

# HCMaps' Marvel Team Base List

## X-men: Blue Strike Force



| Character | Set  | Number | Asset ability   |
|-----------|------|--------|---|
| Wolverine | WATX | 1      | X-Men: Blue Strike Force can use Regeneration.  |
| Cyclops   | WATX | 16     | X-Men: Blue Strike Force can use Precision Strike and the Sharpshooter ability.   |
| Gambit    | WATX | 31     | Give X-Men: Blue Strike Force a power action and remove an object from the map in a square they occupies or is adjacent to. If you do, they may immediately be given a ranged combat action as a free action. |
| Jubilee   | WATX | 47a    | Modify X-Men: Blue Strike Force defense value by +1 against range combat attacks.   |
| Beast     | WATX | 62     | X-Men: Blue Strike Force can use Combat Reflexes.   |
| Psylocke  | WATX | 63     | X-Men: Blue Strike Force can use Mind Control.  |
| Rogue     | WATX | 64     | X-Men: Blue Strike Force can use Steal Energy.  |
| Wolverine | WATX | 201    | X-Men: Blue Strike Force can use Regeneration.  |
| Psylocke  | WKM  | 20     | Characters on a Solo Adventure from this team character can use Shape Change.   |
| Rogue     | WKM  | 21     | When a character goes on a Solo Adventure from this team character, choose a standard power the team character can use. Rogue can use that power as long as this asset is displayed.                          |

## X-Men: Gold Strike Force



|           |      |     |  |
|-----------|------|-----|--|
| Colossus  | WATX | 2   | X-Men: Gold Strike Force can use   |
| Jean Grey | WATX | 17  | X-Men: Gold Strike Force can draw lines of fire and count range and squares as if they occupied the squares of characters that began the game on their base. |
| Bishop    | WATX | 32  | X-Men: Gold Strike Force can use Steal Energy.   |
| Storm     | WATX | 65  | X-Men: Gold Strike Force can use Energy Explosion, the Flight ability and possesses  |
| Iceman    | WATX | 66  | X-Men: Gold Strike Force can use Incapacitate and Plasticity.  |
| Archangel | WATX | 67  | X-Men: Gold Strike Force can use Sidestep and modifies their speed value by +3.  |
| Colossus  | WATX | 202 | X-Men: Gold Strike Force can use   |
| Jean Grey | WATX | 209 | X-Men: Gold Strike Force can draw lines of fire and count range and squares as if they occupied the squares of characters that began the game on their base. |
| Angel     | WKM  | 19  | This team character can use Energy Shield/Deflection.  |
| Iceman    | WATX | 302 | This team Character can use Incapacitate and Plasticity  |

## Excalibur



|                 |      |     |   |
|-----------------|------|-----|---|
| Shadowcat       | WATX | 3   | Excalibur can use Combat Reflexes.  |
| Phoenix         | WATX | 45  | Excalibur's powers and abilities can't be countered. Modify Excalibur's damage value by +1.   |
| Captain Britain | WATX | 68  | If an action token would be given to Excalibur, instead no action tokens are given. When Excalibur takes damage, after actions resolve, roll a d6 and turn the asset dial that many times to the left.                        |
| Meggan          | WATX | 69  | Excalibur can use Shape Change.   |
| Nightcrawler    | WATX | 70  | Excalibur can use Combat Reflexes.  |
| Lockheed        | WATX | 80  | When you build your force, Lockheed may be attached to WXM #T003 Excalibur as a team member but can't be selected for Solo Adventure. When attached, the team character can use Energy Explosion as if it had .               |
| Shadowcat       | WATX | 204 | Excalibur can use Combat Reflexes.  |
| Pete Wisdom     | WKM  | 22  | When target with an attack, this team character may replace its Defense Value with the printed Defense Value of the attacker.   |
| Captain Britain | WKM  | 23  | Whenever Captain Britain uses Solo Adventure, all friendly characters on Solo Adventure can use Sidestep this turn. This asset ability can be used even if Captain Britain was removed with Solo Adventure and is on the map. |

## New Mutants



|               |       |    |  |
|---------------|-------|----|--|
| Mirage        | WATX  | 4  | New Mutants can use Stealth. They can also use Smoke Cloud as a free action.   |
| Sunspot       | WATX  | 18 | New Mutants can use Energy Explosion.  |
| Magik         | WATX  | 34 | New Mutants can use Probability Control.   |
| Warlock       | WATX  | 46 | New Mutants can use Perplex.   |
| Cannonball    | WATX  | 71 | New Mutants can use ☁️.  |
| Wolfsbane     | WATX  | 72 | New Mutants can use Blades/Claws/Fangs.  |
| Magma         | WATX  | 73 | New Mutants can use Poison.  |
| Cannonball    | WKM   | 24 | When this team character moves due to its own action, it may use Invincible instead of the power in its defense slot until the beginning of your next turn.  |
| Cable (Magik) | WKM15 | 1  | This team character can use Running Shot and, when they do, they can use Penetrating/Psychic Blast and Probability Control.  |
| Wolfsbane     | WKM15 | 2  | This team character can use 🗡️ and modifies their attack by +1 when targeting a character occupying hindering terrain. This asset ability replaces the Wolfsbane asset ability described on the team character's card. |

