

**MARVEL**

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**WIZKIDS™**

**HEROCLIX**

***PRINT & PLAY***

**ADDITIONAL TEAM ABILITY CARDS**

Text from Player's Guide 6/12/2013

# PRINTING INSTRUCTIONS

1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (*File > Print or Ctrl/Cmd + P*).
2. Under *Pages to Print > Pages* input the pages you would like to print. (See *Table of Contents*)
3. Under *Page Sizing & Handling > Size* select *Actual size*.
4. Under *Page Sizing & Handling > Multiple > Pages per sheet* select *Custom* and enter *3 by 3*.

# PRINTING INSTRUCTIONS

## (CONTINUED)

5. Under *Page Sizing & Handling* > *Multiple* > *Orientation* select *Landscape*.
6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to *Print page border* (under *Page Sizing & Handling* > *Multiple*).
7. Click OK.

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# ALPHA FLIGHT

**Keyword(s):** Alpha Flight

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.



**4**  
COST

# FANTASTIC FORCE

**Keyword(s):** Fantastic Four

Characters using this team ability may replace their defense value with the unmodified defense value of an adjacent friendly character using this team ability.



**5**  
COST



# GUARDIANS OF THE GALAXY

**Keyword(s):** Guardians of the Galaxy

Powers possessed by characters using this team ability can't be countered. This team ability can't be used by wild cards.



**4**  
COST

# MORLOCKS

**Keyword(s):** Gene Nation or Morlocks

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)



**2\***  
COST

# RUNAWAYS

**Keyword(s):** Runaways

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.

**3**  
COST



# SERPENT SOCIETY

**Keyword(s):** Serpent Society or Serpent Squad

Characters using this team ability can use Phasing/  
Teleport.

\*(0 if the character possesses the Serpent Society team symbol)



**6\***  
COST

# SQUADRON SUPREME

**Keyword(s):** Squadron Sinister or Squadron Supreme

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 cannot be used by wild cards.



**5**  
COST

# THUNDERBOLTS

**Keyword(s):** Thunderbolts

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.



**8**  
COST

# U-FOES

**Keyword(s):** U-Foes

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.



**3**  
COST

# X-FORCE

**Keyword(s):** X-Force

Characters using this team ability ignore the effects of hindering terrain on their movement.



**3**  
COST



# OUTLAWS

**Keyword(s):** Outlaws

Whenever 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.



**1**  
COST

# DARK AVENGERS

**Keyword(s):** Dark Avengers

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.



**4**  
COST

# HELLIONS

**Keyword(s):** Hellions

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.



**3**  
COST

# REAVERS

**Keyword(s):** Reavers

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.



**8**  
COST

# NEXTWAVE

**Keyword(s):** Nextwave

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.



**5**  
COST

# HORSEMEN OF APOCALYPSE

**Keyword(s):** Horsemen of Apocalypse

As long as you control exactly 4 characters using this team ability, modify this character's attack value by +1. Uncopyable.



**1**  
COST

# NEW MUTANTS

**Keyword(s):** Generation X or New Mutants

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.



*Don't be mad, Rahne, I'll...never do it...again.*

Designed for HeroClix by 2010 King of the Hill Champion  
Stephen Plasco

**4**  
COST

# SECRET WARRIORS

**Keyword(s):** Secret Warriors

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.

*Undercover? Double Agent? Traitor? In Nick Fury's world, you never really know who you're working for...*



**1**  
COST

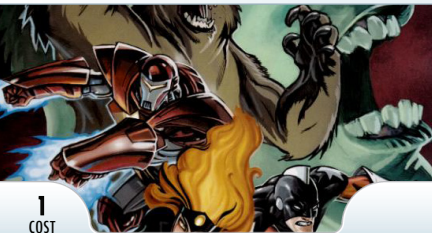


# WINTER GUARD

**Keyword(s):** Soviet Super-Soldiers, Winter Guard

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.

*Heroes that are not believers in the State can be replaced.*



**1**  
COST

# MODOK'S 11

**Keyword(s):** MODOK's 11

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.

*A heist only works if you don't tell everyone what you're doing.*



**2**  
COST

# GREAT LAKES AVENGERS

**Keyword(s):** Great Lakes Avengers

During an attack made by a character using this team ability, opposing characters cannot use Probability Control unless a friendly character has already used Probability Control during this attack. Uncopyable.

*We make our own luck! Mostly bad!*



**3**  
COST

# THE HAND

Keyword(s): The Hand

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.



**7**  
COST

# MARVEL KNIGHTS

**Keyword(s):** Marvel Knights

Characters using this team ability can use Stealth.



**10**  
**COST**

# SAVAGE LAND

**Keyword(s):** Savage Land

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.

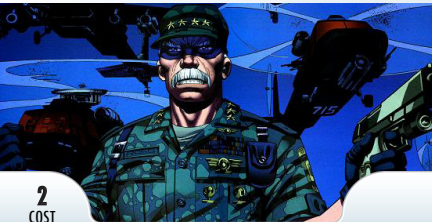


**3**  
COST

# HULKBUSTERS

**Keyword(s):** Hulkbusters

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.



**2**  
COST

# INTELLIGENCIA

**Keyword(s):** Intelligencia

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.



**3**  
COST



# HULKED-OUT HEROES

**Keyword(s):** Hulked-Out Heroes




Characters using this team ability can use Super Strength if they are not on click #1. Uncopyable.



**5**  
COST

# NEWER FANTASTIC FOUR

**Keyword(s):** Fantastic Four

A character using this team ability modifies its attack value by +1 when attacking characters possessing , , or .



