HEROCLIX LEGACY RULES

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Also note that I have no connection to Wizkids. I decided to put this document together as a guide for fellow players. If you do not like anything in the document, feel free not to play it that way. Or simply scratch it out and write your own interpretation in.

Clarifications will be in red (in proud Wizkids tradition!).

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If you have a specific golden age element you'd like to see updated, send me an e-mail at jpangrazio36@gmail.com

General Additional Team Abilities (ATAs) Rules

Additional Team Ability (ATA) cards can be added to your force. A force may only include one ATA card. Each ATA card indicates the cost per character that must be added to your force in order to use it in the game; all characters on your starting force that meet the prerequisites must be assigned the ATA and your force's build total is affected accordingly. ATA cards provide either different or additional team abilities to the qualifying characters on your force. These team abilities function the same as normal team abilities and are copyable (unless the ATA specifies otherwise). These powers and abilities can be used by all characters assigned or copying the ATA.

Additional Team Abilities can't be used by a character if it switches forces for any reason (including 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.

AGENTS OF S.H.I.E.L.D.
Keyword(s): S.H.I.E.L.D.
Cost: 5
POWER: Place this character into a square within 6 squares and line of fire adjacent to a higher-point friendly character using this team ability and an opposing character, then make a close attack.

ALL-STAR SQUADRON
Keyword(s): All-Star Squadron
Cost: 2
Modify attack +1 when making a close attack against a character at least twice your point value.

ALL MY TEAMMATES ARE USELESS
Keyword(s): Legion of Doom
Cost: 4
At the beginning of your turn, if this character is adjacent to a lower point character that can use this team ability, you may choose to modify a combat value other than damage on that lower point character by -2 until your next turn. If you do modify the same value on this character by +2 until your next turn.
UNCOPYABLE.

ALPHA FLIGHT
Keyword(s): Alpha Flight
Cost: 4
Once per game, choose any team ability or opposing character. Modify attack +1 when attacking the chosen character or a character that can use the chosen team ability.

AMAZON
Keyword(s): Amazon
Cost: 4
When this character clicks 2 or more damage from an opponent's attack, put a Sisterhood token on this card. Before being given a costed 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.

ANIMAL
Keyword(s): Animal
Cost: 4
At the beginning of your turn, roll a d6. **5-6:** Opposing characters can't use Shape Change when targeted by this character. Lines of fire drawn by this character are not blocked by Stealth.

ANNIHILATORS
Keyword(s): Annihilators
Cost: 4
When this character using this KO's an opposing character of a higher point value with an attack, after resolutions, remove an action token from each friendly character using this team ability that's less points than the KO'd character.

ARKHAM ASYLUM
Cost: 4
Keyword(s): Arkham Asylum
At the beginning of your turn, roll a d6 once for all friendly characters using this team ability. Those characters can use the indicated power until your next turn. Uncopyable.

[1-2] – Plasticity
[3-4] – Leap/Climb
[5-6] – Phasing/Teleport

ASGARDIAN
Keyword(s): Asgardian
Cost: 5
Willpower, but only if this character is on its first click. // This character's Willpower has Protected: Outwit.

ATLANTIS
Keyword(s): Atlantis
Cost: 2
Modify defense +1 against range attacks if this character occupies water terrain.

AVENGERS (HEROIC AGE)
Keyword(s): Avengers
Cost: 2
When this character is given a MOVE action, after resolutions roll a d6 that can't be rerolled. *6:* remove an action token from this character.

AVENGERS RESPONSE UNIT
Keyword(s): Avengers
Cost: 3
When this character makes a close attack and is adjacent to one or more friendly characters using this team ability, modify attack +1.

BATMAN FAMILY
Keyword(s): Batman Family
Cost: 4
Willpower, but only if this character is within 8 squares of a friendly character named "Batman" or "Bruce Wayne". // When not within 8 squares of a friendly character named "Batman" or "Bruce Wayne", this character modifies speed and range +1.

BATMAN INC
Keyword(s): Batman Inc.
Cost: 3
At the beginning of the game, choose an opposing character once for all characters using this team ability. As long as any character using this team ability is on the map, when the sum of all modifiers applied to the chosen opposing character's combat values is greater than +1, the sum of all modifiers is instead +1.

