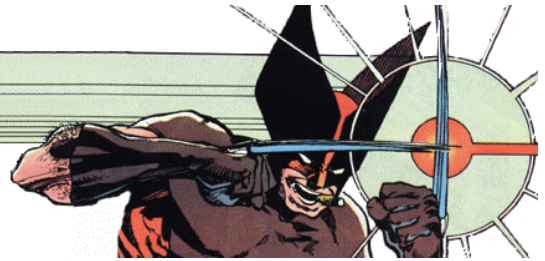


CRITICAL HIT

THE ONLY MAGAZINE DEDICATED TO HEROCLIX



LETTER FROM THE EDITOR:

Good day to everyone. Here we are at issue 4 and doing better than ever. The world of HeroClix is getting more and more exciting every month. More players are playing the game then ever before and the challenge of the game increases.

June is going to offer some MAJOR changes and you can expect people to adapt very quickly. Personally, I am leaving my position as a judge and moving to Maryland with my wife, so all you Maryland players get ready because Bill Rock is coming to your town.

If you are heading to WWE you may meet me as I should be judging there and am VERY excited. If you are up for a game there just PM me or e-mail me and we can set something up I am sure. This is the largest group of articles I have ever put in the magazine and it just keeps getting bigger. Keep reading all and we will keep writing. Until next month, Good day and Good Gaming.

--ROCK



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The 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

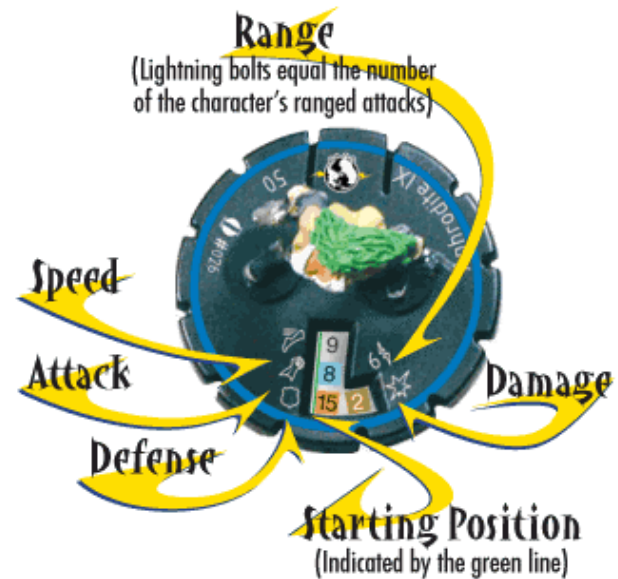
The number next to the boot or wing symbol is a character's movement/speed number. This is the number of squares the character can move when they are given a movement action.

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.



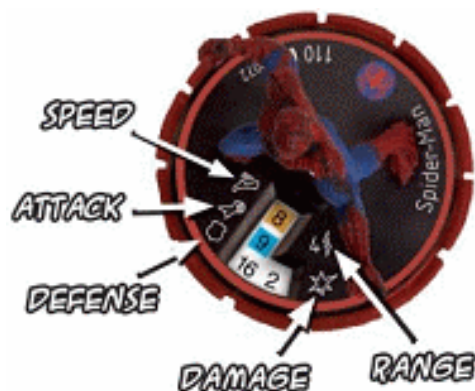
DAMAGE

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,
<http://www.WizkidsGames.com>



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

Breaking Down The New Rules: PART I

Recently we were given a heads up on things to come with the release of the Danger Room Starter set in June. There were quite a few changes all positive and game changing. Still there is some question for some of the new players of how much impact will it have on players just getting into the game or who just recently started. What does all this new stuff mean and how can you use it? Well I hope to answer that question and show you the figures that will best benefit from the new changes.



MASTERS OF EVIL™ A

Masters of Evil team member may be given an action when it has two action tokens on it. If it does, do not place an action token on the team member after the action resolves; instead, deal it 1 unavoidable damage. At the end of your turn, do not remove action tokens from a member of this team that has been given an action during that turn.

The Masters of Evil rewording IS the biggest change to the game. We now have a group of figures that can continue to push even after they have already been pushed. That in itself makes the figures that much more dangerous than they already were. However, add into that equation not only Masters of Evil figures but also Wildcards and Thunderbolted Avengers. No longer will figures have to wait a turn to attack when they are pushed. They can just keep pushing until their opponent is defeated. This is what makes the NEW Masters of Evil so dangerous. So, let's focus on what figures are getting the most out of this new team ability and I will do my best to explain why.

Baron Zemo (U)

Baron Zemo was one of those uniques that got somewhat lost in the trade piles during the release of the ULTIMATES set. His short dial and not excessively useful team ability kept him

in the low end of the unique pool. However, breath new life into the old Baron now with his new team ability. Baron Zemo is now an amazing piece that can push and absorb the push damage through his willpower



before utilizing his team ability. Once he is pushed he can then be used to attack again and again until he is out of clix of life. The great thing about Zemo is now because of feats he has some staying power. Throw Protected on him and he can absorb a hit anytime, anyplace. Or if you want to be tricky, put Lazarus pit on him and feel free to push him to KO as he will be back and running around fairly quickly because of the shorter dial. Though my favorite technique lately has been to put on the Inspiring Command feat and watch him give those other Masters of Evil pieces a helping hand. Overall Baron Zemo may not rank in the same category as Veteran Superman, but he may surprise your opponent with his viciousness as he attacks again and again and again.

Sentry (U)

+Thunderbolts (Masters of Evil)
+Shellhead

He was supposed to be our savior from the dreaded Icons Superman. He was supposed to be able to stand toe to toe with every opponent we put in his way. These were the thoughts we had when Sentry Unique was first offered to us.



Very similar to past Supermen with his front loaded Charge and later Hypersonic move and

super-strength, Sentry definitely looked as if he might take the role of savior. However, it was his lack of range that made us shun him. He was put aside and played only occasionally in competitive play until now. It is still the Unique Sentry we look to as the beat stick of tomorrow, however that is not the role he will be taking. For inside Sentry exists two minds one good and the other evil....THE VOID. Using Thunderbolts on Avengers has been very powerful within the game and very tough to beat. With the edition of the Masters of Evil change it is has created a new battlefield. Sentry is now a figure that can deal 5 damage and move EVERY turn. Add Shellhead to the mix and you now have a figure that has a defense that ranges between 17 and 20 during combat as long as he is pushed. The Sentry is a figure that is capable of taking out almost any 300 point team single handedly. What is great about him is that he can bring some back up at 224 points with the feats. So in June who will we see The Sentry or The VOID?

Wildheart (E)

+Auto-regeneration

+Thunderbolts (Masters of EVIL)

Wildheart experienced is an Avenger that sees little play because he is a close combat piece with a low defense. However, with the changes to Combat Reflexes (see below) when he is in close combat he has a hard to hit 18 defense. The fact that he has a full dial of Blades/Claws/Fangs and the fact that his attack goes up as he takes damage make him extremely dangerous, and a candidate for the Masters Of Evil Team Ability. What really makes him special are his two clicks of regeneration. Meaning for 68 points you now have a tie up piece that can attack every turn and keep coming back for more.



Loki is evil, vicious and maniacal. That is just from the comics. In clix form he is the ultimate strategic piece. His high attack and self-loaded probability control make him more than useful. The fact that he is a 160 point wildcard makes him a monster in any scenario or team build. However, he only has 8 clicks of life total. So, you have to be careful when playing this piece. Though the reason that Masters of Evil is going to fit so well is his last two clicks of life. When Loki is near death he gains a move of 12 with phasing which means running to the medic is going to be an EASY feat. So, feel free to push Loki as much as you want and then run to the medic (even with the new changes).



Validus (V)

He is not to us yet, but this 152 point wildcard piece is going to dominate many a tournament. His long dial and the fact that he gets better as he takes damage make Validus a prime target for the Masters of Evil team ability. For five clicks of this monsters dial he deals 4 damage naturally not to mention his super strength and the fact that he has a 6 range. He starts out with a 9 attack and supes up to a grandiose 11 attack that is sure to help him put the hurt on whomever is his primary target. Feel free to get Validus into the combat early and just have him beat on your opponent until his final click.



Are there other Masters of Evil figures, Wildcards, and Avengers that will be useful with this feat. You bet there are. The five above are just suggestions to try out in game play and that may gain the most out of this new and awesome team ability. The biggest thing about

Loki (U)

Masters of Evil is that Sinister has yet to be released. What villains will we see soon that will help rule the world of HeroClix while making use of this team ability?

**MASTERS OF EVIL
(That Will Soon Take Over the World)**

Executioner (R)
Wrecker (E)
Thunderball (RE)
Titania Unique
Wonderman (REV)
• Thunderbolt on (E) and (V)
Ultron (V) (Inf. Challenge)
Goliath/Atlas REV
• Thunderbolt on (E) and (V)
Jolt (V)
• Thunerbolt
• Armor piercing
• Nanobots = <i>Hypersonic Harrasser</i>
Sasquatch (R)
• Thunderbolted
Tigra (REV)
• Thunderbolted
Ironfist (V)
Persuader (REV)

X Combat Reflexes (Optional): Modify this character's defense value by + 2 against close combat attacks. This character may choose to be knocked back by any attack from which it takes damage. Knockback damage dealt to this character is reduced to 0.

While not the biggest change Combat Reflexes now gives us characters whose primary function is to be used as tie up pieces and as close combat power houses. Figures that not long ago were looked past because of lack of defensive capabilities now are going to be thrown into teams to "take care of the light work." The key to these figures is they need to get in close without giving the opponent the chance to do anything to them. The new change should make some figures more useful than they were already, or it may now give them use that was not seen before. The game competitively has long been a ranged game. However, much like

martial arts having a good ground game can be crucial to what makes a win and what makes a loss. Combat Reflexes improves that ground game.

Jessica Drew

Since the release of Jessica Drew on the new guy night for Armor Wars there has been nothing but good things said. For her cheap 65 points she brings SO much to the table. She is a combination of a theme team piece and a clean up hitter. She has a very colorful and useful dial that is a threat to any opponent she faces. Now, Combat reflexes only makes her more dangerous than she already was. Go ahead and charge in with her and don't forget to grab an object to possibly inflict 5 damage naturally. Even if you miss you now have your opponent based with a figure who at close combat has a 19 defense. Your opponent now has choices to make. Attack the Jessica Drew figure and possibly put her on a mind control or close combat expert click or run away towards easier prey.



Spider-man (U) (Armor Wars)

The armor wars Spiderman is a true harassment piece. He is also one of the few figures that when in close combat can have up to a 20 defense because of Combat Reflexes. He is a figure that can stand toe to toe with most beat sticks and hold his own. His high attack, high defense and Incapacitate make him a threat to any figure. The trick to this Spiderman is to make use of the pounce card. Run in and instead of dealing straight damage to your opponent go for the incapacitate to either give them an action or to force a push. Spiderman will then be on his



flurry and 3 damage clicks. He is highly defensive with his Supersenses and 17 natural defense that he should stay around for a little while. If your opponent does manage to deal some damage to Spiderman that should put him on his combat reflexes clicks where he will have a 20, 19, and 18 defense descending down his dial.



Longshot (U)

Mutant Mayhem is where all the trouble started. It was where the game changing feat cards and battle field conditions were released. It is also probably one of the most

popular X-men them sets of all time. Longshot was one of the long awaited figures that was added to this set and is an amazing piece. For 66 points you get a figure that has a 17 natural defense with built in probability control. That alone makes him dangerous. With the new rewording for Combat Reflexes he now has a 19 defense while in close combat. Feel free to throw on some feats like Pounce and armor piercing because he is going to be harassing your opponent until they can get a shot off.

Puck (RE)

Puck is the small in stature super hero from the team Alpha Flight. He is also going to quickly become the best tie up piece in the game soon. The rookie and experience boast similar stats with an 8 move and charge and a 10 attack. Feel free to charge in with puck and stay close to your opponent because while he is in close combat he has an 18 defense. Your opponent is going to have a hard time dealing with this figure especially if he is equipped with armor piercing and the alpha flight alternate feat card. Feel free to use him in a Alpha Flight theme because he



will allow figures like Vindicator to sit back and take some shots while he takes care of the light work.



Cheshire (REV)

It seems like I am telling you on every figure with combat reflexes to go ahead and put armor piercing on them. This still remains the truth with Cheshire. She is a double damage dealing vixen. Her rookie and experienced version both make use of poison for some of their dial and while in close combat they sport a nice 18 defense. Add into that the fact that they are stealth and as long as they are based and in hindering your opponent is going to have a hard time dealing with a figure that is dealing damage EVERY turn just because they are adjacent. She is an unbelievably affordable figure as well (ranging from 24 points to 44 points). Her veteran is going to be very similar to Puck in that she has charge and a high attack value. However, her natural 17 defense will help her out as she gets closer and then sports a 19 while fighting up close. Personally, I would make use of the rookie and experienced as they will reek havok among your opponents ranks.

The Joker (E) (Legacy)

The Joker from legacy is one of the most underrated figures in the game today. His experienced version is not an exception. Most people when taking a Joker figure will go with the Icons version because of the stealth and outwit. Not a bad idea. However, this version of the Joker is a figure that wants to get up close and personal with his opponent. He sports a NATURAL 18 defense with combat reflexes. This means while in close combat he will have 20 defense. He also can get into the fray easily by making use of his 10 move and Leap/Climb. He is also a figure that can make



use of the new SOCIETY Feat card, which means if your opponent is trying to outwit the Joker he is not going to be able to 50 % of the time. His only downfall is that he costs 85 points so you are going to have to build around him or use him in high point situations.

Combat reflexes is a big change in the game. Obscure figures that we normally would have looked past before are now going to start getting some major game play pretty soon here. Having a high defense can sometimes be what separates a figure from the rest, and now we have figures with high defenses and low point costs.

Other Combat Reflex Figures

- Unleashed Batgirl REV
- Spiderwoman Unique
- Azrael RV
- Guardian Unique
- Hawkgirl REV
- Katana REV
- Spoiler REV
- OMAC RE
- Ultimate Black Widow REV
- Ultimate Beast Veteran
- Ultimate Captain America REV
- Armor Wars Psylocke Veteran
- Wildchild/Wildheart REV

So far, we covered only two of the major changes that are due out with the Danger Room and the Sinister set. These are two of the major changes and should have a decent impact on how we play the game. Is this going to be a lot for a new player to take in? No, it really should not as they are changes mostly in wording so that they are better understood. For the most part the changes are making the figures more comic accurate and help down play some aspects of the game we once considered “broken.” In May I will look into the rest of the changes as we count down the day that will lead us into something Sinister. Good day and Good Gaming!!!



VENOM
CLIX BRICK GIVE AWAY

Rarity: Unique
Cost: 105
Range: 6'

 Team Ability

	1	2	3	4	5	6	7	8	9	10
SPD	10	10	9	8	8	7	7	6	5	KO
ATT	10	11	10	9	8	7	8	9	10	KO
DEF	17	17	16	15	14	13	12	11	10	KO
DAM	2	2	1	2	2	2	2	2	2	KO



Jason W. Duke's old-school empires

So you're a New Player We were all new players at one time or another, and that means that we didn't have a prayer of winning on the local tournament scene. We had nothing but a Starter Set, a couple of Boosters, and a burning desire to play this new and exciting game. So, we went out into the world with our little plastic people and tried to rule our personal little corner of the Marvel or DC Universe. We were only sure that we would more than likely lose to people who had been playing for longer than we had, and that was just the reality of the game.

