

3 INVINCIBLE™
NOT, IN FACT, INVINCIBLE

Guardians of the Globe

Substitute.
Invincible can't be stunned while in combat with a character with the highest cost in play.

"As much trouble as you've been, I gotta admit—RAMPAGE—that's just a cool name."

5 EIV-012 ILLUS: IMAGE COMICS **4**

8 OMNI-MAN™
CONQUEROR OF EARTH • VILTRUMITE

Guardians of the Globe • Forces of Evil

Dual Loyalty. Omni-Man can't cause breakthrough or leave play.
Whenever Omni-Man attacks, ready him.
At the start of the recovery phase, you lose the game.

"I'm sorry, Mark."

21 EIV-010 ILLUS: CAPTAIN SPUD **21**

5 OMNI-MAN™
SAVIOUR OF EARTH

Guardians of the Globe

Pay 3 endurance → If Omni-Man entered play this turn, remove target defender you control from this attack. If you do, Omni-Man becomes a defender.
Whenever you substitute a character for Omni-Man, that character has invulnerability this turn.

9 EIV-016 ILLUS: EMJAYBEE **10**

7 INVINCIBLE™
STEWARD OF EARTH • VILTRUMITE

Guardians of the Globe

Substitute.
You may substitute for Guardians of the Globe characters who did not come into play this turn as if they had a cost 1 greater than their printed cost.

Invincible has been appointed the Viltrumites' new agent on Earth, despite his protests.

16 EIV-013 ILLUS: IMAGE COMICS **15**

2 REX SPLODE™
KIND OF A DICK

Guardians of the Globe

Substitute.
Pay 2 endurance → Target character gets -2DEF this attack. Use only once per turn.

3 EIV-018 ILLUS: IMAGE COMICS **2**

3 MARTIAN MAN™
ORIGINAL GUARDIANS

Guardians of the Globe

Pay 1 endurance → Search your deck for a substitute character card with a cost of 3 or less, reveal it, and put it in your hand. At the start of the combat phase, KO Martian Man. Use only during your recruit step.

3 EIV-014 ILLUS: CAPTAIN SPUD **6**

6 RED RUSH™
ORIGINAL GUARDIANS

Guardians of the Globe

When Red Rush enters play, he gets +2ATK and can't be stunned while attacking this turn.
Whenever you substitute a character for Red Rush, that character has "Discard two cards → Ready this character. It can't cause breakthrough this turn. Use only once per turn." this turn.

12 EIV-017 ILLUS: CAPTAIN SPUD **10**

6 THE IMMORTAL™
FOREVER AND EVER

Guardians of the Globe

Substitute.
When The Immortal enters play, replace target non-Team-Up resource.

Oh, what a life he's led.

13 EIV-022 ILLUS: CAPTAIN SPUD **12**

1 CECIL STEDMAN™
GLOBAL DEFENSE AGENCY

Guardians of the Globe

Activate → Choose a Guardians of the Globe character card in your KO'd pile. If that card entered a KO'd pile from play last turn, put it in your front row, and it loses all powers and keywords this turn. At the start of the combat phase, KO it. Use only during your recruit step.

1 EIV-007 ILLUS: IMAGE COMICS **1**

1 **THE WHITE ROOM**

Location

Activate, discard a card → Search your deck for a substitute Guardians of the Globe character card that shares a cost and an affiliation with a non-substitute character you control, reveal it, and put it in your hand.

"The water America drinks from their tap is laced with a chemical that inhibits the eye's ability to see certain frequencies of light."

EIV-028 ILLUS: IMAGE COMICS

4 **WAR WOMAN™**
ORIGINAL GUARDIANS

Guardians of the Globe

Whenever you substitute a Guardians of the Globe character for War Woman, put two +1/+1 counters on that character.

"How many times must I tell my mother?! I GO WHERE I PLEASE!"

8 **7**

EIV-024 ILLUS: CAPTAIN SPUD

4 **ROBOT™**
RUDY CONNERS

Guardians of the Globe

Substitute — Only.

