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### LETTER FROM THE EDITOR

Good day to all and I hope I find you all in good spirits. July was just as busy for me as June was and was nonstop life experience and HeroClix. I got into a great area that was had a lot of different venues to play at. Played in two marquee's and had some great games, the Maryland crew presents me with a competitive and fun environment (thanks guys). I did well with Sinister and really love



this set so far. On regular life updates I will be coaching football at the high school I work at, but no worries the magazine will be out as always. Next month proves to be even busier as work starts (I am a teacher) for me for real and the football games begin (go Panthers). Well you don't want to hear about me all day on with the magazine. Good day and good gaming!!!!

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E-mail all submissions or requests to [rock810@yahoo.com](mailto: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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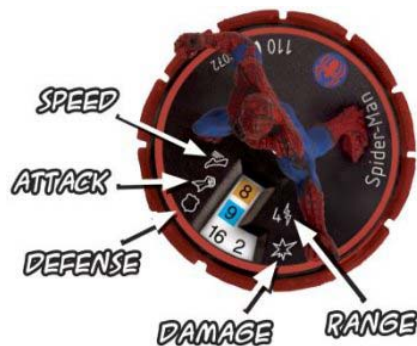
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# BASICS

## 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*

# SITTING DOWN WITH WIZKIDS

## 20 questions with Mark Tuttle

I recently got the chance to do a "20 questions" with the Brand Manager Mark Tuttle. Instead of fielding the questions on my own I went to the forums and found out what questions you all wanted answers. Well you gave them to me and now we have answers!!! Thank you to Mark Tuttle for taking the time with this and here's hoping for another 20 questions with Wizkids very soon.

### 1) You are the current Brand Manager for HorrorClix and HeroClix; what are your responsibilities?

In a nutshell, we are responsible for everything related to a product from inception to shelf. The theory of Brand Management, is that we're replacing Sales people. If we do our jobs correctly, the consumer is so salivating at the mouth for the product that it flies off the shelf. So really, we're the Captain of the specific product line. We decide what the customers want, and then are responsible for all of the departments that



contribute. It's a collaborative effort, to be sure. But the Brand Managers are the first against the wall when something doesn't work.

### 2) What comic books do you read?

I am a very traditional comic reader. I'm not very big into the adult range of comics. My

favorites are still Superman, Batman, Spider-Man, etc. My favorite character is Captain America, so that's my bribery point.

### 3) What is your favorite HeroClix?

That's a tough one and depends upon game play or sculpt. I think in terms of both, it's the recent New Guy Night Superman. Hypersonic with a Batman TA is insane. It is also the best sculpt we've done of the Man of Steel to date. Prior to that, I really like the sculpts for Beta Ray Bill and the 6-armed Spider-Man. I just thought they were very fun figures.





#### **4) What are the plans for the future of heroclix?**

That's a tough one as well. The short answer, is that I want HeroClix to be the most exciting game in the hobby gaming industry. We have a lot of plans in the works and I definitely plan on shaking up the status quo. First, we're experimenting more and more with "non-blind purchase". The best example of this is the X-Men Danger Room Starter. What you see, is what you get. We have the Days of Future Past Action Pack coming up as well, which is also non-blind. Now, that's not to say random boosters are going away as they're a staple of the game's identity. I will say that you can expect booster purchases to be more rewarding in the future, in a lot of ways.

#### **5) What is the future of the approved play program?**

Approved Play needs to be cool, competitive and exciting. One of the first things I did as Brand Manager was look at our Wizard World Invitational tournaments. Now, I've been in this industry for almost 12 years now and I know that cons are very expensive activities. Plus, they're very interruptive to work and school. That's why I reset the Saturday event to Invitational with an Open up to the minimum. That way more people could get in, the players with invitations had TWO days to qualify, and there was more reason

to attend. Next was the prize. As cool as the Masterpiece Paints are, I wanted more. Competitive players live for experiences that fuel their egos, so shipping the winner to the next Wizard World was a way to create that excitement.

Beyond Wizard World, the entire program is under review and I think we'll see a lot of really exciting changes coming up!

#### **6) Are there any plans to modify the Pre-releases?**

Certainly. The best thing about a pre-release is that it helps build excitement and hype for the upcoming release. However, it has to be an event. I just want to make sure that pre-releases are doing that, and not just becoming an expected activity that sells product early. If a retailer isn't drawing a substantial number of players for a pre-release tournament, then I really have to question the validity of that venue for a pre-release event. The system can certainly be abused and miss-used and we're working to make sure that doesn't happen.

#### **7) I had heard Wizkids eventually wanted to have participation prizes for all tournaments, any chance of this happening?**

Not for HeroClix at the moment. We are doing an interesting program with HorrorClix where

there are participation prizes (card based) for everyone. This is a scalable plan that is tied directly to a retailer's purchase of the product. It's also designed to be run how the retailer wants so it is less stringent. We'll see how that goes for now.



**8) Now that you're the brand manager for BOTH HeroClix and Horrorclix, do you view these properties more as thematic variations on the same game, or distinct games that happen to have mechanical similarities? In what ways do you expect future support and promotion (including approved play) for the two lines will differ?**

That's two questions, cheater. I certainly view them as two separate and distinct games. It was certainly no accident that the games both use the Clix base system and that there is a degree of compatibility between them. However, these are two unique games from a



branding point of view and we are striving to reach two different audiences. Horror is a genre that is not represented in miniatures in our industry as completely as others, so we thought now to be an appropriate time. Support and Approved Play is operating under two different systems that we are reviewing carefully. You could in the future see one system overtake the other if we find that one does a better job.

Another reason to use the Clix system, is that HorrorClix enters the fray with essentially a built-in group of Envoys that can demo the game out of the box. Anytime you release a new game, you have to be aware of the learning curve your distributors, customers, and retailers face learning the system. The smaller that barrier to entry is, the better. There is a much larger over-arching topic here involving the use of the Clix base that we'll talk about more in the future.

**9) Will we see more Indy sets in the near future?**

There are no plans to do another "Indy Clix" as we did it before. The set just didn't have the critical mass of recognizable characters. However, as interesting Independent characters are created, we'd certainly consider it (hence: Image HeroClix: Invincible).

**10) Will we see Wildstorm / Vertigo characters introduced into the DC Universe as the company is now owned by DC?**

There are no plans at present time.

**11) Will we see more than one DC set per year any time soon?**

In one form or another, yes. That is my plan. There is a product that I'm trying to shoehorn into the schedule that is very exciting and I hope we can do it.

**12) What is the future of Bystanders?**

It depends upon how close to the road they're standing.

Seriously, there's no talk of removing them but we are currently reviewing everything. I have seen that there are some

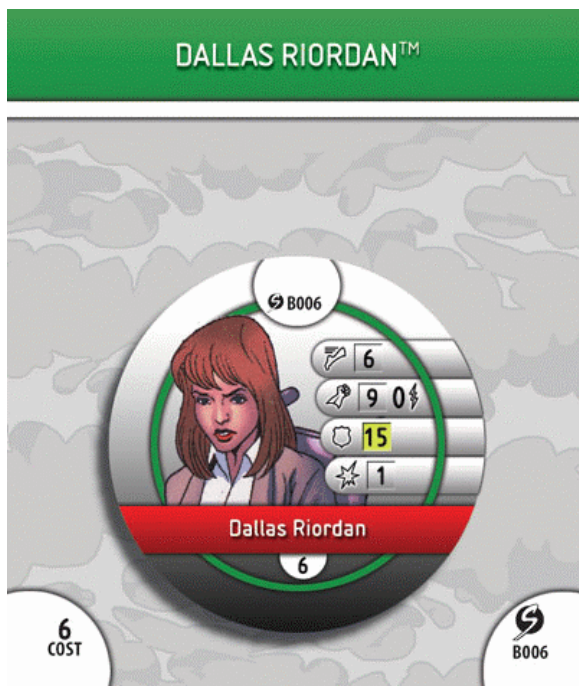
players who don't like them and some who do. We'll do what's best for the game, in the long run. I have seen some talk of making sculpted bystanders, but I would personally rather see that sculpt position be an interesting hero or villain. To make those bystanders, you're knocking a character out of that place. Would you guys rather see a 3-D thug or Drax the Destroyer? Me too.

**13) Can we please get the factories overseas to perform less mistakes? It seems like it's been worse recently, figures and cards.**

Quality control in the production process is my #1 priority. It's difficult when products are produced overseas but that's certainly no excuse. My job is to make sure that the consumer has a rewarding experience each time they open a booster pack or starter. I can promise you that I will do my best to make sure that the system gets better with each release from here out.

**14) Will the figure distribution per brick change with the feedback from Sinister?**

Sinister was an isolated incident. However, there's a possibility that brick distribution could change slightly. It's something that we're looking at currently.



**15) Will Wizkids introduce more mechanics to make theme team play more competitive?**

We're very hesitant to add game mechanics to an already complex system. At present, I know of no directive to make theme team play more competitive.

**16) Will we ever see the return of fan voting for a couple of characters per set?**

I'm not a big fan of the voting process. The problem with it is the lead time that it takes for us to produce a single set. We're literally working 8-12 months ahead on sets and when you have to throw something like voting into the fray, it just overcomplicates it. Plus, you could potentially have the fans vote in a character that doesn't fit the theme, OR vote in a character that you had other plans for in a later set. We've got a great team that are comic fans and we' keep a pretty good pulse on what you guys are talking about. Besides, I would much rather hear "Oh my God! They put [Fill in the blank] in the next set?!?!"

**17) What is the one figure we haven't heard about yet that has you the most excited?**

Nice try.



**18) What change would you most like to see in the game?**

Now, this question is obvious going to spark the rumor mill so let me state, THIS IS JUST MY OPINION. Nothing I say here means I'm planning on doing this. With that said, if I could change anything, I would move the maps to a hex grid. That's what I grew up gaming on and it's just my preference. Square grids are great, and our maps are top notch, but I miss the grid.

I would also love to see character cards like the HorrorClix "monster cards". If I had a nickel for every time I or my opponent said "what's blue defense?" during a game, I'd be rich. It would be so much easier to only have to review the powers on the card in front of me as opposed to the entire PAC.

Lastly, when I roll, a critical miss means someone has to give me a cookie.

**19) Will we see more Map and 3D object sets like the DC and Marvel Set and the indoor/outdoor set?**

Probably not like that, no. Soda machines and trash dumpsters aren't really that exciting, are they? However, the X-Men Danger Room Starter gives you some neat objects and HorrorClix offers three.



Adding cool 3-D objects just makes for a great gaming experience. With that said, you should check out the great stuff being done over at Gale Force 9. (<http://www.gf9.com>) Not only are their tables the talk of any convention we take them to, but we're looking at having them do some cool stuff for us that is available to consumers. And if you haven't yet seen the Fire, Poison, and Smoke barrier "tokens" you're missing out. They are very cool!

**20) It has been said that due to DC's slower set release schedule that remakes will be few and far between. Has this thought process changed at all? Examples of characters that desperately need remakes would be Martian Manhunter, Doomsday and Hawkman. Can we expect to see remakes of characters with obvious game play/accuracy issues?**

I think the February DC set entitled "ORIGIN" will make you very happy.

Actually, no one has "said" that remakes will be few and far between. Like I said, I want to see more DC released throughout the year and have some exciting plans on the drawing board to make this happen.

In closing, I want to stress that although the recent reorganization has the players a little worried, there's no reason to be. Right now, we're staring at a blank slate and saying "how cool can we make our games"? We have some really mind-blowing things on the way.

