

ADAM WARLOCK

ALL-IN S1

4 4 3 6 S1

Controls Villains
Immortal

AMERICA CHAVEZ

SG S1

6 4 2 4 S1

Resists to damages

ANT-MAN

CORE BOX S1

2 3 7 S1

Resists to damages

BETA RAY BILL

TALES OF ASGARD

6 6 4 S1

Can heal

BLACK CAT

SG S1

5 4 3 3 S1

Gains tokens
Controls Villains

BLACK PANTHER

RISE OF THE BLANCK PANTHER

4 7 2 4 S1

BLACK WIDOW

CORE BOX S1



7 4 4 S1

Controls Villains

BLADE

SG S1

7 5 3 3 S1

Can heal
Useful against 
Bonus 

CAPTAIN AMERICA 5 4  7 3  3  S1
CORE BOX S1

CAPTAIN MARVEL 7 4  6  3 4  S1
CORE BOX S1

DAREDEVIL
SG S1

Gains tokens

4 3  7 3  7  S1

DOCTOR STRANGE 1 3  6 6  S1
SG S1

Controls Villains
Teleports

DRAX
SG S1

11 3  0  3 3  S1

ELEKTRA
SG S1

Resists to damages

8 4  6  1 3  S1

FALCON
SG S1

3 8  3 3  7  S1

GAMORA 7 4  3 3  S1
GUARDIANS OF THE GALAXY REMIX

Bonus  et 

GHOST RIDER

SG S1


3 6 3 1
8 3 S1

Can heal

GHOST-SPIDER

ENTER THE SPIDER-VERSE

3 6 6
5 3 S1

Useful against 
Resists to damages

GROOT

GUARDIANS OF THE GALAXY REMIX

4 2 3
3 3 S1

Can heal
Teleports

HAWKEYE

SG S1

6 2 4
4 3 S1

Bonus 
Resists to damages

HOWARD THE DUCK

SG S1

4 4 2
3 3 S1

Bonus 
Strong against Villains

HULK

CORE BOX S1

7 2
5 3 S1

1 damage to everything else

IRON FIST

SG S1

5 6 6
3 3 S1

IRON MAN

CORE BOX S1

6 2 5
4 3 S1

Can heal

JESSICA JONES

SG S1

5 4
5 3 S1

KORG

TALES OF ASGARD

8 3/6 3
3 3 S1

LUKE CAGE

SG S1

7 2
5 3 S1


MANTIS

SG S1

3 7
3 4 S1

Gains 
Teleports
Can heal

Resists to damages
Can heal

Teleports
Cancels 
Heals other heroes

MILES MORALES

ENTER THE SPIDER-VERSE

6 2
2 4 S1

MOCKINGBIRD

SG S1

5 6
4 3 S1

MOON KNIGHT

SG S1

5 7
3 3 S1


MS. MARVEL

SG S1

7 2
4 4 S1

Resists to damages
Controls Villains

Controls  

Resists to damages
Bonus 
Can heal

Controls Storyline
Bonus  and range

NEBULA

SG S1

Can heal

Controls Storyline

8 2 2
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

7 2 3
3 4 S1

Controls his deck

Bouclier humain

PUNISHER

SG S1

6 10 2
3 3 S1

QUICKSILVER


SG S1

Bonus , , 

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

2  5 
5  6  S1

Donne des jetons

THOR

TALES OF ASGARD

6  4 
6  3  S1

VALKYRIE

TALES OF ASGARD

7  4 
3  3  S1

Teleports

VENOM

SG S1

8  2 
5  3  S1

Can heal

VISION

SG S1

2  7 
2  4  S1

Resists to damages

Bonus , 

WAR MACHINE

SG S1

5  3 
7  3  S1

WASP

CORE BOX S1

Resists to damages

Teleports

5  3 
5  4  S1

WINTER SOLDIER

RISE OF THE BLANCK PANTHER

9  1 
3  3  S1

YONDU

ALL-IN S1

7 3 3
4 3 S1

Bonus against 

ANGEL

FIRST CLASS

2 3 3
8 3 S2

Fights 

APOCALYPSE

THE HORSEMEN OF APOCALYPSE

4 0
5 7 S2

1 damage to everything else
Can heal
Resists to KOs

ARCHANGEL

GOLD TEAM


3 6 2
9 3 S2

Resists to damages

BANSHEE

BLUE TEAM

5 4 2
6 3 S2

Cancels 

BEAST

CORE BOX S2

4 7
6 3 S2

Can heal
Convertit les  en 

BEAST (1ST CLASS)

FIRST CLASS

3 1 7
5 2 3 S2

Gains tokens

BISHOP

GOLD TEAM

4 3 7
3 3 S2

Resists to damages

BLINK

SG S2

4 4
5 4 S2

Teleports himself and others

BOB

DEADPOOL

2 3
3 5 S2

Chaotic

BOOM-BOOM

SG S2

3 2
8 3 S2

1 damage to everything else

CABLE

X-FORCE

3 2 3
1 7 S2

Controls heroes deck
Can heal
Gains tokens

CANNONBALL

X-FORCE

3 2
9 3 S2

Gains tokens
Resists to damages

CAPTAIN BRITAIN

SG S2

2 3
7 3 S2

Can heal or gain tokens

CLOAK

SG S2

3 5
6 3 S2

Fighter of henchmen
Teleports
Synergy with Dagger

COLOSSUS

GOLD TEAM

6 2
6 3 S2

Resists to damages
Bonus of allies

CYCLOPS

CORE BOX S2

5 4 6 3 2 S2

CYCLOPS (1ST CLASS)



