

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 7/11/2006)

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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 means it is not legal. Some listings have comments in parentheses or are marked with * for further clarification. 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. If checking a combination of more than 2 game mechanics, be sure to cross reference all parts of the combination because some parts of the combination may work together while others will not. If the answer to your question cannot be found in the list, then check the Comprehensive HeroClix rules.

WHY DO SOME COMBINATIONS NOT WORK?

- Action/attack semantics: One part of the combination requires an action while another part requires an attack. For example, Exploit Weakness cannot be used with Pounce since Exploit requires a close combat action but Pounce allows only a close combat attack to be made.
- The combination requires two uses of the same type of action. For example, Energy Explosion cannot be used during the same action as Psychic Blast since both are ranged combat actions and a figure can only be given one ranged combat action at a time.
- The combination is incompatible. For example, Phasing/Teleport cannot be used with team abilities that allow figures to move without the movement counting towards the allotted actions per turn since Phasing is a power action and the team abilities require move actions.
- The rules state the combination does not work.
- The combination exceeds the rule of 3. For example, a figure could not have its damage value modified by 4 using a combination of Ranged Combat Expert, Perplex, and Enhancement.

COMPATIBILITY LIST

AMBUSH

2000 AD
Alpha Flight
Batman Enemy
Blades/Claws/Fangs
Close Combat Expert
~~Colossal Character Multi-Attack~~
~~Crime Syndicate~~ (if in Stealth)
Crusade
~~Divebomb~~
Exploit Weakness
Haymaker
In Contact With Oracle
Incapacitate (close combat)
Injustice League
Knockdown (one attack only)
Morlocks
Move and Attack
Perplex
~~Pounce~~
~~Probability Control~~ (if in Stealth)
Quake
Sinister Syndicate

Steal Energy
~~Support~~
Telekinesis (option 1)
Ultimate X-Men

ARMOR PIERCING

2000 AD
Alpha Flight
Ambush
Batman Enemy
Blades/Claws/Fangs
Charge
Close Combat Expert
~~Colossal Character Multi-Attack~~
Crusade
Darkness Within
Divebomb
Energy Explosion
Enhancement
Extended Range
Flurry
~~Force Blast~~
Fuel Tank

Haymaker
Homing Device
Hydra
Hypersonic Speed
In Contact With Oracle
~~Incapacitate~~
Injustice League
Knockdown (with Stunning Blow)
~~Mind Control~~
Morlocks
Move and Attack
Perplex
Poison
Police
Pounce
Quake
Ranged Combat Expert
Running Shot
SHIELD
Sinister Syndicate
Steal Energy
Stunning Blow
Super Strength
Superman Ally

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Support
Telekinesis (option 3)
Trick Shot
Ultimate X-Men
Ultimates

~~Vault~~
~~Willpower~~

Blades/Claws/Fangs
~~Close Combat Expert~~
Colossal Character Multi-Attack
Divebomb
Exploit Weakness
~~Free Move Team Ability~~
Green Lantern Corps
Haymaker
Homing Device
In Contact With Oracle
Incapacitate
Isolation
Knockdown
Large Object
Morlocks
Movethrough
Perplex
Pummel
Quake
Rip It Up
~~Serpent Society~~
Shake Off
Sinister Syndicate
Steal Energy
Stunning Blow
Super Strength
Superman Ally
Swingline
Ultimate X-Men
Ultimates
Unstoppable (can't attack blocking)

BACK-ALLEY BRAWL

~~2000 AD~~
~~Alpha Flight~~
~~Ambush~~
~~Armor Piercing~~
~~Assembled~~
~~Batman Enemy~~
~~Blades/Claws/Fangs~~
~~Charge~~
~~Close Combat Expert~~
~~Colossal Character Multi-Attack~~
Crime Syndicate (reroll without +2)
~~Crusade~~
~~Darkness Within~~
~~Divebomb~~
~~Exploit Weakness~~
Fantastic Four
~~Flurry~~
~~Green Lantern Corps~~
~~Haymaker~~
~~Homing Device~~
~~Hypersonic Speed~~
~~In Contact With Oracle~~
~~Incapacitate~~
~~Injustice League~~
Internal Strife
~~Large Object~~
~~Lazarus Pit~~ (when affected by feat)
~~Leap/Climb~~ (different elevation attack)
~~Lucky Break~~
~~Masters of Evil~~
~~Mind Control~~
~~Morlocks~~
Move and Attack
~~Movethrough~~
Outwit
~~Perplex~~ (on attacker)
~~Pounce~~
~~Pummel~~
~~The Power Cosmic~~
Probability Control (reroll without +2)
~~Quake~~
~~Quintessence~~
~~SHIELD~~
Sinister Syndicate
Steal Energy
Stunning Blow
Super Strength
~~Telekinesis~~
Ultimate X-Men

