





Sentinels of the Multiverse – Crossover Crisis (Ultimate Edition) – Environment Deck: Rift in Time & Space

CAVEMAN 



RIFT ENTITY

AT THE END OF THE ENVIRONMENT TURN, THE CAVEMAN DEALS THE HERO TARGET WITH THE HIGHEST HP 4 MELEE DAMAGE.

OOO SMASH! OOO WIN! OOO MAKE PARTY! --OOO THE CAVEMAN (CRISIS II: CROSSING OVER SCRIPT)


ART BY YAK GUARDIAN


SENTINELS

CROSSOVER CRISIS



Rift in Time & Space

GLITTER BUG 



RIFT ENTITY

AT THE END OF THE ENVIRONMENT TURN, THE GLITTER BUG DEALS THE 3 NON-ENVIRONMENT TARGETS WITH THE HIGHEST HP 2 LIGHTNING DAMAGE EACH.

SHE'S SO CUTE! --FLUTTER SERIOUSLY? --HAHU "CUTE?" SHE SHORTED OUT MY LEFT ARM! --OMNITRON-X (CRISIS II: CROSSING OVER SCRIPT)

ART BY YAK GUARDIAN

SENTINELS

CROSSOVER CRISIS



Rift in Time & Space

MAGMATAUR 



RIFT ENTITY

AT THE END OF THE ENVIRONMENT TURN, THE MAGMATAUR DEALS THE TARGET WITH THE SECOND HIGHEST HP 3 FIRE DAMAGE.

DID HE JUST SHOOT A BALL OF LAVA OUT OF HIS ARSE? --CHRONO-RANGER YES, YES HE DID. --YAK GUARDIAN (CRISIS II: CROSSING OVER SCRIPT)


ART BY YAK GUARDIAN

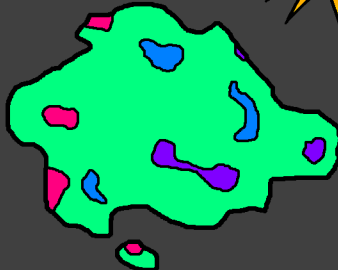
SENTINELS

CROSSOVER CRISIS



Rift in Time & Space

SPACE AMOEBOID 



RIFT ENTITY

AT THE END OF THE ENVIRONMENT TURN, THE SPACE AMOEBOID DEALS ALL NON-ENVIRONMENT TARGETS 1 IRREDUCIBLE TOXIC DAMAGE EACH.

BLOOPY SPONGSO, VODORO! --SPACE AMOEBOID (CRISIS II: CROSSING OVER SCRIPT)

ART BY YAK GUARDIAN

SENTINELS

CROSSOVER CRISIS



Rift in Time & Space

MICHAEL SAINTJOHN

13



SENTINELS

CROSSOVER
CRISIS

HERO TARGET



WHEN THIS CARD ENTERS PLAY, PLAY IT IN A HERO PLAY AREA. IT IS TREATED AS A CARD FROM THAT PLAYER'S DECK FOR THE REMAINDER OF THE GAME. IF THAT HERO IS INCAPACITATED, SHUFFLE THIS CARD INTO THE ENVIRONMENT DECK.

AT THE START OF THIS PLAYER'S TURN, THIS CARD DEALS 1 TARGET 2 IRREDUCIBLE ENERGY DAMAGE.

HE LIVES FOR ONLY TWO THINGS: CAUSING AS MUCH PAIN AND SUFFERING AS HE CAN, AND TRYING TO KILL ME. AND, MY PERSONAL SAFETY ASIDE, WE HAVE TO STOP HIM. --MICHAEL SAINTJOHN (CRISIS II: CROSSING OVER #4)

ART BY YAK GUARDIAN

DANIEL COUGARDAN

15



SENTINELS

CROSSOVER
CRISIS

VILLAIN TARGET



WHEN THIS CARD ENTERS PLAY, PLAY IT IN THE VILLAIN PLAY AREA. IT IS TREATED AS A CARD FROM THE VILLAIN DECK FOR THE REMAINDER OF THE GAME.

AT THE START OF THE VILLAIN TURN, THIS CARD DEALS THE HERO TARGET WITH THE HIGHEST HP & ENERGY DAMAGE.