FIRST CLASS

1 damage to everything else

3 4 6 5 3 S2

DAGGER



SG S2

Synergy with Cloak
Fights against 
Bonus 

3 3 4 7 3 S2

DAZZLER

SG S2

Gains tokens  et 

2 3 8 3 S2

DEADPOOL

DEADPOOL

Resists to damages
Can heal
Resists to villains

4 8 1 3 5 2 S2

DOCTOR DOOM

FANTASTIC FOUR

Gains tokens
Uses 3 previous cards

4 3 1 3 8 S2

DOMINO

X-FORCE

Controls Villains et des sbires

4 3 1 4 6 S2

DOOP

SG S2

Gains tokens 
Exchanges cards
Placement  

1 2 6 4 2 S2

EMMA FROST

SG S2

2  7 
3  5  S2

Resists to damages
Uses two previous cards

FANTOMEX

SG S2

1  1 
2  8  S2

Controls Villains

FERAL

SG S2

4  3 
7  3  S2

Resists to damages

FIRESTAR

SG S2

3  2 
9  3  S2

FORGE





GOLD TEAM

3  6 
3  5  S2

Bonus 
Pseudo teleports

GAMBIT

BLUE TEAM

4  3 
8  3 2  S2

GUARDIAN

SG S2


Resists to damages

5  6 
4  3 2  S2

GWENPOOL

SG S2

4  3 
4  3  S2

Useful against  and henchmen
Controls Storyline
Damages to everything else

HAVOK

SG S2

4 8 3 3
4 3 3 S2

Resists to damages

HOPE SUMMERS

PHOENIX FIVE

6 3 3 3
5 3 3 S2

Useful against menaces
Controls Villains

HUMAN TORCH

FANTASTIC FOUR

5 3 3 3
7 3 3 S2

Gains tokens
Damages to everything else
Bonus 
Synergy Fantastic 4

ICEMAN

GOLD TEAM

5 5 3 3
5 3 3 S2

Resists to damages
Avoids 

ICEMAN (1ST CLASS)

FIRST CLASS

6 2 2 2
7 3 3 S2

Avoids Villain movement
Improves movement

INVISIBLE WOMAN

FANTASTIC FOUR

3 3 6 3
4 4 2 S2

Resists to Master Plan
Synergy Fantastic 4

JEAN GREY

CORE BOX S2

2 2 5 5
4 5 5 S2

Controls Storyline

JUBILEE

BLUE TEAM

2 6 6 3
6 3 3 S2

Avoids 

KITTY PRYDE

SG S2

Resists to damages
Improves movement
Lockheed

2 7 4 1
6 3 3 S2

LADY DEADPOOL

DEADPOOL

Useful against , 
Can heal

4 6 3 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 1 1
3 4 S2

MARROW

SG S2

Gives damages back
Resists to damages

4 3 3
6 3 S2

MARVEL GIRL

FIRST CLASS

4 4 5 4 S2

Bonus  ou 

MIRAGE

SG S2

Resists to KOs


Moves , , 

4 2 5 2 S2

MISTER FANTASTIC

FANTASTIC FOUR

Synergy Fantastic 4

Bonus 

3 7 5 S2

MULTIPLE MAN

SG S2

Demultiplies himself

Can heal

4 4 4 S2

MYSTIQUE

CORE BOX S2

7 5 1 3 S2

Avoids placement of  
Can heal

NAMOR

SG S2

Removes  

7 4 3 3 S2

NIGHTCRAWLER

SG S2

Teleports himself and others

6 6 3 S2

NORTHSTAR

SG S2

Synergy Alpha Flight
Bonus 

3 3 3 S2

OLD MAN LOGAN

ALL-IN S2

0 10 5
7 4 S2

Resists to damages

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 4
5 3 S2

PROFESSOR X

CORE BOX S2


3 2 5 2
4 4 S2

Controls Storyline

Bonus 

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

5 6 3
4 3 S2

Synergy Alpha flight

SHATTERSTAR

X-FORCE

2 6 5
7 3 S2

Can heal

SILVER SURFER

FANTASTIC FOUR

2 2
2 8 S2

Teleports
Can heal

SNOWBIRD

SG S2

3 1 5 1
6 3 2 S2

Synergy alpha flight
Resists to luck
Bonus

SPIRAL

SG S2

4 4
6 3 1 S2

Bonus
Can heal
Bonus

STORM

CORE BOX S2

4 4 3
7 3 S2

Teleports de soi et autres héros

STORM (MOHAWK)

THE HORSEMEN OF APOCALYPSE

4 9 4
6 3 S2

Resists to

STRONG GUY

SG S2

6 2
4 4 S2

Resists to damages

SUNFIRE

SG S2

3 3
6 3 S2

1 damage to everything else
Bonus for empty Locations

SUNSPOT

SG S2

Gains tokens

2 1
10 3 3 S2

THE THING

FANTASTIC FOUR

Synergy Fantastic 4
Resists to damages

8 2
4 3 S2

WARLOCK

SG S2

Can heal
Bonus against ⚠

4 2 4
7 3 S2

WARPATH

SG S2

4 2 4
4 5 S2

Can heal
Controls Villains

WEAPON X

SG S2

Resists to damages

9 6 3
2 3 S2

WOLFSBANE

SG S2

Bonus against 🧔
Bonus 🦋

4 2
5 5 S2

WOLVERINE

CORE BOX S2


Can heal

5 6 4
4 4 S2

X-23

SG S2

6		4	
5		3	

Bonus 

Gains tokens

Can heal