

ADAM WARLOCK

ALL-IN S1

Controls Villains
Immortal

4 3 3 S1
4 6 6

AMERICA CHAVEZ

SG S1

Resists to damages

6 2 4 4
4 6 3 2 S1

ANT-MAN

CORE BOX S1

Resists to damages

2 3 7 4
3 1 4 S1

BETA RAY BILL

TALES OF ASGARD

Can heal

6 6 4 4
6 6 3 S1

BLACK CAT

SG S1

Gains tokens
Controls Villains

5 3 3 4
4 6 3 S1

BLACK PANTHER

RISE OF THE BLANCK PANTHER

4 2 4 2
7 2 3 S1

BLACK WIDOW



CORE BOX S1

Controls Villains

7 4 4 4
4 6 3 S1

BLADE

SG S1

Can heal
Useful against 
Bonus 

7 4 3 4
5 6 3 S1

CAPTAIN AMERICA

CORE BOX S1

5 4 7 3 S1

CAPTAIN MARVEL

CORE BOX S1

7 4 6 3 S1

DAREDEVIL

SG S1

Gains tokens

4 3 7 3 S1

DOCTOR STRANGE

SG S1

Controls Villains
Teleports

1 3 6 6 S1

DRAX

SG S1

ELEKTRA

SG S1

Resists to damages

11 3 0 3 S1

8 4 6 3 S1

FALCON

SG S1

GAMORA

GUARDIANS OF THE GALAXY REMIX

Bonus et

3 8 3 3 S1

7 4 3 3 S1

GHOST RIDER


SG S1

Can heal

3 6 3 3 1
8 3 S1

GHOST-SPIDER

ENTER THE SPIDER-VERSE

Useful against 
Resists to damages

3 6 6
5 3 S1

GROOT

GUARDIANS OF THE GALAXY REMIX

Can heal
Teleports

4 2 3 3
3 3 S1

HAWKEYE

SG S1

Bonus 
Resists to damages

6 2 4 4
4 3 S1

HOWARD THE DUCK

SG S1

Bonus 
Strong against Villains

4 4 2 4
3 3 S1

HULK

CORE BOX S1

1 damage to everything else

7 2 2
5 3 S1

IRON FIST

SG S1

Can heal

5 6 6 6
3 3 S1

IRON MAN

CORE BOX S1

6 2 5 5
4 3 S1



JESSICA JONES

SG S1

Gains 

Teleports

Can heal

5  4  S1

KORG

TALES OF ASGARD



83/6  3  S1

LUKE CAGE

SG S1

Resists to damages

Can heal

7  2  S1

MANTIS

SG S1

Teleports

Cancels 

Heals other heroes



3  7  S1

MILES MORALES

ENTER THE SPIDER-VERSE

Resists to damages

Controls Villains

6  5  S1

MOCKINGBIRD

SG S1

Controls  

5  6  S1



MOON KNIGHT

SG S1

Resists to damages

Bonus 

Can heal

5  7  S1

MS. MARVEL

SG S1

Controls Storyline

Bonus  and range

7  2  S1

NEBULA

SG S1

Can heal
Controls Storyline

8 2 2
3 3 4 S1

NICK FURY

SG S1

2 2 4 2
4 6 2 S1

NOVA

SG S1

3 6 6
2 6 S1

OKOYE

SG S1

Controls his deck
Bouclier humain

7 2 3 3
3 3 4 S1

PUNISHER

SG S1

6 10 2
3 3 S1

QUICKSILVER

SG S1

Bonus , ,

3 3 3
12 3 S1

ROCKET

GUARDIANS OF THE GALAXY REMIX

Bonus

7 2
4 3 S1

SCARLET WITCH

SG S1

Controls Storyline
Controls Villains

4 3 3
6 4 S1

SHANG CHI

SG S1

Bonus 

7 5
5 3 S1

SHE-HULK

SG S1

6 3/5 3
5 3 S1

SHURI

RISE OF THE BLANCK PANTHER

Heals other heroes

2 6
2 6 3 S1

SPIDER-HAM

SG S1

Resists to KOs
Controls Villains

5 1 4
6 3 S1

SPIDER-MAN

ENTER THE SPIDER-VERSE

Bonus  

7 3 2
4 2 3 S1

SPIDER-MAN 2099

ENTER THE SPIDER-VERSE

Resists to damages

4 2 4 1
7 3 S1

SPIDER-WOMAN

SG S1

Resists to damages
