

ANGEL (FIRST CLASS)



	3
	3
	2
	8

ANGEL

ATTACK FROM ABOVE (x2)

Move to any Location and defeat 2 there.

WORTHINGTON INDUSTRIES

RESOURCES (x2)

Distribute 2 tokens from the pool among any number of Heroes.

FIRST CLASS

SEASON 2

APOCALYPSE



	7
	0
	4
	5

APOCALYPSE

IMMORTALITY

(STARTING HAND)

Draw 1 card. As long as this card is face up in the Storyline, when you are KO'd, the Villain doesn't activate their BAM! or any alternate effects.

SURVIVAL OF THE FITTEST (x3)

You must deal 1 damage to everything else in your Location. Discard all there. Turn card facedown.

SELF MOLECULAR MANIPULATION (x2)

You must draw 2 cards, if possible. Turn this card facedown.

CELESTIAL ENERGY MANIPULATION (x2)

You must gain tokens. Turn card facedown.

THE HORSEMEN OF APOCALYPSE

SEASON 2

ARCHANGEL



	3
	2
	3
	9

ARCHANGEL

WING SHIELDING (x2)

You cannot take any damage until the beginning of your next turn.

TECHNO ORGANIC WINGS (x2)

in an adjacent Location.

GOLD TEAM

SEASON 2

BANSHEE



	3
	2
	5
	6

BANSHEE

SONIC BLASTS (x2)

in an adjacent Location.

STUNNING WAVES (x2)

Attach a Stunned token to a Villain or Henchman in your Location. Next Villain turn, their BAM! is canceled and the token is discarded.

BLUE TEAM

SEASON 2

BEAST



	3
	7
	4
	6

BEAST

GENIUS INTELLIGENCE (x2)

This turn, you can treat as .

REGENERATING FACTOR (x2)

You may draw cards until you have 3 in your hand.

CORE SET

SEASON 2

BEAST (FIRST CLASS)



	3
	7
	3
	5

BEAST

STAR ATHLETE (x2)

BRILLIANT STUDENT (x2)

Gain 1 , , or .

FIRST CLASS

SEASON 2

BISHOP



	3
	7
	4
	3

BISHOP

ENERGY RESISTANCE

(STARTING HAND)

As long as this card is faceup in the Storyline, you cannot take any damage dealt from adjacent Locations.

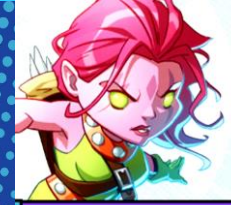
ENERGY ABSORPTION (x3)

Gain 1 token. You may ignore 1 damage until the beginning of your next turn.

GOLD TEAM

SEASON 2

BLINK



	4
	4
	4
	5

BLINK

WARP PORTALS (x4)

Move to any Location. Then you may move any Heroes to your Location.

KICKSTARTER EXCLUSIVE

SEASON 2

BOB, AGENT OF HYDRA



BOB, AGENT OF HYDRA

	5
	3
	2
	3

RUN AWAY!

Until the beginning of your next turn, if a Villain ends their movement in your Location, you must move to the next clockwise location.

DEADPOOL'S PET

Until the beginning of your next turn, if you have to discard cards, you can have Hero Deadpool discard that number of cards instead.

ACCIDENTALLY HEROIC

Clear a Threat card in your Location. Then, discard all cards from your hand to the bottom of your deck.

THROW CLUMBSILY

Give 2 tokens from the pool to another Hero in your Location. Accelerate the next Villain turn by 1 card.

PLAN Z

Add 2 or 2 or 1 token to a corresponding Mission card of your choice. Accelerate the next Villain turn by 1 card.

I WISH I JOINED A.I.M. INSTEAD

Gain 1 token. Other Heroes discard 1 Action token (if any).

NESSING UP STUFF

Draw Master Plan card facedown or give each Hero a crisis token.

DEADPOOL

SEASON 2

BOOM-BOOM



BOOM-BOOM

	3
	2
	3
	8

MELTDOWN (x2)

against a single target in an adjacent Location.

TIME BOMB (x2)

Place a Bomb token in your Location or an adjacent one. At the start of the next Villain turn, remove the token, deal 1 damage to EVERYTHING else in the Location, and discard all there.

KICKSTARTER EXCLUSIVE

SEASON 2

CABLE



CABLE

	7
	3
	3
	1

TECHNOACTIVE

MANIPULATION (x2)

Discard 1 card from your hand to the bottom of your deck to perform .

TECHNO-ORGANIC

PHYSIOLOGY (x2)

and you may draw cards until you have 3 in your hand.

PSYCHIC MASTERY (x2)

Each Hero draws 1 card. Then they discard 1 card from their hand to the bottom of deck.

X-FORCE

SEASON 2

CANNONBALL



CANNONBALL

	3
	2
	3
	9

BLAST FIELD (x2)

Gain 1 token. You cannot take any damage until the Beginning of your next turn.

