
AMERICA'S FINEST
LEGACY
32
• PLAY A CARD
• USE A POWER
• DRAW A CARD
GALVANIZE THE TROOPS
POWER: UNTIL THE START OF YOUR NEXT TURN, INCREASE DAMAGE DEALT BY HERO TARGETS BY 1.
young
LEGACY
30
• PLAY A CARD
• USE A POWER
• DRAW A CARD
ATOMIC GLARE
POWER: LEGACY DEALS 1 TARGET 3 ENERGY DAMAGE.
AMERICA'S GREATEST
LEGACY
30
• PLAY A CARD
• USE A POWER
• DRAW A CARD
GUNG-HO
POWER: 1 HERO REGAINS 1 HP AND MAY USE A POWER NOW.


AMERICA'S CLEVEREST
LEGACY
32
• PLAY A CARD
• USE A POWER
• DRAW A CARD
SOLVE PUZZLE!
POWER: DISCARD THE TOP CARD OF A DECK. YOU MAY EITHER PLAY OR DESTROY A NON-CHARACTER CARD THAT SHARES A KEYWORD WITH THE DISCARDED CARD.
FREEDOM FIVE
LEGACY
32
• PLAY A CARD
• USE A POWER
• DRAW A CARD
OVERWATCH
POWER: YOU MAY EITHER MOVE AN ENVIRONMENT CARD IN PLAY TO THE BOTTOM OF THE ENVIRONMENT DECK OR ONE PLAYER MAY PLAY A CARD.


THE INDESTRUCTIBLE
BUNKER
28
• PLAY A CARD
• USE A POWER
• DRAW A CARD
RADAR SWEEP
POWER: DRAW A CARD.
BUNKER
ENGINE OF WAR
27
• PLAY A CARD
• USE A POWER
• DRAW A CARD
LOCOMOTION
POWER: DISCARD A MODE CARD. IF YOU DO, YOU MAY DESTROY AN ONGOING CARD.
G.I.
BUNKER
27
• PLAY A CARD
• USE A POWER
• DRAW A CARD
PANZER-BUSTER
POWER: SELECT A TARGET. DAMAGE DEALT TO THAT TARGET IS DOUBLED UNTIL THE START OF YOUR NEXT TURN.


TERMINATION
BUNKER
26
• PLAY A CARD
• USE A POWER
• DRAW A CARD
MODULIZE
POWER: DESTROY 1 OF YOUR ONGOING OR EQUIPMENT CARDS. IF YOU DO, DRAW 1 CARD, PLAY 1 CARD, AND USE A POWER, IN ANY ORDER.
FREEDOM FIVE
BUNKER
29
• PLAY A CARD
• USE A POWER
• DRAW A CARD
TACTICAL UPLINK
POWER: REVEAL, THEN REPLACE THE TOP CARD OF EACH HERO DECK. IF YOU REVEAL A MODE, PUT IT INTO PLAY. ONE PLAYER MAY DISCARD THE TOP CARD OF THEIR DECK INTO PLAY.


TACHYON
THE QUICKEST WOMAN ON EARTH!
27
• PLAY A CARD
• USE A POWER
• DRAW A CARD
RAPID RECON
POWER: LOOK AT THE TOP CARD OF YOUR HERO DECK. YOU MAY DISCARD THAT CARD.
THE SUPER-SCIENTIFIC
TACHYON
26
• PLAY A CARD
• USE A POWER
• DRAW A CARD
EXPERIMENT
POWER: REVEAL THE BOTTOM TWO CARDS OF A DECK. IF THEY SHARE A KEYWORD, PUT THEM INTO PLAY. IF NOT, DISCARD THEM.
TACHYON
TEAM LEADER
28
• PLAY A CARD
• USE A POWER
• DRAW A CARD
TEAM LEADER
POWER: EACH PLAYER DRAWS 1 CARD.
FREEDOM FIVE
TACHYON
26
• PLAY A CARD
• USE A POWER
• DRAW A CARD
BLITZ
POWER: TACHYON DEALS 1 TARGET 1 MELEE DAMAGE. YOU MAY MOVE A BURST CARD FROM YOUR TRASH TO THE BOTTOM OF YOUR DECK. IF YOU DO, USE THIS POWER AGAIN NOW.


MYSTERY COMICS PRESENTS
THE
WRAITH
26
• PLAY A CARD
• USE A POWER
• DRAW A CARD
STEALTH
POWER: REDUCE THE NEXT DAMAGE THAT WOULD BE DEALT TO THE WRAITH BY 2.
THE
WRAITH
27
• PLAY A CARD
• USE A POWER
• DRAW A CARD
SWEEP FOR CLUES
POWER: REVEAL THE TOP CARD OF THE ENVIRONMENT DECK. DISCARD IT OR PLAY IT.
THE
WRAITH
PRICE OF FREEDOM
25
• PLAY A CARD
• USE A POWER
• DRAW A CARD
LAST STAND
POWER: THE WRAITH DEALS UP TO 2 TARGETS 1 MELEE DAMAGE EACH.
FREEDOM FIVE
THE
WRAITH
28
• PLAY A CARD
• USE A POWER
• DRAW A CARD
CLANDESTINE FUNDING
POWER: DRAW A CARD. UNTIL THE END OF YOUR NEXT TURN, WHENEVER YOU DRAW A CARD, YOU MAY DISCARD A CARD TO DO ANOTHER PLAYER DRAWS A CARD.