And then, the great equalizer showed itself to us all. Mutant Mayhem's expansion brought us the cards. And suddenly, anyone with the right combo's had a chance of taking home the prize of the tournament. I mean that sincerely, you know? For those of you that didn't play before the days of Feat Cards, it might be hard to imagine what it was like to have to deal with JUST your powers. But it was real, and we made do with *only* being able to smack our enemies with dumpsters and fire bolts of lightning at enemies.

Okay, now here's the kick... you'll probably never find a bigger advocate of Feat cards than me. But when Rock asked me to write an article about how to put teams together without Feat cards, I thought to myself that this could be a great opportunity to look at this game from its purest possible perspective and get back to my roots. Plus, we've all heard a lot of talk lately about venues running games with the "No Feats" rule, and I thought now might be the time for me to kick my "Cardboard Addiction." If I end up helping out some new guys or reminding some older players to lighten up on the cardboard, then I've done my job. Now, with that in mind, allow me to make this one little disclaimer...

These teams and tactics will not guarantee you a win. The reality of the game is, like it or not, Feat cards are a commanding tool, and your opponent will almost certainly use them if they are allowed to. For this reason, however, all teams presented in this series of articles will be Theme Teams,

giving you at least a better than average chance to win the Fellowship prize.

Now, on to business, it was said in the past, and is still true, that in order to have a chance with a team, you have to have at least two more characters than you have non-free move actions. In other words, if you have a 400 point team with 4 allotted move actions, you need at least six figures minimum. So, since the current standard for playing is 400 point Unrestricted Highlander (which means no named duplicates... as in "There can be only one"), allow me to present the team we will be looking at for this month's "Marvel Villains Extravaganza" edition of Old-School Empires. In the spirit of the title of this article, I give you the...

Hydra Science Division 400 Point old-school Empire



U M.O.D.O.K. – 144 pts.

U Arnim Zola – 82 pts.

V Taskmaster – 75 pts.

LE Jessica Drew – 65 pts.

(2) V A.I.M. Medics – 17 pts.

Lets start by looking at the Hydra team ability itself. Without reprinting the exact text here, the Hydra TA gives a +1 attack to for each Hydra member adjacent to that character for a ranged attack, as long as all figures involved have a clear line of fire to the target. This is important to remember in a team without Feats, because it is one of the few ways that you can improve the stats of a primary or secondary attacker. Hydra is also a good TA to use in this format because you can bet that your opponent will do EXACTLY what I did when I put this team together, and look for attackers with good defenses, especially at range. This is going to give them a surprise when they think that those Defense numbers they have will protect them soundly.

So, who are those attackers on our team? Well first things first. If you haven't read an earlier article about STOPP theory in HeroClix, then please take the time to do so. SPPOT is religion in a game with no Feat cards. And although we do not have any figures with Telekinesis on this team (frankly, it didn't fit the theme, but if you want to change things up, that's your prerogative) we still have multiple Support, multiple Outwit, multiple Perplex, and Probability Control, so we can stay competitive still. Now, on to the characters...

1. **M.O.D.O.K (U):** As a character, M.O.D.O.K will be your primary attacker. He has an 11 attack value to begin with, that falls evenly throughout his dial. When paired up with anyone on this team, he's pretty much guaranteed to hit for better than average damage. Plus, M.O.D.O.K is our front loaded Outwitter, making him the piece that you want to begin wrecking shop with. His Mind Control is a good way to get under 100 point opposing pieces in position for secondary attackers to strike at as an option as well. This is a decent substitute for Telekinesis in trap strategies as well, but it is a waste of his higher damage values. Also, his defense is good against ranged attacks and Psychic Blast down the whole dial will hurt anything. Period. If you don't have M.O.D.O.K, pick him up. It will be the finest \$8 you spend.



2. **Arnim Zola (U):** Arnim Zola is another of those genetic freaks that we all love to see on the map, but by no means is he an attacker. Arnim Zola is a support piece, pure and simple. Use him to behind characters to boost up defense values where they can block line of fire to him. Also, he can be pushed to his Probability Control clicks back in the starting area to force opponents to re-roll those nasty hits, as well as allowing himself to be healed back up to his Perplex clicks by Medics. He's about \$3 on ebay, and it's worth it for this format.



	(V) Taskmaster						
	Range: 6 ⚡						
	1	2	3	4	5	6	7
Speed	8	7	6	6	5	5	KO
Attack	12	11	10	9	8	7	KO
Defense	16	16	15	15	14	14	KO
Damage	2	2	1	1	1	1	KO

3. **Taskmaster (V):** (see above). If you don't have him... GET HIM. He's widely considered one of the true monsters of the Old-School game, and for good reasons. He starts with an infamously amazing 12 attack, Stealth, Blades / Claws / Fangs, Energy Shield Deflection and Perplex. If that doesn't sell you on the guy, I don't know what will. He's also a Minion of Doom (wildcard), which means he insanely flexible. On Theme Teams, he fits in with any Marvel Villains, because he trained more than his fair share of them. Put simply, he's incredible. Oh, and don't just think of Taskmaster as a close combat monster either, because he sports a 6 range with two targets. Use him as a secondary attacker, forcing enemies to deal with THAT when M.O.D.O.K. has worn them down with Psychic Blast.



4. **Jessica Drew (LE):** One of the reasons I picked Hydra in the first place was to use this girl on a team. As a new guy or girl, you might already have gotten her from New Guy Night, and if so, this is her chance to shine. She has a 6 range, like all of the members of this team (except M.O.D.O.K.), but Jess is really your close combat fighter now, thanks to the soon to be changed rule for Combat Reflexes. In close combat, she has an effective 19 defense value, and that's going to make anyone nervous to base with her. Add to that the fact that she has Super Strength for half her dial, and has the option of using Mind Control as well, makes her one tough chick to face in this format.



5. **(2) AIM Medics (V):** So, every good team of scientists needs a team of doctors to back them up, right? Sure, Hydra has their own internists, but if you really want medics for this team, you have to go with the guys who invented this stuff, and that's A.I.M. I take two of them, because without feat cards, I have always believed in redundancy in support powers, including "the" Support power. This one is simple, just keep these guys near the others where line of fire can be blocked to them, and use them to boost up the ranged attack values of people they can see. Then let them get heal up others, or each other, when needed.



all spent a little too much time with the cardboard, so it can be hard to imagine a team without the Feats. But it has been done for this month, and we'll do it again next month too.

Oh, and before I leave this article in the hands of Rock, let me just say that if I needed to fill points on this, or future teams, I would, and will, use Bystander Tokens. I know, I know... but Bystanders have been a part of the game since the map sets, and that's pretty Old-School to me.

So, let me thank Rock for assigning me this article and helping me get back in touch with a little bit of the "Pure Stuff", and thank you guys for going on this little trip down memory lane with me for a couple of hours. Next month, I'll be back with another Old-School Empire for your perusal. Until then keep it simple.

JASON W. DUKE

And there you have it. A perfectly competitive Theme Team that uses no Feat Cards. It all seems so simple, if you think about it, but like I said, we've



Thematic Events

by Arthur Ramos Jr.

I love building theme teams and play them in tournaments. I get more satisfaction out of winning with my theme team than with the current favorite cheese team. Sometimes though I cannot fit my team within the point limit for an upcoming tournament. If this happens, I



try to find a solution that will allow me to field my team. For instance, I had an upcoming 500-point tournament where I want to feature a New Avengers team. When I look at the available figures, and trying to weigh playability vs. cost, my team would consist of:

Figure	Set	Level	Points	TA	Notes
Sentry	Armor Wars	U	211	Avengers	
Iron Man	Ultimates	U	144	Ultimates	
Captain America	Ultimates	E	89	Ultimates	
Spider-man	Mutant Mayhem	V	58	Spider-man	
Spider-woman	Armor Wars	U	67	Avengers	
Power Man	Fantastic Forces	E	87	NONE	
Wolverine	Fantastic Forces	U	71	X-Men	

TOTAL: 727

As you can see my team costs way, way too much to field in the tournament. So now, I have to make some compromises and changes in order to make this team work.



Sentry

The Sentry figure provided by Wiz Kids costs too much to field in this team. What I am going to look for is a flyer without range that has a decent attack. Then, I will simply take the Sentry figure and put it on this other

figure's base. This is legal as long as no changes are made to the base, and you play the base, as is, in the tournament. Looking at the figures that are between 100 and 150 points, I see versions of Black Adam, Captain Britain, Power Girl, Sub-Mariner, Super Boy, Super Woman, Wonder Man, Wonder Woman that can be used as replacements for the Sentry base.

For me, the lowest pointed figure with the highest rating on HC Realms is the Wonder Woman E for 109 points. While her starting attack value of 10 is lower than I like, her figure is the only one around 110 points that starts out at a 17 defense with Impervious. If I can wind up pumping her attack up with In Contact With Oracle, I would feel much better. The defense this figure starts out with is too good to pass up.



Iron Man

While the Ultimate Iron Man figure is good, I am not really thrilled playing it on my team. There is however two outstanding figures that cost less and play much, much better – War Machine E and War

Machine V. While I would prefer the Vet on my team, I will settle on the Experienced also at 109 points. I will again simply take the Iron Man figure and put it on this War Machine base.



Captain America

I would love to keep the Ultimate Captain America, but I still have to shave more points off my team. The Captain America Veteran from Infinity Challenge is a good compromise. Like the Ultimate Captain America Experienced, he starts at a 17 defense with Energy Shield/Deflection. Put him in some hindering terrain and an opponent needs a 20 to hit him from range. I'm losing 1 attack point for a figure that costs 25 points less. Good enough.



Luke Cage

Here is the one figure where I had to make what I think is the greatest sacrifice. The Power Man Rookie only starts out at a 9 Attack. If I didn't have to shave more points, I would have kept the Experienced.



Spider-Man

The four best Spider-mans are the Critical Mass Veteran at 88 points, the Armor Wars Unique at 72 points, the Ultimates Veteran at 58 points and the Universe starter set Experienced at 40 points. Often overlooked are the starter set figures. I have won with teams fielding one or more of these excellent figures. My favorites are Batman, Wolverine, Sabretooth and of course Spider-man. I am not going to hesitate using the starter Spider-man on my New Avengers team.

Wolverine

The same hold true for Wolverine. I am going to use the Starter set Experienced for 41 points.

Spider-woman

There is nothing I can do for Spider-woman at this time. Unless I want to do a mod using the Spider-woman figure, I will have to keep the Spider-woman Unique from Armor Wars.

New Avengers (500 Points)

Figure	Set	Level	Points	TA	Notes
Wonder Woman	Cosmic Justice	E	109		Charge
War Machine	Armor Wars	E	109	Avengers	Running Shot
Captain America	Infinity Challenge	V	62	Avengers	Charge
Spider-man	Universe	E	40	Spider-man	
Spider-woman	Armor Wars	U	67	Avengers	
Power Man	Fantastic Forces	R	72	NONE	Charge
Wolverine	Infinity Challenge	E	41	X-Men	

TOTAL: 500

Whew, I did it! I made it to 500 points. I wish that I could have shaved some more and put ICWO on a couple of figures,. I could do it by using an Iron Man R, but that figure it too weak to consider. Overall, I am pleased with this team. It has two flyers to transport characters. There is a lot of free move there with the Avengers TA which can be copied by Spider-

man. Four of my characters have Move and Attack capability which I will have to take advantage of during game play.

Caveat

This team could use a medic, Telekinesis figure and a Probability Control figure. I think that I

would like to play this team better in a 600 point tournament. Then I can add:

- Paramedic (V) 12
- Mandroid Armor (R) 28
- Destiny (R) 20

This leaves me 40 points. I can add ICWO or other cards. I can also consider extending the New Avengers theme by adding an Echo Veteran for 38 points to represent – Ronin! This would require a Mod. I can cut a Silver Samurai R off it's base, glue it to an Echo V base and paint the armor black. I could also consider putting a Black Panther on this team for the Outwit and just call the figure Ronin!!!

Going Smaller

Can I get this team any lower to add some other figures? I can if I want to sacrifice some of my attack values. Right now all the figures except for Spider-woman and Luke Cage start out with a 10 Attack or better. Let's take a look at the figures.

Sentry

I started to look at the 90-100 point range for figures to replace the Sentry. I found the Major Force Rookie for 95 points. While not one of my favorite figures, it's powers and abilities match up well with Sentry but at lower dial values.

Iron Man

The War Machine REV is just one of the best REVs in HeroClix, I am going to just downgrade to the War Machine Rookie for 94 points.

Captain America

I am going to downgrade my Captain America to the Experienced for 47 points.

Luke Cage

With Luke Cage, I would have to look for another figure's base and place a Luke Cage figure on it. Fortunately, there is another Avenger with similar characteristics that I could use for my Luke Cage. The Puck Veteran for 57 points could fill the Luke Cage role pretty well. I could do a mod by putting a Rookie Power Man figure on the Puck Veteran Base.

Spider-man & Wolverine

Spider-man and Wolverine are at their lowest useful point value. They are not going to change.

Spider-woman

Spider-woman could change if I take another Spider-man E and Mod a Spider-woman figure onto the base. This is something I will have to consider doing.



New Avengers (500 Points) with support pieces

Figure	Set	Level	Points	TA	Notes
Major Force	Legacy	R	95	NONE	Charge
War Machine	Armor Wars	R	94	Avengers	Running Shot
Captain America	Infinity Challenge	E	47	Avengers	Stealth
Spider-man	Universe	E	40	Spider-man	
Spider-man	Universe	E	40	Spider-man	Mod as Spider-woman
Puck	Mutant Mayhem	V	57	Avengers	Charge, Mod as Luke Cage
Wolverine	Infinity Challenge	E	41	X-Men	
Mandroid Armor	Clobberin Time	R	28	SHIELD	Telekinesis
Black Panther	Infinity Challenge	R	27	Avengers	Outwit, Call him Ronin!
Destiny	Xplosion	R	20	Brotherhood	PC
Paramedic	Xplosion	E	10	NONE	Support
TOTAL:			499		

I could also fit the team in a 400 point game if I downgrade Puck to an Experienced for 42 points as follows

New Avengers (400 Points)

Figure	Set	Level	Points	TA	Notes
Major Force	Legacy	R	95	NONE	Charge
War Machine	Armor Wars	R	94	Avengers	Running Shot
Captain America	Infinity Challenge	E	47	Avengers	Stealth
Spider-man	Universe	E	40	Spider-man	
Spider-man	Universe	E	40	Spider-man	Mod as Spider-woman
Puck	Mutant Mayhem	E	42	Avengers	Charge, Mod as Luke Cage
Wolverine	Infinity Challenge	E	41	X-Men	
TOTAL:			399		

I am again plagued by not having support pieces with this version. I will have to take extra care in deploying the team with my flyers and use the charge and running shot present on my team.

Anyway have fun building you own theme team!

-Arthur Ramos Jr.



