

Official Card Wording 2.1 - Official Release - Sheet1

Set	Name	Type	Level	Cost	Team	Atk	Def	Health	Flight	Range	Text - Original	Text - Current	Change Date
AFF-001	Captain Marvel	Main Character	1		A-Force	2	4	6	x	x	<p>AKA Ms. Marvel</p> <p>Energy Absorption Main [Energy]: Put a +1/+1 counter on Captain Marvel for each other [Ranged] character on your side.</p> <p>Woman of War Level Up (4) - When Captain Marvel stuns an enemy character in combat, she gains an XP.</p>	<p>AKA Ms. Marvel</p> <p>Energy Absorption Main [Energy]: Put a +1/+1 counter on Captain Marvel for each other [Ranged] character on your side.</p> <p>Woman of War Level Up (4) - When Captain Marvel stuns an enemy character in combat, she gains an XP.</p>	
AFF-002	Captain Marvel	Main Character	2		A-Force	4	6	6	x	x	<p>AKA Ms. Marvel</p> <p>Energy Absorption Main [Energy]: Put a +1/+1 counter on Captain Marvel for each other [Ranged] character on your side.</p> <p>Photonic Blast Main [Skill]: Put a -1/-1 counter on an enemy character for each +1/+1 counter on Captain Marvel.</p>	<p>AKA Ms. Marvel</p> <p>Energy Absorption Main [Energy]: Put a +1/+1 counter on Captain Marvel for each other [Ranged] character on your side.</p> <p>Photonic Blast Main [Skill]: Put a -1/-1 counter on an enemy character for each +1/+1 counter on Captain Marvel.</p>	
AFF-003	She-Hulk	Main Character	1		A-Force	3	4	6			<p>A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them.</p> <p>Fight Together Level Up (5) - When characters on your side team attack, She-Hulk gains an XP.</p>	<p>A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them.</p> <p>Fight Together Level Up (5) - When characters on your side team attack, She-Hulk gains an XP.</p>	
AFF-004	She-Hulk	Main Character	2		A-Force	6	6	6			<p>A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them.</p> <p>Rules Lawyer Reaction [Intellect]: When an enemy player uses a super power, you may say "Objection!" If you do, cancel that super power.</p>	<p>A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them.</p> <p>Rules Lawyer Reaction [Intellect]: When an enemy player uses a super power, you may say "Objection!" If you do, cancel that super power.</p>	
AFF-005	Sister Grimm	Main Character	1		A-Force	2	5	5		x	<p>When Blood Is Shed... Level Up (1) - When Sister Grimm gets wounded on an enemy player's turn, she gains an XP.</p>	<p>When Blood Is Shed... Level Up (1) - When Sister Grimm gets wounded on an enemy player's turn, she gains an XP.</p>	

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AFF-006	Sister Grimm	Main Character	2	A-Force	4	5	5	x	<p>...Let the Staff of One Emerge You may use each of these powers only once during the game. When you use one, Sister Grimm becomes Level 1.</p> <p>Muzzle Main [Skill]: Characters on your side can't be attacked until after your next turn.</p> <p>Bounce House Main [Energy]: Put up to two supporting characters into their owner's hands.</p> <p>Open Sesame Main [Intellect]: Draw three cards.</p> <p>Caffeine Injection Main [Might]: Put four +1/+1 counters on a supporting character.</p>	<p>...Let the Staff of One Emerge You may use each of these powers only once during the game. When you use one, Sister Grimm becomes Level 1.</p> <p>Muzzle Main [Skill]: Characters on your side can't be attacked until after your next turn.</p> <p>Bounce House Main [Energy]: Put up to two supporting characters into their owner's hands.</p> <p>Open Sesame Main [Intellect]: Draw three cards.</p> <p>Caffeine Injection Main [Might]: Put four +1/+1 counters on a supporting character.</p>	
AFF-007	Phoenix	Main Character	1	Femme Fatales	3	3	7	x	x	<p>AKA Dark Phoenix</p> <p>Life Incarnate Main [Intellect]: Heal a wound from a supporting character.</p> <p>The Sum of All Life and Death Level Up (1) - When a character appears, if there are 20 or more total supporting characters on all sides and/or KO piles, Phoenix gains an XP.</p>	<p>AKA Dark Phoenix</p> <p>Life Incarnate Main [Intellect]: Heal a wound from a supporting character.</p> <p>The Sum of All Life and Death Level Up (1) - When a character appears, if there are 20 or more total supporting characters on all sides and/or KO piles, Phoenix gains an XP.</p>
AFF-008	Phoenix	Main Character	2	Femme Fatales	7	7	7	x	x	<p>AKA Dark Phoenix</p> <p>Life Incarnate Main [Intellect]: Heal a wound from a supporting character.</p> <p>From the Ashes Main [Energy, Might]: Put a character from your KO pile onto your side.</p>	<p>AKA Dark Phoenix</p> <p>Life Incarnate Main [Intellect]: Heal a wound from a supporting character.</p> <p>From the Ashes Main [Energy, Might]: Put a character from your KO pile onto your side.</p>
AFF-009	Wasp	Supporting Character		1 A-Force	1	2	1	x		<p>Sting When Wasp appears, put a -1/-1 counter on an enemy character.</p> <p>Shrink When Wasp gets attacked the first time each turn, you may cancel the combat.</p>	<p>Sting When Wasp appears, put a -1/-1 counter on an enemy character.</p> <p>Shrink When Wasp gets attacked the first time each turn, you may cancel the combat.</p>
AFF-010	Sister Grimm	Supporting Character		1 A-Force	2	2	1		x	<p>The Staff of One [Anyturn] Any Combat [Intellect]: Search your deck for an [Anyturn] Combat plot twist with a different name from each plot twist in your KO Pile and play it if able.</p>	<p>The Staff of One [Anyturn] Any Combat [Intellect]: Search your deck for an [Anyturn] Combat plot twist with a different name from each plot twist in your KO Pile and play it if able.</p>
AFF-011	Pixie	Supporting Character		2 A-Force	1	4	1	X		<p>Hallucinogenic Dust Main [Energy]: Reveal cards from the top of your deck until you reveal a character that is not already on your side. Put that character onto your side and shuffle the rest of the revealed cards into your deck. At the end of the turn, KO that character.</p>	<p>Hallucinogenic Dust Main [Energy]: Reveal cards from the top of your deck until you reveal a character that is not already on your side. Put that character onto your side and shuffle the rest of the revealed cards into your deck. At the end of the turn, KO that character.</p>

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AFF-012	Spider-Woman	Supporting Character		2 A-Force	3	3	1	X			<p>Dodge Spider-Woman can't be ranged attacked.</p> <p>Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Woman to get -0/-3 this combat.</p>	<p>Dodge Spider-Woman can't be ranged attacked.</p> <p>Venom Blast [Anyturn] Combat [Skill]: Choose a character in melee combat with Spider-Woman to get -0/-3 this combat.</p>
AFF-013	Meggan	Supporting Character		2 A-Force	2	2	2	x	x		<p>Empathic Metamorph Main [Might]: Put +1/+1 counters on Meggan equal to the total number of +1/+1 counters on all other characters on your side.</p>	<p>Empathic Metamorph Main [Might]: Put +1/+1 counters on Meggan equal to the total number of +1/+1 counters on all other characters on your side.</p>
AFF-014	Medusa	Supporting Character		3 A-Force	3	5	1				<p>Grab While Medusa is in the front row, enemy characters can't fly over her.</p> <p>Prehensile Hair Main [Skill]: Exhaust a front row enemy character. It can't ready or be moved until Medusa gets stunned or leaves play.</p>	<p>Grab While Medusa is in the front row, enemy characters can't fly over her.</p> <p>Prehensile Hair Main [Skill]: Exhaust a front row enemy character. It can't ready or be moved until Medusa gets stunned or leaves play.</p>
AFF-015	Singularity	Supporting Character		3 A-Force	2	6	1	x			<p>Pocket Dimension At the end of your turn, remove any number of other face-up characters on your side from the game, but keep all counters on them. At the start of your next turn or when Singularity leaves play, those characters appear on their owner's side with those counters.</p>	<p>Pocket Dimension At the end of your turn, remove any number of other face-up characters on your side from the game, but keep all counters on them. At the start of your next turn or when Singularity leaves play, those characters appear on their owner's side with those counters.</p>
AFF-016	Dazzler	Supporting Character		4 A-Force	3	7	1		x		<p>Dazzle Main [Energy]: Daze an enemy supporting character. (Stun it, but it doesn't get a wound.)</p>	<p>Dazzle Main [Energy]: Daze an enemy supporting character. (Stun it, but it doesn't get a wound.)</p>
AFF-017	She-Hulk	Supporting Character		4 A-Force	5	5	2				<p>Leader While She-Hulk is team attacking, you choose who the defender strikes back against.</p> <p>Baroness of Arcadia Any Combat [Might]: Each attacking [A-Force] character gets +2/+2 this combat.</p>	<p>Leader While She-Hulk is team attacking, you choose who the defender strikes back against.</p> <p>Baroness of Arcadia Any Combat [Might]: Each attacking [A-Force] character gets +2/+2 this combat.</p>
AFF-018	Spectrum	Supporting Character		5 A-Force	4	4	2	x	x		<p>Energy Form When Spectrum appears or recovers, put a +1/+1 counter on her for each basic [Energy] location on all sides.</p>	<p>Energy Form When Spectrum appears or recovers, put a +1/+1 counter on her for each basic [Energy] location on all sides.</p>
AFF-019	Miss America	Supporting Character		5 A-Force	6	4	3	x			<p>Tough When Miss America gets stunned, you may recover her. (She still gets a wound.)</p>	<p>Tough When Miss America gets stunned, you may recover her. (She still gets a wound.)</p>
AFF-020	Loki	Supporting Character		6 A-Force	7	6	1				<p>Power Hungry Once per turn, when a character on your side gets powered up, draw three cards.</p> <p>Questionable Loyalty At the start of your Build Phase, if a face-up enemy character has higher ATK than each face-up character on your side, move Loki to that player's back row.</p>	<p>Power Hungry Once per turn, when a character on your side gets powered up, draw three cards.</p> <p>Questionable Loyalty At the start of your Build Phase, if a face-up enemy character has higher ATK than each face-up character on your side, move Loki to that player's back row.</p>
AFF-021	Rogue	Supporting Character		6 A-Force	6	6	2	x			<p>Absorb Powers When Rogue KO's an enemy supporting character, she gains its keyword and super powers until Rogue becomes stunned or leaves play.</p>	<p>Absorb Powers When Rogue KO's an enemy supporting character, she gains its printed keyword and super powers until Rogue becomes stunned or leaves play.</p>

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																			AKA Phoenix and Dark Phoenix	AKA Phoenix and Dark Phoenix
AFF-022	Phoenix	Supporting Character		7	A-Force	7	7	1	x	x									Teke Shield [Any Turn] Any Combat [Intellect]: The defending character can't be stunned this combat. You may use this power any number of times each turn.	Teke Shield [Any Turn] Any Combat [Intellect]: The defending character can't be stunned this combat. You may use this power any number of times each turn.
AFF-023	Heroines of Arca	Plot Twist			A-Force														[Anyturn] Combat : If this is a team attack, each attacker gets +3/+0 this combat.	[Anyturn] Combat : If this is a team attack, each attacker gets +3/+0 this combat.
AFF-024	You Won't Like It	Plot Twist			A-Force														[Anyturn] Combat : Put two +1/+1 counters on a defender in the combat.	[Anyturn] Combat : Put two +1/+1 counters on a defender in the combat.
AFF-025	Build a Better World	Plot Twist			A-Force														Main : Turn one of your face-down basic locations face up.	Main : Turn one of your face-down basic locations face up.
AFF-026	Arcadia	Special Location			A-Force														[Anyturn] Combat : Turn one of your face-down basic locations face up.	[Anyturn] Combat : Turn one of your face-down basic locations face up.
AFF-026	Arcadia	Special Location			A-Force														[Energy] or [Intellect] or [Might] or [Skill] for an [A-Force] character.	[Energy] or [Intellect] or [Might] or [Skill] for an [A-Force] character.
AFF-027	Black Cat	Main Character	1		Femme Fatales	2	5	5											Bad Luck Main [Intellect]: Choose an enemy player to discard a card.	Bad Luck Main [Intellect]: Choose an enemy player to discard a card.
AFF-027	Black Cat	Main Character	1		Femme Fatales	2	5	5											Queen of Thieves Level Up (9) - At end of your turn, choose an enemy player. If you have more cards in your hand than they do, Black Cat gains XP equal to the difference.	Queen of Thieves Level Up (9) - At end of your turn, choose an enemy player. If you have more cards in your hand than they do, Black Cat gains XP equal to the difference.
AFF-028	Black Cat	Main Character	2		Femme Fatales	4	8	5											Bad Luck Main [Intellect]: Choose an enemy player to discard a card.	Bad Luck Main [Intellect]: Choose an enemy player to discard a card.
AFF-028	Black Cat	Main Character	2		Femme Fatales	4	8	5											Cross their Path [Anyturn] Combat [Skill]: Daze each enemy character in combat with Black Cat. (Stun it, but it doesn't get a wound.)	Cross their Path [Anyturn] Combat [Skill]: Daze each enemy character in combat with Black Cat. (Stun it, but it doesn't get a wound.)
AFF-029	Dark Phoenix	Main Character	1		Femme Fatales	3	3	7	x	x									AKA Phoenix	AKA Phoenix
AFF-029	Dark Phoenix	Main Character	1		Femme Fatales	3	3	7	x	x									What Was, What is, What Will Be Main [Intellect][Intellect]: Put the top two cards of your deck face down into your resource row. If any are locations, you may place them face up instead.	What Was, What is, What Will Be Main [Intellect][Intellect]: Put the top two cards of your deck face down into your resource row. If any are locations, you may place them face up instead.
AFF-029	Dark Phoenix	Main Character	1		Femme Fatales	3	3	7	x	x									Inevitable Corruption Level Up (1) - When a resource appears on any side, if there are 20 or more total resources on all sides, Dark Phoenix gains an XP.	Inevitable Corruption Level Up (1) - When a resource appears on any side, if there are 20 or more total resources on all sides, Dark Phoenix gains an XP.
AFF-030	Dark Phoenix	Main Character	2		Femme Fatales	7	7	7	x	x									AKA Phoenix	AKA Phoenix
AFF-030	Dark Phoenix	Main Character	2		Femme Fatales	7	7	7	x	x									What Was, What is, What Will Be Main [Intellect][Intellect]: Put the top two cards of your deck face down into your resource row. If any are locations, you may place them face up instead.	What Was, What is, What Will Be Main [Intellect][Intellect]: Put the top two cards of your deck face down into your resource row. If any are locations, you may place them face up instead.
AFF-030	Dark Phoenix	Main Character	2		Femme Fatales	7	7	7	x	x									Ravager of Worlds Main [Energy][Energy][Might]: KO all face-down enemy resources.	Ravager of Worlds Main [Energy][Energy][Might]: KO all face-down enemy resources.

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AFF-031	Enchantress	Main Character	1	Femme Fatales	2	5	5	x	<p>Imbue with Power Main [Energy]: Put two +1/+1 counters on a supporting character that appeared this turn.</p> <p>Champion of Amora Level Up (3) - At the end of your turn, if a face-up supporting character on your side has a higher ATK than each face-up enemy supporting character, Enchantress gains an XP.</p>	<p>Imbue with Power Main [Energy]: Put two +1/+1 counters on a supporting character that appeared this turn.</p> <p>Champion of Amora Level Up (3) - At the end of your turn, if a face-up supporting character on your side has a higher ATK than each face-up enemy supporting character, Enchantress gains an XP.</p>
AFF-032	Enchantress	Main Character	2	Femme Fatales	3	8	5	x	<p>Imbue with Power Main [Energy]: Put two +1/+1 counters on a supporting character that appeared this turn.</p> <p>I'll Not Sully My Hands Main [Intellect]: Ready each supporting character on your side that has a +1/+1 counter.</p>	<p>Imbue with Power Main [Energy]: Put two +1/+1 counters on a supporting character that appeared this turn.</p> <p>I'll Not Sully My Hands Main [Intellect]: Ready each supporting character on your side that has a +1/+1 counter.</p>
AFF-033	Mystique	Main Character	1	Femme Fatales	1	6	5		<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Bitter Fury Level Up (10) - Whenever Mystique gains ATK, she gains that much XP.</p>	<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Bitter Fury Level Up (10) - Whenever Mystique gains ATK, she gains that much XP.</p>
AFF-034	Mystique	Main Character	2	Femme Fatales	6	7	5		<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Martial Savagery [Anyturn] Combat [Might]: Mystique is Ferocious and enemy character lose and can't gain Ferocious this combat. (She strikes before enemy characters.)</p>	<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Martial Savagery [Anyturn] Combat [Might]: Mystique is Ferocious and enemy character lose and can't gain Ferocious this combat. (She strikes before enemy characters.)</p>
AFF-035	Black Cat	Supporting Character		1 Femme Fatales	3	1	1		<p>Pounce While Black Cat is attacking an exhausted character, it can't strike back at her.</p> <p>Unlucky Break When Black Cat attacks, remove all +1/+1 counters from the defender. Enemy characters can't gain +1/+1 counters this combat.</p>	<p>Pounce While Black Cat is attacking an exhausted character, it can't strike back at her.</p> <p>Unlucky Break When Black Cat attacks, remove all +1/+1 counters from the defender. Enemy characters can't gain +1/+1 counters this combat.</p>
AFF-036	Madame Masque	Supporting Character		1 Femme Fatales	2	2	1	x	<p>Bio-Duplicate When you power up Madame Masque by discarding a card named Madame Masque, you may put the discarded card onto your side.</p> <p>Swarm You can have any number of Madame Masques on your side. This power can't be turned off.</p>	<p>Bio-Duplicate When you power up Madame Masque by discarding a card named Madame Masque, you may put the discarded card onto your side.</p> <p>Swarm You can have any number of Madame Masques on your side. This power can't be turned off.</p>

