



# Player's Guides

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Any game elements indicated with the † symbol may only be used with the Golden Age format.

Any game elements indicated with the ‡ symbol may only be used with the Star Trek: Tactics game.

Items labeled with a 📄 are available exclusively through Print-and-Play.

Any page references refer to the HeroClix 2013 Core Rulebook.

All Player's Guides can be found at <http://www.heroclix.com/downloads/rules>

# Team Abilities: Errata and Clarifications

## General

Any team abilities that refer to a “team member” actually refer to “a character using this team ability.”

## 2000 AD†

The choice of opposing team ability or character is made for the entire team. Once the choice is made, all characters with this team ability get the bonus against that team/character.

If a wild card uses this team ability, they must use the same opposing team ability/character selected for the rest of the characters using this team ability.

Designating a single character for this team ability grants the bonus only against that single character, even if more than one of that character is in play.

## ARACHNOS†

This team ability reads: “When a character using the Arachnos team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.”

Clarifications: *see Mystics*

## AVENGERS

Clarifications: *see Free Moves*

## BATMAN ENEMY

Clarifications: *see Sinister Syndicate.*

## BROTHERHOOD OF MUTANTS

Clarifications: *see Free Moves*

## CRIME SYNDICATE

The character using this team ability is subject to all the standard rules regarding Probability Control with the additional requirement of placing a token on a character in order to use the ability.

## CROSSGEN†

This team ability reads: “When a character using the Crossgen team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.”

Clarifications: *see Mystics*

## CRUSADE†

The attack roll does not need to be successful in order to generate knock back.

If a Crusade team member's Energy Explosion attack is unsuccessful against a target, but doubles are rolled, then the Crusade ability will generate knock back only for the missed target. If a Crusade team

member's Energy Explosion is successful against a target, but unsuccessful against an adjacent figure, Crusade's ability will also generate knock back against the adjacent figures.

## DEFENDERS

The Defenders team ability works in the same manner as the “Defend” power, except that it can only be used with other Defenders team members.

This team ability can be used during Support.

## Free Moves

When a character with this team ability is given a move action, that action does not get subtracted from the player's action pool for that turn. The acting character is still assigned a token and would be dealt pushing damage as normal, if this is not their first token.

This team ability does not alter what kinds of actions can be assigned to the character. If it has been carried this turn, you could not assign it a move action, as it is “free”. It is not a free action, it is an action which is free from the perspective of your action pool (the number of actions you can assign on a turn).

If a character with this team ability is given a move action that requires break away, it may still use this ability. On a failed break away roll, it would still get a token and the action will not come from the action pool.

## GUARDIANS OF THE GLOBE†

If doubles are rolled for a no damage attack (such as Mind Control), a token would still be given to the target(s).

If a character using this team ability rolls doubles while using Incapacitate, then the target character will get 2 tokens if they currently have 0.

If a character using this team ability rolls doubles while using Quake, the target characters would not be knocked back, but would receive a token instead.

If a character with this team ability rolls doubles while using Energy Explosion, hit targeted characters would receive a token while untargeted hit characters would be knocked back normally.

If a target character would normally ignore knock back, they would still receive a token as a result of this team ability.

## HYDRA

This team ability reads: “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.”

## HYPERTIME

If a character fails its roll while trying to become adjacent to the Hypertime team member, it may continue its move from the current position. If there are no legal squares in which the character that

failed its roll against the Hypertime team ability may move, the character must end its movement in the first available legal square along the path it took when moving adjacent to the Hypertime team member, even if that square is the square in which the character began its movement.

This team ability only applies when a character goes from not being adjacent to a Hypertime character to becoming adjacent to a Hypertime character. If one is adjacent to a Hypertime character at the beginning of an action, for example, and rolls successfully for break away, then a Hypertime roll would not be necessary if the character moves and maintains adjacency to that Hypertime character.

When attempting to move into adjacency with two or more opposing characters using this team ability, one roll is made.

The character attempting to move into adjacency is the character which makes the roll.

## JUSTICE LEAGUE

Clarifications: *see Free Moves*

## JUSTICE SOCIETY

Clarifications: *see Defenders*

## MASTERS OF EVIL

The damage applied to a character with this team ability on the third turn it acts is not pushing damage. Willpower (or other effects that allow a character to ignore pushing damage) would not apply to the unavoidable damage this team ability generates.

The second action a character with this team ability takes is normal pushing damage, for which Willpower and other similar effects would work fine.

## MYSTICS

As the damage from this team ability is not an attack, it would not cause retaliation damage if it were applied to another Mystics character.

This team ability would still activate as the character is KO'd.

If a Mystics character somehow deals damages to itself in an attack, it will still activate and damage itself.

## POLICE

Clarifications: *see Hydra*

## POWER COSMIC

Powers that allow you to ignore other powers would still be effective against a character using this team ability. Exploit Weakness, for example, does not counter damage reducing powers, but ignores them, so it would still work against a character with this team ability.

## QUINTESSENCE

Clarifications: *see Power Cosmic.*

## S.H.I.E.L.D.

Multiple S.H.I.E.L.D. characters can be used to provide multiple bonuses to a single friendly character. These bonuses are always subject to the Rule of Three.

