

STEPHEN CALLAHAN 'WRAPAROUND'



SQUAD MEMBER


INCREASE MELEE DAMAGE DEALT BY TEAM 7 BY 1.

MY IRISH GRANDMA ALWAYS SAID YOU'RE SUPPOSED TO LEAVE A HOUSE THE WAY YOU CAME IN. —CALLAHAN YOUR GRANNY NEVER HAD HER ASS IN THE GRASS IN AN UNRUNDY COUNTRY —FARCHILD (TEAM 7 #3)

SENTINELS
CROSSOVER CRISIS

TEAM 7

COLE CASH 'DEADEYE'



SQUAD MEMBER

INCREASE PROJECTILE DAMAGE DEALT BY TEAM 7 BY 1.

OK, IT'S A TOUGH SPOT, BUT WE'RE TOUGH GUYS, RIGHT? —CASH (TEAM 7 #4)

SENTINELS
CROSSOVER CRISIS

TEAM 7

PHILIP STEWART CHANG 'BULLETEER'



SQUAD MEMBER


WHEN TEAM 7 USES THEIR OPS POWER, TEAM 7 MAY DEAL ANOTHER TARGET 1 PSYCHIC DAMAGE.

MAYBE WE JUST STAND APART NOW THAT WE GOT THESE ... TALENTS. AND THAT'S WHY WE STAND TOGETHER. —CHANG (TEAM 7; OBJECTIVE FELL #2)

SENTINELS
CROSSOVER CRISIS

TEAM 7

MICHAEL CRAY 'DEATHBLOW'



SQUAD MEMBER

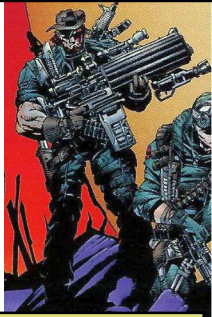
INCREASE DAMAGE DEALT BY TEAM 7 BY 1.

THEY SCREWED THE POOCH, LYNCH, SENT US IN WITH HALF-ASS PAPERWORK AND LOW CONFIDENCE. WE'RE SUPPOSED TO BE A LAST RESORT UNIT. —CRAY (TEAM 7 #1)

SENTINELS
CROSSOVER CRISIS

TEAM 7

JACKSON DANE 'ARCLIGHT'



SQUAD MEMBER

INCREASE PROJECTILE DAMAGE DEALT BY TEAM 7 BY 1.

EVERY TARGET IS RIGHTOUS.
--DANE (TEAM 7 #2)

**SENTINELS
CROSSOVER CRISIS**

TEAM 7

ALEXANDER THOMAS FAIRCHILD 'SLAPHAMMER'



SQUAD MEMBER

INCREASE MELEE DAMAGE DEALT BY TEAM 7 BY 1.

LET'S GO TO WORK.
THESE LOSERS HAVE LIVED WAY TOO LONG.
--FAIRCHILD (TEAM 7 #1)

**SENTINELS
CROSSOVER CRISIS**

TEAM 7

JOHN LYNCH 'TOPKICK'



SQUAD MEMBER

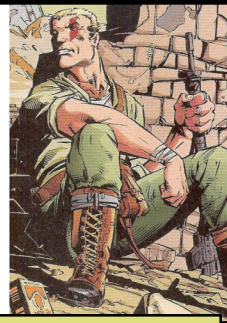
TEAM 7 MAY USE THEIR OPS POWER TWICE DURING THEIR TURN.

WE ARE INSERTING INTO UNFRIENDLY COUNTRY X FROM FRIENDLY COUNTRY A.
--LYNCH (TEAM 7 #1)

**SENTINELS
CROSSOVER CRISIS**

TEAM 7

MARC SLAYTON 'BACKLASH'



SQUAD MEMBER

WHEN TEAM 7 USES THEIR OPS POWER, TEAM 7 MAY DEAL ANOTHER TARGET 1 ENERGY DAMAGE.