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AFF-037	Titania	Supporting Character	2	Femme Fatales	2	2	2								<p>Cellular Augmentation [Anyturn] Combat [Might]: Titania gets +3/+3 this combat.</p> <p>Durable If Titania gets stunned other than by getting struck in combat, recover her and she doesn't get wounded.</p>	<p>Cellular Augmentation [Anyturn] Combat [Might]: Titania gets +3/+3 this combat.</p> <p>Durable If Titania would get stunned other than by getting struck in combat, she doesn't get wounded. When Titania gets stunned other than by getting struck in combat, you may recover her.</p>	6/7/2017
AFF-038	Sin	Supporting Character	2	Femme Fatales	2	4	1		x						<p>Like Father, Like Daughter [Anyturn] Combat [Skill]: Stun a character that is melee attacking Sin.</p>	<p>Like Father, Like Daughter [Anyturn] Combat [Skill]: Stun a character that is melee attacking Sin.</p>	
AFF-039	Moonstone	Supporting Character	2	Femme Fatales	3	2	1	x		x					<p>Gravity Stone Enemy characters lose and can't gain [flight].</p>	<p>Gravity Stone Enemy characters lose and can't gain [flight].</p>	
AFF-040	Silver Sable	Supporting Character	3	Femme Fatales	1	5	1			x					<p>Mercenary Silver Sable can team attack with any main character.</p> <p>Wealthy At the start of your Build Phase, you gain a Recruit Point.</p>	<p>Mercenary Silver Sable can team attack with any main character.</p> <p>Wealthy At the start of your Build Phase, you gain a Recruit Point.</p>	
AFF-041	Nebula	Supporting Character	3	Femme Fatales	3	3	2								<p>Underling Nebula gets +3/+3 if your main character is Evil and is Level 2 or higher.</p>	<p>Underling While your main character is Evil and is Level 2 or higher, Nebula gets +3/+3</p>	6/7/2017
AFF-042	Goblin Queen	Supporting Character	4	Femme Fatales	2	6	1		x						<p>Summon Goblins Main [Intellect]: Put Demon Goblin tokens into your front row until there are four on your side.</p>	<p>Summon Goblins Main [Intellect]: Put Demon Goblin tokens into your front row until there are four on your side.</p>	
AFF-043	Spiral	Supporting Character	4	Femme Fatales	7	3	1								<p>Mobile Once per turn during your Main Phase but not during combat, you may move Spiral to your front or back row.</p> <p>Ferocious During melee combat, Spiral strikes before enemy characters without Ferocious.</p>	<p>Mobile Once per turn during your Main Phase, but not during combat, you may move Spiral to your front or back row.</p> <p>Ferocious While in melee combat, Spiral strikes before characters without Ferocious.</p>	6/7/2017
AFF-044	Viper	Supporting Character	5	Femme Fatales	4	6	1			x					<p>Poison Darts Main [Skill]: Put a -1/-1 counter on up to two enemy characters.</p> <p>Succumb to Poison At the end of your turn, double the -1/-1 counters on each enemy character.</p>	<p>Poison Darts Main [Skill]: Put a -1/-1 counter on up to two enemy characters.</p> <p>Succumb to Poison At the end of your turn, double the -1/-1 counters on each enemy character.</p>	
AFF-045	Satana	Supporting Character	5	Femme Fatales	6	5	1		x						<p>Fatal Females [Femme Fatale] characters on your side are Lethal.</p> <p>Consume Soul Main [Energy]: Remove a character in an enemy player's KO pile from the game. That player reveals their hand and deck and removes all characters with that name from the game. Then, they shuffle their deck.</p>	<p>Fatal Females [Femme Fatale] characters on your side are Lethal.</p> <p>Consume Soul Main [Energy]: Remove a character in an enemy player's KO pile from the game. That player reveals their KO pile, hand, and deck and removes all characters with that name from the game. Then, they shuffle their deck.</p>	6/10/2016
AFF-046	Lady Deathstrike	Supporting Character	6	Femme Fatales	5	6	2								<p>Death Strike [Anyturn] Combat [Might]: When Lady Deathstrike stuns an enemy main character this combat and survives, put an extra wound on that character.</p>	<p>Death Strike [Anyturn] Combat [Might]: When Lady Deathstrike stuns an enemy main character this combat and survives, put an extra wound on that character.</p>	

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AFF-047	Morgan le Fay	Supporting Character		6	Femme Fatales	3	7	3	x	x	<p>Immortal When Morgan le Fay gets KO'd you may shuffle her into your deck.</p> <p>Growing Magic Main [Intellect]: Draw cards equal to the number of times you've used a super power named Growing Magic this game.</p>	<p>Immortal When Morgan le Fay gets KO'd you may shuffle her into your deck.</p> <p>Growing Magic Main [Intellect]: Draw cards equal to the number of times you've used a super power named Growing Magic this game.</p>
AFF-048	Enchantress	Supporting Character		7	Femme Fatales	4	8	2		x	<p>Go Forth, My Champion Main [Energy]: Put two +1/+1 counters on another character on your side. When it attacks the next time this turn, ready it.</p>	<p>Go Forth, My Champion Main [Energy]: Put two +1/+1 counters on another character on your side. When it attacks the next time this turn, ready it.</p>
AFF-049	Femme Fatality	Plot Twist			Femme Fatales						<p>Main: Choose a character and put a -1/-1 counter on it for each supporting character on your side.</p>	<p>Main: Choose a character and put a -1/-1 counter on it for each supporting character on your side.</p>
AFF-050	Dramatic Entrance	Plot Twist			Femme Fatales						<p>[Anyturn] Combat: If the defender is on your side, you may put a character from your hand next to it. If you do, remove the defender from combat, and the new character becomes the defender. At the end of combat, KO the new character.</p>	<p>[Anyturn] Combat: If the defender is on your side, you may put a character from your hand next to it. If you do, remove the defender from combat, and the new character becomes the defender. At the end of combat, KO the new character.</p>
AFF-051	Cat Fight	Plot Twist			Femme Fatales						<p>[Anyturn] Combat: Choose an attacker to get +4/+0 this combat.</p>	<p>[Anyturn] Combat: Choose an attacker to get +4/+0 this combat.</p>
AFF-052	Madripool	Special Location			Femme Fatales						<p>[Energy] or [Intellect] or [Might] or [Skill] for a [Femme Fatales] character.</p>	<p>[Energy] or [Intellect] or [Might] or [Skill] for a [Femme Fatales] character.</p>
AFF-053	Main Strength	Plot Twist									<p>[Anyturn] Combat: Your main character gets +2/+0 this combat.</p>	<p>[Anyturn] Combat: Your main character gets +2/+0 this combat.</p>
AFF-054	Demon Goblin	Supporting Character - Token		0	Femme Fatales	1	1	1			<p>Swarm You can have any number of Demons Goblin on your side. This power can't be turned off.</p>	<p>Swarm You can have any number of Demons Goblin on your side. This power can't be turned off.</p>
DEF-001	Daredevil	Main Character	1		Defenders	2	5	5	No	No	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Protector of Hell's Kitchen Level Up (3) - When Daredevil gets attacked, if he's protecting a character, he gains an XP.</p>	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Protector of Hell's Kitchen Level Up (3) - When Daredevil gets attacked, if he's protecting a character, he gains an XP.</p>
DEF-002	Daredevil	Main Character	2		Defenders	4	8	5	No	No	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Radar Sense Main [Intellect]: Enemy players must play with their hands revealed. An enemy player may pay a [Skill] during their Main Phase to end this effect.</p>	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Radar Sense Main [Intellect]: Enemy players must play with their hands revealed. An enemy player may pay a [Skill] during their Main Phase to end this effect.</p>
DEF-003	Dr. Strange	Main Character	1		Defenders	2	4	5	Yes	No	<p>Supreme Knowledge Build [Energy]: Draw a card. You may use this power any number of times on your turn.</p> <p>Supreme Power Level Up (5) - Whenever you draw one or more cards, Dr. Strange gains an XP.</p>	<p>Supreme Knowledge Build [Energy]: Draw a card. You may use this power any number of times on your turn.</p> <p>Supreme Power Level Up (5) - Whenever you draw one or more cards, Dr. Strange gains an XP.</p>

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DEF-004	Dr. Strange	Main Character	2	Defenders	4	7	5	Yes	No	<p>Supreme Knowledge Build [Energy]: Draw a card. You may use this power any number of times on your turn.</p> <p>Mass Transmutation Main [Intellect]: Choose any number of characters. For each one, remove its +1/+1 counters and put that many -1/-1 counters onto it, or vice versa.</p>	<p>Supreme Knowledge Build [Energy]: Draw a card. You may use this power any number of times on your turn.</p> <p>Mass Transmutation Main [Intellect]: Choose any number of characters. For each one, remove its +1/+1 counters and put that many -1/-1 counters onto it, or vice versa.</p>	
DEF-005	Ghost Rider	Main Character	1	Defenders	0	6	6	No	No	<p>Spirit of Vengeance Main [Intellect, Might]: Stun an enemy character that attacked since the end of your last turn.</p> <p>When Innocent Blood is Spilled Level Up (3) - When another character on your side gets KO'd on an enemy player's turn, Ghost Rider gains an XP.</p>	<p>Spirit of Vengeance Main [Intellect, Might]: Stun an enemy character that attacked since the end of your last turn.</p> <p>When Innocent Blood is Spilled Level Up (3) - When another character on your side gets KO'd on an enemy player's turn, Ghost Rider gains an XP.</p>	
DEF-006	Ghost Rider	Main Character	2	Defenders	7	6	6	No	No	<p>Spirit of Vengeance Main [Intellect, Might]: Stun an enemy character that attacked since the end of your last turn.</p> <p>Hell on Wheels Main [Combat]: If Ghost Rider is ready, drive him to an enemy row. He may make any number of melee attacks, one at a time, against characters in that row. When Ghost Rider gets stunned, or you're done attacking, drive him back to one of your rows exhausted.</p>	<p>Spirit of Vengeance Main [Intellect, Might]: Stun an enemy character that attacked since the end of your last turn.</p> <p>Hell on Wheels Main [Combat]: If Ghost Rider is ready, drive him to an enemy row. He may make any number of melee attacks, one at a time, against characters in that row. When Ghost Rider gets stunned, or you're done attacking, drive him back to one of your rows exhausted. Ghost Rider is still your Main Character even while he's on an enemy side.</p>	6/10/2016
DEF-007	Luke Cage	Main Character	1	Defenders	4	3	5	No	No	<p>Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't get wounded.</p> <p>Hero for Hire Level Up (5) - During your Build Phase you may pay any amount of resource points to give Luke Cage that much XP.</p>	<p>Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't get wounded.</p> <p>Hero for Hire Level Up (5) - During your Build Phase you may pay any amount of recruit points to give Luke Cage that much XP.</p>	6/10/2016
DEF-008	Luke Cage	Main Character	2	Defenders	6	6	5	No	No	<p>Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't get wounded.</p> <p>Power Man and... Build [Intellect]: Search your hand, deck, and KO pile for an Iron Fist supporting character and put him into one of your rows.</p>	<p>Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't get wounded.</p> <p>Power Man and... Build [Intellect]: Search your hand, deck, and KO pile for an Iron Fist supporting character and put him onto your side.</p>	6/10/2016
DEF-009	Angel	Supporting Character	1	Defenders	2	3	1	Yes	No	<p>Healing Blood Main [Energy]: Heal a wound from a supporting character on your side</p>	<p>Healing Blood Main [Energy]: Heal a wound from a supporting character on your side</p>	
DEF-010	Hellcat	Supporting Character	1	Defenders	2	2	2	No	No	<p>Pounce While Hellcat is attacking an exhausted character, it can't strike back against her.</p>	<p>Pounce While Hellcat is attacking an exhausted character, it can't strike back against her.</p>	
DEF-011	Dagger	Supporting Character	2	Defenders	3	1	1	No	Yes	<p>Purifying Light When Dagger appears, remove all -1/-1 counters from characters on your side.</p> <p>Characters on your side can't gain -1/-1 counters.</p>	<p>Purifying Light When Dagger appears, remove all -1/-1 counters from characters on your side.</p> <p>Characters on your side can't gain -1/-1 counters.</p>	

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DEF-012	Iron Fist	Supporting Character		2 Defenders	2	4	1	No	No	Dodge Iron Fist can't be ranged attacked. Iron First Punch [Anyturn] Combat [Skill]: When Iron Fist strikes a character this combat, stun that character.	Dodge Iron First can't be ranged attacked. Iron First Punch [Anyturn] Combat [Skill]: When Iron Fist strikes a character this combat, stun that character.	
DEF-013	Scarlet Witch	Supporting Character		2 Defenders	1	5	1	No	Yes	Hex Enemy characters can't level up. (They can still gain XP.)	Hex Enemy characters can't level up. (They can still gain XP.)	
DEF-014	Cloak	Supporting Character		3 Defenders	4	4	1	No	No	The Dark Force Hungers At the start of each player's Build Phase, put a -1/-1 counter on each character on that player's side.	The Dark Force Hungers At the start of each player's Build Phase, put a -1/-1 counter on each character on that player's side.	
DEF-015	Deathlok	Supporting Character		3 Defenders	3	3	2	No	Yes	Rebuilt Body Main [Might]: Put a character in your KO pile on the bottom of your deck. Deathlok has that character's base ATK and DEF instead of his own this turn.	Rebuilt Body Main [Might]: Put a character in your KO pile on the bottom of your deck. Deathlok has that character's base ATK and DEF this turn.	6/10/2016
DEF-016	Moon Knight	Supporting Character		4 Defenders	5	5	1	No	No	Multiple Personalities You can discard any character to power-up Moon Knight.	Multiple Personalities You can discard any character to power-up Moon Knight.	
DEF-017	Nighthawk	Supporting Character		4 Defenders	3	3	1	Yes	No	Mobilize the Team Build [Intellect]: You pay 4 less to recruit your next Defenders character this turn. Night Shift Nighthawk gets +3/+3 during enemy player's turns.	Mobilize the Team Build [Intellect]: You pay 4 less to recruit your next Defenders character this turn. Night Shift Nighthawk gets +3/+3 during enemy player's turns.	
DEF-018	Punisher	Supporting Character		5 Defenders	7	3	1	No	Yes	Lethal When Punisher stuns a defending supporting character, KO it. Perfect Position [Anyturn] Combat [Skill]: If Punisher is in ranged combat, he can't be struck this combat.	Lethal If Punisher wounds a defending supporting character, KO it. Perfect Position [Anyturn] Combat [Skill]: If Punisher is in ranged combat, he can't be struck this combat.	6/7/2016
DEF-019	Vision	Supporting Character		5 Defenders	5	5	2	Yes	No	Increase Density Combat [Energy]: If Vision is attacking, double his current ATK and DEF this combat. Decrease Density [Anyturn] Combat [Energy]: If Vision is defending he can't strike or be struck this combat.	Increase Density Combat [Energy]: If Vision is attacking, double his current ATK and DEF this combat. Decrease Density [Anyturn] Combat [Energy]: If Vision is defending he can't strike or be struck this combat.	
DEF-020	Valkyrie	Supporting Character		6 Defenders	5	6	2	Yes	No	Chooser of the Slain Build [Intellect]: You may recruit characters from your KO pile this turn.	Chooser of the Slain Build [Intellect]: You may recruit characters from your KO pile this turn.	
DEF-021	War Machine	Supporting Character		6 Defenders	7	5	1	Yes	Yes	Rocket Launcher Main [Might, Might]: KO a supporting character.	Rocket Launcher Main [Might, Might]: KO a supporting character.	
DEF-022	Ghost Rider	Supporting Character		7 Defenders	8	8	2	No	No	Penance Stare When Ghost Rider appears, choose an enemy character and put -1/-1 counters on it equal to the number of Good characters in your KO pile.	Penance Stare When Ghost Rider appears, choose an enemy character and put -1/-1 counters on it equal to the number of Good characters in your KO pile.	
DEF-023	Spellbound	Plot Twist		Defenders				No	No	[Anyturn] Combat : Enemy players can't play plot twists this combat.	[Anyturn] Combat : Enemy players can't play plot twists this combat.	
DEF-024	Hidden Weapons	Plot Twist		Defenders				No	No	Main : Choose a character on your side to get +1/+1 and range this turn. [Anyturn] Combat : Choose a character in the combat to get +1/+1 and range this combat.	Main : Choose a character on your side to get +1/+1 and range this turn. [Anyturn] Combat : Choose a character in the combat to get +1/+1 and range this combat.	