The S.H.I.E.L.D. character does not have to have a line of fire to the target in order to use this ability.

## SINISTER SYNDICATE

The Sinister Syndicate team ability works in the same manner as the “Defend” power, except that it can only be used with other Sinister Syndicate team members and it applies to attack value rather than defense value.

This team ability can be used during Support.

## SUICIDE SQUAD

The team ability will activate for each adjacent friendly character KO'd.

## SUPERMAN ENEMY

This power can be used for each set of adjacent Superman Enemy characters. For example, if you have three Superman Enemy characters all adjacent to one another, with point values 75, 60, and 44, there are three potential pairs: 1) 75/60, 2) 75/44, and 3) 60/44. 75 is higher than 60, so 75 gets to use Outwit. 75 is higher than 44, but 75 already can use Outwit—it can't use it again. 60 is higher than 44, so 60 can use Outwit.

## TITANS

Clarifications: *see X-Men*

## TOP COW†

Clarifications: *see Free Moves*

## ULTIMATE X-MEN

Each team member chooses an opposing team ability or character. This choice is made on a character by character basis, and may be different from other members of the team.

If a wild card uses this team ability, they may select their own target team ability/figure for the bonus. Once the choice is made, the wild card may not change that selection even if they use a different team ability.

Designating a single character for this team ability grants the bonus only against that single character, even if more than one of that character is in play.

## Wild Cards

If the last character on a force possessing a team ability is KO'd, or all instances of the team ability are lost, countered, or otherwise absent, any wild card characters that are currently using the team ability can continue to use it until the end of that action. With the start of the next action, that team ability is not able to be used.

A wild card can only use a team ability that is possessed by a friendly character on their force. It can't use a team ability that another character is able to use (but does not possess).

When using another team ability, a wild card team member is considered part of that team for team ability purposes; for everything else, it is a member of the team printed on its base.

The rule regarding using only one team ability per action refers only to the usage of the wild card team ability. If a character is a wild card and also is a member of another team, it can essentially use 2 team abilities as it can use its natural team ability as well as its wild card team ability.

If a character is a wild card in addition to another team ability, being a wild card does not affect their ability to use that other team ability in any way.

Wild cards can't use a team ability if they are already using an identical mechanic through another game effect.

## **X-MEN**

In order for a character to use the X-Men team ability, the adjacent character must be able to be healed.

## Additional Team Abilities: Errata and Clarifications

### General

Print and Play: For WizKids events, players can print any legitimate copy of a cardboard element from HeroClix. The printed version must not be functionally different from a legal WizKids-released version of the element.

Additional Team Abilities must be used and costed for all qualified team members on your force.

Additional Team Abilities can't be used by a character during a free action granted by being successfully hit with Mind Control.

Unless an Additional Team Ability says otherwise, the team ability it grants is in addition to any other team ability the character can currently use.

Additional Team Abilities printed on character cards must still be assigned to characters for their separate point cost. (They are not "built in" to those characters' point values) They follow all normal rules of Additional Team Abilities, including being assigned to all qualifying characters on your force.

### GUARDIANS OF THE GALAXY

Remove the following text from this additional team ability: "All characters on your force with the Guardians of the Galaxy keyword are assigned this feat and have the following team ability instead of any other team ability:"

### HYDRA DEEP SCIENCE DIVISION

The minimum squares is determined after all adjustments are applied.

This team ability reads: "When an opposing character uses Outwit, Perplex, or Probability Control, modify its range value by -1 for each friendly character using this team ability. Reduce the minimum range value by the same amount, but no lower than 1."

### INTELLIGENCIA

This team ability reads: "If no friendly character is affected by an opponent's Outwit and/or Perplex, friendly characters that can use Outwit and/or Perplex and all characters using this team ability modify their range values by +2."

### JUSTICE LEAGUE INTERNATIONAL

This additional team ability includes: "(This can only be used once per damage dealt.)"

### LEAGUE OF ASSASSINS

The first sentence reads "When it is not your turn, lines of fire drawn..."

### NEW MUTANTS

The prerequisite for this additional team ability is "Generation X or New Mutants"

### NEXTWAVE

In the text of the team ability, "this character" refers to the character making the KO.

### RUNAWAYS

Remove the following text from this additional team ability: "All characters on your force with the Runaways keyword are assigned this feat and have the following team ability instead of any other team ability:"

### SECRET WARRIORS

The first sentence reads: "When you build your force, choose ..."

### THE SOCIETY

If a character attempts to use Outwit against a Society member and the Outwit fails due to a successful roll of the team ability, the Outwit can be used against a different opposing character.

The required keywords for this ATA are: "Secret Society of Super Villains or Society".

### STRATEGIC HOMELAND INTERVENTION, ENFORCEMENT AND LOGISTICS DIVISION

The maximum squares is determined after all adjustments are applied.

This team ability reads: "When a friendly character using this team ability uses Outwit, Perplex, or Probability Control, modify its range value and the minimum range value for the power by +1 for each other friendly character using this team ability."

