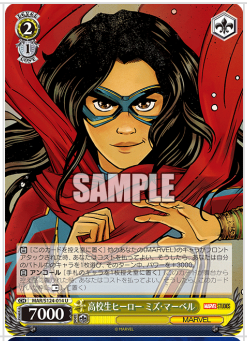
No./100:	100				
MAR/S124-001		**(RR) 0/0 Thunderbolts (MARVEL)** **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. If X is 3 or higher, mill 1, then choose up to 1 of your opponent's front row Cost 0 or lower characters, send that character to Stock. If you sent it to Stock, put the bottom card of your opponent's Stock into Waiting Room. X equals the Level of the revealed card.			*SR & SP*
MAR/S124-002		**(RR) 3/2 Thor (MARVEL)** **CONT** - If you have 4 or more <MARVEL> characters, this gets -1 Level in hand. **CONT** - During your turn, this gets +2000 power. **AUTO** - When this is placed on stage from hand, if you have another <MARVEL> character, heal up to 1, then look at up to 3 cards from the top of your deck, choose up to 1 Event or CX from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.			*SR & SP*
MAR/S124-003		**(R) 0/0 Loki (MARVEL)** **CONT** - {CX Combo} If **{Choice CX 1 - 022}** or **{Choice CX 2 - 023}** is in your CX Area, this card in any area gains Choice Trigger. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Choice Trigger among them repeat the following effect, "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."			*SR*

MAR/S124-004		**(R) 0/0 Guardians of the Galaxy (MARVEL)** **AUTO** - [Discard 1 <MARVEL> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 **{Set 2 1/1 Star Lord - MAR/S113-013}**, show it to your opponent, add it to hand, and shuffle your deck afterwards. **ACT** - [Send this to clock] Look at up to 3 cards from the top of your deck, choose up to 1 <MARVEL> character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.			*SR & SP*
MAR/S124-005		**(R) 0/0 Avengers (MARVEL)** **AUTO** - At the start of your opponent's Draw Phase, mill 2. If there is a Level 2 or higher card among those cards, you may return this card to hand. **ACT** - [(1) Send this to Waiting Room] Mill 2, then choose up to 1 Level X or lower <MARVEL> character from your Waiting Room, and add it to hand. X equals the sum of levels of cards milled by this effect.		*SR*	
MAR/S124-006		**(R) 1/0 Thor (MARVEL)** **CONT** - During your turn, for each of your other <MARVEL> characters, this gets +1000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Choice CX (022)** in your CX Area, and you have 2 or more other <MARVEL> characters, look at up to 4 cards from the top of your deck, choose up to 1 <MARVEL> character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. **Note: Has a Soul Trigger*		*SR*	

MAR/S124-007		**(R) 3/2 Loki (MARVEL)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO - {CX Combo}** When this attacks, if you have the **Choice CX (023)** in your CX Area, until the end of your opponent's next turn, this gains the following ability, "**AUTO** - (1) At the start of your opponent's Attack Phase, you may pay cost. If you do, send the bottom card of your opponent's deck to Waiting Room. If that card is Level 0 or lower, deal 2 damage to your opponent, and this turn, this gains the following ability, "**CONT** - The character across from this cannot deal damage to players.""			*SR & SP*
MAR/S124-008		**(U) 0/0 Jane Foster (MARVEL)** **AUTO** - When this is placed on stage from hand, you may mill 3. **AUTO - BOND** [Discard 1 card] to **{RR 3/2 Thor - 002}** or **{R 1/0 Thor - 006}**		*SR*	
MAR/S124-009		**(U) 0/0 Thor (MARVEL)** **CONT** - If you have 1 or less other characters, this gets +2 level and +2000 power. **AUTO** - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot with a character in the slot across from it.		*SR*	
MAR/S124-010		**(U) 0/0 Guardians of the Galaxy (MARVEL)** **AUTO** - At the start of your CX Phase, choose 1 of your <MARVEL> characters, this turn, it gets +1000 power. **AUTO - {CX Combo}** When the **Wind CX (024)** is placed in your CX Area, if you have 2 or more other <MARVEL> characters, you may mill 1. If that card is a <MARVEL> character or an Event, add it to hand.		*SR*	