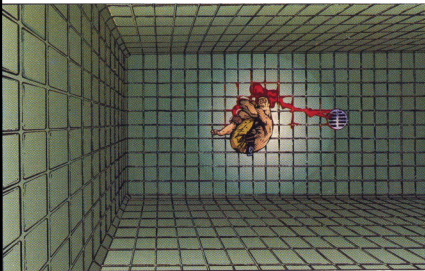
NO MORE CREEPING. WE BLOW THE WIRE.
--CAPTION (TEAM 7 #1)

**SENTINELS
CROSSOVER CRISIS**

TEAM 7

SIDE EFFECTS OF EXPOSURE

SUBJECT BERGMANN, J.J. (SLIPSTREAM)



ONE-SHOT

TEAM 7 DEALS THEMSELVES 2 IRREDUCIBLE PSYCHIC DAMAGE. TEAM 7 DEALS UP TO 2 OTHER TARGETS 2 PSYCHIC DAMAGE.

LADY, AFTER THIS, HELL IS GONNA SEEM LIKE...
...A COOL DIP IN THE POOL.
--RICHARD McNAMARA 'BOLOROUND' (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

SIDE EFFECTS OF EXPOSURE

SUBJECT JOHNSON, ANDREW (KILLJOY)



ONE-SHOT

TEAM 7 DEALS THEMSELVES 2 IRREDUCIBLE PSYCHIC DAMAGE. TEAM 7 DEALS UP TO 2 OTHER TARGETS 2 PSYCHIC DAMAGE.

LADY, AFTER THIS, HELL IS GONNA SEEM LIKE...
...A COOL DIP IN THE POOL.
--RICHARD McNAMARA 'BOLOROUND' (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

SIDE EFFECTS OF EXPOSURE

SUBJECT McNAMARA, RICHARD (BOLOROUND)
EFFECT: PERIOD EXPLOSIVE ENERGY DISCHARGE. LETHAL AT CLOSE RANGE. SHOCK WAVE CAN KNOCK DOWN THE AVERAGE PERSON OUT TO 50'. BODILY FUNCTIONS APPEAR NORMAL DESPITE AVERAGE BODY TEMPERATURE IN EXCESS OF 360 DEGREES. SUBJECT REPORTS NEAR-CONSTANT FLUCTUATING PAIN.



ONE-SHOT

TEAM 7 DEALS THEMSELVES 2 IRREDUCIBLE PSYCHIC DAMAGE. TEAM 7 DEALS UP TO 2 OTHER TARGETS 2 PSYCHIC DAMAGE.

LADY, AFTER THIS, HELL IS GONNA SEEM LIKE...
...A COOL DIP IN THE POOL.
--RICHARD McNAMARA 'BOLOROUND' (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

NIGHT HALO JUMP



ONE-SHOT

SEARCH YOUR TRASH OR DECK FOR A [SQUAD MEMBER] CARD AND PUT IT INTO YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT. THEN, TEAM 7 MAY DEAL UP TO 3 ENVIRONMENT TARGETS 1 FIRE DAMAGE EACH.

AND TEAM SEVEN? WE'RE ON THE WORLD HATE TOUR VISITING COUNTRIES THAT DON'T WANT US THERE.
--LYNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

NIGHT HALO JUMP



ONE-SHOT

SEARCH YOUR TRASH OR DECK FOR A [SQUAD MEMBER] CARD AND PUT IT INTO YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT. THEN, TEAM 7 MAY DEAL UP TO 3 ENVIRONMENT TARGETS 1 FIRE DAMAGE EACH.

AND TEAM SEVEN? WE'RE ON THE WORLD HATE TOUR VISITING COUNTRIES THAT DON'T WANT US THERE.
--LYNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

NIGHT HALO JUMP



ONE-SHOT

SEARCH YOUR TRASH OR DECK FOR A [SQUAD MEMBER] CARD AND PUT IT INTO YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT. THEN, TEAM 7 MAY DEAL UP TO 3 ENVIRONMENT TARGETS 1 FIRE DAMAGE EACH.

