

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.

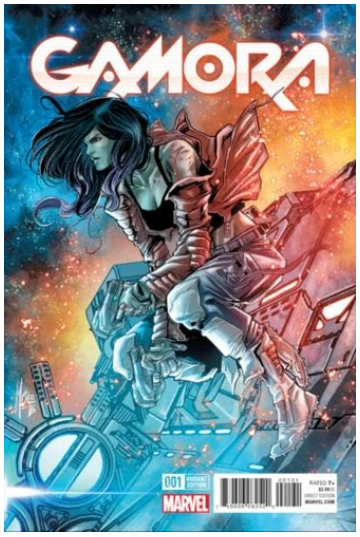
General Reserves 0/10

(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

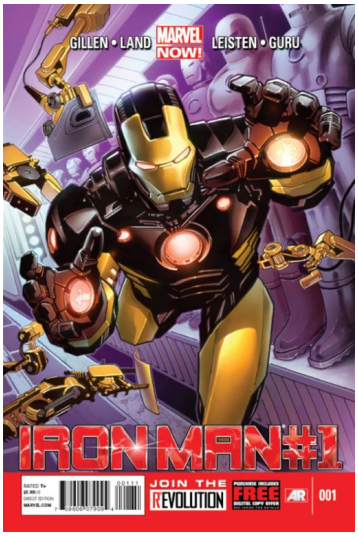
Converts a chosen basic tile into a 2-turn Countdown tile, then stuns the target for 2 turns. The tile destroys 2 enemy AP of its color and deals 45 damage each turn.

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

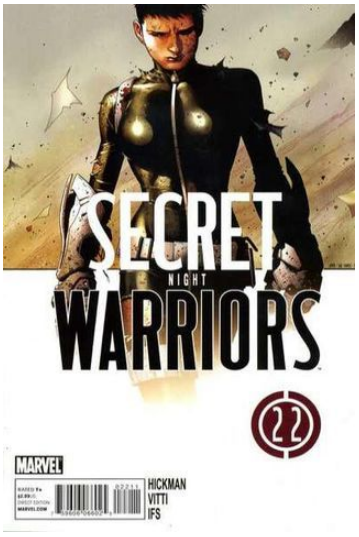
Converts up to 8 basic tiles to the color most present on the board. (PASSIVE) If Nightcrawler takes team damage, he goes Airborne for 1 turn instead.

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

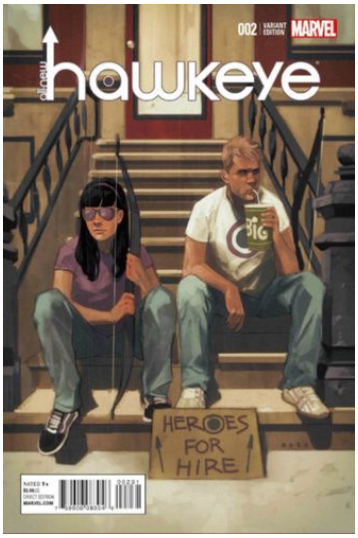
Creates 3 Red enemy Attacks, converts 6 tiles to Red, & deals damage.

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 Groooooot!

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 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.



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

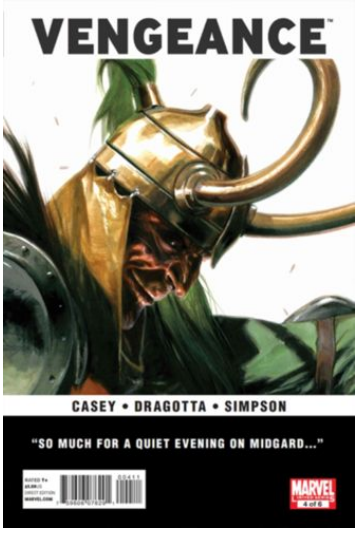
Deals damage and creates Red Strike tiles. If the team has enough Black AP, creates additional Strike tiles.

