

## ORBITAL STRIKE



### ONE-SHOT

SEMI-HEROIC BARON BLADE DEALS 1 TARGET X ENERGY DAMAGE, WHERE X EQUALS THE NUMBER OF CARDS IN YOUR TRASH.



SENTINELS  
OF THE  
MULTIVERSE

REDEMPTION

SEMI-HEROIC  
BARON BLADE

AKA BARON BLADE HERO FOR THE MOMENT

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## REPAIR NANITES



### ONE-SHOT

SEMI-HEROIC BARON BLADE REGAINS 3 HP.



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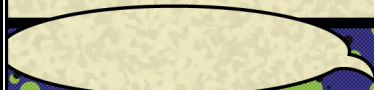
AKA BARON BLADE HERO FOR THE MOMENT

MANIACAL LAUGHTER



ONE-SHOT

DRAW 5 CARDS. DISCARD 4 OF THEM.  
YOU MAY PLAY A CARD.



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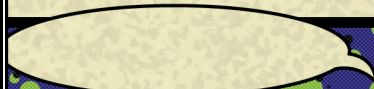
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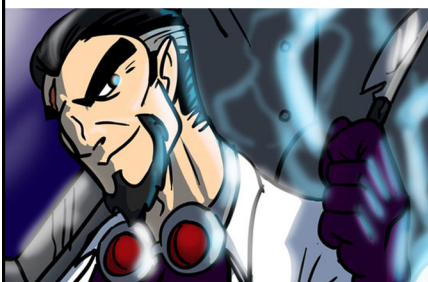
REDEMPTION

SEMI-HEROIC  
BARON BLADE

AKA BARON BLADE HERO FOR THE MOMENT



# BACKSTAB



## ONE-SHOT

SEMI-HEROIC BARON BLADE DEALS A HERO CHARACTER CARD UP TO 5 MELEE DAMAGE. YOU MAY DRAW X CARDS, WHERE X EQUALS THE AMOUNT OF DAMAGE DEALT TO THAT HERO.



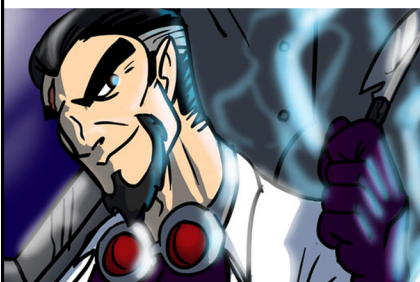
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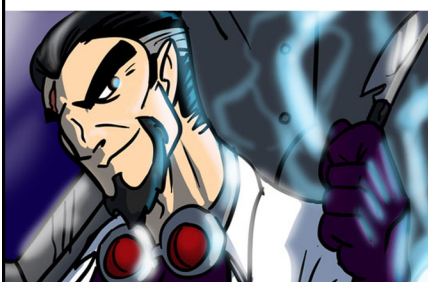
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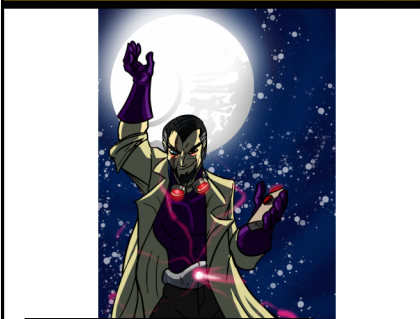
# SENTINELS OF THE MULTIVERSE

## REDEMPTION

## SEMI-HEROIC BARON BLADE

AAA BARON BLADE HERO FOR THE MOMENT

# SHOW THEM ALL!



## ONE-SHOT

DISCARD A CARD. IF A CARD WAS DISCARDED THIS WAY, SEMI-HEROIC BARON BLADE DEALS EACH TARGET 2 PROJECTILE DAMAGE. THEN SEMI-HEROIC BARON BLADE DEALS EACH VILLAIN TARGET 3 ENERGY DAMAGE.



