

CRITICAL HIT

THE ONLY MAGAZINE DEDICATED TO HEROCLIX



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Letter from the Editor - Rock810

Wow did the inaugural addition of HeroClix Monthly take off. I have many thanks to all of the people who took the time to read the magazine and those that helped to make it better. This month's issue proves to be so much better than the last. Instead of only my opinions and knowledge on HeroClix now I have other writers adding in their two-cents. HeroClix is growing for the better and with **Collateral Damage** now here the game continues to get better. A quick note, I realize the FAQ/Errata section took up nearly half of the magazine and there were a few complaints on this issue. So, what will happen is the FAQ/Errata section will only be available when it is updated or changed in some way. Again, thanks to everyone who helped make the first edition a success and to all those who helped make the second issue equally successful. Keep reading and playing, and we will keep writing.

Sincerely,

William Rock (rock810)

CRITICAL HIT

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Think you know your **HEROCLIX**? Want to submit an article?

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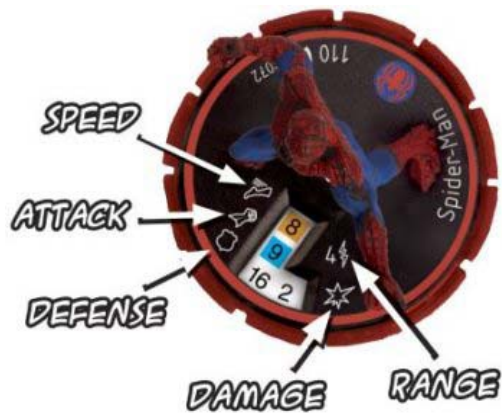
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Volume No. 1, Issue No. 2 • PRINTED IN THE USA

Combat Dial

The Combat Dial is what separates HeroClix from all other miniatures games. The Combat Dial is part of a base attached to each Marvel HeroClix: Infinity Challenge figure, it contains all of the figure's **speed/move**, **attack**, **defense**, **range**, and **damage** statistics. The figure's statistics change with every roll of the dice but you'll never look at a rulebook again. All the statistics you need are located on the figure itself, and in an easy to use Special Abilities Card.



SPEED/MOVE

The number next to the boot or wing symbol is a character's movement/speed number. This is the number of squares the character can move when they are given a movement action.

ATTACK

The fist icon is attack. This number is added to the roll of 2 dice to determine if an attack hits.



DEFENSE

The shield is defense. It represents how hard it is to hurt the character. An attack must be equal to or higher than this number to hurt the character.

DAMAGE

The blast icon is damage. This is the number of clicks of damage you do to a target when you hit with any type of attack.

RANGE

The lightning bolt or bolts are range. This is the number of squares you can shoot. If the value is zero, you have to be next to a target to hit them. If there are two or more lightning bolts, you can hit that many targets with a single attack.

*Courtesy of wizkids website,
www.WizkidsGames.com

Marvel™ HeroClix®: Sinister Booster Pack



Stock Number: WZK3228

Title: Marvel HeroClix: Sinister

MSRP: \$7.99

Expected Release: June 2006

Bring on the bad guys! **Marvel™ HeroClix®: Sinister** is the villainously evil expansion for the **Marvel HeroClix** game! With a cavalcade of corrupt criminals at your command like **Rhino™**, **Stilt-Man™**, **Bullseye™**, and **Trapster™**, your HeroClix game just got a little more sinister! More than a dozen debut villains not enough for you? **Marvel HeroClix: Sinister** also features the first special object tokens in the Marvel HeroClix universe, giving players even more options for their 3-D superhero combat!

Customers who “Buy It by the Brick” can mail in for an exclusive **Venom™** HeroClix figure. This Venom has a new, unique sculpt and dial, and it is available only to collectors who buy their Sinister bricks through a brick-and-mortar (non-Internet) retail store.

ClixBrick buyers are also eligible to purchase HeroClix Collector’s Sets early

and at a substantial discount! But the goodies don’t stop there. The **Marvel HeroClix: Sinister** New Guy Night tie-in promotion offers an exclusive Limited Edition **Spider-Man™** figure!

Each Sinister Booster contains four preassembled, prepainted miniatures and one feat card, battlefield condition card, or bystander token.

Contents

4 figures; 1 bystander token, battlefield condition card, object, or feat card; 1 rules sheet



Rock's SOHK (School of Hard Knocks) for Beginners

The Healing Arts

SUPPORT (optional): Give this character a power action. Make an attack roll against an adjacent target friendly character as though making a close combat attack. Neither character may be adjacent to an opposing character. Ignore all modifiers to combat values. If the attack roll is successful, roll one six-sided die. The target character is healed equal to the result.



One of the most important aspects to a new player is the use of a medic on their team. Being able to break away and make a B-line to your medic is very important. Often it can be the turning point in the game. Many players consider medics to be "cheese" and tend to mock people who use a medic – don't worry about them. The use of the medic represents the part of the comics we rarely see.

When a super hero (or villain) is injured where do they go? Someone needs to heal them and patch up wounds (unless you are of course Wolverine, Deadpool, or the Hulk. The thing is the medic should not take up a bulk of the team (Xorn for example); the medic should take no more than 8 to 20 points of your actual team build. Fielding a medic is making a target for figures like Northstar or Jesse Quick who quickly target and debilitate a medic so there are a few

ways to get some healing without your medic dying quickly.

Look at the other options in the game when it comes to healing a figure. Make use of regeneration and team abilities, which give a click of healing. The following article will explore these abilities and the figures best for a new play to use.

NANOBOTS

Armor wars changed the concept of what we consider necessary for game play. Once it was thought that a medic was the most necessary tool in the game, and then came *Nanobots*. Nanobots allows a figure to take a FREE ACTION (Similar to outwit and perplex) and heal two damage if they are next to an object by their lonesome. No rolls involved no need to worry about Radiation leak, just absorb the nearest object and go back into battle.

NANOBOTS

PREREQUISITE: Damage value of 2 or less

Choose a character.

When this character is the only character adjacent to an object not being carried by a character, give the character a free action and remove the object from the game. Heal the character of 2 damage.

LAZARUS PIT

Lazarus Pit is the true way to get a second chance at life and kicking your opponents but. Here is how it works. When your opponent is **KOd**, put down a special marker in that spot. EACH INDIVIDUAL PLAYERS **TURN** heal the figure one click.

The best bet is to put this on a figure that does not have a huge amount of clicks to heal. A figure that can come back in three or four turns is going to be MUCH more affective than one that takes 5-6 turns. Also remember that 20 points is quite a bit of points to put on a figure in terms of feats. This card works best with Ra’s Al-Ghul as he gets the discount for playing it.

LAZARUS PIT


Choose a character.

When the character is **KOd**, remove it from the battlefield, place it on this card on its first **KOd** click, and then place a Special marker on the square where it was **KOd**. At the beginning of each player's turn, you may either heal the character of 1 damage or return it to the battlefield on the square with the Special marker. If you return the character to the battlefield, remove this Lazarus Pit from the game; roll one six-sided die at the beginning of each of your turns. On a result of 5 or 6, remove the Special marker from the battlefield. As long as the Special marker is on the battlefield, the character gains Battle Fury, Toughness, and Willpower; it may not use any of its other powers or its team ability.

When time expires, or if all other members of the character's force are **KOd** while the character is on this card, the character is **KOd**. The character awards victory points each time it is **KOd**.

20*
COST

* 10 if RA's al Ghul is the chosen character.



REGENERATION

One way is to use figures with regeneration. Mutant mayhem has provided us with Automatic Regeneration, an amazing feat that is

rather inexpensive and can help good regener's out by giving them an extra turn to act. This can be VERY important when attacking an opponent and then taking damage. So you did 4 damage to me? No problem!! I'm back!! Did you miss me?

The top Regeneration pieces in the game are:



(1) **Wolverine REV (ANY SET)** - The most notable figure in comics and heroclix is the man known as Logan, wolverine, James,

ETC... We may not know his full past or what his true name is, but we know him as a clix figure. In every marvel expansion we have seen a new version of wolverine and every single one is fun to play. He is a great tie up piece and he can do some heavy damage if necessary. Have a field day putting Auto regeneration on him and watch the clix spin.

Most Playable Wolverine Figures

- Fantastic Forces Wolverine U
- Armor Wars Wolverine U
- Mutant Mayhem Wolverine V

(2) **Raven E, V (Unleashed, Icons)** - Raven is honestly one of the more valued pieces in the game. She is a Titan so she can share a click of healing, and she eventually gets a click of support at one point. In fact, she gets regeneration for a few clicks on her dial as well. Now you have two different Raven's to choose from. Though personally, I have preference towards the experienced Raven from Icons.



(3) **Witchblade LE & UNIQUE** - A good and mobile piece that enjoys throwing out some damage on opponents. She keeps blades for awhile and then regen's herself right back up to a high attack value and damage dealing abilities for a small 63 and 66 points. The only problem, she is restricted. So, have fun with her in unrestricted play she is worth playing.

(4) **Deadpool REV, LE** - To actually damage Deadpool with his high defense is saying something. To come near the unkillable, quick wit assassin is dangerous. Combine him with stealth, blades, perplex, and regen and you have a tough figure to beat and a fun figure to play.

(5) **Sabretooth Veteran** (universe and MM) - Sabretooth is tough to get around because he does sport a fair defense, attack value, and carries blades on his dial for a long time. Similar to wolverine in many ways, though his figures carry charge allowing him to jump into the fray and deal some damage.



(6) **Wendigo / Georges Baptiste** - Wendigo is one of my favorite figures in armor wars. He has a high defense, high attack value, and Blades/Claws/Fangs. On top of all that he is fairly deep with regeneration so he is going to be hard to take out.



(7) **OMAC REV** - The OMAC's scare me. They are figures with a HIGH defense and they are wild cards. On top of that they are considered GENERIC figures meaning you can play an army of these figures in a high point game without a medic. A team of OMAC'S with Sue Storm and the Experienced Batman (starter) may be one of the toughest teams to play against in a high point game.



(8) **Superman REV (Collateral Damage)** - Superman with regeneration is just vicious. You now have a figure that has a ten range high damage value and can take a beating. The Collateral Damage Superman was created to put feats on as he is so cheap and so diverse of a figure. All I have to say is Enjoy!!!

(9) **Ironfist REV** - Ironfist is a fan favorite. He is also a dangerous figure that has a high attack value and is diverse on all versions. His rookie is a figure designed to use the pounce card and take your opponent by surprise. His Veteran version is extremely dangerous and makes good use of the Spiderman Team ability. A figure that can borrow a 19 defense while he tries to regen is ok by me.

(10) **Rogue V (FF)** - A beat-stick that can come back to a near full dial without a medic? I will take her. On top of that

she fits well into X-men theme teams. Rogue is a great piece to place on any team since if you can hit a good regen roll she ends up on charge and Blades/claws/fangs. Also, if someone wants to base her while she is on regeneration they will not survive long as she makes use of her exploit weakness.


NOTABLES


- Wildheart / Wildchild REV
- Lizard REV
- Shade REV
- Major Maxim REV
- Metamorpho Veteran
- Blade REV
- Blue Devil REV
- Nimrod unique

GENERAL

Regeneration is a fun ability to use, and for a skilled player it is a dangerous ability. Usually figures with regeneration are more tie up pieces that are meant to get into the fray early. Their regeneration allows them to start dishing out damage and then once hit come right back to their starting clicks that caused so much pain. Often a regeneration piece can take down a figure twice it's points and supposed capabilities.

TITANS and X-MEN

 The Titans and X-men ability make playing a theme team VERY easy. Just by sitting next to each other for an action an X-men or Titan figure can take a click of damage and heal their partner of one click. This is a tough team ability to master and the only way to get really good at using it is to practice using it.

 Your best bet when using these teams is to pick a few beat sticks and then pick a cheap

character with the team ability that has a long dial to keep figures healthy. The figures I would suggest as team healing fodder are, **Nightwing**, **Changeling**, **Livewire**, **Wolverine E** (universe), and **Wolfsbane**.

SUPPORT

With these four nice healing abilities you may still want to take a straight healer on your team. Though I must tell you beware, there is the BFC War Zone which negates a few of the healers ability to really affectively heal, and then there are the Support killers (such as quicksilver, Jesse quick, Northstar, and Lockjaw). The main thing to know about using a support piece is that you should NOT tote your healer around the battlefield with you. Leave the healer in the starting area until needed. Preferably somewhere where that figure can run away from a tougher piece that is coming after it. Though enough you say and just tell me who the best healers in the game to use are already!!

(1) **Paramedics REV** - The paramedic from x-poison and universe is one of the best healers in the game. Her entire purpose is to fix up your hurting figures and throw them back into battle. Though she sports no real damage dealing abilities so she can not fight back if an opponent bases her, and if someone plays war zone she is unusable because her unmodified damage value is 0.



(2) **DEO Agent R, E** - Deo agents are nice because on the experienced version she gains a quick turn of perplex allowing your figures to pump up a bit and do a little

extra damage on the battlefield. She then gains a few clicks of support allowing her to heal up your damaged figures. Two of the main problems with the Deo agent is one you have to push her to get anything out of her, so it will be a few turns before you have her healing abilities show up; two she has a VERY LOW attack value and there is a good chance she will not be able to heal up any of your figures who really need it.

(3) **Easy Company Medic R** - Similar to the paramedic in abilities and being very cheap to play the easy company medic is easily one of DC's cheapest medics. Though he has the same flaws as the paramedic and his attack value is much lower.



(4) **Checkmate Medic REV** - These figures from hyper time are really nice pieces to play with. They carry a fair range attack so they

can damage an opponent coming close and they carry up to a 2 damage on their dial allowing the war zone affect to be useless against them. They start out with a high attack value, but drop very quickly all the way down to a 4 attack. The cons of using a medic is going to be their point cost. They are not cheap to field, so if they die you are now stuck with a 12-20 point gap in your army. They also drop in attack value fast rendering them near useless after they push or take some damage.

(5) **RAVEN REV** - Raven is one of my personal favorites, both for sculpt and abilities. She carries a good range attack,

a good attack value, and abilities that are hard to beat and make her one of the BEST support pieces in the game. On her dial she sports probability control, incapacitate, barrier, phasing and support. She has a decent attack value and can position any place on the field. The only problem using her as a healer is it is going to take a few clicks to get down to that healing ability (though using the Titan's team ability may help her some) and once she is at her clicks of healing it is time to use that regeneration or she may be out of the game quickly.

(5) **Jean Grey V** (Infinity challenge and universe) - The Veteran Jean Grey sports only one click of healing. But she also has TK. So if you are using a team of Amazo or le Superman and using the TK out and attack and run technique she is a good piece to field.

(6) **Dagger REV** - Dagger is one of my favorite comic book characters and she is very balanced with attack abilities and being a support piece. She gains healing on her last two clicks allowing her to help out her friends when they are down in the dumps. Though if she is on the clicks with healing those are her last few clicks of life so be careful.



(7) **Dr Midnite REV** - Dr Midnite may quickly become one of the most affective figures in the game. He has stealth and a ranged ability. So now you have a

medic that can not only bring your heavy hitters back to life, but can dish out the pain when necessary. His stealth is going

to protect him from ranged figures, and his JSA team ability will give him a high defense if he needs it. His Defend makes him a great piece as he can borrow his defense to non-JSA friendly figures.

USAGE

Using a healer on a team takes quite a bit of thought and consideration on whom to take. I think for a beginning player taking a straight up support piece is very important until you get a hang of the game. Just remember a few things: you may not use perplex in conjunction with support; if you hit a critical miss you do a click of damage to the piece that *you are trying to heal*, and when healing it is a close combat attack using the healer’s **UNMODIFIED** attack value and the other characters **UNMODIFIED** Defensive value.

This *does* mean there is a trick that can be used here. You can do one of three things to make someone’s defense lower. Make use of Defend on someone who has a LOW defense and borrow that; Use the JSA/defender team ability to bring a figure a little lower on defense; and wildcard your lowest defensive Fantastic four piece. All of these options will make it easier to hit your figure for a healing attempt.

While taking a healer on a team may not always work out due to feats like Radiation leak and war zone, there will be times when a cost efficient healer can turn the tides of the battle. The main worry for a healer is going to be figures such as LOCKJAW, Jesse quick, Aurora and Northstar. All of which are designed

to take out support figures. Hopefully, my tips will help you when choosing a healer and how to properly make use of support and healing abilities.



KO’ING A MEDIC

There is one combination that is sure fire way to kill support pieces. This is the combination of Rookie Lockjaw (24) with Double-time (5) AND rookie Viper (33) with Armor piercing. Bringing these figures across the field in one turn keeps the medics from doing much.

Another unexpected Medic killer is the Vanisher REV figure with Double-time. His high move and low cost make him highly effective. Add into that super senses deep in his dial and he has some staying power.





HORRORCLIX COLLECTABLE MINIATURES GAME ANNOUNCED!

“*HorrorClix* places players firmly in the action, suspense and excitement of a horror movie,” said Jordan Weisman, WizKids® CEO. “Players assemble teams of monsters from across the horror spectrum — including vampires, zombies and werewolves — and then protect the innocent, eat them or both in a delightful, gore-filled romp!” *HorrorClix* uses plot twist cards, a heavy emphasis on scenario play and new character cards to explode the boundaries of CMGs and the patented Clix system.

HorrorClix raises the bar for all miniatures games by shifting the game focus from hack-and-slash combat to inventive scenario- and story-based play. Additionally, it uses the combat dial to provide literally hundreds of tailor-made supernatural (and super-gruesome!) powers and abilities. Character cards flesh out each monster with fiction and detailed explanations of each creature’s capabilities, including mechanics never before seen in miniatures games!

HorrorClix will be the star of the show at the two biggest 2006 summer United

States gaming conventions: Origins in Columbus, Ohio, and Gen Con in Indianapolis, Ind. Players from all over the world can experience the wicked fun of *HorrorClix* in ongoing demonstrations and special events. WizKids also plans to unveil a “big” *HorrorClix* surprise at the GAMA trade show in March.

HorrorClix will release in late summer or early fall of 2006, and will be available at gaming stores, comic stores and specialty stores worldwide.

Founded by 25-year game-industry veteran Jordan Weisman, WizKids is a Seattle-based game developer and publisher dedicated to creating tabletop games driven by imagination. Its *MechWarrior* and *HeroClix* CMGs and *Pirates* and *Rocketmen*™ CSGs are among the most successful games on the market today, and the company has sold hundreds of millions of game pieces worldwide.

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DC SHOWCASE TEAM OF THE MONTH

by Erik Mullenbach



Are you sick of cheese? Tired of Min / Max teams that lack heroic / villainous inspiration? Do you want to play a competitive team while maintaining the comic book “feel” of the game? Well, look no further fellow clixers, because this article was created for you! With each installment, I will be offering a team consisting of heroes or villains from the DC Universe that I have found to be competitive, themed, and most importantly, fun to play. These teams will not necessarily represent a specific comic or storyline, but will instead attempt to capture the feel of the DCU in its most pure form while remaining at least somewhat competitive.

This month, I will take an in-depth analysis of one of my favorite 400 Point **JUSTICE LEAGUE Teams**

The Members



Wonder Woman - V (Icons)
JLA TA
127 Points

Wonder Woman is represented here in her full glory as the main attack piece on this JLA team. Here she is going to be the figure that your opponents are going to focus on. Use that to your advantage.

Strengths: Deep dial and huge base damage. Using Super Strength and Charge at a key moment ends most games. Every click is useful.

Weaknesses: Attack value is low compared to other centerpiece figures. No range.



Green Lantern - E (Unleashed)
JLA TA
125 Points

The most notable Green Lantern in the League, Hal Jordan can do it all. This Green Lantern will be the second piece your opponents focus on, but he should be the first.

Strengths: Extremely high defense. Willpower allows for a variety of action combinations and his Telekinesis can change the game.

Weaknesses: Hal has a glass jaw. Willpower is perfect for him, but a well-placed hit against his high defense can cripple him. Damage is low for a secondary attacker.





**Hawkgirl – V
(Unleashed)
JLA TA
51 Points**

Hawkgirl is a mobile bruiser that eliminates opposing support pieces. She

is the fun piece that your opponents cannot ignore.

Strengths: Charge and damage. Mid-dial Outwit may be difficult to get to, but works wonders if it shows up.

Weaknesses: Short dial and a glass jaw. Her low defense makes her vulnerable to all opposing pieces. Willpower is nice but it won't keep her alive long once she has pushed.



**Green Arrow – V
(Cosmic Justice)
Unaffiliated
50 Points**

Green Arrow is a harassment piece, pure and simple. I like to use him to soften

up my opponent's main attacker. He may not have a Team Ability, but he's all Justice League!

Strengths: High base attack and first click Stealth. Dual arrows with Incapacitate can be more crippling than a damaging attack.

Weaknesses: Mediocre defense and can be quite vulnerable when he can't find hindering terrain. Next to worthless when based by opposing figures, so beware!



**Batman – E
(Icons Starter)
Batman TA
47 Points**

The decoy Batman is sure to catch your opponent's eye because of the infamy of his other

Heroclix versions. This toned-down version fits perfectly.

Strengths: Stealth with Outwit - The ultimate power to slow your opponents to a grinding halt. Add Leap/Climb and Willpower to give your opponents a fit.

Weaknesses: Low damage and a short dial. Loses effectiveness after his first click. If your opponents commit to take him down, make sure they pay.

Keys to Victory!

- The key to victory lies in effectively pairing the flyers with the non-flyers. I usually have Green Lantern carry Green Arrow and Wonder Woman carry Batman. Batman and Green Arrow can use their Stealth to protect GL and WW until you are ready to strike.
- First strike is the name of the game. If your opponents are careless and move their main attack piece into Wonder Woman's charge range, make them pay. Use Batman's Outwit and let Wonder Woman Charge!
- If your opponent keeps their main attack pieces away from Wonder Woman, Green Lantern's Telekinesis will make it hard for them to hide. Keep Wonder Woman next to GL and TK her into Charge

range. GL follows up with a Willpowered Ranged Combat Expert Attack and watch your opponent weep.

- Take care when choosing a target to Charge. Your crafty opponent may try to entice you with a decoy in an attempt to lure Wonder Woman out into the open. Wonder Woman should have her eyes set on one target – your opponent’s main attack piece.
- After committing to a Charge with Wonder Woman or Running Shot with Green Lantern, your attacker will be at the mercy of a vicious counter attack. Move Batman, Green Arrow, and Hawkgirl into strategic positions and give your opponent as many targets as possible. Chances are they will make a poor decision.
- Batman is the ultimate harasser. Stealth with Leap/Climb and Willpower can frustrate opposing forces to no ends. Use him to harass beat-sticks, block line of fire, or cut down support pieces with

Hawkgirl. The key is to keep him moving and keep him away from close combat beasts.



- Hawkgirl is the fun piece. I use her with wild abandon to either fly past my opponents’ front line and strike at a support piece, or charge directly into their main attacker. Either way, she makes a difference before she goes down.

There you have it. Try it out – You might be surprised!

--EM





*In brightest day, in blackest night
No evil shall escape my sight
Let those who worship evil's might
Beware my power, Green Lantern's light!*

Did you bring your crackers? Because the *Cheese is here!!!* Each week we divulge into the Heroclix world and dissect that which can be considered the clichéd “Cheese.” These are the teams that see tournament play day in and day and require little actual skill to play. Anyways, on with the show and this weeks Cheese

THE GREEN LANTERN TANK

The definition of a TANK is a tracked armoured fighting vehicle, designed primarily to engage enemy forces by the use of direct fire. A tank is characterized by heavy weapons and armour, as well as by a high degree of mobility that allows it to cross rough terrain at relatively high speed. That term holds true here as well.

Though instead of a modern day monster lumbering along dirt roads this makes use of **GREEN LANTERN** pieces. The design around the Green Lantern tank is to have your central piece obviously be a figure that has (or can duplicate) the Green Lantern Team ability. The figure then makes use of stealth figures that can block line of site. Then said figure uses



the TRICK SHOT feat card so that they may shoot over their own team-members. Sound simple? Not at all, this team is designed around blocking line of site and is all about positioning. The good thing there is more than one way to build the Green Lantern Tank. Below you will find the different types of GL tanks using restricted play pieces.

TEAM: Traditional 300 point Green Lantern Tank

- Green Lantern (V) (Unleashed)
 - Feats: Trickshot, Nanobots
- Red Hood (LE)
- Hand Ninja (V) (ranged) x2
- Batman Starter (E)

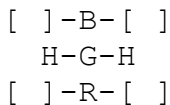
The way this team works is all figures start adjacent to Green Lantern. The

purpose of the ninja's is to make use of their HYDRA team ability (+1 to attack on ranged attacks). Red Hood increases damage up +1 and Batman turns off defensive powers.

Most of the figures he carries with him are fair secondary attackers as well. He moves up into position in order to be able to attack next turn, but also position so that it is going to be difficult for them to draw line of site to Green Lantern (see diagram below).

Next turn make use of Green Lantern's Willpower and running shot and take a shot at the nearest opponent (Green Lantern's Running shot and 10 range allow him to reach figures that are up to 16 squares away). Batman can help take on opponents, as can the ninja's when necessary. If Green Lantern does take some damage, make use of Nanobots to absorb some objects and heal up a tad.

Diagram 1 - Figure Placement



TEAM: 300 point Transporter Green Lantern Tank

- Hawkeye (V) (Fantastic Forces)
 - Feats: Thunderbolts, Trickshot, Nanobots, Double-Time
- Scarlet Witch (R)
- Mystique (R)
- Red Hood (LE)
- Black Panther (E)
- Spymaster (V)
- Hand Ninja (V)



The Transporter Green Lantern Tank works similar to the Traditional team. However, it takes advantage of the THUNDERBOLTS Feat card to make an Avenger a Green Lantern. The great thing about this type of team is that you may carry up to 12 figures as a transporter. The Hawkeye Veteran is the best piece to go with when picking this type of army as he has a 10 range and 3 TARGETS!!! This makes him very dangerous as he has a high attack value and can do some fair damage with the Enhancement.

TEAM: 300 point Wildcard
Green Lantern TANK

- Positron
 - Feats: Nanobots
- Spiderman (E) (starter)
 - Feats: Pounce, Unstoppable
- Batman (E) (Starter)
 - Feats: Protected
- Wasp (E) (Starter)
 - Feats: Thunderbolts
- Jinx (V)
- Red Hood (LE)

A Wildcard Green Lantern Tank takes advantage of ALL of the team abilities on the team. No lines of site blockers are really necessary as Positron can take advantage of the Batman Ally team ability. Though what we are using Positron for is his 17 shared defense. Now, as soon as UMBRA/Shadow Lass is available in game play this team is going to change significantly. This team could be considered a Wildcard abuse team, but that is an article for another day.

CUTTING THE CHEESE

All Cheese teams have a weakness. For the Green Lantern team it is all about basing the figures so they cannot shoot out. This means things as simple as bystander tokens can disrupt a GL Tank. Also, taking out the Centerpiece is VERY important. This can be done using a figure that has Energy Explosion. Figures like Wildfire are very useful as they can use their wildcard ability to get Ultimate Team Ability to see past the stealth. There are also MANY Battle Field Conditions that can take out this team (Crosswinds, Poor Team Work, and Disassembled).

The Green Lantern Tanks are fun to field, but are a very delicate team and are a little more advanced type of cheese. If used properly you can win consistently with. The biggest thing you can do is practice playing the team so that you can get used to how the team works. Until next time you bring the crackers and I will bring the cheese.



SUBLIMINAL MESSAGES

By HCR realms.com member SUBLIME

Don't S.T.O.P.P.; GO!

Article 1 (of 3): Telekinesis

Hello fellow Players of Heroclix, welcome to the first installation of three articles that will show you how to play, and win, without using the most commonly used Tactics in the game; namely S.T.O.P.P. (Support, Telekinesis, Outwit, Perplex, Probability Control). These articles will hopefully give you some fresh ideas and a new outlook on how to play Heroclix. That said; let's move on to the topic of this month's article: *Telekinesis*.

Many players today build their teams around Telekinesis (TK); it is probably the most common tactic (along with Support) employed today. In fact, many players are so accustomed to this style of play, they are unable to visualize a team built without it. However, TK is sometimes risky and will soon be much more expensive to field when Universe is retired. I shall attempt to present several viable alternatives that will allow you to break from this pattern. So, without further adieu, and in no particular order, here they are:



(1) Multi-Barrier: This works especially well on maps with a decent amount of Blocking Terrain, but can work in practically any situation. The idea is that you always have a character capable of erecting a Barrier to protect your squad. Usually this



means employing two or more Barrier figs and alternating which one sets up the Barrier each turn. At the very least, your opponent will have to waste an Attack of 3+ Damage to open up a section of the Barrier. There is also the *Unstoppable* Feat to consider, but if anything that means that your opposition will have to get very close to your team to do so; allowing for retaliation on your turn.

(2) Map Selection: This is pretty straightforward; certain maps (like *Armor Wars*) have copious amounts of Blocking Terrain that you can position your figures behind, allowing you to effectively shorten the board between you and your opponent.

(3) Protected: This Feat has changed the face of Heroclix; and it applies to eliminating TK's necessity in team building as well. If you equip your main

attackers and vital support figs with Protected, you can move them across the map with impunity, initially.

Protected (feat, 8 pts): Choose a character. (optional) If this character does not already have two tokens on it, damage dealt to this character as a result of a single action is ignored. Place a token on this character. If the character already has one token, placing a second token deals pushing damage normally. After the action is resolved, remove this feat from the game.

(4) Stealth: This power isn't as good as it used to be, what with all of the new anti-stealth tactics; however, it can still be useful, especially for deployment and positioning. A "Stealth Shield" works best in conjunction with *Protected* and/or *Energy Shield / Deflection*. That way, even if your opponent does have Anti-Stealth capabilities, you have ways to counter their attacks. Bat Family members work particularly well with this concept.



