

## **Team-Up Segment (Part Deux):**

**Remember when fortified tiles were new and exciting? Of course not. No one does. But you can still make them useful with Shuri, Magik, and good ol' Android Jim. Fire Illyana's purple or Jim's green and make a repeater. Torch fortifies it and Magik throws out specials, fortifying some. Fire Jim's green? Same thing. Anything not fortified yet? Shuri can fortify most of them with her red. Shuri's blue lowers power costs once you have 5 fortified, and Jim keeps generating countdowns. Torch's red is the**

**big gun, then, as it nukes AOE damage and generates AP for destroying repeater tiles, most of which are fortified so they're not going anywhere. There's a lot going on with this team. You can use Magik's red instead of Torch's for big one-target damage if needed. I'm already too deep in the weeds - give it a try! Also, covers: M 3/5/5, S doesn't really matter - maybe 5/4/4?, AJ 5/3/5 or 5/4/4 ray, for a good synergy segment with OMD it would be OMD, 1/2 health Thor, 4\* Eddie Brock. OMD is 5,3,5 and Eddie Brock is 3,5,5. This works really well when OMD is buffed in PVE. When making a the damage is**

high enough to trigger Eddie Brock to give out enemy protect tiles. Thor helps generate red then OMD destroys the enemy protect tiles giving friendly protect tiles. You can use OMD green or Thor's green. By making black matches OMD will also generate red to destroy more protect tiles. This also works well against goons that place yellow CD since Eddie Brocks protect tiles will go on yellow keeping goons from placing CD tiles. It can actually go fairly fast. [\[-\]thealphateam62](#) Team up suggestion. Maybe save it for the next Apocalypse event. This is the team I find best to fight him.

**Kitty, Vulture and Cloak and Dagger.**

**C&D generate black for Vulture. Kitty removes the attack tiles and countdown tiles, Vulture blows them up with his blue and C&D targets them with their pink. That more that takes out one of his**

requirements. When you have enough black for Vulture to be self sustaining, flip C&D to generating yellow, which is Kittys stongest color, removing that requirement. When Vulture has at least 27 green, throw down 3 of his greens. When he lands it's a big botta boom.

### **[ - ]balberton**

#### **Team Suggestion.**

**Polaris 4/5/4,  
Sabretooth 5/3/5,  
Okoye 5/5/3**

**Make special tiles with Polaris (passive purple or blue) and Sabretooth (black). Any time a special tile is destroyed, Polaris makes another 3, and if it's an enemy tile, Sabretooth will also destroy a 3x3 block, likely taking more special tiles, causing chain reaction. Board is quickly filled w special tiles. Okoye tanks and heals and makes all dmg bigger. Sabretooth's**

**Red + Okoye hits like a truck.**

**Useful in pvp vs Gritty, but otherwise can be slow to start.**

### **ZootSax**

Finally, I have a janky 4\* team suggestion for your segment:

**4\* Black Widow (Infinity War) (5/3/5) (preferably with Widow's Batons support)**

**4\* Mysterio (Quentin Beck) (5/5/3)**

**4\* Vulture (Adrian Toomes) (5/5/3)**

The way this team works:

Vulture goes airborne and creates AP. Once the team gets more than 7 blue AP, Mysterio converts 5 of it to yellow. Once Widow has 10 yellow AP, she puts out a 4-turn countdown reducing all costs by 3. Now, Vulture's black costs 3 AP, but

generates 4 AP. Meanwhile, Widow and Mysterio both go invisible from their purple, with Widow also being able to go invisible for free if you have her Batons support.

This can render your team immune to most

single-target powers, as Vulture is almost-always airborne. Vulture's green is your main damage dealer, with Widow's black as a 5 AP, 3-turn stun in an emergency (or if you're facing Quake, Nightcrawler, or someone similar).

Sure this isn't a high tier team and it's by no means winfinite, much less efficient so, but you have to try something different after the 10,000,000 match against the Dark Avengers...

## WYMTIME

team up time: I wanted to find a synergy team with characters you have not used.

here is the team 5\*

Carnage, 5\* Old Man

Daken, 5\* Bruce Banner(yes the bad one). This team is about special tiles and free moves. You match focus on green black and red.

When you get 6 Green

Banner turns into Hulk.

Hulk gives you a free match

( no AP generated) if the

match destroys a special

tiles you get a free attack

tile from Carnage. For

Canage he will give the

enemy special tiles. When

the enemy has 4 special

tiles he will make a match

for you generating AP and

give you a strike tile. With

Hulk out you will get 2 free

matches! Now with OMD

when you match black he

will give you Red. He can

use his red to destroy 4

special tiles given by

carnage and give 8 strike

tiles. His purple repeaters

will also do damage if they

every get down to 0.

I ran this team in CL10 PVE

on a couple of hard nodes.

Did it work yes! Did it take

forever to finish the match

YES! 0 out of 10 I do not

recommend this team! this

team is bad. I mean really

bad, but has really good

synergy and with that

synergy should be better,

but it's not.



Vulture ★★★★★ (5/5/3)

Master of Iaido 8 🗡️

Remove 4 enemy S/A/Ps, & deal damage. For every tile removed, create 2 Strikes. (PASSIVE) Enemy S/A/Ps decreased by 25%.

Lawless Warrior 0 🟩

(PASSIVE) If you have >6 Black AP, convert 3 to Red and create 2 2-turn Purple Repeaters. If there are 2 or more special tiles on the board when this tile activates deal damage.

Lethal Fury 9 🟩

Destroy 3 Green tiles, deal damage. Damage dealt by this power is permanent. Tiles destroyed generate AP. (PASSIVE) If he has <25% health, this becomes Unkillable Ronin.

ALT: Unkillable Ronin 0 🟩

(PASSIVE) If you have at least 4 Green AP at the start of your turn, Wolverine's powerful healing factor kicks in to heal him for 9229.



Banner ★★★★★ (5/3/5)

Gamma Experiment 0 🟩

(PASSIVE) At the start of your turn, if there are <7 Green tiles on the board, deal damage and transform 2 basic or enemy A/P/S to Green basic.

Smartest Guy in Room 7 🟩

Creates 3 As, and one enemy Attacks for each ally.

The Other Guy 0 🟩

(PASSIVE) If you have >5 Green AP, create a 2-turn CD. Banner transforms into Hulk.

OTHER GUY:

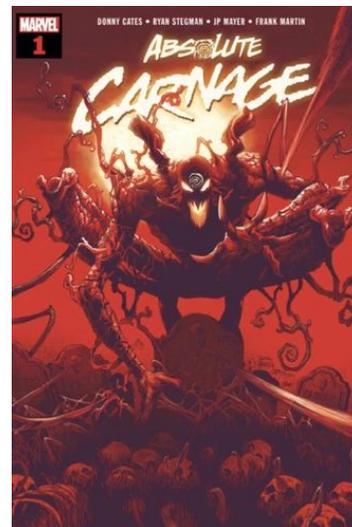
HULK: Smash

POWER COST Green 9 🟩

Deal damage to enemy team.

HULK: GRAAAGH 0 🗡️

(PASSIVE) Hulk makes a match, deals damage but no AP.



Carnage ★★★★★ (3/5/5)

Red Eyed Monsters 9 🟩

Destroys 5 tiles. Destroyed tiles do not generate AP. (PASSIVE) Whenever you match or destroy a S/A/P, create 1 friendly Attack tile.

Blood Feud 6 🗡️

Deal damage and steal health from allies. If you have >3 specials, deal damage to enemy team.

Knoll and Void 0 🟩

(PASSIVE) If there are 4 or more enemy specials at the start of his turn, make a match and create 1 friendly Strike. Otherwise, create 2 enemy Attacks.



Vulture ★★★★★ (5/3/5)

Circling Prey 6 ●

Vulture goes Airborne for 2 turns.

(PASSIVE) Start of the turn, if Airborne, gain 4 Green, 3 Blue, 2 Black, 1 Red.

One Fell Swoop 9 ■

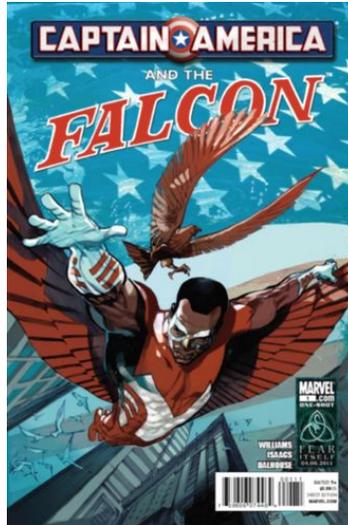
Creates a 3-turn Countdown tile that deals 815 damage.

(PASSIVE) If it exists when Vulture returns from being Airborne, remove it deals AoE damage.

Hybrid Tech Slicer 10 ■

Deals damage and destroys up to 4 random enemy S/P/A tiles.

(PASSIVE) When Vulture goes Airborne, the same effect, also targeting Invisibility and Countdown tiles.



Sam Wilson ★★★★★ 3/5/5

Inspiration 0 ◆

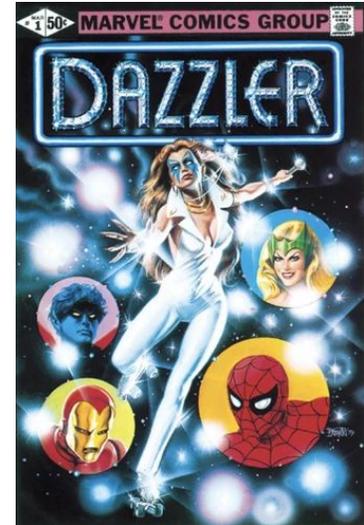
(PASSIVE) When the team makes a yellow match, Falcon improves the strength of 2 friendly Protect, Strike, or Attack tiles.

Redwing 0 ■

(PASSIVE) If the team has at least 8 Blue AP, Redwing converts an Enemy Protect or Strike tile into a 4 turn Countdown tile that signals when Redwing will return.

Bird Strike 12 ♥

Creates 6 Protect tiles with strength of X and deals X damage to the enemy team.



Dazzler ★★★★★ 5/5/3

Survivor 0 ●

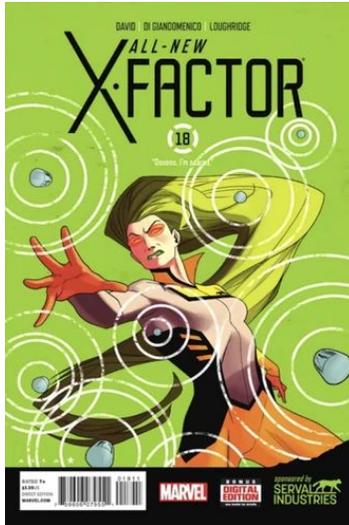
(PASSIVE) If Dazzler would take "X" or more damage, for every 2 friendly S/P/A (up to 8) on the board, remove 2 enemy S/P/A or CD and stun the target 1 turn.

Dance Floor Queen 10 ▲

Creates 5 Strike tiles. For every 3 additional Red AP you have, create 2 Strike tiles.

Sounds o' Light & Fury 7 ■

Deals damage to the enemy team, plus damage for every friendly special tile (max 10).



**Polaris** ★★★★★ 3/5/5

**Iron Proficiency 7** 🟦

**Stun target for 3 turns.**  
**Creates 4 friendly Strikes**  
**and 4 enemy Strikes.**

**Electromagnetic Res. 0** 💜  
**(PASSIVE)** When you match or destroy a S/A/P tile, deal damage and create 2 friendly special tiles of that tile's type.

**Particle Accelerator 0** 🟩  
**(PASSIVE)** At the start of the turn deal damage for each special tile on the board. If none exist, creates a friendly Strike tile.



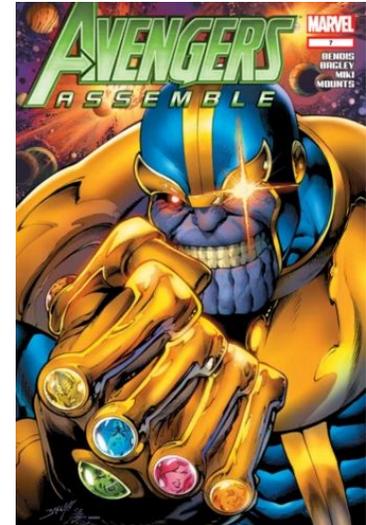
**Beta Ray Bill** ★★★★★ 3/5/5

**Skuttlebutt! 12** 🟩

**Deals damage to 3 random enemies.**

**Defender of 2 People 0** 🟡  
**(PASSIVE)** At the start of the battle, create 4 Protects. When a friendly Protect is destroyed, generate 1 Blue and 1 Green AP.

**Clash of the Worthy 6** 🟦  
**Deals damage, and place Blue 4-turn Fortified CD.**  
**While the tile exists, create 1 Protect when he or an ally takes damage.**



**Thanos** ★★★★★ 5/3/5

**Vicious Determination 9** ⬤

**Deals damage, then deals an additional to enemy Heroes.**

**Inescapable Destiny 0** 🟦  
**(PASSIVE)** At the start of the turn, if there are 4+ enemy Strike, Attack, or Protect tiles, remove 1 and convert 2 basic tiles to Green.

**Mad Titan's Mercy 12** 🟩  
**Destroys 32 random tiles, dealing damage for each special tile destroyed (up to a max). Destroyed tiles deal damage.**





Iron Fist ★★★★★ 3/5/5

Chi Focus 6 🟦

Create a Purple Strike tile. If there are at least 3 friendly Strike tiles on the board, Fortify up 3 of them and gain 4 Green AP.

Crowd Control 8 🟢

Deal damage. If there is more than 1 enemy remaining, gain 2 Black AP. Otherwise, deals extra damage.

Like unto Iron 12 ⬤

Convert 8 friendly Protect tiles to Strike tiles, then deals 1,334 damage.



Coulson ★★★★★ 5/5/3

Call the Cavalry 12 💎

Create 4 Countdown tiles.

(PASSIVE) When a friendly Countdown reaches 0, gain 2 random AP.

Best Laid Plans 8 💜

Choose 2 tiles to Charge and swap and damage.

(PASSIVE) When you make a match if you have 6+ Team-Up AP, spend 2 to reduce 1 friendly Countdown timer by 2.

Super Secret Tech 11 🟦

Steal 2-3 random AP for each friendly Countdown tile (up to 5 tiles).

(PASSIVE) When an ally fires a power, create 1 Countdown tile that deals damage.



Carol ★★★★★ 5/5/3

Photonic Barrage 8 ⬤

Converts a chosen basic Black tile into a 5-turn Countdown tile that creates a Strike tile every turn, and deals damage when expires.

Executive Decision 5 💎

Reduces a chosen friendly Countdown tile to 0.

(PASSIVE) When a friendly Countdown expires, improve 1 friendly tile.

Energy Manipulation 0 🟢

(PASSIVE) When opponent makes a match in their strongest color, gain 2 AP in your strongest color. If they are the same, deal damage to the enemy team.



Prowler ★★★★★ 5/3/5

On the Prowl 0 ♡

(PASSIVE) At the start of each turn, fortify 2 enemy Strike, Attack, or Protect tiles. Whenever your team matches a Fortified enemy tile, Prowler steals that tile.

Tinkerer's Toys 10 📖

Deals damage and stuns the targeted enemy for 3 turns. If your team has more total Strike, Attack, or Protect tiles than the enemy team, also deals damage to all other enemies.

I'll Get My Coat 11 🕒

Creates 3 friendly Strike tiles and 2 enemy Strike tiles, then turns Prowler Invisible for 3 turn.



Blonde Widow ★★★★★

5/3/5

Lights Out 8 🕒

Black Widow stuns the target for 3 turns.

(PASSIVE) At the start of a turn, if an enemy is Stunned, Black Widow destroys 2 random enemy AP.

Defilade 7 ♡

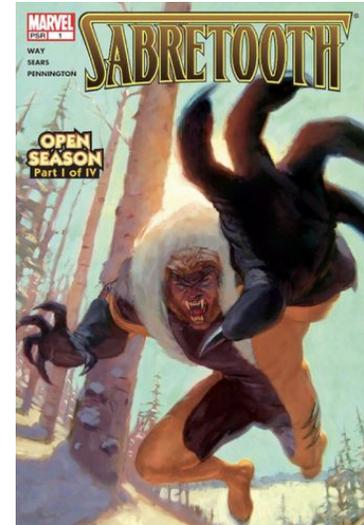
Creates 2 Invis. tiles and while on the board, this power becomes Enfilade.

ALT: Enfilade 10 ♡

Destroys her Invisibility tiles and 3 enemy specials, deals damage and gains AP. This power becomes Defilade.

Brush Pass 10 💎

Gives chosen ally burst of health and places a 4-turn CD tile which makes ally powers cost 3 less AP.



Sabretooth ★★★★★ 5/3/5

You Shoulda Run - 0 🟢

Whenever you match an enemy Strike tile, destroy a random 3x3 block.

Happy Birthday, Runt - 7 🕒

Creates 3 enemy Strike tiles, then does damage per enemy Strike tile, up to 9.

Tooth & Nail - 6 🗡️

Creed slashes 4 times for 1903 damage each time, ignoring friendly Strike tiles and continuing even if he downs the target.



Carol ★★★★★ 5/5/3

Photonic Barrage 8 ●

Converts a chosen basic Black tile into a 5-turn Countdown tile that creates a Strike tile every turn, and deals damage when expires.

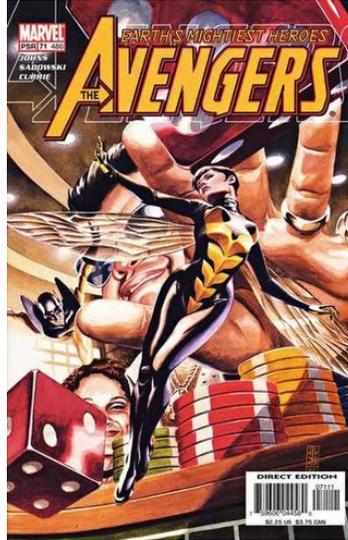
Executive Decision 5 ◆

Reduces a chosen friendly Countdown tile to 0.

(PASSIVE) When a friendly Countdown expires, improve 1 friendly tile.

Energy Manipulation 0 ■

(PASSIVE) When opponent makes a match in their strongest color, gain 2 AP in your strongest color. If they are the same, deal damage to the enemy team.



Wasp ★★★★★ 3/5/5

Tactical Intuition 8 ◆

Converts all friendly Strike Tiles to Protect tiles and vice versa, strengthening them by 37.

That Buzzing Sound 0 ■

(PASSIVE) At the start of your turn, if you have at least 6 blue AP, creates random 1-turn Countdown tile that steals 2 AP of its color. If an enemy matches this tile, Wasp stings the target.

Wasp Sting 7 ●

Deals damage. If the team has at least 8 Blue AP, she stuns the target for 3 turns.



Coulson ★★★★★ 5/3/5

Call the Cavalry 12 ◆

Create 4 Countdown tiles.

(PASSIVE) When a friendly Countdown reaches 0, gain 2 random AP.

Best Laid Plans 8 ♥

Choose 2 tiles to Charge and swap and damage.

(PASSIVE) When you make a match if you have 6+ Team-Up AP, spend 2 to reduce 1 friendly Countdown timer by 2.

Super Secret Tech 11 ■

Steal 2-3 random AP for each friendly Countdown tile (up to 5 tiles).

(PASSIVE) When an ally fires a power, create 1 Countdown tile that deals damage.



Moon Knight ★★★★★  
(5/3/5)

**Fist of Khonshu 9** ●  
Deals damage. If the damage  
downs an enemy, restores  
health to Moon Knight.

**Lunacy 0** ♥  
(PASSIVE) When you match  
Black create an Attack, when  
you match Purple deal extra  
damage, or when you match  
Green create a Strike.

**Moonsilver Blades 12** ■  
Deals damage to a random  
enemy.

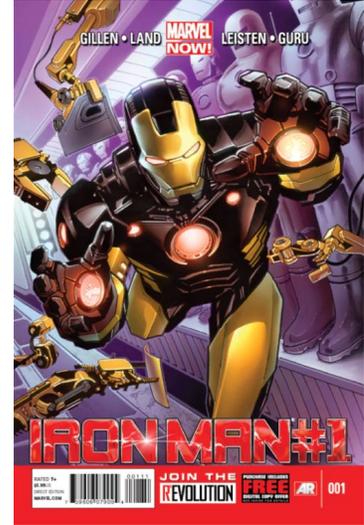


Peggy Carter ★★★★★ 5/3/5

**Ultimate Soldier 9** ▲  
Ignores any Protect tiles and  
deals damage.

**Legendary Presence 0** ◆  
(PASSIVE) While Peggy's  
health is greater than 40%,  
all enemy powers cost 3 AP  
more.

**Do as Peggy Says 11** ■  
Stuns all enemies but the  
target for 3 turns and places  
one 3-turn Blue Countdown  
tile (that deals damage) for  
each active ally.



