMAGE. IF HE TAKES NO DAMAGE THIS WAY, DESTROY THIS CARD.

AND BY JUPITER, I WILL!  
—MR. Q / OPERATOR 17 (GREEN HORNET #12 (1943))



## ACROBATICS

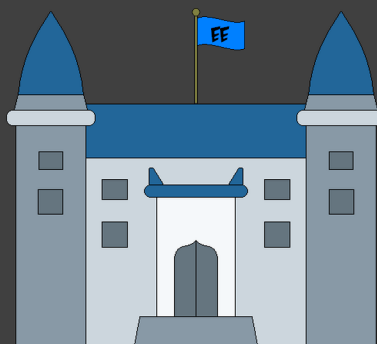


### ONE-SHOT

YOU MAY DESTROY A VILLAIN [ONGOING] CARD. IF YOU DO, PLAY THE TOP CARD OF THE VILLAIN DECK.

YOU MAY DESTROY A NON-TARGET ENVIRONMENT CARD. IF YOU DO, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

I'VE HAD EXTENSIVE TRAINING IN ATHLETICS, CRIMINOLOGY, SCIENCE AND CHEMISTRY ... SO WHEN I WAS ASSIGNED TO A DESK JOB, THE INACTIVITY BORED ME, AND I BECAME MR. Q — Q, THE SEVENTEENTH LETTER IN THE ALPHABET! —MR. Q (GREEN HORNET #11 (1943))



## ACROBATICS

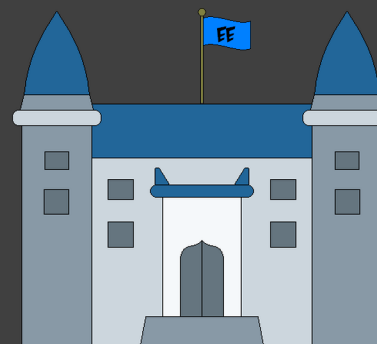


### ONE-SHOT

YOU MAY DESTROY A VILLAIN [ONGOING] CARD. IF YOU DO, PLAY THE TOP CARD OF THE VILLAIN DECK.

YOU MAY DESTROY A NON-TARGET ENVIRONMENT CARD. IF YOU DO, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

I'VE HAD EXTENSIVE TRAINING IN ATHLETICS, CRIMINOLOGY, SCIENCE AND CHEMISTRY ... SO WHEN I WAS ASSIGNED TO A DESK JOB, THE INACTIVITY BORED ME, AND I BECAME MR. Q — Q, THE SEVENTEENTH LETTER IN THE ALPHABET! —MR. Q (GREEN HORNET #11 (1943))



## ACROBATICS

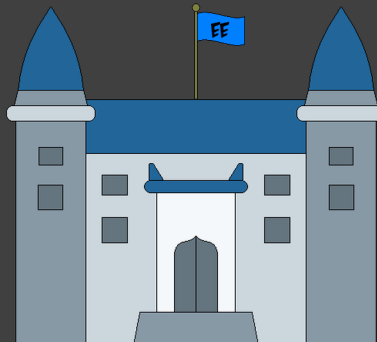


### ONE-SHOT

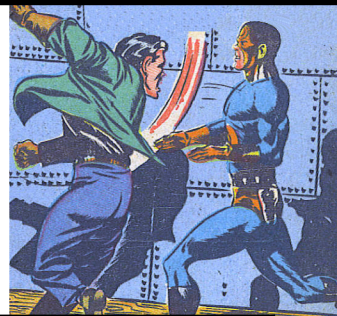
YOU MAY DESTROY A VILLAIN [ONGOING] CARD. IF YOU DO, PLAY THE TOP CARD OF THE VILLAIN DECK.

YOU MAY DESTROY A NON-TARGET ENVIRONMENT CARD. IF YOU DO, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

I'VE HAD EXTENSIVE TRAINING IN ATHLETICS, CRIMINOLOGY, SCIENCE AND CHEMISTRY ... SO WHEN I WAS ASSIGNED TO A DESK JOB, THE INACTIVITY BORED ME, AND I BECAME MR. Q — Q, THE SEVENTEENTH LETTER IN THE ALPHABET! —MR. Q (GREEN HORNET #11 (1943))



## FAST REFLEXES

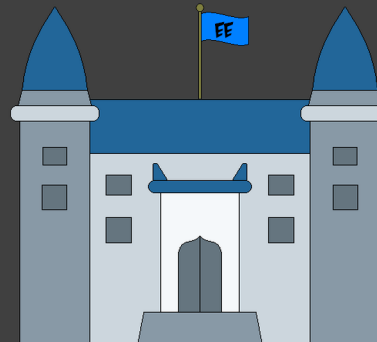


### ONGOING, LIMITED

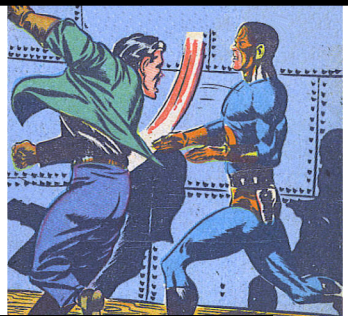
REDUCE DAMAGE DEALT TO MR. Q BY 1.

