



HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

HOW TO USE THIS LIST

- To see if a combination works, check a **BOLD HEADING** for anything used in the combination. Underneath is a list of game mechanics that do and do not work with it. If a combination appears on this list and is not crossed out, then it is legal. If a combination is ~~crossed-out~~, it is not legal.
- Listings marked with * or with comments in (parentheses) have additional information for clarification.
- Listings marked with ??? have yet to receive official rulings.
- If the combination is not listed, check under another heading. Otherwise, refer to the rules of the game to decide if the combination is permitted.
- When checking a combination of more than 2 game mechanics, be sure to cross reference all parts of the combination. For example, if you want to see if you can use Charge, Quake, and Exploit Weakness together, you would need to check the following combinations: 1) Charge + Quake, 2) Charge + Exploit Weakness, and 3) Quake + Exploit Weakness. You would find that 1 and 2 work, but 3 does not, so you can't use all 3 powers together.
- If the answer to your question cannot be found in the list, then check the Comprehensive HeroClix rules.

COMPATIBILITY LIST

AMBUSH

2000 AD
Alpha Flight
~~Batman Ally~~ (can't activate Ambush)
Batman Enemy
Blades/Claws/Fangs
Call To Arms
Close Combat Expert
~~Crime Syndicate~~ (if Stealth isn't turned off)
Crusade
~~Divebomb~~
Exploit Weakness
Guardians of the Globe
Haymaker
Hold The Line
In Contact With Oracle
Incapacitate (close combat)
Injustice League
Inside Information (up to  +3)
~~Kabuki~~ (can't activate Ambush)
Knockdown (one attack only)
Large Object
Lucky Break
Morlocks
Move and Attack
~~Multiattack~~
Perplex
~~Pounce~~
~~Probability Control~~ (if in Stealth)
Quake
Revenge (up to  +3)
Sinister Syndicate
Steal Energy

Support

Telekinesis (option 1)
Thundering Blow
Ultimate X-Men



ARMOR PIERCING

2000 AD
Alpha Flight
Ambush
And Stay Down! (close combat)
Batman Enemy
Blades/Claws/Fangs
Busting Heads
Charge
Close Combat Expert
Crusade
Darkness Within
Divebomb
~~Drag~~
Energy Explosion
Enhancement
Extended Range
Firewall
Flurry
~~Force Blast~~
Fuel Tank
Guardians of the Globe
Haymaker
Hold The Line (close combat)
Homing Device
Hydra
Hypersonic Speed
In Contact With Oracle
~~Incapacitate~~ (exception is critical hit)

Injustice League
Inside Information
Knockdown (with Stunning Blow)
Look! Up In The Sky!
Lucky Break
~~Mind Control~~
Monster Hunter
Morlocks
Move and Attack
~~Multiattack~~
Perplex
Point Blank
Poison
Police
Pounce
Quake
Ranged Combat Expert
Repulsor
Revenge
Running Shot
SHIELD
Sinister Syndicate
Steal Energy
Stunning Blow
Super Strength
Superman Ally
~~Support~~
Telekinesis (option 3)
Thundering Blow
Trick Shot
Ultimate X-Men
Ultimates

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BACK-ALLEY BRAWL







2000 AD
Alpha Flight
Ambush
And Stay Down!
Armor Piercing
Assembled
Batman Enemy
Blades/Claws/Fangs
Charge
Close Combat Expert
Crime Syndicate (reroll without  +2)
Critical Strike
Crusade
Darkness Within
Divebomb
Duo Attack
Exploit Weakness
Fantastic Four
Flurry
Green Lantern Corps
Guardians of the Globe
Haymaker
Hold The Line
Homing Device
Hypersonic Speed
In Contact With Oracle
Incapacitate
Inside Information
Injustice League
Internal Strife
Large Object
Lazarus Pit (when affected by feat)
Leap/Climb (different elevation attack)
Lucky Break
Masters of Evil
Mind Control
Mistrust
Monster Hunter
Morlocks
Move and Attack
Move through
Multiattack
Outwit
Perplex (on attacker)
Pounce
Pummel
The Power Cosmic
Probability Control (reroll without  +2)
Quake
Quintessence
Revenge
SHIELD
Sinister Syndicate
SPECIAL POWERS
Steal Energy
Stunning Blow

Super Strength
Takedown
Telekinesis
Telepathic Coordination
Terrify
Thundering Blow
Ultimate X-Men
Vault
Willpower

BARRIER

Force Blast
Force Field
In Contact With Oracle (on range)
Multiattack
Perplex (on range)
Smoke Cloud
Telekinesis
Quake

BATMAN ENEMY

Ambush
Assembled
Back Alley Brawl
Bookcase special object
Call To Arms
Communication Breakdown
Computer special object
Divebomb ( -2 applies)
Fastball Special
Haymaker ( -1 applies)
Hold The Line (close combat,  -1 applies)
Hydra (ranged attacks)
In Contact With Oracle (not on )
Inside Information
Internal Strife
Large Object
Laser Turret
Mistrust
Move and Attack ( -2 applies)
Perplex (not on )
Point Blank
Police (ranged attacks)
Pounce
Repulsor
Revenge
Support
Taunt

BLADES/CLAWS/FANGS

2000 AD
Alpha Flight
Ambush
And Stay Down!
Batman Enemy
Charge

Crusade
Disintegrate
Divebomb
Exploit Weakness
Flurry
Guardians of the Globe
Haymaker
Hold The Line
Homing Device
Hypersonic Speed
In Contact With Oracle
Injustice League
Inside Information
~~Isolation~~
Leap/Climb
Lucky Break (not on damage roll)
Morlocks
Move and Attack
Multiattack
Perplex
Pounce
Pummel
Revenge
Sinister Syndicate
Thundering Blow (no bonus)
Ultimate X-Men

BOOMERANG

*effect is activated based on the location of this character, not the first target

2000 AD
Alpha Flight
Armor Piercing
Batman Enemy*
Crime Syndicate*
Crusade
Darkness Within (first attack only)
~~Energy Explosion~~
Enhancement*
Extended Range
Green Lantern Corps (Alternate TA)
Guardians of the Globe
Hydra*
In Contact With Oracle
~~Injustice League~~
Inside Information
~~Monster Hunter~~
Point Blank
Police*
Probability Control*
Ranged Combat Expert
SHIELD (first attack only)
Sinister Syndicate*
Swingline
~~Taunt~~
Trick Shot
Ultimate X-Men

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BOUNCE

Armor Piercing
Darkness Within
Haymaker
Homing Device
In Contact With Oracle
Telekinesis (option 1)

CAMOUFLAGE

can be targeted by:

~~ALL RANGED COMBAT
ATTACKS~~
Brilliant Tactician
Crime Syndicate
Dissent
Nova Blast
Outsiders
Outwit
Perplex
Probability Control
Pulse Wave
~~Superman Ally~~
Thwart
~~Trick Shot~~
Ultimates

CHARGE

2000 AD
Alpha Flight
And Stay Down!
Batman Enemy
Blades/Claws/Fangs
~~Close Combat Expert~~
Disintegrate
Divebomb
Exploit Weakness
~~Fearless Assault~~
Flurry
~~Free Move Team Ability~~
Green Lantern Corps
Guardians of the Globe
Haymaker
~~Hold The Line~~
Homing Device
In Contact With Oracle
Incapacitate
Inside Information
Isolation
Knockdown
Large Object
~~Leap/Climb~~
~~Look! Up In The Sky!~~
Lucky Break
Morlocks
Movethrough
Multiattack
Perplex
~~Phasing/Teleport~~

Plasticity
Pummel
Quake
Revenge
Rip It Up
~~Serpent Society~~
Shake Off
Sinister Syndicate
Steal Energy
Stunning Blow
Super Strength
Superman Ally
Swingline (👉 +1, then halve speed)
Thundering Blow
Ultimate X-Men
Ultimates
Unstoppable (can't attack blocking)

CLOSE COMBAT EXPERT

2000 AD
Alpha Flight
Ambush
And Stay Down!
Batman Enemy
~~Charge~~
~~Disintegrate~~
Divebomb
Guardians of the Globe
~~Haymaker~~
~~Hold The Line~~
Homing Device
~~Hypersonic Speed~~
In Contact With Oracle
Inside Information
~~Leap/Climb~~
Lucky Break
~~Move and Attack~~
Multiattack
Perplex
~~Pounce~~
~~Pummel~~
Revenge
Sinister Syndicate
Steal Energy
~~Super Strength~~
Thundering Blow
Ultimate X-Men

COMBAT REFLEXES

Defend
Defenders
Fantastic Four (Alternate TA)
Force Field
In Contact With Oracle
Indomitable (👉+3 total)
Justice Society
Office Desk special object (👉+3 total)

Sidekick
Tombstone special object (👉+3 total)

COMMUNICATION BREAKDOWN

stops attack value from being changed by:
2000AD
Alpha Flight
Ambush
Assembled
Back Alley Brawl
~~Batman Enemy~~
Bookcase special object
Brilliant Tactician (on attack)
Computer special object
Contingency Plan (on attack)
Divebomb
Fastball Special (feat)
Fastball Special (special power)
Gamma-Saturated
Green Lantern Corps (Alternate TA)
Haymaker
Hive Mind
Hold The Line
Hydra
In Contact With Oracle (on attack)
Inside Information
Internal Strife
Large Object
Mind Games
Monster Hunter
Morlocks
Move and Attack
Perplex (on attack)
Photographic Reflexes
Point Blank
Police
Pounce
Repulsor
Revenge
Rushed Assault
Sharpshooter
~~Sinister Syndicate~~
Taunt
Telepathic Coordination (on attack)
Terrify
Vendetta
Ultimate X-Men

