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Welcome one and all to another edition of Critical Hit. Here we are at **issue 5** and still going strong. This month's issue was quite a bit of fun to do as it is leading into the release of the next set **SINISTER**.

I got my Giant Set and let me tell you I am **thoroughly impressed**. These are fantastic looking pieces and I cannot wait to

give them some game play. I am getting ready for my move and let me tell you I am slightly stressed. So much to do and not enough time to do it in.

I will be attending Wizard World East/Philadelphia and will be judging the entire tournament. So, if you want to say hi to me I will be there. X-Men 3 Last Stand is soon to be released in theaters near you and looks to be awesome. If you notice this issue is an X-men themed magazine this month, so I hope it gets you going and ready for the movie. Next month we have Superman and I am looking forward to that. June is going to be very busy, but I will do my best to get the magazine to you all. Until next time,

Good Day and Good Gaming!

~Rock





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Think you know your **HeroClix** and want to submit an article?

E-mail all submissions or requests to rock810@yahoo.com. All articles will be looked over, as will all requests to write an article. However, there are no guarantees that articles will be accepted.

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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

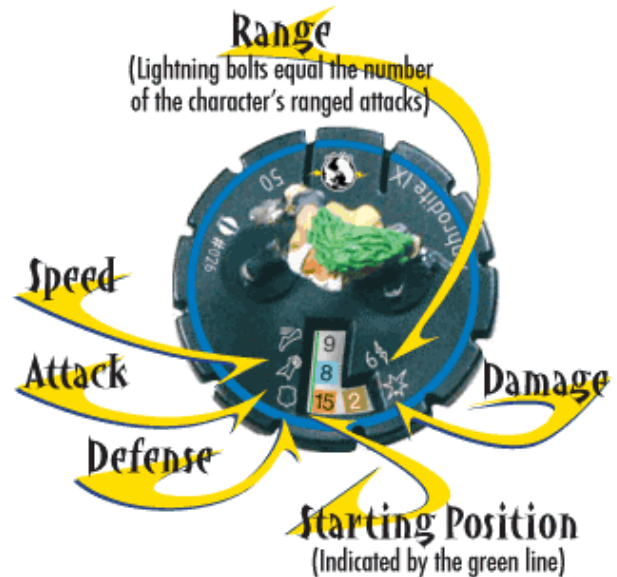
The number next to the boot or wing symbol is a character's movement/speed number. This is the number of squares the character can move when they are given a movement action.

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.



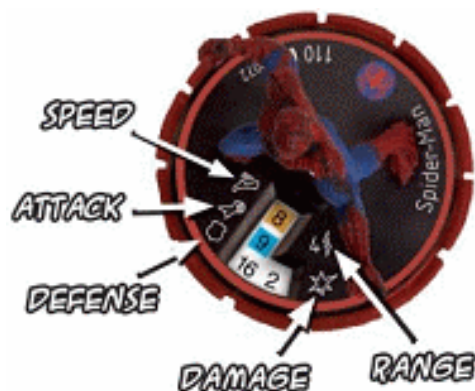
DAMAGE

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 II

Welcome back everyone to this month's edition of the SOHK. Last month we tackled the two biggest changes to the game in Masters of Evil and Combat Reflexes. This month we get into the nitty-gritty of the rest of the rulebook changes. Many of the changes are just clarification of powers and help to make them make more sense (i.e. more comic accuracy). Some of the powers saw MAJOR changes and are going to change the figures and how they are played. So sit back and relax while I recount the changes that have gone on and try and simplify them to the best of my ability.

X Earthbound

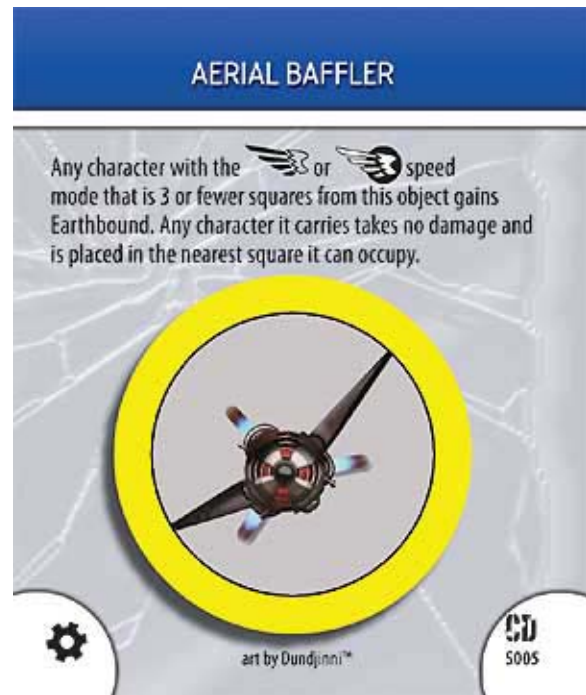
This character has the  speed mode instead of its printed mode and the  damage mode

if it has the  damage mode. If this character is soaring when it gains Earthbound, deal it 1 damage. This power cannot be countered.

The change to earthbound was done more to affect the giant figures who gained earthbound. Basically this power helped to represent when a figure that has the capability to become a giant returns to their normal human size (ie Giganta). This helps some of the giants make more sense when they gain this ability. Also, it represents when a flier has had their wings clipped.

This change, however, has really affected how someone uses mind control. How so you may ask? Well a mind control team will bring the Aerial baffle object. Then they will mind control one of your fliers and go over the object forcing your figure to gain the Earthbound power and giving them

one click of damage. Not a game breaking trick, but a new trick none the less.



X **Force Blast** (optional): Give this character a power action and roll a six-sided die; a single target adjacent opposing character is knocked back from this character a number of squares equal to the result. The target automatically breaks away, and can move through squares adjacent to opposing characters. The target can be dealt knockback damage.

Next we move on to force blast. A change that is going to affect some cheaper figures who have the force blast power. Basically, low damage figures can now knock back an opposing character a fair number of squares. Figures that come to mind are the Experienced Cyclops (late dial Force blast), Red Tornado REV, Trickster RE, and the old reliable Blue Beetle REV. These cheap

figures can now base someone near blocking terrain or on a roof and have the ability to knock them back and do some damage. The biggest change of all of this is now characters using force blast can target Giants, Transporters and figures with charge and combat reflexes. I don't see force blast armies becoming the new cheese, but I do see characters like Blackfire making use of late force blast and knocking a figure around.



Also note **Force Blast** is no longer defined as "an attack." This means it's automatic, and cannot be evaded by *Super Senses*.

X Hypersonic Speed (Optional): Choose one of the following: (1) Give this character a **power action**. It automatically breaks away and can move through squares adjacent to opposing characters. During its move, this character can as a free action make one close combat or one ranged combat attack with its **range value halved** for the attack. This character must be in a square where it could legally end its move in order to make the attack. This character can continue to use the rest of its movement after making the attack.

Someone call Bob Barker and let them know that Wizkids took his advise, but they spayed and neutered Hypersonic, HOORAY, I mean oops. Option ONE of the Hypersonic speed power has changed dramatically. Before figures with Hypersonic and range where the know all and end all to this game (Icons Superman Veteran). Now figures can move and attack with HALF RANGE. This



means that some of the ranged Hypersonic pieces can not hit you from the other side of the board without a little help. On top of all that the wording has been changed from a move action to a power action. This primarily means NO FREE HYPERSONIC (Northstar, Collateral Damage Superman, and Flash). Unfortunately, Hypersonic is still probably one of the most powerful abilities in the game so figures like Shazam, Black Adam, and Superman Robot are still going to be power pieces that you will have to contend with. A big change that is game changing, but not a huge change, still it is a step in the right direction towards balancing the game.

X Pulse Wave: An Opposing figure must be within range to use this ability.

Again, another ability that is not huge in terms of change. This now makes Pulse Wave a purely offensive ability. No longer can you knock figures with an activation click (Hulk, Con artist, etc...) by making a pulse wave attack in your starting area. This only affects which pulse wave pieces you are going to bring into a tournament.

X Psychic Blast (optional): Give this character a ranged combat action. Damage from this attack is penetrating damage.

X Exploit Weakness (optional): Give this character a **close combat action**. Damage from this attack is penetrating damage.

This is just a rewording that means the same thing as the original wording just less complex. Basically, *Penetrating Damage* automatically gets through DAMAGE

REDUCING abilities such as: **Toughness**, **Invulnerability**, and **Impervious**.

Powers like Super Senses and Energy Shield Deflection will still activate when targeted by an opponent. The purpose of this change was to make the abilities clearer when being read.



Shape Change: When this character is chosen as the target of an attack, roll one six-sided die. On a result of 5 or 6, the attack cannot be made. The attacker must choose another target or be given a different action.

Shape Change has gotten a **major** change. You now need a 5 or 6 on one die roll to avoid being the target of an attack. This makes life easier for shape change figures who before needed a straight 6 to have their powerful activate. So many figures have been improved by this new change, most notably **Enchantress** from Legacy who has super senses AND Shape Change. You may be saying that shape change is just like super sense, but I say it is better. If an opposing figure makes an attack and can not get through shape change they must target another figure or make another action, resulting in a token that might just be for no reason.

TOP 5 Shape Change Figures



(5) Clayface REV
The Clayface from collateral damage now gains what I like to call Impervious-lite. His combo of toughness and shape change combined with his HIGH defense (18 natural) make him hard to hit. The fact that he is a high damage dealing beat stick is an added bonus. Enjoy making use of this

figure in theme play or regular play as he is a force to be reckoned with.

(4) Mystique Unique

The unique mystique from Armor wars was already an awesome piece to play with. This new change to shape change makes her a tough figure to hit. Her built in stealth combined with the shape change have made it so you can not target her at range unless you are using Superman Ally, Ultimates or Trickshot. Then if you can target her you have to get past shape change first.

(3) Symbiote LE

He has not been released yet, but the Symbiote LE from Sinister is a tough nugget to hit. First you have to get through his shape change, then you have to get through a high defense AND super senses. That Shape Change / Super Senses combo is going to be deadly very soon here.

(2) Morgan Le Fay Unique

Morgan has 3 targets, a 12 range and mind-control. That alone should be enough to want to play here. However, she also has Invulnerability AND Shape Change. So, your opponent has to get through Shape Change and then through a damage reducer to boot. Have fun with Morgan in unrestricted play.

(1) Enchantress REV

Enchantress is another figure that combines a high defense with super-senses and shape change. On top of all that she is an offensive machine. She has an eight range with psychic-blast and two targets. She is cheap enough to fit into any team, and tough enough to hang in their with



the big dogs. Based on how she rolls she could stand toe to toe with a Veteran Superman and come out the victor.



Support: Give this character a power action and make an attack roll against an adjacent target friendly character as though making a close combat attack. Neither this character nor the target may be adjacent to an opposing character; ignore all combat value modifiers for purposes of this attack. If the attack roll succeeds, roll one six-sided die and subtract 2 from the result. If the result is less than 1, the result is 1. The target is healed of damage equal to the result.

One of the most abusive figures in the game is the paramedic and her ability to heal figures back to full health for minimal points and even less effort. This change makes it so that a figure cannot be healed back to full health in one roll of the die. Now you can heal no less than 1, but no more than 4. Still, in order to heal more than one damage you need to roll a 4 or higher. Not impossible, but much tougher.

This new change combined with retirement will make the tournament scene a little easier to contend with. Paramedics will still show up in tournament play (unrestricted of course), but I can see people making use of

War Zone now to get the full affect out of support and figures like Veteran Dr Mid-Nite. Also, look for Nanobots to be used more than it already is along with figures with regeneration.