BARRIER

Colossal Character Multi-Attack
Force Field
In Contact With Oracle
Perplex

BLADES/CLAWS/FANGS

2000 AD
Alpha Flight
Ambush
Batman Enemy
Charge
Colossal Character Multi-Attack
Crusade
Divebomb
Exploit Weakness
Flurry
~~Haymaker~~
Homing Device
~~Hypersonic Speed~~
In Contact With Oracle
Injustice League
~~Isolation~~
Leap/Climb
Morlocks
~~Move and Attack~~
Perplex
~~Pounce~~
Pummel
Sinister Syndicate
Ultimate X-Men

BRILLIANT TACTICIAN

In Contact With Oracle (Perplex)

CAMOUFLAGE

can be targeted by:

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

CHARGE

2000 AD
Alpha Flight
Batman Enemy

CLOSE COMBAT EXPERT

2000 AD
Alpha Flight
Ambush
Batman Enemy
~~Charge~~
Colossal Character Multi-Attack
Divebomb
~~Haymaker~~
Homing Device
~~Hypersonic Speed~~
In Contact With Oracle
~~Move and Attack~~
Perplex
~~Pounce~~
~~Pummel~~
Sinister Syndicate
Steal Energy
~~Super Strength~~
Ultimate X-Men

COLOSSAL CHARACTER MULTI-ATTACK

2000 AD
~~ALL FEATS~~
Barrier

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Batman Enemy
Blades/Claws/Fangs
Charge
Close Combat Expert
Crusade
Energy Explosion
Enhancement
Exploit Weakness
Flurry
Force Blast
Hydra
Hypersonic Speed
Incapacitate
Injustice League
Mind Control
Outwit (can Outwit once per turn)
Perplex (can Perplex once per turn)
~~Phasing/Teleport~~
Police
Psychic Blast
Pulse Wave
Quake
Ranged Combat Expert
~~Regeneration~~
Running Shot
Rushed Assault (first attack)
Serpent Society
SHIELD (1 attack)
Sinister Syndicate
Smoke Cloud
Steal Energy
Super Strength
Superman Ally
~~Support~~
Telekinesis
Titans
Ultimate X-Men
Ultimates
X-Men

COMBAT REFLEXES

Defend
Defenders
Fantastic Four (Alternate TA)
Force Field
In Contact With Oracle
Indomitable (+3 total to defense)
Justice Society
Sidekick

CRIME SYNDICATE

~~Ambush~~ (if in Stealth)
Automatic Regeneration (depends)
~~Batman Ally~~ (if in Stealth)
Blades/Claws/Fangs
Break Away roll
Colossal Character Multi-Attack (1 roll)

Critical Miss
Critical Hit
~~Danger Girl~~
~~Disbanded!~~
~~Earthquake~~
Entangle
Force Blast
~~Heightened Reflexes~~
Hypersonic Speed option 1
Hypersonic Speed option 2 (1 roll)
~~Impervious~~ (exception is Earthquake on your turn)
~~Kabuki~~ (if in Stealth)
Kingdom Come
~~Laser Turret~~
Lazarus Pit (depends)
Leadership
Lucky Break
~~Nova Blast~~ (if in NB range)
Plasticity
~~Proximity Mines~~
~~Pulse Wave~~ (if in PW range)
Pummel
Quake
Regeneration
~~Scenario attacks by Galactus~~
~~Scenario attacks by The Spectre~~
Shake Off
~~Shape Change~~
~~Skulls~~
~~Stealth~~ (if in Stealth)
Suicide Squad (depends)
~~Super Senses~~
Support
~~The Society~~
~~White Noise~~

CRUSADE

Ambush (close combat)
Blades/Claws/Fangs
Charge
Close Combat Expert
~~Critical Miss~~
Darkness Within
Divebomb
Energy Explosion
Enhancement
Exploit Weakness
Extended Range
Fastball Special
Flurry
Fuel Tank
Haymaker
Homing Device (close combat)
Hydra
Hypersonic Speed
In Contact With Oracle
~~Incapacitate~~

