

## 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  S2  
5  4 

**BOB**  
**DEADPOOL**

Chaotic

2 3 3  
3 5 S2

**BOOM-BOOM**  
**SG S2**

1 damage to everything else

3 2 2  
8 3 S2

**CABLE**  
**X-FORCE**

Controls heroes deck  
Can heal  
Gains tokens

3 2 3  
1 7 S2

**CANNONBALL**  
**X-FORCE**

Gains tokens  
Resists to damages

3 2 2  
9 3 S2

**CAPTAIN BRITAIN**  
**SG S2**

Can heal or gain tokens

2 3 3  
7 3 S2

**CLOAK**  
**SG S2**

Fighter of henchmen  
Teleports  
Synergy with Dagger

3 5 5  
6 3 S2

**COLOSSUS**  
**GOLD TEAM**

Resists to damages  
Bonus of allies

6 2 2  
6 3 S2

**CYCLOPS**  
**CORE BOX S2**

5 6 6  
3 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

Gagne des jetons

Utilise les 3 cartes précédentes

4 3 1 8 S2

## DOMINO

X-FORCE

Controls Villains et des sbires

4 3 1 4 6 S2

## DOOP

SG S2

Gains tokens , Échange de carte,  
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 téléportation

3 6  
3 5 S2

## GAMBIT

BLUE TEAM

4 6 3  
8 3 2 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

## HOPE SUMMERS


PHOENIX FIVE

Useful against menaces  
Controls Villains

6 3 3 S2  
5 3 3

## HUMAN TORCH

FANTASTIC FOUR

Gains tokens  
Damages to everything else  
Bonus   
Synergy Fantastic 4

5 3 3  
7 3 3 S2

## ICEMAN

GOLD TEAM

Resists to damages  
Avoids 

5 5 5 S2  
5 3 3

## ICEMAN (1ST CLASS)

FIRST CLASS

Empêche déplacement des Vilains  
Improve movement

6 2 2  
7 3 3 S2

## INVISIBLE WOMAN

FANTASTIC FOUR

Resists to Master Plan  
Synergy Fantastic 4

3 6 6 S2  
4 4 2

## JEAN GREY

CORE BOX S2

Controls Storyline

2 2 5 2  
4 5 3 S2

## JUBILEE

BLUE TEAM

Évite les 

2 6 6 S2  
6 3 3

## KITTY PRYDE

SG S2

Resists to damages, déplacement  
Lockheed

2 7 4 1  
6 3 3 S2

## LADY DEADPOOL

DEADPOOL

Utile pour ,   
Can heal

4 6  3  S2  
3  3 2 

## LEGION

SG S2





Varied effects

4  4  S2  
4  3 

## LOGAN

DAYS OF THE FUTURE PAST

Can heal  
Resists to damages

7 3  3  S2  
4  3 

## LONGSHOT

SG S2





Can heal  
Controls Villains

3  3  S2  
6  5 

## MAGIK

SG S2

Teleports  
Bonus   
Useful against 

9  2  S2  
4  3 

## MAGNETO

CORE BOX S2





Bonus 

6 6  1  S2  
3  4 

## MARROW

SG S2

gives damages back  
Resists to damages

4  3  S2  
6  3 

## MARVEL GIRL

FIRST CLASS

Bonus  ou 

4  5  S2  
4  4 

## MIRAGE

SG S2

Resists to KOs


Moves , , 




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  3  S2 

## NIGHTCRAWLER

SG S2


Teleports himself and others

6  6  S2 

## NORTHSTAR

SG S2

Synergy Alpha Flight




Bonus 

3  3  S2 

## OLD MAN LOGAN

ALL-IN S2

Resists to damages

0 10  5  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

## PROFESSOR X

CORE BOX S2


Controls Storyline

Bonus 

3 2 5 5  
4 4 S2

## PSYLOCKE

BLUE TEAM

Avoids 

Controls Storyline

5 3 3 3  
6 3 S2

## PUCK

SG S2

Synergy Alpha Flight

Resists to damages

Controls 

6 1 4 4  
3 1 S2

## ROGUE

BLUE TEAM

Bonus symbols of other heroes

4 4 4 4  
3 4 S2

## SASQUATCH

SG S2

Synergy Allpha flight

5 6 3 3  
4 3 S2



SHATTERSTAR

X-FORCE

Can heal

2 6 5  
7 3 S2

SILVER SURFER

FANTASTIC FOUR

Teleports  
Can heal

2 2  
2 8 S2

SNOWBIRD

SG S2

Synergy alpha flight  
Resists to luck  
Bonus

3 1 5  
6 3 2 S2

SPIRAL

SG S2

Bonus  
Can heal  
Bonus

4 4  
6 3 1 S2

STORM

CORE BOX S2

Teleports de soi et autres héros

4 3  
7 3 S2

STORM (MOHAWK)

THE HORSEMEN OF APOCALYPSE

Resists to

4 9 4  
6 3 S2

STRONG GUY

SG S2

Resists to damages

6 2  
4 4 S2

SUNFIRE

SG S2

1 damage to everything else  
Bonus for empty Locations

3 3  
6 3 S2

SUNSPOT

SG S2

Gains tokens

2 10 1 3 S2

THE THING

FANTASTIC FOUR

Synergy Fantastic 4  
Resists to damages

8 4 2 3 S2

WARLOCK

SG S2

Can heal  
Bonus against

4 7 2 3 S2

WARPATH

SG S2

Can heal  
Controls Villains

4 4 2 5 S2

WEAPON X

SG S2

Resists to damages

9 2 6 3 S2

WOLFSBANE

SG S2

Bonus against  
Bonus

4 5 2 5 S2

WOLVERINE

CORE BOX S2

Can heal

5 4 6 4 S2

X-23

SG S2

Bonus  
Gains tokens  
Can heal

6 5 2 3 S2