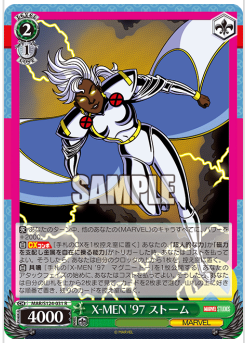
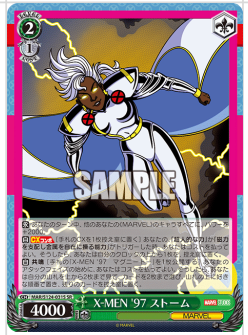
MAR/S124-011		**(U) 1/0 Guardians of the Galaxy (MARVEL)** **CONT** - During your turn, this gets +4000 power. **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards. **Note: Has a Soul Trigger*		*SR*	
MAR/S124-012		**(U) 1/0 Thunderbolts (MARVEL)** **CONT** - This card can be played without meeting Color requirement. **ACT** - [Discard 1 <MARVEL> character, Send this to Waiting Room] choose 1 of your opponent's characters, Stand it and move it to an opponent's empty slot or choose another 1 of your opponent's characters, stand and swap them.		*SR*	
MAR/S124-013		**(U) 2/1 Loki (MARVEL)** **CONT** - All of your other **{3/2 Loki - 007}** gains the following 2 abilities, "**CONT** - This cannot be targeted by your opponent's effects, and this does not suffer Soul Penalty when Side Attacking." "**CONT** - During this card's battle, your opponent cannot use BACKUP." **CONT - ASSIST** Level x 500. **AUTO** - When this is placed on stage from hand, choose 1 of your other characters, you may send it to Stock.		*SR*	

MAR/S124-014		**(U) 2/1 Ms. Marvel (MARVEL)** **AUTO** - [Send this to Waiting Room] When your other <MARVEL> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +3000 power. **AUTO - ENCORE** [Discard 1 character]		*SR*
MAR/S124-015		**(C) 0/0 Ms. Marvel (MARVEL)** **AUTO** - [Discard 1 card] When this is placed from hand, you may pay cost. If you do, choose 1 **"Dauntless Hero, Captain Marvel - MAR/S89-033"** or **""ORIGIN" Captain Marvel - MAR/S113-068 "** or **""Infinity Saga" Captain Marvel - 065"** in your Waiting Room, add it to hand. **ACT** - [Send this to the bottom of your deck] Choose 1 of your <MARVEL> characters, until the end of your opponent's next turn, it gets +1500 power.		*SR*
MAR/S124-016		**(C) 1/0 Jane Foster (MARVEL)** **AUTO** - When a CX with a Choice Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gets +500 power and the following ability, "**AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice." **ACT** - [Rest this] Look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room, then choose 1 of your characters, this turn, it gets +2000 power. **Note: Has a Soul Trigger*		*SR*
MAR/S124-017		**(C) 1/0 Avengers (MARVEL)** **CONT** - For each of your other back row <MARVEL> characters, this gets +1000 power. **AUTO** - When this attacks, if you have 2 or more other <MARVEL> characters, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room.		*SR*

MAR/S124-018		**(C) 1/0 Ms. Marvel (MARVEL)** **AUTO** - When this attacks, choose 1 of your <MARVEL> characters, this turn, it gets +X power. X equals the number of your <MARVEL> characters times 500.		*SR*	
MAR/S124-019		**(C) 2/1 Thor (MARVEL)** **CONT** - If you have 4 or more other <MARVEL> characters, this gets +6000 power. **AUTO** - When this is placed on stage from hand, if you have 2 or more other <MARVEL> characters, you may draw 2 cards. If you do, discard 2 cards. **AUTO** - When this card's battle opponent is Reversed, if you have a CX with a Choice Trigger in your CX Area, choose 1 **{New R 3/2 Loki - 007}** in your Waiting Room, you may add it to hand.		*SR*	
MAR/S124-020		**(C) 2/1 Guardians of the Galaxy (MARVEL)** **AUTO** - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power and +2 Souls.		*SR*	

MAR/S124-021		**(C) 3/2 Thunderbolts (MARVEL)** **CONT** - This card can be played without meeting Color requirement. **CONT** - If your opponent has a Level 3 or higher character, this gets -1 Level in hand. **CONT** - During your turn, this gets +8000 power. **AUTO** - [Discard 1 card] When this is placed on stage from hand, choose up to 1 of your opponent's characters, return it to hand, then you may pay cost. If you do, choose 1 <MARVEL> character in your Waiting Room, add it to hand.		*SR*	
MAR/S124-022		**(CR) Choice CX**		*RRR*	
MAR/S124-023		**(CR) Choice CX**		*RRR*	
MAR/S124-024		**(CR) Wind CX**		*RRR*	
MAR/S124-025		**(RR) 2/1 Wolverine (MARVEL)** **CONT** - If you have 2 or more other <MARVEL> characters, this gets +5000 power. **AUTO** - {CX Combo} When the **Bar CX (048)** is placed in your CX Area, if this is in your front row, and you have 4 or more other <MARVEL> characters, search your deck for up to 2 <MARVEL> characters, show them to your opponent, add them to hand, discard 1 card, and shuffle your deck afterwards, and until the end of your opponent's next turn, this gains "**AUTO - ENCORE** [Put 1 <MARVEL> character from your Waiting Room on the bottom of your Clock]"		*SR & SSP*	