Thanks Bill.



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

# Inspiring Play



When reading comics that involve teams (JLA, AVENGERS, etc...) there is always an iconic leader that leads the team to victory or gives that extra moral support needed to win the day. The same can be said for any good heroClix team. In a game that is dictated by actions and being able to take actions having an extra action or being able to push without worry can make or break a game. Collateral Damage gave us an amazing card in the guise of Inspiring Command. This card allows us to thematically take advantage of a leadership figure so that the rest of your team does not need to push when moving or attacking. It is not always a good leader that drives their team. Sometimes fear is the best motivation for a team to get by. We see this with mastermind figures that can motivate their teammates to take damage for them. Well with inspiring command they can give their damage dealing lackeys a little boost.

Being able to meet the pre-requisite is not always what makes a good Inspiring Commander. There are many figures that have leadership or mastermind that have NO team ability. Sometimes even if they do have a team ability they may not have any back up to take advantage of the feat card.

The figure also needs to be able to hold their own on the field of battle. If a figure can't dish out as much pain as the others on his team then maybe they should not be there. So let's look at the figures that can best take advantage of the amazing feat card Inspiring Command, heck I might even give some team examples while I am at it.

### 1) Icons Joker

The Joker from Icons is one of the meanest pieces in the game. If you went to any of the Wizard World events you saw (or will see) many teams that involve the Joker and Lockjaw for mini Lamp teams. The Joker gives us a figure that has high attack, decent damage and built in outwit. Though it is not his ability to be a close combat monster that makes him good it is his team ability and ability to add a high attack to the Batman Enemies. Generally with Joker you want to bring some lower point figures to Mastermind damage, though if they can borrow his high attack value and dish out some pain the more the merrier. I find that the Collateral Damage Clayface is EXCELLENT to take when using Joker since your opponent will have to decide who is the more dangerous of the two. By the time they decide Joker will have started taking out your opponent and Clayface will have battered them to death...with a smile.



**Team Joker**

- The Joker (E)**
- Inspiring Command
- Armor Piercing
- Victor Fries (LE)**
- Clayface (E)**
- Entangle
- Man-Bat (E)**
- Green Flame (R)**

**2) Ra's Al-Ghul Unique**



In the comics and the movies he is the ruthless leader of the league of shadows. He is one of Batman's greatest foes and has almost single handedly destroyed the world more than once. In clix form he is an awesome piece that is great to put on any theme team involving Batman Enemies. While he does not have the instant damage dealing like Joker he does have a nice 11 attack to add to the rest of your force. On top of all that he is just as hard to kill in clix form as he is in the funny pages. Team this killer up with ranged combat pieces like Mr Freeze so they can take advantage of his Inspiring Command and his high attack.

- Ra's Al-Ghul (U)**
- Inspiring Command
- Auto Regeneration
- Victor Fries (LE)**
- Mr Freeze (E)**
- Man-Bat (E)**
- Hive Trooper (V)**
- The Red Hood (LE)**

**3) Sam Wilson**



The Sinister set gave us a new genre of generics that are actually pretty decent. They also gave us a figure that can make those generics that much better. Sam Wilson is a great flier that can allow the rest of his SHIELD allies much more deadly. On top

of all that if your opponent gets too close he can charge in and bash your opponent. Be sure to make use of the Shield Snipers when using Sam as their high attack value and decent range to snipe the opponent. He is also a great piece to pair up with Nick Fury which allows Nick to push to his outfit click while Sam backs him up by taking care of the rest of the grunts.

- Nick Fury (U)**
- Sam Wilson (LE)**
- inspiring command
- Shield Sniper (E) x2**
- Shield Agent (V) x2**
- Psylocke (R)**
- Mockingbird (R)**
- vault

**4) Armor Wars Magneto**

The irony of this version of Magneto is his point value, 187. His point value is high enough that he will be able to effectively use Inspiring command with ALL the Brotherhood of Evil Mutants. The only drawback of using this Magneto is he will do much better in high point games (400+) and also primarily in unrestricted tournaments as many of the Brotherhood just got retired. Still any figure with leadership that has 5 damage and a high attack with 10 range and running shot is ok in my book.

**5) Abner Jenkins**

Abner Jenkins is the current leader of the criminal/hero team of the THUNDERBOLTS. He may not be available until August as a prize, but he is a must have to grab for your thunderbolt teams. Most of his fellow Thunderbolts are less points then him (minus Atlas), and Abner can definitely hold his own. His team ability allows him to make use of the THUNDERBOLTS feat card so that he can become very defensive by



taking Batman Ally or Mystic team ability OR Offensive by taking Spiderman Syndicate to share attack values. The great thing about this figure is all the options that are available to you when using him.

**Abner Jenkins**

- Stunning Blow
- Inspiring Command
- Thunderbolts

**Speed Demon (V)**

- Thunderbolts

**Hawkeye (V)**

- Thunderbolts

**Mockingbird (E)**

- Thunderbolts

**HONORABLE MENTION**

**Baron Von Strucker (U)**

**Captain America (V) (Armor Wars)**

**Professor Xavier (U) (Fantastic Forces)**

**Prince Brion Markov (LE)**

**Geo-Force (E)**

**Aquaman (V) (Icons)**

There are way more figures with leadership and mastermind, but I will leave it up to you to find those pieces. Though the list does grow exponentially when you go to

unrestricted play and much more efficient on higher-level team builds.

The great thing about this feat and these figures is that they competitively encourage theme play, which is VERY important to the gaming environment. On to of all that having an extra action and being able to push without taking damage can be game breaking. However, just make sure to have the figures to complement your Inspiring Commander or he will be a sitting duck. The great thing is as Wizkids comes out with more sets we get more figures that will benefit from this card and these figures. When picking battlefield conditions for your team make sure to use the assembled BFC to get the extra +1 for using 4 or more figures of the same team. If you want to know what encourages an appropriate team pick up a trade paperback of any team comics (I do suggest reading Thunderbolts). This will give you a good idea of what to play and whom to play on a team.

The key thing is to make sure to have fun when playing. Until next time Good day and good gaming!!!





## Inside The Mox Box: Slaying the Spider

By Steve “Mox” Luzader



So, once again, I sit here and find myself talking about Spider-Man enemies. I'm starting to think when we had the Spider-Man issue last time, I probably should have actually talked about Spider-Men, eh? Well, it's not a problem. I mean, after all, this is only like my favorite topic in HeroClix to talk about. I mean, I can keep in the groove and not make myself sound repetitive.

Besides, *Sinister* released this week and now I've got a tank load of new Spider-Man enemies to talk about. You know, there are a few decent Spider-Man enemies that don't have the Sinister Syndicate affiliation. Let's examine some.

**Green Goblin (V):** While probably not the most prominent or famous enemy of Spider-Man's career, Green Goblin was certainly his most formidable. Likewise, the reincarnation of him in *Fantastic Forces* finally gave us a version to live up to his cruelty. All of his versions are stock solid stuff, but the veteran simply packs the most. High-mobility Running Shot paired with multi-target Energy Explosion always makes for a miserable afternoon. Plenty of Toughness and lots of end-dial Willpower assure that he will be terrorizing you for a while. He alternates between Energy Explosion and Incapacitate, of both are excellent powers when having multiple

targets. Some Perplex and Outwit smack in the middle can have your opponent going bonkers as to how to deal with him. Solidly stable attack values, a surprising nine click dial and all that is a mere 119 points.

**Carnage (U):** The favorite of many Spider-Man lovers and haters alike, Carnage's unpredictability and ruthlessness has had him perennially near the top of the hit list. Carnage starts off weighing in at a reasonable 87 points. A solid opening click sports Leap/Climb,



Blades/Claws/Fangs, Toughness and, the embodiment of his insanity, Perplex. With B/C/F on his opening click, you can Perplex his attack to 11 for a real solid chance at a hit. Half a dial of Toughness extends an eight-click dial and Incapacitate makes an appearance for most of the mid-dial. Leap/Climb extends the entire dial and B/C/F reappears on his last click, along with some Outwit, all perfect for a last-ditch effort.

**Lizard (V):** With all of the powerful figures that came from the *Ultimates* set, Lizard gets overlooked quite frequently. Veteran Lizard does away with the activation click that his other versions require and jumps right into the tasty beatings. Lizard runs only 50 points, so you have to limit your expectations a bit, but you can't be



disappointed either. A starting attack of 10 with Blades/Claws/Fangs is solid stuff. A good chunk of Leap/Climb and a little bit of Toughness are much welcome. He has a solid damage value of 2 on the entire dial, which happens to be filled with Battle Fury. A final two clicks of Regeneration can be a total game saver and, although he can't heal back to his starting click, he can heal well enough. Oh, and that's seven cost-effective clicks to mow down with. There aren't tons of figures that cheap that pack seven clicks, let alone clicks this good.

**Sinister Syndicate:** A member of this team may use the unmodified attack value of an adjacent friendly member of this team instead of its own.

And, let us not forget some of the sweet new additions to the Sinister Syndicate:



**Kraven (V):** Finally, I get a really playable version of Kraven that doesn't suck after his first click. Now, you do have to get past that first click to notice any difference, but it's significant. Instead of sitting on that bush all afternoon, Kraven is more battle ready as he can Charge out on his next click. Still has the oodles of Leap/Climb, but now he's ready to find himself a good fight now that he has Willpower and a deadly new combination of Combat Reflexes and Close Combat Expert. Kraven still has a hefty six range and he gets an early shot of Perplex to add on some pain. 79 points is just about exactly what someone like him should cost.

**Hydro Man (E):** Yes, I said Hydro Man. Yes, I know he's a crappy villain. No, he doesn't suck. While the Sinister Syndicate is all about sharing attack values, Hydro Man

shares the wealth on the other end: Defense. Mr. Bench begins with Defend and a substantial 17 defense. Plus, with a combination of Charge and Exploit Weakness on that same opening click, he can keep moving around with the pack and taking a hefty potshot or two along the way. He thus fades into Plasticity and some Barrier to play a nice support-style role if needed. His 4 range comes in handy on his final clicks, where he exhibits Pulse Wave (everybody's new best friend). He may not be too phenomenal after his opening click, but at 57 points, he makes a pretty stellar support piece.



**Nighthawk (R):**

He's probably one of the best small-point figures to come along since your experienced Moon Knight. He's 28 points, a Sinister Syndicate member, and a close combat machine. Opening slots of Super Strength and Willpower and 2 damage means that this guy could potentially tank a figure hard on his first two actions. Keeping some object nearby will ensure he's always a threat. Even late in the dial, Close Combat Expert shows up, meaning this 28-point figure is dealing 3-melee damage on his last couple of clicks. And with a healthy Syndicate member nearby, he could share a 10 or so and still be smacking the enemy around.



About the only real drawback to all of this is that *Sinister* didn't give us an attack tank to share. So, for faction purity's sake, we're still stuck with the old veteran Bullseye, and he's set to be "retired" soon. However, if you don't care about retirement, like I do, then by all means keep playing. If you want some other attack tanks to consider, look to some wild card. Veteran Taskmaster has a starting attack of 12 for the Minions of Doom or, if you're just out for some fun, the old veteran Dr. Doom has that same attack, but it just plain way cooler. Think about Dr. Doom leading the Sinister Six. Makes for a fun theme team, doesn't it? Regardless, you

need to know what you're doing and where your teammates are at all times. The attack chain is vital to the survival of lesser pieces or figures on their end clicks. You will share 10's a lot of the time, so remember that's a target of 17 for nominal success. Also, remember to read your new rules and know exactly when you replace attack values. If you're the one receiving and not giving, using Perplex on your attack value doesn't do you any good. It's the same reason you can't In Contact With Oracle a shared Fantastic Four defense into some ridiculous number, but that's for another issue and another time. Until next time...don't get eliminated! (Oops, wrong show...)