BIRDS OF PREY
Keyword(s): Birds of Prey
Cost: 1
Once per turn, one friendly character using this team ability can use Support as a FREE action. When it does, it can only target a character it shares a keyword with and that character is healed one less click.

BLACK LANTERN CORPS
Keyword(s): Black Lantern Corps
Cost: 1
When this character uses Regeneration, its minimum result is 1. Uncopyable

BROTHERHOOD OF EVIL MUTANTS
Keyword(s): Brotherhood of Evil Mutants
Cost: 4
Willpower, but only when this character is within 4 squares of another friendly character named Magneto. // Leadership, but only if this character is named Magneto. When they do, they can only remove action tokens from other friendly characters using this team ability.

BY ODIN'S BEARD
Keyword(s): Asgardian
Requirement: 100 points or more
Cost: 10
At the beginning of your turn, roll a d6 once for all characters using this team ability. Those characters can use the indicated powers until your next turn. UNCOPYABLE.

1-3: Nothing
4: Outwit
5: Perplex
6: Probability Control

CHECKMATE
Keyword(s): Checkmate
Cost: 6
When this character is within 8 squares of another friendly character of 50 points or more using this team ability, it has, "POWER: Perplex at no cost." This cannot be used if this character can already use Perplex.

CIVIL WAR
Keyword(s): Avengers
Cost: 5
At the beginning of the game, choose Captain America -or- Iron Man.

Captain America: Sidestep, but only when this character has no action tokens and is on its starting click.

Iron Man: Plasticity, but only when this character is on its starting click.

DARK AVENGERS
Keyword(s): Dark Avengers
Cost: 4
UNIQUE MODIFIER- When this character damages an opposing character with an attack, that character modifies defense by -1 until the end of the turn.

DEFENDERS
Keyword(s): Defenders
Cost: 4
When this character attacks, it may replace its attack value with the printed attack value of an adjacent friendly character using this team ability.

DEPARTMENT H
Keyword(s): Alpha Flight
Cost: 3
When a character using this team ability is KO'd, after resolutions roll a d6 once for each friendly character that can use this team ability. *1-4:* heal this character 1 click. *5-6:* heal this character 2 clicks.

DIPLOMATIC IMMUNITY
Keyword(s): Ruler
Cost: 5
At the beginning of the game, place an Immunity token on the character card of one character with the highest point value of those using this team ability. // When a character with an Immunity token is within 8 squares of an opposing character's starting area and is dealt damage, it may be given an action token to take no damage. If it does, remove the Immunity token from its card. // When a character with the Immunity token on its card is KO'd, you may place the Immunity token on the card of the next highest point character that can use the team ability. UNCOPYABLE.

ELDERS OF THE UNIVERSE
Keyword(s): Elders of the Universe
Cost: 5
Opposing characters can't attempt a relic roll while at least two friendly characters can use this team ability are on the map.

FANTASTIC FORCE
Keyword(s): Fantastic Four
Cost: 5
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.

FEARSOME FIVE
Keyword(s): Fearsome Five
Cost: 3
Mastermind, but only to choose friendly characters using this team ability. Uncopyable.

FF
Keyword(s): Fantastic Four
Cost: 3
When a character using this team ability KO's an opposing character, after resolutions any character using this team ability may be healed 1 click.

THE FLASH FAMILY
Keyword(s): Speedster
Cost: 5
POWER: Halve speed. Choose one: move this character up to its speed value and then it may make a close attack -or- this character makes a close attack then may move up to its speed value. UNCOPYABLE.

FLASHPOINT
Keyword(s): Flashpoint
Cost: 4
Once per game for each character using this team ability, Probability Control during an adjacent friendly character's attack. When you do, you may reroll only one die and keep the other. Uncopyable.

GCPD
Keyword(s): Gotham City -and- Police
Cost: 2
At the beginning of your turn, this character may move up to 4 squares if it has no action tokens.