COMMUNICATION BREAKDOWN

stops damage value from being changed by:
~~Armor Piercing~~
~~Armor Wars~~
~~Blades/Claws/Fangs~~
Brilliant Tactician (on damage)
Close Combat Expert

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~~Critical Hit~~
~~Critical Strike~~
Darkness Within
Duo Attack
~~Energy Explosion~~
Enhancement
Fastball Special (feat)
Fastball Special (special power)
~~Full Power~~
~~Ground Zero~~
Haymaker
Hive Mind
Hold The Line
Homing Device
Hypersonic Speed (option 2)
In Contact With Oracle (on damage)
~~Incapacitate~~
~~Inertial Interference Field~~ (attack damage)
Inertial Interference Field (knockback damage)
~~Large Object~~
Meteorite (but damage dealt is still not modified)
Monster Hunter
Multiattack
Perplex (on damage)
Pounce
~~Power Dampening Field~~
~~Pulse Wave~~
~~Quake~~
Ranged Combat Expert
SHIELD
Streak of Luck
Super Strength
Terrify
Thundering Blow
~~Unpredictable Omnipotence~~

Office Desk special object
Photographic Reflexes
Rescue (targeting a colossal character holding captured characters)
Shellhead
~~Sidekick~~
Telepathic Coordination (on defense)
Tombstone special object

Mental Shields
~~Office Desk special object~~
~~Shape Change~~
Shellhead
Sidekick
Skrulls
Stealth
Super Senses

COMMUNICATION BREAKDOWN

stops range value from being changed by:

~~Brilliant Tactician~~ (on range)
~~Contingency Plan~~ (on range)
~~Erate~~ special object
~~Darkness~~
~~Deep Shadows~~
Extended Range
Hive Mind
In Contact With Oracle (on range)
Perplex (on range)

COMMUNICATION BREAKDOWN

stops speed value from being changed by:

~~Brilliant Tactician~~ (on speed)
~~Charge~~
Contingency Plan (on speed)
~~Double Time~~
Faster, Cyclone!
Fearless Assault
~~Hindering Terrain~~
Hive Mind
In Contact With Oracle (on speed)
Look! Up In The Sky!
Perplex (on speed)
~~Running Shot~~
Swingline

COMPEL

Targeted friendly character can turn off:

Batman Ally
~~Battle Fury~~
Camouflage
Combat Reflexes
Defend
Defenders
~~Energy Shield/Deflection~~
Entangle
Entrench
Fantastic Four
Fantastic Four (Alternate TA)
~~In Contact With Oracle~~
Indomitable
~~Inside Information~~
Justice Society
Kabuki

CONCUSSIVE BLAST

Armor Piercing
Energy Explosion
In Contact With Oracle
Inside Information
Monster Hunter
Point Blank
Ranged Combat Expert
Swingline (attacker chooses order of fall from soaring and knockback)
Trick Shot

COORDINATION (special power)

Double Time

CRIME SYNDICATE

* exception is Compel
permitted if it's your roll on your turn or your opponent's roll on their turn
~~Ambush~~ (if in Stealth)
And Stay Down!
Attack Drain
Automatic Regeneration
~~Batman Ally~~ (if in Stealth)
Blades/Claws/Fangs
Blood Curse
Break Away roll
Critical Miss
Critical Hit
Cruel Experiment
Curse of Volthoom
~~Danger Girl~~*
~~De-Feated~~
Defense Drain
~~Disbanded!~~
Disciplinary Motivation
~~Earthquake~~
Endurance
Entangle
Everything Has A Price
Force Blast
~~Heightened Reflexes~~
Hour of Power
Hypersonic Speed option 1
Hypersonic Speed option 2 (1 roll)
~~Impervious~~ (exceptions: Earthquake on your turn and Energy Explosion splash damage from friendly attacker)
~~Kabuki~~ (if in Stealth)

COMMUNICATION BREAKDOWN

stops defense from being changed by:

Capture (against targets with Plasticity of Phasing/Teleport)
Combat Reflexes
~~Defend~~
~~Defenders~~
Energy Shield/Deflection
~~Fantastic Four (Alternate TA)~~
Hindering Terrain
Hive Mind
Hypersonic Speed (option 2)
In Contact With Oracle
Indomitable
~~Justice Society~~
Knockdown
Mistrust

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Kingdom Come
Kltpzyxm!
~~Laser Turret~~
Lazarus Pit #
Leadership
Lucky Break
~~Meteorite~~ (not damage roll)
Multiattack (1 roll per CS figure)
~~Nova Blast~~ (if in NB range)
Object Animation
Outsmart (depends)
Photographic Reflexes
Plasticity
~~Possession~~ (can't reroll the roll to escape possession)
Power Amplification
~~Proximity Mines~~
Psionic Power #
~~Pulse Wave~~ (if in PW range)
Pummel
Quake
Regeneration
~~Scenario attacks by Fin Fang Foom~~
~~Scenario attacks by Galactus~~
~~Scenario attacks by The Spectre~~
Shake Off
~~Shape Change*~~
Shockwave
~~Skulls*~~
~~Slippery~~ (special power)
~~Stealth~~ (if in Stealth)
Suicide Squad #
~~Super Senses*~~ (exceptions: Energy Explosion and Fuel Tank splash damage from friendly attacker)
Support
~~The Society~~
Unpredictable Omnipotence
Whirlwind
~~White Noise~~

CRUEL EXPERIMENT

Armor Piercing

CRUSADE

Ambush (close combat)
Blades/Claws/Fangs
~~Call To Arms~~
Charge
Close Combat Expert
~~Critical Miss~~
Darkness Within
Divebomb
Energy Explosion
Enhancement
Exploit Weakness
Extended Range
Fastball Special

Flurry
Fuel Tank
Haymaker
Hold The Line (close combat)
Homing Device (close combat)
Hydra
Hypersonic Speed
In Contact With Oracle
~~Incapacitate~~
Knockdown
~~Laser Turret~~
Lucky Break
Mind Control
Nova Blast
Perplex
Point Blank
Police
Pounce
Psychic Blast
Quake
Ranged Combat Expert
Repulsor
Revenge
Running Shot
SHIELD
Steal Energy
Stunning Blow
Super Strength (attack)
Support
Swingline
Taunt
Telekinesis (options 2 & 3)
Thundering Blow
Trick Shot

DEATHTRAP

Armor Piercing

DEFEND

Combat Reflexes
Defenders
Energy Shield/Deflection
Fantastic Four (Alternate TA)
Force Field
~~In Contact With Oracle~~
~~Isolation~~ (OK to share lower defense)
Justice Society
Mistrust (replace, then modify)
~~Perplex~~
Shellhead
Sidekick (can't lend unless targeted; lender can share a defense value gained from Defend)
Support
Toughness



DISINTEGRATE

* close combat attack must be part of a close combat action
~~Ambush*~~
~~And Stay Down!*~~
Blades/Claws/Fangs
~~Call To Arms~~
Charge
~~Close Combat Expert~~
Exploit Weakness
~~Fastball Special~~
Flurry
~~Force Blast~~
Haymaker
~~Hold The Line~~
Homing Device*
~~Hypersonic Speed~~
Incapacitate (close combat)
Injustice League
Inside Information
Knockdown (first attack)
Leap/Climb (if attacker is grounded)
~~Mind Control~~
~~Multiattack~~
~~Poison~~
~~Pounce~~
Revenge*
Quake
Steal Energy*
Stunning Blow (close combat)
Sunder
Super Strength (close combat)
~~Support~~
~~Telekinesis~~
~~Triage~~
~~Unstoppable~~ (can't remove an object when destroying blocking terrain)
Vault


DIVEBOMB

2000 AD
Alpha Flight
~~Ambush~~
And Stay Down!
Batman Enemy
Blades/Claws/Fangs
Charge
Close Combat Expert
Darkness Within
~~Disintegrate~~
Exploit Weakness
Flurry
Force Blast
Guardians of the Globe
Haymaker
Hold The Line (↖-3 total)
Homing Device
Hypersonic Speed (option 1)

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

In Contact With Oracle
Incapacitate (close combat)
Inside Information
Knockdown
Large Object
Look! Up In The Sky!
Mind Control (close combat)
~~Morlocks~~ (unless friendly
giant/colossal character is adjacent
to both attacker and target)
Move and Attack (-3 total)
Perplex
Pounce
Quake
Revenge
Rushed Assault (-3 total)
Sinister Syndicate
Steal Energy
Stunning Blow
Super Strength
Telekinesis (option 1)
Thundering Blow
Ultimate X-Men

