

BLINK

SG S2

4 4 S2

Teleports himself and others

BOOM-BOOM

SG S2

3 2 S2

1 damage to everything else

CAPTAIN BRITAIN

SG S2

2 3 S2

Can heal or gain tokens

CLOAK

SG S2

3 5 S2

Fighter of henchmen
Teleports
Synergy with Dagger

DAGGER

SG S2

3 4 S2

Synergy with Cloak
Fights against
Bonus

DAZZLER

SG S2

2 3 S2

Gains tokens et

DOOP

SG S2

1 2 S2

Gains tokens , Échange de carte,
Placement

EMMA FROST

SG S2

2 7 S2

Resists to damages
Uses two previous cards

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  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

KITTY PRYDE

SG S2





Resists to damages, déplacement
Lockheed

2  4 
6  3  S2

LEÇION

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 7 S2

PIXIE

SG S2

Teleports
Avoids 

2 6
6 3 S2

POLARIS


SG S2

Resists to damages

4 4
5 3 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

STRONG GUY

SG S2

Resists to damages

6 2
4 4 S2

SUNFIRE

SG S2

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

WARLOCK

SG S2

Can heal
Bonus against 

4 2 4
7 3 S2

WARPATH

SG S2

Can heal
Controls Villains

4 2 4
4 5 S2

WEAPON X

SG S2

9 3
2 3 S2

Resists to damages

WOLFSBANE


SG S2

Bonus against 
Bonus 

4 2
5 5 S2

X-23

SG S2

Bonus 
Gains tokens
Can heal

6 4
5 3 S2