

## ADAM WARLOCK

ALL-IN S1

Controls Villains  
Immortal

4 3 3 S1  
4 6 6

## AMERICA CHAVEZ

SG S1

Resists to damages

6 2 4 4  
4 6 3 2 S1

## ANT-MAN

CORE BOX S1

Resists to damages

2 3 7 4  
3 1 4 S1

## BETA RAY BILL

TALES OF ASGARD

Can heal

6 6 4 4  
6 6 3 S1

## BLACK CAT

SG S1

Gains tokens  
Controls Villains

5 3 3 4  
4 6 3 S1

## BLACK PANTHER

RISE OF THE BLANCK PANTHER

4 2 4 2  
7 2 3 S1

## BLACK WIDOW



CORE BOX S1

Controls Villains

7 4 4 4  
4 6 3 S1

## BLADE

SG S1

Can heal  
Useful against   
Bonus 

7 4 3 4  
5 6 3 S1

CAPTAIN AMERICA

CORE BOX S1

5 4 7 3 S1

CAPTAIN MARVEL

CORE BOX S1

7 4 6 3 S1

DAREDEVIL

SG S1

Gains tokens

4 3 7 3 S1

DOCTOR STRANGE

SG S1

Controls Villains  
Teleports

1 3 6 6 S1

DRAX

SG S1

ELEKTRA

SG S1

Resists to damages

11 3 0 3 S1

8 4 6 3 S1

FALCON

SG S1

GAMORA

GUARDIANS OF THE GALAXY REMIX

Bonus et

3 8 3 3 S1

7 4 3 3 S1

## GHOST RIDER


SG S1

Can heal

3 6 3 3 1  
8 3 S1

## GHOST-SPIDER

ENTER THE SPIDER-VERSE

Useful against   
Resists to damages

3 6 6  
5 3 S1

## GROOT

GUARDIANS OF THE GALAXY REMIX

Can heal  
Teleports

4 2 3 3  
3 3 S1

## HAWKEYE

SG S1

Bonus   
Resists to damages

6 2 4 4  
4 3 S1

## HOWARD THE DUCK

SG S1

Bonus   
Strong against Villains

4 4 2 4  
3 3 S1

## HULK

CORE BOX S1

1 damage to everything else

7 2 2  
5 3 S1

## IRON FIST

SG S1

Can heal

5 6 6 6  
3 3 S1

## IRON MAN

CORE BOX S1

6 2 5 5  
4 3 S1



## JESSICA JONES

SG S1

Gains 

Teleports

Can heal

5  4  S1

## KORG

TALES OF ASGARD



83/6  3  S1

## LUKE CAGE

SG S1

Resists to damages

Can heal

7  2  S1

## MANTIS

SG S1

Teleports

Cancels 

Heals other heroes



3  7  S1

## MILES MORALES

ENTER THE SPIDER-VERSE

Resists to damages

Controls Villains

6  5  S1

## MOCKINGBIRD

SG S1

Controls  

5  6  S1



## MOON KNIGHT

SG S1

Resists to damages

Bonus 

Can heal

5  7  S1

## MS. MARVEL

SG S1

Controls Storyline

Bonus  and range

7  2  S1

NEBULA

SG S1

Can heal  
Controls Storyline

8 2 2  
3 3 4 S1

NICK FURY

SG S1

2 2 4 2  
4 6 2 S1

NOVA

SG S1

3 3 6 6  
2 6 6 S1

OKOYE

SG S1

Controls his deck  
Bouclier humain

7 2 3 3  
3 3 4 S1

PUNISHER

