

## ADAM WARLOCK

ALL-IN S1

4 4 3 6 S1

Controls Villains  
Immortal

## AMERICA CHAVEZ

SG S1

6 4 2 4 S1

Resists to damages

## ANT-MAN

CORE BOX S1

2 3 7 S1

Resists to damages

## BETA RAY BILL

TALES OF ASGARD

6 6 4 S1

Can heal

## BLACK CAT

SG S1

5 4 3 3 S1

Gains tokens  
Controls Villains

## BLACK PANTHER

RISE OF THE BLANCK PANTHER

4 7 2 4 S1

## BLACK WIDOW

CORE BOX S1



7 4 4 S1

Controls Villains

## BLADE

SG S1

7 5 3 3 S1

Can heal  
Useful against   
Bonus 

**CAPTAIN AMERICA** 5 7  
4 3 3 S1  
CORE BOX S1

**CAPTAIN MARVEL** 7 6 3  
4 4 S1  
CORE BOX S1

**DAREDEVIL**  
SG S1

Gains tokens

4 7  
3 3 S1

**DOCTOR STRANGE** 1 6  
3 6 S1  
SG S1

Controls Villains  
Teleports

**DRAX**  
SG S1

11 3 0  
3 3 S1

**ELEKTRA**  
SG S1

Resists to damages

8 6 1  
4 3 S1

**FALCON**  
SG S1

3 3 3  
8 3 S1

**GAMORA** 7 3  
4 3 S1  
GUARDIANS OF THE GALAXY REMIX

Bonus et

## GHOST RIDER

SG S1


3 6 3 1  
8 3 S1

Can heal

## GHOST-SPIDER

ENTER THE SPIDER-VERSE

3 6 6  
5 3 S1

Useful against   
Resists to damages

## GROOT

GUARDIANS OF THE GALAXY REMIX

4 2 3 3  
3 3 S1

Can heal  
Teleports

## HAWKEYE

SG S1

6 2 4 4  
4 3 S1

Bonus   
Resists to damages

## HOWARD THE DUCK

SG S1

4 4 2  
3 3 S1

Bonus   
Strong against Villains

## HULK

CORE BOX S1

7 2  
5 3 S1

1 damage to everything else

## IRON FIST

SG S1

5 6 6  
3 3 S1

## IRON MAN

CORE BOX S1

6 2 5  
4 3 S1

Can heal

## JESSICA JONES

SG S1

5 5 4 3 S1

Gains   
Teleports  
Can heal

## KORG

TALES OF ASGARD

8 3/6 3 3 S1

## LUKE CAGE


SG S1

Resists to damages  
Can heal

7 5 2 3 S1

## MANTIS

SG S1

Teleports  
Cancels   
Heals other heroes

3 3 7 4 S1

## MILES MORALES

ENTER THE SPIDER-VERSE

6 2 5 4 S1

Resists to damages  
Controls Villains

## MOCKINGBIRD

SG S1

Controls  

5 4 6 3 S1

## MOON KNIGHT

SG S1

Resists to damages  
Bonus   
Can heal

5 3 7 3 S1

## MS. MARVEL

SG S1

Controls Storyline  
Bonus  and range

7 4 2 4 S1

NEBULA

SG S1

Can heal

Controls Storyline

8 2 2  
3 4 S1

NICK FURY

SG S1

2 2 4 2  
4 6 2 S1

NOVA

SG S1

3 6 6  
2 6 S1

OKOYE

SG S1

7 2 3  
3 4 S1

Controls his deck

Bouclier humain

PUNISHER

SG S1

6 10 2  
3 3 S1

QUICKSILVER

SG S1

Bonus , ,

3 3  
12 3 S1

ROCKET

GUARDIANS OF THE GALAXY REMIX

Bonus

7 2  
4 3 S1

SCARLET WITCH

SG S1


Controls Storyline

Controls Villains

4 3 3  
6 4 S1

## SHANG CHI

SG S1

Bonus 

7 3 5 5  
5 2 3 S1

## SHE-HULK

SG S1

6 3/5 3 3  
5 2 3 S1

## SHURI

RISE OF THE BLANCK PANTHER

Heals other heroes

2 2 6 6  
2 2 3 S1

## SPIDER-HAM

SG S1

Resists to KOs  
Controls Villains

5 1 4 4  
6 2 3 S1