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DEF-025	Super Senses	Plot Twist		Defenders				No	No	[Anyturn] Combat : Choose a defending character to get +0/+5 this combat.	[Anyturn] Combat : Choose a defending character to get +0/+5 this combat.
DEF-026	Sanctum Sancto	Location		Defenders				No	No	Energy or Intellect or Might or Skill for a Defenders character.	Energy or Intellect or Might or Skill for a Defenders character.
DEF-027	Bullseye	Main Character	1	Underworld	3	4	5	No	Yes	Infallible Aim Main [Intellect, Intellect]: Wound a face-up supporting character. Cold Blooded Killer Level Up (3) - When Bullseye KO's an enemy character, he gains an XP.	Infallible Aim Main [Intellect, Intellect]: Wound a face-up supporting character. Cold Blooded Killer Level Up (3) - When Bullseye KO's an enemy character, he gains an XP.
DEF-028	Bullseye	Main Character	2	Underworld	5	6	5	No	Yes	Infallible Aim Main [Intellect, Intellect]: Wound a face-up supporting character. Lovely Night for a Murder Main [Skill, Skill, Skill]: wound a face-up main character.	Infallible Aim Main [Intellect, Intellect]: Wound a face-up supporting character. Lovely Night for a Murder Main [Skill, Skill, Skill]: wound a face-up main character.
DEF-029	Kingpin	Main Character	1	Underworld	2	5	5	No	No	Expand The Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order. Take Over the City Level Up (5) - When a location appears on your side, Kingpin gains an XP.	Expand The Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order. Take Over the City Level Up (5) - When a location appears on your side, Kingpin gains an XP.
DEF-030	Kingpin	Main Character	2	Underworld	5	7	5	No	No	Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order. The Kingpin of Crime Main [Energy or Intellect or Might or Skill]: Put a +1/+1 counter on a character. You may use this power any number of times on your turn.	Expand the Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order. The Kingpin of Crime Main [Energy or Intellect or Might or Skill]: Put a +1/+1 counter on a character. You may use this power any number of times on your turn.
DEF-031	Venom	Main Character	1	Underworld	3	3	6	No	No	Revenge Bond Recovery [Energy]: If Venom recovered this turn, put two +1/+1 counters on him. Growing Bond Level Up (5) - Whenever Venom gains one or more +1/+1 counter, he gains an XP.	Revenge Bond Recovery [Energy]: If Venom recovered this turn, put two +1/+1 counters on him. Growing Bond Level Up (5) - Whenever Venom gains one or more +1/+1 counter, he gains an XP.
DEF-032	Venom	Main Character	2	Underworld	6	6	6	No	No	Revenge Bond Recovery [Energy]: If Venom recovered this turn, put two +1/+1 counters on him. Permanent Bond [Anyturn] Combat [Might]: Venom has Symbiosis until after your next recovery phase. (He can have +1/+1 counters while stunned.)	Revenge Bond Recovery [Energy]: If Venom recovered this turn, put two +1/+1 counters on him. Permanent Bond [Anyturn] Combat [Might]: Venom has Symbiosis until after your next recovery phase. (He can have +1/+1 counters while stunned.)

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DEF-033	Winter Soldier	Main Character	1	Underworld	2	4	5	No	Yes	<p>Bionic Arm Combat [Might]: If Winter Soldier is in melee combat, he gets +2/+2 this combat.</p> <p>Cryogenic Stasis Level Up (2) - When Winter Soldier stuns a defending enemy character, you may Freeze Winter Soldier. If you do, he gains an XP. (Characters affected by Freeze can't ready on their next turn.)</p>	<p>Bionic Arm Combat [Might]: If Winter Soldier is in melee combat, he gets +2/+2 this combat.</p> <p>Cryogenic Stasis Level Up (2) - When Winter Soldier stuns a defending enemy character, you may Freeze Winter Soldier if he's not already Frozen. If you do, he gains an XP. (Characters affected by Freeze can't on their next turn.)"</p>	6/10/2016
DEF-034	Winter Soldier	Main Character	2	Underworld	7	5	5	No	Yes	<p>Bionic Arm Combat [Might]: If Winter Soldier is in melee combat, he gets +2/+2 this combat.</p> <p>Sniper Rifle Main [Skill]: Winter Soldier can make solo ranged attacks against protected characters this turn.</p>	<p>Bionic Arm Combat [Might]: If Winter Soldier is in melee combat, he gets +2/+2 this combat.</p> <p>Sniper Rifle Main [Skill]: Winter Soldier can make solo ranged attacks against protected characters this turn.</p>	
DEF-035	Carnage	Supporting Character	1	Underworld	1	1	2	No	No	<p>Maximum Carnage When Carnage stuns an enemy character or gets stunned, put a +1/+1 counter on Carnage.</p> <p>Symbiosis Carnage can have +1/+1 counters while stunned.</p>	<p>Maximum Carnage When Carnage stuns an enemy character or gets stunned, put a +1/+1 counter on Carnage.</p> <p>Symbiosis Carnage can have and gain +1/+1 counters while stunned.</p>	6/10/2016
DEF-036	Helmut Zemo	Supporting Character	1	Underworld	2	1	1	No	Yes	<p>Sow Distrust Main [Intellect]: Look at an enemy player's hand and choose a character that doesn't share a team affiliation with that player's main character. That player discards that character.</p>	<p>Sow Distrust Main [Intellect]: Look at an enemy player's hand and choose a character that doesn't share a team affiliation with that player's main character. That player discards that character.</p>	
DEF-037	Electro	Supporting Character	2	Underworld	2	2	1	No	Yes	<p>Chain Lightning Main [Energy]: Stun each enemy character that costs 2 or less.</p>	<p>Chain Lightning Main [Energy]: Stun each enemy supporting character that costs 2 or less.</p>	6/10/2016
DEF-038A	Mary Walker	Supporting Character	2	Underworld	4	2	1	No	No	<p>Bloody Mary While Mary is attacking, a defender with a -1/-1 counter can't strike back against her.</p> <p>One of a Kind You may only have one of this card in your deck.</p>	<p>Bloody Mary While Mary is attacking, a defender with a -1/-1 counter can't strike back against her.</p> <p>One of a Kind You may only have one of this card in your deck.</p>	
DEF-038B	Mary Walker	Supporting Character	2	Underworld	3	3	1	No	No	<p>Typhoid Mary When Mary attacks, put a -1/-1 counter on up to two enemy characters</p> <p>One of a Kind You may only have one of this card in your deck.</p>	<p>Typhoid Mary When Mary attacks, put a -1/-1 counter on up to two enemy characters</p> <p>One of a Kind You may only have one of this card in your deck.</p>	
DEF-038C	Mary Walker	Supporting Character	2	Underworld	2	4	1	No	No	<p>Innocent Mary While Mary is defending, each attacker with a -1/-1 counter can't strike her.</p> <p>One of a Kind You may only have one of this card in your deck.</p>	<p>Innocent Mary While Mary is defending, each attacker with a -1/-1 counter can't strike her.</p> <p>One of a Kind You may only have one of this card in your deck.</p>	
DEF-038D	Mary Walker	Supporting Character	2	Underworld	4	4	1	No	No	<p>Composite Personality Mary has all the powers of cards named Mary Walker in your KO pile.</p> <p>One of a Kind You may only have one of this card in your deck.</p>	<p>Composite Personality Mary has all the powers of cards named Mary Walker in your KO pile.</p> <p>One of a Kind You may only have one of this card in your deck.</p>	

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DEF-039	Rhino	Supporting Character		2	Underworld	5	3	1	No	No	Angry Rhino must be in your first attack each turn if able. (It can be a team attack.) Stupid When Rhino attacks, an enemy player may pay an [Intellect] to stun Rhino.	Angry Rhino must be in your first attack each turn if able. (It can be a team attack.) Stupid When Rhino attacks, an enemy player may pay an [Intellect] to stun Rhino.	
DEF-040	Hellstrom	Supporting Character		3	Underworld	3	3	2	Yes	Yes	Darksoul When Hellstrom gets powered-up, heal a wound from him.	Darksoul When Hellstrom gets powered-up, heal a wound from him.	
DEF-041	Winter Soldier	Supporting Character		3	Underworld	3	5	1	No	Yes	Into the Fray Main [Skill]: If Winter Soldier is in your back row, ready him and move him to your front row.	Into the Fray Main [Skill]: If Winter Soldier is in your back row, ready him and move him to your front row.	
DEF-042	M.O.D.O.K.	Supporting Character		4	Underworld	4	5	1	Yes	Yes	Mental Calculations At the start of your turn, look at the top four cards of your deck. Put two on the bottom of your deck and the other two back on top.	Mental Calculations At the start of your turn, look at the top four cards of your deck. Put two on the bottom of your deck and the other two back on top.	
DEF-043	Venom	Supporting Character		4	Underworld	4	4	2	No	No	Symbiote Strength Main [Might]: Put two +1/+1 counters on Venom. Symbiosis Venom can have +1/+1 counters while stunned.	Symbiote Strength Main [Might]: Put two +1/+1 counters on Venom. Symbiosis Venom can have and gain +1/+1 counters while stunned.	6/10/2016
DEF-044	Bullseye	Supporting Character		5	Underworld	6	4	1	No	Yes	Improvised Weapon Main [Skill]: Remove a +1/+1 counter from Bullseye. If you do, wound a face-up supporting character.	Improvised Weapon Main [Skill]: Remove a +1/+1 counter from Bullseye. If you do, wound a face-up supporting character.	
DEF-045	Purple Man	Supporting Character		5	Underworld	2	5	1	No	No	Brainwash Main [Intellect]: Exhaust an enemy supporting character and move it to your back row. When Purple Man gets stunned or leaves your side, if that character is still on your side, move it to its owner's back row.	Brainwash Main [Intellect]: Exhaust an enemy supporting character and move it to your back row. When Purple Man gets stunned or leaves your side, if that character is still on your side, move it to its owner's back row.	
DEF-046	Baron Mordo	Supporting Character			Underworld	8	5	1	No	Yes	Black Magic Main [Energy]: KO a stunned supporting character.	Black Magic Main [Energy]: KO a stunned supporting character.	
DEF-047	Kingpin	Supporting Character		6	Underworld	5	9	2	No	No	Underworld Boss Main [Might]: If there are two or more other Underworld characters on your side, Kingpin takes over being your main character, and your current main character becomes a supporting character.	Underworld Boss Main [Might]: If there are two or more other Underworld characters on your side, Kingpin takes over being your main character, and your current main character becomes a supporting character.	
DEF-048	Blackheart	Supporting Character		7	Underworld	4	4	2	Yes	Yes	Created From Evil Blackheart gets +1/+1 for each Evil character in your KO pile.	Created From Evil Blackheart gets +1/+1 for each Evil character in your KO pile.	
DEF-049	Fair and Balance	Plot Twist			Underworld				No	No	Main : Put a +1/+1 counter on a character and a -1/-1 counter on a character.	Main : Put a +1/+1 counter on a character and a -1/-1 counter on a character.	
DEF-050	Pain and Sufferin	Plot Twist			Underworld				No	No	[Anyturn] Combat : Choose a character to get -0/-2 this combat.	[Anyturn] Combat : Choose a character in combat to get -0/-2 this combat.	6/10/2016
DEF-051	Play Dead	Plot Twist			Underworld				No	No	[Anyturn] Combat : Stun a defending supporting character on your side, but it doesn't get wounded.	[Anyturn] Combat : Stun a defending supporting character on your side, but it doesn't get wounded.	
DEF-052	Fisk Tower	Location			Underworld				No	No	Energy or Intellect or Might or Skill for an Underworld Character.	Energy or Intellect or Might or Skill for an Underworld Character.	
DEF-053	Loyal Soldiers	Plot Twist			Neutral				No	No	Main : Choose a team affiliation. If all characters on your side have that team affiliation, put a +1/+1 counter on each of them.	Main : Choose a team affiliation. If all characters on your side have that team affiliation, put a +1/+1 counter on each of them.	

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DEF-054	Shock to the Sys	Plot Twist		Neutral				No	No	[Anyturn] Combat : Choose an attacker to get -3/-0 this combat.	[Anyturn] Combat : Choose an attacker to get -3/-0 this combat.	
MNB-001	Captain America	Main Character	1	Avengers	2	5	5	No	No	Avengers Assemble Main [Skill]: This turn, enemy characters can't strike back during team attacks. Side by Side Level Up (3) - When Cap team attacks and stuns an enemy character, he gains an XP.	Avengers Assemble Main <Skill>: Enemy characters can't strike back during team attacks this turn. Side by Side Level Up (3) - When Cap stuns an enemy character while team attacking, he gains an XP.	6/10/2016
MNB-002	Captain America	Main Character	2	Avengers	5	7	5	No	No	Avengers Assemble Main [Skill]: This turn, enemy characters can't strike back during team attacks. Leader of the Avengers Main [Intellect]: Put a +1/+1 counter on each character on your side.	Avengers Assemble Main [Skill]: This turn, enemy characters can't strike back during team attacks. Leader of the Avengers Main [Intellect]: Put a +1/+1 counter on each character on your side.	
MNB-003	Hulk	Main Character	1	Avengers	3	3	6	No	No	Smash Main [Might]: Put a +1/+1 counter on Hulk for each wound he has. You Won't Like Him When He's Angry Level Up (4) - When Hulk gets stunned, he gains an XP.	Smash Main [Might]: Put a +1/+1 counter on Hulk for each wound he has. You Won't Like Him When He's Angry Level Up (4) - When Hulk gets stunned, he gains an XP.	
MNB-004	Hulk	Main Character	2	Avengers	6	6	6	No	No	Smash Main [Might]: Put a +1/+1 counter on Hulk for each wound he has. Banner's Influence Build [Intellect]: Remove each +1/+1 counter from Hulk. Draw that many cards.	Smash Main [Might]: Put a +1/+1 counter on Hulk for each wound he has. Banner's Influence Build [Intellect]: Remove each +1/+1 counter from Hulk. Draw that many cards.	
MNB-005	Iron Man	Main Character	1	Avengers	2	4	5	Yes	Yes	Repulsor Blast Main [Energy]: Put a -1/-1 counter on an enemy character. You may push it to its back row. Armor Mk 3 Level Up (3) - When a character on your side Powers Up, Iron Man gains an XP.	Repulsor Blast Main [Energy]: Put a -1/-1 counter on an enemy character. You may push it to its back row. Armor Mk 3 Level Up (3) - When a character on your side Powers Up, Iron Man gains an XP.	
MNB-006	Iron Man	Main Character	2	Avengers	3	7	5	Yes	Yes	Repulsor Blast Main [Energy]: Put a -1/-1 counter on an enemy character. You may push it to its back row. Upgraded Armor Main [Intellect]: Put three +1/+1 counters on a character on your side that already has a +1/+1 counter.	Repulsor Blast Main [Energy]: Put a -1/-1 counter on an enemy character. You may push it to its back row. Upgraded Armor Main [Intellect]: Put three +1/+1 counters on a character on your side that already has a +1/+1 counter.	
MNB-007	Spider Man	Main Character	1	Avengers	2	5	5	No	No	Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side. Great Responsibility Level Up (8) - At the end of your turn, Spidey gains 1 XP for each face-up supporting character on your side.	Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side. Great Responsibility Level Up (8) - At the end of your turn, Spidey gains 1 XP for each face-up supporting character on your side.	

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MNB-008	Spider Man	Main Character	2	Avengers	4	8	8	No	No	Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side. Friendly Neighbor [Anyturn] Any Combat [Intellect]: Remove a defender on your side from combat and replace it with Spider-Man. Switch their positions	Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side. Friendly Neighbor [Anyturn] Any Combat [Intellect]: Remove a defender on your side from combat and replace it with Spider-Man. Switch their positions	
MNB-009	Ant Man	Supporting Character	1	Avengers	2	2	1	No	No	Shrink The first time he's attacked each turn, you may cancel the combat.	Shrink When Ant-Man is attacked for the first time each turn, you may cancel the attack.	6/10/2016
MNB-010	Black Widow	Supporting Character	1	Avengers	2	1	1	No	Yes	Sting When she appears, put a -1/-1 counter on an enemy character.	Sting When Black Widow appears, put a -1/-1 counter on an enemy character.	6/10/2016
MNB-011	Black Panther	Supporting Character	2	Avengers	3	2	2	No	No	Ferocious During melee combat, he strikes before enemy character.	Ferocious While in melee combat, Black Panther strikes before characters without Ferocious.	6/10/2016
MNB-012	Daredevil	Supporting Character	2	Avengers	3	3	1	No	No	Dodge He can't be ranged attacked Fearless While attacking a main character, Daredevil strikes with double his ATK.	Dodge Daredevil can't be ranged attacked Fearless While attacking a main character, Daredevil strikes with double his ATK.	6/10/2016
MNB-013	Hawkeye	Supporting Character	2	Avengers	2	3	1	No	Yes	Take Aim Main [Skill]: The next time Hawkeye attacks during this turn, he gets +3/+0. If it's a ranged attack, enemy characters can't strike back at him.	Take Aim Main <Skill>: While attacking the next time this turn, Hawkeye gets +3/+0, and if it's a ranged attack, enemy characters can't strike back at him.	6/10/2016
MNB-014	Nick Fury	Supporting Character	3	Avengers	1	5	1	No	Yes	The Vast Resources of S.H.I.E.L.D. Main [Intellect]: Put the top card of your deck face down into your resource row. If it's a location, you may turn it face up.	The Vast Resources of S.H.I.E.L.D. Main [Intellect]: Put the top card of your deck face down into your resource row. If it is a location, you may place it face up instead.	6/10/2016
MNB-015	Captain America	Supporting Character	3	Avengers	4	4	1	No	No	Leader While he's team attacking, you choose who the defender strikes back against. Inspire When another character appears on your side, put a +1/+1 counter on it.	Leader While Captain America team attacking, you choose who the defender strikes back against. Inspire When another character appears on your side, put a +1/+1 counter on it.	6/10/2016
MNB-016	Spider Man	Supporting Character	4	Avengers	4	7	1	No	No	Dodge He can't be ranged attacked. Websling Main [Skill]: Pull a back row enemy character to its front row.	Dodge Spider-Man can't be ranged attacked. Websling Main [Skill]: Pull a back row enemy character to its front row.	6/10/2016
MNB-017	Ms.Marvel	Supporting Character	4	Avengers	3	3	2	Yes	Yes	Energy Absorption Main [Energy]: Put a +1/+1 counter on Ms.Marvel for each other ranged character on your side.	Energy Absorption Main [Energy]: Put a +1/+1 counter on Ms.Marvel for each other ranged character on your side.	
MNB-018	Luke Cage	Supporting Character	5	Avengers	7	6	1	No	No	Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't receive a wound.	Impervious Skin [Anyturn] Combat [Might]: If Luke Cage gets stunned during this combat, he doesn't receive a wound.	
MNB-019	Dr. Strange	Supporting Character	5	Avengers	5	6	1	Yes	No	Transmute Main [Intellect]: Choose a character and turn all of its +1/+1 counters into -1/-1 counters or vice versa.	Transmute Main [Intellect]: Choose a character. Remove its +1/+1 counters and put that many -1/-1 counters onto it, or vice versa.	6/10/2016