GEN 13
Keyword(s): Gen 13
Cost: 5
At the beginning of the game, choose a keyword once for all characters using this team ability. All opposing characters with that keyword modify their attack -1 when a character using this team ability is targeted.

GREAT DARKNESS: MINIONS
Keyword(s): Servant of the Great Darkness
Cost: 3
At the beginning of the game place a Live For Darkseid token on each character's card if they can use this team ability. When this character uses Regeneration, you may remove the Live For Darkseid token from its card and don't halve the result of the d6.

GREAT LAKES AVENGERS
Keyword(s): Great Lakes Avengers
Cost: 3
When this character attacks, opposing characters cannot use Probability Control unless a friendly character has already used Probability Control during this attack. Uncopyable.

GREEN LANTERN HONOR GUARD
Keyword(s): Green Lantern Corps
Cost: 5
When this character attacks, modify attack +1 for each other friendly character that can use this team ability that attacked the same target this turn.

GUARDIANS OF THE GALAXY
Keyword(s): Guardians of the Galaxy
Cost: 4
PROTECTED: Outwit. Uncopyable.

GUARDIANS OF THE GALAXY (SILVER AGE)
Keyword(s): Guardians of the Galaxy
Cost: 1
Wild Card, but can't use any team abilities unless they copy them. Uncopyable.

HAMMER INDUSTRIES
Keyword(s): Hammer Industries
Cost: 5
Perplex, but only to target a character with the Armor, Hammer Industries, or Robot keyword. This use of Perplex can not modify damage values and no character may be targeted by this ability more than twice per turn. This use is in addition to any other uses of Perplex.

THE HAND
Keyword(s): The Hand
Cost: 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.

HELLFIRE CLUB INNER CIRCLE
Keyword(s): Hellfire Club
Cost: 6
Stealth, but only when adjacent to a friendly character using this team ability.

HELLIONS
Keyword(s): Hellions
Cost: 3
When a friendly character using this team ability is KO'd during an opponent's turn, remove an action token from another higher point friendly character that's using this team ability.

HEROES FOR HIRE
Keyword(s): Heroes for Hire
Cost: 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. If you do, one character using this team ability may make one close or range attack. Uncopyable.

HORSEMEN OF APOCALYPSE
Keyword(s): Horsemen of Apocalypse
Cost: 1
As long as exactly 4 characters using this team ability are on the map, modify attack +1. Uncopyable.

HOWLING COMMANDOS
Keyword(s): Howling Commandos
Cost: 3
Support, 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.

HULKBUSTERS
Keyword(s): Hulkbusters
Cost: 2
When there are more friendly characters using this team ability on the map than the total number of opposing characters, and this character targets an opposing character with a higher point value, modify that opposing character's defense -1 for that attack.

HULKED-OUT HEROES
Keyword(s): Hulked-Out Heroes
Cost: 5
Super Strength, but only if they not on click #1. Uncopyable.

HYDRA DEEP SCIENCE DIVISION
Cost: 3
Keyword(s): HYDRA
The maximum number of squares between an opposing character and its target when using Outwit, Perplex, or Probability Control is reduced by 1 for each friendly character using this team ability, to a minimum of 4 squares.

INFINITY WATCH
Cost: 2
Keyword(s): Infinity Watch
When this character rolls for a relic with the [Infinity Gauntlet] set symbol, it succeeds on a roll of 3-6. Uncopyable.

INHUMANS
Keyword(s): Inhumans
Cost: 4
This character has Passenger: 1, but only to carry characters that can use this team ability. When it does, it may carry those characters regardless of their combat symbols. Uncopyable.

INTELLIGENCIA
Keyword(s): Intelligencia
Cost: 3
If no friendly character is affected by an opponent's Outwit and/or Perplex, friendly characters that can use Outwit and/or Perplex have a minimum 8 squares instead of 6 and this character modifies range +2.

JUSTICE LEAGUE
Keyword(s): Justice League
Cost: 1
This character modifies its defense +1 when attacked by a character with [Wing Speed], [Sharpshooter], [Indomitable] or [Giant Damage] symbols.

JUSTICE LEAGUE (SILVER AGE)
Keyword(s): JLA, Justice League, Justice League of America
Cost: 4
Once during each game, choose any team ability or opposing character. This character modifies attack +1 when attacking the chosen character or a character that can the chosen team ability.