ENERGY FIELD PROPULSION (x2)

This turn, each time you perform a action, gain 1 token.

X-FORCE

SEASON 2

CAPTAIN BRITAIN



CAPTAIN BRITAIN

	3
	3
	2
	8

CHANNEL

INTERDIMENSIONAL

ENERGY (x4)

Draw 1 card OR gain any combination of 2 , , or tokens.

KICKSTARTER EXCLUSIVE

SEASON 2

CLOAK



CLOAK

	3
	5
	3
	6

DARKFORCE TELEPORTATION

(STARTING HAND)

As long as this card is faceup in the Storyline, you can use to move to any Location. If Dagger is in your Location, she can move with you.

BOND

If Dagger is in your Location, she may draw cards until there are 3 in his hand.

DARKFORCE CHANNELLING (x2)

Remove both Cloak and a Henchman in his Location from play. At the beginning of your next turn, put them in any Location with no Threat and deal 2 damage to that Henchman.

KICKSTARTER EXCLUSIVE

SEASON 2

COLOSSUS



COLOSSUS

	3
	2
	6
	6

ORGANIC STEEL BODY

(STARTING HAND)

As long as this card is faceup in the Storyline, you may ignore 1 damage during each Villain turn.

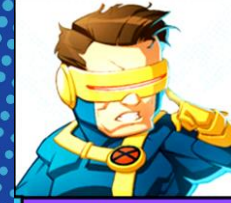
FASTBALL SPECIAL (x3)

Move another Hero from your Location to an adjacent Location. That Hero shows their hand and deals as many there as shown at the bottom of their cards.

GOLD TEAM

SEASON 2

CYCLOPS



CYCLOPS

	3
	6
	5
	3

LEADERSHIP (x2)

Give 1 token from the pool to another Hero.

OPTIC BLASTS (x2)

in both adjacent Locations.

CORE SET

SEASON 2

CYCLOPS (FIRST CLASS)



	3
	6
	3
	5

PRECISION BLAST (x2)
 in an adjacent Location.

OPTIC BLASTS (x2)
 Deal 1 damage to EVERYTHING else
 In this Location (except Havok).
 Discard all here.

FIRST CLASS SEASON 2

DAGGER



	3
	4
	3
	7

LIGHTFORCE GENERATION

[STARTING HAND]
 As long as this card is faceup in the Storyline, if you start your turn with 2 or more cards in hand (before the Draw step), you may immediately perform a free in your Location.

BOND

If Cloak is in your Location, he may draw cards until there are 3 in his hand.

LIGHTFORCE PURGE

Turn up to 2 in your Location into . Then rescue them.

LIGHTFORCE DAGGERS

against up to 3 different targets in your Location.

KICKSTARTER EXCLUSIVE SEASON 2

DAZZLER



	3
	3
	2
	8

LIGHT PROJECTION (x2)

Gain tokens equal to the number of in your Location.

SOUND CONVERSION (x2)

Gain tokens equal to the number of in your Location.

KICKSTARTER EXCLUSIVE SEASON 2

DEADPOOL



	5
	1
	4
	3

MAXIMUM EFFORT (x2)

against single target.

UNPREDICTABLE (x2)

Gain 1 token but play next card randomly.

FIGHT THROUGH THE PAIN (x2)

Gain 1 . You may ignore 1 damage until next turn.

BREAKING THE FOURTH WALL (x2)

You must draw the top 2 cards from the Deadpool challenge deck, choose 1 and resolve it.

REGENERATIVE HEALING FACTOR

[STARTING HAND]

As long as this card is faceup in the Storyline, if you have less than 3 cards in hand at the end of a Villain turn, you may draw 1 card.

RESISTANCE TO EVERYTHING

Deadpool ignores any special effects on next master plan card.

DEADPOOL SEASON 2

CYCLOPS (FIRST CLASS)

DAGGER

DAZZLER

DEADPOOL

DOCTOR DOOM



	8
	1
	4
	3

PAIN IS FOR LESSER MEN

[STARTING HAND]
 As long as this card is faceup in the Storyline, for each damage you take during a Villain turn, you may gain 1 , 1 , or 1 token.

MINE IS THE POWER (x3)

This turn, you can use the symbols at the bottom of the 3 previous Hero cards in the Storyline (instead of only the previous one). Then, turn them all facedown.

FANTASTIC FOUR SEASON 2

DOMINO



	6
	1
	4
	4

PROBABILITY

MANIPULATION (x3)

If this is the latest Domino card in the Storyline, effects of Henchmen are cancelled during the next Villain turn.

MASTER ASSASSIN

to a single Villain or Henchman in your Location.

X-FORCE SEASON 2

DOOP



	4
	2
	1
	6

ACCELERATED REGENERATION

[STARTING HAND]
 As long as this card is faceup in the Storyline, gain 1 token whenever you are KO'd.

PROFESSIONAL VIDEOGRAPHER

[STARTING HAND]
 As long as this card is faceup in the Storyline, if another Hero performs 2 or more or in your Location, that Hero gains 1 token.