DOUBLE TIME

Avengers
Brotherhood of Mutants
~~Charge~~
~~Fearless Assault~~
Green Lantern Corps
~~Hypersonic Speed~~
~~In Contact With Oracle~~ (not on
speed)
Justice League
Leap/Climb
~~Move and Attack~~
Movethrough (but cannot Charge)
Passenger (Leap/Climb)
~~Passenger (Phasing/Teleport)~~
~~Phasing/Teleport~~
~~Pounce~~
Rip It Up
~~Running Shot~~
~~Serpent Society~~
~~Shake Off~~
Sneak
Superman Ally
Swingline (cannot attack, no +1)
Top Cow
Ultimates
Unstoppable (can't attack blocking)


DRAG

~~Armor Piercing~~
~~Avengers~~
~~Brotherhood~~
~~Charge~~
~~Fearless Assault~~

~~Flashbang~~
Green Lantern Corps
~~Hypersonic Speed~~
Justice League
~~Leap/Climb~~
~~Look! Up in the Sky!~~
~~Move and Attack~~
~~Phasing/Teleport~~
Plasticity
~~Pounce~~
~~Running Shot~~
~~Serpent Society~~
Shake Off (if giant flyer)
Slippery
Super Strength
~~Top Cow~~
Unstoppable

DUO ATTACK

Ambush (first attack only)
Armor Piercing
Back Alley Brawl
~~Blades/Claws/Fangs~~
~~Charge~~
~~Close Combat Expert~~
Darkness Within (first attack only)
~~Disintegrate~~
Divebomb
~~Drag~~
~~Energy Explosion~~
Enhancement
~~Exploit Weakness~~
Extended Range
~~Fastball Special~~
~~Flurry~~
~~Force Blast~~
~~Haymaker~~
Homing Device
~~Hypersonic Speed~~
~~Incapacitate~~
Inside Information
~~Leap/Climb~~
~~Mind Control~~
~~Monster Hunter~~
~~Point Blank~~
~~Pounce~~
~~Psychic Blast~~
~~Pulse Wave~~
~~Quake~~
~~Ranged Combat Expert~~
Repulsor
Revenge
~~Running Shot~~
Steal Energy
Super Strength
Swingline
Taunt
Telekinesis

Thundering Blow (gains +1 bonus but
can't be assigned this feat)
Trick Shot

EARTHBOUND

Double Time
Fastball Special
Lucky Break
Swingline

EMERALD ARCHER

Armor Piercing
~~CLOSE COMBAT ATTACKS~~
Darkness Within
Inside Information
Monster Hunter (if part of a ranged
combat action)
Point Blank
Ranged Combat Expert
Repulsor
Swingline
Taunt
Trick Shot

ENDURANCE

can prevent push damage from:
Darkness Within
Double Time
Exhaustion
Haymaker
Nova Blast
Passenger
Telephone Booth
Titans
X-Men

ENERGY EXPLOSION

2000 AD
Alpha Flight
~~And Stay Down!~~
Batman Enemy
Critical Strike (only against target)
~~Enhancement~~
Extended Range (but see FAQ)
Guardians of the Globe (but not
adjacent characters)
Hydra
In Contact With Oracle (not on
damage)
~~Incapacitate~~
Injustice League
Inside Information
Lucky Break
~~Mind Control~~
~~Move and Attack~~
Multiattack
Perplex (but not to damage)

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Police
Repulsor
Revenge
Running Shot
~~SHIELD~~
Sinister Syndicate
~~Super Strength~~ (can still hold object)
Superman Ally
Swingline
~~Thundering Blow~~
Trick Shot
Ultimate X-Men
Ultimates

ENERGY SHIELD/ DEFLECTION

Defend
Defenders
Fantastic Four (Alternate TA)
Force Field
In Contact With Oracle
Indomitable (🛡️+3 total)
Justice Society
Office Desk special object (🛡️+3 total)
Sidekick
Tombstone special object (🛡️+3 total)

ENHANCEMENT

~~And Stay Down!~~
~~Energy Explosion~~
Hypersonic Speed (option 1, but not if Enhancer is being carried)
In Contact With Oracle
~~Incapacitate~~
Injustice League
Move and Attack
Multiattack
Perplex
Point Blank
Psychic Blast
Ranged Combat Expert
Running Shot
SHIELD
~~Stunning Blow~~
Telekinesis (option 3)
Thundering Blow
Trick Shot

EXHAUSTION

adds extra pushing damage for:
Darkness Within
Double Time
Haymaker
~~Masters of Evil~~ (not after 2 tokens)

Nova Blast
Passenger
Telephone Booth
Titans
X-Men

EXPLOIT WEAKNESS

2000 AD
Alpha Flight
Ambush
And Stay Down!
Batman Enemy
Blades/Claws/Fangs
Charge
Disintegrate
Divebomb
Guardians of the Globe
~~Haymaker~~
~~Hold The Line~~
Homing Device
~~Hypersonic Speed~~
In Contact With Oracle
Injustice League
Inside Information
Large Object
Leap/Climb
Lucky Break
Morlocks
~~Move and Attack~~
Multiattack
Perplex
~~Pounce~~
Pummel
Revenge
Rip It Up (with Charge)
Sinister Syndicate
Steal Energy
Super Strength
Thundering Blow
Ultimate X-Men

FANTASTIC 4 (Alternate TA)

Combat Reflexes
Defend
~~Disbanded!~~
~~In Contact With Oracle~~
~~Isolation~~
Mistrust (replace, then modify)
Shellhead
Sidekick
Support
~~Thunderbolts~~

FEARLESS ASSAULT

Avengers
Brotherhood of Mutants
~~Charge~~
~~Double Time~~

~~Drag~~
Green Lantern Corps (move only)
~~Hypersonic Speed~~
In Contact With Oracle
Justice League
Leap/Climb
Look! Up in the Sky! (🛡️+3 total)
Movethrough (move only)
Move and Attack
~~Phasing/Teleport~~
~~Pounce~~
~~Running Shot~~
~~Serpent Society~~
Swingline (move actions only)
Top Cow

FLASHBANG

Avengers
Brotherhood
Double Time (for regular speed)
Fearless Assault (🛡️+2, then halve speed)
~~Hypersonic Speed~~
In Contact With Oracle
Justice League
Leap/Climb
Look! Up In The Sky!
Movethrough (can't attack)
Passenger (Leap/Climb)
~~Passenger~~ (Phasing/Teleport)
Perplex (range or speed)
Running Start
Swingline (🛡️+1, then halve speed)
Top Cow

FLURRY

2000 AD
Alpha Flight
And Stay Down!
Batman Enemy
Blades/Claws/Fangs
Charge
Disintegrate
Divebomb
~~Exploit Weakness~~
Guardians of the Globe
~~Haymaker~~
~~Hold The Line~~
Homing Device
In Contact With Oracle
~~Incapacitate~~
Injustice League
Inside Information
Large Object
Lucky Break (1 attack only)
Morlocks
Multiattack
Perplex

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Phasing/Teleport
Pummel
Revenge (1 attack only)
Rushed Assault (first attack)
Sinister Syndicate
Steal Energy
Super Strength
Thundering Blow
Ultimate X-Men
Vault (after second attack)

FOLLOWTHROUGH

free attack can use:

Armor Piercing
~~Charge~~
~~Darkness Within~~
~~Haymaker~~
Homing Device (both attacks get
★ -1 if used)
In Contact With Oracle
Inside Information
~~Monster Hunter~~
Super Strength
Thundering Blow

FORCE BLAST

~~Barrier~~
Crime Syndicate
~~Hold The Line~~
~~Homing Device~~
~~Lucky Break~~
Multiattack
Probability Control
~~Quake~~
~~Smoke Cloud~~
~~Super Senses~~
~~Telekinesis~~
Whirlwind

FORCE FIELD

Barrier
Defend
Energy Shield/Deflection
In Contact With Oracle
~~Shellhead~~ (impossible combination)
Telekinesis

FULL POWER




~~Charge~~
~~Darkness Within~~
~~Energy Explosion~~
~~Enhancement~~
In Contact With Oracle (not on
damage)
Inside Information
Monster Hunter (no ★+1)
Perplex (not on damage)

~~Point Blank~~
Probability Control
Running Shot
~~SHIELD~~

FUSILLADE

Armor Piercing
Darkness Within (first attack only)
Enhancement
Extended Range
Hydra
In Contact With Oracle
Inside Information
~~Monster Hunter~~
Perplex
~~Point Blank~~
Police
~~Ranged Combat Expert~~
~~Running Shot~~
SHIELD
Swingline
~~Taunt~~
Thundering Blow (★+1 to second
attack if first attack activated feat)
Trick Shot

GAMMA-SATURATED

2000AD (up to +3)
Armor Piercing
Batman Enemy
~~Charge~~
~~Flurry~~
~~Haymaker~~
Homing Device
Inside Information
Large Object
~~Leap/Climb~~
~~Monster Hunter~~
~~Quake~~
Revenge (up to +3)
Sinister Syndicate
Super Strength
Ultimate X-Men (up to +3)
~~Vault~~

GIANT CHARACTERS

can use from 2 spaces away:

Ambush
And Stay Down!
Assembled
~~Batman Enemy~~
Blades/Claws/Fangs
~~Call To Arms~~
~~Camouflage~~
Close Combat Expert
~~Darkness Within~~
~~Defend~~