All of these changes are positive for the game, they primarily bring balance to the gaming environment. Seasoned players will welcome these changes with open arms as new avenues of play have been opened and the same old teams will not make it through the door. However, to a new player these changes can be overwhelming and hard to understand. My only true advice is to read the new rulebook when the Danger Room comes out and take all the changes in stride. Quite a bit, was changed but the game itself has remained the same. Remember to have fun with the game and play what you want to play because it is fun to play those pieces. I hope I have helped you in understanding all these changes. If you really are still struggling with trying to understand the changes and how they affect the game feel free to contact me. 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



JASON W. DUKE'S OLD-SCHOOL EMPIRES

These teams and tactics will NOT guarantee a tournament win. The reality of the game is that, whether one likes it or not, Feat cards are a commanding tool, and your opponent will almost certainly use them if they are allowed to. These teams and tactics should only be used for home games, or for those special event tournaments that follow this specific format. For this reason, however, all teams presented in this series of articles will be 400 point, “Highlander Rules”, Theme Teams, giving you at least a better than average chance to win the Fellowship prize.

Ah, ladies and gentlemen, welcome to another installment of Old-School Empires. This month, Critical Hit went and threw me a curve ball by making this the “X-Men Edition.” Oh, sure, they are only the most member intensive team in all of the known comic universes (I’m not counting Legion of Superheroes here, because when you tell people you’re a Legion fan, they look at you the way my dog looks at me when I ask him where he put my keys...), and they also happen to be a team that your Grandmother probably knows about by now. No, the problem with the X-Men is that we have a bit of a history, they and I.

You see, I began my Fanboy existence as an X-Men kid in 1982. Ah, it was such a simple time. Kitty and Peter were teaching all of us 9 year olds about unrequited love, Reverend Stryker was showing that hatred comes from the most unexpected places (and I was in Lutheran School, so that kind of freaked me out...), and Rogue was the big gun of the Brotherhood, all because her Mom was a mess and she wanted a boyfriend. Okay, it wasn’t so simple after all, but X-Men has never been a simple book. But hey, it’s a pretty good trade off for knowing how to use the word “telekinesis” in an everyday context when you’re still in the fourth grade.

But then, the world found out about my little comic, and everything changed.

With a roster that never seemed to stop changing, people showing up for about four issues, and an increasing angst that made me know how to use the word “migraine” in an everyday context by the time I was in seventh grade, it seemed that the halcyon days of Claremont and Byrne were over forever. As a result, I quit comics until I re-emerged as a DC guy with “Identity Crisis” (thank you for helping to re-distribute my bank account, Mr. Meltzer). So, the question is, how do I put together an X-Men team that will be original for this “X-Men Edition” of Critical Hit? An X-Men team that no one will also put together, even though thanks to Madrox and Forge being released, we all want to do X-Factor 1993. Well, I don’t. I put together something better.

James Logan Howlett Wolverine-san had a name long before he remembered his past or ran off to become a part-time ninja, part-time X-Man, part-time Avenger, part-time agent of SHIELD, perennial guest star of every flagging series, and all around, broad-spectrum Tyler Durden impersonator. And that name was Weapon X. To this day, there

is no combination of one word and one letter that drives comic fans to more of a frenzy than Weapon X. But Weapon X was not just another moniker of Wolverine's... it's an old-school empire.



The WEAPON X Project

400 point Old-School Empire

E Deadpool – 72 points
U Sauron – 77 points
V Sabretooth (Universe) – 69 points
V Wild Child – 66 points
V Aurora – 65 points
V Marrow – 47 points
BT Scientist (DC Map Set) – 3 points

By now, you're probably saying to yourself, "Hey, last month he put together a team with multiple redundant support powers and said that STOPP was all-important without Feats." Well, yes I did, on both counts, but lets try a different conduit this time around shall we?

Oh, and don't think I haven't noticed that there's no Weapon X figure on the Weapon X team. This is the third Weapon X team, long after Wolverine had taken a scramble

from his day job as a pin-cushion. Why would I pick this incarnation of the team? One word, two syllables...

Deadpool (E) – Seriously, if it gets cooler than this guy in the Marvel Universe, I've yet to find it. He answers the letter column in Cable/Deadpool every month, with all the wit and charm



that is Wade Wilson, for Pete's sake! I mean, seriously... he's Marvel's Ambush Bug, man! He KNOWS he's in a comic !!! But as a HeroClix, our pal Deadpool is nothing to laugh at. Blades/Claws/Fangs? Check. Phasing? Check. Perplex? Check. The back end of his dial sports three clicks of Regeneration, keeping him alive for more chances for you to drive your opponent crazy with patented "Merc with a Mouth" attitude. And his stats are comparable with the recent releases of Armor Wars and Sinister, so he's not going to be overmatched by the new guys. All in all, one half of Weapon X's deadly support personnel.

Sauron (U) – Well, Ladies and Gentlemen, meet your first taxi driver. And what a taxi he can be. Sure, thanks to NAAT, he'll have to wait a round to use that dangerous 11 Attack Value with Charge and Blades/Claws/Fangs, but that's really what he should do anyway. With only Toughness to protect him, Sauron is a finesse figure. You have to work him just right, using his first click when you KNOW it's going to hurt someone. But once he's put the big hurt down, that's when he gets fun. Mind Control will put a character near one of the many B/C/F attackers we have in this team, or he can unload with his own claws. But try not

to push him too far, because his Steal Energy clicks could ensure that he keeps swinging away with his talons and a 10 attack value.

Sabretooth (V) (Universe) – This one’s kind of a no-brainer. If you’ve ever read a comic with Sabretooth in it, or watched the X-Men movies, cartoons, or even seen anything with the prefix “X” on it, then the chances are you know what Sabretooth does best. He hurts people. But in this team, as opposed to most of his comic appearances, Sabretooth is not your main attacker. He’s more hyena than tiger, waiting for characters that are bleeding before striking the final blow. This method is going to maximize his Blades/Claws/Fangs, 10 attack value, and Charge combo. And don’t be too afraid to push Sabretooth to get the most out of him, because he’s going to be able to use his Regeneration to stay in the game a long time. Oh, and as a bonus, that Brotherhood of Evil Mutants team ability is going to let Sabretooth move into position without taking away a move action from the rest of the ‘Project.’

Wild Child (V) – And now, your primary attacker. Yes, I’m aware that just a scant six months ago, this would have been completely insane, but thanks to that Combat Reflexes rule change that helped Spider Woman out so much last month, Wild Child finally makes it off the “Gamma Team.” So, what can we do with him? Why not beat up on a lot of the X-Men that we’re probably going to be seeing thanks to this month’s issue? First click Stealth is going to put Wild Child in a nice position to use his Blades/Claws/Fangs (see a pattern here?) and effective 19 defense against close combat attacks to good use. Hide in terrain and rip apart anyone that gets close. Then, if you want, you can push him to Charge out with those Claws, or wait and let him keep

up the Ninja routine. It’s up to you, but remember that he’s got the X-Men team ability, so you want to keep Marrow close by.

Marrow (V) – Poor girl. Marrow has had a hard life, and it’s not going to get any easier in this outfit. Sure, she may have been a Morlock that joined the X-Men, only to sell herself out to Weapon X for more power, but on this mission, she’s Wild Child’s babysitter. Her main job is to get herself hurt to clean up Wild Child’s boo-boo’s. Use her to block lines of fire to, and exchange clicks of health with, Wild Child, her charge, long after her initial Blades/Claws/Fangs has been used up. Regeneration will allow her to get some more clicks to exchange later on, and since she’s basically selecting what click she wants to be on, getting to her regeneration shouldn’t be all that difficult. She’s a wonderful person... really.



Aurora (V) – It has always been a strong belief of mine that if you need to have a taxi in this game, get one that can blast away when needed and heal up the other members of the team. With Running Shot, 3 damage, and Support, Aurora fits the bill nicely. She’s going to be great for keeping your team where it needs to be... mainly alive and in position. Keep her out of the fight unless the opportunity presents itself with a bright, red, bow on it. Then go ahead and take your shot. Her Support



shows up at the end of her dial again, in case she takes a hit when you're not expecting it. That's going to make her a good addition until the very end.

Scientist (DC Map Bystander Token) – So, you need terrain for Wild Child? Why not use this guy? He can move around and let Wild Child do his thing. Otherwise, he's just there to annoy opponents by tying them up in hand to hand, instead of blasting at you from a distance while you're getting in position.

And there you have it. A mobile, ripping squad to deal with X-Men in all shapes and

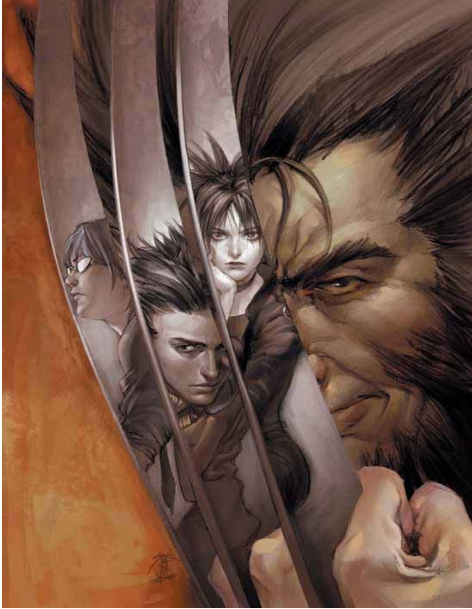
sizes. And I do have to admit, there is nothing I truly enjoy more than watching Wolverine go down against a Blades/Claws/Fangs attack. There is something absolutely poetic about the whole thing. And if anyone is going to face down a team of guys with a semi-sociopath running into the fight with big, honking, blades sticking out of his hands, then it might as well be the people that made him that way in the first place, right? Send a team of animals to take down an animal. So, until next months Old-School Empires, this is 'ol echoprime saying... Happy Hunting.



Between The Pages

Putting your "Team" Themed Team on the Map

By Jon Loftus



The X-men, as appearing in Free Comic Book Day's X-men/Runaways

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!"

Well the day may be over, and the hundreds of fans, kids and parents may be gone (for now) but the presence of Free Comic Book Day lives on! In that spirit this edition of Between the Pages takes that monumental

first meeting of the X-men and the Runaways and puts them on the Hero Clix Map!

For those of you that did not know, Saturday, May 6th, was Free Comic Book Day. Marvel Comics, for the first time, offered an original publication, not just some rehashed reprint of a kids or an Ultimate book. To top it off, this year's Marvel Free Comic Book Day entry featured the two of the hottest teams in the comic industry, perennial favorites the X-men and the new kids in town, Brian K. Vaughn's the Runaways, in their first ever meeting.

The great thing about making an X-men team based on this book is all of them have made their way to various Clix sets, so none of the usual finding appropriate substitute pieces that usually appear in this column:

- **Wolverine** - Every set
- **Cyclops** - IC/Un and Ultimates
- **Colossus** - Xp and Ultimates
- **Kitty Pryde** - Xp
- **Emma Frost** - CT
- **Beast** - Xp and Ultimates

But with these characters you can cherry pick which versions best fit the story for the team. After reading this story, it's easy to see the X-men were not on their game that night, so I'll probably stay away from most of the higher-ranking versions and go with "middle of the road" figures.

Continued next page...



U Shadowcat 36 (Xp) -

I'm going to assemble my team for a 400 point match with no restrictions on set retirement. Starting with the one flier in the team, Kitty Pryde, I see that Lockheed has tagged along for the trip. That makes

including her a no-brainer, with the Unique from Xplosion.