Knockdown
~~Laser Turret~~
Mind Control
Nova Blast
Perplex
Police
Pounce
Psychic Blast
Quake
Ranged Combat Expert
Running Shot
SHIELD
Steal Energy
Stunning Blow
Super Strength (attack)
Support
Swingline
Taunt
Telekinesis (options 2 & 3)
Trick Shot

DEFEND

Combat Reflexes
Defenders
Energy Shield/Deflection
Fantastic Four (Alternate TA)
Force Field
~~In Contact With Oracle~~
~~Isolation~~
Justice Society
~~Perplex~~
Shellhead
Sidekick (can't lend unless targeted)

DIVEBOMB

2000 AD
Alpha Flight
~~Ambush~~
Batman Enemy
Blades/Claws/Fangs
Charge
Close Combat Expert
Darkness Within
Exploit Weakness
Flurry
Force Blast
Haymaker
Homing Device
Hypersonic Speed (option 1)
In Contact With Oracle
Incapacitate (close combat)
Knockdown
Large Object
Mind Control (close combat)
~~Morlocks~~
Move and Attack (-3 total to attack)
Perplex
Pounce

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Quake
Rushed Assault (-3 total to attack)
Sinister Syndicate
Steal Energy
Stunning Blow
Super Strength
Telekinesis (option 1)
Ultimate X-Men

EARTHBOUND

Double Time
Fastball Special

ENERGY EXPLOSION

2000 AD
Alpha Flight
Batman Enemy
Colossal Character Multi-Attack
~~Enhancement~~
Extended Range (but see FAQ)
Hydra
In Contact With Oracle
Injustice League
~~Move and Attack~~
Perplex (but not to damage)
Police
Running Shot
~~SHIELD~~
Sinister Syndicate
Superman Ally
Swingline
Trick Shot
Ultimate X-Men
Ultimates

ENERGY SHIELD/ DEFLECTION

Defend
Defenders
Fantastic Four (Alternate TA)
Force Field
In Contact With Oracle
Indomitable (+3 total to defense)
Justice Society
Sidekick

ENHANCEMENT

Colossal Character Multi-Attack
~~Energy Explosion~~
Hypersonic Speed (option 1)
In Contact With Oracle
~~Incapacitate~~
Injustice League
Move and Attack
Perplex
Psychic Blast
Ranged Combat Expert

Running Shot
SHIELD
~~Stunning Blow~~
~~Telekinesis~~ (option 3)
Trick Shot

EXPLOIT WEAKNESS

2000 AD
Alpha Flight
Ambush
Batman Enemy
Blades/Claws/Fangs
Charge
Colossal Character Multi-Attack
Divebomb
~~Haymaker~~
Homing Device
~~Hypersonic Speed~~
In Contact With Oracle
Injustice League
Large Object
Leap/Climb
Morlocks
~~Move and Attack~~
Perplex
~~Pounce~~
Pummel
Rip It Up (with Charge)
Sinister Syndicate
Steal Energy
Super Strength
Ultimate X-Men

FANTASTIC 4 (Alternate TA)

Combat Reflexes
Defend
~~Disbanded!~~
~~In Contact With Oracle~~ (depends on timing)
~~Isolation~~
Shellhead
Sidekick
Support
~~Thunderbolts~~

FLASHBANG

Avengers
Brotherhood
Double Time (for regular movement)
~~Hypersonic Speed~~
In Contact With Oracle
Justice League
Leap/Climb
Movethrough (can't attack)
Passenger (Leap/Climb)
~~Passenger~~ (Phasing/Teleport)
Perplex (range or movement)

Running Start
Top Cow

FLURRY

2000 AD
Alpha Flight
Batman Enemy
Blades/Claws/Fangs
Colossal Character Multi-Attack
Divebomb
~~Exploit Weakness~~
~~Haymaker~~
Homing Device
In Contact With Oracle
~~Incapacitate~~
Injustice League
Large Object
Morlocks
Perplex
Pummel
Rushed Assault (first attack)
Sinister Syndicate
Steal Energy
Super Strength
Ultimate X-Men

FORCE FIELD

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

GIANT CHARACTERS

can use from 2 spaces away:

Ambush
~~Assembled~~
~~Batman Enemy~~
Blades/Claws/Fangs
~~Camoufalge~~
Close Combat Expert
~~Darkness Within~~
~~Defend~~
~~Defenders~~
~~Double Time~~
~~Enhancement~~
Entangle (against other giants)
Exploit Weakness
~~Fastball Special~~
Flurry
~~Force Blast~~
Haymaker
Homing Device
~~Hydra~~
Hypersonic Speed