Controls Villains

7 0/4 3
6 3 S1

SQUIRREL GIRL

SG S1

Controls Villains
Bonus 

7 1
3 4 S1

STAR-LORD

GUARDIANS OF THE GALAXY REMIX

Donne des jetons

2 5
5 6 S1

THOR

TALES OF ASGARD

6 9 4
6 3 S1

VALKYRIE

TALES OF ASGARD

Teleports

7 4
3 3 S1

VENOM

SG S1

Can heal

8 2 2
5 1 3 S1

VISION

SG S1

Resists to damages

Bonus , 

2 7
2 4 S1

WAR MACHINE

SG S1

5 5 3
7 1 3 S1

WASP

CORE BOX S1

Resists to damages

Teleports

5 1 3
5 4 S1

WINTER SOLDIER

RISE OF THE BLANCK PANTHER

9 6 1
3 3 S1

YONDU

ALL-IN S1

Bonus against 

7 3  3  S1
4  3 

ANGEL

FIRST CLASS

Fights 

2  3  S2
8  3 

APOCALYPSE

THE HORSEMEN OF APOCALYPSE


1 damage to everything else
Can heal
Resists to KOs

4  0  S2
5  7 

ARCHANGEL

GOLD TEAM

Resists to damages

3  2  S2
9  3 

BANSHEE

BLUE TEAM

Cancels 

5  2  S2
6  3 

BEAST

CORE BOX S2

Can heal
Convertit les  en 

4  7  S2
6  3 

BEAST (1ST CLASS)

FIRST CLASS

Gains tokens

3  7  S2
5  3 

BISHOP

GOLD TEAM

Resists to damages

4  7  S2
3  3 

BLINK

SG S2

Teleports himself and others

4 4 4 4 S2

BOB

DEADPOOL

Chaotic

2 3 3 3 S2

BOOM-BOOM

SG S2

1 damage to everything else

3 4 2 2 S2

CABLE

X-FORCE

Controls heroes deck

Can heal

Gains tokens

3 2 3 3 S2

CANNONBALL

X-FORCE

Gains tokens
Resists to damages

3 2 2 2 S2

CAPTAIN BRITAIN

SG S2

Can heal or gain tokens

2 2 3 3 S2

CLOAK

SG S2

Fighter of henchmen
Teleports
Synergy with Dagger

3 2 5 3 S2

COLOSSUS

GOLD TEAM

Resists to damages
Bonus of allies

6 2 2 3 S2

CYCLOPS

CORE BOX S2

5 3 6 3 2 S2

CYCLOPS (1ST CLASS)



FIRST CLASS

3 5 6 3 S2

1 damage to everything else

DAGGER

SG S2

Synergy with Cloak
Fights against 
Bonus 

3 7 3 4 3 S2

DAZZLER

SG S2

Gains tokens  et 

2 8 3 3 S2

DEADPOOL

DEADPOOL

Resists to damages
Can heal
Resists to villains

4 3 8 1 5 2 S2

DOCTOR DOOM

FANTASTIC FOUR

Gagne des jetons
Utilise les 3 cartes précédentes

4 3 1 8 S2

DOMINO

X-FORCE

Controls Villains et des sbires

4 4 3 1 6 S2

DOOP

SG S2

Gains tokens , Échange de carte,
Placement  

1 6 2 4 2 S2

EMMA FROST

SG S2

Resists to damages
Uses two previous cards

2 7
3 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

FORGE

GOLD TEAM

Bonus 
Pseudo téléportation

3 6
3 5 S2

GAMBIT

BLUE TEAM

4 3
8 3 2 S2

GUARDIAN

SG S2

Resists to damages

5 2
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 3 S2

HOPE SUMMERS

PHOENIX FIVE

Useful against menaces
Controls Villains

6 3 3 S2

HUMAN TORCH

FANTASTIC FOUR

Gains tokens
Damages to everything else
Bonus 
Synergy Fantastic 4

5 3 3 S2

ICEMAN

GOLD TEAM

Resists to damages
Avoids 

5 5 3 S2

ICEMAN (1ST CLASS)