E Cyclops 68 (IC/Un) - Next, I want to fill in the leader's position with Cyclops. I'd rather keep the team all X-men Team Ability than mix in Ultimate X-men Team Ability, and to be honest, the way Cyclops performed in the story, he doesn't deserve to get +1 Attack on anyone. The Rookie from IC/Un provides a single click of Running Shot and no defensive powers, but the Experienced is a slightly better version with a deeper dial and a starting click of Energy Shield/Deflection to go along with the Running Shot. At 68 points he'll fit in with the team very well.

V Beast 80 (Xp) - Like Kitty Pryde, both the version of Beast and of Colossus I want to include are from Xplosion. In this brief story, Beast is definitely on his toes, unlike Cyclops who gets a staff to the face shattering his visor. So for him I think the Veteran version of Beast at 80 points with Perplex, Charge and Toughness fits better than either the 42 point Rookie version or the 45 point LE Hank McCoy with just Charge and Toughness and shorter dials.

E Colossus 95 (Xp) -

For Colossus I have mixed opinions, he really doesn't get to do much in the story so it's hard to gauge which level I should use. Molly, the Runaways' resident powerhouse,

smashes him with a truck, he talks about his dead sister, that's about it. I'll use the Experienced version of Colossus for this game simply because the points cost of the Veteran may preclude me from adding in Wolverine and White Queen to the team and the Rookie is not really suitable for the character these day. (So, how much longer until Danger Room comes out?)

That gives Colossus three clicks of Invulnerability followed by the rest of the dial length with Toughness. He also 'starts' with three clicks of Charge. Starts that is after you get past that "activation click". It doesn't really fit "tin man's" role in this story, but it will have to do. It's one of those cases where I truly hate to sacrifice a chance for comic accuracy just to fit figures together on a team, but you don't have much of a choice. In any case, this is just an eleven page short story, so some exceptions can be made.

Speaking of the White Queen though, lets try and take care of filling out that position (with out falling out of the costume). White Queen shows up in Clobberin' Time. The versions that reflect her role in this adventure are the Rookie and Experienced figures that focus on her psychic abilities. The Veteran is all about her secondary mutation and is wholly inaccurate for this story.

R White Queen 61

(CT) - Rookie White Queen is only 61 points, it has three clicks of Mind Control, the whole dial has Psychic Blast, one shy of that with Super Senses and it is finished off with two clicks of



Leadership at the top of her dial. She lacks the X-men team ability, but do you really think she's going to swap a click of damage with Kitty these days? (Hint, read Astonishing X-men!)

Promo 'FCBD' Wolverine 57 - That leaves



just Wolverine to fit in there, and 60 points to find one. So I guess I'll put the Free Comic Book Day Promo Wolverine in there. It seems to fit the theme; free comic, free Clix...

What's that you say? This article was an elaborate scheme to incorporate the FCBD Wolverine? Unashamedly, yes it was. Look at him though. He's got Blades/Claws/Fangs with a just a 2 damage, not that crapshoot 3 damage we've seen so often, further down you get Flurry and Willpower, ending up with the trademark Wolverine power Regeneration. Top it off with the fact that all he does is in the story is posture a bit and somehow use his new power to make his mask disappear and it seems like a fair use of the figure.

That brings the team to a competitive 397 points.

- U Shadowcat 36 (Xp)**
- E Cyclops 68 (IC/Un)**
- V Beast 80 (Xp)**
- E Colossus 95 (Xp)**
- R White Queen 61 (CT)**
- Promo 'FCBD' Wolverine 57**

Total: 397 Points

OK, I understand that not everyone a) has the FCBD Wolverine or b) plays somewhere that allows Promo pieces in games, so here's a good fix. (Heck, you may even prefer this.) Use the Starter Wolverine from Universe. He's low cost, the powers reflect a

typical Wolverine story, front end Stealth and B/C/F and end of the dial Regeneration.

E-starter Wolverine 41 (Un)

That finishes the "strictly legal" team off with 381 points, so there is room left for a few story relevant FEATs. You can add Protected to Colossus for the incredible hit he ignores from Molly on page 7, and Passenger to Beast considering he just carries Vic like he was on Sunday stroll on Page 10.

- Protected 8 (AW)**
- Passenger 10 (MM)**

This brings the 'strictly legal' team to 399 points, and fits into 400 point unrestricted play with no problems.

- U Shadowcat 36 (Xp)**
- E Cyclops 68 (IC/Un)**
- V Beast 80 (Xp)**
- E Colossus 95 (Xp)**
- R White Queen 61 (CT)**
- E-starter Wolverine 41 (Un)**
- Protected 8 (AW)**
- Passenger 10 (MM)**

Total: 399 Points

Well, that finished my tribute to Free Comic Book Day 2006. I hope that many of the readers had a chance to participate in event in their home location.

With a little creativity almost any comic book, movie, TV, you name the theme... team can be made. We're lucky enough to have 17 (DC: Giants is still shipping, so 16 1/2) sets full of pieces to choose from, so be creative and do what you can to get those teams on the map.

By Jon Loftus
Lofcutus, Player and Judge since '02



Title: DC HeroClix Collateral Damage Booster Pack

Stock Number: WZK4214

MSRP: \$7.99

Release Date: February 15, 2006

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

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

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

Get ready to create some Collateral Damage!

Contents

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



SMELL OF DE-FEAT

A look at Feats and their Use



Feats can sometimes be both game breaking and intimidating to players. There are some that completely understand how to use feats and use them to complement their teams. However, not everyone understands how to use feats, and not all feats are that clear on how to properly use them. The purpose of this article will be to inform you how a feat is played and hopefully give you some good tips on throwing a feat into your army and make it competitive.

The First feat we are going to look at is the Fastball special (see figure 1). Notoriously fastball special is related to the X-men as that is where the term originates from as Beast or Colossus pick up Wolverine and throw him at an unsuspecting foe. However, it can be more than that. Fastball special can be used to help get close combat pieces into battle faster and to help tie up your opponent. It's main bonus is the fact that you get a boost to your attack (+2) and a boost to your damage (+1). This can give figures who already have a 9 or 10 attack a much better chance at hitting big figures like Green Lantern or Flash. Consider this a

bonus to some very cheap figures that have fair damage and are low cost.

Fastball Special (Feat)

+2 Attack Value, +1 standard or big damage

Prerequisites: Choose two characters; if one of them is **KO**d before this feat is used, remove the feat from the game.

Give both characters a power action when they are adjacent: The first character must have Super Strength and the second character must be grounded and have Toughness and may not have a damage value higher than 3. The first character makes a ranged combat attack against a single opposing target within 6 squares. Place the second character in any square adjacent to the target to which the first character has clear line of fire. If the attack succeeds, the second character deals the damage. Remove the Fastball Special from the game after the attack resolves.

X-MEN-Fastball Fun Team

Starter Wolverine E

(auto-regeneration) (Fastball special)

Starter Colossus E

(unstoppable) (Fastball Special)

Starter Storm E

Ultimate Beast R

Gambit V

Shadowcat U

Normally when building teams I try to stay legal, but the Danger room figures are soon to be released in the upcoming weeks and they look awesome. For the most part every single figure on the team is usable and highly efficient. Our main two figures on this team are the Starter Wolverine from Universe and the NEW Starter Colossus.

From there we need to build around them and stay within them. Colossus is going to be a great beatstick, but he is a target so we need some stealth. Wolverine has it built in, but we need more. The starter Storm gives us a range combat piece with stealth that is cheap and efficient. Then we have one of my personal favorites in Gambit, his stealth and perplex are going to allow the rest of the team a nice boost when necessary.



The team does need some outwit though and that is where the Ultimate Rookie Beast comes (plus what is a fastball special team without Beast). Finally, we round the team out with Shadowcat for some mobile transport. The team is going to work like a basic stealth army. Move Gambit his full move, now have Shadowcat carry wolverine and position him next to Gambit with Shadowcat behind Gambit. Next position Storm besides, but just behind Wolverine and place Colossus directly behind Wolverine. This is the formation you want to keep for most of the tournament so that Colossus can throw Wolverine into your opponent and make use of his 12 attack and blades/claws/fangs.

FORMATION

[]-[W]-[G]
[S] [C] [Sh]

Much of this is going to be hiding and positioning until you get just right where you want to be. If your opponent wants to play keep away you can dish out some damage with your ranged attackers (Gambit and Storm). Mostly have fun with this army as it is a classic theme team of X-men.

Defenders Fastball Fun Team

Valkyrie (V)
 Fantastic Forces Dr Strange (E)
 Nighthawk (V)
 Black Knight (R)
 (thunderbolts-Defenders)

For the second team I decided to play around with some more soon to be released figures in Valkyrie and Nighthawk. These two are going to interchange as the thrower and the person being thrown. Both have Toughness and both have superstrength. Personally, I am going with Nighthawk as the person to be thrown as Valkyrie is going to give you an 18 defense and has built in charge, but she does not get super strength until she takes some damage, so I leave it up to you on who you use. With this team have Dr Strange carry one figure and Black Knight and Nighthawk can follow the good Doctor.

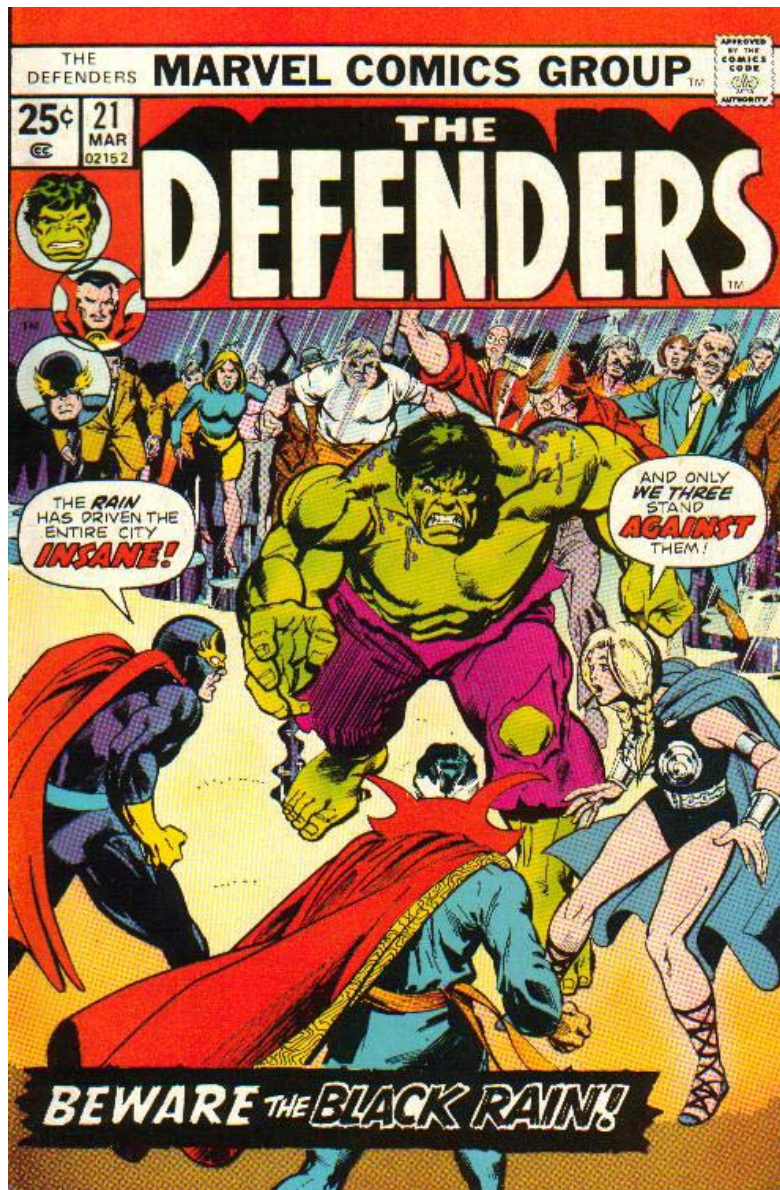


You want to keep everyone close so that they have an 18 defense all around (20 on Dr Strange). Dr Strange will be your ranged sniper and protect everyone as need be. The

great thing here is there is the potential to do 6 damage with Nighthawk if he picks up the soda machine (2 damage, Soda Machine (3 damage), 1 damage from Fastball=6 damage overall). Again this is going to be another theme team to have fun with and at 300 points only having 4 figures on the team is going to make competing tough as most larger teams will be able to out action you.

