

DC HeroClix Team Abilities

Updated: 3/15/04

Batman Ally: Any line of fire drawn to this character that passes through hindering terrain, including the square that this character occupies, is treated as though it has been drawn through blocking terrain.

Batman Enemy: A Batman Enemy team member may use the unmodified attack value of an adjacent, friendly Batman Enemy team member instead of its own.

Green Lantern Corps: A Green Lantern Corps team member may carry up to 8 friendly characters.

Injustice League: When two or more friendly Injustice League team members are adjacent to the same member of an opponent's force, all adjacent Injustice League team members may make a close combat or a ranged combat **action** against that character using only one action from your allotment of actions for the turn. All characters attacking in this way receive an action token.

Justice League: You may give a Justice League team member a move action that does not count toward your allotment of actions for the turn.

Justice Society: A Justice Society team member may use the unmodified defense value of any other adjacent friendly Justice Society team member instead of its own.

Legion of Super Heroes: Members of the Legion of Super Heroes team act as wild cards. They can use any team ability that any friendly figure on the battle map possesses. They may use this ability once each action.

Mystics: When this character takes damage from an attack, it deals 1 damage to the attacker. This damage may not be evaded or reduced.

Police: When making a ranged combat attack, you may modify the attacker's attack value by +1 for each friendly Police team member that is adjacent to the attacker and has a line of fire to the target.

Superman Ally: This character ignores the effects of hindering terrain (including team abilities that give hindering terrain bonuses) on movement, combat, and powers and abilities.

Superman Enemy: If two friendly members of the Superman Enemy team are adjacent, the character with the highest point value gains Outwit. If that character already possesses Outwit, this team ability does not work. This team ability ceases to function at the end of an action in which the two Superman Enemy team members are no longer adjacent.

Titans: At the beginning of an action in which two friendly members of this team are adjacent to each other, you may give one of those characters a power action and deal 1 pushing damage to it. This damage may not be reduced by Willpower or any power that reduces damage, nor can it be dealt to another figure. Give the other adjacent, friendly member of this team 1 click of healing.