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~~Injustice League~~ (unless the IL characters are giants)
~~Inspiring Command~~
~~Justice Society~~
Kingdom Come
Knockdown
~~Mastermind~~
Morlocks (only giant friendly)
Morlocks can be 2 away)
~~Move and Attack~~
~~Nanobots~~
Plasticity
~~Poison~~
Police
~~Proximity Mines~~
Pummel
Quake
Shake Off
~~SHIELD~~
~~Sidekick~~
~~Sinister Syndicate~~
Slippery
Steal Energy
~~Suicide Squad~~
Super Strength (pick up object)
Super Strength (attack)
~~Superman Enemy~~
Support
Telekinesis (option 1)
~~Telekinesis~~ (options 2 and 3)
~~Titans~~
Unstoppable (to destroy terrain)
Vault
~~X-Men~~

HOMING DEVICE

2000 AD
Alpha Flight
Ambush
Batman Enemy
Blades/Claws/Fangs
Charge
Close Combat Expert
~~Colossal Character Multi-Attack~~
Divebomb
Exploit Weakness
Haymaker
Flurry
Force Blast
Hypersonic Speed (close combat)
In Contact With Oracle
Incapacitate (close combat)
Injustice League (close combat)
Knockdown
Leap/Climb
Mind Control (close combat)
Morlocks
Move and Attack (close combat)

Perplex
Pounce
Quake
Sinister Syndicate
Steal Energy
Telekinesis (option 1)
Ultimate X-Men

HYPERSONIC SPEED

2000 AD
Alpha Flight
~~Avengers~~
Batman Enemy
~~Blades/Claws/Fangs~~
~~Brotherhood~~
~~Close Combat Expert~~
Colossal Character Multi-Attack
Divebomb (options 1 and 2)
~~Double Time~~
Enhancement (option 1)
~~Exploit Weakness~~
Extended Range
~~Flashbang~~
Green Lantern Corps (option 1)
~~Haymaker~~
Homing Device
Hydra (option 1)
In Contact With Oracle
~~Justice League~~
Large Object
Morlocks
Perplex
Police (option 1)
~~Psychic Blast~~
Pummel
~~Ranged Combat Expert (option 1)~~
Rip It Up (option 1)
~~Shake Off (option 1)~~
Sinister Syndicate
SHIELD (option 1)
Steal Energy
Super Strength
Superman Ally (option 1)
Swingline (option 1)
~~Top Cow~~
Trick Shot (option 1)
Ultimate X-Men
Ultimates (option 1)
~~Unstoppable~~

IMPERVIOUS

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

INCAPACITATE

2000 AD
Alpha Flight

Ambush (close combat)
Armor Piercing (if damage dealt > 0)
Batman Enemy
Battle Fury
Charge
Colossal Character Multi-Attack
Crusade
Divebomb (close combat)
~~Enhancement~~
~~Extended Range~~
Homing Device (close combat)
Hydra (ranged combat)
~~Hypersonic Speed~~
In Contact With Oracle (not damage)
Injustice League
Knockdown
Leap/Climb
Morlocks (close combat)
~~Move and Attack~~
Perplex (not damage)
Police (ranged combat)
~~Pounce~~
Pummel
Running Shot
~~SHIELD~~
Sinister Syndicate
Stunning Blow
Superman Ally
Swingline
Trick Shot
Ultimate X-Men
Ultimates

INJUSTICE LEAGUE

Ambush (close combat)
Blades/Claws/Fangs
~~Charge~~
~~Close Combat Expert~~
Darkness Within
~~Divebomb~~
Energy Explosion
Enhancement
Exploit Weakness
~~Fastball Special~~
Flurry (1 target only)
~~Force Blast~~
Haymaker
Homing Device (close combat)
Hydra (ranged combat)
~~Hypersonic Speed~~
In Contact With Oracle
Incapacitate
Knockdown
~~Leap/Climb (attack)~~
~~Mind Control~~
~~Move and Attack~~
Perplex
Police (ranged combat)

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~~Pounce~~
~~Pummel (close combat)~~
~~Psychic Blast~~
~~Pulse Wave~~
~~Quake~~
~~Ranged Combat Expert~~
~~Running Shot~~
~~SHIELD~~
~~Steal Energy~~
~~Stunning Blow~~
~~Swingline~~
~~Taunt~~
~~Telekinesis~~

