

BEAST

CORE BOX S2

4 7
6 3 S2

Can heal

Convertit les  en 

BLINK

SG S2

4 4
5 4 S2

Teleports himself and others

BOOM-BOOM

SG S2

3 2
8 3 S2

1 damage to everything else

CAPTAIN BRITAIN

SG S2

2 3
7 3 S2

Can heal or gain tokens

CLOAK

SG S2

3 5
6 3 S2

CYCLOPS

CORE BOX S2

Fighter of henchmen

Teleports


Synergy with Dagger


5 6
3 2 S2

DAGGER

SG S2

Synergy with Cloak


Fights against 

Bonus 

3 4
7 3 S2

DAZZLER

SG S2

Gains tokens  et 

2 3
8 3 S2

DOOP

SG S2

1 2
6 4 S2

Gains tokens , Échange de carte,
Placement  

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

GUARDIAN

SG S2

Resists to damages

5 6
4 3 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

JEAN GREY

CORE BOX S2

2 2 5 2
4 4 5 S2

Controls Storyline

KITTY PRYDE

SG S2

2 7 4 1
6 6 3 S2

Resists to damages, déplacement
Lockheed

LEGION

SG S2

4 4 4
4 4 3 S2

Varied effects

LONGSHOT

SG S2

3 3 3
6 6 5 S2

Can heal
Controls Villains

MAGIK


SG S2

9 2 2
4 4 3 S2

MAGNETO

CORE BOX S2

Teleports
Bonus 
Useful against 

Bonus 

6 6 1
3 3 4 S2

MARROW

SG S2

gives damages back
Resists to damages

4 4 3
6 6 3 S2

MIRAGE

SG S2

Resists to KOs
Moves , , 

4 2 5
2 2 5 S2

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 3
4 3 S2

Removes  

NIGHTCRAWLER

SG S2

6 6
0 3 S2

Teleports himself and others

NORTHSTAR

SG S2

3 3
5 3 S2

Synergy Alpha Flight
Bonus 

PHOENIX

SG S2

0 20 0
0 7 S2

Controls Villains

PIXIE

SG S2

2 6
6 3 S2

Teleports
Avoids 

POLARIS

SG S2


4 4
5 3 S2

Resists to damages

PROFESSOR X

CORE BOX S2

Controls Storyline

Bonus 

3 2  5 2 
4  4  S2

PUCK

SG S2

Synergy Alpha Flight

Resists to damages

Controls 

6 1  4 
3 1  4  S2

SASQUATCH

SG S2

Synergy Allpha flight


5 6  3 
4  3  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  3 
7  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

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 6 3
2 3 3 S2

WOLFSBANE

SG S2

Bonus against 
Bonus 

4 2
5 5 S2

WOLVERINE


CORE BOX S2

Can heal

5 6 4
4 4 4 S2

X-23

SG S2

Bonus 
Gains tokens
Can heal

6 4
5 3 S2