



Sentinels of the Multiverse – Sentinels of 1944 – Hero Deck: Sentinel

THE GADGETEER



ONE-SHOT

SEARCH YOUR DECK FOR AN EQUIPMENT CARD AND PUT IT IN YOUR HAND. SHUFFLE YOUR DECK. YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

SHE'S SMARTER AT FOURTEEN THAN ANY OF THE REST OF US WILL EVER BE. THANK GOD SHE'S ON OUR SIDE.
--SENTINEL

SENTINELS OF THE MULTIVERSE

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SENTINELS OF THE MULTIVERSE

LASER BOOTS



EQUIPMENT, LIMITED

WHEN THIS CARD ENTERS PLAY, EACH OTHER PLAYER MAY DRAW A CARD.

WHEN SENTINEL DEALS ENERGY, RADIANT, OR FIRE DAMAGE, INCREASE THAT DAMAGE BY 1.

BE CAREFUL WHAT DIRECTION YOUR FEET ARE POINTING.
--THE GADGETEER

SENTINELS OF THE MULTIVERSE

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SENTINELS
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TITANIUM GAUNTLETS



EQUIPMENT, LIMITED

WHEN THIS CARD ENTERS PLAY, ONE OTHER PLAYER MAY PLAY A CARD.

WHEN SENTINEL DEALS INFERNAL, SONIC, OR LIGHTNING DAMAGE, INCREASE THAT DAMAGE BY 1.

COULD YOU PLEASE NOT PUNCH HOLES IN THE WALLS OF MY LAB???
--THE GADGETEER

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SENTINELS
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POLYCHROME GOGGLES



EQUIPMENT, LIMITED

WHEN THIS CARD ENTERS PLAY, ONE OTHER HERO MAY USE A POWER.

WHEN SENTINEL DEALS TOXIC, PROJECTILE, OR COLD DAMAGE, INCREASE THAT DAMAGE BY 1.

OF COURSE, THEY'RE ORANGE, THEY'RE POLYCHROME.
--THE GADGETEER

SENTINELS
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POLYCHROME GOGGLES



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SENTINELS OF THE MULTIVERSE

KA-POW!



ONE-SHOT, ACTION

SENTINEL DEALS 1 TARGET 4 MELEE DAMAGE.

THAT ONE'S FOR AMERICA!
—SENTINEL

SENTINELS OF THE MULTIVERSE

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SENTINELS OF THE MULTIVERSE

SMASH! BAM! BOOM!



ONE-SHOT, ACTION

SENTINEL DEALS 1 TARGET 3 MELEE DAMAGE, AND UP TO 5 ADDITIONAL TARGETS 1 MELEE DAMAGE.

YOU HIT THAT ONE SO HARD, HIS BUDDIES FELT IT.
—AMERICA'S GREATEST LEGACY

SENTINELS
OF THE
MULTIVERSE

SMASH! BAM! BOOM!



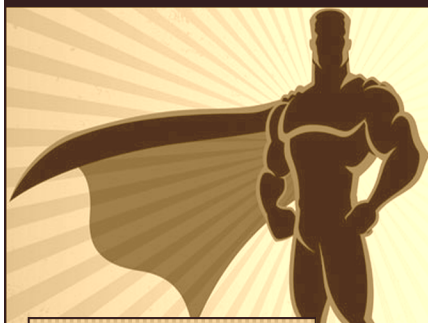
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SENTINELS
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MULTIVERSE

...FOR THE PRICE OF ONE



ONE-SHOT, ACTION

SENTINEL DEALS 2 TARGETS 2 IRREDUCIBLE MELEE DAMAGE.

IT'S FUN TO HIT THEM FROM OUT OF THE SHADOWS, ISN'T IT?
—SHADOWGIRL

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SENTINELS
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FLY-BY DUST-UP



ONE-SHOT, ACTION

SENTINEL DEALS ALL NON-HERO TARGETS 1 MELEE DAMAGE.

SO MANY GOONS, SO MUCH PAIN.
--SENTINEL

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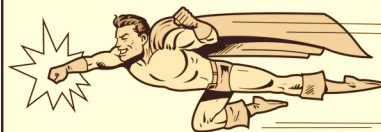
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SENTINELS
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LOUDER THAN WORDS



ONGOING, THOUGHT

WHEN THIS CARD ENTERS PLAY, DRAW A CARD.

POWER: PLAY UP TO 2 ACTION CARDS.

ACTIONS SPEAK LOUDER THAN WORDS, AND THESE ACTIONS
ARE SCREAMING.
—SENTINEL

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SENTINELS
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OVERDRIVE



ONGOING, THOUGHT

AT THE START OF YOUR TURN, REVEAL A CARD. IF IT IS AN ACTION CARD, PLAY IT NOW, OTHERWISE DISCARD IT. IF YOU PLAYED A CARD, SENTINEL DEALS HIMSELF 2 PSYCHIC DAMAGE.

HOW LONG CAN HE PUSH HIMSELF THAT HARD?
LET'S HOPE WE NEVER NEED TO FIND OUT.
—U.S. WAR DEPARTMENT SCIENTISTS

SENTINELS OF THE MULTIVERSE

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SENTINELS OF THE MULTIVERSE

COSMIC POWERS



ONGOING, THOUGHT

WHEN PLAYING AN ACTION CARD, SENTINEL MAY DEAL HIMSELF 1 PSYCHIC DAMAGE. IF HE DOES SO, HE MAY CHANGE THE TYPE OF EACH DAMAGE DEALT TO ANY NON-PSYCHIC TYPE.

NO ONE KNOWS WHERE HIS POWERS COME FROM, BUT HIS MOTHER CLAIMED A METEOR HIT THE GROUND IN HER BACKYARD THE NIGHT HE WAS CONCEIVED.
—SENATOR BLACKMORE

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SENTINELS OF THE MULTIVERSE

BEAT, REPEAT



ONGOING, THOUGHT

POWER: SHUFFLE UP TO 2 ACTION CARDS INTO YOUR DECK. SENTINEL MAY DEAL HIMSELF 2 PSYCHIC DAMAGE. IF SENTINEL TAKES DAMAGE THIS WAY, YOU MAY SHUFFLE UP TO 2 ADDITIONAL ACTION CARDS INTO YOUR DECK, THEN DRAW 2 CARDS.

WHY DO YOU KEEP GETTING BACK UP? I'M JUST GOING TO KNOCK YOU DOWN AGAIN.
—SENTINEL

SENTINELS OF THE MULTIVERSE

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SENTINELS
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SECOND WIND



ONGOING, THOUGHT

POWER: DISCARD THE TOP 4 CARDS OF YOUR DECK. SENTINEL REGAINS X HP WHERE X EQUALS THE NUMBER OF THOUGHT AND ACTION CARDS DISCARDED THIS WAY.

THERE'LL BE PLENTY OF TIME TO PUNCH THE BAD GUYS AFTER BREAKFAST.
—SENTINEL

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SENTINELS
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SENTINEL
SI
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SENTINEL



POW!

POWER: SENTINEL DEALS 1 TARGET
1 MELEE DAMAGE.



INCAPACITATED



MASSIVE EXPLOSION IN MORDENGRAD

CHARLES DE GAULLE, THE ARMY AND THE AIR FORCE
RECEIVED A PROPOSAL FROM THE ARMY

- ⇒ EACH PLAYER MAY MOVE A CARD FROM THEIR TRASH TO THE TOP OF THEIR DECK.
- ⇒ ONE HERO DEALS 1 TARGET 2 MELEE DAMAGE.
- ⇒ ONE PLAYER MAY PLAY A CARD.