ISOLATION

~~Batman Enemy~~
~~Blades/Claws/Fangs~~
~~Charge~~
~~Defend~~
~~Defenders~~
~~Enhancement~~
~~Fantastic Four (Alternate TA)~~
~~Hydra~~
~~Hypersonic Speed (option 2)~~
~~In Contact With Oracle~~
~~Justice Society~~
~~Morlocks~~
~~Perplex~~
~~Police~~
~~Running Shot~~
~~SHIELD~~
~~Sidekick~~
~~Sinister Syndicate~~
~~Ultimate X-Men~~

KNOCKDOWN

~~Ambush (one attack only)~~
~~Charge (with Incapacitate)~~
~~Flurry~~
~~In Contact With Oracle~~
~~Incapacitate~~
~~Leap/Climb~~
~~Move and Attack~~
~~Pummel~~
~~Running Shot~~
~~Stunning Blow (no damage on second attack)~~

LASER TURRET

~~2000 AD~~
~~Alpha Flight~~
~~Armor Piercing~~
~~Batman Enemy~~
~~Enhancement~~
~~Extended Range~~
~~Hydra~~
~~In Contact With Oracle~~

~~Morlocks~~
~~Perplex~~
~~Police~~
~~Probability Control~~
~~Rushed Assault~~
~~SHIELD~~
~~Sinister Syndicate~~
~~Superman Ally~~
~~Ultimate X-Men~~
~~Ultimates~~

LEAP/CLIMB

~~2000 AD~~
~~Alpha Flight~~
~~Batman Enemy~~
~~Blades/Claws/Fangs~~
~~Double Time~~
~~Exploit Weakness~~
~~Flashbang~~
~~Free Move Team Ability~~
~~Haymaker~~
~~Homing Device~~
~~In Contact With Oracle~~
~~Incapacitate~~
~~Knockdown~~
~~Large Object~~
~~Morlocks~~
~~Move and Attack~~
~~Passenger~~
~~Perplex~~
~~Pounce~~
~~Pummel~~
~~Shake Off~~
~~Sinister Syndicate~~
~~Stunning Blow~~
~~Super Strength~~
~~Ultimate X-Men~~
~~Unstoppable~~

LIFE MODEL DECOY

~~Automatic Regeneration~~
~~Exploit Weakness (damage dealt -1)~~
~~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~~
~~X-Men~~

LUCKY BREAK

~~Blades/Claws/Fangs (attack roll)~~
~~Blades/Claws/Fangs (damage roll)~~

~~Break Away Roll~~
~~Broken Drone~~
~~Capture~~
~~Colossal Character Multi-Attack~~
~~Cosmic Multi-Attack~~
~~Crime Syndicate~~
~~Critical Miss~~
~~Danger Girl~~
~~Earthquake~~
~~Flurry (1 attack)~~
~~Force Blast~~
~~Heightened Reflexes~~
~~Impervious~~
~~Kingdom Come~~
~~Laser Turret~~
~~Leadership~~
~~Nova Blast~~
~~Probability Control~~
~~Pulse Wave~~
~~Proximity Mines~~
~~Regeneration~~
~~Rescue~~
~~Shake Off~~
~~Shape Change~~
~~Skrulls~~
~~Suicide Squad~~
~~Super Senses~~
~~Support~~
~~The Society~~
~~White Noise~~

MASTERMIND

~~Arachnos~~
~~Critical Miss~~
~~Crossgen~~
~~Damage Shield~~
~~Danger Girl~~
~~Defend~~
~~Defenders~~
~~Earthquake~~
~~Energy Explosion~~
~~Fantastic Four (Alternate TA)~~
~~Fuel Tank (special object)~~
~~Justice Society~~
~~Mystics~~
~~Nova Blast~~
~~Pulse Wave~~
~~Push Damage~~
~~Shape Change~~
~~Skrulls~~
~~Super Strength (desk special object)~~

MIND CONTROL

~~2000 AD~~
~~Alpha Flight~~
~~Batman Enemy~~
~~Battle Fury (close combat only)~~
~~Colossal Character Multi-Attack~~

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Divebomb (close combat)
Extended Range
Homing Device (close combat)
Hydra (ranged combat)
In Contact With Oracle (not damage)
Morlocks (close combat)
Perplex (not damage)
Police (ranged combat)
~~Pummel~~
Sinister Syndicate
Superman Ally
Swingline
Trick Shot
Ultimate X-Men
Ultimates