Iron Man 40 ★★★★★ 3/5/5

**Unibeam - 13** ▲ Deals  
damage and drains some of  
the team's Yellow, Purple  
and Black AP.

**Ballistic Salvo - Blue 16** ■  
Deals damage to the enemy  
team, destroys random basic  
tiles and drains the team's  
Yellow, Purple and Black AP.  
(Destroyed tiles do not  
generate AP.)

**Recharge - Yellow 6** ◆  
Creates 3 2-Turn Countdown  
tiles that restore 4 Red, 4  
Blue, 3 Green & 1 Purple AP  
each, but stun Iron Man for 2  
turns



Bl. Panther ★★★★★  
(3/5/5)

**Panther's Prey 9** ●

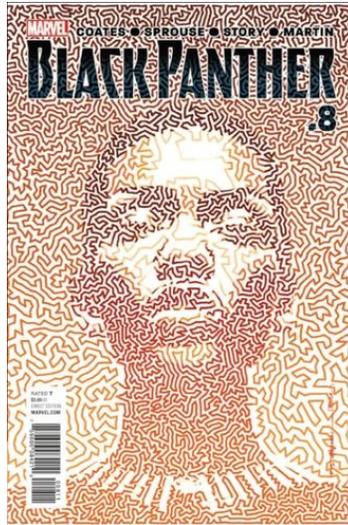
Choose an enemy, create a 5-turn Black CD tile. When the chosen character would take damage, they take extra damage.

**Spirit of Wakanda 0** ◆

(PASSIVE) When you make a Yellow match, if you have 11 or more TU AP, spend 8 to deal extra damage to the target.

**Move... Or Be Moved 0** ▲

(PASSIVE) If BP would take 2787+ damage, negate 60% of that damage and stun him for 2 turns.  
Deal 2703 damage on return from being Stunned or Invisible.



Shuri ★★★★★ (5/4/4)

**Vibranium Tech 0** ■

(PASSIVE) If there are 5 Fortified tiles on the board, enemy powers cost 3 more and friendly powers cost 3 less (to a minimum of 3).

**Twin Blasters 11** ■

Deals damage and destroys 5 random tiles. If it destroys a Fortified tile, stun the enemy for 2 turn.

**Vibranium Virtuoso 8** ▲

Fortifies 5 friendly Special or basic tiles, removes a random enemy Fortified Special tile.

(PASSIVE) Whenever you match a Fortified tile, deal damage.



Heimdall ★★★★★ (4/4/5)

**The All-Seer - 6** ■

Fortifies 3 chosen basic or friendly special tiles and heals Heimdall  
(PASSIVE) Other friendly powers cost 1 less for every 2 Fortified tiles in that power's color.

**Prismatic Cleave - 10** ▲

Deals damage, more for each color of Fortified tile on the board.

**Bifrost Bridge - 8** ◆

Sends allies Airborne for 1 turn. When they land, they gain 3 AP in their strongest color.  
(PASSIVE) While Heimdall has no active allies, he takes 33% less damage.



Beta Ray Bill ★★★★★  
3/5/5

Skuttlebutt! 12 🟩  
Deals damage to 3 random enemies.

Defender of 2 People 0 💎  
(PASSIVE) At the start of the battle, create 4 Protects. When a friendly Protect is destroyed, generate 1 Blue and 1 Green AP.

Clash of the Worthy 6 🟦  
Deals damage, and place Blue 4-turn Fortified CD. While the tile exists, create 1 Protect when he or an ally takes damage.



Capt. Marvel ★★★★★  
5/5/3

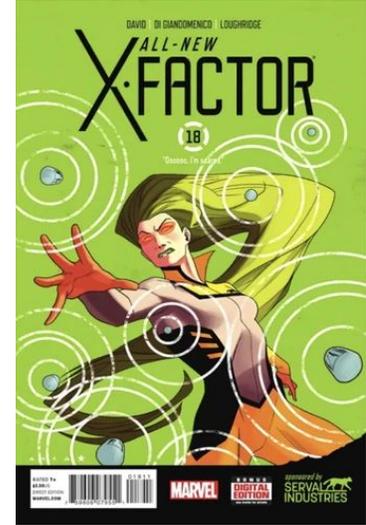
Mean Right Hook 8 🔴  
Create a 3-turn Red Repeater tile that deals damage and creates 2 Red Strike tiles.

(PASSIVE) When a friendly Strike tile is destroyed by any means other than a match, gain 2 Yellow AP.

Event Horizon 0 🟩  
(PASSIVE) At the start of her turn, create a 2-turn Green Repeater tile that generates 2 Green AP.

Photonic Rush >10 🟩  
Creates a 2-turn CD tile that destroys its row and deals damage. If the destroyed row contains friendly special tiles, destroy one additional row for every friendly special tile destroyed.

Got Your Six 8 💎  
Send a chosen ally Airborne for 2 turns. When they land, heal them for a burst and deal damage to the target.



Polaris ★★★★★ 3/5/5

Iron Proficiency 7 🟦  
Stun target for 3 turns. Creates 4 friendly Strikes and 4 enemy Strikes.

Electromagnetic Res. 0 💜  
(PASSIVE) When you match or destroy a S/A/P tile, deal damage and create 2 friendly special tiles of that tile's type.

Particle Accelerator 0 🟩  
(PASSIVE) At the start of the turn deal damage for each special tile on the board. If none exist, creates a friendly Strike tile.



Yondu ★★★★★ 3/5/5

Yaka Parachute 0

(PASSIVE) When you make a match-4+, if Yondu is below 30% health, create a 3-turn Yellow CD that restores health each turn.

Ravager's ruse 9

Destroy 7 AP in the enemy's highest colored AP, create a Strike tile for each AP destroyed.

Centaurian Archery 10

Deals damage. This power becomes Yaka Assault.

Yaka Assault 0

(PASSIVE) At the start of the turn, deal damage to the enemy with lowest health. If Yondu takes damage, this power becomes Centaurian Archery.



Bishop ★★★★★ (5/5/3)

Overclocked 0

(PASSIVE) If Bishop's teammates would take X damage, Bishop jumps to the front. Once Bishop has taken Y damage, deal damage.

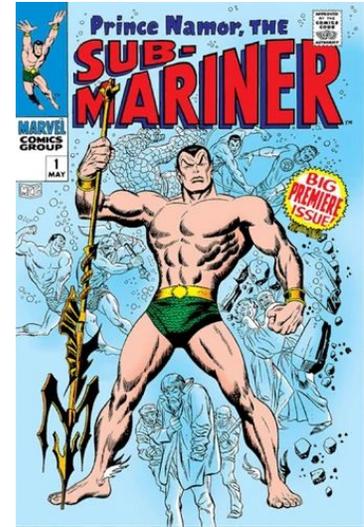
General Reserves 0/10

(PASSIVE) If Bishop takes X damage, gain 5 blue AP. If Bishop has 10 blue AP, this becomes: Energy Conversion. Stuns the enemy for 4 turns and destroys 6 AP in their strongest color.

For the Future 10

Converts 1 enemy Special to a strength friendly Protect.

(PASSIVE) If there are 2 friendly Protect tiles on the board at the start of Bishop's turn, remove them and gain 2 Blue AP.



Namor ★★★★★ (3/5/5)

Namor's Mercy 11

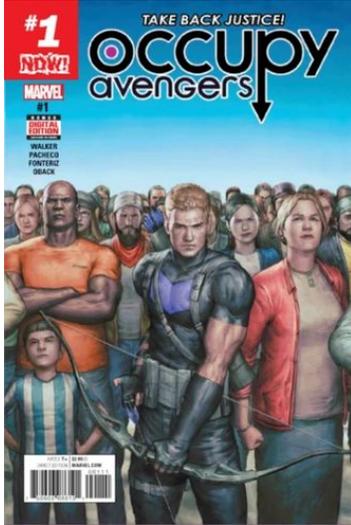
Deal damage and destroy AP in the enemy's strongest color. Then the enemy team gains 1 Black AP.

Imperius Rex! 12

Deal damage for each Blue tile on the board, destroy a random set of tiles in the shape of the Trident of Neptune.

Atlantis Attacks 9

Convert 5 basic tiles to Blue. If there are 10 or more Blue tiles remaining after any matches are made, deal damage to the enemy team.



Hawkeye ★★★★★ 5/5/3

**Can't Seem To Miss 0** ♡  
(PASSIVE) When a friendly CD reaches 0, gain 3 Blue and 2 Red AP. At the start of the turn, fortify 3 friendly CD.

**Full Quiver 5** 🟦  
Fire Arrows

**Deep Breath 5** 🔴  
Places a 3-turn fortified Blue CD. When it hits 0, if you have at least 9 Red AP, spend 9 and deal damage. Otherwise, deal less damage.



Star Lord ★★★★★ 5/3/5

**Sleight of Hand 10** ♡

Turn selected tiles into 2-turn Countdown tiles which deal AoE damage plus damage to the target.

**Everyone With Me 0** 💎

(PASSIVE) When the enemy uses a power, place a 3-turn Countdown tile. While it is on the board, RYBG power costs are reduced by 2. When the tile expires gain 2 random AP.

**Oldest Trick in Book 8** 🔴

Star-Lord deals damage. He deals an additional damage per friendly countdown tile up to 6.



War Machine ★★★★★ 5/5/3

**Aerial Assault 9** 🔴

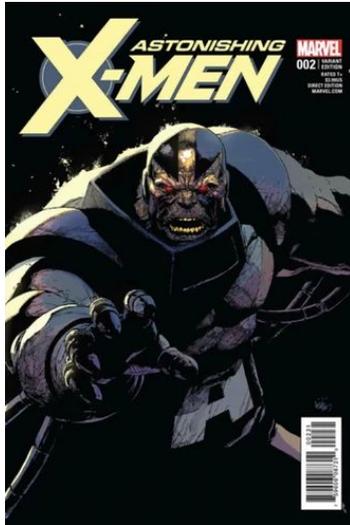
Creates a 4-turn Red Countdown tile that deals damage if one does not exist. While this tile is on the board, new tiles have a 33% chance of being Attack tiles.

**Heat Sig Detection 11** 🟦

Removes all enemy invisibility and Protect tiles, then deals damage.

**Gatling Gun 8** 🟩

Creates 2 2-turn Countdown tiles that deal damage and destroy 4 random basic tiles around them, dealing damage but not generating AP.



Apocalypse ★★★★★  
3/5/5

Forged in Fire 7 ●

Destroys 4 friendly Protects, dealing damage to a random enemy for each. If no Protects, heal lowest-health ally for burst and create 3 Protects. (Destroyed tiles do not deal damage or generate AP.)

Survival of the Fittest 7 🔴

Deals 3 hits of damage to the lowest-health enemy, ignoring Protects.

Shared Strength 7 ◆

Creates 4 2-turn Repeater tiles that create 2 Protects. While Repeater is on the board, damage done by powers is increased.

(PASSIVE) If any of this character's active allies are Mutants, this character cannot be Stunned.



Magik ★★★★★ 4/4/5

Ruler of Limbo 9 ♡

Create a 1-turn Purple Repeater tile that converts 2 basic tiles to Red.

ALT: The Return 0 ♡

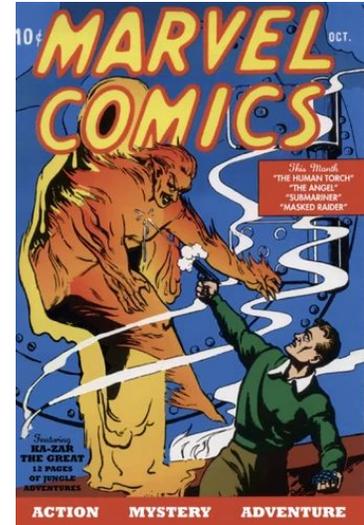
(PASSIVE) When Magik's Repeater tile is matched away or destroyed, create 3 Strike tiles.

Sliced Sorcery 12 🔴

Deal damage and remove up to 2 enemy SAP or C tile.

Eldritch Armor 0 ◆

(PASSIVE) When a friendly power is fired, create 2 Protect and fortify 2 friendly SP or A and improve it.



Human Torch ★★★★★ 5/4/4

Blaze Control 8 🔴

Destroys all friendly Repeater tiles, dealing damage to the enemy team. Damage increases for each Repeater destroyed.

Wildfire 6 ■

Creates a 1-Turn Green Repeater Tile that deals damage to a random enemy.

(PASSIVE) At the start of your turn, if there are at least 1 of the Green Repeaters on the board, create an additional Repeater (Maximum 5).

Burning Persistence 0 ◆

(PASSIVE) When ally fires a power, fortify 3 Repeaters and create a Yellow Strike.



Apocalypse ★★★★★  
3/5/5

Forged in Fire 7 🟢

Destroys 4 friendly Protects, dealing damage to a random enemy for each. If no Protects, heal lowest-health ally for burst and create 3 Protects. (Destroyed tiles do not deal damage or generate AP.)

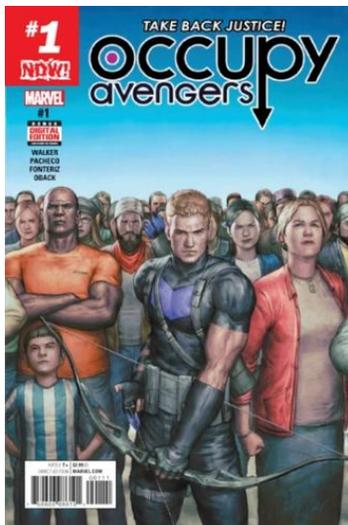
Survival of the Fittest 7 🔴

Deals 3 hits of damage to the lowest-health enemy, ignoring Protects.

Shared Strength 7 💎

Creates 4 2-turn Repeater tiles that create 2 Protects. While Repeater is on the board, damage done by powers is increased.

(PASSIVE) If any of this character's active allies are Mutants, this character cannot be Stunned.



Hawkeye ★★★★★ 5/5/3

Can't Seem To Miss 0 💜  
(PASSIVE) When a friendly CD reaches 0, gain 3 Blue and 2 Red AP. At the start of the turn, fortify 3 friendly CD.

Full Quiver 5 🟠  
Fire Arrows

Deep Breath 5 🔴  
Places a 3-turn fortified Blue CD. When it hits 0, if you have at least 9 Red AP, spend 9 and deal damage. Otherwise, deal less damage.



Coulson ★★★★★ 5/3/5

Call the Cavalry 12 💎

Create 4 Countdown tiles.

(PASSIVE) When a friendly Countdown reaches 0, gain 2 random AP.

Best Laid Plans 8 💜

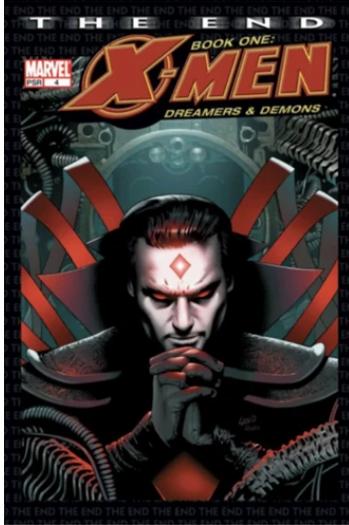
Choose 2 tiles to Charge and swap and damage.

(PASSIVE) When you make a match if you have 6+ Team-Up AP, spend 2 to reduce 1 friendly Countdown timer by 2.

Super Secret Tech 11 🟠

Steal 2-3 random AP for each friendly Countdown tile (up to 5 tiles).

(PASSIVE) When an ally fires a power, create 1 Countdown tile that deals damage.



Mr Sinister ★★★★★ 5/3/5

Original Sinister 0 ●

(PASSIVE) If an enemy would deal X damage and you have 3 Black AP, drain 3, prevent up to Y damage, and create 2 Trap tiles that deal damage when matched.

Sinister Secrets 0 ♥

(PASSIVE) When an enemy fires a power, create 2 Trap tile. If the enemy has 5 or more AP in a Sinister Secrets Trap tile's color when it is matched by either team, steal 3 AP in that color. Otherwise destroy 2 enemy AP in that color.

Behold! 8 ■

Create 3 Trap tiles that deal damage for each friendly Trap tile on the board (up to 8) when matched by either team.



America ★★★★★ 5/3/5

Punch Everyone 0 ▲

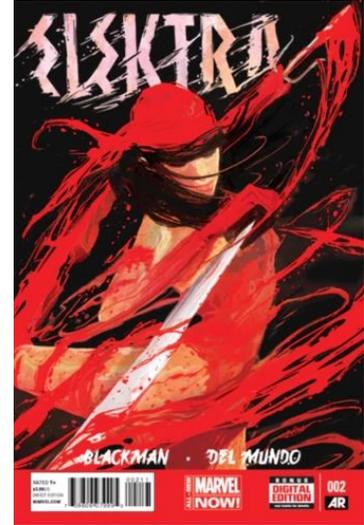
(PASSIVE) America's match damage is increased by 30% for each AP she has in that color.

Ticket to Multiverse 0 ◆

(PASSIVE) When you make a Match-4 or greater, create 2 Trap Tiles in that color. When America has Trap tiles in at least 3 colors, remove them all to deal damage and generate 2 AP in those colors.

Fear Not, Mi Gente! 0 ■

(PASSIVE) At the start of the turn, if you have more AP than the enemy in at least 3 colors, create a Critical tile. If you have more AP than the enemy in at least 5 colors, also deal damage.



America ★★★★★ 3/5/5

Double-Double Cross 7 ♥

Elektra steals 1 enemy Strike tile, improving its strength, but also converts 3 random Purple basic tiles into enemy Strike tiles. Can also steal Attack Tiles converting them to Strike Tiles.

Shadow Step 10 ●

Convert 5 random basic Black tiles into Trap tiles. If Elektra would take damage, the damage is negated and a Trap tile is destroyed, generating AP and dealing damage.

Ballet of Death 8 ▲

Convert a random Red, Purple, or Black tile into a Trap. It steals 1 red, black, and purple AP and deals damage at the beginning of every turn.



Kitty ★★★★★ 5/5/3

Phase and Conquer - 8 ♦

Create 3 Yellow Protect tiles with a strength of 316.

(PASSIVE) At the start of her turn, if there are 4 or more friendly tiles on the board, improve them.

Circuit Breaker - 0 ♠

At the start of the turn, if one does not exist and enemy tiles are on the board, create a 1-turn Fortified Repeater that replaces enemy tiles. If none, tile destroys itself and deals 11,768 damage.

Practiced Offense - 6 🔥

Creates a 8-turn Red Countdown tile. If anyone takes damage from a power, create 3 Attack tiles.



Hellcat ★★★★★ 5/5/3

It's Patsy! 7 ♦

Create a 1-turn Black Repeater tile that improves friendly tiles. While one of these tiles is on the board, friendly powers cost 1 less (to a minimum of 3).

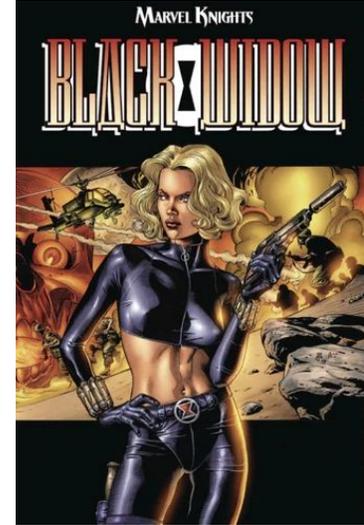
Swipe Right 7 🔥

Select a tile and destroy all tiles in that tile's row.

Creates 3 Green Strike tiles.

Catlike Reflexes 6 ♠

Swaps up to 6 random enemy special tiles to the bottom row and deals damage.



Yelena ★★★★★ 5/3/5

Top of the Class 0 🔥

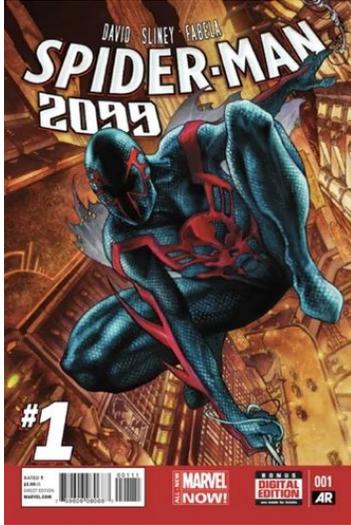
(PASSIVE) At the start of your turn, if the enemy has at least 9 AP in any color, create 1 Strike tile, deal damage, and reduce the enemy's largest AP pool by 4.

Spycraft 7 ♠

Create 5 Trap tiles in the enemy's strongest color. When matched or destroyed by the enemy, deal damage and convert 4 AP of the enemy's strongest color to the enemy's weakest color.

