
























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 team ability.
-  **CALCULATOR** - Wild Card. Uncopyable
-  **CRIME SYNDICATE** - Probability Control if you immediately give a friendly character not resolving any actions with 0 or 1 action tokens an action token. Uncopyable.
-  **GREEN LANTERN CORPS** - Passenger: 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. **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 [KC] team symbol you may roll a d6. **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: Hinderling, Improved Targeting: Hinderling
-  **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. **1-4:** This character is dealt 1 unavoidable damage.
-  **WATCHMEN** - The combat values of characters using the Watchmen team ability can't be modified by opposing characters.
-  **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

MARVEL TEAM ABILITIES

-  **AVENGERS** - When this character is given a MOVE action, modify speed +1
-  **AVENGERS INITIATIVE** - Improved Movement: Hinderling, Improved Targeting: Hinderling
-  **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 a character using this team ability is KO'd, after resolutions each other friendly character using this team ability may be healed 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** - Wild Card. Uncopyable
-  **MORLOCKS** - When this character makes a close attack, modify its attack value by +1 for each other character using this team ability adjacent to both this character and the target.
-  **POWER COSMIC** - Willpower. This character has PROTECTED: Outwit. Uncopyable.
-  **SERPENT SOCIETY** - Phasing/Teleport.
-  **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 roll of [6]. Can be used with other uses of Shape Change.
-  **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: Hinderling, Improved Targeting: Hinderling
-  **ULTIMATE X-MEN** - Once per game a character using this team ability may choose one opposing character or one opposing team ability. When a character using this team ability attacks a chosen character or a character with the chosen team ability, modify that character's defense value by -1.
-  **X-MEN** - **POWER:** Choose an adjacent friendly character that can use this team ability and heal that character 1 click and roll a d6. **1-4:** This character is dealt 1 unavoidable damage.

UNIVERSAL TEAM ABILITIES

-  **MYSTICS** - Each time this character takes damage from an opposing character's attack, after resolutions deal the attacker 1 penetrating damage. Uncopyable.
-  **UNDERWORLD** - Passenger: 1, but only to carry a character that shares a keyword. Passenger: 2, but only to carry characters that share a keyword (with this character) and are lower points.