## SPIDER-MAN

ENTER THE SPIDER-VERSE

Bonus , 

7 3 2 2  
4 2 3 S1

## SPIDER-MAN 2099

ENTER THE SPIDER-VERSE

Resists to damages

4 2 4 1  
7 2 3 S1

## SPIDER-WOMAN

SG S1

Resists to damages  
Controls Villains

7 0/4 3 3  
6 2 3 S1

## SQUIRREL GIRL

SG S1

Controls Villains  
Bonus 

7 1 1 1  
3 2 4 S1

## STAR-LORD

GUARDIANS OF THE GALAXY REMIX

2 5  
5 6 S1

Donne des jetons

## THOR

TALES OF ASGARD

6 9 4  
6 3 S1

## VALKYRIE

TALES OF ASGARD

7 4  
3 3 S1

Teleports

## VENOM

SG S1

8 2 2  
5 1 3 S1

Can heal

## VISION

SG S1

2 7  
2 4 S1

Resists to damages

Bonus  , 

## WAR MACHINE

SG S1

5 5 3  
7 1 3 S1

## WASP

CORE BOX S1

Resists to damages

Teleports

5 1 3  
5 4 S1

## WINTER SOLDIER

RISE OF THE BLANCK PANTHER

9 6 1  
3 3 S1

## YONDU

ALL-IN S1

7 3 3  
4 3 S1

Bonus against , 

## ANGEL

FIRST CLASS

Fights 

2 3 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 6 2  
9 3 S2

## BANSHEE

BLUE TEAM

Cancels 

5 4 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 1 7  
5 2 3 S2

## BISHOP

GOLD TEAM

Resists to damages

4 3 7  
3 3 S2



**BLINK**

SG S2

4 4 4 S2  
5 5 5

Teleports himself and others

**BOB**

DEADPOOL

2 3 3 S2  
3 3 5

Chaotic

**BOOM-BOOM**

SG S2

3 2 2 S2  
8 8 3

1 damage to everything else

**CABLE**

X-FORCE

3 2 3 S2  
1 1 7

Controls heroes deck  
Can heal  
Gains tokens

**CANNONBALL**

X-FORCE

3 2 2 S2  
9 2 3

Gains tokens  
Resists to damages

**CAPTAIN BRITAIN**

SG S2

2 3 3 S2  
7 7 3

Can heal or gain tokens

**CLOAK**

SG S2

3 5 5 S2  
6 6 3

Fighter of henchmen  
Teleports  
Synergy with Dagger

**COLOSSUS**

GOLD TEAM

6 2 2 S2  
6 6 3

Resists to damages  
Bonus of allies

**CYCLOPS**  
CORE BOX S2

5 4 6 6  
3 3 2 S2

**CYCLOPS** (1ST CLASS)  
FIRST CLASS

3 4 6 6  
5 5 3 S2



**DAGGER**  
SG S2



3 3 4 4  
7 7 3 S2

**DAZZLER**  
SG S2

2 3 3 3  
8 8 3 S2

1 damage to everything else

Synergy with Cloak  
Fights against   
Bonus 

Gains tokens  et 

**DEADPOOL**  
DEADPOOL

4 8 1 1  
3 3 5 2 S2

**DOCTOR DOOM**  
FANTASTIC FOUR

4 3 1 1  
3 3 8 S2

**DOMINO**  
X-FORCE

4 3 1 1  
4 4 6 S2

**DOOP**  
SG S2

1 3 2 2  
6 6 4 2 S2

Resists to damages  
Can heal  
Resists to villains

Gagne des jetons  
Utilise les 3 cartes précédentes

Controls Villains et des sbires

Gains tokens , Échange de carte,  
Placement  

**EMMA FROST**

SG S2

2 3 7 5 S2

Resists to damages  
Uses two previous cards

**FANTOMEX**

SG S2

Controls Villains

1 2 1 8 S2

**FERAL**

SG S2

Resists to damages

4 7 3 3 S2

**FIRESTAR**

SG S2

3 9 2 3 S2

**FORGE**

GOLD TEAM

3 3 6 5 S2

**GAMBIT**

BLUE TEAM

Bonus   
Pseudo téléportation