SG S1

6 10 2  
3 3 3 S1

QUICKSILVER

SG S1

Bonus , ,

3 3 3  
12 3 3 S1

ROCKET

GUARDIANS OF THE GALAXY REMIX

Bonus

7 3 2  
4 3 3 S1

SCARLET WITCH

SG S1

Controls Storyline  
Controls Villains

4 3 3 3  
6 3 4 S1

SHANG CHI

SG S1

Bonus 

7 5  
5 3 S1

SHE-HULK

SG S1

6 3/5 3  
5 3 S1

SHURI

RISE OF THE BLANCK PANTHER

Heals other heroes

2 6  
2 6 3 S1

SPIDER-HAM

SG S1

Resists to KOs  
Controls Villains

5 1 4  
6 3 S1

SPIDER-MAN

ENTER THE SPIDER-VERSE

Bonus  

7 3 2  
4 2 3 S1

SPIDER-MAN 2099

ENTER THE SPIDER-VERSE

Resists to damages

4 2 4 1  
7 3 S1

SPIDER-WOMAN

SG S1

Resists to damages  
Controls Villains

7 0/4 3  
6 3 S1

SQUIRREL GIRL

SG S1

Controls Villains  
Bonus 

7 1  
3 4 S1

## STAR-LORD

GUARDIANS OF THE GALAXY REMIX

Donne des jetons

2 5  
5 6 S1

## THOR

TALES OF ASGARD

6 9 4  
6 3 S1

## VALKYRIE

TALES OF ASGARD

Teleports

7 4  
3 3 S1

## VENOM

SG S1

Can heal

8 2 2  
5 1 3 S1

## VISION

SG S1

Resists to damages

Bonus , 

2 7  
2 4 S1

## 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

Bonus against , 

7 3  3  S1  
4  3 

## ANGEL

FIRST CLASS

Fights 

2  3  S2  
8  3 

## APOCALYPSE

THE HORSEMEN OF APOCALYPSE





1 damage to everything else  
Can heal  
Resists to KOs

4  0  S2  
5  7 

## ARCHANGEL

GOLD TEAM

Resists to damages

3  2  S2  
9  3 

## BANSHEE

BLUE TEAM





Cancels 

5  2  S2  
6  3 

## BEAST

CORE BOX S2

Can heal  
Convertit les  en 

4  7  S2  
6  3 

## BEAST (1ST CLASS)

FIRST CLASS





Gains tokens

3  7  S2  
5  3 

## BISHOP

GOLD TEAM

Resists to damages

4  7  S2  
3  3 



## BLINK

SG S2

Teleports himself and others

4 4 4 4 S2

## BOB

DEADPOOL

Chaotic

2 3 3 3 S2

## BOOM-BOOM

SG S2

1 damage to everything else

3 2 2 2 S2

## CABLE

X-FORCE

Controls heroes deck

Can heal

Gains tokens

3 2 3 3 S2

## CANNONBALL

X-FORCE

Gains tokens  
Resists to damages

3 2 2 2 S2

## CAPTAIN BRITAIN

SG S2

Can heal or gain tokens

2 2 3 3 S2

## CLOAK

SG S2

Fighter of henchmen  
Teleports  
Synergy with Dagger

3 5 3 3 S2

## COLOSSUS

GOLD TEAM

Resists to damages  
Bonus of allies

6 2 3 3 S2

CYCLOPS

CORE BOX S2

5 3 6 3 2 S2

CYCLOPS (1ST CLASS)