TRAVEL ACROSS THE MARGINS (x2)

At the end of your turn, swap this card with any Hero card in the Storyline.

PSIONIC MASS CONTROL

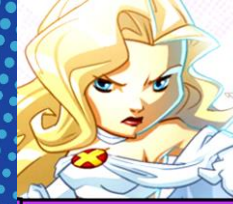
Relocate any number of and between Locations.

DIMENSIONAL GATE

Move to any Location and there.

KICKSTARTER EXCLUSIVE SEASON 2

EMMA FROST



	5
	7
	2
	3

OMEGA CLASS TELEPATH (x2)

This turn, you can use the symbols at the bottom of the 2 previous Hero cards in the Storyline (instead of only the previous 1).

ORGANIC DIAMOND FORM (x2)

If you have less than 3 cards in hand, draw 1 card. You cannot take any damage until the beginning of your next turn.

KICKSTARTER EXCLUSIVE SEASON 2

DOCTOR DOOM

DOMINO

DOOP

EMMA FROST

FANTOMEX



	8
	1
	1
	2

FANTOMEX

MISDIRECTION

[STARTING HAND]

As long as this card is faceup in the Storyline, when the top card of the Master Plan deck is revealed, you may immediately move to an adjacent Location.

CYBER MIND

[STARTING HAND]

As long as this card is faceup in the Storyline, at the end of each Villain turn, you may perform 1 or 1 in the Villain's Location.

ANALYTIC INTELLIGENCE (x2)

Look at the top card of the Master Plan deck and put it back on top.

KICKSTARTER EXCLUSIVE

SEASON 2

FERAL



	3
	3
	4
	7

FERAL

CLAWS AND TEETH (x2)



ACUTE SENSES (x2)

The next time you would take 1 damage or be assigned 1 Crisis token, you may flip this card facedown to ignore it.

KICKSTARTER EXCLUSIVE

SEASON 2

FIRESTAR



	3
	2
	3
	9

FIRESTAR

MICROWAVE ENERGY

MANIPULATION (x2)



MICROWAVE HEAT

EMISSION (x2)

against a single target in your Location.

KICKSTARTER EXCLUSIVE

SEASON 2

FORGE



	5
	6
	3
	3

FORGE

INTUITIVE GENIUS (x2)

This turn, for each you use to clear Threats, place there.

SPIRIT SIGHT (x2)

Pick another Location. This turn, you may use your and there.

GOLD TEAM

SEASON 2

GAMBIT



	3
	3
	4
	8

GAMBIT

MASTER THIEF (x2)

Gain 1 token and take 1 Action token of your choice from each other Hero.

MOLECULAR

ACCELERATION (x2)

Discard any Action token to in an adjacent Location.

BLUE TEAM

SEASON 2

GUARDIAN



	3
	6
	5
	4

GUARDIAN

LEADERSHIP

Give 1 token from the pool to another Hero.

BATTLESUIT ARMOR

You cannot take damage until the beginning of your next turn.

ALPHA FLIGHT

Gain 1 token for each faceup Alpha Flight card in the Storyline.

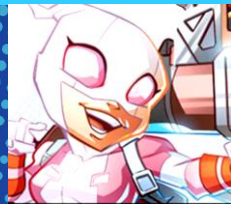
ELECTROMAGNETIC BEAMS

against up to 2 different targets in your Location.

KICKSTARTER EXCLUSIVE

SEASON 2

GWENPOOL



	3
	3
	4
	4

GWENPOOL

JEFFREY, THE LAND SHARK

[STARTING HAND]

As long as this card is faceup in the Storyline, at the end of your turn, you can deal 1 damage to a or Henchman in your Location that you did not damage this turn.

SEND TO GUTTER SPACE (x2)

Remove both Gwenpool and a Henchman in her Location from play. At the beginning of your next turn, place them in any Location with no Threat and deal 2 damage to that Henchman.

NO CONSEQUENCES IN A FICTIONAL WORLD (x2)

Discard cards until you have 1 in hand. For each card discarded, deal 1 damage to EVERYTHING else in your Location.

Discard all there.

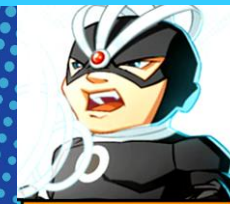
MEDIUM AWARENESS (x2)

Flip any 2 cards in the Storyline.

KICKSTARTER EXCLUSIVE

SEASON 2

HAVOK



	3
	3
	4
	4

HAVOK

PLASMA BLAST (x2)

in 1 adjacent Location.

ABSORB COSMIC ENERGY (x2)

Gain 1 token. You cannot take any damage until the beginning of your next turn.

KICKSTARTER EXCLUSIVE

SEASON 2

HOPE SUMMERS



	3
	3
	6
	5

HOPE SUMMERS

EMBRACING DESTINY (x3)

Discard 1 card to the bottom of your deck to clear the Threat card in your Location. If this is the first Embracing Destiny card in the Storyline, discard 2 cards instead.