MAR/S124-026		**(RR) 3/2 Magneto (MARVEL)** **AUTO - AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO - {CX Combo}** When this attacks, if you have the **Bar CX (049)** in your CX Area, you may perform the following effect, "Deal 4 damage to your opponent, and this turn, this gets +8000 Power and -10 Soul. If this damage is cancelled, send all cards in the order they were revealed to your opponent's Clock, and if the damage is not cancelled, send the revealed cards to Waiting Room instead of Clock."		*SR & SSP*
MAR/S124-027		**(R) 0/0 Cyclops (MARVEL)** **CONT** - During your turn, if all of your characters are <MARVEL>, this gets +7000 power and the following ability, "**AUTO** - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room." **AUTO** - When this is Reversed, put the top card of your deck into Clock, then Rest this. **Note: Has a Soul Trigger.*		*SR*	
MAR/S124-028		**(R) 0/0 Hulk (MARVEL)** **CONT - EXPERIENCE** - If this is in your Level Zone, this card's name is also treated as **[""UNCONTROLLABLE" Hulk - MAR/S113-028"](#)**. **AUTO** - [(1) Put the top card of your deck into Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <MARVEL> characters or **["SMASHTRONAUT! - MAR/S113-052"](#)** from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		*SR*	
MAR/S124-029		**(R) 0/0 Bishop (MARVEL)** **CONT** - If you are Level 2 or higher, this gains the following ability, "**ACT** - [Send this to Clock] Choose 1 **{2/1 Storm - 031}** in your Waiting Room place it on stage in this card's former slot." **ACT - {CX Combo}** **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each **{Wolverine's CX - 048}** or **{Magneto's CX - 049}** among them, choose up to 1 character from your Waiting Room, and add it to hand, then look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room.		*SR*	

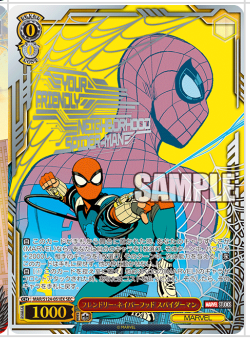
MAR/S124-030		**(R) 1/0 Fantastic Four (MARVEL)** **AUTO** - When this attacks, choose 1 of your <MARVEL> characters, this turn, it gets +3000 power. **AUTO** - {CX Combo} When this card's battle is Reversed, if you have the **Bar CX (050)** in your CX Area, look at up to 4 cards from the top of your deck, choose up to 2 level 1 or higher cards from among them, show them to your opponent, choose 1, add it to hand, choose 1, send it to Stock, and send the rest to Waiting Room.		*SR & SP*
MAR/S124-031		**(R) 2/1 Storm (MARVEL)** **CONT** - During your turn, all of your other <MARVEL> characters gets +2000 power. **AUTO** - {CX Combo} [Discard 1 CX] When you Trigger **{Wolverine's CX - 048}** or **{Magneto's CX - 049}**, you may pay cost. If you do, Heal 1. **AUTO - RESONATE** [Reveal **{3/2 Magneto - 026}** from your hand] At the start of your Attack Phase, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room.		*SR*
MAR/S124-032		**(R) 3/2 X-MEN (MARVEL)** **CONT** - If you have 4 or more <MARVEL> characters, this gets -1 Level in hand. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, return the top card of your Clock to your hand. **AUTO** - During this card's battle, when the damage you take is cancelled, you may return this to your hand.		*SR & SP*

MAR/S124-033		**(U) 0/0 X-MEN (MARVEL)** **CONT** - During your turn, this gets +2000 power. **AUTO** - [Discard 1 CX with a Bar Trigger] When this is placed on stage from hand or deck, you may pay cost. If you do, look at up to 6 cards from the top of your deck, choose up to 1 <MARVEL> character or **"X-MEN GO!" (Event - MAR/S113-051)** from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.		*SR*	
MAR/S124-034		**(U) 0/0 Jean Grey (MARVEL)** **AUTO** - **{CX COMBO}** [Discard 1 **{Wolverine's CX - 048}** or **{Magneto's CX - 049}**] When this is placed on stage from hand, you may pay cost. If you do, choose 1 **{Wolverine's CX - 048}** or **{Magneto's CX - 049}** from your Waiting Room, and add it to hand.		*SR*	
MAR/S124-035		**(U) 1/0 Rogue (MARVEL)** **CONT** - If all of your characters are <MARVEL>, this gains the following 2 abilities, - "**CONT** - During your turn, this gets +3000 power." - "**AUTO - ENCORE** [Put 1 <MARVEL> character from your Waiting Room on the bottom of your Clock]" **AUTO** - [Discard 1 <MARVEL> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {2/1 Wolverine Above}, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	

MAR/S124-036		**(U) 1/1 Werewolf (MARVEL)** **AUTO** - When you use this card's BACKUP, if you have a <MARVEL> character, you or your opponent mills 3. **ACT - BACKUP** +2000			*SR & SP*
MAR/S124-037		**(U) 2/0 X-MEN (MARVEL)** **CONT** - If you have 2 or more other <MARVEL> characters, this gets +4000 power. **AUTO** - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may put 1 card from the top of your deck into Stock.		*SR*	
MAR/S124-038		**(U) 2/1 Hulk (MARVEL)** **AUTO** - [(1) Send 1 of your <MARVEL> characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and return it to hand. **ACT - BACKUP** +2500		*SR*	
MAR/S124-039		**(U) 3/2 Hulk (MARVEL)** **AUTO** - [(3) Discard 3 cards] During the turn this was placed on stage from hand, at the start of your Encore Step, if this is in your front row, and all of your opponent's Front Row slots are empty, or if all of your opponent's Front Row characters are Reversed, you may pay cost. If you do, deal 4 damage to your opponent twice.		*SR*	