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MNB-020	Iron Man	Supporting Character		6	Avengers	5	7	1	Yes	Yes	Inventive When he appears, you may turn one of your face-down locations face up.	Inventive When Iron Man appears, you may turn one of your face-down locations face up.	6/10/2016
MNB-021	Thor	Supporting Character		6	Avengers	6	5	2	Yes	No	Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character.	Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character.	
MNB-022	Hulk	Supporting Character		7	Avengers	7	7	2	No	No	Incredible Power Main [Might]: If Hulk has a wound, put seven +1/+1 counters on him.	Incredible Power Main [Might]: If Hulk has a wound, put seven +1/+1 counters on him.	
MNB-023	Earth's Mightiest	Plot Twist			Avengers				No	No	[Anyturn] Combat : Choose a character to get a +2/+2 this combat	[Anyturn] Combat : Choose a character to get a +2/+2 this combat	
MNB-024	Think Again	Plot Twist			Avengers				No	No	[Anyturn] Combat : Cancel the combat	[Anyturn] Combat : Cancel the combat	
MNB-025	Stark Tech	Plot Twist			Avengers				No	No	Main : Put a +1/+1 counter on a character on your side. It gains range this turn.	Main : Put a +1/+1 counter on a character on your side. It gains range this turn.	
MNB-026	Avengers Mansic	Location			Avengers				No	No	Energy or Intellect or Might or Skill for an Avenger character.	Energy or Intellect or Might or Skill for an Avenger character.	
MNB-027	Storm	Main Character	1		Xmen	2	5	5	Yes	No	Lightning Storm Main [Energy]: Put two -1/-1 counters divided as you choose on up to two enemy characters. Children of the Atom Level Up (3) - When you activate a Super Power, Storm gains an XP.	Lightning Storm Main [Energy]: Put two -1/-1 counters divided as you choose on up to two enemy characters. Children of the Atom Level Up (3) - When you activate a super power, Storm gains an XP.	6/7/2017
MNB-028	Storm	Main Character	2		Xmen	5	6	5	Yes	No	Lightning Storm Main [Energy]: Put two -1/-1 counters divided as you choose on up to two enemy characters. Wind Storm Main [Skill]: Characters on your side gain flight this turn.	Lightning Storm Main [Energy]: Put two -1/-1 counters divided as you choose on up to two enemy characters. Wind Storm Main [Skill]: Characters on your side gain flight this turn.	
MNB-029	Wolverine	Main Character	1		Xmen	3	4	5	No	No	SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat. Best At What He Does Level Up (3) - When Wolverine makes a solo attack and stuns an enemy character, he gains an XP.	SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat. Best At What He Does Level Up (3) - When Wolverine stuns an enemy defender while attacking solo, he gains an XP.	6/10/2016
MNB-030	Wolverine	Main Character	2		Xmen	8	4	5	No	No	SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat. Healing Factor Main [Might]: Heal a wound from Wolverine.	SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat. Healing Factor Main [Might]: Heal a wound from Wolverine.	
MNB-031	Deadpool	Main Character	1		Xmen	2	4	6	No	Yes	Merc with a Mouth Main [Skill]: Characters on your side are Lethal this turn. (When they stun a supporting character, KO that character.) Man, there's no one left to kill Level Up (3) - At the end of your turn, if all of an enemy player's characters are stunned, Deadpool gains an XP.	Merc with a Mouth Main [Skill]: Characters on your side are Lethal this turn. (When they stun a supporting character, KO that character.) Man, there's no one left to kill Level Up (3) - At the end of your turn, if all of an enemy player's characters are stunned, Deadpool gains an XP.	

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MNB-032	Deadpool	Main Character	2	Xmen	4	6	6	No	Yes	<p>Merc with a Mouth Main [Skill]: Characters on your side are Lethal this turn. (When they stun a supporting character, KO that character.)</p> <p>Oh, there's someone! Hi there! Main [Intellect]: For the rest of the game Deadpool can attack enemy players. A player can only be attacked if all of its characters are stunned. While defending, the player is 0/1, has 1 Health and counts as a supporting character.</p>	<p>Merc with a Mouth Main [Skill]: Characters on your side are Lethal this turn. (When they stun a supporting character, KO that character.)</p> <p>Oh, there's someone! Hi there! Main [Intellect]: For the rest of the game Deadpool can attack enemy players. A player can only be attacked if all of its characters are stunned. While defending, the player is 0/1, has 1 Health and counts as a supporting character.</p>	
MNB-033	Professor X	Main Character	1	Xmen	2	4	5	No	Yes	<p>Cerebro Build [Energy]: Reveal the top five cards of your deck. Put a character from among them into your hand and the rest on the bottom in any order.</p> <p>A Dream Of Peace Level Up (4) - At the end of your turn, if you didn't make any attacks this turn Professor X gains an XP.</p>	<p>Cerebro Build [Energy]: Reveal the top five cards of your deck. Put a character from among them into your hand and the rest on the bottom in any order.</p> <p>A Dream Of Peace Level Up (4) - At the end of your turn, if you didn't make any attacks this turn Professor X gains an XP.</p>	
MNB-034	Professor X	Main Character	2	Xmen	3	8	5	No	Yes	<p>Cerebro Build [Energy]: Reveal the top five cards of your deck. Put a character from among them into your hand and the rest on the bottom in any order.</p> <p>Mental Domination Main [Intellect]: Ready a face-up enemy character and move it to your front or back row. At the end of your turn, move it back.</p>	<p>Cerebro Build [Energy]: Reveal the top five cards of your deck. Put a character from among them into your hand and the rest on the bottom in any order.</p> <p>Mental Domination Main [Intellect]: Ready a face-up enemy character and move it to your front or back row. At the end of your turn, move it back.</p>	
MNB-035	Iceman	Supporting Character	1	Xmen	2	1	1	No	Yes	<p>Freeze When he appears, exhaust a character. It can't ready during its next turn.</p>	<p>Freeze When Iceman appears, exhaust a character. It can't ready during its next turn.</p>	6/10/2016
MNB-036	Magik	Supporting Character	1	Xmen	3	2	1	No	No	<p>Teleport to Limbo Main [Intellect]: Put Magik and up to one other supporting character on your side into its owner's hand.</p>	<p>Teleport to Limbo Main [Intellect]: Put Magik and up to one other supporting character on your side into its owner's hand.</p>	
MNB-037	Hope Summers	Supporting Character	2	Xmen	2	4	1	No	No	<p>Mutant Power Duplication Hope has all the powers of each other face-up X-Men supporting character on your side, {This includes flight, range, and appears powers like Iceman's Freeze.}</p>	<p>Mutant Power Duplication Hope has all the powers of each other face-up X-Men supporting character on your side, {This includes flight, range, and appears powers like Iceman's Freeze.}</p>	
MNB-038	Cyclops	Supporting Character	2	Xmen	2	3	1	No	Yes	<p>Leader While he's team attacking, you choose who the defender strikes back against.</p> <p>Battle Tactics Main [Skill]: Move a character on your side to your front or back row.</p>	<p>Leader While Cyclops is team attacking, you choose who the defender strikes back against.</p> <p>Battle Tactics Main [Skill]: Move a character on your side to your front or back row.</p>	6/10/2016
MNB-039	Deadpool	Supporting Character	3	Xmen	3	4	1	No	Yes	<p>Mercenary He can team attack with any main character.</p> <p>Can't Keep a Bad Man Down Build [Might]: If Deadpool is in your KO pile, put him into play.</p>	<p>Mercenary Deadpool can team attack with any main character.</p> <p>Can't Keep a Bad Man Down Build [Might]: If Deadpool is in your KO pile, put him onto your side.</p>	6/10/2016
MNB-040	Namor	Supporting Character	2	Xmen	3	2	2	Yes	No	<p>Invade While he's attacking a back row character, it can't strike back at him.</p>	<p>Invade While Namor is attacking a back row character, it can't strike back at him.</p>	6/10/2016

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MNB-041	Gambit	Supporting Character		3	Xmen	5	3	1	No	No	Kinetic Card Throw Main [Energy]: Discard a card that costs at least as much as a face-up enemy supporting character and stun that character.	Kinetic Card Throw Main [Energy]: Discard a card that costs at least as much as a face-up enemy supporting character of your choice. If you do, stun that character.	6/10/2016
MNB-042	Storm	Supporting Character		4	Xmen	4	6	1	Yes	No	Thunder Storm Main [Energy]: Put a -1/-1 counter on each enemy character.	Thunder Storm Main [Energy]: Put a -1/-1 counter on each enemy character.	
MNB-043	Beast	Supporting Character		4	Xmen	5	2	2	No	No	Ferocious During melee combat, he strikes before enemy characters. Genius At the start of your turn, if he's face-up, you may draw a card.	Ferocious While in melee combat, Beast strikes before characters without Ferocious. Genius At the start of your turn, if Beast is face-up, you may draw a card.	6/10/2016
MNB-044	Wolverine	Supporting Character		5	Xmen	5	5	2	No	No	Berserker When he attacks, put a +1/+1 counter on him. Regeneration At the start of your turn, if he's face-up, heal a wound from him.	Berserker When Wolverine attacks, put a +1/+1 counter on him. Regeneration At the start of your turn, if Wolverine is face-up, heal a wound from him.	6/10/2016
MNB-045	Cable	Supporting Character		5	Xmen	2	7	1	No	Yes	Ultimate Soldier Combat [Skill]: At the end of this combat, stun each enemy character that survived the combat.	Ultimate Soldier Combat [Skill]: At the end of this combat, stun each enemy character that survived the combat.	
MNB-046	Colossus	Supporting Character		6	Xmen	7	7	1	No	No	Toss When he appears, choose another character on your side to gain flight this turn. Organic Steel [Anyturn] Combat [Might]: Colossus gets +5/+5 this combat.	Toss When Colossus appears, choose another character on your side to gain flight this turn. Organic Steel [Anyturn] Combat [Might]: Colossus gets +5/+5 this combat.	6/10/2016
MNB-047	Emma Frost	Supporting Character		6	Xmen	5	6	2	No	Yes	Mind Games When she appears, you may have a player discard their hand, then draw that many cards.	Mind Games When Emma Frost appears, you may have a player discard their hand, then draw that many cards.	6/10/2016
MNB-048	Professor X	Supporting Character		7	Xmen	4	8	1	No	Yes	Mind Control Main [Intellect]: Ready a face-up enemy supporting character and move it to your side. At the end of your turn, move it back.	Mind Control Main [Intellect]: Ready a face-up enemy supporting character and move it to your side. At the end of your turn, move it back.	
MNB-049	X-Factor	Plot Twist			Xmen				No	No	Main : Ready a character	Main : Ready a character	
MNB-050	Squad Tactics	Plot Twist			Xmen				No	No	[Anyturn] Combat : Put a +1/+1 counter on each character on your side in the combat.	[Anyturn] Combat : Put a +1/+1 counter on each character on your side in the combat.	
MNB-051	Uncanny Defens	Plot Twist			Xmen				No	No	[Anyturn] Combat : Remove a defender on your side from combat and replace it with a different character on your side. Switch their positions.	[Anyturn] Combat : Remove a defender on your side from combat and replace it with a different character on your side. Switch their positions.	
MNB-052	School for Gifted	Location			Xmen				No	No	Energy or Intellect or Might or Skill for an X-Men character	Energy or Intellect or Might or Skill for an X-Men character	
MNB-053	Rocket	Main Character	1		Guardians of the	2	4	5	No	Yes	Murder You Main [Energy]: Rocket gets +4/+0 the next time he attacks during this turn. Back Against the Wall Level Up (1) - When you have no cards in hand, Rocket gains an XP.	Murder You Main [Energy]: While Rocket is attacking the next time this turn, he gets +4/+0. Back Against the Wall Level Up (1) - When a card leaves your hand, if your hand is empty, Rocket gains an XP.	6/10/2016

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MNB-054	Rocket	Main Character	2	Guardians of the	6	5	5	No	Yes	<p>Murder You Main [Energy]: Rocket gets +4/+0 the next time he attacks during this turn.</p> <p>One Raccoon's Garbage Main [Skill]: Choose two random cards in your KO pile, reveal them, and put them into your hand.</p>	<p>Murder You Main [Energy]: Rocket gets +4/+0 the next time he attacks during this turn.</p> <p>One Raccoon's Garbage Main [Skill]: Return two random cards from your KO pile to your hand.</p>	6/10/2016
MNB-055	Star-Lord	Main Character	1	Guardians of the	2	5	5	No	Yes	<p>Greatest Guardian Build [Intellect]: You pay 1 less to recruit your next character during this turn.</p> <p>Recruiting Drive Level Up (5) - When you recruit a character, Star-Lord gains an XP.</p>	<p>Greatest Guardian Build [Intellect]: You pay 1 less to recruit your next character during this turn.</p> <p>Recruiting Drive Level Up (5) - When you recruit a character, Star-Lord gains an XP.</p>	
MNB-056	Star-Lord	Main Character	2	Guardians of the	4	7	5	No	Yes	<p>Greatest Guardian Build [Intellect]: You pay 1 less to recruit your next character during this turn.</p> <p>Space Cop Main [Skill]: Each enemy character loses its powers this turn.</p>	<p>Greatest Guardian Build [Intellect]: You pay 1 less to recruit your next character during this turn.</p> <p>Space Cop Main [Skill]: Each enemy character loses its powers this turn.</p>	
MNB-057	Gamora	Main Character	1	Guardians of the	2	5	5	No	No	<p>Brutal Training Main [Skill]: If Gamora stunned an enemy character during this turn, put two +1/+1 counters on her.</p> <p>Deadliest Women in the Universe Level Up (3) - When Gamora stuns a main character, she gains an XP.</p>	<p>Brutal Training Main [Skill]: If Gamora stunned an enemy character during this turn, put two +1/+1 counters on her.</p> <p>Deadliest Women in the Universe Level Up (3) - When Gamora stuns a main character, she gains an XP.</p>	
MNB-058	Gamora	Main Character	2	Guardians of the	7	5	5	No	No	<p>Brutal Training Main [Skill]: If Gamora stunned an enemy character during this turn, put two +1/+1 counters on her.</p> <p>Godslayer Blade Main [Might, Might]: This turn, when Gamora stuns a character, KO it.</p>	<p>Brutal Training Main [Skill]: If Gamora stunned an enemy character during this turn, put two +1/+1 counters on her.</p> <p>Godslayer Blade Main [Might, Might]: When Gamora stuns a character this turn, KO it.</p>	6/10/2016
MNB-059	Groot	Main Character	1	Guardians of the	1	1	6	No	No	<p>I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side.</p> <p>I am Groot Level Up (5) - When you gain a resource, Groot gains an XP.</p>	<p>I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side.</p> <p>I am Groot Level Up (5) - When you gain a resource, Groot gains an XP.</p>	
MNB-060	Groot	Main Character	2	Guardians of the	7	7	6	No	No	<p>I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side.</p> <p>We are Groot Main [Energy]: Heal a wound from each character on your side. Groot becomes level 1.</p>	<p>I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side.</p> <p>We are Groot Main [Energy]: Heal a wound from each character on your side. Groot becomes level 1.</p>	
MNB-061	Cosmo	Supporting Character	1	Guardians of the	1	3	1	No	Yes	<p>Nullify When he appears, choose an enemy character. It loses and can't gain Keyword and Super Powers until Cosmo gets stunned or leaves play.</p>	<p>Nullify When Cosmo appears, choose an enemy character. It loses and can't gain Keyword and Super Powers until Cosmo gets stunned or leaves play.</p>	6/10/2016

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MNB-062	Yondu	Supporting Character		1	Guardians of the	1	2	2	No	Yes	Yaka Arrow Main [Skill]: Stun a supporting character with cost 3 or less.	Yaka Arrow Main [Skill]: Stun a supporting character with cost 3 or less.	
MNB-063	Major Victory	Supporting Character		2	Guardians of the	2	4	1	No	Yes	Psychokinetic Shove Main [Intellect]: Push an enemy character to its back row.	Psychokinetic Shove Main [Intellect]: Push an enemy character to its back row.	
MNB-064	Mantis	Supporting Character		2	Guardians of the	2	3	1	No	No	Rebirth When she gets KO'd, you may turn her into a face-down resource on your side.	Rebirth When Mantis gets KO'd, you may turn her into a face-down resource on her owner's side.	6/10/2016
MNB-065	Agent Venom	Supporting Character		2	Guardians of the	3	3	1	No	No	Symbiote Strength Main [Might]: Put two +1/+1 counters on Agent Venom.	Symbiote Strength Main [Might]: Put two +1/+1 counters on Agent Venom.	
MNB-066	Rocket	Supporting Character		3	Guardians of the	4	1	1	No	Yes	Scavenger Main [Skill]: Put a card from your KO pile into your hand.	Scavenger Main [Skill]: Put a card from your KO pile into your hand.	
MNB-067	Gamora	Supporting Character		3	Guardians of the	3	4	2	No	No	Lethal When she attacks and stuns a supporting character, KO it.	Lethal If Gamora wounds a defending supporting character, KO it.	6/7/2017
MNB-068	Nova	Supporting Character		4	Guardians of the	5	5	1	Yes	No	Nova Force Speed Main [Energy]: Ready Nova.	Nova Force Speed Main [Energy]: Ready Nova.	
MNB-069	Star-Lord	Supporting Character		4	Guardians of the	3	6	1	No	Yes	Leader While he's team attacking, you choose who the defender strikes back against. Team Up Each supporting character on your side is also a [Guardian of the Galaxy] supporting character.	Leader While Star-Lord is team attacking, you choose who the defender strikes back against. Team Up Each supporting character on your side is also a [Guardian of the Galaxy] supporting character.	6/10/2016
MNB-070	Groot	Supporting Character		5	Guardians of the	0+	0+	2	No	No	I Am Groot Groot has +1/+1 for each resource on your side.	I Am Groot Groot has +1/+1 for each resource on your side.	
MNB-071	Moondragon	Supporting Character		5	Guardians of the	4	5	1	No	Yes	Mental Focus Main [Intellect]: Look at the top three cards of your deck, put one in your hand and, the others on the bottom of the deck.	Mental Focus Main [Intellect]: Look at the top three cards of your deck, put one in your hand and, the others on the bottom of the deck.	
MNB-072	Quasar	Supporting Character		6	Guardians of the	6	7	1	Yes	Yes	Quantum Blast Main [Energy]: Turn a location face down.	Quantum Blast Main [Energy]: Turn a location face down.	
MNB-073	Drax	Supporting Character		6	Guardians of the	6	6	2	No	No	Berserker When he attacks, put a +1/+1 counter on him. Grab While he's in the front row, enemy characters can't fly over him.	Berserker When Drax attacks, put a +1/+1 counter on him. Grab While Drax is in the front row, enemy characters can't fly over him.	6/10/2016
MNB-074	Adam Warlock	Supporting Character		7	Guardians of the	13	13	1	Yes	No	Evolutionary Cocoon Adam Warlock appears stunned. Emerge Main [Might]: Recover Adam Warlock and ready him. Use this power only while he's stunned.	Evolutionary Cocoon Adam Warlock appears stunned. Emerge Main [Might]: Recover Adam Warlock and ready him. Use this power only while he's stunned.	
MNB-075	Vigilante Justice	Plot Twist			Guardians of the Galaxy				No	No	[Anyturn] Combat : Choose a character to become Ferocious this combat. (During melee combat, it strikes before enemy characters.)	[Anyturn] Combat : Choose a character to become Ferocious this combat. (During melee combat, it strikes before enemy characters.)	
MNB-076	Even The Odds	Plot Twist			Guardians of the Galaxy				No	No	[Anyturn] Combat : Remove all +1/+1 counters from an enemy character in the combat. That character's current ATK and DEF become the same as its base ATK and DEF this combat.	[Anyturn] Combat : Remove all +1/+1 counters from an enemy character in the combat. That character's current ATK and DEF become the same as its base ATK and DEF this combat.	
MNB-077	Give 'Em a Lift	Plot Twist			Guardians of the Galaxy				No	No	Main : Put a +1/+1 counter on a character on your side. It gains flight this turn.	Main : Put a +1/+1 counter on a character on your side. It gains flight this turn.	