DENYING

The next Master Plan card is played facedown in the Storyline with no effect. Then, remove the top card of the Master Plan deck from play and flip this card facedown.

PHOENIX FIVE

SEASON 2

HOPE SUMMERS

HUMAN TORCH



	3
	3
	5
	7

HUMAN TORCH

PYROGENESIS

(STARTING HAND)
As long as this card is faceup in the Storyline, you can treat as .

TEAMWORK

Perform actions of the same type as all Action tokens on the Fantastic Four card. Then, add 1 token from the pool to the Fantastic Four card.

TEAMWORK

Perform actions of the same type as all Action tokens on the Fantastic Four card. Then, add 1 token from the pool to the Fantastic Four card.

NOVA FLAME

Discard 1 card from your hand to the bottom of your deck to deal 2 damage to EVERYTHING else in your Location. Discard all there.

FANTASTIC FOUR

SEASON 2

HUMAN TORCH

ICEMAN



	3
	5
	5
	5

ICEMAN

CRYOKINESIS (x2)

Attach a Stunned token to a Villain or Henchman in your Location. Next Villain turn, their BAM! is canceled and the token is discarded.

ORGANIC ICE BODY (x2)

You cannot take any damage until the beginning of your next turn.

GOLD TEAM

SEASON 2

ICEMAN

ICEMAN (FIRST CLASS)



	3
	2
	6
	7

ICEMAN

FREEZE! (x2)

Attach a Frozen token to a Villain in your Location. Next Villain turn, that Villain cannot move and the token is discarded.

ICE SLIDE (x2)

Place a Frozen token in your Location. Heroes may leave this Location without performing . At the beginning of your next turn, discard the token.

FIRST CLASS

SEASON 2

ICEMAN (FIRST CLASS)

INVISIBLE WOMAN



	4
	6
	3
	4

INVISIBLE WOMAN

INVISIBILITY

(STARTING HAND)
As long as this card is faceup in the Storyline, when the top card of the Master Plan deck is revealed, you may choose not to take any damage until the beginning of your next turn. If you do so, next turn play your card facedown.

TEAMWORK

Perform actions of the same type as all Action tokens on the Fantastic Four card. Then, add 1 token from the pool to the Fantastic Four card.

TEAMWORK

Perform actions of the same type as all Action tokens on the Fantastic Four card. Then, add 1 token from the pool to the Fantastic Four card.

PSIONIC FORCE FIELDS

Gain 2 tokens.

FANTASTIC FOUR

SEASON 2

INVISIBLE WOMAN

JEAN GREY



	5
	5
	3
	5

JEAN GREY

MAJOR TELEKINESIS (x2)

split as you like in your and adjacent Locations.

TELEPATHY (x2)

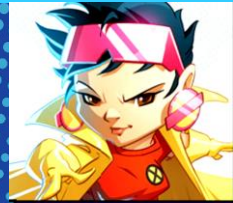
Swap the previous Hero card in the Storyline with any other Hero card in the Storyline.

CORE SET

SEASON 2

JEAN GREY

JUBILEE



	3
	6
	2
	6

JUBILEE

EXPLOSIVE LIGHT BLASTS (x2)

against up to 3 different targets in your Location.

PSIONIC SHIELDS (x2)

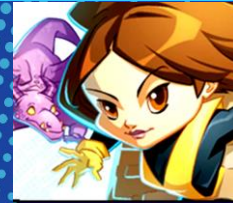
Ignore the direct effects of the next Villain BAM! that would affect you (it can still affect other Heroes).

BLUE TEAM

SEASON 2

JUBILEE

KITTY PRYDE



	3
	4
	2
	6

KITTY PRYDE

LOCKHEED, GO!

(STARTING HAND)
Put Lockheed in play in your Location or an adjacent one. As long as this card is faceup in the Storyline, you may use your to move Lockheed instead.

LOCKHEED FIRE BREATH (x3)

in Lockheed's Location.

PHASING (x2)

You cannot take any damage until the beginning of your next turn. For each damage avoided, gain 1 token.

PHASING OTHERS (x2)

You can move another Hero with you this turn. Other Heroes in your Location cannot take damage until your next turn.

GET THEM, LOCKHEED

in Lockheed's Location.

HELP THEM, LOCKHEED

in Lockheed's Location.

FANTASTIC FOUR

SEASON 2

KICKSTARTER EXCLUSIVE

SEASON 2

KITTY PRYDE

LADY DEADPOOL



	3
	3
	4
	3

LADY DEADPOOL

MASTER ASSASSIN (x2)

against single target.

TOTALLY UNPREDICTABLE (x2)

Gain 1 token but play next card randomly.

MERC WITH A MOUTH WITH LIPGLOSS (x2)

Rescue 1 in your Location.

RESCUE CHARLES (x2)

Move to any Location with .

If you do, rescue 1 and defeat all there.