MAR/S124-040		**(C) 0/0 Moon Knight (MARVEL)** **AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 1000. **AUTO - CHANGE** [Send this to the bottom of your deck] At the start of your CX Phase, you may pay cost. If you do, search your deck for up to 1 {C 0/0 Moon Knight Below}, place it on stage in this card's former slot, and shuffle your deck afterwards.		*SR*	
MAR/S124-041		**(C) 0/0 The Thing (MARVEL)** **CONT** - If you have another <MARVEL> character, this gets +3000 power. **AUTO** - When this attacks, if you have a CX in your CX Area, reveal the top card of your deck. If that card is Level 1 or higher, send it to Stock.		*SR*	
MAR/S124-042		**(C) 0/0 She-Hulk (MARVEL)** **AUTO** - [Discard 1 CX] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <MARVEL> character from your Waiting Room, and add it to hand.		*SR*	
MAR/S124-043		**(C) 0/0 Moon Knight (MARVEL)** **AUTO** - When this is Reversed, if you have 4 or more hand, reveal the top card of your deck. If that card is Level 1 or higher, you may return this to hand. **AUTO - CHANGE** [Send this to the bottom of your deck] At the start of your CX Phase, you may pay cost. If you do, search your deck for up to 1 **{C 0/0 Moon Knight - 040}**, place it on stage in this card's former slot, and shuffle your deck afterwards.		*SR*	

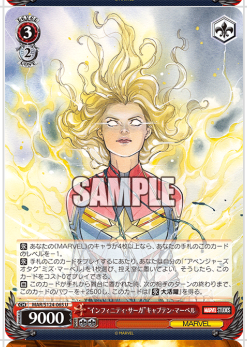
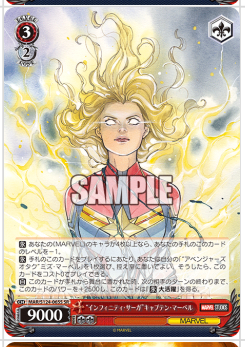
MAR/S124-044		**(C) 1/0 X-MEN (MARVEL)** **CONT** - During your turn, if you have another <MARVEL> character, this gets +3000 power. **AUTO** - [Discard 1 card or Send 1 of your other <MARVEL> characters on stage to Waiting Room] When this is placed on stage from hand or deck, you may pay cost. If you do, choose 1 <MARVEL> character or **"X-MEN GO!" (Event - MAR/S113-051)** from your Clock, add it to hand, and put the top card of your deck into Clock.		*SR*	
MAR/S124-045		**(C) 1/0 Human Torch (MARVEL)** **AUTO** - When a CX is placed in your CX Area, choose 1 of your <MARVEL> characters, this turn, it gets +2500 power and +1 Soul. **AUTO** - During this card's battle, when this card's damage is cancelled or when the damage you take is cancelled, you may return this to your hand.		*SR*	
MAR/S124-046		**(C) 1/1 Mister Fantastic (MARVEL)** **AUTO** - [(1) Discard 1 card] While this is in your Waiting Room, if you are Level 1 or higher, at the start of your CX Phase, you may pay cost. If you do, place this on stage in any front row slot. **AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.		*SR*	

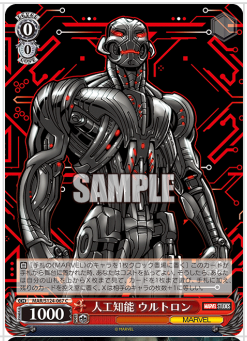
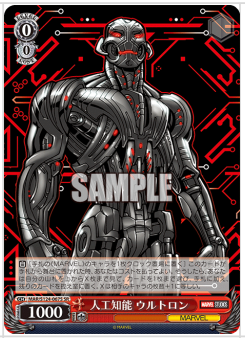
MAR/S124-047		**(C) 3/2 Invisible Woman (MARVEL)** **AUTO** - When this is placed on stage from hand, choose 1 of the following 4 effects and resolve it, a) "Draw up to 2, then discard 1 card." b) "Choose 1 <MARVEL> character in your Waiting Room, you may add it to hand." c) "This turn, all of your characters currently on stage gets +1000 power and +1 Soul." d) "[DIscard 1 <MARVEL> character] You may pay cost. If you do, choose 1 of your opponent's Level 3 or lower characters, send it to Waiting Room."		*SR*	
MAR/S124-048		**(CR) Bar CX**		*RRR*	
MAR/S124-049		**(CR) Bar CX**		*RRR*	
MAR/S124-050		**(CR) Bar CX**		*RRR*	
MAR/S124-051		**(RR) 0/0 Spiderman (MARVEL)** **AUTO** - When this is placed on stage from hand, if all of your characters are <MARVEL>, choose 1 of your characters, this turn, it gets +2000 power, then choose 1 of your opponent's characters, this turn, it gains the following ability, "**CONT** - This cannot return to hand or move to other slots." **AUTO** - [(1) Send this to Waiting Room] When your other <MARVEL> character is Front Attacked, you may pay cost. If you do, return that character to hand.		*SR & SEC*	