~~Defenders~~
~~Disintegrate~~
Double Time (but not if an opposing
character is 2 spaces away)
Drag
~~Enhancement~~
Entangle (against other giants)
Exploit Weakness
~~Fastball Special~~
Flurry
~~Force Blast~~
Guardians of the Globe (close
combat)
Haymaker
Homing Device
~~Hydra~~
Hypersonic Speed
Injustice League
~~Inspiring Command~~
~~Justice Society~~
Kingdom Come
Knockdown
~~Mastermind~~
~~Mercenary~~
Mind Control (close combat)
~~Mistrust~~ (giants 2 spaces away won't
activate it)
Morlocks (but the friendly characters
must be 1 square adjacent to the
attacker and target)
~~Move and Attack~~
~~Nanobots~~
Plasticity
~~Poison~~
~~Police~~
~~Proximity Mines~~
Pummel
Quake
Shake Off
~~SHIELD~~
Shockwave
~~Sidkiek~~
~~Sinister Syndicate~~
Slippery
Steal Energy
~~Suicide Squad~~
~~Super Strength~~ (pick up object)
Super Strength (attack)
~~Superman Enemy~~
~~Support~~
Terrify
Telekinesis (option 1)
Telekinesis (options 2 and 3)
~~Titans~~
Unstoppable (to destroy terrain)
Vault
~~Whirlwind~~
~~X-Men~~

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

HOMING DEVICE

2000 AD
 Alpha Flight
 Ambush
 And Stay Down!
 Batman Enemy
 Blades/Claws/Fangs
 Charge
 Close Combat Expert
 Divebomb
 Exploit Weakness
 Haymaker
 Flurry
~~Force Blast~~
 Guardians of the Globe
 Hold The Line
 Hypersonic Speed (close combat)
 In Contact With Oracle
 Incapacitate (close combat)
 Injustice League (close combat)
 Inside Information
 Knockdown
 Leap/Climb
 Lucky Break
 Mind Control (close combat)
 Morlocks
 Move and Attack (close combat)
~~Multiattack~~
 Perplex
 Pounce
 Quake
 Revenge
 Sinister Syndicate
 Steal Energy
 Telekinesis (option 1)
 Thundering Blow
 Ultimate X-Men

~~Hold The Line~~
 Homing Device
 Hydra (option 1)
 In Contact With Oracle
 Inside Information
~~Justice League~~
 Large Object
~~Look! Up In The Sky!~~
 Lucky Break
 Morlocks
 Multiattack
 Perplex
~~Point Blank~~
 Police (option 1)
~~Psychic Blast~~
~~Pummel~~
~~Quake~~
~~Ranged Combat Expert (option 1)~~
 Repulsor (option 1, ranged combat)
 Revenge
 Rip It Up (option 1)
~~Shake Off (option 1)~~ (exception is breaking away from Construct)
 Sinister Syndicate
 SHIELD (option 1)
 Steal Energy
 Super Strength (can't throw)
 Superman Ally (option 1)
 Swingline (option 1)
 Thundering Blow
~~Top Cow~~
 Trick Shot (option 1)
 Ultimate X-Men
 Ultimates (option 1)
~~Unstoppable~~

Bounce (when attacking)*
 Brotherhood of Mutants*
 Call To Arms*
 Charge*
 Close Combat Expert*
 Compel*
 Concussive Blast*
 Construct*
 Coordination (special power)*
 Crime Syndicate #
 Cruel Experiment*
~~Darkness~~ (can't make #>6)
 Darkness Within (attacker only)*
 Datarangs*
 Deathtrap #
~~Deep Shadows~~ (can't make #>6)
 Disintegrate*
 Dissent #
 Divebomb*
 Double Time*
 Drag*
 Emerald Archer*
 Energy Explosion (not on damage)*
 Exploit Weakness*
 Extended Range (up to #+3)*
 Fastball Special (feat)*
 Fastball Special (special power)*
 Flashbang*
 Flurry*
 Followthrough (first attack only)*
 Force Blast*
 Fusillade*
 Gamma-Saturated*
 Haymaker*
 Hive Mind*
 Hold The Line*
 Homing Device*
 Hydra #
 Hypersonic Speed (not damage on option 2)*
 In Your Face*
 Incapacitate*
 Injustice League*
 Justice League*
 Knockdown*
 Large Object*
~~Laser Turret~~
 Leadership #
 Leap/Climb*
 Look! Up in the Sky!*
 Masters of Evil*
 Meteorite (not on damage)*
 Mind Control*
 Miracle Construct*
 Molecular Destruction #
 Monster Hunter*
 Morlocks*
 Movethrough*

HYPERSONIC SPEED

2000 AD
 Alpha Flight
 And Stay Down! (close combat)
~~Avengers~~
 Batman Enemy
~~Blades/Claws/Fangs~~
~~Brotherhood~~
~~Close Combat Expert~~
~~Disintegrate~~
 Divebomb (options 1 and 2)
~~Double Time~~
 Enhancement (option 1)
~~Exploit Weakness~~
 Extended Range (replace, then modify)
~~Fearless Assault~~
~~Flashbang~~
 Green Lantern Corps (option 1)
 Guardians of the Globe
~~Haymaker~~


IMPERVIOUS

Damage Shield (you still roll)
 Protected (can be used after roll)
 Super Senses
 Willpower

IN CONTACT WITH ORACLE

* and using this always activates ICWO
 # using this will not activate ICWO
 2000 AD
 Alpha Flight
 Ambush*
 And Stay Down!*
 Assembled
 Assimilation #
 Automatic Regeneration #
 Avengers*
~~Back Alley Brawl~~
 Barrier*
~~Batman Enemy~~ (not on attack)
 Blades/Claws/Fangs (not on damage)*
 Boomerang*

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Multiattack
 Murderbots*
 Nanobots #
 Nova Blast (not on damage)*
 Out of the Shadows*
 Passenger (carrier)*
 Press the Attack (first attack only)*
 Outwit #
 Perplex #
 Phasing/Teleport*
 Point Blank*
 Poison #
 Possession (only to Possess target)
 Pounce*
~~Power Dampening Field~~ (can't make damage value >3)
 Probability Control #
 Programmed Assassin (when attacking)*
~~Protect the Innocent~~
 Psychic Blast*
 Pulse Wave (not on damage unless there's only 1 target)*
 Quake*
 Ranged Combat Expert*
 Regeneration*
 Repulsor*
 Revenge (up to  +3)*
 Rip It Up*
 Running Shot*
 Running Start*
 Serpent Society*
 Shake Off*
 Sharpshooter*
 SHIELD*
 Shockwave*
~~Sinister Syndicate~~ (not on attack)
 Slippery (special power) #
 Smoke Cloud*
 Sneak*
 Steal Energy*
 Stunning Blow*
 Sunder*
 Super Strength (except Meteorite)*
 Support (won't affect attack or defense for healing)*
 Swingline*
 Takedown*
 Taunt*
 Terrify*
 Telekinesis*
 Thundering Blow*
 Thwart*
 Titans (character taking damage)*
 Top Cow*
 Toxic Burst #
 Triage*
 Trick Shot*
 Turnabout #

Unstoppable*
 Whirlwind*
 X-Men (character taking damage)*

INCAPACITATE

2000 AD
 Alpha Flight
 Ambush (close combat)
 And Stay Down! (close combat)
 Armor Piercing (if damage dealt > 0)
 Batman Enemy
 Battle Fury
 Charge
 Critical Strike (single target)
~~Crusade~~
 Disintegrate (close combat)
 Divebomb (close combat)
~~Energy Explosion~~
~~Enhancement~~
~~Extended Range~~
 Guardians of the Globe
~~Hold The Line~~
 Homing Device (close combat)
 Hydra (ranged combat)
~~Hypersonic Speed~~
 In Contact With Oracle (not damage)
 Injustice League
 Inside Information
 Knockdown
 Leap/Climb
 Lucky Break
~~Mind Control~~
 Morlocks (close combat)
~~Move and Attack~~
 Multiattack
 Perplex (not damage)
 Point Blank*
 Police (ranged combat)
~~Pounce~~
~~Psychic Blast~~
 Pummel
 Repulsor (ranged combat)
 Revenge
 Running Shot
~~SHIELD~~
 Sinister Syndicate
 Stunning Blow
 Superman Ally
 Swingline
~~Thundering Blow~~
 Trick Shot
 Ultimate X-Men
 Ultimates

INJUSTICE LEAGUE

Ambush (close combat)
 And Stay Down! (close combat)
 Blades/Claws/Fangs

Charge
~~Close Combat Expert~~
 Darkness Within
 Disintegrate
~~Divebomb~~
 Energy Explosion
 Enhancement
 Exploit Weakness
~~Fastball Special~~
 Flurry (1 target only)
~~Force Blast~~
 Haymaker
~~Hold The Line~~
 Homing Device (close combat)
 Hydra (ranged combat)
~~Hypersonic Speed~~
 In Contact With Oracle
 Incapacitate
 Inside Information
 Knockdown
~~Leap/Climb (attack)~~
 Lucky Break
~~Mind Control~~
~~Move and Attack~~
 Perplex
 Police (ranged combat)
~~Point Blank~~
~~Pounce~~
 Pummel (close combat)
 Psychic Blast
~~Pulse Wave~~
~~Quake~~
~~Ranged Combat Expert~~
 Revenge
~~Running Shot~~
 SHIELD
 Steal Energy
 Stunning Blow
 Swingline
 Taunt
 Telekinesis
 Thundering Blow

ISOLATION

* OK to substitute a lower combat value

~~Batman Enemy*~~
~~Blades/Claws/Fangs*~~
 Charge
 Critical Strike
~~Defend*~~
~~Defenders*~~
~~Double Time*~~
 Drag
 Enhancement
~~Fantastic Four (Alternate TA) *~~
~~Full Power*~~
 Hydra
 Hypersonic Speed (option 2)
 In Contact With Oracle

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Justice Society*
Morlocks
Perplex
Photographic Reflexes*
Police
Running Shot
SHIELD
Sidekick*
Sinister Syndicate*
Ultimate X-Men

Repulsor
Revenge
Rushed Assault
SHIELD
Sinister Syndicate
Superman Ally
Thundering Blow
Ultimate X-Men
Ultimates

Fantastic Four
Lazarus Pit
Nanobots
Psychic Blast (damage dealt -1)
Radiation Leak (only take damage)
Regeneration (rolling < 3 is OK)
Steal Energy
Suicide Squad
Support (but critical miss is OK)
Titans
Triage
X-Men

KLTPZYXM!