## Shi'ar Imperial Guard



|           |       |    |   |
|-----------|-------|----|---|
| Oracle    | WATX  | 5  | Shi'ar Imperial Guard can use Probability Control a second time when it isn't your turn.  |
| Starbolt  | WATX  | 19 | Shi'ar Imperial Guard can use Energy Explosion and possesses 🌀.   |
| Smasher   | WATX  | 36 | Shi'ar Imperial Guard can use the standard attack powers of adjacent opposing characters  |
| Warstar   | WATX  | 48 | At the beginning of your turn, Shi'ar Imperial Guard may use Solo Adventure as a free action and may then use A Team Reunited as a free action.   |
| Gladiator | WATX  | 74 | Shi'ar Imperial Guard can use Flurry.   |
| Manta     | WATX  | 75 | Opposing characters with 🗡️ or 🗡️ have 🗡️.  |
| Hussar    | WATX  | 76 | If an opposing character takes 3 or more damage from Shi'ar Imperial Guard's attack, give that character an action token.   |
| Gladiator | WKM15 | 3  | This team character can use Leadership. When they do, any character removed from this team base is considered adjacent. This asset ability replaces the Gladiator asset ability described on the team character's card. |

## Hellfire Club: Inner Circle



|             |       |    |  |
|-------------|-------|----|--|
| White King  | WATX  | 20 | If an action token would be given to Hellfire Club: Inner Circle, instead no action tokens are given. When Hellfire Club: Inner Circle takes damage, after actions resolve, roll a d6 and turn the asset dial that many times to the left. |
| Black King  | WATX  | 35 | Adjacent opposing characters can't ignore pushing damage.  |
| Black Queen | WATX  | 49 | When Hellfire Club: Inner Circle or any character on a Solo Adventure from them KO's an opposing character, heal Hellfire Club: Inner Circle and all characters on a Solo Adventure from them of 2 damage.                                 |
| White Queen | WATX  | 77 | Hellfire Club: Inner Circle can't be the target of Mind Control, Penetrating/Psychic Blast, or an opposing character's Perplex.  |
| White Queen | WKM15 | 5  | Combat values of opposing characters within 4 squares can't be modified. This asset ability replaces the White Queen asset ability described on the team character's card.   |

## Brotherhood of Mutants




|               |       |     |  |
|---------------|-------|-----|--|
| Toad          | WATX  | 6   | Give Brotherhood of Mutants a power action. Place them anywhere on the map so that they occupy at least one square within 6 squares of their current position.   |
| Magneto       | WATX  | 37a | Brotherhood of Mutants can use Invulnerability.  |
| Quicksilver   | WATX  | 78  | Brotherhood of Mutants can use Combat Reflexes.  |
| Scarlet Witch | WATX  | 79  | Brotherhood of Mutants can use Super Senses.   |
| Toad          | WATX  | 207 | Give Brotherhood of Mutants a power action. Place them anywhere on the map so that they occupy at least one square within 6 squares of their current position.   |
| Mastermind    | WKM15 | 4   | This team character can use Mastermind and Mind Control.   |
| Scarlet Witch | WKM15 | 6   | When this team character is given a move action as a non-free action and actions resolve, roll a d6. On a result of 4 - 6, remove an action token from this character. This asset ability replaces the Scarlet Witch asset ability described on the team character's card. |

## Avengers

|                 |     |     |  |
|-----------------|-----|-----|--|
| Captain America | AVX | 1   | This team character can use Combat Reflexes and Defend.  |
| Iron Man        | AVX | 2   | This team character can use Perplex. When they do an Black Panther is also attached, you may modify an opposing character's combat value by -2 instead.  |
| Thor            | AVX | 3   | This team character can use Energy Explosion.  |
| Spider-Man      | AVX | 4   | This team character can use Super Senses.  |
| Wolverine       | AVX | 5   | This team character can use Blades/Claws/Fangs and Regeneration.   |
| Scarlet Witch   | AVX | 6   | This team character can use Probability Control.   |
| Black Panther   | AVX | 7   | This team character can use Outwit. When they do and Iron Man is also attached, you may counter a team ability as if it were a power.  |
| Professor X     | AVX | 8   | When this team character uses Solo Adventure to place Professor X on the map, he may immediately use Mind Control as a free action.  |
| Hope Summers    | AVX | 16  | Give this team character a free action and choose the asset ability of any character that could be attached to the team base but isn't. This team character can use that asset ability until your next turn.   |
| Daredevil       | DP  | 15  | This team character ignores opposing characters' Stealth.  |
| Deadpool        | DP  | 19a | When this team character is attached, opposing characters can't use the Avengers or X-Men team abilities.  |
| Red Hulk        | DP  | 33  | This team character can use Poison. They can use it normally, or damage dealt from it can be penetrating damage. If damage dealt from Poison is penetrating, at the end of your turn you must roll the d6 and turn the asset dial that many times clockwise. |
| Deadpool        | DP  | 201 | When this team character is attached, opposing characters can't use the Avengers or X-Men team abilities.  |
| Daredevil       | DP  | 202 | This team character ignores opposing characters' Stealth.  |

