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-  **BATMAN ALLY**—Stealth.
-  **BATMAN ENEMY**—When this character makes an attack, you may replace its attack value with the printed attack value of an adjacent friendly character that can use this team ability.
-  **GREEN LANTERN CORPS**—:8.
-  **HYPERTIME**—When an opposing character that can't use this team ability attempts to move from a non-adjacent square into a square that is adjacent to this character, it must roll a d6. [] - []: The opposing character can't move into any square adjacent to this character this turn. Uncopyable.
-  **INJUSTICE LEAGUE**—When this character hits an opposing character with an attack roll of [10-12], after resolutions remove an action token from this character.
-  **JUSTICE LEAGUE**—When this character is given a MOVE action, modify speed +1.
-  **JUSTICE SOCIETY**—When this character is attacked, you may replace its defense value with the printed defense value of an adjacent friendly character that can use this team ability.
-  **KINGDOM COME**—When this character would be hit by a range attack, if the attacker doesn't have [Kingdom Come Team Ability Symbol], you may roll a d6. [] - []: Evade. Uncopyable.
-  **LEGION OF SUPER HEROES**—Wild Card. Uncopyable.
-  **OUTSIDERS**—FREE: Choose a character (including itself) within 6 squares and line of fire. Until your next turn, the chosen character's combat values can't be modified. Uncopyable.
-  **QUINTESSENCE**—Willpower. This character has PROTECTED: Outwit. Uncopyable.
-  **SUICIDE SQUAD**—When an adjacent friendly character is KO'd, after resolutions, you may roll a d6. If you do, heal this character equal to the result -2, minimum 1.
-  **SUPERMAN ALLY**— ,  
-  **SUPERMAN ENEMY**—FREE: If this character is adjacent to a friendly character of lower points that can use this team ability, it can use Outwit until your next turn.
-  **TITANS**—POWER: Choose an adjacent friendly character that can use this team ability and heal that character 1 click and roll a d6. [] - []: This character is dealt 1 unavoidable damage.

MARVEL TEAM ABILITIES

-  **AVENGERS**—When this character is given a MOVE action, modify speed +1.
-  **AVENGERS INITIATIVE**—  ,  
-  **BROTHERHOOD OF MUTANTS**—When this character hits an opposing character with an attack roll of [10-12], after resolutions remove an action token from this character.
-  **DEFENDERS**—When this character is attacked, you may replace its defense value with the printed defense value of an adjacent friendly character that can use this team ability.
-  **HYDRA**—When an adjacent friendly character makes a range attack, modify the target's defense -1 if the target is within line of fire of this character.
-  **MASTERS OF EVIL**—Colossal Stamina.
-  **POWER COSMIC**— Willpower.
This character has PROTECTED: Outwit. Uncopyable.
-  **SINISTER SYNDICATE**—When this character makes an attack, you may replace its attack value with the printed attack value of an adjacent friendly character that can use this team ability.
-  **SKRULLS**—Shape Change, but only succeeds on a .
-  **SPIDER-MAN**—Wild Card. Uncopyable.
-  **S.H.I.E.L.D.**—Adjacent friendly characters modify range +1. **POWER:** Choose an adjacent friendly character. Once this turn, the chosen character modifies its damage +1 when making a range attack.
-  **X-MEN**—**POWER:** Choose an adjacent friendly character that can use this team ability and heal that character 1 click and roll a d6. [ - ] This character is dealt 1 unavoidable damage.

UNIVERSAL TEAM ABILITIES

-  **MYSTICS**—Each time this character takes damage from an opposing character's attack, after resolutions deal the attacker 1 penetrating damage. Uncopyable.
-  **POLICE**—When an adjacent friendly character makes a range attack, modify the target's defense -1 if the target is within line of fire of this character.
-  **SNOWFALL**—Wild Card. Uncopyable.
-  **TEAM PLAYER**—Wild Card. Uncopyable.
-  **UNDERWORLD**— :1, but only to carry a character that shares a keyword.  :2, but only to carry characters that share a keyword (with this character) and are lower points.