~~Drag~~
~~Fearless Assault~~
~~Look! Up In The Sky!~~
~~Passenger~~
~~Phasing/Teleport~~

KNOCKDOWN

Ambush (one attack only)
And Stay Down!
Charge (with Incapacitate)
Disintegrate (first attack only)
~~Flurry~~
~~Hold The Line~~
In Contact With Oracle
Incapacitate
Inside Information
~~Leap/Climb~~
Lucky Break
~~Move and Attack~~
~~Pummel~~
Revenge (one attack only)
~~Running Shot~~
Thundering Blow (first attack only)
Stunning Blow (no damage on second attack)

LASER TURRET

~~2000 AD~~
~~Alpha Flight~~
~~And Stay Down!~~
~~Armor Piercing~~
~~Batman Enemy~~
~~Critical Strike~~
~~Enhancement~~
~~Extended Range~~
~~Guardians of the Globe~~
~~Hydra~~
~~In Contact With Oracle~~
~~Inside Information~~
~~Lucky Break~~
~~Morlocks~~
~~NanoArmor~~
~~Perplex~~
~~Point Blank~~
~~Police~~
~~Probability Control~~

LEAP/CLIMB

2000 AD
Alpha Flight
And Stay Down!
Batman Enemy
Blades/Claws/Fangs
~~Charge~~
~~Close Combat Expert~~
Disintegrate (if attacker is grounded)
Double Time
Exploit Weakness
Fearless Assault
Flashbang
Free Move Team Ability
Guardians of the Globe
Haymaker
~~Hold The Line~~
Homing Device
In Contact With Oracle
Incapacitate
Inside Information
~~Knockdown~~
Large Object
Lucky Break
~~Morlocks~~ (unless friendly giant/colossal character is adjacent to both attacker and target)
Move and Attack
Passenger
Perplex
~~Pounce~~
Pummel
Revenge
~~Running Shot~~
~~Shake Off~~ (exception is breaking away from Construct)
Sinister Syndicate
Stunning Blow
Super Strength
Thundering Blow
Ultimate X-Men
Unstoppable

LIFE MODEL DECOY

~~Assimilation~~
~~Automatic Regeneration~~
Exploit Weakness (damage dealt -1)
~~Elech'al Vine~~

LUCKY BREAK

Blades/Claws/Fangs (attack roll)
~~Blades/Claws/Fangs~~ (damage roll)
~~Break Away Roll~~
Broken Drone
Call To Arms
~~Capture~~
Compel
~~Cosmic Multiattack~~
Crime Syndicate
Critical Miss
~~Danger Girl~~
~~Earthquake~~
Flurry (1 attack)
~~Free Blast~~
~~Heightened Reflexes~~
Hold The Line
~~Impervious~~
~~Kingdom Come~~
~~Laser Turret~~
~~Leadership~~
Meteorite (not on damage roll)
~~Multiattack~~
Nova Blast
Outsmart
~~Power Amplification~~
Probability Control
Pulse Wave
~~Proximity Mines~~
~~Regeneration~~
Rescue Captured Character
~~Shake Off~~
~~Shape Change~~
Shockwave
~~Skrulls~~
~~Suicide Squad~~
~~Super Senses~~
Support (OK for attack roll)
~~The Society~~
~~Whirlwind~~
~~White Noise~~

MASTERMIND

can transfer damage from:
Arachnos

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Blood Curse
~~Critical Miss~~
~~Crossgen~~
~~Compel~~
Cosmic Cube (feedback damage)
Damage Shield
~~Darkness Within~~
~~Double Time~~
Earthquake
Energy Explosion
Fuel Tank special object
~~Ground Zero~~ (rolling 1 or 2)
Haymaker (not attacker's unavoidable click)
Inferno
Knockback Damage
~~Masters of Evil~~
~~Mind Control~~ (feedback damage)
~~Mystics~~
NanoArmor (character assigned damage can use its own damage)
NanoArmor to ignore object damage)
~~Nova Blast~~
~~Passenger~~
Poison
Pounce (not attacker's unavoidable click)
~~Pulse Wave~~
~~Push Damage~~
~~Telekinetic Strain~~
Thundering Blow
Toxic Burst (not the Poisoner's unavoidable click)

MENTAL SHIELDS

~~Compel~~
Extended Range
~~Mind Control~~ (Multiple Targets)

MERCENARY can not use:

Alpha Flight
BPRD
Calculator
Crime Syndicate
Fantastic Four (Alternate TA)
Freedom Phalanx
Green Lantern Corps (Alternate TA)
Justice Society (modified Spectre version)
Legion of Super Heroes
Mercenary (copying from another)
Minions of Doom
Outsiders
Power Cosmic
Quintessence
The Society

Siphon Power
Spider-Man
Squadron Supreme
Thunderbolts

METEORITE (for close combat)

~~And Stay Down!~~
~~Crime Syndicate~~ (not damage roll)
Critical Strike (you can replace the damage)
~~Darkness Within~~
Disintegrate
~~Ground Zero~~ (damage can't be added)
~~Haymaker~~
~~Hold The Line~~
~~Homing Device~~
Hypersonic Speed (option 1)
~~Hypersonic Speed~~ (option 2)
Impervious (cuts through)
~~Inertial Interference Field~~
In Contact With Oracle (not on damage)
Inside Information
Invulnerability (cuts through)
~~Large Object~~
~~Life Model Decoy~~ (cuts through)
Lucky Break (not on damage roll)
NanoArmor (ignores object, takes printed damage as unavoidable)
Perplex (not on damage)
~~Pounce~~
Power Dampening Field (damage capped at 3)
~~Probability Control~~ (not damage roll)
Pummel (not on damage roll)
~~Thundering Blow~~
Toughness (cuts through)

MIND CONTROL

2000 AD
Alpha Flight
And Stay Down! (close combat)
Batman Enemy
Battle Fury (a figure with BF can only use MC in close combat)
~~Disintegrate~~
Divebomb (close combat)
~~Energy Explosion~~
Extended Range
Guardians of the Globe
Homing Device (close combat)
Hydra (ranged combat)
In Contact With Oracle (not damage)
~~Incapacitate~~
Inside Information
Lucky Break
Morlocks (close combat)
Multiattack

Perplex (not damage)
~~Point Blank~~
Police (ranged combat)
~~Psychic Blast~~
~~Pummel~~
Revenge
Sinister Syndicate
Superman Ally
Swingline
Trick Shot
Ultimate X-Men
Ultimates

MIRACLE CONSTRUCT

*effect is activated based on location of this character, not the Miracle Construct

Armor Piercing
~~Back Alley Brawl~~
~~Close Combat Expert~~
Darkness Within*
~~Disintegrate~~
~~Duo Attack~~
~~Haymaker~~
Homing Device
~~Incapacitate~~
Inside Information
~~Outwit~~*
~~Perplex~~*
~~Probability Control~~*
~~Pummel~~
~~Thwart~~*

MISTRUST

modify after replacing with:

Batman Enemy
Defend
Defenders
Fantastic Four (Alternate TA)
Justice Society
Sidekick
Sinister Syndicate

MONSTER HUNTER

* close combat attack must be part of a close combat action

2000 AD
Alpha Flight
Ambush*
Armor Piercing
Batman Enemy
Blades/Claws/Fangs (no ✱+1)
Charge
~~Close Combat Expert~~
~~Compel~~
Crusade
Disintegrate
~~Divebomb~~
~~Duo Attack~~