ABSOLUTE
ZERO
29
• PLAY A CARD
• USE A POWER
• DRAW A CARD
THERMODYNAMIC SHIFT
POWER: ABSOLUTE ZERO DEALS HIMSELF 1 FIRE DAMAGE OR 1 COLD DAMAGE.
ABSOLUTE
ZERO
ELEMENTAL WRATH
27
• PLAY A CARD
• USE A POWER
• DRAW A CARD
ELEMENTAL WRATH
POWER: ABSOLUTE ZERO DEALS 1 NON-HERO TARGET 2 COLD DAMAGE.
TERMINATION
ABSOLUTE
ZERO
25
• PLAY A CARD
• USE A POWER
• DRAW A CARD
VIOLENT SHIVERS
POWER: UNTIL THE END OF YOUR NEXT TURN, INCREASE ALL DAMAGE DEALT BY AND TO ABSOLUTE ZERO BY 2.
FREEDOM FIVE
ABSOLUTE
ZERO
28
• PLAY A CARD
• USE A POWER
• DRAW A CARD
PILOT LIGHT
POWER: ABSOLUTE ZERO DEALS HIMSELF 2 FIRE DAMAGE. IF HE TAKES DAMAGE THIS WAY, SEARCH YOUR DECK FOR AN ONGOING CARD AND PUT IT INTO PLAY. SHUFFLE YOUR DECK.


THE SAVAGE
HAKA
34
CRUSHING BLOW
POWER: HAKA DEALS 2 MELEE DAMAGE TO ONE TARGET.
THE ETERNAL
HAKA
33
HAKA OF KNOWLEDGE
POWER: DRAW 1 CARD. YOU MAY DISCARD 1 CARD WITH "HAKA" IN THE TITLE. IF YOU DO, DRAW 2 CARDS.
PRIME WARDENS
HAKA
35
GUARDIAN SPIRIT
POWER: PLAY A CARD. IF THAT CARD HAS "HAKA" IN THE TITLE, SELECT ONE TARGET TO GAIN THE BENEFIT OF YOUR DISCARDING.
PRIME WARDENS
HAKA
32
DIE HARD
POWER: SELECT A HERO CHARACTER CARD. UNTIL THE START OF YOUR NEXT TURN, REDIRECT DAMAGE SUFFERED BECAUSE OF THAT TARGET TO HAKA INSTEAD. WHENEVER HAKA IS DEALT DAMAGE THIS WAY, HE REGAINS 1 HP.


THE INHUMAN
TEMPEST
26
SUDDEN SQUALL
POWER: TEMPEST DEALS 1 PROJECTILE DAMAGE TO ALL NON-HERO TARGETS.
TEMPEST
FREEDOM!
25
SACRIFICE
POWER: DESTROY 1 OF YOUR CARDS. IF YOU DO, DRAW 3 CARDS.
PRIME WARDENS
TEMPEST
27
ARC OF POWER
POWER: PLAY UP TO 3 CARDS. EACH TIME YOU PLAY A CARD THIS WAY, THE ENVIRONMENT DEALS TEMPEST 1 LIGHTNING DAMAGE.
PRIME WARDENS
TEMPEST
24
THUNDERSTRUCK
POWER: TEMPEST DEALS 1 TARGET 1 LIGHTNING DAMAGE. A NON-CHARACTER TARGET DEALT DAMAGE THIS WAY LOSES ANY "END OF TURN" EFFECTS ON IT'S CARD UNTIL THE START OF TEMPEST'S NEXT TURN.


FANATIC
30
EXORCISM
POWER: FANATIC DEALS 1 MELEE DAMAGE AND 1 RADIANT DAMAGE TO ONE TARGET.
FANATIC
THE REDEEMER
31
REDEMPTION
POWER: FANATIC REGAINS 1 HP. DRAW 1 CARD.
PRIME WARDENS
FANATIC
29
RESOLUTION
POWER: FANATIC DEALS HERSELF 5 RADIANT DAMAGE. PLAY THE TOP CARD OF YOUR DECK. FANATIC MAY USE A POWER NOW.
PRIME WARDENS
FANATIC
28
KILL THE SPIRIT
POWER: FANATIC DEALS 1 TARGET 1 RADIANT DAMAGE. UNTIL THE END OF YOUR NEXT TURN, REDIRECT ALL DAMAGE DEALT BY FANATIC TO THAT TARGET.


CAPTAIN
COSMIC
27
FABRICATION
POWER: REVEAL THE TOP CARD OF YOUR DECK. PUT IT INTO PLAY OR INTO YOUR HAND.
PRIME WARDENS
CAPTAIN
COSMIC
28
ABSORPTION
POWER: UNTIL THE START OF YOUR NEXT TURN, WHENEVER A CONSTRUCT CARD IS DESTROYED, YOU MAY SHUFFLE IT INTO YOUR DECK. INSTEAD, AND EITHER DRAW A CARD OR PLAY A CARD.
CAPTAIN
COSMIC
REQUITAL
29
REQUITAL
POWER: REVEAL THE TOP 3 CARDS OF YOUR DECK. PUT THEM INTO PLAY IN ANY ORDER. IF THERE ARE 4 OR MORE CONSTRUCTS IN PLAY, EACH CONSTRUCT DEALS CAPTAIN 2 PSYCHIC DAMAGE.
PRIME WARDENS
CAPTAIN
COSMIC
26
PLAY WITH MADNESS
POWER: CAPTAIN COSMIC DEALS 1 TARGET 1 ENERGY DAMAGE. EACH CONSTRUCT DEALS THAT TARGET 1 ENERGY DAMAGE.


THE
ARGENT ADEPT
24
ARIA OF ORDER
POWER: ACTIVATE A PERFORM TEXT.
PRIME WARDENS
ARGENT ADEPT
25
SYMPHONY OF STRUCTURE
POWER: PUT THE BOTTOM CARD OF YOUR DECK INTO PLAY. YOU MAY ACTIVATE AN ACCOMPANY TEXT.
THE
ARGENT ADEPT
DARK CONDUCTOR
23
DARK DYNAMICS
POWER: REVEAL THE TOP CARD OF ANY DECKS. PUT IT INTO PLAY IF IT'S A VILLAIN CARD. PUT IT INTO YOUR HAND IF IT'S A HERO CARD.
PRIME WARDENS
ARGENT ADEPT
26
REBEL YELL
POWER: THE ARGENT ADEPT DEALS 1 TARGET OTHER THAN HIMSELF 2 SONIC DAMAGE. IF A HERO IS DEALT DAMAGE THIS WAY, THEY PLAY A CARD AND USE A POWER.