When Robot substitutes for a character that didn't enter play this turn, draw a card for each resource you control, then discard three cards.

6 **8**

EIV-020 ILLUS: IMAGE COMICS

3 **DARKWING™**
ORIGINAL GUARDIANS

Guardians of the Globe

Whenever Darkwing stuns a character with a cost of 2 or less, if Darkwing entered play this turn, KO that character.

Whenever you substitute a character for Darkwing, that character gets +2ATK/+2DEF and can attack hidden characters this turn.

Darkwing worked tirelessly to clean up the appropriately-named Midnight City.

5 **4**

EIV-008 ILLUS: CAPTAIN SPUD

2 **AQUARUS™**
ORIGINAL GUARDIANS

Guardians of the Globe

At the start of the combat phase, put the top card of your deck into your KO'd pile.

Whenever you substitute a character for Aquarus, you may discard a card. If you do, return target card from your KO'd pile to your hand.

"Finally, some action!"

2 **3**

EIV-002 ILLUS: CAPTAIN SPUD

3 **SHAPESMITH™**
MARTIAN REBEL

Guardians of the Globe

Substitute.

When Shapesmith enters combat, you may KO him. If you do, put a character card with a cost of 3 or less from your KO'd pile into play.

3 **6**

EIV-021 ILLUS: IMAGE COMICS

1 **ROBOT™**
NOT, IN FACT, A ROBOT

Guardians of the Globe

Substitute — Only.

Each player plays with the top card of his deck revealed.

Activate → Target player removes the top card of his deck from the game.

1 **2**

EIV-019 ILLUS: IMAGE COMICS

1 **THE IMMORTAL™**
REBORN AGAIN

Guardians of the Globe

Substitute.

Pay 3 endurance → Whenever The Immortal would leave play during the recovery phase this turn, instead, recover him, and KO him at the start of the next combat phase. Use only during the combat phase.

Omni-Man has killed The Immortal on two separate occasions.

2 **1**

EIV-023 ILLUS: IMAGE COMICS

3 **MONSTER GIRL™**
CURSED EXISTENCE

Guardians of the Globe

Substitute — Only. When Monster Girl enters play, put a +1/+1 counter on her for each resource you control.

At the start of the recovery phase, remove a +1/+1 counter from Monster Girl.

Every time Monster Girl uses her powers, her human form grows younger.

3 **3**

EIV-015 ILLUS: IMAGE COMICS

2 GREEN GHOST™
ORIGINAL GUARDIANS



Guardians of the Globe

Whenever you substitute a Guardians of the Globe character for Green Ghost, you may move that character to your hidden area.

*Swallowing the magic amulet is easy.
Bringing it back up can be messy.*

2 EIV-011 ILLUS: CAPTAIN SPUD

1 Dupli-Kate™
MULTIPLYING MINK • NON-UNIQUE



Guardians of the Globe

Substitute.
You may substitute Dupli-Kate for a stunned character during the combat phase.

1 EIV-009 ILLUS: IMAGE COMICS

5 ATOM EVE™
PHILANTHROPIST



Guardians of the Globe

Substitute.
Remove a card in your KO'd pile from the game → Return a different card in your removed from play zone to your hand. Use only once per turn and only if you control another Guardians of the Globe character.
Eve decided to find something more productive to do with her powers.

8 EIV-003 ILLUS: IMAGE COMICS **10**

4 BULLETPROOF™
NOT, IN FACT, BULLETPROOF



Guardians of the Globe

Substitute.
Support row characters get -2ATK while in combat with Bulletproof.

7 EIV-006 ILLUS: IMAGE COMICS **7**

2 A TAILOR FOR TITANS



Plot Twist

Search your deck for a copy of target substitute Guardians of the Globe character, reveal it, and put it in your hand.

Ongoing: Whenever a character substitutes for a copy of itself, it gets +1ATK/+1DEF this turn.
*The clothes don't make the man,
but they certainly don't hurt.*

EIV-029 ILLUS: ENJAYBEE

3 NOT A NEGOTIATION



Plot Twist

Target Guardians of the Globe character gets +2ATK/-2DEF this attack. If it entered play this turn, it has reinforcement while defending this turn.