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Energy Explosion (no ✨+1)	Large Object	Hydra
Enhancement	Look! Up In The Sky!	Hypersonic Speed
Exploit Weakness	Lucky Break	Incapacitate
Flurry	Monster Hunter	Injustice League
Homing Device (close combat)*	Morlocks (close combat)	Mind Control
Hypersonic Speed	Passenger (Leap/Climb)	Outwit (can't be used as part of
In Contact With Oracle	Passenger (Phasing/Teleport)	Multiattack)
Incapacitate	Perplex	Perplex (can't be used as part of
Injustice League	Phasing/Teleport	Multiattack)
Knockdown (first attack only)	Point Blank	Phasing/Teleport
Leap/Climb	Police (ranged combat)	Police
Meteorite (no ✨+1)	Psychic Blast	Psychic Blast
Mind Control	Pummel	Pulse Wave
Move and Attack	Quake	Quake
Multiattack	Repulsor (ranged combat)	Ranged Combat Expert
Nova Blast (no ✨+1)	Revenge	Regeneration
Pounce (unless modified ✨<2)	Rushed Assault (👉-3 total)	Running Shot
Psychic Blast	Serpent Society	Rushed Assault (first attack)
Pulse Wave (no ✨+1)	Shake Off	Serpent Society
Pummel	SHIELD	SHIELD (1 attack)
Quake	Sinister Syndicate	Sinister Syndicate
Ranged Combat Expert	Steal Energy	Smoke Cloud
Running Shot	Super Strength	Steal Energy
Sinister Syndicate	Superman Ally	Super Strength
Steal Energy	Swingline	Superman Ally
Support	Thundering Blow	Support
Swingline	Top Cow	Telekinesis
Telekinesis	Trick Shot	Titans
Terrify	Ultimate X-Men	Ultimate X-Men
Trick Shot	Ultimates	Ultimates
Vault (close combat)	Unstoppable	X-Men

MOVE AND ATTACK

2000 AD
 Alpha Flight
 Ambush (close combat)
 And Stay Down! (close combat)
 Avengers
 Batman Enemy
 Brotherhood
~~Disintegrate~~
 Divebomb (👉-3 total)
~~Double Time~~
~~Earthbound~~
 Enhancement
 Extended Range
 Faster, Cyclone!
 Fearless Assault
 Flashbang
 Green Lantern Corps
 Guardians of the Globe
~~Hold The Line~~
 Homing Device (close combat)
 Hydra (ranged combat)
 In Contact With Oracle
~~Incapacitate~~
 Inside Information
 Justice League

MOVETHROUGH

Avengers (can't attack)
 Brotherhood (can't attack)
 Charge
 Disintegrate (if attacking)
 Fearless Assault (can't attack)
 Justice League (can't attack)
 Move and Attack
 Top Cow (can't attack)

MULTIATTACK

2000 AD
~~ALL FEATS~~
 Barrier
 Batman Enemy
 Blades/Claws/Fangs
~~Capture~~
 Charge
 Close Combat Expert
 Crusade
 Energy Explosion
 Enhancement
 Exploit Weakness
 Flurry
 Force Blast
 Guardians of the Globe

MURDERBOTS

~~Double Time~~
 Perplex
 In Contact With Oracle
 Swingline (objects don't ignore
 hindering terrain for movement)

NOVA BLAST

2000 AD
 Alpha Flight
~~And Stay Down!~~
~~Batman Enemy~~
~~Multiattack~~
 Crime Syndicate (outside the NB)
~~Critical Strike~~
 Crusade
 Defend (outside the NB)
~~Defenders~~
 Extended Range (replace range, then
 modify)
 Fantastic Four
~~Fantastic Four (alternate TA)~~
~~Guardians of the Globe~~
~~Hydra~~
 In Contact With Oracle
~~Injustice League~~

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Inside Information
~~Justice Society~~
Lazarus Pit
Lucky Break
Mistrust
Perplex (outside the NB)
~~Point Blank~~
~~Police~~
Probability Control (outside the NB)
Repulsor
Revenge
Running Shot
~~SHIELD~~
~~Sinister Syndicate~~
Suicide Squad (roll SS, then NB damage)
Superman Ally
~~Swingline~~
~~Thundering Blow~~
Ultimate X-Men
Ultimates

Full Power
~~Hydra~~
~~Hypersonic Speed (option 2)~~
~~In Your Face~~
Justice Society
Meteorite
~~Morlocks~~
Move and Attack
Multiattack
~~Perplex~~
Photographic Reflexes
~~Police~~
~~Ranged Combat Expert~~
~~Ruthless Ally~~
~~Sharpshooter~~
~~SHIELD~~
Sinister Syndicate
Super Strength
~~Telepathic Coordination~~
~~Ultimate X-Men~~
Unpredictable Omnipotence

~~Shake Off~~ (exception is breaking away from Construct)
Super Strength
~~Top Cow~~

PHOTOGRAPHIC REFLEXES

2000 AD
Alpha Flight
Batman Enemy
Defenders
Fantastic Four (Alternate TA)
Inside Information
Justice Society
Monster Hunter
Sidekick
Sinister Syndicate
Ultimate X-Men

POISON

Armor Piercing

OUT OF THE SHADOWS

can be activated to use:

Ambush
Armor Piercing
Close Combat Expert
Double Time
Extended Range
Flashbang
Haymaker
Homing Device
Monster Hunter
~~Outwit~~
~~Perplex~~
Smoke Cloud
Swingline
Taunt
Thundering Blow
Vault


OUTWIT


Superman Ally
Thwart
Ultimates

PASSENGER

Double Time (Leap/Climb)
~~Double Time (Phasing/Teleport)~~
Fearless Assault (Leap/Climb)
~~Fearless Assault (Phasing/Teleport)~~
~~Green Lantern Corps~~
~~Group Teleportation~~
Leap/Climb
Phasing/Teleport
~~Pounce~~
~~Serpent Society~~
Swingline
Teleport Pad

POUNCE

giants do not get  +1 bonus

2000AD
Alpha Flight
~~Ambush~~
And Stay Down!
~~Avengers~~
Batman Enemy
~~Blades/Claws/Fangs~~
~~Brotherhood~~
~~Disintegrate~~
Divebomb
~~Double Time~~
~~Exploit Weakness~~
~~Fearless Assault~~
Guardians of the Globe
~~Haymaker~~
~~Hold The Line~~
Homing Device
In Contact With Oracle
~~Incapacitate~~
Inside Information
~~Justice League~~
Large Object
~~Leap/Climb~~
~~Look! Up In The Sky!~~
Lucky Break
Morlocks
~~Passenger~~
Perplex
~~Pummel~~
~~Quake~~
Revenge (up to  +3)
Rip It Up
~~Serpent Society~~
Sinister Syndicate

OUTSIDERS

target's stats can be changed by:

~~2000 AD~~
ALL FEATS
Back Alley Brawl
Batman Enemy
~~Bounty Hunter~~
~~Close Combat Expert~~
~~Combat Reflexes~~
~~Datarangs~~
Defend
Defenders
~~Emerald Archer~~
~~Energy Shield/Deflection~~
~~Enhancement~~
~~Faster, Cyclone!~~
Fearless Assault

PERPLEX

Superman Ally
Ultimates

PHASING/TELEPORT

Avengers
Brotherhood
Charge
Double Time
Fearless Assault
Flurry
Green Lantern Corps
Justice League
Multiattack
Passenger
Rip It Up

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Steal Energy
~~Streak of Luck~~ (unless modified *
<2)
~~Super Strength~~ (unless modified *
<2)
Superman Ally
Swingline
~~Top Cow~~
Ultimate X-Men
Ultimates
Thundering Blow (limit 2 damage)
Unstoppable (can't attack blocking)

POWER DAMPENING FIELD

if damage value becomes > 3, PDF can limit:

~~And Stay Down!~~
Blades/Claws/Fangs
Close Combat Expert
Cosmic Multiattack
~~Critical Hit~~
~~Critical Strike~~
Darkness Within
Enhancement
Fastball Special
Full Power
Haymaker
Hypersonic Speed (option 2)
In Contact with Oracle
Meteorite
Monster Hunter
Multiattack
(damage becomes 2 unless increased to 3 with Enhancement or SHIELD)
Nova Blast
~~Objects~~ (besides Meteorite)
Perplex
~~Pounce~~
Pulse Wave (single target or cosmic)
Ranged Combat Expert
SHIELD
Streak of Luck
Stunning Blow
Super Strength (close combat)
Thundering Blow

PRESS THE ATTACK

free attack can use:

2000 AD
Alpha Flight
Armor Piercing
Batman Enemy
Blades/Claws/Fangs
Crusade
~~Darkness Within~~
~~Double Time~~
~~Fearless Assault~~

Guardians of the Globe
~~Haymaker~~
Homing Device
In Contact With Oracle
~~Injustice League~~
Inside Information
~~Monster Hunter~~
Morlocks
~~Serpent Society~~ (not to move)
Sinister Syndicate
Superman Ally (to move)
Swingline (👉 +1)
Ultimate X-Men
Ultimates (to move)
~~Vault~~ (only on first attack if it was a close combat action)

PROBABILITY CONTROL

* exception is Compel
permitted if it's your roll on your turn or your opponent's roll on their turn

~~Ambush~~ (if in Stealth)
And Stay Down!
Attack Drain
Automatic Regeneration
~~Batman Ally~~ (if in Stealth)
Blades/Claws/Fangs
Blood Curse
Break Away roll
Critical Miss
Critical Hit
Cruel Experiment
Curse of Volthoom
~~Danger Girl~~*
~~De Feated~~
Defense Drain
~~Disbanded!~~
Disciplinary Motivation
~~Earthquake~~
Endurance
Entangle
Everything Has A Price
Force Blast
~~Heightened Reflexes~~
Hour of Power
Hypersonic Speed option 1
Hypersonic Speed option 2 (1 roll)
~~Impervious~~ (exceptions: Earthquake on your turn and Energy Explosion splash damage from friendly attacker)
~~Kabuki~~ (if in Stealth)
Kingdom Come
Kltpzyxm!
~~Laser Turret~~
Lazarus Pit #
Leadership
Lucky Break
~~Meteorite~~ (not damage roll)