For the most part Fastball Special is going to be seen used in theme teams and for when you are just having fun. Generally, you will

not see this feat in true competitive play as there are so many other feats you can take that are just as many points, even taking a con artist or a medic might be more beneficial than the feat. Still, the game is about having fun and Fastball Special meets the true spirit of what the game should be. For an added bonus to this article, included in the magazine you will find a list of figures that can use Fastball Special. Supergene was nice enough to allow me to use his list, THANKS SUPERGENE. Until next time, Good Day and Good Gaming!!!



HEROCLIX NEW GUY NIGHT JUNE 9th - JUNE 15th

Bring a friend and teach them to play your favorite game, and you'll each get a special Limited Edition figure to enhance your collection.

To find a venue near you check the Where Do You Play Section at the end of the magazine. Or go to wizkidsgames.com to do a proximity search of venues in your area.



Cost: 98 Team Ability: 

Range: 6 ⚡

	1	2	3	4	5	6	7	8
Spd	8	9	8	7	6	6	4	KO
Att	10	9	9	8	8	8	9	KO
Def	17	16	16	16	15	14	13	KO
Dam	2	2	2	2	2	1	2	KO



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. Anyway, on with the show and this week’s Cheese.

Breaking Barriers

X **BARRIER** (optional): Give this character a **power action**. This character may create up to 4 continuous squares of blocking terrain. Place up to 4 barrier terrain markers on the battlefield in any square of clear terrain that is not occupied by a character and is within this character’s range; if this character has a range of 0, it may only place the markers in adjacent squares. Each barrier terrain marker must be adjacent to another barrier terrain marker created by this character. This character must have a clear line of fire to at least one of the barrier terrain markers. These terrain markers remain in place until the beginning of your next turn or until this power is countered or lost. A soaring character may not use this power.

Often an overlooked ability in the game is the power Barrier. Most people look to this as a completely secondary and purely support power. True that it does not do damage and only creates 4 squares of blocking terrain. However, when a team is dominated by barrier pieces and prevents the other team from moving or even targeting figures on your team barrier quickly becomes abusive. The teams we are going to look at make use of three or more figures

with barrier with the intent of stopping their opponent from making any attacks or targeting a figure on your team.

The main thing to remember with barrier is that you can only create 4 tokens of blocking terrain within your range and you must have line of site to each barrier. Also, it is blocking terrain so it can be destroyed if your opponent can do three or more damage to the barrier token. Still that is a turn more they are wasting to destroy a token leaving them with less to work with then. Also, look to playing primarily indoors if possible to make full use of barrier.

TEAM ONE: Wildcard Barrier Abuse

Sue storm (LE) (Fantastic Four)
Dr Strange (V) (protected)
Victor Fries (LE)
Talisman (U) (Thunderbolt-Batman ally)
Paramedic (R)

This team functions just like ANY wildcard abuse team, but with a few quirks. Obviously, Sue Storm is there to give the good Doctor a much needed 19 defense boost so he is a 21 at range (possible 22). Then Talisman uses thunderbolts to gain the Batman Ally Team ability to get a little stealth assist. Dr Strange will carry around Victor Fries so that Fries has an 11



attack and can attack for some decent damage.



The big thing is moving the team around. First turn have Dr Strange carry Victor. Next if you have to throw out a barrier with Talisman. The thing is the stealth should protect you pretty well against any major threats coming your way. Now have Sue carry Talisman and outwit if you need. Next turn you can either attack with Victor or throw up a barrier. Barrier is REALLY going to come into affect later in the game. You will be able to trap your opponent in a ring of barrier and then take pot shots on him or her during your turn. Go ahead and be aggressive with this team and go after your opponent. Your better range and ability to hide in stealth or behind a barrier is going to frustrate your opponent very quickly.

TEAM TWO: Central Character Team

- Sinestro (V)**
- Pyro (R)**
- Raven (R)**
- Victor Fries (LE)**
- Con artist (R)**
- Paramedic (E)**

This team does not need Sinestro or any of the figures actually on the team. The premise of this team is to take a high damage and mobile figure (Thor, Sinestro, Superman Veteran, Etc..) and give him protection with barrier. Personally, I just like Sinestro and feel he is a DANGEROUS piece for a very low cost.

How do you play this team? First turn, have Sinestro carry Victor for a line of sight blocker. Next have Pyro throw up a barrier ONLY IF NECESSARY. Finally, have

Raven trail Sinestro to be able to protect him with PC and barrier if necessary.



Again this is a team you can really have fun with and change around. I would not be shocked to see an ALL barrier team consisting of Kyle Rayner and some other barrier pieces using this type of build.

- Kyle Rayner (LE) (Force Field)**
- Victor Fries (LE)**
- Hive Trooper (V)**
- Pyro (R) x 2**
- Con artist (R)**
- Paramedic (E)**

TEAM THREE: Cold As Ice

- Wasp (E) (Thunderbolt-Green Lantern)**
- Taskmaster (R)**
- Mr Freeze (E)**
- Mr Freeze (LE)**
- Victor Fries (LE)**
- Spymater (V)**
- Con artist (R)**

Personally, I feel the Mr Freeze is an often looked over figure and may well be one of the best figures we have in the game today. His combo of Stealth, Barrier and Ranged Combat Expert make him lethal. However, it is his low attack and low defense which put him to the side never to be used. This is a mistake that can easily be rectified. The Rookie Taskmaster is a low point figure that can give any Batman Enemy a nice high attack. This team actually follows a Green Lantern Tank style build very closely in that Wasp is your central transporter that you can make use of to tote the rest the team around. However, the three Mr Freeze figures make this a cold barrier bonanza. This is a very simple team to run and to win with.

First turn have Spymaster wander out on his own and set up to take out the opposition. Next have one of the Mr Freeze figures set



up a barrier. Now have Wasp carry all the left overs and position appropriately. This team is primarily going to make use of barrier in order to trap opponents so that you can preserve them for a turn and take shots with the other Mr Freeze figures and Spymaster. Taskmaster is going to protect you from figures who want to be smart and base you. His Blades/Claws/Fangs should make some people think twice about basing you.

Primarily, when setting up a barrier team make sure that you are not taking a figure just because it has barrier on the base. If you do this you are setting up a team that is not going to have any secondary attackers. The good thing is there are quite a few VERY useful barrier pieces in all the sets that make decent secondary attackers (Mr Freeze, Killer Frost, Trapster, etc...). Make sure that every piece has something to offer in terms of powers and abilities. Also, don't be afraid to put force field on a barrier piece to gain a little bit of toughness.

Cutting the Cheese

Playing a team like this is going to really break a conventional team and may not seem like cheese until it is faced. The key to beating a barrier team is taking the barrier pieces out (difficult to do when the team has more than one). Remember that barrier tokens go away when the power is outwitted so it will save you an action. Also, most pieces with barrier don't keep that power for long. Base them with a piece that has poison (Cheshire is a great piece for this) and do some nice unavoidable damage). If you don't want to target the barrier figures themselves make use of the UNSTOPPABLE feat card and destroy the

barrier as you make your way towards your opponent. Also, low point figures that do high damage are great for destroying barrier (Spymaster, Havok, a perplexed HIVE Trooper, etc...). When playing a Barrier Cheese army you will not be able to stall as your opponents team will be moving and setting up walls until they finally tie up your pieces and start raining down damage.

Final Thoughts

Many are going to look at this article and go that's not cheese. However, when a particular figure or power is overused or abused in order to win it meets the prerequisite for what is cheese. There are so many powers out there that are looked past that can really be a bane to your opponent if used enmasse.

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, but try to keep games fun. Well until next time, you bring the crackers and I will bring the cheese....





Title: Marvel HeroClix: Days of Future Past Action Pack

Stock Number: WZK3310

MSRP: \$24.99

Expected Release: October 2006

This is the mission your X-Men have been training for. In the brutal dystopia of Days of Future Past, mutants are herded into concentration camps by towering Sentinels—giant robots bent on the eradication of the mutant genome. Rachel Summers is the new keeper of the Phoenix force—manifesting the genetic legacy of her mother Jean Grey and the resilience and determination of her father Scott Summers, the X-Man known as Cyclops, both long dead. Wolverine is among the few mutants still free—a Canadian resistance fighter dedicated to a world long past. Join forces with the heroes of a sad and terrible future against mutant kind's greatest enemy, the Sentinel.

The **Marvel HeroClix: X-Men Days of Future Past** Action Pack includes one colossal Sentinel, one Rachel Summers figure, and one Wolverine figure; one feat and one battlefield condition card—the perfect gift for any X-Men fan!

Contents:

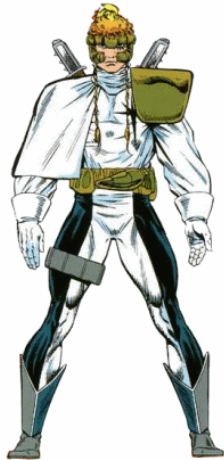
- Colossal Advanced Sentinel figure
- Rachel Summers – The Hound figure
- Wolverine – Colonel Logan figure
- 1 Battlefield Condition card
- 1 Feat card
- Rules insert, Powers and Abilities Card.



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....

SHATTERSTAR



Range: 6 ♯♯

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

Shatterstar was very difficult to translate as he was going to be a typical blades / claws / fangs beat stick. However, I did not want him to be the typical BCF piece that regenerates late and continues to harass his opponent. I know he needed to have a warriors attitude of charging into battle, but I also felt he needed to depend more on his blades. Many of his abilities are similar to those of the traditional BCF character. However, it is his ability to discharge energy with his swords that I wanted to represent later in the dial with Energy Explosion and two targets. His late regeneration is there to represent his ability to heal wounds fast.

JUBILEE



Range: 8 ♯♯

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

Every X-Fan is calling for her, but I now know why she has not been created. She is very difficult to translate as her powers are mental based (she can control the "pafs"/Energy balls). The easiest thing I could think of was to give her some energy explosion to represent her throwing out multiples of the "pafs." Her late dial Pulse Wave represents the destructive force of her powers and make her a danger to your opponent if they get a shot on her. I front loaded Jubilee with perplex as many of her foes were unable to figure her out, granted many fans have difficulty figuring her out. Still she was a fun character to create and I look forward to seeing wizzkids translation of this figure.