## LE'S CORNER

Can you name this Limited Edition *Sinister* figure?

	Cost: 47 Range: 1 (1 attack)					
	1	2	3	4	5	6
Speed	10	8	10	9	9	KO
Attack	9	8	8	7	7	KO
Defense	17	16	15	16	16	KO
Damage	2	1	1	1	2	KO

**Answer:**  
James Sanders

# LIMITED EDITION

By Justin Dekker



In keeping with this month's Spider-Man theme, what follows are the best Spider-Man related Limited Edition figures, in no particular order that every HeroClix player should have in their collection. Who made the list and who didn't? Read on and see.

- 1.) **Spider-Man (Sinister LE #217: New Guy Night):** A Spider-Man that can move and attack without a feat card to make it happen? Outwit? Invulnerable defense at the top of his dial? Outstanding! While Spiderman may not have worn this armored suit for very long, this is one version of him that every gamer needs. Aside from his delightful starting click, he has some mid-dial Incapacitate and late-dial dip into the new and improved Combat Reflexes coupled with some Close Combat Expert and an upswing in his attack numbers. He



may not be the best at what he does, but taking into consideration his wildcard status, he's very entertaining to field.

- 2.) **Dr. Curtis Connors (Ultimate LE # 205):** This is a piece that must be played to truly be appreciated. On paper, he may not look like much, but in action one quickly comes to realize the beauty of a Regerating Outwitter who just happens to have Blades Claws/Fangs to add in the appropriate level of nastiness. After he takes a bit of damage, even a modest Regeneration roll will put him back on Outwit and BC/F, making him a threat all over again. The good Doctor should prove to be much more trouble than he's worth for his 45 points.
- 3.) **Sergei Kravinov (CM LE # 215):** Sergei's dial isn't inventive, nor does it take an unexpected left turn, but what it does do is take everything that's good about Veteran Kraven's dial and gives it a boost. Outwit goes from two to three clicks. Toughness goes from two to four clicks. Instead of the Vet's opening 10 attacks, Sergei starts with an 11. Every single upgrade counts and nothing that is



added is superfluous in the least. Sergei is one tough customer and his opponents will know it.



4.) **Mac Gargan (XP LE #216)**: The Scorpion perhaps never really instilled fear in the hearts of heroes, and Mac probably won't either. However, Mac does add value beyond his points as being one of the lowest cost figures (36 points) to feature both Leap Climb and Super Strength. Mr.

Gargan is a master of bounding in to steal objects out from under the opposition making Stealthed foes visible to his allied shooters and then he can later smash someone with whatever it is he grabbed. In Clix, Mac is the team player he could never quite be in comics.

5.) **Alex O'Hirn (CM LE #216)**: Alex ditches a couple of powers present on REV Rhino, making him a stripped-down, point and shoot kind of figure. In favor of straight damage (Alex starts with three 4's) Alex gives up Super Strength and Close Combat Expert. No more looking for objects. No more having his damage neutered by Outwit. The hard charging Alex O'Hirn is going

to dish out some pain with his bare hands. His only real downfall is his insanely low defensive numbers which start and 14 and drift down to 12 at the close of his dial. But



considering his offensive power, it's an acceptable risk.

6.) **Norman Osborne (FF LE #201)**: Norman is an absolute tank, and almost feels too good for his 99 points. He starts with an 11 attack and 4 damage – both of which are superior to the Veteran Green Goblin that runs 20 points more. He also



starts with Willpower, allowing him to do eight points of damage in two rounds, and Willpower reappears both mid- and late-dial giving him the ability to press the attack at various critical stages of the game. While he may give up the Vet's two clicks of Perplex, the top of dial enhancements and the reallocation of Willpower more than make up for that loss. Not only is Norman one of the best Spiderman LE's, he's one of the best LE's period.

7.) **Venom (Sin LE #218)**: While he doesn't really replace the CM Venom REV, he is a very different and colorful interpretation of the fan favorite villain. New powers include Close Combat Expert, Willpower, Exploit Weakness, Combat Reflexes, Charge, Stealth, Plasticity, Incapacitate, and Steal Energy. Somewhat akin to Legacy Joker, Venom's a different figure on about every other click, which is exactly as expected for a figure with 15 different powers! For the most part, his



kaleidoscope of powers work well together and his attack never dips lower than that lone click of 7, but one can't help but wonder just how much scarier he'd have been if Charge, Super Strength and Exploit Weakness would have all landed on the same clicks. Still and all, he's a very capable, Pounce-friendly damage-dealing machine just the way he is.

Honorable Mentions go out to a pair of figures that could have made the list were it not for an issue or two that hold them back from being exceptional.



1.) **Peter Parker (Ultimate LE #214):**

Sweet Pete gave us a taste of something that anyone who reads comics knows that any Spider-Man Clix should have – Perplex! While he was the first Spider-Man to have the power,

low damage numbers and starting with Incapacitate instead of Super Strength hinder his playability. The opening clicks of Willpower are a nice touch, but again they are stymied by low damage values (a 2 and a 1 respectively). He's a fun piece to play on theme teams, but do not look for him to be the key to victory.

2.) **Kraven the Spider (Sin LE #216):**

Instead of being about power like his predecessor, this Kraven works something like athlete's foot except in reverse – he's a huge irritant for whoever doesn't have him! Thanks to the changes made to Combat Reflexes, he'll have a 19 defense in close combat making him insanely difficult to hit. What really holds him back from being a great piece is his inability to penetrate

Invulnerable or better defense for the bulk of his dial. Without the benefit of Outwit, he's left to his own damage numbers and regrettably they're not always good enough.

## Hanging in the Back Seat

Sometimes there are some Limited Edition figures that won't make it in competitive play, but are more for the collectors.

1.) **Quentin Beck (Ultimate LE #217):**

Remember everything that made the REV Mysterio good? The Super Senses, the upfront Stealth, The Sinister Syndicate TA for sharing attack values? Forget it because this QB has totally dropped the ball. Instead, he's got Mind Control with a 4 range, Poison and some of the saddest attack values ever to be put on a 61-point figure. All he has going for him is Outwit, but if that's really a need there are far better sources.

2.) **Maxwell Dillon (Ultimate LE #219):**

Maxwell has a ton of great powers – Running Shot, Incapacitate, Pulse Wave, and Energy Shield/Deflection – all of which are summarily massacred courtesy of his abominable numbers. Running Shot isn't so much fun when he only has a 6 move. Incapacitate and Pulse Wave lose their luster with attack values that start at 8 and rapidly work their way south to a 5. ES/D looks sexy, but it only takes his defense up to a 16, two 15's and a 14. Anyone who plays him cannot seriously hope to win, and attempting to fix him with feats is pointless as there are far better figures that are ready to play right out of the booster pack.

So there they are, fellow webslingers! Next issue, more LE's that you shouldn't be without!

# Out of the Limelight

By Jonny Flieger



Out of the Limelight is about figures you might not see played in every tournament. They're not the new cheese, and they're not the game breaking figures, they're unsung heroes (and villains) who are just a blast to play, and whom I invite you to give a try next time you're digging around in the old tackle box.

Lauded by fans as being one of Spider-Man's most iconic villains, panned by critics for being a Joker rip-off, and setting up some intense (and often convoluted) rivalries, the Green Goblin is one of Spider-Man's classic rogues, and one of Marvel's most popular villains. Or...he was. Green Goblin's popularity has slipped of late, selling fewer issues and seeing less ink than he used to, replaced by more edgy and modern villains, and unfortunately, that trend has carried over into heroclix.

I was surprised to find that it took eight Marvel sets before we got a 616 Goblin. There was a unique of his Ultimate version

in *Xplosion*, but he's fairly terrible. Most likely due to his appearance in the Spider-Man films, Green Goblin finally got the clix treatment in *Fantastic Forces*. All of the Goblins in FF are pretty great, the Norman Osborne LE even has an 11 attack with a huge 4 damage to start. By the nature of the LE beast, though, more people are going to have the REV set, so that's a better place to look for a nice piece to dust off. The rookie and the experienced both can deal big damage for only 80 and 103 points respectively, but for only a few more points you can have the truly awesome veteran. Weighing in at 119 points, the Veteran starts with running shot and ten movement. With the nerfing of hypersonic speed, running shot is enjoying a resurgence in popularity, and with 8 range and 2 targets coming off that running shot, the goblin can chuck pumpkin bombs right away and poke away for a solid 3 damage from fairly far away. At first glance the goblin seems like a pretty standard secondary attacker, filling the role



of shooter pretty well, but not offering all that much else.

To cross-universes for a moment and quote Lex Luthor: WRONG!"



The thing that sets this goblin apart from so many of the shooters out there is that he doesn't fall apart after he takes a hit. Most shooters fall off their move and attack powers after a couple of clix, and here the Green Goblin does follow suit. But as soon as he's off

running shot, he picks up the insanely useful perplex, allowing him to keep doing 3 damage 4 clix down his dial, or bolster his team-mate's attacks. After a couple of clix more, the goblin loses that great perplex, which would be a shame if he didn't trade it for the best ability in the game. Yes, that wily Norman Osborne outwits Spider-Man's super senses for a couple of clix before he resumes slamming pumpkin bombs into his face. Combined with an attack that starts at a respectable 10 and doesn't fall below 9 in those first six clix, the goblin is a solid piece of artillery. With toughness reducing damage on his first five clix, the goblin is going to take a shot and stay useful. Likely an opponent's offence is just going to put him onto his useful powers and let him wreck havoc. That is, of course, if you don't put him there yourself by pushing, since the veteran Green Goblin is one of the most pushable pieces in the game. Stack that insane pushability and utility far deep into his dial with the goblin's 9 clix of life and it won't be hard to make him earn his clix in damage done to your opponent's pieces. The one major downfall of the Green Goblin is his low defence value- he starts with an only

average defence of 16 and falls as low as 13 by the end of his dial. However, even this can be turned to your advantage- if he's easy for your opponent to hit, he's just as easy for your medics to heal. Plus, the goblin gets willpower once he loses toughness, so he can scoot back to a medic double-quick and get put right back up on those great support powers to go harass your opponent again.



Quick tips on playing the Green Goblin veteran:

- **Push him!** He's great deep into his dial, and even when his offensive potency wears off, he picks up willpower to allow him to make a hasty escape on his trusty bat-glider.
- **Don't be afraid to take a hit with the goblin.** With his toughness and deep dial, the goblin can take a shot for a more valuable piece and live to tell the tale. His low defence later on and willpower makes him extremely medic friendly, so don't be afraid to turn him



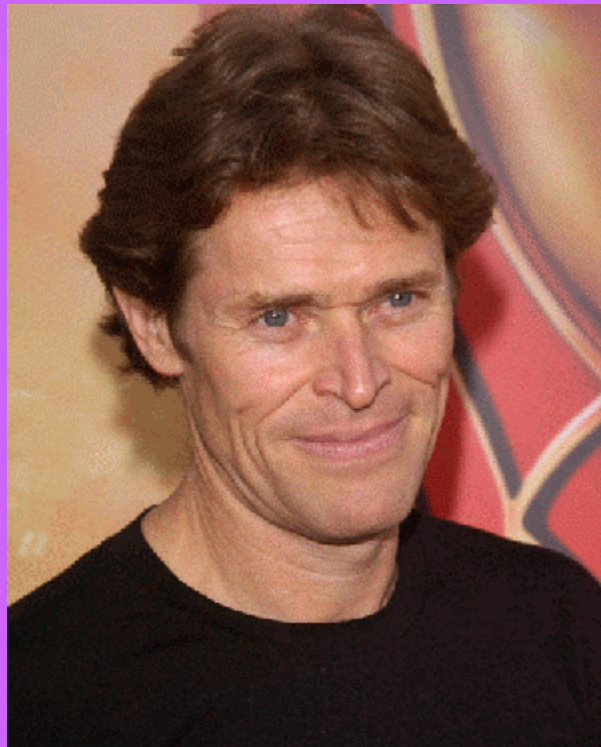
into a flying green and purple meat shield.

