





ALL OTHER TEAM ABILITIES


 **2000 AD** - 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.


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


 **ASCENDENT** - When this character has 1 action token, modify attack +1.


 **ASSASSINS** - Stealth. When an opposing character misses this character and the attack roll is doubles, you may place an action token on this character and deal the attacker 1 damage.


 **B.P.R.D.** - Wild Card. Uncopyable


 **C.O.G.** - When this character makes a ranged combat attack, after resolutions move up to 3 squares at no cost if they end the move occupying hindering terrain or adjacent to blocking terrain or a wall. Uncopyable.


 **COUNCIL OF THE MISTS** - Probability Control, but only during your turn. If the reroll does not have at least one die with a [1] or [6], it is not used.


 **COVENANT** - 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.

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


 **CRUSADE** - All attack rolls, successful or not, made by a character using this team ability that result in doubles (except a critical miss) cause knockback equal to the attacking character's damage value.


 **DANGER GIRL** - Shape Change, but only succeeds on a roll of 6. Can be used with other uses of Shape Change.


 **DOMINION PACT** - When an opposing character within 4 squares is KO'd, heal this character 1 click.


 **FOUNDERS** - At the beginning of your turn, choose a single opposing character within line of fire of any one character that can use this team ability; all friendly characters using this team ability modify their attack value by +1 when attacking the chosen target this turn. Uncopyable.


 **FREEDOM PHALANX** - Wild Card. Uncopyable


 **GUARDIANS OF THE GLOBE** - When a character using this team ability rolls doubles on a successful attack roll, the target is not knocked back. The attack deals normal damage. Give all hit targets an action token after resolutions.

 **KABUKI** - Stealth

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

 **LOCUST HORDE** - Phasing/Teleport. When it does, after actions resolve you may knock back one adjacent opposing character 1 square. Uncopyable.

 **MAGE SPAWN** - At the beginning of the game, choose a friendly character with the highest point value to be this team's Master. If this character is within 4 squares of its Master when the Master is given a MOVE action, after resolutions, this character may be given a MOVE action at no cost. Uncopyable.

 **MERCENARY** - At the beginning of the game, choose a friendly character with the highest point value to be this team's Leader. When this character is within 4 squares of its Leader, modify defense +1. Uncopyable.



PAN PACIFIC DEFENSE CORPS - When this character is adjacent to a friendly character making a ranged combat attack, modify the target's defense value by -1 if the target is within line of fire of this character.



PHOENIX CONCORD - Once per turn for all characters using this team ability, when this character would be targeted with Outwit roll a d6. **5-6:** The chosen power on the chosen character gains Protected: Outwit until your next turn.



STREET FIGHTER - **POWER:** Move up to 3 squares, make a close attack at no cost. Uncopyable.



TEMPLARS - At the beginning of your turn, if this character has one or more action tokens they can modify the attack or defense value of an adjacent friendly character by +1 until your next turn.



TOP COW - When you give a character using this team ability a move action, it does not count toward your available actions for the turn.



UNITED NATIONS SPACE COMMAND (UNSC) - 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. Uncopyable.



VOX POPULI - When a character using this team ability is marked with an action token and makes an attack, any attack roll of doubles (other than a critical miss) is considered a hit.