THE MIGHTY
RA
30
BLAZING PYRE
POWER: RA DEALS 2 FIRE DAMAGE TO ONE TARGET.
RA
HORUS OF TWO HORIZONS
29
SUNRISE
POWER: DRAW 3 CARDS. DISCARD 2 CARDS.
RA
SETTING SON
28
SUNSET
POWER: RA DEALS EACH NON-HERO TARGET AND HIMSELF 2 IRREDUCIBLE FIRE DAMAGE. DESTROY ONE OF YOUR ONGOING CARDS. REMOVE THE TOP 2 CARDS OF YOUR DECK AND TRASH FROM THE GAME.

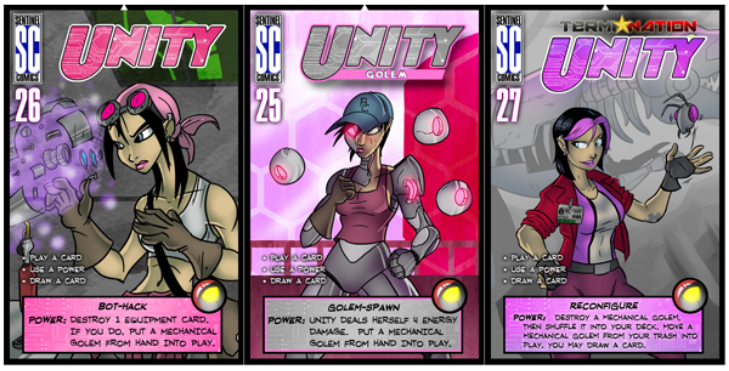

THE
VISIONARY
26
UNCLOUD THE MIND
POWER: ONE PLAYER DRAWS 2 CARDS THEN DISCARDS 1 CARD.
DARK
VISIONARY
25
TURMOIL
POWER: REVEAL THE TOP 2 CARDS OF A DECK. PUT 1 ON TOP AND 1 ON THE BOTTOM OF THE DECK.
VISIONARY
UNLEASHED
27
CRUSHING LUCIDITY
POWER: THE VISIONARY DEALS 1 TARGET X PSYCHIC DAMAGE, WHERE X IS THE NUMBER OF YOUR ONGOING CARDS IN PLAY.

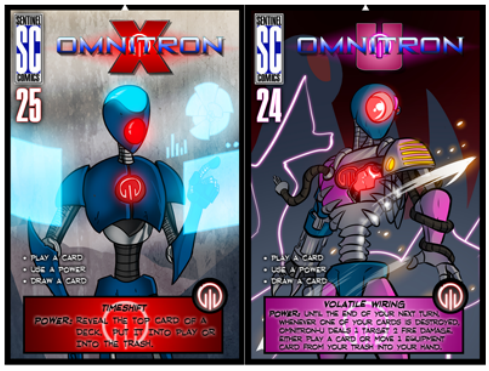

MISTER
FIXER
28
HAMMERFIST STRIKE
POWER: MR. FIXER DEALS 1 MELEE DAMAGE TO 1 TARGET.
DARK WATCH
MISTER
FIXER
29
BITTER STRIKE
POWER: MR. FIXER DEALS 1 TARGET 3 MELEE DAMAGE. DESTROY A HERO ONGOING OR EQUIPMENT CARD.


EXPATRIETTE
THE ONE-WOMAN ARMY
29
LOCK AND LOAD
POWER: PLAY A CARD.
DARK WATCH
EXPATRIETTE
30
AIM
POWER: INCREASE DAMAGE DEALT BY EXPATRIETTE BY 1 UNTIL THE END OF YOUR NEXT TURN.

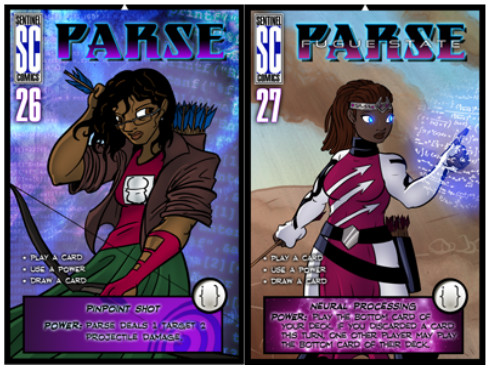

NIGHTMIST
27
SECOND SIGHT
POWER: NIGHTMIST DEALS HERSELF 2 INFERNAL DAMAGE. DRAW 2 CARDS.
DARK WATCH
NIGHTMIST
28
ATTUNEMENT
POWER: REVEAL THE TOP 3 CARDS OF YOUR DECK. PUT THEM BACK ON TOP OF YOUR DECK IN ANY ORDER.


SETBACK
A Change from Better to Worse
31
RISK
POWER: ADD 1 TOKEN TO YOUR UNLUCKY POOL. PLAY THE TOP CARD OF YOUR DECK.
DARK WATCH
SETBACK
A Change from Better to Worse
30
MITIGATE
POWER: REMOVE 1 TOKEN FROM YOUR UNLUCKY POOL. REDUCE THE NEXT DAMAGE DEALT TO A HERO TARGET BY 2.

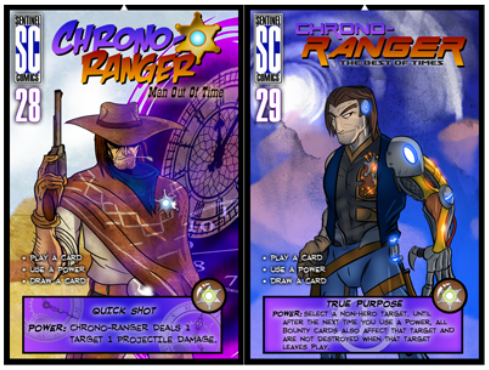

UNITY
26
BOT-HACK
POWER: DESTROY 1 EQUIPMENT CARD. IF YOU DO, PUT A MECHANICAL GOLEM FROM HAND INTO PLAY.
UNITY
GOLEM
25
GOLEM-SPAWN
POWER: UNITY DEALS HERSELF 4 ENERGY DAMAGE. PUT A MECHANICAL GOLEM FROM HAND INTO PLAY.
TERMINATION
UNITY
27
RECONFIGURE
POWER: DESTROY A MECHANICAL GOLEM, THEN SHUFFLE IT INTO YOUR DECK. MOVE A MECHANICAL GOLEM FROM YOUR TRASH INTO PLAY. YOU MAY DRAW A CARD.