REGENERATIVE HEALING FACTOR

(STARTING HAND)

As long as this card is faceup in the Storyline, if you have less than 3 cards in hand at the end of a Villain turn, you may draw 1 card.

RESISTANCE TO EVERYTHING

Deadpool ignores any special effects on next master plan card.

DEADPOOL

SEASON 2

LEGION



	3
	5
	3
	4

LEGION

BLEEDING IMAGE Take 1 damage. Deal 2 damage to everything else in your Location. Discard all .

CHAIN Use your and in Locations with Heroes. If you do, those Heroes discard 1 Action token each if possible.

CINDY in an adjacent Location. Each Hero there takes 1 damage.

DEPHIC Look at the top Master Plan card. You may place it at the bottom. Each other Hero in your Location takes 1 damage.

HYPNOBLOCKE Delay the next Villain turn by 1 card. Heroes must play their card randomly until the next Villain turn.

JACK WAYNE Heroes may freely exchange Action tokens.

SALLY Each other Hero in your Location takes 1 damage. You cannot take any damage until the beginning of your next turn.

SUSAN IN SUNSHINE Each other Hero, Villain, and Henchman in your Location takes double damage until your next turn.

TYRRANIX You may move any Heroes to any Locations. Moved Heroes discard 1 card from their hand to the bottom of their deck.

ZERO G. PRIESTLY Any Special Effect of the next Master Plan card is canceled. If this card is faceup in Storyline, heroes keep hands revealed.

KICKSTARTER EXCLUSIVE

SEASON 2

LOGAN



	3
	3
	7
	4

LOGAN

WITHSTANDING THE PAIN

(STARTING HAND)

As long as this card is faceup in the Storyline, you may ignore 1 damage during each Villain turn.

FIGHTING EXPERIENCE (x3)

Draw 1 card.

DAYS OF FUTURE PAST

SEASON 2

LONGSHOT



	5
	3
	3
	6

LONGSHOT

PROBABILITY

MANIPULATION (x2)

Look at the top 3 cards of the Master Plan deck. Then, place them back on top in any order.

HEALING FACTOR (x2)

You may draw cards until you have 3 in your hand.

KICKSTARTER EXCLUSIVE

SEASON 2

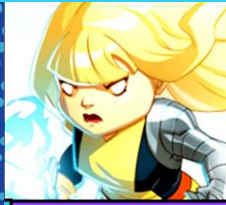
LADY DEADPOOL

LEGION

LOGAN

LONGSHOT

MAGIK



	3
	2
	9
	4

MAGIK

MYSTICAL ARMOR

(STARTING HAND)

As long as this card is faceup in the Storyline, if you have any Crisis tokens at the end of a Villain turn, you may discard 1 (with no consequences).

SOULSWORD (x2)

Deal 1 extra damage to any Villain, Henchman, or you deal any damage to this turn.

STEPPING DISKS (x2)

Move to any Location.

KICKSTARTER EXCLUSIVE

SEASON 2

MAGIK

MAGNETO



	4
	1
	6
	3

MAGNETO

GENIUS INTELLIGENCE

This turn, you can treat as .

PRODIGAL INTELLIGENCE

This turn, you can treat all symbols as .

MAGNETOKINESIS (x2)

split as you like in your and adjacent Locations.

CORE SET

SEASON 2

MAGNETO

MARROW



	3
	3
	4
	6

MARROW

DUAL HEARTS

(STARTING HAND)

If this card is faceup in the Storyline and you're about to be KO'd, instead of discarding your last card, you can flip this card facedown to draw 1 card.

BONE WEAPONS (x2)

split as you like in your and adjacent Locations.

BONE ARMOR

As long as this card is faceup in the Storyline, if a Villain or Henchman in your Location deals damage to you during a Villain turn, they take 1 damage at the end of that turn.

KICKSTARTER EXCLUSIVE

SEASON 2

MARROW

MARVEL GIRL (FIRST CLASS)



	4
	5
	4
	4

MARVEL GIRL

TELEKINESIS (x4)

or in your or an adjacent Location.

FIRST CLASS

SEASON 2

MARVEL GIRL (FIRST CLASS)

MIRAGE



	5
	5
	4
	2

MIRAGE

NEURAL ARROW (x2)



This turn, you can use your actions in adjacent Locations.

EMPATHIC ILLUSION (x2)

Relocate any number of , , and Threat cards between your and adjacent Locations.

RESIST DEATH (x2)

Until the beginning of your next turn, all Heroes in your Location cannot be forced to discard their last card.

KICKSTARTER EXCLUSIVE

SEASON 2

MIRAGE

MR. FANTASTIC



	5
	7
	3
	3

MR. FANTASTIC

PLASTICITY

[STARTING HAND]

As long as this card is faceup in the Storyline, during your Hero turn, you use 1 of your or actions in an adjacent Location.

TEAMWORK

Perform actions of the same type as all Action tokens on the Fantastic Four card. Then, add 1 token from the pool to the Fantastic Four card.

