

FOCUSED FIRE SYSTEM



EQUIPMENT, LIMITED

INCREASE FIRE DAMAGE DEALT BY SPACEFLAME! BY 1.
 AT THE END OF YOUR TURN, SPACEFLAME! DEALS HERSELF 1 IRREDUCIBLE PSYCHIC DAMAGE. THIS DAMAGE CANNOT BE INCREASED NOR REDIRECTED.

POWER: SPACEFLAME! DEALS 1 TARGET X FIRE DAMAGE, WHERE X EQUALS THE NUMBER OF EQUIPMENT CARDS IN HER PLAY AREA, PLUS 1. DESTROY EACH OF HER OTHER EQUIPMENT CARDS. THEN DESTROY THIS CARD.

I MAY NEVER LEARN EVERYTHING THAT THOSE DAMN ALIENS DID TO ME, BUT WITH A LITTLE PRACTICE, THIS SHOULD IMPROVE MY AIM.
 —SPACEFLAME! (SPACEFLAME! REBIRTH #4 OF 4 (1996))

ART BY JOHN ELLIS

SENTINELS
CROSSOVER CRISIS

SPACEFLAME!

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NEURAL INTERFACE



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GET OUT OF MY HEAD, GET OUT OF MY HEAD!
 (GET OUT OF MY HEAD!)
 —KYLIE BOYNTON (SPACEFLAME! #5 OF 6 (1990))

ART BY JOHN ELLIS

SENTINELS
CROSSOVER CRISIS

SPACEFLAME!

Sentinels – Crossover Crisis (Ultimate Edition) – Hero Deck: Spaceflame!

NEURAL INTERFACE



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SPACEFLAME!

AUTO-TARGETER



EQUIPMENT, LIMITED

THE FIRST TIME EACH TURN THAT SPACEFLAME! IS DEALT DAMAGE BY A NON-HERO TARGET, SPACEFLAME! DEALS THE SOURCE OF THAT DAMAGE 2 FIRE DAMAGE.

YOU WENT AFTER THE AXVELIANS, AND I BURNED DOWN YOUR FLEET. YOU WENT AFTER THE ILLIOS AND I BURNED YOUR CLONE-BOTS. NOW YOU'VE ATTACKED THE UNBEL, IT'S TIME I BURN YOU DOWN. —SPACEFLAME!
(SPACEFLAME! ADVENTURES #58 (1994))

ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

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ART BY JOHN ELLIS

**SENTINELS
CROSSOVER CRISIS**

SPACEFLAME!

UPGRADE



ONGOING

POWER: SPACEFLAME! DEALS 1 TARGET 2 PSYCHIC DAMAGE AND 2 FIRE DAMAGE.

I SHOULD HAVE KNOWN... I TOLD YOU BEFORE TRIP YOU CAN COME AFTER ME, BUT DON'T YOU DARE COME AFTER MY FAMILY! —SPACEFLAME!
(SPACEFLAME! YOU CAN'T GO HOME AGAIN #8 OF 8)

ART BY JOHN ELLIS

**SENTINELS
CROSSOVER CRISIS**

SPACEFLAME!

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ART BY JOHN ELLIS

**SENTINELS
CROSSOVER CRISIS**

SPACEFLAME!

CYBERNETIC ACTIVATION



ONE-SHOT

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL AN [EQUIPMENT] CARD IS REVEALED. PUT THE REVEALED [EQUIPMENT] CARD INTO YOUR HAND AND SHUFFLE THE OTHER REVEALED CARDS INTO YOUR DECK. YOU MAY DRAW A CARD. YOU MAY PLAY AN [EQUIPMENT] CARD.

I CAN FEEL THE METAL IN MY BODY... IN MY BRAIN... I CAN FEEL IT TRYING TO TALK TO ME. NANOTECHNOLOGY... SMART-METAL... TELEPATHIC METAL-CERAMICS... NO @#\$\$% ALIEN-TO-ENGLISH TRANSLATION PROGRAM, MORONS!

—KYLE BOYNTON (SPACEFLAME! #4 OF 6)

ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

SPACEFLAME!

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ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

SPACEFLAME!

TAKE A BREATH



ONE-SHOT

SHUFFLE YOUR TRASH INTO YOUR DECK. DRAW CARDS UNTIL YOU HAVE 6 CARDS IN YOUR HAND. SPACEFLAME! REGAINS 1HP THEN, IMMEDIATELY END YOUR TURN.

HOW IS THIS POSSIBLE! TORTELLIANS! HOW ARE THERE TORTELLIANS ON EARTH! —KYLE BOYNTON (SPACEFLAME! YOU CAN'T GO HOME AGAIN #3 OF 8 (1995))

ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

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TAKE A BREATH



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ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

SPACEFLAME!

FLASHOVER



ONE-SHOT

REVEAL THEN REPLACE THE TOP CARD OF EACH DECK. YOU MAY DISCARD THE TOP CARD OF EITHER THE VILLAIN DECK OR THE ENVIRONMENT DECK. ONE PLAYER MAY DRAW A CARD.

