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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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AMAZON

Keyword(s): Amazon

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.

4
COST

CHECKMATE

Keyword(s): Checkmate

Minion: **Kings and Queens and Bishops** 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.

6
COST

GREEN LANTERN HONOR GUARD

Keyword(s): Green Lantern Corps

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.

5
COST

JUSTICE LEAGUE INTERNATIONAL

Keyword(s): Justice League Antarctica, Justice League Europe, or Justice League International

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.)

3
COST

LEAGUE OF ASSASSINS

Keyword(s): League of Assassins

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

LEGIONNAIRES

Keyword(s): Legion of Super Heroes

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.

2
COST

MONSTER SOCIETY OF EVIL

Keyword(s): Injustice Society or Monster Society of Evil

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.

5
COST

THE SOCIETY

Keyword(s): Secret Society of Super Villains or Society

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 cannot use Outwit to target that character this turn. This team ability cannot be used by wild cards.

3
COST

ALL-STAR SQUADRON

Keyword(s): All-Star Squadron

Characters using this team ability modify their attack value by +1 when making a close combat attack against a character at least twice their point value.

2
COST

SHADOWPACT

Keyword(s): Shadowpact

This character ignores the *Mystics* team ability.

1
COST

ATLANTIS

Keyword(s): Atlantis

Whenever a character using this team ability occupies water terrain, modify its defense value by +1 against ranged combat attacks.

2
COST

SECRET SIX

Keyword(s): Secret Six

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.

3
COST

WHITE LANTERN CORPS

Keyword(s): White Lantern Corps

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.

3
COST

ROGUES

Keyword(s): Rogues

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.

*Designed for HeroClix by 2011 HeroClix King of the Hill
Champion Nick Stanton*

6
COST

PHANTOM ZONE

Keyword(s): Phantom Zone

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.

No one escapes the Phantom Zone forever. . .

4
COST

KRYPTONIAN

Keyword(s): Kryptonian

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.

Glory in the power of the yellow sun!

2
COST

FLASHPOINT

Keyword(s): Flashpoint

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.

Everything is familiar, but nothing is the same

4
COST

LEGION LOST

Keyword(s): Legion of Super Heroes, Legion of Super Villains

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.

You're like the Teen Titans of the future? - No, we're the Justice League of the future.

4
COST

JUSTICE LEAGUE (SILVER AGE)

Keyword(s): JLA, Justice League, Justice League of America

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.

There's no team like the Justice League.

4
COST

JUSTICE LEAGUE: NEW 52

Keyword(s): Justice League

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.

3
COST

JUSTICE LEAGUE: NEW 52

Keyword(s): Justice League

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.

3
COST

JUSTICE LEAGUE DARK

Keyword(s): Justice League

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.

2
COST

FEARSOME FIVE

Keyword(s): Fearsome Five

Characters using this team ability can use Mastermind, but may only transfer damage to friendly characters using this team ability. Uncopyable.

3
COST

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Keyword(s): Gen¹³

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.

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N.O.W.H.E.R.E.

Keyword(s): N.O.W.H.E.R.E.

Characters using this team ability that have no action tokens can use    during move actions.

2
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NEW TEEN TITANS

Keyword(s): Teen Titans

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.

3
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PRIME'S TITANS

Keyword(s): Prime's Titans

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.

6
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RAVAGERS

Keyword(s): Ravagers

Characters using this team ability automatically break away. Uncopyable.

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VILLAINS FOR HIRE

Keyword(s): Villains For Hire

Choose a copyable team ability an opposing character possesses; characters using this team ability can use that team ability for the entire game.

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YOUNG JUSTICE

Keyword(s): Young Justice

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.

4
COST



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ARKHAM ASYLUM

Keyword(s): Arkham Asylum

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.

 -  - Plasticity

 -  - Leap/Climb

 -  - Phasing/Teleport

4
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BATMAN™ FAMILY

Keyword(s): Batman Family

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.

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BATMAN™ INC

Keyword(s): Batman Inc

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.

3
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JUSTICE LEAGUE: GENERATION LOST

Keyword(s): Justice League International

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.

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OUTSIDERS

Keyword(s): Outsiders

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.

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BIRDS OF PREY

Keyword(s): Birds of Prey

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.

1
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GCPD

Keyword(s): Gotham City and Police (both keywords)





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.

2
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JUSTICE LEAGUE

Keyword(s): Justice League

A character using this team ability modifies its defense value by +1 when attacked by a character possessing , , , or  combat symbols.

1
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THE MOB

Keyword(s): Gotham City Underworld

The highest point friendly character using this team ability can use Mastermind, but may only transfer damage to a friendly character using this team ability.

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Text from Player's Guide 6/12/2013

RED HOOD AND THE OUTLAWS

Keyword(s): Outlaws


Opposing characters with the highest point value on their force can't draw lines of fire to characters using this team ability. Uncopyable.

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WILDC.A.T.S

Keyword(s): WildC.A.T.s

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.

1
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