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

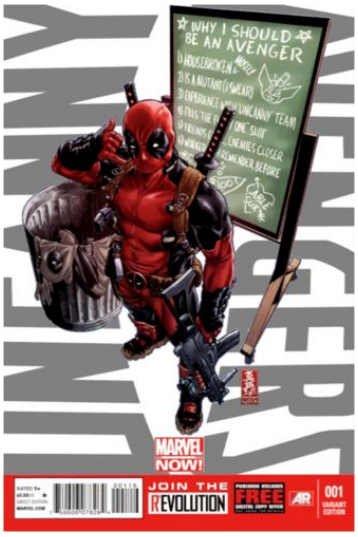
Transforms all basic Yellow tiles on the board into Yellow Protect tile.

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

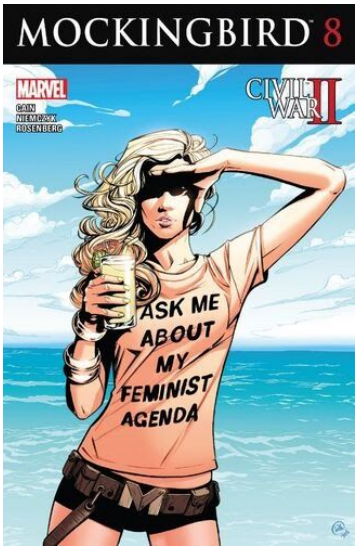
(PASSIVE) America's match damage is increased by 30% for each AP she has in that color.

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.

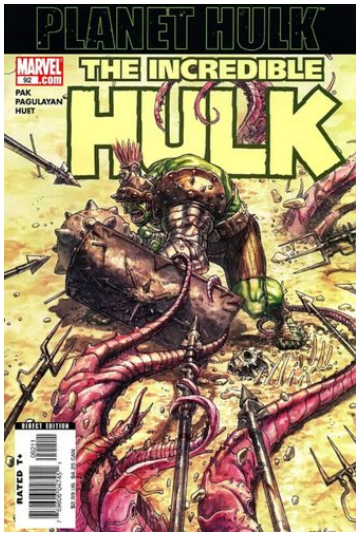
Opportunist 0

(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

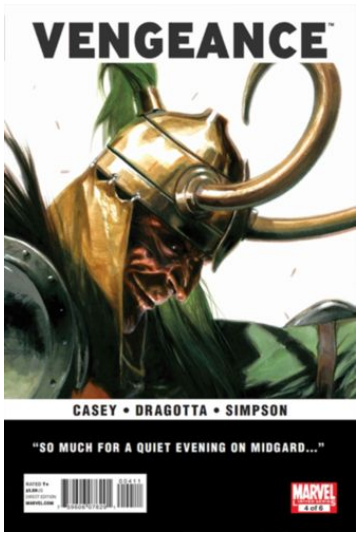
Shatters 8 tiles, doing damage and earning AP for each.

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.



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.

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

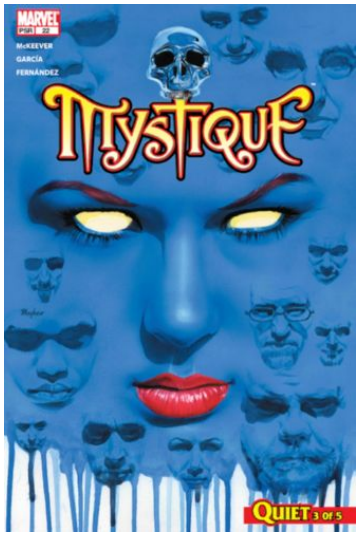
Deals damage and creates Red Strike tiles. If the team has enough Black AP, creates additional Strike tiles.

