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Injustice 2 heartbreaker harley quinn gear

In this guide, we'll examine how to create team synergies by grouping specific character sets from a list. These characters can share and receive bonuses from your passive abilities with your teammates, benefit your team and weaken your opponents. You can see in detail the passives of each character by opening the skills section when you select a hero card from your list. Let's look at the different commands you can form, which will share the bonuses below. Quick Navigation Suicide Squad - SSQ Justice League Team - JL Batman Ninja Team - BN Anarchy League - LOA Multiverse Team - MV Alternate INJ2 Game Guides Suicide Squad - SSQ So It's All Huh? Are we some kind of suicide squad? The worst of the worst just got even better. Newly refactored Harley Quinn and Deadshot form the latest team known as Suicide Squad. Since the 3.6 update, Enchantress joins its ranks as a strong counter for opponents who must focus on critical attacks. With each critical attack kick-off, a member of the SSQ team is cured for 10 seconds. This intensified Harley Quinn being protected from critical attacks and having the ability to steal random statistics from his opponent. In a successful Ranged Attack from Deadshot having the ability to disable your opponent's movement, there is a chance to enchantress passive steal part of the opponent's current power. Top things off, Harley reduces the cost of suicide squad teams in the Power bar. This means more special abilities, more frequent and unpredictable, but well-rounded team. Suicide Squad Enchantress (Legendary, Arcane) Mortal Host - Enchantress helps her mortal master when her health falls too low. When under this buff, Enchantress talks about increased damage and auto-crit on special attacks, ignoring critical resistance. When 25% max health is activated for the first time, Enchantress additionally gets extra power. Outworldly Nature – Every time enchantress or its Suicide Squad teams resist a critical attack, they get cured for more than 10 seconds of their max health percentage. This effect is not stacked. Unlimited power - the successful attacks of Ranged by the teammates of Enchantress or Suicide Squad steal part of the current opponent's power. Suicide Squad Harley Quinn (Legendary, Agility) Suicide Squad - Harley receives bonuses from Deadshot and Harley Quinn's team. It is immune from critical attacks and gives your team greater critical resistance to attack. Psychoanalyze - When hitting an opponent for the first time, Harley accidentally lowers one of their stats and steals part of it to share with his teammates. It can steal, critical attack chance, critical attack injury, fast attack chance, defense or blocking. Stolen statistics can be stacked. Effects if harley is KO'ed. Twisted Love - Teammate Joker gives Harley Harley Attack. If the Joker is on the opposing team, Harley gains stun and dot resistance lovers, sharing part of the DoT resistance with his team. Suicide Squad Deadshot (Gold, Tech) Sniper - Deadshot talks about additional damage with a high probability of deadly hits based on his opponent's distance. Suppressive Fire - Deadshot's ranged attack has the ability to temporarily disable your opponent's movement. In addition, his specials can disable the corresponding special active opponent for a limited time. Assassin - Every time a Suicide Squad team performs a special, Deadshot fires his gun from the screen. Justice League team - JL People said that the age of heroes will never come again. You can't go wrong with any team benefits here. Cyborg's injury increase is a common staple for the Justice League team. When stacked with a makeshift attack to boost the mythical Wonder Woman when she defeats an opponent, the momentum can pick up quickly. For an offensive-oriented team, Flash will give you an unblockable special ability or you can take advantage of Aquaman by adding armor piercing to all major attacks. Defensive-minded players will gravitate toward teams that include Batman so that all team members can ignore the damage from one special ability during the battle. Now the legendary status of Justice League Superman improves the defense of his entire Justice League team and benefits from being paired with and against any Batman or Wonder Woman. Finally, Aquaman can revive a knocked-out teammate when he uses his Supermove. Justice League Superman (legendary, powerful) Batman Versus Superman - Superman gets a bonus for Attack or Health when Batman or Wonder Woman is any team during battle. These bonus stacks and also apply to the Batman and Wonder Woman teams. Are you bleeding? All the legendary and Justice League team-mates get a better defense. Quarterback - Superman protects his active teammates from opponents' special abilities, marking and interrupting opportunities with a powerful slam. Justice League Batman (Gold, Agility) Tactical Batsuit - All JL teams gain a shield that ignores damage from one opponent's special ability during battle. Justice League Cyborg (Gold, Tech) Cybernetic Body - Increased damage to JL team major, tag, and swipe attacks. In addition, JL Cyborg is protected from Stun and, if directed to stunning, it acquires