FIRST CLASS

3 5 6 3 S2

1 damage to everything else

DAGGER



SG S2

Synergy with Cloak  
Fights against   
Bonus 

3 7 3 4 3 S2

DAZZLER

SG S2

Gains tokens  et 

2 8 3 3 S2

DEADPOOL

DEADPOOL

Resists to damages  
Can heal  
Resists to villains

4 3 8 1 5 2 S2

DOCTOR DOOM

FANTASTIC FOUR

Gains tokens  
Uses 3 previous cards

4 3 1 8 S2

DOMINO

X-FORCE

Controls Villains et des sbires

4 4 3 1 6 S2

DOOP

SG S2

Gains tokens   
Exchanges cards  
Placement  

1 6 2 4 2 S2

## EMMA FROST

SG S2

Resists to damages  
Uses two previous cards

2 7  
3 5 S2

## 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

## FORGE

GOLD TEAM

Bonus   
Pseudo teleports

3 6  
3 5 S2

## GAMBIT

BLUE TEAM

4 3  
8 3 2 S2

## GUARDIAN


SG S2

Resists to damages

5 2  
4 3 2 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 8 3 3 S2

**HOPE SUMMERS**


PHOENIX FIVE

Useful against menaces  
Controls Villains

6 3 3 S2

**HUMAN TORCH**

FANTASTIC FOUR

Gains tokens  
Damages to everything else  
Bonus   
Synergy Fantastic 4

5 3 3 S2

**ICEMAN**

GOLD TEAM

Resists to damages  
Avoids 

5 5 3 S2

**ICEMAN** (1ST CLASS)

FIRST CLASS

Avoids Villain movement  
Improves movement

6 2 3 S2

**INVISIBLE WOMAN**

FANTASTIC FOUR

Resists to Master Plan  
Synergy Fantastic 4

3 6 4 2 S2

**JEAN GREY**


CORE BOX S2

Controls Storyline

2 2 5 2 S2

**JUBILEE**

BLUE TEAM

Avoids 

2 6 6 3 S2

## KITTY PRYDE

SG S2

Resists to damages  
Improves movement  
Lockheed

2 7 4 1  
6 3 S2

## LADY DEADPOOL

DEADPOOL

Useful against ,   
Can heal

4 6 3  
3 3 2 S2

## LEGION

SG S2

Varied effects

4 4 4  
4 3 S2

## LOGAN

DAYS OF THE FUTURE PAST

Can heal  
Resists to damages

7 3 3  
4 3 S2

## LONGSHOT

SG S2

Can heal  
Controls Villains

3 3 3  
6 5 S2

## 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

Bonus  ou 



4  5  S2

## MIRAGE

SG S2

Resists to KOs


Moves , , 

4 2  5  S2

## MISTER FANTASTIC

FANTASTIC FOUR

Synergy Fantastic 4

Bonus 



3  7  S2

## MULTIPLE MAN

SG S2

Demultiplies himself

Can heal

4  4  S2

## MYSTIQUE

CORE BOX S2

Avoids placement of  



Can heal

7  1  S2

## NAMOR

SG S2

Removes  

7 4  3  S2

## NIGHTCRAWLER

SG S2


Teleports himself and others



6  6  S2

## NORTHSTAR

SG S2

Synergy Alpha Flight

Bonus 

3 4  3  S2

OLD MAN LOGAN

ALL-IN S2

Resists to damages

0 10 5  
7 4 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

PROFESSOR X

CORE BOX S2


Controls Storyline

Bonus 

3 2 5 2  
4 4 S2

PSYLOCKE

BLUE TEAM

Avoids 

Controls Storyline

5 3  
6 3 S2

PUCK

SG S2

Synergy Alpha Flight

Resists to damages

Controls 

6 1 4  
3 1 4 S2

ROGUE

BLUE TEAM

Bonus symbols of other heroes

4 4  
3 4 S2

SASQUATCH

SG S2

Synergy Alpha flight

5 6 3 3  
4 3 S2

SHATTERSTAR

X-FORCE

Can heal

2 6 5 5  
7 3 S2

SILVER SURFER

FANTASTIC FOUR

Teleports  
Can heal

2 2 2 2  
2 8 S2

SNOWBIRD

SG S2

Synergy alpha flight  
Resists to luck  
Bonus

3 1 5 5  
6 3 2 S2

SPIRAL

SG S2

Bonus  
Can heal  
Bonus

4 4 4 4  
6 3 1 S2

STORM

CORE BOX S2

Teleports de soi et autres héros

4 4 3 3  
7 3 S2

STORM (MOHAWK)

THE HORSEMEN OF APOCALYPSE

Resists to

4 9 4 4  
6 3 S2

STRONG GUY

SG S2

Resists to damages

6 2 2 2  
4 4 S2



## SUNFIRE

SG S2

1 damage to everything else  
Bonus for empty Locations

3 3 3 S2  
6 3 3

## SUNSPOT

SG S2

Gains tokens

2 1 1  
10 3 3 S2

## THE THING

FANTASTIC FOUR

Synergy Fantastic 4  
Resists to damages

8 2 2 S2  
4 3 3

## WARLOCK

SG S2

Can heal  
Bonus against ⚠️

4 2 4 4  
7 3 3 S2

## WARPATH

SG S2

Can heal  
Controls Villains

4 2 4 4 S2  
4 5 5

## WEAPON X

SG S2

Resists to damages

9 6 3 3 S2  
2 3 3

## WOLFSBANE

SG S2

Bonus against 🧟  
Bonus 🧟

4 2 2 S2  
5 5 5

## WOLVERINE

CORE BOX S2


Can heal

5 6 4 4 S2  
4 4 4

**X-23**

**SG S2**

6 4  
5 3 **S2**

Bonus 

Gains tokens

Can heal