(5) Willpower: A great, useful power that allows you to move your pieces out, and then strike the subsequent turn. Willpower also works very well with *Protected*.

(6) Mobile Blocking Terrain: This usually means Lockjaw, but can also mean other concepts; for example, E. Wasp (Universe Starter) Thunder-bolted to Green Lantern Team Ability, carrying a multitude of pogs makes for excellent Mobile Blocking Terrain. Stealth Shields also fall into this category somewhat. Use Mobile Blocking Terrain to hide your figures behind until it is time to attack.

(7) Tie-up Figures: Figures like Vanisher and Sidewinder are excellent at tying up your opponent's attackers and

therefore buying time for your attackers to move into position. While they are dealing with these "small fry" figures, you can not only position yourself, you can strike without fear of retaliation, ideally.



(8) The Obvious; Hypersonic Speed (HSS), Running Shot, Pounce, and Transporter Attack: These are straightforward in their explanation. With these powers, you can effectively "reach" just as far as with TK in many cases; especially HSS and Transporter Attacks coupled with Range. I will also add the Extended Range Feat here, as that also increases your "reach".



(9) High Defense Values and/or Super Senses/Impervious: Yet again, straightforward; your opponent can't hurt what they can't hit. When high Defenses are coupled with Hindering Terrain, Energy Shield/Deflection, ICwO, Sidekick, Super Senses, Impervious, and/or Probability Control

you don't have to worry about First-Strike nearly as much.

(10) Bait: This is a solid Tactic to employ, especially if your opponent is banking on TK. Use a piece that is tempting enough for them to “sling” out one of their attackers into a position close enough for you to retaliate. What makes a tempting target varies, but general considerations include; figures



that they can KO with one shot; figures that are cheap, but not so cheap that your opponent doesn't even consider attacking them; figures that can present a problem/headache to them if they don't kill them, such as a Paramedic.

(11) Use Figures with Mid-Dial Spikes or Maintain their usefulness: Many characters now have the ability to either take a hit or two and get better, or maintain their playability/usefulness even after taking Damage. These figures can be deployed knowing that they are going to be attacked first without worry.

Well, there you have it. I'm sure that some of you will argue that any one of these Tactics can't and won't replace TK; you are probably right. However, in my opinion, the key here is to combine several of these ideas; incorporate a few onto the same team, you may just like the

--Sublime, Player of Heroclix

1. *sub.lime* \s*-'bli-m\ vb [ME *sublimen*, fr. MF *sublimer*, fr. ML *sublimare* to refine, su] [F *sublimer*, fr. L *sublimare*] *blime*, fr. L, to elevate, fr. *sublimis* 1: to cause to pass from the solid to the vapor state by heating and again condense to solid form 2a1: to elevate or exalt esp. in dignity or honor 2a2: to render finer (as in purity or excellence) 2b: to convert (something inferior) into something of higher worth : to pass directly from the solid to the vapor state - *sub.lim.er* n

2. *sublime* aj [L *sublimis*, lit., to or in a high position, fr. *sub* under, up to +] *limen* threshold, lintel - more at UP, LIMB 1a: lofty, grand, or exalted in thought, expression, or manner 1b: of outstanding spiritual, intellectual, or moral worth 1c: inspiring awe : SOLEMN archaic 2a: high in place obs 2b: lofty of mien : HAUGHTY cap 2c: SUPREME - used in a style of address (as to former Turkish sov ereigns) - *sub.lime.ly* av

3. *sub.lime.verb.* To utterly crush my opponents in Heroclix, then laugh maniacally

SO, YOU'VE DECIDED TO BUILD A THEME TEAM

By Rob Peterson

Welcome to the wonderful world of theme teams. For me, it is one of the greatest ways to enjoy heroclix. Theme teams have gotten kind of a bad reputation, though, and I am here to correct that reputation. Many people believe that you can't play a "comic-accurate" theme team and still remain competitive. This is what professionals have been known to call "A steaming pile of lies." You can make a theme team that is **JUST** as competitive as some of the "Cheese teams" that you'll see at tournaments. Plus, you will have more fun playing them.

Wizkids has helped theme players out tremendously since they announced that future sets will be theme based and since the release of feat and battlefield condition cards. We used to have to suck it up and add a bad character to our team just to make the team more accurate, but now we are able to beef up said characters and make them pull their weight some more. I am starting to notice more and more competitive theme players and less cheese floating around the board. Just imagine how you would feel if your Icons or KC Superman was getting repeatedly spanked by teams like Alpha Flight or Hydra! I've done it **MANY** times. Let me tell you, the more it happens, the less cheese starts to show up at tourneys. No one wants to be the person who had their Vet Icons Supes taken down by a one-two punch from M.O.D.O.K. and Arnim Zola, and just to clarify something, these aren't newbie or bad players that I'm taking down



either. Some of these guys have been playing for just about as long as I have.

The goal of this article is to help you make more competitive, comic accurate theme teams while at the same time retaining the fun of the game. Whether you are a noob or if you have been playing since day one, I'll go through my step by step procedure on how to make a dangerous yet fun theme team. I'll offer tips and strategies along the way.

Tip #1: Do not get discouraged if you're theme team fails. There are always ways to make it better, and new characters to add to it in future sets. We'll start off slow by making a loose themed team based on the holiday

that is currently looming right around the corner. That's right, guys and gals. It's singles awareness day, otherwise known as **VALENTINES DAY**.

First, you will want to start out by researching (if necessary) the team, theme, or concept that you want to base your force on. Some good places to do this are:

Wikipedia

- www.Wikipedia.com

Marvel Directory

- www.Marveldirectory.com

The DC Universe guide

- http://www.dcuguide.com/Who_Home.htm

Whoclix.com

- <http://members.aol.com/thefightingfury/whoclix/guide.htm>

Or, if you're like me, then you know most of these characters inside and out. Either way, a little help is never a bad idea. If anything, use these resources to check your facts and make sure you've got them straight, because there will always be that person who asks "*Since when was Sunfire a member of Alpha flight?*"

Now that you have all of your facts and ideas in order, it is time to select your figures. The way I do it is by pulling out all of my possibilities so that I can look at them all at once. For example, if I was going to make an Ultimates team, I would pull out everyone who either had that team ability or who I know could be directly associated with that theme.



Tip #2: Team abilities are HUGE when considering who you want to play with. For a team like my Ultimates team, you pretty much have only one or two different team abilities to use, but in a more informal theme such as the Valentines day theme, pay close attention to what team abilities certain characters have and how they can compliment each other as well as how they compliment certain characters and powers. Once again though, be careful – abuse of certain team abilities will get the word CHEESE attached to you quicker than almost anything else.

Next I would pull characters that could be used as alternatives to substitute in place of characters that haven't been made yet. To revisit the Ultimates team, I would need to find characters to replace Ultimate Quicksilver and Wasp. For this, the best and simplest alternative is to use the Experienced Armor Wars Quicksilver and any version of the Wasp that you wanted to use that still had the Avengers team ability. You could leave them "as is" or you could make the team more coherent by using the **Thunderbolts** feat card to change their Team abilities to the Ultimates. If playing a higher point game with your opponent and you would like to fill in some points, I usually add Unique Nick Fury and some S.H.I.E.L.D. agents. This can **REALLY** round out your Ultimates team.

Whenever I make a theme team, I try to include as much of a full roster of a team as possible. Depending on the build total, though, you will need to adjust your team. I generally like to use mostly veteran characters, but will switch out

one for an experienced or even a rookie character if the situation merits it, or if you really want to fit in that one more character or feat card. As I'm adjusting my ranks, I also look to see where I can "trim the fat."



Tip #3: Look to see if there are any characters that you could "do without" or if there are any that you are sure aren't going to "pull their weight." For instance, if you were going to make an Injustice League team, most players will want to not include Black Manta. Not to offend any Black Manta fans out there, but he's just not quite the lynch pin character that *THE GENERAL* has been known to be.

Also, while weeding out the characters you're not going to use, make sure you're not doing anything that hinders your strategy. For a theme team to work, it is usually a good idea to have such powers as Outwit, Perplex, Probability Control, and Support. This, of course, is totally up to you.

Tip #4: Utility powers such as the ones listed above can build a strong backbone to a theme team, but try not to abuse them. Don't make a team that has five perplexers or outwitters unless you want to be cited as using a

cheese team. We're trying to avoid this claim, and I've seen way to many players use utility powers as a crutch. Personally, I don't use probability control or support all that much, but I know there are players out there who can't ever get good rolls to save their lives, and as a result, need a second chance at life that only support can give you.

Now that you have your basic frame for your team, you can start to assign *feat cards* for any unused points that you may have left. Most players nowadays will allot a certain amount of points for feats. Feats, as I said earlier, are a good way to make a bad or mediocre character better, or in some cases a stone cold killer. The feats you use won't necessarily have anything to do with your theme, but can also be used to better represent a character from a certain storyline or period of time. An example of this would be to use stunning blow and In Contact With Oracle to represent "Cosmic Spider-Man."

Tip #5: Make sure not to waste your feat cards on characters that can't make the best of them. To pick on Black Manta again, you wouldn't want to put *Stunning Blow* on him because it just wouldn't pay off. His damage just doesn't support the need for this feat. Also, the feat will only add to the victory points that your opponent will be able to claim when he is defeated.

Basically, it boils down to not putting all of your eggs in one basket. I wouldn't put a feat card on someone unless I was pretty sure I was going to get at least a couple of uses out of it. Let's move on to pogs and battle field conditions.



Both pogs and BFC cards can add another degree of strategy to your team. With pogs, you can fill up the occasional odd and end points left over with someone who may play some kind of role with the team you've chosen. Examples of this would be playing Alfred with a Batman team, Jarvis with an Avengers team, or Doug Ramsey with a New Mutants team. They have recently stopped making pogs with team abilities, but are starting to give some of them more and more powers. With the older ones, having these team abilities could once again bring about that cheese word, but with a theme team, it's more than likely not going to be an issue. It just wouldn't make sense to use another five points to make Jarvis a Mystic if your team isn't going to be able to benefit from it.

Pogs have only a couple of basic uses. You can use them for a quick and cost effective tie-up piece, as mobile human shield (Lian Harper works VERY good for this at a one point cost.), or to antagonize your opponent. It can be fun to mop up some weakened characters with a 4-8 point pog.

Let's move on to Battle Field Conditions. These cards are free of any point cost to use and can help even out

the odds in case you have a weaker theme team. My favorite example of this is using a LEGION theme team (also one of my favorites) and the EARTHQUAKE BFC. Legion characters are all flyers with the possible exception of Colossal Boy whom we have yet to see what his movement symbol will be. Earthquake does significant damage to grounded characters and could tip the scales in LEGION's favor. They are, for the most part, short lived characters that are pretty much one trick ponies, so any help they can get is usually welcomed.

Tip #6: Make sure that both players agree to play to with BFC cards before you pull them out. It's not only polite, it's the rules. Also, make sure to read the BFC carefully. You want to select one that is not going to hinder you more than it will help.

So, now that you know my basic procedures for theme team building, it's time to actually construct one. It might take you a few tries to make a strong theme team. Do not become discouraged if you fail. Learn from your mistakes and kick some extra butt next time to make up for your previous shortcomings. You will get the hang of it soon enough. Hopefully, after a while, you won't want to play any other way. It can be the most entertaining and rewarding way to play this game that we all love so much. As I've already said, I'm going to make a team based loosely on Valentines Day. The theme is simple. You can only play with characters that have ever been a couple whether it be dating, married, or just a fling. I have already done some research for you to make a list of characters that qualify. It may not be a complete list, because one would have to

read EVERY comic to get ALL the possibilities. Also, I don't have that great of a knowledge about INDY characters, so forgive me if I've left anyone out, or if any of my information out. Here is the list of characters eligible for the St. Valentine's Day brawl:

Elektra.....Daredevil
Wasp...Hawkeye, Yellow jacket (Hank Pym), Captain America (Ultimate)
Jean Grey.....Cyclops, Wolverine
Hulk.....Umar
Captain America.....Wasp (Ultimate), Warbird, Scarlet Witch
Spiderman.....Mary Jane, Black Cat, Shadow Cat (Ultimate)
Wolverine.....Jean Grey
Professor X.....Moira McTaggart
Juggernaut.....She-Hulk
Cyclops.....White Queen, Jean Grey
Black Panther.....Storm
Daredevil...Typhoid Mary, Elektra, Black Widow
Scarlet Witch.....Vision, Wonderman, Captain America
Quicksilver.....Crystal
Rogue.....Magneto, Gambit
Magneto.....Rogue
Vision.....Warbird, Scarlet Witch
Black Cat.....Spiderman, Flash Thompson
Human Torch.....Crystal, Nova
Thing.....Alicia Masters
Invisible Woman.....Mr. Fantastic, Sub-Mariner
Mr. Fantastic.....Invisible Woman
Hawkeye.....Black Widow, Wasp, She-Hulk, Meteorite
Black Widow.....Hawkeye, Iron Man, Daredevil
Thor.....Lorelei
White Queen.....Cyclops
She-Hulk.....Hawkeye
Nightcrawler.....Shadowcat
Titania.....Absorbing Man
Typhoid Mary.....Wolverine, Daredevil, Deadpool
Boom-Boom/Meltdown.....Cannonball
Shadowcat.....Nightcrawler, Colossus
Iceman.....Shadowcat (Ultimate), Rogue (Ultimate), Polaris
Madam Masque.....Iron Man
Psylocke.....Angel
Gambit.....Rogue
Iron Man.....Black Widow, Madam Masque
Colossus.....Shadowcat
Deathbird.....Bishop
Storm.....Black Panther
Hepzibah.....Corsair
Corsair.....Hepzibah
Calypso.....Kraven
Archangel.....Psylocke
Kraven.....Calypso
Meteorite.....Hawkeye
Umar.....Hulk

Absorbing Man.....Titania
Warbird.....Vision, Captain America
Nova.....Silver Surfer, Human Torch
Silver Surfer.....Nova, Alicia Masters
Ult. Black Widow.....Ult. Iron Man
Ult. Spiderman.....Ult Shadowcat
Ult. Cyclops.....Ult Marvel Girl
Marvel Girl.....Ult Cyclops
Ult. Colossus.....Northstar
Ult. Iron Man.....Ult Black Widow
Goblin Queen.....Cyclops, Mr. Sinister
Domino.....Cable
Polaris.....Havok, Iceman
Havok.....Polaris
Wonder Man.....Scarlet Witch
Cloak.....Dagger
Dagger.....Cloak
Bishop.....Deathbird
Blink.....Mimic
Northstar.....Ult. Colossus
Cable.....Domino
Deadpool.....Typhoid Mary
Longshot.....Dazzler
Black Queen (Jean Grey).....Sebastian Shaw
YellowJacket (Henry Pym).....Wasp
Sub-Mariner.....Invisible Woman, Marrina
Lorelei.....Thor
Marrina.....Namor
Cannonball.....Boom Boom/Meltdown
Psylocke.....Angel
Dazzler.....Longshot
HOM Mystique.....HOM Wolverine
HOM Wolverine.....HOM Mystique
Harley Quinn.....Joker
Catwoman.....Batman
Nightwing.....Troia, Starfire
Hawk.....Dove
Dove.....Hawk
Joker.....Harley Quinn
Batman.....Talia, Catwoman
Superman.....Wonder Woman (KC)
Black Canary.....Green Arrow
Green Arrow.....Black Canary
Troia.....Nightwing
Cosmic Boy.....Saturn Girl
Saturn Girl.....Cosmic Boy
Starfire.....Nightwing
Wonder-Woman.....KC Superman
Circe.....Ares
Flash (Hypertime)..... Iris Allen-West
Robin.....Spoiler
Spoiler.....Robin
Talia.....Batman
Ares.....Circe
Ultranman.....Superwoman
Superwoman.....Ultranman
Terra.....Beast Boy
Beast Boy.....Terra
Flash (Wally West/Icons).....Linda Park
Judge Hershey.....Judge Dredd
Judge Dredd.....Judge Hershey
Witchblade.....Darkness

Here are two examples of teams that fit the criteria of this team. The teams are 1,000 points each, and will be played against each other to test to see which one worked out better. The teams are as follows:

Team 1:

(U) Ares + In Contact with Oracle + Protected + Repulsor Shield + Fortitude = **343 points**

(R) Circe = **67 points**

(V) Cloak + Armor Piercing + Protected = **93 points**

(V) Dagger = **69 points**

(V) Sub-Mariner + Unstoppable + Thunderbolts (made Ultimates) = **160 points**

(E) Invisible Girl (Clobberin Time) + Fan. Four Alternate TA + Protected = **65 points**

(V) Saturn Girl = **76 points**

(R) Cosmic Boy = **45 points**

(R) Archangel = **37 points**

(R) Psylocke (Armor Wars) = **45 points**

Team = Exactly 1000 points

Team 2:

(E) Black Cat = **32 points**

(V) Spider-Man (Ultimates) = **58 points**

(U) House of M Wolverine (Armor Wars) = **60 points**

(U) House of M Mystique (Armor Wars) = **52 points**

(U) Crystal = **62 points**

(V) Quicksilver (Armor Wars) + In Contact With Oracle = **115 points**



LE Johnny Storm (mail-away) = **94 points**

LE Nova (Con. Exclusive) + In Contact With Oracle = **210 points**

(V) Rogue (Armor Wars) = **95 points**

(V) Gambit = **51 points**

(V) Hawkeye (Fantastic Forces) = **84 points**

(V) Meteorite = **85 points**

Team = 998 points

So, there you have it. This was not a very formal theme, but it will help give you an idea of how to make one, and you can build from there. With any luck, you will be able to use this as a template to make your very own theme teams. Hopefully, with the info provided to you, you will be able to mop the floor with your opponents and become the scourge of your venue. Don't become discouraged if you don't take off running. It can take a while before you get the feel for making a competitive team. But within a short time, you should become comfortable with the process and excelling at it.

Join me next month when I choose a more difficult and strict theme. Any suggestions for a theme will be welcomed. Just email me at SLVRSR4@Yahoo.com if you want to make a suggestion.

Finally, I would like to once again apologize to all of those Black Manta enthusiasts out there. Hey, if he's your thing and you can make him work for you then more power to you. It's just not the first choice amongst normal players. The rest of us sane players will stick to the power pieces...STILT MAN!!!! Oh, wait.....

Until then I remain...**The SLVRSR4**

FEATURED CLIX OF THE MONTH: ANACONDA

By Timothy Pankiewicz

Most close-combat oriented bricks without a move-and-attack power in Heroclix are often overlooked in favor of a mobile Charge or ranged piece when rounding out a team. But if you always choose in favor of Charging or HSS bricks then you may be missing out on valuable movement powers, and with them efficient, dangerous pieces like **Anaconda**.



they stand! You're opponent will regret overlooking her.

What if Anaconda happens to miss? No problem! Let her absorb some damage and then just phase away when convenient! Those 7 clicks of phasing will let her evade the opponent as long as she is alive!

Anaconda's measly speed value coupled with lack of any move-and-attack ability marks her a loser in many people's eyes. But thanks to her team ability (Serpent Society), a near full dial of Plasticity on every version, and a fairly deep dial (at 7 clicks on the EV) she is an excellent tie-up piece with attack abilities just good enough to be a threat. The fact that she wavers on playability for many people may actually come in handy, as your opponent may overlook such a rarely used and often mocked piece (the sculpt might help with that too). Granted, a 7 speed can't get you too far but with the Serpent Society team ability, Anaconda is able to make every square count. This makes her perfect to hide in ambush. Now just wait until an opposing character has two tokens on him, phase next to them, and next turn you can push to deal out, with the V, 5 damage with a heavy object using her 10 attack! When the character clears and, most likely, attempts to breakaway to safety since most characters are suffering after an attack of 5 damage, Anaconda's Plasticity comes into play trapping the opponent where

Thanks to *feat cards* being introduced to the game after Anaconda's release, she's even better! Due to her Serpent Society team ability, her Dolphin Speed Mode symbol was nearly pointless... Luckily, the designers still felt she needed help and the advent of *Submerged* made me glad they did! For only 5 points, Anaconda can now have relative safety in any water terrain. This helps a ton in getting her into position for an ambush.

Even better than *Submerged*, Anaconda is a prime candidate for wonder feat, *Nanobots*! Eligible for the feat on every click but her first, Anaconda's phasing team ability allows her a surefire getaway in the tightest situation. Plus, the ability to bypass any wall to get to the object she needs. Your opponent will probably already feel like they are wasting attacks to damage her, make them really feel it! It's worth noting on her fourth click, if forced to push, Anaconda can carry her own object into safety, lose SS dropping it, and then heal... You'll be able to push to get out of safety but overall heal a click instead of lose one! If you want you can give her Protected, one of the most valuable feats recently released (a feat that is usually

reserved for front-line attackers) will find new use on Anaconda.

Since Anaconda's main purpose is a tie-up piece, anything that can keep her around longer improves her playability. Anaconda's ability to phase in and trap an opponent with Plasticity will stay in affect much longer if you are able to turn the damage from a single attack into a token.

Team Suggestion (297 points):

- E Anaconda w/Nanobots and Protected
- V Bullseye w/ Trick Shot
- V Iron Fist w/ Auto Regen and Protected
- R Shaman w/ T-Bolts
- R Lockjaw
- Willie Lumpkin
- BFC's: Poor Teamwork, Inertia Interference Field

This team has no particular theme other than being competitive. Use E Anaconda to tie up pieces while Bullseye, loaded with Trick Shot, can take potshots at them from afar. If you are dealing with high defenses, set Iron Fist next to Bullseye to gain a 12 attack with the Sinister Syndicate ability. If Bullseye's 11 attack is fine, Iron Fist should be moved up with Anaconda so as to tag team the most threatening character on your opponent's team. Protected will help keep both of them alive.

I recommended saving Iron Fist's protected for when he is on Regen, this way it will give him a chance to use it without being killed. Lockjaw can be used one of two ways, either by moving your medic around or by acting as a shield for Bullseye. Bullseye will be able to see through him but no one will be able to see Bullseye (barring an opponent with Trick Shot.) Shaman can be given Thunderbolts to whatever is



strongest against your opponent: Mystics makes me Iron Fist more of a threat while Thunderbolting Sinister Syndicate can allow Bullseye or Iron Fist to share there amazing attack values when Shaman is attempting to heal. Note that each BFC can hinder your team in a way (Poor Teamwork hinders Lockjaw while Inertia Interference Field hinders Iron Fist). However if you come up against a TK or HSS heavy team these BFC's will hinder your opponents much more than they do you. The team is not winning regionals any time soon, but will be fun to field.

For the most part this is going to be a piece to enjoy and have fun with. It is a figure that sees little game play, but is in actuality a great piece. Remember to think laterally while playing with some pieces and don't get stuck in the same old routine. You might end up finding a use for your entire collection other than the same 5 pieces. Until next time....OUT!!!!

Marvel's Build Your Own Superman: The Sentry

By Russell Winn

If there has ever been a true underdog superhero, it would have to be The Sentry. From his beginnings as a comic book marketing hoax, to his current Heroclix incarnation as a high cost-yet-often-underestimated tank, The Sentry has established himself in both mediums as a force to be reckoned with.

Seems like I remember him from somewhere...

The Sentry's creation began as a marketing ploy. In the late 90's, comics industry magazine Wizard ran an article purporting that Marvel Comics had discovered some long-lost sketches by an old artist named Artie Rosen of an original superhero created by Stan Lee. These sketches supposedly predated Lee's work on Fantastic Four, making The Sentry the original Marvel superhero. But it turns out Artie Rosen didn't even exist, and Marvel made the whole thing up in an attempt to promote The Sentry's debut in a series written by his true creator Paul Jenkins.

In his series, Jenkins portrayed the character as a long forgotten hero. When everyone remembered him, he was a major player and had good relationships and adventures with all of the major characters at Marvel. But something happened that caused everyone including himself to forget him, and once he began remembering others did as well. The story was mostly successful, and was very well written. It is available in trade paperback everywhere and makes a good read for any Sentry fan.

Fair enough, so what are his powers?

When Robert Reynolds drinks his secret



super-serum he becomes the man whose power is that of a million exploding suns! The Sentry possesses the power of flight, incredible strength, psychic powers, and light controlling abilities. The molecules in his body are in a constant state of temporal flux: they exist a few milliseconds ahead of the rest of the timeline, and they are the source of his powers. Most of his psychic powers are used to keep his other powers in check, and to prevent his alter ego the villainous Void from taking control of his body. That said, The Sentry's true power levels have never been recorded, but demonstrations suggest that he's far more powerful than any other superhero in the Marvel universe.

A million exploding suns, eh...

After the moderate reception of the comic series, The Sentry faded into the background of the Marvel Universe until 2005 saw the inception of the New Avengers featuring The Sentry as a founding member. He is also currently starring in a new limited series. Accompanying his return to the spotlight was an appearance in Heroclix Armor Wars. The figures dial sparked several online debates regarding his

representation. Many people argued that The Sentry's power level should have rivaled or exceeded Superman's from a cost perspective. Though his dial numbers and powers were on par with those of Superman he didn't have any range, a fact which lowered his point cost considerably and caused many players to label him as unplayable. But people took this as a challenge, and have since proven him to be not only playable but exceptional. With the right feats, tactics, and team support, The Sentry can be a viable option on a team of any point range.

Dissecting the Golden Guardian.

The Sentry's dial has good numbers. He has a starting attack of eleven that drops slowly and ends at 8, which in today's tournament scene is pretty solid, especially with the addition of Super Strength throughout his dial. His defense begins at a respectable 17, and sees a Superman-esque mid-dial spike back to 18, with expected damage reducers throughout. His damage starts very high but drops off to a measly two by the end of his dial. One of the things that makes his dial stand out is the sheer amount of movement powers that it has. The Sentry starts with Charge, moves into Hypersonic Speed, and then goes back to Charge again. All of this adds up to SEVEN CLICKS of movement powers, making him highly mobile. Unfortunately all of this mobility ends up being very necessary because The Sentry has a range of 0. This is where most players give up on him, calling him a failed dial experiment and moving on to other things.

As stated before, one of The Sentry's initial failings is his constant comparison to Superman. Let's face it, his dial is



NOT the in the same category as Superman's, but his powers and stats are. And since he's 40 points less on a team than Supes, a wise player will use to his advantage. The point reduction makes him much more feat friendly, and in fact he is one of the figures who benefits most from feats in the game. This causes many players to rush out and load him full of feats, instantly putting him in the 250-270 point category. But Sentry's lack of range puts him at a disadvantage at point levels that high, and again we begin to see unfair comparisons. In order to utilize him to his fullest, a more careful selection of feats is needed so that there are points left over to fill out a balanced team. So let's start with a look at the feats you'll usually encounter on him:

Agony of the feat selection.

Thunderbolts: If it isn't broken, don't fix it (or in this case if it IS broken play with it). This feat makes the Avengers one of the most effective teams in the

game. Any figure with this symbol automatically gets consideration for any army based on that fact alone. Most players will T-bolt The Sentry to either the Batman or Mystics team ability. Mystics is used because a lot of players like the intimidation factor that it brings, but The Sentry's glaring range deficiency already causes a lot of players to scoff at him. Batman on the other hand not only goes a long way towards fixing his big problem, but also forces the opponent to place figures in key situations in order to deal with him, making their actions more predictable. So in The Sentry's case Batman is the preferable choice, and it makes enough of a difference in his effectiveness that players should consider making it a permanent part of his arsenal.

Fortitude/Repulsor Shield: Many players are concerned about such a high cost figure losing his damage reducers to common annoyances such as Outwit and Psychic Blast. However the addition of these two feats place Sentry into a point category where he becomes top heavy. In a lot of cases these powers can be dealt with in other ways, such as knocking the offending figures off of them, carrying an Outwitter of your own for added support, or simply using the Stealth offered by Thunderbolts and Batman to avoid them altogether. For those reasons, in low point games the points spent on Fortitude might be better spent elsewhere. However Repulsor Shield merits further consideration because of its protection against Ranged Combat Expert, which is a prerequisite for Trick Shot. Trick Shot shuts stealth characters down, but Repulsor Shield effectively hinders tactics like this, and gives The Sentry a better chance to close

on the offending characters. In higher point games it definitely merits consideration.

Protected: This feat is any high cost point figures best friend (and many others, for that matter). It effectively limits gang up tactics and makes large bruisers much more viable under any condition. Place it on your primary attacker and use it to counter the initial rush. For The Sentry, you may want to consider letting him soak up a little damage before using it. Let him get knocked onto his early hypersonic clicks and use it to keep him there longer. Added and lasting mobility is always important.

Unstoppable: On a flying figure, this feat is usually an afterthought. But once you get Sentry on his Hypersonic Speed clicks, it becomes a viable tactic. Use it to escape into adjoining rooms on indoor maps, and make more hindering terrain for his T-bolted stealth to be effective. Also use it to close on opponents hugging walls: break the wall and sit Sentry in the hindering before making your close combat attack to prevent ranged reprisals.

Shellhead: Many players use this because of The Sentry's initial pushability and because it works well with Protected. It always merits consideration, but with this one it comes down to play style. If you are a conservative player who hesitates to push, then skip it. But if you're aggressive and find yourself pushing a lot, this feat can come in very handy.

Swingline: This feat works well with the aforementioned underestimation that Sentry often gets. Many players forget

that charge rounds the divided number up, so Swingline can actually add an extra space to The Sentry's charges. It also works wonders with Hypersonic Speed, giving you a little bit more room to divide your move. Many times, you'll find that extra square to be just enough to achieve some little advantage, such as reaching hindering or overcoming another characters range. And with The Sentry having no less than seven clicks of movement powers, it's certainly worth the points.