Military Surplus 9 ■

Deals damage to the enemy team and destroys 2 enemy A/P/S tiles, converting 3 AP of the enemy's strongest color to the enemy's weakest color for each.



Spidey 2099 ★★★★★ 5/5/3

**Spider Bite 8** 🟠

Stuns the target for 4 turns, then converts a chosen basic tile into a 3-turn CD. The target takes 75% additional damage as long as the CD is on the board.

**Harbinger of Heroes 0** 🟡

(PASSIVE) When a friendly Hero makes a Black or Blue match, creates 2 Green, Purple, or Red Web tiles and deals 120 damage.

**Uprising 9** ⬤

Deals damage and converts up to 2 Web tiles into 1-turn Countdown tiles that deal damage to a random enemy.



Spidey (PP) ★★★★★ 5/5/3

**Stick Around 6** 🟠

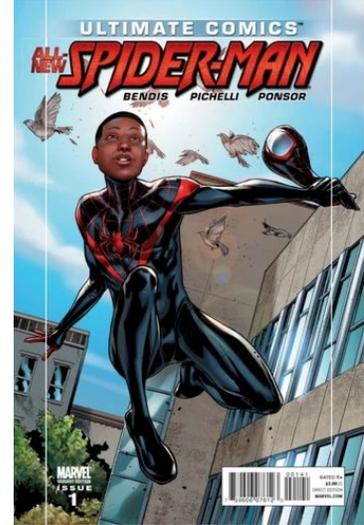
If there are <4 Web tiles, create 3. Otherwise, stun the enemy team for 2 turn and remove 2 Web tiles.

**Arachnid Agility 10** 🟢

Deals damage to a random enemy, then damage a random enemy for each web on the board (Max. 5 tiles).

**Web Shot 7** 🔴

Deal damage. Then, if there are > 2, convert 1 to Critical tiles. If there are >4, convert 2 more to Critical tiles.



Miles ★★★★★ 5/5/3

**Hide & Seek 7** 💜

Creates a Purple Invisibility tile targeting Miles Morales. Also creates 5 Web tile.

**ALT: Surprise! 8** 💜

Deal damage. Remove friendly H&S Invisibility tiles.

**Power & Responsibility 8** 🟢

Creates 3 Web tile. (Passive) When a Web is matched, gain 1 Purple, Blue and Red AP.

**Venom Blast 6** 🔴

Stuns the target for 1 turn and deals damage.



Nightcrawler ★★★★★ 5/5/3

**BAMF! 7** 🍷

Converts up to 8 basic tiles to the color most present on the board. (PASSIVE) If Nightcrawler takes team damage, he goes Airborne for 1 turn instead.

**En Garde! 9** 🍷

Deals damage. If you have 10 or more AP in your strongest color, deals extra damage.

**Everywhere At Once 12** 🟡

Deals damage for each AP in the Enemy's strongest color and steals 2 of that AP.



Gamora ★★★★★ (3/5/5)

**Deals Strike 10** 🍷

Deals damage and creates a 3-turn Red CD, targets that character, deals damage at the end of each turn.

**The Deadliest Woman 9** 🟡

Create 6 strength 32 Purple Attack or Strike tiles.

(PASSIVE) At start of turn, if all Purple tiles are friendly specials, remove those tiles and down the target.

**Incapacitate 6** 🟡

Stuns the target for 3 turns. Also stuns a random enemy for 1 turn.

(PASSIVE) Whenever an enemy is Stunned, creates a strength Purple Attack or Strike tile.



Domino ★★★★★ (5/3/5)

**Enter the Fray 7** 🟢

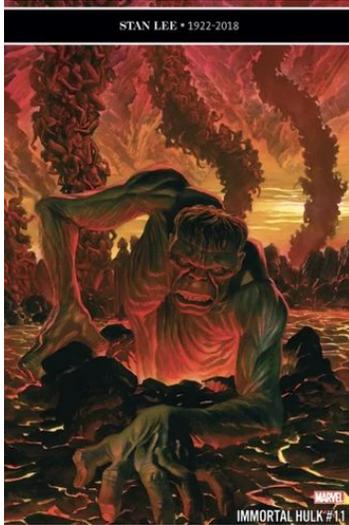
Destroys 9 random non-Black basic tiles. (Does not generate AP.)

**Knock Them Down 9** 🍷

Destroys half of the Black tiles on the board, dealing damage for each tile destroyed. (Does not generate AP.)

**Not Just Luck 0** 🟡

(PASSIVE) Everything's coming up Domino. While Domino's in the fight, every new tile dropped from the top of the board during your turn has a 100% higher chance of being a Black tile.



Hulk (Imm) ★★★★★ 5/3/5

**The Green Door 0**   
(PASSIVE) At the start of your turn, convert 1 random basic tile to Green. If there are at least 8 basic Green tiles on the board, deals damage to the enemy team and destroys 2 Green tiles.

**What Does Kill Me 0**   
(PASSIVE) When Hulk makes a match, deals damage to himself. When Downed, if there are any non-Downed allies, Hulk is revived, deals damage to his allies, and his base match damage is increased

**Breaker of Bones 7**   
Deals damage to target enemy and himself.



Vulture ★★★★★ (5/3/5)

**Circling Prey 6**   
Vulture goes Airborne for 2 turns.

(PASSIVE) Start of the turn, if Airborne, gain 4 Green, 3 Blue, 2 Black, 1 Red.

**One Fell Swoop 9**   
Creates a 3-turn Countdown tile that deals 815 damage.

(PASSIVE) If it exists when Vulture returns from being Airborne, removing it deals AoE damage.

**Hybrid Tech Slicer 10** 

Deals damage and destroys up to 4 random enemy S/P/A tiles.

(PASSIVE) When Vulture goes Airborne, the same effect, also targeting Invisibility and Countdown tiles.



Phoenix ★★★★★ (?/?/?)

**From the Ashes 0**   
(PASSIVE) When she is downed, create a 3 turn Red Countdown that revives Jean with 48% of her health and changes this power to

**Phoenix Force 9**   
Deals damage to the enemy team and to teammates.

**Psychic Rapport 7**   
Converts 5 random Basic tiles to Red.  
(PASSIVE) When you match 5, improve 3 random friendly specials and reduce 2 random enemy special.

**Psychic Flames 9**   
Deals damage and creates 2 Strike tiles. If there are 5 or more friendly special tiles, also create 2 enemy Attack tiles.



Professor-X ★★★★★ 5/3/5

**Master Plan - Passive** (PASSIVE) Whenever Professor X's team makes a Match-5 or greater, it generates AP in the team's strongest color and deals additional damage.

**Blind Spot - 7** AP

Professor X creates an invisibility tile that targets him, if one does not exist.

**Psychic Convergence - Passive**

(PASSIVE) Whenever an ally of Professor X fires a power, it also creates a Protect tile.



Legion ★★★★★ 3/5/5

**Tyrannix Abominoid - 6** Make a Repeater that destroys enemy AP.

**Ksenia Panov - 6** Deals damage, ignoring Protects.

**K-Zek the Conduit - 6** Deals damage, then destroys 2 of that AP.

**The Delusionaut - 6** Creates Invisibility tile, then restores health.

**The Mycojester - 6** Creates Repeater that replicates, leaving an Attack

**The Origamist - 6** Removes 3 S/P/A tile and fortifies & improves 3 friendly





Scarlet Witch ★★★★★ 3/5/5

Reality Crush - 14 💜 AP

Deals damage to the enemy team and stuns a random enemy.

Hex Bolt - 8 🟢 AP

Select one basic tile to destroy it and random basic tiles around it, generating AP.

Arcane Incantation - 🟠

(PASSIVE) At the beginning of her turn, if one does not exist, she creates a Countdown tile that transforms random adjacent basic tiles to Purple.

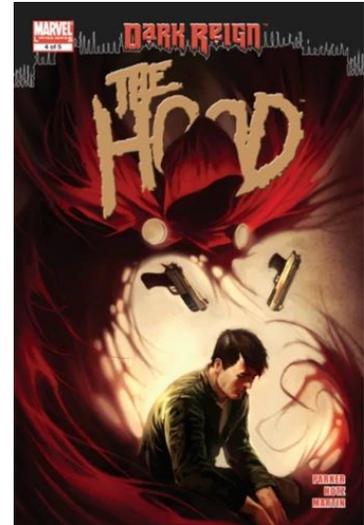


Deadpool ★★★★★ 3/5/5

A Little Off the Top 6 🍷  
I'll slice the enemy's health bar with my sweet ninja-swords, dealing 65% of their current health in damage (maximum 400 damage).

WHALES! 14 💜  
dealing team damage, but if you spend your Deadpool Points (the Money With The Mouth) I'll hit 'em with every whale I've got. I'm practically giving these whales away!

Life of the Party 0 🟠  
(PASSIVE) If a character with less health than me would take 274 or more damage, I'll hop in, taking the attack. My Healing Factor then places a Black Countdown tile that'll restore health to me when it goes off.



Hood ★★★★★ 5/5/3

Twin Pistols 15 🟡

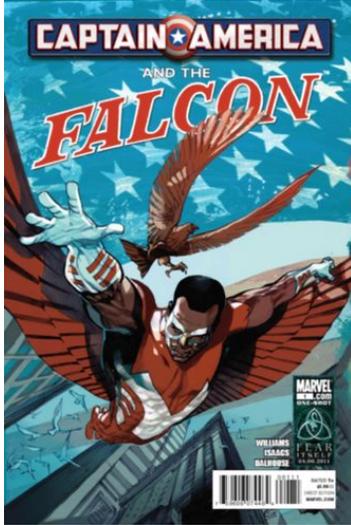
Destroys two selected 3x3 blocks of tiles, dealing damage per tile. Does not generate AP. Ends the turn.

Dormammu's Aid 0 🟠

(PASSIVE) Each turn there are more than 9 color tiles on the board, steal 1 AP of that color.

Intimidation 9 🟠

Damages the target and reduces the timer on 3 random friendly Countdown tiles by 1.



Sam Wilson ★★★★★ 3/5/5

Inspiration 0

(PASSIVE) When the team makes a yellow match, Falcon improves the strength of 2 friendly Protect, Strike, or Attack tiles.

Redwing 0

(PASSIVE) If the team has at least 8 Blue AP, Redwing converts an Enemy Protect or Strike tile into a 4 turn Countdown tile that signals when Redwing will return.

Bird Strike 12

Creates 6 Protect tiles with strength of X and deals X damage to the enemy team.



Nico ★★★★★ 3/5/5

When Blood Is Shed /Freeze! 9

(PASSIVE) When Nico takes damage, create 8-turn Blue CD and replaces powers.

Removes 2 enemy CD and stuns the target for 1 turn.

Try Not to Die/Heal! 7

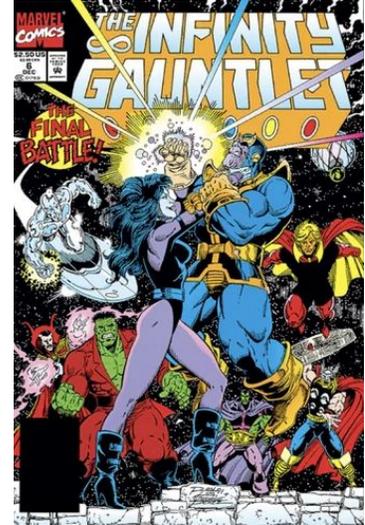
Create 4 Protect Tiles.

(PASSIVE) Friendly Protect tiles' strength is increased by 50%, but they have no effect on Nico (then restore health for each friendly Protect (max. 6 tiles)).

Mystic Affiny/Trifecta! 8

(PASSIVE) At start of turn, if you have more A/S/P than the enemy, increase the strength of those tiles.

Create a S/P/A tile.



Nebula ★★★★★ 3/5/5

Warped Enhancements 9   
If there's not one, create a 3-turn Blue Repeater tile that heals Nebula for 278 and creates a Black Strike tile.

Galactic Rage 10

Deal damage to the enemy team for each Strike, Protect, or Attack tile on the board (max 10).

Grim Efficiency 8

Deals damage and creates 2 Red Attack tiles for every 3 Green AP her team has.



Vulture ★★★★★ (5/3/5)

Circling Prey 6 ●

Vulture goes Airborne for 2 turns.

(PASSIVE) Start of the turn, if Airborne, gain 4 Green, 3 Blue, 2 Black, 1 Red.

One Fell Swoop 9 ■ Creates a 3-turn Countdown tile that deals 815 damage.

(PASSIVE) If it exists when Vulture returns from being Airborne, remove it deals AoE damage.

Hybrid Tech Slicer 10 ■

Deals damage and destroys up to 4 random enemy S/P/A tiles.

(PASSIVE) When Vulture goes Airborne, the same effect, also targeting Invisibility and Countdown tiles.



Iron Fist ★★★★★ 3/5/5

Chi Focus 6 ■

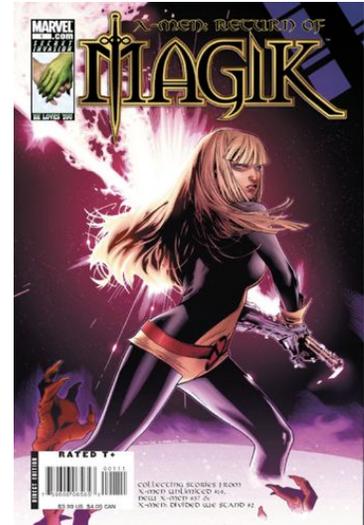
Create a Purple Strike tile. If there are at least 3 friendly Strike tiles on the board, Fortify up 3 of them and gain 4 Green AP.

Crowd Control 8 ■

Deal damage. If there is more than 1 enemy remaining, gain 2 Black AP. Otherwise, deals extra damage.

Like unto Iron 12 ●

Convert 8 friendly Protect tiles to Strike tiles, then deals 1,334 damage.



Magik ★★★★★ 3/5/5 (4/4/5)

Ruler of Limbo 9 ♡

Create a 1-turn Purple Repeater tile that converts 2 basic tiles to Red.

ALT: The Return 0 ♡

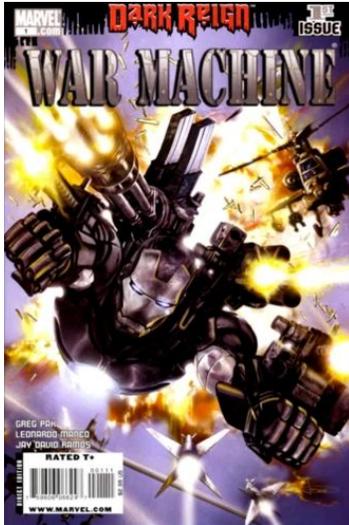
(PASSIVE) When Magik's Repeater tile is matched away or destroyed, create 3 Strike tiles.

Sliced Sorcery 12 🔪

Deal damage and remove up to 2 enemy SAP or C tile.

Eldritch Armor 0 ■

(PASSIVE) When a friendly power is fired, create 2 Protect and fortify 2 friendly SP or A and improve it.



War Machine ★★★★★ 5/5/3

**Aerial Assault 9** 🔴

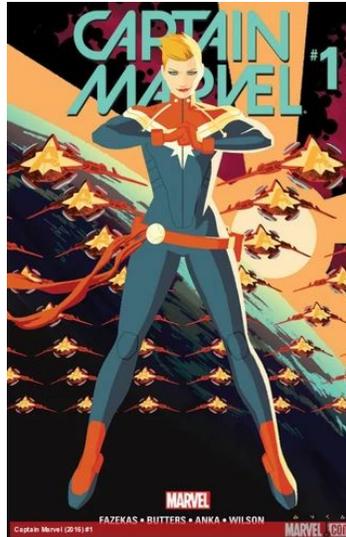
**Creates a 4-turn Red Countdown tile that deals damage if one does not exist. While this tile is on the board, new tiles have a 33% chance of being Attack tiles.**

**Heat Sig Detection 11** 🔵

**Removes all enemy invisibility and Protect tiles, then deals damage.**

**Gatling Gun 8** 🟢

**Creates 2 2-turn Countdown tiles that deal damage and destroy 4 random basic tiles around them, dealing damage but not generating AP.**



Carol ★★★★★ 5/5/3

**Photonic Barrage 8** ⬤

**Converts a chosen basic Black tile into a 5-turn Countdown tile that creates a Strike tile every turn, and deals damage when expires.**

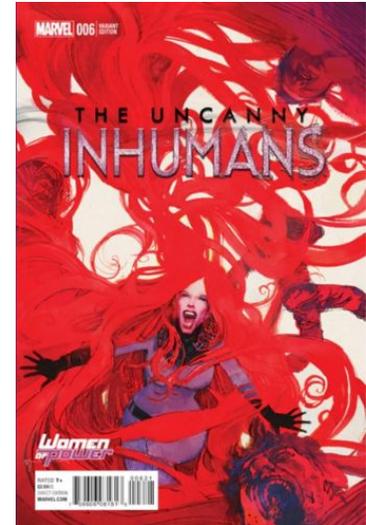
**Executive Decision 5** 🟡

**Reduces a chosen friendly Countdown tile to 0.**

**(PASSIVE) When a friendly Countdown expires, improve 1 friendly tile.**

**Energy Manipulation 0** 🟢

**(PASSIVE) When opponent makes a match in their strongest color, gain 2 AP in your strongest color. If they are the same, deal damage to the enemy team.**



Medusa 5/3/5

**The Resolute Queen 0** 🟡

**(PASSIVE) Whenever an Attack, Protect or Strike tile is matched, if it was a friendly tile, give a burst of 190 health to the team. If it was an enemy tile, gain 1 AP in Purple, Blue or Green.**

**Entangled 0** 🔴

**(PASSIVE) Every turn, if one does not exist, create a 2-turn Countdown tile that deals 83 damage every turn. If this tile gets destroyed, create 2 strength 40 Attack tiles.**

**Hair Meddle 10** 🟣

**Swaps 16 pairs of random tiles, stealing any swapped enemy strike tiles.**



Thor ★★★★★ 5/5/3

God of Thunder - 12 🟩

Thor deals AOE damage.

(PASSIVE) At the beginning of each turn, if Thor is below 50% health, destroys 5 basic Red, Green or Yellow tiles.

**Asgardian Tactics 9** 🔺  
Thor deals damage, ignoring Protect tiles + for each friendly Special tile up to 10.

**Smoldering Fire 9** 💠  
Creates a Repeater tile that generates 1 Yellow Protect tile each turn. This power becomes Raging Fire.

**Raging Fire 12** 💠  
Remove Repeater tile to deal damage to the target.

(PASSIVE) When repeater is gone, Protects convert to Strikes and this power becomes Smoldering Fire.



Okoye ★★★★★ 5/5/3

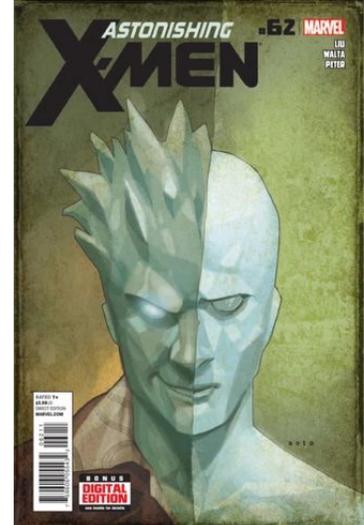
Wakanda Forever! - 0 ⬤  
Friendly power damage is increased by 1321 for each Team-Up AP. Okoye's Team-Up match damage is +30%. At the start of the turn, if Okoye is not in front, lose 1 Team-Up AP.

**Indomitable Spirit - 7** 💠

Restores 1765 health for each Team-Up on the board, then converts 4 random basic tiles to Team-Up tiles.

**Piercing Throw - 11** 🔺

Deals 12k damage and destroys a chosen row, dealing damage for each tile destroyed in the enemy's strongest color. Does not generate AP.



Iceman ★★★★★ 3/5/5

**Champion Defender 0** 💠  
(PASSIVE) If an enemy would deal more than X damage and you have at least 3 TU AP, prevent X damage, drain 2 friendly Team-Up AP, and create a 3-turn Yellow CD tile that does X damage to Iceman.

**Icemen 7** 🟩

Creates 3 2-turn Repeater tiles that deal damage to a random enemy. When you destroy one of these tiles, Iceman deals damage to the enemy team.

**On Ice 0** 🟦

(PASSIVE) At the start of the turn, if you have 4 Blue AP, drain 3 and place 4 6-turn Blue CDs. If you destroy one of these tiles, stun 1 turn or, add 1 turn to their stun.



Vulture ★★★★★ (5/3/5)

Circling Prey 6 ●

Vulture goes Airborne for 2 turns.

(PASSIVE) Start of the turn, if Airborne, gain 4 Green, 3 Blue, 2 Black, 1 Red.

