

HCMaps' DC Team Base List

Gen 13



Character	Set	Number	Asset ability
Fairchild	TT	3	This team character can use Super Strength.
Grunge	TT	34	This team character can use the Move and Attack ability.
Burnout	TT	72	This team character can use Pulse Wave.
Sarah Rainmaker	TT	73	This team character can use Energy Explosion with ￼￼￼
Freefall	TT	74	This team character can use Force Blast and Telekinesis
John Lynch (Grunge)	WKD	18	Opposing characters within 4 squares and line of fire can't use Outwit.
Sarah Rainmaker	WKD	19	This team character can use Running Shot.

Justice League



Aquaman	TT	15	Justice League ignores Shape Change and their attacks can't be evaded.
Cyborg	TT	25	Justice League can use the Sharpshooter ability and modifies their range value by +2.
Green Lantern	TT	33	Justice League can use Barrier and Telekinesis.
The Flash	TT	50	Opposing characters using Hypersonic Speed modify their attack and damage values by -1.
Superman	TT	66	Damage dealt to Justice League is reduced by 1 in addition to any other effects.
Batman	TT	67	Opposing characters within 5 squares of Justice League can't use Perplex.
Wonder Woman	TT	68	Justice League can use Energy Shield/Deflection.
Superman	JLSG	1	Damage dealt to Justice League is reduced by 1 in addition to any other effects.
Batman	JLSG	2	Opposing characters within 5 squares of Justice League can't use Perplex.
Wonder Woman	JLSG	3	Justice League can use Energy Shield/Deflection.
Cyborg	JLSG	4	Justice League can use the Sharpshooter ability and modifies their range value by +2.
Black Canary (Aquaman)	WKD	21	This team character can use Precision Strike
Wonder Woman	WKD	22	This team character can use Combat Reflexes

New Teen Titans



Robin	TT	1	New Teen Titans can use Outwit and only adjacent characters can target them with Outwit
Kid Flash	TT	2	New Teen Titans can use Hypersonic Speed and when they do, modify their speed value by +2.
Nightwing	TT	22	New Teen Titans can use Outwit and only adjacent characters can target them with Outwit
Changeling	TT	38	New Teen Titans can use Shape Change.
Starfire	TT	47	New Teen Titans can use Defend and the Flight ability.
Cyborg	TT	63	New Teen Titans can't be the target of opposing character's Probability Control
Raven	TT	64	When New Teen Titans are not adjacent to an opposing character, they can use Regeneration.
Wonder Girl	TT	65	New Teen Titans can use Super Strength and the Flight ability.
Wonder Girl	WKD	23	This team character can use Support and the Flight ability.

Titans: Villains for Hire



Osiris	TT	14	Titans: Villains for Hire can use Charge. After Titans: Villains for Hire resolve a move action, if they are adjacent to The Mark, you may give them a close combat action as a free action
Deathstroke	TT	37	Titans: Villains for Hire can use Outwit. When Titans: Villains for Hire attack The Mark, modify their attack and damage values by +1.
Cinder	TT	69	Titans: Villains for Hire can use Phasing/Teleport. Lines of fire drawn by Titans: Villains for Hire to The Mark ignore blocking terrain.
Cheshire	TT	70	Titans: Villains for Hire can use Poison. When they do, damage dealt to The Mark is penetrating damage.
Tattooed Man	TT	71	Titans: Villains for Hire can use Shape Change. When Titans: Villains for Hire are attacked by The Mark, they succeed for Shape Change on a result of 4 - 6 .
Cheshire	WKD	20	When Cheshire uses Solo Adventure you may instead place Cheshire adjacent to The Mark. Cheshire may then make a close combat attack against The Mark as a free action.

Teen Titans



Robin	TT	1	Teen Titans can use Outwit and only adjacent characters can target them with Outwit
Kid Flash	TT	2	Teen Titans can use Hypersonic Speed and when they do, modify their speed value by +2.
Aqualad	TT	75	This team character can't have their combat values modified by opposing characters.
Wonder Girl	TT	76	This team character can use the Flight ability and ignores Shape Change.
Speedy (Wonder Girl)	WKD15	1	When this team character makes a ranged combat attack, modify their attack and range values by +2.
Aqualad	WKD15	2	When this team character makes a ranged combat attack, modify their attack and range values by +2.

Outlaws



Red Hood	TT	23	This team character can use Combat Reflexes, Leap/Climb and Stealth.
Arsenal	TT	36	This team character can use Energy Explosion, Energy Shield/Deflection and Incapacitate.
Starfire	TT	77	This team character can use Poison and Toughness. This team character has 🦋.
Koriand'r	WKD15	3	This team character can use Ranged Combat Expert and has 🦋. This asset ability replaces the Starfire asset ability described on the team character's card.

Trinity of Sin



Pandora	WKD	6	This team character can use Phasing/Teleport and Probability Control.
Phantom Stranger	WKD	7	This team character can use Outwit and Poison.
Question	WKD	8	This team character can use Combat Reflexes and Perplex.
Pandora	FL	62	This team character can use Precision Strike and modifies their range value by +2.
Phantom Stranger	FL	63	When this team character has no action tokens, they can use Steal Energy. When they have one action token, they can use Regeneration.
Question	FL	64	This team character can use Shape Change and Stealth.