AND TEAM SEVEN? WE'RE ON THE WORLD HATE TOUR VISITING COUNTRIES THAT DON'T WANT US THERE.
--LYNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

NIGHT HALO JUMP



ONE-SHOT

SEARCH YOUR TRASH OR DECK FOR A [SQUAD MEMBER] CARD AND PUT IT INTO YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT. THEN, TEAM 7 MAY DEAL UP TO 3 ENVIRONMENT TARGETS 1 FIRE DAMAGE EACH.

AND TEAM SEVEN? WE'RE ON THE WORLD HATE TOUR VISITING COUNTRIES THAT DON'T WANT US THERE.
--LYNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

HAND-TO-HAND



ONE-SHOT

TEAM 7 DEALS 1 TARGET 3 MELEE DAMAGE.

TEAM SEVEN IS CALLING! --ANDREW JOHNSON (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

HAND-TO-HAND



ONE-SHOT

TEAM 7 DEALS 1 TARGET & MELEE DAMAGE.

TEAM SEVEN IS CALLING! —ANDREW JOHNSON (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

GUN & RUN



ONE-SHOT

TEAM 7 DEALS 1 TARGET & PROJECTILE DAMAGE.

GUN AND RUN. SHOOT AND SCOOT. —LYNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

GUN & RUN



ONE-SHOT

TEAM 7 DEALS 1 TARGET & PROJECTILE DAMAGE.

GUN AND RUN. SHOOT AND SCOOT. —LYNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

THE GOOD FIGHT



ONE-SHOT

TEAM 7 DEALS 1 TARGET 2 MELEE DAMAGE.
TEAM 7 DEALS UP TO 3 ADDITIONAL TARGETS 1 MELEE DAMAGE EACH.

THEY'RE READY FOR ANYTHING.
READY FOR ANYTHING BUT TEAM SEVEN.
—LYNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

THE GOOD FIGHT



ONE-SHOT

TEAM 7 DEALS 1 TARGET 2 MELEE DAMAGE.
TEAM 7 DEALS UP TO 3 ADDITIONAL TARGETS 1 MELEE DAMAGE EACH.

THEY'RE READY FOR ANYTHING.
READY FOR ANYTHING BUT TEAM SEVEN.
--LUNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

RIGHTEOUS TARGETS



ONE-SHOT

TEAM 7 DEAL 1 TARGET 2 PROJECTILE DAMAGE.
TEAM 7 DEALS UP TO 3 ADDITIONAL TARGETS 1 PROJECTILE DAMAGE EACH.

ANY FRIENDLIES HERE WE SHOULD LOOK OUT FOR, DAN? --CRAY
EVERY TARGET IS RIGHTEOUS. --DANE (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

RIGHTEOUS TARGETS



ONE-SHOT

TEAM 7 DEAL 1 TARGET 2 PROJECTILE DAMAGE.
TEAM 7 DEALS UP TO 3 ADDITIONAL TARGETS 1 PROJECTILE DAMAGE EACH.

ANY FRIENDLIES HERE WE SHOULD LOOK OUT FOR, DAN? --CRAY
EVERY TARGET IS RIGHTEOUS. --DANE (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

MOJO



WHEN YOU WAKE UP ONE MORNING AND FIND YOU CAN LIFT A BUICK JUST BY THINKING ABOUT IT... WELL, IT AFFECTS YOUR OUTLOOK.

ONGOING

PLAY THIS CARD NEXT TO A NON-HERO TARGET.

WHEN THE TARGET NEXT TO THIS CARD DEALS DAMAGE, YOU MAY INCREASE OR DECREASE THAT DAMAGE BY 1 AND THEN REDIRECT THAT DAMAGE TO ANOTHER TARGET. THEN DESTROY THIS CARD.

WHEN YOU WAKE UP ONE MORNING AND FIND YOU CAN LIFT A BUICK JUST BY THINKING ABOUT IT... WELL, IT AFFECTS YOUR OUTLOOK. --CASH (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

MOTO



WHEN YOU WAKE UP ONE MORNING AND FIND YOU CAN LIFT A BUICK JUST BY THINKING ABOUT IT... WELL, IT AFFECTS YOUR OUTLOOK.