PRIME SENTINEL



No Affiliation

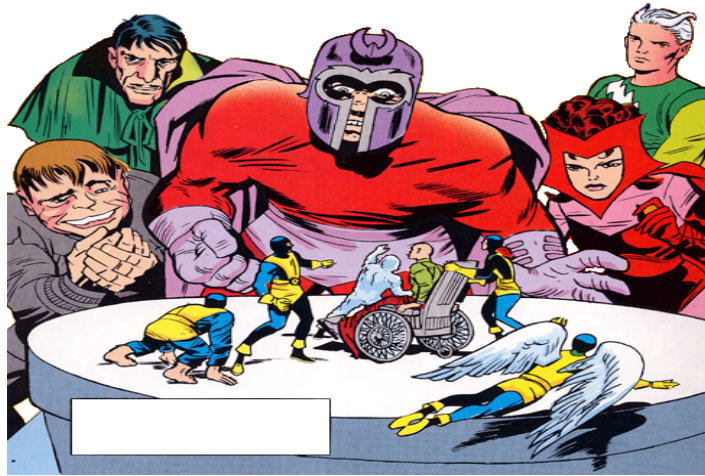
Range: 8 ♯

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

The Prime Sentinel's are a very cool feature added into the X-men comics. As much as I would like to see a remake of the original Sentinels, these bad guys can be thrown into comics as soon as possible. Making them was not too hard as they are Sentinel based and are very similar to the OMAC'S (Even though the Prime Sentinel's came first). They do need two clicks of activation one at

the beginning and one at the end to represent them as human bystanders. Once they have been activated is when the fun really begins. Though I have to say it was hard to put in the mutant dampening field. I almost thought pulse wave would be good for that, but decided outwit would work much better as they are turning off powers.

Inside the Mox Box: Joining The Brotherhood



By Steve “Mox” Luzader

Well, we here at Critical Hit are salivating over the impending release of the next X-Men movie. And, in celebration of this, we’ve dedicated this month to X-Men related themes. Now, many people love the X-Men and I, for one, am stoked for the next movie. But many people forget what makes great hero teams so great: Great villains. It’s the balance of the cosmos. While I’m sure the X-Men are getting a lot of run this month, I want to examine the foes that have plagued the wheeled one and his spandex marauders for decades. Let’s have a look-see at some of the finer members of the Brotherhood.

Magneto (U): Genesis. Creation. Beginning. He is where this all started. From his appearance in X-Men #1, he has been at odds with the X-Men forever. And, over the years, he has convinced others of his ways and thus the Brotherhood was born. While there are a couple of incarnations of Magneto, I prefer the Ultimates version of

him. While not as flat-out powerful as his House of M incarnation in the Armor Wars set, I find value in other ways. The Telekinesis is of great help in jump-starting your mobility-challenged army. This one has two-targets with his ranged attack and makes use of Energy Explosion well. And, personally, I would rather have Energy Explosion on a piece I will be using more at range than to have Quake on a figure you may not want to risk throwing into the throngs of close-combat. Ultimate Magneto doesn’t have the longevity of the other one, but I’m also not investing an incredible amount of points either. For 144 points, he makes a pretty solid team player.

Cyclops (E): Cyclops... in the Brotherhood? Yes, people. For a brief period in Ultimate X-Men, old Slim did leave the X-Men and join the Brotherhood. The result is a pretty



good tactical ranged figure for your Brotherhood army. While not a lot of staying power, he's got a lot of offensive power. He carries good range and a high, unmodified damage value that's all paired with Running Shot. In addition, some Energy Explosion also carries a nice alternative option should the situation warrant. One click later, that damage drops, but picks up Ranged Combat Expert so that you're still shelling out nearly the same three or four damage for the rest of the dial. A splash of Force Blast in the middle can free him up for a next-turn retreat or regain your ranged combat advantage and resume the onslaught. He's only 55 points, so all-in-all you're not going to give up much when he goes down.



Rogue (R): Fantastic Forces brought us a fabulous reprint of Rogue. All of her versions are solid, but for this month, we focus on her rookie Brotherhood version. Some people won't like her activation click, but those always keep your point costs down. After a gentle push, you've suddenly got a flying death bomber at your arsenal.

Charge, Super Strength, Invulnerability and a rock-hard 4 damage gets you going. Two Invulnerability clicks fade to Toughness, but she keeps a lot of Super Strength. Much like her famous mutant power, her last two clicks have Steal Energy, but now have Exploit Weakness to make a ruthless close-combat combination. With this knowledge at your disposal and her relatively cheap 79 points, don't be afraid to keep pushing her, especially if she's just going to compound pain and misery to the opponent.

Quicksilver(R):

Years after the initial release of the game, we finally got a version of Quicksilver worthy of the powers bestowed upon him



by genetics. Now, he packs some Hypersonic Speed and Super Senses to make him a bothersome piece. Don't forget that with the Brotherhood team ability, the Hypersonic hit-and-run is totally free so utilize it! With no range, he is a close-combat piece, so even if Hypersonic Speed is lost, Charge and Flurry are a great pair of powers to show up. Many players know how troublesome Hypersonic Speed is and that gives the Brotherhood a great distraction piece to draw fire away from more imposing threats.

Sabretooth (V): I hate coming back to reprints over and over, but they seem to be why things are so good anymore. Now, the new Sabretooth costs you a bit more than the old version does, but he's got so much more tastiness than ever! Unlike his predecessor, now he packs Charge to drive into the fray and more Blades/Claws/Fangs than you can shake an Indy piece at. While in melee mode, let him take some hits and watch Flurry appear on his dial. Even without the

paper shredder, he still packs a solid 3 damage into his Flurry clicks, which nobody makes light of. A hearty application of Toughness extends his dial and three Regeneration clicks means Sabretooth can heal right back up to the beginning of his dial, which is a huge difference maker. That means there are no wasted clicks on his dial, unlike many other figures where the best Regeneration roll still means two or three clicks down the dial. You wanna deal with him twice? You'll be lucky to survive once.

Avalanche (V): No, not everything is from the land of "new". Sometimes, a classic just doesn't go out of style. Avalanche was a favorite, and still good, piece of mine from the days gone by. At 32 points, he's not going to be a front-line warhead, but he has some subtle tactics that can catch by surprise. A range of 8 outdoes even Cyclops and he packs Pulse Wave, which is becoming a hot ability again. Even so, he does gain Energy Explosion and Barrier is an ability a lot of people overlook as a way to either contain the enemy or protect your own. He doesn't have great damage values or longevity, but one or two decent attacks can make him worth his while, even if it's just a simple Pulse Wave that knocks a rookie Black Panther off his Outwit click. That'll show them.



Destiny (V): Don't want to pay a lot for your support pieces? No problem. Destiny covers that. The Brotherhood team ability keeps her from tying up your actions while keeping her in the best possible position to utilize her four clicks of Probability Control, which is invaluable given many Brotherhood members have mediocre attack values. While having no offense at all, it's not why you bring her along. She's cheap, she brings

a valuable ability, and can even keep herself alive with timely Super Senses roll. Remember, this is a piece that saw many tournament winning armies.

Havok (E): Probably the last guy on the better-end list is the often misguided brother of Cyclops. Havok has had an off-and-on relationship with both the X-Men and Brotherhood most of his life, so one level had to come with this team's ability. This version is the only one with flight, which can be pivotal in moving around your close-combat type threats in the event you lack Telekinesis. He plays a great ranged game using Energy Explosion and Pulse Wave and packs Energy Shield/Deflection to make sure he always has the advantage in that war. Solid damage values across most of the dial mean you can actually make good use of his mere 38 point cost.



The Brotherhood as had a limited arsenal to choose from until about the last couple of sets, when it finally got the powerhouses. Many people who abandoned Brotherhood teams early in their careers because of a lack of stopping power need to come back and give them another try. They've gotten a pretty good overhaul with several noteworthy reprints recently and can field good, solid teams at nearly any point value given their capacity for lots of mid-value role-players. Face it, with as many Avengers and X-Men floating around, any idiot can win with them. Winning with teams with more limited resources...now that takes skill and style.

- Steve "Mox" Luzader

Clix of the Month: NAMOR THE SUBMARINER

by Timothy Pankiewicz

Namor the Sub-Mariner. Not only one of the first Marvel suphero AND supervillian but known to many in the main Marvel universe as the first mutant. And it only took 7 sets to get him but, boy, was he worth the wait! Namor is one of those figures that comes off as a straight-forward brick but has a surprise up his sleeve.

Each member of the REV comes with it's own TA, allowing you much flexibility in that department.

Especially seeing as how the Rookie has the Minions of Doom, wildcard, ability and the V has Avengers, which may be Thunderbolted. The Experience only has the Defenders ability but seeing as how his defense is the only aspect of the Sub-Mariner that could be considered lacking, it can come in handy.

Namor's attack value is one of the things that lets this brick stand out. His Rookie and Experienced start with a 10 attack and never go below an 8; while his V tops out at 11 and goes down to a 7, but only for one click. With such a long dial, 9, 10, and 11 clicks respectively, this may lead you to believe Namor has a stable attack value but that is far from the truth! Instead, the Sub-Mariner gains renewed strength from a nearby water source and gets a whopping jump mid-dial back to his starting attack value on all three versions. Coupled with this attack value is a very steady damage value, particularly on the V, as well as Super Strength to help augment his damage doing abilities. On top of all of this, every version comes with a



hefty dose of Charge to help get Sub-Mariner into close combat where he is needed. While the Experience misses out, the R and V both get the dangerous addition of Flurry to go along with the mid-dial jump. This makes both versions more deadly in the middle of their dial than at the beginning, and the beginning is nothing to scoff at! Almost any figure that can still bring high amounts of damage after being severely injured themselves can find major use on the battlefield.

Some may consider his defense lacking, yet it is very stable starting at a 16 on every version and ending with a 13, varying only 3 points throughout his lengthy dial. Each version also comes with a full dial of damage reducers, increasing from 1 click of invulnerability on the Rookie to 3 clicks on the Veteran. While he might not avoid damage as much as some characters can, he is still very tough to crack and the rest of his dial is made so that he can take damage and still keep coming.

500 Points Avengers Assemble Team

U Wasp 59 (Nanobots)
V Sub-Mariner 173 (Protected and Shellhead)
V Hercules 93 (Unstoppable)
E Black Knight 69
E Captain America 103 (Protected)

(Everyone with Thunderbolts)

BFCs: Darkness, Deep Shadows, Astral Plane

This is a comic-accurate team recreating the Avengers roster appearing in issue 262, minus Captain Marvel II who has not been made yet. What this team lacks in range, it makes up for in its massive close combat capabilities. Rush any team using these figures and they'll have a hard time dealing with your amazing attack values and damage dealing abilities. Thunderbolts allows you to customize the team against your opponent, although TBolting to Defenders with the U Wasp on the team is an amazing tactic (and with Nanobots on Wasp you can heal her back up to her 19 defense if someone gets the chance to damage her!) This would help Black Knight's and Sub-Mariner's mediocre defense values and make it even tougher for your opponent to beat through their dials. Darkness and Deep Shadows should keep your opponent's range at bay while Astral Plane will help the overall mobility of your team. What out for Inertial Interference Field as it may hinder your three Chargers.

Namor is a solid piece no matter if you take his rookie, experienced, veteran or limited edition. He is very versatile to fit on any team (just like in the comics). He may be de-powered some on the experienced version, but with some of the new Defenders coming out you can make up for his short comings. He offers you many options for theme teams (Avengers, Brotherhood of Evil, Fantastic Four, Illuminati, etc..) and is good enough to fit into a tournament caliber team. All around he is a great piece to throw on a team and highly competitive.