MAR/S124-052		**(RR) 0/0 Iron Man (MARVEL)** **AUTO** - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +1000 power. **AUTO - {CX Combo}** When the **Door CX (075)** is placed in your CX Area, if you have 2 or more other <MARVEL> characters, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - [Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 1 <MARVEL> character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then choose up to 1 <MARVEL> character in your Waiting Room, add it to hand."			*SR & SSP*
MAR/S124-053		**(RR) 3/2 Iron Man (MARVEL)** **AUTO** - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your opponent's characters. **AUTO - {CX Combo}** [Discard 3 cards] When this attacks, if you have the **Door CX (076)** in your CX Area, and you have another <MARVEL> character, you may pay cost. If you do, deal 4 damage to your opponent, then choose up to 1 cards in your opponent's Waiting Room, your opponent shuffles it into their deck, then choose up to 1 card in your opponent's Waiting Room, place it on top of their deck.			*SR & SEC*
MAR/S124-054		**(R) 0/0 Black Widow (MARVEL)** **AUTO - MEMORY** - If this is in your Memory, and you have no other **{copies of this}** in your Memory, at the start of your CX Phase, choose 1 of your **{New RR 3/2 Captain America - 080}**, until the end of your opponent's next turn, it gains the following 2 abilities, - "**CONT** - This cannot be targeted by your opponent's effects." - "**AUTO** - (1) When this is front attacked, you may pay cost. If you do, look at the top card of your deck, and put it on top of your deck or into your Waiting Room." **ACT** - [(1) Send this Standing character to Memory] Choose 1 **{New RR 3/2 Captain America - 080}** or **{New R 0/0 Captain America Brainstorm - 082}** in your Waiting Room, add it to hand.		*SR*	

MAR/S124-055		**(R) 0/0 Iron Man (MARVEL)** **CONT** - Increase the maximum number of cards in your hand by +1. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Door Trigger among them, look at up to 2 cards from the top of your deck, and put them back on top in any order, then choose up to 1 <MARVEL> character from your Waiting Room, and add it to hand.		*SR*	
MAR/S124-056		**(R) 1/0 Spiderman (MARVEL)** **AUTO** - When this is placed on stage from hand, choose 1 **"Iron Man Armor" (Event - MAR/S89-066)** or **"End Game" (Event - 074)** in your Waiting Room, you may place it underneath this face-down as a Marker. **AUTO** - When this attack, if there is a Marker underneath this, this turn, this gets +5000 power, then reveal the top card of your deck. If that card is Level 1 or higher, send it to Stock, and this turn, this gets +1 Soul.		*SR*	
MAR/S124-057		**(R) 1/1 Spiderman (MARVEL)** **AUTO - {CX Combo}** When this attacks, if you have the **Standby CX (077)** in your CX Area, and you have 3 or more other <MARVEL> characters, choose up to 1 <MARVEL> character in your Waiting Room, add it to hand, and until the end of your opponent's next turn, this gains the following ability, "**AUTO** - (1) At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your <MARVEL> characters and this card, Stand and swap them."		*SR*	
MAR/S124-058		**(R) 3/2 Iron Man (MARVEL)** **CONT** - If you have **{0/0 RR Iron Man - 052}** and **{R 0/0 Iron Man Brainstorm - 055}**, this gets -1 level in hand. **CONT** - If there is a Marker underneath this, this gets +2500 power. **AUTO** - When this is placed on stage from hand, send up to 1 card from the bottom of your Clock to Waiting Room, then choose up to 1 **"Iron Man Armor" (Event - MAR/S89-066)** or **"End Game" (Event - 074)** in your Waiting Room, place it underneath this face-down as a Marker.		*SR*	

MAR/S124-059		**(U) 0/0 Spiderman (MARVEL)** **AUTO** - [Discard 1 CX with a Door Trigger] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX with a Door Trigger from your Waiting Room, and add it to hand.		*SR*	
MAR/S124-060		**(U) 0/0 Black Panther (MARVEL)** **AUTO** - When this is placed on stage from hand, this turn, this gets +3000 power. **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 character from your Waiting Room, add it to hand.		*SR & SP*	
MAR/S124-061		**(U) 0/0 Dr. Strange (MARVEL)** **AUTO** - When this card's battle opponent is Reversed, if you have no other characters in your Back Row, look at up to 2 cards from the top of your deck, choose up to 1 level 0 or lower <MARVEL> character from among them, place it on stage in any Back Row slot, and send the rest to Waiting Room. **AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.		*SR & SP*	
MAR/S124-062		**(U) 1/0 Iron Man (MARVEL)** **AUTO** - **{CX Combo}** [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level X or lower <MARVEL> character from your Waiting Room, add it to hand. X equals the number of **{New RR 0/0 Iron Man's CX - 075}** in your Waiting Room. **AUTO** - When a CX is placed in your CX Area, choose 1 of your <MARVEL> characters, this turn, it gets +1500 power.		*SR*	