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MNB-078	Knowhere	Location			Guardians of the Galaxy			No	No	Energy or Intellect or Might or Skill for a Guardian of the Galaxy character.	Energy or Intellect or Might or Skill for a Guardian of the Galaxy character.		
MNB-079	Green Goblin	Main Character	1		Villains	2	4	5	Yes	No	<p>Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card.</p> <p>Chaos and Destruction Level Up (6) - When an enemy character becomes stunned, Green Goblin gains an XP.</p>	<p>Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card.</p> <p>Chaos and Destruction Level Up (6) - When an enemy character gets stunned, Green Goblin gains an XP.</p>	6/10/2016
MNB-080	Green Goblin	Main Character	2		Villains	6	5	5	Yes	No	<p>Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card.</p> <p>Bombs Away Main [Skill]: KO a stunned enemy supporting character.</p>	<p>Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card.</p> <p>Bombs Away Main [Skill]: KO a stunned enemy supporting character.</p>	
MNB-081	Loki	Main Character	1		Villains	1	6	5	No	No	<p>God of Mischief [Anyturn] Combat [Skill]: Play an [Anytime] Combat plot twist from you KO pile, then shuffle it into your deck.</p> <p>Plots Withins Plots Level Up (5) - When you play a plot twist, Loki gains an XP.</p>	<p>God of Mischief [Anyturn] Combat [Skill]: Play an [Anytime] Combat plot twist from you KO pile, then shuffle it into your deck.</p> <p>Plots Withins Plots Level Up (5) - When you play a plot twist, Loki gains an XP.</p>	
MNB-082	Loki	Main Character	2		Villains	4	8	5	No	No	<p>God of Mischief [Anyturn] Combat [Skill]: Play an [Anytime] Combat plot twist from you KO pile, then shuffle it into your deck.</p> <p>Master of Plots Main [Intellect]: Choose an enemy player to reveal their hand and discard all of their plot twists.</p>	<p>God of Mischief [Anyturn] Combat [Skill]: Play an [Anytime] Combat plot twist from you KO pile, then shuffle it into your deck.</p> <p>Master of Plots Main [Intellect]: Choose an enemy player to reveal their hand and discard all of their plot twists.</p>	
MNB-083	Magneto	Main Character	1		Villains	2	4	5	Yes	Yes	<p>Magnetic Force Field [Anyturn] Combat [Energy]: Magneto gets +0/+4 this combat.</p> <p>Mutant Master Level Up (4) - At the start of your turn if magneto is face-up, he gains an XP.</p>	<p>Magnetic Force Field [Anyturn] Combat [Energy]: Magneto gets +0/+4 this combat.</p> <p>Mutant Master Level Up (4) - At the start of your turn if magneto is face-up, he gains an XP.</p>	
MNB-084	Magneto	Main Character	2		Villains	5	5	5	Yes	Yes	<p>Magnetic Force Field [Anyturn] Combat [Energy]: Magneto gets +0/+4 this combat.</p> <p>Mutant Supremacy Main [Might]: KO a face-down resource.</p>	<p>Magnetic Force Field [Anyturn] Combat [Energy]: Magneto gets +0/+4 this combat.</p> <p>Mutant Supremacy Main [Might]: KO a face-down resource.</p>	
MNB-085	Thanos	Main Character	1		Villains	3	4	6	No	No	<p>Court Death Main [Might]: Shuffle each character in a KO pile into its deck. Then, put that many +1/+1 counters on Thanos.</p> <p>The Mad Titan Level Up (6) - When a character on any side gets KO'd, Thanos gains an XP.</p>	<p>Court Death Main [Might]: Choose a KO pile and shuffle each character there into its deck. Then, put that many +1/+1 counters on Thanos.</p> <p>The Mad Titan Level Up (6) - When a character on any side gets KO'd, Thanos gains an XP.</p>	6/10/2016

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MNB-086	Thanos	Main Character	2	Villains	6	6	6	No	No	<p>Court Death Main [Might]: Shuffle each character in a KO pile into its deck. Then, put that many +1/+1 counters on Thanos.</p> <p>The Infinity Gauntlet Main [Energy, Intellect, Might, Skill]: For each enemy player, stun their main character, KO one of their resources, KO one of their supporting characters, and they discard their hand.</p>	<p>Court Death Main [Might]: Choose a KO pile and shuffle each character there into its deck. Then, put that many +1/+1 counters on Thanos.</p> <p>The Infinity Gauntlet Main [Energy, Intellect, Might, Skill]: For each enemy player, stun their main character, KO one of their resources, KO one of their supporting characters, and they discard their hand.</p>	6/10/2016
MNB-087	Ronan	Supporting Character	2	Villains	3	3	2	No	No	<p>Accuse Main [Intellect]: Name any card. Choose an enemy player to reveal their hand and discard each card with that name.</p>	<p>Accuse Main [Intellect]: Name any card. Choose an enemy player to reveal their hand and discard each card with that name.</p>	
MNB-088	Mystique	Supporting Character	2	Villains	2	4	1	No	No	<p>Impersonate Main [Skill]: Choose another face-up character. Mystique's base ATK and DEF become the same as that character's current ATK and DEF for the rest of the turn. (She'll still be affected by any +1/+1 or -1/-1 counters she has.)</p>	<p>Impersonate Main [Skill]: Choose another face-up character. Mystique's base ATK and DEF become the same as that character's current ATK and DEF for the rest of the turn. (She'll still be affected by any +1/+1 or -1/-1 counters she has.)</p>	
MNB-089	Doctor Octopus	Supporting Character	3	Villains	3	5	1	No	No	<p>Grab While he's in the front row, enemy characters can't fly over him.</p> <p>Genius At the start of your turn, if he's face-up, you may draw a card.</p>	<p>Grab While Doctor Octopus is in the front row, enemy characters can't fly over him.</p> <p>Genius At the start of your turn, if Doctor Octopus is face-up, you may draw a card.</p>	6/10/2016
MNB-090	Green Goblin	Supporting Character	3	Villains	4	3	1	Yes	No	<p>Blast When he appears, choose an enemy row and put a -1/-1 counter on each character there.</p>	<p>Blast When Green Goblin appears, choose an enemy row and put a -1/-1 counter on each character there.</p>	6/10/2016
MNB-091	Red Skull	Supporting Character	3	Villains	2	4	1	No	Yes	<p>Dodge He can't be ranged attacked.</p> <p>Dust of Death [Anyturn] Combat [Skill]: Stun a character that is melee attacking the Red Skull.</p>	<p>Dodge Red Skull can't be ranged attacked.</p> <p>Dust of Death [Anyturn] Combat [Skill]: Stun a character that is melee attacking the Red Skull.</p>	6/10/2016
MNB-092	Sabretooth	Supporting Character	4	Villains	4	4	2	No	No	<p>Ferocious During melee combat, he strikes before enemy characters.</p> <p>Berserker When he attacks, put a +1/+1 counter on him.</p>	<p>Ferocious While in melee combat, Sabretooth strikes before characters without Ferocious.</p> <p>Berserker When Sabretooth attacks, put a +1/+1 counter on him.</p>	6/10/2016
MNB-093	Ultron	Supporting Character	4	Villains	3	1	1	Yes	Yes	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Replicate Build [Energy]: Search your deck for a copy of this character and put it into play, then shuffle your deck.</p>	<p>Swarm You can have any number of this character on your side. This power can't be turned off.</p> <p>Replicate Build [Energy]: Search your deck for a copy of this character and put him onto your side, then shuffle your deck.</p>	6/10/2016
MNB-094	Abomination	Supporting Character	5	Villains	5	5	3	No	No	<p>Monstrous When he is melee team attacked, he strikes back against each attacker.</p>	<p>Monstrous While Abomination is defending against a melee team attack, he strikes back against each attacker.</p>	6/10/2016

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MNB-095	Mandarin	Supporting Character	5	Villains	3	6	1	No	Yes	Makluan Rings Main [Intellect]: Draw a card Main [Skill]: Choose an enemy player to discard a card Main [Might]: Put a +1/+1 counter on a character Main [Energy]: Put a -1/-1 counter on a character.	Makluan Rings Main [Intellect]: Draw a card Main [Skill]: Choose an enemy player to discard a card Main [Might]: Put a +1/+1 counter on a character Main [Energy]: Put a -1/-1 counter on a character.	
MNB-096	Juggernaut	Supporting Character	6	Villains	8	5	2	No	No	Unstoppable Combat [Might]: While attacking solo during this combat, if Juggernaut stuns a front row enemy character and survives, he may immediately attack a character in that back row.	Unstoppable Combat [Might]: When Juggernaut stuns a front row enemy character and survives while attacking solo this combat, he may immediately attack a character in that back row.	6/10/2016
MNB-097	Magneto	Supporting Character	6	Villains	7	6	1	Yes	Yes	Magnetic Suppression Enemy supporting characters can't recover. (They remain stunned.)	Magnetic Suppression Enemy supporting characters can't recover. (They remain stunned.)	
MNB-098	Loki	Supporting Character	7	Villains	7	8	1	No	No	Schemer The first time you play a plot twist each turn, you may draw a card.	Schemer When you play your first plot twist each turn, you may draw a card.	6/10/2016
MNB-099	Dormammu	Supporting Character	7	Villains	6	7	2	Yes	No	Immortal When he's KO'd, you may shuffle him into your deck. Necromancy Main [Intellect, Energy]: Put a character from an enemy player's KO pile onto you side.	Immortal When Dormammu is KO'd, you may shuffle him into your deck. Necromancy Main [Intellect, Energy]: Put a character from an enemy player's KO pile onto you side.	6/10/2016
MNB-100	Thanos	Supporting Character	8	Villains	12	12	2	No	No	Welcome Death Main [Might]: Add a wound to all stunned characters.	Welcome Death Main [Might]: Add a wound to all stunned characters.	
MNB-101	Extinguish	Plot Twist		Villains				No	No	Main : KO a stunned supporting character.	Main : KO a stunned supporting character.	
MNB-102	Metal and Fire	Plot Twist		Villains				No	No	[Anyturn] Combat : Put a -1/-1 counter on each enemy character in the combat.	[Anyturn] Combat : Put a -1/-1 counter on each enemy character in the combat.	
MNB-103	Trickster God	Plot Twist		Villains				No	No	[Anyturn] Combat : Switch the current ATK and DEF of a character for this combat.	[Anyturn] Combat : Switch the current ATK and DEF of a character for this combat.	
MNB-104	The Vault	Location		Villains				No	No	Energy or Intellect or Might or Skill for a Villain character.	Energy or Intellect or Might or Skill for a Villain character.	
MNB-105	Open Fire	Plot Twist		Neutral				No	No	[Anyturn] Combat : Choose an attacker to get +2/+0 this combat.	[Anyturn] Combat : Choose an attacker to get +2/+0 this combat.	
MNB-106	Best Offense Is A	Plot Twist		Neutral				No	No	[Anyturn] Combat : Choose an attacker to get +0/+5 this combat.	[Anyturn] Combat : Choose an attacker to get +0/+5 this combat.	
MNB-107	Savage Surprise	Plot Twist		Neutral				No	No	[Anyturn] Combat : Choose a defender to get +4/+0 this combat.	[Anyturn] Combat : Choose a defender to get +4/+0 this combat.	
MNB-108	Find Cover	Plot Twist		Neutral				No	No	[Anyturn] Combat : Choose a defender to get +0/+3 this combat.	[Anyturn] Combat : Choose a defender to get +0/+3 this combat.	
MNB-109	Training Ground	Location		Neutral				No	No	Skill	Skill	
MNB-110	Laboratory	Location		Neutral				No	No	Energy	Energy	
MNB-111	Academy	Location		Neutral				No	No	Intellect	Intellect	
MNB-112	Fortress	Location		Neutral				No	No	Might	Might	

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ALN-001	Warrant Officer F	Main Character	1	The Company	2	5	5	No	No	<p>Hide in the Shadows Main [Humanity]: Daze a character on your side, but it keeps its equipment.</p> <p>Last Survivor of the Nostromo Level Up (7) – At the start of your Build Phase, Warrant Officer Ripley gains an XP for each wound she has.</p>	<p>Hide in the Shadows Main [Humanity]: Daze a character on your side, but it keeps its equipment.</p> <p>Last Survivor of the Nostromo Level Up (7) – At the start of your Build Phase, Warrant Officer Ripley gains an XP for each wound she has.</p>
ALN-002	Warrant Officer F	Main Character	2	The Company	4	8	5	No	No	<p>Hide in the Shadows Main [Humanity]: Daze a character on your side, but it keeps its equipment.</p> <p>Set the Self Destruct Main [Energy]: At the end of the turn, stun all supporting characters. This power can be used only once this game.</p>	<p>Hide in the Shadows Main [Humanity]: Daze a character on your side, but it keeps its equipment.</p> <p>Set the Self Destruct Main [Energy]: At the end of the turn, stun all supporting characters. This power can be used only once this game.</p>
ALN-003	Lt. Ripley	Main Character	1	The Company	2	4	5	Yes	No	<p>Gear Up Build [Humanity]: Reveal the top five cards of your deck. Put an equipment from among them into your hand and the rest on the bottom in any order.</p> <p>We Got Nukes, We Got Knives, Sharp Sticks Level Up (3) – When an equipment appears on your side, Lt. Ripley gains an XP.</p>	<p>Gear Up Build [Humanity]: Reveal the top five cards of your deck. Put an equipment from among them into your hand and the rest on the bottom in any order.</p> <p>We Got Nukes, We Got Knives, Sharp Sticks Level Up (3) – When an equipment appears on your side, Lt. Ripley gains an XP.</p>
ALN-004	Lt. Ripley	Main Character	2	The Company	7	5	5	Yes	No	<p>Gear Up Build [Humanity]: Reveal the top five cards of your deck. Put an equipment from among them into your hand and the rest on the bottom in any order.</p> <p>I Can Handle Myslef Main [Skill] – Search your deck, hand, and KO Pile for an equipment and equip it to a character on your side. This power can be used only once this game.</p>	<p>Gear Up Build [Humanity]: Reveal the top five cards of your deck. Put an equipment from among them into your hand and the rest on the bottom in any order.</p> <p>I Can Handle Myslef Main [Skill] – Search your deck, hand, and KO Pile for an equipment and equip it to a character on your side. This power can be used only once this game.</p>
ALN-005	Sister Ripley	Main Character	1	The Company	3	4	5	No	No	<p>Your A** is Already on the Line Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p> <p>No Weapons of Any Kind? Level Up (5) – When one or more character on your side make a melee attack, Sister Ripley gains an XP.</p>	<p>Your A** is Already on the Line Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p> <p>No Weapons of Any Kind? Level Up (5) – When one or more character on your side make a melee attack, Sister Ripley gains an XP.</p>
ALN-006	Sister Ripley	Main Character	2	The Company	5	7	5	No	No	<p>Your A** is Already on the Line Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p> <p>Sacrifice and Resurrection [Anyturn] Combat [Humanity]: If Sister Ripley is your main character, KO her and put Ripley #8 Level 2 from outside the game onto your side stunned as your new main character.</p>	<p>Your A** is Already on the Line Main [Intellect]: Put a +1/+1 counter on up to two characters in your front row.</p> <p>Sacrifice and Resurrection [Anyturn] Combat [Humanity]: If Sister Ripley is your main character, KO her and put Ripley #8 Level 2 from outside the game onto your side stunned as your new main character.</p>

