

MARVEL

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WIZKIDS™

HEROCLIX

PRINT & PLAY

ADDITIONAL TEAM ABILITY CARDS

Text from Player's Guide 1/29/2014

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

REEVERS

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...



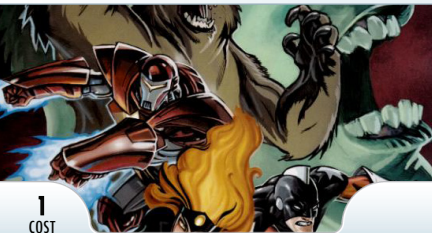
1
COST

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.

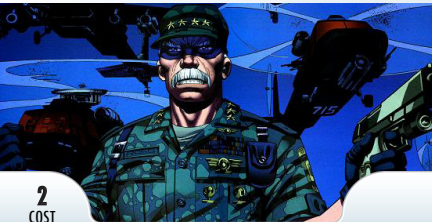


3
COST

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 .



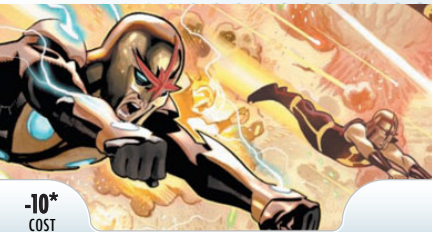
1
COST

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

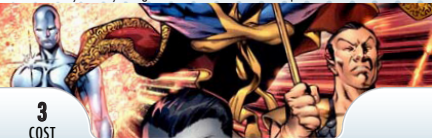
Ranged Combat Expert

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.



5
COST

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.

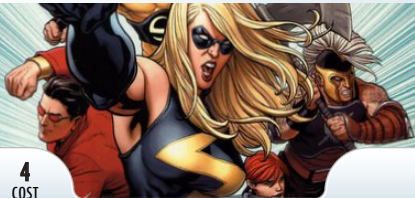


5
COST

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.

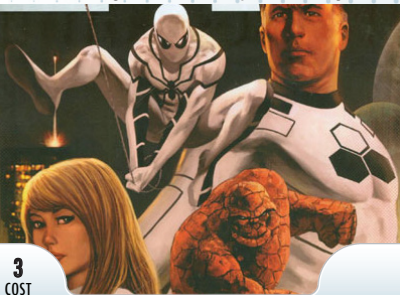


4
COST

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

DEPARTMENT H™

Keyword(s): Alpha Flight

When a character using this team ability is KO'd, roll a d6 for each friendly character that can use this team ability. If the result is 1 - 2, heal this character 1 click; if the result is 3 - 6, heal this character 2 clicks.

*CREATED BY PATRICIA LAM,
2012 HEROCLIX WORLD
FELLOWSHIP WINNER*



3
COST

MASTERS OF EVIL™

Keyword(s): Masters of Evil

When a character with this team ability has one or more action tokens and attacks, damage dealt can't be reduced below 1.



4
COST

STARK INDUSTRIES™

Keyword(s): Stark Industries

When a character using this team ability 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.



4
COST

BROTHERHOOD OF EVIL MUTANTS™

Keyword(s): Brotherhood of Mutants

Characters using this team ability within 4 squares of another friendly character named Magneto can use Willpower. Characters using this team ability named Magneto can use Leadership, but when they do, they may only remove action tokens from other friendly characters using this team ability.



4
COST

X-MEN: BLUE™

Keyword(s): X-Men

If a character using this ability uses Leadership and succeeds, modify the attack value of all characters using this team ability by +1 this turn. Uncopyable.



3
COST

X-MEN: GOLD™

Keyword(s): X-Men

Once per turn, give a character using this team ability a free action when it is adjacent to a friendly character using this team ability and 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.



4
COST

X-MEN (UTOPIA)[™]

Keyword(s): X-Men

The single highest point friendly character using this team ability can use Leadership, but only to remove action tokens from an adjacent friendly character that's using this team ability. If that highest point character is named Cyclops or Professor X and they use this Leadership and succeed, remove another action token from an adjacent friendly character that can use this team ability.

CREATED BY ROSS YUDIS,

2013 HEROCLIX

NATIONAL CHAMPION

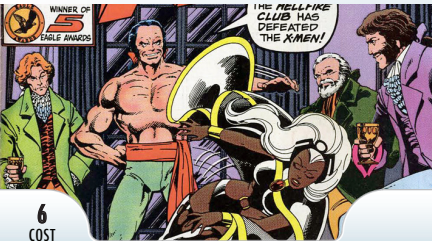


3
COST

HELLFIRE CLUB INNER CIRCLE™

Keyword(s): Hellfire Club

Characters using this team ability can use Stealth if they are adjacent to a friendly character using this team ability.



6
COST

SQUADRON SUPREME OF EARTH-712™

Keyword(s): Squadron Supreme

A Squadron Supreme themed team may include any number of distinct named prime characters.



0
COST