### THUNDERBOLTS

A player using this ATA may change their chosen team ability with each new round of a tournament.

The definition of a "Marvel team ability" is a team ability listed at the end of Section 15 of this document.

The first sentence reads "Once at the beginning of the game, choose any one Marvel team ability other than an additional team ability..."

## Team Abilities: Reference

From	Symbol	Team Ability	Game Text
Indy		2000 AD†	At any time during the game, you may declare an opposing team ability or character as your target. Once the character or team ability is chosen, it may not be changed. All characters using the 2000 AD team ability increase their attack value by 1 when attacking the chosen character or a character possessing the chosen team ability.
Indy		Arachnos†	When a character using the Arachnos team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.
Assassins Creed		Assassins†	Characters with this team ability can use Stealth. When a close combat attack by 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.
Marvel		Avengers	When you give a character using the Avengers team ability a move action, it does not count toward your available actions for the turn.
Marvel		Avengers Initiative	Characters using the Avengers Initiative team ability treat hindering terrain as clear terrain for movement and line of fire purposes.
DC		Batman Ally	A character using the Batman Ally team ability may use Stealth.
DC		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.
Marvel		Brotherhood of Mutants	When you give a character using the Brotherhood of Mutants team ability a move action, it does not count toward your available actions for the turn.
Indy		Bureau of Paranormal Research and Defense	Characters using the B.P.R.D. team ability are wild cards.
DC		Calculator	Characters using the Calculator team ability are wild cards.
Gears of War		Coalition of Ordered Governments (COG) †	When this character makes a ranged combat attack, after actions resolve it may move up to 3 squares as a free action if they end the move occupying hindering terrain or adjacent to blocking terrain or a wall. Uncopyable.
Halo		Covenant Empire†	When a character using this team ability is given a move action, it can use the Carry ability, but only to carry characters using this team ability. It can carry up to two characters if both also have a lower point value. Uncopyable.
DC		Crime Syndicate	Characters using the Crime Syndicate team ability may 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.
Indy		Crossgen†	When a character using the CrossGen team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.
Indy		Crusade†	All attack rolls made by characters using the Crusade team ability that result in doubles (except two 1s) cause knock back equal to the attacking character's damage value.
Indy		Danger Girl†	This character can use Shape Change, but only succeeds on a roll of 6. Using Shape Change in this way does not prevent the character from using Shape Change through another game effect.

From	Symbol	Team Ability	Game Text
Marvel		Defenders	Characters using the Defenders team ability may replace their defense value with the unmodified defense value of an adjacent friendly character using the Defenders team ability.
Star Trek Tactics		Dominion‡	When a ship using this team ability is knocked out, one friendly ship that shares a keyword or team ability with the KO'd ship may deal 1 penetrating damage to an opposing ship within 2 squares.
Marvel		Fantastic Four	When a character using the Fantastic Four team ability is KO'd, each other friendly character using the Fantastic Four team ability may be healed of 1 damage. If all remaining characters using the team ability are KO'd as part of the same action, this team ability can't be used.
Star Trek Tactics		Federation‡	When a ship using this team ability is attacked by a ship with one or more action tokens, modify this ship's defense value by +1. Uncopyable.
Star Trek		Federation Away Team†	Once per game per character, when this character occupies your starting area, you may give another character with the Federation keyword a power action and place this character within 12 squares of its current square. Uncopyable.
Star Trek		Federation Support Team†	Once during each of your turns, you may give a character that can use this team ability a power action to use Perplex, but only to target a character with the Federation keyword. This Perplex may be used in addition to other uses of Perplex by this character.
Indy		Freedom Phalanx†	Characters using the Freedom Phalanx team ability are wild cards.
<a href="#">Bioshock Infinite</a>		<a href="#">Founders†</a>	<a href="#">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.</a>
DC		Green Lantern Corps	When using the Carry ability, characters using the Green Lantern Corps team ability may carry up to 8 friendly characters.
Indy		Guardians of the Globe†	When a character uses this team ability rolls doubles on the dice on a successful attack roll, the target is not knocked back. The attack deals damage normally. If the target has zero or one action token after the attack has been resolved, give the target an action token.
Marvel		Hydra	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.
DC		Hypertime	Whenever an opposing character given an action attempts 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 can't move to any square adjacent to the character using this team ability that turn. Characters using this team ability ignore it on opposing characters.
DC		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.
DC		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.
DC		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.
Indy		Kabuki†	A character using the Kabuki team ability may use Stealth.
<a href="#">Pacific Rim</a>		<a href="#">Kaiju†</a>	<a href="#">When a character using the Kaiju team ability takes damage from an attack, the attacker is dealt 1 unavoidable damage. This damage is not an attack.</a>