BETWEEN THE PAGES

Putting your “Team” Themed Team on the Map

Jon Loftus



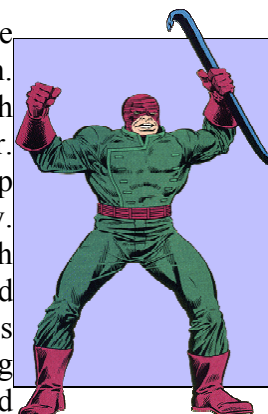
I'm a nut for themed teams. I'll often times pick a super group or a story that was enjoyable to read and start from there when building for any casual or competitive event. I will admit that while there is a certain pleasure to be had from using clix to recreate teams from the actual pages of my comics, it's not always that easy. There are still some key characters, and a slew of supporting cast missing from clix line ups. That's when I have to get creative and find clix that are all ready out there and will fit the description and powers of the missing characters and bring those pieces out from "Between the Pages!"

Bring on the Bad guys! The goal in this edition of Between the Pages is to finish up one of, in my opinion, the best 'bad guy' teams stomping through the Marvel Universe, the Wrecking Crew. This group of super powered thugs has been a thorn in a certain thunder god's side for quite a few years.

A little history for you first, general bad egg Dirk Garthwaite started his life in crime after being fired from his job as a construction worker. Donning a mask and using a trademark crowbar, he broke into a hotel room occupied by Loki, Asgardian god of mischief. As usual the

Prince of Lies was plotting against his brother Thor. The sorceress Karnila was attempting to imbue Loki with great physical power, instead Garthwait interrupted the process and was mistakenly given the power. The power was enough to put him almost on the level of Thor himself in sheer physical strength alone.

Well, long story short, he lost and was put in prison. There he hooked up with three other criminals, Dr. Eliot Franklin, Henry Camp and Brian Phillip Calusky. They escaped and through an accident were all imbued with a portion of Wrecker's strength, becoming Thunderball, Bulldozer and



Pile Driver, respectively. Alone none of other members of the Wrecking Crew were as strong as the Wrecker, but together they caused great havoc.

So far, two of the four have made the transition to Clix, Thunderball (Armor Wars) and Wrecker (Ultimates) himself. That means in order to get this team on the map I will have to find suitable substitutes for Bulldozer and Pile Driver. Two

attributes I'll obviously need to look for in my stand-ins is Super Strength and descent damage to go along with that strength. Another is the ability to absorb some damage, these are all some pretty tough guys and a punch from you or me wouldn't even faze them.

Individually, Bulldozer is a moving attacker. He picks his target and runs right at them. So Charge would be good. Maybe, just maybe, a short ranged Hyper Sonic Speed with a high damage value could be an option, but there really isn't an HSS figure that would be appropriate as a stand-in for this character. Pile Driver is a close combat machine. He steps up to the opponent and smacks them hard! Not too much in the way of finesse either. Neither of the two have a ranged capability nor do they use anything else to do the damage (like Wrecker and his enchanted Crowbar or Thunderball's wrecking ball) and none of the crew have flight or any other movement abilities like phasing or teleportation.

There are several options in team size when looking at the Wrecking Crew. Because of the diversity in event sizes I'll go over the three most likely: 300, 400 and 500 points. Personally, I prefer 400 point games, so I'll start with that, but you'll see that it can be easy to either bulk up to a 500-point or trim down to 300 point build with these guys.



What we have at our disposal:

- E Wrecker 119
- E Thunderball 125

That leaves us 156 point to split between the faux Bulldozer and Pile Driver. Lets first look for a “charging” attacker; Hawk (HT), Warpath with the Pounce FEAT (AW), Rhino (CM) and Hercules (IC) are some choices. Based on the length of Charge on the dial the mediocre (at best) Defense and the damage reducing powers I'll go with R Rhino, 81 points. Not too much to translate here. Five clicks of Charge, Super Strength for the first three of them, two clicks of Invulnerability followed by the rest of the dial having toughness. The 9 followed by 8's and 7's on the Attack fit in with rest of the wrecking crew as well. While the whopping 13 Defense is always scary to have on a charging attacker, it fits Bulldozer's attitude and recklessness.



For Pile Driver I should look for a figure that can do some significant damage with a close combat attack and be able to take a hit as well. With only 75 points left, I'm going to try spending them all. R Thing (CT), V Solomon Grundy (HT), R Hellboy (In), R Colossus (UL) and R Doc Samson (Xp) fit the bill in points, Super Strength and Damage reducing Powers. Colossus has an Activation Click, so I'd rather not use him in this. Doc Samson would be a great piece to put on the team, but the Perplex and Leap/Climb don't fit the character we're trying to fill in for. Hellboy is another great choice with Close Combat Expert to start with, but I think a higher Attack than 8 would reflect Pile Driver better. That thinking also makes me



take Thing out of the running. Luckily, Veteran Solomon Grundy fits the bill, with Super Strength, Impervious that switches to Toughness after two clicks, a medium-high damage of 3, and a nice 11 Attack that will hit most opponents pretty easily. Plus at 75 points we hit the 400 point mark on the nose and don't have to worry about fleshing the team out with any FEATs.



400-Point Wrecking Crew

E Wrecker (UL) 119
 E Thunderball (AW) 125
 R Rhino (CM) 81 [Bulldozer]
 V Solomon Grundy (HT) 75 [Pile Driver]

To trim this team down to the standard 300 size, I'll swap the Experienced Wrecker and Thunderball with their Rookie Versions:

- R Wrecker 84
- R Thunderball 72

This leaves me with 144 points to finish up. I don't think I can find a better choice for Bulldozer at a lower cost than the R Rhino included in the 400 point team, so I'll stick with that. That leaves just 63 points to find another Pile Driver.

R Anaconda (MM) is only 62 points and I think that the combination of Plasticity and a good close combat attack would fit Pile Driver (once he gets those oversized mitts of his on you it's unlikely



you'll get away...). There just isn't very much damage reduction, only the two clicks of toughness at the front end. V Mr. Hyde is another good choice, lots of Super Strength, and some Battle Fury that reflects that Pile Driver is an "in your face" kind of guy and doesn't bother throwing stuff at you from a distance. The last realistic option at points range is R Bane. He's got six clicks of toughness, three clicks of 10 Attack accompanied by four clicks of 2 Damage with Close Combat Expert. Bane's easily the most reliable of the three when it comes to dealing out damage consistently and that's really what Pile Driver does in a fight anyway, he walks up then hits you. So, I'll go with the R Bane as our stand-in for this team. That gives us:

300-Point Wrecking Crew

R Wrecker (UL) 84
 R Thunderball (AW) 72
 R Rhino (CM) 81 [Bulldozer]
 R Bane (Ht) 61 [Pile Driver]
 298 points

The last variation on this Team Themed team will be the larger 500 point build. To make this beefy team I'll just up the levels to Veteran on Wrecker and Thunderball.

- V Wrecker 131
- V Thunderball 140

That leaves 229 points. For Bulldozer, I'm just going to bump the Rhino I have already used to Veteran level, 122 points.

This gives him longer Invulnerability and a 10 Attack to start with plus his first two clicks of Movement are up to 10 with Charge giving him a little bit more mobility on the battlefield. Then I have the remaining 107 points to find a Pile Driver. Right away I have a couple ideas.



Power Man/Cage is a great attacker with plenty of Super Strength and Invulnerability leading to Toughness on the Defense slot. The Veteran is 109 points though and the Experienced is 87 points. One is too high the other would require some expanding of the team with FEATs. Before committing to this I need to see my other options.



R Blockbuster is OK, but he's got that lower than desired 8 Attack. The mid dial 4 Damage would be good, but for the points, I know we can do better. Experienced Thing (FF) is only 105 points and he's got some great Damage and Damage Reducing Powers. But the 9's and 8's Attack is making be drag my feet. Mr. Fixit and V Hellboy are also in the right points range, but just a bit off in the powers range.

Experienced Power man fits the bill too well to pass up. All I need is 20 points of FEATS and I'm done. Putting a Damage Shield on Wrecker and Bulldozer/Rhino would be nice (since they have both the lowest Defense and would be able to use it the longest, 7 clix for Wrecker 5 for

Rhin-dozer) or putting down Protected on three of the four would give some more defensive options, but these guys aren't that smart (well Thunderball is, but the rest drag him down a bit). With all this Super Strength and only one figure with built in range, I'll put Rip It Up on the team. That way there is always a Light Object for them so they can add one to their damage for close attacks or throw the light objects 6 spaces away for 2 damage, which is pretty comics accurate for them.

500-point Wrecking Crew

V Wrecker (UL) 131
V Thunderball (AW) 140
V Rhino (CM) 122 [Bulldozer]
E Power Man (FF) 87 [Pile Driver]
Rip It Up 20

Competitively these may not be point-for-point the best teams, but they reflect the characters pretty well, and that's what this is all about. To increase the chance of success in competitive play, either the Crosswinds or Poor Team work Battle Field Conditions can level the playing field in consideration of the Crew's lack of mobility over terrain and their lack of flight.


And with that, another incomplete comic team is on the map! With a little creativity almost any comic book, movie, TV, you name the theme... team can be made. A stand-in will never be quite the same thing, but until those characters actually show up as a Clix, we're lucky enough to have 16 sets worth of pieces to fall back on.




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....

MOLECULE MAN





Range: 10 *///*

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

Translating Owen Reese aka The Molecule Man was a tough feat. He is a character with vast psionic ability and is able to manipulate molecules and energy at a subatomic level (thanks wikipedia.com). I focused on molecule man about mid-career. This is when he had just lost the need to use his metal wand to use his powers. I figured his dial should not be too deep as he is just a regular man with powers. However, I felt that he has a fair amount of control of his powers at this stage and deserves to be a ranged monster (as this is how his powers are represented in the comic) He starts with some pulse wave and you will have a choice between putting nova blast on him or just


taking advantage of his willpower. He really does not have any defensive abilities except for two clicks because he tends to deal with things a little farther than arms reach.

mol·e·cule

1. (n) The smallest particle of a substance that retains the chemical and physical properties of the substance and is composed of two or more atoms; a group of like or different atoms held together by chemical forces.
2. (n) A small particle; a tiny bit.

Continued...

OMEGA RED




No Affiliation
Range: 10 ⚡⚡

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

Omega red is the most desired figure in HeroClix today. Ask anyone who they want translated into Marvel HeroClix and it is Omega Red. He was not that tough to translate as he deserves Steal Energy and Exploit Weakness on the same clix. He also deserves a little regeneration as he can do some self-healing and is extremely tough to kill. His first click is going to cause some controversy, but can be explained. Most times I have seen Omega Red he jumps out at opponents with

tentacles reaching (running shot). His Psychic Blast represents his death spores. Then if pushes he drops to a bit of charge and blades. He then experiences his clicks of flurry which are going to make him popular. Two of his clicks are flurry with Steal energy and exploit weakness. These lead up to flurry and blades which is always fun. Is this the only way he can be translated, in short no. There are plenty of ways you can make this figure as we have seen him in many forms.

DOCTOR DOOM 2099



No Affiliation
Range: 10 ⚡⚡

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

Marvel 2099 won the next Collector’s Choice set. With this figure I basically took his Clobberin’ Time version and updated it a little. This version of Doom is a little more aged, but has better armor that is stronger and more powerful than early armors. This figure is designed to be a ranged threat and be able to protect himself. Doctor Doom 2099 was a tough customer and deserves a tough dial. The only question on him that would probably be

asked is his last click of life. In the final issue of Doom 2099 he takes out the entire Phallanx by himself. The high attack and high damage with pulse wave represent Doom going out with a fight. Doom should never be a straight up beat stick. The comic character is highly diverse with his intelligence and knowledge of the arcane. I think that he is a figure that can be translated again and again in clix form, and hopefully he will.

INSIDE THE MOX BOX: THE SINISTER SYNDICATE

By Steve “Mox” Luzader

So, I’ve finally decided that now that I’ll be doing this on a regular basis, I thought it was time to give my column a snazzy title, like so many others have. Okay, so maybe it’s a little lame, but it’s a tribute to a good friend of mine. One who started me down this road in the beginning.

Anyways, let’s get into the meat and potatoes. This month, Critical Hit is all about the glory and power that are the villains of the Marvel universe. Now, I’ve always been a big Spider-Man fan. Not so much because of Spidey himself, but because Spidey had the absolute coolest villains to fight. I mean, this guy probably only rivaled Batman in terms of A-list foes. I mean there’s Venom, Carnage, Mysterio, Doctor Octopus, Rhino...and that’s just the appetizer. Likewise, in HeroClix, the Sinister Syndicate is one of my favorite factions to play. I thought rather than just rifle off some Sinister Syndicate themed team to play, I was just going to stick with what I know and give you a decent selection of Sinister Syndicate affiliated figures to go ahead and try in your own teams and combinations. Plus, this’ll kind of fit the style of my last couple articles and flow with the many more to come!

Bullseye (V): This guy has been the staple of nearly every Syndicate army I’ve ever seen...and for good reason. When your schtick is sharing attack values, it’s always nice to have a high one to milk, and so far, no Syndicate member has rivaled Bullseye’s starting attack of 11. While that’s not so hot these days, consider sharing that 11 among 4, 5, 6 or more other figures and suddenly that 11 is looking fierce. In addition to just providing a high attack, Bullseye is an exceptional ranged attacker with a range of 10 and 3 combined damage via Ranged Combat Expert. Some Energy Shield/Deflection clicks prove valuable when you consider he should be



at range nearly the entire game. At a meager cost of 41 points, he’s a rock-solid pick.

Shocker (V): I’ve always kinda liked Shocker, even though he was never the baddest or meanest of Spider-Man’s enemies. His HeroClix version, however, proves far more menacing. Shocker plays a strong two-way game, starting on the ranged side first, and then moving to the close combat side. Shocker starts with Running Shot on a decent movement value and can shell out three damage per attack. Let him into the fray a bit because some Toughness will absorb his punishment. After a couple of clicks, Shocker goes melee and picks up Force Blast and Quake. Both provide excellent options for whatever bothers you. Either Force Blast that idiot out of Stealth or go find a group and Quake them into oblivion. He’s great fun on the field.

Vulture (E): The Fantastic Forces version of Vulture was a tremendous upgrade to the older version. Vulture went from being a nearly useless taxi to an offensive threat. He’s essential to the team in terms of mobility. He’s one of the few flying pieces for this team, so he can get his mates around and practically gives him his choice of whose attack value he wants to share. Charge finally gives him a little lead time for the fight and he packs Super Senses for a little bit. Some mid-dial Force Blast comes in handy

when he's weakened down a bit so that he can knock someone into the waiting hands of one of your other villainous partners. While you wish he had the Blades/Claws/Fangs of his veteran version, he's still a pretty good deal anyways.

Venom (U): The upcoming New Guy Night Venom is simply phenomenal in and of itself. A power on every stat in every click means you're never going to run out of options. While he's mostly an insane wolverine you throw into the fight, he's going should absolutely destroy whatever crosses his path. The new Combat Reflexes rule will mean that weak mid-dial defense is never truly that low. Variants of Super Strength, Blades/Claws/Fangs, Close Combat Expert and Exploit Weakness means that someone will be taking damage with nearly any successful attack. Some Toughness will make him seem like his reign of destruction may never end. Each new click will have your opponent sighing in despair when they see the new combination they have to deal with. This guy can hit you with everything but the kitchen sink...and that's only because there's no "kitchen sink" object token yet.

