

BOB
DEADPOOL

2 3 3
3 5 S2

Chaotic

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 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

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 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

4 1
3 8 S2

Gagne des jetons
Utilise les 3 cartes précédentes

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

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

GOLD TEAM

Resists to damages
Avoids 

ICEMAN (1ST CLASS)

FIRST CLASS

Empêche déplacement des Vilains
Improve movement

INVISIBLE WOMAN

3 6
4 4 2 S2

FANTASTIC FOUR

Resists to Master Plan
Synergy Fantastic 4


JEAN GREY

CORE BOX S2

Controls Storyline

JUBILEE

BLUE TEAM

Évite les 

KITTY PRYDE

SG S2

Resists to damages, déplacement
Lockheed

LADY DEADPOOL

DEADPOOL

4 6 3 3
3 3 2 S2

Utile pour , 
Can heal

LEGION

SG S2

Varied effects

LOGAN

DAYS OF THE FUTURE PAST

4 4 4
4 3 S2

Can heal
Resists to damages

LONGSHOT

SG S2

Can heal
Controls Villains

3 3 3
6 5 S2

MAGIK


SG S2

9 2 2
4 3 S2

Teleports
Bonus 
Useful against 

MAGNETO

CORE BOX S2

Bonus 

MARROW

SG S2

Renvoie dégâts
Resists to damages

6 6 1
3 4 S2

MARVEL GIRL

FIRST CLASS

Bonus  ou 

4 4 3 3
6 3 S2



4 5 5
4 4 S2

MIRAGE

SG S2

4 2 5
2 5 S2

Resists to KOs


Replacement  , 

MISTER FANTASTIC

FANTASTIC FOUR

3 7
3 5 S2

Synergy Fantastic 4

Bonus 

MULTIPLE MAN

SG S2

4 4
9 4 S2



Demultiplies himself

Can heal

MYSTIQUE

CORE BOX S2

7 1
5 3 S2

Avoids placement of  

Can heal

NAMOR

SG S2

7 4 3
4 3 S2

Removes  

NIGHTCRAWLER

SG S2

6 6
0 3 S2


Teleports himself and others

NORTHSTAR

SG S2

3 4 3
5 3 S2

Synergy Alpha Flight

Bonus 

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
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 Allpha flight

5 6 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 1
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 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 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

Can heal
Controls Villains

4 2 4
4 5 S2

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

Bonus 🦋
Gains tokens
Can heal

6 4
5 3 S2