OMNITRON
X
25
TIMESHIFT
POWER: REVEAL THE TOP CARD OF A DECK. PUT IT INTO PLAY OR INTO THE TRASH.
OMNITRON
II
24
VOLATILE WIRING
POWER: UNTIL THE END OF YOUR NEXT TURN, WHENEVER ONE OF YOUR CARDS IS DESTROYED, OMNITRON-II DEALS 1 TARGET 2 FIRE DAMAGE. EITHER PLAY A CARD OR MOVE 1 EQUIPMENT CARD FROM YOUR TRASH INTO YOUR HAND.


THE
SCHOLAR
29
BETTER LIVING
POWER: THE SCHOLAR REGAINS 1 HP.
THE
SCHOLAR
OF THE INFINITE
31
CHANNEL
POWER: THE SCHOLAR DEALS HIMSELF AND 1 TARGET X INFERNAL DAMAGE, WHERE X IS THE NUMBER OF CARDS YOU'VE DISCARDED SINCE THE END OF YOUR LAST TURN PLUS 1.


PARSE
26
PINPOINT SHOT
POWER: PARSE DEALS 1 TARGET 2 PROJECTILE DAMAGE.
PARSE
PUNCTUATE
27
NEURAL PROCESSING
POWER: PLAY THE BOTTOM CARD OF YOUR DECK. IF YOU DISCARDED A CARD THIS TURN, ONE OTHER PLAYER MAY PLAY THE BOTTOM CARD OF THEIR DECK.

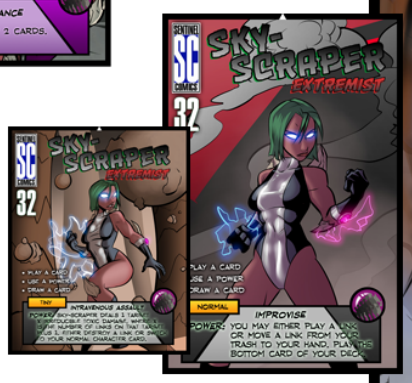

SENTINEL SC COMICS
30
KNYFE
AGENT KILLER
• PLAY A CARD
• USE A POWER
• DRAW A CARD
ENERGY LANCE
POWER: KNYFE DEALS 1 TARGET 2 ENERGY DAMAGE.
SENTINEL SC COMICS
29
K.N.Y.F.E.
ROGUE AGENT
• PLAY A CARD
• USE A POWER
• DRAW A CARD
INFILTRATION
POWER: REVEAL THE BOTTOM CARD OF A DECK. EITHER PUT IT INTO PLAY OR DISCARD IT.


SENTINEL SC COMICS
28
CHRONO RANGER
Man Out Of Time
• PLAY A CARD
• USE A POWER
• DRAW A CARD
QUICK SHOT
POWER: CHRONO-RANGER DEALS 1 TARGET 1 PROJECTILE DAMAGE.
SENTINEL SC COMICS
29
CHRONO-RANGER
THE BEST OF TIMES
• PLAY A CARD
• USE A POWER
• DRAW A CARD
TRUE PURPOSE
POWER: SELECT A NON-HERO TARGET. UNTIL AFTER THE NEXT TIME YOU USE A POWER, ALL BOUNTY CARDS ALSO AFFECT THAT TARGET AND ARE NOT DESTROYED WHEN THAT TARGET LEAVES PLAY.


SENTINEL SC COMICS
29
THE NATURALIST
• PLAY A CARD
• USE A POWER
• DRAW A CARD
TRANSFORM
POWER: SEARCH YOUR DECK OR TRASH FOR A FORM AND PUT IT INTO PLAY. IF YOU SEARCHED YOUR DECK, SHUFFLE YOUR DECK.
SENTINEL SC COMICS
27
THE HUNTED NATURALIST
• PLAY A CARD
• USE A POWER
• DRAW A CARD
DESPERATE PREY
POWER: SELECT OR UNTIL THE END OF YOUR NEXT TURN, YOU MAY ACTIVATE THAT ICON'S EFFECTS. EITHER DRAW A CARD OR PLAY A CARD.


SENTINEL SC COMICS
27
YOU WERE EXPECTING SOMEONE ELSE?
• PLAY A CARD
• USE A POWER
• DRAW A CARD
TOUGH CHOICES
POWER: DRAW A CARD OR PLAY A CARD. HOW TO CHOOSE? ALSO, SELECT OR TARGET 1 HERO. DIVORCE BUT WHOA!
SENTINEL SC COMICS
25
Santa Guise
• PLAY A CARD
• USE A POWER
• DRAW A CARD
IT'S GIFT-MAS TIME!
POWER: PUT THE TOP CARD OF EACH HERO DECK FACE-DOWN IN THEIR PLAY AREA.
POWER: ONE PLAYER MAY FLIP ALL FACE-DOWN CARDS IN THEIR PLAY AREA, TREATING THEM AS IF THEY WERE JUST PUT INTO PLAY.
SENTINEL SC COMICS
26
COMPLETIONIST GUISE
• PLAY A CARD
• USE A POWER
• DRAW A CARD
IMPRESSIVE COLLECTION
POWER: REPLACE A HERO CHARACTER CARD IN PLAY WITH A VARIANT OF THAT HERO, PUT THE REPLACED CARD SAFELY UNDER THIS CARD. EITHER USE THE POWER OR THE REPLACED CARD (TREATING ANY HERO NAMES ON THAT CARD AS PASSIVE). OR, DEALS 1 TARGET 2 PSYCHIC DAMAGE.


