



Sentinels – Crossover Crisis (Ultimate Edition) – Hero Deck: Spaceflame!



## NEURAL INTERFACE



### EQUIPMENT, LIMITED

INCREASE PSYCHIC DAMAGE DEALT BY SPACEFLAME! BY 1.  
AT THE END OF YOUR TURN, SPACEFLAME! DEALS HERSELF 1  
IRREDUCIBLE FIRE DAMAGE. THIS DAMAGE CANNOT BE  
INCREASED NOR REDIRECTED.

POWER: SPACEFLAME! DEALS 1 TARGET X PSYCHIC DAMAGE,  
WHERE X EQUALS THE NUMBER OF EQUIPMENT CARDS  
IN HER PLAY AREA, PLUS 1. DESTROY EACH OF HER  
OTHER EQUIPMENT CARDS, THEN DESTROY THIS CARD.

SET OUT OF MY HEAD. SET OUT OF MY HEAD!  
(GET OUT OF MY HEAD!!!)  
—KYLE BOYNTON (SPACEFLAME! #5 OF 6 (1990))

ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!

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ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!

## AUTO-TARGETER



### EQUIPMENT, LIMITED

THE FIRST TIME EACH TURN THAT SPACEFLAME! IS DEALT  
DAMAGE BY A NON-HERO TARGET, SPACEFLAME! DEALS  
THE SOURCE OF THAT DAMAGE 2 FIRE DAMAGE.

YOU WENT AFTER THE AXVELIANS, AND I BURNED DOWN  
YOUR FLEET. YOU WENT AFTER THE ILLIUS AND I BURNED  
YOUR CLONE-BOTS. NOW YOU'VE ATTACKED THE UNBEL, IT'S  
TIME I BURN YOU DOWN. —SPACEFLAME!  
(SPACEFLAME! ADVENTURES #58 (1994))

ART BY JOHN ELLIS

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EQUIPMENT, LIMITED

THE FIRST TIME EACH TURN THAT SPACEFLAME! IS DEALT DAMAGE BY A NON-HERO TARGET, SPACEFLAME! DEALS THE SOURCE OF THAT DAMAGE 2 FIRE DAMAGE.

YOU WENT AFTER THE AXEVLANS, AND I BURNED DOWN YOUR FLEET. YOU WENT AFTER THE ILIUS AND I BURNED YOUR CLONE-BOTS. NOW YOU'VE ATTACKED THE UHBI, IT'S TIME I BURN YOU DOWN. --SPACEFLAME! (SPACEFLAME! ADVENTURES #58 (1994))

ART BY JOHN ELLIS

SENTINELS

CROSSOVER CRISIS

SPACEFLAME!

UPGRADE

ONGOING

POWER: SPACEFLAME! DEALS 1 TARGET 2 PSYCHIC DAMAGE AND 2 FIRE DAMAGE.

I SHOULD HAVE KNOWN... I TOLD YOU BEFORE TRIP YOU CAN COME AFTER ME, BUT DON'T YOU DARE COME AFTER MY FAMILY! --SPACEFLAME! (SPACEFLAME! YOU CAN'T GO HOME AGAIN #8 OF 8)

ART BY JOHN ELLIS

SENTINELS

CROSSOVER CRISIS

SPACEFLAME!

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ART BY JOHN ELLIS

SENTINELS

CROSSOVER CRISIS

SPACEFLAME!



# CYBERNETIC ACTIVATION



ONE-SHOT

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL AN [EQUIPMENT] CARD IS REVEALED. PUT THE REVEALED [EQUIPMENT] CARD INTO YOUR HAND AND SHUFFLE THE OTHER REVEALED CARDS INTO YOUR DECK. YOU MAY DRAW A CARD. YOU MAY PLAY AN [EQUIPMENT] CARD.

I CAN FEEL THE METAL IN MY BODY... IN MY BRAIN... I CAN FEEL IT TRYING TO TALK TO ME. NANOTECHNOLOGY... SMART-METAL... TELEPATHIC METALLO-CERAMICS... NO @\$\$S' ALIEN-TO-ENGLISH TRANSLATION PROGRAM, MORONS!

—KYLE BOYNTON (SPACEFLAME! #4 OF 6)

ART BY JOHN ELLIS

# SENTINELS CROSSOVER CRISIS

SPACEFLAME!

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SPACEFLAME!

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ART BY JOHN ELLIS

# SENTINELS CROSSOVER CRISIS

SPACEFLAME!

# TAKE A BREATH



ONE-SHOT

SHUFFLE YOUR TRASH INTO YOUR DECK. DRAW CARDS UNTIL YOU HAVE 6 CARDS IN YOUR HAND. SPACEFLAME! REGAINS 1HP THEN, IMMEDIATELY END YOUR TURN.

