BATMAN ALLY A character using the Batman Ally team ability can use Stealth.

BATMAN ENEMY Characters using the Batman Enemy team ability may replace their attack value with the unmodified attack value of an adjacent friendly character using the Batman Enemy team ability.

CALCULATOR Characters using the Calculator team ability are wild cards.

CRIME SYNDICATE Characters using the Crime Syndicate team ability can use Probability Control. When a roll is ignored because of this team ability, an action token must be placed on a friendly character on the battlefield or the roll is not ignored. Uncopyable.

GREEN LANTERN CORPS When using the Carry ability, characters using the Green Lantern Corps team ability may carry up to 8 friendly characters.

HYPERTIME Whenever an opposing character given an action attempt to move from a non-adjacent square into a square that is adjacent to a character using the Hypertime team ability, it must roll a d6. On a result of 1-2, the opposing character cannot move to any square adjacent to the character using this team ability that turn. Characters using this team ability ignore them on opposing characters.

INJUSTICE LEAGUE Whenever a character using the Injustice League team ability attacks an opposing character that was attacked by another character using the Injustice League team ability this turn, the action does not count toward your available actions for the turn.

JUSTICE LEAGUE When you give a character using the Justice League team ability a move action, it does not count toward your available actions for the turn.

JUSTICE SOCIETY Characters using the Justice Society team ability may replace their defense value with the unmodified defense value of an adjacent friendly character using the Justice Society team ability.

LEGION OF SUPER HEROES Characters using the Legion of Super Heroes team ability are wild cards.

MYSTICS When a character using the Mystics team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.

OUTSIDERS Give a character using the Outsiders team ability a free action to choose a character (including itself) within 10 squares and line of fire. Until the beginning of your next turn, the chosen character’s combat values can’t be modified. Uncopyable.

POLICE When a character using the Police team ability 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.

QUINTESSENCE Characters using the Quintessence team ability can use Willpower and their powers cannot be countered. Uncopyable.

SUICIDE SQUAD When a friendly character adjacent to a character using the Suicide Squad team ability is KO’d, roll a d6 and subtract 2 from the result, minimum result 1. After the action is resolved, if this character is not KO’d, you may heal it of damage equal to the result.
**SUPERMAN ALLY** Characters using the Superman Ally team ability treat hindering terrain as clear terrain for movement and line of fire purposes.

**SUPERMAN ENEMY** When two friendly characters that can use the Superman Enemy team ability are adjacent to each other, the character with the higher point value may be given a free action to immediately use Outwit. That character can use Outwit until the beginning of your next turn, if it cannot use Outwit already and continues to use this ability. If the two characters have the same point value, their controller chooses which is treated as the higher point character this turn.

**TITANS** When two friendly characters that can use the Titans team ability are adjacent to each other, give one of them a power action and roll a d6. Heal the other character of 1 damage. If the result was 1-4, deal the character given the power action 1 unavoidable damage.

**UNDERWORLD** When a character using the Underworld team ability is given a move action, it can use the Carry ability, but can only carry characters using the Underworld team ability; it can carry two friendly characters, if both also have a lower point value.

**WATCHMEN** The combat values of characters using the Watchmen team ability can’t be modified by opposing characters.