Divebomb: If you're one of those few clever players who likes to abuse soaring, then Divebomb is definitely worth considering. It's good on The Sentry because it limits people's range against him, and some characters won't even be able to fight back. Overall, the T-Bolted Batman TA is more effective, because it completely denies opportunities rather than limiting them, but if you're looking for a fun harassment feat this is it.

Rip It Up: This feat sees little play because of its high cost, but in higher point games The Sentry can probably use it better than any other character because of the sheer amount of movement power he possesses. Use it to make sure he always has an object, so he's always dealing extra damage.

In Contact With Oracle: Of course this feat is just as good with any other figure as it is with The Sentry, but it sees such widespread use that it has to be mentioned. Use it to make up for his sagging attack values later in his dial, and give him Perplex early on so that he has a dial full of it. Nothing wrong with a little extra attack or



damage.

What does it all mean?

So what exactly are we looking for with all of these feats? Well it depends on the point total you're playing at. For low totals like 300 points, players should stick to the minimal cost-yet optimally effective feats: Thunderbolts and Protected. Thunderbolts can perform similar functions to many of the other feats on the list if played correctly, and Protected prevents the majority of your army from being destroyed before you can set up. This puts Sentry at 222 points, giving you a little bit of room to fill out your team with low cost support figures.

For 400 point teams, we have a little more room for added feats. Consider Repulsor Shield (there is a lot of psychic blast floating around out there nowadays), Swingline for that added mobility, Shellhead if you're into bullying, or Unstoppable if you have extra points. Only pick one or two of these feats though. Remember he's still the majority of your army and he will definitely need some support. Plus the other figures need feat love too.

Once you get up into 500 point games and beyond, you start getting some breathing room. Any of the feats above become viable options (but once again not all of them, you still want to actually be fielding a team of heroes). In Contact with Oracle coupled with a secondary attacker, Fortitude perhaps, or Rip It Up if you're feeling a little frisky are all good choices.

So he needs friends, then...

Like almost every other figure out there, The Sentry can't do it

alone. The supporting players you select will prove instrumental in making him the unbeatable force he wants to be. For 300 point games, consider a low cost outwitter like Icons starter Batman or rookie Black Panther. This will go a long way towards protecting The Sentry from Outwit and Running Shot reprisals. If you have room, a cheap secondary attacker also helps draw fire away from your big gun. Lockjaw from Fantastic Forces has become a tournament staple, and can act as a range barrier to give the Sentry time to close. Universe Starter Spiderman with the Pounce feat fills this role very nicely too, and Veteran Havok or a cheap Running Shot figure will also work very well.

At 400 points we can expand our search for a more expensive secondary attacker. Consider using a harassment piece like Icons Flash or Armor Wars Quicksilver to knock opponents off of key powers to buy The Sentry time. At this point range, cheap support figures like Ghost Widow also become viable, and can help aggressive players get a second wind that could lead to victory. Also look for a mid-cost Telekinesis figure to give him a head start on opposing Hypersonic figures. Just remember that most of these types of pieces are on the team to help your main figure hammer the point home, so don't hesitate to sacrifice one of them for protection purposes.

For The Sentry, 500 points and up is where the fun begins. You can explore theme teams more fully and still have them remain viable. Armor Wars Captain America Thunderbolts nicely, and with the upcoming Inspiring Command feat, he can serve as a source of Willpower for the Sentry. Move him

into hindering close enough so that Sentry can base him after an attack with Hypersonic Speed and you'll be negating any need for push damage. And you can do this with experienced Armor Wars Quicksilver too! Plus Cap is a superb secondary attacker who can mop things up and let the Sentry move on to bigger targets. Or have him pack around pretty much any version of Wolverine to help keep gang ups fair (just watch out for Battle Fury). War Machine is another highly effective Avenger that fights well with Sentry, and in high point games you can also use Iron Man to provide some Outwit.

Well I guess he's not so bad then, if only he didn't look like a hobo...

Many players find a lot of humor in The Sentry's sculpt. The sculpt was made when the character first experienced his return to comics, and as a result he hasn't had any time for a shave or a haircut. But because of this he's become a popular character to modify, and there are many different versions of him floating around. I'm still looking for the version with the bottle of super-serum in a paper bag...

We've established that The Sentry isn't Superman, and he shouldn't be played like him. Let your opponent think what he wants about him, all it will do is make him predictable. The Sentry is a character that will continue to surprise nay-sayers both in comics and in Heroclix for years to come.

Sources: www.wikipedia.org keyword: Sentry; Paul Jenkins, *The Sentry*, (New York: Marvel Comics, 2001); tactics, tips and stats provided with input from the good folks at www.hcrealms.com

CLiX WISH



All players of the game heroclix desire for more in the game; there are obvious figures that we want that have yet to be made. Through CLiX WISH we will be able to show the makers of the product EXACTLY what we want right down to the last power. So, toss in a penny and make a wish....

Sasha Bordeaux also known as COVER is the ex-bodyguard of millionaire bachelor Bruce Wayne. She teamed up with Bruce on a few adventures only to end up in jail with him as a co-conspirator to murder. There she was offered a position by the Checkmate Agency. Later she would play the roll of the Black Knight to the then Black King (Maxwell Lord). She would eventually betray her employer and become a Cyborg OMAC that was separate from Brother Eye and still retained her human form.

Sasha Bordeaux (rookie)

Range: // // 6 squares

Category: DC

Team: Police

#	1	2	3	4	5	6	7	8	9	10	11	12
	7	7	6	6	5	KO	KO	KO	KO	KO	KO	KO
	9	8	7	7	7	KO	KO	KO	KO	KO	KO	KO
	16	15	14	14	14	KO	KO	KO	KO	KO	KO	KO
	2	2	2	1	1	KO	KO	KO	KO	KO	KO	

Cover (Experienced)

Range: ∞ 8 squares

Category: DC

Team: Batman Ally



#	1	2	3	4	5	6	7	8	9	10	11	
	9	8	8	7	7	6	5	KO	KO	KO	KO	KO
	10	9	9	8	8	7	6	KO	KO	KO	KO	KO
	17	16	15	14	14	14	13	KO	KO	KO	KO	KO
	3	2	2	2	1	1	1	KO	KO	KO	KO	KO

Sasha-OMAC (Veteran)

Range: ∞ ∞ 8 squares

Category: DC

Team: Calculator

#	1	2	3	4	5	6	7	8	9	10	11	12
	7	10	9	8	8	7	7	6	6	KO	KO	KO
	9	11	10	9	9	8	7	7	6	KO	KO	KO
	16	18	17	17	16	15	15	14	13	KO	KO	KO
	2	3	3	2	1	1	1	1	2	KO	KO	KO

Want to make a wish or have a suggestion? Email rock810@yahoo.com with your suggestions OR PM me at HCREALMS or WIZKIDS FORUMS.

SPOILER SPACE

By Kody Stinson (aka darkercrisis)



“No Girls Allowed.”

That should be a sign (written in red crayon) hanging on the door of the JLA. Well, more like the whole DCU.

Recently you may have seen me rant about how I think the female characters don't get a fair handshake in comics. Most of them seem to be there to make their male counterparts look good. Hence why I'm more of a fan of female heroes than male ones. I've always been a fan of the underdog. And cool unique female heroes appeal more to me as a reader than the next teeth gritting, muscle bulging, super man.

And to be honestly I've never really noticed it until recently. It all seemed to start with the death of one SUE DIBNEY. Sue was about to tell her husband that she was going to bare their first child when she is struck down (horribly) by none other than Jean Loring. Oh, and lets not forget the retcon where we find out that years earlier Sue was raped by Dr. Light....

Anyways, Jean got it into her head to injure Sue so her ex-husband, The Atom,

would come back to her. Despite the fact that she left him and all he did was pine for her, but anyways. She botches the job and kills Sue, then proceeds to use a flamethrower (that all lawyers come equipped with I guess) and torches the body in a cover up. Luckily this baffles the JLA. You see, Jean never really showed a sign of insanity, well recently, so it really was right out of left field that she did this. But hey, these were 2 wife characters that no one cared about right? So lets move ahead.

The next death that comes to mind is poor Steph Brown aka The Spoiler. What happened here? Well, her dream finally comes true! She gets to be Robin! For 2 whole seconds. She then causes a major riot that gets many people killed. She ends up captured by Black Mask who tortures the fudge out of her, BUT she escapes! Huzzah! Yet, the injuries were to great and she dies nice and safe at a hospital after being looked after Batman's dear friend Dr. Leslie Thompkins. Leslie has always been Batman's conscious, if not more than that a mother figure for Bruce. She is a pacifist who adheres to her code that

a doctor must heal the sick and injured! Oh except in Steph's case! Cause what's this?!?! She wanted to send Bruce a message and decided to NOT give Spoiler the care she needs to save her life. So let's see: Leslie, the woman who healed Mr. Zsasz because she believes in her role as a healer and in peace and love.. kills a teenage girl to send a message to the man she has basically been a mother to. No Leslie wasn't killed, but her *character* certainly was. Not to mention poor Spoiler, who only got to shine for 5 whole minutes.



Infinity Crisis stuff. Next up we have the new(est) Batgirl, Cassandra. Her father abused her and turned her into a living weapon, but what about her mother? Is it Lady Shiva? Cas needs to find out so off she goes... and ends up finding Shiva hanging out with Nyssa Al'Ghul.

What happens? Batgirl ends up fighting some new assassins, but luckily being the greatest

martial artist on the planet she beats them, but not before she meets her long lost half-brother... who then kills her. So, a guy introduced 2 issues ago, kills Batgirl. Now, to be fair she could be placed in the near by Lazarus Pit BUT we do see her already yacking it up with Spoiler in the Afterlife. I mean, she COULD come back but come on... but then again it worked for Wonder Woman so why not Batgirl to?

What about Catwoman? Well she's not Catwoman for much longer. Instead she's going to be a good female and go get a bun in the oven and walk around bare foot and cook etc... Eh. I mean this is Catwoman. The "Grrl" who plays by her own rules! And now she's going to be a mommy. It sure worked well for Jessica Jones.

How about Lady Shiva? She was the best martial artist on the planet (until Batgirl showed up) yet Batman can take her down in one punch, I mean come on it's not like she's Guy Gardner or anything? he he

Oh and the new Speedy, Mia? She was a hooker. Has HIV. Got to appear in like 4 issues of GA and TT and guess what? Looks like she's going to die to (or at the least just really messed up). The writer of GA recently said "Ollie will be the only bow wielding hero in his city". Bah!

Speaking of Wondy, now there is the icon abused female character. DC just seems to have NO IDEA how to handle her. It seems like every 5-10 years or so she has a major change and given a "new direction". Like recently in current IC stuff. She's now a fugitive from the law. People hate her. Her friends aren't keen on her. Her home and sisters are gone... PLUS her gods have abandoned her as well!! Wonder Woman being all about the Greek Mythology (powers, attitude, etc) had lost all links to that. Why? Ugh. And I really liked Rucka's run. It was fun. And this is DC's Iconic female, the HOUSEHOLD name! Oh well, it's not like she's Superman or Batman, right?

Thus we skip ahead a bit more to more current events but still hanging out of the



Now for the other IC stuff! Let's see there was Hawkwoman who bit it (but we have still have Hawkgirl, right?). Then Phantom Lady of the Freedom Fighters. Indigo who turned out to be evil. Lyta Hall who pretty much needed to die as she was just limping along for years. Pantha should have quit while she was... a head!

Let's not forget about dear Jade. Someone who guest starred in many books (mostly alongside Kyle the GL). She starred in at least 2 books I can immediately think of. Plus she was the daughter of Alan Scott. Yet how does she die? The same way she lived, validating Kyle Rayner as a character. Recently she gave him back the power that she was "holding for him". Um... no. Poor Jade, never could catch a break.

And let's not forget Jade's teammate, Grace, who pretty much just wants to fight, drink, and have relations with whomever is near by.

How about the public bike that is Huntress?

Hmm.. how about Cheshire? Is she dead? No none knows but



she WAS pregnant when she was shot by Death stroke. I guess only Catwoman is allowed to have a baby in the DCU.

Of course, we still have on of the all time great character histories: Powergirl. Is she from Atlantis? Is she Superman's cousin? Perhaps she comes from another dimension? Does she even know? Look at that cleavage! At least she finally found out the truth, she's really Earth-2 Supergirl! Of course she was then almost immediately betrayed by Alex and Superboy Prime but hey.. they need her to fuel their machine.

Speaking of Supergirl, will they ever get her right? Originally it was so simple. She was Superman's cousin and marketed to female readers. So that ended her career sometime in the 70s. She ends up dying a glorious death! She wasn't pregnant. She wasn't used to make Superman look good. She didn't cause the war. She actually went out like a hero. And then years later they make a new Supergirl.

This time a blob of goo that falls in love with the evil Lex Luthor and does whatever she's told. Well, for a while anyways. Eventually, she goes off on her own but is too bland. So they have her combine herself with a human girl and we get an awesome series written by

Peter David. But who wants to read about strong, interesting female characters like Linda Danvers? Not many it seems cause the book got cancelled.

After her we got Cir-EI who did nothing but whine every other panel... she lasted 2 arcs (thankfully).

But what's this?!?! It's the

return of Kara Zor-El!... and oh man did she become a Mary Sue. She proceeds to beat on the rest of the heroes, usually cause they'd attack her 1st of course. But that's okay cause she had an "evil" inside her that gets let out! This evil Kara outsmarts and out beats the likes of Lex Luthor, Flash, Green Lantern, etc! She's totally awesome!!!... blargh. I'm all for powerful female heroes but come on... even I think this is ridiculous. Loeb can't leave fast enough. Speaking of bad writing, wasn't Black Canary written really well in All Star Bat/Robin? I love the full range of Frank's female. That range being (and I quote Gail Simone) "Whore to Dead Whore".

I could go on but I want to finally make a point I'm sure others are thinking about; "Hey the males get it bad sometimes to!" Yea, but we have FAR MORE male characters than female. Especially when it comes to quality characters. For every 3 good male characters there is 1 good female character. What I would like is for the

female characters to stop being the victims all the time, but hey you have to do something to get the male characters ticked off right? I mean, would IC even have started if Sue hadn't been raped and murdered? DC comics doesn't seem to think so.

I love DC comics but I have to hand it to Marvel comics, at least their female characters tend to stick around and get written well (yes there are a few that don't) but most of the X-Women are doing fine (Thanks CC for writing some strong independent women! Oh and sorry about them screwing Storm over.).

So what does any of this have to do with Heroclix? Nothing really, although I don't think the female characters get too good of a handshake there either. Batgirl? Shiva? Supergirl? Barda? Jean? Storm? But then again, the Wonder Woman fig is NICE, but hey she IS the iconic female superhero

NICE, but hey she IS the iconic female superhero.



Inside and Out: Collateral Damage

By: Steve "Mox" Luzader

So another HeroClix set has come out and it's left many players in the same quandary. Which pieces should I get? Which pieces do I need to own my opponent? Which ones suck? Rookie and veteran alike all have this problem, so it's the one thing players at all levels have in common. Rather than go through every single figure (which would be time-consuming for me and boring for you), I've decided to point out some of the finer and not-so-finer points of the set. HeroClix is a lot like prospecting: After sifting through enough rocks, you're bound to find some gold.

The Obvious Pieces:



Green Lantern (V): I think everyone that's seen the stats on this thing is probably drooling already. 167 points might be a little steep, but it's worth what you get. He starts with a 12 movement backed by Running Shot and has a phenomenal 12 range, giving him 18 squares of effective cover. A 10 attack is pretty menial, but starts with 3 damage and Ranged Combat Expert. No early Willpower to utilize, but he is backed by a pair of 18 defense clicks. Willpower comes at the end of the dial after various stages of Barrier and Energy Shield/Deflection. He fades through two very handy Perplex clicks in-between all his Ranged Combat Expert and still comes through with Phasing and Telekinesis. A primo ranged combatant with enough utility to work as a support piece or harasser for most of

the game. While other ranks have different team abilities, only the veteran packs Willpower and the 18 starting defense.



Orion (U): Orion is a sweet package wrapped up into one tasty figure. While Orion exhibits many of the typical aspects of a close-combat wrecking machine, it's his initial click that separates him from the rest. He starts off with

Running Shot and Energy Shield/Deflection under a 17 starting defense. He packs a straight-up 4 damage and a range of 8 which is very handy for taking an early advantage. What's so incredible is that he's push-friendly, other than most ranged combat tanks. Pushing him enters close-combat mode where his Charge, Super Strength and Invulnerability kick in. He only packs a little of these as his movement powers go into Earthbound and Flurry elsewhere. His Invulnerability returns at the end (yes, I said "end") of his dial, finishing with an admirable 15 defense. His attack values are pretty insane. He'll remind you of Ultimate Thor in how he weakens in the middle before kicking back up. His end click exhibits a 12 attack and 4 damage! While his smattering of Battle Fury will stop you from using his ranged attack for a while, his last click won't as it has Exploit Weakness. The key to using Orion well is remembering that he

has long-range capabilities even in close-combat mode so long as Battle Fury isn't showing. Sometimes better to take a good shot if you can rather than burn a move action needlessly.



Superman (R): I know this may seem like an unusual choice, but, the way I've broken it down, the rookie Superman seems to be the most cost efficient version of the three. Let's start out with the rookie beginning his dial with an 18 defense

and Super Senses, which is nuts for a figure just over 100 points. He has a little more protection than his experienced form does, having no "vanilla" clicks in his defense. There's some Toughness, a little Super Senses and a click each of Energy Shield/Deflection and Regeneration. He has two Running Shot clicks in the middle around a full dial of Phasing, which is becoming handier as indoor maps become more prevalent. Pulse Wave for most of the dial and finishing up with Psychic Blast. While most players might want the experienced version because he starts with the Psychic Blast, think of the mayhem this one can cause with a Nova Blast attached onto him and that first click showing 4 damage (which the experienced version doesn't ever see)! The Superman Ally team ability ensures that pesky Stealth figures won't hinder his progress. At seven clicks, it's a rather short dial (for being Superman), but at 105 points, you can get in enough damage to make it worthwhile. It's my

opinion that you get a little more defensive edge with the rookie rather than the experienced in addition to extra offensive versatility with the extra 4 damage click and a combination of Pulse Wave and Psychic Blast.



Kalibak (U): Of course, there's always the "rip-your-face-off-now-and-don't-ask-question" options. Kalibak is all kinds of whoopins. He

starts with Phasing to get into tight places, Invulnerability, with a nice defense, 4 damage and a lot of Super Strength. Phasing goes into Charge and he still has hefty damage and attack values. In the middle of the dial, when his damage and attack value drop a bit, he gets a sudden spike in defense, and when 18 shows up with Toughness, it's usually not a good thing for his opponent. His several clicks of Battle Fury take away his limited range game, but he's pretty in-your-face anyways. His end clicks, much like his arch-enemy Orion, are pretty stellar as he finishes with a 17 defense and 4 damage and even in the middle of the dial, Kalibak is still pushing out attack values of 10 (and with Flurry, might I add!). At only 140 points, he's rather inexpensive to put on even 300-point armies and has tons of punishing power to go with it all.

The Not-so-stellar:

Superman(V): While not every Superman can be as phenomenal as the Icons version (for the sake of the game), this version still falls way short. This

Superman starts off hindered by one major difference: The JLA team ability. With this ability, he suddenly has a much larger weakness against Stealth figures. Although he has Hypersonic Speed (and now for free), it's only two clicks deep and he doesn't have a stellar attack value. Plus, he has to now burn extra precious movement points to hit Stealth figures, and that could hurt in the long run. A lot of range combat based abilities like Ranged Combat Expert, Psychic Blast, Energy Explosion and Running Shot are again drastically cut short by the lack of a Superman Ally team ability. His mid and late dial are pretty weak, defensively, and even his best Regeneration roll only puts him at mediocre. Although he is only 168 points, there are far too many figures inside and outside this set better than him. He may be a good figure sealed (and against no Outwit), but this thing should probably never see a true constructed army.



Dr. Psycho (U): 100 points is a lot to spend on a one-trick pony. Actually, I would think a one-trick pony were better than this guy. Dr. Psycho may be a good figure if you're into that whole three-target Mind Control kind of thing, but figures like that have problems. Dr. Psycho's defense value is pathetic to start with, but are you really going to spend tons of points on grunts to let his Mastermind kick in? He starts with only a 9 attack and has no Perplex, so he's not going to be Mind Controlling high-defense targets. Of his 6 clicks, he has Battle Fury and zero damage for the last three, so he can't make any useful close

or ranged attacks! So, you're only paying 100 points for a THREE click figure (and if you're paying 100 points for all that Incapacitate, you have problems). In addition, Dr. Psycho can't Mind Control three targets in close combat and that's proven to be one of the best methods in dealing with figures like that (or just Outwitting Mind Control, take your pick). Plus, after Mind Controlling even three mediocre figures, you're looking at anywhere from one to three clicks of feedback damage, which he flat out can't afford to take. This is 100 points I won't be using not in this or anyone else's lifetime. On the bright side, I like the whole Silent Bob business motif going on here.



Speedy (V): While I don't have a problem with the other ranks, the veteran one bothers me. While her starting stats aren't that bad, the rest of her dial is pretty blah for 46 points. She's only five clicks deep and has her Stealth at the end of the dial rather than at the beginning where hiding for ranged combat seems the higher priority. Her mid and late dial defense is atrocious and her attack, while stable, falls just a little too low. While she does have nice damage output, her lack of staying power and seeming misappropriation of powers could leave her very high and very dry.

The Surprise Picks:

Emerald Empress



(V): If you were to look at the stats alone on this figure, you'd think she's good, but not spectacular. I agree. Now, let's add the fact that she flies, has the Calculator team ability for insane wild-card goodness

and only costs 102 points, and I'd be like "get me one, now!" She's got some solid up-front numbers such as 10 movement with Running Shot, 17 defense with Invulnerability, 4 damage and an 8-range, 10 attack value with a little Pulse Wave, if you need it. She packs some rather high damage values (lots of 4's and 3's) and does fade into Toughness, giving her some staying power. A little Energy Explosion is never unwelcome and Energy Shield/Deflection helps at the end when you go medic hunting. Now, throw the ability to tap into some good team abilities like Superman Ally, Mystics or Batman Ally, and you may suddenly be finding yourself staring down the barrel of a really ugly shotgun.

HIVE Trooper



(E): Now, you're probably asking yourself why a "grunt" piece made my surprise list. Well, it was the

fact that, through some early testing of one, I found out he's good. Bottom line is that the same reason you played those old veteran U-Men is the same reason you'll play this thing. He's good for two cheap, quick clicks of

Enhancement. Also, he's got some Energy Explosion to start with and, surprise, has two clicks of Flurry on the dial, of which one still does 2 damage. It's great considering you pay 22 points for a support piece and some menial offense. Plus, a 5-click dial may leave an opponent wondering why he's still kicking after a tough hit.



Shadow Lass (V): You may be finding this figure a little meaner than she looks. For starters, you're looking at a 66-point wild-carding flyer. That alone gets you noticed. Then, consider her actual dial, which is loaded with Stealth, Smoke Cloud and, most importantly, Defend. She can start using Defend on the first click and with a 17 defense, you can milk some serious pain. Speaking of defense, she can actually defend herself pretty well with a ranged attack of 6-squares and dealing 3 damage on her first two clicks, then 2 damage the rest of the dial. Her Stealth becomes important in that now you can wild-card more supplemental abilities like maybe Batman Enemy or Superman Ally instead of burning it on Batman Ally continuously to save your Defend. Surround her with a wall of Energy Shield/Deflection and back her up with some close-combat machines and you've got the makings of a tough army.



Metamorpho (V): This is a figure with some very subtle tricks than can catch an opponent completely off-guard if they're not ready. His "activation click", if you can call it that, sets up surprisingly well. A high Phasing-backed movement with 2 damage done via Exploit Weakness can set up a decent push. Phase near an activated piece, have your opponent play the push-or-not-to-push mind game with themselves, push Metamorpho to deal two straight damage, then watch as Plasticity and Poison show up in their place. Now, that

figure you hit will start being eaten away until they can run or you reduce them to pulp. Add a little Armor Piercing to him to guarantee that poisonous punishment. In addition, Metamorpho now cranks out 4 damage and still has a 17 defense with Toughness.

Most of the dial is peppered with Shape Change, Super Senses and Regeneration to keep your opponent permanently frustrated, then Phasing again to retreat and heal up just when your enemy thinks he's done for. Remember the Outsider team ability can knock-out Close and Ranged Combat Expert for a turn and also helps frustrate powerhouse-Perplex style armies.

In the end, the Collateral Damage set, in and of itself, it pretty solid. Not too many spectacular standouts like Legacy or Ultimates, but not many disappointments either. Most of the power lies in the middle of the set, in where you find cost effective pieces with more power than they look like they'd have. Plenty of "forgotten" team abilities are well represented with plenty of Calculators, Mystics and Outsiders and the new objects tokens are only going to make things infinitely more fun.



SCENARIO OF THE MONTH

by ibeatdrew

Assassination of Senator Kelly

Introduction:

“The Assassination of Senator Robert Kelly.” The Brotherhood is attempting to assassinate Senator Kelly for his stand against Mutant Rights. This will cause a severe blow in Xavier’s dream and will hurt Human/Mutant relations for years to come. The X-Men have been sent to guard and protect Senator Kelly and to try and stop the Brotherhood at all costs.

Set Up:

- Pick any map.
- Senator Kelly will start out the game in the X-Men’s starting area, he must move on that player’s first turn.
- Player 1: This will be the X-Men team. Build a 300-400 point army of X-Men/Ultimate X-Men characters.
- Player 2: This will be the Brotherhood team. Build a 300-400 point army of Brotherhood characters.



Rules:

- Use the “Politician” Pog to represent Senator Kelly. If this Pog is not available use a similar Pog with 5 movement.
- Senator Kelly always moves with at least one X-Man, Senator Kelly and the X-Man’s move action count as one action.
- That X-man’s movement is reduced to Senator Kelly’s Speed Movement.
- Senator Kelly cannot have more than 1 X-Men in base contact with him at one time.
- Senator Kelly cannot be KO’d if he has at least one X-Man in base contact with him.
- Senator Kelly is immune to all damage as long as he is base contact with an X-Man.
- Senator Kelly cannot be assigned Feat Cards.

All other standard Heroclix Rules apply.

Victory:

- The game is over when either Senator Kelly is assassinated or the Brotherhood team is wiped out.



Title: DC HeroClix Collateral Damage Booster Pack
Stock Number: WZK4214
MSRP: \$7.99
Release Date: February 15, 2006

When superpowers clash, things get wrecked! **DC HeroClix: Collateral Damage** features a cool wreckage theme, featuring debris from the city included on many of the sculpts. Clayface bashes through a wall; Kalibak wields a piece of a car he just destroyed!

Expanding the **DC HeroClix** universe to include some of the most powerful villains, **Collateral Damage** packs a lot of power and game play into each booster. New Object Token cards, similar to Bystander Tokens, bring special objects to the game. And Kyle Rayner—the Green Lantern—makes his **HeroClix** debut in grand style. The set also debuts dozens of characters never-before-seen in **HeroClix**.



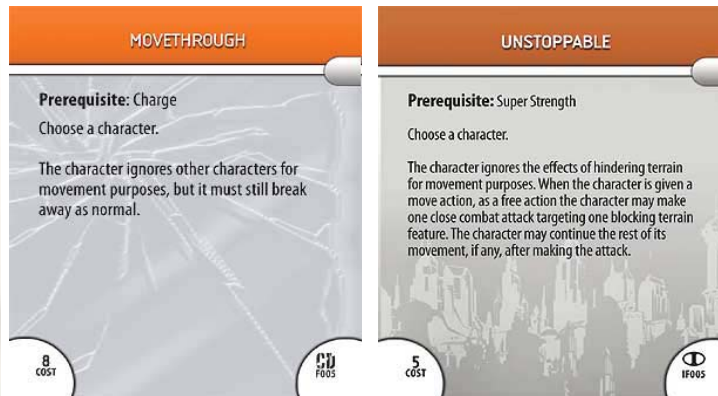
For the **DC HeroClix: Collateral Damage** set, customers who buy it by the brick can mail in for an exclusive Krypto **HeroClix** figure. This will be the only time Krypto will ever appear in **HeroClix**, so make sure collectors know about this opportunity! Also, the **New Guy Night** tie-in promotion will feature an amazing new Superman figure with a brand-new sculpt, and stats that will only be available at the **New Guy Night** for this release!

Get ready to create some Collateral Damage!

Contents

- 4 random, pre-painted miniatures
- 1 Bystander Token, Battlefield Condition, Object, or Feat card

COMBO OF THE MONTH



CLAYFACE (V) + MOVETHROUGH + UNSTOPPABLE

Welcome everyone to this month's Combo of the Month section. Each week we review a particular combination that could be considered game breaking or maybe just plain fun. This month I am shooting for a little bit of both.

I may be excited with the release of Collateral Damage, but one glance at the Veteran Clayface had me plotting and team building. He is a cheap and affective brick that keeps going and going. He is tough enough to deal some significant damage to your opponent (possible 7 damage 4 natural with the soda machine), and his defense (a natural 18 is going to make him tough to hit. Plus, don't forget his shape change you have a 1/6 chance that you can not be targeted). The most important fact about Clayface is that he costs under 100 points that can hurt even big dogs like Veteran Superman. This means that you are going to be able to put some feats on him and still be able to field more figures on your team.

He is a figure that you don't have to worry about pushing because he is consistent with both defense and damage dealing abilities. His second click allows for you to make use of exploit weakness with a rather high damage. He is just a tough figure all around.

Though enough hype about Clayface, we will all see his uses at the Marquee soon enough. The trick to this figure is going to be using his charge and taking out your opponent. However, positioning around corners of building, in hindering terrain or strategically placing other figures in his path is meant to slow him down.