*The Viltrumites are quite adamant that
Mark take his father's place.*

EIV-031 ILLUS: IMAGE COMICS

3 THE TEEN TEAM



Plot Twist

Target substitute Guardians of the Globe character gets +2ATK/+2DEF this attack if it entered play this turn.

*Most members of the Teen Team
now work with the Guardians.*

EIV-033 ILLUS: IMAGE COMICS

7 ALLEN THE ALIEN™
CHAMPION EVALUATION OFFICER



Guardians of the Globe

Whenever Allen the Alien stuns a character with the highest cost among characters its owner controls, recover it.

"Well, you are entitled to one break."

17 EIV-001 ILLUS: IMAGE COMICS **17**

2 GLOBAL THREAT



Plot Twist

Choose an opposing character.
Whenever a Guardians of the Globe character you control enters play this turn, it gets +2ATK while in combat with the chosen character this turn.

EIV-030 ILLUS: IMAGE COMICS


2 THIS IS SO GAY 

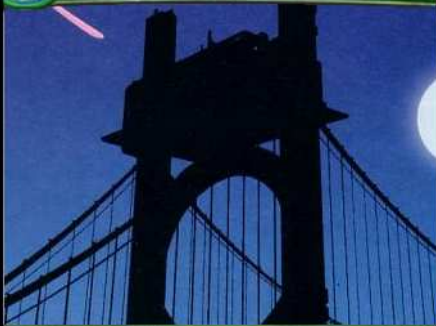


Plot Twist

Characters you control have flight and range this turn. If you control Invincible, attackers you control get +3DEF this turn.

EIV-034 ILLUS: IMAGE COMICS

3 BRIDGETOP HQ 



Location

Whenever you substitute a Guardians of the Globe character out of play, you may pay 2 endurance. If you do, return it to your hand, and you can't substitute characters with that name into play this turn.

The Teen Team operated from a hideout on a bridge support.

EIV-026 ILLUS: IMAGE COMICS

3 GRAYSON RESIDENCE 



Location

Activate → Return a substitute Guardians of the Globe character card in your KO'd pile or removed from game zone to its owner's hand. At the start of the combat phase, if you don't control a character with that name, discard a card.

Technically speaking, it's the super-secret headquarters of Earth's two mightiest heroes.

EIV-027 ILLUS: IMAGE COMICS

4 IT'S SCIENCE DOG!™ 



Plot Twist

Play only if you played no other plot twists this turn. Whenever you substitute target Guardians of the Globe character out of play this turn, gain endurance equal to its cost.

"You can't be real! Science Dog is a CARTOON!"

EIV-025 ILLUS: IMAGE COMICS

2 TIMELY RESCUE 

TEAM-UP



Plot Twist

To play, choose two team affiliations you control. If you chose Guardians of the Globe and another team affiliation, return target character card from your removed from play zone to your hand.

Ongoing: Crossover the chosen team affiliations.

EIV-035 ILLUS: IMAGE COMICS

1 BLACK SAMSON™ 

ORIGINAL GUARDIANS



Guardians of the Globe

At the start of the combat phase, if you control 3 or more resources, KO Black Samson and lose 3 endurance.

Whenever you substitute a character for Black Samson, that character gets +3ATK this turn.

Black Samson lost his powers, but a month spent comatose allowed him to heal.

2  **3**

EIV-005 ILLUS: CAPTAIN SPUD

2 ATOM EVE™ 

SAMANTHA EVE WILKINS



Guardians of the Globe

Substitute.

Activate, discard a card → Reveal the top card of your deck. Put it in your hand if it's a different type than the card you discarded.

Built as a weapon by the government, Eve was hidden from her creators.

2  **2**

EIV-004 ILLUS: IMAGE COMICS

3 REDEMPTION 



Plot Twist

Play only if you control Invincible. Negate target triggered effect.

"...Dad?"

EIV-032 ILLUS: IMAGE COMICS