SENTINEL SC COMICS
33
SKY-SCRAPER
• PLAY A CARD
• USE A POWER
• DRAW A CARD
HUGE
CONCUSSIVE CLAP
POWER: SKY-SCRAPER DEALS EACH NON-HERO TARGET 2 SONIC DAMAGE AND EACH HERO TARGET 0 SONIC DAMAGE.
SENTINEL SC COMICS
33
SKY-SCRAPER
• PLAY A CARD
• USE A POWER
• DRAW A CARD
NORMAL
SURVEILLANCE
POWER: DRAW 2 CARDS.
SENTINEL SC COMICS
33
SKY-SCRAPER
TINY
SNEAKING
POWER: PLAY UP TO 3 LINK CARDS. YOU MAY MOVE TO YOUR HAND EITHER 3 LINK CARDS FROM PLAY OR 3 LINK CARDS FROM YOUR TRASH.


SENTINEL SC COMICS
32
SKY-SCRAPER
EXTREMIST
TINY
INTRAVENOUS ASSAULT
POWER: SKY-SCRAPER DEALS 1 TARGET 1 PROJECTILE TOXIC DAMAGE. MARVEL IS THE NUMBER OF LINKS ON THAT TARGET. PLACE 3 LINKS DIRECTLY UNDER THIS CARD. PLACE YOUR NORMAL CHARACTER CARD.
SENTINEL SC COMICS
32
SKY-SCRAPER
EXTREMIST
• PLAY A CARD
• USE A POWER
• DRAW A CARD
NORMAL
IMPROVISE
POWER: YOU MAY EITHER PLAY A LINK OR MOVE A LINK FROM YOUR TRASH TO YOUR HAND. PLAY THE BOTTOM CARD OF YOUR DECK.


SENTINEL SC COMICS
32
SKY-SCRAPER
EXTREMIST
• PLAY A CARD
• USE A POWER
• DRAW A CARD
HUGE
UPHEAVAL
POWER: DESTROY AN ENVIRONMENT CARD. IF IT WAS A TARGET, SKY-SCRAPER DEALS 1 TARGET 3 PROJECTILE DAMAGE. IF NOT, SKY-SCRAPER DEALS EACH TARGET 2 SONIC DAMAGE AND SWITCHES TO HER NORMAL CHARACTER CARD.


14
MAINSTAY
BLOCK
POWER: REDUCE DAMAGE DEALT TO YOUR HERO TARGET BY 1 UNTIL THE START OF YOUR NEXT TURN.
13
THE SENTINELS
DOCTOR MEDICO
M.D.
POWER: 1 HERO TARGET REGAINS 1 HP.
11
IDEALIST
TELEKINETIC JAB
POWER: THE IDEALIST DEALS 1 TARGET 2 PSYCHIC DAMAGE.
14
WRAITH
EXTRACT
POWER: REVEAL THE BOTTOM CARD OF A DECK. DISCARD IT OR PUT IT ON TOP OF THE DECK.

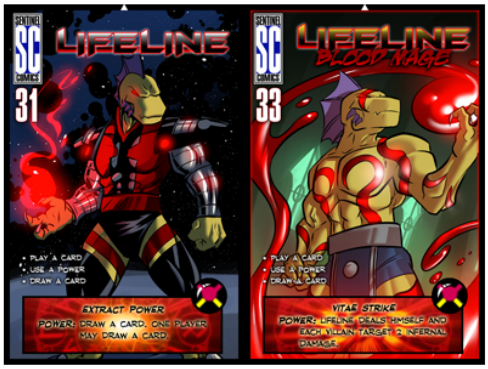

15
MAINSTAY
HAYMAKER
POWER: MAINSTAY DEALS 1 TARGET 2 MELEE DAMAGE. THE NEXT DAMAGE DEALT TO THAT TARGET IS IRREDUCIBLE.
14
THE ADAMANT SENTINELS
DOCTOR MEDICO
REGENERATION
POWER: EACH OF THE SENTINELS REGAINS 1 HP. YOU MAY DRAW A CARD.
12
IDEALIST
TELEKINETIC THUMP
POWER: THE IDEALIST DEALS 1 TARGET 1 PSYCHIC DAMAGE. REDUCE DAMAGE DEALT BY A TARGET DEALT DAMAGE THIS WAY BY 1 UNTIL THE START OF YOUR NEXT TURN.
13
WRAITH
SHROUD
POWER: THE NEXT TIME A NON-HERO TARGET IS DESTROYED, YOU MAY MOVE IT TO THE BOTTOM OF ITS DECK INSTEAD OF THE TRASH.


SENTINEL SC COMICS
LUMINARY
27
• PLAY A CARD
• USE A POWER
• DRAW A CARD
DIVISE
POWER: DISCARD THE TOP 2 CARDS OF YOUR DECK. MOVE ANY DEVICES DISCARDED THIS WAY INTO PLAY.
SENTINEL SC COMICS
HEROIC LUMINARY
28
• PLAY A CARD
• USE A POWER
• DRAW A CARD
EMPOWERED ATTACK
POWER: LUMINARY DEALS A TARGET X LIGHTNING DAMAGE, WHERE X IS THE NUMBER OF DEVICES IN PLAY.


SENTINEL SC COMICS
THE HARPY
26
• PLAY A CARD
• USE A POWER
• DRAW A CARD
ARCANE BLAST
POWER: THE HARPY DEALS 1 TARGET 2 INFERNAL DAMAGE.
SENTINEL SC COMICS
DARK WATCH THE HARPY
27
• PLAY A CARD
• USE A POWER
• DRAW A CARD
REFOCUS
POWER: FLIP ONE CONTROL TOKEN. YOU MAY PLAY A CARD.


SENTINEL SC COMICS
AKASH'THRIYA
50
• PLAY A CARD
• USE A POWER
• DRAW A CARD
DORMANT ESSENCE
POWER: PUT A PRIMORDIAL SEED FROM YOUR HAND OR TRASH INTO THE ENVIRONMENT TRASH. DRAW A CARD.
SENTINEL SC COMICS
AKASH'THRIYA
SPIRIT OF THE VOID
40
• PLAY A CARD
• USE A POWER
• DRAW A CARD
ESSENCE ERUPTION
POWER: EITHER DRAW A CARD OR PLAY A CARD. EACH PRIMORDIAL SEED IN PLAY DEALS 1 TARGET 1 TOXIC DAMAGE.