Sandman (E): History has proven that characters that are difficult to pin down are difficult to destroy. Enter Sandman (*plays song*). Sandman's strengths are both in his ability to dodge tough situations and his ability to take a licking. Sandman starts off with Plasticity and Invulnerability. This means if he can find the right figure, he'll have a distinct combat advantage. In the meantime, he'll be smashing in your skull at three points a pop. Just as the enemy thinks he's done for, up comes Super Senses and Phasing, meaning Sandman's gonna make a clean getaway. If there's nowhere to run, start using Incapacitate until you can. Even his itty bitty range of two can sometimes get the job done. At 79 points, Sandman's got some run at least a few times.

Mysterio (E): Why was Black Panther so good? The answer is because of the Stealth/Outwit combo. Well, when you add that onto a

character with range, some Super Senses, a splash of Mind Control and the ability to milk someone else's attack value, I see a far better piece. About the only difference between the two is that Mysterio doesn't have Black Panther's longevity, but I don't mind. The price increase is noticeable, yes, but considering Mysterio is a piece you opponent really should address, the price is okay for a piece to deviate attention. The middle version assures that you don't spend too much, but get just that little more out of him than the rookie version.

Electro (V): The last really good Sinister Syndicate member has to be the veteran Electro (soon to be called "old" or "ultimate" Electro). He brings two things that are a bit lacking to most of these armies: high damage and mobility.



Electro does fly, so that means a little extra help for slower or close-combat figures, plus he starts off dealing 4 damage and has a nice range with which to pluck away at. Poison is built onto his starting clicks, which does make him hazardous to the health of specific figures feeling too frisky. Likewise, send him in to get some auto-damage on pushed figures. Got Toughness? No problem. Some Armor Piercing fixes that. He damage does drop and his defense suffers without the help of his Energy/Shield Deflection, but one or two good attacks or just having him set someone else up makes him worth the good 55 points.

Personally, I can't wait for the Sinister set. Have you seen the posters and sneak peaks and whatnot? We're going to get a brand new influx of potential Sinister Syndicate members. And when you consider the relative power levels of recent characters, we're going to see an overhaul. The Syndicate may come back into the fold as a top-tier theme army to play in HeroClix.

Scenario of the Month

THE COSMIC CUBE: A VILLIAN'S CHALLENGE

The Cosmic Cubes are known throughout for containing vast powers. Two bands of villains have found the location of two of those Cubes. They are now having a "turf" war on the control of these Cubes. They know that whoever possesses the Cubes has the power to rule the world.

Set Up:

Players decide on total build to for their teams. All villain based teams must be used for both sides. Use two Cosmic Cube Tokens placed in the middle of the map touching each other. Have them flipped over. Place your teams per normal rules.

Rules:

1. When the Cosmic Cubes are flipped over this represents a force field that needs to be penetrated in order to access the Cubes. This force field has a defense of 17. Once the defense is broken, flip the token over, it is now available to be used for the remainder of the game.
2. The Cosmic Cube grants the wielder the ability to +1 any stat on their dial at any time during the game. This effect lasts through your opponent's turn and affects your whole team regardless of line of sight.
3. You pick the Cube up like you would any other object; it isn't an object though, so someone with Super Strength can still carry objects if they are also carrying the Cube.
4. You can not pass the Cosmic Cube or drop it.
5. When a player holding the Cube takes damage of any sort the Cube is knocked free and moves away from the player holding it, the number of squares equal to the damage dealt. Essentially the Cube takes damage as though it was knock back damage.



6. If you lose the Cube, your team loses the +1 ability granted by the Cube.
7. Any team may possess more than 1 Cube.
8. Double Time Feat is banned from this scenario.
9. All other WizKids rules apply.

Victory:

You obtain victory by counting victory points at the end of the match. Cosmic Cubes are worth 25 points.

Alternative:

Use 4 Cosmic Cubes, have them flipped at the beginning of the game and mix them up. The difference is these Cubes effect different combat values. +1 Attack, +1 Defense, +1 Damage, +1 Movement.

See next page for tokens.

--IBEATDREW



Combo of the Month



HOMING DEVICE (FEAT) AND ECHO (V)

Welcome everyone to this month's Combo of the Month section. Each month we review a particular combination that could be considered game breaking or maybe just plain fun.

Stealth and stealth like abilities are a staple to many teams and provide with some tough and annoying figures. Granted, it is easily counter stealth with team abilities (Ultimates and Superman), feats (Trickshot) or (Bright Lights) battlefield conditions. Sometimes those techniques are not an option if a person plays ordinary day or disbanded. There is an easy way around stealth without using figures from the two specific teams or taking a figure with range combat expert or plasticity. The feat Homing Device allows you to attack a figure and do some damage; on top of that you take away the figures stealth and allow the rest of your team to bombard your opponent with ranged attacks.

The trick to choosing a figure for homing device is going to depend on a few things. A move and attack ability, a high attack and a fair defense. The option you could take for this is obvious making use of a pounce figure (but that is often quite a bit of points and you have to take some damage along the way). The Veteran Echo provides you with a figure that has charge and blades with a 10 attack, which is a DEADLY and effective combo. On top of all that, she has

Super Senses and a fair defense. This means if she misses she should be able to stay around for a bit and take a second shot on her opponent. The best part of all is that she is affordable and will fit into most team builds easily.

The great thing about Echo is she is going to fit into so many different types of themes. She fits into Avengers teams as Ronin, she fits into an all female army and fits into a Marvel Knights army. Overall, Echo is a great piece that can put some punishment on your opponent and deal a possible 6 stinging damage to opposing figures.

Homing Device (damage -1) (cost: 8) (feat)
Choose a character. When this character hits an opposing character with a close combat attack, lines of fire drawn to that opposing character until the end of your turn are not affected by hindering terrain.

No Affiliation	Echo (V)			Range: 6'		
	1	2	3	4	5	6
Speed	8	6	6	6	6	KO
Attack	10	10	9	9	9	KO
Defense	16	15	15	15	14	KO
Damage	2	2	2	2	2	KO

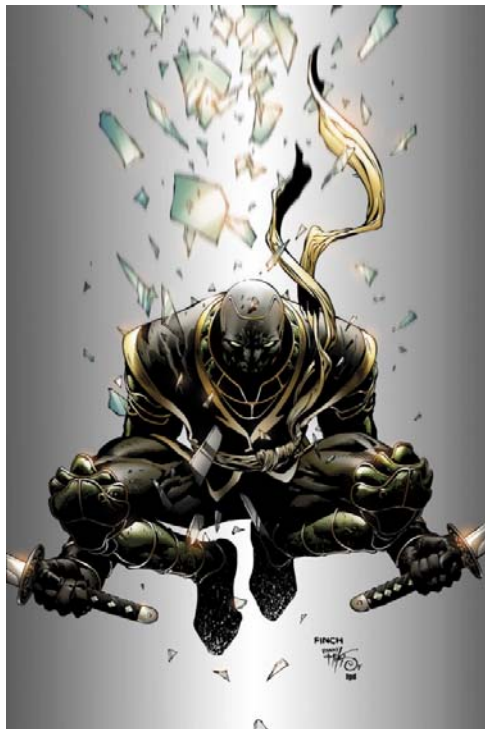
GIRLS NIGHT OUT

- Echo (V) (Homing Device)
- Blackfire (E)
- Invisible Woman (E) (Alternate Fantastic Four)
- Cameron Chase LE Double time (DT and push until you get outwit)
- Jinx (R)
- Songbird (R) (thunderbolt-Batman ally)
- Con artist (R)

This team may not follow strict theme, but it is competitive and fun. The entire team is actually designed to take on the NGN superman. The team has enough fliers to carry everyone around and enough line of site blocking to prevent your opponent from taking pot shots. Invisible woman

is often used primarily for her high defense, but in this case here she is being used for her ranged abilities and her Barrier. When you get into position Echo will swoop in and attack. This allows the rest of your army to target poor Superman or some other stealth piece. The team will also stay alive against other teams and allow you to play with some figures that probably don't see that much play. Also, these are figures that will be easy to acquire for any player (if you can not grab a Cameron Chase you can sub out for a Starter Batman or Black Panther). Well until next time GOOD DAY AND GOOD GAMING!!!

-Rock





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



Cramcompany's Competitive Corner

For The Advanced Player, Looking to Improve his Game.



Why aren't you using this Clix?

In Honor of Critical Hit's Marvel Villains' theme we will discuss one of the most underrated villains, *Justice is Served* and how the Protected Feat card makes the bad even badder. Before we even talk about this figure let's look at his stats.

JUSTICE IS SERVED						
	Range: 6 ⚡				Cost: 31	
ULTIMATES	1	2	3	4	5	
Speed	7	6	6	6	KO	
Attack	11	10	9	8	KO	
Defense	14	14	13	13	KO	
Damage	3	2	2	1	KO	

That wouldn't be too bad of a click for say... 50 points, but for the 31 points he costs he's amazing.

A careful look would tell you that his 11 attack is usually reserved for a figure around 200 points and his 3 damage Exploit Weakness is nothing short of impressive. Remember, nothing in HeroClix is more devastating than missing, with 11 attack and Exploit Weakness cutting through Impervious, you shouldn't miss. But his drawbacks seem massive, his dial is 4 clicks long, he can not move and shoot, and his

defense is 14. So how do you get all the good while cutting out the bad?

Feats: When a characters dial is so short he can't be hit, what can you do? When Ultimates was out all you could do was hope Super Senses hit, but now you have the Feat, **Protected**.

Protected (cost: 8)

(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.

Protected is quickly becoming the best feat in the game...yes even better than **In Contact with Oracle**. Protected negates ALL DAMAGE for a turn, since you have to have been dealt damage first you get a chance to roll Super Senses and if THAT doesn't hit then you can just throw away the Protected.

If you want to **In Contact** *Justice is Served* to change that 3 damage to a brutal 4 damage go ahead, but remember a 10 point Feat card is over ¼ of his point total and may not be worth it.

The Key is in the supporting clicks. Lockjaw and Double Time serve as the "Visa" taking Justice "Everywhere You Want to Be." Use Lockjaw to bring *Justice is Served* adjacent to your biggest threat; to make this simple let's say Kalibak. Kalibak will take a swing on Justice and probably hit him. This gives Justice a 1 in 3 chance of rolling his Super Senses, if he hits it GREAT, but when he misses the Super Senses you throw out Protected and add a token to him. Now it's your turn, you push Justice and deal 3 or 4 full clicks of damage to Kalibak and then

push Lockjaw to run away to a medic or Nanobots (if you're a huge fan of that card.)

What you do next is use Lockjaw/Justice to take out there small Support Pieces. Now that Protected is burned try to never get close to anybody that can do 4 damage and kill you. Try the hit and run strategy on all of there supporting pieces. Justice's attack never drops below an 8 and that's always good enough to hit a Paramedic or even a Dr. Mid-Night.

The Team I like to call Law Dog. It's a stretch but Justice Dog seems so tacky.

LAW DOG

31 (LE) Justice is Served
• 10 Incontact with Oracle
• 8 Protected = 49 Points
38 (V) Lockjaw
• 5 Double Time
• 8 Protected = 51
66 (LE) Jeanne-Marie Beaubier
• 5 Thunder Bolts (Suicide Squad)
• 10 Incontact with Oracle
• 8 Protected = 89 Points
40 Starter Set Spiderman
• 15 Pounce
• 8 Protected= 63
31 (R) Jean Gray = 31
12 (V) Paramedic = 12
1 (Pog) Lian Harper POG x 5 = 5

Total = 300 Points



How this Works

Jeanne will be Thunderbolting Suicide Squad, which Spider-man can copy and Lian Harper can fuel, but you can read about that in my last article (Issue 3). Jean Grey can throw out the Lian Pogs, Spider-man or even your Paramedic for desperation healing. Use Justice/Dog to go after your opponents' big gun that can both move and attack like a Superman. Superman will probably hit and run, if he hits and

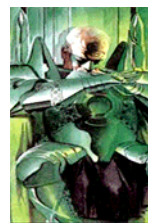


Scourge I-7

moves on Justice use your Protected. Then just push Lockjaw to move Justice right next to Superman again. The following turn Superman either push and thus be weaker or he'll pass and Justice will get 4 damage straight through. After this throw Spider-man at him and hope you get him off all his good clicks.

The team is probably a little over "Protected", but I'm using this build to show the power of the card and the power of a small character abusing it. It can be beat, but it has a lot of healing, so if you can get your opponent off his good starting clicks then get rid of their healing you'll have the game on lockdown.

Overall Protected allows us to use figures like Justice is Served that have the amazing stats, but no defense to speak off. Looking through your tackle box of unused clicks might just "Serve" you well. Oh and just a thought, the Sidekick Feat is pretty good on him too, but that's another article.



"Good, bad, I'm the Guy with the Clix"

-Cramcompany.

DEADWEIGHT: THUNDERBALL

By D Helland (A.K.A. ludd_gang)

I admire anyone with the cajones to form a club and not dither with political sensibility or marketing and simply insert the word “evil” into its title. None of this convoluted “Citizens for Brighter Tomorrows” or “The Proactive Council of Positive Concerns” stuff that makes you wonder what the group wants to accomplish with your votes and dollars; they think what you think is right is wrong and vice versa and they aren’t going to be friendly with pretending. And more importantly, if we named civic groups the Evil Boy Scouts of America or the National Rifle Association of Evil or GreenEvilPeace, you’d undoubtedly see an exponential increase in societal participation.



I am pleased with the New Evil Wizkid’s nefarious approach, as it allows me to feature a whole gob of relatively less than fantastic creations in one article, all for the sake of boosting this month’s tentpole: **Thunderball**.

Thunderball proves that a dial full of average numbers doesn’t add up to an average figure. He’s got a decent and steady attack, decent and steady damage and decent and steady defense. This means that in spite of his Charge you can’t rely on him for early game aggression, and at 140 points you really don’t want him hanging back for late game clean-up. Fortunately, the MOE update, which allows its team members to push endlessly Sentinel-style, means that with the proper augmentation he can attain the quality you need for a first strike.

Feats. Much like Willpower, the new MOE yields more value from any feat that requires a non-free action to activate. Think of it this way:

You can determine the net cost of a feat by dividing its point cost by the number of times you use it during the game. You really see this principle in action on a positively insane level with In Contact with Oracle because its bonus triggers with any non-free action. However, since the designers of HC have sworn on their grandmothers’ yet unfilled tombs to never ever reprint ICWO, I decided to begin propping my tentpole up with Shellhead instead.

Prior to the new MOE, Shellhead ranked somewhere below Slippery but just above Fastball Special in terms of utility. Yeah, convention-exclusive Power Cosmic Nova would have her D spike once every three turns, but unless you had a teammate putting on some pressure to divert attention from her, the opponent would just line up the shot while she was pushed and then wait for her to clear. Most figs gained even less from the feat because the push required to gain the bonus would make them only net a +1 defense anyway. But now that Thunderball can remain in constant motion, tacking Shellhead on him means that his defense will regularly stay in the neighborhood of 18. From there a splash of Unstoppable is also a no-brainer so he can hang out in hindering terrain for cover from ranged attacks without suffering SOB (stumbling outta bushes) syndrome.

Another feat that you will rarely find occasion to fritter points upon is Rip It Up. For a hefty 20 points you might be tempted to run it if everyone on your team has lots of Super Strength, but in reality, working in attack slot powers like Psychic Blast or Incapacitate simply has more strategic value. However, when the feat also serves other purposes than just beefing

up damage, say patching up your tentpole in the era of fixed Support, it gains enough versatility to warrant including over an emasculated medic. As SLVRSR4 realized on 12-14-05 at 11:42*, a fragile yet potent concoction is formed when you mix Nanobots, Separation Field Generator and Rip It Up: Simply have a Super Strength fig yank an object from out of the game then wander into the Separation Field, and you have what has become known as the Token Farm.