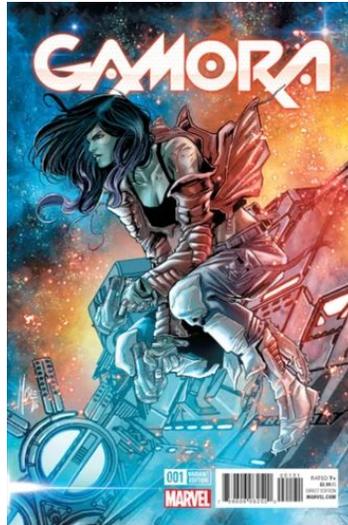
One Fell Swoop 9 ■ Creates a 3-turn Countdown tile that deals 815 damage.

(PASSIVE) If it exists when Vulture returns from being Airborne, remove it deals AoE damage.

Hybrid Tech Slicer 10 ■

Deals damage and destroys up to 4 random enemy S/P/A tiles.

(PASSIVE) When Vulture goes Airborne, the same effect, also targeting Invisibility and Countdown tiles.



Gamora ★★★★★ (3/5/5)

Deals Strike 10 ▲

Deals damage and creates a 3-turn Red CD, targets that character, deals damage at the end of each turn.

The Deadliest Woman 9 ●

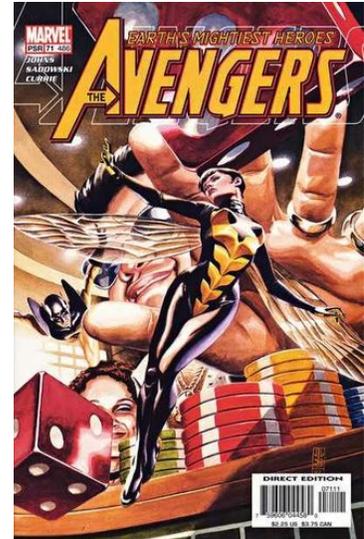
Create 6 strength 32 Purple Attack or Strike tiles.

(PASSIVE) At start of turn, if all Purple tiles are friendly specials, remove those tiles and down the target.

Incapacitate 6 ■

Stuns the target for 3 turns. Also stuns a random enemy for 1 turn.

(PASSIVE) Whenever an enemy is Stunned, creates a strength Purple Attack or Strike tile.



Wasp ★★★★★ 3/5/5

Tactical Intuition 5 ◆

Converts all friendly Strike Tiles to Protect tiles and vice versa, strengthening them by 37.

That Buzzing Sound 0 ■

(PASSIVE) At the start of your turn, if you have at least 6 blue AP, creates random 1-turn Countdown tile that steals 2 AP of its color. If an enemy matches this tile, Wasp stings the target.

Wasp Sting 7 ●

Deals damage. If the team has at least 8 Blue AP, she stuns the target for 3 turns.



Hawkeye ★★★★★ 5/5/3

Can't Seem To Miss 0 ♡  
(PASSIVE) When a friendly CD reaches 0, gain 3 Blue and 2 Red AP. At the start of the turn, fortify 3 friendly CD.

Full Quiver 5 📖  
Fire Arrows

Deep Breath 5 🗡️  
Places a 3-turn fortified Blue CD. When it hits 0, if you have at least 9 Red AP, spend 9 and deal damage. Otherwise, deal less damage.



Coulson ★★★★★ 5/3/5

Call the Cavalry 12 📖

Create 4 Countdown tiles.

(PASSIVE) When a friendly Countdown reaches 0, gain 2 random AP.

Best Laid Plans 8 ♡

Choose 2 tiles to Charge and swap and damage.

(PASSIVE) When you make a match if you have 6+ Team-Up AP, spend 2 to reduce 1 friendly Countdown timer by 2.

Super Secret Tech 11 📖

Steal 2-3 random AP for each friendly Countdown tile (up to 5 tiles).

(PASSIVE) When an ally fires a power, create 1 Countdown tile that deals damage.



Gamora ★★★★★ (3/5/5)

Deals Strike 10 🗡️

Deals damage and creates a 3-turn Red CD, targets that character, deals damage at the end of each turn.

The Deadliest Woman 9 🗡️

Create 6 strength 32 Purple Attack or Strike tiles.

(PASSIVE) At start of turn, if all Purple tiles are friendly specials, remove those tiles and down the target.

Incapacitate 6 📖

Stuns the target for 3 turns. Also stuns a random enemy for 1 turn.

(PASSIVE) Whenever an enemy is Stunned, creates a strength Purple Attack or Strike tile.



Blade ★★★★★ 3/5/5

**Nightstalker 8** ●  
Deals damage to the target, and then creates a Green 1-turn CD tile, drains 2 AP from the enemy's strongest.

**Keep Enemies Closer 10** ♥  
Creates 2 Purple Attack tiles, with bonus strength for each friendly strike tile(max 6).

**The Thirst 0** ■  
(PASSIVE) If there are >9 Red tiles, convert 2 random basic Red tiles to strike tiles.



Cloak&Dag ★★★★★ (4/4/5)

**Light-Knives 8** ◆  
Deals damage & removes 5 enemy S/P/A tiles. If no tiles exist, damage is AoE.

**Child of Light 0** ◆  
Restores health or converts up to tiles to Yellow.

**Darkness Hungers 8** ●  
Create a 7-turn Black Countdown that targeted enemy loses 4 levels in all powers (min 1).

**Child of Darkness 0** ●  
At the start of the turn, if there are at least 9 Black tiles on the board, creates a Red Attack tile. If not, converts up to 4 basic tiles to Black.

**Pocket Dimension** ♥ 6  
Deals damage and replaces Cloak & Daggers powers with new powers. If there are at least 9 Black tiles on the board, this power costs less (min 3).



Nico ★★★★★ 3/5/5

**When Blood Is Shed /Freeze!** 9 ■

(PASSIVE) When Nico takes damage, create 8-turn Blue CD and replaces powers.

Removes 2 enemy CD and stuns the target for 1 turn.

**Try Not to Die/Heal!** 7 ◆

Create 4 Protect Tiles.

(PASSIVE) Friendly Protect tiles' strength is increased by 50%, but they have no effect on Nico (then restore health for each friendly Protect (max. 6 tiles)).

**Mystic Affinity/Trifecta!** 8 ♥

(PASSIVE) At start of turn, if you have more A/S/P than the enemy, increase the strength of those tiles.

Create a S/P/A tile.



Thor ★★★★★ 5/5/3

God of Thunder - 12 🟢

Thor deals AOE damage.

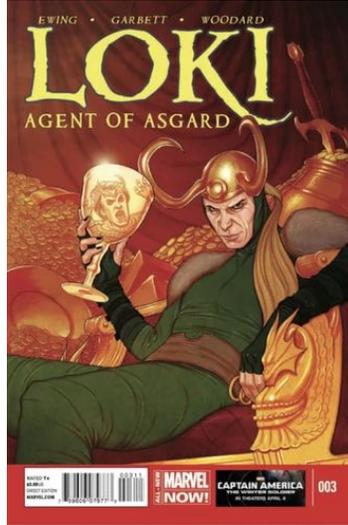
(PASSIVE) At the beginning of each turn, if Thor is below 50% health, destroys 5 basic Red, Green or Yellow tiles.

**Asgardian Tactics 9** 🔺  
Thor deals damage, ignoring Protect tiles + for each friendly Special tile up to 10.

**Smoldering Fire 9** 🔸  
Creates a Repeater tile that generates 1 Yellow Protect tile each turn. This power becomes Raging Fire.

**Raging Fire 12** 🔸  
Remove Repeater tile to deal damage to the target.

(PASSIVE) When repeater is gone, Protects convert to Strikes and this power becomes Smoldering Fire.



Loki ★★★★★ 5/3/5

Shadowplay 7 ♡

Creates 4 4-turn Black CD tiles that, if destroyed, create 2 new Shadowplay tiles. After firing: Dagger Surprise.

ALT: Dagger Surprise 4 ♡

Removes 3 friendly Shadowplay tiles, deals damage for each.

**Destroy Everything 11** 🟢

Creates a Fortified 3-turn Green Repeater that destroys a random row and deals damage to the enemy team.

**Feign Death 0** ⬤

When Loki becomes Downed, creates a Trap tile that, when matched, revives Loki with 62% health and generates 3 Green AP.



Hela ★★★★★ 5/3/5

Knives Out 9 🔺

Creates 4 Strike tiles, replacing any enemy Strike, Attack or Protect tiles before basic tiles.

Death's Best Friend 8 🟢

Deals damage and 2 hits of damage to random enemies.

(PASSIVE) At the start of turn, if the enemy has at least 10 Green AP, deal damage and destroy 2 enemy Green AP.

Death Becomes Her 9 ⬤

Converts all basic Blue tiles into Blue Attack tiles.

(PASSIVE) When you down an enemy, improve all S/A/P.



**Capt. Marvel** ★★★★★  
5/5/3

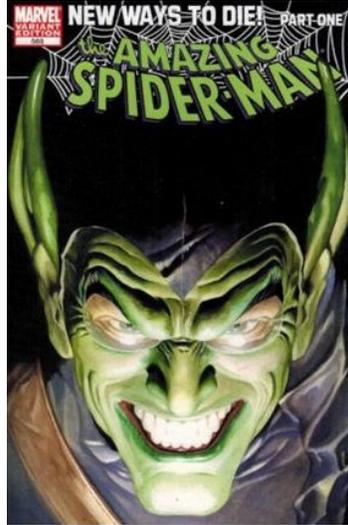
**Mean Right Hook 8** 🔴  
Create a 3-turn Red Repeater tile that deals damage and creates 2 Red Strike tiles.

(PASSIVE) When a friendly Strike tile is destroyed by any means other than a match, gain 2 Yellow AP.

**Event Horizon 0** 🟢  
(PASSIVE) At the start of her turn, create a 2-turn Green Repeater tile that generates 2 Green AP.

**Photonic Rush >10** 🟢  
Creates a 2-turn CD tile that destroys its row and deals damage. If the destroyed row contains friendly special tiles, destroy one additional row for every friendly special tile destroyed.

**Got Your Six 8** 💎  
Send a chosen ally Airborne for 2 turns. When they land, heal them for a burst and deal damage to the target.



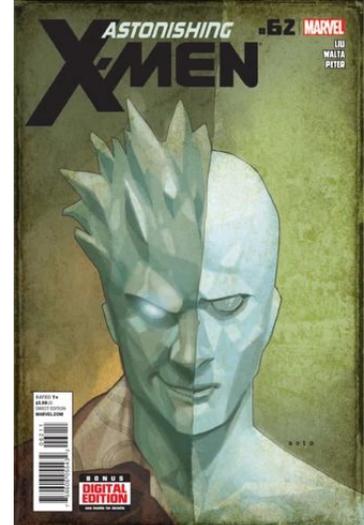
**Green Goblin** ★★★★★  
5/5/3

**Goblin Glider 8** ⬤  
Deals massive damage, disables this power and creates a 2-turn Black Countdown tile which re-enables this power.

**Trick or Treat 10** 🟣  
Creates 3 3-turn Countdown tiles of a chosen color. The Chosen tile's color will determine the Countdown tiles' effect.

**Goblin King 9** 💎  
Reduce up to 3 random friendly Countdown tiles by 1 turn.

(PASSIVE) At the start of your turn, Fortify 3 random friendly Countdown or Repeater tiles.



**Iceman** ★★★★★ 3/5/5

**Champion Defender 0** 💎  
(PASSIVE) If an enemy would deal more than X damage and you have at least 3 Team-Up, Iceman creates an ice wall that prevents 2097 damage, drains 3 friendly Team-Up AP, and creates a 3-turn Yellow CD tile that does damage to Iceman.

**Icemen 7** 🟢  
Creates 3 2-turn Repeater tiles that deal damage to a random enemy. When you destroy one of these tiles, Iceman deals more damage to the enemy team.

**On Ice 0** 🟠  
(PASSIVE) At the start of your turn, if you have at least 3 Blue AP, drain 3 and place 4 6-turn Blue CDs. If you destroy one of these tiles, Iceman freezes the target, stunning them for 1 turn or, if they're already Stunned, adding 1 turn to their stun.



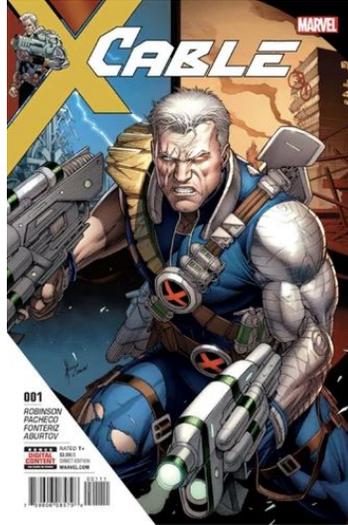
Gambit ★★★★★ 5/3/5

**Ragin' Cajun 11** ♡  
Create 3 2-turn CD tiles which deal damage, replacing up to 3 enemy S/P/A tiles.

**Aces & Eights 7** 🔴  
Destroys up to 2 random Charged or basic tiles, dealing an extra damage for each Charged tile destroyed. Then, create 3 Charged tiles.

**Stacked Deck 0** ⬤  
(PASSIVE) At the start of the battle or turn, if one doesn't exist, create a 2-turn Repeater tile that generates 3 Purple AP and 3 Red AP.

Gambit's allies may not fire Purple or Red powers.



Cable ★★★★★ 5/5/3

**Cyborg Strategist 9** ⬢  
Choose a basic tile to become a 5-turn Blue Countdown tile. Whenever you make a Green match while one of these tiles is on the board, Stun the enemy for 2 turns and create up to 5 Green Charged tiles.

**Plasma Barrage 12** ⬢  
Deals damage to the target. Any damage beyond the target's remaining health is dealt to each of their allies.

**Veteran Instincts 9** ⬢  
Create 2 Yellow Strike tiles, plus 1 additional for each of Cable's allies still in the fight.

(PASSIVE) When you make a Yellow match, fortify 1 random friendly Countdown or Repeater tile.



Storm ★★★★★ 5/3/5

**Gathering Clouds 9** ⬤  
Destroys all Charged tiles on the board, dealing damage to the enemy team for each.

(PASSIVE) At the start of the turn, convert 1 Black basic tile into a Black Charged tile.

**Ice Storm 8** ⬢  
Choose a colored tile and destroy 6 tiles of that color.

**Aurora Totalis 9** ⬢  
Choose a colored tile and convert 6 Team-Up tiles into basic tiles of that color. Additionally creates 3 Charged tiles.



Okoye ★★★★★ 5/5/3

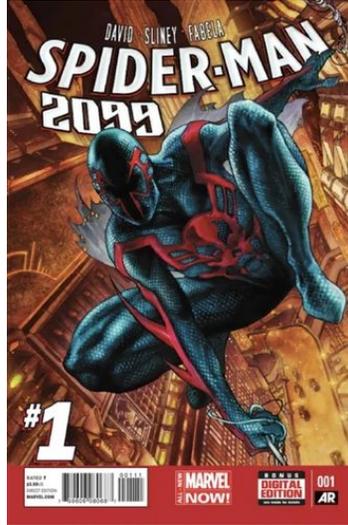
Wakanda Forever! - 0 ●  
 Friendly power damage is increased by 1321 for each Team-Up AP. Okoye's Team-Up match damage is +30%. At the start of the turn, if Okoye is not in front, lose 1 Team-Up AP.

Indomitable Spirit - 7 ◆

Restores 1765 health for each Team-Up on the board, then converts 4 random basic tiles to Team-Up tiles.

Piercing Throw - 11 ▲

Deals 12k damage and destroys a chosen row, dealing damage for each tile destroyed in the enemy's strongest color. Does not generate AP.



Spidey 2099 ★★★★★ 5/5/3

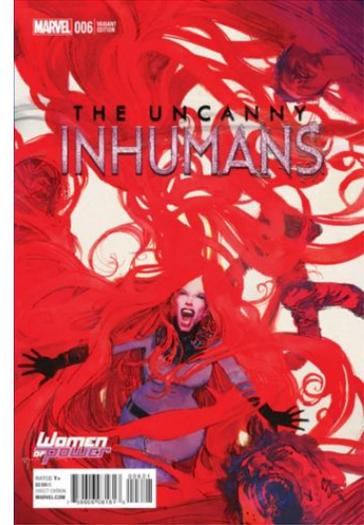
Spider Bite 8 ■  
 Stuns the target for 4 turns, then converts a chosen basic tile into a 3-turn CD. The target takes 75% additional damage as long as the CD is on the board.

Harbinger of Heroes 0 ◆

(PASSIVE) When a friendly Hero makes a Black or Blue match, creates 2 Green, Purple, or Red Web tiles and deals 120 damage.

Uprising 9 ●

Deals damage and converts up to 2 Web tiles into 1-turn Countdown tiles that deal damage to a random enemy.



Medusa 5/3/5

The Resolute Queen 0 ◆

(PASSIVE) Whenever an Attack, Protect or Strike tile is matched, if it was a friendly tile, give a burst of 190 health to the team. If it was an enemy tile, gain 1 AP in Purple, Blue or Green.

Entangled 0 ▲

(PASSIVE) Every turn, if one does not exist, create a 2-turn Countdown tile that deals 83 damage every turn. If this tile gets destroyed, create 2 strength 40 Attack tiles.

Hair Meddle 10 ▼

Swaps 16 pairs of random tiles, stealing any swapped enemy strike tiles.

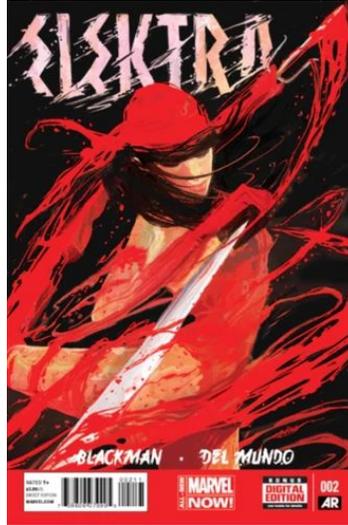


**Invisible Woman** ★★★★★  
3/5/5

**Grant Invisibility 7** ◆  
Creates a Yellow Invisibility tile targeting Invisible Woman. While it's on the board, she cannot be targeted. Also creates 1 protect tile. Also turns a random ally Invisible for 2 turns.

**Force Bubbles 8** ■  
Locks 4 random enemy Strike, Protect or Attack tiles in Force Bubbles and creates 2 Blue Strike tiles.

**Force Field Crush 10** ■  
If there are less than 4 Force Bubbles on the board, create 4 and deal damage. Otherwise, convert all tiles in Force Bubbles to basic, removing the Force Bubbles and dealing damage for each.



**Elektra** ★★★★★ 5/5/3

**Double-Double Cross 7** ♥  
Elektra steals 2 enemy Strike tile, improving its strength, but she also converts 3 random Purple basic tiles into enemy Strike tiles.

**Shadow Step 10** ●  
Converts 5 random basic Black tiles into Trap tiles. If Elektra would take damage, the damage is negated and a Trap tile is destroyed, generating AP and deals damage.

**Ballet of Death 8** ▲  
Converts a Red, Purple, or Black basic into a Trap tile. It steals 1 purple and 1 black AP and deals damage at the beginning of every turn.

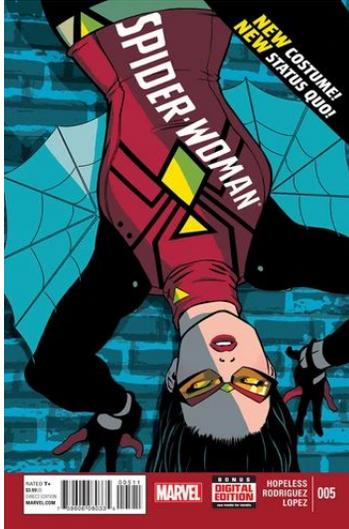


**Prowler** ★★★★★ 5/3/5

**On the Prowl 0** ♥  
(PASSIVE) At the start of each turn, fortify 2 enemy Strike, Attack, or Protect tiles. Whenever your team matches a Fortified enemy tile, Prowler steals that tile.

**Tinkerer's Toys 10** ■  
Deals damage and stuns the targeted enemy for 3 turns. If your team has more total Strike, Attack, or Protect tiles than the enemy team, also deals damage to all other enemies.

**I'll Get My Coat 11** ●  
Creates 3 friendly Strike tiles and 2 enemy Strike tiles, then turns Prowler Invisible for 3 turn.



Spider-Woman ★★★★★  
5/5/3

Seeking Redemption 9 🟡

Place a 4-turn CD on the board. While active, Spider-Woman intercepts targeted attacks, resisting 70% of damage dealt. If the attack is below 5k damage, she dodges, resisting 100% of damage.

