

<p>ROBIN</p>  <p>NO STAFF, AMONG OTHER EQUIPMENT. MASTER TACTICIAN.</p> <p>YOUNG HERO</p> <p>DAMAGE DEALT BY YOUNG JUSTICE WITH THEIR BASE POWER IS IRREDUCIBLE.</p> <p>IF THIS CARD WOULD ENTER THE TRASH BY ANY MEANS, SHUFFLE IT BACK INTO YOUR DECK INSTEAD.</p> <p>A HIGHLY TRAINED MARTIAL ARTIST. ARMED WITH AN EXPANDABLE BO STAFF AMONG OTHER EQUIPMENT. MASTER TACTICIAN. --D.E.O. FILE (YOUNG JUSTICE SECRET FILES #1)</p>	<p>SENTINELS</p> <p>CROSSOVER CRISIS</p> <p>YOUNG Justice</p>	<p>CAREFUL PLANNING</p>  <p>ONE-SHOT</p> <p>REVEAL THE TOP 3 CARDS OF YOUR DECK. PUT 1 OF THE REVEALED CARDS IN YOUR HAND, 1 ON THE TOP OF YOUR DECK, AND 1 ON THE BOTTOM OF YOUR DECK.</p> <p>WE'VE GOT TO HAVE A PLAN, AND WE'VE GOT TO BE READY FOR EVERYTHING! --ROBIN (YOUNG JUSTICE: THE SECRET)</p>	<p>SENTINELS</p> <p>CROSSOVER CRISIS</p> <p>YOUNG Justice</p>
<p>CAREFUL PLANNING</p>  <p>ONE-SHOT</p> <p>REVEAL THE TOP 3 CARDS OF YOUR DECK. PUT 1 OF THE REVEALED CARDS IN YOUR HAND, 1 ON THE TOP OF YOUR DECK, AND 1 ON THE BOTTOM OF YOUR DECK.</p> <p>IT'S THE CAPE. CHICKS DO THE CAPE. --ROBIN, RIGHT AFTER ARROWETTE KISSED HIM (YOUNG JUSTICE #17)</p>	<p>SENTINELS</p> <p>CROSSOVER CRISIS</p> <p>YOUNG Justice</p>	<p>CAREFUL PLANNING</p>  <p>ONE-SHOT</p> <p>REVEAL THE TOP 3 CARDS OF YOUR DECK. PUT 1 OF THE REVEALED CARDS IN YOUR HAND, 1 ON THE TOP OF YOUR DECK, AND 1 ON THE BOTTOM OF YOUR DECK.</p> <p>ALL RIGHT, WE'VE GOT HIM OFF BALANCE. NOW HERE'S THE PLAN... --ROBIN (YOUNG JUSTICE #3)</p>	<p>SENTINELS</p> <p>CROSSOVER CRISIS</p> <p>YOUNG Justice</p>

Sentinels – Crossover Crisis (Ultimate Edition) – Hero Deck: Young Justice

SUPERBOY



YOUNG HERO

WHEN YOUNG JUSTICE DEALS MELEE DAMAGE, INCREASE THAT DAMAGE BY 1.

IF THIS CARD WOULD ENTER THE TRASH BY ANY MEANS, SHUFFLE IT BACK INTO YOUR DECK INSTEAD.

FORMERLY QUITE RECKLESS, SUPERBOY HAS DEMONSTRATED MATURITY RECENTLY. APPARENTLY HAS NOT AGED IN QUITE SOME TIME. WHILE HE HAD BEEN GROOMING HIMSELF TO REPLACE SUPERMAN, SUPERBOY IS NOW CONTENT TO BE A HERO IN HIS OWN RIGHT. -D.E.G. FILE (YOUNG JUSTICE SECRET FILES #1)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

TACTILE TELEKINESIS



ONE-SHOT

YOUNG JUSTICE DEALS 1 TARGET 4 MELEE DAMAGE.

--OR--

YOUNG JUSTICE DEALS 4 TARGETS 1 MELEE DAMAGE EACH.

ALL I HAVE TO DO IS TOUCH IT AND MY TACTILE TELEKINESIS CAN--
--SUPERBOY
MAN, WILL YOU STOP BLATHERING ABOUT YOUR STUPID POWER!?
--IMPULSE (YOUNG JUSTICE #1)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

TACTILE TELEKINESIS



ONE-SHOT

YOUNG JUSTICE DEALS 1 TARGET 4 MELEE DAMAGE.