WHEN THEY TOOK OVER THIS WORLD, THEY COUNTED ON A LOT. THEY COUNTED ON RESISTANCE. THEY COUNTED ON SABOTAGE. THEY COUNTED ON REBELLION. THEY DIDN'T COUNT ON ME. --SPACEFLAME! (SPACEFLAME! ADVENTURES #19 (1992))

ART BY JOHN ELLIS

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SPACEFLAME!

TELEKINETIC DRILL



ONE-SHOT

SPACEFLAME! DEALS 1 TARGET 3 PSYCHIC DAMAGE.

THIS ENDS HERE! THIS ENDS NOW!
--SPACEFLAME! (SPACEFLAME! ADVENTURES #24 (1993))

ART BY JOHN ELLIS

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ONE-SHOT

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THIS ENDS HERE! THIS ENDS NOW!
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ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

SPACEFLAME!

TELEKINETIC DRILL



ONE-SHOT

SPACEFLAME! DEALS 1 TARGET 3 PSYCHIC DAMAGE.

THIS ENDS HERE! THIS ENDS NOW!
--SPACEFLAME! (SPACEFLAME! ADVENTURES #54 (1993))

ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

SPACEFLAME!

PSYCHIC WILDFIRE



ONE-SHOT

SPACEFLAME! DEALS EACH TARGET 1 PSYCHIC DAMAGE.
SPACEFLAME! DEALS ALL NON-HERO TARGETS 1 FIRE DAMAGE.

THE FORCES OF THE TERROR TYRANT OF TITAN CRUMBLIED BEFORE THE ASSAULT, ALTHOUGH THE FIRE DRAGON WAS ONLY IN THEIR MINDS, THE FLAMES WERE VERY REAL!
--CAPTION (SPACEFLAME V.2 #6 (1997))

ART BY JOHN ELLIS

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ART BY JOHN ELLIS

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SPACEFLAME!

TELEKINETIC CRUSH



ONE-SHOT

SPACEFLAME! DEALS 1 TARGET 4 PSYCHIC DAMAGE
--OR--
SPACEFLAME! DEALS 4 TARGETS 1 FIRE DAMAGE EACH.

SPACEFLAME! LOOKED AROUND HER. THE TORTELLIAN ASSAULT TROOPS LAY DEAD AND QUIET ACROSS THE BARREN GROUND. SOME, SHE HAD "PUSHED" WITH HER POWER, CRUSHING THEM FROM WITHIN. OTHERS, SHE HAD "PULLED" UNTIL THEY EXPLODED, THEIR BODIES BECOMING DEADLY PROJECTILES.
--CAPTION (SPACEFLAME! ADVENTURES #11 (1991))

ART BY JOHN ELLIS

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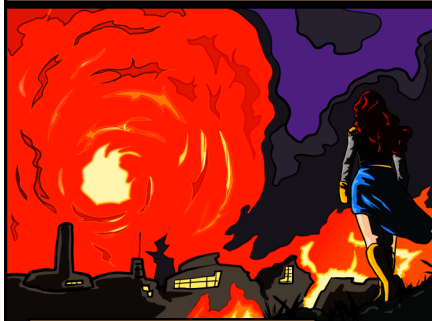
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ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

SPACEFLAME!

LIGHT 'EM UP



ONE-SHOT

SPACEFLAME! DEALS EACH NON-HERO TARGET X FIRE DAMAGE, WHERE X EQUALS THE NUMBER OF ENVIRONMENT TARGETS IN PLAY, PLUS 1.

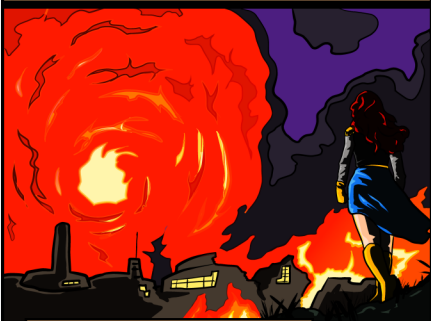
YOU SAWE THE CIVILIANS AS LONG AS YOU COULD, KYLIE. IT'S TIME TO LIGHT 'EM UP.
--SPACEFLAME! (SPACEFLAME! ADVENTURES #30 (1993))

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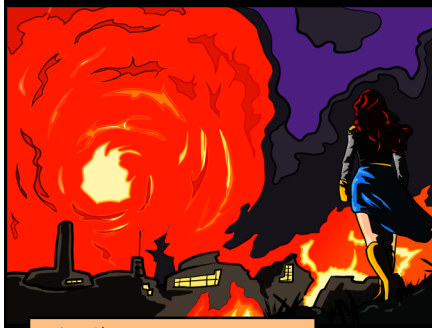
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ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

SPACEFLAME!

SABOTEUR



ONE-SHOT

DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD. SPACEFLAME! DEALS ALL TARGETS IN THE PLAY AREA OF THE DESTROYED CARD 1 IRREDUCIBLE FIRE DAMAGE.

THEY'RE DISTRACTED. GOOD. NOW IT'S TIME TO TAKE OUT THEIR BIG GUNS. —SPACEFLAME!
(SPACEFLAME! V.2 #23 (1998))

ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

SPACEFLAME!

