

ANGEL
FIRST CLASS

Fights 

2  3  S2
8  3  S2

BEAST (1ST CLASS)
FIRST CLASS

Gains tokens

3  7  S2
5  3  S2





CYCLOPS (1ST CLASS)
FIRST CLASS

1 damage to everything else

3  6  S2
5  3  S2

ICEMAN (1ST CLASS)
FIRST CLASS

Avoids Villain movement
Improves movement

6  2  S2
7  3  S2

MARVEL GIRL
FIRST CLASS

Bonus  ou 

4  5  S2
4  4  S2