power. Justice League Aquaman (Gold, Power) Primordial Power - All JL teams gain the opportunity to armor pierce on the main, tag and swipe attacks. This passive also gives Aquaman the opportunity to revive a KOed team member using his Supermove. Justice League Flash (Gold, Metahuman) Hyperspeed Assault – Provides an additional fast attack hit and causes the first special JL teams to be unblocked. Mythical Woman (Gold, Might) God Killer Sword - As she defeats her opponents, WW absorbs some of their attack, dealing with the damage caused by increased damage limited time. Benefits from the passive abilities of justice league team members. Batman Ninja Team - BN And you thought you know what batman story ... The core of this team really revolves around Robin and Catwoman. Robin's combo kid passive keeps your combo counter, making your abilities more efficient. Catwoman's Blinding Strike passive allows you to keep up the pressure after using the ability to dazzle an opponent to prevent attacks against your BN teammates. These passive together create a well-balanced team. Offensive like-minded players will benefit from adding Batman to their third slot. Batman's second special has the ability to utilize his third ability for free, which pairs well with Robin passive. As the newest member of the Batman Ninja team, the legendary Gorilla Grodd is also a great offensive option. His Active Shield special will allow you to reflect the incoming damage back to your opponent. Grodd's Master Plan passive rewards every BN team for landing a lethal attack with additional power bars as well. For those who want to add the power of presence to their team, Ninja Lord Joker passive can revive up to two teams against a team that has a Batman character. Gorilla Grodd's Dramatic Recovery Passive can feed into her Mind Force special ability, which will share its therapeutic effect among the entire team. Catwoman's 9 Lives Passive will allow your BN team to become temporarily immortal due to low health. All these advantages can give you an advantage in any long-term struggle. Harley Quinn is unique in that just having it on your list will benefit all your BN characters! Even if it is not included in your team, your character will receive a bonus for their attack and health. Batman Ninja Gorilla Grodd (Legendary, Might) Crippling Blow - BN teams deal with increased damage and temporarily reduce opponent damage and defense in every 5 main or swipe attack. Master plan - When Gorilla Grod, a BN team member, or legendary allies land an unblocked lethal attack, they gain power. Mind Force – Uses your mental powers to smash your opponent. All therapeutic effects applied to BN team members are temporarily appalled and shared. Batman Ninja Batman (Gold, Tech) Benefits from passive abilities of Batman Ninja Teams. Batman Ninja Robin (Gold, Agility) Combo Kid - Battle early and every tag-in Robin adds bonus hits to combo counter BN teams. As a result, their combo meter cannot be completely lowered. Ninja Lethality - Every lethal attack landed by Robin or Batman ninja teams temporarily increases their lethal attack damage. These effects will be stacked. Monkey Style Swordplay - When an opponent misses a major attack, Robin and BN teams temporarily get a deadly attack chance for lovers. It will stack up every time. Ninja Catwoman (Gold, Agility) Agility Strike - Specials 1-3 blind opponents cause them to spend 50% of the time against BN teams. 9 Lives – When low health BN teams temporarily become immortal, that prevents them from being knocked out. Are you a kitten for me? - When BN teams successfully block a special ability, they receive part of their energy costs. If this block is carried out by Catwoman, its Special 3 (Cat Side Damage) is activated. Batman Ninja Harley Quinn (Gold, Agility) If it is on your list, all BN heroes gain an extra percentage of Harley Base attack and health without tools, talent or passive effects. The bonus activates in the fight. Batman Ninja Lord Joker (Gold, Agility) Benefits from passive abilities of Batman Ninja Team. League of Anarchy – LOA These newly refactored villains don't have to be taken lightly. One of the strengths of this team is injury during that time (DoT), so they are especially strong against teams with high defense and crit to resist. They also control the fight, keeping opponents stunned, including the ability to reflect stunning back to the opponent. If the Joker is active and an opponent check-in teammate who his special 3 can force them to do, chances are they will be stunned. The team has many abilities that can put a DoT opponent, which is enhanced by force from The Joker, as well as any major attack on poison ivy passive. With her opponent's resistance stunned and doT reduced from Harley Quinn, she and Ivy can really wreak havoc. While active, Poison Ivy treats herself and her LOA teammates for the dot percentage dealt with. Last Laugh Joker (Gold, Agility) Killing The Joker – When someone is defeated by any team, the Joker acquires an increase in damage for the rest of the battle. When the Joker is defeated, the poison bomb detonates and briefly stuns the opponent. Joker Venom - The Last Laugh Joker and league anarchy teams deal with increased injury over time (DoT). Catch you off guard – When the Last Laugh Joker is active, any time an opponent tags-in, they can be stunned. Heartbreaker Harley Quinn (Gold, Agility) It's not me, it's you - Teams target stun attacks to gain a chance to reflect them, a stunning striker instead. Harley also increases Hero XP revenue for all fighters through the same list. Let your guard down - Heartbreaker Harley Quinn reduces opposing teams' stun resistance and dot resistance straight to heart. - Until it is knocked out, heartbreaker Harley Quinn and her teammates deal with increased damage to opponents while they are stunned. Critical hits against Harley and League Anarchy teams are greatly reduced to injury. Entangled Poison Ivy (Gold, Metahuman) Entangled vines – Ivy's special abilities bed thorns and root pound off to avoid, range, rush and jump attacks the opponent for a limited time. – Until Poison Ivy is knocked out, the main and swipe attacks dealt with by the teammates of the Anarchy League do additional damage like dot. Regrowth – While Entangling Poison Ivy is an active fighter, she treats herself and her league anarchy teammates for a dot deal percentage. Multiverse Team - MV CW fans are delighted! Green Arrow's Power Drain has the ability to steal power from your enemy and give it to your team, which reduces the ability of the enemy to get to the end of their enemy attack. It is a popular pair with White Canary who can add to your equipment base the possibility of a critical attack and maybe even give you a zero power price for the electric index's ability to use the green arrow. Both versions of Supergirl have great support benefits, which adds a lot of longevity to the MV team through their defensive abilities: Armored Supergirl gives your team an advantage in battle, giving the initial amount of power and can provide critical offensive immunity; While multiverse supergirl shores up your team's defense if they are moderately injured. Black Lightning can make things difficult for opponents who tend to use abilities too often. Batwoman's increased special attack injury from each MV team buff paired with the Captain Cold Shield will ensure an aggressive, but safe start to any fight for the team. She is another good candidate for the team with White Canary, who has the ability to make Batwoman's Special 1 free, which, when used, gives Batwoman the opportunity to perform a zero-power price special 3. Bam! Domino effect! Flash brings great offensive benefits to your teammates and can be a great 3rd member of any Multiverse-oriented team, allowing MV team members to often forgive their special ones. Multiverse Green Index (Gold, Tech) Power Drain - MV teams each gain the chance to power drain on special 1. These energy leaks have the ability to steal power from the opponent. Multiverse Incendiaries - MV teams gain the ability to apply power damage over time special 3 7 seconds. Endurance training - All team members receive a health bonus. Multiverse Supergirl (Gold, Might) Perseverance - MV teams have received reduced damage when in low health. All teammates are given an increase in defense. Multiverse Flash (Gold, Metahuman Multiverse Critical – MV teams get a bonus for the possibility of a critical attack and increase the damage to a critical attack. Multiverse Haste - MV team members can user special attacks faster. S.T.A.R. Labs - Barry can avoid special attacks from tech-class opponents. Multiverse Armored Supergirl (Gold, Might) Multiverse Power - The team starts battles with additional Power Bars for the MV hero in any team. Fueled by Might - Armored Supergirls Power Generation is growing behind the Might class opponent. – when multiverse team-mates pointed out. Supergirl can come down unblocked attack, which can stop interrupting Shares. If it interrupts the special it immediately acquires power. Multiverse Black Lightning (Gold, Metahuman) Overload – Team members who are energy drained regenerate health for every energy drained bar. The power price of an opponent's abilities increases for one use against an MV team. Multiverse White Canary (Gold, Agility) Multiverse Weapon Master – MV Command Special 1 has the ability to cost no power. Zoom up to the main effect of the equipment drive (5 gear socket). Multiverse Batwoman (Gold, Agility) Tactical strikes - For every active amateur from an MV teammate, Kate's special attack injury is increased to no more than 150%. Tactical Prep – Batwoman lengthens the duration of all MV buffs applied to her. Combat Focus - Kate Kane gives her entire team a chance to keep her combo hit count again when hit. Multiverse Captain Cold (Gold, Tech) Cold Barrier - Buffs MV commands at the beginning of the battle with a shield that reduces the incoming baseline, tag, and swipe attack damage. Cold also gives all MV teams an armor-pierce chance of resistance. Alternative INJ2 Game Guide for Beginners Guide: Interim Guide: Advanced Guide: Champions Arena Guide: You can also get up-to-date news and updates from the game team via official social media channels: Twitter Facebook -or- Join the community discord! Still have questions? You can submit your question here. You can also update and track your ticket as well. OK.

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