MAR/S124-063		**(U) 1/0 Captain Marvel (MARVEL)** **CONT** - During your turn, this gets +2000 power. **AUTO** - [(1) Rest 1 of your other Standing characters] When this card's battle opponent is Reversed, you may pay cost. if you do, look at up to 3 cards from the top of your deck, choose up to 1 <MARVEL> character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.		*SR*
MAR/S124-064		**(U) 2/1 Spiderman (MARVEL)** **CONT** - All of your other <MARVEL> characters get +1000 power. **AUTO** - During the Attack Phase, when your character moves to another slot, this turn, it gains the following 2 abilities: - "**CONT** - The character across from this cannot side attack." **- "AUTO** - When this card's battle opponent is Reversed, reveal the top card of your deck. If that card is level 2 or higher, send it to Stock."		*SR*
MAR/S124-065		**(U) 3/2 Captain Marvel (MARVEL)** **CONT** - If you have 4 or more <MARVEL> characters, this gets -1 Level in hand. **CONT** - When you would play this from your hand, you may choose 1 of your **{C 0/0 Ms. Marvel - 015}**, and send it to Waiting Room. If you do, you can play this for 0 cost. **AUTO** - When this is placed on stage from hand, until the end of your opponent's next turn, this gets +2500 power and "**CONT - BODYGUARD**".		*SR*
MAR/S124-066		**(U) 3/2 Thanos (MARVEL)** **AUTO - {CX Combo}** When this is placed on stage from hand, choose 1 **"Cosmic Balance, Thanos - MAR/S89-070"** in your Waiting Room, you may add it to hand or send it to Stock. **AUTO - {CX Combo}** (1) When this attacks, if you have **"Cosmic Balance, Thanos - MAR/S89-070"** in your CX Area, and you have 6 or less hand, you may pay cost. If you do, choose 1 of your characters, this turn, it gains the following ability, "**AUTO - {1 Per Turn}** When this card's damage is cancelled, you may deal the same amount of damage to your opponent."		*SR*

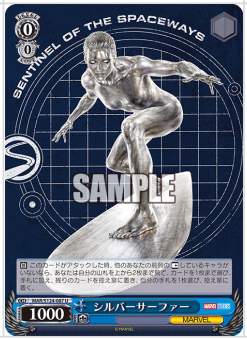
MAR/S124-067		**(C) 0/0 Ultron (MARVEL)** **AUTO** - [Put 1 <MARVEL> character from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your opponent's characters +1.		*SR*	
MAR/S124-068		**(C) 0/0 Shang-Chi (MARVEL)** **AUTO** - When this is placed on stage from hand, choose 1 of your other <MARVEL> characters, this turn, it gets +1000 power. **AUTO** - [Return this to hand] When a CX is placed on your CX Area, you may pay cost. If you do, choose 1 of your characters, this turn, it gets +1 Soul.		*SR*	
MAR/S124-069		**(C) 1/0 Black Widow (MARVEL)** **AUTO** - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character. **AUTO - ALARM** - If this is the top card of your Clock, at the start of your Attack Phase, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +6000 power."		*SR*	
MAR/S124-070		**(C) 1/0 Dr. Strange (MARVEL)** **AUTO** - When a CX is placed in your CX Area, this turn, this gets +2500 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send this to Memory. If you do, at the start of your next Draw Phase, choose 1 **{this card}** from Memory, and place it on stage in any slot."		*SR*	

MAR/S124-071		**(C) 1/1 Red Hulk (MARVEL)** **AUTO** - When this is placed on stage from hand, this turn, this gets +11000 power and the following 3 abilities, - "**CONT** - This cannot be targeted by your opponent's effects." - "**AUTO** - When this card's battle opponent is Reversed, you may send that character to Memory." - "**AUTO** - At the end of your turn, send this to Waiting Room."		*SR*	
MAR/S124-072		**(C) 2/1 Nick Fury (MARVEL)** **AUTO** - (2) When you use this card's BACKUP, if you have 6 or more CXes with a Door Trigger in your Waiting Room, you may pay cost. If you do, deal 2 damage to your opponent. **ACT - BACKUP** +2500		*SR*	
MAR/S124-073		**(C) 2/1 Black Panther (MARVEL)** **CONT** - For each of your other back row <MARVEL> characters, this gets +2000 power. **AUTO** - When this card's battle opponent is Reversed, choose 1 <MARVEL> character in your Waiting Room, add it to hand, then discard 1 card. **AUTO** - During this card's battle, when damage you take is not cancelled, this turn, this gets +4000 power.		*SR*	