From	Symbol	Team Ability	Game Text
Star Trek Tactics		Klingon Empire‡	When an opposing ship KO's a ship using this team ability, other ships using this team ability modify their attack values by +1 until the end of your next turn. Uncopyable.
DC		Legion of Super Heroes	Characters using the Legion of Super Heroes team ability are wild cards.
Gears of War		Locust Horde†	This character can use Phasing/Teleport. When it does, after actions resolve you may knock back one adjacent opposing character 1 square. Uncopyable.
Marvel		Masters of Evil	When a character using the Masters of Evil team ability has two action tokens on it, it can still be given a non-free action. If you do, deal it one unavoidable damage after the action resolves. At the end of your turn, do not remove action tokens from a character that used this team ability this turn.
Marvel		Minions of Doom	Characters using the Minions of Doom team ability are wild cards.
Marvel		Morlocks†	See the Additional Team Ability section.
DC, LotR, Marvel		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.
DC		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.
<a href="#">Pacific Rim</a>		<a href="#">Pan Pacific Defense Corps†</a>	<a href="#">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.</a>
DC, Marvel		Police	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.
Marvel		Power Cosmic	Characters using the Power Cosmic team ability can use Willpower and their powers can't be countered. Uncopyable.
DC		Quintessence	Characters using the Quintessence team ability can use Willpower and their powers can't be countered. Uncopyable.
Star Trek Tactics		Romulan Star Empire‡	Before the beginning of the first turn, choose a keyword possessed by an opposing ship for all friendly ships with this team ability; damage dealt by ships using this team ability to ships with the chosen keyword can't be reduced to less than 1. Uncopyable.
Marvel		S.H.I.E.L.D.	Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn.
Marvel		Serpent Society†	See the Additional Team Ability section.
Marvel		Sinister Syndicate	Characters using the Sinister Syndicate team ability may replace their attack value with the unmodified attack value of an adjacent friendly character using the Sinister Syndicate team ability.
Marvel		Skrulls	This character can use Shape Change, but only succeeds on a roll of 6. Using Shape Change in this way does not prevent the character from using Shape Change through another game effect.
<a href="#">WizKids</a>		<a href="#">Snowfall</a>	<a href="#">Characters using the Snowfall Team Ability are wild cards.</a>

From	Symbol	Team Ability	Game Text
Marvel		Spider-Man	Characters using the Spider-Man team ability are wild cards.
Street Fighter		Street Fighter	Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.
DC		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.
DC		Superman Ally	Characters using the Superman Ally team ability treat hindering terrain as clear terrain for movement and line of fire purposes.
DC		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 can't 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.
Assassin's Creed		Templars	When this character has one or more action tokens at the beginning of your turn, as a free action they can modify the attack or defense value of an adjacent friendly character by +1 until your next turn.
DC		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.
Indy		Top Cow†	When you give a character using the Top Cow team ability a move action, it does not count toward your available actions for the turn.
Marvel		Ultimates	Characters using the Ultimates team ability treat hindering terrain as clear terrain for movement and line of fire purposes.
Marvel		Ultimate X-Men	Once per game per character, a character using the Ultimate X-Men team ability may choose one opposing character or all characters possessing a single chosen team ability; this choice can be made only once per game even if the character has used another team ability. When this character attacks a chosen character, modify the chosen character's defense value by -1.
DC		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.
Halo		United Nations Space Command (UNSC) †	Adjacent friendly characters modify their range values by +1. Give this character a power action and choose an adjacent friendly character. The chosen character modifies its damage value by +1 while adjacent to this character and making ranged combat attacks this turn. Uncopyable.
<a href="#">Bioshock Infinite</a>		<a href="#">Vox Populi†</a>	<a href="#">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.</a>
DC		Watchmen	The combat values of characters using the Watchmen team ability can't be modified by opposing characters.
Marvel		X-Men	When two friendly characters that can use the X-Men 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.