--OR--

YOUNG JUSTICE DEALS 4 TARGETS 1 MELEE DAMAGE EACH.

OH @##%&
--SUPERBOY
@##%& - INSERT CURRENT POPULAR BUT UNPRINTABLE TEEN PROFANITY HERE
--CAPTION (YOUNG JUSTICE #4)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

TACTILE TELEKINESIS



ONE-SHOT

YOUNG JUSTICE DEALS 1 TARGET 4 MELEE DAMAGE.

--OR--

YOUNG JUSTICE DEALS 4 TARGETS 1 MELEE DAMAGE EACH.

Y' THINK MY TACTILE TELEKINESIS IS JUST GOOD FOR DUKIN' IT OUT? THINK AGAIN.
--SUPERBOY (YOUNG JUSTICE #17)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

IMPULSE



YOUNG HERO

YOU MAY PLAY AN ADDITIONAL CARD DURING YOUR PLAY PHASE.

IF THIS CARD WOULD ENTER THE TRASH BY ANY MEANS, SHUFFLE IT BACK INTO YOUR DECK INSTEAD.

TOP SPEED APPEARS TO BE NEAR THE SPEED OF LIGHT. HAS ACHIEVED SPEEDS WALLY WEST NEVER APPROACHED AT THE SAME AGE. APPEARS TO THINK ONLY AFTER HE ACTS, IF EVER.
--D.E.O. FILE (YOUNG JUSTICE SECRET FILES #1)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

COMIN' THROUGH



ONE-SHOT

YOUNG JUSTICE DEALS UP TO 5 TARGETS 1 SONIC DAMAGE EACH.

IS IT MY IMAGINATION, OR ARE THERE, LIKE, TWENTY GUYS HERE DRESSED LIKE IMPULSE?
--TEEN, AT HALLOWEEN PARTY.
I HADN'T NOTICED.
--ROBIN
(YOUNG JUSTICE #3)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

COMIN' THROUGH



ONE-SHOT

YOUNG JUSTICE DEALS UP TO 5 TARGETS 1 SONIC DAMAGE EACH.

I THINK WE SHOULD GET OVER THERE. --SUPERBOY
I'M ON IT! --IMPULSE
OOOY!! --SUPERBOY
THREE... TWO... ONE... AAAND... --ROBIN
UH, WHERE AM I GOING? --IMPULSE
(YOUNG JUSTICE #2)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

COMIN' THROUGH



ONE-SHOT

YOUNG JUSTICE DEALS UP TO 5 TARGETS 1 SONIC DAMAGE EACH.

WOULD YOU BE NORMAL, IF YOU COULD?
--WONDER GIRL
I DON'T UNDERSTAND THE QUESTION. I AM
NORMAL. IT'S THE REST OF THE WORLD THAT'S
WEIRD.
--IMPULSE
(YOUNG JUSTICE #7)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

THE SECRET



YOUNG HERO

WHEN YOUNG JUSTICE DEALS INFERNAL DAMAGE, INCREASE THAT DAMAGE BY 1.

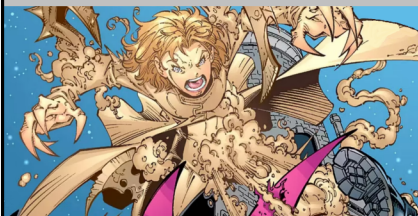
IF THIS CARD WOULD ENTER THE TRASH BY ANY MEANS, SHUFFLE IT BACK INTO YOUR DECK INSTEAD.

...THERE ARE PEOPLE WHO DEVOTE THEMSELVES TO UNDERSTANDING SECRETS-- BUT SOMETIMES, ...THERE ARE SECRETS TRYING TO UNDERSTAND PEOPLE.
--CAPTION (SECRET ORIGIN 30-PAGE GIANT #1)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

THE ABYSS



ONE-SHOT

YOU MAY DESTROY AN ONGOING CARD, OR A NON-TARGET ENVIRONMENT CARD, OR A TARGET WITH 2 OR FEWER HP.

...THE ABYSS... IS COME...
--THE SECRET (YOUNG JUSTICE #14)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

THE ABYSS



ONE-SHOT

YOU MAY DESTROY AN ONGOING CARD, OR A NON-TARGET ENVIRONMENT CARD, OR A TARGET WITH 2 OR FEWER HP.