SENTINEL SC COMICS
LA COMODORA
29
• PLAY A CARD
• USE A POWER
• DRAW A CARD
TIME'S LESSONS
POWER: SHUFFLE A HERO DECK. SELECT A CARD FROM THAT DECK'S TRASH. PUT IT UNDER THE TOP CARD OF THE DECK.
SENTINEL SC COMICS
LA COMODORA
CURSE OF THE BLACK SPOT
28
• PLAY A CARD
• USE A POWER
• DRAW A CARD
BACKTRACK SHOT
POWER: LA COMODORA DEALS 1 TARGET 1 ENERGY DAMAGE. DISCARD THE TOP CARD OF A DECK.


SENTINEL SC COMICS
LIFELINE
31
• PLAY A CARD
• USE A POWER
• DRAW A CARD
EXTRACT POWER
POWER: DRAW A CARD. ONE PLAYER MAY DRAW A CARD.
SENTINEL SC COMICS
LIFELINE
BLOOD MAGE
33
• PLAY A CARD
• USE A POWER
• DRAW A CARD
VITAE STRIKE
POWER: LIFELINE DEALS HIMSELF AND EACH VILLAIN TARGET 2 INFERNAL DAMAGE.


SENTINEL SC COMICS
STUNTMAN
27
• PLAY A CARD
• USE A POWER
• DRAW A CARD
TIREUR INCROYABLE
POWER: STUNTMAN DEALS 1 TARGET 1 INFLICTIBLE PROJECTILE DAMAGE. INCREASE THAT DAMAGE BY 2 WHEN THIS POWER IS USED OUTSIDE YOUR TURN.
SENTINEL SC COMICS
STUNTMAN
ACTION HERO
28
• PLAY A CARD
• USE A POWER
• DRAW A CARD
ALL MY OWN STUNTS
POWER: UNTIL THE START OF YOUR NEXT TURN, INCREASE DAMAGE DEALT BY STUNTMAN BY 1. YOU MAY PLAY A CARD.


SENTINEL SC COMICS
MAINSTAY
28
• PLAY A CARD
• USE A POWER
• DRAW A CARD
BEATDOWN
POWER: MAINSTAY DEALS 1 TARGET 1 MELEE DAMAGE, THEN DEALS 1 TARGET 1 MELEE DAMAGE.
SENTINEL SC COMICS
MAINSTAY
ROAD WARRIOR
29
• PLAY A CARD
• USE A POWER
• DRAW A CARD
BRING IT
POWER: UNTIL THE START OF YOUR NEXT TURN, WHENEVER A TARGET DEALS DAMAGE TO MAINSTAY, HE MAY DEAL THAT TARGET 1 MELEE DAMAGE.


SENTINEL SC COMICS
DOCTOR MEDICO
24
• PLAY A CARD
• USE A POWER
• DRAW A CARD
CLINICAL CONSULT
POWER: SELECT A TARGET. THE NEXT TIME THAT TARGET REGAINS HP, INCREASE THE AMOUNT REGAINED BY 2.
SENTINEL SC COMICS
DOCTOR MEDICO
MALPRACTICE
27
• PLAY A CARD
• USE A POWER
• DRAW A CARD
RED RIGHT HAND
POWER: UNTIL THE END OF YOUR NEXT TURN, WHENEVER A HERO TARGET WOULD REGAIN HP, DR. MEDICO INSTEAD DEALS 1 TARGET THAT AMOUNT OF ENERGY DAMAGE INSTEAD.


SENTINEL SC COMICS
the IDEALIST
24
• PLAY A CARD
• USE A POWER
• DRAW A CARD
WILD IMAGINATION
POWER: DRAW A CARD. YOU MAY PUT A FRAMENT FROM YOUR HAND UNDER A CONCEPT IN PLAY.
SENTINEL SC COMICS
SUPER GENIUS
IDEALIST
25
• PLAY A CARD
• USE A POWER
• DRAW A CARD
FORM THE HEAD
POWER: MOVE A CONCEPT FROM IN PLAY AND ANY CARDS UNDER IT, TO UNDER THIS CARD. THE IDEALIST DEALS 1 TARGET X ENERGY DAMAGE, WHERE X IS THE NUMBER OF CARDS UNDER THIS CARD. DESTROY A CARD UNDER THIS CARD.


SENTINEL SC COMICS
WRITHE
19
• PLAY A CARD
• USE A POWER
• DRAW A CARD
SINK INTO SHADOW
POWER: DRAW 2 CARDS. SELECT A HERO FOR THE SHADOW BREAK AND PUT IT INTO PLAY. SHUFFLE YOUR DECK.
SENTINEL SC COMICS
WRITHE
COSMIC INVENTOR
22
• PLAY A CARD
• USE A POWER
• DRAW A CARD
MK II SHADOW PROJECTOR
POWER: DRAW 2 CARDS. SELECT A HERO UNTIL THE START OF YOUR NEXT TURN, PREVENT THE FIRST DAMAGE DEALT TO THAT HERO EACH TURN.


SENTINEL SC COMICS
BENCHMARK
31
• PLAY A CARD
• USE A POWER
• DRAW A CARD
THE NEW STANDARD
POWER: DRAW A CARD. BENCHMARK DEALS 1 TARGET 1 ENERGY DAMAGE.


SENTINEL SC COMICS
BENCHMARK
29
• PLAY A CARD
• USE A POWER
• DRAW A CARD
DESPERATE MEASURES
POWER: BENCHMARK REGAINS 1 HP. PLAY THE TOP CARD OF YOUR DECK.