To Love and Fear 8 💜

If Love is chosen, remove 6 enemy special tiles. If fear is chosen, creates 4 Trap tiles that deal 1047 damage if matched by the enemy.

System Shock 14 🔴

Deals damage to the target, dealing 204 damage to all other enemies, and stunning a random enemy for 2 turn.



Scarlet Witch ★★★★★ 3/5/5

Reality Crush - 14 💜 AP

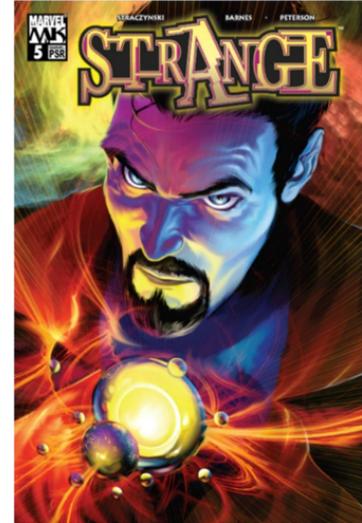
Deals damage to the enemy team and stuns a random enemy.

Hex Bolt - 8 🟢 AP

Select one basic tile to destroy it and random basic tiles around it, generating AP.

Arcane Incantation - 🟠

(PASSIVE) At the beginning of her turn, if one does not exist, she creates a Countdown tile that transforms random adjacent basic tiles to Purple.



Dr. Strange ★★★★★ 5/3/5

Crimson Bands of Cyttorak 9



Converts a chosen basic tile into a 2-turn Countdown tile, then stuns the target for 2 turns. The tile destroys 2 enemy AP of its color and deals 45 damage each turn.

Eye of Agamotto 11 💜

Remove up to 2 random enemy Attack tiles and gain 2 purple AP.

Flames of the Faltine 0 🔴

(PASSIVE) Whenever an enemy fires a power, deal damage to the target and gives a burst of health to the players team.



Black Panther ★★★★★ (?)

**Panther's Prey 9** ●

Choose an enemy, create a 5-turn Black CD tile. When the chosen character would take damage, they take extra damage.

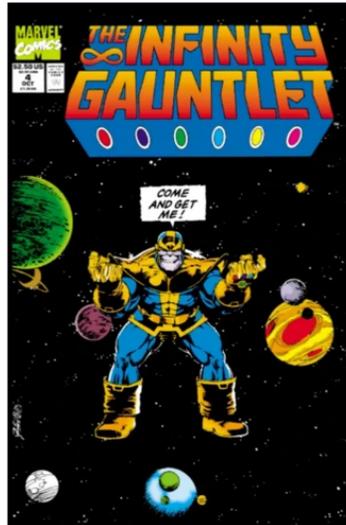
**Spirit of Wakanda 0** ◆

(PASSIVE) When you make a Yellow match, if you have 11 or more TU AP, spend 8 to deal extra damage to the target.

**Move... Or Be Moved 0** 🔴

(PASSIVE) If BP would take 2787+ damage, negate 60% of that damage and stun him for 2 turns.

Deal 2703 damage on return from being Stunned or Invisible.



Thanos ★★★★★ (?)

**Court Death 0** ●

(PASSIVE) When you down an enemy, Stun all characters except Thanos for 2 turns, deal damage to Thanos' enemies, and deal less damage to Thanos' allies.

**Infinite Power 8** ♥

Create 3-turn Purple Countdown tile. While this tile is on the board, Thanos deals an extra 65% match damaged and no tiles may be destroyed or changed except by Thanos.

**Come and Get Me! 12** ■

Places a 3-turn Countdown tile that moves Thanos to the front at the end of the turn. When the Countdown tile goes off, deal damage to the enemy team.



Wolverine ★★★★★ (5/5/3)

**Living Legend 9** ●

Create 4 strength 1049 Black Strike tiles and end the turn. If the team has 12 or more Yellow AP, also replace all of Wolverine's powers with new powers.

**Die Hard 0** ◆

(PASSIVE) At the start of the turn, Wolverine restores 1998 health for each team member still in the fight.

**Reluctant Hero 0** 🔴

(PASSIVE) When an ally fires a power, if there are fewer than 5 friendly Strike tiles, Logan loses 2499 health and creates 2 strength 338 Red Strike tiles.



Vulture ★★★★★ (5/3/5)

**Circling Prey 6** ●

Vulture goes Airborne for 2 turns.

(PASSIVE) Start of the turn, if Airborne, gain 4 Green, 3 Blue, 2 Black, 1 Red.

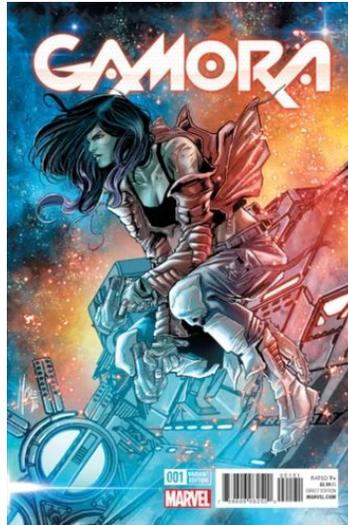
**One Fell Swoop 9** ■ Creates a 3-turn Countdown tile that deals 815 damage.

(PASSIVE) If it exists when Vulture returns from being Airborne, remove it deals AoE damage.

**Hybrid Tech Slicer 10** ■

Deals damage and destroys up to 4 random enemy S/P/A tiles.

(PASSIVE) When Vulture goes Airborne, the same effect, also targeting Invisibility and Countdown tiles.



Gamora ★★★★★ (3/5/5)

**Deals Strike 10** ▲

Deals damage and creates a 3-turn Red CD, targets that character, deals damage at the end of each turn.

**The Deadliest Woman 9** ●

Create 6 strength 32 Purple Attack or Strike tiles.

(PASSIVE) At start of turn, if all Purple tiles are friendly specials, remove those tiles and down the target.

**Incapacitate 6** ■

Stuns the target for 3 turns. Also stuns a random enemy for 1 turn.

(PASSIVE) Whenever an enemy is Stunned, creates a strength Purple Attack or Strike tile.



Black Widow ★★★★★ (3/5/5)

**Lights Out - 8** ●

Stuns the target for 3 turn(s) and deals 1,461 damage.

(PASSIVE) At the start of the turn, if the enemy is Stunned, Black Widow destroys 3 enemy AP in a random color.

**Defilade - 7** ▼ Creates 4 Invisibility tiles.

**Enfilade - 10** ▼ Destroys her Invisibility tiles and destroys 4 enemy specials, dealing damage and gaining AP.

**Brush Pass - 10** ◆

Gives a chosen ally a burst of 7,159 health and places a 4-turn Countdown tile on the board. While one of these tiles is on the board, ally powers cost 3 less AP to fire.



Blade ★★★★★ 5/5/3

The Hunger 0 🍖

(PASSIVE) If >9 Red tiles, convert a basic tile to Strike tile. When you reach >8 Red AP, this power becomes #Bloodlust.

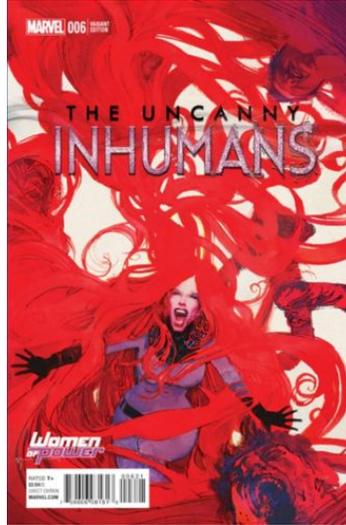
(PASSIVE) Consume 1 Red AP and deals damage to a random enemy. If below 7 Red AP, this power becomes The Hunger.

Tools of the Trade 9 🟩

Deal damage to the enemy team. If you have 7 or more Red AP, also heal.

Supernatural Sense 11 ⬤

Destroy 4 AP from the enemy's strongest color. If you have 7 or more Red AP, Create 4 Red tiles.



Medusa ★★★★★ 5/3/5

The Resolute Queen 0 💎

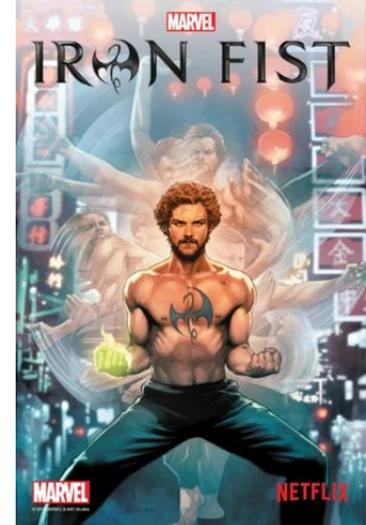
(PASSIVE) Whenever an Attack, Protect or Strike tile is matched, if it was a friendly tile, give a burst of 190 health to the team. If it was an enemy tile, gain 1 AP in Purple, Blue or Green.

Entangled 0 🍷

(PASSIVE) Every turn, if one does not exist, create a 2-turn Countdown tile that deals 83 damage every turn. If this tile gets destroyed, create 2 strength 40 Attack tiles.

Hair Meddle 10 💜

Swaps 16 pairs of random tiles, stealing any swapped enemy strike tiles.



Iron Fist ★★★★★ 3/5/5

Chi Focus 6 🟦

Create a Purple Strike tile. If there are at least 3 friendly Strike tiles on the board, Fortify up 3 of them and gain 4 Green AP.

Crowd Control 8 🟩

Deal damage. If there is more than 1 enemy remaining, gain 2 Black AP. Otherwise, deals extra damage.

Like unto Iron 12 ⬤

Convert 8 friendly Protect tiles to Strike tiles, then deals 1,334 damage.



Wolverine ★★★★★ 3/5/5

**X-Force 8** 🟩

Deals damage and destroys 9 tiles in a 5x5 X-shaped pattern. Does not generate AP.

**Surgical Strike 11** ⬤

Destroys every tile in the enemy team's strongest color, dealing damage per tile. Does not generate AP.

**Recovery 9** 🟡

Places a 3-turn Yellow CD that heals when activated. If the CD is matched, Wolverine destroys 9 random tiles, dealing damage per tile. Does not generate AP.



Deadpool ★★★★★ (5/4/4)

**Out of Bullets 13** 🔴

Deal damage to the target and heals.

**X-Enforcer 0** ⬤

(PASSIVE) Whenever an ally takes more than X damage, create a 1-turn Countdown tile that deals 2109 damage.

**Countdown for What 7** 🟣

Make 6 fake 5-turn CDs on the bad guys' strongest color tiles. If anything destroys them before they reach zero, deal damage to the target.



Domino ★★★★★ (5/3/5)

**Enter the Fray 7** 🟩

Destroys 9 random non-Black basic tiles. (Does not generate AP.)

**Knock Them Down 9** 🔴

Destroys half of the Black tiles on the board, dealing damage for each tile destroyed. (Does not generate AP.)

**Not Just Luck 0** ⬤

(PASSIVE) Everything's coming up Domino. While Domino's in the fight, every new tile dropped from the top of the board during your turn has a 100% higher chance of being a Black tile.



Bullseye ★★ 5/3/5

Adamantium Bones 0

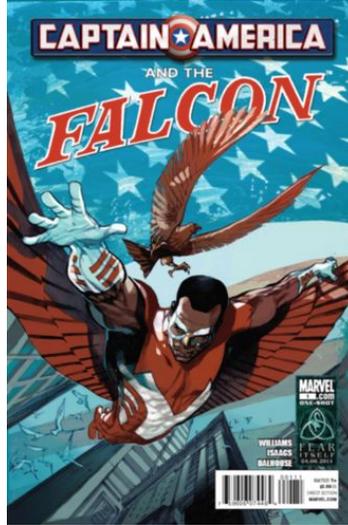
(PASSIVE) Create a purple protect tile whenever anyone matches Purple tiles.

Murderous Aim 18

Turns a selected (non-CD) tile into a Critical tile and deals 9800 damage if there are now 4 or more Critical tiles.

Deadly Precision 11

Destroys 5 chosen basic tiles and deals damage. Destroyed tiles don't deal damage or generate AP.



Sam Wilson ★★★ 3/5/5

Inspiration 0

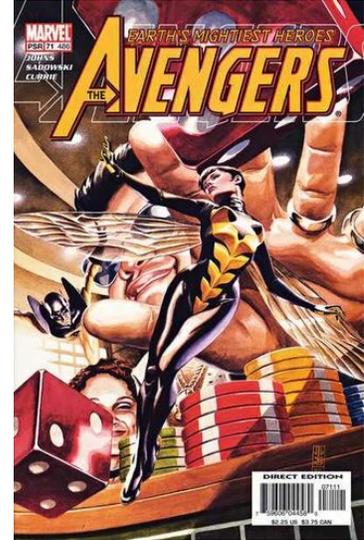
(PASSIVE) When the team makes a yellow match, Falcon improves the strength of 2 friendly Protect, Strike, or Attack tiles.

Redwing 0

(PASSIVE) If the team has at least 8 Blue AP, Redwing converts an Enemy Protect or Strike tile into a 4 turn Countdown tile that signals when Redwing will return.

Bird Strike 12

Creates 6 Protect tiles with strength of X and deals X damage to the enemy team.



Wasp ★★★★★ 3/5/5

Tactical Intuition 5

Converts all friendly Strike Tiles to Protect tiles and vice versa, strengthening them by 37.

That Buzzing Sound 0

(PASSIVE) At the start of your turn, if you have at least 6 blue AP, creates random 1-turn Countdown tile that steals 2 AP of its color. If an enemy matches this tile, Wasp stings the target.

Wasp Sting 7

Deals damage. If the team has at least 8 Blue AP, she stuns the target for 3 turns.



R&Groot ★★★★★ 5/5/3

**Rocket's Pack 12** 🟦

If there's not one already, creates a Blue CD that activates every turn, dealing damage and creating a Black Attack tile.

**Welcome to the Team 0** 🟡

(PASSIVE) At the start of the battle create 3 Strike tiles. If there is another member of the Guardians of the Galaxy on their team create stronger tiles.

**Don't Push Button 10** 🟢

I Aaaaaam Grooooooot!

Creates a 3-turn CD that deals damage to the enemy team. If matched, deals damage to enemy team and less damage to your team. At the start of each turn, makes a match.



Gamora ★★★★★ (3/5/5)

**Deals Strike 10** 🔴

Deals damage and creates a 3-turn Red CD, targets that character, deals damage at the end of each turn.

**The Deadliest Woman 9** ⬤

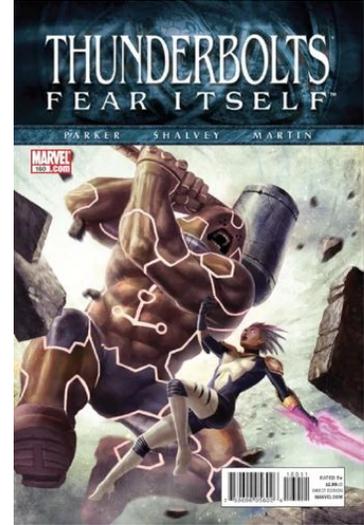
Create 6 strength 32 Purple Attack or Strike tiles.

(PASSIVE) At start of turn, if all Purple tiles are friendly specials, remove those tiles and down the target.

**Incapacitate 6** 🟦

Stuns the target for 3 turns. Also stuns a random enemy for 1 turn.

(PASSIVE) Whenever an enemy is Stunned, creates a strength Purple Attack or Strike tile.



Juggernaut ★★★★★ (5/5/3)

**Collateral 0** 🟢

(PASSIVE) When Juggernaut makes a match, he deals 366 damage to the enemy team.

**Unstoppable 0** 🔴

(PASSIVE) Juggernaut's base match damage is increased by 225%, and he takes 90% less damage from enemy matches.

**Breaker of Bones 11** 🟦

Destroys a random column and 4 random tiles from the two adjacent columns. (Does not generate AP.)



Carol ★★★★★ 5/5/3

**Photonic Barrage 8** ●

Converts a chosen basic Black tile into a 5-turn Countdown tile that creates a Strike tile every turn, and deals damage when expires.

**Executive Decision 5** ◆

Reduces a chosen friendly Countdown tile to 0.

(PASSIVE) When a friendly Countdown expires, improve 1 friendly tile.

**Energy Manipulation 0** ■

(PASSIVE) When opponent makes a match in their strongest color, gain 2 AP in your strongest color. If they are the same, deal damage to the enemy team.



Wasp ★★★★★ 3/5/5

**Tactical Intuition 8** ◆

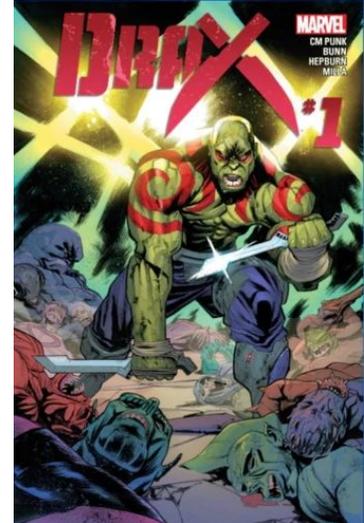
Converts all friendly Strike Tiles to Protect tiles and vice versa, strengthening them by 37.

**That Buzzing Sound 0** ■

(PASSIVE) At the start of your turn, if you have at least 6 blue AP, creates random 1-turn Countdown tile that steals 2 AP of its color. If an enemy matches this tile, Wasp stings the target.

**Wasp Sting 7** ●

Deals damage. If the team has at least 8 Blue AP, she stuns the target for 3 turns.



Drax ★★★★★ 3/5/5

**The Destroyer 12** ●

Deals damage, then destroys 3 enemy special tiles and 4 random tiles surrounding them, dealing damage but not generating AP.

**Secret Weapon 8** ▼

Creates a Purple Strike tile plus strength for each friendly CD on the board (maximum 5 countdown tiles).

(PASSIVE) Whenever a friendly Countdown tile expires, deal 111 damage.

**Level Upgrades:**

**Slice & Dice 8** ▲

Deals damage or more if the target has more than 90% health.



Thunder Cap ★★★★★ 5/3/5

Heavy Hitter 9 🟦

Captain America deals damage to the target and stuns them for 3 turns. For every Charged tile on the board, he bashes the enemy for more damage (max 6).

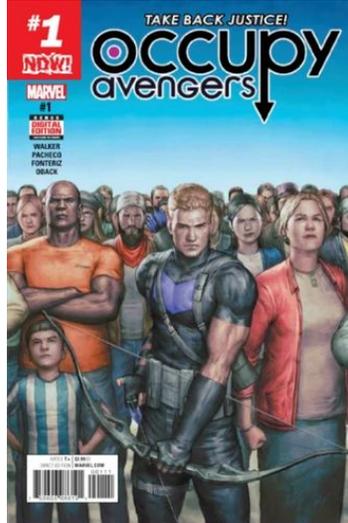
The Wind Up 6 🔴

Creates a 3-turn Red Countdown tile that creates 2 Charged tiles each turn and deals damage to the target.

(PASSIVE) Whenever the enemy matches a Charged tile, Captain America deals damage to the target.

American Hero 0 💠

(PASSIVE) If Captain America's allies would take damage, he jumps to the front and reduces the damage by 35%. If Captain America takes 1019 or more damage from a single hit, create 4 1-turn Countdown tiles that convert 1 Yellow basic tiles to Blue or Red.



Hawkeye ★★★★★ 5/5/3

Can't Seem To Miss 0 💜  
(PASSIVE) When a friendly CD reaches 0, gain 3 Blue and 2 Red AP. At the start of the turn, fortify 3 friendly CD.

Full Quiver 5 🟦  
Fire Arrows

Deep Breath 5 🔴  
Places a 3-turn fortified Blue CD. When it hits 0, if you have at least 9 Red AP, spend 9 and deal damage. Otherwise, deal less damage.



Coulson ★★★★★ 5/3/5

Call the Cavalry 12 💠

Create 4 Countdown tiles.

(PASSIVE) When a friendly Countdown reaches 0, gain 2 random AP.

Best Laid Plans 8 💜

Choose 2 tiles to Charge and swap and damage.

(PASSIVE) When you make a match if you have 6+ Team-Up AP, spend 2 to reduce 1 friendly Countdown timer by 2.

Super Secret Tech 11 🟦

Steal 2-3 random AP for each friendly Countdown tile (up to 5 tiles).

(PASSIVE) When an ally fires a power, create 1 Countdown tile that deals damage.



Vulture ★★★★★ (5/3/5)

Circling Prey 6 ●

Vulture goes Airborne for 2 turns.

(PASSIVE) Start of the turn, if Airborne, gain 4 Green, 3 Blue, 2 Black, 1 Red.

One Fell Swoop 9 ■ Creates a 3-turn Countdown tile that deals 815 damage.