JUSTICE LEAGUE: GENERATION LOST
Keyword(s): Justice League International
Cost: 3
At the beginning of the game, choose an opposing character once for all characters using this team ability. This character can use Improved Targeting: Hindering when drawing a line of fire to that character.

JUSTICE LEAGUE: NEW 52
Cost: 3
Keyword(s): Justice League
UNIQUE MODIFIER - When this character is adjacent to a friendly character using Leadership, add 1 to the result of the d6 roll.

JUSTICE LEAGUE DARK
Cost: 2
Keyword(s): Justice League
UNIQUE MODIFIER - When this character is adjacent to a friendly character using this team ability, opposing characters modify their range values by -2. Uncopyable.

JUSTICE LEAGUE INTERNATIONAL
Keyword(s): Justice League Antarctica, Justice League Europe, or Justice League International
Cost: 3
When this character would be dealt damage, you may choose to reduce damage dealt by 1 if you deal 1 unavoidable damage to an adjacent friendly character using this team ability. (This can only be used once per damage dealt.)

KRYPTONIAN
Keyword(s): Kryptonian
Cost: 2
When this character occupies the highest level of clear, outdoor terrain and is not adjacent to blocking or hindering terrain, modify attack +1.

LEAGUE OF ASSASSINS
Keyword(s): League of Assassins
Cost: 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.

LEGION FOUNDER
Keyword(s): Legion Founder
Cost: 3
At the beginning of the game, place a Founder token on the character card of each character that can use this team ability. When a character with the Legion of Super Heroes keyword makes an attack, after all rerolls, you may remove any number of Founder tokens to increase the attack roll by 1 for each removed token.

LEGION LOST
Keyword(s): Legion of Super Heroes, Legion of Super Villains
Cost: 4
Once at the beginning of the game, if no character on your force can use a non-wild card team ability, choose any single DC team ability other than an additional team ability, a wild card team ability, or an uncopyable team ability. Characters using this team ability are not wild cards and can use the chosen team ability.

LEGION OF DOOM
Keyword(s): Legion of Doom
Cost: 3
Wild Card, but can only copy the team abilities of adjacent friendly characters using this team ability. If this character is already a Wild Card, it may copy a second team ability, but only from an adjacent friendly character using this team ability. Uncopyable.

LEGION OF MONSTERS
Keyword(s): Legion of Monsters
Cost: 5
Plasticity, when this character is not adjacent to an opposing character with the Legion of Monsters or Monster keyword.

LEGION OF SUPER-VILLAINS
Keyword(s): Legion of Super-Villains
Cost: 4
Once per turn, when an opposing character targets this character with an attack, after resolutions, modify the defense of all friendly characters using this team ability by +1 until the end of the turn.

LEGIONNAIRES
Keyword(s): Legion of Super Heroes
Cost: 2
When the highest point friendly character using this team ability is KO'd, remove one action token from each other friendly character using this team ability.

MARVEL KNIGHTS
Keyword(s): Marvel Knights
Cost: 10
Stealth.

MASTERS OF EVIL
Keyword(s): Masters of Evil
Cost: 4
When this character has one or more action tokens and attacks, damage dealt can't be reduced below 1.

MAXIMUM CARNAGE
Keyword(s): Maximum Carnage
Cost: 4
When a single opposing character takes damage from an attack by this character, after resolutions, choose another opposing character adjacent to the first. That other character is dealt damage equal to the amount of damage clicked. Uncopyable.

MIDNIGHT SONS
Keyword(s): Midnight Sons
Cost: 4
Stealth when on its starting click. If this character can already use Stealth on its starting click, lines of fire may not be drawn to that character by opposing characters while on that click.

THE MIGHTY
Keyword(s): The Mighty
Cost: 1
When this character 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. // This character modifies attack +1 when attacking a character using The Worthy additional team ability or with The Worthy keyword.

MIGHTY AVENGERS
Keyword(s): Avengers
Cost: 4
When this destroys a square of blocking terrain, after resolutions roll a d6. _5:_ you may generate a standard light object in that square. _6:_ you may generate a standard heavy object in that square.

