



Sentinels – Crossover Crisis (Ultimate Edition) – Environment Deck: Unfriendly Country X

<div>CONSCRIPTED MILITIA</div> <div></div> <div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>LOCALS</div> <div>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH NON-ENVIRONMENT TARGET 1 PROJECTILE DAMAGE. IF AT LEAST 1 HERO TARGET TAKES DAMAGE THIS WAY, RESTORE THIS TARGET TO 3HP.</div> <div>"THEY DON'T KNOW HOW TO SHOOT." "YEAH, BUT THERE'S A HELL OF A LOT OF THEM." —RICHARD MONAMARA & STEPHEN CALLAHAN (TEAM 7: THE LOST FILES #6)</div>	<div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>Unfriendly Country X</div>	<div>CONSCRIPTED MILITIA</div> <div></div> <div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>LOCALS</div> <div>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH NON-ENVIRONMENT TARGET 1 PROJECTILE DAMAGE. IF AT LEAST 1 HERO TARGET TAKES DAMAGE THIS WAY, RESTORE THIS TARGET TO 3HP.</div> <div>"THEY DON'T KNOW HOW TO SHOOT." "YEAH, BUT THERE'S A HELL OF A LOT OF THEM." —RICHARD MONAMARA & STEPHEN CALLAHAN (TEAM 7: THE LOST FILES #6)</div>	<div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>Unfriendly Country X</div>
<div>MILITARY STRIKE FORCE</div> <div></div> <div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>LOCALS</div> <div>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE 2 HERO TARGETS WITH THE HIGHEST HP 2 PROJECTILE DAMAGE EACH.</div> <div>"THEY'RE DRESSIN' UP AND PLAYIN' SOLDIER." "AND WHAT ARE WE DOING?" "WE'RE NOT PLAYIN'." —COLE CASH & STEWART CHANG (TEAM 7: THE LOST FILES #3)</div>	<div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>Unfriendly Country X</div>	<div>MILITARY STRIKE FORCE</div> <div></div> <div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>LOCALS</div> <div>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE 2 HERO TARGETS WITH THE HIGHEST HP 2 PROJECTILE DAMAGE EACH.</div> <div>"THEY'RE DRESSIN' UP AND PLAYIN' SOLDIER." "AND WHAT ARE WE DOING?" "WE'RE NOT PLAYIN'." —COLE CASH & STEWART CHANG (TEAM 7: THE LOST FILES #3)</div>	<div>SENTINELS</div> <div>CROSSOVER CRISIS</div> <div>Unfriendly Country X</div>

BAD INTEL



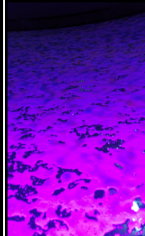
ONGOING

ALL END OF ENVIRONMENT TURN EFFECTS ALSO ACT AT THE START OF THE ENVIRONMENT TURN.

"THEY SCREWED THE POOCH. LYNCH SENT US IN WITH HALF-PASS PAPERWORK AND LOW CONFIDENCE." —MICHAEL CRAY (TEAM 7 #1)

SENTINELS

CROSSOVER
CRISIS



Unfriendly
Country X

BLACK-MARKET GUN-RUNNER



ONGOING

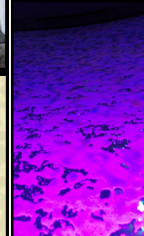
DAMAGE DEALT BY ENVIRONMENT TARGETS IS INCREASED BY 1.

AT THE START OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD 2 CARDS TO DESTROY THIS CARD.

"WHO THE HELL SOLD THEM THESE MISSILES?"
"LOOK AT THE LABEL. **WE** SOLD THEM THESE MISSILES."
—MARC SLAYTON & JACKSON DANE (TEAM 7: THE LOST FILES #1)

SENTINELS

CROSSOVER
CRISIS



Unfriendly
Country X

BLACK-MARKET GUN-RUNNER



ONGOING

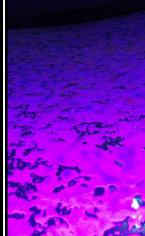
DAMAGE DEALT BY ENVIRONMENT TARGETS IS INCREASED BY 1.

AT THE START OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD 2 CARDS TO DESTROY THIS CARD.

"WHO THE HELL SOLD THEM THESE MISSILES?"
"LOOK AT THE LABEL. **WE** SOLD THEM THESE MISSILES."
—MARC SLAYTON & JACKSON DANE (TEAM 7: THE LOST FILES #1)

SENTINELS

CROSSOVER
CRISIS



Unfriendly
Country X

CARPET BOMBING



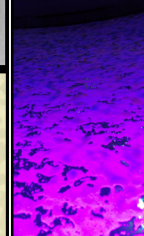
ONE-SHOT

DESTROY ALL ENVIRONMENT CARDS. DEAL EACH NON-ENVIRONMENT TARGET X FIRE DAMAGE, WHERE X EQUALS THE NUMBER OF CARDS DESTROYED THIS WAY.

"CARPET BOMB THIS TWENTY FIVE BY FIVE. TAKE IT ALL AND GLAZE IT." —JOHN LYNCH (TEAM 7 #2)

SENTINELS

CROSSOVER
CRISIS



Unfriendly
Country X



(10/11/2024)

...