Multiattack (1 roll per CS figure)
~~Nova Blast~~ (if in NB range)
Object Animation
Outsmart #
Photographic Reflexes
Plasticity
~~Possession~~ (can't reroll the roll to escape possession)
Power Amplification
~~Proximity Mines~~
Psionic Power #
~~Pulse Wave~~ (if in PW range)
Pummel
Quake
Regeneration
~~Scenario attacks by Fin Fang Foom~~
~~Scenario attacks by Galactus~~
~~Scenario attacks by The Spectre~~
Shake Off
~~Shape Change~~*
Shockwave
~~Skrulls~~*
~~Slippery~~ (special power)
~~Stealth~~ (if in Stealth)
Suicide Squad #
~~Super Senses~~* (exceptions: Energy Explosion and Fuel Tank splash damage from friendly attacker)
Support
~~The Society~~
Unpredictable Omnipotence
Whirlwind
~~White Noise~~

PROGRAMMED ASSASSIN

2000 AD
~~Ambush~~
Armor Piercing
Batman Enemy
Close Combat Expert
Disintegrate (if part of close combat action)
Flurry
In Contact With Oracle
Inside Information
Leap/Climb
Monster Hunter (if part of close combat action)
Morlocks
Perplex
Pounce
Sinister Syndicate
Ultimate X-Men

PSYCHIC BLAST

2000 AD
Alpha Flight
~~And Stay Down!~~

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Batman Enemy
Enhancement
Extended Range
Guardians of the Globe
Hydra
~~Hypersonic Speed~~
In Contact With Oracle
~~Incapacitate~~
Injustice League
Inside Information
Lucky Break
~~Mind Control~~
~~Move and Attack~~
Multiattack
Perplex
Police
~~Point Blank~~
Repulsor
Revenge
Running Shot
SHIELD
Sinister Syndicate
Superman Ally
Swingline
~~Telekinesis~~
Thundering Blow
Trick Shot
Ultimate X-Men
Ultimates

~~Police~~
Probability Control (outside the PW)
Repulsor
Revenge
Running Shot
SHIELD
~~Sinister Syndicate~~
Suicide Squad
Superman Ally
~~Swingline~~
~~Thundering Blow~~ (unless single target)
Ultimate X-Men
Ultimates

Stunning Blow
Super Strength (close combat)
~~Telekinesis~~
~~Willpower~~ (can't have tokens)

QUAKE

2000 AD
Alpha Flight
Ambush
And Stay Down!
~~Barrier~~
Batman Enemy
Charge
Crusade
Disintegrate
Divebomb
~~Exploit Weakness~~
~~Force Blast~~
Green Lantern Corps
Guardians of the Globe (targets are not knocked back)
~~Hold The Line~~
Homing Device
~~Hypersonic Speed~~
In Contact With Oracle
~~Injustice League~~
Inside Information
Leap/Climb
Lucky Break
~~Masters of Evil~~
Morlocks
~~Move and Attack~~
Multiattack
Perplex
Pummel
Revenge
Sinister Syndicate
~~Smoke Cloud~~
Super Strength (but object is not used during the Quake)
~~Telekinesis~~
Thundering Blow (limit 2 damage)
~~Quake~~
Ultimate X-Men

PUMMEL

* close combat attack must be part of a close combat action

Ambush*
And Stay Down!*
~~Back Alley Brawl~~
Batman Ally
Blades/Claws/Fangs
~~Capture~~
Charge
~~Close Combat Expert~~
Cosmic Multiattack (close combat)
Crime Syndicate
Crusade
Divebomb*
Exploit Weakness
Flurry (1 attack)
~~Force Blast~~
Guardians of the Globe*
Haymaker*
~~Hold The Line~~
Homing Device*
~~Hypersonic Speed~~
Incapacitate (close combat)
Injustice League
Kabuki
~~Knockdown~~
Leap/Climb
Lucky Break*
~~Masters of Evil~~
Meteorite (not on damage roll)
~~Mind Control~~
Morlocks*
~~Move and Attack~~
~~Multiattack~~
~~Pounce~~
Power Cosmic
Probability Control
Quake
Quintessence
~~Rescue Captured Character~~
~~Shake Off~~
Steal Energy
Stealth

PULSE WAVE

2000 AD
Alpha Flight
~~And Stay Down!~~
~~Batman Enemy~~
Crime Syndicate (outside the PW)
~~Critical Strike~~
Crusade
Defend (outside the PW)
~~Defenders~~
Extended Range (replace range, then modify; multiple target PW is reduced to 0 damage)
Fantastic Four
~~Fantastic Four (alternate TA)~~
~~Guardians of the Globe~~
~~Hydra~~
In Contact With Oracle (not on damage unless there's only 1 target)
~~Injustice League~~
Inside Information
~~Justice Society~~
Lazarus Pit
Lucky Break
Mistrust
Multiattack
Perplex (outside the PW)
~~Point Blank~~

RANGED COMBAT EXPERT

2000 AD
Alpha Flight
~~And Stay Down!~~
Batman Enemy
Enhancement
Guardians of the Globe
Hydra
~~Hypersonic Speed~~
In Contact With Oracle
Inside Information
Lucky Break
~~Move and Attack~~

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

Multiattack
Perplex
~~Point Blank~~
Police
Repulsor
Revenge
SHIELD
Sinister Syndicate
Superman Ally
Swingline
Thundering Blow
Trick Shot
Ultimate X-Men
Ultimates


RICOCHET

free attack can use:

2000 AD
Alpha Flight
Armor Piercing
Batman Enemy
Crusade
~~Darkness Within~~ (not on second attack)
Divebomb
~~Drag~~
~~Fearless Assault~~
~~Flurry~~
Green Lantern Corps
Green Lantern Corps (Alternate TA)
Guardians of the Globe
~~Haymaker~~
Homing Device
In Contact With Oracle
~~Injustice League~~
Inside Information
~~Look! Up In The Sky!~~
~~Monster Hunter~~
Morlocks
~~Serpent Society~~ (not to move)
Sinister Syndicate
Superman Ally (to move)
Ultimate X-Men
Ultimates (to move)

RUNNING SHOT

2000 AD
Alpha Flight
~~And Stay Down!~~
~~Avengers~~
Batman Enemy
~~Brotherhood~~
Energy Explosion
Enhancement
~~Fearless Assault~~
Green Lantern Corps
Guardians of the Globe
Hydra


In Contact With Oracle
Incapacitate (ranged combat)
Inside Information
Isolation
~~Justice League~~
~~Knockdown~~
Large Object
~~Leap/Climb~~
Lucky Break
Multiattack
Nova Blast
Perplex
Point Blank
Police
Psychic Blast
Pulse Wave
~~Ranged Combat Expert~~
Repulsor
Revenge
Rip It Up
~~Serpent Society~~
Shake Off
SHIELD
Sinister Syndicate
Stunning Blow
Super Strength
Superman Ally
Swingline (except Pulse Wave;  +1, then halve speed)
Thundering Blow
~~Top Cow~~
Trick Shot
Ultimate X-Men
Ultimates
Unstoppable (can't attack blocking)

SHAKE OFF

must roll to break away
Armor Piercing
Avengers
Brotherhood
Charge
Double Time
~~Force Blast~~
~~Hypersonic Speed~~ (option 1)
(exception is breaking away from Construct)
Justice League
~~Leap/Climb~~ (exception is breaking away from Construct)
~~Look! Up In The Sky!~~ (exception is breaking away from Construct)
~~Lucky Break~~
~~Move and Attack~~
~~Passenger~~
~~Phasing/Teleport~~ (exception is breaking away from Construct)
Pounce

~~Pummel~~
Running Shot
~~Serpent Society~~ (exception is breaking away from Construct)
Superman Ally
Swingline
Top Cow
Ultimates
Unstoppable

SHARPSHOOTER

2000AD
Alpha Flight
Armor Piercing
Batman Enemy
~~CLOSE COMBAT ATTACKS~~
Darkness Within
Enhancement
Extended Range
Guardians of the Globe
Hydra
Inside Information ( +3 total)
~~Monster Hunter~~
~~Point Blank~~
~~Ranged Combat Expert~~
~~Running Shot~~
SHIELD
Sinister Syndicate
Trick Shot
Ultimate X-Men

SHOCKWAVE

2000 AD
Alpha Flight
~~Armor Piercing~~
Batman Enemy
Crusade
~~Disintegrate~~
~~Divebomb~~
~~Homing Device~~
~~Injustice League~~
Inside Information
~~Leap/Climb~~
~~Morlocks~~
Perplex
Sinister Syndicate
Ultimate X-Men

SMASH! (special power)

Armor Piercing
Batman Enemy
Crusade
Disintegrate
~~Double Time~~ (not for movement part of attack)
Exploit Weakness
Homing Device
In Contact With Oracle

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

~~Injustice League~~
Inside Information
~~Leap/Climb~~ (not for movement part of attack)
Monster Hunter
~~Passenger~~
Perplex
Quake
Sinister Syndicate
Super Strength
Swingline
Unstoppable (can't attack blocking for free)

