

spins chair around and sits in it like a straight-talking high school guidance counselor

So, you want to make some non-Definitive Edition Sentinels of the Multiverse content playable alongside **Sentinels of the Multiverse: Definitive Edition**. We've all been there. This is a confusing time – lots of changes happening – and it can be hard to know just what to do. Not to worry. We've got you.

That said, be aware: **Sentinels of the Multiverse: Definitive Edition** is designed and developed to be a better version of the Sentinels card game. In fact, it's the best version. So, converted Heroes, Villains, and Environments are unlikely to play as smoothly and dynamically as those found in the Definitive Edition products. Just managing expectations here. But we'll be releasing more content for Definitive Edition (including some never-before-seen stuff) in the years to come, so look forward to more polished Heroes, Villains, and Environments for **Sentinels of the Multiverse: Definitive Edition!**

PHASES

In Sentinels of the Multiverse: Definitive Edition, the phases of each turn are expanded a bit from the original edition.

Villain Turn

START PHASE: Follow any instructions on cards that reference the **START PHASE** of the Villain turn.

PLAY PHASE: Play the top card of the Villain deck.

END PHASE: Follow any instructions on cards that reference the **END PHASE** of the Villain turn.

Each Hero Turn in Play Order

START PHASE: Follow any instructions on cards that reference the **START PHASE** of that Hero turn.

PLAY PHASE: That Hero may play one card from their hand.

POWER PHASE: That Hero may use one power printed on one of their cards in play, such as the power on their character card.

DRAW PHASE: That Hero may draw the top card of their deck. If that Hero did not play any cards during their **PLAY PHASE** and did not use any powers during their **POWER PHASE** this turn, they may draw 1 additional card.

END PHASE: Follow any instructions on cards that reference the **END PHASE** of that Hero turn.

Environment Turn

START PHASE: Follow any instructions on cards that reference the **START PHASE** of the Environment turn.

PLAY PHASE: Play the top card of the Environment deck.

END PHASE: Follow any instructions on cards that reference the **END PHASE** of the Environment turn.

On non-Definitive Edition cards, treat effects that happen "at the start of your turn" as happening during your **START PHASE**, and effects that happen "at the end of your turn" as happening during your **END PHASE**. During the **START** and **END** phases, effects occur in the order in which the cards were played.

ENVIRONMENTS

The most notable deck-level change from original to Definitive SotM is in the way Environment decks work. Environment cards now have the same kinds of keywords as cards in other decks and behave much the same: One-Shots are played, do their thing, and then go to the trash. Ongoing cards hang around. So, for non-Definitive SotM, treat every non-target Environment card as if it also has the "Ongoing" keyword, since none of them are structured as One-Shots.

Additionally, in Definitive SotM, the Environment itself is no longer a source of damage. All damage comes from a target, one way or another. Thus, any damage not dealt by a target needs to be updated. Make any damage that doesn't have a source other than the Environment itself come from the Environment target with the highest HP. If there are no Environment targets in play, then the damage is "fixed" damage and comes from the target being dealt damage.

EFFECTS

As a result of the changes to how Environment cards work, change any non-Definitive Hero card that destroys an Environment card to now destroy an Ongoing card instead.

Text that is not in play cannot continue to affect the game. Thus, any One-Shot card that has a persistent effect should be treated as an Ongoing card, such as Tachyon's Hypersonic Assault. Any One-Shot that becomes an Ongoing in this way gains "**START PHASE:** Destroy this card."

"Fixed" damage cannot be increased, reduced, or redirected. Additionally, fixed damage cannot have its type changed, such as from melee to fire.

When a Hero would deal damage to themselves as a cost to do something like keeping a card in play (e.g., Tachyon's Pushing the Limits or Ra's Solar Flare), that damage should be "fixed".

No target can go below 0 HP. When a target reaches 0 HP, it is destroyed, unless something in play says otherwise. Even if it stays in play due to being indestructible or some other effect, it still cannot have a negative HP amount.

"Indestructible" is now a keyword, though it works a little differently than before. Cards with the Indestructible keyword cannot be destroyed by "destroy" effects, or by running out of HP. Indestructible does not prevent effects that put the card on the top or bottom of a deck or return it to hand, or even remove it from the game. It just means the card cannot be destroyed, even if it is at 0 HP.

If some effect would play a Limited card and there is already a copy of that Limited card in play, the card you are attempting to play goes to your hand instead.

Perhaps the simplest change: the Keyword "Equipment" in non-Definitive Sentinels is now "Item" in Definitive Edition. So, treat "Equipment" and "Item" as synonymous.

FURTHER READING

For more information, check out the *Sentinels of the Multiverse: Definitive Edition Rulebook*. Anything you find in a non-Definitive Sentinels deck that doesn't seem to be solved by this document must be made to work within the ruleset established by the Definitive Rulebook, and the FAQ section at the end will likely have helpful information on making your conversions work.

And most of all, keep on saving the Multiverse!