THE MOB
Keyword(s): Gotham City Underworld
Cost: 2
Mastermind, but only if this character is the highest point friendly character using this team ability.

MODOK'S 11
Keyword(s): MODOK's 11
Cost: 2
FREE: Remove a light or heavy object in this character's square or an adjacent square from the game.

MONSTER SOCIETY OF EVIL
Keyword(s): Injustice Society -or- Monster Society of Evil
Cost: 5
At the end of your turn, you may roll a d6 for each friendly character using this team ability. _5-6:_ deal 1 damage to each opposing character adjacent to that character that hasn't already been dealt damage by this team ability this turn.

MORLOCKS
Keyword(s): Gene Nation -or- Morlocks
Cost: 2* (*0 if the character has the Morlocks team symbol)
When this character makes a close attack, modify attack +1 for each other character using this team ability adjacent to both this character and the target.

N.O.W.H.E.R.E.
Keyword(s): N.O.W.H.E.R.E.
Cost: 2
When this character has no action tokens, it can use Improved Movement: Hindering, Blocking during move actions.

NEGATIVE ZONE
Keyword(s): Negative Zone
Cost: 2
This character may move through one wall or square of blocking terrain when it uses Charge or Running Shot. If it does and misses all targets of its attack, after resolutions deal it 1 unavoidable damage.

NEW GODS
Keyword(s): New Gods
Cost: 3
At the beginning of the game, once for all friendly characters using this team ability, choose a keyword an opposing character has. // Sidestep, but only when this character is within 4 squares of an opposing character with this keyword. Uncopyable.

NEW MUTANTS
Keyword(s): Generation X or New Mutants
Cost: 4
When this character 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.

NEW TEEN TITANS
Keyword(s): Teen Titans
Cost: 3
If this character is the highest-point friendly character using this team ability, Leadership, but may only remove action tokens from friendly characters using this team ability.

NEWER FANTASTIC FOUR
Keyword(s): Fantastic Four
Cost: 1
This character modifies attack +1 when attacking characters with [Indomitable], [Giant], or [Colossal] symbols.

NEXTWAVE
Keyword(s): Nextwave
Cost: 5
When this character KO's an opposing character of a higher point value with an attack, place this character anywhere on the map.

NOVA CORPS
Keyword(s): Nova Corps
Cost: -10* (*0 if the character doesn't possess a trait named "Share Through the Worldmind.")
This character can't be affected by traits named "Share Through the Worldmind" from friendly characters.

OFFENDERS
Keyword(s): Offenders
Cost: 4
When this character attacks a single character, replace that character's defense value with the lowest printed defense value among all characters adjacent to that character. Uncopyable.

THE ORDER
Cost: 3
Keyword(s): Defenders
This character can't be 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.

Flurry, Charge, Hypersonic Speed, Running Shot, Blades/Claws/Fangs, Incapacitate, Penetrating/Psychic Blast, Ranged Combat Expert, Exploit Weakness, Close Combat Expert

ORIGINAL SINISTER SIX
Keyword(s): Sinister Six
Cost: 3
When this character hits an opposing character, mark that character with a Sinister Six token. When this attacks an opposing character marked with one or more Sinister Six tokens, modify+1 for each token. // When attacking a single target with one or more Sinister Six tokens, if the target's name is Spider-Man, it has the Spider-Man Family keyword or the [Spider-Man Ally] team symbol, modify damage +1.

OUTLAWS
Keyword(s): Outlaws
Cost: 1
When this character is given a MOVE action, modify speed +1 for each adjacent character using this team ability at the beginning of the action.

OUTSIDERS
Keyword(s): Outsiders
Cost: 3
At the beginning of your turn, roll a d6 once 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, one of those characters may make a close attack using its printed combat values. Uncopyable.

PHANTOM ZONE
Keyword(s): Phantom Zone
Cost: 4
Once per game, when this character would take 4 or more damage from an attack, you may roll a d6. *4-6:* This character instead takes 0 damage and is immediately placed in your starting area.

