

ANGEL

FIRST CLASS

Fights 

2  3 
8  3  S2

APOCALYPSE

THE HORSEMEN OF APOCALYPSE

1 damage to everything else
Can heal
Resists to KOs

4  0 
5  7  S2

ARCHANGEL

GOLD TEAM

Resists to damages

3  2 
9  3  S2

BANSHEE

BLUE TEAM

Cancels 

5  2 
6  3  S2

BEAST

CORE BOX S2

Can heal
Convertit les  en 

4  7 
6  3  S2

BEAST (1ST CLASS)

FIRST CLASS

Gains tokens

3  7 
5  3  S2

BISHOP

GOLD TEAM

Resists to damages

4  7 
3  3  S2

BLINK

SG S2

Teleports himself and others

4  4 
5  4  S2

BOB
DEADPOOL

Chaotic

2 3 3 S2
3 5

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 6 2 4 2 S2

EMMA FROST

SG S2

Resists to damages

Uses two previous cards

2 3 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 3
9 3 S2

FORGE

GOLD TEAM

Bonus 
Pseudo téléportation

3 6 3
3 5 S2

GAMBIT

BLUE TEAM

4 6 3 3
8 3 2 S2

GUARDIAN


SG S2

Resists to damages

5 2 6 3
4 3 2 S2

GWENPOOL

SG S2

Useful against  and henchmen
Controls Storyline
Damages to everything else

4 3 3
4 3 S2

HAVOK

SG S2

Resists to damages

4 8 3 3
4 3 S2

HOPE SUMMERS


PHOENIX FIVE

Useful against menaces
Controls Villains

6 6 3 3 S2

HUMAN TORCH

FANTASTIC FOUR

Gains tokens
Damages to everything else
Bonus 
Synergy Fantastic 4

5 5 3 3 S2

ICEMAN

GOLD TEAM

Resists to damages
Avoids 

5 5 5 5 S2

ICEMAN (1ST CLASS)

FIRST CLASS

Empêche déplacement des Vilains
Improve movement

6 6 2 2 S2

INVISIBLE WOMAN

FANTASTIC FOUR

Resists to Master Plan
Synergy Fantastic 4

3 3 6 6 S2

JEAN GREY

CORE BOX S2

Controls Storyline

2 2 5 5 S2

JUBILEE

BLUE TEAM

Évite les 

2 2 6 6 S2

KITTY PRYDE

SG S2

Resists to damages, déplacement
Lockheed

2 2 4 4 S2

LADY DEADPOOL

DEADPOOL

Utile pour , 
Can heal

4 6  3  S2
3  3 2  S2

LEGION

SG S2

Varied effects

4  4  S2
4  3  S2

LOGAN

DAYS OF THE FUTURE PAST

Can heal
Resists to damages

7 3  3  S2
4  3  S2

LONGSHOT

SG S2

Can heal
Controls Villains

3  3  S2
6  5  S2

MAGIK


SG S2

Teleports
Bonus 
Useful against 

9  2  S2
4  3  S2

MAGNETO

CORE BOX S2

Bonus 

6 6  1  S2
3  4  S2

MARROW

SG S2

Renvoie dégâts
Resists to damages

4  3  S2
6  3  S2

MARVEL GIRL

FIRST CLASS




Bonus  ou 

4  5  S2
4  4  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  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 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 4 3 S2

WARPATH

SG S2

Can heal
Controls Villains

4 4 2 4 5 S2

WEAPON X

SG S2

Resists to damages

9 2 6 3 3 S2

WOLFSBANE

SG S2

Bonus against
Bonus

4 5 4 2 5 S2

WOLVERINE

CORE BOX S2

Can heal

5 4 6 4 4 S2

X-23

SG S2

Bonus
Gains tokens
Can heal

6 5 4 3 4 S2