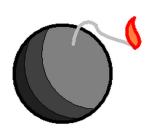


Sentinels of the Multiverse – Hero Mini-Expansion: The Bug

## BUG BOMB



#### EQUIPMENT, LIMITED

POWER: DISCARD TWO CARDS. IF YOU DO, DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD.

"MY ARMOR MAKES THEM. NIFTY, HUH?" —THE BUG (BUG HUNT #11)



The Bug: Inspired by the BGG Thread on cooperative hero

Art by Asa uzumaki; Cards compiled by Yakquardi

development by TakeWalker; Rules Text & Quotes by Zodiacjack,

#### EQUIPMENT, LIMITED

BUG SPRAY

POWER: THE BUG DEALS UP TO 3 TARGETS 2 TOXIC DAMAGE EACH. DRAW A CARD FOR EACH TARGET DESTROYED.

"SCUSE ME. ARMOR HAD CHEESESTEAK FOR LUNCH. -THE BUG (BUG HUNT #17)



## **BUG SPRAY**



#### EQUIPMENT, LIMITED

POWER: THE BUG DEALS UP TO 3 TARGETS 2 TOXIC DAMAGE EACH. DRAW A CARD FOR EACH TARGET DESTROYED.

"SCUSE ME. ARMOR HAD CHEESESTEAK FOR LUNCH."
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## **BUG SPRAY**



#### EQUIPMENT, LIMITED

POWER: THE BUG DEALS UP TO 3 TARGETS 2 TOXIC DAMAGE EACH. DRAW A CARD FOR EACH TARGET DESTROYED.

"SCUSE ME. ARMOR HAD CHEESESTEAK FOR LUNCH."
--THE BUG (BUG HUNT #17)





#### EQUIPMENT, LIMITED

POWER: THE BUG DEALS 1 TARGET 3 ENERGY DAMAGE. IF THAT TARGET IS DESTROYED, DRAW 2 CARDS.

"MOMMA ALWAYS TOLD ME 'NO ZAPPING ON THE FIRST DATE"
BUT I'LL MAKE AN EXCEPTION FOR YOU, HANDSOME."
—THE BUG (BUG HUNT #23)



GOM BRO POWER

The Bug: Inspired by the BGG Thread on cooperative hero development by TakeWalker; Rules Text & Quotes by Zodlacjack; Art by Asa uzumaki; Cards compiled by YakGuardian.

## BUG ZAPPER



EQUIPMENT, LIMITED

POWER: THE BUG DEALS 1 TARGET 3 ENERGY DAMAGE. IF THAT TARGET IS DESTROYED, DRAW 2 CARDS.

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BUT I'LL MAKE AN EXCEPTION FOR YOU, HANDSOME."
--THE BUG (BUG HUNT #23)



## CHITIN



EQUIPMENT, LIMITED

REDUCE DAMAGE DEALT TO THE BUG BY 1.

"HEY! BULLETPROOF DOESN'T MEAN THAT WON'T HURT!" -THE BUG (BUG HUNT #29)



EQUIPMENT, LIMITED

CHITIN

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## CHITIN

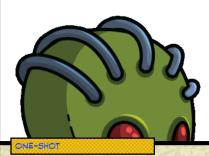


REDUCE DAMAGE DEALT TO THE BUG BY 1.

"HEY! BULLETPROOF DOESN'T MEAN THAT WON'T HURT!
--THE BUG (BUG HUNT #29)



## ANTENNAE



LOOK AT THE TOP 2 CARDS OF EACH DECK. PUT THEM BACK IN ANY ORDER.

"ANTENNAE...TINGLING." -THE BUG (BUG HUNT #1)



## ANTENNAE



LOOK AT THE TOP 2 CARDS OF EACH DECK. PUT THEM BACK IN ANY ORDER.

"ANTENNAE...TINGLING." -THE BUG (BUG HUNT #1)







#### ONE-SHOT

INCREASE THE NEXT DAMAGE DEALT BY THE BUG BY 2. YOU MAY PLAY A CARD.

"OK, TOUGH GUY. LET'S MAMBO."
-THE BUG (BUG HUNT #2)



development by TakeWalker; Rules Text & Quotes by Zodiacjack;

Art by Asa uzumaki; Cards compiled by Yakquardic

## BATTLE BUG



ONE-SHOT

INCREASE THE NEXT DAMAGE DEALT BY THE BUG BY 2. YOU MAY PLAY A CARD.

"OK, TOUGH GUY. LET'S MAMBO." —THE BUG (BUG HUNT #2)



## BATTLE BUG



#### ONE-SHOT

INCREASE THE NEXT DAMAGE DEALT BY THE BUG BY 2. YOU MAY PLAY A CARD.

"OK, TOUGH GUY. LET'S MAMBO."
--THE BUG (BUG HUNT #2)



## BATTLE BUG



ONE-SHOT

INCREASE THE NEXT DAMAGE DEALT BY THE BUG BY 2. YOU MAY PLAY A CARD.

"OK, TOUGH GUY, LET'S MAMBO." -THE BUG (BUG HUNT #2)





#### ONE-SHOT

DRAW 3 CARDS, UNTIL THE START OF YOUR NEXT TURN, ALL DAMAGE DEALT TO HERO TARGETS IS REDIRECTED TO THE BUG.