- **Green Goblin is a very efficient piece that doesn't have a team ability.** In one way this is a shame, because his perplex and outwit would have made him a great brilliant tactician. It's not a complete loss, though, since he's so efficient without a team ability, combine him with other teamless figures or ones who work well without their team and play Disbanded! against opponents who are relying on their team abilities.
- **The goblin isn't quite tough enough to serve as a primary attacker,** so team him with either a huge powerhouse or some other efficient mid-range attackers

and harass your opponent from multiple angles. For some spider-villain fun, put pounce on the new Venom figure and have him drop a heavy object on an opponent's head. This will tie them up and put Venom onto his stealth click while the goblin swoops in and lays down fire from range.

- Laugh manically and award yourself style points if you eliminate a Gwen Stacey token.

## LE'S CORNER



**Willem Dafoe** played the *Green Goblin* in the first two Spider-man movies. He was born in 1955 and has had a very long movie career. Some of the more well known movies he has been in are:

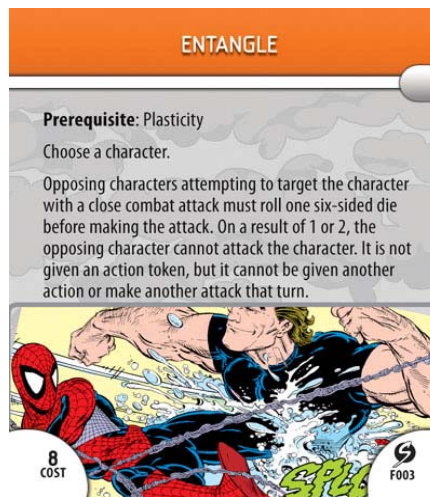
- The Aviator
- The Life Aquatic with Steve Zissou
- Once Upon a Time in Mexico
- American Psycho
- Speed 2: Cruise Control
- The English Patient
- Clear and Present Danger
- Body of Evidence
- Flight of the Intruder
- Wild at Heart
- Born on the Fourth of July
- Mississippi Burning
- The Last Temptation of Christ
- Platoon
- To Live and Die in LA

# THIS MONTH'S COMBO



**CLAYFACE**

AND



**ENTANGLE**

This is the second time I have put Clayface on this list and something tells me it won't be the last. The release of Sinister gave us a slew of feats that encouraged close combat. One of these is the feat Entangle which really makes Plasticity a feat to be played. The reason Clayface deserves this feat is he combo's with plasticity and shape change. This means that when he is equipped with Entangle your opponent has a double chance of not being able to target this potential beatstick. His rookie version is an ok piece to throw it on that is a cheap 57 points, but it is his LE and experienced version that benefits from this Feat the most. Their high defense (18) makes him doubly hard to hit. The great thing Clayface is that if you can't hit him you can't hurt him, not good for your opponent. Have fun with entangle on a some other plasticity pieces and get in nice and close to dish out some pain.

Entangle (cost: 8) (Prerequisite: Plasticity)  
Choose a character. Opposing characters attempting to target the character with a close combat attack must roll one six-sided die before making the attack. On a result of 1 or 2, the opposing character may not attack the character. It is not given an action token, but it cannot be given another action or make another attack that turn.

## CLAYFACE TEAM

- Clayface Experienced (Entangle)
- Clayface Experienced (Entangle)
- OMAC Rookie
- Lockjaw Rookie (Double Time)
- Lockjaw Rookie (Double Time)
- Lockjaw Rookie (Double Time)

The way this team works is that the first turn take an action with the two Clayface figures to pick up a heavy object (make sure you end next to a lockjaw). Next turn if your opponent is not using Hypersonic figures to come after you go after them with the lockjaws carrying everyone. OR if you want to be aggressive have the Lockjaws go after the hypersonic piece forcing your opponent to push to attack or try and get away. This will allow you to push your lockjaws on the third turn and base once more so on the fourth turn your opponent will take some MAJOR damage.

The great thing about entangle is that if your opponent targets one of the Clayfaces and misses their entangle they CAN'T make an action. The downfall it may seem with this team is that you don't have high attack values. However, boost up OMAC's attack value to lend the Clayfaces a 10 attack.

## Goodness Gracious – Great Lines of Fire!

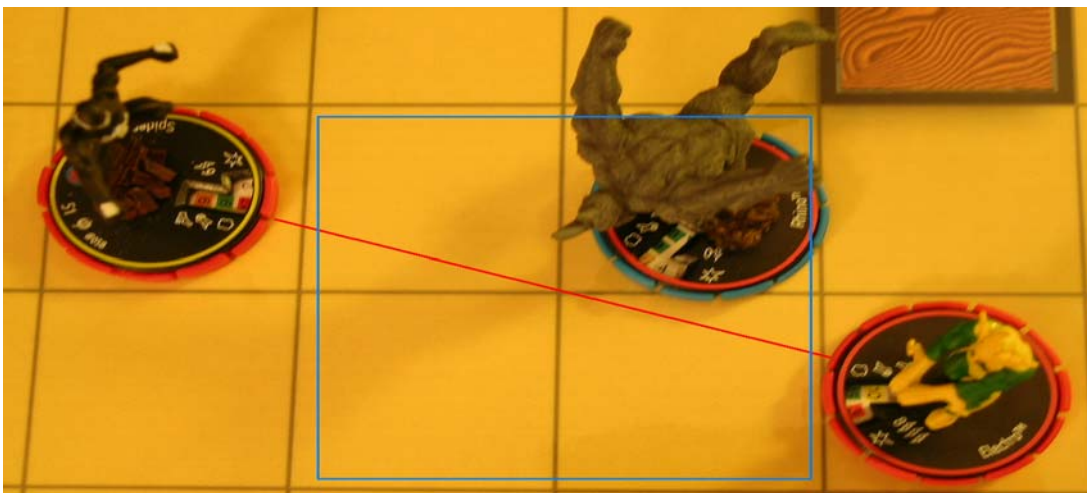
By Norman Barth



If I had to guess the most common question a judge gets asked, I'd say "can my figure in this square see the figure in that square?" The most common response is to use a small string to show the Line of Fire (LOF) between the 2 squares and check what boxes it overlaps.

The string theory is a good one, but often the answer is easy enough to see that the string shouldn't be needed. Since time is a big factor in so many games, if one could learn how to see LOF without a string or other tool, that's more time for more actions.

The answer to most LOF fire questions typically boils down to figuring out the mid-point. Anything between your figure and the mid-point is blocking the line of fire and anything between the mid-point and the target is blocking as well. Seems simple, right? Let's look at a typical situation:

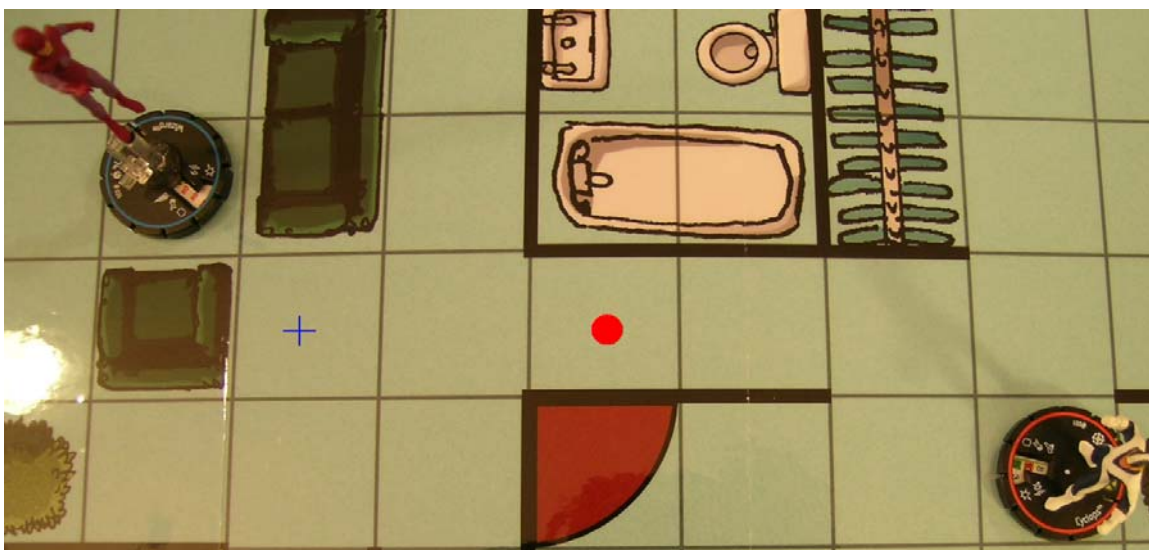


Folks often figure that Rhino is blocking Spider-Man's ability to target Vulture. Not so. Notice that between Spiderman and Vulture is a 2x2 square (Rhino is standing in this square). These



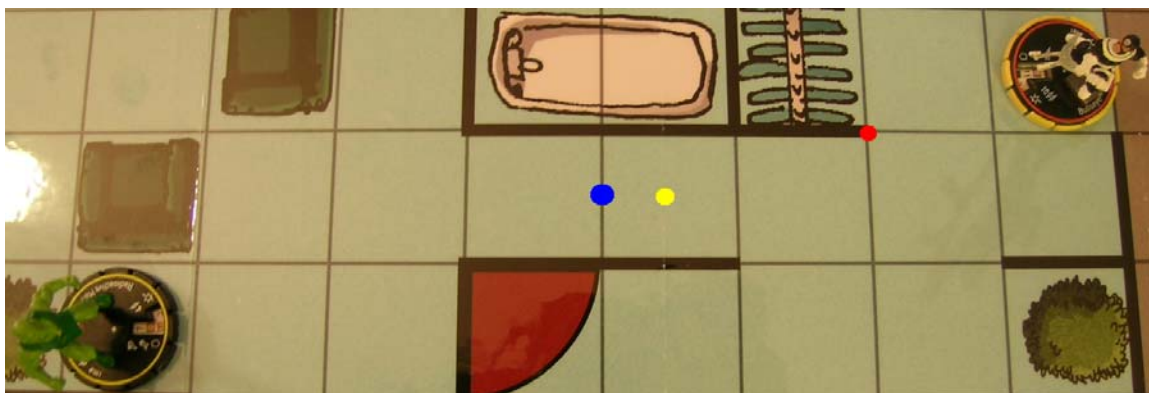
squares are the ones that the Line of Fire will need to pass through in order for Spider-Man to be able to target Vulture. The center of those squares is the midpoint of the Line of Fire. Rhino is behind the line and not interfering with Spider-Man's ability to see the midpoint. Once Spider-Man's LOF reaches the midpoint the rest of the line will be drawn on Vulture's side of the 2x2 square, and so Rhino won't interfere with it. So Spider-Man can take the shot.