40
BARON BLADE
VILLAIN
TERRALUNAR IMPULSION BEAM INVENTOR
30
BARON BLADE
MAD BOMBER
VILLAIN
MAD BOMBER


80
CITIZEN DAWN
VILLAIN, CITIZEN
LEADER OF THE CITIZENS OF THE SUN


100
OMNITRON
VILLAIN, DEVICE
SELF-AWARE ROBOTICS FACTORY
100
COSMIC OMNITRON
VILLAIN, DEVICE
COSMIC-POWERED EXTERMINATOR


90
GRAND WARLORD
VOSS
VILLAIN, THORATHIAN
CONQUERING ALIEN WARLORD


35
THE CHAIRMAN
VILLAIN
MASTER OF THE UNDERWORLD


70
THE MATRIARCH
VILLAIN
HER AVIAN MAJESTY


85
PLAGUE RAT
VILLAIN
PLAGUEBEARER


80
SPITE
VILLAIN
TRANSHUMAN SERIAL KILLER
90
SPITE
AGENT OF GLOOM
VILLAIN
AGENT OF GLOOM


200
Akwabbhirra
VILLAIN
CHAOS-BOUND CREATOR


66
BEZALIEL THE
APOSTATE
VILLAIN
INFERNAL EMISSARY


THE
ENNEAD
THE POWER OF THE ENNEAD


90
GLOOMWEAVER
VILLAIN
NIGHTMARE WALKER
50
GLOOMWEAVER
SKINWALKER
VILLAIN, ZOMBIE
SKINWALKER


50
AMBUSCADE
VILLAIN
SUPERHUMAN HUNTER


75
LA CAPITÁN
VILLAIN
TIME CORSAIR


6
the dreamer
VILLAIN
THE DREAMER DREAMS


70
Kismet
VILLAIN
CHARMED SCOUNDREL
75
Kismet
TRICKSTER
VILLAIN
UNSUBTLE TRICKSTER


32
IRON
LEGACY
VILLAIN
IRONCLAD TYRANT


MISS INFORMATION
VILLAIN
DEMURE OFFICE WORKER


VENGEFUL
FIVE

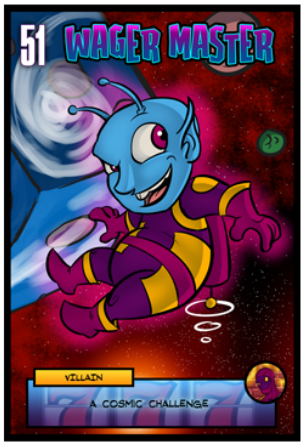

VILLAINS
OF THE
MULTIVERSE

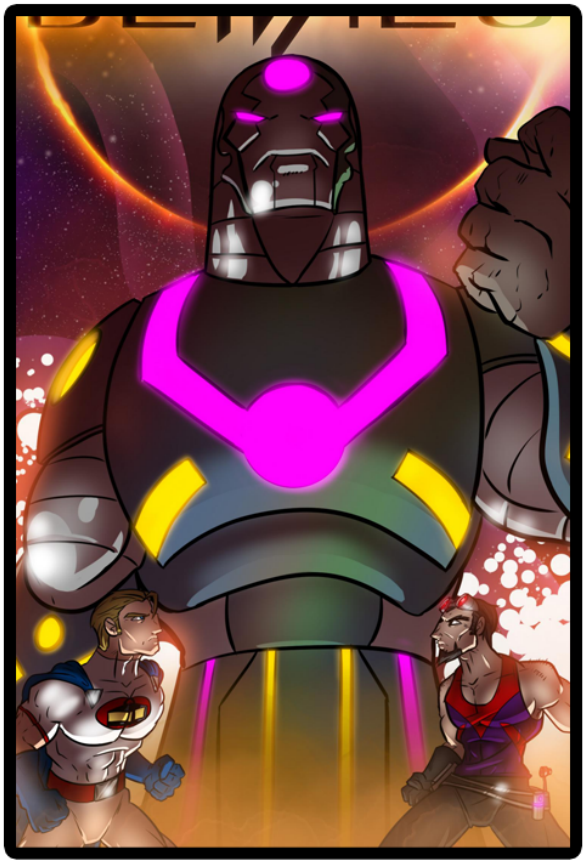

80 DEADLINE
VILLAIN