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ALN-007	Ripley #8	Main Character	1	The Company	3	4	5	No	No	<p>Acidic Blood Main [Energy]: Put any number of -1/-1 counters on Ripley #8 as long as it doesn't reduce her DEF to 0. Then put that many -1/-1 counters on an enemy supporting character.</p> <p>Rapid Cell Regeneration Level Up (1) – At the start of your Main Phase, you may have Ripley #8 gain an XP. When Ripley #8 levels up, heal all wounds from her.</p>	<p>Acidic Blood Main [Energy]: Put any number of -1/-1 counters on Ripley #8 as long as it doesn't reduce her DEF to 0. Then put that many -1/-1 counters on an enemy supporting character.</p> <p>Rapid Cell Regeneration Level Up (1) – At the start of your Main Phase, you may have Ripley #8 gain an XP. When Ripley #8 levels up, heal all wounds from her.</p>
ALN-008	Ripley #8	Main Character	2	The Company	5	7	2	No	No	<p>Acidic Blood Main [Energy]: Put any number of -1/-1 counters on Ripley #8 as long as it doesn't reduce her DEF to 0. Then put that many -1/-1 counters on an enemy supporting character.</p> <p>I'm Sorry Main [Humanity]: Name a character. KO all enemy supporting characters with that name. Look at each enemy hand and discard each character with that name. Search each enemy deck and put each character with that name into the KO pile. This power can be used only once each game.</p>	<p>Acidic Blood Main [Energy]: Put any number of -1/-1 counters on Ripley #8 as long as it doesn't reduce her DEF to 0. Then put that many -1/-1 counters on an enemy supporting character.</p> <p>I'm Sorry Main [Humanity]: Name a character. KO all enemy supporting characters with that name. Look at each enemy hand and discard each character with that name. Search each enemy deck and put each character with that name into the KO pile. This power can be used only once each game.</p>
ALN-009	Newt	Supporting character	1	The Company	0	1	1	No	No	<p>We'd Better Get Back When Newt is attacked, put her into her owner's hand.</p>	<p>We'd Better Get Back When Newt is attacked, put her into her owner's hand.</p>
ALN-010	Vriess	Supporting character	1	The Company	2	1	2	Yes	No	<p>Immobile Vriess can't move during your Formation Step.</p> <p>I'll Put Holes In You! When Vriess gets stunned on an enemy player's turn, put a -1/-1 counter on an enemy character.</p>	<p>Immobile Vriess can't move during your Formation Step.</p> <p>I'll Put Holes In You! When Vriess gets stunned on an enemy player's turn, put a -1/-1 counter on an enemy character.</p>
ALN-011	Kane	Supporting character	2	The Company	3	1	1	No	No	<p>Explore When Kane appears, reveal cards from the top of your deck until you reveal a basic location. Put it into your hand and shuffle the rest of the revealed cards into your deck.</p>	<p>Explore When Kane appears, reveal cards from the top of your deck until you reveal a basic location. Put it into your hand and shuffle the rest of the revealed cards into your deck.</p>
ALN-012	Captain Dallas	Supporting character	2	The Company	2	4	1	No	No	<p>You Have Your Orders At the start of your Main Phase, put a +1/+1 counters on another [TheCompany] character on your side.</p>	<p>You Have Your Orders At the start of your Main Phase, put a +1/+1 counters on another [TheCompany] character on your side.</p>
ALN-013	Call	Supporting character	2	The Company	2	2	3	Yes	No	<p>Full of Surprises While Call is in your hand, you can discard her to power up any character on your side. (You can do this any time you could normally power up that character.)</p>	<p>Full of Surprises While Call is in your hand, you can discard her to power up any character on your side. (You can do this any time you could normally power up that character.)</p>
ALN-014	CMO Clemens	Supporting character	3	The Company	2	6	1	No	No	<p>Medical Attention Main [Skill]: Heal a wound from a supporting character on your side.</p> <p>Do you trust me with a needle? Main [Skill][Humanity]: Heal a wound from a main character on your side.</p>	<p>Medical Attention Main [Skill]: Heal a wound from a supporting character on your side.</p> <p>Do you trust me with a needle? Main [Skill][Humanity]: Heal a wound from a main character on your side.</p>
ALN-015	Parker	Supporting character	3	The Company	3	5	1	No	No	<p>Cattle Prod Main [Energy]: Move an enemy front row character to its back row. Rmove all +1/+1 counters from it.</p>	<p>Cattle Prod Main [Energy]: Move an enemy front row character to its back row. Rmove all +1/+1 counters from it.</p>

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ALN-016	Bishop	Supporting character		4	The Company	4	4	3	No	No	Artificial Person You may pay an [Intellect] and [Humanity] to recruit Bishop instead of his recruit cost.	Artificial Person You may pay an [Intellect] and [Humanity] to recruit Bishop instead of his recruit cost.	
ALN-017	Christie	Supporting character		4	The Company	6	3	1	Yes	No	Ricocheting Bullets When Christie stuns a defending enemy character, stun each other enemy character on that side with the same name as that character.	Ricocheting Bullets When Christie stuns a defending enemy character, stun each other enemy character on that side with the same name as that character.	
ALN-018	Brother Dillon	Supporting character		5	The Company	4	6	2	No	No	Eulogy Main [Humanity]: Put a character from your KO pile on the bottom of your deck. Your main character gets +ATK and +DEF this turn equal to that character's ATK and DEF.	Eulogy Main [Humanity]: Put a character from your KO pile on the bottom of your deck. Your main character gets +ATK and +DEF this turn equal to that character's ATK and DEF.	
ALN-019	Private Hudson	Supporting character		5	The Company	5	7	1	Yes	No	You Want Some Of This? [Anyturn] Any Combat: Stun a character that is melee attacking a character on your side. You may use this power any number of times on each turn. Game Over, Man! When Hudson gets KO'd, wound your main character.	You Want Some Of This? [Anyturn] Any Combat [Skill]: Stun a character that is melee attacking a character on your side. You may use this power any number of times on each turn. Game Over, Man! When Hudson gets KO'd, wound your main character.	6/7/2017
ALN-020	Johner	Supporting character		6	The Company	5	5	1	Yes	No	I Mostly Just Hurt People Johner gets +5/+5 while in melee combat.	I Mostly Just Hurt People Johner gets +5/+5 while in melee combat.	
ALN-021	Ash	Supporting character		6	The Company	3	3	3	No	No	Special Order When Ash appears, you may move him to another player's back row. Crew Expendable At the start of your Main Phase, stun another character on your side. Twitchy Main [Intellect]: Move Ash to another player's back row.	Special Order When Ash appears, you may move him to another player's back row. Crew Expendable At the start of your Main Phase, stun another character on your side. Twitchy Main [Intellect]: Move Ash to another player's back row.	
ALN-022	Corporal Hicks	Supporting character		7	The Company	7	6	2	Yes	No	Stay Frosty At the end of your turn, put two +1/+1 counters on each other ready character on your side.	Stay Frosty At the end of your turn, put two +1/+1 counters on each other ready character on your side.	
ALN-023	M41A Pulse Rifle	Equipment		1	The Company				No	No	Light Armor-Piercing Rounds Equipped character has [Range] and has +3/+0 while making a Ranged attack. M-40 Grenades Main [Energy]: Put three -1/-1 counters on an enemy back row character.	Light Armor-Piercing Rounds Equipped character has [Range] and has +3/+0 while making a Ranged attack. M-40 Grenades Main [Energy]: Put three -1/-1 counters on an enemy back row character.	
ALN-024	MU-TH-ER 6000	Equipment		2	The Company				No	No	Access Mother Build [Intellect]: Draw two cards.	Access Mother Build [Intellect]: Draw two cards.	
ALN-025	Power Loader	Equipment		3	The Company				No	No	Get Away From Her, You B****! Equipped character has +5/+5, loses [Range] and can't gain [Range].	Get Away From Her, You B****! Equipped character has +5/+5, loses [Range] and can't gain [Range].	
ALN-026	Weylan-Yutani C	Special Location			The Company				No	No	[Humanity] or [Energy] or [Intellect] or [Skill] for a [The Company] character on your side.	[Humanity] or [Energy] or [Intellect] or [Skill] for a [The Company] character on your side.	

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ALN-027	The Perfect Orga	Main Character	1	Xenomorph	5	2	5	No	No	<p>Creature</p> <p>Its Structural Perfection... Combat [Alien]: If the Perfect Organism is melee attacking, the Defender can't strike back this combat.</p> <p>A Survivor, Unclouded by Delusions of Morality Level Up (3) – When the Perfect Organism Survives a combat, it gains an XP.</p>	<p>Creature</p> <p>Its Structural Perfection... Combat [Alien]: If the Perfect Organism is melee attacking, the Defender can't strike back this combat.</p> <p>A Survivor, Unclouded by Delusions of Morality Level Up (3) – At the end of combat, if The Perfect Organism survived, it gains an XP.</p>	6/7/2017
ALN-028	The Perfect Orga	Main Character	2	Xenomorph	9	3	5	No	No	<p>Creature</p> <p>Its Structural Perfection... Combat [Alien]: If the Perfect Organism is melee attacking, the Defender can't strike back this combat.</p> <p>...Is Matched Only By Its Hostility [Anyturn] Combat [Intellect]: If the Perfect Organism is defending against a melee attack, attackers can't strike this combat.</p>	<p>Creature</p> <p>Its Structural Perfection... Combat [Alien]: If the Perfect Organism is melee attacking, the Defender can't strike back this combat.</p> <p>...Is Matched Only By Its Hostility [Anyturn] Combat [Intellect]: If the Perfect Organism is defending against a melee attack, attackers can't strike this combat.</p>	
ALN-029	The Queen	Main Character	1	Xenomorph	2	5	6	No	No	<p>Creature</p> <p>They're Coming Out of the Walls! Build [Space]: Reveal the top five cards of your deck. Choose a character with Swarm from among them and any number of other characters with the same name as that card and put them into your hand. Put the rest on the bottom of your deck.</p> <p>They're All Around Us, Man Level Up (3) – When a character with Swarm appears on your side, if you already have a character with that name on your side, the Queen gains an XP.</p>	<p>Creature</p> <p>They're Coming Out of the Walls! Build [Space]: Reveal the top five cards of your deck. Choose a character with Swarm from among them and any number of other characters with the same name as that card and put them into your hand. Put the rest on the bottom of your deck.</p> <p>They're All Around Us, Man Level Up (3) – When a character with Swarm appears on your side, if you already have a character with that name on your side, the Queen gains an XP.</p>	
ALN-030	The Queen	Main Character	2	Xenomorph	6	6	6	No	No	<p>Creature</p> <p>They're Coming Out of the Walls! Build [Space]: Reveal the top five cards of your deck. Choose a character with Swarm from among them and any number of other characters with the same name as that card and put them into your hand. Put the rest on the bottom of your deck.</p> <p>Who's Laying the Eggs? Main [Energy]: Search your deck, hand, and KO pile for an Ovomorph and put it into your back row. Then, one at a time, you may have each Ovomorph on your side try to hatch.</p>	<p>Creature</p> <p>They're Coming Out of the Walls! Build [Space]: Reveal the top five cards of your deck. Choose a character with Swarm from among them and any number of other characters with the same name as that card and put them into your hand. Put the rest on the bottom of your deck.</p> <p>Who's Laying the Eggs? Main [Energy]: Search your deck, hand, and KO pile for an Ovomorph and put it into your back row. Then, one at a time, you may have each Ovomorph on your side try to hatch.</p>	
ALN-031	The Dragon	Main Character	1	Xenomorph	3	4	5	No	No	<p>Creature</p> <p>Nobody Can Stop It Main [Might]: Ready the Dragon.</p> <p>Blood and Terror Level Up (5) – Whenever the Dragon attacks, it gains an XP.</p>	<p>Creature</p> <p>Nobody Can Stop It Main [Might]: Ready the Dragon.</p> <p>Blood and Terror Level Up (5) – Whenever the Dragon attacks, it gains an XP.</p>	

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ALN-032	The Dragon	Main Character	2	Xenomorph	6	7	5	No	No	<p>Creature</p> <p>Nobody Can Stop It Main [Might]: Ready the Dragon.</p> <p>It Feeds on Minds Main [Alien]: The Dragon is Lethal this turn. When the Dragon KO's an enemy character this turn, heal a wound from it.</p>	<p>Creature</p> <p>Nobody Can Stop It Main [Might]: Ready the Dragon.</p> <p>It Feeds on Minds Main [Alien]: The Dragon is Lethal this turn. When the Dragon KO's an enemy character this turn, heal a wound from it.</p>
ALN-033	The Newborn	Main Character	1	Xenomorph	3	3	6	No	No	<p>Creature</p> <p>Rrrrrrrraaaaaaaaaaar!!! [Anyturn] Combat [Might]: Put three +1/+1 counters on the Newborn. Use this power only if you have no cards in hand.</p> <p>Ungrateful Child Level Up (1) – At the start of your Main Phase, you may discard your hand. If you do, the Newborn gains an XP.</p>	<p>Creature</p> <p>Rrrrrrrraaaaaaaaaaar!!! [Anyturn] Combat [Might]: Put three +1/+1 counters on the Newborn. Use this power only if you have no cards in hand.</p> <p>Ungrateful Child Level Up (1) – At the start of your Main Phase, you may discard your hand. If you do, the Newborn gains an XP.</p>
ALN-034	The Newborn	Main Character	2	Xenomorph	6	6	6	No	No	<p>Creature</p> <p>Rrrrrrrraaaaaaaaaaar!!! [Anyturn] Combat [Might]: Put three +1/+1 counters on the Newborn. Use this power only if you have no cards in hand.</p> <p>A Beautiful Butterfly [Anyturn] Combat [Alien]: If the Newborn is defending, it's Ferocious and Monstrous this combat.</p>	<p>Creature</p> <p>Rrrrrrrraaaaaaaaaaar!!! [Anyturn] Combat [Might]: Put three +1/+1 counters on the Newborn. Use this power only if you have no cards in hand.</p> <p>A Beautiful Butterfly [Anyturn] Combat [Alien]: If the Newborn is defending, it's Ferocious and Monstrous this combat.</p>
ALN-035	Ovomorph	Supporting character	1	Xenomorph	0	4	1	No	No	<p>Creature, Swarm</p> <p>Passive This character can't attack or strike back.</p> <p>At the start of your Build Phase, if there's an enemy supporting character, reveal a random card from your Facehugger pile.</p>	<p>Creature, Swarm</p> <p>Passive This character can't attack or strike back.</p> <p>At the start of your Build Phase, if there's an enemy supporting character, reveal a random card from your Facehugger pile.</p>
ALN-036	Adolescent Xeno	Supporting character	1	Xenomorph	2	2	1	No	No	<p>Creature, Swarm</p> <p>Legion You may have up to eight of this card in your decl.</p> <p>Accelerated Growth When this character appears, put a +1/+1 counter on each other Adolexcent Xenomorph on your side.</p>	<p>Creature, Swarm</p> <p>Legion You may have up to eight of this card in your decl.</p> <p>Accelerated Growth When this character appears, put a +1/+1 counter on each other Adolexcent Xenomorph on your side.</p>
ALN-037	Xenomorph Amb	Supporting character	2	Xenomorph	2	3	1	No	No	<p>Creature, Swarm</p> <p>Camouflage This character can't be attacked while it's in your back row.</p>	<p>Creature, Swarm</p> <p>Camouflage This character can't be attacked while it's in your back row.</p>
ALN-038	Leaping Xenomp	Supporting character	2	Xenomorph	4	1	2	No	No	<p>Creature, Swarm</p> <p>Leap This character has [Flight] during your turn.</p>	<p>Creature, Swarm</p> <p>Leap This character has [Flight] during your turn.</p>

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ALN-039	Ferocious Xenon	Supporting character	2	Xenomorph	3	2	1	No	No	Creature, Swarm Ferocious While in melee combat, this character strikes before characters without ferocious.	Creature, Swarm Ferocious While in melee combat, this character strikes before characters without ferocious.
ALN-040	Salivating Xenon	Supporting character	3	Xenomorph	2	4	1	No	No	Creature, Swarm Salivate Main [Intellect]: If you fewer than three cards in hand, draw cards until you have three cards in hand.	Creature, Swarm Salivate Main [Intellect]: If you fewer than three cards in hand, draw cards until you have three cards in hand.
ALN-041	Acid Blood Xeno	Supporting character	3	Xenomorph	4	3	2	No	No	Creature, Swarm Bleed Acid When this character attacks or defends while wounded, put a -1/-1 counter on each enemy character in the combat.	Creature, Swarm Bleed Acid When this character attacks or defends while wounded, put a -1/-1 counter on each enemy character in the combat.
ALN-042	Xenomorph Spitt	Supporting character	4	Xenomorph	5	4	1	Yes	No	Creature, Swarm Spit Acid Main [Energy]: Put two -1/-1 counters on an enemy character. Repeat this process for each other character named Xenomorph Spitter on your side.	Creature, Swarm Spit Acid Main [Energy]: Put two -1/-1 counters on an enemy character. Repeat this process for each other character named Xenomorph Spitter on your side.
ALN-043	Screeching Xenc	Supporting character	4	Xenomorph	3	6	1	No	No	Creature, Swarm Screech Main [Might]: Put two +1/+1 counters on a character with Swarm on your side and on each other character on your side with the same name.	Creature, Swarm Screech Main [Might]: Put two +1/+1 counters on a character with Swarm on your side and on each other character on your side with the same name.
ALN-044	The Dragon	Supporting character	5	Xenomorph	7	2	3	No	No	Creature Leap The Dragon has [Flight] during your turn. It Is Generally Unpleasant [Anyturn] Combat [Alien]: Heal a wound form the Dragon. Amplify – Heal two wounds from it instead.	Creature Leap The Dragon has [Flight] during your turn. It Is Generally Unpleasant [Anyturn] Combat [Alien]: Heal a wound form the Dragon. Amplify – Heal two wounds from it instead.
ALN-045	The Perfect Orga	Supporting character	5	Xenomorph	4	8	2	No	No	Creature Ferocious While in melee combat, the perfect Organism strikes before character without Ferocious. This Thing is Huge! It's... It's Big! [Anyturn] Combat [Intellect]: The Perfect Organism strikes with double its ATK this combat. Amplify – It strikes with triple its ATK instead.	Creature Ferocious While in melee combat, the perfect Organism strikes before character without Ferocious. This Thing is Huge! It's... It's Big! [Anyturn] Combat [Intellect]: The Perfect Organism strikes with double its ATK this combat. Amplify – It strikes with triple its ATK instead.
ALN-046	The Newborn	Supporting character	6	Xenomorph	6	6	2	No	No	Creature Monstrous While the Newborn is defending against a melee team attack, it strikes back against each attacker. Tantrum [Anyturn] Combat [Might]: Put two +1/+1 counters on the Newborn. Amplify – Put five +1/+1 counters on it instead.	Creature Monstrous While the Newborn is defending against a melee team attack, it strikes back against each attacker. Tantrum [Anyturn] Combat [Might]: Put two +1/+1 counters on the Newborn. Amplify – Put five +1/+1 counters on it instead.