Let's look at another example. In this picture, Wizard figured he was safe hiding down the hall from Cyclops. But Cyclops' player checks the midpoint and sees that Cyclops has a shot. There is a 1x5 rectangle between the two of them. That means the midpoint (the red dot) is the third square in between them. Cyclops can draw a LOF to the midpoint and there is obviously nothing between the midpoint and Wizard, so Cyclops has a clear shot.



As an interesting side note, if there were a figure in the square with a blue plus, Cyclops would still be able to shoot Wizard (again, following the same logic as the Spider-Man example).

Last example for this column. Bullseye and Radioactive Man are in similar positions as Cyclops and Wizard from last time, but can Bullseye take the shot? There is a 1x6 rectangle between them. The midpoint would therefore be between the third and fourth square (indicated by the blue dot). Not quite as clear as our other examples.





Let's break it down. Imagine that Bullseye is targeting someone standing in the square with the yellow dot. The midpoint would be the cross section with the red dot. See how the red dot falls right on the cross section at the end of the wall? Now, if Bullseye's target moves to the left (toward the blue dot), then so too would the midpoint; i.e., it would move to a point where it is blocked by the wall. Since Bullseye cannot draw a line of fire to the midpoint between himself and Radioactive Man, obviously he cannot shoot from where he is standing. Good thing he has Running Shot!

Lines of fire are always reciprocal. Just like Bullseye can't see Radioactive Man, RM cannot see Bullseye either (even if he did have range to do it). Radioactive Man can see the midpoint easily enough, but he hits the same closet wall when checking his line of fire from the midpoint to Bullseye.

Next month we'll look at lines of fire to and from elevated terrain, which the reciprocal natures of lines of fire make figuring out legal shots easy.

Do you have questions about how line of fire might work? Feel free to email them to the magazine and we'll give them a go.



# THEMES LIKE A GOOD IDEA...

By Rob Peterson

Welcome back to the article that explores fun and comic-accurate ways to make your HeroClix teams. This article has been absent from “Critical Hit” for the past two issues due to circumstances beyond my control, but now it’s back, and ready for another installment of thematic adventures. This month we are focusing on Spider-Man villains, of which there were quite a few new ones since the release of the SINISTER set. I was looking at my figures that I had gotten so far from Sinister, and I realized that a new opportunity for a theme team was now possible with the new characters available. The theme that I will be focusing on this month comes from a Spider-Man miniseries that came out in the mid-nineties (I believe). This one is a little special for me, because for the longest time, I only had the first issue of the four part series and didn’t purchase the rest of it until just a few years ago. This team is memorable to me because I read that issue at least 20 times, and it made me fall in love with the Spider-Man universe. The series, in retrospect, didn’t have the best story or art, but for me was one of my first comic books (I now have thousands) and that is why I am choosing to do the DEADLY FOES OF SPIDER-MAN as this month’s theme.



Yes, you read correctly. I am going to be making a theme team based upon a comic book that showcased some of Spider-Man’s B and C list villains. For some reason or another, it is the B and C list characters that I love the most when it comes to both comics and HeroClix. I always root for the

underdog and when it comes to HeroClix, a theme team based on these characters would definitely classify as underdogs. Who are the Deadly Foes you ask? The team consists of Hydro Man, Rhino, Beetle, Boomerang, Speed-Demon, and Shocker (who joined them later on in the series.) The powers and abilities of these characters are fairly diverse from each other and should provide a nice variety for both offense and defense. Not a one of these characters is a powerhouse or a character that would be classified as “cheese.” As mentioned before, they are an eclectic variety of characters that each brings a little something different to the table. They don’t cost too many points either, so you can make a team that is whole yet doesn’t cost a tremendous amount of points. Let’s take a look at the individual characters and see what they will bring to the team.

I’m going to do something a little different than I have in previous articles. I am going to list off each individual character and which powers they have. I will highlight the ones that will be most beneficial and give a brief explanation of why. After I list the characters, I will give a list of feat cards that I considered for the characters. As usual, I play with the veteran versions of the characters unless I need to have a specific team ability or unless a certain version better represents what I’m looking for with my team. In this scenario, however, that is not the case so they will all be veterans. Here are the characters that were chosen:



### VETERAN HYDRO-MAN:

Plasticity  
 Charge  
 Incapacitate  
 Toughness  
 Combat Reflexes  
 Energy Shields  
 Super senses  
 Exploit Weakness

With Hydroman, I wanted to take advantage of his decent damage, his plasticity, and his incapacitate. Also, since I plan on using his diverse talents often, I want to protect him as well. I will be giving him Protected for defense, and In Contact with Oracle to help with whatever he may need it for whether it be Attack, Defense, or a little extra range. Finally, I will be using the one-two punch of the Stunning Blow and Knockdown feat cards to completely annoy and infuriate my opponent. With this combination, Hydroman

can Attack someone with Incapacitate, cause his 3 damage as well, and then make another attack with incapacitate which would push the opponent if both attacks were successful. This will allow him rest and start the process all over again. Truly nasty.



### VETERAN RHINO:

Charge  
 Super strength  
 Quake  
 Impervious  
 Invulnerability  
 Toughness

Most people don't really need to be instructed on how to use this guy. He's a brick. That's it. There isn't really any other way to use him than a close combat beast. Fortunately this one is a vast improvement from his previously made ultimate version. I will be using Protected to help him for when he gets into the thick of battle. You don't want him taking too much damage as he can quite the asset for tying people up as well as causing high damage. I will also be using In contact with Oracle on him to bolster his numbers where the need arises. Finally, I'm going to be trying out one of the new feat cards that I could using a lot of in tournament play in the future. I'm going to give him the Vendetta feat card to possibly accrue some double points in this game. It's not often you see arch-enemies come across each other when playing, so this card could be a really fun way to force it to happen.

### VETERAN SPEED-DEMON:

Hypersonic Speed  
 Flurry  
 Charge  
 Incapacitate  
 Super Senses  
 Combat Reflexes  
 Energy Shields

The man formerly known as “The Whizzer” should never be used as a primary attacker. He should be held back for a while until the opponent’s figures are weakened to the point of being able to be hurt by him. Both his attack and damage are less than stellar, but he should be a good pick off man to take care of enemies who have already taken damage or ones that don’t have damage reducers that will slow him down (pun intended). Because of his low damage, I have opted to only put the Nanobots feat card on him. With his mobility, he should be able to get to the necessary items to rejuvenate himself back to his “sweet spot.” I don’t see the point of bulking up characters like this to make them primary attackers. To me, that is putting way too many eggs in one basket.



### VETERAN BEETLE:

Running Shot  
 Super strength  
 Psychic Blast  
 Toughness  
 Probability Control

Beetle has an interesting collection of powers. If one doesn’t look close enough, you might only see a somewhat effective flying “brick” that is somewhat effective at range. However, a second and closer look will reveal a character that has a more strategic use. You will notice he has some clicks of Probability Control, which will help your team out for when their attack values start to slump. Also, he has a few clicks of Psychic Blast that will help him cut through even the toughest defense. It is probably not the wisest to use him as a primary attacker, but he can definitely lend support where it is needed in a pinch.







**VETERAN SHOCKER:**

- Running Shot
- Force Blast
- Quake
- Toughness

The Shocker is almost always portrayed as a loser and a joke in comic books. In HeroClix, however, they have made him quite a bit better than his reputation. He has a good range, a great Attack Value, and a decent damage potential. I will be using him as a primary attacker, so I will give him the In Contact With Oracle feat to bolster his natural abilities. He does have toughness, so he will be able to avoid minor damage, but beware of opponent's major damage dealers. Get Shocker too far away from his starting click, and he is no longer as useful as he was.

**VETERAN BOOMERANG:**

- Energy Explosion
- Incapacitate
- Energy Shield/Deflection
- Ranged Combat Expert

WOW, here's a blast from the past. Dating back all the way to the dawn of HeroClix comes Boomerang. Boomerang has pretty good offensive capabilities that hold up pretty well even when compared to more current characters. His Ranged Combat Expert power will allow him to do at least some damage to any character, but his most major asset would probably be his Energy Explosion and his triple targeting ability. This will keep your opponents from bunching together too much and should make them easier targets to pick off individually. If they do bunch together at all, I gave him the Armor Piercing feat card to maximize his damage when he uses his Energy Explosion. He has practically NO defense, though with only one click of Energy Shields, so watch out. He is REALLY easy to KO.

**Veteran Boomerang**  
 Cost: 42  
 Range: 8 (3 targets)

	1	2	3	4	5	6
Speed	6	6	5	4	4	KO
Attack	9	8	7	5	4	KO
Defense	15	14	13	12	11	KO
Damage	1	1	1	1	1	KO

The final thing that I will be talking about is Battle Field Condition cards. There are many that could help this team out, and just as many that could hinder it. The first one that I might choose to use would be poor teamwork. Though it would impede on Beetle's ability to carry his teammates, it would help this team in the long run by nerfing the opponent's Telekinesis usage as well as any carrying that they would be doing. The other BFC that I would use would be Debris. With this card, you are providing both Rhino and Beetle with more ammunition, as well as providing more opportunities for Speed-Demon to heal himself. I have yet to see what kind of team my opponent will cobble together to try to defeat me, but I have high expectations from this team. It may not have the most powerful or popular characters in it, but as with all theme teams, it has originality and the ability to say that it is NOT CHEESE. So, in closing I would like to say "LONG LIVE THE B-LIST CHARACTERS," and as always I remain:

THE SLVRSR4



**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





## Subliminal Messages **Spider-Man Villains Unite!** **By Sublime**

Greetings once again one and all, thank you for reading and for your continued support of Critical Hit Magazine! This month's theme is centered on Spider-Man's rogues gallery, and I am happy to oblige.

Similar to last month's "Superman Enemies" article, this month I will break down 3 of Spider-Man's adversaries: U. Green Goblin (Xplosion), LE Sergei Kravinov (Critical Mass), and, in honor of the upcoming movie, E. Sandman (Clobberin' Time).

First, we'll start with the Ultimate Green Goblin—a character that some didn't like or use because he was made before his 616 counterpart; however, since Fantastic Forces gave us just that, now may be a good time to critique the value that Ultimate Green Goblin brings to the table.

### **Unique Green Goblin**

Set: Xplosion

Cost: 62

First, one of the most noticeable aspects that this particular version of Green Goblin sports is a dial full of Willpower—this is

one of his major strengths. Lacking a click without Willpower frees Mr. Osborn to act when he needs to, without fear of taking Push Damage. Willpower allows him to base an opponent with one or two Actions Tokens, then Push himself on the subsequent turn in order to deal big Damage. His late-dial Willpower allows him flexibility during the mid-late game stages.



Another aspect worth noting is Green Goblin's Perplex, allowing him to either increase his own values, or to help his teammates when and where needed. This flexibility—coupled with a low-ish point cost—allows the Goblin to fit and find a useful role on most every team build.

Norman's Super Strength allows him to deal big Damage without using his Perplex on his Damage Value, so always remember to pick up an Object when using him. One

fun/effective trick is to equip Norman with Nanobots; this allows him to absorb any Object he had been carrying and then dropped after taking 2+ Damage.

Now we move on to the formidable Russian aristocrat turned hunter: Sergei Kravinov. Mr. Kravinov was one of the Marquee prizes for the Critical Mass Set, and he was remade in the recent Sinister Set; but I feel that his original version can still pull its weight and needs to have someone point out his inherent value.