MOVE AND ATTACK

2000 AD
Alpha Flight
Ambush (close combat)
Avengers
Batman Enemy
Brotherhood
Divebomb (-3 total to attack)
~~Double Time~~
~~Earthbound~~
Enhancement
Extended Range
Flashbang
Green Lantern Corps
Homing Device (close combat)
Hydra (ranged combat)
In Contact With Oracle
~~Incapacitate~~
Justice League
Large Object
Morlocks (close combat)
Passenger (Leap/Climb)
~~Passenger~~ (Phasing/Teleport)
Perplex
~~Phasing/Teleport~~
Police (ranged combat)
~~Psychic Blast~~
~~Pummel~~
~~Quake~~
Rushed Assault (-3 total to attack)
~~Serpent Society~~
~~Shake Off~~
SHIELD
Sinister Syndicate
Steal Energy
Super Strength
Superman Ally
~~Swingline~~
Top Cow
Trick Shot
Ultimate X-Men

Ultimates
Unstoppable

MOVETHROUGH

Avengers (can't attack)
Brotherhood (can't attack)
Charge
Justice League (can't attack)
Top Cow (can't attack)

NOVA BLAST

2000 AD
Alpha Flight
~~Batman Enemy~~
~~Colossal Character Multi-Attack~~
Crime Syndicate (outside the NB)
Crusade
Defend (outside the NB)
~~Defenders~~
Fantastic Four
~~Fantastic Four (alternate TA)~~
~~Hydra~~
In Contact With Oracle
~~Injustice League~~
~~Justice Society~~
Lazarus Pit
Perplex (outside the NB)
~~Police~~
Probability Control (outside the NB)
Running Shot
~~SHIELD~~
~~Sinister Syndicate~~
Suicide Squad (roll SS, then NB damage)
Superman Ally
~~Swingline~~
~~Ultimate X-Men~~
Ultimates

OUTSIDERS

target's stats can be changed by:

2000 AD
ALL FEATS
Back Alley Brawl
Batman Enemy
~~Close Combat Expert~~
Colossal Character Multi-Attack
~~Combat Reflexes~~
~~Energy Shield/Deflection~~
~~Enhancement~~
~~Hydra~~
~~Hypersonic Speed (option 2)~~
~~Morlocks~~
Move and Attack
Perplex
Police
~~Ranged Combat Expert~~
~~SHIELD~~

Sinister Syndicate
Super Strength
Ultimate X-Men

OUTWIT

Superman Ally
Ultimates

PASSENGER

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

PERPLEX

Superman Ally
Ultimates

PHASING/TELEPORT

~~Avengers~~
~~Brotherhood~~
~~Colossal Character Multi-Attack~~
~~Double Time~~
Green Lantern Corps
~~Justice League~~
Passenger
Rip It Up
~~Shake Off~~
Super Strength
~~Top Cow~~

POISON

Armor Piercing

POUNCE

giants do not get *+1 bonus
2000AD
Alpha Flight
~~Ambush~~
~~Avengers~~
Batman Enemy
~~Blades/Claws/Fangs~~
~~Brotherhood~~
Divebomb
~~Double Time~~
~~Exploit Weakness~~
~~Haymaker~~
Homing Device
In Contact With Oracle
~~Incapacitate~~
~~Justice League~~

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Large Object
~~Leap/Climb~~
Morlocks
~~Passenger~~
Perplex
~~Pummel~~
~~Quake~~
Rip It Up
~~Serpent Society~~
Sinister Syndicate
Steal Energy
Super Strength
Superman Ally
Swingline
~~Top Cow~~
Ultimate X-Men
Ultimates
Unstoppable (can't attack blocking)

POWER DAMPENING FIELD

if damage value becomes > 3, PDF can limit:

Blades/Claws/Fangs
Close Combat Expert
Colossal Character Multi-Attack (damage becomes 2 unless increased to 3 with Enhancement or SHIELD)
Cosmic Multi-Attack
Darkness Within
Enhancement
Fastball Special
Haymaker
Hypersonic Speed (option 2)
In Contact with Oracle
Nova Blast
Perplex
~~Pounce~~
Pulse Wave (single target or cosmic)
Ranged Combat Expert
SHIELD
Stunning Blow
~~Super Strength (close combat)~~

PROBABILITY CONTROL

~~Ambush~~ (if in Stealth)
Automatic Regeneration (depends)
~~Batman Ally~~ (if in Stealth)
Blades/Claws/Fangs
Break Away roll
Colossal Character Multi-Attack (1 roll)
Critical Miss
Critical Hit
~~Danger Girl~~
~~Earthquake~~
Entangle
Force Blast