"I'LL HOLD THEM OFF. GO!" --THE BUG (BUG HUNT #3)



## BIG DAPN HERO



#### ONE-SHOT

DRAW 3 CARDS. UNTIL THE START OF YOUR NEXT TURN, ALL DAMAGE DEALT TO HERO TARGETS IS REDIRECTED TO THE BUG.

"I'LL HOLD THEM OFF. GO!" --THE BUG (BUG HUNT #3)



## BOUNCING BUG



#### ONE-SHOT

THE BUG DEALS UP TO 5 TARGETS 2 MELEE DAMAGE EACH.

"ARE YOU GUYS HAVING FUN? 'CAUSE I'M HAVING FUN.'
--THE BUG (BUG HUNT #7)



## BOUNCING BUG



#### ONE-SHOT

THE BUG DEALS UP TO 5 TARGETS 2 MELEE DAMAGE EACH.

"ARE YOU GUYS HAVING FUN? "CAUSE I'M HAVING FU --THE BUG (BUG HUNT #7)







## STING





#### ONE-SHOT

THE BUG DEALS 1 TARGET ENERGY DAMAGE EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.

"BOOM! A HOMER! THE DODGERS WIN THE PENNANT!
--THE BUG (BUG HUNT #19)



SENTINELS

MININES:

The Bug: Inspired by the BGG Thread on cooperative hero development by TakeWalker; Rules Text & Quotes by Zodiacjack, Art by Asa uzumaki; Cards compiled by YakGuardian.

## STING





ONE-SHOT

THE BUG DEALS I TARGET ENERGY DAMAGE EQUAL TO THE NUMBER OF CARDS IN YOUR HAND.

"BOOM! A HOMER! THE DODGERS WIN THE PENNANT!
--THE BUG (BUG HUNT #19)



## **BUG HUNT**





#### ONGOING, LIMITED

PLAY THIS CARD NEXT TO A TARGET. DESTROY THIS CARD IF THAT TARGET LEAVES PLAY, DAMAGE THAT TARGET DEALS TO THE BUG IS INCREASED BY 2. IF THE BUG IS DEALT DAMAGE BY ANY OTHER SOURCE, THAT SOURCE DEALS THE TARGET NEXT TO BUG HUG THE SAME DAMAGE.

POWER: DESTROY THIS CARD.

"STOP SHOOTING, YOU FOOLS! YOU'LL HIT ME!"
--PROFESSOR GRONT
(A DAY IN THE LIFE: THE BUG (ONE-SHOT))



## BUG HUNT





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"STOP SHOOTING, YOU FOOLS! YOU'LL HIT ME!"
--PROFESSOR GRONT
(A DAY IN THE LIFE: THE BUG (ONE-SHOT))





# TEAMWORK



#### ONGOING, LIMITED

WHEN A TARGET IS DEALT DAMAGE, THE BUG MAY DEAL THAT TARGET AN EQUAL AMOUNT OF MELEE DAMAGE. IF HE DOES, DESTROY THIS CARD.

"WOOHOO! GO TEAM US!"
--THE BUG (CRISIS MODE (GRAPHIC NOVEL))



# SOU PKO

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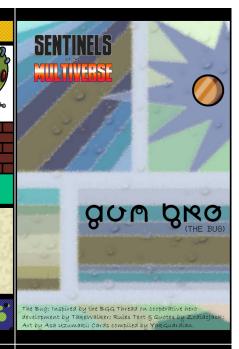
## WALL CRAWLING



#### ONGOING, LIMITED

PLAY THIS CARD NEXT TO A TARGET. DAMAGE DEALT TO THE BUG BY THAT TARGET IS REDUCED BY 2. DESTROY THIS CARD IF THAT TARGET LEAVES PLAY, OR THE BUG DEALS DAMAGE TO THAT TARGET.

"COME BACK HERE, INSECT!" -- PROFESSOR GRONT "WHY? IS THERE CAKE?" -- THE BUG (BUG HUNT #37)



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#### ONGOING, LIMITED

PLAY THIS CARD NEXT TO A TARGET. DAMAGE DEALT TO THE BUG BY THAT TARGET IS REDUCED BY 2. DESTROY THIS CARD IF THAT TARGET LEAVES PLAY, OR THE BUG DEALS DAMAGE TO THAT TARGET.

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## SOU PKO

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#### ONGOING, LIMITED

PLAY THIS CARD NEXT TO A TARGET. IF THAT TARGET LEAVES PLAY, DESTROY THIS CARD. DAMAGE DEALT BY OR TO THAT TARGET IS REDIRECTED TO THIS CARD.

"GOTCHA!" --THE BUG (BUG HUNT SPECTACULAR (ONE-SHOT))



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INCAPACITATED POWERS (SELECT ONE EACH TURN):

- THE NEXT TIME A HERO TARGET WOULD BE DEALT DAMAGE, YOU MAY REDIRECT IT TO ANY OTHER HERO TARGET.
- -> ONE HERO TARGET DEALS ONE NON-HERO TARGET 1 MELEE DAMAGE.
- 3 EACH OTHER PLAYER MAY DRAW A CARD.