MAR/S124-074		**(U) 1/1 End Game (Event)** If you don't have a character with "Iron Man" in its name, this cannot be played from hand. Search your deck for up to 1 CX with a Door Trigger, show it to your opponent, add it to hand, and shuffle your deck afterwards. Then choose 1 of your characters with "Iron Man" in its name that does not have a Marker underneath it, place this underneath it face-down as a Marker. (1) If you are Level 3 or higher, and you have 5 or more CX with a Door Trigger in your Waiting Room, you may pay cost. If you do, your opponent mills 8, then choose up to 2 of your characters, this turn, they get +2000 power.			*SR & SP*
MAR/S124-075		**(CR) Door CX**			*RRR*
MAR/S124-076		**(CR) Door CX**			*RRR*
MAR/S124-077		**(CR) Standby CX**			*RRR*
MAR/S124-078		**(RR) 0/0 Captain America (MARVEL)** **CONT** - During your turn, if all of your characters are <MARVEL>, this gets +2000 power. **AUTO** - [(1) Put the top card of your deck into Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards.			*SR & SP*

MAR/S124-079		**(RR) 0/0 Falcon & Winter Soldier (MARVEL)** **CONT** - All of your opponent's characters get "**AUTO - ENCORE** (2)". **AUTO** - [Place 1 of your other <MARVEL> characters on stage underneath this face-down as a Marker] When this attacks, if you have 4 or more hand, you may pay cost. If you do, reveal the top card of your deck. If that card is Level 1 or higher, add it to hand or send it to Stock.			*SR & SP*
MAR/S124-080		**(RR) 3/2 Captain America (MARVEL)** **CONT** - During your turn, this gets +2000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Pants CX (098)** in your CX Area, until the end of your opponent's next turn, this cannot be Reversed, then choose 1 of the following 2 effects and resolve it, a) "Choose up to 2 <MARVEL> characters in your Waiting Room, choose 1, add it to hand, send the rest to Stock, and this turn, this gets +2000 power." b) "[(1) Discard 1 card] If all of your characters are <MARVEL> you may pay cost. If you do, deal 2 or 3 damage to your opponent."			*SR & SEC*
MAR/S124-081		**(R) 0/0 "Captain America" John Walker (MARVEL)** **AUTO** - When this is placed on stage from hand, perform the following effect twice, "Look at the top card of your deck, and put it on top of your deck or into your Waiting Room." **ACT** - [(1) Send this to Waiting Room] Choose 1 **{New R 1/0 Winter Soldier - 084}** or **{3/2 New "Captain America" Falcon - 086}** in your Waiting Room, add it to hand.			*SR*

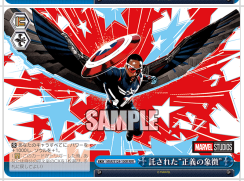
MAR/S124-082		**(R) 0/0 Captain America (MARVEL)** **ACT** - [Send 1 of your **{RR 0/0 Iron Man - 052}** from stage or hand to Waiting Room, Send this Standing character to Waiting Room] If you are Level 2 or higher, choose up to 1 **{New RR 3/2 Captain America - 080}** from your hand, place it on stage in this card's former slot. **ACT - {CX Combo} BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each **{New RR 0/0 Iron Man's Door CX - 075}** or **{New RR 3/2 Captain America's Pants CX - 098}** among them, choose up to 1 <MARVEL> character from your Waiting Room, and add it to hand.		*SR*	
MAR/S124-083		**(R) 1/0 Hawkeye (MARVEL)** **CONT** - During your turn, if you have 2 or more other <MARVEL> characters, this turn, this gets +2000 power. **AUTO** - [(1) Discard 1 <MARVEL> character, Rest 1 of your other Standing <MARVEL> characters] During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, if you have 5 or less hand, you may pay cost. If you do, search your deck for up to 2 <MARVEL> characters, show them to your opponent, add them to hand, and shuffle your deck afterwards.		*SR & SP*	
MAR/S124-084		**(R) 1/0 Winter Soldier (MARVEL)** **AUTO - {CX Combo}** When this attacks, if you have the **Pants CX (099)** in your CX Area, and you have 2 or more other <MARVEL> characters, mill 1, then choose up to 1 Level X or lower <MARVEL> character from your Waiting Room, add it to hand, and if the Level of the character across from this is 2 or more, this turn, this gets +6000 power. X equals the Level of the milled card		*SR*	

