

BLINK

SG S2

Teleports himself and others

4 5 4 4 S2

BOOM-BOOM

SG S2

1 damage to everything else

3 8 2 3 S2

CAPTAIN BRITAIN

SG S2

Can heal or gain tokens

2 7 3 3 S2

CLOAK



SG S2

Fighter of henchmen
Teleports
Synergy with Dagger

3 6 5 3 S2

DAGGER

SG S2

Synergy with Cloak
Fights against 
Bonus 

3 7 3 4 S2

DAZZLER



SG S2

Gains tokens  et 

2 8 3 3 S2

DOOP

SG S2

Gains tokens 
Exchanges cards
Placement  

1 6 2 4 S2

EMMA FROST

SG S2

Resists to damages
Uses two previous cards

2 3 7 5 S2

FANTOMEX

SG S2

Controls Villains

1 1
2 8 S2

FERAL

SG S2

Resists to damages

4 3
7 3 S2

FIRESTAR

SG S2

3 2
9 3 S2

GUARDIAN


SG S2

Resists to damages

5 2 6
4 3 2 S2

GWENPOOL

SG S2

Useful against  and henchmen
Controls Storyline
Damages to everything else

4 3
4 3 S2

HAVOK

SG S2

Resists to damages

4 8 3
4 3 S2

KITTY PRYDE

SG S2

Resists to damages
Improves movement
Lockheed

2 7 4 1
6 3 S2

LEGION

SG S2

Varied effects

4 4
4 3 S2

LONGSHOT

SG S2

Can heal
Controls Villains

3 3
6 5 S2

MAGIK

SG S2

Teleports
Bonus 
Useful against 

9 2
4 3 S2

MARROW

SG S2

Gives damages back
Resists to damages

4 3
6 3 S2

MIRAGE

SG S2

Resists to KOs
Moves , , 

4 2 5
2 5 S2

MULTIPLE MAN

SG S2

Demultiplies himself
Can heal

4 4
9 4 S2

NAMOR

SG S2

Removes  

7 3
4 3 S2

NIGHTCRAWLER

SG S2

Teleports himself and others

6 6
0 3 S2

NORTHSTAR

SG S2

Synergy Alpha Flight
Bonus 

3 3
5 3 S2

PHOENIX

SG S2

Controls Villains

0 20 0 0
0 7 S2

PIXIE

SG S2

Teleports
Avoids 

2 6 6 6
6 3 S2

POLARIS


SG S2

Resists to damages

4 4 4 4
5 3 S2

PUCK

SG S2

Synergy Alpha Flight
Resists to damages
Controls 

6 1 4 4
3 1 4 S2

SASQUATCH


SG S2

Synergy Allpha flight

5 6 3 4
4 3 S2

SNOWBIRD




SG S2

Synergy alpha flight
Resists to luck
Bonus 

3 1 5 1
6 3 2 S2

SPIRAL

SG S2

Bonus 
Can heal
Bonus  

4 4 4 4
6 3 1 S2

STRONG GUY

SG S2

Resists to damages

6 2 2 2
4 4 S2

SUNFIRE

SG S2

1 damage to everything else
Bonus for empty Locations

3 3 3 S2
6 3 3

SUNSPOT


SG S2

Gains tokens

2 1 1
10 3 3 S2

WARLOCK

SG S2

Can heal
Bonus against 

4 2 4 4
7 3 3 S2

WARPATH

SG S2

Can heal
Controls Villains

4 2 4 4
4 3 5 S2

WEAPON X

SG S2

Resists to damages

9 6 3 3
2 3 3 S2

WOLFSBANE


SG S2

Bonus against 
Bonus 

4 2 2
5 3 5 S2

X-23

SG S2

Bonus 
Gains tokens
Can heal

6 4 4
5 3 3 S2