### Limited Edition Sergei Kravinov

Set: Critical Mass

Cost: 90

First, I'll start by addressing those who say that the LE's Veteran counterpart is better for the points: I disagree for several reasons. I feel that the superior Attack Values throughout the LE's dial are a huge upgrade; I feel that the two extra clicks of Toughness make a huge difference in his survivability; and I feel that the extra click of Outwit is vital because that means that Sergei can take a hit for the common Damage Value of 3 (minus one for Toughness) and still maintain his ability to Outwit. Based on those three factors, I think that all put together they are worth a 10 point increase and then some. Don't get me wrong, the Veteran is a solid value for 80 points, but I would only play him over the LE if I didn't have 10 points to spare.

Now that I have addressed that, I'll move on to a few quick Tactics that are rather effective to employ with Mr. Kravinov.

First, Stunning Blow is a great Feat for him, as he has an 11 Attack and 3 Damage; the only detriment is that his Range is a modest 6. That shouldn't really worry you though,

because his Stealth causes many to have to get up close and personal with Sergei, allowing him to fully utilize his Incapacitation.

Next, there are two ways to help ensure that he can take full advantage of his solid 10 Movement when leaving a piece of Hinder Terrain: The Running Start Feat, and the Stepladder.

While many would be quick to add Running Start, I would personally hesitate because it not only increases his point cost, but it also does him no good after he takes 3+ Damage and gains Leap/Climb.

My personal choice is to use the Stepladder as his "Hinder du jour" and then keep him there Outwitting whatever you choose—this forces your opponent to have to deal with him, allowing him and others to strike.

Finally, Nanobots also works well on Mr. Kravinov, allowing him to return to the top of his dial where he is most dangerous.

The last villain we look at is the villain who most enjoys "long walks on the beach", Sandman! Sandman's Experienced version is the only character that I will be reviewing that possesses the Sinister Syndicate Team Ability; and his potential has really been increased with the introduction of several Feats.

### Experienced Sandman

Set: Clobberin' Time

Cost: 79

This version of Sandman has an interesting dial built to do what Sandman does best: tie-up and frustrate his opponents.





His numerous clicks of Plasticity help ensure that he keeps his opponent tied-up, and his Invulnerability at the top of his dial can really be crucial—especially if he is tying-up a figure with 2 or less Damage.

After he has taken some Damage, Sandman switches from Plasticity to Phasing and from Invulnerability to Super Senses; both of these powers further increase his potential “annoyance factor”. He also gains Incapacitate later in his dial as well, which is another facet of his repertoire that can and will be useful along the way.

The last aspect of his dial that I will discuss is his Team Ability, the Sinister Syndicate. The best way to utilize the shared Attack Value would be to have a Flying member of the Syndicate carry another member with a 10+ Attack Value into adjacency with Sandman, or simply have them move themselves into base contact.

Now that his powers and abilities have been analyzed, I’ll briefly mention several Feats that will greatly increase his potential:

Entangle: This card is perfect for Sandman, as he has ~33% chance to nullify an adjacent opponent’s attack when using this card. Then, if they avoid the Entangle roll, he has Invulnerability to back it up.

Protected: This is a great card, and can be used on most any character and increase their playability, but some figures are better than others, and Sandman is one of those figures. This is because his 2<sup>nd</sup> Click is identical to his first click, making him very Push-friendly and therefore you needn’t worry about using Protected when it would Push him. Also, if he also is employing Entangle, Protected makes for a great way to avoid any large Damage your opponent may throw at you if you are trying to tie-up a heavy-hitter and they avoid the Entangle roll successfully.

Nanobots: I know, I know—I listed ‘Bots for every one of these figures. I’m not ashamed, however, because they are all great candidates for that particular Feat and the fact that they are all worthy candidates and in this article is purely a coincidence.

Ok, I think that that is enough for now, but I thank you once again for your readership and your continued support for Critical Hit!

So until the next time you read the article that gets inside your head without you even knowing it, I say this: Have fun, good luck, and take care!





**Title:** Marvel HeroClix: *Days of Future Past Action Pack*

**Stock Number:** WZK3310

**MSRP:** \$24.99

**Expected Release:**  
November 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 150, 300, 400
- Rachel Summers – The Hound figure 130 points
- Wolverine – Colonel Logan figure 70 points
- 1 Battlefield Condition card
- 1 Feat card
- Rules insert, Powers and Abilities Card.

**SOME SPECIAL INFORMATION:**

The Sentinel is an Advanced Sentinel, so it has a higher point total and much better stats and powers than the previous. The Col. Logan and Hound is also re-statted, but the Hound is clear cast meaning that the fiery bird will look MUCH cooler than the previous one.

The set will also contain a quick start rules guide, PAC (in the book), Advanced Sentinel Rules, and 2 scenarios; one is for the product, the other allows you to combine with the Danger Room Starter. The map is also planned to piggyback with the Danger Room map.



# DEAD WEIGHT: STILT MAN

By: Dan Helland (a.k.a. ludd\_gang)

So, you've traded a Fantastic Forces Wolverine, five extremely hard to find commons from Sinister, some Barbie's from your sister's toy box, and even stooped to selling organs on ebay. But it was worth it: You are now the proud owner of a six-foot eight-inch tall 82-segment Stilt Man, completely freestanding with the help of a little super glue and approximately a quarter pound of wash rings. Indeed, no one can argue that you have accomplished a great thing in the world of HeroClix. Now the challenge becomes how to actually fit him on a team so you don't feel like you've wasted your time and ethics on a fig that's too big to hide in a tackle box.

Unfortunately, Stilt Man faces the same problems as any other giant. Ranged attacks will pick him apart and he comes stumbling

to a stop when his fat adjacency brushes up against an enemy. Some people fend away range using Barrier or a team ability that can give the giant Stealth, and then mete out enemy adjacency using Movethrough. However, none of these tactics are particularly effective for Stilt Man. Currently, there is no way under the sun to give him Stealth; Movethrough would only help him for a single click and do you really want to commit alternating barriers to protecting a 57-point piece?

On the other hand, giants are optimal against roughly 30% of the figures in the game: Those that have no ranged attack. Even dudes with Charge will have to plunk into a lanky leg before they can take a swipe at a giant. So, if Stilt Man is only taking up about a fifth of our 300-point build total, yet



he is optimal against a third of our foes, that's really not a bad investment. So rather than try and shore up weaknesses inherent to our giant, we acknowledge them, and exploit his niche by pairing him up against ideal foes when we take him to the map.

The question becomes, who is Stilt Man's ideal foe? Beyond the 0-range figures we have already discussed, at the risk of sounding facetious, he is very good at taking out Paramedics and the wounded. Seriously, with giant mobility plus a 9-attack, Charge and Super Strength, he can easily axe DEO Agents, Hydra Technicians and their ilk in one hit. Should he happen to grab a heavy object, he transforms into a potentially terminal threat to even Ghost Widow.

Speaking of Ghost Widow, with all that Force Blast slathered on his dial and ready access to Shake Off, Stilt Man makes a decent foil to the ubiquitous high defense scores, Super Senses and Mystics action you find nowadays. Sure, you may only be dinking for a point, but you can *reliably* dink for a point, which is better than 4 damage whiffing harmlessly past Sue Storm's bouncy blond curls. The fact that neither Force Blast nor Shake Off will

trigger Mystics or Damage Shield is icing on the cake.

For players that favor the early game and first strikes, Stilt Man's Sinister Syndicate affiliation will serve as a red herring. He has mobility and good damage, but with a sub-par defense, it's not worth jacking up his attack value during the early game. His strengths lie out on the fringes of battle until the late game when he can contribute his middling attack to weary comrades.

### The Team

For this build I decided to expound on the theme of reliable damage and go with one of the premiere passive damage figures in the game, V Cloak. With a mixture of Protected, Armor Piercing and a Skrull buddy, once your foe's major piece takes an action token, Cloak can Phase beside him and practically wait for the KO. Even a figure with a 12 attack only runs a 45% chance of forcing him to pop Protected, with those odds continuing to dwindle each time the Poison kicks in.

E Spiderman also earned a spot on my team to cart Cloak about. Between his Leap/Climb and Cloak's Phasing, Cloak can get anywhere on the board by turn #2. Vendetta can help minimize the attack penalty of a Spiderman transporter swing-and-sling against at least one figure, while potentially netting you big points.





I'm not one to chuck Probability Control into every army I build, but this team benefits inordinately from its presence. Defensively, it can make Spiderman and Cloak even more frustratingly difficult to tag. Offensively, since Stilt Man's figure looms over regular sized figures, breaking away becomes 90% effective for him, making early game Shake Off Charges an cinch. R Domino with Running Start combines slick mobility, passable late-game offensive and obnoxiously thorough defense into 40-points of PC support your opponent will wish you hadn't spent.

The last few points I invested in E Skrull Commando and Vault for Spiderman. I could have gone for a Skrull with range, but especially since Spider's packing Vendetta; I decided adding another string to his defensive net was preferable. Despite his seeming vulnerability, the Skrull has a surprising propensity for finishing off pushed opponents.

The Stilt Man Cometh!  
300 pts Unrestricted

s095	Stilt Man (tm)	Unique	57
ffF002	Shake Off	Feat	10
s059	Spider-Man (tm)	Experienced	77
sf006	Vendetta	Feat	6
sf005	Vault	Feat	3
mm048	Cloak (tm)	Veteran	75
awF003	Protected	Feat	8
awF007	Armor Piercing	Feat	10
mm028	Domino (tm)	Rookie	35
cdF006	Running Start	Feat	5
C017	Skrull Commando (tm)	Experienced	14
sbF004	Rushed Assault	BF Condition	0
leBF002	Deep Shadows	BF Condition	0

For Battle Field Conditions, our team packs enough passive damage that Rushed Assault all but guarantees an opponent will squander his first attack. Deep Shadows can tack an extra point of defense on our fellows if an opponent packs a lot of range. I also considered the potentially game-breaking Atlantis Rising, but since the sinister prison map has made Phasing fashionable, I'll hold off on Atlantis until a later map gains favor in the tourney scene.





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



# FIXCLIX 101

By: TERRANCE ALLISON

**DISCLAIMER: Children under the age of 16 should do the following suggestions under the supervision of an adult.**

As truly great and fun as HeroClix figures are, they're not perfect. They are mass-produced toys, and therefore are naturally prone to minor defects and production errors. Plus, they're really small, and may break easily. While Wizkids does offer a fantastic exchange program for such problems, there are often very simple methods for correcting many of these imperfections. The purpose of this article is to offer a few tips on how to remedy specific problems and hopefully either save you a shipping charge or two or at the very least save your Clix from the dark fate of becoming landfill fodder.

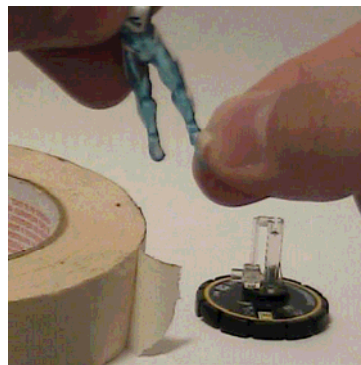
## Given to Fly: Part II

Last time, we had a few lessons in FAA approved preventive maintenance of HeroClix flight stands. Continuing with that, there are potentially dozens of issues that occur concerning the clear plastic pedestals that HC flyers ride on. This month, FixClix tries to "catch up" a bit with a little help from Critical Hit readers featuring some tips that will get your wing speed characters into prime condition for game time.