## Additional Team Abilities: Reference

From	ATA Name	Keyword(s)	Points	Game Text
DC	All-Star Squadron	All-Star Squadron	2	Characters using this team ability modify their attack value by +1 when making a close combat attack against a character at least twice its point value.
Marvel	Alpha Flight	Alpha Flight	4	Once during each game, choose any team ability or opposing character. Each friendly character using this team ability modifies its attack value by +1 when attacking the chosen character or a character possessing the chosen team ability.
DC	Amazon	Amazon	4	Whenever a character using this team ability takes 2 or more damage from an opponent's attack, put a Sisterhood token on this card. Before being given a non-free action, a friendly character using this team ability may remove any number of Sisterhood tokens from this card. Modify that character's speed, attack, or range value by +1 for each token removed until that action is resolved.
WK	Animal	Animal	4	At the beginning of your turn, roll a d6. On a result of 5-6 all friendly characters using this team ability ignore Shape Change and Stealth this turn.
Marvel	Annihilators	Annihilators	4	When a character using this team ability KO's an opposing character of a higher point value with an attack, remove an action token from each friendly character using this team ability that's less points than the KO'd character.
DC	Arkham Asylum	Arkham Asylum	4	At the beginning of your turn, roll a d6 for all friendly characters using this team ability. Those characters can use the indicated power until your next turn. Uncopyable. <ul style="list-style-type: none"> <li>•  -  - Plasticity</li> <li>•  -  - Leap/Climb</li> <li>•  -  - Phasing/Teleport</li> </ul>
Marvel	Asgardian	Asgardian	5	A character using this team ability can't have its Willpower or Indomitable countered. A character using this team ability can use Willpower on its first click.
DC	Atlantis	Atlantis	2	Whenever a character using this team ability occupies water terrain, modify its defense values by +1 against ranged combat attacks.
Marvel	Avengers (Heroic Age)	Avengers	2	When a character using this team ability is given a move action, after actions resolve roll a d6 that can't be rerolled. On a roll of 6, remove an action token from that character.
Marvel	Avengers Response Unit	Avengers	3	When one or more characters using this team ability is adjacent to a friendly character making a close combat attack, modify the characters attack value by +1.
DC	Batman Family	Batman Family	4	Characters using this team ability within 8 squares of a friendly character named "Batman" or "Bruce Wayne" can use Willpower. When not within 8 squares of a friendly character named "Batman" or "Bruce Wayne", characters using this team ability modify their speed and range values by +1.
DC	Batman Inc	Batman Inc	3	At the beginning of the game, choose an opposing character for all characters using this team ability. While any character using this team ability is on the map, whenever the sum of all modifiers applied to that opposing character's combat values is greater than +1, the sum of all modifiers is instead +1.
DC	Birds of Prey	Birds of Prey	1	Once per turn, one friendly character using this team ability can use Support as a free action. When it does, it may only target a character with whom it shares a keyword and it subtracts 3 from the d6 roll instead of 2.
DC	Black Lantern Corps	Black Lantern Corps	1	When a character using this team ability uses Regeneration, its minimum result is 1. Uncopyable

From	ATA Name	Keyword(s)	Points	Game Text
DC	Checkmate	Checkmate	6	Minion: <b>Kings and Queens and Bishops</b> . When another friendly character using this team ability and with a point value greater than 50 is within 8 squares, this character can be given a power action to use Perplex if it can't already use Perplex.
Marvel	Dark Avengers	Dark Avengers	4	Whenever an opposing character takes damage from an attack by a character using this team ability, modify that opposing character's defense value by -1 until the end of the turn. Each opposing character can't have this modifier applied more than once per turn.
Marvel	Defenders	Defenders	4	Characters using this team ability may replace their attack value with the unmodified attack value of an adjacent friendly character using this team ability.
Marvel	Elders of the Universe	Elders of the Universe	5	Opposing characters can't attempt a relic roll while at least two friendly characters can use this team ability.
Marvel	Fantastic Force	Fantastic Four	5	Characters using this team ability may replace their defense value with the unmodified defense value of an adjacent friendly character using this team ability.
DC	Fearsome Five	Fearsome Five	3	Characters using this team ability can use Mastermind, but may only transfer damage to friendly characters using this team ability. Uncopyable.
Marvel	FF	Fantastic Four	3	When a character using this team ability KO's an opposing character, that character may heal any character using this team ability of 1 damage.
DC	Flashpoint	Flashpoint	4	Once per game per character using this team ability, it may use Probability Control during an adjacent friendly character's attack. When they do, you may reroll only one die and keep the other. Uncopyable.
DC	GCPD	Gotham City and Police (both keywords)	2	At the beginning of your turn, characters using this team ability that have no action tokens may be given a move action as a free action, with a speed value of 4.
DC	Gen <sup>13</sup>	Gen <sup>13</sup>	5	At the beginning of the game, choose a keyword for all characters using this team ability. All opposing characters with that keyword modify their attack value by -1 when a character using this team ability is targeted.
Marvel	Great Lakes Avengers	Great Lakes Avengers	3	During an attack made by a character using this team ability, opposing characters can't use Probability Control unless a friendly character has already used Probability Control during this attack. Uncopyable.
DC	Green Lantern Honor Guard	Green Lantern	5	Whenever a character using this team ability attacks, modify their attack value by +1 for each other friendly character that attacked the same target this turn while using this team ability.
Marvel	Guardians of the Galaxy	Guardians of the Galaxy	4	Powers possessed by characters using this team ability can't be countered. This team ability can't be used by wild cards.
Marvel	Guardians of the Galaxy (Silver Age)	Guardians of the Galaxy	1	Characters using this team ability are wild cards, but don't possess any other team abilities. Uncopyable.
Marvel	The Hand	The Hand	7	When it is not your turn, lines of fire to a character using this team ability are blocked if this character is adjacent to a wall or blocking terrain.
Marvel	Hellions	Hellions	3	When a friendly character using this team ability is KO'd during an opponent's turn, remove an action token from another friendly character with a higher point value that's using this team ability.
Marvel	Heroes For Hire	Heroes For Hire	8	At the beginning of the game, place a number of HIRED tokens on this card equal to the number of characters using this team ability. Once per turn, you may remove a HIRED token from this card and <del>give one</del> character using this team ability <del>may make one</del> <u>close or ranged combat attack as action</u> as a free action. Uncopyable.
Marvel	Horsemen of Apocalypse	Horsemen of Apocalypse	1	As long as you control exactly 4 characters using this team ability, modify this character's attack value by +1. Uncopyable.