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

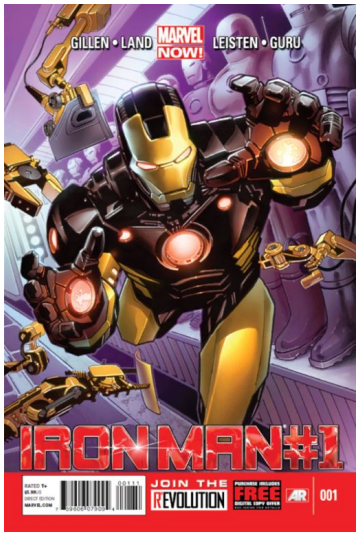
Deals damage and destroys up to 3 protect tiles. Does not generate AP.

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

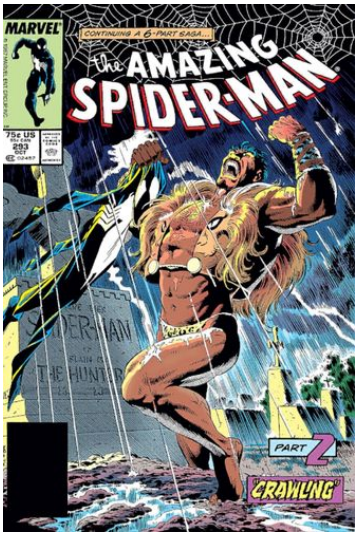
Deals damage to the target and less damage to all other allies and enemies.

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),

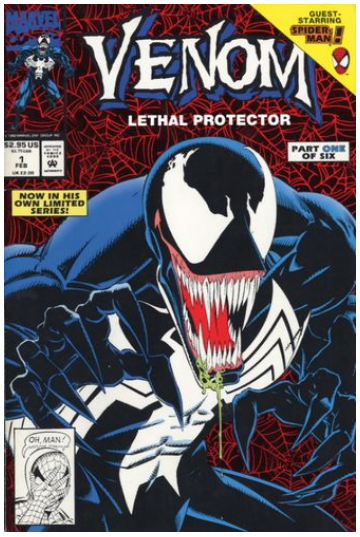
Wounded Pride - 10

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.

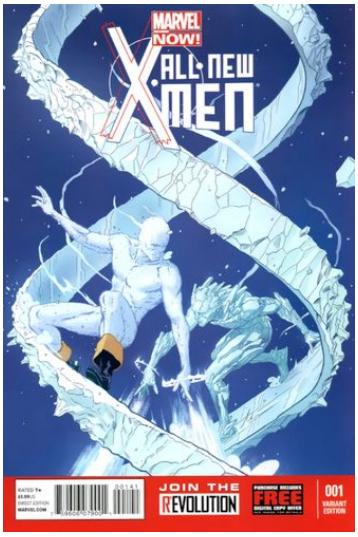
One Fell Swoop 9 Creates a 3-turn Countdown tile that deals 815 damage.

(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

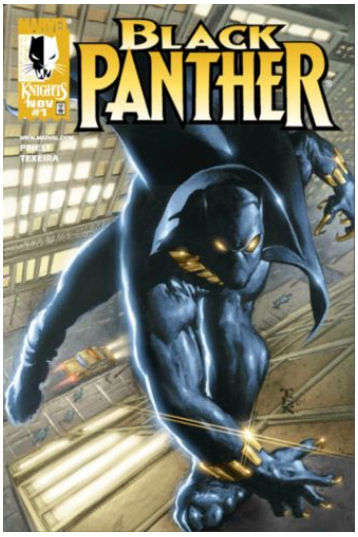
Deals damage and creates Red Strike tiles. If the team has enough Black AP, creates additional Strike tiles.

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

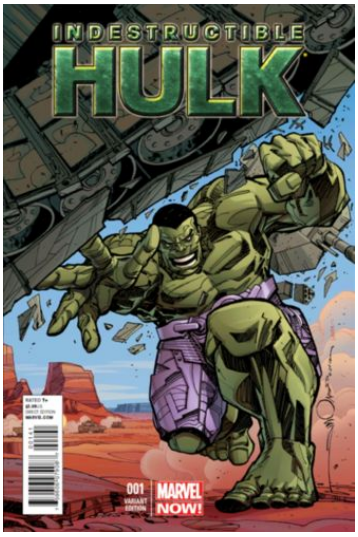
Shatters 8 tiles, doing damage and earning AP for each.