Movethrough is going to allow Clayface to ignore other figures and get to his desired target, so other figures are not a worry. Unstoppable is going to allow Clayface to take out blocking terrain (goodbye walls) and move through hindering terrain unabated. The trick is going to be destroying a wall and staying put. This will give him a 19 defense (talk about hard to hit), and then later on moving on and going after your opponent.

Clayface's cheap cost is going to allow him some more figures to tag along. Personally, I suggest using Rookie Lockjaw with Double Time to get Clayface in fast and hard. You can also use Cosmic Boy veteran for the high attack value, and wildcard ability, not to mention his TK.

This combo can be used with many different grounded brick figures, but with Clayface it is going to be the most fun and maybe the most affective. Remember to enjoy yourself and have fun fielding this combo.

CUSTOM CLIX

THE WORK OF MICHEAL DE LA PAZ

A few months ago I was contacted by this individual, and was blown away by his work. Michael is from Brazil and is a Graphic Designer. He does all of his figures from scrap and does amazing work. So, Enjoy the work of Micheal De La Paz.

Background

I collected the Marvel Toybiz action figures and started on repainting and recreating some of them into a brand new whole figure that has not been released yet. As a fine arts graduate, I learned more techniques and ideas to apply to my works.

Before HeroClix, I started on repainting and recreating Mage knight figures from Wizkids, and I also checked out ideas from the other miniature games like "Warhammer," which really inspired me to improve my painting technique constantly.

When the HeroClix game came out May 2002. I started collecting as many as i can get with my money, most especially the X-men team. I repainted all of the X-men , as you know someone like me can't just be satisfied by the mass production painting style of these . Every detail must be in place. Eyes, Lips, facial shadings, emblems, right costume colors, etc.



WOULD YOU LIKE YOUR WORK FEATURED-PM ME or E-mail me at rock810@yahoo.com C/O Custom Clix Article

Dead Weight: R Trickster

By D Helland (AKA ludd_gang)

Before Collateral Damage has even hit the shelves, the perennial “Best of” and “Worst of” lists have begun making their rounds. Trickster seems to repeatedly, and unjustly appear in the latter category. So, I have no choice but to build an army for him. Tentpole this, Icons Supes!

THEME: As a recovering Marvel zombie inducted by my clixing into the DC-verse, I am pretty clueless about the identity of many of its indigenous folks. Until Whoclix.com gets around to better informing me, all I know is that the Trickster wears plaid or quilted pants, frequently visits Supercuts and judging from the stethoscope, rubber gloves and wicked smile is probably an evil proctologist. The contents of his dual-fisted handfuls are yet undetermined. Oh, and he flies.

How does this translate into a theme? Consider this “the never been kissed crowd.” These are the figures that have seen very little play and some that may or may not in the near future (Infinity Challenge’s Cyclops Legacy’s Rookie Talia). Not every team requires a Veteran Superman to win, some just need some good old fashioned luck and skill.

BUILD: Although he suffers one of the goofiest sculpts in the game, Tricker’s dial stands out as unique for having flight and Leap/Climb. At 33 points, this makes him excel not only as a taxi one cannot pin down, but also as a late-game divebomber. Yep, Leap/Climb will let him hang out soaring in the stratosphere and duke it out with a hapless 0-range grounded sucker below. Granted, the grounded figure could just run away, but he’d be running away from Rookie Trickster, which is just shameful. The real beauty is you didn’t have to pay the 10 points for the Divebomb feat, a fact that you should remind your opponent of frequently if you are winning and don’t care about taking Fellowship anyway

Trickster’s main drawback is his 14 defense. If you offer him up as a meat shield, almost anyone this side of Aunt May can collect his points. Our other option is to give our taxi a fare that can protect him. That may sound ludicrous at first, but it works if you pick a fig that’s hard to hit. Rather than pick a Stealth fig that is susceptible to a good number of popular foils, I chose the butt-ugly V Umar. Her 16 D plus Deflection plus hindering makes for a 19 to hit. Now if Outwit is on the board, or there’s a shooter threat with a 12+ attack, yeah, then Trickster will park in the hot zone in front of Umar, which won’t slow her down at all thanks to Trick Shot.



On to Cyclops, this cat also has Deflection, but even in hindering he’s just an 18 D. As a primary attacker that will meet the line of fire in the early game, that’s a moderate speed bump in the post-Sue Storm tourney world. Fellow X-man Warlock’s 17 Defend will fit the bill to give him a much more formidable 20 in hindering. Moreover, Warlock’s Plasticity makes him a slick taxi as well, with stats to polish off foes in the late-game.

So now we have 2 primary attackers and 2 easy-breaking taxis. Umar also has Phasing all over her dial, should Trickster unduly perish. I’m not one to put medics in every army, but with few main attackers they will almost certainly push, plus we have a means of quick and almost certain retreat, we’d be foolish not to play one. R Checkmate Medic has 2 clicks of Support and a high enough attack to heal the members of our cast,

The final members of my force, E Clayface and R Talia are best suited for early-game support disruption and late-game clean-up. Although CD’s Clayface is an excellent piece with an 18 D and Shape Change making him nigh untouchable by wounded foes, (R) Talia’s solid 36-points fill the next slot nicely.

The Team: Open Up and Say “Ahhhh”

400-points non-restricted

- R Talia
- E Clayface
- V Cyclops
- R Trickster
- V Umar + Trick Shot
- R Checkmate Medic
- U Warlock

PLAY: Without any move and attack powers or a Telekinesis slingshot, this army will rely on its member’s high D to keep it safe until it can get its licks in. Advance Cyclops and Umar with their taxis on your first turn, parking them in hindering for added cover, then shoot from long range to wound enemies with high attack scores and Outwit on turns 2 and 3. Spread your damage out rather than concentrating on single figures until there’s not an enemy attack score higher than 10 on the board. The Clayfaces should make a line straight for the medics during the early game to negate healing and then start munching the wounded once defense scores get down into the neighborhood of 15. Once pushing takes its toll, slither on back to your medic to stock up on goofballs.

BFC’S: White Noise will help fend off Outwit while Ordinary Day will counter any short-range themes running Darkness or Deep Shadows.

Questions VS Answers - Breaking Down the Game



In the game of Heroclix there are continual questions that plague new and older players alike. The good thing is that there are answers. The purpose of this section will be to set straight some answers that are being frequently asked online and at tournaments.

Q: I got a broken figure in my booster what should I do? I really want this piece.

A: It seems this is a question that gets asked more often on the realms and is just given a go here answer. When you get a broken figure send it into Wizkids for a possible replacement.

Replacement Instructions

When returning product, please provide the following information:

Name

Complete Address including street, city, state, and zip or postal code

Telephone number

Email address (if applicable)

Name and phone number of the store where you purchased the product

Date of purchase

If possible, please include the serial number from slip of paper inside Starter/Booster or Game Pack wrapper

Mail all defective product to the following address:

WizKids, Inc.

Attn: Customer Service-Quality

12145 Centron Place

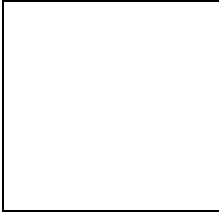
Cincinnati OH 45246

Q: When can I use the Nanobots feat card if I have it equipped to a figure?

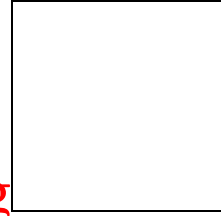
A: This is a question I hear asked at many tournaments and in online forums. Nanobots works similar to Outwit and Perplex in that it is a free action. This means that you can do it **before** you make an action *or* **after** you make an action. So, if Experienced Northstar uses Hypersonic to attack a figure and runs away and is adjacent to an object he may use Nanobots when his movement is finished. OR, before making an action Veteran Wonder Woman does not have charge, but is adjacent to an object with no other figures around her. She uses Nanobots and heals two. She now has charge. She can now make an action as long as she is not pushed. If a character is pushed they may still use Nanobots as long as they meet the required pre-requisites.

Have any more questions? E-mail me or PM me at HCREALMS or Wizkids. I will do my best to give you the proper answers. (e-mails should read care of Q&A).





Comparative Shopping



DEAL(s) OF THE MONTH

Sometimes everyone becomes very focused on particular pieces and those are the big money takers. However, just because a piece is cheap does not mean it is not valuable. In this section you will get some advice on the pieces that will give you the most bang for your dollar.

Fantastic Forces Ghost Rider REV

The Ghost Rider from Fantastic forces is an extremely undervalued piece both figuratively and monetarily. He is a miniature powerhouse that allows you to ignore damage reducers. On top of that he is a transporter piece, which means you can carry figures around with you to help block line of site to him. At less than 4 dollars a set he is a bargain piece that can fit into any competitive or theme team you create.

ICONS Wonder Woman Veteran

UNBELIEVABLE piece here!!!! Icons Wonder Woman's Veteran starts with a 5 damage, a 10 attack value with super strength, and a 17 defense with impervious. She is truly a figure that a team can be built around or great as a clean up heavy hitter. As Icons has flooded the market with heavy hitting piece and everyone is searching for Veteran Superman, Wonder Woman gives you both value and a viable tournament caliber piece. Currently she clocks in at less than 1.50 and is a steal at that price or lower.

ICONS Cheetah REV

Every version of Cheetah is a bargain piece that has potential to do some damage to your opponent. A set of this figure goes for 1.00. If you have a dollar to spend she is the piece to grab. Her charge, high attack value and Blades/Claws/fangs make her a force to be reckoned with. On top of all that she is a cheap piece to put into your team. Meaning your opponent had better be wary when he sees that you brought her along, because she has back up.

PICK IT UP NOW

Some figures drop in price due to disinterest or even because of a flooding of the market. This is perfect time to take advantage and pick the figure up as fast as you possibly can.

ICONS SUPERMAN REV

He has changed the way the game is played and has been heralded as the best piece in the game. However, he is from the base set Icons so has flooded the market in terms of availability. If you are going to pick him up, NOW is the time to do it. Going for a little more than 5 dollars he is well worth the money to pick up and make use of, and is much cheaper than many less than useful uniques.



Marvel™ HeroClix®: X-Men Danger Room Game

Product Information

Stock Number: WZK3234

Title: Marvel HeroClix: X-Men Danger Room

MSRP: \$14.99

Expected Release: June 2006

X-Men™, prepare for battle! Just in time for the summer movie extravaganza comes the **Marvel™ HeroClix® X-Men Danger Room Game!** The mutants are training, and it's a perfect opportunity to introduce yourself—or a friend—to **HeroClix!**

The **Marvel HeroClix X-Men Danger Room Game** contains everything you need to enter the world of 3-D superhero combat. Two preconstructed teams and simple rules make learning **HeroClix** a snap. There are six exclusive X-Men figures in all, including Cyclops™, Jean Grey™, Angel™, Beast™, Colossus™, and Storm™! New 3-D objects and a new Danger Room map round out the game with updated rules and a new powers and abilities card.

The eye-popping diorama of the **Marvel HeroClix X-Men Danger Room Game** is a showpiece display in its own right. Providing a personal command window over the training exercises of your X-Men, it's a must-have for any X-Men fan! Whether you're looking to beef up your X-team, want to join the exciting **HeroClix** game, or want to introduce your friends to **HeroClix**, training in the Danger Room is the way to go!

Contents

- 6 preprinted, predetermined figures
- 2 3D Objects
- 1 rules book
- 1 rules quickstart
- 1 Powers and Abilities Card
- 2 Battlefield Condition cards
- 1 token sheet
- 2 dice
- 1 Clix ring



PRICE GUIDE

In the last issue of HC Monthly the thing that got the best reviews was the price guide. NO one can know how satisfying that is as it takes quite a bit of time to do. In all, it is nearly a two-week process pricing every figure in every set. The way the pricing is done is I go to Ebay's completed auctions, and buy it now section for each figure. I then find the average price that each figure is being sold for (so there is always that open area that figure may sell for more or less). Though the price guide does appear to be VERY accurate as there was not as much change this month from the last. Heroclix is based on supply and demand just like any product. The more

rare a figure is (Iron Man Veteran (armor wars)) the more it will cost. The more available or less usable of a figure the cheaper they will be. There are so many factors involved that will change the price of a figure, and this is the only price guide where every heroclix collector and player has a hand in affecting based on how much you are willing to spend on any particular figure.

NOTE: Collateral Damage will NOT be priced this month as it just released and the prices will not be accurate enough to gauge an average. It will be available next issue.

KEY

FIGURE NAMES MARKED IN BLUE HAVE GONE DOWN IN PRICE

FIGURE NAMES MARKED IN RED HAVE GONE UP IN PRICE

PRICE GUIDE

OTHER HEROCLIX FIGURES

SINESTRO CONSTRUCT	18.55	Alfred Pennyworth	NA	Jarvis
SENTINEL	39.85	Lois Lane	NA	Henry Peter Gyrich
GALACTUS	222.10	Lana Lang	NA	Mary Jane Watson-Parker
Manticore Unique	4.40	Martha Kent	NA	J. Jonah Jameson Unique
Positron Unique	4.15	Jonathan Kent	NA	Alicia Masters Unique
Statesman Unique	1.85	Perry White	NA	Betty Ross-Banner
Statesman w/cape Unique	4.00	Linda Park	NA	Foggy Nelson Unique
Black Scorpion Unique	3.05	Paper Boy	NA	Deli Worker Unique
Captain Mako Unique	4.85	Scientist	NA	Professor Unique
Ghost Widow Unique	18.55	Security Guard	NA	Movie Star Unique
Lord Recluse Unique	9.30	Metropolis Transit Driver	NA	Reporter Unique
		Businesswoman	NA	Poltician

PRICE GUIDE *prices are based on ebay averages and online prices*

**MARVEL
INFINITY CHALLENGE**

001 (SHIELD Agent) Rookie	.15	061 (Puppet Master) Rookie	.15	121 (Rogue) Rookie	.25
002 (SHIELD Agent) Experienced	.35	062 (Puppet Master) Experienced	.35	122 (Rogue) Experienced	.75
003 (SHIELD Agent) Veteran	.75	063 (Puppet Master) Veteran	.75	123 (Rogue) Veteran	1.50
004 (SHIELD Medic)	.15	064 (Annihilus) Rookie	.50	124 (Dr. Strange) Rookie	1.00
Rookie	.35	065 (Annihilus) Experienced	2.00	125 (Dr. Strange) Experienced	1.75
005 (SHIELD Medic) Experienced	.15	066 (Annihilus) Veteran	3.00	126 (Dr. Strange) Veteran	3.00
006 (SHIELD Medic) Veteran	.35	067 (Captain America) Rookie	.15	127 (Magneto) Rookie	1.00
007 (Hydra Operative) Rookie	.75	068 (Captain America) Experienced	.35	128 (Magneto) Experienced	1.65
008 (Hydra Operative) Experienced	.15	069 (Captain America) Veteran	.75	129 (Magneto) Veteran	2.95
009 (Hydra Operative) Veteran	.35	070 (Spider-Man) Rookie	.75	130 (Kang) Rookie	.50
010 (Hydra Medic) Rookie	.75	071 (Spider-Man) Experienced	1.00	131 (Kang) Experienced	.75
011 (Hydra Medic) Experienced	.15	072 (Spider-Man) Veteran	3.00	132 (Kang) Veteran	1.50
012 (Hydra Medic) Veteran	.35	073 (Wolverine) Rookie	.50	133 (Ultron) Rookie	.50
013 (Thug) Rookie	.75	074 (Wolverine) Experienced	.65	134 (Ultron) Experienced	1.50
014 (Thug) Experienced	.15	075 (Wolverine) Veteran	2.00	135 (Ultron) Veteran	2.50
015 (Thug) Veteran	.35	076 (Professor Xavier) Rookie	1.00	136 (Firelord) Rookie	.90
016 (Henchman) Rookie	.75	077 (Professor Xavier) Experienced	2.00	137 (Firelord) Experienced	2.15
017 (Henchman) Experienced	.15	078 (Professor Xavier) Veteran	3.00	138 (Firelord) Veteran	2.75
018 (Henchman) Veteran	.35	079 (Juggernaut) Rookie	.70	139 (Vision) Unique	7.80
019 (Skrull Agent) Rookie	.75	080 (Juggernaut) Experienced	1.15	140 (Quasar) Unique	3.80
020 (Skrull Agent) Experienced	.15	081 (Juggernaut) Veteran	1.80	141 (Thanos) Unique	10.60
021 (Skrull Agent) Veteran	.35	082 (Cyclops) Rookie	1.00	142 (Nightmare) Unique	3.60
022 (Skrull Warrior) Rookie	.75	083 (Cyclops) Experienced	2.50	143 (Wasp) Unique	3.40
023 (Skrull Warrior) Experienced	.15	084 (Cyclops) Veteran	4.00	144 (Elektra) Unique	1.50
024 (Skrull Warrior) Veteran	.35	085 (Black Panther) Rookie	2.00	145 (Professor Xavier)	5.90
025 (Blade) Rookie	.75	086 (Black Panther) Experienced	3.00	146 (Juggernaut)	1.50
026 (Blade) Experienced	.15	087 (Black Panther) Veteran	3.25	147 (Cyclops)	1.50
027 (Blade) Veteran	.35	088 (Blizzard) Rookie	.55	148 (Captain America) Unique	3.80
028 (Wolfsbane) Rookie	.75	089 (Blizzard) Experienced	.75	149 (Wolverine) Unique	5.50
029 (Wolfsbane) Experienced	.25	090 (Blizzard) Veteran	1.50	150 (Spider-Man) Unique	4.00
030 (Wolfsbane) Veteran	.50	091 (Pyro) Rookie	.85	151 (Gabriel Jones) Unique	5.00
031 (Elektra) Rookie	.90	092 (Pyro) Experienced	1.45	152 (Tia Senyaka) Unique	15.40
032 (Elektra) Experienced	.35	093 (Pyro) Veteran	1.95	153 (Operative #128) Unique	1.50
033 (Elektra) Veteran	.55	094 (Whirlwind) Rookie	.15	154 (Medic #519) Unique	2.75
034 (Wasp) Rookie	1.25	095 (Whirlwind) Experienced	.35	155 (Knuckles) Unique	3.50
035 (Wasp) Experienced	.15	096 (Whirlwind) Veteran	.75	156 (Joey the Snake) Unique	5.00
036 (Wasp) Veteran	.35	097 (Daredevil) Rookie	.15	157 (Nenora) Unique	2.50
037 (Constrictor) Rookie	.75	098 (Daredevil) Experienced	.35	158 (Raksor) Unique	2.00
038 (Constrictor) Experienced	.15	099 (Daredevil) Veteran	.75	159 (Blade) Unique	5.00
039 (Constrictor) Veteran	.35	100 (Bullseye) Rookie	.35	160 (Rahne Sinclair) Unique	4.00
040 (Boomerang) Rookie	.75	101 (Bullseye) Experienced	.65	161 (Frank Schlichting) Unique	2.00
041 (Boomerang) Experienced	.15	102 (Bullseye) Veteran	2.00	162 (Fred Myers) Unique	7.50
042 (Boomerang) Veteran	.35	103 (Scarlet Witch) Rookie	.15	163 (Wilson Fisk) Unique	4.50
043 (Kingpin) Rookie	.75	104 (Scarlet Witch) Experienced	.35	164 (Adrian Toomes) Unique	3.00
044 (Kingpin) Experienced	.15	105 (Scarlet Witch) Veteran	.75	165 (Jean Grey) Unique	21.50
045 (Kingpin) Veteran	.35	106 (Quicksilver) Rookie	.15	166 (Ned Leeds) Unique	17.00
046 (Vulture) Rookie	.75	107 (Quicksilver) Experienced	.35	167 (Victor Creed) Unique	60.00
047 (Vulture) Experienced	1.00	108 (Quicksilver) Veteran	.75	168 (Bruce Banner) Unique	45.00
048 (Vulture) Veteran	2.00	109 (Mr. Hyde) Rookie	.15	169 (Philip Masters) Unique	12.00
049 (Jean Grey) Rookie	3.00	110 (Mr. Hyde) Experienced	.35	170 (Annihilus) Unique	51.60
050 (Jean Grey) Experienced	.15	111 (Mr. Hyde) Veteran	.75	171 (Wolverine) Unique	6.50
051 (Jean Grey) Veteran	.35	112 (Klaw) Rookie	.35	172 (Yellowjacket) Unique	17.35
052 (Hobgoblin) Rookie	.75	113 (Klaw) Experienced	.65	173 (Ant-Man) Unique	18.60
053 (Hobgoblin) Experienced	.75	114 (Klaw) Veteran	1.25	199 (Hulk) Unique	5.85
054 (Hobgoblin) Veteran	1.25	115 (Controller) Rookie	.15		
055 (Sabretooth) Rookie	2.00	116 (Controller) Experienced	.35		
056 (Sabretooth) Experienced	.50	117 (Controller) Veteran	.75		
057 (Sabretooth) Veteran	1.00	118 (Hercules) Rookie	.50		
058 (Hulk) Rookie	2.00	119 (Hercules) Experienced	1.00		
059 (Hulk) Experienced		120 (Hercules) Veteran	2.00		
060 (Hulk) Veteran					

CLOBBERIN' TIME

001 S.H.I.E.L.D. Trooper R	.45	043 Invisible Girl R	4.00	085 Nightcrawler U	37.90
002 S.H.I.E.L.D. Trooper E	.60	044 Invisible Girl E	3.30	086 Nick Fury U	10.00
003 S.H.I.E.L.D. Trooper V	.75	045 Invisible Woman V	3.70	087 Moondragon U	5.60
004 S.H.I.E.L.D. Sniper R	.35	046 Thing R	.60	088 Spiderman U	8.00
005 S.H.I.E.L.D. Sniper E	.75	047 Thing E	.95	089 Mojo U	7.55
006 S.H.I.E.L.D. Sniper V	1.00	048 Thing V	1.70	090 Super Skrull U	11.20
007 Mandroid Armor R	.60	049 Human Torch R	1.50	091 Red Skull U	6.80
008 Mandroid Armor E	.85	050 Human Torch E	2.00	092 Spiral U	13.90
009 Mandroid Armor V	1.05	051 Human Torch V	3.50	093 Titania U	5.80
010 A.I.M. Agent R	.25	052 Hawkeye R	.45	094 Mr. Fixit U	7.50
011 A.I.M. Agent E	.50	053 Hawkeye E	.60	095 Medusa U	5.50
012 A.I.M. Agent V	.75	054 Hawkeye V	.75	096 Enchantress U	4.80
013 A.I.M. Medic R	.50	055 Black Widow R	.45	101 Clay Quartermain	5.05
014 A.I.M. Medic E	.75	056 Black Widow E	.60	102 Laura Brown	14.60
015 A.I.M. Medic V	1.25	057 Black Widow V	.75	103 Agent Beaulieu	6.00
016 Skrull Commando R	.45	058 Blastaar R	.75	104 George Tarleton	8.10
017 Skrull Commando E	.60	059 Blastaar E	1.25	105 Scientist Supreme	11.70
018 Skrull Commando V	.75	060 Blastaar V	3.00	106 Paibok	2.50
019 Vampire Lackey R	.45	061 Thor R	3.00	107 Rachel Van Helsing	4.00
020 Vampire Lackey E	.60	062 Thor E	4.00	108 Felicia Hardy	13.80
021 Vampire Lackey V	1.50	063 Thor V	6.65	109 Rita DeMara	5.60
022 Black Cat R	.50	064 Sandman R	.45	110 Doctor Doom	17.30
023 Black Cat E	1.25	065 Sandman E	.60	111 Dominic Petros	8.50
024 Black Cat V	.75	066 Sandman V	.75	112 Fred J. Dukes	7.00
025 Yellowjacket R	.45	067 Logan R	2.00	113 Mortimer Toynbee	10.25
026 Yellowjacket E	.60	068 Logan E	3.00	114 Elektra Natchios	7.00
027 Yellowjacket V	.75	069 Logan V	3.50	115 Sue Storm	6.70
028 Doombot R	1.00	070 Mr. Fantastic R	.75	116 Benjamin J. Grimm	12.00
029 Doombot E	1.50	071 Mr. Fantastic E	1.50	117 Johnny Storm	14.05
030 Doombot V	2.00	072 Mr. Fantastic V	2.00	118 Clint Barton	15.80
031 Avalanche R	.45	073 Dr Doom R	3.00	119 Natasha Romanoff	45.00
032 Avalanche E	.60	074 Dr Doom E	4.00	120 Blastaar of Baluur	40.00
033 Avalanche V	1.25	075 Dr Doom V	6.00		
034 Blob R	.45	076 Doctor Octopus R	1.00		
035 Blob E	.60	077 Doctor Octopus E	1.50		
036 Blob V	.75	078 Doctor Octopus V	2.00		
037 Toad R	.45	079 White Queen R	1.50		
038 Toad E	.60	080 White Queen E	2.00		
039 Toad V	.75	081 White Queen V	2.50		
040 Elektra R	.45	082 She-Hulk R	1.00		
041 Elektra E	.60	083 She-Hulk E	1.75		
042 Elektra V	.75	084 She-Hulk V	3.50		



X-PLOSION

001 Con Artist	.75	046 Scorpion	.25	085 Shadowcat U	6.00
002 Con Artist	.85	047 Scorpion	.50	086 Elektra U	6.15
003 Con Artist	1.00	048 Scorpion	.75	087 Deathbird U	6.20
004 Hand Ninja	.50	049 Abomination	.25	088 Apocalypse U	14.35
005 Hand Ninja	.75	050 Abomination	.50	089 Green Goblin U	7.60
006 Hand Ninja	2.00	051 Abomination	.75	090 The Leader U	4.95
007 Hand Ninja	.50	052 Crimson Dynamo	.25	091 Sauron U	6.90
008 Hand Ninja	.75	053 Crimson Dynamo	.50	092 Lady Deathstrike U	4.05
009 Hand Ninja	2.00	054 Crimson Dynamo	.75	093 Spider-Man U	7.00
010 SWAT Officer	.25	055 Beast	.25	094 Savage Hulk U	9.50
011 SWAT Officer	.50	056 Beast	.50	095 Phoenix U	11.80
012 SWAT Officer	.75	057 Beast	.75	096 Weapon X U	4.10
013 SWAT Specialist	.25	058 Psylocke	.50	097 Sarah St. John U	5.20
014 SWAT Specialist	.50	059 Psylocke	1.00	098 Kirigi U	5.00
015 SWAT Specialist	.75	060 Psylocke	2.00	099 Elektra U	6.75
016 Paramedic	.60	061 Daredevil	.25	100 Sammy Liebman U	2.70
017 Paramedic	.85	062 Daredevil	.50	101 Frank Gunzer U	4.00
018 Paramedic	1.50	063 Daredevil	.75	102 Jane Foster U	30.00
019 Typhoid Mary	.25	064 Taskmaster	1.00	103 Mary Walker U	2.15
020 Typhoid Mary	.50	065 Taskmaster	2.00	104 Irene Adler U	26.00
021 Typhoid Mary	.75	066 Taskmaster	3.00	105 Tabitha Smith U	5.90
022 Destiny	.25	067 Silver Samurai	.25	106 Raven Darkholme U	3.80
023 Destiny	.50	068 Silver Samurai	.50	107 Madame Hydra U	5.50
024 Destiny	.75	069 Silver Samurai	.75	108 Kitty Pryde U	2.70
025 Boom-Boom	.25	070 Gambit	.65	109 Bobby Drake U	15.00
026 Boom-Boom	.50	071 Gambit	1.00	110 Whitney Frost U	3.45
027 Meltdown	.75	072 Gambit	2.00	111 Dr. Leonard Samson U	31.20
028 Mystique	.25	073 Mandarin	1.00	112 Mac Gargan U	22.50
029 Mystique	.50	074 Mandarin	1.75	113 Emil Blonsky U	3.60
030 Mystique	.75	075 Mandarin	4.00	114 Dimitri Bukharin U	23.30
031 Viper	.65	076 Iron Man	3.00	115 Hank McCoy U	24.20
032 Viper	1.00	077 Iron Man	4.50	116 Betsy Braddock U	26.25
033 Viper	1.30	078 Iron Man	6.00		
034 Shadowcat	.25	079 Colossus	.75		
035 Shadowcat	.50	080 Colossus	1.00		
036 Shadowcat	.75	081 Colossus	2.00		
037 Iceman	.25	082 Storm	.75		
038 Iceman	.50	083 Storm	.65		
039 Iceman	.75	084 Storm	1.50		
040 Madame Masque	.25				
041 Madame Masque	.50				
042 Madame Masque	.75				
043 Doc Samson	.50				
044 Doc Samson	.75				
045 Doc Samson	2.00				



