

## 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 , Échange de carte,  
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 2  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 8  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, déplacement  
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 2 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 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

## PHOENIX

SG S2

Controls Villains

0 0 20 0 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  
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  
5 3 3 S2