

Marvel Team Abilities

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

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

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

Fantastic Four™: When a Fantastic Four team member is KOD, each friendly Fantastic Four team member may heal 1 click.

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

Masters of Evil™: When two or more friendly Masters of Evil team members are adjacent to the same member of an opponent's force, all adjacent Masters of Evil 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.

Minions of Doom™: Members of the Minions of Doom 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.

S.H.I.E.L.D.™: When making a ranged combat attack, you may modify the attacker's damage dealt by +1 for each friendly S.H.I.E.L.D. team member adjacent to the attacker by giving the S.H.I.E.L.D. team member(s) a power action. You must declare that this team ability is being used before rolling to hit.

Sinister Syndicate™: A Sinister Syndicate team member may use the unmodified attack value of an adjacent friendly Sinister Syndicate team member instead of its own.

Skrulls™: When a member of the Skrulls team is chosen as the target of an attack, roll one six-sided die. On a result of 6, the attack can not be made; the character has fooled the attacker with its strange abilities. The attacker must choose another target or take a different action with that character instead.

Spider-Man™: Members of the Spider-Man 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.

X-Men™: 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.