

X-Men First Class Draft Cheat Sheet



Written by Zacgree
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Top draft win conditions

Boom Boom: Time Bomb 2

While Boom Boom is active, when you use a Basic Action Die, it deals 2 damage to target opponent or character die.

- Get her out and cycle your basic action dice. Rare Bishop will negate her ability

Kitty Pryde: Madam Headmistress 4

Kitty Pryde cannot be blocked when attacking alone

- Unblockable does great in draft format. Bring something to buff her

The Blackbird: SR-71 3

Your opponent must pay 1 energy to block each of your X-Men character dice

- Make your opponent save energy or catch them without any to swing in for the win. X-Men team only

Banshee: Fallen Hero 3

While Banshee is active, deal 1 damage to target opponent when they use an Action die.

- Great against opponents that use Action Dice (and a lot do in drafts)

Boom Boom: Mutate 35 2

While Boom Boom is active, the first time you use a Global Ability each turn, deal 1 damage to target opponent.

- Get her out and use a global on your turn and your opponents. Rare Bishop will negate her ability

Danger Room: Housing Hidden Perils 3

Until the start of your next turn, when a character die takes damage, KO that character die.

- Lots of options in this set to deal 1 damage to all opposing characters; good board clear

Jubilee: Life on the Streets 2

When an opposing character die is KO'd, spin this character up 1 level. Awaken: Deal 1 damage to target opponent

- Great way to ping your opponent. Pair with something that spins or KO's dice

Morph: Change of Heart 4

When fielded, choose a Basic Action Card. When Morph attacks, use the ** version of its effect.

- Works great with Basic Actions like The Front Line or Dimension Door in drafts

Banshee: Hitting the High Notes 4

While Banshee is active, when your opponent draws a Basic Action die, deal 2 damage to target opponent or character die.

- Great against opponents that use Action Dice (and a lot do in drafts)

Sasquatch: Hulking Beast 5

Overcrush. When your opponent uses a Global Ability, spin Sasquatch up 1 level.

- Great stats and ability with Overcrush. Bring something to buff him.

Wolverine: Logan 6

When Wolverine attacks, he gains +1A for each opposing character die *Wolverine cannot be targeted by Global Abilities

- Beefy character, especially end game when walled up. Bring something to make him unblockable

Top Support

Banshee: The Wail of the Banshee 3

When fielded, deal 1 damage to all opposing character dice

- Great way to clear an opponent's wall of sidekicks

Blob: "Crash Diet" 3

When fielded, capture all opposing Sidekick dice until Blob leaves the Field Zone or you field another Blob die

- Great way to clear an opponent's wall of sidekicks

Jubilee: Life on the Streets 2

Awaken: Deal 1 damage to all opposing character dice

- Great way to clear an opponent's wall of sidekicks. Pair with something that spins dice

Mimic: Borrowed Talent 3

When fielded, copy the printed A and D of target character die. When a copy of that character die is fielded, draw 2 dice from your bag and Prep them.

- Target a Sidekick and field as many as you can to prep lots of dice. Or, copy a beefy die's A & D

Beast: Into the Wild Blue Yonder 2

When Beast is KO'd during your opponent's turn, you may Prep a Basic Action Die from your Used Pile

- Great blocker to get KO'd that allows you to Prep a Basic Action that works well on your team

Scarlet Witch: Careful What you Wish For 3

While Scarlet Witch is active, during your opponent's Roll and Reroll Step, your opponent must reroll any Action dice that land on an Action face and cannot reroll any Action dice on energy faces.

- Lockdown Action Dice on your opponent's rolls

Beast: Into the Wild Blue Yonder 2

When Beast is KO'd during your opponent's turn, you may Prep a Basic Action Die from your Used Pile

- Great blocker to get KO'd that allows you to Prep a Basic Action that works well on your team

Blob: Nothing Moves the Blob 4

When fielded, capture target opposing character die until Blob leaves the Field Zone

- Use Blob's ability to capture your opponent's win condition or die that is hurting your team

Avalanche: Quake in Your Boots 4

While Avalanche is active, when a Villain character die is fielded, deal 1 damage to all opposing character die.

- Great way to clear an opponent's wall of sidekicks. Best on a Villain team

Bishop: Butterfly Effect 5

While Bishop is active, prevent all non-combat damage dealt to you.

- Shut down all non-combat damage.

Blob: Appetite for Destruction 4

When fielded, choose an opposing card, cancelling all previous choices. Your opponent may not purchase or field that card's dice until Blob leaves the Field Zone

- Use Blob's ability to lock down your opponent's win condition

Cyclops: Through Rose Colored Lenses 5

When Cyclops is dealt damage, deal 1 damage to each opposing character die

- Pair with Unstable Canister Basic Action to clear your opponent's board