-Tim



SCENARIO(S) OF THE MONTH

By Steve Coblentz

X-Men



Introduction:

Magneto has captured Rogue and is going to use her powers to turn the Worlds Leaders into mutants, or worse kill them in the process! It's up to the X-Men to try and stop Magneto and save Rogue.

Set Up:

Players decide who will be the X-Men team and who will be the Brotherhood team. Build teams at 300-400 points, players decide. Rogue can not be on the X-Men team because she has been captured. Set Rogue or a Token to represent her in the Brotherhood starting area.

Rules:

You have 12 Rounds to free Rogue. The X-Men need to base Rogue in order to free her. If she has an opposing figure in base contact with her, you need to make a close combat attack against the opposing figure and succeed to free her. The opposing figure will take damage as a result.

Rogue can only have one opposing figure in case contact with her at any time.

Rogue cannot move on her own, but she can be carried by any X-Men character. Once freed, she can be recaptured by the Brotherhood the same way she was freed by the X-Men.

Characters that are in possession of Rogue can not use movement powers.

Victory:

X-Men, get Rogue to your starting area and you have won. Brotherhood, last 12 rounds with Rogue on the Map and you have won.

X-Men United



Introduction:

It's finally come down to this. It's Mutant vs. Mutant in a final conflict to decide the fate of mankind. Magneto has captured Professor X and some new mutant children. He is constructing a new Cerebro in attempts to wipe humanity from the face of the earth forever. Can the X-Men rescue the hostages and Professor X before Magneto gets the components he needs to complete Cerebro?

Set Up:

Players decide who will be X-Men and who will be Brotherhood. Build 600 point teams. 9 Bystander tokens are stacked in one square

near the middle of the map. Professor X is placed on top of them or another token to represent him if you do not own one. 9 more bystander tokens are placed beside these. These tokens represent the parts to Cerebro.

Rules:

Professor X will never be a character in the game and any version can be used to represent him.

Professor X and the "tokens" he is on can not be attacked.

A character is rescued with a move action the same way an object is picked up.

Any grounded character can carry hostages or Cerebro parts.

A character with hypersonic or phasing can instantly rescue one child upon base contact as an action. Any character without this power must carry them back to their starting area.

Cerebro "parts" are obtained the same way as hostages are rescued.

Professor X must be the last character rescued.

X-Men can not go after Cerebro parts and Brotherhood can not go after hostages.

Victory:

Victory for the X-Men Team is obtained when either the hostages are freed including Professor X.

Victory for the Brotherhood Team is obtained when all the cerebro parts have been captured and Professor X remains on the board.

Victory for either team can be obtained when one team is totally KO'd.

X-Men The Last Stand



Introduction:

Magneto's war on Humanity has reached its toll. The X-Men are now determined to stop Magneto at any cost necessary. Who will make it in the end?

Set Up:

Players decide who will be X-Men and who will be Brotherhood. Build 600 point teams. If characters do not have the team ability, but are mutants they may be on the teams. (Such as Juggernaut, or versions of other characters like Wolverine with no team ability.)

Rules:

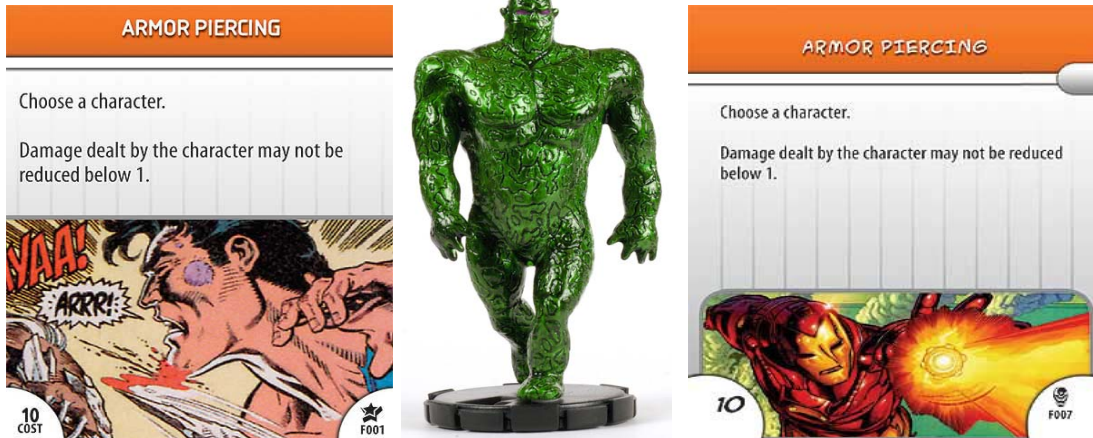
Every character has willpower. No Battlefield Conditions may be played; Armor Wars Battlefield Condition is in play at all times.

Victory:

Last team standing or by Victory Points.

Combo of the Month

CHEMO + Automatic Regeneration + Armor Piercing



If you have not gotten your Giant Set yet you are missing out. Wizkids has given us some of their most beautiful work to date and some very interesting and competitive figures. One of my personal favorites to date is Chemo. For 144 point you get a monstrous figure that can walk around the map and do some heavy damage to everyone. He is an offensive monster that makes use of Poison and high damage to take out his foes. His late regeneration means that he is staying in the gaming whether your opponent likes it or not. On top of that he is a Suicide Squad member so keep your other figures close as it may count later on in the game.

DESTROYING BLUDHAVEN

CHEMO (V) (Auto Regeneration) (Fortitude)
 (Armor Piercing) (Shake-Off)
Pyro (R) x2
HIVE Trooper (V) x2

Chemo is a figure that offers quite a few theme possibilities as he is a character composed of pure toxic waste.

In this team we are recreating the *Bludhaven incident* (for those who don't know, Chemo was dropped on the city of Bludhaven thus destroying it indefinitely).

The team is simple to field. Have Chemo walk out and then one of the Pyro's can throw up a barrier to protect him from oncoming traffic. The HIVE Troopers get to carry around the Pyro's who will systematically set up barrier's around Chemo. Keep them close to as when they die Chemo can heal. When Chemo finally bases his opponent his poison can start picking them apart. Then he can break away and do some shake off damage that your opponent cannot ignore.



Title: Marvel HeroClix: Supernova

Stock Number: WZK3231

MSRP: \$7.99

Expected Release: October 2006

Packed full of intergalactic heavy-hitters, Marvel HeroClix: Supernova takes 3-D superhero action from your tabletop to the stars and beyond. Relive classic battles from the Infinity War, Secret Wars, the Kree-Skrull War, and more! With more Kree, Skrulls, Shi'ar and Badoons than you can shake a stick at, Supernova expands the HeroClix galaxy by incorporating more aliens than any previous HeroClix set. Introducing the Squadron Supreme, the Guardians of the Galaxy, and the New Warriors, Marvel HeroClix: Supernova is a must-have for any Marvel comics fan.

Contents:

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



Cramcompany's Competitive Corner

For The Advanced Clicker Looking to Improve Their Game

[The Most Dominate Piece in the Game](#)

KC Flash went from a great second string attacker in 500 point game to perhaps the most dominant Heroclix in today's game. He will only gain power with the up coming rules change, but for now let's look to the near future and the Philly Wizard World Heroclix WORLD'S TOURNAMENT. 2 out of the top 8 teams at Wizard World L.A. were KC Flash teams and I'll bet 4 out of the top 8 team will be KC Flash at Philadelphia. What happened in Heroclix that has made Flash so powerful? How can a figure with 2 damage beat Superman, Emerald Empress, Thor and anybody else you can throw at him? If you're like me, the most important thing to know for Philly's World Tournament is HOW CAN I BEAT HIM?

Let's look at the *Scarlet Speedsters*' stats.

KC	Range: 0 ♣								Cost: 150
	1	2	3	4	5	6	7	8	9
Speed - Wing	15	15	14	14	13	13	12	12	KO
Attack	12	11	10	9	9	8	8	7	KO
Defense	20	19	18	17	16	15	15	14	KO
Damage	2	2	2	2	2	2	2	2	KO

The things that stick out are the opening click of Outwit, Hyper Sonic Speed through all 8 clicks, his 12 attack and his impressive 20 defense. His weakness' appear to be his lack of range, his low 2 damage and his singular click of Outwit (making him very unpushable). When KC Flash was released he was pushed aside for his more powerful friend KC Green Lantern. Later Flash was used in a Slingshot/Perplex team, but most

of those fell short to more powerful slingshot teams (Black Adam, Ultimates Thor). But as more sets were released, so were more...



FEATS. Just like Lockjaw, Flash seems to have the entire Heroclix-verse working in his favor. The release of Sidekick, Nanobots, Incontact with Oracle, Protected, Armor Piercing, Damage Shield, Divebomb and Fortitude all have made Flash into a GOD.

Here is how:

- **Armor Piercing:** This is what hurts Superman and Black Adam so much. Even if they hit their Impervious roll Flash still breaks through for a single damage. If you're a Flash player and you're playing against Impervious or Invulnerability you can use your Incontact with Oracle to up for defense, making you much harder to hit. The only Battlefield Condition that hurts Flash is Inertial Interference Field, but Armor

Piercing counteracts that by allowing him to hit for one.

- **Sidekick:** This allows him to have one other cheap figure that has the same 20 defense as Flash. Flash can not carry this figure and he has to be touching him for this to work, but with the right figure it can work. The most common option is Veteran Lockjaw, because he has the same movement as Flash (close to) and has a really long dial. Another Solid option is LE Aurora with her is opening click of Hypersonic and a similar movement.
- **Nanobots:** This is the card that makes a good figure **invincible**. Using Nanobots is a free action and may be done multiple times per turn. Meaning Flash can start next to an object, absorb it for 2 clicks of healing. Then make an attack on a figure, end adjacent to two more object tokens and heal for 4 more clicks.
- **Fortitude:** This is an interesting card for Flash, because he already has that protective Outwit on his opening click. Normally if somebody Outwits your Hypersonic you can Outwit their Outwit and be back on top...so why use Fortitude? The mirror match is where it shines. You get your Flash in Outwit range and Outwit his Hypersonic. Now he can't outwit your Outwit and he's a sitting Duck. It's not an instant win, but it is pretty close to that.
- **The Rest:** Most of the other feats are self explanatory. **In contact** can be used on Damage or Defense, both with great results. Using **Oracle** on the card can give him Perplex and allow him to reach the 4 damage mark. **Damage Shield** is not great in my opinion, but for ten points and how easily Flash heals, it can

turn certain games around. **Divebomb** can be moderately useful as well, if you're soaring in an outdoor map you'd normally spend 2 movements going both down and then up into soaring. This way you will not have too, so for 10 points it adds 2 to your movement on an outdoor map (in a way). **Protected** is great against the few characters that can take Flash out in one hit. But Protected is the best card in the game, so it's always good.

Here is the most common version of the KC Flash Team

KC Flash Team*

150 KC Flash (U)
 10 Incontact with Oracle
 10 Armor Piercing
 10 Nanobot
 10 Sidekick
 = 190 Points

38 Lockjaw (V)
 10 Incontact with Oracle
 10 Sidekick Feat
 = 48

35 Domino (R)
27 Oracle (U)

Total = 300 Points

*Please Note I did not design this team, but a commonly tweaked version of **Emile Ferre's** second place L.A. Worlds Team

How he plays is the classic hit and hide battle plan and unfortunately he's REALLY good at it. If you play a 50 minute Flash game the points will usually be only a single character difference. Flash rarely will wipe out a team completely, a lot of times he will only do one damage every other



turn, but with Nanobots he is almost impossible to kill. If you play Lockjaw and Sidekick, then He's almost impossible to kill. Then all you have is Domino and two people that can carry her to safety. The other thing that makes this team deadly is the...