TEAMWORK

Perform actions of the same type as all Action tokens on the Fantastic Four card. Then, add 1 token from the pool to the Fantastic Four card.

SUPER GENIUS

This turn, you can treat all symbols as .

FANTASTIC FOUR

SEASON 2

MR. FANTASTIC

MULTIPLE MAN



	4
	4
	4
	9

MULTIPLE MAN

KINETIC MANIPULATION

[STARTING HAND]

As long as this card is faceup in the Storyline, once per turn, you may place 1 Dupe token in your Location (functions as a). You may use and actions as if you were in any Dupe's Location.

DUPLICATION ABSORPTION (x4)

Remove as many Dupe tokens from your Location as you wish. Draw 1 card for each token removed.

SPREADING DUPES (x4)

Move up to 2 Dupe tokens to Locations adjacent to them.

DUPES, ASSEMBLE!

Each Dupe may perform 1 free or . Then remove each activated Dupe token.

KICKSTARTER EXCLUSIVE

SEASON 2

MULTIPLE MAN

MYSTIQUE



	3
	2
	7
	5

MYSTIQUE

SPYMASTER (x2)

The next Master Plan card played cannot add or to your Location or one of the two adjacent ones (you choose).

METAMORPH (x2)

[STARTING HAND]

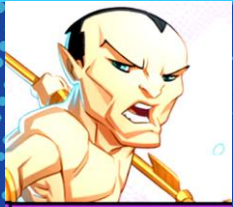
On the next Villain turn, you may redirect any damage dealt to you to a Henchman or any in your Location.

CORE SET

SEASON 2

MYSTIQUE

NAMOR



	3
	3
	7
	4

NAMOR

AVENGING SON OF ATLANTIS (x2)

in any Location.

KING OF ATLANTIS (x2)

You may discard either 1 or 1 from your Location and from each adjacent Location.

KICKSTARTER EXCLUSIVE

SEASON 2

NAMOR

NIGHTCRAWLER



	3
	6
	6
	0

NIGHTCRAWLER

BAMFI ANYBODY NEED A LIFT? (x4)

You MUST move to any other Location. You may bring another Hero in your Location with you.

BAMFI EN GARDE (x4)

You MUST move to any other Location.

BAMFI AUF WIEDERSEHEN

You MUST move to any other Location.

BAMFI FEAR NO EVIL

You MUST move to any other Location.

KICKSTARTER EXCLUSIVE

SEASON 2

NIGHTCRAWLER

NORTHSTAR



	3
	3
	4
	7

NORTHSTAR

FLIGHT

[STARTING HAND]

As long as this card is faceup in the Storyline, when you perform actions, you may bring another Hero in your Location with you.

CONCUSSIVE BLASTS (x2)

split as you like in your and adjacent Locations.

ALPHA FLIGHT

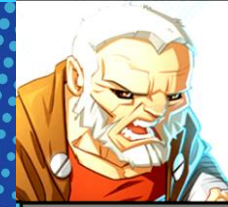
Gain 1 token for each faceup Alpha Flight card in the Storyline.

KICKSTARTER EXCLUSIVE

SEASON 2

NORTHSTAR

OLD MAN LOGAN



	4
	5
	0
	7

OLD MAN LOGAN

RETIRED

[STARTING HAND]

Gain 2 tokens. As long as this card is faceup in the Storyline, you can't use tokens to Attack.

TIRED OF FIGHTING (x4)

If Retired is faceup in the Storyline, gain 1 token. Until the beginning of your next turn, you may ignore 1 damage each Villain turn.

MY NAME IS WOLVERINE!

[BOTTOM OF HAND]

Gain 4 tokens. If Retired is faceup in the Storyline, turn it facedown.

KICKSTARTER EXCLUSIVE

SEASON 2

OLD MAN LOGAN

PHOENIX



	7
	0
	0
	0

PHOENIX

UNCANNY POWER

[STARTING HAND]

As long as this card is faceup in the Storyline, other Heroes must ignore and skip Phoenix cards in the Storyline.

PHOENIX FORCE AVATAR (x2)



PHOENIX CRY

Then discard all cards from your hand to the bottom of your deck.

EMPATHY (x2)

Give 1 token from the pool to another Hero.

TIME MANIPULATION

Delay the next Villain turn by 1 card.

KICKSTARTER EXCLUSIVE

SEASON 2

PHOENIX

PIXIE



	3
	6
	2
	6

PIXIE

HALLUCINATORY DUST (x2)

Attach a Stunned token to a Villain or Henchman in your Location. Next Villain turn, their BAM! is canceled and the token is discarded.

TELEPORTING SPELL (x2)

You and all other Heroes in your Location MUST move together to any other Location.

KICKSTARTER EXCLUSIVE

SEASON 2

PIXIE

POLARIS



	3
	4
	4
	5

POLARIS

MAGNETIC FIELD (x2)

You cannot take any damage until the beginning of your next turn.

MAGNETIC MANIPULATION (x2)

in your or an adjacent Location.