Fortuitously, Nanobots has become the MOE's new best friend, allowing the figure to recoup clicks lost to continuous pushing.

Compadres.

Azrael. In case my token farm should wither, I wanted a medic, but also needed a secondary heavy hitter for the early game. Azrael fit the bill for both. Push the snot out of him to inflict early damage and watch for him to hit his Super Strength clicks. When he does, you know his Support clicks aren't far off, so use him to Passenger Thunderball away (pushing to do so if his attack is a 7) and grab a Rip It Up token at the same time, putting him next to a taxi. At the end of the move he'll drop his object token. Taxi him to another side of Thunderball so he can Nanobot. Once Azrael clears he's ready to play medic if T-ball needs some stitching, but with proper positioning, he might not need the help if he's already chugged a couple objects. It sounds like a complicated maneuver, but you'll find this circumstance come up more often than you think.

Chameleon. To serve as a shield against opponents sporting high attack scores, I originally wanted one of my taxis to have Super Senses. But then the New Evil Wizkid's souped up Shape Change, putting R Chameleon into the running against R Vulture (Fantastic Forces). This freed up 3 points and gave my taxi wildcard Stealth, Sentinel pushability and a free move. Plus, Plasticity will help him keep T-ball shiny.

Mystique. To shore up T-ball's middling numbers, I wanted some cheap Perplex for the early game and ended up choosing between the E Harley Quinn and R Mystique. Both figs retain their Perplex after a push. Their team abilities weren't going to be hugely significant; Bat Enemy seemed wholly useless, and the Brotherhood's free move would come into play less frequently on a build with multiple taxis, although it did have some synergy with the action-depleting MOE. It came down to choosing Stealth versus a higher D. Heck, tack on Running Start and for 3 points more Mystique's mobility and relative immunity to ranged strikes edged out Harley.



Blue Devil. With so many points already committed to support roles, I had to find PC that was attached to a decent combatant. Blue Devil is your early game utility taxi, providing Probability Control from the rear and acting as an impromptu medic, digging up Token Farm bootie to drop by T-ball on the fly. By mid-game, he's good for some cleaning up wounded foes.

Separation Field Generator. Ideally, stage near the middle of the map where an opponent can't smash it right off the bat. You have 30 points of your feats that require this object for

their maximization, and you want it just outside of the fray without catching 3 points of damage.

Battle Field Condition's: When it came down to picking battlefield conditions, Debris stood out as an obvious choice. Normally Nanobots and Super Strength have very counterproductive effects: You can spend one of the scarce object tokens to either heal yourself or damage an opponent. While Rip It Up metes out this instance of diminishing options, Debris can really cement the game in your favor, furnishing cover in addition to more damage and Nanobot opportunities.

While most other Battle Field Condition's will have a negligible on your team, Darkness will stymie the advantage an opponent might garner should they choose an outdoor map. Isolation is another solid choice with Shadow Lass/Umbra and Sue Storm exacerbating the influx of relatively low attack scores in recent expansions.

Play. Choose an indoor map if you can. This will give you a place to stash your Separation Field Generator and cut the range advantage an enemy might have.

Pair T-ball with Chameleon and Azrael with Blue Devil and then taxi forward, ending with their fares dropped behind them. Blue Devil's 18 D in hindering plus PC and Chameleon's Stealth plus Shape Change make them suitable shields until T-ball and Azrael can Charge out from behind them. Aim to take out the weak first: The big guns will have a frustrating time

trying to take down T-ball once they're on their lonesome.

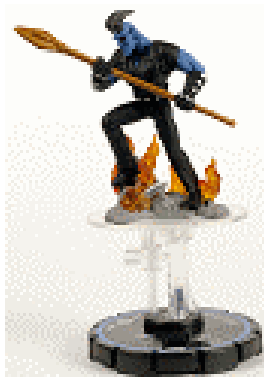
Even though it's the core of your engine, Separation Field Generator can also impair your taxis. In a pinch don't be afraid to sacrifice it as a Nanobot snack if you need to hitch a ride out of the fray.

Don't do the stupid thing I do and continually forget to apply the Shellhead defense bonus.

This army will fold quickly if T-ball goes out. This team's Nanobotting requires a lot of concentration on figure placement, so much so that a loss with this team can often be attributed to a single error in movement. Still, this team offers more opportunities for finessing than most, a fact that makes playing it hugely satisfying, even if you lose horribly.

The Army 400 pts, Unrestricted:

- (V) Thunderball**
 - Nanobots
 - Shellhead
 - Unstoppable
- (V) Azrael**
 - Passenger
- (R) Mystique**
 - Running Start
- (R) Chameleon**
- (E) Blue Devil**
 - Rip It Up
- (BFC) Separation Field Generator**
- (BFC) Debris BFC**
- (BFC) Isolation BFC**





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 SLINGSHOT

The most common team played in tournaments today is the Slingshot style of team. This is the team that has won Wizard World Tournaments again and again and again. These teams are highly effective as they are designed to stall some and then strike out at your opponent doing major damage. The basics of this team consist of a Beat Stick that has either running shot or Hypersonic Speed (high damage piece-Thor, Superman, etc.), a cheap Telekinesis figure (Jean Grey, Red Tornado, Songbird), and a cheap outwitter (Batman, Black Panther, etc.). Then the usual fodder of medics and cheap perplex pieces are used to balance out the team.

HOW IT WORKS

These teams are anything but thematic and are designed to win and for competitive play for the most part. The general design of the team is to not move until the second or third turn once the other player has started positioning their pieces. This is a stall tactic and is NOW against the rules. You can get disqualified in a tournament for not moving pieces purposely and

continuingly saying pass. The way that people get past this is by using things like a con artist and moving them until they push to get onto their sweet click. Or the person uses their outwit piece and gets them into position until their opponent makes a move. THEN the person will TK out the heavy hitter and take a shot and then run away or use their Stealth piece to block line of site. When the person gets in trouble or takes more than 4 clicks of damage (depending on the piece) they run back to the medic and heal. Then you rinse and repeat with throwing the person out to fight some more.

DISCLAIMER: I do not advocate the use of stall tactics. In fact, I completely deplore this tactic and feel it is un-sportsmanship-like as this is a game meant for people to have fun. Please do your best to make use of every action to it's fullest as that is the true way to win and have fun.

If using a Hypersonic piece (Black Adam, Shazam, Flash, Etc..) The general use is to TK the figure out and then run back to the TK piece and medic. They then wait a turn and then get thrown out and take another shot. (I know this is more of a Yo-Yo and we are talking slingshot). Another way that the Hypersonic piece works (mostly the close combat ones) they will be TK'D out the full 10 spaces and then will go and attempt to make a strike on their opponent. Then they will run away the rest of their move and will retreat into soaring (quick note-Range is halved at soaring). Here they are

generally safe from range attacks and from being based by ground figures. Also, since outwit is a ranged effect they will have to get within 5 squares to turn off any abilities.

So, now that you know how to play the team let me show you how to construct it and then explain it's basic use.



Team 1

Black Adam Veteran (protected)
 Jean Grey rookie
 Batman Experienced (starter) (Protected)
 Paramedic Experienced
 Con artist rookie
 Fantastic Forces Scarlet Witch Rookie
 3D Objects: Dumpster, Soda Machine, Lamp Post
 SPECIAL OBJECTS: Fuel Tank
 BFC Deep Shadows, Debris, (4 round BFC Atlantis Rising)

This is the basic of the basic with this team. This is a team very similar to the last few teams that have won WWLA and Wizard World Texas. Though now with Collateral Damage out we have some options to play around with and one of the big ones is the Fuel Tank.

How it Works

Two options are going to occur here and I will cover both

A) If you are going first all that is going to happen here is you are going to have Scarlet

Witch come out and position herself accordingly. Then have the Con Artist shuffle back and forth to give her an action.

B) If you are second player and your opponent has decided to leave the protection of their starting area then have Scarlet Witch come out into hindering her full move and make use of her Brotherhood team ability. Next move Batman and outwit the defense of the main figure you are going after. Now have Jean Grey TK out Black Adam. Black Adam should now grab the Dumpster on the way to smacking his opponent and then take a shot. If the opponent is out of reach make use of the Fuel tank and HYPERSONIC out and smack your opponent with the Fuel tank. Now Black Adam can move the rest of his movement away and up into soaring; OR if you are on the Junkyard Map and have the movement escape into the Trash compactor portion of the map where you should be safe from any harassers. Ok, both conditions are not the most fun ways to play, but this is cheese and the whole point is winning.



TEAM 2

Legacy Flash (Armor Piercing) (Nanobots) (ICWO) (Sidekick)
 Domino Rookie
 Lockjaw Veteran (ICWO)
 Oracle Unique (on card)
 BFC: Deep Shadows, Disassembled, Proximity Mines

This team comes straight from WWLA with a few tweaks. The way this team works is Flash carries Domino around and uses her as a shield and a probability control piece. Lockjaw then follows Flash around and because of his phasing he can go any place Flash can; now because of sidekick Lockjaw is going to have a 20 defense so he is going to be a tough “puppy” to hit. This team is a combo of Lockjaw running around and doing damage and Flash disarming the big guns. Not a traditional Slingshot team, but still follows the same concept.

Team 3

Blackfire Experienced
Jean Grey rookie
Jeanne Marie Beabier (Thunderbolts)
Songbird Experienced (Thunderbolts)
Black panther rookie (Thunderbolts)
Con artist rookie x2
Paramedic Experienced
BFC: Bright Lights, Disassembled, Isolation



This team is going to meet the standard of what a slingshot team really is. The entire point of this team is waiting a minute (turn or two) and then tossing out the running shot figures and the hypersonic piece and going to town on your opponent. Songbird is an unexpected piece with her large range and running shot. She is going to do some impressive damage to your opponent. Make use of the thunderbolt as either a line of site blocker or as a Mystic. The thunderbolts is going to be a secondary

defensive feature on this team. If you want to go offensive go Ultimates so you can see through some stealth. This team is designed around inexpensive pieces that do some impressive damage compared to a team that is centered around ONE piece. Truthfully, this can be called the poor man/woman’s slingshot team.

Cutting the Cheese

Facing a team like these is very intimidating and hard to beat, but they are beatable. The key thing will be to separate the figures from their support pieces. Playing Poor Team Work is a big way to beat up on the Slingshot team as it forces the team to rely on it’s center piece to work on it’s own. Internal Interference field and Power Dampening Field will both neuter the damage dealing abilities of a team like this. The other way is going to be to make it hard on the centerpiece from hitting you. A high defense is going to be the main way that you would think to beat a team like this, but there are two other ways. First, a team that is Mystic or Archanos is going to make the main attacker think twice about hitting you as he is going to take damage. The final way is going to be making use of Incapacitate. If the main attacker cannot move then you don’t have to worry about being attacked by that piece. Figures like Kid Quantum and Star Spangled Girl are huge pieces for an incapacitate team and one of my personal favorites Red Robin Unique.

Final Thoughts

Remember all playing a cheese team is choice. These teams are meant for one thing winning and can be hard to have fun with. Try not to bring the same team EVERY tournament. As much fun as it is to win, it is not any fun if you are the only person playing at the venue. Cheese teams will always see play in tournaments especially when a high stake piece is available (Kyle Rayner anyone?), but try to keep games fun. Well until next time, you bring the crackers and I will bring the cheese....

Spoiler Space

By: Kody Stinson

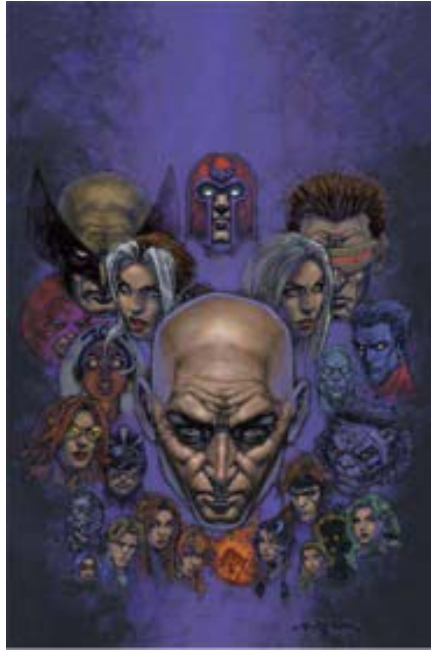
You know who is the most evil thing to ever exist in Marvel Comics? Marvel itself. I sometimes wonder if they have people in house that READ this drek. It always strikes me as funny that I consider myself more of a DC fan yet I read probably 3 times as many Marvel books.

ANYWAYS:

When was the last good crossover? AoA? Is that it? It sure as heck wasn't the Clone Crud. Or Heroes Reborn *Shiver... Liefeld*. Etc Etc. I mean can anyone remember any really good crossover? Most start off interesting then crap out near the end. Well except for HoM which sucked all the way through.

At least we got a new Magneto and mystique figure out of it... btw anyone ever fully explain why she has Psy blast? Cause I read the whole series and she never did anything the resembled that.

Heck it's just money making schemes. Look at the Storm/Black Panther thing. It was even admit they are hooked up just to pull in Black readers. Lets just forget that the only thing those 2 have in common is the both lived in Africa for awhile (BP still does of course) and they had a team up once a long time ago. It's amazing that Marvel said they had a "history" together and then turned right around they are writing that history RIGHT NOW. Bleh!



Fine, go ruin Storm. At least Jessica Jones is having a proper marriage... and a fig soon? Sure hope so! Wouldn't be the 1st time or the last. Assumably a FF member is going to die.. FOR REALS THIS TIME. SERIOUSLY! *rolleyes*. Yea we know the FF is getting a change up soon but whomever dies will be back before the sequel to the movie starts up. Perhaps this will mean new FF figs! Can't get enough of that 19 Defense!

And how many times do they need to "re-invent" Spider-man.

He's classic. He never ever needs to change. When will teh comic comp's realize this? Yeah, I know Iron Spidey won't last long but STILL. The only time it worked was when he got the venom suit. I REALLY hope Peter loses the stupid stingers etc quickly. BTW I'm surprised they haven't brought Jean back yet. What with the movie coming out soon, but lets not get into the travesty that is the X-Men. I really do miss the "Adventures" the team had back in the 80s. Plus I miss having a team that lasts longer than 12 issues. Get ready for another team member switch up! *groan* You would think their hottest property could get a core cast for about 50 issues. At least I have Whedon's X-Men... so good.