(PASSIVE) If it exists when Vulture returns from being Airborne, remove it deals AoE damage.

Hybrid Tech Slicer 10 ■

Deals damage and destroys up to 4 random enemy S/P/A tiles.

(PASSIVE) When Vulture goes Airborne, the same effect, also targeting Invisibility and Countdown tiles.



Bishop ★★★★★ (5/5/3)

Overclocked 0 🔴

(PASSIVE) If Bishop's teammates would take X damage, Bishop jumps to the front. Once Bishop has taken Y damage, deal damage.

General Reserves 0/10 ■

(PASSIVE) If Bishop takes X damage, gain 5 blue AP. If Bishop has 10 blue AP, this becomes: Energy Conversion. Stuns the enemy for 4 turns and destroys 6 AP in their strongest color.

For the Future 10 ◆

Converts 1 enemy Special to a strength friendly Protect.

(PASSIVE) If there are 2 friendly Protect tiles on the board at the start of Bishop's turn, remove them and gain 2 Blue AP.



Gamora ★★★★★ (3/5/5)

Deals Strike 10 🔴

Deals damage and creates a 3-turn Red CD, targets that character, deals damage at the end of each turn.

The Deadliest Woman 9 ●

Create 6 strength 32 Purple Attack or Strike tiles.

(PASSIVE) At start of turn, if all Purple tiles are friendly specials, remove those tiles and down the target.

Incapacitate 6 ■

Stuns the target for 3 turns. Also stuns a random enemy for 1 turn.

(PASSIVE) Whenever an enemy is Stunned, creates a strength Purple Attack or Strike tile.



Storm ★★★★★ 5/3/5

Gathering Clouds 9 ●

Destroys all Charged tiles, dealing damage to enemy team. (Tiles destroyed this way do not generate AP.)

(PASSIVE) At the start of the turn, converts 1 Black basic tile into a Black Charged tile.

Ice Storm 8 ■

Choose a colored tile and destroy 6 tiles of that color. (Tiles destroyed this way do not generate AP.)

Aurora Totalis 9 ◆

Choose a colored tile and convert 6 Team-Up tiles into basic tiles of that color. Additionally creates 3 Charged tiles.



Black Bolt ★★★★★ 5/5/3

Quasi-Sonic Whisper 10 ■

Destroys middle two rows dealing damage. If you have at least 5 AP in all colors, he screams, draining all friendly AP, destroying the board and dealing more damage to the enemy team.

Energy Channeling 0 ●

(PASSIVE) Every turn, creates 2 Charged tile in the color most present. If there are at least 4 Charged tiles, deals damage to the target.

The Silent King 8 ◆

If one does not exist, converts a random basic into a 6-turn Motivation tile targeting 1 ally, increases all their powers by 1 level.



Gambit ★★★★★ 3/5/5

Ragin' Cajun 11 ▼

Create 3 3-turn CDs which deal damage, replacing 3 enemy S/P/A tiles.

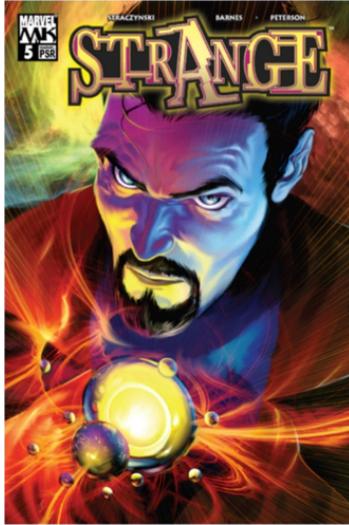
Aces & Eights 7 ▲

Destroys 2 random Charged or basic tiles, dealing an extra damage for each Charged tile. Creates 3 Charged tiles.

Stacked Deck 0 ●

(PASSIVE) At the start of the battle or turn, if one doesn't exist, create a 2-turn Repeater that generates 3 Purple and 3 Red AP.

Gambit's allies may not fire Purple or Red powers.



Dr. Strange ★★★★★ 5/3/5

**Crimson Bands of Cyttorak 9**



Converts a chosen basic tile into a 2-turn Countdown tile, then stuns the target for 2 turns. The tile destroys 2 enemy AP of its color and deals 45 damage each turn.

**Eye of Agamotto 11** 

Remove up to 2 random enemy Attack tiles and gain 2 purple AP.

**Flames of the Faltine 0** 

(PASSIVE) Whenever an enemy fires a power, deal damage to the target and gives a burst of health to the players team.



Iron Man 40 ★★★★★ 3/5/5

**Unibeam - 13**  Deals damage and drains some of the team's Yellow, Purple and Black AP.

**Ballistic Salvo - Blue 16** 

Deals damage to the enemy team, destroys random basic tiles and drains the team's Yellow, Purple and Black AP. (Destroyed tiles do not generate AP.)

**Recharge - Yellow 6**  Creates 3 2-Turn Countdown tiles that restore 4 Red, 4 Blue, 3 Green & 1 Purple AP each, but stun Iron Man for 2 turns



Black Widow ★★★★★ 5/3/5

**Sniper Rifle - Green 15** 

Black Widow shoots a location on the board, clearing a reticle shaped pattern. Deals damage for each tile destroyed and additional damage to the current target.

**Pistol - Red 12** 

Black Widow fires, clearing a block of tiles, dealing damage for each tile and additional damage to the current target. Does not generate AP.

**Deceptive Tactics - Purple 11** 

Converts basic color tiles (except for Green) into Green tiles.



America ★★★★★ 5/3/5

Punch Everyone 0 🍷

**(PASSIVE)** America's match damage is increased by 30% for each AP she has in that color.

Ticket to Multiverse 0 💎

**(PASSIVE)** When you make a Match-4 or greater, create 2 Trap Tiles in that color. When America has Trap tiles in at least 3 colors, remove them all to deal damage and generate 2 AP in those colors.

Fear Not, Mi Gente! 0 🟩

**(PASSIVE)** At the start of the turn, if you have more AP than the enemy in at least 3 colors, create a Critical tile. If you have more AP than the enemy in at least 5 colors, also deal damage.



Nightcrawler ★★★★★ 5/5/3

BAMF! 7 🍷

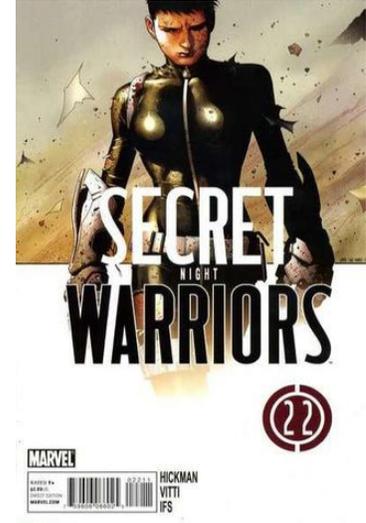
Converts up to 8 basic tiles to the color most present on the board. **(PASSIVE)** If Nightcrawler takes team damage, he goes Airborne for 1 turn instead.

En Garde! 9 🍷

Deals damage. If you have 10 or more AP in your strongest color, deals extra damage.

Everywhere At Once 12 🟩

Deals damage for each AP in the Enemy's strongest color and steals 2 of that AP.



Quake ★★★★★ 5/3/5  
(5/3/5)

Earthquake 11 🟩

Deals damage to the enemy team and shuffles the board.

Coordinated Tactics 0 💎

**(PASSIVE)** Reduces team damage from enemy powers.

Resonance Frequency 7 🟩

Select a tile and destroy up to 5 (8) random tiles of that color. Does not generate AP.



M.O.D.O.K. ★★★★★ 5/3/5

Doomsday Plan 7 🟦

Place an 8-turn Fortified Countdown tile that deals damage.

(PASSIVE) Fire a friendly power, Doomsday CD reduced by 3. Enemy fires a power, Doomsday CD are increased by 1 turn.

Afterburner 6 🟢

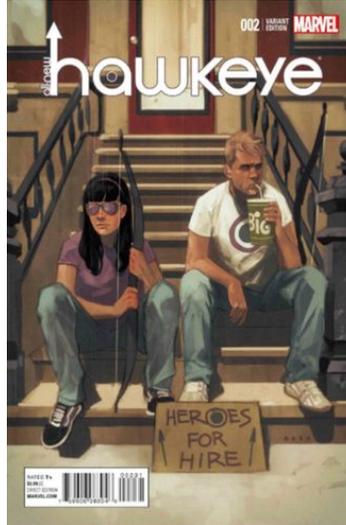
Creates 3 Red enemy Attacks, converts 6 tiles to Red, & deals damage.

Hammer for Nail 6 🔴

A Chisel for Every Stone

A Needle for Every Stitch

A Laser



Hawkeye ★★★★★ 3/5/5

'cause Boomerangs 10 💜

Creates 3 red strikes and a 3-turn purple CD that removes 3 friendly strikes and deals damage.

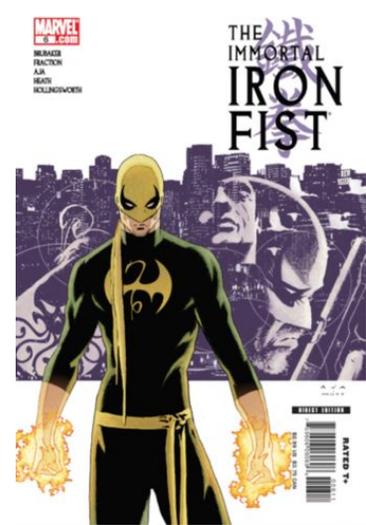
Full Quiver 5 🟦

This power starts as Bola Arrow, becomes Explosive Arrow, and 6 more. Once used, Hawkeye is out of arrows.

No Good News 10 💛

Restore health to Hawkeye and create 4 random enemy P/S/A Tiles.

(PASSIVE) When you match an enemy special tile, gain 2 blue AP and 2 purple AP.



Iron Fist ★★★★★ 3/5/5

Shou-Lao Fang Strike - 8 🟢

Deals damage and creates Red Strike tiles. If the team has enough Black AP, creates additional Strike tiles.

Iron Fist of K'un-Lun - 5 💜 AP

If the team has less than 12 Black AP, converts basic tiles to Black. If the team has 12 or more Black AP, deals damage instead.

Exquisite Technique - Passive 🟢

(PASSIVE) At the beginning of every turn, if there are no friendly Attack tiles, create a Green Attack tile.



Cap America ★★★★★ 3/5/5

Sentinel of Liberty - 19   
Transforms chosen basic tiles into Yellow Protect tiles.

Star Spangled Ave. - 11 

Hits the target for damage and transforms a chosen basic tile into a Countdown tile that returns Red AP.

Peacemaker - 12  Stuns the target and transforms a chosen basic tile into a Countdown tile that returns Blue AP.



Star Lord ★★★★★ 5/3/5

Sleight of Hand 10 

Turn selected tiles into 2-turn Countdown tiles which deal AoE damage plus damage to the target.

Everyone With Me 0 

(PASSIVE) When the enemy uses a power, place a 3-turn Countdown tile. While it is on the board, RYBG power costs are reduced by 2. When the tile expires gain 2 random AP.

Oldest Trick in Book 8 

Star-Lord deals damage. He deals an additional damage per friendly countdown tile up to 6.



Carol ★★★★★ 5/5/3

Photonic Barrage 8 

Converts a chosen basic Black tile into a 5-turn Countdown tile that creates a Strike tile every turn, and deals damage when expires.

Executive Decision 5 

Reduces a chosen friendly Countdown tile to 0.

(PASSIVE) When a friendly Countdown expires, improve 1 friendly tile.

Energy Manipulation 0 

(PASSIVE) When opponent makes a match in their strongest color, gain 2 AP in your strongest color. If they are the same, deal damage to the enemy team.



Kitty ★★★★★ 5/x/x

Phase and Conquer - 8 ♦

Create 3 Yellow Protect tiles with a strength of 316.

(PASSIVE) At the start of her turn, if there are 4 or more friendly tiles on the board, improve them.

Circuit Breaker - 0 ♡

At the start of the turn, if one does not exist and enemy tiles are on the board, create a 1-turn Fortified Repeater that replaces enemy tiles. If none, tile destroys itself and deals 11,768 damage.

Practiced Offense - 6 🔥

Creates a 8-turn Red Countdown tile. If anyone takes damage from a power, create 3 Attack tiles.



R&Groot ★★★★★ 5/5/3

Rocket's Pack 12 🟡

If there's not one already, creates a Blue CD that activates every turn, dealing damage and creating a Black Attack tile.

Welcome to the Team 0 ♦

(PASSIVE) At the start of the battle create 3 Strike tiles. If there is another member of the Guardians of the Galaxy on their team create stronger tiles.

Don't Push Button 10 🟢

I Aaaaaam Grooooooot!

Creates a 3-turn CD that deals damage to the enemy team. If matched, deals damage to enemy team and less damage to your team. At the start of each turn, makes a match.



Nico ★★★★★ 3/5/5

When Blood Is Shed /Freeze! 9 🟡

(PASSIVE) When Nico takes damage, create 8-turn Blue CD and replaces powers.

Removes 2 enemy CD and stuns the target for 1 turn.

Try Not to Die/Heal! 7 ♦

Create 4 Protect Tiles.

(PASSIVE) Friendly Protect tiles' strength is increased by 50%, but they have no effect on Nico (then restore health for each friendly Protect (max. 6 tiles)).

Mystic Affinity/Trifecta! 8 ♡

(PASSIVE) At start of turn, if you have more A/S/P than the enemy, increase the strength of those tiles.

Create a S/P/A tile.



Patch ★★★★★ 5/5/3

Berserker Rage 9 🟢

Deals damage to the target and creates 6 Strike tiles for each team (Green for allies, Purple for enemies).

Best There Is 14 🔴

Wolverine deals damage for each tile on the board that bears his icon. Create 2 Red Strike tiles for each team.

Healing Factor 0 💎

(PASSIVE) Every turn there are 10 or more Yellow tiles, Wolverine's healing factor restores health.



Iron Fist ★★★★★ 3/5/5

Shou-Lao Fang Strike - 8 🟢

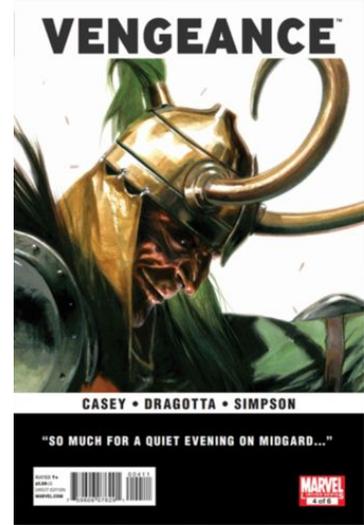
Deals damage and creates Red Strike tiles. If the team has enough Black AP, creates additional Strike tiles.

Iron Fist of K'un-Lun - 5 💜 AP

If the team has less than 12 Black AP, converts basic tiles to Black. If the team has 12 or more Black AP, deals damage instead.

Exquisite Technique - Passive 🟢

(PASSIVE) At the beginning of every turn, if there are no friendly Attack tiles, create a Green Attack tile.



Loki ★★★★★ 5/3/5

Trickery 11 🟢

Transforms 3 enemy Strike tile into a friendly Protect tile and 3 enemy Protect tile into a friendly Strike tile.

Illusions 5 💜

Changes the location of 32 colored tiles.

Mischief 0 🟢

(PASSIVE) If the enemy team makes a Match-4 or more of any color, Loki converts 4 basic tiles of that color into 2-turn Countdown tiles which steal 2 random AP.



SamWilson ★★★★★ 5/3/5

Wings of Liberty - 9 ◆

Transforms all basic Yellow tiles on the board into Yellow Protect tile.

Aerial Avenger - 0 ■

(PASSIVE) When his team makes a Blue match, Sam Wilson strengthens 1 friendly special tile and reduces 1 CD by 1.

Dive Bomb - 14 🔴

Deals damage, plus for every friendly Protect tile on the board.



Deadpool ★★★★★ 3/5/5

A Little Off the Top 6 🔴  
I'll slice the enemy's health bar with my sweet ninja-swords, dealing 65 % of their current health in damage (maximum 400 damage).

WHALES! 14 ▼  
dealing team damage, but if you spend your Deadpool Points (the Money With The Mouth) I'll hit 'em with every whale I've got. I'm practically giving these whales away!

Life of the Party 0 ●  
(PASSIVE) If a character with less health than me would take 274 or more damage, I'll hop in, taking the attack. My Healing Factor then places a Black Countdown tile that'll restore health to me when it goes off.



Scarlet Witch ★★★★★ 3/5/5

Reality Crush - 14 ▼ AP

Deals damage to the enemy team and stuns a random enemy.

Hex Bolt - 8 ■ AP

Select one basic tile to destroy it and random basic tiles around it, generating AP.

Arcane Incantation - ■

(PASSIVE) At the beginning of her turn, if one does not exist, she creates a Countdown tile that transforms random adjacent basic tiles to Purple.



America ★★★★★ 5/3/5

**Punch Everyone 0** 🔴

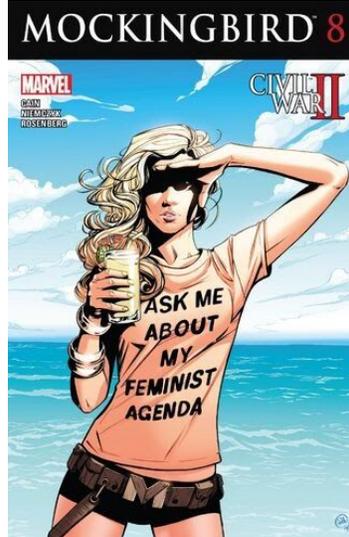
**(PASSIVE)** America's match damage is increased by 30% for each AP she has in that color.

**Ticket to Multiverse 0** 💎

**(PASSIVE)** When you make a Match-4 or greater, create 2 Trap Tiles in that color. When America has Trap tiles in at least 3 colors, remove them all to deal damage and generate 2 AP in those colors.

**Fear Not, Mi Gente! 0** 🟢

**(PASSIVE)** At the start of the turn, if you have more AP than the enemy in at least 3 colors, create a Critical tile. If you have more AP than the enemy in at least 5 colors, also deal damage.



Mockingbird ★★★★★ 5/5/3

**Bomb-shell 9** 🔴

**Creates 2 2-turn Red Fortified Countdown tiles. When one expires, if another exists, remove it and deal damage. If not, deal damage to the target and less to Mockingbird.**

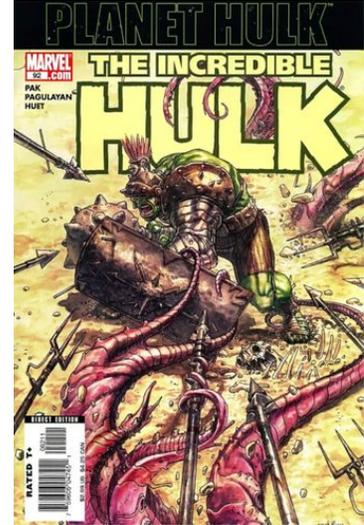
**Opportunist 0** 💎

**(PASSIVE)** When the enemy makes a match-4 or greater, if you have at least 6 AP in that color, fire a random friendly power at no cost. If not, gain 3 AP in that color.

**Secret mission 8** 💜

**Destroys up to 5 AP of the enemy's strongest color and generates 4 AP in your strongest color. (This power's cost can't be reduced.)**

**(PASSIVE)** As long as you have at least 7 AP in your strongest color, friendly matches deal more damage.



Hulk MEH ★★★★★ 5/5/3

**Grand Entrance 0** 🟢

**(PASSIVE)** At the start of battle, destroy 7 random tiles. (Destroyed tiles do not deal damage or gain AP.)

**At the start of the turn, swap 2 random pair of tiles.**

**Gamma Powerbomb 14** 💜

**Deals 611 damage and creates 5 random Critical tiles.**

**The Crowd Goes Wild 12** 💎

**Create 4 3-turn Fortified Countdown Tiles. When this tile ticks down, either deal damage to the enemy team, give the Hulk a burst of health, or gain 2 random AP.**



Thunder Cap ★★★★★ 5/3/5

### Heavy Hitter 9

Captain America deals damage to the target and stuns them for 3 turns. For every Charged tile on the board, he bashes the enemy for more damage (max 6).

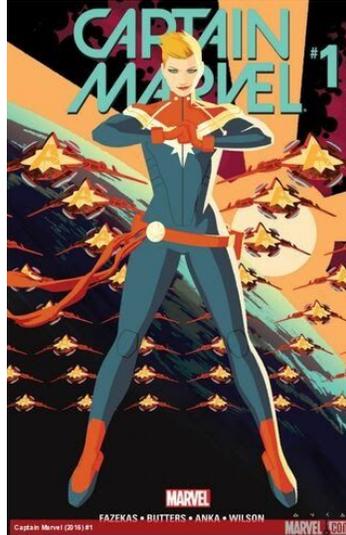
### The Wind Up 6

Creates a 3-turn Red Countdown tile that creates 2 Charged tiles each turn and deals damage to the target.