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SEMI-HEROIC  
BARON BLADE

AKA BARON BLADE HERO FOR THE MOMENT

CONSIDER THE PRICE OF VICTORY



ONE-SHOT

DESTROY ALL OF SEMI-HEROIC BARON BLADE'S CARDS IN PLAY. FOR EVERY 2 CARDS DESTROYED THIS WAY, YOU MAY DESTROY 1 NON-HERO, NON-INDESTRUCTIBLE, NON-CHARACTER CARD.

SENTINELS  
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BARON BLADE

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LIVING FORCEFIELD



ONGOING, LIMITED

WHEN DAMAGE IS DEALT TO SEMI-HEROIC BARON BLADE, REDUCE THAT DAMAGE BY 1.

AT THE START OF YOUR TURN, EITHER MOVE 1 CARD FROM YOUR TRASH TO BENEATH THIS CARD OR DESTROY THIS CARD.

SENTINELS  
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REDEMPTION

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AKA BARON BLADE HERO FOR THE MOMENT



## BACKLASH FIELD



### ONGOING, LIMITED

THE FIRST TIME EACH TURN THAT SEMI-HEROIC BARON BLADE IS DEALT DAMAGE, HE DEALS THE SOURCE OF THAT DAMAGE 2 ENERGY DAMAGE.

AT THE START OF YOUR TURN, EITHER MOVE 1 CARD FROM YOUR TRASH TO BENEATH THIS CARD OR DESTROY THIS CARD.

POWER: DESTROY THIS CARD. SEMI-HEROIC BARON BLADE DEALS 1 TARGET X ENERGY DAMAGE, WHERE X EQUALS THE NUMBER OF CARDS BENEATH THIS CARD.

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

## SEMI-HEROIC BARON BLADE

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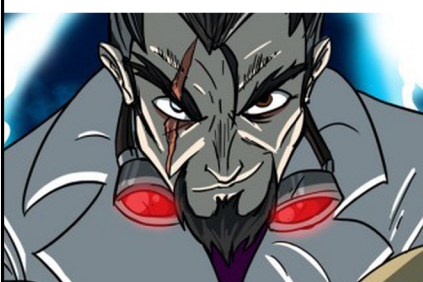
## SENTINELS OF THE MULTIVERSE

### REDEMPTION

## SEMI-HEROIC BARON BLADE

AKA BARON BLADE HERO FOR THE MOMENT

## REVENGE!



### ONGOING

IF SEMI-HEROIC BARON BLADE IS DEALT 5 OR MORE DAMAGE FROM A VILLAIN TARGET, YOU MAY MOVE A CARD FROM A THE VILLAIN TRASH TO THE BOTTOM OF THE VILLAIN DECK.

## SENTINELS OF THE MULTIVERSE

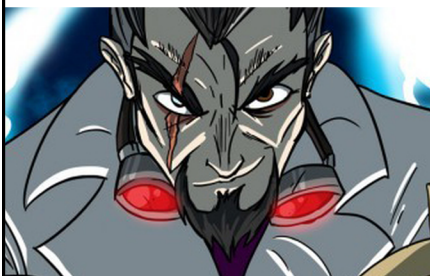
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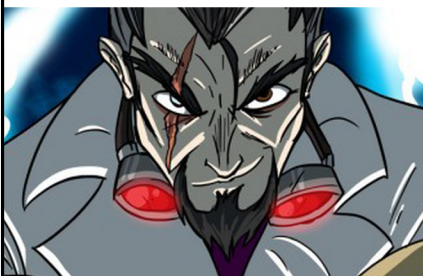
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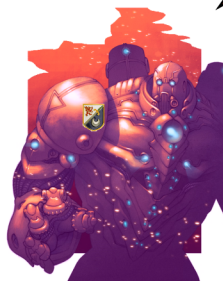
SENTINELS  
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REDEMPTION

SEMI-HEROIC  
BARON BLADE

AKA BARON BLADE HERO FOR THE MOMENT

BATTLESUIT



EQUIPMENT, LIMITED

WHEN THIS CARD ENTERS PLAY, MOVE UP TO 5 CARDS FROM YOUR TRASH TO BENEATH THIS CARD. SET THE HP OF THIS CARD TO THE NUMBER OF CARDS MOVED +1. THIS CARD MAY NOT REGAIN HP WHEN SEMI-HEROIC BARON BLADE WOULD BE DEALT DAMAGE, REDIRECT THAT DAMAGE TO THIS CARD.