ONGOING

PLAY THIS CARD NEXT TO A NON-HERO TARGET.

WHEN THE TARGET NEXT TO THIS CARD DEALS DAMAGE, YOU MAY INCREASE OR DECREASE THAT DAMAGE BY 1 AND THEN REDIRECT THAT DAMAGE TO ANOTHER TARGET. THEN DESTROY THIS CARD.

WHEN YOU WAKE UP ONE MORNING AND FIND YOU CAN LIFT A BUICK JUST BY THINKING ABOUT IT... WELL, IT AFFECTS YOUR OUTLOOK. —CASH (TEAM 7 #2)

SENTINELS
CROSSOVER CRISIS

TEAM 7

MOTO



WHEN YOU WAKE UP ONE MORNING AND FIND YOU CAN LIFT A BUICK JUST BY THINKING ABOUT IT... WELL, IT AFFECTS YOUR OUTLOOK.

ONGOING

PLAY THIS CARD NEXT TO A NON-HERO TARGET.

WHEN THE TARGET NEXT TO THIS CARD DEALS DAMAGE, YOU MAY INCREASE OR DECREASE THAT DAMAGE BY 1 AND THEN REDIRECT THAT DAMAGE TO ANOTHER TARGET. THEN DESTROY THIS CARD.

WHEN YOU WAKE UP ONE MORNING AND FIND YOU CAN LIFT A BUICK JUST BY THINKING ABOUT IT... WELL, IT AFFECTS YOUR OUTLOOK. —CASH (TEAM 7 #2)

SENTINELS
CROSSOVER CRISIS

TEAM 7

BY ANY MEANS NECESSARY

BUT IT HAS TO BE DONE AND THE PRICES ARE GONNA GO UP.



LYNCH! WHERE DO YOU WANT ME? TAKE SOME OF THIS HEAT OFF OUR TWENTY CRAY, IMMEDIATELY!

BROARR

ONE-SHOT

SELECT MELEE OR PROJECTILE. TEAM 7 DEALS 1 TARGET 3 IRREDUCIBLE DAMAGE OF THE SELECTED TYPE.

LYNCH! WHERE DO YOU WANT ME? —CRAY
TAKE SOME HEAT OFF OUR TWENTY CRAY, IMMEDIATELY! —LYNCH (TEAM 7 #1)

SENTINELS
CROSSOVER CRISIS

TEAM 7

BY ANY MEANS NECESSARY



FIVE SECONDS TO GO.

THREE

FOUR

THREE

FOUR

ONE-SHOT

SELECT MELEE OR PROJECTILE. TEAM 7 DEALS 1 TARGET 3 IRREDUCIBLE DAMAGE OF THE SELECTED TYPE.

HURRY UP WITH THAT SHARP CHARGE, CHANG! —LYNCH
HEY, IT'S NOT THE KIND OF THING YOU WANNA RUSH, LYNCH —CHANG (TEAM 7 #1)

SENTINELS
CROSSOVER CRISIS

TEAM 7

NEW PLAN



ONE-SHOT

SHUFFLE YOUR TRASH INTO YOUR DECK. REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL A [SQUAD MEMBER] CARD IS REVEALED. PUT THE REVEALED [SQUAD MEMBER] CARD INTO YOUR HAND AND THE OTHER REVEALED CARDS INTO YOUR TRASH.

YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

TEAM 7? —LYNCH
YOU LEAVE TONIGHT, LYNCH. CALL EVERYONE OFF LEAVE. NO WITNESSES AND NO SURVIVORS ON THIS ONE.
—INTERNATIONAL OPERATIONS DIRECTOR MILES CRAVEN (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

NEW PLAN



ONE-SHOT

SHUFFLE YOUR TRASH INTO YOUR DECK. REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL A [SQUAD MEMBER] CARD IS REVEALED. PUT THE REVEALED [SQUAD MEMBER] CARD INTO YOUR HAND AND THE OTHER REVEALED CARDS INTO YOUR TRASH.

YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

NO SURVIVORS? —GABRIEL NEWMAN
NO WITNESSES. NO ONE CAN KNOW THIS WAS A SETUP NOT OUR ENEMIES, AND ESPECIALLY NOT OUR FRIENDS. —CRAVEN AND TEAM SEVEN? —GABRIEL
ESPECIALLY NOT TEAM SEVEN. —CRAVEN

SENTINELS CROSSOVER CRISIS

TEAM 7

NEW PLAN



ONE-SHOT

SHUFFLE YOUR TRASH INTO YOUR DECK. REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL A [SQUAD MEMBER] CARD IS REVEALED. PUT THE REVEALED [SQUAD MEMBER] CARD INTO YOUR HAND AND THE OTHER REVEALED CARDS INTO YOUR TRASH.

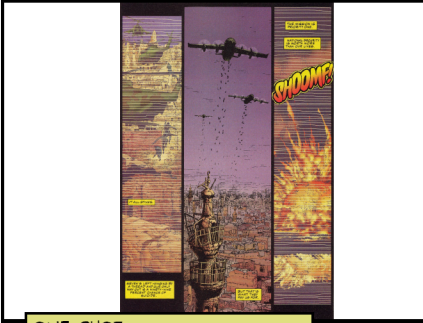
YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

THAT'S WHAT I HATE MOST ABOUT I.O. THE LYING. TO THE MEN. TO EACH OTHER. TO OURSELVES.
—GABRIEL (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

CARPET BOMBING



ONE-SHOT

TEAM 7 DEALS 1 FIRE DAMAGE TO ALL NON-HERO TARGETS.

YOU MAY DESTROY AN ONGOING CARD.

YOU MAY DESTROY AN ENVIRONMENT CARD.

SEVEN'S LEFT HANGING BY A THREAD AND OUR ONLY WAY OUT IS A NINETY-NINE PERCENT CHANCE OF SUICIDE.
—LYNCH (TEAM 7 #2)

SENTINELS CROSSOVER CRISIS

TEAM 7

CARPET BOMBING



ONE-SHOT

TEAM 7 DEALS 1 FIRE DAMAGE TO ALL NON-HERO TARGETS.

YOU MAY DESTROY AN ONGOING CARD.

YOU MAY DESTROY AN ENVIRONMENT CARD.

CARPET BOMB THIS TWENTY FIVE BY FIVE. TAKE IT ALL AND GLAZE IT. —UNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

CARPET BOMBING



ONE-SHOT

TEAM 7 DEALS 1 FIRE DAMAGE TO ALL NON-HERO TARGETS.

YOU MAY DESTROY AN ONGOING CARD.

YOU MAY DESTROY AN ENVIRONMENT CARD.

BUT WE DIDN'T GO THAT EASY. MAYBE OUR NUMBER WASN'T UP YET. MAYBE WE GOT LUCKY. MAYBE HELL WASN'T READY FOR US. —UNCH (TEAM 7 #1)

SENTINELS CROSSOVER CRISIS

TEAM 7

SHIELD



WE ONLY MAKE IT OUT AS ONE UNIT.

ONGOING, LIMITED

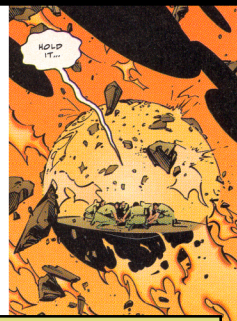
WHEN TEAM 7 WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, PREVENT THAT DAMAGE AND THEN DESTROY THIS CARD.

WE ONLY MAKE IT OUT AS ONE UNIT. BRING UP THE POWER. CONCENTRATE IT. START BUILDING A SHIELD. —CASH (TEAM 7 #4)

SENTINELS CROSSOVER CRISIS

TEAM 7

SHIELD



HOLD IT...