From	ATA Name	Keyword(s)	Points	Game Text
Marvel	Howling Commandos	Howling Commandos	3	Friendly characters can use Support if they can't already, but only to target a character using this team ability that took 2 or more damage from a single opponent's attack since your last turn.
Marvel	Hulkbusters	Hulkbusters	2	When there are more friendly characters using this team ability on the map than the total number of opposing characters, and a character using this team ability targets an opposing character with a higher point value, modify that opposing character's defense value by -1 for this attack.
Marvel	Hulked-Out Heroes	Hulked-Out Heroes	5	Characters using this team ability can use Super Strength if they are not on click #1. Uncopyable.
Marvel	Hydra Deep Science Division	HYDRA	3	When an opposing character uses Outwit, Perplex, or Probability Control, modify its range value by -1 for each friendly character using this team ability. Reduce the minimum range value by the same amount, but no lower than 1..
Marvel	Infinity Watch	Infinity Watch	2	When a character using this team ability rolls for a relic with the  set symbol, it succeeds on a roll of 3-6. Uncopyable.
Marvel	Inhumans	Inhumans	4	Characters using this team ability may use the Carry ability, but only to carry characters that can also use this team ability, and may carry those characters regardless of their combat symbols. Uncopyable.
Marvel	Intelligencia	Intelligencia	3	If no friendly character is affected by an opponent's Outwit and/or Perplex, friendly characters that can use Outwit and/or Perplex and all characters using this team ability modify their range values by +2.
DC	Justice League	Justice League	1	A character using this team ability modifies its defense value by +1 when attacked by a character possessing  ,  ,  , or  combat symbols.
DC	Justice League (Silver Age)	JLA, Justice League, Justice League of America	4	Once during each game, choose any team ability or opposing character. Each friendly character using this team ability modifies its attack value by +1 when attacking the chosen character or a character possessing the chosen team ability.
DC	Justice League: Generation Lost	Justice League International	3	At the beginning of the game, choose an opposing character for all characters using this team ability. Characters using this team ability ignore hindering terrain when drawing a line of fire to that character.
DC	Justice League: New 52	Justice League	3	When a character using this team ability is adjacent to a friendly character using Leadership, add 1 to the result of the die roll, maximum 6, if not already modified by this effect.
DC	Justice League Dark	Justice League	2	When a character using this team ability is adjacent to a friendly character using this team ability, opposing characters modify their range values by -2 if not already modified by this effect. Uncopyable.
DC	Justice League International	Justice League Antarctica, Justice League Europe or Justice League International	3	Whenever a character using this team ability would be dealt damage, you can choose to reduce damage dealt by 1 if you deal 1 unavoidable damage to a friendly character using this team ability that is adjacent to this character. (This can only be used once per damage dealt.)
DC	Kryptonian	Kryptonian	2	When characters using this team ability occupy the highest level of clear, outdoor terrain and is not adjacent to blocking or hindering terrain, modify their attack values by +1.
DC	League of Assassins	League of Assassins	7	When it is not your turn, lines of fire to a character using this team ability are blocked if this character is adjacent to a wall or blocking terrain.
DC	Legion Lost	Legion of Super Heroes, Legion of Super Villains	4	Once at the beginning of the game, if no character on your force possesses a team ability that isn't a wild card team ability, choose any one DC team ability other than an additional team ability, a wild card team ability, or a team ability that can't be used by wild cards. Characters using this team ability are not wild cards and can use the chosen team ability if they can't already.

From	ATA Name	Keyword(s)	Points	Game Text
Marvel	Legion of Monsters	Legion of Monsters	5	Characters using this team ability can use Plasticity unless adjacent to an opposing character with the Legion of Monsters or Monster keyword.
DC	Legionnaires	Legion of Super Heroes	2	Whenever the friendly character with the highest point value that's using this team ability is KO'd, remove one action token from each other friendly character using this team ability.
Marvel	Marvel Knights	Marvel Knights	10	Characters using this team ability can use Stealth.
Marvel	Maximum Carnage	Maximum Carnage	4	When a single opposing character takes damage from an attack by a character using this team ability, after actions resolve, choose another opposing character adjacent to the first. That other character is dealt damage equal to the amount of damage taken. Uncopyable.
Marvel	Midnight Sons	Midnight Sons	4	Characters using this team ability can use Stealth on their starting click. If that character can already use Stealth on their starting click, lines of fire may not be drawn to that character by opposing characters while on that click.
Marvel	The Mighty	The Mighty	1	When a character using this team ability hits an opposing character and the attack roll is doubles, place 1 Mighty token on this card for each 100 points of the game's build total. Before any attack roll, you may remove one Mighty token from this card and modify the attacking character's attack value by -1 for this attack.  A character using this team ability modifies their attack value by +1 when attacking a character using The Worthy additional team ability or possessing The Worthy keyword.
Marvel	Mighty Avengers	Avengers	4	When a character using this team ability destroys a square of blocking terrain
DC	The Mob	Gotham City Underworld	2	The highest point friendly character using this team ability can use Mastermind
Marvel	MODOK's 11	MODOK's 11	2	Give a character using this team ability a free action to remove one object from the game. This object must be a light or heavy object in the character's square or a square adjacent to the character.
Marvel	Monster Society of Evil	Injustice Society or Monster Society of Evil	5	At the end of your turn, you may roll a d6 for each friendly character using this team ability. On a result of 5 or 6, deal 1 damage to each opposing character adjacent to that character that hasn't already been dealt damage by this team ability this turn.
Marvel	Morlocks	Gene Nation or Morlocks	2*	Whenever a character using this team ability makes a close combat attack, modify its attack value by +1 for each other character using this team ability adjacent to both this character and the target.  *(0 if the character possesses the Morlocks team symbol)
DC	N.O.W.H.E.R.E.	N.O.W.H.E.R.E.	2	Characters using this team ability that have no action tokens can use   ,  during move actions.
Marvel	Negative Zone	Negative Zone	2	A character using this team ability may ignore one wall or square of blocking terrain for movement purposes when it uses Charge or Running Shot. If it does and misses all target opposing characters deal this character 1 unavoidable damage after actions resolve.
Marvel	New Mutants	Generation X or New Mutants	4	Whenever a character using this team ability would be dealt damage, you may give an action token to an adjacent friendly character using this team ability. If you do, deal all of the damage to that character instead.
DC	New Teen Titans	Teen Titans	3	The highest-point friendly character using this team ability can use Leadership, but may only remove action tokens from friendly characters using this team ability.
Marvel	Newer Fantastic Four	Fantastic Four	1	A character using this team ability modifies its attack value by +1 when attacking characters possessing  ,  , or  .

