

## BLINK

SG S2

Teleports himself and others

4 5 4 4 S2

## BOOM-BOOM

SG S2

1 damage to everything else

3 8 2 3 S2

## CAPTAIN BRITAIN

SG S2

Can heal or gain tokens

2 7 3 3 S2

## CLOAK



SG S2

Fighter of henchmen  
Teleports  
Synergy with Dagger

3 6 5 3 S2

## DAGGER



SG S2

Synergy with Cloak  
Fights against   
Bonus 

3 7 3 4 S2

## DAZZLER

SG S2

Gains tokens  et 

2 8 3 3 S2

## DOOP

SG S2

Gains tokens , Échange de carte,  
Placement  

1 6 2 4 S2

## EMMA FROST

SG S2

Resists to damages  
Uses two previous cards

2 3 7 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

## 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

## KITTY PRYDE

SG S2

Resists to damages, déplacement  
Lockheed

2 7 4 1  
6 3 S2

## LEGION

SG S2

Varied effects

4 4  
4 3 S2

## LONGSHOT

SG S2

Can heal  
Controls Villains

3 3  
6 5 S2

## MAGIK

SG S2

Teleports  
Bonus   
Useful against 

9 2  
4 3 S2

## MARROW

SG S2

gives damages back  
Resists to damages

4 3  
6 3 S2

## MIRAGE

SG S2

Resists to KOs  
Moves , , 

4 2 5  
2 5 S2

## MULTIPLE MAN

SG S2

Demultiplies himself  
Can heal

4 4  
9 4 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

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

PUCK

SG S2

Synergy Alpha Flight  
Resists to damages  
Controls 

6 1 4 4  
3 1 4 S2

SASQUATCH


SG S2

Synergy Allpha flight

5 6 3 4  
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 4 4  
6 3 1 S2

STRONG GUY

SG S2

Resists to damages

6 2 2 2  
4 4 S2

## SUNFIRE

SG S2

1 damage to everything else  
Bonus for empty Locations

3 3 3 S2  
6 3 3

## SUNSPOT


SG S2

Gains tokens

2 1 1  
10 3 3 S2

## WARLOCK

SG S2

Can heal  
Bonus against 

4 2 4 4  
7 3 3 S2

## WARPATH

SG S2

Can heal  
Controls Villains

4 2 4 4  
4 3 5 S2

## WEAPON X

SG S2

Resists to damages

9 6 3 3  
2 3 3 S2

## WOLFSBANE


SG S2

Bonus against   
Bonus 

4 2 2 2  
5 3 5 S2

## X-23

SG S2

Bonus   
Gains tokens  
Can heal

6 4 4 4  
5 3 3 S2