~~Heightened Reflexes~~
Hypersonic Speed option 1
Hypersonic Speed option 2 (1 roll)
~~Impervious~~ (exception is Earthquake on your turn)
~~Kabuki~~ (if in Stealth)
Kingdom Come
~~Laser Turret~~
Lazarus Pit
Leadership
Lucky Break
~~Nova Blast~~ (if in NB range)
Plasticity
~~Proximity Mines~~
~~Pulse Wave~~ (if in PW range)
Pummel
Quake
Regeneration
~~Scenario attacks by Galactus~~
~~Scenario attacks by The Spectre~~
Shake Off
~~Shape Change~~
~~Skrulls~~
~~Stealth~~ (if in Stealth)
Suicide Squad (depends)
~~Super Senses~~
Superman Ally
Support
~~The Society~~
Ultimates
~~White Noise~~

PSYCHIC BLAST

2000 AD
Alpha Flight
Batman Enemy
Colossal Character Multi-Attack
Enhancement
Extended Range
Hydra
~~Hypersonic Speed~~
In Contact With Oracle
Injustice League
~~Move and Attack~~
Perplex
Police
Running Shot
SHIELD
Sinister Syndicate
Superman Ally
Swingline
Trick Shot
Ultimate X-Men
Ultimates

PULSE WAVE

2000 AD
Alpha Flight

~~Batman Enemy~~
Colossal Character Multi-Attack
Crime Syndicate (outside the PW)
Crusade
Defend (outside the PW)
~~Defenders~~
Extended Range (multi target PW is reduced to 0 damage)
Fantastic Four
~~Fantastic Four (alternate TA)~~
~~Hydra~~
In Contact With Oracle
~~Injustice League~~
~~Justice Society~~
Lazarus Pit
Perplex (outside the PW)
~~Police~~
Probability Control (outside the PW)
Running Shot
SHIELD
~~Sinister Syndicate~~
Suicide Squad
Superman Ally
~~Swingline~~
~~Ultimate X-Men~~
Ultimates

PUMMEL

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

Ambush*
~~Back Alley Brawl~~
Batman Ally
Blades/Claws/Fangs
~~Capture~~
Charge
~~Close Combat Expert~~
Colossal Character Multi-Attack
Cosmic Multi-Attack (close combat)
Crime Syndicate
Crusade
Divebomb*
Exploit Weakness
Flurry (1 attack)
~~Force Blast~~
Haymaker*
Homing Device*
~~Hypersonic Speed~~
Incapacitate (close combat)
Injustice League
Kabuki
~~Knockdown~~
Leap/Climb
Lucky Break*
~~Masters of Evil~~
~~Mind Control~~
Morlocks*
~~Move and Attack~~

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~~Pounce~~
~~Power Cosmic~~ (can't have tokens)
Probability Control
Quake
~~Quintessence~~ (can't have tokens)
~~Rescue Captured Character~~
~~Shake Off~~
Steal Energy
Stealth
Stunning Blow
Super Strength (close combat)
~~Telekinesis~~
~~Willpower~~ (can't have tokens)

QUAKE

2000 AD
Alpha Flight
Ambush
Batman Enemy
Charge
Colossal Character Multi-Attack
Crusade
Divebomb
~~Exploit Weakness~~
Green Lantern Corps
Homing Device
~~Hypersonic Speed~~
In Contact With Oracle
~~Injustice League~~
Leap/Climb
~~Masters of Evil~~
Morlocks
~~Move and Attack~~
Perplex
Pummel
Sinister Syndicate
Ultimate X-Men

RANGED COMBAT EXPERT

2000 AD
Alpha Flight
Batman Enemy
Colossal Character Multi-Attack
Enhancement
Hydra
~~Hypersonic Speed~~
In Contact With Oracle
~~Move and Attack~~
Perplex
Police
SHIELD
Sinister Syndicate
Superman Ally
Swingline
Trick Shot
Ultimate X-Men
Ultimates

RUNNING SHOT

2000 AD
Alpha Flight
~~Avengers~~
Batman Enemy
~~Brotherhood~~
Colossal Character Multi-Attack
Energy Explosion
Enhancement
Green Lantern Corps
Hydra
In Contact With Oracle
Incapacitate (ranged combat)
Isolation
~~Justice League~~
~~Knockdown~~
Large Object
Nova Blast
Perplex
Police
Psychic Blast
Pulse Wave
~~Ranged Combat Expert~~
Rip It Up
~~Serpent Society~~
Shake Off
SHIELD
Sinister Syndicate
Stunning Blow
Super Strength
Superman Ally
Swingline (except Pulse Wave)
~~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 (target)~~
~~Hypersonic Speed (option 1)~~
Justice League
~~Leap/Climb~~
~~Move and Attack~~
~~Passenger~~
~~Phasing/Teleport~~
Pounce
~~Pummel~~
Running Shot
~~Serpent Society~~
Superman Ally