AT THE START OF YOUR TURN, DESTROY THIS CARD.

A LIGHTNING LIKE MOVEMENT, AND—  
—CAPTION (GREEN HORNET #11 (1943))



## FAST REFLEXES

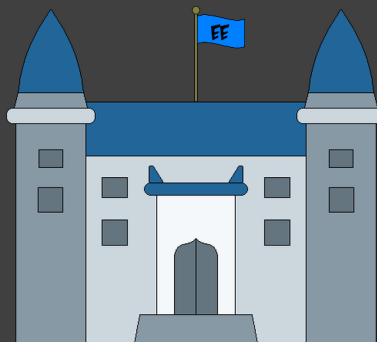


### ONGOING, LIMITED

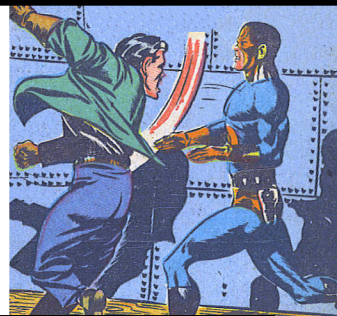
REDUCE DAMAGE DEALT TO MR. Q BY 1.

AT THE START OF YOUR TURN, DESTROY THIS CARD.

A LIGHTNING LIKE MOVEMENT, AND—  
—CAPTION (GREEN HORNET #11 (1943))



## FAST REFLEXES

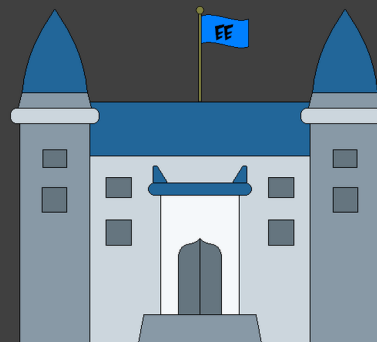


### ONGOING, LIMITED

REDUCE DAMAGE DEALT TO MR. Q BY 1.

AT THE START OF YOUR TURN, DESTROY THIS CARD.

A LIGHTNING LIKE MOVEMENT, AND—  
—CAPTION (GREEN HORNET #11 (1943))





**RIFT COMICS**  
29

**MR. Q**



**?**

MARTIAL TRAINING  
POWER: MR. Q DEALS 1 TARGET 2 MELEE DAMAGE.

ART BY JOHN ELLIS

**MR. Q -- INCAPACITATED**



**?**

- UNTIL THE START OF YOUR TURN, REDUCE DAMAGE DEALT TO HERO TARGETS BY 1.
- 1 HERO MAY USE A POWER NOW.
- DESTROY A VILLAIN [ONGOING] OR NON-TARGET ENVIRONMENT CARD NOW.

**RIFT COMICS**  
27

**MR. Q**



**?**

MULTI-DISCIPLINARY TRAINING  
POWER: DRAW A CARD. YOU MAY PLAY A [SMOKE BOMB] OR DRAW ANOTHER CARD.

MR. Q CREATED BY HARRY SAHLE & SAM BURLOCKLOFF

**Incappeditated!**

BUT THEN...



THIS TIME I'LL PLUG YA BEFORE YA GET A CHANCE T' PULL ANY MORE TRICKS!

**?**


- UNTIL THE START OF YOUR TURN, MELEE DAMAGE DEALT BY HERO TARGETS IS INCREASED BY 1.
- ONE HERO MAY USE A POWER.
- DESTROY AN [ONGOING] OR NON-TARGET ENVIRONMENT CARD.

**RIFT COMICS**  
28

AKA OPERATOR 17 -- DENIZEN OF DARKNESS

But who is Mr. Q?

**MR. Q**




**?**

FEDERAL RESOURCES  
POWER: MR. Q DEALS 1 TARGET 1 MELEE DAMAGE. DRAW A CARD.

ART BY YAK GUARDIAN

**Incappeditated!**



**?**

- UNTIL THE START OF YOUR TURN, MELEE DAMAGE DEALT BY HERO TARGETS IS INCREASED BY 1.
- ONE HERO MAY USE A POWER.
- DESTROY AN [ONGOING] OR NON-TARGET ENVIRONMENT CARD.

Special Thanks to Temporal Comics "Heroes of the Golden Age Reference Guide" for telling me about Mr.Q; to DigitalComicMuseum. Com and ComicArtFans.com for hosting the public domain appearances of Mr. Q; to John Ellis (talkalots) of the Sentinels Custom Playtesting Discord for the kick-ass Hero art; and especially to Harry Sahle & Sam Burlockoff for creating Mr. Q in the first place.