Critical Mass

001 Moloid R	.25	046 Rhino R	.35	085 Warbird U	9.90
002 Moloid E	.50	047 Rhino E	.65	086 Captain Marvel U	16.75
003 Moloid V	.80	048 Rhino V	1.00	087 Adam Warlock U	9.50
004 Brood Warrior R	.25	049 Mole Man R	.25	088 Ronan the Accuser U	8.75
005 Brood Warrior E	.35	050 Mole Man E	.50	089 Sersi U	6.40
006 Brood Warrior V	.55	051 Mole Man V	.80	090 Morgan Le Fay U	5.50
007 Kree Warrior R	.25	052 Nebula R	.35	091 Terrax U	11.80
008 Kree Warrior E	.50	053 Nebula E	.65	092 Dormammu U	8.65
009 Kree Warrior V	.80	054 Nebula V	1.00	093 Nova U	12.20
010 S.W.A.T. Heavy Weapons R	.25	055 Moonstone R	.35	094 Beta Ray Bill U	11.45
011 S.W.A.T. Heavy Weapons E	.50	056 Meteorite E	.50	095 Hulk U	12.00
012 S.W.A.T. Heavy Weapons V	.80	057 Meteorite V	.85	096 Silver Surfer U	37.90
013 Dreadnought R	.25	058 Brood Queen R	.25	201 (Val-or) Unique	9.90
014 Dreadnought E	.50	059 Brood Queen E	.50	202 (Divebomber) Unique	5.40
015 Dreadnought V	.80	060 Brood Queen V	.80	203 (Captain Mar-Vell) Unique	20.30
016 Hepzibah R	.25	061 Patch R	.55	204 (Roger Falcone) Unique	3.50
017 Hepzibah E	.50	062 Patch E	.85	205 (Silver Dreadnought) Unique	9.75
018 Hepzibah V	.80	063 Patch V	1.75	206 (Hepzibah) Unique	2.75
019 Marrow R I	.25	064 Diablo R	.25	207 (Sarah) Unique	3.15
020 Marrow E	.50	065 Diablo E	.75	208 (Major Christopher Summers) Unique	6.50
021 Marrow V	.80	066 Diablo V	1.50	209 (Marc Spector) Unique	6.60
022 Corsair R	.25	067 Spider-Man R	.50	210 (Calypso Ezili) Unique	1.70
023 Corsair E	.50	068 Spider-Man E	.75	211 (Elektra Natchios) Unique	4.00
024 Corsair V	.80	069 Spider-Man V	4.00	212 (Matt Murdock) Unique	13.25
025 Moon Knight R	.25	070 Venom R	2.00	213 (Ilyana Rasputin) Unique	9.30
026 Moon Knight E	.50	071 Venom E	2.75	214 (Warren Worthington III) Unique	11.40
027 Moon Knight V	.80	072 Venom V	7.65	215 (Sergei Kravinov) Unique	5.20
028 Calypso R	.25	073 Ulik R	1.00	216 (Alex O'Hirn) Unique	40.00
029 Calypso E	.50	074 Ulik E	1.50	217 (Rupert) Unique	76.00
030 Calypso V	.80	075 Ulik V	2.65	218 (Nebula) Unique	3.00
031 Elektra R	.25	076 Umar R	.25	219 (Dr. Karla Sofen) Unique	50.00
032 Elektra E	.50	077 Umar E	.50	220 (Prof. Xavier) Unique	12.50
033 Elektra V	.80	078 Umar V	.80	221 (Invisible Woman) Unique	10.00
034 Daredevil R	.25	079 Black Queen R	.40	222 (Silver Surfer) Unique	45.00
035 Daredevil E	.50	080 Selene E	.75		
036 Daredevil V	1.25	081 Selene V	1.45		
037 Magick R	.25	082 Absorbing Man R	.50		
038 Magick E	.50	083 Absorbing Man E	.75		
039 Magick V	.80	084 Absorbing Man V	1.55		
040 Archangel R	1.00				
041 Archangel E	1.75				
042 Archangel V	2.50				
043 Kraven R	.35				
044 Kraven E	1.00				
045 Kraven V	1.75				



UNIVERSE

001 (Spider-Man) Experienced	1.00	052 (Gambit) Rookie	.65	103 (Cyclops) Rookie	1.00
002 (Wolverine) Experienced	1.00	053 (Gambit) Experienced	1.00	104 (Cyclops) Experienced	2.50
003 (Wasp) Experienced	1.00	054 (Gambit) Veteran	2.00	105 (Cyclops) Veteran	4.00
004 (Hobgoblin) Experienced	1.00	055 (Mandarin) Rookie	1.00	106 (Black Panther) Rookie	2.00
005 (Sabretooth) Experienced	1.00	056 (Mandarin) Experienced	1.75	107 (Black Panther) Experienced	3.00
006 (Elektra) Experienced	1.00	057 (Mandarin) Veteran	4.00	108 (Black Panther) Veteran	3.25
001 Con Artist	.75	058 (Iron Man) Rookie	3.00	091 (Pyro) Rookie	.85
008 (Con Artist) Experienced	.85	059 (Iron Man) Experienced	4.50	092 (Pyro) Experienced	1.45
009 (Con Artist) Veteran	1.00	060 (Iron Man) Veteran	6.00	093 (Pyro) Veteran	1.95
010 (Hand Ninja) Rookie	.50	061 (Colossus) Rookie	.75	112 (Bullseye) Rookie	.35
011 (Hand Ninja) Experienced	.75	062 (Colossus) Experienced	1.00	113 (Bullseye) Experienced	.65
012 (Hand Ninja) Veteran	2.00	063 (Colossus) Veteran	2.00	114 (Bullseye) Veteran	2.00
013 (Hand Ninja) Rookie	.50	064 (Storm) Rookie	.75	139 (Vision) Unique	7.80
014 (Hand Ninja) Experienced	.75	065 (Storm) Experienced	.65	140 (Quasar) Unique	3.80
015 (Hand Ninja) Veteran	2.00	066 (Storm) Veteran	1.50	141 (Thanos) Unique	10.60
016 (S.W.A.T. Officer) Rookie	.25	067 (Kingpin) Rookie	.15	142 (Nightmare) Unique	3.60
017 (S.W.A.T. Officer) Experienced	.50	068 (Kingpin) Experienced	.35	143 (Wasp) Unique	3.40
018 (S.W.A.T. Officer) Veteran	.75	069 (Kingpin) Veteran	.75	144 (Elektra) Unique	1.50
019 (S.W.A.T. Specialist) Rookie	.25	070 (Vulture) Rookie	.15	145 (Professor Xavier)	5.90
020 (S.W.A.T. Specialist) Experienced	.50	071 (Vulture) Experienced	.35	146 (Juggernaut)	1.50
021 (S.W.A.T. Specialist) Veteran	.75	072 (Vulture) Veteran	.75	147 (Cyclops)	1.50
022 (Paramedic) Rookie	.60	073 (Jean Grey) Rookie	1.00	148 (Captain America) Unique	3.80
023 (Paramedic) Experienced	.85	074 (Jean Grey) Experienced	2.00	149 (Wolverine) Unique	5.50
024 (Paramedic) Veteran	1.50	075 (Jean Grey) Veteran	3.00	150 (Spider-Man) Unique	4.00
025 (Typhoid Mary) Rookie	.25	076 (Hobgoblin) Rookie	.15		
026 (Typhoid Mary) Experienced	.50	077 (Hobgoblin) Experienced	.35		
027 (Typhoid Mary) Veteran	.75	078 (Hobgoblin) Veteran	.75		
028 (Destiny) Rookie	.25	079 (Sabretooth) Rookie	.75		
029 (Destiny) Experienced	.50	080 (Sabretooth) Experienced	1.25		
030 (Destiny) Veteran	.75	081 (Sabretooth) Veteran	2.00		
031 (Boom-Boom) Rookie	.25	082 (Hulk) Rookie	.50		
032 (Boom-Boom) Experienced	.50	083 (Hulk) Experienced	1.00		
033 (Meltdown) Veteran	.75	084 (Hulk) Veteran	2.00		
034 (Mystique) Rookie	.25	085 (Puppet Master) Rookie	.15		
035 (Mystique) Experienced	.50	086 (Puppet Master) Experienced	.35		
036 (Mystique) Veteran	.75	087 (Puppet Master) Veteran	.75		
037 (Viper) Rookie	.65	088 (Annihilus) Rookie	.50		
038 (Viper) Experienced	1.00	089 (Annihilus) Experienced	2.00		
039 (Viper) Veteran	1.30	090 (Annihilus) Veteran	3.00		
040 (Shadowcat) Rookie	.25	091 (Captain America) Rookie	.15		
041 (Shadowcat) Experienced	.50	092 (Captain America) Experienced	.35		
042 (Shadowcat) Veteran	.75	093 (Captain America) Veteran	.75		
043 (Daredevil) Rookie	.25	094 (Spider-Man) Rookie	.75		
044 (Daredevil) Experienced	.50	095 (Spider-Man) Experienced	1.00		
045 (Daredevil) Veteran	.75	096 (Spider-Man) Veteran	3.00		
046 (Taskmaster) Rookie	1.00	097 (Wolverine) Rookie	.50		
047 (Taskmaster) Experienced	2.00	098 (Wolverine) Experienced	.65		
048 (Taskmaster) Veteran	3.00	099 (Wolverine) Veteran	2.00		
049 (Silver Samurai) Rookie	.25	100 (Professor Xavier) Rookie	1.00		
050 (Silver Samurai) Experienced	.50	101 (Professor Xavier) Experienced	2.00		
051 (Silver Samurai) Veteran	.75	102 (Professor Xavier) Veteran	3.00		



ULTIMATES

001 (Morlock) Rookie	.25	049 (Mysterio) Rookie	.35	085 (Xorn) Unique	10.74
002 (Morlock) Experienced	.35	050 (Mysterio) Experienced	.65	086 (Baron Zemo) Unique	10.15
003 (Morlock) Veteran	.65	051 (Mysterio) Veteran	.95	087 (Carnage) Unique	18.25
004 (Hellfire Guard) Rookie	.25	052 (Punisher) Rookie	1.00	088 (Vindicator) Unique	7.80
005 (Hellfire Guard) Experienced	.45	053 (Punisher) Experienced	1.70	089 (Iron Man) Unique	15.00
006 (Hellfire Guard) Veteran	.75	054 (Punisher) Veteran	3.25	090 (Mr. Sinister) Unique	11.00
007 (Scourge) Rookie	.25	055 (Electro) Rookie	.15	091 (Crimson Cow) Unique	6.75
008 (Scourge) Experienced	.45	056 (Electro) Experienced	.45	092 (Magnet) Unique	11.70
009 (Scourge) Veteran	.70	057 (Electro) Veteran	.75	093 (Phoenix) Unique	17.35
010 (Sentinel Trooper) Rookie	.25	058 (Ghost Rider) Rookie	.65	094 (Goblin Queen) Unique	6.15
011 (Sentinel Trooper) Experienced	.45	059 (Ghost Rider) Experienced	.95	095 (Hulk) Unique	18.64
012 (Sentinel Trooper) Veteran	.70	060 (Ghost Rider) Veteran	1.65	096 (Thor) Unique	32.45
013 (Lizard) Rookie	.25	061 (Captain America) Experienced	.35	200 (Magnet) Unique	6.50
014 (Lizard) Experienced	.50	062 (Cyclops) Experienced	.65	201 (Jonny Ell) Unique	3.95
015 (Lizard) Veteran	.75	063 (Cyclops) Veteran	.85	202 (Wade Cole) Unique	6.50
016 (Princess Python) Rookie	.10	064 (Captain America) Rookie	.75	203 (Justice is Served!) Unique	13.85
017 (Princess Python) Experienced	.25	065 (Captain America) Experienced	1.65	204 (Sentinel Captain) Unique	4.25
018 (Princess Python) Veteran	.45	066 (Captain America) Veteran	2.45	205 (Dr. Curtis Connors) Unique	3.75
019 (Callisto) Rookie	.15	067 (Sabretooth) Rookie	.45	206 (Zelda Dubois) Unique	2.50
020 (Callisto) Experienced	.35	068 (Sabretooth) Experienced	.75	207 (Morlock Leader) Unique	10.00
021 (Callisto) Veteran	.50	069 (Sabretooth) Veteran	.95	208 (Seth Voelker) Unique	4.50
022 (Sidewinder) Rookie	.35	070 (Doctor Octopus) Rookie	.25	209 (Natasha Romanova) Unique	6.35
023 (Sidewinder) Experienced	.55	071 (Doctor Octopus) Experienced	.50	210 (Ororo Munroe) Unique	4.70
024 (Sidewinder) Veteran	.75	072 (Doctor Octopus) Veteran	.75	211 (Blanche Sitznski) Unique	2.75
025 (Black Widow) Rookie	.45	073 (Colossus) Rookie	.35	212 (Clint Barton) Unique	6.20
026 (Black Widow) Experienced	.75	074 (Colossus) Experienced	.55	213 (Patsy Walker) Unique	3.25
027 (Black Widow) Veteran	.95	075 (Colossus) Veteran	.95	214 (Peter Parker) Unique	4.25
028 (Storm) Rookie	.25	076 (Marvel Girl) Rookie	.35	215 (Hank McCoy) Unique	3.75
029 (Storm) Experienced	.50	077 (Marvel Girl) Experienced	.55	216 (James Howlett) Unique	8.90
030 (Storm) Veteran	.75	078 (Marvel Girl) Veteran	.85	217 (Quentin Beck) Unique	4.50
031 (Anaconda) Rookie	.15	079 (Wrecker) Rookie	.35	218 (Frank Castle) Unique	12.75
032 (Anaconda) Experienced	.35	080 (Wrecker) Experienced	.65	219 (Maxwell Dillon) Unique	3.00
033 (Anaconda) Veteran	.65	081 (Wrecker) Veteran	1.05	220 (Daniel Ketch) Unique	8.05
034 (Hawkeye) Rookie	.65	082 (Captain Britain) Rookie	.85	221 (Dr. Otto Octavius) Unique	9.90
035 (Hawkeye) Experienced	.95	083 (Captain Britain) Experienced	1.65		
036 (Hawkeye) Veteran	2.00	084 (Captain Britain) Veteran	2.35		
037 (Hellcat) Rookie	.25				
038 (Hellcat) Experienced	.50				
039 (Hellcat) Veteran	.75				
040 (Spider-Man) Rookie	.50				
041 (Spider-Man) Experienced	.75				
042 (Spider-Man) Veteran	2.00				
043 (Beast) Rookie	.45				
044 (Beast) Experienced	.65				
045 (Beast) Veteran	.85				
046 (Wolverine) Rookie	.50				
047 (Wolverine) Experienced	.85				
048 (Wolverine) Veteran	1.50				



MUTANT MAYHEM

001 (U-Men) Rookie	.35	049 (Dagger) Rookie	.55	097 (Giant-Man) Experienced	7.50
002 (U-Men) Experienced	.50	050 (Dagger) Experienced	.75	201 (Alex Summers) Unique	2.00
003 (U-Men) Veteran	1.00	051 (Dagger) Veteran	2.25	202 (Simon Williams) Unique	2.75
004 (Vanisher) Rookie	.25	052 (Bishop) Rookie	.25	203 (Angelica Jones) Unique	1.50
005 (Vanisher) Experienced	.50	053 (Bishop) Experienced	.50	204 (Tyrone Johnson) Unique	2.25
006 (Vanisher) Veteran	.75	054 (Bishop) Veteran	.75	205 (Tandy Bowen) Unique	3.00
007 (Skullbuster) Rookie	.25	055 (Blink) Rookie	.25	206 (Bishop of XSE) Unique	2.00
008 (Skullbuster) Experienced	.50	056 (Blink) Experienced	.50	207 (Clarice Ferguson) Unique	3.00
009 (Skullbuster) Veteran	.75	057 (Blink) Veteran	.75	208 (Peter Parker) Unique	3.50
010 (Harpoon) Rookie	.25	058 (Spider-Man) Rookie	.50	209 (Ted Sallis) Unique	1.50
011 (Harpoon) Experienced	.50	059 (Spider-Man) Experienced	1.00	210 (Narya) Unique	2.50
012 (Harpoon) Veteran	.75	060 (Spider-Man) Veteran	1.65	211 (Jean-Paul Beaubier) Unique	3.00
013 (Vertigo) Rookie	.25	061 (Man-Thing) Rookie	.15	212 (Walter Langkowski) Unique	3.75
014 (Vertigo) Experienced	.50	062 (Man-Thing) Experienced	.45	213 (Nathaniel Summers) Unique	2.50
015 (Vertigo) Veteran	.75	063 (Man-Thing) Veteran	.65	214 (Wade Wilson) Unique	3.75
016 (Arclight) Rookie	.25	064 (Snowbird) Rookie	.25	215 (Logan) Unique	3.90
017 (Arclight) Experienced	.50	065 (Snowbird) Experienced	.50	216 (Dr. Bruce Banner) Unique	2.25
018 (Arclight) Veteran	.75	066 (Snowbird) Veteran	.75	217 (Polaris) Unique	19.28
019 (Wild Child) Rookie	.25	067 (Northstar) Rookie	.95	218 (Hulk) Unique	5.50
020 (Wildheart) Experienced	.50	068 (Northstar) Experienced	1.65	220 (Dark Phoenix)	74.90
021 (Wild Child) Veteran	.75	069 (Northstar) Veteran	2.25	221 (Nova) Unique	19.35
022 (Blade) Rookie	.25	070 (Sasquatch) Rookie	.50	222 (Hulk) Unique	5.50
023 (Blade) Experienced	.50	071 (Sasquatch) Experienced	.65	BF001 (Darkness)	.50
024 (Blade) Veteran	.75	072 (Tanaraq) Veteran	2.45	BF002 (Earthquake)	.50
025 (Puck) Rookie	.25	073 (Cable) Rookie	.65	BF003 (Crosswinds)	.50
026 (Puck) Experienced	.50	074 (Cable) Experienced	.95	BF004 (Ordinary Day)	.50
027 (Puck) Veteran	.75	075 (Soldier X) Veteran	1.45	BF005 (War Zone)	.65
028 (Domino) Rookie	.65	076 (Deadpool) Rookie	1.25	BF006 (White Noise)	.65
029 (Domino) Experienced	.85	077 (Deadpool) Experienced	3.00	F001 (Automatic Regeneration)	2.00
030 (Domino) Veteran	1.25	078 (Deadpool) Veteran	4.75	F002 (Fastball Special)	.15
031 (Polaris) Rookie	.35	079 (Wolverine) Rookie	.35	F003 (Haymaker)	.50
032 (Polaris) Experienced	.65	080 (Wolverine) Experienced	.65	F004 (Passenger)	.55
033 (Polaris) Veteran	.95	081 (Wolverine) Veteran	1.25	F005 (Pounce)	2.00
034 (Silver Sable) Rookie	.25	082 (Hulk) Rookie	.50	F006 (Rip It Up)	.50
035 (Silver Sable) Experienced	.50	083 (Hulk) Experienced	.75	F007 (Taunt)	.45
036 (Silver Sable) Veteran	.75	084 (Hulk) Veteran	1.45	F008 (Trick Shot)	1.00
037 (Havok) Rookie	.45	085 (Longshot) Unique	9.50	MMB001 (Aunt May)	6.15
038 (Havok) Experienced	.65	086 (Mimic) Unique	6.65	MMB002 (Ben Urich)	.50
039 (Havok) Veteran	1.25	087 (Fantomex) Unique	6.60	MMB003 (Flash Thompson)	.50
040 (Wonder Man) Rookie	.75	088 (Donald Pierce) Unique	4.90	MMB004 (Franklin Richards)	.65
041 (Wonder Man) Experienced	.95	089 (Bastion) Unique	4.40	MMB005 (Gwen Stacy)	.50
042 (Wonder Man) Veteran	1.35	090 (M.O.D.O.K.) Unique	7.30	MMB006 (Kong)	.50
043 (Firestar) Rookie	.25	091 (Gladiator) Unique	15.70	MMB007 (Robbie Robertson)	.50
044 (Firestar) Experienced	.75	092 (Black Queen) Unique	8.60		
045 (Firestar) Veteran	.75	093 (Shadow King) Unique	9.00		
046 (Cloak) Rookie	.45	094 (N'astirh) Unique	5.90		
047 (Cloak) Experienced	.65	095 (Count Nefaria) Unique	13.40		
048 (Cloak) Veteran	1.50	096 (Loki) Unique	20.40		



FANTASTIC FORCES

001 (Lockjaw) Rookie	.35	049 (Power Man) Rookie	.45	201 (Norman Osborn) Unique	5.45
002 (Lockjaw) Experienced	.65	050 (Power Man) Experienced	.75	202 (Cain Marko) Unique	8.20
003 (Lockjaw) Veteran	.85	051 (Cage) Veteran	2.25	203 (Namor) Unique	3.65
004 (Black Knight) Rookie	.35	052 (Scarlet Witch) Rookie	.75	204 (Johnny Storm) Unique	4.50
005 (Black Knight) Experienced	.65	053 (Scarlet Witch) Experienced	1.25	205 (Sue Storm) Unique	7.90
006 (Black Knight) Veteran	.85	054 (Scarlet Witch) Veteran	2.50	206 (Ben Grimm) Unique	5.10
007 (Mirage) Rookie	.45	055 (Rogue) Rookie	.65	207 (Reed Richards) Unique	3.40
008 (Moonstar) Experienced	.65	056 (Rogue) Experienced	1.55	208 (Kurt Wagner) Unique	6.50
009 (Moonstar) Veteran	1.15	057 (Rogue) Veteran	1.75	209 (Johnny Storm) Unique	4.25
010 (Hawkeye) Rookie	.65	058 (Dr. Strange) Rookie	.85	B001 (Moria MacTaggart)	.40
011 (Hawkeye) Experienced	.95	059 (Dr. Strange) Experienced	1.35	B002 (Henry Peter Gyrich)	.35
012 (Hawkeye) Veteran	2.00	060 (Dr. Strange) Veteran	2.10	B003 (Professor Storm)	.35
013 (Awesome Android) Rookie	.45	061 (Green Goblin) Rookie	.45	B004 (Misty Knight)	.45
014 (Awesome Android) E	.65	062 (Green Goblin) Experienced	.75	B005 (Colleen Wing)	.50
015 (Awesome Andy) Veteran	.95	063 (Green Goblin) Veteran	1.45	B006 (Wild Sentinel)	.50
016 (Goliath) Rookie	.35	064 (Juggernaut) Rookie	.95	B007 (Willie Lumpkin)	1.90
017 (Atlas) Experienced	.65	065 (Juggernaut) Experienced	1.45	BF001 (Astral Plane)	.35
018 (Atlas) Veteran	.85	066 (Juggernaut) Veteran	2.60	BF002 (Atlantis Rising)	.45
019 (Yellowjacket) Rookie	.35	067 (Sub-Mariner) Rookie	.85	BF003 (Low Gravity)	.45
020 (Yellowjacket) Experienced	.65	068 (Sub-Mariner) Experienced	.65	BF004 (Poor Teamwork)	.45
021 (Yellowjacket) Veteran	.85	069 (Sub-Mariner) Veteran	1.35	BF005 (Power Dampening Field)	.65
022 (Ghost Rider) Rookie	.65	070 (Human Torch) Rookie	.35	BF006 (Disbanded!)	.85
023 (Ghost Rider) Experienced	1.45	071 (Human Torch) Experienced	.75	F001 (Force Field)	.50
024 (Ghost Rider) Veteran	2.30	072 (Human Torch) Veteran	2.75	F002 (Shake Off)	.35
025 (Asp) Rookie	.35	073 (Invisible Woman) Rookie	.75	F003 (Brilliant Tactician)	.50
026 (Asp) Experienced	.65	074 (Invisible Woman) Experienced	1.45	F004 (Nova Blast)	1.00
027 (Asp) Veteran	.85	075 (Invisible Woman) Veteran	2.00	F005 (Double-Time)	.50
028 (Shocker) Rookie	.35	076 (The Thing) Rookie	1.25	F006 (Unstoppable)	.65
029 (Shocker) Experienced	.65	077 (The Thing) Experienced	1.75	F007 (Fantastic Four)	1.00
030 (Shocker) Veteran	1.00	078 (The Thing) Veteran	3.00	F008 (Thunderbolts)	.50
031 (Tigra) Rookie	.35	079 (Mr. Fantastic) Rookie	.75		
032 (Tigra) Experienced	.65	080 (Mr. Fantastic) Experienced	1.50		
033 (Tigra) Veteran	.85	081 (Mr. Fantastic) Veteran	1.75		
034 (Jolt) Rookie	.35	082 (Nightcrawler) Rookie	1.35		
035 (Jolt) Experienced	.65	083 (Nightcrawler) Experienced	1.65		
036 (Jolt) Veteran	.85	084 (Nightcrawler) Veteran	2.55		
037 (Karma) Rookie	.45	085 (Volcana) Unique	2.75		
038 (Karma) Experienced	.75	086 (Mad Thinker) Unique	3.85		
039 (Karma) Veteran	1.10	087 (Arnim Zola) Unique	2.45		
040 (Vulture) Rookie	.45	088 (Baron Mordo) Unique	3.30		
041 (Vulture) Experienced	.65	089 (Baron Blood) Unique	3.50		
042 (Vulture) Veteran	1.50	090 (Nimrod) Unique	16.80		
043 (Songbird) Rookie	.35	091 (Orphan) Unique	2.50		
044 (Songbird) Experienced	.65	092 (Wolverine) Unique	9.60		
045 (Songbird) Veteran	.85	093 (Warlock) Unique	3.40		
046 (Iron Fist) Rookie	.65	094 (Professor Xavier) Unique	8.60		
047 (Iron Fist) Experienced	.75	095 (Dr. Doom) Unique	11.35		
048 (Iron Fist) Veteran	2.00	096 (Spider-Man) Unique	10.05		



ARMOR WARS

001 (Firebrand) Rookie	.15	049 (Shaman) Rookie Armor	.35	201 (Eliot Franklin) Unique	9.60
002 (Firebrand) Experienced	.25	050 (Shaman) Experienced	.55	202 (Jeanne-Marie Beaubier) Unique	20.35
003 (Firebrand) Veteran	.60	051 (Shaman) Veteran	.85	203 (Sam Guthrie) Unique	8.15
004 (Paladin) Rookie	.20	052 (Quicksilver) Rookie	.65	204 (Georges Baptiste) Unique	7.35
005 (Paladin) Experienced	.65	053 (Quicksilver) Experienced	.90	205 (Talisman) Unique	8.80
006 (Paladin) Veteran	.65	054 (Quicksilver) Veteran	1.45	206 (Sir Pietro Maximoff) Unique	10.50
007 (Lorelei) Rookie	.25	055 (Psylocke) Rookie	.35	207 (Captain Britain) Unique	7.75
008 (Lorelei) Experienced	.45	056 (Psylocke) Experienced	.75	208 (Shiro Yoshida) Unique	21.15
009 (Lorelei) Veteran	.65	057 (Psylocke) Veteran	1.30	209 (Ali Blair) Unique	16.80
010 (Diamond Lil) Rookie	.15	058 (Sunfire) Rookie	.30	210 (Skurge) Unique	15.10
011 (Diamond Lil) Experienced	.25	059 (Sunfire) Experienced	.45	211 (James Rhodes) Unique	11.30
012 (Diamond Lil) Veteran	.45	060 (Sunfire) Veteran	.75	212 (Gennady Gavrilov) Unique	17.25
013 (Echo) Rookie	.15	061 (Dazzler) Rookie	.55	213 (The Gremlin) Unique	28.75
014 (Echo) Experienced	.25	062 (Dazzler) Experienced	.70	214 (Tony Stark) Unique	N/A
015 (Echo) Veteran	.80	063 (Dazzler) Veteran	2.60	215 (John Walker) Unique	22.85
016 (Killer Shrike) Rookie	.15	064 (Executioner) Rookie	.75	216 (Ultron-13) Unique	36.55
017 (Killer Shrike) Experienced	.25	065 (Executioner) Experienced	1.25	217 (Jessica Drew) Unique	4.65
018 (Killer Shrike) Veteran	.45	066 (Executioner) Veteran	2.35	218 (Anthony Stark) Unique	26.55
019 (Thunderbird) Rookie	.40	067 (War Machine) Rookie	1.45	219 (Wolverine)	N/A
020 (Thunderbird) Experienced	.55	068 (War Machine) Experienced	2.70	220 (Wolverine)	N/A
021 (Warpath) Veteran	1.00	069 (War Machine) Veteran	13.50	221 (Phoenix)	87.00
022 (Banshee) Rookie	.25	070 (Crimson Dynamo) Rookie	1.25	B001 (Pepper Potts)	.25
023 (Banshee) Experienced	.45	071 (Crimson Dynamo) Experienced	1.80	B002 (Happy Hogan)	.25
024 (Banshee) Veteran	1.15	072 (Crimson Dynamo) Veteran	3.20	B003 (Justin Hammer)	.25
025 (Spymaster) Rookie	.15	073 (Titanium Man) Rookie	.75	B004 (HERBIE)	.25
026 (Spymaster) Experienced	.35	074 (Titanium Man) Experienced	1.70	B005 (Doug Ramsey)	.25
027 (Spymaster) Veteran	.65	075 (Titanium Man) Veteran	6.95	B006 (Wyatt Wingfoot)	.45
028 (Ghost) Rookie	.15	076 (Iron Man) Rookie	2.50	B007 (Tony Stark L.M.D.)	2.50
029 (Ghost) Experienced	.35	077 (Iron Man) Experienced	4.10	BF001 (Armor Wars)	1.00
030 (Ghost) Veteran	.65	078 (Iron Man) Veteran	21.15	BF002 (Inertial Interference Field)	1.00
031 (Magma) Rookie	.45	079 (Captain America) Rookie	1.50	BF003 (Isolation)	.75
032 (Magma) Experienced	.55	080 (Captain America) Experienced	3.30	BF004 (Assembled)	.75
033 (Magma) Veteran	.75	081 (Captain America) Veteran	16.45	F001 (Alpha Flight)	.50
034 (Marrina) Rookie	.25	082 (Ultron-5) Rookie	.80	F002 (Life Model Decoy)	.75
035 (Marrina) Experienced	.65	083 (Ultron-11) Experienced	1.80	F003 (Protected)	2.00
036 (Marrina) Veteran	.85	084 (Ultron-16) Veteran	13.05	F004 (Homing Device)	.45
037 (Thunderball) Rookie	.25	085 (Crystal) Unique	5.65	F005 (Extended Range)	.75
038 (Thunderball) Experienced	.50	086 (Shathra) Unique	3.25	F006 (Saboteur)	.50
039 (Thunderball) Veteran	.75	087 (Jocasta) Unique	2.80	F007 (Armor Piercing)	1.50
040 (Aurora) Rookie	.50	088 (Iron Man) Unique	8.05	F008 (Shellhead)	.65
041 (Aurora) Experienced	.75	089 (Black King) Unique	4.40	F009 (Nanobots)	1.50
042 (Aurora) Veteran	1.05	090 (Iron Monger) Unique	5.45	F010 (Repulsor Shield)	1.25
043 (Cannonball) Rookie	.40	091 (Sentry) Unique	9.80		
044 (Cannonball) Experienced	.65	092 (Spider-Woman) Unique	6.10		
045 (Cannonball) Veteran	.85	093 (Spider-Man) Unique	4.85		
046 (Wendigo) Rookie	.25	094 (Mystique) Unique	5.60		
047 (Wendigo) Experienced	.45	095 (Wolverine) Unique	6.00		
048 (Wendigo) Veteran	.75	096 (Magneto) Unique	10.80		



