



Sentinels – Crossover Crisis (Ultimate Edition) – Environment Deck: Impossible Isle

## COMBAT SPIDER-ROBOTS



### ISLE DEFENDER

WHEN THIS CARD ENTERS PLAY, SET ITS HP TO ⑩.

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HERO TARGET WITH THE HIGHEST HP X MELEE DAMAGE, WHERE X EQUALS THE CURRENT HP OF THIS CARD.

MY COMBAT SPIDER-ROBOTS ACT AS THE ISLAND'S IMMUNE SYSTEM; AN IMMUNE SYSTEM THAT IS SPECIFICALLY TRAINED TO ELIMINATE SUPERPOWERED BEINGS.

SENTINELS

CROSSOVER  
CRISIS

Impossible Iale

## COMBAT SPIDER-ROBOTS



### ISLE DEFENDER

WHEN THIS CARD ENTERS PLAY, SET ITS HP TO ⑩.

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HERO TARGET WITH THE HIGHEST HP X MELEE DAMAGE, WHERE X EQUALS THE CURRENT HP OF THIS CARD.

MY COMBAT SPIDER-ROBOTS ACT AS THE ISLAND'S IMMUNE SYSTEM; AN IMMUNE SYSTEM THAT IS SPECIFICALLY TRAINED TO ELIMINATE SUPERPOWERED BEINGS.

SENTINELS

CROSSOVER  
CRISIS

Impossible Iale

## CONTROL ROOM

6



### AREA

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

THEN, IF ⑩ IS GREATER THAN 3, ALSO PLAY THE TOP CARD OF THE VILLAIN DECK.

THE CONTROL ROOM IS THE BRAINS OF THE ISLAND. BUT THE ISLAND IS DESIGNED TO SURVIVE THE DEATH OF THE BRAIN.

SENTINELS

CROSSOVER  
CRISIS

Impossible Iale

## CUSTOMIZED PRISON CELLS

25



### AREA

THIS CARD IS INDESTRUCTIBLE IF IT HAS MORE THAN 0 HP.

AT THE END OF THE ENVIRONMENT TURN, PLACE A PRISON TOKEN ON THE 2 HERO CHARACTER CARDS WITH THE LOWEST HP THAT DO NOT ALREADY HAVE ONE. THESE HEROES ARE IMPRISONED.

DAMAGE DEALT BY IMPRISONED HEROES IS REDUCED BY ⑩-3 AND IS REDIRECTED TO THIS CARD.

WHEN THIS CARD IS DEALT DAMAGE, IT DEALS THE SOURCE OF THAT DAMAGE 2 IRREDUCIBLE ENERGY DAMAGE.

WHEN THIS CARD IS DESTROYED, IT DEALS EACH HERO TARGET ⑩+2 IRREDUCIBLE ENERGY DAMAGE. THEN REMOVE THIS CARD FROM THE GAME.

I KNEW WHO WOULD BE COMING FOR ME, AND I DESIGNED A CELL SPECIALLY FOR EACH AND EVERY ONE OF THEM.


SENTINELS

CROSSOVER  
CRISIS

Impossible Iale



<div>ENHANCED TECHNOLOGY</div> <div></div> <div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>DEVICE</div> <div>DAMAGE DEALT TO OTHER ENVIRONMENT TARGETS IS REDUCED BY 1.</div> <div>THE ISLAND'S TECHNOLOGY HAS BEEN SIGNIFICANTLY UPGRADED SINCE THE HEROES WERE HERE THE LAST TIME.</div> <div>Impossible Isle</div>	<div>ENHANCED TECHNOLOGY</div> <div></div> <div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>DEVICE</div> <div>DAMAGE DEALT TO OTHER ENVIRONMENT TARGETS IS REDUCED BY 1.</div> <div>THE ISLAND'S TECHNOLOGY HAS BEEN SIGNIFICANTLY UPGRADED SINCE THE HEROES WERE HERE THE LAST TIME.</div> <div>Impossible Isle</div>
<div>IMPOSSIBLE DEFENSE</div> <div></div> <div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>ONGOING</div> <div>AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK, THEN PLAY THE TOP CARD OF THE VILLAIN DECK, THEN THE ENVIRONMENT DEALS THE 2 HEROES WITH THE HIGHEST HP 2 ENERGY DAMAGE EACH.</div> <div>AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO DESTROY THIS CARD.</div> <div>THE ISLAND'S DEFENSES WERE DESIGNED WITH HEROES IN MIND. IT ALMOST BE EASIER FOR A MERE HUMAN TO WALK ASHORE. ALMOST.</div> <div>Impossible Isle</div>	<div>IMPOSSIBLE DEFENSE</div> <div></div> <div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>ONGOING</div> <div>AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK, THEN PLAY THE TOP CARD OF THE VILLAIN DECK, THEN THE ENVIRONMENT DEALS THE 2 HEROES WITH THE HIGHEST HP 2 ENERGY DAMAGE EACH.</div> <div>AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO DESTROY THIS CARD.</div> <div>THE ISLAND'S DEFENSES WERE DESIGNED WITH HEROES IN MIND. IT ALMOST BE EASIER FOR A MERE HUMAN TO WALK ASHORE. ALMOST.</div> <div>Impossible Isle</div>

<div>NANO-BOTS</div>  <div>ISLE DEFENDER</div> <p>AT THE END OF THE ENVIRONMENT TURN, EACH ENVIRONMENT TARGET REGAINS ④-2 HR.</p> <p>IF ④ IS GREATER THAN 4, EACH VILLAIN TARGET REGAINS ④-2 HR.</p> <p>UNSEEN, MY NANO-BOTS CONTINUOUSLY WORK TO REPAIR EVERYTHING ON THE ISLAND... INCLUDING ME.</p>	<div>SENTINELS</div> <div>CROSSOVER CRISIS</div>   <div>Impossible Isle</div>	<div>PERIMETER DEFENSES 6</div>  <div>AREA</div> <p>AT THE START OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.</p> <p>IF ④ IS GREATER THAN 3, ALSO PLAY THE TOP CARD OF THE VILLAIN DECK.</p> <p>THE ISLAND WILL RESPOND TO THE PRESENCE OF HEROES LONG BEFORE THEY REALIZE THAT IT IS DOING SO.</p>	<div>SENTINELS</div> <div>CROSSOVER CRISIS</div>   <div>Impossible Isle</div>
<div>PLAN #12</div>  <div>ONGOING</div> <p>DAMAGE DEALT BY ENVIRONMENT TARGETS IS INCREASED BY 1.</p> <p>IF ④ IS GREATER THAN 4, DAMAGE DEALT BY VILLAIN TARGETS IS ALSO INCREASED BY 1.</p> <p>EACH TIME THAT THEY HAVE DEFEATED ME, I HAVE LEARNED SOMETHINGS... AND I HAVE APPLIED ALL THAT LEARNING TO TODAY'S PLAN.</p>	<div>SENTINELS</div> <div>CROSSOVER CRISIS</div>   <div>Impossible Isle</div>	<div>Impossible Isle</div> <p>AT THE START OF THE GAME, SEARCH THE ENVIRONMENT DECK FOR THE CARD "DERELECT APPEARANCE" AND PUT IT INTO PLAY.</p> <p>SHUFFLE THE ENVIRONMENT DECK.</p>	<div>Impossible Isle</div> <p>AT THE START OF THE GAME, SEARCH THE ENVIRONMENT DECK FOR THE CARD "DERELECT APPEARANCE" AND PUT IT INTO PLAY.</p> <p>SHUFFLE THE ENVIRONMENT DECK.</p>

(10/11/2024)

...