There was a time when the game was very young and one of the choice strategies was to have your cheapest flying character swoop into battle with your mega-damage ranged or melee attacker in its clutches, have the attacker smite an enemy, and then taxi another free-moving flyer out to retrieve that key attacker. Those were the days. Lately though, not only is it against the official rules for a character to carry a flyer, but there are some that don't even want to bring their dials along. Instead, a flyer lifted by the figure itself might wiggle his toes until the dial drops, almost as if aimed, right on top of that chrome Silver Surfer. Sometimes, the dial won't even get off the ground because the flight base or figure's peg fits so loosely. Granted, one remedy for this is to get in the habit of always lifting a character by its base, and a positive aspect to this

condition is that a loose fit will never cause cracking. But this is "FixClix," not "Good Clix Habits." Let's get out the tape.

The loose fitting connection most commonly occurs with figures that are molded in clear plastics. This condition is probably a lot less common than instances of breakage at the top of the flight pedestal for several reasons. While most peg-footed flying figures do end up with a hefty coat of paint on their pegs, the transparent paint that gives color to characters like Superman Blue is applied in a much thinner coat than opaque paints. So, a coat of opaque green on the peg may add enough thickness to break the rim of the hole atop a flight pedestal, but a coat of transparent green doesn't even come close. I have also been told that some plastics experience a degree of shrinkage, and that clear plastics may shrink more than more common materials cast from the same mold. Further, both the clear plastics and the finish of transparent paints tend to be more "slippery" than other materials.



In any event, a very simple fix for this is tape. NOT GLUE. Glue is for repair, and this is not an example of breakage. There is a resonant frown among collectors that is cast upon figures that have been glued to their flight stands. Unless you intend to be the sole owner of your figures forever and ever, doing this to your figures is very ill advised. Tape, on the other hand, is an

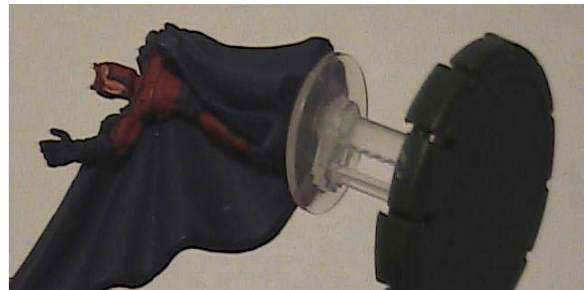
agent of temporariness. By adding a thin strip of any available tape the thickness of a loose peg can be padded up without permanently bonding a figure to its pedestal. I prefer masking tape, as shown above, because it is forgiving of placement error as well as much more visible and a heck of a lot easier to remove than scotch tape. Do many test fits, because the one thing you don't want is to thicken the peg and then force it into the fitting, creating a whole new problem when the socket breaks. A very small piece of tape rolled into a loop with the sticky side out and placed into the socket under a disc flyer's platform is also a quick way to keep that type from dropping dial bombs in the middle of a move action.



While it is true in many cases that taking a few moments for some simple touch-ups can save loads of time and money later on, there are also instances where over-prevention may compound unforeseen problems. It's sort of like how increased security at airports has made it so that you have to show up at the joint two days before your flight is scheduled to depart. Well, maybe it's more like my Rookie Magneto.

Remember last time when we took a look at the various types of flight stands that have been attached to HeroClix dials over the years, and how many examples of the earliest version were especially prone to cracking? My R Magneto from Infinity Challenge is no exception. Yes, back in the day, even before the advent of the rulings surrounding NAAT and FCCF, Magneto was a key component on almost every bad guy team I could cook up with my humble assortment of figures. Not only did I use his potent TK to toss out friendly beatsticks, but I frequently positioned him to toss objects around, too. Needless to say, it wasn't long until I was having trouble keeping him

assembled with his plastic pedestal due to the wear and tear. At the time, I had so few figures that I could space them out with room to spare in that single Plano tackle tray. So, I didn't think much of squirting an ample glob of super glue under Magneto's feet, and permanently fusing him to his flight stand. Somewhere between "fixing" a handful of other flyers this way and scrambling to expand my storage for the first hundred or so additions to my collection, it became apparent to me just how boneheaded this repair method is.



Now, there are those who prefer to have each and every one of their flyers glued to their pedestals, and that's fine for them. But my advice to anyone who has even the slightest inkling that they may try to gather even just half of the figures produced for this game to date is to keep storage and trading options as diverse as possible. Further, as I mentioned earlier, glue kills collect-ability. For me, I doubt that my R Magneto will be leaving my possession any time in the near future, but he needs to take up a lot less room. Therefore, it is time for a transplant. The noble donor: R Vixen.



Despite a collector's generosity in trading or even giving duplicate figures away, a large



collection will inevitably include multiple doubles of certain figures, such as this Vixen. But for crying out loud, don't throw them out! There are spare parts to be had! Now, to prepare the patients. Submitted by a Critical Hit reader, here's a tip (no pun intended) for separating HeroClix dials that may be new to some and perhaps more effective than methods featured in previous FixClix articles. Use a cotton swab to press *through* the statistic window until the dial pops out. I found that it works well on both types of dials.



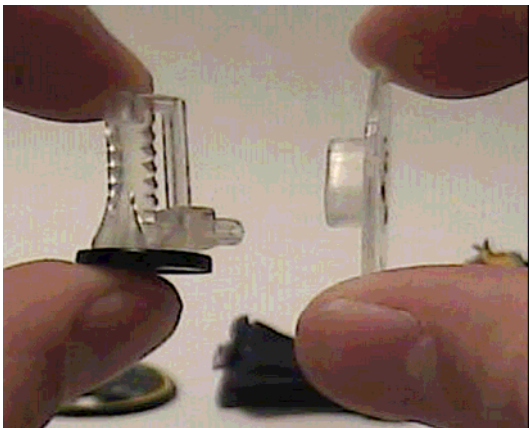
Now you may ask, "why are these patients having their dials removed prior to surgery?" The answer is two-fold. First, we will be working with glue in a few minutes, and this is a simple precaution to take to avoid accidentally gluing the dial fast. Secondly, we don't want them to get cold.



And of course, now you may be wondering why Magneto and Vixen are chilling' in the icebox. Nope, not an ice cream social, they're in there to cool down and tighten up those plastic molecules. This is an effective way to weaken the bonds of glue while temporarily increasing the rigidity of the materials joined by it. After 15-20 minutes depending on your freezer, the plastic should be chilled throughout. Anything more than half of an hour is probably unnecessary. Also note, one of the main reasons for popping out the dials and putting these pieces into the freezer without them is because of moisture condensation, especially this time of year in the northern hemisphere that will cling to the paper and dampen it. Damp dial stickers can warp, peel, or even grow some kind of mildew that makes stats very difficult to read. Keep 'em dry. The next step out of the cold is to try to cleanly break Magneto where he is glued to his pedestal and where the pedestal connects to the base. This doesn't always work well, though. Here, I shattered the disk that Magneto himself stands on, and then busted the pedestal out of its foundation on the dial. This is not what I was hoping to achieve.



Technically, the freezer method worked the way it was supposed to, but not wanting to risk any more damage to the donor's appendage, I reach for my trusty knife. BE VERY CAREFUL WITH KNIVES. ...end disclaimer. Since the plastic is still cold, I only need to slice the edge of the blade into the glue a little bit and then gently pry. The glued pieces snap right off, cleanly, every time.



Now, it's time to glue. Magneto gets a new disc to stand on and a new pedestal to snap it onto.

Vixen gets...a cozy room at the Fodder Hotel (there may still be usable parts, dangit).



There are countless examples of figures that can benefit from this revolutionary new procedure.

Take this case study for example:

05-31-2006, 05:53 PM

Based on the info I have (which, granted, is a few months old), Charcoal was never a flyer and he didn't have Earthbound (maybe a gallery error?). ... (my info isn't 100% complete).  
--Hair10

05-03-2006, 05:11 PM

Quote:  
"What we are wondering is what element is Earthbound "Canceling" on Charcoal. Not questioning why he has it?" Yup. I retract my standard evasion and can say that his Wing speed symbol didn't come through into the gallery. Apparently the dials are working just fine, but ability types and number of targets are having some serious issues. We're looking into it now--but Charcoal is fixed, and can fly. Thus, Earthbound.  
--Seth

These are excerpts from the Wizkids website's HeroClix General Discussion forum in regards to poor Unique Charcoal. Despite many lively discussions there, the official errata as declared by the rules arbitrator is that Charcoal shall have the boot speed symbol instead of his printed speed mode, the wing. "Nonsense!" cries FixClix. Another Vixen has nobly sacrificed her flight stand.



Tune in next time for even more do-it-yourself HeroClix repair tips.



# CLiX WISH

By MANCHINE




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....

## Scorpion

Points: 71

Range: ~ 4 squares

Team: Sinister Syndicate

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



Scorpion is one of Spiderman's oldest and deadliest foes and one of my favorite characters. Stronger and faster than Spiderman he gives him a run for his money. He is pretty simple figure with Leap/Climb, Super Strength, and Toughness. He has a tad bit of Charge right after the first click. Scorpion is not the toughest person around but can hurt someone in the right hands.



# CLIX WISH





By MANCHINE

## Spider-Hulk

Points: 144

Range:  $\nearrow$  4 squares

Team: No Affiliation

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



Spider-Man was once irradiated with bio-energy of the Hulk, which caused him to change into a Spider-Hulk for short periods of time. He starts off and ends as regular Spiderman. It definitely makes sense to have 4 range incapacitate and Battle Fury. Spiderman finally gets a 4 damage, toughness and Invulnerability. Also one of the better things is this will take the place of Spiderman and Hulk. So one less figure we have to have in a set.

# CLIX WISH


By MANCHINE

## Kingpin

Points: N/A

Range: 2 squares

Team: Sinister Syndicate

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



Kingpin is one of most organized men in New York. Unfortunately he doesn't work for the good guys. He has made a name for himself in the Underworld. He controls the majority of the criminal syndicates in New York. Kingpin starts off with toughness and Outwit on his Veteran Piece. He is one of the best fighters in the world and he gets Close Combat Expert and Exploit Weakness. His 2 range shows his laser cane he carries with him. He ends up with Stealth and Outwit showing he usually has a plan for everything especially when he needs to get away. When he gets away he does with a smile on his face



**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



# Between The Pages

## Spiderman and His Amazing Friends

By Jon Loftus



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

Spider-man, with more than 40 years of history, has racked up his fair share of arch nemeses. Kraven the Hunter, the Green Goblin, Mysterio, even Doctor Octopus are respectably dangerous. Other foes that have crossed his path have not been the powerful menacing rogues that could turn his world

upside down. No, in fact, many of Spidey's battles are with some less than stellar baddies.

Web of Spider-man #1-3 gave us the less than original, but still vaguely memorable, Vulturions. A small time heroin dealer that had been webbed up by Spider-man and left for the police shared a cell in Riker's Island Prison with Adrian Toomes, the Vulture. Honcho (yes, that's what they named this guy, it was 1985) was an engineer by trade, and played Vulture to get his designs for his flight harness.

After being paroled he hooked up with the other ex-cons from Riker's. It turns out that all four of the street level crooks had been pinched by Spider-man, and now they have a mad on for revenge. Honcho, the brains of the group had four sets of flight harnesses made. Sugar Face and Gripes, (uhg!)The names the writers came up with in those



days!\*) former muggers, served as muscle. The fourth of the group was Pigeon, a stuttering pickpocket that apparently was just there to make an even number.