HOW IS THIS POSSIBLE? TORTELLIANS! HOW ARE THERE TORTELLIANS ON EARTH? —KYLE BOYNTON (SPACEFLAME! YOU CAN'T GO HOME AGAIN #3 OF 8 (1995))

ART BY JOHN ELLIS

# SENTINELS CROSSOVER CRISIS

SPACEFLAME!



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ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

SPACEFLAME!

## FLASHOVER



ONE-SHOT

REVEAL THEN REPLACE THE TOP CARD OF EACH DECK. YOU MAY DISCARD THE TOP CARD OF EITHER THE VILLAIN DECK OR THE ENVIRONMENT DECK. ONE PLAYER MAY DRAW A CARD.

WHEN THEY TOOK OVER THIS WORLD, THEY COUNTED ON A LOT. THEY COUNTED ON RESISTANCE. THEY COUNTED ON SABOTAGE. THEY COUNTED ON REBELLION. THEY DIDN'T COUNT ON ME. —SPACEFLAME!  
(SPACEFLAME! ADVENTURES #19 (1992))

ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

SPACEFLAME!

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ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!

## TELEKINETIC DRILL



### ONE-SHOT

SPACEFLAME! DEALS 1 TARGET 3 PSYCHIC DAMAGE.

THIS ENDS HERE! THIS ENDS NOW!  
--SPACEFLAME! (SPACEFLAME! ADVENTURES #24 (1993))

ART BY JOHN ELLIS

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ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

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### ONE-SHOT

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ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

SPACEFLAME!

## PSYCHIC WILDFIRE



### ONE-SHOT

SPACEFLAME! DEALS EACH TARGET 1 PSYCHIC DAMAGE.  
SPACEFLAME! DEALS ALL NON-HERO TARGETS 1 FIRE DAMAGE.

THE FORCES OF THE TERROR TYRANT OF TIDAL CRUMBLIED  
BEFORE THE ASSAULT, ALTHOUGH THE FIRE DRAGON WAS  
ONLY IN THEIR MINDS, THE FLAMES WERE VERY REAL!  
—CAPTION (SPACEFLAME V.2 #6 (1997))

ART BY JOHN ELLIS

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SPACEFLAME!

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ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

SPACEFLAME!

## TELEKINETIC CRUSH



ONE-SHOT

SPACEFLAME! DEALS 1 TARGET 4 PSYCHIC DAMAGE  
--OR--  
SPACEFLAME! DEALS 4 TARGETS 1 FIRE DAMAGE EACH.

SPACEFLAME! LOOKED AROUND HER. THE TORTELLIAN ASSAULT TROOPS LAY DEAD AND QUIET ACROSS THE BARREN GROUND. SOME, SHE HAD "PUSHED" WITH HER POWER, CRUSHING THEM FROM WITHIN. OTHERS, SHE HAD "PULLED" UNTIL THEY EXPLODED, THEIR BODIES BECOMING DEADLY PROJECTILES.  
--CAPTION (SPACEFLAME! ADVENTURES #11 (1991))

ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

SPACEFLAME!

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--CAPTION (SPACEFLAME! ADVENTURES #11 (1991))

ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!

## ONE FINAL TAUNT



### ONE-SHOT

SPACEFLAME! DEALS 1 VILLAIN TARGET 1 IRREDUCIBLE  
PSYCHIC DAMAGE.

MOVE A NON-CHARACTER VILLAIN CARD FROM IN PLAY  
TO THE TOP OF THE VILLAIN DECK.

WHAT'CHA DOIN' IN THE TRASH CHUTE, TRIP?!  
OH THAT'S RIGHT, IT'S TRASH DAY. SEE YA, TRIP! --SPACEFLAME!  
(SPACEFLAME! YOU CAN'T GO HOME AGAIN #8 OR 8 (1995))

## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!

## ONE FINAL TAUNT



### ONE-SHOT

SPACEFLAME! DEALS 1 VILLAIN TARGET 1 IRREDUCIBLE  
PSYCHIC DAMAGE.

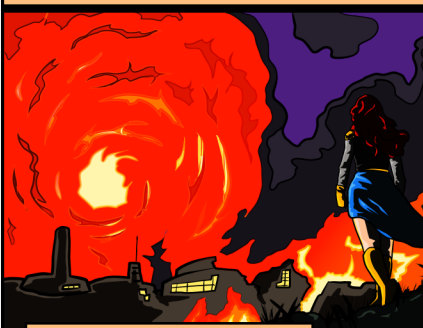
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## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!