From	ATA Name	Keyword(s)	Points	Game Text										
Marvel	Nextwave	Nextwave	5	When a character using this team ability KO's an opposing character of a higher point value with an attack, place this character anywhere on the map.										
Marvel	Nova Corps	Nova Corps	-10*	Friendly characters ignore traits named "Share Through the Worldmind" possessed by friendly characters.  *(0 if the character doesn't possess a trait named "Share Through the Worldmind")										
Marvel	Offenders	Offenders	4	When a character using this team ability attacks a single character, replace that character's defense value with the lowest printed defense value among all characters adjacent to that character. Uncopyable.										
Marvel	The Order	Defenders	3	Characters using this team ability can't be targeted by an opposing character using one of the listed powers if any character using this team ability was already hit by an opposing character using that power this turn.  <table style="margin-left: auto; margin-right: auto;"> <tr> <td>Flurry</td> <td>Incapacitate</td> </tr> <tr> <td>Charge</td> <td>Penetrating/Psychic Blast</td> </tr> <tr> <td>Hypersonic Speed</td> <td>Ranged Combat Expert</td> </tr> <tr> <td>Running Shot</td> <td>Exploit Weakness</td> </tr> <tr> <td>Blades/Claws/Fangs</td> <td>Close Combat Expert</td> </tr> </table>	Flurry	Incapacitate	Charge	Penetrating/Psychic Blast	Hypersonic Speed	Ranged Combat Expert	Running Shot	Exploit Weakness	Blades/Claws/Fangs	Close Combat Expert
Flurry	Incapacitate													
Charge	Penetrating/Psychic Blast													
Hypersonic Speed	Ranged Combat Expert													
Running Shot	Exploit Weakness													
Blades/Claws/Fangs	Close Combat Expert													
Marvel	Original Sinister Six	Sinister Six	3	When a character using this team ability hits an opposing character, mark that character with a Sinister Six token. When a character using this team ability attacks an opposing character marked with one or more Sinister Six tokens, modify their attack value by +1 for each token.  When attacking a single target with one or more Sinister Six tokens, if the target's name Spider-Man or possesses the Spider-Man Family keyword or the  symbol, modify this character's damage value by +1.										
Marvel	Outlaws	Outlaws	1	When a character using this team ability is given a move action, modify that character's speed value by +1 for each adjacent character using this team ability at the beginning of the move action.										
DC	Outsiders	Outsiders	3	At the beginning of your turn, roll a d6 for all friendly characters using this team ability. If the result is equal to or less than the number of friendly characters that can use this team ability, you may immediately give one of those characters a close combat attack as a free action, using its printed combat values. Uncopyable.										
DC	Phantom Zone	Phantom Zone	4	Once per game per character using this team ability, when they would take 4 or more damage from an attack, you may roll a d6. On a result of 4-6, ignore the damage and place this character in your starting area.										
DC	Prime's Titans	Prime's Titans	6	When a character using this team ability KO's an opposing character, remove an action token from each other friendly character using this team ability. Uncopyable.										
DC	Ravagers	Ravagers	4	Characters using this team ability automatically break away. Uncopyable.										
Marvel	Reavers	Reavers	8	When a character using this team ability has two action tokens, it can be given a non-free action. If you do, after actions resolve deal the character 1 unavoidable damage and do not clear action tokens from it at the end of the turn.										
DC	Red Hood and the Outlaws	Outlaws	6	Opposing characters with the highest point value on their force can't draw lines of fire to characters using this team ability. Uncopyable.										
DC	Rogues	Rogues	6	Characters using this team ability can use Outwit, but only to counter Hypersonic Speed, the Move and Attack ability, or a special power that specifically allows that character to use Hypersonic Speed or the Move and Attack ability. Uncopyable.										
Marvel	Runaways	Runaways	3	Whenever a character using this team ability attacks, modify their attack value by +1 for each other friendly character that dealt damage to an opposing character this turn while using this team ability.										