DC

HYPERTIME

001 (Gotham Policeman) Rookie	.10	049 (T.O. Morrow) Rookie	.10	097 (Joker) Rookie	.25
002 (Gotham Policeman) Experienced	.25	050 (T.O. Morrow) Experienced	.25	098 (Joker) Experienced	.45
003 (Gotham Policeman) Veteran	.45	051 (T.O. Morrow) Veteran	.45	099 (Joker) Veteran	.65
004 (Metropolis SCU) Rookie	.10	052 (Aquaman) Rookie	.20	100 (Plastic Man) Rookie	.10
005 (Metropolis SCU) Experienced	.25	053 (Aquaman) Experienced	.45	101 (Plastic Man) Experienced	.25
006 (Metropolis SCU) Veteran	.45	054 (Aquaman) Veteran	.65	102 (Plastic Man) Veteran	.45
007 (Checkmate Agent) Rookie	.10	055 (Blue Beetle) Rookie	.20	103 (Flash) Rookie	1.40
008 (Checkmate Agent) Experienced	.25	056 (Blue Beetle) Experienced	.40	104 (Flash) Experienced	2.65
009 (Checkmate Agent) Veteran	.70	057 (Blue Beetle) Veteran	.55	105 (Flash) Veteran	4.25
010 (Checkmate Medic) Rookie	.35	058 (Booster Gold) Rookie	.20	106 (Batman) Rookie	1.40
011 (Checkmate Medic) Experienced	.55	059 (Booster Gold) Experienced	.55	107 (Batman) Experienced	2.80
012 (Checkmate Medic) Veteran	.65	060 (Booster Gold) Veteran	.60	108 (Batman) Veteran	2.50
013 (Intergang Agent) Rookie	.10	061 (Nightwing) Rookie	.45	109 (Superman) Rookie	.75
014 (Intergang Agent) Experienced	.25	062 (Nightwing) Experienced	.50	110 (Superman) Experienced	1.65
015 (Intergang Agent) Veteran	.45	063 (Nightwing) Veteran	2.80	111 (Superman) Veteran	1.90
016 (Intergang Medic) Rookie	.25	064 (Changeling) Rookie	.10	112 (Arcane) Rookie	.20
017 (Intergang Medic) Experienced	.40	065 (Changeling) Experienced	.25	113 (Arcane) Experienced	.55
018 (Intergang Medic) Veteran	.65	066 (Changeling) Veteran	.45	114 (Arcane) Veteran	.60
019 (Lackey) Rookie	.10	067 (Steel) Rookie	.45	115 (Swamp Thing) Rookie	.55
020 (Lackey) Experienced	.25	068 (Steel) Experienced	.65	116 (Swamp Thing) Experienced	.70
021 (Lackey) Veteran	.45	069 (Steel) Veteran	.75	117 (Swamp Thing) Veteran	.95
022 (Criminal) Rookie	.10	070 (Gorilla Grodd) Rookie	.25	118 (Brainiac 13) Rookie	.45
023 (Criminal) Experienced	.25	071 (Gorilla Grodd) Experienced	.45	119 (Brainiac 13) Experienced	.70
024 (Criminal) Veteran	.45	072 (Gorilla Grodd) Veteran	.70	120 (Brainiac 13) Veteran	1.15
025 (Huntress) Rookie	.20	073 (Solomon Grundy) Rookie	.35	121 (Parasite) Unique	1.30
026 (Huntress) Experienced	.45	074 (Solomon Grundy) Experienced	.55	122 (Desaad) Unique	1.50
027 (Huntress) Veteran	.70	075 (Solomon Grundy) Veteran	.70	123 (Darkseid) Unique	2.65
028 (Robin) Rookie	.25	076 (Black Manta) Rookie	.10	124 (Commissioner Gordon)	3.45
029 (Robin) Experienced	.45	077 (Black Manta) Experienced	.25	125 (The Key) Unique	1.85
030 (Robin) Veteran	.60	078 (Black Manta) Veteran	.45	126 (Joker) Unique	2.80
031 (Hawkman) Rookie	.20	079 (Weather Wizard) Rookie	.10	127 (Catwoman) Unique	4.15
032 (Hawkman) Experienced	.35	080 (Weather Wizard) Experienced	.25	128 (Flash) Unique	9.75
033 (Hawkman) Veteran	.65	081 (Weather Wizard) Veteran	.45	129 (Batman) Unique	5.70
034 (Harley Quinn) Rookie	.25	082 (Clayface III) Rookie	.10	130 (Superman) Unique	6.50
035 (Harley Quinn) Experienced	.45	083 (Clayface III) Experienced	.25	131 (Carter Hall) Unique	5.30
036 (Harley Quinn) Veteran	.60	084 (Clayface III) Veteran	.45	132 (Dr. Harleen Quinzel)	3.10
037 (Catwoman) Rookie	.10	085 (Hawk) Rookie	.35	133 (Selina Kyle) Unique	5.95
038 (Catwoman) Experienced	.25	086 (Hawk) Experienced	.65	134 (Kirk Langstrom) Unique	2.30
039 (Catwoman) Veteran	.45	087 (Hawk) Veteran	.80	135 (Eddie Nashton) Unique	2.05
040 (Man-Bat) Rookie	.10	088 (Dove) Rookie	.25	136 (Jervis Tetch) Unique	1.45
041 (Man-Bat) Experienced	.25	089 (Dove) Experienced	.40	137 (Thomas Oscar Morrow)	1.85
042 (Man-Bat) Veteran	.45	090 (Dove) Veteran	.70	138 (Arthur Curry) Unique	6.70
043 (Riddler) Rookie	.10	091 (Bane) Rookie	.25	139 (Ted Kord) Unique	22.40
044 (Riddler) Experienced	.25	092 (Bane) Experienced	.45	140 (Michael Jon Carter) Unique	18.25
045 (Riddler) Veteran	.45	093 (Bane) Veteran	.70	141 (Superman) Unique	6.60
046 (Mad Hatter) Rookie	.10	094 (Doomsday) Rookie	.45		
047 (Mad Hatter) Experienced	.25	095 (Doomsday) Experienced	.65		
048 (Mad Hatter) Veteran	.45	096 (Doomsday) Veteran	.95		

COSMIC JUSTICE

001 (Easy Company Soldier) Rookie	.15	049 (Saturn Girl) Rookie	.35	085 (Martian Manhunter) Unique	30.60
002 (Easy Company Soldier) E	.35	050 (Saturn Girl) Experienced	.65	086 (Bizarro) Unique	7.10
003 (Easy Company Soldier) Veteran	.65	051 (Saturn Girl) Veteran	.85	087 (Brother Blood) Unique	2.85
004 (Easy Company Medic) Rookie	.55	052 (Fatality) Rookie	.35	088 (Amazo) Unique	20.05
005 (Easy Company Medic) Experienced	.55	053 (Fatality) Experienced	.65	089 (Lex Luthor) Unique	4.80
006 (Easy Company Medic) Veteran	.75	054 (Fatality) Veteran	.95	090 (Eclipso) Unique	6.95
007 (Parademon Scout) Rookie	.15	055 (Zatanna) Rookie	.25	091 (Despero) Unique	12.30
008 (Parademon Scout) Experienced	.35	056 (Zatanna) Experienced	.50	092 (Mordru) Unique	5.95
009 (Parademon Scout) Veteran	.55	057 (Zatanna) Veteran	.75	093 (Catgirl) Unique	2.65
010 (Parademon Warrior) Rookie	.15	058 (Lady Shiva) Rookie	.25	094 (Batgirl) Unique	9.30
011 (Parademon Warrior) Experienced	.35	059 (Lady Shiva) Experienced	.45	095 (Batman) Unique	12.90
012 (Parademon Warrior) Veteran	.55	060 (Lady Shiva) Veteran	.65	096 (Superman) Unique	16.25
013 (Lex Corp Security) Rookie	.15	061 (Starfire) Rookie	.65	201 (Little Sure Shot) Unique	6.25
014 (Lex Corp Security) Experienced	.35	062 (Starfire) Experienced	.85	202 (4-Eyes) Unique	3.45
015 (Lex Corp Security) Veteran	.55	063 (Starfire) Veteran	1.15	203 (Pharzoof) Unique	12.40
016 (Lex Corp Battlesuit) Rookie	.15	064 (Starman) Rookie	.25	204 (Valinus) Unique	4.77
017 (Lex Corp Battlesuit) Experienced	.35	065 (Starman) Experienced	.50	205 (Hope) Unique	10.00
018 (Lex Corp Battlesuit) Veteran	.55	066 (Starman) Veteran	.75	206 (Eddie Carlin) Unique	4.55
019 (Sgt. Rock) Rookie	.35	067 (Firestorm) Rookie	.85	207 (Gen. Frank Rock) Unique	6.00
020 (Sgt. Rock) Experienced	.45	068 (Firestorm) Experienced	1.45	208 (Oswald Cobblepot) Unique	9.40
021 (Sgt. Rock) Veteran	.65	069 (Firestorm) Veteran	2.15	209 (Manhunter 2.0) Unique	3.60
022 (Penguin) Rookie	.15	070 (Cheetah) Rookie	.25	210 (Hippolyta Trevor-Hall)	12.45
023 (Penguin) Experienced	.35	071 (Cheetah) Experienced	.45	211 (Pamela Isley) Unique	7.60
024 (Penguin) Veteran	.55	072 (Cheetah) Veteran	.70	212 (Dinah Lance) Unique	26.00
025 (Manhunter) Rookie	.15	073 (Deathstroke) Rookie	1.50	213 (Oliver Queen) Unique	12.60
026 (Manhunter) Experienced	.35	074 (Deathstroke) Experienced	2.00	214 (Donna Troy) Unique	3.60
027 (Manhunter) Veteran	.55	075 (Deathstroke) Veteran	3.15	215 (Rokk Krinn) Unique	6.60
028 (Fury) Rookie	.15	076 (Wonder Woman) Rookie	1.00	216 (Garth Ranzz) Unique	3.50
029 (Fury) Experienced	.35	077 (Wonder Woman) Experienced	1.95	217 (Imra Ardeen) Unique	3.40
030 (Fury) Veteran	.55	078 (Wonder Woman) Veteran	2.45	218 (Yrra Cynril) Unique	12.00
031 (Poison Ivy) Rookie	.15	079 (Circe) Rookie	.65	219 (Zatanna Zatara) Unique	21.60
032 (Poison Ivy) Experienced	.35	080 (Circe) Experienced	.85	220 (Sandra Wu-San) Unique	6.00
033 (Poison Ivy) Veteran	.55	081 (Circe) Veteran	1.35	221 (Green Lantern) Unique	6.40
034 (Black Canary) Rookie	.55	082 (Green Lantern) Rookie	1.00	222 (The Atom) Unique	25.50
035 (Black Canary) Experienced	.65	083 (Green Lantern) Experienced	1.65	223 (Plastic Man) Unique	14.65
036 (Black Canary) Veteran	.75	084 (Green Lantern) Veteran	2.45		
037 (Green Arrow) Rookie	.65				
038 (Green Arrow) Experienced	1.25				
039 (Green Arrow) Veteran	1.90				
040 (Troia) Rookie	.15				
041 (Troia) Experienced	.35				
042 (Troia) Veteran	.55				
043 (Cosmic Boy) Rookie	.35				
044 (Cosmic Boy) Experienced	.65				
045 (Cosmic Boy) Veteran	.95				
046 (Live Wire) Rookie	.35				
047 (Live Wire) Experienced	.65				
048 (Live Wire) Veteran	.85				



UNLEASHED

001 (DEO Agent) Rookie	.20	049 (Batgirl) Rookie	.30	085 (Metallo) Unique	4.50
002 (DEO Agent) Experienced	.35	050 (Batgirl) Experienced	.65	086 (The General) Unique	4.65
003 (DEO Agent) Veteran	.60	051 (Batgirl) Veteran	.85	087 (Kilowog) Unique	11.10
004 (HDC Trooper) Rookie	.15	052 (Cyborg) Rookie	.65	088 (Shazam!) Unique	8.60
005 (HDC Trooper) Experienced	.35	053 (Cyborg) Experienced	.75	089 (Ultrahumanite) Unique	3.70
006 (HDC Trooper) Veteran	.55	054 (Cyborg) Veteran	.95	090 (Silver Swan) Unique	3.45
007 (Gotham Undercover) Rookie	.20	055 (Queen Bee) Rookie	.20	091 (Nu'bia) Unique	3.30
008 (Gotham Undercover) Experienced	.35	056 (Queen Bee) Experienced	.40	092 (Mr. Bones) Unique	3.10
009 (Gotham Undercover) Veteran	.60	057 (Queen Bee) Veteran	.65	093 (Wonder Woman) Unique	13.80
010 (Science Police) Rookie	.20	058 (Big Barda) Rookie	.25	094 (Batman) Unique	12.85
011 (Science Police) Experienced	.45	059 (Big Barda) Experienced	.50	095 (Superman) Unique	39.10
012 (Science Police) Veteran	.65	060 (Big Barda) Veteran	.70	096 (Magog) Unique	16.70
013 (Kobra Fanatic) Rookie	.25	061 (Shade) Rookie	.15	097 (Bat Sentry) Unique	7.45
014 (Kobra Fanatic) Experienced	.35	062 (Shade) Experienced	.45	201 (Cameron Chase) Unique	6.55
015 (Kobra Fanatic) Veteran	.85	063 (Shade) Veteran	.90	202 (Montgomery Kelly) Unique	3.40
016 (Hawkgirl) Rookie	.35	064 (Raven) Rookie	.80	203 (Matches Malone) Unique	9.50
017 (Hawkgirl) Experienced	.55	065 (Raven) Experienced	1.15	204 (Shvaughn Erin) Unique	6.00
018 (Hawkgirl) Veteran	.75	066 (Raven) Veteran	1.35	205 (Jason Burr) Unique	2.50
019 (Brainiac 5) Rookie	.35	067 (Jesse Quick) Rookie	.65	206 (Kendra Saunders) Unique	4.35
020 (Brainiac 5) Experienced	.45	068 (Jesse Quick) Experienced	.85	207 (Querl Dox) Unique	5.75
021 (Brainiac 5) Veteran	.75	069 (Jesse Quick) Veteran	1.05	208 (Jonathan Crane) Unique	2.10
022 (Scarecrow) Rookie	.25	070 (Doctor Fate) Rookie	1.40	209 (Floyd Lawton) Unique	4.15
023 (Scarecrow) Experienced	.45	071 (Doctor Fate) Experienced	1.95	210 (Harvey Dent) Unique	3.85
024 (Scarecrow) Veteran	.65	072 (Doctor Fate) Veteran	2.50	211 (Jade) Unique	3.80
025 (Deadshot) Rookie	.35	073 (Maxima) Rookie	.50	212 (Dmitri Pushkin) Unique	3.00
026 (Deadshot) Experienced	.55	074 (Maxima) Experienced	.75	213 (Richard Swift) Unique	2.20
027 (Deadshot) Veteran	.80	075 (Maxima) Veteran	1.00	214 (Trigon's Daughter) Unique	13.10
028 (Two-Face) Rookie	.25	076 (Supergirl) Rookie	.70	215 (Jesse Chambers) Unique	2.70
029 (Two-Face) Experienced	.45	077 (Supergirl) Experienced	.95	216 (Hector Hall) Unique	10.50
030 (Two-Face) Veteran	.60	078 (Supergirl) Veteran	1.30	217 (Maxima of Almerac) Unique	3.60
031 (Cheshire) Rookie	.20	079 (Black Adam) Rookie	1.15	218 (Kara Zor-el) Unique	9.85
032 (Cheshire) Experienced	.40	080 (Black Adam) Experienced	1.55	219 (Teth-Adam) Unique	6.70
033 (Cheshire) Veteran	.60	081 (Black Adam) Veteran	5.20	220 (Hal Jordan) Unique	34.20
034 (Rocket Red) Rookie	.25	082 (Green Lantern) Rookie	1.15	221 (Shazam!) Unique	10.10
035 (Rocket Red) Experienced	.55	083 (Green Lantern) Experienced	2.30	222 (Catwoman) Unique	10.80
036 (Rocket Red) Veteran	.70	084 (Green Lantern) Veteran	7.85		
037 (Chameleon) Rookie	.20				
038 (Chameleon) Experienced	.45				
039 (Chameleon) Veteran	.60				
040 (Kobra) Rookie	.20				
041 (Kobra) Experienced	.45				
042 (Kobra) Veteran	.65				
043 (Killer Croc) Rookie	.25				
044 (Killer Croc) Experienced	.40				
045 (Killer Croc) Veteran	.65				
046 (Killer Frost) Rookie	.35				
047 (Killer Frost) Experienced	.55				
048 (Killer Frost) Veteran	.95				



LEGACY

001 (Spoiler) Rookie	.25	049 (The Demon) Rookie	.25	097 (Steel) Experienced	5.90
002 (Spoiler) Experienced	.50	050 (The Demon) Experienced	.50	201 (Victor Fries) Unique	1.60
003 (Spoiler) Veteran	.70	051 (The Demon) Veteran	.70	202 (Roy Harper, Jr.) Unique	6.50
004 (Hyena) Rookie	.15	052 (Obsidian) Rookie	.50	203 (Drake Burroughs) Unique	2.55
005 (Hyena) Experienced	.35	053 (Obsidian) Experienced	.85	204 (Lois Lane) Unique	3.70
006 (Hyena) Veteran	.65	054 (Obsidian) Veteran	1.75	205 (Etrigan) Unique	5.30
007 (Enchantress) Rookie	.25	055 (Jade) Rookie	.25	206 (Todd Rice) Unique	2.10
008 (Enchantress) Experienced	.50	056 (Jade) Experienced	.50	207 (Jennifer-Lynn Hayden) Unique	2.90
009 (Enchantress) Veteran	.75	057 (Jade) Veteran	.85	208 (Sinestro of Korugar) Unique	3.30
010 (Talia) Rookie	.35	058 (Sinestro) Rookie	.60	209 (Roland Desmond) Unique	2.05
011 (Talia) Experienced	.55	059 (Sinestro) Experienced	.90	210 (Connor Kent) Unique	3.80
012 (Talia) Veteran	.70	060 (Sinestro) Veteran	1.65	211 (Nyeun Chun Ti) Unique	4.80
013 (Hourman) Rookie	.25	061 (Blockbuster) Rookie	.45	212 (Capt. Nathaniel Adam) Unique	4.25
014 (Hourman) Experienced	.50	062 (Blockbuster) Experienced	.85	213 (Clifford Zmeck) Unique	3.35
015 (Hourman) Veteran	.75	063 (Blockbuster) Veteran	1.45	214 (The Demon's Head) Unique	5.65
016 (Mr. Terrific) Rookie	.25	064 (Superboy) Rookie	1.05	215 (The Red Hood) Unique	3.40
017 (Mr. Terrific) Experienced	.50	065 (Superboy) Experienced	1.35	216 (Bruce Wayne) Unique	7.30
018 (Mr. Terrific) Veteran	.70	066 (Superboy) Veteran	1.65	221 (Mr. Freeze) Unique	5.30
019 (Star-Spangled Kid) Rookie	.25	067 (Persuader) Rookie	.85	B001 (Iris West-Allen)	.35
020 (Star-Spangled Kid) E	.50	068 (Persuader) Experienced	1.45	B002 (Ma Hunkle)	.35
021 (Stargirl) Veteran	.75	069 (Persuader) Veteran	1.90	B003 (Thomas Pie-Face Kalmaku)	.25
022 (Ravager) Rookie	.25	070 (Captain Atom) Rookie	.25	B004 (Harvey Bullock)	.45
023 (Ravager) Experienced	.50	071 (Captain Atom) Experienced	.65	B005 (Dr. Jeremiah Arkham)	.35
024 (Ravager) Veteran	.75	072 (Captain Atom) Veteran	1.75	B006 (Carol Ferris)	.35
025 (Power Girl) Rookie	.40	073 (Major Force) Rookie	.35	B007 (Jimmy Olson)	2.25
026 (Power Girl) Experienced	.65	074 (Major Force) Experienced	.75	BF001 (Bright Lights)	.65
027 (Power Girl) Veteran	.85	075 (Major Force) Veteran	1.30	BF002 (Deep Shadows)	.70
028 (Impulse) Rookie	.50	076 (Ra's al-Ghul) Rookie	.75	BF003 (Ordinary Day)	.50
029 (Impulse) Experienced	.75	077 (Ra's al-Ghul) Experienced	1.05	BF004 (Overconfidence)	.50
030 (Kid Flash) Veteran	.95	078 (Ra's al-Ghul) Veteran	1.55	BF005 (Poor Teamwork)	.45
031 (Kid Quantum) Rookie	.25	079 (The Joker) Rookie	.65	BF006 (Radiation Leak)	.35
032 (Kid Quantum) Experienced	.50	080 (The Joker) Experienced	.90	F001 (Armor Piercing)	1.75
033 (Kid Quantum) Veteran	.75	081 (The Joker) Veteran	1.05	F002 (Damage Shield)	1.65
034 (Jinx) Rookie	.55	082 (Batman) Rookie	1.05	F003 (In Contact With Oracle)	7.00
035 (Jinx) Experienced	.80	083 (Batman) Experienced	2.50	F004 (Fortitude)	10.95
036 (Jinx) Veteran	1.35	084 (Batman) Veteran	3.50	F005 (Large Object)	.35
037 (Mr. Freeze) Rookie	.25	085 (Oracle) Unique	23.60	F006 (Lazarus Pit)	.85
038 (Mr. Freeze) Experienced	.50	086 (Hush) Unique	7.05	F007 (Stunning Blow)	4.45
039 (Mr. Freeze) Veteran	.75	087 (Wonder Woman) Unique	7.80	F008 (Trick Shot)	1.50
040 (Speedy) Rookie	.25	088 (Ares) Unique	37.80		
041 (Arsenal) Experienced	.50	089 (Ultraman) Unique	15.40		
042 (Arsenal) Veteran	.75	090 (General Zod) Unique	11.80		
043 (Wildfire) Rookie	.60	091 (Prometheus) Unique	7.60		
044 (Wildfire) Experienced	.95	092 (Mongul) Unique	7.30		
045 (Wildfire) Veteran	1.45	093 (Hawkman) Unique	13.70		
046 (Superwoman) Rookie	.65	094 (Red Robin) Unique	14.25		
047 (Superwoman) Experienced	1.15	095 (Flash) Unique	36.50		
048 (Superwoman) Veteran	1.65	096 (Green Lantern) Unique	52.10		



ICONS

001 (Batman) Experienced	2.25	049 (Ra's al-Ghul) Unique	6.10
002 (Robin) Experienced	2.00	050 (Brainiac) Unique	13.40
003 (Hawkgirl) Experienced	.75	051 (Lex Luthor) Unique	8.65
004 (The Joker) Experienced	1.25	052 (Terra) Unique	4.75
005 (Harley Quinn) Experienced	1.00	053 (Cyborg) Unique	3.50
006 (Man-Bat) Experienced	1.50	054 (The Flash) Unique	12.95
007 (Scarecrow) Rookie	.15	201 (Dr. Jonathan Crane) Unique	2.70
008 (Scarecrow) Experienced	.45	202 (Gar Logan) Unique	2.40
009 (Scarecrow) Veteran	.65	203 (Tim Drake) Unique	6.65
010 (Beast Boy) Rookie	.20	204 (Barbara Ann Minerva) Unique	2.35
011 (Changeling) Experienced	.40	205 (Princess Komand'r) Unique	3.70
012 (Beast Boy) Veteran	.65	206 (Princess Koriand'r) Unique	19.20
013 (Robin) Rookie	.25	207 (Dark Knight Detective) Unique	18.90
014 (Robin) Experienced	.45	208 PROMO (Batman (Promo))	2.35
015 (Robin) Veteran	.70	209 (Professor Zoom) Unique	9.00
016 (Cheetah) Rookie	.10	B001 (Lucius Fox) Bystander	.35
017 (Cheetah) Experienced	.35	B002 (L-RON) Bystander	.35
018 (Cheetah) Veteran	.65	B003 (Maggie Sawyer) Bystander	.65
019 (Blackfire) Rookie	.25	B004 (Snapper Carr) Bystander	.35
020 (Blackfire) Experienced	.45	B005 (Renee Montoya) Bystander	.35
021 (Blackfire) Veteran	.65	B006 (Lian Harper) Bystander	.70
022 (Starfire) Rookie	.35	B007 (Speed Saunders) Unique	2.00
023 (Starfire) Experienced	.65	IBF001 (Infiltration)	.25
024 (Starfire) Veteran	.85	IBF002 (Madness)	.25
025 (Aquaman) Rookie	.20	IBF003 (Internal Strife)	.50
026 (Aquaman) Experienced	.45	IBF004 (Rally)	.50
027 (Aquaman) Veteran	.65	IBF005 (Ordinary Day)	.50
028 (Raven) Rookie	.30	IF001 (Submerged)	.35
029 (Raven) Experienced	.50	IF002 (Slippery)	.35
030 (Raven) Veteran	.75	IF003 (Divebomb)	.65
031 (Wonder Woman) Rookie	.65	IF004 (Sidekick)	.75
032 (Wonder Woman) Experienced	.95	IF005 (Unstoppable)	.70
033 (Wonder Woman) Veteran	2.25	IF006 (Brilliant Tactician)	.60
034 (Bizarro) Rookie	.20	IF007 (Siphon Power)	.45
035 (Bizarro) Experienced	.45	IF008 (Swingline)	1.20
036 (Bizarro) Veteran	1.00	IF009 (Darkness Within)	.65
037 (The Joker) Rookie	.45		
038 (The Joker) Experienced	.65		
039 (The Joker) Veteran	.95		
040 (Batman) Rookie	.65		
041 (Batman) Experienced	1.05		
042 (Batman) Veteran	1.40		
043 (Darkseid) Rookie	.65		
044 (Darkseid) Experienced	.95		
045 (Darkseid) Veteran	1.45		
046 (Superman) Rookie	1.10		
047 (Superman) Experienced	1.70		
048 (Superman) Veteran	5.45		



Collateral Damage (SET JUST RELEASED-ACCURATE PRICES NOT AVAILABLE)

001 (HIVE Trooper) Rookie	049 (Green Lantern) Rookie	201 (Len Snart) Unique
002 (HIVE Trooper) Experienced	050 (Green Lantern) Experienced	202 (Ralph Dibny) Unique
003 (HIVE Trooper) Veteran	051 (Green Lantern) Veteran	203 (Dan Cassidy) Unique
004 (Ragman) Rookie	052 (Manhunter) Rookie	204 (Jefferson Pierce) Unique
005 (Ragman) Experienced	053 (Manhunter) Experienced	205 (Kyle Rayner) Unique
006 (Ragman) Veteran	054 (Manhunter) Veteran	206 (Kate Spencer) Unique
007 (Vixen) Rookie	055 (Clayface) Rookie	207 (Basil Karlo) Unique
008 (Vixen) Experienced	056 (Clayface) Experienced	208 (Rex Mason) Unique
009 (Vixen) Veteran	057 (Clayface) Veteran	209 (Emerald Eye of Ekron)
010 (Black Mask) Rookie	058 (Metamorpho) Rookie	210 (Arthur Light) Unique
011 (Black Mask) Experienced	059 (Metamorpho) Experienced	211 (Clark Kent) Unique
012 (Black Mask) Veteran	060 (Metamorpho) Veteran	212 (Tornado Tyrant) Unique
013 (Trickster) Rookie	061 (Emerald Empress) Rookie	213 (Prince Brion Markov) Unique
014 (Trickster) Experienced	062 (Emerald Empress) Experienced	214 (OMAC 5674) Unique
015 (Trickster) Veteran	063 (Emerald Empress) Veteran	215 (Captain Marvel) Unique
016 (Azrael) Rookie	064 (Dr. Light) Rookie	216 (GeneGrafted Brain) Unique
017 (Azrael) Experienced	065 (Dr. Light) Experienced	217 (Krypto) Unique
018 (Azrael) Veteran	066 (Dr. Light) Veteran	218 (Superman) Unique
019 (Katana) Rookie	067 (Superman Blue) Rookie	220 (Ultimate Clayface) Unique
020 (Katana) Experienced	068 (Superman Red) Experienced	B001 (Detective Chimp)
021 (Katana) Veteran	069 (Superman) Veteran	B002 (Eddie Fyers)
022 (Dr. Mid-Nite) Rookie	070 (Red Tornado) Rookie	B003 (Sue Dibney)
023 (Dr. Mid-Nite) Experienced	071 (Red Tornado) Experienced	B004 (Ted Knight)
024 (Dr. Mid-Nite) Veteran	072 (Red Tornado) Veteran	B005 (Uncle Dudley)
025 (Green Flame) Rookie	073 (Geo-Force) Rookie	B006 (Linda Park-West)
026 (Fire) Experienced	074 (Geo-Force) Experienced	B007 (Oberon)
027 (Fire) Veteran	075 (Geo-Force) Veteran	BF001 (Debris)
028 (Icemaiden) Rookie	076 (OMAC) Rookie	BF002 (Proximity Mines)
029 (Ice) Experienced	077 (OMAC) Experienced	F001 (Inspiring Command)
030 (Ice) Veteran	078 (OMAC) Veteran	F002 (Flashbang)
031 (Speedy) Rookie	079 (Mary Marvel) Rookie	F003 (Ambush)
032 (Speedy) Experienced	080 (Mary Marvel) Experienced	F004 (The Society)
033 (Speedy) Veteran	081 (Mary Marvel) Veteran	F005 (Movethrough)
034 (Shadow Lass) Rookie	082 (Monsieur Mallah) Rookie	F006 (Running Start)
035 (Umbra) Experienced	083 (The Brain) Experienced	S001 (Teleport Pad)
036 (Shadow Lass) Veteran	084 (Monsieur Mallah & the Brain) Veteran	S002 (Kinetic Absorber)
037 (Captain Cold) Rookie	085 (Felix Faust) Unique	S003 (Seperation Field Generator)
038 (Captain Cold) Experienced	086 (Guardian) Unique	S004 (Laser Turret)
039 (Captain Cold) Veteran	087 (Crimson Avenger) Unique	S005 (Aerial Baffler)
040 (Elongated Man) Rookie	088 (Ambush Bug) Unique	S006 (Fuel Tank)
041 (Elongated Man) Experienced	089 (Dr. Psycho) Unique	
042 (Elongated Man) Veteran	090 (Orion) Unique	
043 (Blue Devil) Rookie	091 (Jonah Hex) Unique	
044 (Blue Devil) Experienced	092 (Eclipso) Unique	
045 (Blue Devil) Veteran	093 (Captain Boomerang) Unique	
046 (Black Lightning) Rookie	094 (Owlman) Unique	
047 (Black Lightning) Experienced	095 (Kalibak) Unique	
048 (Black Lightning) Veteran	096 (Adam Strange) Unique	