ONGOING, LIMITED

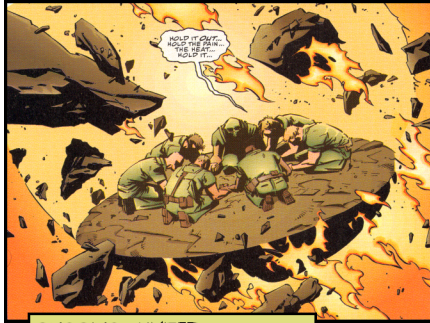
WHEN TEAM 7 WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, PREVENT THAT DAMAGE AND THEN DESTROY THIS CARD.

BRING DOWN A SHIELD OVER US. ALL AROUND US. KEEP YOUR MIND ON THE SHIELD. —CASH (TEAM 7 #4)

SENTINELS CROSSOVER CRISIS

TEAM 7

SHIELD



ONGOING, LIMITED

WHEN TEAM 7 WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, PREVENT THAT DAMAGE AND THEN DESTROY THIS CARD.

"THIS PICTURE 'S MAKE UP DYNCH. CRAVEN NUKED US JUST TO SEE IF WE COULD WALK AWAY."
—CASH (TEAM 7 #4)

**SENTINELS
CROSSOVER CRISIS**

TEAM 7

MEDIC!



ONE-SHOT

YOU MAY DISCARD UP TO 3 CARDS. TEAM 7 REGAINS 2 HP FOR EACH CARD DISCARDED THIS WAY.

"YOU'RE ON ENOUGH PAINKILLERS TO MAKE HALF THE JUNKIES IN NEW YOUR THINK IT'S CHRISTMAS."
—DR. ALICIA TURNER (TEAM 7 #2)

**SENTINELS
CROSSOVER CRISIS**

TEAM 7

MEDIC!



ONE-SHOT

YOU MAY DISCARD UP TO 3 CARDS. TEAM 7 REGAINS 2 HP FOR EACH CARD DISCARDED THIS WAY.

"YOU'RE ON ENOUGH PAINKILLERS TO MAKE HALF THE JUNKIES IN NEW YOUR THINK IT'S CHRISTMAS."
—DR. ALICIA TURNER (TEAM 7 #2)

**SENTINELS
CROSSOVER CRISIS**

TEAM 7

MEDIC!



ONE-SHOT

YOU MAY DISCARD UP TO 3 CARDS. TEAM 7 REGAINS 2 HP FOR EACH CARD DISCARDED THIS WAY.

"YOU'RE ON ENOUGH PAINKILLERS TO MAKE HALF THE JUNKIES IN NEW YOUR THINK IT'S CHRISTMAS."
—DR. ALICIA TURNER (TEAM 7 #2)

**SENTINELS
CROSSOVER CRISIS**

TEAM 7


ART BY ARON WESENFELD & TREVOR SCOTT





COVERT OPS

POWER: SELECT MELEE OR PROJECTILE. TEAM 7 DEALS 1 TARGET 1 DAMAGE OF THE SELECTED TYPE.

FROM: Alicia Turner, MD, PhD, Chief, I.O. Medical Division
TO: Miles Crovan, Director, International Operations
RE: Confidential Medical Report, Team 7

SUMMARY

While on a covert operation in "Country X," all sixteen (16) active members of Team 7 were exposed to a biological agent, identified by the Recovery Team as "Gen Factor." The exact nature and chemical/biological makeup of Gen Factor is unknown at this time. The eleven (11) survivors are experiencing a wide array of symptoms, including fluctuating body temperature and convulsions, and have been placed in medically induced comas for their own protection.

Allen, Timothy (Vanguard) -- DECEASED
Brockman, J.J. (Singer) -- DECEASED
Callahan, Stephen (Wraparound)
Calko, Cole (Dewey)
Chang, Philip Stewart (Bulletweaver)
Cray, Michael (Swathlow)
Dancy, Jackson (Acidbite)
Fairchild, Alexander Thomas (Slaghammer)
Gerald, Miguel (Tide-Tank) -- DECEASED
Isaac, Robert (Thunderclap) -- DECEASED
Johnson, Andrew (Gilly) -- DECEASED
Lynch, John (Topkick)
McManis, Richard (Blindfold)
Stapton, Marc (Backlash)
Thompson, Jack (Bonsnickel) -- DECEASED
Walker, Barry (Droptone) -- DECEASED

- DESTROY AN ENVIRONMENT CARD.
- 1 HERO MAY USE A POWER NOW.
- DESTROY A TARGET WITH 2 OR FEWER HP.