4 8 6 3 2 S2

**GUARDIAN**

SG S2


Resists to damages

5 4 2 6 3 2 S2

**GWENPOOL**

SG S2

4 4 3 3 S2

Useful against  and henchmen  
Controls Storyline  
Damages to everything else

## HAVOK

SG S2

4 8 3 3  
4 3 S2

Resists to damages

## HOPE SUMMERS

PHOENIX FIVE

6 3 3  
5 3 S2

Useful against menaces  
Controls Villains

## HUMAN TORCH

FANTASTIC FOUR

5 3 3  
7 3 S2

Gains tokens  
Damages to everything else  
Bonus  
Synergy Fantastic 4

## ICEMAN

GOLD TEAM

5 5 3  
5 3 S2

Resists to damages  
Avoids

## ICEMAN (1ST CLASS)

FIRST CLASS

6 2 2  
7 3 S2

Empêche déplacement des Vilains  
Improve movement

## INVISIBLE WOMAN

FANTASTIC FOUR

3 6  
4 4 2 S2

Resists to Master Plan  
Synergy Fantastic 4

## JEAN GREY

CORE BOX S2

2 2 5 2  
4 5 S2

Controls Storyline

## JUBILEE

BLUE TEAM

2 6 6  
6 3 S2

Évite les

## KITTY PRYDE

SG S2



2 7 4 1  
6 3 S2

Resists to damages, déplacement  
Lockheed

## LADY DEADPOOL

DEADPOOL

4 6 3 3  
3 2 S2

Utile pour ,   
Can heal

## LEGION

SG S2

Varied effects

## LOGAN

DAYS OF THE FUTURE PAST

7 3 3  
4 3 S2

Can heal  
Resists to damages

## LONGSHOT

SG S2

3 3 3  
6 5 S2

Can heal  
Controls Villains

## MAGIK


SG S2

Teleports  
Bonus   
Useful against 

9 2 2  
4 3 S2

## MAGNETO

CORE BOX S2

Bonus 

6 6 1  
3 4 S2

## MARROW

SG S2

gives damages back  
Resists to damages

4 4 3  
6 3 S2

## MARVEL GIRL

FIRST CLASS

4 4 5 4 S2

Bonus  ou 

## MIRAGE

SG S2

Resists to KOs  
Moves , , 

4 2 5 5 S2

## MISTER FANTASTIC

FANTASTIC FOUR

Synergy Fantastic 4  
Bonus 

3 3 7 5 S2

## MULTIPLE MAN

SG S2



Demultiplies himself  
Can heal

4 4 4 4 S2

## MYSTIQUE

CORE BOX S2

7 5 1 3 S2

Avoids placement of    
Can heal

## NAMOR

SG S2

Removes  

7 4 3 3 S2

## NIGHTCRAWLER

SG S2

Teleports himself and others

6 0 6 3 S2

## NORTHSTAR

SG S2

Synergy Alpha Flight  
Bonus 

3 5 3 3 S2

## OLD MAN LOGAN

ALL-IN S2

0 10 5  
7 7 S2

Resists to damages

## PHOENIX

SG S2

Controls Villains

0 20 0  
0 7 S2

## PIXIE

SG S2

Teleports

Avoids 

2 6 6  
6 3 S2

## POLARIS

SG S2

Resists to damages


4 4 4  
5 3 S2

## PROFESSOR X

CORE BOX S2


3 2 5 2  
4 4 S2

Controls Storyline

Bonus 

## PSYLOCKE

BLUE TEAM

Avoids 

Controls Storyline

5 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  
3 4 S2

## SASQUATCH

SG S2

Synergy Alpha 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

3 3 3  
6 3 S2

1 damage to everything else  
Bonus for empty Locations

## 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

4 2 4  
4 5 S2

Can heal  
Controls Villains

## 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**