KICKSTARTER EXCLUSIVE

SEASON 2

POLARIS

PROFESSOR X



	4
	5
	4
	4

PROFESSOR X

GENIUS INTELLIGENCE

This turn, you can treat as .

GENIUS INTELLIGENCE

This turn, you can treat as .

LEADERSHIP

Give from the pool to another Hero.

LEADERSHIP

Give from the pool to another Hero.

TELEPATHY

Choose another Hero: They can swap any number of cards from their hand with their cards in the Storyline.

MIND ALTERATION

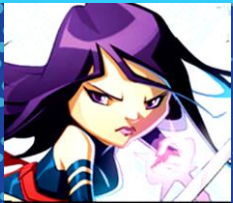
Turn up to 2 at your Location into .

CORE SET

SEASON 2

PROFESSOR X

PSYLOCKE



	3
	3
	5
	6

PSYLOCKE

PSIONIC BLAST (x2)

Attach a Stunned token to a Villain or Henchman in your Location. Next Villain turn, their BAM! is canceled and the token is discarded.

TELEPATHY (x2)

Swap the previous Hero card in the Storyline with any other Hero card in the Storyline.

BLUE TEAM

SEASON 2

PSYLOCKE

PUCK



	4
	4
	6
	3

PUCK

COMPRESSED RUBBER PHYSIOLOGY

[STARTING HAND]

As long as this card is faceup in the Storyline, you may ignore 1 damage dealt by a Henchman each Villain turn.

TACTICAL INTELLIGENCE

Swap the Threat in your Location with one in an adjacent Location.

ALPHA FLIGHT

Gain 1 or 1 token for each faceup Alpha Flight card in the Storyline.

ACROBATIC FIGHTING STYLE



KICKSTARTER EXCLUSIVE

SEASON 2

PUCK

ROGUE



	4
	4
	4
	3

ROGUE

POWER ABSORPTION (x2)

Use the Action symbols at the bottom of another Hero's faceup card in the Storyline. At the end of your turn, turn that card facedown.

ABILITY ABSORPTION (x2)

Use the Special Effect of another Hero's faceup card in the Storyline. At the end of your turn, turn that card facedown.

BLUE TEAM

SEASON 2

ROGUE

SASQUATCH



	3
	3
	5
	4

SASQUATCH

CONTROLLED FURY (x2)

against up to 2 different targets in your Location.

CLAWS

against a single target in your Location.

ALPHA FLIGHT

Gain 1 token for each faceup Alpha Flight card in the Storyline.

KICKSTARTER EXCLUSIVE

SEASON 2

SASQUATCH

SHATTERSTAR



	3
	5
	2
	7

SHATTERSTAR

VIBRATORY SHOCKWAVES (x2)

You may discard 1 card from your hand to the bottom of your deck to split as you like in your and adjacent Locations

HEALING FACTOR (x2)

You may draw cards until you have 3 in your hand.

X-FORCE

SEASON 2

SHATTERSTAR

SILVER SURFER



	8
	2
	2
	3

SILVER SURFER

COSMIC AWARENESS

[STARTING HAND]

As long as this card is faceup in the Storyline, during your turn, 1 of your or actions can be performed in any Locations.

NEAR IMMORTALITY

As long as this card is faceup in the Storyline, you draw 2 cards during the Draw step of your turn.

DIMENSIONAL TRAVEL

If you are not in the Villain's starting Location, replace your Location with any other not in play (move everything from your Location to the new one).

TELEPORT (x2)

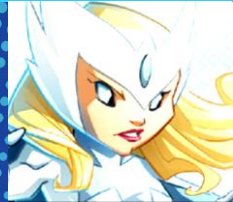
You may move to any Location.

FANTASTIC FOUR

SEASON 2

SILVER SURFER

SNOWBIRD



	3
	5
	3
	6

SNOWBIRD

MAGICAL RESISTANCE

[STARTING HAND]

As long as this card is faceup in the Storyline, you can't be forced to play cards randomly.

POSTCOGNITION

As long as this card is faceup in the Storyline, gain 1 token whenever 1 of your cards in the Storyline is turned facedown.

ALPHA FLIGHT

Gain 1 or 1 token for each faceup Alpha Flight card in the Storyline.

ANIMAL SHAPESHIFTING



ANIMAL SHAPESHIFTING



KICKSTARTER EXCLUSIVE

SEASON 2

SNOWBIRD

SPIRAL



	3
	4
	4
	6

SPIRAL

TELEPORT AWAY

[STARTING HAND]

Gain 1 token. As long as this card is faceup in the Storyline, when the top card of the Master Plan deck is revealed, you may immediately discard 1 Action token to move all Heroes in your Location to any other Location.

SPELL DANCE (x3)

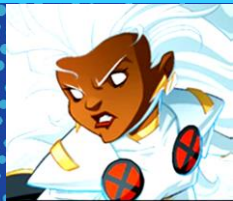
For each Spell Dance card in the Storyline, choose 1: Draw 1 card, gain 1 token, or against a or Henchman in your Location.