TEAM 7: BROTHERS IN ARMS






BLACK OPS

POWER: TEAM 7 DEALS THEMSELVES 2 IRREDUCIBLE PSYCHIC DAMAGE. TEAM 7 DEALS 1 TARGET 2 MELEE DAMAGE. TEAM 7 DEALS A SECOND TARGET 2 PROJECTILE DAMAGE.



Incapacitated!



- DESTROY AN ENVIRONMENT CARD.
- 1 PLAYER MAY PLAY A CARD NOW.
- EACH HERO TARGET REGAINS 1HP.

TEAM 7: SLUMMING GODS






NIGHT OPS

POWER: YOU MAY PLAY A [SQUAD MEMBER] CARD OR DRAW A CARD, THEN, TEAM 7 DEALS 1 TARGET 1 MELEE AND 1 PROJECTILE DAMAGE.



Incapacitated!



- DESTROY AN [ONGOING] CARD AND UP TO 3 ENVIRONMENT CARDS.
- 1 PLAYER MAY DRAW A CARD AND PLAY A CARD.
- 1 HERO MAY DEAL 1 TARGET 1 IRREDUCIBLE DAMAGE OF A TYPE THEIR PLAYER SELECTS.

TEAM 7: VARIANT COVER



26
TEAM 7




SPECIAL OPS
POWER: TEAM 7 DEALS 1 TARGET 1 MELEE DAMAGE. TEAM 7 DEALS 1 TARGET 1 PROJECTILE DAMAGE.

Incapacitated!



- ⑦ DESTROY AN ENVIRONMENT CARD.
- ⑦ REDUCE DAMAGE DEALT TO HERO TARGETS BY 1.
- ⑦ INCREASE DAMAGE DEALT BY HERO TARGETS BY 1.

TEAM 7: VARIANT COVER



26
TEAM 7





SPECIAL OPS
POWER: TEAM 7 DEALS 1 TARGET 1 MELEE DAMAGE. TEAM 7 DEALS 1 TARGET 1 PROJECTILE DAMAGE.

Incapacitated!





- ⑦ DESTROY AN ENVIRONMENT CARD.
- ⑦ REDUCE DAMAGE DEALT TO HERO TARGETS BY 1.
- ⑦ INCREASE DAMAGE DEALT BY HERO TARGETS BY 1.

TEAM 7: VARIANT COVER



26
TEAM 7


SPECIAL OPS
POWER: TEAM 7 DEALS 1 TARGET 1 MELEE DAMAGE. TEAM 7 DEALS 1 TARGET 1 PROJECTILE DAMAGE.

Incapacitated!

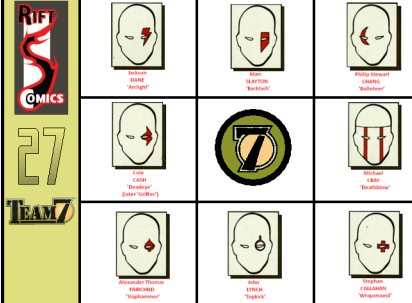



- ⑦ DESTROY AN ENVIRONMENT CARD.
- ⑦ REDUCE DAMAGE DEALT TO HERO TARGETS BY 1.
- ⑦ INCREASE DAMAGE DEALT BY HERO TARGETS BY 1.

TEAM 7: CLASSIFIED MISSIONS



27
TEAM 7

CLASSIFIED OPS
POWER: PUT THE TOP CARD OF YOUR DECK INTO YOUR HAND. PUT A CARD FROM YOUR HAND INTO PLAY.

Incapacitated!



- ⇒ DESTROY AN ENVIRONMENT CARD.
- ⇒ ONE PLAYER MAY PLAY A CARD NOW.
- ⇒ ONE HERO MAY USE A POWER NOW.