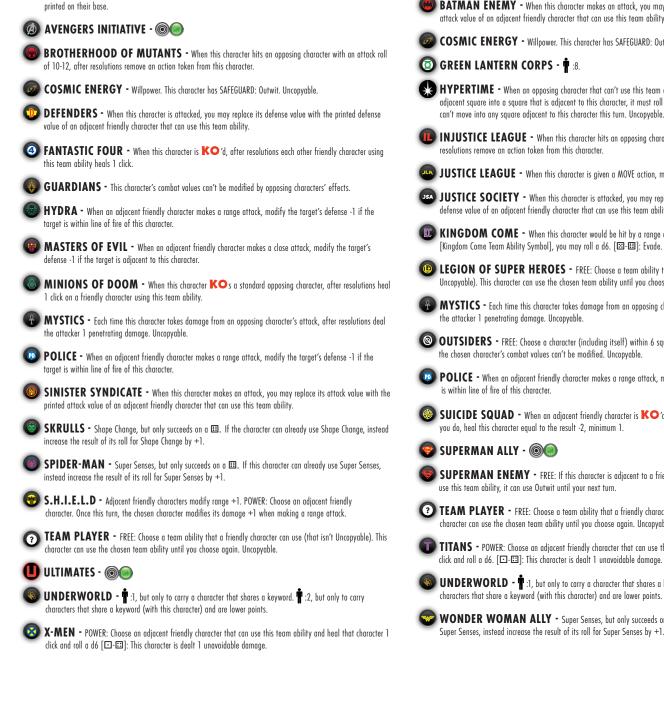
MARVEL TEAM ABILITIES

AVENGERS - For all friendly characters with this team ability, at the beginning of the game choose a team ability. // This character modifies attack +1 when attacking one or more characters with the chosen team ability



DC & UNIVERSAL 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.

COSMIC ENERGY - Willpower. This character has SAFEGUARD: Outwit. Uncopyable.

EXECUTE: HYPERTIME - When an opposing character that can't use this team ability attempts to move from a nonadjacent square into a square that is adjacent to this character, it must roll a d6. [---] : 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.

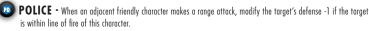
JUSTICE SOCIETY - When this character is attacked, you may replace its defense value with the printed defense value of an adjacent friendly character that can use this team ability.

IN 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. [☑-⑪]: Evade. Uncopyable.

LEGION OF SUPER HEROES - 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. Uncopyable.

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



🐵 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 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.

(?) TEAM PLAYER - 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. Uncopyable.

TITANS - POWER: Choose an adjacent friendly character that can use this team ability and heal that character 1

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.

WONDER WOMAN ALLY - Super Senses, but only succeeds on a 🗉. If this character can already use Super Senses, instead increase the result of its roll for Super Senses by +1.