From	ATA Name	Keyword(s)	Points	Game Text
Marvel	Savage Land	Savage Land	3	Once per game per character using this team ability, when they roll a d6 for Blades/Claws/Fangs, if the result is a 1 that character may reroll the d6.
Marvel	Secret Avengers	Avengers	5	Characters using this team ability can't be the target of an opponent's Outwit or Perplex unless they've been targeted with an attack previously in the same turn.
Marvel	Secret Invasion	Skrulls	2	When a character using this team ability is targeted with an attack by an opposing character with which it shares a keyword, modify this character's defense value by +1.
DC	Secret Six	Secret Six	3	Whenever a character using this team ability is KO'd, you may roll a d6 and subtract 2 (minimum 1). Deal that much damage, divided as you choose, among any number of opposing characters adjacent to the square the KO'd character occupied.
Marvel	Secret Warriors	Secret Warriors	1	When you build your force, choose the H.A.M.M.E.R., HYDRA, or S.H.I.E.L.D. keyword. Characters using this team ability also possess the chosen keyword. Uncopyable.
Marvel	Serpent Society	Serpent Society or Serpent Squad	6*	Characters using this team ability can use Phasing/Teleport. *(0 if the character possesses the Serpent Society team symbol)
DC	Shadowpact	Shadowpact	1	This character ignores the Mystics team ability.
Marvel	Sinister Twelve	Sinister Twelve	4	When you have more characters on the map than each opponent, modify the attack value of each character using this team ability by +1.
DC	The Society	Secret Society of Super Villains or Society	3	Whenever a character using this team ability is targeted by Outwit, you roll a d6. On a result of 4-6, the opposing character that targeted your character can't use Outwit to target that character this turn. This team ability can't be used by wild cards.
Marvel	Spider-Man Family	Spider-Man Family	10	Characters using this team ability possess the Spider-Man team ability if they don't already, and may use the Spider-Man team ability to copy the team abilities of opposing characters as if they were friendly. Uncopyable. *(3 if the character has the  symbol)
Marvel	Squadron Supreme	Squadron Sinister or Squadron Supreme	5	While at least two friendly characters using this team ability are adjacent, one of them of your choice can use Mind Control. This team ability can't be used by wild cards.
Marvel	Strategic Homeland Intervention Enforcement and Logistics Division	S.H.I.E.L.D.	3	When a friendly character using this team ability uses Outwit, Perplex, or Probability Control, modify its range value and the minimum range value for the power by +1 for each other friendly character using this team ability.
Marvel	Thunderbolts	Thunderbolts	8	Once at the beginning of the game, choose any one Marvel team ability other than an additional team ability, a wild card team ability, or a team ability that can't be used by wild cards. Characters using this team ability can use the chosen team ability if they can't already.
Marvel	U-Foes	U-Foes	3	When a character using this team ability hits an opposing character with a printed damage value of 4 or more, increase the damage dealt to that character by 1.
Marvel	Universal Church of Truth	Universal Church of Truth	4	When an opposing character targets a character using this team ability with an attack and misses, modify the defense value of all characters using this team ability by +1 until the end of the turn.
DC	Villains For Hire	Villains For Hire	6	Choose a copyable team ability an opposing character possesses; characters using this team ability can use that team ability for the entire game.
DC	White Lantern Corps	White Lantern Corps	3	Place a number of tokens on this card equal to the number of characters with the White Lantern Corps keyword with which you begin the game. Immediately before any attack roll, you may remove one token to modify a friendly character's defense value by +1.

From	ATA Name	Keyword(s)	Points	Game Text
DC	WildC.A.T.S.	WildC.A.T.S.	1	Once per turn, when a character using this team ability makes an attack roll and one of the dice is a  , you may reroll that die. Uncopyable
Marvel	Winter Guard	Soviet Super Soldier, Winter Guard	1	Each character using this team ability may be given a power action once per game to be dealt 1 unavoidable damage. If you do, after actions resolve roll a d6 and heal the character of half the result.
Marvel	The Worthy	The Worthy	1	When a character using this team ability hits an opposing character and the attack roll is doubles, place 1 Worthy token on this card for each 100 points of the game's build total. Before any attack roll, you may remove one Worthy token from this card and modify a target opposing character's defense values by -1 for this attack.  A character using this team ability modifies their attack value by +1 when attacking a character using The Mighty additional team ability or possessing The Mighty keyword.
Marvel	X-Force	X-Force	3	Characters using this team ability ignore the effects of hindering terrain on their movement.
DC	Young Justice	Young Justice	4	When a character using this team ability would be KO'd, you may instead turn this character to its last click but only if you deal 1 unavoidable damage to an adjacent friendly character using this team ability.