THE... THE ABYSS... YOU ARE... YOU ARE THE ABYSS...
IT CALLS TO ME... THROUGH! YOU...
--GHOST OF DESPERO, TO THE SECRET (YOUNG JUSTICE #6)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

THE ABYSS



ONE-SHOT

YOU MAY DESTROY AN ONGOING CARD, OR A NON-TARGET ENVIRONMENT CARD, OR A TARGET WITH 2 OR FEWER HP.

YOU ARE HOVERING... HOVERING ON THE ABYSS...
I'VE BEEN THERE MYSELF
--THE SECRET (YOUNG JUSTICE #11)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

ARROWETTE



YOUNG HERO

WHEN YOUNG JUSTICE DEALS PROJECTILE DAMAGE, INCREASE THAT DAMAGE BY 1.

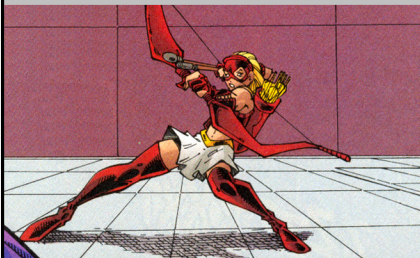
IF THIS CARD WOULD ENTER THE TRASH BY ANY MEANS, SHUFFLE IT BACK INTO YOUR DECK INSTEAD.

AN EXPERT ARCHER, SHE CONSISTENTLY USES NET ARROWS TO CAPTURE HER PREY. APPEARS TO HAVE TIES, ROMANTIC OR OTHERWISE, TO IMPULSE. MOTIVATED TO PROVE HERSELF TO HER MOTHER, THE FIRST ARROWETTE.
--D.E.O. FILE (YOUNG JUSTICE SECRET FILES #1)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

GOLD MEDAL SHOT



ONE-SHOT

YOUNG JUSTICE DEALS 1 TARGET & PROJECTILE DAMAGE.

YOUNG JUSTICE DEALS UP TO 2 TARGETS & PROJECTILE DAMAGE EACH.

ARROWETTE'S ARM IS A BLUR, SLOWING DOWN THE HUGE HUGGA-TUGGA-THUGS WITH POLO ARROWS. WHILE HER CRYONIC ARROWS FREEZE OTHERS IN THEIR PLACE.
--CAPTION (YOUNG JUSTICE #10)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

GOLD MEDAL SHOT



ONE-SHOT

YOUNG JUSTICE DEALS 1 TARGET & PROJECTILE DAMAGE.

YOUNG JUSTICE DEALS UP TO 2 TARGETS & PROJECTILE DAMAGE EACH.

SO MUCH ANGER, AND YOU TOTE AROUND A WEAPON. IF ANYTHING EVER HAPPENED...
--SCHOOL PSYCHOLOGIST MARCY MONEY
DONT SWEAT IT, DOC. I'M THE HERO. TRUST ME. I'VE GOT IT COVERED.
--ARROWETTE
(YOUNG JUSTICE #15)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

GOLD MEDAL SHOT



ONE-SHOT

YOUNG JUSTICE DEALS 1 TARGET & PROJECTILE DAMAGE.

YOUNG JUSTICE DEALS UP TO 2 TARGETS & PROJECTILE DAMAGE EACH.

SIX OUT OF SIX. AGAIN. HO-HUM.
PRACTICE MAKES PERFECT.
--ARROWETTE (YOUNG JUSTICE #8)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

WONDERGIRL



YOUNG HERO

AT THE END OF YOUR TURN, YOUNG JUSTICE REGAINS 1 HP.

IF THIS CARD WOULD ENTER THE TRASH BY ANY MEANS, SHUFFLE IT BACK INTO YOUR DECK INSTEAD.

WONDER GIRL IS SUPER-STRONG, FAST, AND CAN FLY WITHOUT ASSISTANCE.
—D.E.O. FILE (YOUNG JUSTICE SECRET FILES #1)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

LEADERSHIP CHANGE



ONE-SHOT

DISCARD UP TO 3 CARDS.

DRAW TWICE AS MANY CARDS AS WERE DISCARDED THIS WAY.

LEAVE IT! ARE YOU KIDDING? WHAT WE'RE DOING HERE... IT'S... IT'S MYTHIC! WE'RE CONTINUING AN EPIC OF HEROISM AND ADVENTURE THAT GOES BACK MILLENNIA!
—WONDER GIRL (YOUNG JUSTICE #7)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

LEADERSHIP CHANGE



ONE-SHOT

DISCARD UP TO 3 CARDS.

DRAW TWICE AS MANY CARDS AS WERE DISCARDED THIS WAY.