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ALN-047	The Queen	Supporting character		7	Xenomorph	8	8	2	No	No	Creature Leader While the Queen is team attacking, you choose who the defender strikes back against. Who's Laying The Eggs? [Anyturn] Combat [Energy]: Search your deck, hand, and KO pile for up to two Ovomorphs, reveal them, and put them into your hand Amplify – You may put them into your back row instead.	Creature Leader While the Queen is team attacking, you choose who the defender strikes back against. Who's Laying The Eggs? [Anyturn] Combat [Energy]: Search your deck, hand, and KO pile for up to two Ovomorphs, reveal them, and put them into your hand Amplify – You may put them into your back row instead.
ALN-048	Chestburst	Plot twist			Xenomorph				No	No	[Anyturn] Combat : If this is a melee attack, put two -1/-1 counters on a chracter in the combat.	[Anyturn] Combat : If this is a melee attack, put two -1/-1 counters on a chracter in the combat.
ALN-049	Spook	Plot twist			Xenomorph				No	No	Main : Daze an unprotected enemy character.	Main : Daze an unprotected enemy character.
ALN-050	Build the Hive	Plot twist			Xenomorph				No	No	Main : Turn an enemy location face down.	Main : Turn an enemy location face down.
ALN-051	LV-426	Special Location			Xenomorph				No	No	[Alien] or [Energy] or [Intellect] or [Might] for a [Xenomorph] character on your side.	[Alien] or [Energy] or [Intellect] or [Might] for a [Xenomorph] character on your side.
ALN-052	Facehugger	Facehugger Pile		4	Xenomorph	0	6	1	No	No	Creature, Swarm, Passive Hug When this character is revealed, KO its Ovomorph. Then, put this character into your back row. It captures an enemy supporting character. Burst At the start of your Build Phase, you may pay an [Alien]. If you do, KO this character and put its captive into its KO pile. You may put a [Xenomorph] character from your hand into your back row.	Creature, Swarm, Passive Hug When this character is revealed, KO its Ovomorph. Then, put this character into your back row. It captures an enemy supporting character. Burst At the start of your Build Phase, you may pay an [Alien]. If you do, KO this character and put its captive into its KO pile. You may put a [Xenomorph] character from your hand into your back row.
ALN-053	Extended Incuba	Facehugger Pile			Xenomorph				No	No	The Ovomorph does not open yet. Shuffle this card into you Facehugger pile.	The Ovomorph does not open yet. Shuffle this card into you Facehugger pile.
ALN-054	Let's Rock!	Plot twist			Neutral				No	No	[Anyturn] Combat : Choose an Attacker to get +1/+0 or a Defender to get +0/+2 this combat.	[Anyturn] Combat : Choose an Attacker to get +1/+0 or a Defender to get +0/+2 this combat.
ALN-055	The Nostromo	Location			Neutral				No	No	Energy	Energy
ALN-056	The Sulaco	Location			Neutral				No	No	Skill	Skill
ALN-057	The Auriga	Location			Neutral				No	No	Intellect	Intellect
ALN-058	Fury 161	Location			Neutral				No	No	Might	Might
ALN-059	Earth	Location			Neutral				No	No	Humanity	Humanity
ALN-060	Space	Location			Neutral				No	No	Alien	Alien
LEG-001	Thor	Main Character		1	Avengers	1	4	6	Yes	No	Berserker Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character. Worthiness Level Up (7) – When a Good character on your side attacks, Thor gains an XP.	Berserker Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character. Worthiness Level Up (7) – When a Good character on your side attacks, Thor gains an XP.

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LEG-002	Thor	Main Character	2	Avengers	5	5	6	Yes	No	<p>Berserker</p> <p>Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character.</p> <p>God of Thunder Main [Might]: Double the +1/+1 counters on Thor. You may double the -1/-1 counters on another chracter.</p>	<p>Berserker</p> <p>Lightning Strike Main [Energy]: Put three -1/-1 counters on an enemy character.</p> <p>God of Thunder Main [Might]: Double the +1/+1 counters on Thor. You may double the -1/-1 counters on another chracter.</p>	
LEG-003	Spider-Man	Main Character	2		4	10	5	No	No	<p>Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side.</p> <p>Greater Responsibility Level Up (5) - At the end of your turn, Spidey gains 1 XP for each face-up supporting character on your side.</p>	<p>Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side.</p> <p>Greater Responsibility Level Up (5) - At the end of your turn, Spidey gains 1 XP for each face-up supporting character on your side.</p>	
LEG-004	Spider-Man	Main Character	3		6	11	6	No	No	<p>Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side.</p> <p>His Amazing Friends Build [Intellect]: Draw a card for each supporting character on your side.</p>	<p>Great Power [Anyturn] Combat [Might]: Spider-Man gets +1/+1 this combat for each face-up supporting character on your side.</p> <p>His Amazing Friends Build [Intellect]: Draw a card for each supporting character on your side.</p>	
LEG-005	Falcon	Supporting character	1	Avengers	1	4	1	Yes	No	<p>Mobile Once per turn during your Main Phase but not during combat, you may move Falcon to your front or back row.</p> <p>Sidekick When Falcon team attacks, put a +1/+1 counter on each other attacker.</p>	<p>Mobile Once per turn during your Main Phase, but not during combat, you may move Falcon to your front or back row.</p> <p>Sidekick When Falcon team attacks, put a +1/+1 counter on each other attacker.</p>	6/7/2017
LEG-006	Agent Peggy Carter	Supporting character	2	Avengers	3	2	1	No	Yes	<p>Honorary Avenger You pay 1 less to recruit Avengers characters.</p>	<p>Honorary Avenger You pay 1 less to recruit Avengers characters.</p>	
LEG-007	Mockingbird	Supporting character	3	Avengers	4	5	1	No	No	<p>Martial Mastery Main [Skill]: Choose an enemy side and put +1/+1 counters on Mockingbird equal to the number of supporting characters on that side.</p>	<p>Martial Mastery Main [Skill]: Choose an enemy side and put +1/+1 counters on Mockingbird equal to the number of supporting characters on that side.</p>	
LEG-008	Captain Britain	Supporting character	4	Avengers	4	4	2	Yes	Yes	<p>Rule Britannia! When Captain Britain gets powered-up, put two extra +1/+1 counters on him.</p>	<p>Rule Britannia! When Captain Britain gets powered-up, put two extra +1/+1 counters on him.</p>	
LEG-009	Avenge	Plot twist		Avengers				No	No	<p>[Avengers] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Avengers].</p> <p>Main: Stun an exhausted supporting character.</p>	<p>[Avengers] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Avengers].</p> <p>Main: Stun an exhausted supporting character.</p>	

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LEG-010	Cyclops	Main Character	1	Xmen	2	5	5	No	Yes	<p>Leader</p> <p>Battle Tactics Main [Skill]: Move a character on your side to your front row or back row.</p> <p>Homo Superior Level Up (5) – When an X-Men Supporting Character appears on your side, Cyclops gains an XP.</p>	<p>Leader</p> <p>Battle Tactics Main [Skill]: Move a character on your side to your front row or back row.</p> <p>Homo Superior Level Up (5) – When an X-Men Supporting Character appears on your side, Cyclops gains an XP.</p>	
LEG-011	Cyclops	Main Character	2	Xmen	5	8	5	No	Yes	<p>Leader</p> <p>Battle Tactics Main [Skill]: Move a character on your side to your front row or back row.</p> <p>Optic Blast Main [Energy][Energy]: Stun an unprotected supporting character other than Cyclops or Havoc.</p>	<p>Leader</p> <p>Battle Tactics Main [Skill]: Move a character on your side to your front row or back row.</p> <p>Optic Blast Main [Energy][Energy]: Stun an unprotected supporting character other than Cyclops or Havoc.</p>	
LEG-012	Wolverine	Main Character	2	Xmen	6	8	5	No	No	<p>SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat.</p> <p>What He Does Isn't Very Nice Level Up (2) - When Wolverine stuns an enemy defender while attacking solo, he gains an XP.</p>	<p>SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat.</p> <p>What He Does Isn't Very Nice Level Up (2) - When Wolverine stuns an enemy defender while attacking solo, he gains an XP.</p>	
LEG-013	Wolverine	Main Character	3	Xmen	9	8	6	No	No	<p>SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat.</p> <p>Kill-Frenzy Main [Might]: When Wolverine stuns an enemy defender while attacking solo this turn, ready him.</p>	<p>SNIKT! [Anyturn] Combat [Skill]: Wolverine gets +3/+0 this combat.</p> <p>Kill-Frenzy Main [Might]: When Wolverine stuns an enemy defender while attacking solo this turn, ready him.</p>	
LEG-014	Shadowcat	Supporting character	1	Xmen	1	3	1	No	No	<p>Intangible Escape [Any Turn] Combat [Energy]: If an attacker or defender is on your side, put Shadowcat next to it and cancel the combat. Use this power only while Shadowcat is in your hand.</p>	<p>Intangible Escape [Any Turn] Any Combat [Energy]: If an attacker or defender is on your side, put Shadowcat next to it and cancel the combat. Use this power only while Shadowcat is in your hand.</p>	6/7/2017
LEG-015	(Bishop)	Supporting character	2	Xmen	2	2	1	No	Yes	<p>Energy Transference When you use an [Energy] super power, put two +1/+1 counters on Bishop.</p>	<p>Energy Transference When you use an [Energy] super power, put two +1/+1 counters on Bishop.</p>	
LEG-016	Psylocke	Supporting character	3	Xmen	4	5	1	No	No	<p>Psychic Knife When Psylocke stuns an enemy defender, that player discards a card.</p>	<p>Psychic Knife When Psylocke stuns an enemy defender, that player discards a card.</p>	6/7/2017
LEG-017	Havok	Supporting character	5	Xmen	5	6	1	No	Yes	<p>Plasma Blast Main [Energy][Energy][Energy]: Stun all supporting characters other than Cyclops and Havok.</p>	<p>Plasma Blast Main [Energy][Energy][Energy]: Stun all supporting characters other than Cyclops and Havok.</p>	

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LEG-018	Gifted and Talented	Plot twist		Xmen				No	No	[Xmen] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Xmen]. Build: Draw two cards.	[Xmen] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Xmen]. Build: Draw two cards.
LEG-019	Drax	Main Character	1	Guardians of the Galaxy	4	3	6	No	No	Lethal Call Enemy Main [Intellect]: Move an enemy supporting character to its front row. The Destroyer Level Up (4) – When Drax KOs an enemy character, he gains XP equal to its health.	Lethal Call Enemy Main [Intellect]: Move an enemy supporting character to its front row. The Destroyer Level Up (4) – When Drax KOs an enemy character, he gains XP equal to its health.
LEG-020	Drax	Main Character	2	Guardians of the Galaxy	6	6	6	No	No	Lethal Call Enemy Main [Intellect]: Move an enemy supporting character to its front row. Brutal Strength Main [Might]: Put +1/+1 counters on Drax equal to the total health of enemy characters that were KO'd this turn.	Lethal Call Enemy Main [Intellect]: Move an enemy supporting character to its front row. Brutal Strength Main [Might]: Put +1/+1 counters on Drax equal to the total health of enemy characters that were KO'd this turn.
LEG-021	Groot	Main Character	2	Guardians of the Galaxy	8	8	6	No	No	I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Level Up (3) - When you gain a resource, Groot gains an XP.	I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Level Up (3) - When you gain a resource, Groot gains an XP.
LEG-022	Groot	Main Character	3	Guardians of the Galaxy	10	10	7	No	No	I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Main [Energy]: Put +1/+1 counters on Groot equal to the number of resources on your side.	I am Groot [Anyturn] Combat [Might]: Groot gets +1/+1 this combat for each resource on your side. I am Groot Main [Energy]: Put +1/+1 counters on Groot equal to the number of resources on your side.
LEG-023	Charlie-27	Supporting character	1	Guardians of the Galaxy	1	1	1	No	No	Jovian Strength Combat [Might]: Charlie-27 gains ATK and DEF until he is 27/27 this combat.	Jovian Strength Combat [Might]: Charlie-27 gains ATK and DEF until he is 27/27 this combat.
LEG-024	Martinex	Supporting character	3	Guardians of the Galaxy	3	5	1	No	Yes	Heat Up Main [Energy]: Stun an enemy supporting character that costs 2 or less. Cool Down Main [Energy]: Exhaust an enemy character that costs 4 or more. It can't ready until after your next turn.	Heat Up Main [Energy]: Stun an enemy supporting character that costs 2 or less. Cool Down Main [Energy]: Exhaust an enemy character that costs 4 or more. It can't ready until after your next turn.

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LEG-025	Starhawk	Supporting character		Guardians of the Galaxy	4	4	2	Yes	Yes	One Who Knows You may look at the top cards of your deck at any time. You may recruit characters and play equipment and plot twists from the top of your deck.	One Who Knows You may look at the top cards of your deck at any time. You may recruit characters and play equipment and plot twists from the top of your deck.	
LEG-026	The Collector	Supporting character		Guardians of the Galaxy	5	0	1	1	No	Elder of the Universe If the Collector gets stunned during combat, he doesn't get wounded. Add to the Collection Main [Intellect]: Collect a supporting character. (Remove it from the game. You may only collect a character with a different team affiliation from every other character you've collected this game.)	Elder of the Universe If the Collector gets stunned during combat, he doesn't get wounded. Add to the Collection Main [Intellect]: Collect a supporting character. (Remove it from the game. You may only collect a character with a different team affiliation from every other character you've collected this game.)	
LEG-027	You Are Groot	Plot twist		Guardians of the Galaxy					No	[Guardians of the Galaxy] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Guardians of the Galaxy]. [Any Turn] Combat: Choose a character in the combat to get +1/+1 this combat for each resource on your side.	[Guardians of the Galaxy] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [Guardians of the Galaxy]. [Any Turn] Combat: Choose a character in the combat to get +1/+1 this combat for each resource on your side.	
LEG-028	Green Goblin	Main Character	2	Villains	6	6	5	Yes	No	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Mayhem and Devastation Level Up (3) - When an enemy character becomes stunned, Green Goblin gains an XP.	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Mayhem and Devastation Level Up (3) - When an enemy character gets stunned, Green Goblin gains an XP.	6/7/2017
LEG-029	Green Goblin	Main Character	3	Villains	8	8	6	Yes	No	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Goblin's Game Main [Skill]: Choose a player with no cards in hand or no supporting characters on their side. KO their Main Character.	Sadistic Choice Main [Intellect]: Choose an enemy supporting character and stun it unless that player discards a random card. Goblin's Game Main [Skill]: Choose a player with no cards in hand or no supporting characters on their side. KO their Main Character.	
LEG-030	Ultron	Main Character	1	Villains	3	1	7	Yes	Yes	Swarm Iterate Build [Intellect]: Put a supporting character named Ultron from your hand or KO pile into your side. All of You Against All of Me Level Up (6) – At the end of your turn Ultron gains an XP for each character on your side named Ultron (including himself).	Swarm Iterate Build [Intellect]: Put an Ultron supporting character from your hand or KO pile into your side. All of You Against All of Me Level Up (6) – At the end of your turn Ultron gains an XP for each character on your side named Ultron (including himself).	6/7/2017

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LEG-031	Ultron	Main Character	2	Villains	6	2	7	Yes	Yes	<p>Swarm</p> <p>Iterate Build [Intellect]: Put a supporting character named Ultron from your hand or KO pile into your side.</p> <p>Reiterate Build [Energy]: Put up to two total supporting characters named Ultron from your hand and/or KO onto your side.</p>	<p>Swarm</p> <p>Iterate Build [Intellect]: Put a Ultron supporting character from your hand or KO pile into your side.</p> <p>Reiterate Build [Energy]: Put up to two total Ultron supporting characters from your hand and/or KO onto your side.</p>	6/7/2017
LEG-032	Crossbones	Supporting character		1 Villains	1	1	2	No	Yes	<p>Henchman When a [Villains] character appears on your side, put a +1/+1 counter on Crossbones.</p> <p>Combat Master While Crossbones is in combat, enemy players can't play plot twists.</p>	<p>Henchman When a [Villains] character appears on your side, put a +1/+1 counter on Crossbones.</p> <p>Combat Master While Crossbones is in combat, enemy players can't play plot twists.</p>	
LEG-033	The Grandmaster	Supporting character		3 Villains	0	1	1	No	No	<p>Elder of the Universe If the Grandmaster gets stunned during combat, he doesn't get wounded.</p> <p>Enforce the Rules of the Game When a supporting character appears other than by getting recruited from a hand, KO it.</p>	<p>Elder of the Universe If the Grandmaster gets stunned during combat, he doesn't get wounded.</p> <p>Enforce the Rules of the Game When a supporting character appears other than by getting recruited from a hand, KO it.</p>	
LEG-034	Mister Sinister	Supporting character		5 Villains	6	6	2	No	No	<p>Genius At the start of your turn, draw a card.</p> <p>Genetic Manipulation Main [Energy]: Choose another supporting character to gain one: [Flight], [Range], Berserker, Dodge, Ferocious, or Lethal.</p>	<p>Genius At the start of your turn, draw a card.</p> <p>Genetic Manipulation Main [Energy]: Choose another supporting character to gain one: [Flight], [Range], Berserker, Dodge, Ferocious, or Lethal.</p>	
LEG-035	Onslaught	Supporting character		8 Villains	*	*	*	No	No	<p>Joint Consciousness When you recruit Onslaught, each player reveals cards from the top of their deck until they reveal a character card other than Onslaught. Remove those characters from the game and shuffle the remaining cards into those decks. Onslaught has the powers of the removed cards, and base stats equal to their total ATK, total DEF, and total Health.</p>	<p>Joint Consciousness When you recruit Onslaught, each player reveals cards from the top of their deck until they reveal a character card other than Onslaught. Remove those characters from the game and shuffle the remaining cards into those decks. Onslaught has the powers of the removed cards, and base stats equal to their total ATK, total DEF, and total Health.</p>	
LEG-036	Steel and Flame	Plot twist		Villains				No	No	<p>[Villains] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Villains].</p> <p>Main: Put two -1/-1 counters on each enemy supporting character.</p>	<p>[Villains] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Villains].</p> <p>Main: Put two -1/-1 counters on each enemy supporting character.</p>	

