

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 printed on their base.



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.



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



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.



GUARDIANS - This character's combat values can't be modified by opposing characters' effects.



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 - When an adjacent friendly character makes a close attack, modify the target's defense -1 if the target is adjacent to this character.



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.



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.



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



SPIDER-MAN - 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.



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.



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.



ULTIMATES -



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.



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.

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.



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. [-] : 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 [Kingdom Come Team Ability Symbol], you may roll a d6. [-]: 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.



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.



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.



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.



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 click and roll a d6. [-]: This character is dealt 1 unavoidable damage.



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.