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

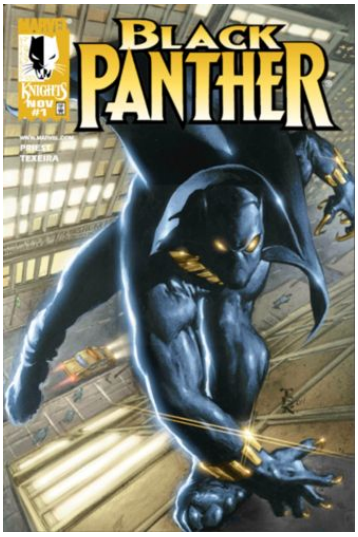
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Battleplan - 9

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.



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

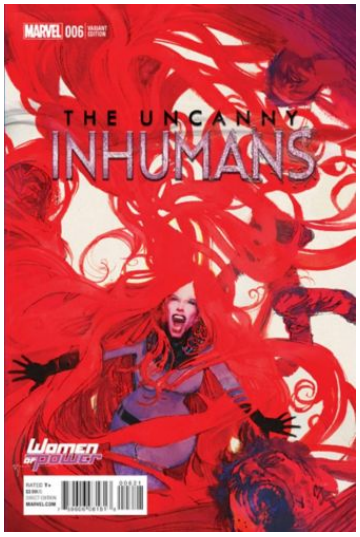
Turn selected tiles into 2-turn Countdown tiles which deal AoE damage plus damage to the target.

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

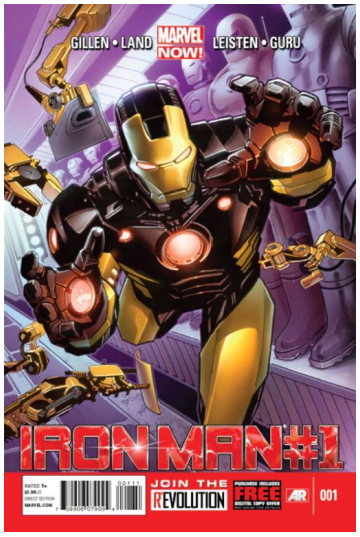
Bring Out The Best - Passive

(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.

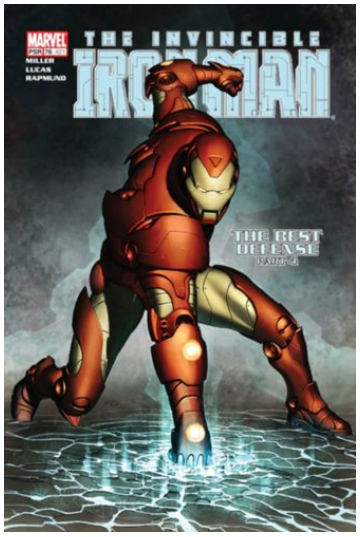


Iron Man 40 ★★★ 3/5/5

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.

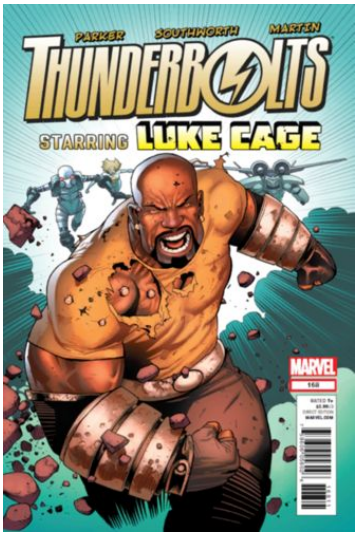
Iron Fist of K'un-Lun - 5 AP

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.