INDY HEROCLIX

001 (Ashleigh) Rookie	.15	049 (Natalia Kastle) Rookie	.15	097 (Brit City Judge) Rookie	1.00
002 (Ashleigh) Experienced	.25	050 (Natalia Kastle) Experienced	.25	098 (Brit City Judge) Experienced	2.00
003 (Ashleigh) Veteran	.45	051 (Natalia Kastle) Veteran	.45	099 (Brit City Judge) Veteran	2.50
004 (Tomoe) Rookie	.20	052 (Major Maxim) Rookie	.25	100 (Stix) Rookie	2.50
005 (Tomoe) Experienced	.35	053 (Major Maxim) Experienced	.45	101 (Stix) Experienced	3.50
006 (Tomoe) Veteran	.55	054 (Major Maxim) Veteran	.70	102 (Stix) Veteran	5.00
007 (Saurian Trooper) Rookie	.20	055 (Bron) Rookie	.25	103 (Wulf Sternhammer) Rookie	1.35
008 (Saurian Trooper) Experienced	.35	056 (Bron) Experienced	.50	104 (Wulf Sternhammer) Experienced	2.45
009 (Saurian Trooper) Veteran	.60	057 (Bron) Veteran	.75	105 (Wulf Sternhammer) Veteran	3.20
010 (Scarab) Rookie	.25	058 (Shi) Rookie	.25	106 (Torquemada) Rookie	1.00
011 (Scarab) Experienced	.40	059 (Shi) Experienced	.65	107 (Torquemada) Experienced	4.50
012 (Scarab) Veteran	.65	060 (Shi) Veteran	1.25	108 (Torquemada) Veteran	5.25
013 (Tiger Lily) Rookie	.15	061 (Yukio) Rookie	.25	109 (Nemesis) Rookie	1.00
014 (Tiger Lily) Experienced	.25	062 (Yukio) Experienced	.45	110 (Nemesis) Experienced	2.25
015 (Tiger Lily) Veteran	.45	063 (Yukio) Veteran	.70	111 (Nemesis) Veteran	3.00
016 (Sydney Savage) Rookie	.15	064 (Witchblade) Rookie	.45	112 (Judge Fire) Rookie	3.15
017 (Sydney Savage) Experienced	.25	065 (Witchblade) Experienced	.75	113 (Judge Fire) Experienced	1.85
018 (Sydney Savage) Veteran	.45	066 (Witchblade) Veteran	1.05	114 (Judge Fire) Veteran	5.35
019 (Johnny Alpha) Rookie	.35	067 (Hellboy) Rookie	2.25	115 (Judge Mortis) Rookie	3.25
020 (Johnny Alpha) Experienced	.65	068 (Hellboy) Experienced	3.25	116 (Judge Mortis) Experienced	5.35
021 (Johnny Alpha) Veteran	.95	069 (Hellboy) Veteran	4.65	117 (Judge Mortis) Veteran	6.45
022 (Judge Hershey) Rookie	.15	070 (Judge Dredd) Rookie	.75	118 (Judge Fear) Rookie	1.45
023 (Judge Hershey) Experienced	.25	071 (Judge Dredd) Experienced	1.05	119 (Judge Fear) Experienced	3.35
024 (Judge Hershey) Veteran	.45	072 (Judge Dredd) Veteran	1.55	120 (Judge Fear) Veteran	4.65
025 (Aphrodite IX) Rookie	.25	073 (Abbey Chase) Rookie	.25	201 (Princess Ashleigh) Unique	21.05
026 (Aphrodite IX) Experienced	.45	074 (Abbey Chase) Experienced	.50	202 (Tomoe Gozan) Unique	3.15
027 (Aphrodite IX) Veteran	.65	075 (Abbey Chase) Veteran	.75	203 (Bajounte-Ka) Unique	3.75
028 (Magdalena) Rookie	.15	076 (Kabuki) Rookie	.35	204 (Keiko) Unique	2.10
029 (Magdalena) Experienced	.25	077 (Kabuki) Experienced	.65	205 (Akemi) Unique	3.50
030 (Magdalena) Veteran	.45	078 (Kabuki) Veteran	.95	206 (Spec Ops Savage) Unique	11.50
031 (Arashi) Rookie	.15	079 (Death Demon) Rookie	.25	207 (Search/Destroy Agent Alpha)	11.50
032 (Arashi) Experienced	.25	080 (Death Demon) Experienced	.45	208 (Barbara Hershey) Unique	5.75
033 (Arashi) Veteran	.45	081 (Death Demon) Veteran	.65	209 (Aphrodite) Unique Indy	4.05
034 (Lobster Johnson) Rookie	.35	082 (Rasputin) Rookie	.55	210 (Sister Magdalena) Unique	6.90
035 (Lobster Johnson) Experienced	.55	083 (Rasputin) Experienced	.75	211 (Masahiro Arashi) Unique	1.90
036 (Lobster Johnson) Veteran	.95	084 (Rasputin) Veteran	1.65	212 (Lobster Johnson) Unique	6.10
037 (Arwyn) Rookie	.25	085 (Samandahl Rey) Unique	3.90	221 (Witchblade) Unique	7.20
038 (Arwyn) Experienced	.45	086 (Arwyn) Unique	2.70	222 (Boon) Unique	1.25
039 (Arwyn) Veteran	.70	087 (Hellboy) Unique	17.50	223 (Arwyn) Unique	5.00
040 (Boon) Rookie	.20	088 (Hecate) Unique	3.90		
041 (Boon) Experienced	.45	089 (Shi) Unique	2.25		
042 (Boon) Veteran	.65	090 (Abbey Chase) Unique	5.20		
043 (Ian Nottingham) Rookie	.25	091 (Judge Anderson) Unique	4.15		
044 (Ian Nottingham) Experienced	.55	092 (Judge Death) Unique	6.80		
045 (Ian Nottingham) Veteran	.75	093 (Witchblade) Unique	7.20		
046 (The Darkness) Rookie	.25	094 (Angelus) Unique	5.60		
047 (The Darkness) Experienced	.45	095 (Siamese) Unique	3.10		
048 (The Darkness) Veteran	.65	096 (Cyblade) Unique	2.00		



WHERE DO YOU PLAY

This purpose of this section is to identify the places where you could play in your area. I will update under each state the different places to play on a monthly basis. Hopefully this will be a guide of where to go to get some gaming in.

Alabama

hobbytown in auburn, AL

The DeeP Comics and Games in Huntsville, AL

Alaska

Arizona

Heroes & Villains Tucson, AZ

Hardcastle Cards & Games Tucson, AZ

Amazing Discoveries Tucson, AZ

Pop Culture Paradise Tempe, AZ

Game Depot Tempe, AZ

Arkansas

Galaxy Comics and Games Jonesboro, AR

Imagine! Sherwood, Arkansas

California

Great Escape Games in Sacramento, California

Collector's Ink (Chico, CA)

Comic Cult I in Torrance, CA

Play With Bob Paradise California

Knightware in West Studio City, CA

Gator Games in San Mateo, California

Game Empire San Diego, CA

Legacy Comics and Cards Glendale, CA

The Game Zone in Pasadena CA

All Ways Gaming Chatsworth, CA

The Bullpen, Los Angeles, CA

Bases Cards & Comics Lancaster, Ca

Comic Cult II Norwalk, CA

Comic Quest (Lake Forest): Lake Forest, CA

Artifex in san diego california

Players dugout Riverside California

Players Dugout Moreno Valley CA

Kings Comics and Cards in Burbank, CA

The Realm in Brea, CA

Comic Madness in Chino, CA

Colorado

Time Warp Boulder in Boulder, Colorado

Time Warp Longmont in Longmont, Colorado

Collecting Unlimited Westminster Colorado

Collecting Unlimited is in Westminster, Colorado

Digital Dungeon Greeley, Colorado

Compleat Games and Hobbies, Colorado Springs CO

Dalez Cards and Comics, Colorado Springs CO

Connecticut

DJ's Comics in Wallingford, CT

Arkham Asylum Norwich CT

Sarge's Comics in New London, CT

wonderland comics in Putnam CT

Delaware

The Comic Book Shop Wilmington, Delaware

Between Books Claymont, Delaware

The Days of Knights Newark, Delaware

Captain Blue Hen Comics & Entertainment
Newark, Delaware

Florida

Pop! Comics Sarasota Florida

MC Collectables Bradenton Florida

Wizard's Wall Melbourne FL

Anime Pavillion Melbourne FL

Skip's Baseball Card Clubhouse Tampa, FL

Cool Comics and Games Cape Coral FL

Coliseum of Comics in the Fashion Square Mall
Orlando, FL

Cool Stuff Inc in Winter Park, FL

Sci-Fi City in Orlando, FL

Bobe's Hobby Shop Pensacola, FL

TBS Comics Pensacola, FL

Acme Superstore Longwood, FL

Cosmic Cat Comics & Games | Tallahassee,
Florida

Sunshine Roleplayers Miami Florida

Past, Present & Future - in Lauderhill, Florida

Tates Gaming - Lauderhill, Florida

TBS Comics - Ft. Walton Bch., FL.

Comics Direct - Niceville, FL.

Coliseum of Comics - Orlando Florida

Coliseum of Comics - Kissimmee Florida

Unity Entertainment Clermont Florida

Action Games and Comics Clermont Florida

Georgia

Player One Games Alpharetta, GA

Xavian Games and Books Roswell, GA

Heroes and Villains in Warner Robins, GA

Comics Plus in Macon, GA

coca-cola space science center in columbus, GA

Game Corner Lagrange, GA

Odin's Cosmic Bookshelf Liburn, GA

Atlanta Game Factory Atlanta, GA

Classic City Comics & Games Athens, Georgia

Gamer's Getaway in Douglasville, GA

Quest in Carrollton, GA

Player One Games Alpharetta, GA

Bunjee's Comics Griffin GA

Champions Austell, GA

The Dragon's Horde Stone Mountain GA

Odin's Cosmic Bookshelf Lilburn GA

Hawaii

Gecko Books & Comics Honolulu Hawaii

Other Realms Honolulu Hawaii

Jelly's Aiea, Hawaii

Idaho

Magic Dragon Boise, Idaho

Illinois

Hero Headquarters in Buffalo Grove IL

Games Plus in Mt. Prospect, IL

Dark Tower comics (formerly Watchtower),
Chicago IL

Astro City comics, Schiller Park IL

Springfield Game Store Springfield, IL

Sleeping Dragon Games Matteson, Illinois

JUST FOR FUN PEORIA, IL

Acme Comics NORMAL, IL

Acme Movies, Music, Comics and Games
Peoria, IL

HobbyTown USA Peoria, IL

G.O. Games Lansing, IL

Elsewhere Comics in Blue Island, IL

Danville book world Danville, IL

Valahalla Games - Champaign, Illinois

Indiana

Reader Copies in Anderson, Indiana

Wizard's Keep in Muncie, Indiana

Galactic Greg's in Valparaiso Indiana

BuyMeToys.com in South Bend, IN

Downtown Comics West, Indiana--Indianapolis

Downtown Comics Castleton Indiana--
Indianapolis

NE Indy Game Club Indiana--Indianapolis

Comic Carnival East Indiana--Indianapolis

Comic Carnival North Indiana--Indianapolis

Jim's Sports Cards and Collectibles E Camby
Indiana

Downtown Comics South Indiana--Indianapolis

Book Broker Evansville Indiana

Iowa

Mayhem Comics Ames, Iowa

Alter Ego Comics Marion, IA

Friday Night Fights Kirkwood Community
College Cedar Rapids, IA

Battlezone Games Hiawatha, IA

Hawkeye Game Club Iowa City, IA

Mid-American Hobbies North Liberty, IA

Kansas

Astrokitty Comics and More Lawrence, KS

31st Century Games Olathe, KS

TableTop Games Overland Park, KS

Agents Comics and Games Wichita KS

Prarie Dog Comics Wichita, KS

Kentucky

Page-3 in Pikeville, Kentucky

Warlords Unlimited Richmond Kentucky

moonlite comics Frankfort, Kentucky

Warlords Unlimited, Richmond, KY

Sam Goody 6129, Morehead, Kentucky.

Louisiana

Maine

Monkfish Books Standish, ME

Crossroads Games Standish, ME

Greenhouse Games in Gardiner , ME

Maryland

"Comics to Astonish" in Columbia, MD

OCmindgames Ocean City, MD

Other Realms in Gaithersburg , MD

Illusions in Salisbury, MD

"House of Pop Culture" in Waldorf, MD

Dream Wizards in Rockville, MD

Hobbytown USA Frederick, Maryland

Other Realms in Gaithersburg, MD

Legends Games Comics & Anime Towson Maryland

Alternate Worlds Cockeysville Maryland
Cockeysville Maryland

Massachusetts

TJ Collectibles in Milford, MA

Hobby Bunker, Malden MA

Magic Dragon, Arlington MA

Your Move Games, Somerville MA

Complete Strategist, Boston MA

LOONY TOONZ – New Bedford,
Massachusetts

Scholars' Bridgewater, Massachusetts

Collectors' Guild is in Mansfield, MA

Stillpoint Comics Somerset, MA

Greenfield Games/Griffon Games Greenfield,
MA

Federation Comics Brockton Massachusetts

Michigan

Pandemonium , Garden City, MI

Comic Relief flint michigan

Adventurer's Guildhouse in flint michigan

Clems in Lansing, Michigan

Legends Sports and Games, Grand Rapids
Michigan

Whitecap Comics, Comstock Park Michigan

Goldmine Comics, Wyoming Michigan

RIW Hobbies , Livonia Michigan

Green Brain Comics , Dearborn Michigan

Vault of Midnight Ann Arbor Michigan

Fun4All2 in Ypsilanti, MI

Fortress Comics and Games East Lansing
Michigan

Rider's Hobby Shop, Flint Michigan

Hero Quest in Howell Michigan

Hobby World in Marquette, MI

Cashman's Comics (Bay City, MI)

Sweet Lou's Collectables (Millington, MI)

The Stadium (Bay City, MI)

WhiteCap Comics, Comstock Park MI

Rider's Hobby Shop, Flint Michigan

Minnesota

Robin Goodfellow Company Duluth Minnesota

Solinvictus Comics N Virginia Minnesota

Roy's Comics & Games Hibbing Minnesota

Dreamers cards games & collectables Saint
Louis Park Minnesota

Outpost 2000 & Beyond Coon Rapids Minnesota

The Gamers Den Cambridge Minnesota

Unicorn Games Oakdale Minnesota

Card Emporium-Golden Valley, MN

The Source- Falcon Heights, MN

Monster Den- Minneapolis, MN

Twin City Comics - Columbia Heights, MN
(Twin Cities)

Mississippi

Missouri

Gamer's-Pair-A-Dice in Sedalia, MO
Alpha Comic in Warrensburg, MO
Valhalla's Gate Columbia, MO
Meta Games Springfield, Missouri
Games to Order Springfield, Missouri
A-Z COMICS Lee Summit, Missouri
Battle-Zone Raytown, Missouri
The Neutral Zone in St. Peters Missouri

Montana

Nebraska

Questworld, Grand Island, NE
Ground Zero Bellevue Bellevue, Nebraska
Coliseum Gaming Lavista, Nebraska
Gamestop 72nd and Dodge Omaha Nebraska
Ground Zero Omaha, Nebraska
Tenthpenny Bellevue, Nebraska
Dragon's Lair Omaha, Nebraska
Comic World in Lincoln NE

Nevada

Dreamland Hobbies Las Vegas, Nevada
Kool Koolectables Las Vegas, Nevada

New Hampshire

Secret Hideout Keene NH
More Comics Keene, NH
Double Midnight Comics in Manchester NH
Paperback Bazaar Somersworth New Hampshire

New Jersey

Amazing Stories in Shrewsbury, NJ
The Game Room Store in Bricktown, NJ
The Danger Room (Aka. Avelino's Pizza) in Toms River, NJ
The Collectors Den Paramus, NJ
Little Shop of Comics in Scotch Plains NJ
Bad Moo Comics in New Providence NJ
Time Warp Comics, in Cedar Grove NJ
Superhero City in Sewell, NJ
All Things Fun! Berlin, NJ
Comics Plus in Mount Holly, NJ
TimeZone Gaming in Edison, NJ

New Mexico

New York

Kings Games in Brooklyn NY
Eden studios/Zombie Planet Albany New York
Neutral Ground New York New York
Sanctuary Comics Watertown New York
The Games People Play Elmira New York
Stonehendge Cards & Comics New Windsor New York
Alterniverse Salt Point New York
Let's Play! @ TSPT in Waverly NY
Comics Etc in Rochester NY
Altered States Game and Hobby SYRACUSE, NY
Centerfield Card & Comics Endicott, NY
Family Hobby and Crafts Vestal NY
Fat Cat Books Johnson City NY

Archway Comics Little Neck NY

Who's on First Collectibles Merrick, Long Island, NY

Comic Book Depot Wantagh, Long Island, NY

Grasshopper's Comics Williston Park, Long Island, NY

Captain Comic West New Hyde Park, Long Island, NY

Best Comics New Hyde Park, Long Island, NY

Mark's Comics Valley Stream, Long Island, NY

Captain Comic East Plainview, Long Island, NY

North Carolina

Hit Point Hobbies in Southern Pines NC

Silver Bullet Comics in Winston-Salem, North Carolina

DJ's Cards & Stuff in High Point, North Carolina

Nostalgia Newsstand-Greenville, NC

Mind Games -Greenville, NC

North Dakota

Ohio

Alter Ego Comics, Lima Ohio

Recess Games in North Olmsted, OH

Gamers Haven in Middleburg Heights, OH

Compendium Collectables in Rocky River, OH

Bell, Book and Comic, Dayton, Ohio

Schumer's Baseball Cards and Comics Dayton, Ohio

Bookery Fantasy Fairborn, ohio

Universe of Superheroes (Comic & Gaming Shop) Athens, Ohio

Diversions Newbury, OH

Chardon Cards and Comics Chardon, OH

The Soldiery columbus, OH

Finders antiques and sports shop Newark, Ohio

Comic shop plus Newark, Ohio

The Bookery, Fairborn (Dayton east side), OH

Bell, Book, & Comic, Dayton, OH

Ground Zero Comics, Galloway (Columbus west side), OH

The Guardtower, Columbus, OH west side

Ravenstone, Columbus, OH, west side

Comic Town, Columbus, OH, north side

The Armoury, Columbus, OH, east side

Sci-Fi Cincinnati, Ohio

Comic Book World, Inc. Cincinnati, Ohio

YottaQuest Cincinnati, Ohio

Oklahoma

The Cave, in Ada, OK

The Original Game Shop Tulsa, OK

Speeding Bullet Comics - Norman, OK

Wizard's Asylum Tulsa, OK

Mammoth Comics Tulsa, OK

Wizard's Asylum in Norman OK

Dragonfyre comics in Oklahoma City, OK

New World Games and Comics in Midwest City, OK

Edmond, Oklahoma Al's Sports Cards

Oregon

More Fun Comics, Ashland, Oregon

Another World (Hollywood store)' in Portland, Oregon

JJ's Hobby Shop Roseburg, Oregon

Neverland Comics Roseburg, Oregon

Rainy Day Games in Aloha, Oregon

Mind Candy - Aloha OR

Alternate Universe - Portland, OR

Pennsylvania

6 feet under games, Lancaster, PA

Venue Six Feet Under Games Lancaster, PA

Venue Comic Store West York, PA

Event New Dimension Comics Butler
Pennsylvania

Hobbymasters Pittsburgh Pennsylvania

D&D Sports Cards in St. Marys, PA

Skye Enterprises in Oil City, PA

The Kid in Me at the Lebanon Valley Mall in
Lebanon, PA

Bagged and Boarded Bensalem, PA

Comics and More (In Plymouth Meeting Mall)
Plymouth Meeting, PA

Phantom Of The Attic Allentown, PA

Comics World in Chambersburg PA

Comix Connection in Mechanicsburg PA

Comic Connection Mechanicsburg, PA

Cosmic Comics Harrisburg, PA

Infinite Quests Blue Bell, PA

Montgomery County Community College Blue
Bell, PA

Golden Eagle Comics at the Fairgrounds Mall in
Reading, PA

Phantom of the Attic Pittsburg, PA

New Dimension Comics Pittsburg PA

HobbyTown USA Pittsburg PA

The Unknown. Scranton PA

Rhode Island

he Incredible Pulp in Narragansett RI

Disposable Heroes – Johnston, RI

The Game Keeper – Providence. RI

Your Move Games – Warren RI

South Carolina

Borderlands Games (Greenville ,SC)

The Clemson Newsstand (Clemson ,SC)

Tangled Web (Spartanburg , SC)

Green Dragon Inc North Charleston, South
Carolina

Hobbytown Charleston South Carolina

South Dakota

Tennessee

The Barony, in Oak Ridge TN

Rick's Comic City Nashville, TN

Grand Adventure Murfreesboro TN

Collector's Universe Knoxville, Tennessee

Grand Adventures Comics Murfreesboro, TN

The Dragon Caves - Chattanooga TN

Alley Cat Comics & More - Chattanooga TN

Comic Hound - Chattanooga TN

Hobbytown (memphis) in memphis, TN

Grand Adventures Comics in Murfreesboro,
Tennessee

Comic City - Madison, Tennessee

The Dragon Caves Chattanooga Tennessee

Comic Hound Chattanooga, Tennessee

Alley Cat Comics Chattanooga, Tennessee

Texas

Strike Zone Houston Texas

Hobby House in Kingsville, Texas

Armchair Commandos in Corpus Christi, Texas

Bee Cave Comics also in Austin. TX

Dragons Lair Austin, TX

TNT Comics Lewisville, Tx

Madness Games Plano, Tx

HobbytownUSA Dallas, Tx

Comic Asylum Plano, Tx

Game Chest Dallas, Tx

Hobby House in Kingsville, TX

Armchair Commanders Games & Hobbies in
Corpus Christi, TX

Y2Komics, Fort Worth

HobbyTown USA, Fort Worth (Hulen)

Lone Star Comics (Central Arlington)

Lone Star Comics (Dallas)

Lone Star Comics (Irving)

Lone Star Comics (Hurst)

Lone Star Comics (Mesquite)

Lone Star Comics (southwest Arlington)

Dragon's Lair - Round Rock, Tx

Book Stan' Killeen, TX

Utah

Endzone, Trolley Square, Utah

Endzone, Clearfield (salt lake city) Utah

Endzone Trolley Square - Salt Lake City, UT

Game On! in Spanish Fork, UT

Cache Game and Hobby St. Logan Utah

The Black Rose Inc Murray Utah

Game Den West Valley City Utah

Vermont

Heroes Kingdom St. Albans, VT

Virginia

Dominion Comics Lynchburg, VA

Fun-N-Games, Blacksburg, Virginia

Atlantis Comics in Portsmouth, VA

Fantasy Escape Virginia Beach, VA

Comic Chest Virginia Beach, VA

Richmond Comix - Midlothian VA

Atomic Comics Emporium, Hampton VA.

Campaign Headquarters, Norfolk VA

Star City Comics & Games NW Roanoke
Virginia

Game Parlor 2 in Woodbridge, VA

Washington

House of Games in Spokane, WA

Vista Comics and Sports Cards Longview,
Washington

Games Matrix in Tacoma, WA

Book and Game Company in Walla Walla,
Washington

Comic Book Ink Tacoma, WA

The Comic Stop in Lynnwood Washington

Arcane Comics and More here in Seattle
Washington

Games and Things in Bellingham, WA

Cosmic Comics Bellingham, WA

Eagles Games Bellingham, WA

Olympic card and comic Lacey, Washington

Docking Bay 93 in Burlington/Mt. Vernon,
Washington

West Virginia

All About Games Beckley West Virginia

D&S Collectables Fairmont, WV

Hobby Exchange Huntington WV

Wisconsin

Misty Mountain - Madison, WI

Pegasus Games - Madison, WI

Adventure Games Plus in West Allis, WI

Victory Games in Sheboygan WI

Wyoming

CANADA AND ROW

CANADA

Treasure Chest Games Lethbridge, Alberta,
Canada

Showcase Comics Lethbridge, Alberta, Canada

Comic Warehouse brampton ontario, Canada

Third Eye Blind Dartmouth, Nova Scotia,
Canada

Carta Magica in Montreal, Quebec, Canada

Check Swing Sportscards Brossard, Quebec,
Canada

La Bete Noire, in Drummondville, Quebec,

Canada

Stadium Comics - Shopper's World in Brampton,
Ontario

Image Collections - Queen St. Streetsville
Mississauga, Ontario Canada

Untouchables - Hwy 10 & Burnamthorpe Rd.
Mississauga, Ontario Canada

Havoc and Chaos Comics and Games Victoria
British Columbia Canada

Gamezilla, Moncton Moncton, NB CANADA

Gamer's Lair Edmonton, Alberta, Canada

All Star Sports Cards and Collectables
Edmonton, Alberta, Canada

Metropolis Toys, Games & Gifts Edmonton,
Alberta, Canada

Happy Harbor Comics & Toys Edmonton,
Alberta, Canada

DUELING GROUNDS, Toronto Canada

The Dragon Guelph Ontario

Retro Rocket" in Cambridge ON, Canada

Triple-play Collectibles in Surrey, BC, Canada

Drexoll Games Vancouver British Columbia
Canada

Lucky's cards and comics Vancouver British
Columbia Canada

Hourglass Comics Port Moody British Columbia
Canada

Wally's Prosportscards vancouver British
Columbia Canada

Elfsar Collection Ltd Vancouver British
Columbia Canada

Imperial hobbies Richmond British Columbia
Canada

Tazmania Comics Burnaby British Columbia
Canada

CHILE

Salo Chile, South America

Micromega Antofagasta Chile

Mundo Hero Viña del mar/Valparaiso Chile

MUNDOMIX illa Alemana Chile

NORWAY

Avalon Trondheim, Norway

Outland Trondheim, Norway

UK

Fanboy - Milton Keynes, UK

Legion games club, shepherds bush london,uk

Fanboy 3 Manchester, UK

GamesWorldUK, Middlesbrough, UK

GameStuff, Middlesbrough UK

Magic Labyrinth Shop ~ Leicester, England

AUSTRALIA

Unlimited Hobbies, in Blacktown, Australia

GERMANY

SPAIN

MEXICO

RUSSIA

CHINA

JAPAN

KOREA

PHILLIPINES

Neutral Grounds Glorietta (Makati City)

Neutral Grounds Robinson's Galleria
(Mandaluyong City)

Neutral Grounds Alabang Town Center
(Muntinlupa City)

Brazil

Comics
Rua Goitacazes 436/442
São Caetano do Sul - BRAZIL

Centergames
Rua Pedro Carvalho de Oliveira,71
São Paulo - BRAZIL

HeroClix Comprehensive Tournament Rules

Last Updated February 16, 2006

This document is tournament legal on March 2, 2006. Future changes will be noted in red.

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Introduction

Welcome to HeroClix tournaments! HeroClix events are designed to play fast and feature lots of fun, exciting action. Players should always have a great time at a sanctioned HeroClix tournament. Whether they win or lose, their efforts never go unnoticed. Players can win prizes and honors at many different types of tournaments and share the good fellowship that comes with playing a great game with great people. Questions about a sanctioned tournament should be directed to the Judge running the event, or to WizKids (the WizKids online support database is accessible at www.wizkidsgames.com/ss). This document contains the rules for playing and running sanctioned HeroClix tournaments. It is designed to compliment the WizKids Approved Play Comprehensive Rules. In the event of any conflict between this document and the Comprehensive Rules, this document takes precedence. WizKids requires that all sanctioned tournaments be run in compliance with these rules. The most recent version of this document is posted on our web site: www.wizkidsgames.com/heroclix. Registered players can earn exciting prizes for participating in HeroClix events, aside from prizes issued at the tournament (please see the WizKids Approved Play Comprehensive Rules for more information on the Player Rewards program). WizKids provides, free of charge, a Personal Player Web Page that allows players to locate sanctioned events near them. Players can register to participate in HeroClix tournaments by visiting the WizKids website at www.wizkidsgames.com/register.asp

and creating an account. Players are encouraged to sign up in advance for sanctioned WizKids events, using the tools on their Personal Player Pages. This helps tournament officials plan to accommodate all players. Players who sign up for sanctioned events online should bring their User Name and Player ID Number to the event. If a player wishes to register at the tournament, he or she should contact the Judge running the event for details.