Battle Field Conditions: One of the most common mistakes when designing a team is to think that Ordinary Day will save your bacon every time. If you're going to a tournament and there are 2 or 3 Battlefield Conditions that WRECK your team, then you should not bring that team to the tournament and act surprised when your opponent played Disbanded. The brilliantness of the Flash team is he only has one silver bullet (Inertial Interference Field) and even that cannot take him below 1 damage, because of Armor Piercing. The normal cards that wreck most teams (Poor Teamwork, Power Dampening Field, Disbanded) have nearly no effect on the man with the helmet wings. In fact, the only other card that hurts him is Crosswinds and not too many people play that card. Also remember that when nothing hurts you, you're capable of playing every single card that wrecks other teams.

Wait so how can I ever hope to beat Flash? The answer is simple...you can't. Okay, okay, you CAN beat him; it's just not going to be easy. There are several tips that can help you along in the cause.

- Control the objects in the game. Put three normal objects next to your characters in your starting area. Replace one of them with a Blue Object that is useless, (Teleport Pad) and then Flash can not Nanobots that one object. If you have Super Strength pick up an object

that your opponent put down, instead of your objects.

- Don't take the Bait. If you're playing against Flash and your opponent seemed to have slipped up and given you a couple free shot on Veteran Lockjaw, do not take them. Lockjaw is not that great of an attacker, but is an amazing damage sponge. Focus on Flash, never attack a Lockjaw with a 20 defense.
- Force Flash to push. After Flash attacked make sure to run up next to him with somebody that can REALLY hit him. If Flash pushes to attack you then he's just become much easier to hit. This works well with Superman too.
- Reliable Healing is key. At most Flash can hit you for 4 clicks and unless you're a Con Artist, you'll still be alive. Using Suicide Squad, Protected and a few Medics can really help.



If you're going to Philadelphia this June and competing in worlds you'll have three options, A. Play KC Flash, B. Play a team that beats KC Flash or C. Lose early and get Lois Lane's autograph

Either way, it's going to be a lot of Fun. Hope to see you all at Worlds.

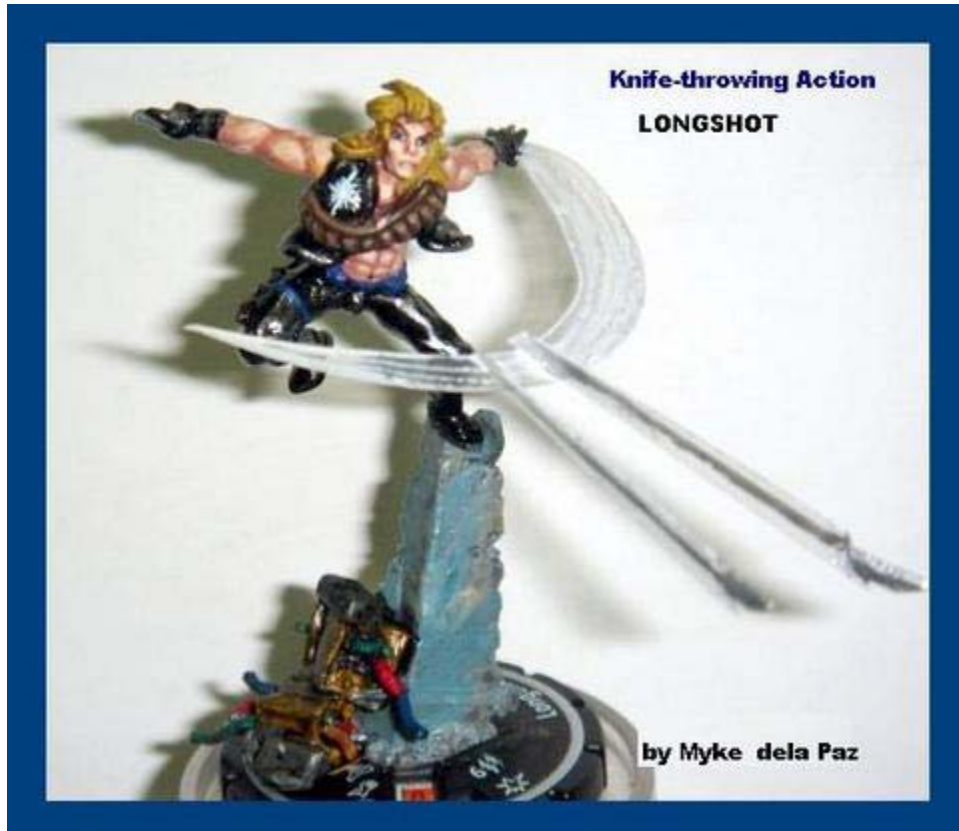
"Good, bad, I'm the Guy with the Clix",
-Cramcompany.

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THE WORK OF Michael Ian dela Paz

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Email your images to Rock810@yahoo.com (subject: Custom Clix Submission)
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**Mystique and Destiny
resculpts**

by Myke dela Paz



**Force Field
INVISIBLE
GIRL**



DEADWEIGHT: X-MEN

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

The X-cellent and the X-crement: The 5 Best and Worst of the 616 X-Men

With 160 figures to date, there are more X-men than all other teams in HeroClix, easily outnumbering even the Avengers (113 members). So, I decided this month to rank some of our melodramatic mutants, hopefully polarizing rabid fanboys and inspiring riots and rampant destruction globally. So get out your bricks and baseball bats, cause here we go!

THE X-CELLENT!

#5 Domino – (E) (Mutant Mayhem)



With Stealth, Super Senses and a pushable dial, E Domino is efficient enough to appear on teams that don't intend to use her team ability. People might argue that Longshot is better than

Domino with the new tweak to Combat Reflexes. Although Longshot stays useful for the duration of his dial, Domino is 20 points cheaper and Outwit-proof. Since PC and Super Senses draw Outwit like Republicans to a tax break, the ability to maintain her primary function gives Domino a slight edge.

#4 Blink – (V) (Mutant Mayhem)

Yeah, I know she's more than twice the cost of Rookie Jean Grey. But she also doesn't become 31 points of useless flab if someone slaps Poor Teamwork down on the table. V Blink covers the early game TK slot and in the late game has the attack and damage values to finish off the wounded.

#3 Nightcrawler – (U) (Clobberin' Time)



Gah! I wrestled with this one more than Longshot and Domino. Should V Quicksilver of Armor Wars have this spot over U Nightcrawler? Both

figures boil down to death by paper cuts. Quicksilver maintains a slightly more aggressive mid-dial, but Nightcrawler has Super Senses should anyone manage to base him. Add the fact that you can pile Swingline and Armor Piercing on Nightcrawler for roughly the same price as a naked Quicksilver, and you can see why in the Unrestricted tourney I would go with the fuzzy blue elf.

#2 Phoenix – (U) (Ultimates)

With an 11 attack and penetrating damage abilities, Phoenix offers the most reliable and consistent source of damage for the 616 X-men. Her flight ability means that outside of cardboard interference, she will always have the means to hurt a foe. Plus she can carry a Mary Jane meat shield for snack time.



#1 Havok – (V) (Mutant Mayhem)

With some of the most efficient dials in the game, the 44-point neighborhood will always have to contend with comparisons to Vet Havok. And that's a really upscale neighborhood too, with residents like starter Spidey, R Shadow Lass and U Wasp, and

that's not even leaving the 44 point slot! But when it comes down to simple unfettered violence, Havok doesn't have to worry about keeping up with the Joneses. With a 10 attack, natural 4 damage and an 18 D from range, your opponent will have to commit an inordinate amount of resources to deal with him or they will lose.

Honorable Mentions

- #10 **Banshee** – (E) (Armor Wars)
- #9 **Shadowcat** - (E) (Xplosion)
- #8 **Juggernaut** – (V) (Fantastic Forces)
- #7 **Psylocke** - (V) (Armor Wars)
- #6 **Wolverine** – (U) (Fantastic Forces)

THE X-CREMENT!

#5 Professor X – (V) (Infinity Challenge)



Yes, Captain Melrose Place earns a spot in the worst five. At 83 points, he sports an 11 attack that will let him reliably hit foes in the early game. Unfortunately, his 16 defense (plus Defend! Yay!) means his foes

will reliably hit him back. Moreover, Charlie's 0 damage insures that he must use Mind Control, so if he does hit a foe, he has to have that foe roll *another* successful attack to do any damage. Inspiring Command does breath some life into this figure, and a skilled player can mete out his defensive issues with a taxi like Warlock or Shadowcat. Is he worth the investment? Hmmm...

#4 Colossus – (R) (Xplosion)

Colossus makes a great finisher. His high damage can finish off a wounded foe with just one attack, and a deep dial with damage reducers are hard to cut through. Problem is,

until the late late-game he's 79 points waiting for his 8 attack to become significant. Compare to a figure like V Polaris, who has a TK'ing role early in the game, and you can see why he just doesn't get used. Of course, there is that activation click he can feed to an X-buddy while he's waiting. Bonus!

#3 Jean Grey – (V) (Infinity Challenge)

Anything the vet Jean Grey can do, the rookie can do better. Well, mostly. The vet does have a click of the once prestigious Support, but even prior to the Danger Room rules nailing the coffin lid shut on the already waning Support yo-yo, a medic with a 7 attack value was sub par. Granted, slight nuances can make or break a game, but I'd rather have a nuance like Nanobots pulling for me.



#2 Magick - Rookie (Critical Mass)

That's a lot of Phasing. Not much else. Graced with the Blades and Deflection "non-bo", Magick must decide whether to threaten a foe with her 7 attack or stay slightly more safe by keeping her distance, but be sure not to push her off that Blades slot! For an additional 5 points, you could tack Passenger onto her and slowly kill her by dragging her pals around the board, or for 4 points cheaper you could run rookie Lockjaw. In a game with few figures that I cannot fathom *some* use for, R Magick has me wholly stumped.



#1 Rogue – (E) (Infinity Challenge)

In theory, between her damage reduction and Steal Energy, Rogue should be difficult to knock out. Unfortunately, the only figure

she might reliably Steal Energy from is Lian Harper, and there just won't be enough Lians on any given map to help out. Furthermore, considering that Lian's 5 attack value runs a pretty good chance of tagging a wounded Rogue, you know that figures designed to actually hit and hurt something are going to give her a lot of trouble.

Dishonorable Mentions

- #10 Storm – (E) (Xplosion)
- # 9 Sasquatch – (E) (Mutant Mayhem)
- #8 White Queen – (V) (Clobberin' Time)
- #7 Wolverine – (V) (Mutant Mayhem)
- #6 Beast – (R) (Xplosion)



FIXCLIX 101

By: TERRANCE ALLISON

Given To Fly: Part I

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 frickin' 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.

Flight. For eons man dreamed of taking to the sky and soaring with eagles. And while we did finally learn how to hurl ourselves through the air inside of heavy tin cans, fictional superheroes sort of cornered the market in personal flight right off the bat. From his earliest appearances, Superman was able to "leap tall buildings in a single bound." Naturally, he and many others were soon aloft in the wild blue yonder and even unto the vast reaches of outer space, traversing the heavens with fists outstretched and capes fluttering behind. And in HeroClix, they ride on plastic sticks.