## LIGHT 'EM UP



### ONE-SHOT

SPACEFLAME! DEALS EACH NON-HERO TARGET X FIRE  
DAMAGE, WHERE X EQUALS THE NUMBER OF  
ENVIRONMENT TARGETS IN PLAY, PLUS 1.

YOU SAVED THE CIVILIANS AS LONG AS YOU COULD, KYLIE.  
IT'S TIME TO LIGHT 'EM UP.  
--SPACEFLAME! (SPACEFLAME! ADVENTURES #30 (1993))

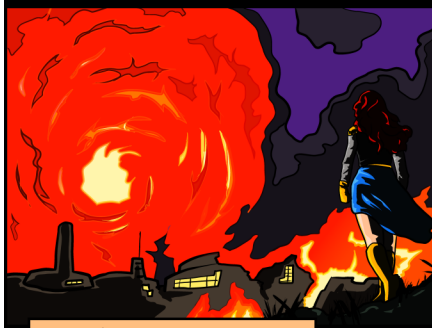
ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!



## LIGHT 'EM UP



### ONE-SHOT

SPACEFLAME! DEALS EACH NON-HERO TARGET X FIRE DAMAGE, WHERE X EQUALS THE NUMBER OF ENVIRONMENT TARGETS IN PLAY, PLUS 1.

YOU SAVE THE CIVILIANS AS LONG AS YOU COULD, KYLIE.  
IT'S TIME TO LIGHT 'EM UP.  
—SPACEFLAME! (SPACEFLAME! ADVENTURES #30 (1993))

ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!

## SABOTEUR



### ONE-SHOT

DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD. SPACEFLAME! DEALS ALL TARGETS IN THE PLAY AREA OF THE DESTROYED CARD 1 IRREDUCIBLE FIRE DAMAGE.

THEY'RE DISTRACTED. GOOD. NOW IT'S TIME  
TO TAKE OUT THEIR BIG GUNS. —SPACEFLAME!  
(SPACEFLAME! V.2 #23 (1998))

ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!

## SABOTEUR



### ONE-SHOT

DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD. SPACEFLAME! DEALS ALL TARGETS IN THE PLAY AREA OF THE DESTROYED CARD 1 IRREDUCIBLE FIRE DAMAGE.

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ART BY JOHN ELLIS

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(SPACEFLAME! V.2 #23 (1998))

ART BY JOHN ELLIS

## SENTINELS CROSSOVER CRISIS

### SPACEFLAME!







⇒ ONE NON-HERO TARGET DEALS ITSELF 1 PSYCHIC DAMAGE.


⇒ ONE HERO TARGET DEALS ALL ENVIRONMENT TARGETS 1 FIRE DAMAGE.


⇒ ONE HERO MAY USE A POWER.

ART BY JOHN ELLIS (TALKALOTS)










SPACEFLAME!, VOLUME 2

POWER: SELECT FIRE OR PSYCHIC. SPACEFLAME!  
 DEALS 1 TARGET 1 IRREDUCIBLE  
 DAMAGE OF THE SELECTED TYPE. UNTIL  
 THE START OF YOUR TURN, SPACEFLAME!  
 IS IMMUNE TO THE OTHER TYPE OF  
 DAMAGE.




ART BY JOHN ELLIS (TALKALOTS)

**Incapacitated!**

- ONE NON-HERO TARGET DEALS ITSELF 1 PSYCHIC DAMAGE.
- DESTROY AN ENVIRONMENT CARD.
- ONE PLAYER MAY PLAY A CARD.

ART BY JOHN ELLIS (TALKALOTS)

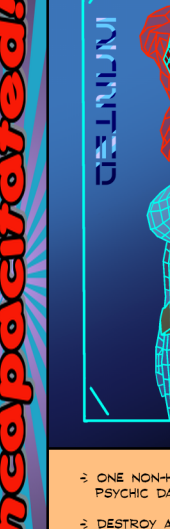
# Incapacitated!



- 1 NON-HERO TARGET DEALS ITSELF 1 PSYCHIC DMG
- 1 HERO TARGET DEALS ALL ENVIRONMENT 1 FIRE DMG
- 1 HERO MAY USE A POWER.

ART BY MICHAEL J. AHLERS

# Incapacitated!



**INTENDED**

- ONE NON-HERO TARGET DEALS ITSELF 1 PSYCHIC DAMAGE.
- DESTROY AN ONGOING CARD.
- EACH PLAYER DRAWS A CARD.

ART BY JOHN ELLIS (TALKALOTS)

(10/11/2024; revised art & card-count on 11/11/2024; Character Card updates 4/18/2025)

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