## X-Men

|              |     |     |  |
|--------------|-----|-----|--|
| Professor X  | AVX | 8   | When this team character uses Solo Adventure to place Professor X on the map, he may immediately use Mind Control as a free action.  |
| Cyclops      | AVX | 9   | This team character can use Leadership. When they do and the result is a 6, remove an action token from them.  |
| Emma Frost   | AVX | 10  | This team character can't be targeted by Mind Control or Penetrating/Psychic Blast.  |
| Namor        | AVX | 11  | This team character can use Close Combat Expert and the Flight ability.  |
| Colossus     | AVX | 12  | This team character can use Charge. When they do, if Magik is also attached, they can use  .                            |
| Magik        | AVX | 13  | This team character can use Phasing/Teleport. If Colossus is also attached, they can use Energy Shield/Deflection.   |
| Magneto      | AVX | 14  | Give this team character a power action and they can use Telekinesis twice as a free action.   |
| Danger       | AVX | 15  | The combat values of this team character can't be decreased by opposing characters.  |
| Hope Summers | AVX | 16  | Give this team character a free action and choose the asset ability of any character that could be attached to the team base but isn't. This team character can use that asset ability until your next turn. |
| Deadpool     | DP  | 19a | When this team character is attached, opposing characters can't use the Avengers or X-Men team abilities.  |
| Cable        | DP  | 52  | This team character can use Leadership, Phasing/Teleport, and Sidestep.  |
| Deadpool     | DP  | 201 | When this team character is attached, opposing characters can't use the Avengers or X-Men team abilities.  |

## Spider-Man and His Amazing Friends



|            |      |     |  |
|------------|------|-----|--|
| Spider-Man | WATX | 301 | This team character can use Flurry and Super Senses.   |
| Iceman     | WATX | 302 | This team character can use Incapacitate and Plasticity.   |
| Firestar   | WATX | 303 | This team character can use Poison and Pulse Wave.   |
| Ms. Lion   | WATX | 304 | When you build your force, Ms. Lion may be attached to #T300 Spider-Man and His Amazing Friends as a team member but can't be selected for Solo Adventure. When attached, the team character modifies its speed value by +2. |

## Zombies

|                |      |    |  |
|----------------|------|----|--|
| Kingpin        | DP   | 61 | This team character can use Mastermind, but only to transfer damage to a character that began the game on this team base.  |
| Rhino          | DP   | 62 | This team character modifies its defense value by +1, but only against ranged combat attacks.  |
| Green Goblin   | DP   | 63 | This team character and characters that began the game on this team base can use the Sinister Syndicate team ability.  |
| Electro        | DP   | 64 | This team character can use Energy Explosion and has one additional ⚡.   |
| Doctor Octopus | DP   | 65 | This team character and characters that began the game on this team base can use the Masters of Evil team ability.   |
| Venom          | DP   | 66 | This team character can use Plasticity.  |
| Sabretooth     | DP   | 67 | Opposing characters can't be healed by Regeneration or Support.  |
| Juggernaut     | DP   | 68 | This team character can use 🛡️.  |
| Skrull         | GotG | 61 | This team character and characters that began the game on this team base can use the Skrull team ability.  |
| Super Skrull   | GotG | 62 | Give this team character a free action and choose Barrier, Flurry, Outwit, or Poison. This team character can use the chosen power until your next turn. When this team character uses the chosen power, deal it 1 unavoidable damage after actions resolve. |
| Mole Man       | GotG | 63 | When this team character uses Solo Adventure, up to 3 characters may be removed and placed on the map. When this team character uses A Team Reunited, up to 3 characters may be returned to the base.  |
| Morbius        | GotG | 64 | This team character can use Steal Energy.  |
| Gladiator      | GotG | 65 | This team character can use Super Strength and has 🦋.  |
| Red Skull      | GotG | 66 | This team character and characters that began the game on this team base can use the Hydra team ability.   |
| Magneto        | GotG | 67 | This team character can use Leadership. If it does and succeeds, it may instead remove an action token from itself, or a character that began the game on this team base even if not adjacent.   |
| Dr. Doom       | GotG | 68 | This team character and characters that began the game on this team base can use the Minions of Doom team ability.   |