KICKSTARTER EXCLUSIVE

SEASON 2

SPIRAL

STORM



	3
	3
	4
	7

STORM

ATMOKINESIS (x2)

in any Location.

GODDESS OF WEATHER (x2)

Relocate any Heroes to different Locations.

CORE SET

SEASON 2

STORM

STORM (MOHAWK)



	3
	4
	4
	6

STORM

INDOMITABLE WILL

[STARTING HAND]

As long as this card is faceup in the Storyline, ignore the first Crisis token you receive during each Hero or Villain turn.

PREEMPTIVE STRIKE (x3)

against up to 3 different targets in your Location.

KICKSTARTER EXCLUSIVE

SEASON 2

STORM (MOHAWK)

STRONG GUY



	4
	2
	6
	4

STRONG GUY

KINETIC ENERGY

ABSORPTION (x4)

You cannot take any damage until the start of your next turn. For each damage you would take, gain 1 token instead.

If this card is faceup in the Storyline and you have 4 or more Action tokens, discard all your Action tokens and your hand.

KICKSTARTER EXCLUSIVE

SEASON 2

STRONG GUY

SUNFIRE



	3
	2
	3
	5

SUNFIRE

SOLAR FIRE (x2)

Deal 1 damage to EVERYTHING in an adjacent Location and discard all there.

ABSORB SOLAR RADIATION (x2)

Gain 1 token for each Location with no and no .

KICKSTARTER EXCLUSIVE

SEASON 2

SUNFIRE

SUNSPOT



	3
	1
	2
	10

SUNSPOT

SOLAR RE-CHANNELLING (x3)

Gain 1 .
You may turn any Action tokens you have into tokens.

SOLAR RADIATION ABSORPTION (x3)

At the end of your turn, gain 1 , , or token for each different Location you occupied this turn.

KICKSTARTER EXCLUSIVE

SEASON 2

THE THING



	3
	2
	8
	4

THING

ROCK-LIKE SKIN

[STARTING HAND]

As long as this card is faceup in the Storyline, you may ignore 1 damage during each Villain turn.

TEAMWORK (x2)

Perform actions of the same type as all Action tokens on the Fantastic Four card. Then, add 1 token from the pool to the Fantastic Four card.

IT'S CLOBBERIN' TIME

against a single target in your Location. Then, against a different target there.

FANTASTIC FOUR

SEASON 2

WARLOCK



	3
	4
	4
	7

WARLOCK

TECHNO-ORGANIC LIFEFORM

[STARTING HAND]

As long as this card is faceup in the Storyline, ignore the first Crisis token you receive during each Hero or Villain turn.

TECHNO-ORGANIC FEEDING (x2)

Draw 1 card. Then discard 1 Crisis token from your Location or from another Hero in your Location (if possible).

NANITE WEAPON (x2)

Gain 1 token. Then you may exchange Action tokens with another Hero in your Location.

KICKSTARTER EXCLUSIVE

SEASON 2

WARPATH



	5
	4
	4
	4

WARPATH

ACUTE SENSES (x2)

Look at the top card of the Master Plan deck and put it back on top.

SUPERHUMAN PHYSICAL ABILITIES (x2)

Draw 1 card.

KICKSTARTER EXCLUSIVE

SEASON 2

WEAPON X



	3
	3
	9
	2

WEAPON X

HEALING FACTOR

[STARTING HAND]

As long as this card is faceup in the Storyline, you may ignore 1 damage each Villain turn. If you do so, your next Hero card must be played randomly.

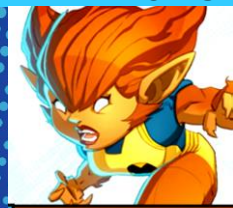
ADAMANTIUM CLAWS (x3)



KICKSTARTER EXCLUSIVE

SEASON 2

WOLFSBANE



	5
	2
	4
	5

WOLFSBANE

FERAL ATTACK (x2)

Defeat all in your Location.

HYPER-KEEN SENSES (x2)

If, during the next Villain turn, the Villain ends their movement in your Location, you may immediately move to an adjacent one and there.

KICKSTARTER EXCLUSIVE

SEASON 2

WOLVERINE



	4
	4
	5
	4

WOLVERINE

ADAMANTIUM CLAWS (x3)



HEALING FACTOR

[STARTING HAND]

As long as this card is faceup in the Storyline, if you have less than 3 cards in hand at the end of a Villain turn, you may draw 1 card.

CORE SET

SEASON 2

X-23



	3
	4
	6
	5

X-23

HEALING FACTOR

[STARTING HAND]

As long as this card is faceup in the Storyline, if you have less than 3 cards in hand at the end of a Villain turn, you may draw 1 card.

TACTICAL GENIUS (x2)

For each you perform this turn, give 1 or 1 token from the pool to any Hero.

MASTER MARTIAL ARTIST (x2)

Double each on the previous Hero card in the Storyline.

KICKSTARTER EXCLUSIVE

SEASON 2