MAR/S124-085		**(R) 2/1 Captain America (MARVEL)** **AUTO** - When this is placed on stage from hand, If you have 6 or less cards in your deck, you may shuffle all cards from your Waiting Room into your deck. **ACT** - [(1) Send this Standing character to Waiting Room] If you are level 3 or higher, search you deck for up to 1 **"New "Captain America" Falcon" (086)**, show it to your opponent, add it to hand, then choose up to 1 **"New "Captain America" Falcon" (086)** from your hand, place it on stage in this card's former slot, the choose up to 1 **{copy of this}** in your Waiting Room, place it underneath that character face-up as a Marker, and shuffle your deck afterwards.		*SR*	
MAR/S124-086		**(R) 3/2 New "Captain America" Falcon (MARVEL)** **CONT** - During the turn this was placed on stage from hand, when this attacks, choose 1 of your opponent's back row characters, this card may Front Attack that character instead as the Defending character. **AUTO - {CX Combo} {1 Per Turn}** At the end of this card's attack, if the **Pants CX (100)** is in your CX Area, and you have 5 or less hand, choose 1 of the following 2 effects and resolve it, a) "You may Heal 1." b) "(1) You may pay cost. If you do, mill 1. If that card is a <MARVEL> character or **"Avengers assemble. - MAR/S89-097"**, Stand this."		*SR*	
MAR/S124-087		**(U) 0/0 Silver Surfer (MARVEL)** **AUTO** - When this attacks, if you do not have another front row Rested character, look at up to 2 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room, then discard 1 card.		*SR*	

MAR/S124-088		**(U) 0/0 Falcon Joaquin Torres (MARVEL)** **AUTO - {1 Per Turn}** When your other **{1/0 Winter Soldier - 084}** or **{3/2 New "Captain America" Falcon - 086}** attacks, look at up to 2 cards from the top of your deck, and put them back on top in any order, and this turn, that character gets +2000 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Pants CX among them, choose up to 1 character from your Waiting Room, and add it to hand, then choose 1 of your characters, this turn, it gets +1000 power.		*SR*	
MAR/S124-089		**(U) 2/1 Gambit (MARVEL)** **AUTO** - [Discard 1 CX with a Bar Trigger, Send 1 of your **{3/2 Magneto - 026}** from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, perform the following effect 3 times, "Choose 1 of your opponent's characters, this turn, it gets -1 Soul." **ACT - BACKUP** +2500		*SR*	
MAR/S124-090		**(U) 3/2 Winter Soldier (MARVEL)** **CONT** - If you have 2 or more {0/0 Falcon & Winter Soldier Above} in your Waiting Room, this gets -1 level in hand. **CONT** - For each Marker underneath this, this gets +1000 power. **AUTO** - When this is placed on stage from hand, choose 1 <MARVEL> character in your Clock, you may send it to the bottom of your deck. **AUTO** - When this card's battle opponent is Reversed, choose 1 <MARVEL> character in your Waiting Room, you may place it underneath this face-down as a Marker.		*SR*	

MAR/S124-091		**(U) 3/2 Galactus (MARVEL)** **AUTO** - During the turn this was placed on stage from hand, at the start of your Attack Phase, you may send all other characters from both player's stage to Waiting Room. If you do, this gain the following ability, "**AUTO - {1 Per Turn}** When damage dealt by this is cancelled, you may deal 3 damage to your opponent." **AUTO** - When this Direct Attacks, choose 1 <MARVEL> character in your Waiting Room, you may send it to Stock.		*SR*	
MAR/S124-092		**(C) 0/0 Ant Man (MARVEL)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is Level 1 or higher, choose 1 of your opponent's level 1 or lower characters, this turn, it gets -1 level. **AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send that character to the bottom of your opponent's deck.		*SR & SP*	
MAR/S124-093		**(C) 0/0 Daredevil (MARVEL)** **AUTO** - [Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.		*SR*	
MAR/S124-094		**(C) 1/0 Captain America (MARVEL)** **AUTO** - When this is placed on stage from hand or attacks, choose 1 of your <MARVEL> characters, this turn, it gets +1500 power. **AUTO** - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send that character to the bottom of your opponent's deck."		*SR*	

MAR/S124-095		**(C) 1/1 Ant Man (MARVEL)** **CONT** - During your turn, all of your other <MARVEL> characters get +1000 power. **ACT** - [Rest this] Choose 1 other character, this turn, it gets +1 or -1 level.		*SR*	
MAR/S124-096		**(C) 1/1 Daredevil (MARVEL)** **CONT** - If all of your characters are <MARVEL>, this gains the following 2 abilities, - "**CONT** - During your turn, this gets +3000 power." - "**AUTO - ENCORE** [Discard 1 character]" **AUTO** - When your other <MARVEL> characters or this card is placed on stage from hand, you may look at the top card of your deck.		*SR & SP*	
MAR/S124-097		**(C) 2/1 Scarlet Witch (MARVEL)** **AUTO** - When this is placed on stage from hand, you may choose 1 of your opponent's characters. If you do, send it to Memory, then at the start of the Encore Step, your opponent places that character on stage in any slot.		*SR*	
MAR/S124-098		**(CR) Pants CX**		*RRR*	

MAR/S124-099		**(CR) Pants CX**		*RRR*	
MAR/S124-100		**(CR) Pants CX**		*RRR*	
MAR/S124-P01 September & October Shop Tournament PR Packs		**(PR) 0/0 Avengers (MARVEL)** **AUTO** - When this is attacks, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <MARVEL> character or **"Avengers assemble. - MAR/S89-097"** from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.			*Foil & PR+*