

BEAST

CORE BOX S2

Can heal

Convertit les  en 

4  7  S2
6  3 

BLINK

SG S2





Teleports himself and others

4  4  S2
5  4 

BOOM-BOOM

SG S2

1 damage to everything else

3  2  S2
8  3 

CAPTAIN BRITAIN

SG S2

Can heal or gain tokens

2  3  S2
7  3 

CLOAK

SG S2

Fighter of henchmen

Teleports

Synergy with Dagger

3  5  S2
6  3 

CYCLOPS


CORE BOX S2


5  6  S2
3  3 2 





DAGGER

SG S2

Synergy with Cloak



Fights against 

Bonus 

3  4  S2
7  3 

DAZZLER




SG S2

Gains tokens  et 

2  3  S2
8  3 

DOOP

SG S2

Gains tokens 
Exchanges cards
Placement  

1  2  S2
6  4 2 

EMMA FROST

SG S2





Resists to damages
Uses two previous cards

2  7  S2
3  5 

FANTOMEX

SG S2

Controls Villains

1  1  S2
2  8 

FERAL

SG S2

Resists to damages

4  3  S2
7  3 

FIRESTAR

SG S2

3  2  S2
9  3 

GUARDIAN


SG S2





Resists to damages

5  6  S2
4  3 2 

GWENPOOL

SG S2

Useful against  and henchmen
Controls Storyline
Damages to everything else

4  3  S2
4  3 

HAVOK

SG S2

Resists to damages

4  3  S2
4  3 

JEAN GREY

CORE BOX S2

Controls Storyline

2 2 5 2
4 4 5 S2

KITTY PRYDE

SG S2

Resists to damages
Improves movement
Lockheed

2 7 4 1
6 6 3 S2

LEGION

SG S2

Varied effects

4 4 4 4
4 4 3 S2

LONGSHOT

SG S2

Can heal
Controls Villains

3 3 3 3
6 6 5 S2

MAGIK

SG S2

Teleports
Bonus
Useful against

9 2 2 2
4 4 3 S2

MAGNETO

CORE BOX S2

Bonus

6 6 1 1
3 3 4 S2

MARROW

SG S2

Gives damages back
Resists to damages

4 4 3 3
6 6 3 S2

MIRAGE

SG S2

Resists to KOs
Moves

4 2 5 5
2 6 5 S2

MULTIPLE MAN

SG S2

Demultiplies himself
Can heal

4 9 4 4 S2

MYSTIQUE

CORE BOX S2

Avoids placement of  
Can heal

7 6 1 3 S2

NAMOR

SG S2

Removes  

7 4 3 4 S2

NIGHTCRAWLER

SG S2

Teleports himself and others

6 0 6 3 S2

NORTHSTAR

SG S2

Synergy Alpha Flight
Bonus 

3 5 3 4 S2

PHOENIX

SG S2

Controls Villains

0 0 20 7 S2

PIXIE

SG S2

Teleports
Avoids 

2 6 6 3 S2

POLARIS

SG S2





Resists to damages

4 5 4 3 S2

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 4
5 5 5 S2

WOLVERINE


CORE BOX S2

Can heal

6 6 4
4 4 4 S2

X-23

SG S2

Bonus 
Gains tokens
Can heal

6 4 4
5 3 3 S2