Enter: the flight pedestal. From the premier release of Infinity Challenge we have known that when the slider is down – the character is hovering; and when it is up –the character is soaring. But what are all the notches for in between? The world may never know. What we do know is that there have been numerous production changes to this particular device over the years, and while some have been obvious improvements, the WK hired factories can't seem to stick to just one kind. There have been at least three subtly different pedestals, and there are as many as four different ways to mount a figure to it (see above). Initially, the pedestals were brittle and prone to cracking around the rim. Figures either sported a peg that would fit into the top of the pedestal, or they were glued to a platform with a socket beneath that would fit over the end of the stand. Later, a notch was cut into the walls of the small hole at the top presumably to relieve the pressure that caused the cracking. Instead, this seemed to compound the problem as the stands were still made of the same brittle plastic. This condition can easily be spotted in the preliminary

photos of flyers in Sinister right on the Wizkids website and here with Archangel from Critical Mass. Many socket rims also crack and break due to the weakness of this material.

An attempt to remedy this breakage was offered first in Mutant Mayhem, when the platform sockets were made at least twice as deep, fit slightly more loosely, and snapped to lock onto the top of the pedestal. As Black Queen can show you, that was a pretty big improvement to platform flyers in MM and Legacy, but there is still potential for cracking. So, they went and made it even better.



Fantastic Forces boasts the best version of both the pedestal and the platform to date, as seen again in Armor Wars. Finally, we saw a departure from the fragile plastic to something more sturdy – sans the slot – and improvements were made to both the peg flyers and the platform birds. Magneto's throne is perched on the familiar oval disc, but now he won't be dropping his dial as he goes to deliver that punishing Running Shot attack.

The basic dimensions have remained unchanged, and a flying figure from Sinister will probably fit right onto a Hypertime flight stand and vice versa, but there are some specific problems with each style that are probably best dealt with before they start.



Now that we're all familiar with the history of the HeroClix flight pedestal, let's take a look at two of the more common forms of damage and how to prevent them. First up is the peg flyer most often found on a foot, sometimes a knee, or centered in the bottom of the occasional Goblin Glider. The peg itself is not the problem, per say, but the factory error that occurs on probably 70% of the figures with this feature is the over-application of paint. The pegs shouldn't receive any paint at all because even a thin coat increases the diameter beyond its tolerances, and inserting this enlarged peg forces the walls of the hole to break because they can't expand (MMC vs. LMC). Naturally, the simple solution is to eliminate the paint. Take Archangel as an example. In the picture above we can see that not only is the peg bending the "tab" portion of the pedestal outward, but a crack has already formed. The first step to preventing breakage here is to employ a knife and shave down that peg until it fits less tightly. **Warning: using any sharp object can be hazardous to your health.** Injuries are very possible, so be very careful. That said, a safer choice is obviously a hobby knife with a short blade for easier control, and my only recommendation is to pick the tool that you feel most comfortable using. For me, it's my trusty MultiPlier with partially serrated drop point blade.



The idea here is not to cut at all, but to gently scrape away as much paint as it takes to allow an easier fit. Do not apply pressure with the blade, because it takes very little to lop the peg off completely, and potentially earn some stitches. Scrape a little, test the fit, and scrape some more if necessary. Repeat this process



until the peg fits snugly, but not enough to cause undue pressure on the pedestal. I do this with the majority of my peg mounted flyers right out of the booster – it saves a lot of gluing later on. While we're at it, though, we're going to take one simple step to keep that crack from getting worse.

There are almost as many hobby and household adhesive products as there are fleas on Sabretooth, and even some stronger industrial products such as plastic weld. For my money, nothing is as effective or clean and easy to use as brush on Krazy Glue. It's as simple to use as a paint brush, bonds very well, and dries clear with almost no white residue. I have used this bottle once or twice a month for well over a year, which is much more than I can say for the lifespan of any tube glue I've ever tried.



Just one brushstroke with this will seal that crack and permanently reinforce the pedestal. The same goes for Black Queen's platform socket, which is now strengthened on the outside. It is important to keep the glue from getting on the inside of the fitting, and the brush-on glue does a superb job of avoiding that. In the case of the cracked pedestals of figures on platforms, glue inside the peg hole will ideally prevent breakage – just don't overdo it.



As always when gluing, give the adhesive ample time to dry, and follow the directions provided with the product. If it says to wait five hours, then wait five hours. Many collectors frown on permanently gluing figures to their flight stands, and will avoid trading for these "broken" figures. You should always specify what damage or repairs have been made to any figure that you offer up for trade. Now that Archangel and Black Queen are mended, they are ready for combat, and will be flying high from now on. But with these techniques, once the battle is over they can come back off of their pedestals and take up less room in the box.



Next month, FixClix will focus on flight stand dilemmas again in Given To Fly: Part II, so come back for even more do-it-yourself HeroClix repair tips.

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.

Pyro REV less than \$1.00

If you have read the magazine you probably have heard talk about **Pyro** and how efficient of a figure he is. **Pyro** is an amazing piece that has a high defense and is very cheap. His barrier makes him an amazing support piece. His *ranged combat expert* makes him an efficient secondary attacker. Currently this great piece is going for less than **one dollar** for a set. Even though he is soon to be retired (once again) he is a great piece to have in your collection for unrestricted play.



Shadowlass / Umbra REV less than \$1.00

Shadow Lass is one of the great wildcard pieces that was given to us in the Collateral Damage set. Her built in stealth and the fact that she is a flier makes her a great transport piece as well. What makes her even better is that she is a piece with Defend which means she can share her defense. Go ahead and grab a Sue Storm or Invisible Girl and let Shadow lass give the rest of your non-wildcard pieces a nice high defense. Currently she is going for under 1.00 for a set.

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.

Mystique (U) (Armor Wars)

Less than 4.00

The Unique Mystique is an amazing 52 point piece that can dish out some nice damage to your opponent. Her Psychic-blast allows her to see past your opponents defense. Her stealth and Shape change give her some much needed protection, making her hard to target at range. She is an amazing piece that your opponent may look over as he targets your main attacker. Your opponent will find this to be a grave mistake as she takes them out. She is currently going for around 3.50 and is a bargain at that price.

Mystique (unique)

Cost: 52
Range: 6'

Team
Affiliation



	1	2	3	4	5	6	7	8
Speed	9	8	8	8	7	7	7	KO
Attack	9	9	9	8	8	7	7	KO
Defense	16	16	15	15	15	15	14	KO
Damage	2	2	2	2	2	2	2	KO

-'Nuff Said

WHERE DO YOU PLAY

Looking for a fun place to get your game on and test yourself in tournament play? Look up your state and see if there is a venue near you. Also, if you have a great place to play and it is not listed here please post on the Where Do You Play Thread on Wizkids Forums and Hcrealms.

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

Bob'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 - Lauderdale, 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

The Play Zone Jacksonville, IL
 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

Games, Comics and Stuff Glen Burnie MD
 Monkfish Books Standish, ME
 Crossroads Games Standish, ME

Greenhouse Games in Gardiner , ME

Maryland

The Mystikal Keep Hagerstown, MD

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

Solinvictus Comics N Virginia Minnesota

Roy's Comics & Games Hibbing Minnesota

Dreamers cards games & collectables Saint

Louis Park Minnesota

Outpost 2000 & Beyond Coon Rapids

Minnesota

The Gamers Den Cambridge Minnesota

Unicorn Games Oakdale Minnesota

Card Emporium-Golden Valley, MN

The Source- Falcon Heights, MN

Monster Den- Minneapolis, MN

Twin City Comics - Columbia Heights, MN

(Twin Cities)

Mississippi

Missouri

Gamer's-Pair-A-Dice in Sedalia, MO

Alpha Comic in Warrensburg, MO

Valhalla's Gate Columbia, MO

Meta Games Springfield, Missouri

Games to Order Springfield, Missouri

A-Z COMICS Lee Summit, Missouri

Battle-Zone Raytown, Missouri

The Neutral Zone in St. Peters Missouri

Montana

Nebraska

Krypton Comics in Omaha, NE

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

The Wizard's Tower, Nashua NH

Secret Hideout Keene NH

More Comics Keene, NH

Double Midnight Comics in Manchester NH

Paperback Bazaar Somersworth New

Hampshire

New Jersey

Hall of Heroes in Echelon Mall located in Voorheese, NJ

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
 Heroes for Sale, Vandalia, Ohio
 Mavericks, Kettering, 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- Bryn Mawr, PA
 The Compleat Strategist- King of Prussia, PA
 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

he Incredible Pulp in Narragansett RI
 Disposable Heroes – Johnston, RI
 The Game Keeper – Providence. RI
 Your Move Games – Warren RI

South Carolina

Borderlands Games (Greenville ,SC)
 The Clemson Newsstand (Clemson ,SC)
 Tangled Web (Spartanburg , SC)
 Green Dragon Inc North Charleston, South Carolina
 Hobbytown Charleston South Carolina

South Dakota

Tennessee

The Barony, in Oak Ridge TN
 Rick's Comic City Nashville, TN
 Grand Adventure Murfreesboro TN
 Collector's Universe Knoxville, Tennessee
 Grand Adventures Comics Murfreesboro, TN
 The Dragon Caves - Chattanooga TN
 Alley Cat Comics & More - Chattanooga TN
 Comic Hound - Chattanooga TN
 Hobbytown (memphis) in memphis, TN
 Grand Adventures Comics in Murfreesboro, Tennessee
 Comic City - Madison, Tennessee
 The Dragon Caves Chattanooga Tennessee
 Comic Hound Chattanooga, Tennessee
 Alley Cat Comics Chattanooga, Tennessee

Texas

Strike Zone Houston Texas
 Hobby House in Kingsville, Texas
 Armchair Commandos in Corpus Christi, Texas
 Bee Cave Comics also in Austin, TX
 Dragons Lair Austin, TX
 TNT Comics Lewisville, Tx
 Madness Games Plano, Tx
 HobbytownUSA Dallas, Tx
 Comic Asylum Plano, Tx
 Game Chest Dallas, Tx
 Hobby House in Kingsville, TX
 Armchair Commanders Games & Hobbies in Corpus Christi, TX
 Y2Komics, Fort Worth
 HobbyTown USA, Fort Worth (Hulen)
 Lone Star Comics (Central Arlington)
 Lone Star Comics (Dallas)
 Lone Star Comics (Irving)
 Lone Star Comics (Hurst)
 Lone Star Comics (Mesquite)
 Lone Star Comics (southwest Arlington)
 Dragon's Lair - Round Rock, Tx
 Book Stan' Killeen, TX

Utah

Endzone, Trolley Square, Utah
 Endzone, Clearfield (salt lake city) Utah
 Endzone Trolley Square - Salt Lake City, UT
 Game On! in Spanish Fork, UT
 Cache Game and Hobby St. Logan Utah
 The Black Rose Inc Murray Utah
 Game Den West Valley City Utah

Vermont

Quarterstaff Games of Burlington, VT
 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

GAMERS St. Neots, Cambridgeshire,
United Kingdom

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

Templo y La Torre - c/ Princesa,6 Ppal.
(Barcelona), Spain

Sweden

Clix-Sweden

Spel på Djäknegatan Malmö, Sweden-no
link

MEXICO

RUSSIA

CHINA

JAPAN

KOREA

PHILLIPINES

Neutral Grounds Glorietta (Makati City)

Neutral Grounds Robinson's Galleria
(Mandaluyong City)

Neutral Grounds Alabang Town Center
(Muntinlupa City)

Brazil

Comics

Rua Goitacazes 436/442

São Caetano do Sul - BRAZIL

Centergames

Rua Pedro Carvalho de Oliveira,71

São Paulo - BRAZIL