HOLY MERF! —WONDER GIRL
(YOUNG JUSTICE #... WELL, PRETTY MUCH ALL OF THEM)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

LEADERSHIP CHANGE



ONE-SHOT

DISCARD UP TO 3 CARDS.

DRAW TWICE AS MANY CARDS AS WERE DISCARDED THIS WAY.

NICELY PLAYED, WONDY. BRAINS AND LOOKS.
—SUPERBOY (YOUNG JUSTICE #10)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

RED TORNADO



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [YOUNG HERO] CARD IS REVEALED. PUT THE [YOUNG HERO] CARD INTO PLAY AND SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

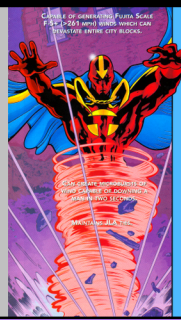
YOU MAY DRAW A CARD.

I'D, EGO, AND SUPEREGO UNLEASHED, I COULD EXPLAIN IT IN MORE DETAIL, BUT I'LL NEED A SLIDE PROJECTOR AND SOME CHARTS.
--RED TORNADO (YOUNG JUSTICE #1)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

RED TORNADO



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [YOUNG HERO] CARD IS REVEALED. PUT THE [YOUNG HERO] CARD INTO PLAY AND SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

YOU MAY DRAW A CARD.

I FIND YOU AN INTERESTING STUDY IN CHARACTER CONFLICTS. BESIDES, THE THOUGHT OF YOU WITHOUT ADULT GUIDANCE IS A TERRIFYING NOTION!
--RED TORNADO (YOUNG JUSTICE #2)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

RED TORNADO



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [YOUNG HERO] CARD IS REVEALED. PUT THE [YOUNG HERO] CARD INTO PLAY AND SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

YOU MAY DRAW A CARD.

I'M...
SORT OF AN ADVICE VENDING MACHINE, I SUPPOSE...
--RED TORNADO (SECRET ORIGINS 80-PAGE GIANT #1)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

JUSTICE CAVE



ONE-SHOT

EACH PLAYER MAY SEARCH THEIR TRASH FOR AN [ONGOING] OR [EQUIPMENT] CARD AND PUT IT INTO THEIR HAND.

YOU MAY DRAW A CARD.

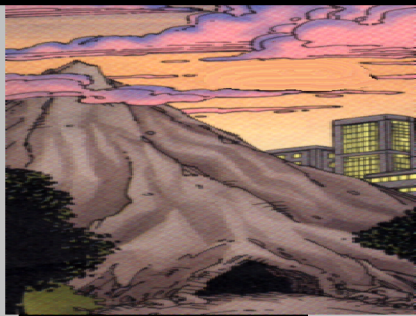
YOU MAY PLAY A CARD.

MEANWHILE, ON THE NEXT PAGE...
--CAPTION (YOUNG JUSTICE #2)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

JUSTICE CAVE



ONE-SHOT

EACH PLAYER MAY SEARCH THEIR TRASH FOR AN [ONGOING] OR [EQUIPMENT] CARD AND PUT IT INTO THEIR HAND.

YOU MAY DRAW A CARD.

YOU MAY PLAY A CARD.

TO BE CONTINUED...? (WELL, DUH)
--CAPTION (YOUNG JUSTICE #9)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

BECOMING HEROES



ONGOING

POWER: SELECT A DAMAGE TYPE. YOUNG JUSTICE DEALS 1 TARGET & DAMAGE OF THE SELECTED TYPE.

HE MUST HAVE OPENED UP THE PENS TO DISTRACT US. --SUPERBOY HE'S RELEASED LIONS! --ROBIN AND TIGERS! AND BEARS! --IMPULSE OH MY! --THE SECRET (YOUNG JUSTICE #6)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

BECOMING HEROES



ONGOING

POWER: SELECT A DAMAGE TYPE. YOUNG JUSTICE DEALS 1 TARGET & DAMAGE OF THE SELECTED TYPE.

THEY'RE THE YOUNG JUSTICE LEAGUE OF AMERICA! --ACE ATCHINSON NO... WE'RE YOUNG, BUT JUST US. --IMPULSE OH, OKAY! YOUNG JUSTICE. --ACE ATCHINSON WHATEVER. --IMPULSE (YOUNG JUSTICE #2)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

BECOMING HEROES



ONGOING

POWER: SELECT A DAMAGE TYPE. YOUNG JUSTICE DEALS 1 TARGET & DAMAGE OF THE SELECTED TYPE.