(PASSIVE) Whenever the enemy matches a Charged tile, Captain America deals damage to the target.

### American Hero 0

(PASSIVE) If Captain America's allies would take damage, he jumps to the front and reduces the damage by 35%. If Captain America takes 1019 or more damage from a single hit, create 4 1-turn Countdown tiles that convert 1 Yellow basic tiles to Blue or Red.



Carol ★★★★★ 5/5/3

### Photonic Barrage 8

Converts a chosen basic Black tile into a 5-turn Countdown tile that creates a Strike tile every turn, and deals damage when expires.

### Executive Decision 5

Reduces a chosen friendly Countdown tile to 0.

(PASSIVE) When a friendly Countdown expires, improve 1 friendly tile.

### Energy Manipulation 0

(PASSIVE) When opponent makes a match in their strongest color, gain 2 AP in your strongest color. If they are the same, deal damage to the enemy team.



Valkyrie ★★★★★ 5/5/3

### Dragonfang Fury 11

Valkyrie lands 5 separate blows, continuing her attack even if she downs the target.

### Bounty Hunter 0

(PASSIVE) At the start of the turn, create a 5-turn Black Countdown tile targeting a random enemy. If that enemy is Downed or takes X damage, remove it to gain 3 AP in your strongest color and destroy 3 AP in the enemy's strongest color.

### The Best Defense... 0

(PASSIVE) When an ally takes at least X damage, create 2 Yellow Strike Tiles. If enemy has less than 8 AP in a color, friendly matches in that color deal extra damage.



Magneto ★★★ 3/5/5

Coercive Field 9 

Converts 8 random tiles into Protect tiles.

Polarizing Force 8 

Destroys all Team-Up tiles, dealing damage per tile. Does not generate AP.

Magnetized Project. 10 

Swaps up to 7 random Blue tiles with Red tiles. Does 713 damage for each swap.



Storm ★★★ 5/3/5

Lightning Strike - 10 

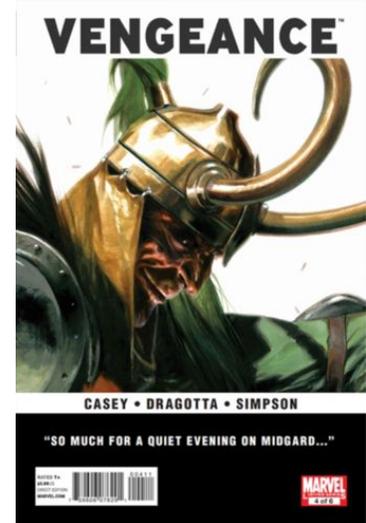
Shatters 8 tiles, doing damage and earning AP for each.

Mistress of Elems - 9 

Destroys up to 5 Team-Up tiles, generating Team-Up AP and dealing 38 damage per tile.

Hailstorm - 9 

Hailstones pelt the enemy, converting 16 basic tiles to Attack tiles.



Loki ★★★ 3/5/5

Trickery 11 

Transforms 3 enemy Strike tile into a friendly Protect tile and 3 enemy Protect tile into a friendly Strike tile.

Illusions 5 

Changes the location of 32 colored tiles.

Mischief 0 

(PASSIVE) If the enemy team makes a Match-4 or more of any color, Loki converts 4 basic tiles of that color into 2-turn Countdown tiles which steal 2 random AP.



Vulture ★★★★★ (5/5/3)

Circling Prey 6 ●

Vulture goes Airborne for 2 turns.

(PASSIVE) Start of the turn, if Airborne, gain 4 Green, 3 Blue, 2 Black, 1 Red.

One Fell Swoop 9 ■ Creates a 3-turn Countdown tile that deals 815 damage.

(PASSIVE) If it exists when Vulture returns from being Airborne, remove it deals AoE damage.

Hybrid Tech Slicer 10 ■

Deals damage and destroys up to 4 random enemy S/P/A tiles.

(PASSIVE) When Vulture goes Airborne, the same effect, also targeting Invisibility and Countdown tiles.



Cloak&Dag ★★★★★ (5/5/3)

Light-Knives 8 ◆

Deals damage & removes 5 enemy S/P/A tiles. If no tiles exist, damage is AoE.

Child of Light 0 ◆

Restores health or converts up to tiles to Yellow.

Darkness Hungers 8 ●

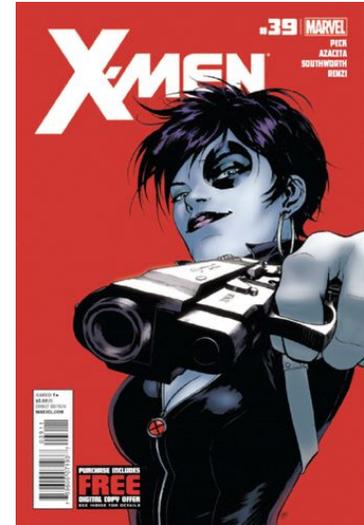
Create a 7-turn Black Countdown that targeted enemy loses 4 levels in all powers (min 1).

Child of Darkness 0 ●

At the start of the turn, if there are at least 9 Black tiles on the board, creates a Red Attack tile. If not, converts up to 4 basic tiles to Black.

Pocket Dimension 6 ♡

Deals damage and replaces Cloak & Daggers powers with new powers. If there are at least 9 Black tiles on the board, this power costs less (min 3).



Domino ★★★★★ (3/5/5)

Enter the Fray 7 ■

Destroys 9 random non-Black basic tiles. (Does not generate AP.)

Knock Them Down 9 ▲

Destroys half of the Black tiles on the board, dealing damage for each tile destroyed. (Does not generate AP.)

Not Just Luck 0 ●

(PASSIVE) Everything's coming up Domino. While Domino's in the fight, every new tile dropped from the top of the board during your turn has a 100% higher chance of being a Black tile.



Cyclops ★★★★★ 5/3/5

**Optic Blasts - 10** 🔴

**Destroys a random row of tiles and deals damage. Does not generate AP.**

**Mutant Revolutionary 7** 🟡

**He converts 6 random Team Up tiles into basic Red tiles.**

**Full Blast - 13** ⬤

**Deals damage to the target enemy. If there are more than 9 Red tiles on the board, deals additional damage but stuns himself for 1 turn.**



Iron fist ★★★★★ 5/5/3

**Shou-Lao Fang Strike - 8** 🟢

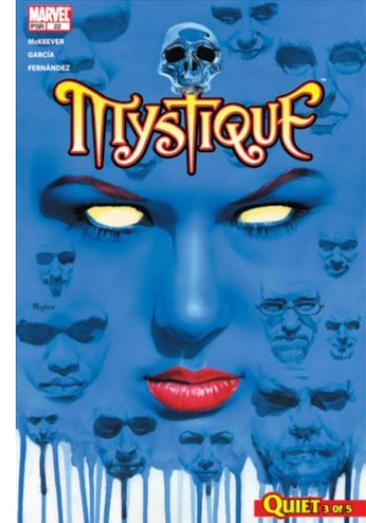
**Deals damage and creates Red Strike tiles. If the team has enough Black AP, creates additional Strike tiles.**

**Iron Fist of K'un-Lun - 5** 🟣

**AP**  
**If the team has less than 12 Black AP, converts basic tiles to Black. If the team has 12 or more Black AP, deals damage instead.**

**Exquisite Technique -**  
**Passive** ⬤

**(PASSIVE) At the beginning of every turn, if there are no friendly Attack tiles, create a Green Attack tile.**



Mystique ★★★★★ 5/5/3

**Shapeshift - 8** 🟣

**Creates an 8 turn Countdown tile. While shapeshifted, whenever the enemy team makes a match Mystique steals 1 AP of that color. Also stuns the target for 2 turns.**

**Infiltration - 10** 🟢

**Transforms 9 random basic tiles that are** 🔴 🟢 🟡 **into** 🟣 **or** ⬤ **.**

**Masterstroke - 11** ⬤

**Deals damage, and reduces enemy teams' AP by 2. If Mystique is shapeshifted, she destroys her shapeshift tile and deals additional damage.**



SamWilson ★★★★★ 3/5/5

Wings of Liberty - 9 

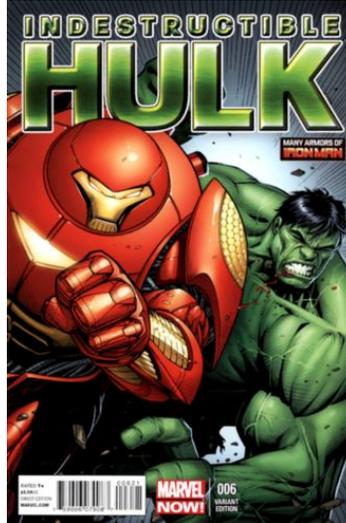
Transforms all basic Yellow tiles on the board into Yellow Protect tile.

Aerial Avenger - 0 

(PASSIVE) When his team makes a Blue match, Sam Wilson strengthens 1 friendly special tile and reduces 1 CD by 1.

Dive Bomb - 14  AP

Deals damage, plus for every friendly Protect tile on the board.



Hulkbuster ★★★★★ 3/5/5

Repulsor Punch - 9 

Depletes his teams Red AP, dealing damage for each.

Overdrive - 11 

Deals damage to Iron Man, but gains 9 Red AP and creates 2 Yellow Strike tiles.

Hulk-Proof - 9 

Converts 7 basic Green tiles to Red and creates 3 blue Protect tiles.



Teen Jean ★★★★★ 5/3/5

Mind Over Matter - 10 

Deals damage to the enemy team and converts up to 6 random enemy Strike, Protect or Attack tiles to basic tiles.

Psychic Feedback - 0 

(Passive) When opponent makes a Match 5, Jean destroys up to 3 AP in their strongest color, stuns the enemy team for 2 turn and deals damage to them.

Full of Surprises - 12 

Deals damage to the enemy team, then creates up to 4 random Strike, Attack or Protect tiles.



Kitty ★★★★★ 5/5/3

Phase and Conquer - 8 🟡

Create 3 Yellow Protect tiles with a strength of 316.

(PASSIVE) At the start of her turn, if there are 4 or more friendly tiles on the board, improve them.

Circuit Breaker - 0 🟣

At the start of the turn, if one does not exist and enemy tiles are on the board, create a 1-turn Fortified Repeater that replaces enemy tiles. If none, tile destroys itself and deals 11,768 damage.

Practiced Offense - 6 🔴

Creates a 8-turn Red Countdown tile. If anyone takes damage from a power, create 3 Attack tiles.



Magik ★★★★★ 3/5/5 (4/4/5)

Ruler of Limbo 9 🟣

Create a 1-turn Purple Repeater tile that converts 2 basic tiles to Red.

ALT: The Return 0 🟣

(PASSIVE) When Magik's Repeater tile is matched away or destroyed, create 3 Strike tiles.

Sliced Sorcery 12 🔴

Deal damage and remove up to 2 enemy SAP or C tile.

Eldritch Armor 0 🔵

(PASSIVE) When a friendly power is fired, create 2 Protect and fortify 2 friendly SP or A and improve it.



X-23 ★★★★★ 5/5/3

Holding Back - 8 🟢 AP

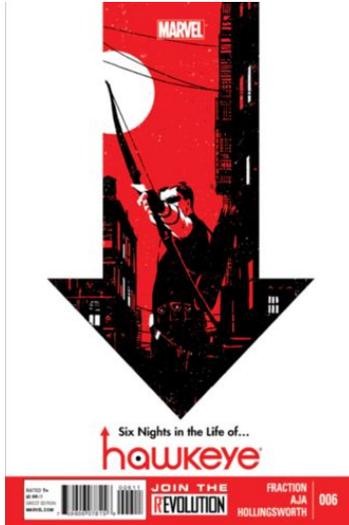
Deals damage. If her team has 9 or more Red AP, replace with #Berserker Fury which creates Strikes.

Savage Healing 0 🔴

(PASSIVE) Every time x-23 makes a Green, Red, or Purple match, she heals.

Tracking Prey 12 🟣

X-23 creates a Purple Trap tile that deals damage when matched by the enemy. If you match, deal damage and creates a Black Strike tile. Costs 1 less for every friendly Strike tile on the board (Minimum 6).



Hawkeye ★★ 3/5/5

Electric Arrow - 9 

Changes a chosen basic Blue tile into a 3-turn Countdown tile. When it activates, stuns the target for 3 turns and reduces two enemy APs in a random color by 4.

Blast Arrow - 9 

Changes a chosen basic Red tile into a 2-turn Countdown tile. When it activates, deals 1335 damage to all enemies.

Speed Shot - 0 

(PASSIVE) Whenever you match 5 or more tiles, converts up to 4 Purple tiles to 2-turn Countdown tiles that deal 183 damage when activated.



Wolverine ★★ 5/5/3

Feral Claws - 6 

Deals damage and places 1 Red Strike tile plus 1 for every 3 Red AP his team has.

Adamantium Slash - 12 

Wolverine rips the enemy to shreds, dealing damage.

Healing Factor - 0 

(PASSIVE) If Wolverine is below 50% health and his team makes a Yellow match, his healing factor activates, restoring health.



Cap. Marvel ★★ 3/5/5

Photonic Blasts - 7 

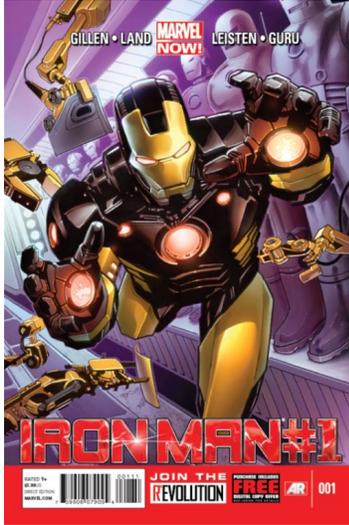
Deals damage and destroys up to 3 protect tiles. Does not generate AP.

Sonic Boom - 9 

Deals damage to all enemies, reduces 1 random team color by 4 and places a 3 turn CD that deals an additional damage to all enemies.

Strategic Command - 8 

Changes 6 random tiles into  .



Iron Man 40 ★★★★★ 3/5/5

**Unibeam - 13** 📶 Deals damage and drains some of the team's Yellow, Purple and Black AP.

**Ballistic Salvo - Blue 16** 📺 Deals damage to the enemy team, destroys random basic tiles and drains the team's Yellow, Purple and Black AP. (Destroyed tiles do not generate AP.)

**Recharge - Yellow 6** 💠 Creates 3 2-Turn Countdown tiles that restore 4 Red, 4 Blue, 3 Green & 1 Purple AP each, but stun Iron Man for 2 turns



Bullseye ★★★★★ 3/5/5

**Lethal Improvisation 7** 📄

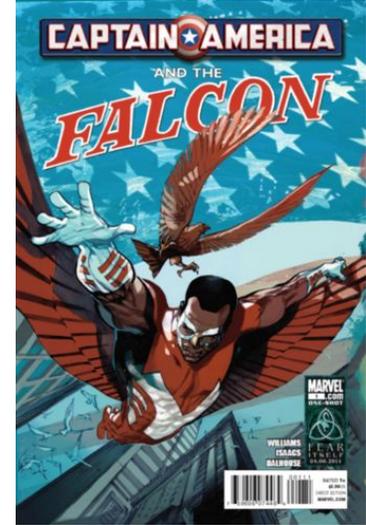
Turns 2 selected Attack, Protect, or Strike tiles to basic tiles and deals 246 damage.

**Contract Killer 0** ⚫

(PASSIVE) If Bullseye downs an opponent, he cashes in and creates 5 Strike tiles of strength 20.

**Deadly Precision 11** 🟩

Destroys 3 chosen basic tiles and deals 77 damage. Destroyed tiles don't deal damage or generate AP.



Sam Wilson ★★★★★ 3/5/5

**Inspiration 0** 💠

(PASSIVE) When the team makes a yellow match, Falcon improves the strength of 2 friendly Protect, Strike, or Attack tiles.

**Redwing 0** 📺

(PASSIVE) If the team has at least 8 Blue AP, Redwing converts an Enemy Protect or Strike tile into a 4 turn Countdown tile that signals when Redwing will return.

**Bird Strike 12** 📄

Creates 6 Protect tiles with strength of X and deals X damage to the enemy team.



Carnage ★★★★★ 5/3/5

**Symbiote Scythes - 7** 🗡️

Deals damage to the target and less damage to all other allies and enemies.

**Alien Instincts -** 🕸️

(PASSIVE) Each round Carnage creates 2 friendly Attack tiles and 2 enemy Attack tiles.

**Carnage Rules - 11** 🟩

Destroys 6 random tiles and deals additional damage for every special tile destroyed. Does not generate AP.



Kraven ★★★★★ (5/5/3),

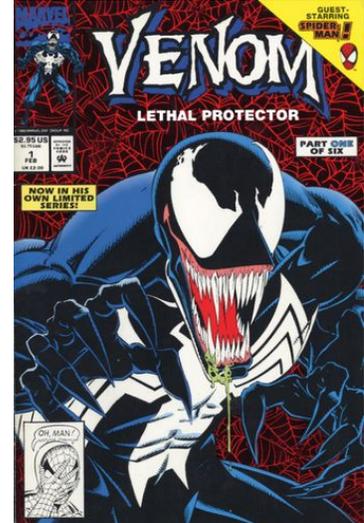
**Wounded Pride - 10** 🕸️

Creates a 1-turn Black Countdown tile that destroys 3 AP in the enemy and ally teams' strongest colors, dealing damage for each point of AP

**Think Like the Enemy -** 🍷  
 (PASSIVE) At the beginning of the turn, if there are at least 5 enemy Strike, Attack, or Protect tiles on the board, Kraven reduces their strength and deal damage.

**Most Dangerous Game - 10** 🟩

Kraven places 1 Trap tiles. When present, Kraven steals 1 AP in a random color each turn. When trap matched, converts 3 basic tiles to his team's strongest color and deals damage.



Venom ★★★★★ (5/3/5)

**Symbiotic Fury - 13** 🟩

Deals damage, destroys a random tile for each enemy special tile on the board. Costs 1 less for each enemy special tile (min 7).

**Give and Take - Passive** 🕸️

(PASSIVE) Enemy Protects are reduced by 35% and enemy Attacks are increased by 20%.

**Lethal Protector - 9** 🟡

Deals damage and creates 2 Yellow enemy Protect tiles.



Vulture ★★★★★ (5/3/5)

Circling Prey 6 ●

Vulture goes Airborne for 2 turns.

(PASSIVE) Start of the turn, if Airborne, gain 4 Green, 3 Blue, 2 Black, 1 Red.

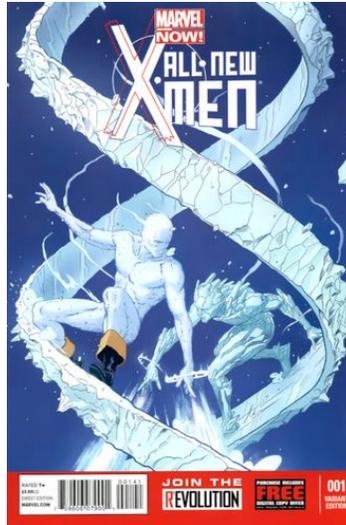
One Fell Swoop 9 ■ Creates a 3-turn Countdown tile that deals 815 damage.

(PASSIVE) If it exists when Vulture returns from being Airborne, remove it deals AoE damage.

Hybrid Tech Slicer 10 ■

Deals damage and destroys up to 4 random enemy S/P/A tiles.

(PASSIVE) When Vulture goes Airborne, the same effect, also targeting Invisibility and Countdown tiles.



Icem4n ★★★★★ (5/5/3)

Whiteout - 12 ■

Deals AoE damage, plus damage for every Blue tile on the board (max 15).

Uncanny Snowman - 6 ■

(Build a Snowman) Bobby stuns the target for 4 turns and places a 4-turn Countdown tile. Change to Punch a Snowman

(Punch a Snowman) Iceman deals damage. Destroys all of Iceman's Countdown tiles.

Level Upgrades

Cold As Ice - 8 ♥ AP

Transforms 5 Red tiles into Blue tiles, then drains the enemy team of 3 Red AP.



Clo&Dag ★★★★★ (5/5/3)

Light-Knives 8 ◆

Deals damage & removes 5 enemy S/P/A tiles. If no tiles exist, damage is AoE.

Child of Light 0 ◆

Restores health or converts up to tiles to Yellow.

Child of Darkness 0 ●

At the start of the turn, if there are at least 9 Black tiles on the board, creates a Red Attack tile. If not, converts up to 4 basic tiles to Black.

