



Sentinels of the Multiverse – Crossover Crisis (Ultimate Edition) – Environment Deck: World without Grown-Ups

ENDANGERED CHILD



ONGOING

AT THE START OF THE ENVIRONMENT TURN, EACH HERO DEALS THEMSELF 1 PSYCHIC DAMAGE.

AT THE END OF THE ENVIRONMENT TURN, EACH PLAYER DISCARDS 1 CARD. IF THEY DO, MOVE THIS CARD BENEATH THE CARD "SAFE ZONE."

ANY ACTIVITY THAT THEY WERE TOLD NOT TO DO, OR WERE WARNED AGAINST BY GROWN-UPS, IS NOW FAIR GAME!

SENTINELS

CROSSOVER CRISIS

World without Grown-Ups

ENDANGERED CHILD



ONGOING

AT THE START OF THE ENVIRONMENT TURN, THE HERO WITH THE HIGHEST HP DEALS THEMSELF 1 PSYCHIC DAMAGE.

ON THEIR TURN, ONE PLAYER MAY DISCARD 2 CARDS. IF THEY DO, MOVE THIS CARD BENEATH THE CARD "SAFE ZONE."

ANY ACTIVITY THAT THEY WERE TOLD NOT TO DO, OR WERE WARNED AGAINST BY GROWN-UPS, IS NOW FAIR GAME!

SENTINELS

CROSSOVER CRISIS

World without Grown-Ups

ENDANGERED CHILD



ONGOING

AT THE START OF THE ENVIRONMENT TURN, EACH HERO DEALS THEMSELF 1 PSYCHIC DAMAGE.

ON THEIR TURN, ONE PLAYER MAY SKIP THEIR PLAY PHASE. IF THEY DO, MOVE THIS CARD BENEATH THE CARD "SAFE ZONE."

ANY ACTIVITY THAT THEY WERE TOLD NOT TO DO, OR WERE WARNED AGAINST BY GROWN-UPS, IS NOW FAIR GAME!

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SAFE ZONE



INDESTRUCTIBLE

THIS CARD BEGINS THE GAME IN PLAY.

CARDS BENEATH THIS CARD HAVE NO TEXT, ARE NOT CONSIDERED IN PLAY, ARE INDESTRUCTIBLE, AND MAY ONLY BE AFFECTED BY THE CARD "WANDERED OFF."

OVERWHELMINGLY OUT-NUMBERED BY THEIR ADOLESCENT PEERS, YOUNG JUSTICE AND THE WORLD'S OTHER TEENAGED SUPERHEROES KNEW THAT THEY WOULD NEED TO GATHER THEIR CHARGES INTO FEWER LOCATIONS IF THEY WERE GOING TO KEEP THEM SAFE.

SAFE ZONE



INDESTRUCTIBLE

THIS CARD BEGINS THE GAME IN PLAY.

CARDS BENEATH THIS CARD HAVE NO TEXT, ARE NOT CONSIDERED IN PLAY, ARE INDESTRUCTIBLE, AND MAY ONLY BE AFFECTED BY THE CARD "WANDERED OFF."

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ICE KATE

5



SENTINELS

CROSSOVER
CRISIS

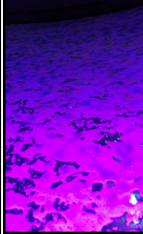


TEEN VILLAIN

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE Ⓜ-1 NON-ENVIRONMENT TARGETS WITH THE HIGHEST HP Ⓜ-2 COLD DAMAGE.

WITHOUT THE JLA, TEENAGE VILLAINS (AND WANNA-BE VILLAINS) SAW THEIR OPPORTUNITY: OVERWHELMING PANDEMONIUM ENSUED.

World without
Grown-Ups



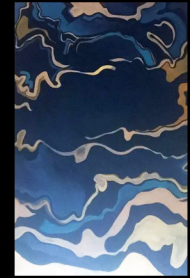
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SENTINELS

CROSSOVER
CRISIS

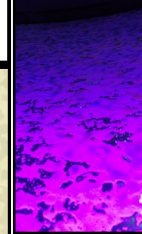


TEEN VILLAIN

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE Ⓜ-1 NON-ENVIRONMENT TARGETS WITH THE HIGHEST HP Ⓜ-2 INFERNAL DAMAGE.

WITHOUT THE JLA, TEENAGE VILLAINS (AND WANNA-BE VILLAINS) SAW THEIR OPPORTUNITY: OVERWHELMING PANDEMONIUM ENSUED.

World without
Grown-Ups



RAVENGER

7



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CRISIS

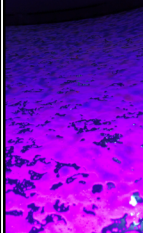


TEEN VILLAIN

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE Ⓜ-1 NON-ENVIRONMENT TARGETS WITH THE HIGHEST HP Ⓜ-2 MELEE DAMAGE.

WITHOUT THE JLA, TEENAGE VILLAINS (AND WANNA-BE VILLAINS) SAW THEIR OPPORTUNITY: OVERWHELMING PANDEMONIUM ENSUED.

World without
Grown-Ups



...

UNSUPERVISED

ELSEWHERE--
--IN A PLACE NOW KNOWN AS AMPA'S 2D KIDWORLD--

...WHERE, BROUGHT ABOUT BY THE PARENTAL FIGURES' WATERSPOUSER, THE ORDER OF THE DAY IS...

...PARTY!

ONE-SHOT

REVEAL CARDS FROM THE TOP OF THE ENVIRONMENT DECK UNTIL AN "ENDANGERED CHILD" CARD IS REVEALED. PUT THE REVEALED "ENDANGERED CHILD" CARD INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS AND THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

THEN, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

THE KIDS' REACTION TO THE MISSING ADULTS RUNS 7.9 MINUTES OF FEAR, 3.4 MINUTES OF DISORIENTATION, THEN COMES THE REALIZATION THAT THE SHACKLES ARE OFF!

SENTINELS

CROSSOVER CRISIS

World without Grown-Ups

UNSUPERVISED

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World without Grown-Ups

WANDERED OFF

ONGOING

AT THE END OF THE ENVIRONMENT TURN, MOVE AN "ENDANGERED CHILD" CARD FROM BENEATH THE "SAFE ZONE" CARD INTO PLAY. IF NO CARD ENTERS PLAY THIS WAY THE ENVIRONMENT DEALS EACH HERO TARGET 1 PSYCHIC DAMAGE.

GO HOME, STAY THERE, USE YOUR HEAD. DON'T DO ANYTHING YOUR PARENTS WOULD TELL YOU NOT TO.
--ROBIN (JLA: WORLD WITHOUT GROWN-UPS)

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