I BET NONE OF YOU CAN LAY CLAIM TO KNOWING WHAT A NORMALTEEN LIFE IS SUPPOSED TO BE! GEEZ, YOU'RE SO JUDGEMENTAL I WANNA PUKE! --ARROWETTE, TO THE ENTIRE JLA (YOUNG JUSTICE #6)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

EMPRESS



ONGOING

POWER: YOUNG JUSTICE DEALS 1 TARGET 2 PSYCHIC DAMAGE. YOU MAY DRAW A CARD.

I FELT, THROUGH THE STAFF... POWER... AS IF MY MIND WAS OPENING UP AND I WAS UNDERSTANDING THE ENTIRETY OF THE WORLD... AND ALL THAT LAY BEYOND.
--EMPRESS (YOUNG JUSTICE #33)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

EMPRESS



ONGOING

POWER: YOUNG JUSTICE DEALS 1 TARGET 2 PSYCHIC DAMAGE. YOU MAY DRAW A CARD.

I FELT, THROUGH THE STAFF... POWER... AS IF MY MIND WAS OPENING UP AND I WAS UNDERSTANDING THE ENTIRETY OF THE WORLD... AND ALL THAT LAY BEYOND.
--EMPRESS (YOUNG JUSTICE #33)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

LIL LOBO



ONGOING, LIMITED

POWER: YOUNG JUSTICE DEALS UP TO 5 TARGETS 1 MELEE DAMAGE EACH.

POWER: YOUNG JUSTICE DEALS 1 TARGET 5 MELEE DAMAGE. DRAW A CARD. DISCARD THIS CARD.

TIME FOR FIFTEEN ROUNDS WITH THE TOP TEEN!
AND YOU'RE ONLY GONNA LAST FOR ONE OF 'EM!
--LIL LOBO (YOUNG JUSTICE #20)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

LIL LOBO



ONGOING, LIMITED

POWER: YOUNG JUSTICE DEALS UP TO 5 TARGETS 1 MELEE DAMAGE EACH.

POWER: YOUNG JUSTICE DEALS 1 TARGET 5 MELEE DAMAGE. DRAW A CARD. DISCARD THIS CARD.

TIME FOR FIFTEEN ROUNDS WITH THE TOP TEEN!
AND YOU'RE ONLY GONNA LAST FOR ONE OF 'EM!
--LIL LOBO (YOUNG JUSTICE #20)

SENTINELS CROSSOVER CRISIS

YOUNG Justice

SLOBO

5



LIMITED

WHEN YOUNG JUSTICE WOULD BE DEALT DAMAGE, YOU MAY REDIRECT THAT DAMAGE TO THIS CARD.

WHEN THIS CARD IS DESTROYED, DRAW A CARD.

AW, FRAG! --SLOBO (YOUNG JUSTICE #55)

SENTINELS
CROSSOVER CRISIS

YOUNG
Justice

SLOBO

5



LIMITED

WHEN YOUNG JUSTICE WOULD BE DEALT DAMAGE, YOU MAY REDIRECT THAT DAMAGE TO THIS CARD.

WHEN THIS CARD IS DESTROYED, DRAW A CARD.

AW, FRAG! --SLOBO (YOUNG JUSTICE #55)

SENTINELS
CROSSOVER CRISIS

YOUNG
Justice

INTERVENTION



ONE-SHOT

DRAW A CARD.

ALL HERO TARGETS EXCEPT THOSE IN YOUR PLAY AREA REGAIN 1 HP.

AND YOU OWE US...
...SOME EXPLANATIONS.
--SUPERMAN (YOUNG JUSTICE #5)

SENTINELS
CROSSOVER CRISIS

YOUNG
Justice

INTERVENTION



ONE-SHOT

DRAW A CARD.

ALL HERO TARGETS EXCEPT THOSE IN YOUR PLAY AREA REGAIN 1 HP.

I... BELIEVE WE CAN CALL THE ENTIRE MATTER A WASH, BATMAN. AFTER ALL, THEY'RE YOUNG... AND YOUTH SHOULD BE ABLE TO EXCUSE A FEW THINGS. I'M SURE THE LOVELY MISS ARROWETTE WOULD AGREE...?
--SUPERMAN (YOUNG JUSTICE #5)

SENTINELS
CROSSOVER CRISIS

YOUNG
Justice



1st playtest version 2012 – stable (1st "final") version 2014 – last functional change 2018 – **Ultimate Edition 2024**
(other than promo Hero Character cards and typos this deck is, at long last, DONE!) -- 26 June 2024