

TEAM ABILITIES



BATMAN ALLY -Stealth.



BATMAN ENEMY -When this character makes an attack, you may replace its attack value with the printed attack value of an adjacent friendly character that can use this team ability.



CALCULATOR-Wild Card. Uncopyable.



CRIME SYNDICATE-Characters using the Crime Syndicate team ability can use Probability Control. When a roll is ignored because of this team ability an action token must be placed on a friendly character on the battlefield or the roll is not ignored. Uncopyable.



GREEN LANTERN CORPS - :8.



HYPERTIME -When an opposing character that cant use this team ability attempts to move from a non-adjacent square into a square that is adjacent to this character, it must roll a d6. [-]: The opposing character cant move into any square adjacent to this character this turn. Uncopyable.



INJUSTICE LEAGUE -When this character hits an opposing character with an attack roll of [10-12], after resolutions remove an action token from this character.



JUSTICE LEAGUE -When this character is given a MOVE action, modify speed +1.



JUSTICE SOCIETY -When this character is attacked, you may replace its defense value with the printed defense value of an adjacent friendly character that can use this team ability.



KINGDOM COME -When this character would be hit by a range attack, if the attacker doesn't have [Kingdom Come Team Ability Symbol], you may roll a d6. [-]: Evade. Uncopyable.



LEGION OF SUPER HEROES -Wild Card. Uncopyable.



OUTSIDERS -FREE: Choose a character (including itself) within 6 squares and line of fire. Until your next turn, the chosen character's combat values can't be modified. Uncopyable.



QUINTESSENCE -Willpower. This character has PROTECTED: Outwit. Uncopyable.



SUICIDE SQUAD -When an adjacent friendly character is KO'd, after resolutions, you may roll a d6. If you do, heal this character equal to the result -2, minimum 1.



SUPERMAN ALLY - ,



SUPERMAN ENEMY -FREE: If this character is adjacent to a friendly character of lower points that can use this team ability, it can use Outwit until your next turn.



TITANS -POWER: Choose an adjacent friendly character that can use this team ability and heal that character 1 click and roll a d6. [-]: This character is dealt 1 unavoidable damage.



WATCHMEN -The combat values of characters using the Watchmen team ability can't be modified by opposing characters.



AVENGERS -When this character is given a MOVE action, modify speed +1.



AVENGERS INITIATIVE - ,



BROTHERHOOD OF MUTANTS -When this character hits an opposing character with an attack roll of [10-12], after resolutions remove an action token from this character.



DEFENDERS -When this character is attacked, you may replace its defense value with the printed defense value of an adjacent friendly character that can use this team ability.



FANTASTIC FOUR-When this character is KOd, after resolutions heal 1 click on each other friendly character using this team ability.



HYDRA-When an adjacent friendly character makes a range attack, modify the target's defense -1 if the target is within line of fire of this character.



MASTERS OF EVIL -Colossal Stamina



MINIONS OF DOOM-When this character KOs a standard opposing character, after resolutions heal 1 click on a friendly character using this team ability.



MORLOCKS-Whenever a character using this team ability makes a close combat attack, modify its attack value by +1 for each other character using this team ability adjacent to both this character and the target.



POWER COSMIC -Willpower. This character has PROTECTED: Outwit. Uncopyable.



SERPENT SOCIETY-Characters using this team ability can use Phasing/Teleport.



S.H.I.E.L.D. -Adjacent friendly characters modify range +1. POWER: Choose an adjacent friendly character. Once this turn, the chosen character modifies its damage +1 when making a range attack.



SINISTER SYNDICATE -When this character makes an attack, you may replace its attack value with the printed attack value of an adjacent friendly character that can use this team ability.



SKRULLS-Shape Change, but only succeeds on a



SPIDER-MAN -Wild Card. Uncopyable.



ULTIMATES- .



ULTIMATE X-MEN-Once per game per character, a character using the Ultimate X-Men team ability may choose one opposing character or all characters possessing a single chosen team ability; this choice can be made only once per game even if the character has used another team ability. When this character attacks a chosen character, modify the chosen character's defense value by -1.



X-MEN -POWER: Choose an adjacent friendly character that can use this team ability and heal that character 1 click and roll a d6. [-]: This character is dealt 1 unavoidable damage.



MYSTICS -Each time this character takes damage from an opposing characters attack, after resolutions deal the attacker 1 penetrating damage. Uncopyable.



POLICE -When an adjacent friendly character makes a range attack, modify the target's defense -1 if the target is within line of fire of this character.



SNOWFALL -Wild Card. Uncopyable.



TEAM PLAYER -Wild Card. Uncopyable.



UNDERWORLD - :1, but only to carry a character that shares a keyword. :2, but only to carry characters that share a keyword (with this character) and are lower points.