SINISTER SYNDICATE

Ambush
Assembled
~~Back Alley Brawl~~
Bookcase special object
Communication Breakdown
Computer special object
Divebomb (👉-2 applies)
Fastball Special
Haymaker (👉-1 applies)
Hold The Line (👉-1 applies)
Hydra (ranged attacks)
~~In Contact With Oracle~~ (not on 👉)
Inside Information
Internal Strife
Large Object
~~Laser Turret~~
Mistrust
Move and Attack (👉-2 applies)
~~Perplex~~ (not on 👉)
Point Blank
Police (ranged attacks)
Pounce
Repulsor
Revenge
Taunt

SPACE TERRAIN

speed +2 bonus for:

Avengers
Brotherhood of Mutants
~~Charge~~
~~Double Time~~
Green Lantern Corps (move actions)
Hindering Terrain (add +2 to halved speed)
~~Hypersonic Speed~~
In Contact With Oracle
Justice League
Leap/Climb
Look! Up In the Sky! (👉+3 total)
Move and Attack

Murderbots
~~Phasing/Teleport~~
Pounce
~~Running Shot~~
~~Serpent Society~~
~~Teleport Pad~~
Top Cow

STEAL ENERGY

2000 AD
Alpha Flight
Ambush
And Stay Down!
Armor Piercing
Batman Enemy
Charge
Close Combat Expert
Divebomb
Exploit Weakness
Flurry
Green Lantern Corps
Guardians of the Globe
Haymaker
Hold The Line
Homing Device
Hypersonic Speed
In Contact With Oracle
Injustice League
Inside Information
Leap/Climb
~~Life Model Decoy~~
Lucky Break
Morlocks
Move and Attack
Multiattack
Perplex
Pounce
Pummel
Revenge
Sinister Syndicate
Thundering Blow
Ultimate X-Men

STRATEGIC DATABASE

combat values can be changed by:

Batman Ally
Blades/Claws/Fangs
Charge
Divebomb
Energy Explosion
Full Power (special power)
Haymaker (not ✖/👉)
Homing Device
Pulse Wave
Running Shot
Sinister Syndicate

SUBMERGED

can be seen by using:
~~Bright Lights~~
Superman Ally
Trick Shot
Ultimates

SUPPORT

~~2000 AD~~
~~Alpha Flight~~
~~Ambush~~
~~And Stay Down!~~
~~Assembled~~
Batman Enemy
Defend
Defenders
~~Disintegrate~~
Fantastic Four (Alternate TA)
Guardians of the Globe
~~Hold The Line~~
~~In Contact With Oracle~~ (on attacker's attack or target's defense)
~~Inside Information~~
Justice Society
~~Life Model Decoy~~
Lucky Break (attack roll only)
~~Mistrust~~
~~Multiattack~~
~~Perplex~~ (on attacker's attack or target's defense)
Probability Control
~~Pummel~~
~~Revenge~~
Sinister Syndicate
Triage


SURGE

Charge (👉 +2, then halve speed)
~~Double Time~~
Fearless Assault (👉 +3 total)
~~Swingline~~

SWINGLINE

2000 AD
Alpha Flight
Avengers (no attack)
Batman Enemy
Brotherhood (no attack)
Charge (👉 +1, then halve speed)
Double Time (no 👉 +1)
Darkness Within
Energy Explosion
Fastball Special
Fearless Assault (👉 +3 total)
Flashbang (👉 +1, then halve speed)
Guardians of the Globe

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)


















Hydra
Hypersonic Speed (option 1)
In Contact With Oracle
Incapacitate
Injustice League
Inside Information
Justice League (no attack)
Large Object (ranged combat)
Lucky Break
Masters of Evil
Mind Control
Morlocks (close combat)
~~Move and Attack~~
~~Multiattack~~
~~Nova Blast~~
Perplex
Police
Pounce
Psychic Blast
~~Pulse Wave~~
Ranged Combat Expert
Repulsor
Revenge
Running Shot (except Pulse Wave;
 +1, then halve speed)
SHIELD
Sinister Syndicate
Stunning Blow
Super Strength (ranged combat)
Superman Ally
Taunt
Telekinesis (option 3)
Thundering Blow
Top Cow (no attack)
Trick Shot
Ultimate X-Men
Ultimates

TELEKINESIS

2000 AD (options 1 & 3)
Alpha Flight (options 1 & 3)
Ambush (option 1)
And Stay Down! (option 1, no damage dealt)
Armor Piercing (option 3)
~~Barrier~~
Batman Enemy (options 1 & 3)
~~Disintegrate~~
Divebomb (option 1)
~~Enhancement~~
~~Force Blast~~
Force Field
Guardians of the Globe (options 1 & 3)
~~Hold The Line~~
Homing Device (option 1)
Hydra (option 3)
In Contact With Oracle
~~Injustice League~~

Inside Information
Large Object
Lucky Break (options 1 & 3)
Morlocks (option 1)
Multiattack
Perplex (but not to damage)
~~Point Blank~~
Police (option 3)
~~Psychic Blast~~
~~Pummel~~
~~Quake~~
Repulsor (option 3)
Revenge (options 1 & 3)
~~SHIELD~~
Sinister Syndicate (options 1 & 3)
~~Smoke Cloud~~
Superman Ally (option 3)
Swingline (option 3)
~~Thundering Blow~~
Trick Shot (option 3)
Ultimate X-Men (options 1 & 3)
Ultimates (option 3)

TELEPATHIC COORDINATION

2000 AD
Ambush (up to  +3)
~~Batman Enemy~~
Bounty Hunter ( +3 total)
Combat Reflexes ( +3 total)
Darkness Within
~~Defenders~~
Office Desk special object ( +3 total)
Emerald Archer ( +3 total)
Energy Shield/Deflection ( +3 total)
Fastball Special (up to  +3)
Gamma-Saturated ( +3 total)
Green Lantern Corps (Alternate TA) (up to  +3)
Hive Mind (only if used after Hive Mind)
Hydra
In Contact With Oracle
Indomitable ( +3 total)
Inside Information ( +3 total)
~~Justice Society~~
Large Object (up to  +3)
Mind Games ( +3 total)
Monster Hunter
Morlocks (up to  +3)
Move and Attack
Perplex (only if used after Perplex)
Police
Revenge (up to  +3)
Sharpshooter ( +3 total)
Shellhead ( +3 total)

~~Sinister Syndicate~~
Swingline
~~Tactics~~
Ultimate X-Men

TELEPORT PAD

~~Passenger~~

TERRIFY

2000AD
Alpha Flight
Ambush
Batman Enemy
Homing Device
In Contact With Oracle (not on damage)
Inside Information
Morlocks
Sinister Syndicate
Ultimate X-Men

TRICK SHOT

2000 AD
Alpha Flight
~~And Stay Down!~~
Batman Enemy
Energy Explosion
Fastball Special
Guardians of the Globe
Hydra (must draw line of fire)
Hypersonic Speed (option 1)
In Contact With Oracle
Incapacitate
~~Injustice League~~
Inside Information
Large Object (ranged combat)
Lucky Break
Mind Control
Move and Attack
~~Multiattack~~
Perplex (must draw line of fire)
Point Blank
Police (must draw line of fire)
Psychic Blast
Ranged Combat Expert
Repulsor
Revenge
Running Shot
SHIELD
Sinister Syndicate
Stunning Blow
Super Strength (ranged combat)
Swingline
Taunt
Telekinesis (option 3)
Thundering Blow
Ultimate X-Men

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 12/2/2007)

TURNABOUT

free action attack can use:

Armor Piercing
~~Darkness Within~~
Exploit Weakness
Hayaker
Homing Device
In Contact With Oracle (can use bonus already received)
Inside Information
Large Object
Super Strength
Thundering Blow (not from previous turn and *+1 bonus won't carry over to your next turn)

Homing Device*
~~Hypersonic Speed~~
Incapacitate (close combat)
Injustice League (close combat)
~~Lazarus Pit~~ (cannot reposition after KO)
~~Leap Climb~~ (different elevation)
Masters of Evil
~~Mind Control~~
Morlocks*
Monster Hunter (close combat)
~~Multiattack~~
~~Passenger~~
Perplex
Quake
Revenge
Sinister Syndicate
Stunning Blow (close combat)
~~Suicide Squad~~ (cannot reposition after KO)
Super Strength* (close combat)
Takedown*
~~Telekinesis~~
~~Terrify~~
Ultimate X-Men

UNSTOPPABLE (feat)

* can't attack blocking terrain for free

Avengers
Brotherhood
Cosmic Multiattack
Charge*
Double Time
Fearless Assault*
Green Lantern Corps
Hypersonic Speed (option 1)*
Justice League
Leap/Climb
Move and Attack
Passenger (* with Phasing/Teleport)
Pounce*
Running Shot*
Shake Off
Super Strength
Top Cow

VAULT

* close combat attack must be part of a close combat action

2000 AD
Ambush*
And Stay Down!*
Batman Enemy
Blades/Claws/Fangs
Charge
~~Close Combat Expert~~
~~Compel~~
Crime Syndicate
Crusade*
Darkness Within* (close combat)
Disintegrate
Divebomb*
Exploit Weakness
Flurry (after second attack)
~~Force Blast~~
Guardians of the Globe*
Haymaker
~~Hold The Line~~