P.S. Go watch Firefly

-KODY



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, prepainted miniatures
- 1 Bystander Token, Battlefield Condition, Object, or Feat card



FIXCLIX 101

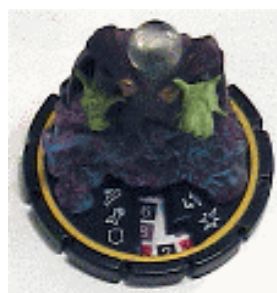
By: TERRANCE ALLISON

II. Twisted Stats

As truly great and fun as HeroClix figures are, they're not perfect. They are mass produced toys, and therefore are naturally prone to minor defects and production errors. Plus, they're really small, and may break easily. While Wizkids does offer a fantastic exchange program for such problems, there are often very simple methods for correcting many of these imperfections. The purpose of this article is to offer a few tips on how to remedy specific problems and hopefully either save you a shipping charge or two or at the very least save your Clix from the dark fate of becoming landfill fodder. Looking ahead to Marvel HeroClix: Sinister due out in June we know that we're in for a veritable plethora of villains that will be waging crime and committing dangerous deeds on battle maps all summer long. No doubt, there will likely be just as many production woes such as tight or loose turning dials, misaligned statistic stickers, oddball flight pedestals, and characters coming unglued (literally) as any set previously released. So, your choices are to either collect the factory uhoh's you come across in a shipping box, pack it, include a note describing the problem with each figure, take the box to the post office, stand in line, have it weighed, pay the shipping, go back home, email whereismyfigure@wizkidsgames.com, and wait several weeks for your replacement, OR, grab a few simple tools, have the FixClix 101 HOW TO'S handy, and put an end some of these frustrations yourself.

Last month we tackled the aggravating sticky dial, and featured a number of ways to correct that situation. This month, however, the twisted menace of the crooked statistic sticker pulls into the garage for an alignment. Since Sinister is still a few weeks off and we don't yet have any of those figures in hand to illustrate with, we're

going to reach back to Ultimates to focus on another notorious bad guy: Mysterio. Filling out theme teams as a Stealthed Outwitter, and later a low level Mind Control threat, ol' fishbowl head can cause plenty of problems for our heroes...if we could just get a decent view of his stats.



So, is that a 52 defense and 1 damage, or a 5 defense and 21 damage? Regeneration and Ranged Combat Expert? On Rookie Mysterio? Let's first take a look at the chassis and make sure our wheels are lined up properly. As illustrated below, a properly aligned overclick style base will look like this when the figure is on its starting click. The grip feature molded into the underside of the disc should line up so that the long bar runs parallel to the stat slot window and the center of the Team Ability symbol on the other side. If the dial turns smoothly and clicks at each stop on a rotation, but the stats are still misaligned, then the problem is the paper sticker.

Now, it's time to look under the hood. Employ a thumbnail, thin letter opener, guitar pick or any other thin and somewhat flexible object (NOT a knife) and gently slide it into the gap between the wall of the outer dial and the disc. Carefully slide it around the dial and apply a very slight amount of leverage until the dial snaps out.

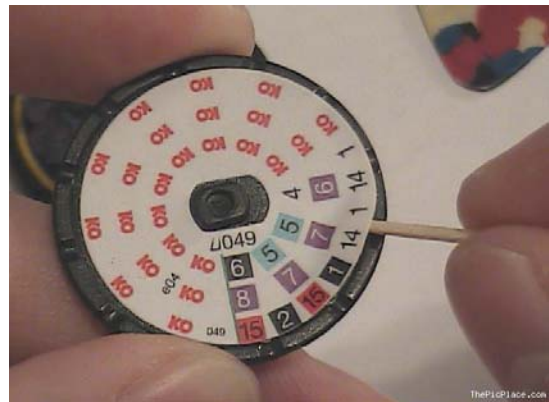




Now, we see that not only is the sticker twisted, but that it is off center by more than 1/16" nearly half the width of the stat slot. Notice the shape of the hub of this wheel and how the center of the sticker is specifically cut to fit over it. This is the feature that helps the guy or the robot on the assembly line make sure that the center bargrip pictured above always runs parallel to the starting click. A noble task, indeed, but after applying tens of thousands of these little stickers it's no wonder many of them aren't perfectly aligned. It's difficult to say what manner of devious scheme Mysterio was plotting when he made his escape from the factory with this nonconformity, but it is a safe bet that the defect can be mended with considerably less effort than it takes him to defrost that helmet on cold mornings.

This next step requires a bit more finesse than the method described for loosening an overly tight dial in last month's FixClix 101, so practicing on some of those low value dupes may not be a bad idea. Also, the adhesive backing on these stickers seems to vary in

stickiness to a degree, and there have been cases when the stuff was fluid enough to simply slide the sticker into place instead of having to lift it off of the disc. Attempting this as a first resort will unfortunately make it much more difficult to remove the sticker if the sliding method fails. Some have also recommended steaming the piece first as you would to open an envelope, but in my experience moisture and HeroClix dials don't get along. Our Mysterio here is going get acquainted with a toothpick instead. A blunt, square toothpick with a flat end is very well suited for this task. We want to avoid pointed toothpicks or anything sharp, as it is all too easy to puncture the thin paper sticker as we try to lift it.



Usually, an offcenter sticker offers a bit of a gap where it overlaps the lip of the disc, which should be just enough room to poke the toothpick under. In cases where the sticker is only twisted, and is otherwise centered and completely flat against the plastic, try using a hobby knife to lift just enough of the edge of the sticker to use the toothpick. Don't force the

Critical Hit – The Only Magazine Dedicated to HeroClix

toothpick any deeper than the defense/damage ring of stats, and be very careful. If the adhesive allows, the sticker should fairly easily start to peel away. Tug on it steadily, and use the toothpick to keep it from curling. Especially on older figures like this one, there's bound to be some paper that tears away, but as long as a rip isn't started the sticker should come off intact.



Now, the sticker can be repositioned with the center hole corresponding to the shape of the hub to a more precise degree. Press the sticker down and smooth out bubbles or wrinkles by starting at the center and pressing outward. Use a soft, dry, nonabrasive cloth for this if you end up with some adhesive on your fingers. Sometimes, an extremely sparing amount of glue might be necessary to hold down the edges of the sticker. I recommend using tacky, nonsolvent type glue, and apply it with the toothpick. Let the glue dry completely before snapping the dial back together.



Now that our villain is back on top of things, his starting defense of 15 with Super Senses and a 2 damage Outwit are readily apparent. He's all set

to join up with his Sinister brethren to make Spiderman and his meddlesome friends Pay!!



OR NOT

Stay tuned for more do-it-yourself HeroClix repair tips.



SUBLIMINAL MESSAGES

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

Article 3 of 3: Outwit, Perplex, and Probability Control

Greetings once again fellow Players of HeroClix; welcome to the final installment 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 topics of this month's article: Outwit, Perplex, and Probability Control with homage paid to the "Marvel Villains" theme whenever possible.

"Back in the day", one was hard pressed to find a team that didn't have Outwit, Perplex, or Probability Control on it. This has changed somewhat recently, but they are still used quite frequently on many teams; especially Probability Control.

First, let's tackle Outwit; shall we? Here are some alternatives in no particular order:



1) Armor Piercing (Feat): Equipping this card means that your Damage cannot be reduced below 1. This is especially useful when playing without Outwit because its function is to cut through Damage Reducers that are often the

target of Outwit. I personally feel that Armor Piercing is most effective on figures with 4+ Damage and 2+ Targets. One Marvel Villain with this capability would be LE Norman Osborn (FF).



2) Outsiders (TA): This team ability allows you to counter any power or Team Ability that modifies a Combat Value; this basically amounts to "Outwit-light". My experience seems to indicate that this can often be used against Close and Ranged Combat Experts. The new Rookie Katana (CD) is a great option for cheap Outsiders Team Ability.

3) Mystics / Crossgen / Arachnos (TA): These Team Abilities deal 1 click of unreducible Damage to an attacker when the team member is Damaged themselves. This represents another way to bypass Damage Reducers. R. Yukio (Indy) is a great team player with a long dial to take full advantage of her Crossgen Abilities. Though if you want to have some real fun pick up the Unique Samandahl Rey.



4) Psychic Blast: This power ignores Damage Reducers when making a Ranged Attack, allowing you to cut through the defenses of the toughest opponents. U. Loki (MM) is an absolutely nasty Psychic Blaster.

5) Exploit Weakness: Similar to Psychic Blast, this power ignores Damage Reducers when used during Close Combat Attacks. LE Justice Is Served! (Ult.) is one of the all-time best figures for the Exploitation of Weaknesses.

6) Pulse Wave: This power ignores Feats, Team Abilities, and Powers; therefore one doesn't need Outwit to achieve maximum efficiency when using this ability. LE Annihilus (IC) was the Emerald Empress before Emerald Empress; and he is still an incredibly powerful figure today.

7) Incapacitate: Assigning Push Damage is a great way to circumvent Damage Reducers and keep those big bashers locked down until you can handle them more easily; adding the Stunning Blow Feat is icing on the cake. R. Boomerang (IC) is extremely cheap Dual-Target Incapacitate with 8 Range.

Really, Outwit isn't what it used to be when R. Black Panthers were running amok on HeroClix maps across the country. Among other things, Fortitude had a lot to do with that. I now move on to another power that used to be everywhere (mostly in the form of Con Artists): Perplex.

Perplex was and still is popular because of its flexibility. It can be used to augment any number on the Combat Dial, including Range (you can increase your Defense, but that is worthless because it goes away at the beginning of your opponent's turn). Because of this, presenting alternatives to Perplex basically means that I would have to list every single modifier in HeroClix; I will instead focus on the most practical. In no particular order:

1) PD/Hydra (TA): These allow for a +1 Attack Value modifier for a character making a Ranged Attack when the PD/Hydra team member is adjacent to the attacking character and has line of sight to the target. It is possible to increase your Attack Value by as much as +3 by using this ability. LE Scientist Supreme (CT) is not only a great medic but quite the team player as well with because of the Hydra Team Ability.



2) 2000 A.D. / Alpha Flight (TA): This allows you to "declare" a single opponent or a group of opponents with the same Team Ability and receive a +1 Attack Bonus against that character or group for the entire game. The only catch is that once declared, that character or group is the choice for every member of 2000 A.D. or Alpha Flight. This is obviously useful when trying to hit high Defenses or simply trying to ensure a successful hit on a key opponent. R. Brit City Judge costs only 17 points and possesses this ability. Or take a cheap Avenger such as Rookie Marrina to do the job proper.



3) Ultimate X-Men (TA): This is almost the same as 2000 A.D./Alpha Flight; the only difference is that each individual member can separately declare their own character or group of characters. E. Scarlet Witch (FF) is a solid member of the Ultimate X-Men family.



4) Enhancement: This power increases the Damage dealt to Ranged Attacks by adjacent team members (line of sight to the opponent not required by the Enhancer). One can feasibly increase one's Damage Value by as much as +3 with this ability. V. U-Men (MM) is currently tied for the cheapest Enhancement in the game at only 22 points.

5) In Contact With Oracle Feat: In a series of articles dedicated to the concept of building winning teams *without* the most commonly used tactics in the game, mentioning ICwO seems hypocritical. I only mention the card so that no one can say that I left off an obvious option for replacing Perplex. That said, I will move on feeling slightly disgusted...

6) Haymaker Feat: One can increase a character's Damage Value by +2 by using this Feat. The drawbacks are that you have to decrease your Attack Value by -1 and also must take a click of Damage for doing so. Haymaker is a situational card that can be devastating when used in the right spot. Most often it works

as a great deterrent; not so much for its actual use. The Veteran Silver Sable is a fantastic piece to use the Haymaker feat on as when she takes the push damage she drops down to Blades/Claws/Fangs. Her opening 11 attack does not hurt either.

7) Pounce Feat: This is a great card, not only for allowing the character equipped with Pounce to move their full Movement Value and make a Close Combat Attack; but also for its +1 Attack, +1 Damage Modifiers. The only drawback is that your character has to meet several prerequisites to use this card. R. Venom (CM) is one of the best Pouncers in HeroClix.

Again, like Outwit, Perplex isn't as prevalent as it used to be; this can be attributed to several things, like the abundance of ICwO and the "Rule of Three" rules change.

That brings us to the final "P." in "S.T.O.P.P.": Probability Control. Unlike Outwit and Perplex, this power is as popular as ever and rightfully so; it is one of the most useful abilities in the game today, what will all of the high Defenses (I'm looking at you, Sue Storm) floating around. The way to play without Probability is to have the ability to increase your Attack Values to a point where they and Defense Values don't matter. I will list most of the viable options as well as a few "off the wall" ideas.

There exist means with which to play without Probability Control that I will list in no particular order as follows: (From the Broken Record Department)

- 1) **PD/Hydra Team Abilities:** (See above)
- 2) **2000 A.D./Alpha Flight (TA):** (See Above)
- 3) **Ultimate X-Men (TA):** (See Above)
- 4) **Perplex and ICWO:** I will say no more, except that I am now even more disgusted with myself.

5) Characters with High Attack Values: Easy and obvious enough; of course the idea is to play characters with 11+ Attack Values so that you have a reasonable chance at hitting most anything. Armor Wars gave us a new U. Magneto with a 12 Attack Value capable of connecting with practically any foe.

6) Morlocks (TA): Rarely used and under appreciated; the Morlocks Team Ability works like PD/Hydra TA's do when in Close Combat. The catch is that a Morlock Team member gets +1 to their Attack Value for each friendly character adjacent to them and the opponent that is being attacked. LE Morlock Leader (Ult.) can use this to great effect, though a swarm of Morlocks is always fun as well. The only problem with this team ability is your options are so limited.



And, if you are worried about Critical Misses doing you in, there is always...

7) Madness Battlefield Condition: This silly card switches a Critical Hit with a Critical Miss; so make sure that you bring your worst pair of dice when you use it!

Remember, it isn't any one of these tactics that fully take the place of any one aspect of S.T.O.P.P.; I can tell you from experience that it is rather a combination of several that achieve that result.

Well boys and girls, that's all I have for this month. Thanks for reading this 3 part series; I hope that you were stimulated into thinking "outside the box" somewhat by the contents and that your team building reflects that. I truly appreciate your viewership and hope that you keep coming back to the place where we get inside your head without you even knowing it: "Subliminal Messages"!

Thanks once again for reading. Until next time, have fun, good luck, and stay safe.

-Sublime: Player of HeroClix

THEMES LIKE A GOOD IDEA...

By: SLVRSR4

With the recent announcement made by Wizkids that they will be releasing a new HeroClix set, I would like to take the opportunity to make a theme team that is a little more...SINISTER. I wanted to make a team that embodied the feel of this new set, so I figured what would be better than the SINISTER syndicate? Okay, I think that is enough bad jokes for one issue. A syndicate team can be quite fun and nasty to play with. They offer up some good tactics to use on your opponents. So, without further ado, let's set the floor for some evil.

When I play with a Syndicate team, I try to get as close to a coherent team as I can. They make quite a few clix with the syndicate team ability, but not necessarily all of them have ever teamed up or formed alliances before. Also, as we have learned before, not every character that they give a team ability to has necessarily ever been on said team before. Sometimes they give certain characters team abilities that help them be more accurately portrayed in clix form. For instance, Bullseye has the syndicate team ability, yet he isn't exactly the team up type, and for that instance isn't even really a Spider-Man character at all. So, when I make a syndicate team, I tend to stick to the classics. I play with characters who have teamed up before and/or will team up again. The team that automatically pops into my head is THE SINISTER SIX. They are the perennial Spider-Man villains teaming up together to take down everyone's favorite web head. The SIX have had several different team members over the years, so it allows you to play with a variety of characters or experience levels of characters to make your own perfect team. Also, they aren't very high cost characters, so you have the freedom to use them in a smaller game.



Unfortunately, at the time I am writing this, SINISTER hasn't been released yet, so I don't have the new Electro to play with. Since I can't really have that cohesive of a team without him, I am still prone to playing with a hodgepodge of 616/Ultimates characters. I have to choose whether or not to play with Ultimate Doc Ock or the Clobberin' Time version. I also have the choice of whether I want to play the Universe set's Hobgoblin or the Infinity Challenge version. Likewise, I have the choice between Infinity challenge Vulture or the more current and classic Fantastic Forces version.