Swingline
Top Cow
Ultimates
Unstoppable

STEAL ENERGY

2000 AD
Alpha Flight
Ambush
Armor Piercing
Batman Enemy
Charge
Close Combat Expert
Colossal Character Multi-Attack
Divebomb
Exploit Weakness
Flurry
Green Lantern Corps
Haymaker
Homing Device
Hypersonic Speed
In Contact With Oracle
Injustice League
Leap/Climb
~~Life Model Decoy~~
Morlocks
Move and Attack
Perplex
Pounce
Pummel
Sinister Syndicate
Ultimate X-Men

SUBMERGED

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

SUPPORT

~~2000 AD~~
~~Alpha Flight~~
~~Ambush~~
Batman Enemy
~~Colossal Character Multi-Attack~~
Defend
Defenders
Fantastic Four (Alternate TA)
~~In Contact With Oracle~~
Justice Society
~~Life Model Decoy~~
~~Perplex~~
Probability Control
~~Pummel~~
Sinister Syndicate

HEROCLIX COMPATIBILITY LIST by SuperGENE (updated 7/11/2006)

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SWINGLINE

2000 AD
Alpha Flight
Avengers (no attack)
Batman Enemy
Brotherhood (no attack)
~~Colossal Character Multi-Attack~~
Darkness Within
Energy Explosion
Fastball Special
Hydra
Hypersonic Speed (option 1)
In Contact With Oracle
Incapacitate
Injustice League
Justice League (no attack)
Large Object (ranged combat)
Masters of Evil
Mind Control
Morlocks (close combat)
~~Move and Attack~~
~~Nova Blast~~
Perplex
Police
Pounce
Psychic Blast
~~Pulse Wave~~
Ranged Combat Expert
Running Shot (except Pulse Wave)
SHIELD
Sinister Syndicate
Stunning Blow
Super Strength (ranged combat)
Superman Ally
Taunt
Telekinesis (option 3)
Top Cow (no attack)
Trick Shot
Ultimate X-Men
Ultimates

TELEKINESIS

2000 AD (option 3)
Alpha Flight (option 3)
Ambush (option 1)
Armor Piercing (option 3)
Batman Enemy (option 3)
Colossal Character Multi-Attack
Divebomb (option 1)
~~Enhancement~~
Force Field
Homing Device (option 1)
Hydra (option 3)
In Contact With Oracle
Large Object
Morlocks (option 3)
Perplex (but not to damage)

Police (option 3)
~~Pummel~~
~~SHIELD~~
Sinister Syndicate (option 3)
Superman Ally (option 3)
Swingline (option 3)
Trick Shot (option 3)
Ultimate X-Men (option 3)
Ultimates (option 3)

TELEPORT PAD

~~Passenger~~

TRICK SHOT

2000 AD
Alpha Flight
Batman Enemy
~~Colossal Character Multi-Attack~~
Energy Explosion
Fastball Special
Hydra (must draw line of fire)
Hypersonic Speed (option 1)
In Contact With Oracle
Incapacitate
Large Object (ranged combat)
Mind Control
Move and Attack
Perplex (must draw line of fire)
Police (must draw line of fire)
Psychic Blast
Ranged Combat Expert
Running Shot
SHIELD
Sinister Syndicate
Stunning Blow
Super Strength (ranged combat)
Swingline
Taunt
Telekinesis (option 3)
Ultimate X-Men

UNSTOPPABLE

* can't attack blocking terrain for free

Avengers
Brotherhood
Cosmic Multi-Attack
Charge*
Double Time
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*
Batman Enemy
Blades/Claws/Fangs
Charge
~~Close Combat Expert~~
~~Colossal Character Multi-Attack~~
Crime Syndicate
Crusade*
Darkness Within* (close combat)
Divebomb*
Exploit Weakness
Flurry
~~Force Blast~~
Haymaker
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*
~~Passenger~~
Perplex
Quake
Sinister Syndicate
Stunning Blow (close combat)
~~Suicide Squad~~ (cannot reposition after KO)
Super Strength* (close combat)
~~Telekinesis~~
Ultimate X-Men