YOU CAN'T ESCAPE ME! I WILL CHASE YOU TO THE STARS! TO THE DEPTHS OF HELL! TO THE F*CKING EMERALD CITY IF I HAVE TO! I WILL RIP OUT YOUR HEART AND MAKE YOU WATCH IT AS IT STOPS BEATING! --DANIEL COUGARDAN (CRISIS II: CROSSING OVER #12)

ART BY YAK GUARDIAN

THE RIFT OPENS



SENTINELS

CROSSOVER
CRISIS

ONE-SHOT

REVEAL THE TOP (4) CARDS OF THE ENVIRONMENT DECK. PUT ANY REVEALED TARGETS INTO PLAY. DISCARD ANY OTHER REVEALED CARDS.

OH CRAP! --MAINSTAY
WHAT IS IT? --REDSHIRT #23
SPLAT!!
(CRISIS II: CROSSING OVER SCRIPT)

THE RIFT OPENS



SENTINELS

CROSSOVER
CRISIS

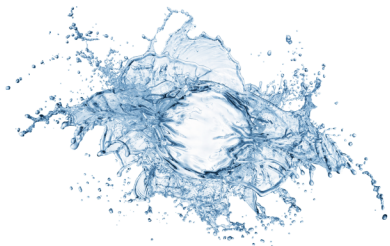
ONE-SHOT

REVEAL THE TOP (4) CARDS OF THE ENVIRONMENT DECK. PUT ANY REVEALED TARGETS INTO PLAY. DISCARD ANY OTHER REVEALED CARDS.

OH CRAP! --MAINSTAY
WHAT IS IT? --REDSHIRT #23
SPLAT!!
(CRISIS II: CROSSING OVER SCRIPT)

...

THE RIFT CLOSES



ONE-SHOT

THE ENVIRONMENT DEALS ALL TARGETS 2 INFERNAL DAMAGE.

DESTROY THE TWO ENVIRONMENT TARGETS WITH THE LOWEST HP.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

HANG ON! IT'S SUCKING EVERYTHING BACK IN! --LYNCH
MY TACTIC TELEKINESIS! --SUPERBOY
OH, DO SHUT UP! --TUCKER
(CRISIS II: CROSSING OVER SCRIPT)

SENTINELS

CROSSOVER
CRISIS

Rift in Time
& Space

THE RIFT CLOSES



ONE-SHOT

THE ENVIRONMENT DEALS ALL TARGETS 2 INFERNAL DAMAGE.

DESTROY THE TWO ENVIRONMENT TARGETS WITH THE LOWEST HP.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

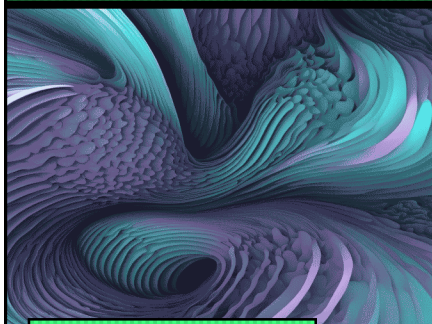
HANG ON! IT'S SUCKING EVERYTHING BACK IN! --LYNCH
MY TACTIC TELEKINESIS! --SUPERBOY
OH, DO SHUT UP! --TUCKER
(CRISIS II: CROSSING OVER SCRIPT)

SENTINELS

CROSSOVER
CRISIS

Rift in Time
& Space

DESTABILIZATION



RIFT EFFECT

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK. IF NO CARD WAS PLAYED THIS WAY, SHUFFLE THIS CARD AND THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

BUZZ **ZORCH** **TA-ZING**
ENERGY READINGS ARE OFF THE CHARTS. --SPACEFLAME!
NO SHIT! REALLY? --NULL
(CRISIS II: CROSSING OVER SCRIPT)

SENTINELS

CROSSOVER
CRISIS

Rift in Time
& Space

WITHIN THE METAVERSE, CRISIS II: CROSSING OVER AND CRISIS III: CROSSING BACK WERE PLANNED FOLLOW-UPS TO THE SUCCESSFUL MULTI-COMPANY LIMITED SERIES CROSSOVER CRISIS. INTERCOMPANY RIVALRIES AND DISAGREEMENTS OVER DISTRIBUTION OF PROFITS EVENTUALLY SANK THE PLANNED SEQUELS, BUT THE SCRIPT FOR CRISIS II WAS LATER LEAKED ONLINE.