These kinds of choices are great to have because it allows you the opportunity to change a character in your team based on the needs you might have if you want to have different powers available. If you were looking for more outwit, you could play with Ultimate Doctor Octopus, or if you wanted some more perplex, you could play with the Clobberin' Time version. As I have said, the Sinister Six roster has changed over the years, so it allows you to play with a few different versions of the team. Here are some of the character choices that you will have to play with:

Doctor Octopus
Sandman
Hobgoblin
Vulture
Electro
Mysterio
Kraven
Venom (though he was only on the team for a VERY SHORT time)

I tend to be a more classic guy, so I am going to play with a more classic line-up of the team. Also, with a more classic line-up, I can play with more powerful characters than some of the other versions of the SIX. The nature of tournaments in my area of Illinois lately seems to be changing to allow a slightly larger team build. This also allows me the freedom to delve deeper into my theme team possibilities and make more complex strategies and tactics that I wouldn't be able to employ with a smaller build total. Lately, my local judge has been using build totals right around the 500 point range, so that is what I will use for this team.

Which version of a character that I am using depends on which version of the Sinister six that I decide to play with. I plan on playing the more classic version of the Six, so I will be using Veteran Kraven. He has my outwit covered, so I don't need to use the Ultimate Doc Ock. I don't have any perplex on my team, so I'll use the Clobberin' Time version of Ock, and this will allow me to have both perplex and outwit on my team. Plus, Mysterio has outwit as well, and I don't want that much outwit on any given team. I'll talk more about that later, though. I'll use the Veteran Sandman because I can get better powers and dial longevity out of him and just use his Spiderman team ability to copy the syndicate. It's a lot better than playing with the sub-par experienced version of the same character. As a general rule of thumb, I find it's better to play with more current versions of characters. Case in point, Veteran Fantastic Forces Vulture. He is the classic version of this character and has far better abilities than his predecessor in Infinity Challenge. Pick whatever characters work for you and your playing style, though.

With a build total of 500 points, I am able to play with pretty much any version of the six that I want to. It also allows room left over for some decent feat cards to beef up some of the characters who are lacking slightly in the power department. When making this team a key thing to do is to not overlook the benefits that you can



possibly reap from their team ability. You can save yourself from using your perplex or your In Contact with Oracle if you have versions of the characters that actually have the Syndicate team ability.

Unfortunately, some of characters lose the Syndicate team ability in their Veteran versions. I tend to look at powers and longevity of dial before I look at whether or not I'm going to get a bunch of uses of the team ability, so I don't necessarily have a team that ALL have the same (or any) team ability. One of the biggest things to look at with this team is utility powers. There are plenty to go around with these guys. There is a lot of both Perplex and Outwit on a vast majority of Syndicate members. It can be quite useful, but make sure not to overdo it when it comes to your utility powers. It is my personal philosophy that the "rule of 3" should never even have to be brought up when you are playing with this team. Along the same lines, you should never be able to strip a character of every power on it's dial. It's just downright cheese to overuse Perplex and/or Outwit. There does come a time when there can be too much of a good thing.

After you've looked at all of the options available to you for characters and picking out which ones are right for you, it is time to select some feat cards for you force. Once again, pick out the feat cards that fit your own personal playing style. With my team, I am playing with

such cards as In Contact With Oracle, Protected, Nanobots, Stunning Blow, Ambush, and Pounce. Here is the team that I am playing with, and how I distributed the feats:

(V) Doctor Octopus (Clobberin' Time) (Protected) (Nanobots) (Pounce) = 99 points
(V) Kraven + Stunning Blow + Protected + Ambush = 103 points
(V) Sandman = 106 points
(V) Electro (Ultimate) = 55 points
(V) Vulture (Fan. Forces) = 53 points
(R) Mysterio = 44 points
In Contact With Oracle on Doctor Octopus, Kraven, Electro, and Sandman = 40 points

This brings me to an even 500 points for my force. Another thing I noticed when building this team, is that my range on my characters is not very good. I have a few ways to remedy the situation, though. I have my In Contact With Oracle, Perplex on Doctor Octopus, and I added the "Deep Shadows" Battlefield Condition card. I figured it would help out my situation with my range, and it would provide cover for Mysterio



and Kraven who both have stealth. The Sinister Six characters don't tend to have the best numbers when it comes to attack and defense, so I figured they could use any help that I could throw their way. At the time of writing this article, my Sinister Six team doesn't have opposition yet. My Girlfriend has yet to make a team to go up against it. So, I will have to let you know what her team ended up being and what the outcome of the battle was in the next issue of "Critical Hit." Until next time, though, I remain...

THE SLVRSR4



3-D Modeling

By Jeff “Synthezoid” Lovegrove

A Simple Building

Ever since I started playing HeroClix, I’ve never quite been satisfied with the flat maps. Our beloved little plastic soldiers are all rendered by Wizkids in glorious three dimensions (except for bystanders of course). We even have a few objects from the Adventure Packs that are so wonderfully sculpted in 3-D. Yet most of us still play on maps that are flat as a pancake. Sure, we have colored lines crisscrossing our maps telling us where the top of a building is and where you can hide a figure in hindering terrain. But I thought I the experience more realistic if my plastic soldiers could maneuver in a three dimensional environment. Really, just adding a few 3-D buildings to a flat map would really enhance my game experience.

I started by looking at the maps that had been produced. A standard HeroClix grid space is 1½ inches square. This square unit would be the basic block size for my 3-D buildings. If the buildings conform to the grid, it will be clear what grid space is and isn’t part of the building, and all the basic movement rules will work seamlessly.

So, the any length or width of a building must always be 1½ inches times the number of grid squares. The building in my example is 4 x 4 squares, so the length and width is approximately 4 x 1 ½ inches = 6 inches.

Now I questioned what dimension to use for the height of a building. The roof of a building is defined as elevated terrain. And you are all probably familiar with the rules associated with it. HeroClix rules state there are only two elevations of terrain: elevated and non-elevated. Elevated terrain is anything above the base level of the map. Buildings that are rendered on the flat maps have no real “height” defined. They

are simply defined as “elevated”, therefore higher than the area around them.

There are many rules for our plastic soldiers about elevated terrain. Any character making a ranged attack from or to elevated terrain has their range halved. Characters that climb a ladder onto elevated terrain use one movement to climb (unless your character has Leap/Climb). A building should be short enough so that it can be climbed up in one movement. It also needs to be short enough so that a character sitting on the edge can realistically reach the ground with a ranged attack, and be attacked from the ground. So, if my 3-D building is going to make any sense within these rules, I should probably stick with a one story building.

To keep the height conforming to the grid size, I doubled the 1½ inch grid size to 3 inches. This 3-inch height just “looked right” for a small building compared to the scale of a HeroClix figure. You can always build a taller building, but the rulebook doesn’t recognize different heights of elevated terrain. To work around this problem, you could always use your own house rules. One solution is to measure range in three-dimensions with a piece of string. Also, you can always ignore the height of a building and simply half any range measurement from elevated terrain.

Okay, enough about my building dimensions. Let’s get on with the construction. This building is “Xavier’s Hair Salon”. The building included in this lesson fits in a 4 x 4 space grid, which makes it 6 inches per side.

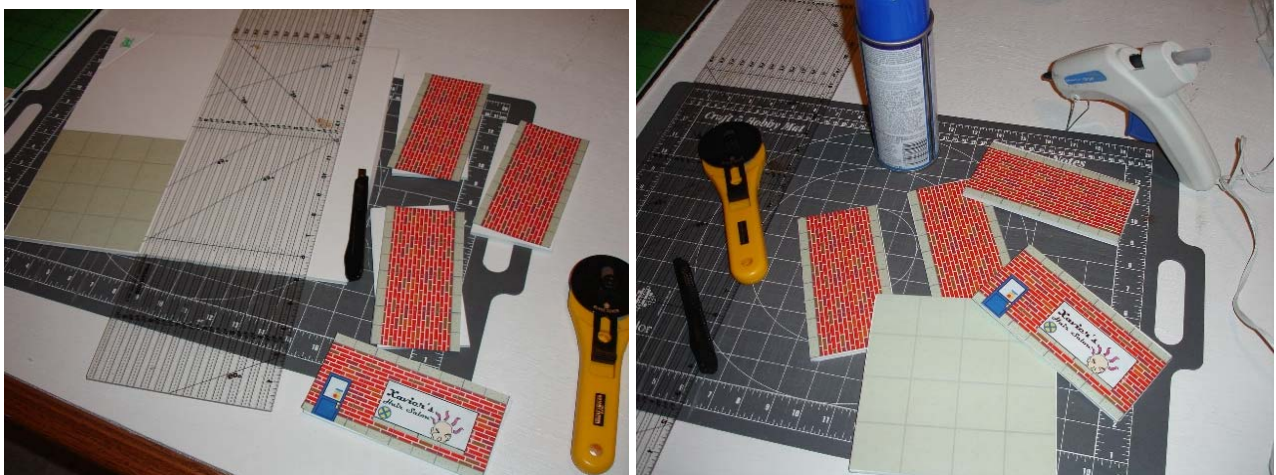
Your supplies to build this project are:

- 1 sheet of foam board, ¼” thick (available at most hobby stores)
- 1 hot-glue gun with glue sticks (regular glue will work, but take longer to dry)
- 1 can of spray adhesive (look near the tape section in the hardware department)
- Scissors, craft knife or rotary cutter to cut paper and foam shapes.

1. Print out the walls and roof on a color printer. Be sure the scale is correct. The walls should be 6 inches long and 3 inches tall. The roof should be 6 inches square.

2. Cut out each of the four walls and the roof. I usually use a rotary cutter and a straight edge to ensure a straight cut.

3. Cut out pieces from the foam board that are the same size as the walls and roof. You will probably have to use a craft knife of some sort. Make sure to cut all the way through the foam board.



4. Spray the spray adhesive onto the foam pieces and stick the cutout walls and roof to them. If you don't get it exactly right, the spray adhesive is very forgiving. Peel it off, and try again.

5. Using the hot glue gun (or regular glue), glue all four walls together.



6. Using the hot glue gun, glue the roof onto the top of the walls

Congratulations! You've built your first 3-D building! If you have any sort of graphics software, you can modify my drawings or make your own. Your only limit is your imagination. I have found that adding buildings to my games really highlights movement powers like leap/climb and phasing/teleporting. They also help me visualize tactics like hiding around corners, or perching a sniper on rooftops and in alleys.

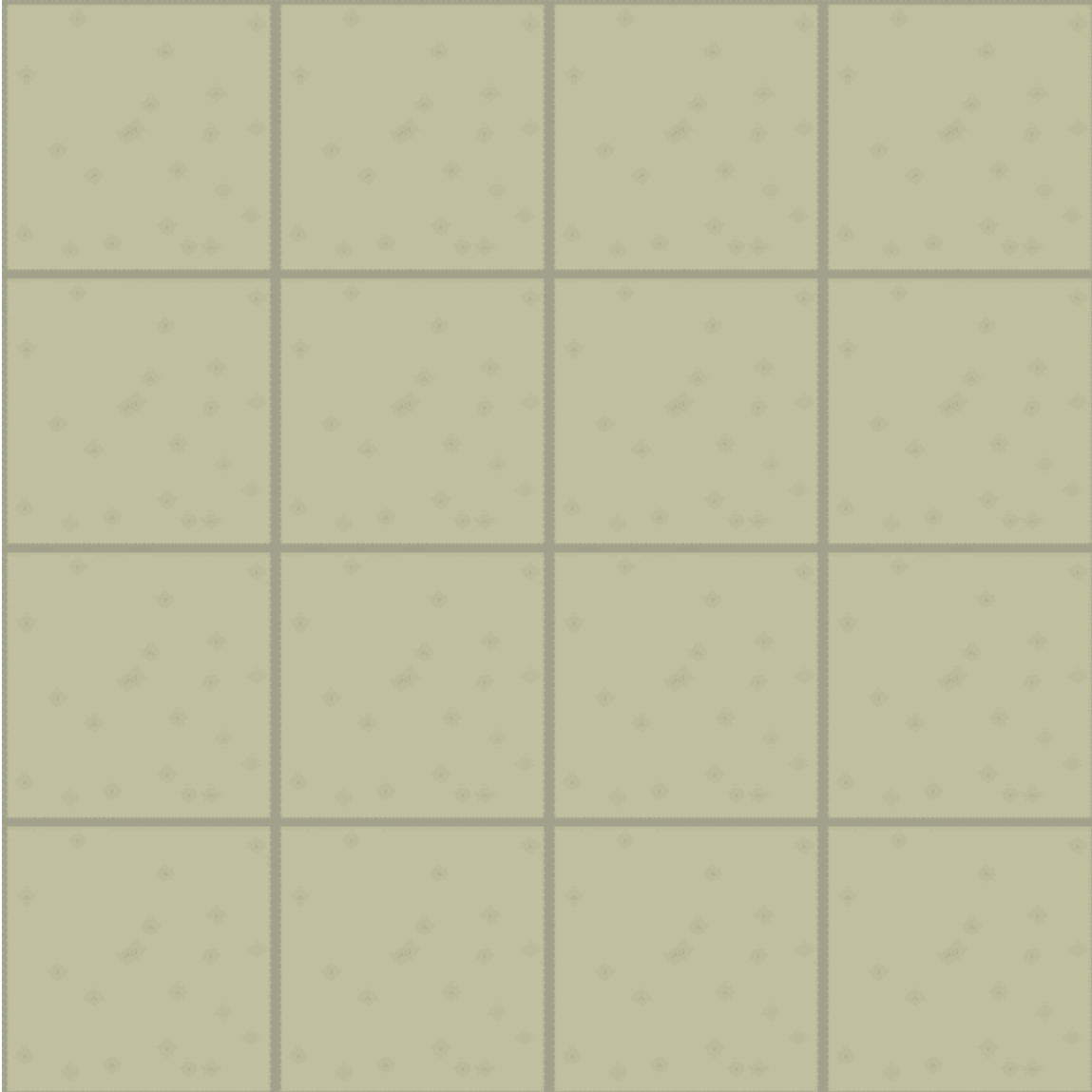


Next article: Sculpting 3-D Objects.

Cutouts for 3-D Building - Xavier's Hair Salon (Front and Back)



ROOF:



\$ 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.

BLUE DEVIL REV (Collateral Damage)

Blue Devil is an unexpected piece as a secondary attacker. His rookie is nothing truly special, but his experienced and veteran piece is very nice indeed. The Experienced is going to give you a figure with probability control and super strength along with a ranged attack. The Experienced is a fantastic piece to take advantage of as he either brings the rest of your team into battle or just sits back and supports the bruisers. The veteran is a nice piece that has a variety of powers that range from Super strength to Psychic blast. However, his high defense and Mystic team ability make him dangerous. On top of that he has regeneration, which is going to keep him in the game for a long time. Right now Blue Devil is going for under a dollar as a set so grab him now and enjoy.

BLACKFIRE REV (Icons)

The most under-rated range piece in the game is Blackfire. She is one of the only figures under 80 points that has a 10 attack and a natural 4 damage. She alone can take out an entire army. Her experienced is awesome because she is similar to the Veteran but cheaper, and you can bring multiples of her and do some major damage. Right now for under 2.00 dollar you can take your tournaments by storm.

