





Sentinels of the Multiverse – Crossover Crisis (Ultimate Edition) – Environment deck: Nomanisan Island

VELOCIPOD 



VEHICLE

INCREASE DAMAGE DEALT BY [NOMANISAN GUARD] CARDS BY 1.


FAST, HIGHLY-MANUEVERABLE, ONE-PERSON AIRCRAFT, BUT THEY ARE ONLY LIGHTLY ARMORED...


SENTINELS 

CROSSOVER CRISIS

Nomanisan Island



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SENTINELS 

CROSSOVER CRISIS

Nomanisan Island



MONORAIL 



VEHICLE

REDUCE DAMAGE DEAL TO [NOMANISAN GUARD] CARDS BY 1.


ANOTHER TRIBUTE TO HIS ARROGANCE, A HIGH-SPEED, MAGNETIC MONORAIL THAT CROSS-CROSSES THE ISLAND, WHEN A SYSTEM OF ROADS WOULD HAVE BEEN MUCH EASIER TO BUILD AND MAINTAIN.


SENTINELS 

CROSSOVER CRISIS

Nomanisan Island



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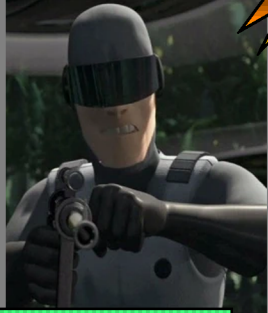
SENTINELS 

CROSSOVER CRISIS

Nomanisan Island



JAMES



SENTINELS

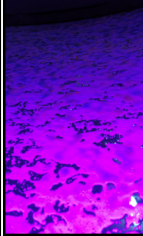


CROSSOVER
CRISIS

NOMANISAN GUARD

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HIGHEST HP HERO TARGET (H) PROJECTILE DAMAGE.

THESE GUYS PAY NO TAXES, WORK IN UNSAFE CONDITIONS NEAR AN ACTIVE VOLCANO FOR A MEGALOMANIACAL MADMAN, AND YET THE GOVERNMENT SAW FIT TO OUTLAW SUPERHEROES.

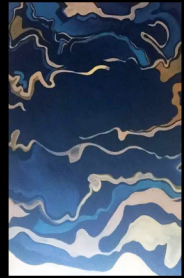


**Nomanisan
Island**

MICHAEL



SENTINELS

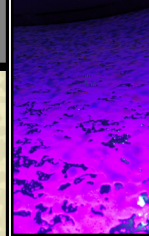


CROSSOVER
CRISIS

NOMANISAN GUARD

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HIGHEST HP HERO TARGET (H)-1 PROJECTILE DAMAGE, AND THE NEXT HIGHEST HP HERO TARGET (H)-2 PROJECTILE DAMAGE.

THESE GUYS PAY NO TAXES, WORK IN UNSAFE CONDITIONS NEAR AN ACTIVE VOLCANO FOR A MEGALOMANIACAL MADMAN, AND YET THE GOVERNMENT SAW FIT TO OUTLAW SUPERHEROES.



**Nomanisan
Island**

ROBERT



SENTINELS

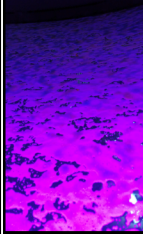


CROSSOVER
CRISIS

NOMANISAN GUARD

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS ALL HERO TARGETS 1 PROJECTILE DAMAGE EACH.

THESE GUYS PAY NO TAXES, WORK IN UNSAFE CONDITIONS NEAR AN ACTIVE VOLCANO FOR A MEGALOMANIACAL MADMAN, AND YET THE GOVERNMENT SAW FIT TO OUTLAW SUPERHEROES.

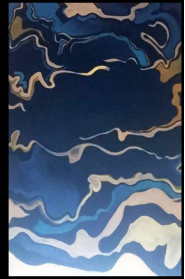


**Nomanisan
Island**

JOHN



SENTINELS

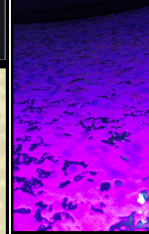


CROSSOVER
CRISIS

NOMANISAN GUARD


AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE TWO LOWEST HP HERO TARGETS 1 IRREDUCIBLE PROJECTILE DAMAGE EACH.

THESE GUYS PAY NO TAXES, WORK IN UNSAFE CONDITIONS NEAR AN ACTIVE VOLCANO FOR A MEGALOMANIACAL MADMAN, AND YET THE GOVERNMENT SAW FIT TO OUTLAW SUPERHEROES.



**Nomanisan
Island**

DAVID



SENTINELS

CROSSOVER CRISIS

NOMANISAN GUARD

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE LOWEST HP HERO TARGET 2 PROJECTILE DAMAGE.


THESE GUYS PAY NO TAXES, WORK IN UNSAFE CONDITIONS NEAR AN ACTIVE VOLCANO FOR A MEGALOMANIACAL MADMAN, AND YET THE GOVERNMENT SAW FIT TO OUTLAW SUPERHEROES.

SENTINELS

CROSSOVER CRISIS

Nomanisan Island

WILLIAM



SENTINELS

CROSSOVER CRISIS

NOMANISAN GUARD

AT THE END OF THE ENVIRONMENT TURN, SELECT THE HERO PLAY AREA WITH THE MOST CARDS IN PLAY. THIS CARD DEALS ALL TARGETS IN THAT PLAY AREA 2 PROJECTILE DAMAGE EACH.

THESE GUYS PAY NO TAXES, WORK IN UNSAFE CONDITIONS NEAR AN ACTIVE VOLCANO FOR A MEGALOMANIACAL MADMAN, AND YET THE GOVERNMENT SAW FIT TO OUTLAW SUPERHEROES.

SENTINELS

CROSSOVER CRISIS

Nomanisan Island

RICHARD



SENTINELS

CROSSOVER CRISIS

NOMANISAN GUARD

AT THE END OF THE ENVIRONMENT TURN, SELECT THE PLAYER WITH THE MOST CARDS IN HAND. THIS CARD DEALS ALL TARGETS IN THAT PLAYER'S PLAY AREA 2 PROJECTILE DAMAGE EACH.

THESE GUYS PAY NO TAXES, WORK IN UNSAFE CONDITIONS NEAR AN ACTIVE VOLCANO FOR A MEGALOMANIACAL MADMAN, AND YET THE GOVERNMENT SAW FIT TO OUTLAW SUPERHEROES.

SENTINELS

CROSSOVER CRISIS

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