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LEG-037	Jessica Jones	Main Character	1	Defenders	2	4	6	Yes	No	<p>Tough When Jessica Jones gets stunned, you may recover her. She still gains a wound.</p> <p>Limited Invulnerability [Any Turn] Combat [Might]: Jessica can't be wounded this turn. Use this power only once while Jessica is Level 1.</p> <p>Stake out Level Up (5) – When an enemy character appears, Jessica gains an XP.</p>	<p>Tough When Jessica Jones gets stunned, you may recover her. She still gains a wound.</p> <p>Limited Invulnerability [Any Turn] Combat [Might]: Jessica can't be wounded this turn. Use this power only once while Jessica is Level 1.</p> <p>Stake out Level Up (5) – When an enemy character appears, Jessica gains an XP.</p>
LEG-038	Jessica Jones	Main Character	2	Defenders	6	6	6	Yes	No	<p>Tough When Jessica Jones gets stunned, you may recover her. She still gains a wound.</p> <p>Limited Invulnerability [Any Turn] Combat [Might]: Jessica can't be wounded this turn. Use this power only once while Jessica is Level 2.</p> <p>Collar the Suspect Main [Intellect]: Look at an enemy player's hand and discard a character from it.</p>	<p>Tough When Jessica Jones gets stunned, you may recover her. She still gains a wound.</p> <p>Limited Invulnerability [Any Turn] Combat [Might]: Jessica can't be wounded this turn. Use this power only once while Jessica is Level 2.</p> <p>Collar the Suspect Main [Intellect]: Look at an enemy player's hand and discard a character from it.</p>
LEG-039	Daredevil	Main Character	2	Defenders	5	9	5	No	No	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Defender of Hell's Kitchen Level Up (1) - When Daredevil gets attacked, if he's protecting a character, he gains an XP.</p>	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with double his ATK this combat.</p> <p>Defender of Hell's Kitchen Level Up (1) - When Daredevil gets attacked, if he's protecting a character, he gains an XP.</p>
LEG-040	Daredevil	Main Character	3	Defenders	7	10	6	No	No	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with Double his ATK this combat.</p> <p>Savior of Hell's Kitchen [Anyturn] Combat [Intellect]: No more attacks can be made this turn.</p>	<p>The Man Without Fear [Anyturn] Combat [Skill]: Daredevil strikes with Double his ATK this combat.</p> <p>Savior of Hell's Kitchen [Anyturn] Combat [Intellect]: No more attacks can be made this turn.</p>
LEG-041	Misty Knight	Supporting character	1	Defenders	2	3	1	No	Yes	<p>Detective Work When Misty Appears, look at an enemy player's hand.</p> <p>Bionic Arm Combat [Might]: If Misty Knight is melee combat, she gets +2/+2 this combat.</p>	<p>Detective Work When Misty Appears, look at an enemy player's hand.</p> <p>Bionic Arm Combat [Might]: If Misty Knight is melee combat, she gets +2/+2 this combat.</p>
LEG-042	White Tiger	Supporting character	2	Defenders	3	3	2	No	No	<p>Mystical Tiger Amulets While White Tiger has any +1/+1 counters she has the following: At least one – Leap At least two – Ferocious At least three – Lethal</p>	<p>Mystical Tiger Amulets While White Tiger has any +1/+1 counters she has the following: At least one – Leap At least two – Ferocious At least three – Lethal</p>

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LEG-043	Jessica Jones	Supporting character		3 Defenders	4	3	3	Yes	No	<p>Tough When Jessica Jones gets stunned, you may recover her. She still gains a wound.</p> <p>Psionic Protection Enemy players can't use [Intellect] super powers.</p>	<p>Tough When Jessica Jones gets stunned, you may recover her. She still gains a wound.</p> <p>Psionic Protection Enemy players can't use [Intellect] super powers.</p>	
LEG-044	Stick	Supporting character		4 Defenders	5	6	1	No	No	<p>Dodge Stick can't be ranged attacked.</p> <p>Mentor When Stick Appears, put two +1/+1 counters on your main character. If it's Daredevil, put another two +1/+1 counters on him.</p>	<p>Dodge Stick can't be ranged attacked.</p> <p>Mentor When Stick Appears, put two +1/+1 counters on your main character. If it's Daredevil, put another two +1/+1 counters on him.</p>	6/7/2017
LEG-045	Reality Shift	Plot twist		Defenders						<p>[Defenders] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Defenders].</p> <p>Main: Heal a wound from a character on your side.</p>	<p>[Defenders] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Defenders].</p> <p>Main: Heal a wound from a character on your side.</p>	
LEG-046	Kingpin	Main Character	2	Underworld	7	7	5	No	No	<p>Expand The Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order.</p> <p>Take Over the Country Level Up (2) - When a location appears on your side, Kingpin gains an XP.</p>	<p>Expand The Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order.</p> <p>Take Over the Country Level Up (2) - When a location appears on your side, Kingpin gains an XP.</p>	
LEG-047	Kingpin	Main Character	3	Underworld	8	9	6	No	No	<p>Expand The Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order.</p> <p>Take Over the World Main [Energy] [Intellect] [Skill]: Search your deck and KO pile for any number of locations and put them into your resource row.</p>	<p>Expand The Empire Build [Might]: Reveal the top five cards of your deck. Put a location from among them into your hand and the rest on the bottom in any order.</p> <p>Take Over the World Main [Energy] [Intellect] [Skill]: Search your deck and KO pile for any number of locations and put them into your resource row.</p>	
LEG-048	Baron Mordo	Main Character	1	Underworld	2	3	5	No	Yes	<p>Hex</p> <p>Mesmerize Main [Energy]: Choose a player to discard a random card. You may use this power any number of times on your turn.</p> <p>The Black Arts Level Up (4) - Whenever an enemy player discards one or more cards, Mordo gains an XP.</p>	<p>Hex</p> <p>Mesmerize Main [Energy]: Choose a player to discard a random card. You may use this power any number of times on your turn.</p> <p>The Black Arts Level Up (4) - Whenever an enemy player discards one or more cards, Mordo gains an XP.</p>	

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LEG-049	Baron Mordo	Main Character	2	Underworld	5	7	5	No	Yes	<p>Hex</p> <p>Mesmerize Main [Energy]: Choose a player to discard a random card. You may use this power any number of times on your turn.</p> <p>Hypnotize Main [Intellect]: Choose an enemy main character. It becomes Level 1 until the start of your next turn.</p>	<p>Hex</p> <p>Mesmerize Main [Energy]: Choose a player to discard a random card. You may use this power any number of times on your turn.</p> <p>Hypnotize Main [Intellect]: Choose an enemy main character. It becomes Level 1 until the start of your next turn.</p>
LEG-050	Leader	Supporting character	2	Underworld	2	4	1	No	Yes	<p>Leadership Leader has Leader and all other characters lose and can't gain Leader.</p> <p>Massive Brain [Intellect]: Choose an enemy player. Draw cards until you have as many cards in hand as that player.</p>	<p>Leadership Leader has Leader and all other characters lose and can't gain Leader.</p> <p>Massive Brain [Intellect]: Choose an enemy player. Draw cards until you have as many cards in hand as that player.</p>
LEG-051	Taskmaster	Supporting character	3	Underworld	3	6	1	No	No	<p>Photographic Reflexes Taskmaster has all the printed Keyword powers of face-up enemy supporting characters.</p>	<p>Photographic Reflexes Taskmaster has all the printed Keyword powers of face-up enemy supporting characters.</p>
LEG-052	Mister Hyde	Supporting character	4	Underworld	10	10	2	No	No	<p>Dr. Calvin Zabo Mister Hyde appears with five -1/-1 counters.</p>	<p>Dr. Calvin Zabo Mister Hyde appears with five -1/-1 counters.</p>
LEG-053	Nightmare	Supporting character	7	Underworld	7	7	1	Yes	No	<p>Waking Nightmare Enemy characters can have and gain -1/-1 counters while stunned.</p>	<p>Waking Nightmare Enemy characters can have and gain -1/-1 counters while stunned.</p>
LEG-054	Not Finished Yet	Plot twist		Underworld						<p>[Underworld] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Underworld].</p> <p>Main: Recover an enemy character.</p>	<p>[Underworld] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Underworld].</p> <p>Main: Recover an enemy character.</p>
LEG-055	Singularity	Main Character	1	A-Force	0	4	5	Yes	No	<p>Inspire When another character appears on your side, put a +1/+1 counter on it.</p> <p>Envelop Reaction [Energy]: When a supporting character on your side gets KO'd, put it into your hand.</p> <p>Find Her Friends Level Up (1) – At the start of your turn, if there are five or more characters with the same team affiliation on your side, Singularity gains an XP.</p>	<p>Inspire When another character appears on your side, put a +1/+1 counter on it.</p> <p>Envelop Reaction [Energy]: When a supporting character on your side gets KO'd, put it into your hand.</p> <p>Find Her Friends Level Up (1) – At the start of your turn, if there are five or more characters with the same team affiliation on your side, Singularity gains an XP.</p>

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LEG-056	Singularity	Main Character	2	A-Force	0	7	5	Yes	No	<p>Inspire When another character appears on your side, put a +1/+1 counter on it.</p> <p>Envelop Reaction [Energy]: When a supporting character on your side gets KO'd, put it into your hand.</p> <p>Gravity Vortex Main [Intellect]: Put an enemy supporting character into its owner's hand.</p>	<p>Inspire When another character appears on your side, put a +1/+1 counter on it.</p> <p>Envelop Reaction [Energy]: When a supporting character on your side gets KO'd, put it into your hand.</p> <p>Gravity Vortex Main [Intellect]: Put an enemy supporting character into its owner's hand.</p>
LEG-057	She-Hulk	Main Character	2	A-Force	7	6	6	No	No	<p>A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them.</p> <p>Keep Fighting Level Up (3) - When two or more characters on your side team attack, She-Hulk gains an XP.</p>	<p>A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them.</p> <p>Keep Fighting Level Up (3) - When two or more characters on your side team attack, She-Hulk gains an XP.</p>
LEG-058	She-Hulk	Main Character	3	A-Force	7	9	7	No	No	<p>A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them.</p> <p>Welcome to the Team Build [Intellect]: Search your deck for two characters with the same team affiliation. Reveal them and put them into your hand.</p>	<p>A-Force Assemble! Main [Skill]: When characters on your side team attack the next time this turn, put a +1/+1 counter on each of them.</p> <p>Welcome to the Team Build [Intellect]: Search your deck for two characters with the same team affiliation. Reveal them and put them into your hand.</p>
LEG-059	(Hawkeye)	Supporting character	1	A-Force	3	1	1	No	Yes	<p>Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at her.</p>	<p>Quick Draw While Hawkeye is ranged attacking, enemy characters can't strike back at her.</p>
LEG-060	Squirrel Girl	Supporting character	2	A-Force	3	3	2	No	No	<p>Let's Get Nuts When Squirrel Girl appears, you may put a Monkey Joe token on your side.</p> <p>When Squirrel Girl recovers, you may put a Tippy Toe token onto your side</p>	<p>Let's Get Nuts When Squirrel Girl appears, you may put a Monkey Joe token on your side.</p> <p>When Squirrel Girl recovers, you may put a Tippy Toe token onto your side</p>
LEG-061	Spider-Gwen	Supporting character	4	A-Force	4	7	1	No	No	<p>Dodge Spider-Gwen can't be ranged attacked.</p> <p>Dimensional Wristwatch You may recruit Spider-Gwen from your deck. (Search your deck for her, shuffle your deck, then recruit her.)</p>	<p>Dodge Spider-Gwen can't be ranged attacked.</p> <p>Dimensional Wristwatch You may recruit Spider-Gwen from your deck. (Search your deck for her, shuffle your deck, then recruit her.)</p>
LEG-062	Crystal	Supporting character	6	A-Force	5	5	1	No	No	<p>Elemental Master Crystal has the following for each basic location type on your side: [Energy]: [Flight] [Skill]: [ranged] [Might]: +5 ATK [Intellect]: +5DEF</p>	<p>Elemental Master Crystal has the following for each basic location type on your side: [Energy]: [Flight] [Skill]: [ranged] [Might]: +5 ATK [Intellect]: +5DEF</p>

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LEG-063	Monkey Joe	Supporting Character - Token		0	A-Force	0	1	1	No	No	<p>Cover Squirrel Squirrel Girl has +0/+2 while she's on your side.</p> <p>Squirrel Interrupted When Squirrel Girl is on your side and leaves play, KO Monkey Joe.</p>	<p>Cover Squirrel Squirrel Girl has +0/+2 while she's on your side.</p> <p>Squirrel Interrupted When Squirrel Girl is on your side and leaves play, KO Monkey Joe.</p>
LEG-064	Tippy Toe	Supporting Character - Token		0	A-Force	0	1		No	No	<p>Squirrel Power Squirrel Girl has +2/+0 while she's on your side.</p> <p>Squirrel Interrupted When Squirrel Girl is on your side and leaves play, KO Tippy Toe.</p>	<p>Squirrel Power Squirrel Girl has +2/+0 while she's on your side.</p> <p>Squirrel Interrupted When Squirrel Girl is on your side and leaves play, KO Tippy Toe.</p>
LEG-065	Ready for Anything	Plot twist			A-Force						<p>[A-Force] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [A-Force]</p> <p>Main: Ready each character on your side.</p>	<p>[A-Force] Loyalty Put this in your deck only if each card in your deck with a team affiliation has [A-Force]</p> <p>Main: Ready each character on your side.</p>
LEG-066	Mystique	Main Character	2		Femme Fatales	1	10	5	No	No	<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Still Bitter Level Up (9) - Whenever Mystique gains ATK, she gains that much XP.</p>	<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Still Bitter Level Up (9) - Whenever Mystique gains ATK, she gains that much XP.</p>
LEG-067	Mystique	Main Character	3		Femme Fatales	5	12	6	No	No	<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Identity Theft Main [Intellect]: Choose a Level 2 MARVEL main character from outside the game. Mystique transforms into that character.</p>	<p>Masquerade [Anyturn] Combat [Skill]: Choose another face-up character. Mystique gains ATK this combat until her ATK is the same as that character's.</p> <p>Identity Theft Main [Intellect]: Choose a Level 2 MARVEL main character from outside the game. Mystique transforms into that character.</p>
LEG-068	Elektra	Main Character	1		Femme Fatales	3	4	5	No	No	<p>Dodge</p> <p>Ninja Training Main [Skill]: Elektra gains Stealth this turn (She can melee attack back row characters even while they're protected.)</p> <p>Assassination Level Up (2) – When Elektra stuns an enemy back row character, she gains an XP.</p>	<p>Dodge</p> <p>Ninja Training Main [Skill]: Elektra gains Stealth this turn (She can melee attack back row characters even while they're protected.)</p> <p>Assassination Level Up (2) – When Elektra stuns an enemy back row character, she gains an XP.</p>

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LEG-069	Elektra	Main Character	2	Femme Fatales	6	7	5	No	No	<p>Dodge</p> <p>Ninja Training Main [Skill]: Elektra gains Stealth this turn.</p> <p>Hand Experience Main [Intellect]: Put Elektra into her owner's hand and set aside any counters on her. At the start of their next turn, put her onto their owner's side with those counters.</p>	<p>Dodge</p> <p>Ninja Training Main [Skill]: Elektra gains Stealth this turn.</p> <p>Hand Experience Main [Intellect]: Put Elektra into her owner's hand and set aside any counters on her. At the start of their next turn, put her onto their owner's side with those counters.</p>	
LEG-070	Calypso	Supporting character	1	Femme Fatales	2	3	1	No	No	<p>Voodoo Potion When Calypso appears, you may remove all +1/+1 counters from a character.</p>	<p>Voodoo Potion When Calypso appears, you may remove all +1/+1 counters from a character.</p>	
LEG-071	Elektra	Supporting character	3	Femme Fatales	3	4	2	No	No	<p>Dodge Elektra can't be ranged attacked.</p> <p>Stealth Elektra can melee attack back row characters even while they're protected.</p> <p>Paid Assassin When Elektra KO's an enemy back row defender, draw a card.</p>	<p>Dodge Elektra can't be ranged attacked.</p> <p>Stealth Elektra can melee attack back row characters even while they're protected.</p> <p>Paid Assassin When Elektra KO's an enemy back row defender, draw a card.</p>	
LEG-072	Lilith	Supporting character	4	Femme Fatales	4	6	1	Yes	No	<p>Vampirism When Lilith KO's an enemy character and survives, remove that character from the game. Lilith has +1 Health for each character removed this way.</p>	<p>Vampirism When Lilith KO's an enemy character in combat and survives, remove that character from the game. If you do, Lilith has +1 Health.</p>	6/7/2017
LEG-073	Hela	Supporting character	5	Femme Fatales	5	5	2	No	Yes	<p>Touch of Death Main [Might]: If all enemy characters are stunned, put five +1/+1 counters on Hela.</p>	<p>Touch of Death Main [Might]: If all enemy characters are stunned, put five +1/+1 counters on Hela.</p>	
LEG-074	Fatal Attractions	Plot twist		Femme Fatales						<p>[Femme Fatales] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Femme Fatales].</p> <p>Main: Put three +1/+1 counters on a character.</p>	<p>[Femme Fatales] Loyalty Put this in your deck only if each card in your deck with team affiliation has [Femme Fatales].</p> <p>Main: Put three +1/+1 counters on a character.</p>	