-This ATA will trigger for each character that can use it.

PRIME'S TITANS
Keyword(s): Prime's Titans
Cost: 6
When this character KO's an opposing character, remove an action token from each other friendly character using this team ability. Uncopyable.

RAVAGERS
Keyword(s): Ravagers
Cost: 4
This character automatically breaks away. Uncopyable.

RE-PROGRAMMING
Keyword(s): Sentinel -or- characters with the Robot keyword whose name includes "Sentinel"
Cost: 4
At the beginning of the game, choose a keyword once for all friendly characters using this team ability. This character modifies attack +1 when making an attack targeting only opposing characters with the chosen keyword.

REAVERS
Keyword(s): Reavers
Cost: 8
Colossal Stamina.

RED HOOD AND THE OUTLAWS
Keyword(s): Outlaws
Cost: 6
Opposing characters with the highest point value on their force can't draw lines of fire to this character. Uncopyable.

RED SUN SONS
Keyword(s): Kryptonian
Cost: 5
This character's defense powers have Protected: Outwit but only if it is outdoors and does not occupy the lowest elevation of terrain. UNCOPYABLE.

ROBOT
Keyword(s): Robot
Cost: 4
FREE: If this character is adjacent to another friendly character that can use this team ability it can use Perplex until your next turn, but only to target characters with the Robot keyword. Uncopyable.

ROGUES
Keyword(s): Rogues
Cost: 6
Outwit, but only to choose Hypersonic Speed or a special power that specifically allows that character to use Hypersonic Speed. Uncopyable.

RUNAWAYS
Keyword(s): Runaways
Cost: 3
When this character attacks, modify attack +1 for each other friendly character that dealt damage to an opposing character this turn while using this team ability.

SAVAGE LAND
Keyword(s): Savage Land
Cost: 3
Once per game when this character rolls a d6 for Blades/Claws/Fangs, if the result is a 1 that character may reroll the d6.

-This ATA will trigger for each character that can use it.

SECRET AVENGERS
Keyword(s): Avengers
Cost: 5
This character has PROTECTED: Outwit, opposing Perplex, unless it's been targeted with an attack since your last turn.

SECRET INVASION
Cost: 2
Keyword(s): Skrulls
When this character is targeted with an attack by an opposing character it shares a keyword with, modify defense +1.

SECRET SIX
Keyword(s): Secret Six
Cost: 3
When this character 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.

SECRET WARRIORS
Keyword(s): Secret Warriors
Cost: 1
During force construction, choose the H.A.M.M.E.R., HYDRA, or S.H.I.E.L.D. keyword. Characters using this team ability also have the chosen keyword. Uncopyable.

SERPENT SOCIETY
Keyword(s): Serpent Society or Serpent Squad
Cost: 6* (*0 if the character has the Serpent Society team symbol)
Phasing/Teleport.

SHADOWPACT
Keyword(s): Shadowpact
Cost: 1
PROTECTED: Mystics.

SINISTER TWELVE
Keyword(s): Sinister Twelve
Cost: 4
When you have more characters on the map than each opponent, modify this character's attack +1.

THE SOCIETY
Keyword(s): Secret Society of Super Villains or Society
Cost: 3
When this character is targeted by Outwit, you may roll a d6. *4-6:* the opposing character that targeted your character cannot use Outwit to target that character this turn. Uncopyable.

SPIDER-MAN FAMILY
Keyword(s): Spider-Man Family
Cost: 10*
This character has the Spider-Man team ability if they don't already. //This character 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 [Spider-Man Ally] team symbol)

SQUADRON SUPREME
Keyword(s): Squadron Sinister or Squadron Supreme
Cost: 5
While at least two friendly characters using this team ability are adjacent, one of them of your choice can use Mind Control. Uncopyable.

SQUADRON SUPREME OF EARTH-712
Keyword(s): Squadron Supreme
Cost: 0
A Squadron Supreme themed team may include any number of distinct named prime characters.

STARK INDUSTRIES
Keyword(s): Stark Industries
Cost: 4
When this character uses Outwit, you may instead choose a team ability the target character can use. Opposing characters 200 points and less can't use the chosen team ability until your next turn. Uncopyable.