Darkness Hungers 8 ●

Create a 7-turn Black Countdown that targeted enemy loses 4 levels in all powers (min 1).

Pocket Dimension 6 ♥

Deals damage and replaces Cloak & Daggers powers with new powers. If there are at least 9 Black tiles on the board, this power costs less (min 3).



God of Thunder - 12 

Thor deals AOE damage.

(PASSIVE) At the beginning of each turn, if Thor is below 50% health, destroys 5 basic Red, Green or Yellow tiles.

**Asgardian Tactics 9 **  
Thor deals damage, ignoring Protect tiles + for each friendly Special tile up to 10.

**Smoldering Fire 9 **  
Creates a Repeater tile that generates 1 Yellow Protect tile each turn. This power becomes Raging Fire.

**Raging Fire 12 **  
Remove Repeater tile to deal damage to the target.

(PASSIVE) When repeater is gone, Protects convert to Strikes and this power becomes Smoldering Fire.



Wakanda Forever! - 0 

Friendly power damage is increased by 1321 for each Team-Up AP. Okoye's Team-Up match damage is +30%. At the start of the turn, if Okoye is not in front, lose 1 Team-Up AP.

**Indomitable Spirit - 7 **

Restores 1765 health for each Team-Up on the board, then converts 4 random basic tiles to Team-Up tiles.

**Piercing Throw - 11 **

Deals 12k damage and destroys a chosen row, dealing damage for each tile destroyed in the enemy's strongest color. Does not generate AP.



You Shoulda Run - 0 

Whenever you match an enemy Strike tile, destroy a random 3x3 block.

**Happy Birthday, Runt - 7 **  
Creates 3 enemy Strike tiles, then does damage per enemy Strike tile, up to 9.

**Tooth & Nail - 6 **  
Creed slashes 4 times for 1903 damage each time, ignoring friendly Strike tiles and continuing even if he downs the target.



Iron fist ★★★★★ 5/5/3

Shou-Lao Fang Strike - 8 🟢

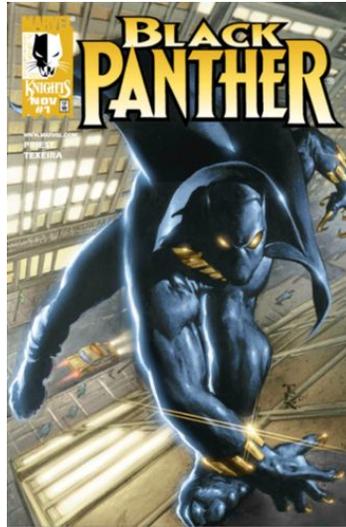
Deals damage and creates Red Strike tiles. If the team has enough Black AP, creates additional Strike tiles.

Iron Fist of K'un-Lun - 5 💜  
AP

If the team has less than 12 Black AP, converts basic tiles to Black. If the team has 12 or more Black AP, deals damage instead.

Exquisite Technique -  
Passive 🟡

(PASSIVE) At the beginning of every turn, if there are no friendly Attack tiles, create a Green Attack tile.



Black Panther ★★★★★ 5/3/5

Battleplan - 9 🟡

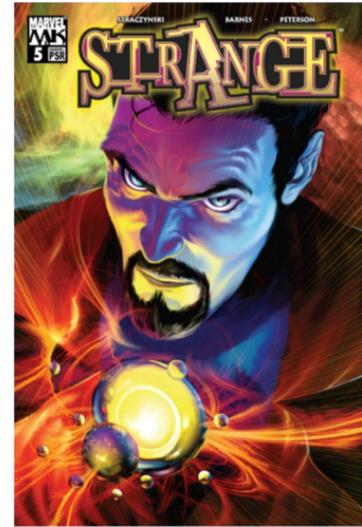
Converts 3 basic Yellow tiles to Strike tiles. If the team has 12 or more Team-Up AP, converts 3 basic Yellow tiles to batter Strike tiles instead.

Defense Grid - 8 🟢

Places a Blue Countdown tile that converts a basic color tile to a Protect tile every 2 turns. If 3 or more Protect tiles are in play, conversion is suspended.

Rage o' the Panther - 12 🟡

Deals damage to each enemy, but the enemy team gains AP in their strongest color. If there are more than one color of the same power damage, the enemy will gain 5 AP for that one as well.



Dr. Strange ★★★★★ 5/3/5

Crimson Bands of Cyttorak 9



Converts a chosen basic tile into a 2-turn Countdown tile, then stuns the target for 2 turns. The tile destroys 2 enemy AP of its color and deals 45 damage each turn.

Eye of Agamotto 11 💜

Remove up to 2 random enemy Attack tiles and gain 2 purple AP.

Flames of the Faltine 0 🟡

(PASSIVE) Whenever an enemy fires a power, deal damage to the target and gives a burst of health to the players team.



Storm ★★★★★ 5/5/3

Lightning Strike - 10 🟩

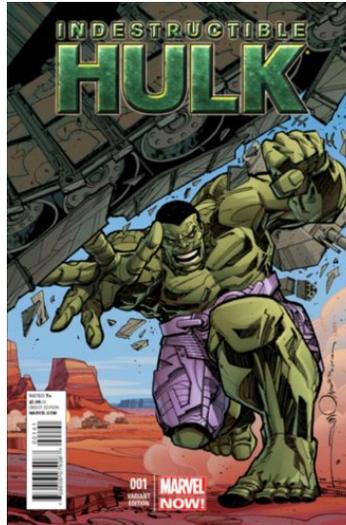
Shatters 8 tiles, doing damage and earning AP for each.

Mistress of Elems - 9 💎

Destroys up to 5 Team-Up tiles, generating Team-Up AP and dealing 38 damage per tile.

Hailstorm - Black 9 AP

Hailstones pelt the enemy, converting 16 basic tiles to Attack tiles.



Hulk ★★★★★ 3/5/5

Thunderous Clap - 10 🟩

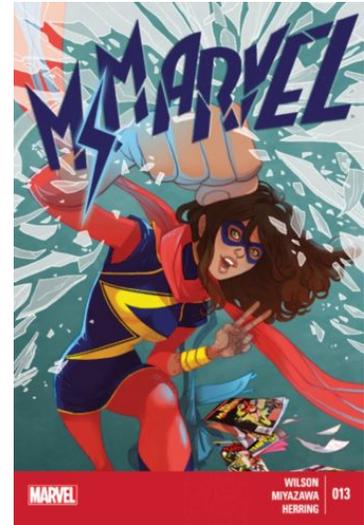
Does 118 damage to the target and destroys 3 tiles plus one for every two Green AP the team has. Does not generate AP.

Smash - Red 14 🔴

Consumes up to 10 of the team's Green AP and damaging the target for 284 plus 19 for each Green AP remaining. Does 30% of the damage to allies if there are more than 10 Green tiles on the board.

Anger - 0 ⬤

When damaged for over 5% of his health, a random basic Black tile becomes a 1 turn Countdown that changes 1 basic tile(s) to Green.



Kamala Khan ★★★★★ 5/5/3

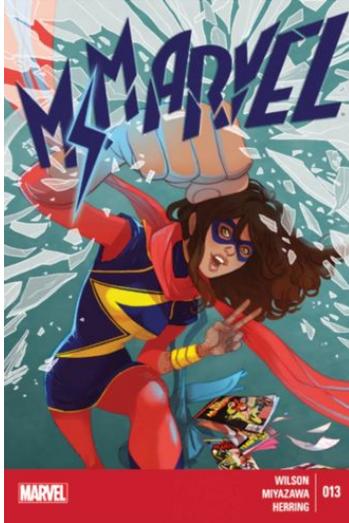
Bring Out The Best - 0 💎

(PASSIVE) Whenever an ally fires an ability, Ms. Marvel gives the team a burst of health.

Inhuman Stretchiness 8 💜

Converts a chosen basic tile and random basic tiles of the same color to Green.

Embiggened Bash - 12 🟩  
Deals damage to the enemy team.



Kamala Khan ★★ ★ 3/5/5

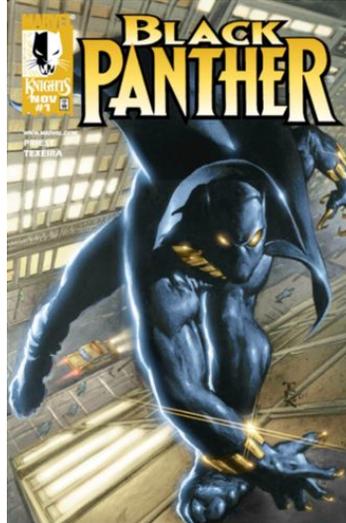
Bring Out The Best - 0 

(PASSIVE) Whenever an ally fires an ability, Ms. Marvel gives the team a burst of health.

Inhuman Stretchiness 8 

Converts a chosen basic tile and random basic tiles of the same color to Green.

Embiggened Bash - 12   
Deals damage to the enemy team.



Black Panther ★★ ★

Battleplan - 9 

Converts 3 basic Yellow tiles to Strike tiles. If the team has 12 or more Team-Up AP, converts 3 basic Yellow tiles to batter Strike tiles instead.

Defense Grid - 8 

Places a Blue Countdown tile that converts a basic color tile to a Protect tile every 2 turns. If 3 or more Protect tiles are in play, conversion is suspended.

Rage o' the Panther - 12 

Deals damage to each enemy, but the enemy team gains AP in their strongest color. If there are more than one color of the same power damage, the enemy will gain 5 AP for that one as well.



Vision ★★ ★

Density: Heavy - 5 

Creates a Density: Heavy Blue 4-turn Countdown Tile. While this tile is on the board, Vision deals more damage and his Red power becomes Heavy Strike.

Attack Protocol - 10 

Heavy Strike - Deals 274 damage to the enemy team.

Density: Light - 5 

Creates a Density: Light Yellow 4-turn Countdown Tile. While this tile is on the board, Vision reduces damage to himself by 88 and his Red power becomes Light Disruption.



5/5/3

**Photonic Barrage 8** ●

Converts a chosen basic Black tile into a 5-turn Countdown tile that creates a Strike tile every turn, and deals damage when expires.

**Executive Decision 5** ◆

Reduces a chosen friendly Countdown tile to 0.

(PASSIVE) When a friendly Countdown expires, improve 1 friendly tile.

**Energy Manipulation 0** ■

(PASSIVE) When opponent makes a match in their strongest color, gain 2 AP in your strongest color. If they are the same, deal damage to the enemy team.



5/5/3

**Call the Cavalry 12** ◆

Create 4 Countdown tiles.

(PASSIVE) When a friendly Countdown reaches 0, gain 2 random AP.

**Best Laid Plans 8** ▼

Choose 2 tiles to Charge and swap and damage.

(PASSIVE) When you make a match if you have 6+ Team-Up AP, spend 2 to reduce 1 friendly Countdown timer by 2.

**Super Secret Tech 11** ■

Steal 2-3 random AP for each friendly Countdown tile (up to 5 tiles).

(PASSIVE) When an ally fires a power, create 1 Countdown tile that deals damage.



5/3/5

**Sleight of Hand 10** ▼

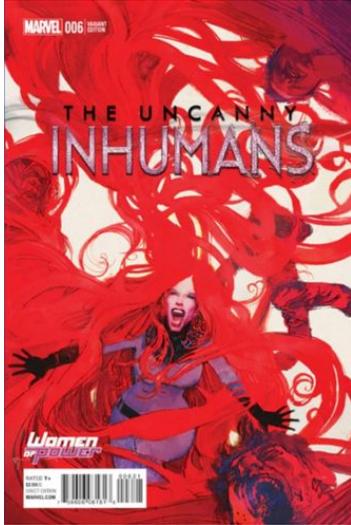
Turn selected tiles into 2-turn Countdown tiles which deal AoE damage plus damage to the target.

**Everyone With Me 0** ◆

(PASSIVE) When the enemy uses a power, place a 3-turn Countdown tile. While it is on the board, RYBG power costs are reduced by 2. When the tile expires gain 2 random AP.

**Oldest Trick in Book 8** ▲

Star-Lord deals damage. He deals an additional damage per friendly countdown tile up to 6.



Medusa 5/3/5

**The Resolute Queen 0** 

(PASSIVE) Whenever an Attack, Protect or Strike tile is matched, if it was a friendly tile, give a burst of 190 health to the team. If it was an enemy tile, gain 1 AP in Purple, Blue or Green.

**Entangled 0** 

(PASSIVE) Every turn, if one does not exist, create a 2-turn Countdown tile that deals 83 damage every turn. If this tile gets destroyed, create 2 strength 40 Attack tiles.

**Hair Meddle 10** 

Swaps 16 pairs of random tiles, stealing any swapped enemy strike tiles.



Carnage 5/3/5

**Symbiote Scythes - 7** 

Deals damage to the target and less damage to all other allies and enemies.

**Alien Instincts -** 

(PASSIVE) Each round Carnage creates 2 friendly Attack tiles and 2 enemy Attack tiles.

**Carnage Rules - 11** 

Destroys 6 random tiles and deals additional damage for every special tile destroyed. Does not generate AP.





Captain America ★★★  
3/5/5

Sentinel of Liberty - 19   
Transforms chosen basic tiles into Yellow Protect tiles.

Star Spangled Avenger - 11 

Hits the target for damage and transforms a chosen basic tile into a Countdown tile that returns Red AP.

Peacemaker - 12  Stuns the target and transforms a chosen basic tile into a Countdown tile that returns Blue AP.



Kamala Khan ★★★ 3/5/5

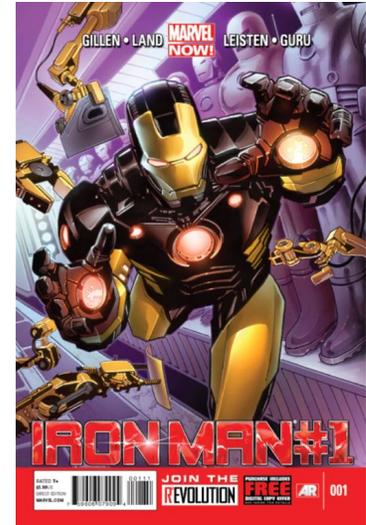
Bring Out The Best - Passive 

(PASSIVE) Whenever an ally fires an ability, Ms. Marvel gives the team a burst of health.

Inhuman Stretchiness - 8 

Converts a chosen basic tile and random basic tiles of the same color to Green.

Embiggened Bash - 12  Deals damage to the enemy team.

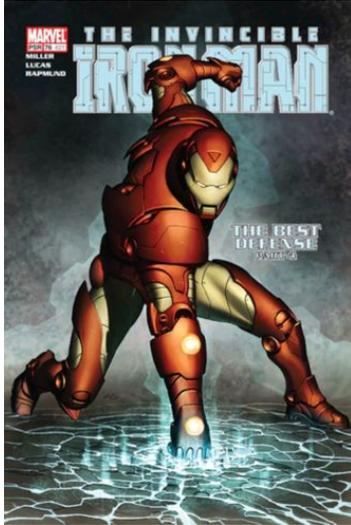


Iron Man 40 ★★★ 3/5/5

Unibeam - 13  Deals damage and drains some of the team's Yellow, Purple and Black AP.

Ballistic Salvo - Blue 16  Deals damage to the enemy team, destroys random basic tiles and drains the team's Yellow, Purple and Black AP. (Destroyed tiles do not generate AP.)

Recharge - Yellow 6  Creates 3 2-Turn Countdown tiles that restore 4 Red, 4 Blue, 3 Green & 1 Purple AP each, but stun Iron Man for 2 turns



Iron Man ★ 5/5/3

**Repulsor Blast - 10** 🔴 A high-impact kinetic blast from Iron Man's hand deals damage to the target.

**Armored Assault -8** 💠 Iron Man charges to the fore and positions his armor to shield his allies, creating Protect tiles. From there he unleashes his weaponry, dealing damage.

**Ultra-Freon Beam - 19**  
The World's Greatest Engineer freezes the target, stunning them and dealing damage.

Storm ★ 5/3/5

**Lightning Strike - 10**

Storm calls a blinding bolt of electricity from the heavens, shattering tiles, doing damage and earning AP for each.

**Mistress of the Elements - 9**

Deals damage for each Environment tile, then shatters them.

**Hailstorm - 9** 🔴

Hailstones pelt the enemy, converting basic tiles to Attack tiles.

Black Widow ★ 5/5

**Aggressive Recon - 16**

Natasha goes undercover to find her opponent's secrets, Steals 4 AP of each color.

**Widow's Sting - 9**

A dart from Black Widow's bracelets strikes the target and releases an electrical charge. Stuns for 5 turns. Also stuns other enemies for 1 turn.

Magneto ★★ 3/5/5

**Iron Hammer - 6**   
Converts a random Blue tile into a turn Countdown tile that destroys surrounding tiles.

**Polarity Shift - 11**   
Changes 3 selected basic color tiles to Blue. And others to red.

**Magnetic Flux - 8**   
Turns random basic Red tiles into Countdown tiles that deals damage to the current target.

Storm ★★ 5/5/3

**Lightning Storm - 12**   
Destroys random tiles, dealing damage and generating AP.

**Wind Storm - Blue 11**   
Damages the enemy team for and stuns the target.

**Raging Tempest - Pass**  
(PASSIVE) If a team member is damaged for 20% of their max health, it deals damage to all enemies. If every team member is below 50% health, damage increases.

Captain Marvel ★★ 5/5/3

**Photonic Blasts - 7** Deals damage and destroys protect tiles. Does not generate AP.

**Sonic Boom - 9**

Deals damage to all enemies, reduces random team color AP and places a countdown that deals additional damage to all enemies.

**Strategic Command - 8**

Changes random tiles into



Scarlet Witch ★★★★★ 3/5/5

Reality Crush - 14 ♡ AP

Deals damage to the enemy team and stuns a random enemy.

Hex Bolt - 8 🟢 AP

Select one basic tile to destroy it and random basic tiles around it, generating AP.

Arcane Incantation - 🟠

(PASSIVE) At the beginning of her turn, if one does not exist, she creates a Countdown tile that transforms random adjacent basic tiles to Purple.

Blue makes purple and maybe a 5-match for the Prof.

Professor-X ★★★★★ 5/3/5

Master Plan - Passive 🟠 (PASSIVE) Whenever Professor X's team makes a Match-5 or greater, it generates AP in the team's strongest color and deals additional damage.

Blind Spot - 7 ♡ AP

Professor X creates an invisibility tile that targets him, if one does not exist.

Psychic Convergence - Passive 🟡

(PASSIVE) Whenever an ally of Professor X fires a power, it also creates a Protect tile.

Passive damage if Wanda makes a 5-match, special tiles are nice. Invis to survive if needed.



Black Widow ★★★★★ 5/3/5

Sniper Rifle - Green 15 🟢 Black Widow shoots a location on the board, clearing a reticle shaped pattern. Deals damage for each tile destroyed and additional damage to the current target.

Pistol - Red 12 🔴

Black Widow fires, clearing a block of tiles, dealing damage for each tile and additional damage to the current target. Does not generate AP.

Deceptive Tactics - Purple 11 ♡

Converts basic color tiles (except for Green) into Green tiles.

Use that purple to make green 5-matches for Chuck's brain pain, and blast anyone left with your green AoE.

Iron fist ★★★ 5/5/3

Shou-Lao Fang Strike - 8 

Deals damage and creates Red Strike tiles. If the team has enough Black AP, creates additional Strike tiles.

Iron Fist of K'un-Lun - 5  AP

If the team has less than 12 Black AP, converts basic tiles to Black. If the team has 12 or more Black AP, deals damage instead.

Exquisite Technique -  
Passive 

(PASSIVE) At the beginning of every turn, if there are no friendly Attack tiles, create a Green Attack tile.

---

Build purple until over 12, green kick to get strikes out, then punch purple, then switch to Luke's black.

Luke Cage ★★★ 3/5/5

Righteous Uppercut - 13

Luke deals damage, plus damage for each ally still in the fight.

Unbreakable - PASSIVE

At the beginning of every turn, if there are no friendly Protect tiles on the board, Luke creates a red Protect tile.

Jab, Jab, Cross - 6  
Luke deals damage and places a Countdown tile. While active, Jab, Jab, Cross deals more damage instead.

---

BLACK! Build some up, and click, click BOOM. Stuns too!

Red is nice.

Scarlet Witch ★★★ 3/5/5

Reality Crush - 14  AP

Deals damage to the enemy team and stuns a random enemy.

Hex Bolt - 8  AP

Select one basic tile to destroy it and random basic tiles around it, generating AP.

Arcane Incantation - Passive  


(PASSIVE) At the beginning of her turn, if one does not exist, she creates a Countdown tile that transforms random adjacent basic tiles to Purple.

---

Blue makes purple and green can target purple, but use Danny's purple, not Wanda's.