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(SPACEFLAME! V.2 #23 (1998))

ART BY JOHN ELLIS

SENTINELS CROSSOVER CRISIS

SPACEFLAME!

RIFT COMICS
28



SPACEFLAME!

FIRESPAK

POWER: SPACEFLAME! DEALS 1 TARGET 1 PSYCHIC DAMAGE AND 1 FIRE DAMAGE.

ART BY HEROIZED.COM



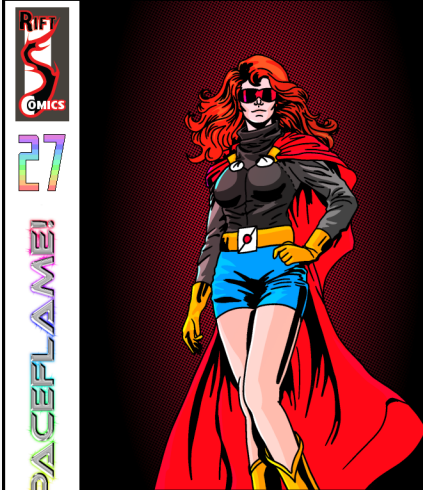
→ ONE NON-HERO TARGET DEALS ITSELF 1 PSYCHIC DAMAGE.

→ ONE HERO TARGET DEALS ALL ENVIRONMENT TARGETS 1 FIRE DAMAGE.

→ ONE HERO MAY USE A POWER.

ART BY JOHN ELLIS (TALKALOTS)

RIFT COMICS
27



SPACEFLAME!

SPACEFLAME!, VOLUME 2

POWER: SELECT FIRE OR PSYCHIC. SPACEFLAME! DEALS 1 TARGET 1 IRREDUCIBLE DAMAGE OF THE SELECTED TYPE. UNTIL THE START OF YOUR TURN, SPACEFLAME! IS IMMUNE TO THE OTHER TYPE OF DAMAGE.

ART BY JOHN ELLIS (TALKALOTS)

Incapacitated!



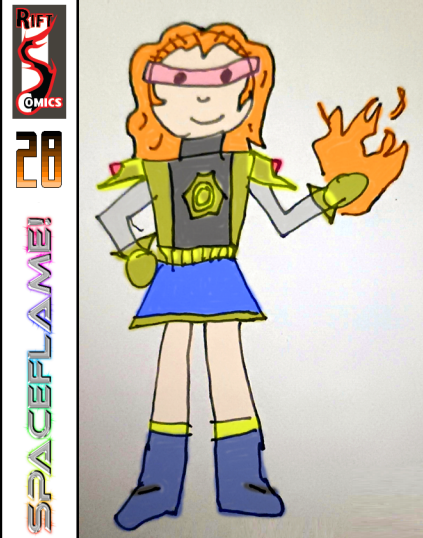
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→ ONE PLAYER MAY PLAY A CARD.

ART BY JOHN ELLIS (TALKALOTS)

RIFT COMICS
28



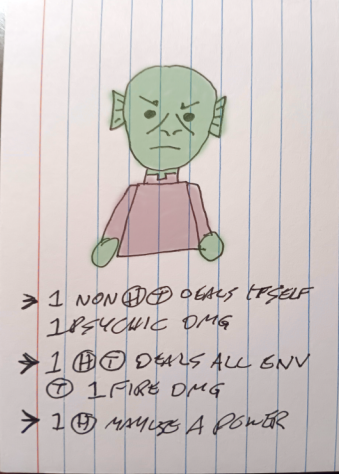
SPACEFLAME!

MINDFIRE

POWER: SELECT PSYCHIC OR FIRE. DEAL 1 TARGET 2 DAMAGE OF THAT TYPE.

ART BY MICHAEL J. AHLERS

Incapacitated!



→ 1 NON ⊕ ⊕ DEALS ITSELF 1 PSYCHIC DMG

→ 1 ⊕ ⊕ DEALS ALL ENV ⊕ 1 FIRE DMG

→ 1 ⊕ ⊕ MAY USE A POWER

→ 1 NON-HERO TARGET DEALS ITSELF 1 PSYCHIC DAMAGE.

→ 1 HERO TARGET DEALS ALL ENVIRONMENT TARGETS 1 FIRE DAMAGE.

→ 1 HERO MAY USE A POWER.

ART BY MICHAEL J. AHLERS

RIFT COMICS
28



SPACEFLAME!

BURNING BRIGHT!

POWER: SPACEFLAME! DEALS 1 TARGET 0 FIRE DAMAGE AND 0 PSYCHIC DAMAGE! PUT THE TOP CARD OF YOUR DECK INTO PLAY!

ART BY JOHN ELLIS



→ ONE NON-HERO TARGET DEALS ITSELF 1 PSYCHIC DAMAGE.

→ ONE HERO TARGET DEALS ALL ENVIRONMENT TARGETS 1 FIRE DAMAGE.

→ ONE HERO MAY USE A POWER.

ART BY JOHN ELLIS (TALKALOTS)