POWER: SEMI-HEROIC BARON BLADE DEALS 1 TARGET 1 ENERGY DAMAGE AND DEALS A SECOND TARGET 1 MELEE DAMAGE.

SENTINELS  
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REDEMPTION

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## CONTROL OPTICS



### EQUIPMENT, LIMITED

INCREASE DAMAGE DEALT BY TARGETS IN THIS PLAY AREA BY 1.

SENTINELS  
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REDEMPTION

SEMI-HEROIC  
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AHA BARON BLADE HERO FOR THE MOMENT

## CONTROL OPTICS



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AHA BARON BLADE HERO FOR THE MOMENT

## DEATH RAY



### EQUIPMENT, LIMITED

AT THE START OF YOUR TURN, YOU MAY MOVE UP TO 4 CARDS FROM YOUR TRASH TO BENEATH THIS CARD. INCREASE THE DAMAGE DEALT BY THE POWER ON THIS CARD BY 1 FOR EVERY 4 CARDS BENEATH THIS CARD.

POWER: SEMI-HEROIC BARON BLADE DEALS 1 TARGET 2 ENERGY DAMAGE.

SENTINELS  
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## SENTINELS OF THE MULTIVERSE

### REDEMPTION

## SEMI-HEROIC BARON BLADE

AKA BARON BLADE HERO FOR THE MOMENT

## BLADE BATTALION

5



### MINION

WHEN YOU PLAY THIS CARD, DISCARD A CARD.

AT THE START OF YOUR TURN, EITHER DRAW 2 CARDS OR THIS CARD DEALS 1 TARGET 2 MELEE DAMAGE.

AT THE END OF YOUR TURN, MOVE A CARD FROM YOUR TRASH TO BENEATH THIS CARD OR THIS CARD DEALS ITSELF 1 IRREDUCIBLE PSYCHIC DAMAGE.



## SENTINELS OF THE MULTIVERSE

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AKA BARON BLADE HERO FOR THE MOMENT

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### REDEMPTION

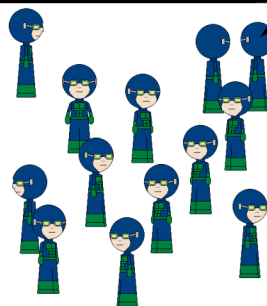
## SEMI-HEROIC BARON BLADE

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# SENTINELS OF THE MULTIVERSE

REDEMPTION

SEMI-HEROIC  
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AKA BARON BLADE HERO FOR THE MOMENT

# LAB ASSISTANT

1



## MINION

AT THE START OF YOUR TURN, DISCARD THE TOP CARD OF YOUR DECK.

# SENTINELS OF THE MULTIVERSE

REDEMPTION

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AKA BARON BLADE HERO FOR THE MOMENT

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## MINION

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# SENTINELS OF THE MULTIVERSE

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AKA BARON BLADE HERO FOR THE MOMENT



SENTINEL

SI

COMICS

20

SEMI-HEROIC

BEARONE

BLADE



PLANS AND PLOTS

POWER: DISCARD THE TOP CARD OF YOUR DECK.



⇒ CHOOSE A HERO. THE NEXT DAMAGE DEALT BY THAT HERO IS INCREASED BY 1.

⇒ A HERO MAY PLAY AN EQUIPMENT CARD.

⇒ A HERO MAY PUT A CARD FROM THEIR TRASH ON TOP OF THEIR DECK.

⇒THIRD PARTY — STANDARD⇒