



# MARVEL TEAM ABILITIES



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



**AVENGERS INITIATIVE** - Improved Movement + Targeting: Hinderer (  +   ).



**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 KO'd, after resolutions each other friendly character using this team ability heals 1 click.



**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 KO's a standard opposing character, after resolutions heal 1 click on a friendly character using this team ability.



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



**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 6+. If the character can already use Shape Change, instead increase the result of its roll for Shape Change by +1.






**SPIDER-MAN** - Wild Card\*. Uncopyable.



**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.



**ULTIMATES** - Improved Movement + Targeting: Hinderer (  +   ).



**X-MEN** - POWER: Choose an adjacent friendly character that can use this team ability and heal that character 1 click and roll a d6. On a 1-4: This character is dealt 1 unavoidable damage.

# DC 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



**CALCULATOR** - Wild Card\*. Uncopyable.



**GREEN LANTERN CORPS** - : 8.



**HYPERTIME** - When an opposing character that can't 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. On a 1-2: The opposing character can't 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 this symbol, you may roll a d6. On a 5-6: 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** - Improved Movement + Targeting: Hinderer (  +   ).



**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. On a 1-4: This character is dealt 1 unavoidable damage.

## UNIVERSAL TEAM ABILITIES



**COSMIC ENERGY** - Willpower. This character has PROTECTED: Outwit. Uncopyable.



**MYSTICS** - Each time this character takes damage from an opposing character's 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.

## CLARIFICATIONS

**Wild Card** FREE: Choose a team ability that a friendly character can use (that isn't Uncopyable). This character can use the chosen team ability until you choose again.