FIRST CLASS

Empêche déplacement des Vilains
Improve movement

6 2 2 S2

INVISIBLE WOMAN

FANTASTIC FOUR

Resists to Master Plan
Synergy Fantastic 4

3 6 4 2 S2

JEAN GREY

CORE BOX S2

Controls Storyline

2 2 5 2 S2

JUBILEE

BLUE TEAM

Évite les 

2 6 6 3 S2

KITTY PRYDE


SG S2

Resists to damages, déplacement
Lockheed

2 7 4 1
6 3 S2

LADY DEADPOOL

DEADPOOL

Utile pour , 
Can heal

4 6 3
3 3 2 S2

LEGION

SG S2

Varied effects

4 4 4
4 3 S2

LOGAN

DAYS OF THE FUTURE PAST

Can heal
Resists to damages

7 3 3
4 3 S2

LONGSHOT

SG S2

Can heal
Controls Villains

3 3 3
6 5 S2

MAGIK


SG S2

Teleports
Bonus 
Useful against 

9 2 2
4 3 S2

MAGNETO

CORE BOX S2

Bonus 

6 6 1
3 4 S2

MARROW

SG S2



Renvoie dégâts
Resists to damages

4 4 3
6 3 S2

MARVEL GIRL

FIRST CLASS

Bonus  ou 

4  5  S2

MIRAGE

SG S2

Resists to KOs


Replacement , , 



4 2  5  S2

MISTER FANTASTIC

FANTASTIC FOUR

Synergy Fantastic 4

Bonus 

3  7  S2

MULTIPLE MAN

SG S2

Demultiplies himself

Can heal



4  4  S2

MYSTIQUE

CORE BOX S2

Avoids placement of  

Can heal

7  1  S2

NAMOR

SG S2



Removes  

7 4  3  S2

NIGHTCRAWLER

SG S2


Teleports himself and others

6  6  S2

NORTHSTAR

SG S2

Synergy Alpha Flight

Bonus 

3 4  3  S2

OLD MAN LOGAN

ALL-IN S2

Resists to damages

0 10 5
7 4 S2

PHOENIX

SG S2

Controls Villains

0 20 0
0 7 S2

PIXIE

SG S2

Teleports

Avoids 

2 6
6 3 S2

POLARIS

SG S2


Resists to damages

4 4
5 3 S2

PROFESSOR X

CORE BOX S2


Controls Storyline

Bonus 

3 2 5 2
4 4 S2

PSYLOCKE

BLUE TEAM

Avoids 

Controls Storyline

5 3
6 3 S2

PUCK

SG S2

Synergy Alpha Flight

Resists to damages

Controls 

6 1 4
3 1 4 S2

ROGUE

BLUE TEAM

Bonus symbols of other heroes

4 4
3 4 S2

SASQUATCH

SG S2

Synergy Alpha flight

5 6 3 3
4 3 S2

SHATTERSTAR

X-FORCE

Can heal

2 6 5 5
7 3 S2

SILVER SURFER

FANTASTIC FOUR

Teleports
Can heal

2 2 2 2
2 8 S2

SNOWBIRD

SG S2

Synergy alpha flight
Resists to luck
Bonus

3 1 5 5
6 3 2 S2

SPIRAL

SG S2

Bonus
Can heal
Bonus

4 4 4 4
6 3 1 S2

STORM

CORE BOX S2

Teleports de soi et autres héros

4 4 3 3
7 3 S2

STORM (MOHAWK)

THE HORSEMEN OF APOCALYPSE

Resists to

4 9 4 4
6 3 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

THE THING

FANTASTIC FOUR

Synergy Fantastic 4
Resists to damages

8 2 2 S2
4 3 3

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 S2
4 5 5

WEAPON X

SG S2

Resists to damages

9 6 3 3 S2
2 3 3

WOLFSBANE

SG S2

Bonus against 🧟
Bonus 🧟

4 2 2 S2
5 5 5

WOLVERINE

CORE BOX S2


Can heal

5 6 4 4 S2
4 4 4

X-23

SG S2

6 4
5 3 **S2**

Bonus 

Gains tokens

Can heal