STRATEGIC HOMELAND INTERVENTION, ENFORCEMENT AND LOGISTICS DIVISION
Keyword(s): S.H.I.E.L.D.
Cost: 3
The maximum number of squares between a friendly character and its target when using Outwit, Perplex, or Probability Control is increased by 1 for each friendly character using this team ability, to a maximum of 16 squares.

TASK FORCE X
Keyword(s): Rogues, Suicide Squad
Cost: 4
At the beginning of the game or when a Target is KO'd and actions resolve, choose an opposing character to be the Target. // This character modifies attack +1 when making an attack targeting only the Target.

THUNDERBOLTS
Keyword(s): Thunderbolts
Cost: 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.

U-FOES
Keyword(s): U-Foes
Cost: 3
When this character hits an opposing character with a printed damage value of 4 or more, increase the damage dealt to that character by 1.

UNCANNY
Keyword(s): X-Force
Cost: 5
During force construction, this character gains the New Mutants and X-Men keyword. // Sidestep. When using Sidestep, Improve Movement: Characters but only if this character is within 4 squares of a friendly character named Cable, Psylocke, Storm or Wolverine

UNIVERSAL CHURCH OF TRUTH
Keyword(s): Universal Church of Truth
Cost: 4
When an opposing character targets this character with an attack and misses, after resolutions, modify the defense of all characters using this team ability by +1 until the end of the turn.

VILLAINS FOR HIRE
Keyword(s): Villains For Hire
Cost: 6
At the beginning of the game, choose a copyable team ability an opposing character can use. This character can use that team ability for the rest of the game.

WHITE LANTERN CORPS
Keyword(s): White Lantern Corps
Cost: 3
Place a number of tokens on this card equal to the number of characters on your starting force with the White Lantern Corps keyword. Immediately before any attack roll, you may remove one token to modify a friendly character's defense +1.

WildC.A.T.S.
Keyword(s): WildC.A.T.S.
Cost: 1
Once per turn, when this character makes an attack roll and one of the dice is a [1], you may reroll that die. Uncopyable

WINTER GUARD
Keyword(s): Soviet Super-Soldiers, Winter Guard
Cost: 1
POWER: Once per game, deal this character 1 unavoidable damage. If you do, resolutions roll a d6 and heal the character of half the result.

-Each character assigned this ATA can use the POWER action once per game.

WONDERS OF THE WORLD
Keyword(s): Wonders of the World
Cost: 5
POWER: Deal this character 1 unavoidable damage. Heal an adjacent friendly character 1 click. Heal 2 clicks instead if the adjacent character has the Wonders of the World keyword.

THE WORTHY
Keyword(s): The Worthy
Cost: 1
When this character 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 -1 for this attack. // This character modifies attack +1 when attacking a character using The Mighty additional team ability or with The Mighty keyword.

WRECKING CREW
Keyword(s): Wrecking Crew
Cost: 2
Improved Movement: Hindering. // When this character uses Charge, modify attack +1.

X-FORCE
Keyword(s): X-Force
Cost: 3
Improved Movement: Hindering.

X-MEN (UTOPIA)
Keyword(s): X-Men
Cost: 3
The single highest point character using this team ability can use Leadership, but only to remove action token from an adjacent friendly character that's using this team ability. If that highest point character is named Cyclops or Professor X and they succeed using this Leadership, remove another action token from an adjacent friendly character that can use this team ability.

X-MEN: BLUE
Keyword(s): X-Men
Cost: 3
If this character uses Leadership and succeeds, modify the attack of all characters using this team ability by +1 this turn. Uncopyable.

X-MEN: GOLD
Keyword(s): X-Men
Cost: 4
Once per turn for all characters using this team ability, "FREE: If this character is adjacent to a friendly character using this team ability, choose an opposing character within 6 squares and line of fire. The chosen character's combat values can't be modified until your next turn."

YOUNG JUSTICE
Keyword(s): Young Justice
Cost: 4
When this character would be KO'd, you may deal 1 unavoidable damage to an adjacent friendly character using this team ability. If you do, turn this character to its last non-KO click.