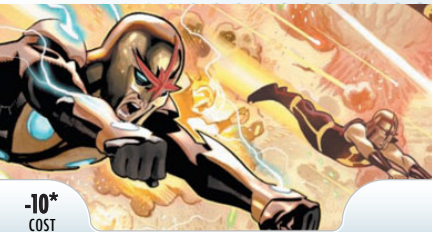
**1**  
COST

# NOVA CORPS

Keyword(s): Nova Corps

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.")



**-10\***  
COST

# NEGATIVE ZONE

**Keyword(s):** Negative Zone

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.



**2**  
COST

# UNIVERSAL CHURCH OF TRUTH

**Keyword(s):** Universal Church of Truth

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.



**4**  
COST

# THE ORDER

## Keyword(s): Defenders

Characters using this team ability cannot 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

Incapacitate

Charge

Penetrating/Psychic Blast

Hypersonic Speed

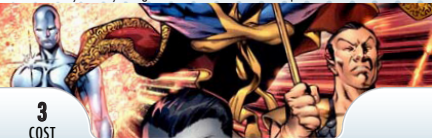
Ranged Combat Expert

Running Shot

Exploit Weakness

Blades/Claws/Fangs

Close Combat Expert



**3**  
COST

# GUARDIANS OF THE GALAXY (SILVER AGE)

**Keyword(s):** Guardians of the Galaxy

Characters using this team ability are wild cards, but don't possess any other team abilities.


Uncopyable.



**1**  
COST

# INFINITY WATCH

**Keyword(s):** Infinity Watch

When a character using this team ability rolls for a relic with the  set symbol, it succeeds on a roll of 3-6. Uncopyable.



**2**  
COST



# ANNIHILATORS

**Keyword(s):** Annihilators

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.



**4**  
COST

# ELDERS OF THE UNIVERSE

**Keyword(s):** Elders of the Universe

Opposing characters can't attempt a relic roll while at least two friendly characters can use this team ability.



# AVENGERS RESPONSE UNIT

**Keyword(s):** Avengers

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.

**3**  
COST

# HYDRA DEEP SCIENCE DIVISION

**Keyword(s):** HYDRA

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.

**3**  
COST

# STRATEGIC HOMELAND INTERVENTION ENFORCEMENT AND LOGISTICS DIVISION

**Keyword(s):** S.H.I.E.L.D.

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.

**3**  
COST

# ASGARDIAN

**Keyword(s):** Asgardian

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.

**5**  
COST

# HOWLING COMMANDOS

**Keyword(s):** Howling Commandos

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.

**3**  
COST

# AVENGERS (HEROIC AGE)

**Keyword(s):** Avengers

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.



**2**  
COST



# SECRET AVENGERS

**Keyword(s):** Avengers

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.

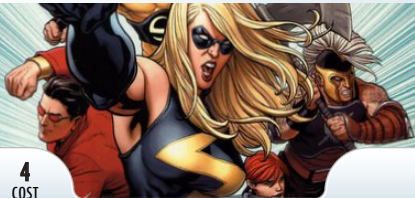


**5**  
COST

# MIGHTY AVENGERS

**Keyword(s):** Avengers

When a character using this team ability destroys a square of blocking terrain, roll a d6 after actions resolve. On a roll of 5, you may place a standard light object in that square. On a roll of 6, you may place a standard heavy object in that square.



**4**  
COST

# INHUMANS

**Keyword(s):** Inhumans

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.

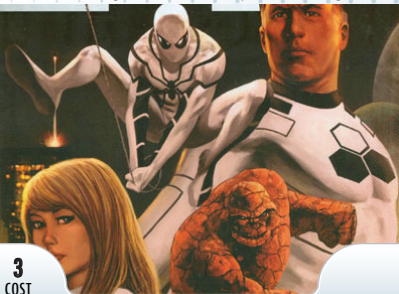


**4**  
**COST**

# FF

**Keyword(s):** Fantastic Four

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.



**3**  
COST

# SECRET INVASION

**Keyword(s):** Skrulls

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.




**2**  
COST

# SPIDER-MAN FAMILY

**Keyword(s):** Spider-Man Family

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)

**\*10**  
COST




# ORIGINAL SINISTER SIX

**Keyword(s):** Sinister Syndicate

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 is Spider-Man or possesses the Spider-Man Family keyword or the  symbol, modify this character's damage value by +1.

**3**  
COST

# SINISTER TWELVE

**Keyword(s):** Sinister Syndicate

When you have more characters on the map than each opponent, modify the attack value of each character using this team ability by +1.



**4**  
COST



# MIDNIGHT SONS

**Keyword(s):** Midnight Sons

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.



**4**  
COST

# HEROES FOR HIRE

**Keyword(s):** Heroes for Hire

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 give a character using this team ability one action as a free action. Uncopyable.



**8**  
COST

# LEGION OF MONSTERS

**Keyword(s):** Legion of Monsters

Characters using this team ability can use Plasticity unless adjacent to an opposing character with the Legion of Monsters or Monster keyword.



**5**  
COST

# MAXIMUM CARNAGE

**Keyword(s):** Maximum Carnage

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.

**4**  
COST

# OFFENDERS

**Keyword(s):** Offenders

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.



**4**  
COST

# DEFENDERS

**Keyword(s):** Defenders

Characters using this team ability may replace their attack value with the unmodified attack value of an adjacent friendly character using this team ability.



**4**  
**COST**