

ANGEL
FIRST CLASS

2 3 3 4 S2
8 3

Fights 

APOCALYPSE
THE HORSEMEN OF APOCALYPSE

4 0 4 S2
5 7 4

1 damage to everything else
Can heal
Resists to KOs

ARCHANGEL
GOLD TEAM

3 6 2 4 S2
9 3

Resists to damages

BANSHEE
BLUE TEAM

5 4 2 4 S2
6 3

Cancels 

BEAST
CORE BOX S2

4 7 4 S2
6 3

Can heal
Convertit les  en 

BEAST (1ST CLASS)
FIRST CLASS

3 1 7 1 S2
5 2 3

Gains tokens

BISHOP
GOLD TEAM

4 3 7 4 S2
3 3

Resists to damages

BLINK
SG S2

4 4 4 S2
5 4

Teleports himself and others

BOB
DEADPOOL

2  3 
3  5  S2


Chaotic

BOOM-BOOM
SG S2

1 damage to everything else


3  2 
8  3  S2





CABLE
X-FORCE

Controls heroes deck
Can heal
Gains tokens 

3  3 
1  7  S2

CANNONBALL
X-FORCE

Gains tokens 
Resists to damages

3  2 
9  3  S2

CAPTAIN BRITAIN 2  3 
7  3  S2
SG S2


Can heal or gain tokens

CLOAK
SG S2

Fighter of henchmen
Teleports
Synergy with Dagger

3  5 
6  3  S2

COLOSSUS
GOLD TEAM

Resists to damages
Bonus of allies 

6  2 
6  3  S2

CYCLOPS
CORE BOX S2

5  6 
3  3  2  S2

CYCLOPS (1ST CLASS)



3 4 6
5 3 S2

FIRST CLASS

1 damage to everything else

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 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

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 teleports

3  6 
3  5  S2

GAMBIT

BLUE TEAM

4  3 
8  3 2  S2

GUARDIAN

SG S2

Resists to damages

5  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  3 
4  3  S2

HOPE SUMMERS

6 3
5 3 S2


PHOENIX FIVE

Useful against menaces
Controls Villains

HUMAN TORCH

5 3
7 3 S2


FANTASTIC FOUR

Gains tokens
Damages to everything else
Bonus 
Synergy Fantastic 4

ICEMAN

5 5
5 3 S2

GOLD TEAM

Resists to damages
Avoids 

ICEMAN (1ST CLASS)

6 2
7 3 S2

FIRST CLASS

Avoids Villain movement
Improves movement

INVISIBLE WOMAN

3 6
4 4 2 S2

FANTASTIC FOUR

Resists to Master Plan
Synergy Fantastic 4

JEAN GREY

2 2 5 2
4 5 S2

CORE BOX S2

Controls Storyline

JUBILEE

2 6 6
6 3 S2

BLUE TEAM

Avoids 

KITTY PRYDE

2 7 4 1
6 3 S2

SG S2

Resists to damages
Improves movement
Lockheed

LADY DEADPOOL

DEADPOOL

4 6 3
3 3 2 S2

Useful against , 
Can heal

LEGION

SG S2

Varied effects

LOGAN

DAYS OF THE FUTURE PAST

Can heal
Resists to damages

LONGSHOT

SG S2

Can heal
Controls Villains

MAGIK


SG S2

9 2
4 3 S2

Teleports
Bonus 
Useful against 

MAGNETO

CORE BOX S2

Bonus 

MARROW

SG S2

Gives damages back
Resists to damages

MARVEL GIRL

FIRST CLASS

Bonus  ou 

MIRAGE

SG S2

Resists to KOs


Moves , , 

4 2 5
2 5 S2

MISTER FANTASTIC

FANTASTIC FOUR

Synergy Fantastic 4

Bonus 

3 7
3 5 S2

MULTIPLE MAN

SG S2

Demultiplies himself

Can heal

4 4
9 4 S2

MYSTIQUE

CORE BOX S2

Avoids placement of  

Can heal

7 1
5 3 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

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
4 3 S2

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 3 S2

WARLOCK

SG S2

Can heal
Bonus against ⚠

4 2 4
7 3 3 S2

WARPATH

SG S2

Can heal
Controls Villains

4 2 4
4 5 5 S2

WEAPON X

SG S2

Resists to damages

9 3
2 3 3 S2

WOLFSBANE

SG S2

Bonus against 🦺
Bonus ⚡

4 2
5 5 5 S2

WOLVERINE

CORE BOX S2

Can heal

5 3 4
4 3 4 S2

X-23

SG S2

Bonus 🦺
Gains tokens
Can heal

6 3 4
5 3 3 S2