1.0 General *HeroClix* Tournament Rules

1.1 Sanctioned Events

A sanctioned event is any tournament or demonstration registered through the WizKids website. In order for a *HeroClix* event to be sanctioned, it must be created by the deadline for the event creation, be run at a WizKids-Approved Venue, and have a Judge associated with the event before the deadline. For more details, refer to the WizKids Approved Play Comprehensive Rules.

1.2 Rules

Sanctioned *HeroClix* events use the following official rules, except as noted herein: the *HeroClix* game rules from the most recent *HeroClix* base set; the *HeroClix* Powers and Abilities Card from the most recent *HeroClix* base set; the most recent Errata and Clarifications document after its effective date; the most recent documents for expansions, including Big Figures, 3D Objects, and inserts from booster packs and other products including new rules, powers, and abilities; the WizKids General Tournament Rules (contained in the WizKids Approved Play Comprehensive Rules); and the *HeroClix* Tournament Rules (this document).

1.2.1 Scenario Rules

Scenarios are to be determined by the Judge running the event, and should be posted on the WizKids website with the event description. There is no “default” scenario for a HeroClix game.

1.3 Tournament Pairing

Pairings in the first round of a standard Swiss-style *HeroClix* tournament are determined randomly. After the first round, the Judge determines pairings by win/loss record (i.e. the

player with the best record faces the player with the second best record, the player with the third best record faces the player with the fourth best record, and so on), taking care to avoid rematches during Swiss rounds. Rematches are acceptable only once Swiss rounds have ended and championship rounds begun.

1.3.1 Tournament Record Tie-Breakers

Tournament win-loss record ties are resolved by the following criteria in the order below:

- 1) Total victory points
- 2) Opponent's win-loss record
- 3) Opponent's total victory points

Tie-breakers 1 and 2 may be switched at the Judge's discretion. If the Judge chooses to do this, he must announce this to all players before any pairings have been made.

1.4 Force Build Totals

The Judge and Venue determine the force build totals for the tournament unless otherwise specified in the event description. This information should be made available in the event description on the WizKids website. WizKids recommends using a multiple of 100 for a point total. The default build total is 300 points.

1.5 Required Materials

All players are responsible for bringing the following materials to sanctioned *HeroClix* events: a tournament-legal *HeroClix* force with the appropriate build total; 6 object tokens; 2 six-sided dice; a map; tokens, coins, or other objects to use as action tokens. The current PAC and current Errata and Clarifications document is recommended, but not required.

1.5.1 Objects

Unless otherwise specified by the scenario, all sanctioned *HeroClix* games must use six object tokens. 3D objects are legal for all sanctioned *HeroClix* games and may be substituted for object tokens of the appropriate type per the 3D object rules.

1.5.2 Maps

Any WizKids-created *HeroClix* map may be used for any sanctioned *HeroClix* event. Envoys may substitute custom maps or terrain at their discretion. At the Judge's discretion, maps may be cut or otherwise sized to fit available playing surfaces. No matter how maps are adjusted, all maps used for the same tournament must be of identical size and shape. 36 by 36 inch maps may be used in any *HeroClix* event. 36 by 24 inch maps may only be used in *HeroClix* events where only two players are playing on each map.

1.5.3 Feats, Battlefield Conditions, and Bystander Tokens

Feats, Battlefield Condition, and bystander tokens are tournament legal for WizKidssanctioned events.

1.6 HeroClix Universes

Sanctioned HeroClix events may be registered in any of the following game universes:

- *Open HeroClix*: All HeroClix characters, feats, bystander tokens, and battlefield conditions are legal for play unless specified otherwise by WizKids or limited by house rules (see section 1.8).
- *Marvel HeroClix*: Only characters, feats, bystander tokens, and battlefield conditions from Marvel HeroClix sets are legal for play.
- *DC HeroClix*: Only characters, feats, bystander tokens, and battlefield conditions from DC HeroClix sets are legal for play.
- *Indy HeroClix*: Only characters, feats, bystander tokens, and battlefield conditions from Indy HeroClix sets are legal for play.

1.7 Retired Figures

The following base sets and expansions are retired from **competitive** play: Infinity Challenge, Hypertime, Clobberin' Time, Xplosion, Cosmic Justice, Indy, and Critical Mass, as well as the bystander tokens from the DC & Marvel Map Sets. *Note: effective July 12, 2006, the following sets will be added to this list: Unleashed, Universe and Ultimates.*

1.8 House Rules

Judges and Venues may use "House Rules" during sanctioned *HeroClix* events. House Rules allow Judges to run special scenarios. House Rules must be: part of the event description on the WizKids website; and posted in the venue at least one week before the event.

1.8.1 What House Rules Cannot Do

House Rules cannot override Section 1.1, 1.6, 1.8, 8.0, 9.0, and any of their subsections or this section of this document. House rules cannot alter the format of an event, substantially alter the core mechanics of the game, or alter any program rules as presented in the WizKids Approved Play Comprehensive Rules. House Rules also cannot change the tournament type—for instance, a Sealed event cannot be run as Constructed or vice versa.

1.9 Timekeeping

HeroClix rounds last 50 minutes. The Judge running the event must announce the time remaining in the round twice during the game: once with between 20 and 30 minutes remaining in the round, and once with between 3 and 7 minutes remaining in the round. Once time is called, the game ends as soon as the current player finishes his or her current action.

1.10 Victory

Victory in each round is determined as per “Victory!” on pages 31 and 32 of the *DC HeroClix: Icons Quick-Start and Complete Rules*.

1.11 Byes

A bye is issued when there are an odd number of players in a Swiss-style event. A bye is considered to be a win with the worst possible victory conditions; therefore, each bye is scored as a win with that person’s build total in victory points. First round byes are assigned randomly unless a player volunteers to take the bye. Judges are encouraged to take such volunteers into consideration for the Fellowship Prize. If more than one player volunteers to take the bye, the Judge assigns the bye randomly among the volunteers. In subsequent rounds, the bye is assigned to the player with the worst win-loss record. The Judge should take care to ensure that no player receives the bye more than once in a tournament.

1.12 First Turn Immunity

A character, which is still in its original starting position on the map, may not be damaged, except by friendly characters, until after each player has completed his or her first turn.

1.13 Rounds

HeroClix tournaments typically use 3 or 4 rounds of Swiss pairings. See the “How to Run Swiss Rounds” document on the WizKids website for more details. Each *HeroClix* tournament must consist of a minimum of 3 full 50 minute rounds.

1.14 Rules Questions

All rules questions that come up during a sanctioned *HeroClix* tournament are to be directed to the head Judge of the event, who is the final authority on rules disputes for that event. Rules questions that come up outside of a tournament should be directed to the *HeroClix*: Rules forum at www.wizkidsgames.com or to the *HeroClix* Rules Arbitrator at judge@wizkidsgames.com.

2.0 Constructed Format Rules

2.1 Legal Expansions

Units from the following *HeroClix* expansions are legal for tournament forces in the

Constructed format: Unleashed, Universe, Ultimates, Mutant Mayhem, Legacy, Fantastic Forces, Icons, Armor Wars, and **Collateral Damage**. *Note: effective July 12, 2006, this list will include Sinister and the X-Men Danger Room Game. Also on this date, Unleashed, Universe, and Ultimates will be removed from the list of expansions legal for tournament forces in the Constructed format.* Other figures may be legal, provided they meet the standards set elsewhere in these rules and in section 5.9 and associated subsections of the WizKids Approved Play Comprehensive Rules.

2.2 Battlefield Condition Cards

Battlefield Condition cards are tournament legal in WizKids-Sanctioned events. Battlefield Condition cards are optional for each player. An opposing player cannot stop a player from using Battlefield Condition cards. Each player may bring a number of Battlefield Condition cards equal to the number of rounds in the tournament minus one. None of these Battlefield Condition cards may be a duplicate. These Battlefield Condition cards make up a player’s “hand.” Other cards, such as Feats, must be added to the hand as placeholders so that the number of cards in your hand equals the number of rounds in the tournament. These extra cards may not be put into play for any reason – they serve as placeholder, “dummy” cards only. After the battlefield is prepared (see page 11 of the *DC HeroClix: Icons* rulebook), each player chooses a card from his or her hand to use for the duration of the game. Both players reveal their cards at the same time. If a player does not wish to play a Battlefield Condition card during a round they may substitute their placeholder card instead when Battlefield Condition cards are revealed. A player who uses a placeholder card in this manner does not return it to their hand; they no longer have the option of using it in place of a Battlefield Condition card. At the end of the round in which a Battlefield Condition card has been put into play, that Battlefield Condition card is removed from the Tournament, and cannot be used in successive rounds. After Battlefield Conditions are put in play, each player will note on their opponent’s team registration sheet which Battlefield Condition the opponent put in play that round. Future opponents may see the Battlefield Condition(s) which have already been played, but may not see those Battlefield Condition(s) that have not yet been played.

3.0 Sealed Format Rules

3.1 Sealed Box and Sealed Booster Events

A Sealed event uses figures pulled from a predetermined number of *HeroClix* boosters and/or starters. Each player should receive the same number and type of boxes and boosters; for example, if using three boosters from three different expansions, make sure that all players have one booster from each of the three expansions. Unless specified otherwise by WizKids, all sealed events require three boosters from the

most recent *HeroClix* expansion. Build totals should equal 100 points per booster, and 200 points per starter. For example, an event using 3 boosters would have a 300 point build total, and an event using 1 starter and 1 booster would also have a 300 point build total.

3.2 Buying Product at Sealed Events

The venue sells all of the boosters at a sealed event. Players cannot bring sealed boosters from other venues or stores. Gaming clubs and military venues are exceptions to this rule, and players can provide boosters, if necessary.

3.3 Defective Figures

If a player receives a defective character in a sealed event, the player may choose to continue without the defective character or to replace the entire booster or starter. Partial replacements cannot be made.

3.4 Force Construction

When instructed to do so by the Judge running the event, each player should open their boosters and/or starter and count the characters in each to confirm they are tournament legal (see the *WizKids Approved Play Comprehensive Rules*). If a player receives an incorrect number of characters or an illegal character, he or she must immediately notify the Judge, who will replace the entire booster or starter.

3.4.1 Construction Period

After the above procedure is concluded, players have 15 minutes to create a tournament-legal force using only the characters pulled. Players may not trade characters or boxes.

3.5 Feats, Battlefield Conditions, and Bystander Tokens

Battlefield Conditions are tournament legal. If a player pulls a Battlefield Condition, he or she may use it. An opposing player cannot stop a player from using Battlefield Condition cards. Players cannot use Battlefield Conditions that were not pulled from the sealed boxes provided for the tournament. Battlefield Conditions in sealed tournaments are not subject to the requirements that govern the use of Battlefield

Conditions in constructed events—a player may use any pulled Battlefield Conditions as often or little as desired, and may use a different Battlefield Condition each round, if multiple Battlefield Conditions are pulled. Each player may use no more than one Battlefield Condition each round. Feats and Bystander Tokens are tournament legal. If a player pulls a Feat card or Bystander Token, he or she may use it provided that doing so obeys the rules for using feat cards found on page 29 of the *DC HeroClix: Icons* rulebook. Players cannot use Feat cards or Bystander Tokens that were not pulled from the sealed boxes

provided for the tournament.

4.0 Draft Format Rules

4.1 Rules for Drafting Forces

Drafting occurs in pods of eight or fewer players. Each pod should contain a number of players similar to any other pod. Each player in the pod rolls two six-sided dice; the player with the highest roll chooses who drafts first (reroll ties). That person opens his or her box at the direction of the Judge, and he or she places all characters and cards from that box in the center of the pod. The person to the left of the player opening the box turns all characters to their starting positions, if necessary. All players then have one minute to look over the characters. Until the end of the draft, no characters may be clicked off their starting positions. Drafting begins with the player who opened the box, and proceeds to his or her left, with each person having 10 seconds to choose a character or card. Once all characters and cards have been drafted from the first box, the player to the left of the person who opened the first box opens his or her box at the direction of the Judge; drafting continues in this manner until all boxes have been opened and all characters and cards have been drafted. Unless specified otherwise by *WizKids*, all draft events require three boosters.

4.2 Buying Product at Draft Events

The venue sells all of the boosters at a draft event. Players cannot bring sealed boosters from other venues or stores. Gaming clubs and military venues are exceptions to this rule, and players can provide boosters, if necessary.

4.3 Constructing Forces After the Draft

After drafting, players have 15 minutes to create a tournament-legal force using only the characters and cards drafted. Players may not trade characters, cards, or boxes.

4.4 Feats, Battlefield Conditions, and Bystander Tokens

Battlefield Conditions are tournament legal. Battlefield Conditions are drafted as if they were a figure. If a player drafts a Battlefield Condition, he or she may use it. An opposing player cannot stop a player from using Battlefield Condition cards. Players cannot use Battlefield Conditions that were not drafted from the sealed boxes provided for the tournament. Battlefield Conditions in draft tournaments are not subject to the requirements that govern the use of Battlefield Conditions in constructed events—a player may use any drafted Battlefield Conditions as often or little as desired, and may use a different Battlefield Condition each round, if multiple Battlefield Conditions are drafted. Each player may use no more than one Battlefield Condition each round.

Feats and Bystander Tokens are tournament legal. Feats and Bystander Tokens are drafted as if they were a figure. If a player drafts a Feat card or Bystander Token, he or she may use it provided that doing so obeys the rules for using feat cards found on page 29 of the *DC HeroClix: Icons* rulebook. Players cannot use Feat cards or Bystander Tokens that were not drafted from the sealed boxes provided for the tournament.

4.5 Defective Figures

If a player receives a defective character in a draft event, the player may choose to continue without the defective character or to replace the entire booster. Partial replacements cannot be made.

4.6 Giant Figures in Draft Format

If a player receives a booster containing a giant figure, the player has three choices in how to deal with that booster:

- 1) Keep the booster and buy another booster for use in the Draft
- 2) Select the giant figure as his or her first choice. He or she then passes the 2 remaining figures to his or her left and gets 3 figures from the person on his or her right. He or she may not select any of these 3 figures, instead passing them left. This section (4.6) does not apply to the *Fantastic Forces* expansion.

5.0 Battle Royale Quick-play Format Rules

Battle Royale tournaments are fast-playing draft tournaments designed to run in less time than a regular three or four round event. The rules for Battle Royales supercede some of the rules for Building a Force in the rulebook. To prepare for a Battle Royale, each player uses one sealed

booster. Please note that the Battle Royale is a subformat of the Unrestricted format. Battle Royales can only be run as venuesupported events.

5.1 Battle Royale Draft

Drafting occurs in pods of four players. If it is not possible to create pods of four, each pod should contain a number of players similar to any other pod. Each player in the pod rolls two six-sided dice; the player with the highest roll chooses who drafts first (reroll ties). That person opens his or her booster at the direction of the Judge, and he or she places all characters and cards from that booster in the center of the pod. The person to the left of the player opening the booster turns all characters to their starting positions, if necessary. All players then have one minute to look over the characters. Until the end of the draft, no characters may be clicked off their starting positions. Drafting begins with the player who opened the booster, and proceeds to his or her left, with each person having 10 seconds to choose a character or card from the pile. Once all characters and cards have been drafted from the first booster, the player to the left of the person who opened the first booster opens his or her booster at the direction of the Judge; drafting continues in this manner until all boosters have been opened and all characters and cards have been drafted.

5.2 Battle Royale Force Construction

Each player uses the characters and cards drafted within the pods, no matter what the point cost of the characters. If a player cannot, or does not wish to, use a character or card, it is set aside for the duration of the event and not used. No matter the point value of a player's force, each player gets two actions each turn.

5.3 Feats, Battlefield Conditions, and Bystander Tokens

Battlefield Conditions are tournament legal. Battlefield Conditions are drafted as if they were a figure. If a player drafts a Battlefield Condition, he or she may use it. An opposing player cannot stop a player from using Battlefield Condition cards. Players cannot use Battlefield Conditions that were not drafted from the sealed boxes provided for the tournament. Feats and Bystander Tokens are tournament legal. Feats and Bystander Tokens are drafted as if they were a figure. If a player drafts a Feat card or Bystander Token, he or she may use it provided that doing so obeys the rules for using feat cards found on page 29 of the *DC HeroClix: Icons* rulebook. Players cannot use Feat cards or

Bystander Tokens that were not drafted from the sealed boxes provided for the tournament.

5.4 Defective Figures

If a player receives a defective figure in a Battle Royale event, the player may choose to continue without the defective figure or to replace the entire booster. Partial replacements cannot be made.

5.5 Giant Figures in Battle Royales

If a player receives a booster containing a giant figure, the player has three choices in how to deal with that booster:

- 1) Keep the booster and buy another booster for use in the Battle Royale
- 2) Return the booster and get a replacement booster
- 3) Select the giant figure as his or her first choice. He or she then passes the 2 remaining figures to his or her left and gets 3 figures from the person on his or her right. He or she may not select any of these 3 figures, instead passing them left. This section (5.5) does not apply to the *Fantastic Forces* expansion.

5.6 Battle Royale Game Play

Each pod then plays a four-player game on a single *HeroClix* map. When only two players have characters remaining, play ceases for that pod. The two surviving players then match up against two surviving players from another pod. No healing is allowed between games. Setup for the second game is otherwise as above. Remaining players continue playing until there is only one player with characters on the map.

5.6.1 Team Rules

The “team rules” version of the *HeroClix* Battle Royale plays the same, except that once teams are drafted, players are randomly paired to be on two teams per pod. Teammates should start play across from each other. If one member of the team is eliminated, so is the other member, and that player must remove his or her pieces from the map immediately.

6.0 Unrestricted Format Rules

6.1 Figures from Retired Expansions

Figures from retired expansions remain legal for unrestricted tournament play as long as they meet all other conditions outlined in this document and in Section 5.9 and related subsections of the WizKids Approved Play Comprehensive Rules.

7.0 Junior Format Rules

7.1 Age Limitation

Junior *HeroClix* tournaments use the Constructed format rules with the exception that

only players aged 12 and under may participate in a Junior event.

8.0 Marquee Special Format Rules

8.1 Marquee Rules

WizKids periodically runs Marquee tournaments to celebrate new releases in the *HeroClix* line.

These events follow the rules for Sealed format events with three exceptions:

- All boosters must be from the specified expansion.
- Each Marquee tournament may only be scheduled on a specific weekend. This is handled through WizKids’ online registration system.
- The event must be run in accordance with any special rules or scenarios provided by WizKids for the specific Marquee event, and the special tournament format rules in sections 1.6b and 5.14 of the WizKids Approved Play Comprehensive Rules.
- House rules are not allowed.

9.0 Wizard World HeroClix

Invitationals

WizKids hosts Wizard World HeroClix Invitational Championship events for some tournament universes. The times, dates, and locations for each event will be announced on the WizKids website.

The Wizard World HeroClix Invitationals is the highest level of competition for HeroClix, replacing all previous championship events. There are four WWHCI cycles in 2005, each consisting of Local and Regional events culminating in a Championship held at a Wizard World convention. While changes to this document will generally be posted two weeks in advance of taking effect, WizKids, Inc. reserves the right to modify these rules as it deems necessary, in its sole discretion, at any time, with or without notice. A brief glossary of terms used in these rules appears at the end of the document.

9.1 Staff and Responsibilities

9.1.1 Tournament Organizers

WizKids Regional Tournament Organizers (or TOs) are responsible for managing WWHCI Regional tournaments. In addition to ensuring that the event is run according to WizKids Approved Play policies and guidelines and making the event as fun and exciting as possible, WizKids regional TOs are required to:

- Submit the order for the event to WizKids in a timely manner, prior to the deadline provided in the solicitation sent out each cycle. If WizKids does not receive this information prior to the deadline set forth in the solicitation, the event

will be considered cancelled. WizKids may extend this deadline if circumstances necessitate such a change.

- Actively publicize the event through fliers, emails, web posts and banners, and proactively communicating with WizKids envoys in the area.

- Post details and a link to wizkidsgames.com on their website.

- Accept pre-registration through wizkidsgames.com. WizKids will provide each TO with a list of all Local level winners for verification. Where necessary, WizKids will also provide a list of all players who are prohibited from competing in WWHCI events.

9.1.2 Head Judge

The Head Judge is the HeroClix Judge responsible for running the event in question, supervising pairings, adjudicating disputes, and generally making sure that the event observes all relevant rules and policies. In addition, this individual is solely responsible for ensuring that the event is reported in a timely manner. At the local level, this Judge is generally the same individual responsible for running standard weekly tournaments. At the Regional level, an event's Head Judge is selected by the Regional TO in consultation with his/her SPOC. At the championship level, the Head Judge is likely to be the HeroClix Rules Arbitrator or a member of the WizKids Approved Play staff.

9.1.3 SPOCs (Single Points of Contact)

WizKids assigns each TO a "Single Point of Contact", or SPOC. This person is a WizKids envoy (generally level 3 or above) who is responsible for facilitating communication between the TO, Head Judge, and WizKids. The SPOC may also be the event's Head Judge, but this is not required.

9.1.4 Premiere Events Envoy

WizKids assigns one level 5 envoy to serve as the centerpoint of communication for WizKids Premiere Events in the field. Questions about the WWHCI program or any other WizKids Premiere Event can be directed to the Premiere Events Envoy at premiereevents@envoys.wizkidsgames.com.

9.2 Competitive Standards

To ensure a level-playing field, WizKids has instituted the following standards for Wizard World HeroClix Invitational (WWHCI) Events:

- No house rules are allowed during WWHCI events.

- All Constructed WWHCI events are presumed to be 300 points Open HeroClix, unless specified otherwise by WizKids.

- All WWHCI events must be reported within one week of the event's completion. The results of any event not reported within one week of completion will be considered invalid and all accompanying prizes and Invitations void.

- An Invitation is valid only in the cycle in which it is won. For example, if a player wins a February Regional event, his/her Invitation and free admission are valid only for Wizard World Los Angeles, not for Wizard World Philadelphia. In order to win an Invitation valid for Wizard World Philadelphia, a player must win a Regional event in April.

- Invitations do not "pass down" to other players and may not be transferred in any way.

- An Invitation may only be used once. If a player who won a Local event competes in multiple Regional events, that player may only use his/her Invitation to skip the first flight at only one of those events.

- An Invitation is only valid as long as the player who won it does not compete in any further events at the same level (Local or Regional) in the same cycle. A player may compete in as many Local (or Regional) events as s/he wants, but if that player competes in a Local (or Regional) event after having won an Invitation in a previous Local (or Regional) event in the same cycle, that Invitation is void and the player is not eligible to win another invitation at the same level in the same cycle.

9.3 Events

9.3.1 Locals

Registered WizKids venues around the world have the opportunity to run WWHCI Locals. These events are available for registration through the standard WizKidssupported event registration period. Each WWHCI Local event consists of a minimum of three (3) rounds of Swiss-style competition, followed by a championship match between the two (2) players with the best records from the Swiss rounds. These events use all standard Sealed format rules except where otherwise specified by WizKids. Prizes (may vary from event to event—the specific prizes listed below are guidelines and are subject to change with or without notice):

- Champion prize: Marquee-quality Limited Edition game piece and an Invitation that allows

the player to bypass the first flight at the Regional level.

- Fellowship prize: Marquee-quality Limited Edition game piece.
- “Participation” Prize: Most Local WWHCI prize kits will contain eight (8) additional prizes to be awarded to the first eight (8) competitors to register for the event. These players must complete a minimum of three (3) rounds of Swiss competition in order to receive their prizes.

9.3.2 Regionals

A WWHCI Regional may also be a pre-release tournament, but in the event that release timing or other logistical considerations prevent this, WizKids may substitute another format or event scenario. Details on each Regional event will be available at wizkidsgames.com at least one month in advance of the event. Each Regional event will consist of two (2) levels of competition:

1) An open first flight¹ consisting of three rounds of Sealed format Swiss pairings will qualify sixteen (16) competitors for the final rounds of competition. The first of these rounds will begin no later than 11:00am on the day of competition (check specific event schedules for exact times). A player who has won an Invitation at the Local level in the current cycle may compete in the first flight, but if s/he chooses to do so, s/he forfeits his/her Invitation and may only qualify for the finals through competitive standing in the first flight.

2) A closed 300 point Open HeroClix Constructed format second flight. The first of these rounds will begin no earlier than 2:00pm on the day of competition (check specific event schedules for exact times). The top 16 competitors from the first flight and Local-level champions are eligible to compete in these regional finals (if needed to prevent a bye, the 17th place player from the first flight will be allowed to compete in the regional finals). These regional finals shall consist of two (2) rounds of Swiss competition followed by three (3) rounds of single elimination competition. The top eight (8) players from the Swiss rounds shall compete in the single elimination rounds to determine a Regional winner.

¹ At the discretion of the Judge or Tournament Organizer running the event, this initial flight may be split into multiple flights so that the tournament may be run more smoothly. Each flight must qualify an equal

number of players, and all flights may not qualify more than sixteen (16) players in total. Prizes (may vary from event to event—the specific prizes listed below are guidelines and are subject to change with or without notice):

- Grand Prize: A factory set of a current HeroClix expansion (selected by WizKids), free admission to the Wizard World convention hosting the current cycle’s Championship event, and an Invitation that allows the player to bypass the first flight at the Championship level.
- Fellowship Prize: A factory set of a current HeroClix expansion (selected by WizKids). The fellowship prize will be awarded by the tournament’s head judge, advised by a player vote compiled through a double-vote system. At the close of competition, each player will nominate up to two *opponents* (note: votes for any player who is not listed as an opponent on your battle record will be discarded) by written ballot. Each player may vote immediately upon the close of his/her competition, but results will not be tallied until all competition has ceased for both flights. The competitor who receives the most votes will be awarded the fellowship prize, subject to the approval of the event’s head Judge. The head judge must produce player vote results when requested by WizKids, but is not otherwise permitted to post or circulate vote results.

- “Participation” Prize: While supplies last, each competitor will receive an exclusive participation prize.

Side Events

A side event (sometimes called a “reflight”) is a smaller tournament run for interested players who, for one reason or another, are not competing in the main Regional tournament. There is no limit to the number of side events in which player may participate.

Players with Invitations won at Local events
Players with an Invitation to the final rounds of a Regional event are not required to purchase boosters, as they are not competing in the Sealed first flight. These

players may choose to purchase boosters with their entry fee, paying the standard price, or may choose not to receive boosters and pay a reduced entry fee. An Invitation does not affect the cost of side events. Entry fees may vary from event to event—check wizkidsgames.com or your Regional TO’s website for details.

9.3.3 Championship

WWHCI Championship events are held at Wizard World conventions. All participants must

be registered attendees of the relevant Wizard World convention. Each championship event will consist of two days of competition. Each Championship event will consist of two levels of competition:

1) First flight Sealed competition (Saturday). The first day of championship competition is open to any player who has not already won a Regional event in the current cycle. The first day of competition consists of Swiss rounds, which will qualify sixteen (16) players for competition in the next day's finals.

A player who has won an Invitation at the Regional level in the current cycle may compete in the first flight, but if s/he chooses to do so, s/he forfeits his/her Invitation and may only qualify for the finals through competitive standing in the first flight.

2) Second flight 300 point Constructed Open HeroClix finals (Sunday). The second day of championship competition is open to the top sixteen (16) players from the previous day's Sealed competition as well as players who won an invitation in a Regional event during the current WWHCI cycle (if needed to prevent a bye, the 17th place player from the previous day's Sealed competition will be allowed to compete in the championship finals). These championship finals shall consist of two (2) rounds of Swiss competition

followed by three (3) rounds of single elimination competition. The top eight (8) players from the Swiss rounds shall compete in the single elimination rounds to determine the WWHCI Champion. WizKids may substitute another format or even scenario. Prizes (may vary from event to event—the specific prizes listed below are guidelines and are subject to change with or without notice):

- Grand Prize: Champion's choice Master Piece figure. This figure must be selected from the most recent Marvel or DC expansion and will be #1 of 1. The current champion may not choose a figure that was chosen by a previous champion.
- Fellowship Prize: A factory set of Limited Edition pieces from a current HeroClix expansion (selected by WizKids).

- Top 8 prizes: Limited Edition pieces from a current HeroClix expansion (selected by WizKids).
- "Participation" Prize: The first day of competition will feature the last use of the cycle's Regional exclusive "participation" prize. WizKids may offer additional prizes to second day competitors.
- Additional Prizes: Wizard World and WizKids will add additional prizes where available and appropriate.

9.4 Definition of Terms

In this document, specific terms are used repeatedly to describe various phases of the invitational series. Here is what is meant by those terms.

Match—a single pairing of two competitors which produces a winner and a loser for purposes of tournament scoring.

Round—the totality of matches occurring at the same point in the tournament. Each tournament consists of multiple rounds.

Flight—a grouping of rounds that constitutes a distinct sub-set of a tournament. For example, a Regional level event consists of a Sealed first flight (comprised of 3 rounds) that is open to all players and a Constructed second flight that is open to Invitation holders and the top 16 players from the first flight.

Tournament—a single competition comprised of multiple rounds and/or flights.

Event—a single tournament or demonstration. This term is sometimes used to describe the totality of activities surrounding a particular tournament or demonstration.

Side Event—a tournament, demonstration, or pick-up game that occurs in connection with a larger event, but is not part of the central tournament. For example, players who do not qualify for the second flight at a Regional event might compete in side events that afternoon—these events are not part of the Regional tournament, but are held in the same location and run by the same Tournament Organizer and/or Judges.