RADICAL PEACEMONGER


65 INFINITOR
VILLAIN
TORMENTED MALEFACTOR
27 INFINITOR
TORMENTED ALLY
VILLAIN


KAARGRA
WARFANG
VILLAIN
BLOODSWORN MASTER


90 PROGENY
VILLAIN
VASSAL OF DESTRUCTION

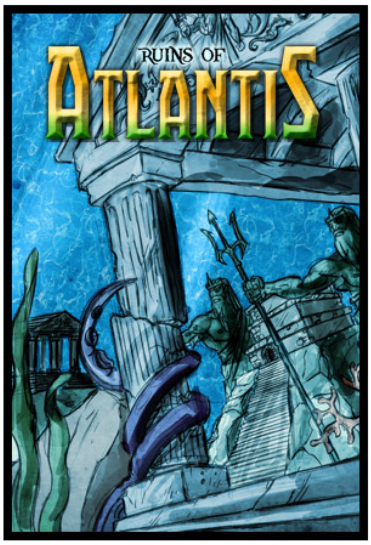

51 WAGER MASTER
VILLAIN
A COSMIC CHALLENGE




70 CHOKEPOINT
VILLAIN
FERRO-KINETICIST

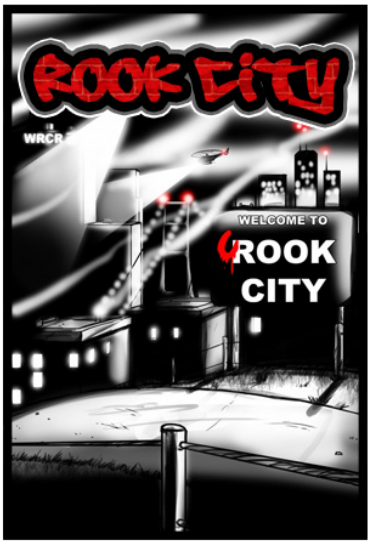

INSULA
PRIMALIS

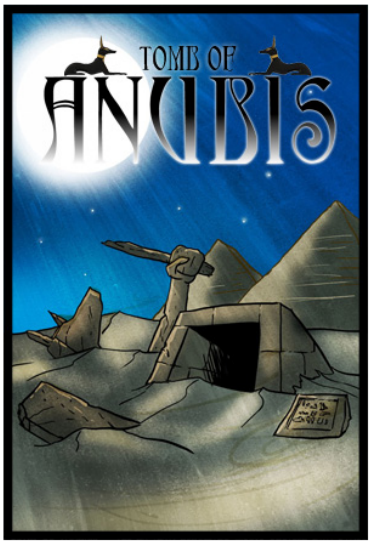

MEGALOPOLIS
MPD


RUINS OF
ATLANTIS


WAGNER
MARS BASE


PIKE
INDUSTRIAL
COMPLEX
KEEP

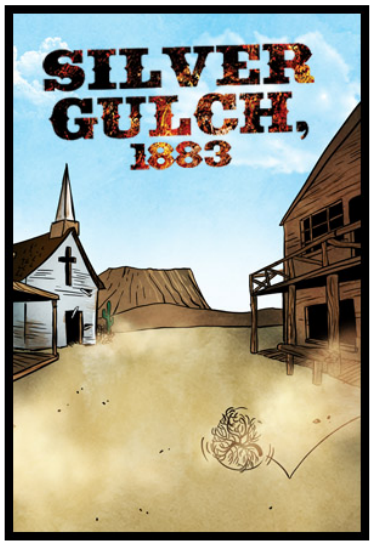

ROOK CITY
WELCOME TO
ROOK
CITY

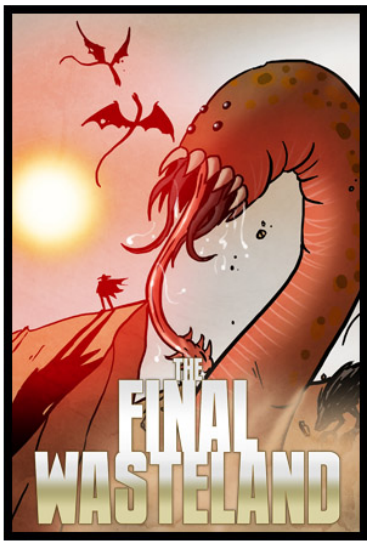

TOMB OF
ANUBIS


Realm of
DISCORD

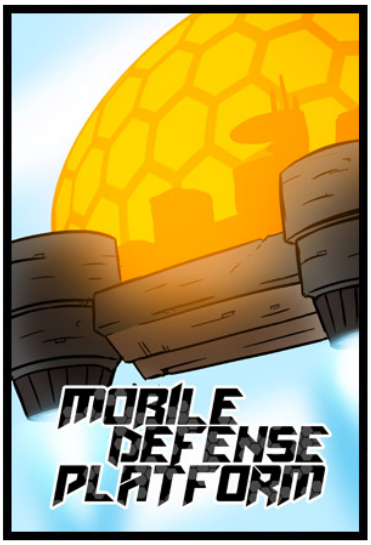

TIME
CATACLYSM


THE
BLOCK

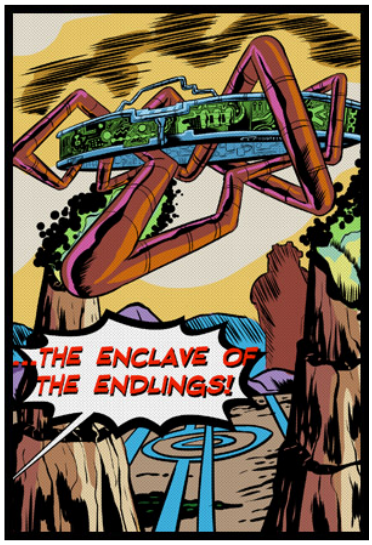

SILVER
GULCH,
1883


THE
FINAL
WASTELAND


FREEDOM TOWER


MOBILE DEFENSE PLATFORM


DOK'THORATH CAPITAL

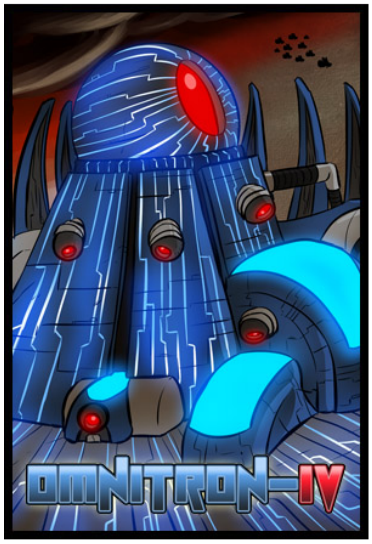

...THE ENCLAVE OF THE ENDLINGS!


THE COURT OF BLOOD

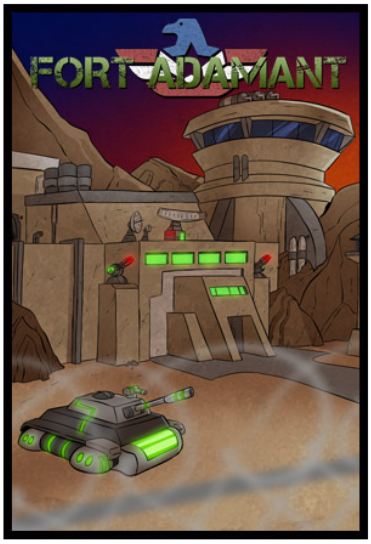

Madame Mittermeier's
FANTASTICAL FESTIVAL of CONUNDRUMS and CURIOSITIES


MAGMARIA


THE TEMPLE OF ZHU LONG


OMNITRON-IV


THE CELESTIAL TRIBUNAL


FORT ADAMANT


NEXUS OF THE VOID


MAERYNIAN
REFUGE


CHAMPION
STUDIOS
IN SUNNY
SAN ALONSO


MORDENGRAD