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.

SENTRY (U)

The Unique Sentry has not yet begun to affect the game of HeroClix yet. However, very soon Sentry is going to make a HUGE impact on the HeroClix world as the New PAC and Rules approaches us in June. Currently he is going for a steal at 7.50 and I would pick him up now before his price jumps to where it truly belongs.



WHERE DO YOU PLAY?

Need a place to test your skills or have a good time in a tournament, check the list to see if there is a tournament near you.

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
Heroes Realm in Lexington, KY
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 MD in Accokeek (sp) MD
"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
GAMERS HUB Lake Orion 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

John's Total Entertainment morris minnesota
Robin Goodfellow Company Duluth Minnesota
Solinictus 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
Stonehenge 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 Wantaugh, 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

Glenwood Comics & Cards - Eugene, OR
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

Showcase Comics in Bryn Mawr, PA
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

The 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)

Critical Hit – The Only Magazine Dedicated to HeroClix

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



INDY HEROCLIX



2000 AD: At any time during the game, you may declare an opposing team or character as your target. Once the character or team is chosen, it may not be changed. All 2000 AD team members increase their attack value by 1 when attacking the chosen team or character.

- Designating a single character for this team ability means the 2000 AD team ability applies only to that single character, even if more than one of that character is in play.



Arachnos: When this character takes damage from an attack, the attacker takes 1 damage. This damage is not an attack and cannot be reduced.



Bureau of Paranormal Research and Defense: B.P.R.D. team members are wild cards.

- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.



CrossGen: When this character takes damage from an attack, the attacker takes 1 damage. This damage is not an attack and cannot be reduced.

- If a CrossGen team member somehow deals damage to itself with its own attack (such as an Energy Explosion), and does not choose cancel the team ability, the character would retaliate against itself.



Crusade: All attack rolls made by members of the Crusade team that result in doubles (except two 1s) cause knockback equal to the attacking character's damage value.

- The "Crusade" attack does not have to be successful to generate Knockback. Additionally, the target is knocked back a number of squares equal to the attacker's damage value, not the actual damage dealt.
- If a Crusade team member's Energy Explosion attack is unsuccessful against a target, but doubles are rolled, then the Crusade ability will generate knockback only for the missed target. If a Crusade team member's Energy Explosion is successful against a target, but unsuccessful against an adjacent figure, Crusade's ability will also generate knockback against the adjacent figures.



Danger Girl: When a member of this team is chosen as the target of an attack, roll one six-sided die. On a result of 6, the attack cannot be made. The attacker must choose another target or take a different action.

- The Danger Girl team ability may only be used when the character is the target of an attack. Indirect damage from Energy Explosion, damage dealt by Mastermind, Poison, and damage dealt by Pulse Wave do not require targets.
- Even though "the attack must choose another target or take a different action with that character," the character cannot take back any portion of the action (such as the move action in a Charge attack) made before the attack action.
- If Character B makes a successful Danger Girl team ability roll against Character A's attempt at targeting Character B, then Character A cannot target Character B for the rest of the turn.



Freedom Phalanx: Members of this team act as wild cards. They can use any team ability that any friendly figure on the battle map possesses. They may use this ability once each action.



Kabuki: Any line of fire drawn to a Kabuki team member that crosses hindering terrain, including hindering terrain in the square that the team member occupies, is treated as though it crosses blocking terrain.



Top Cow: When you give a Top Cow team member a move action, it does not count toward your available actions for the turn.

- If this character is given a move action and fails a break away roll, the Top Cow ability may be used so that action does not count towards the player's total allotment for that turn.



Batman Ally: Any line of fire drawn to a Batman Ally team member that crosses hindering terrain, including hindering terrain in the square that the team member occupies, is treated as though it crosses blocking terrain.



Batman Enemy: Before the attack roll of any attack made by a Batman Enemy team member, the team member may replace their attack value with the unmodified attack value (including a replacement attack value) of any adjacent friendly Batman Enemy team member.

- The Batman Enemy team ability works in the same manner as the “Defend” superpower described in the General Errata & Clarifications document, except that it can only be used with other Batman Enemy team members and it applies to attack value rather than defense value.



Calculator: Calculator team members are wild cards.



Crime Syndicate: Crime Syndicate team members have Probability Control. Whenever a Crime Syndicate team member uses Probability Control, you must place an action token on this character or another friendly character on the battlefield that has zero or one action tokens. A character with one action token that is taking an action other than a free action may not have an action token placed on it by this team ability. If an action token cannot be placed, this team ability may not be used. This team ability cannot be copied by wild card team abilities.

- The CSA team ability cannot be used more than once per turn, per character with the ability.
- A character that has already been given an action token in a turn may be given a second action token that same turn from the CSA team ability.
- If a character were given a second action token as a result of the CSA team ability, it would take push damage (if applicable).



Green Lantern Corps: A Green Lantern Corps team member that can carry other characters may carry up to 8 friendly characters instead of 1.



Injustice League: When two or more friendly Injustice League team members are adjacent to the same opposing character, each team member may use this team ability to be given a close combat or ranged combat action which may only target that adjacent opposing character. The total number of actions given using this team ability during a turn requires only one action from your available actions, for the turn, but each Injustice League team member given an action using this team ability receives an action token at the resolution of the action.



Justice League: When you give a Justice League team member a move action, it does not count toward your available actions for the turn.

- If this character is given a move action and fails a break away roll, the Justice League ability may be used so that action does not count towards the player’s total allotment for that turn. Justice Society Team Ability
- The Justice Society team ability is transitive in the same manner as the “Defend” superpower described in the General FAQ, except that it can only be used with other Justice Society team members.



Justice Society: Before any attack roll, a Justice Society team member may replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly Justice Society team member for the duration of the attack.



Kingdom Come: Whenever an opposing character given a move action, power action, or free action attempts to move from a square that is not adjacent to the Kingdom Come team member to a square adjacent to the Kingdom Come team member, roll one six-sided die before moving the opposing character, even if it ignores the effects of characters on movement. On a result of 1 or 2, the opposing character cannot move to any square adjacent to the Kingdom Come team member that turn. Characters with this team symbol and characters suffering knockback ignore this team ability.”

- If a character fails its roll against the Kingdom Come team ability, it can still complete the remainder of its movement. If there are no legal squares in which the character that failed its roll against the Kingdom Come team ability may move, the character must end its movement in the first available legal square along the path it took when moving adjacent to the Kingdom Come team member, even if that square is the square in which the character began its movement.
- A character adjacent to a Kingdom Come team member that moves to another square adjacent to the same Kingdom Come team member does not roll against the Kingdom Come team ability again. A character adjacent to a Kingdom Come team member that moves to another square adjacent to a different Kingdom Come team member must roll against the different Kingdom Come team member’s Kingdom Come team ability.



Legion of Super Heroes: Legion of Super Heroes team members are wild cards.

- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.



Mystics: When this character takes damage from an attack, the attacker takes 1 damage. This damage is not an attack and cannot be reduced.

- If a Mystics team member somehow deals damage to itself with its own attack (such as an Energy Explosion), and does not choose cancel the team ability, the character would retaliate against itself.



Outsiders: Once at the beginning of your turn, as a free action, an Outsiders team member on your force may choose a target friendly or opposing character. The team member must be within 10 squares of the target and have a clear line of fire to the target. Until the beginning of your next turn, the target's combat values cannot be modified by powers or team abilities. This team ability cannot be copied by wild card team abilities.



Police: For each Police team member adjacent to a friendly figure making a ranged combat attack, modify the friendly figure's attack value by +1. All Police team members modifying an attack on a target must have a clear line of fire to the target, though the target does not need to be within range of a team member modifying the attack."

- If a Police team member is adjacent to a friendly character that makes a multi-target ranged combat attack, the attacking character gets +1 to its attack value only against those targets to which the Police team member has a clear line of fire.



Quintessence: Members of this team do not take pushing damage and their powers cannot be countered. This team ability cannot be copied by wild card team abilities.



Suicide Squad: When a friendly character adjacent to a Suicide Squad team member is KO'd, roll one sixsided die and subtract 2 from the result. If the result is less than 1, the result is 1. The team member is healed of damage equal to the result. If the team member is KO'd in the resolution of the same action as the adjacent friendly character, this team ability cannot be used.



Superman Ally: A Superman Ally team member ignores the effects of hindering terrain (including team abilities that give hindering terrain bonuses) on its movement, combat, powers, and feats.



Superman Enemy: When two friendly Superman Enemy team members are adjacent, the character with the highest point value gains the Outwit power. If that character already has Outwit, then this team ability has no effect. If two adjacent friendly Superman Enemy team members have identical point values, the controlling player chooses which character receives the Outwit power. Once this choice is made, it cannot be changed until the chosen character loses Outwit. This team ability is cancelled at the end of an action in which the two Superman Enemy team members are no longer adjacent.

- This power works for each different pair of adjacent Superman Enemy characters. For example, if you have three Superman Enemy characters all adjacent to one another, with point values 75, 60, and 44, there are three potential pairs: 1) 75/60, 2) 75/44, and 3) 60/44. 75 is higher than 60, so 75 gets Outwit. 75 is higher than 44, but 75 already has Outwit—it cannot get it again. 60 is higher than 44, so 60 gets Outwit.



Titans: At the beginning of an action in which two friendly members of this team are adjacent to each other, you may give one of those characters a power action and deal 1 pushing damage to that character. This damage may not be reduced by Willpower or any power that reduces damage, nor can it be dealt to another figure. The other adjacent, friendly character is healed of 1 damage.

- In order for a character to use the Titans team ability, a click of damage must be exchanged from one Titan to another; you cannot deal 1 click of damage without also healing 1 click of damage.



Avengers™: When you give an Avengers team member a move action, it does not count toward your available actions for the turn.

- If this character is given a move action and fails a break away roll, the Avengers ability may be used so that action does not count towards the player's total allotment for that turn.



Brotherhood of Mutants™: When you give a Brotherhood of Mutants team member a move action, it does not count toward your available actions for the turn.

- If this character is given a move action and fails a break away roll, the Brotherhood ability may be used so that action does not count towards the player's total allotment for that turn.



Defenders™: Before any attack roll, a Defenders team member may replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly Defenders member for the duration of the attack.

- The Defenders team ability is transitive in the same manner as the "Defend" superpower described in the General Errata & Clarifications document, except that it can only be used with other Defenders team members.



Fantastic Four™: When a member of this team is KOd, each friendly Fantastic Four team member may be healed of 1 damage. If the last remaining team members are KOd in the resolution of the same action, this team ability cannot be used.



Hydra™: For each Hydra team member adjacent to a friendly figure making a ranged combat attack, modify the friendly figure's attack value by +1. All Hydra team members modifying an attack on a target must have a clear line of fire to the target, though the target does not need to be within range of a team member modifying the attack.

- The target of the attack does not need to be within the Hydra team member's range. If a Hydra team member is adjacent to a friendly character that makes a multi-target ranged-combat attack, the attacking character gets +1 to its attack value only against those targets to which the Hydra team member has a clear line of fire.



Masters of Evil™: When two or more friendly Masters of Evil team members are adjacent to the same opposing character, each team member may use this team ability to be given a close combat or ranged combat action which may only target that adjacent opposing character. The total number of actions given using this team ability during a turn requires only one action from your available actions, for the turn, but each Masters of Evil team member given an action using this team ability receives an action token at the resolution of the action...

- The Masters of Evil team ability functions only against a single target. You cannot use Flurry against a second target when using the Masters of Evil team ability. You can use Flurry to make a second attack against the same target character.
- Effective Summer 2006: Replace the Team Ability Text with: "A Masters of Evil team member may be given an action when it has two action tokens on it. If it does, do not place an action token on the team member after the action resolves; instead, deal it 1 unavoidable damage. At the end of your turn, do not remove action tokens from a member of this team that has been given an action during that turn."



Minions of Doom™: Minions of Doom team members are wild cards.



Morlocks™: When this character makes a close combat attack, it receives +1 to its attack value for each friendly character that is both adjacent to this character and the target character.



Power Cosmic™: Members of this team do not take pushing damage and their powers cannot be countered. This team ability cannot be copied by wild card team abilities.



Serpent Society™: Give a member of this team a power action. Move it any number of squares up to its speed value, ignoring the effects of all characters and terrain, including elevated terrain, on movement. This team member may not end its move in blocking terrain.

- A flying character may carry another character while using the Serpent Society team ability. The carried character is not affected by terrain features or characters either.
- At the end of a power action using the Serpent Society team ability, the character must be on terrain the character can normally occupy.
- Characters using the Serpent Society team ability automatically break away.



S.H.I.E.L.D.™: When a friendly character makes a ranged combat attack, the attacking character's damage value may be modified by +1 for each friendly S.H.I.E.L.D. team member who is adjacent to the attacking character and who is given a power action before the attack roll is made.

- Multiple S.H.I.E.L.D. characters can be used to provide multiple bonuses to a single friendly character.
- The S.H.I.E.L.D. character(s) used are assigned actions and tokens whether or not the attack succeeds. The S.H.I.E.L.D. character does not require line of fire to the target, nor does the target have to be within the S.H.I.E.L.D. character's range.
- The S.H.I.E.L.D. character's action is declared and activated at the start of the adjacent figures' ranged combat attack, and concludes at the same time as the adjacent figure's action.



Sinister Syndicate™: Before the attack roll of any attack made by a Sinister Syndicate team member, the team member may replace their attack value with the unmodified attack value (including a replacement attack value) of any adjacent friendly Sinister Syndicate team member.

- The Sinister Syndicate team ability works in the same manner as the "Defend" superpower described in the General Errata & Clarifications document, except that it can only be used with other Sinister Syndicate team members and that it applies to the attack value rather than the defense value.



Skrulls™: When a member of this team is chosen as the target of an attack, roll one six-sided die. On a result of 6, the attack cannot be made. The attacker must choose another target or take a different action.

- The Skrull team ability may only be used when the character is the target of an attack. Indirect damage from Energy Explosion, damage dealt by Mastermind, Poison, and damage dealt by Pulse Wave do not require targets.
- Even though "the attack must choose another target or take a different action with that character," the character cannot take back any portion of the action (such as the movement in a Charge power action) made before the attack action.
- If Character B makes a successful Skrull team ability roll against Character A's attempt at targeting Character B, then Character A cannot target Character B for the rest of the turn.



Spider-Man™: Spider-Man team members are wild cards.

- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.



Ultimates™: An Ultimates team member ignores the effects of hindering terrain (including team abilities that give hindering terrain bonuses) on its movement, combat, powers, and feats.



Ultimate X-Men™: At any time during the game, choose an opposing team or character for this team member; once this choice is made, it may not be changed. This team member gets +1 to its attack value against the chosen team or character.

- Each Ultimate X-Men team member may choose a different opposing team or character as the target of this ability.



X-Men™: At the beginning of an action in which two friendly members of this team are adjacent to each other, you may give one of those characters a power action and deal 1 pushing damage to that character. This damage may not be reduced by Willpower or any power that reduces damage, nor can it be dealt to another figure. The other adjacent, friendly character is healed of 1 damage.

- In order for a character to use the X-Men team ability, a click of damage must be exchanged from one X-Man to another; you cannot deal 1 click of damage without also healing one click of damage.