These guys weren't all total morts though. They pulled off a few successful robberies with some neat tricks, like a powerful acid strong enough to eat plexiglass. Also, Honcho must have had some experience with weapons because starting on their second appearance; they started using blowguns that used a poison dart akin to curare. Oh yeah, they also fought Spiderman to a stand still, for like three minutes.

Now lets get to the nitty gritty of this column - getting these guys off the page and onto the map. We'll need four fliers to act as our Vulturions. In addition to that we'll need to search for figures that may have a modest range, and perhaps one or two with Incapacitate to simulate that poison dart gun. The thing to keep in mind is that these are basically regular guys with a neat suit and very little experience; no deep dials and tons of powers needed.

One improvement that Honcho (I shudder every time I have to type that name) did make over Toomes' design was to have a helmet and eye protection. These guys will handle a lot like any of the lower ranking Vulture versions, but with the potential for some short Ranged Attack capability.

The Rookie Fantastic Forces Vulture is only 33 points, it has Charge, Force Blast and two clix of Super Senses that none of these guys deserve. Even with 5 clix of stats, those Powers are setting the bar too high. We should look at the lowest point version of the Vulture, Rookie Vulture from Infinity Challenge. That version is also 5 clix deep, but has no powers and pretty diminished stats.

With those two figures serving as "bookends" on stats and Powers, let's fill in the roster. Starting with Pigeon, the most timid of the group, we'll choose a figure with lower Defense, and some range, but not too deep of a dial. Option for this guy could include, R Vulture (IC), any of the Parademon Scouts (CJ), R or E Yellowjacket (CJ) or even a R or E Sentinel Trooper (Ult).

The R Sentinel Trooper gets Earthbound after two clix of damage, so I'll stay away from that one. Parademons have much too short of a dial (but they do have nice, not too flash, Range of 6 spaces. I think a good option for this one would be the R Yellowjacket (CT). For 22 points, there is a figure that starts with a mediocre Attack with Incapacitate, and a short, 4 click, dial. We have found our Pigeon.

#### **Vulturion - Pigeon R Yellowjacket (CT) 22**

The Muggers, Gripes and Sugar Face, should be a little tougher, being the brutish thugs that they are. Letting them keep a Range is fine. Gripes were shown using the Blowgun in WoSM #2 same as Pigeon. Sugar Face seems like the guy that will punch rather than try to shoot.

Let's look at slightly higher attack values for these guys, but being real, nothing above a 9. In the Low Range we have Brood Warriors, V HIVE Trooper, and more Vultures. The Veteran Brood Warrior is only 25 Points, has two clix of Toughness, a 9 Attack and 2 Damage to start with and no Range. This will be a good choice for Sugar-dude.

Gripes, the one that starts the fight with Spiderman in Web #1, would probably use

the range when he has it (I know this is a lot of conjecture for three thugs that showed up a grand total of three times in the past 21 years). Keeping him at the same Damage and near the same lifespan of the Brood Warrior we've proxied in there, just 5 Clix. I instinctively think of the Parademon Scouts, but they are just too short dialed to be of use, or reflect the characters.

After checking through the low point value fliers, I see that Green Flame is just about everything I could want in this piece. Medium attack, an 8, higher Damage, 2, range of 4, and no powers. The benefit that she is 5 clix long and CHEAP to boot, a meager 17 points, make this a great addition to the team, and will give me some more room to play with the boss of the set up.



**Vulturion - Sugar Face**  
**V Brood Warrior 25 (CM)**  
**Vulturion - Gripes**  
**R Green Flame 17 (CD)**

All three of these and we still have 36 points to reach 100 points. So let's just look close to there for our ringleader, Honcho. Rocket Red, Iceman and Storm are right there in one shape or another, all of which are totally wrong for the character. R Zatana, I think is an OK idea, the ES/D to boost up the Range Defense and the Mystics TA could show that he is smart enough to hit back. But that one doesn't feel right to me. I think that

Honcho is smart enough to change up how he uses the suit.

The suits do provide the wearer-enhanced strength, maybe that's something that could make this hundred-point squad work. The R Beetle (Sin) is only 35 points, has two clix of Super Strength and three clix of Toughness, all on a 5-click dial. The Super Strength shows that Honcho has a good grasp of what the suit can do and can use it to his advantage. The toughness, though short, reflects the modifications he's made to the harness and uniform for protection (I sure am giving those goggles a lot of credit, aren't I?)



**Vulturion - Honcho**  
**R Beetle (Sin) 35**

That makes a small 100-point team (or a 99 point component of a larger game) for quick, fun game play.

- Vulturion - Honcho**
- R Beetle (Sin) 35**
- Vulturion - Gripes**
- R Green Flame (CD) 17**
- Vulturion - Sugar Face**
- V Brood Warrior (CJ) 25**
- Vulturion - Pigeon**
- R Yellowjacket (CT) 22**
- 99 points**


For a fun change of pace try setting one of your 100 point Spider-man teams up against these guys. Both the LE Spider-Man from (Sin) and the V from (FF) would give these flying felons a run for their money is a 4 on 1 fight. A small two-piece team of Spider-man and the Black Cat would also mop these guys up pretty well too.

To make these really competitive, you would have to supplement them with additional pieces to make a more general Spider-Villains team. These guys are lacking in long ranged attack, move and attack options and any ability to move each other around the board, three key areas of building competitive teams.

With a little creativity almost any comic book, movie, TV, you name the theme... team can be made. A stand-in will never be quite the same thing, but until those characters actually show up as a Clix, we're lucky enough to have 17 full sets (and a growing number of collectors' sets) worth of

pieces to fall back on.

\*A little side-note on whom wrote this story (and is given credit for naming these poor guys). Louise Simonson is arguably the Grande Dame of the comics industry. She was paving the way for future women writers and editors in a male dominated workplace in the 70s and 80s. During her career, she has been responsible for the tremendous X-factor (volume 1), which includes not only the reuniting of the original X-men for the first time in many years in a monthly book, but the creation of Apocalypse, one of the X-men universe's most popular villains. Additionally, she was co-creator of Power Pack. When I was 11 years old, I thought Power Pack was the best damn book on the planet! Twenty –two years later, I still have very fond recollection of those stories. For her tremendous contribution to the comic industry I have loved for going on 25 years, I forgive her for naming a bad guy "Honcho".

<p><b>LE'S CORNER</b></p> 	<p><b>Louise Simonson</b> had a long run as the writer for X-Factor. She started writing issue #6, and after a long stint, ended with issue #64 (a very impressive 5-year run). To the left is X-Factor issue #10, which is when her husband Walter Simonson became the artist for the tile. This wife/husband combo were the creative team for some of the most memorable runs in X-factor, including Fall of the Mutants, Angel becoming Archangel, Beast turning blue (again), Inferno, Archangel killing Cameron Hodge, and much more.</p>
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# Scenario of the Month

## Sinister Strikes!

By Steve Coblentz

### Introduction:

When Peter Parker unmasked himself to the world as the Amazing Spiderman he knew it might come with consequences. His worst fear for the past 20 years has some true. His enemies know his true weakness...his family. His family, friends and innocents caught in the middle have all been systematically kidnapped.

It's up to Peter to rescue them before it is too late.



### Set Up:

Each player agrees to a build total and who will play the villains and who will play the heroes. The villain team must consist of Sinister Syndicate characters or villain characters with no team affiliation. The hero team must consist of one version of Spiderman. It must also consist of Spiderman Team Ability characters or hero characters with no team affiliation. Take 21 Bystander tokens and flip them upside down and shuffle them. Randomly place these bystanders face down anywhere in the middle 8 rows of the map. No Bystander can be in base contact with another.

### Rules:

1. Bystanders remain face down for the entire game until they are KO'd
2. Bystanders do not move.

3. At the beginning of the game, characters with the Spiderman team may choose one Marvel based team ability and carry it for the rest of the game.

4. At the beginning of each new round eliminate one bystander in base contact with a villain character and eliminate one bystander in base contact with a hero character.

5. If a bystander is in base contact with both a villain and hero character it can not be eliminated.

6. Each player may only eliminate one bystander per round.

7. Feats may be used but no Battle Field Conditions.

8. All other Wizkids rules apply.

### Victory:

Victory is declared when one team has either 11 Bystanders or has eliminated the other team.

### Alternate rule:

Bystanders with direct ties to Spiderman such as Mary Jane or Aunt May give Spiderman a click of damage when the villain team eliminates them. If the Spiderman team eliminates them give Spiderman a click of healing.



# Standing Around

## Alternate Rules for Bystanders

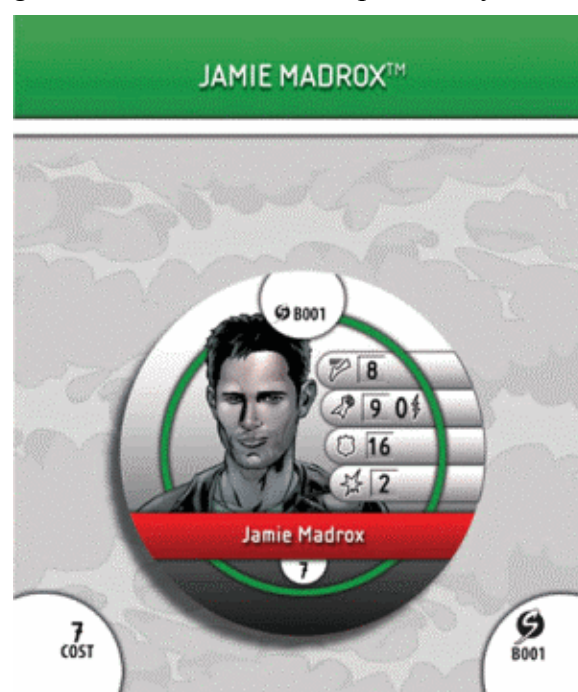
By: Jason “Kazzigum” Peck

Aside from the comic book characters themselves and the ability to pit one’s favorite heroes and villains against one another on the table-top, HeroClix has several key elements that really give it the feel of comic book battles. Object tokens add a great aspect to the game, as bashing people with things that are just ‘laying around’ on the street is pretty much a staple of the comics. The knockback rule, too, is very reminiscent of comics, as super heroes and villains are always throwing each other around the landscape, bouncing one another off buildings or skipping the opposition down the asphalt streets. The maps are also a nice touch, as most of the classic ‘scenes’ are covered by them, allowing players to fight out battles in their favorite locales from the comics. Several really famous places from the comics have even been recreated with these maps, such as the Bat Cave, the X-men mansion and the Avengers building.

Despite these successful elements, not everything works so well in the game. To me, the most important element of the comics that is provided for in the game but that doesn’t really work well, is the concept of bystanders. Lesser characters that are important to the comics, but that are just normal people (as in not super powered) are represented by the bystander tokens, but they really don’t serve very well in this capacity, falling far short of providing a similar purpose for the game that they do for the comics – namely to serve as victims, distractions or just representations of the public that mill about, run for cover and generally get in the way when the

smackdowns inevitably begin. The tokens themselves seem to be representative enough of these lesser characters, but there is no guideline or mechanic to incorporate them into game play, so they are mostly just used by players as filler for a team or as ‘meat shields.’ Both purposes feel wrong or forced at best, but what are players supposed to do? The bystanders are provided, there are just no guidelines for using them. Players are left to their own devices regarding the bystanders, and so ultimately, they’re for the most part simply ignored.

I don’t think it has to be like this. I think bystanders can be made a core element of HeroClix, in the same way that object tokens, the maps and the knockback rule currently are. What we need is a simple game mechanic that incorporates bystander

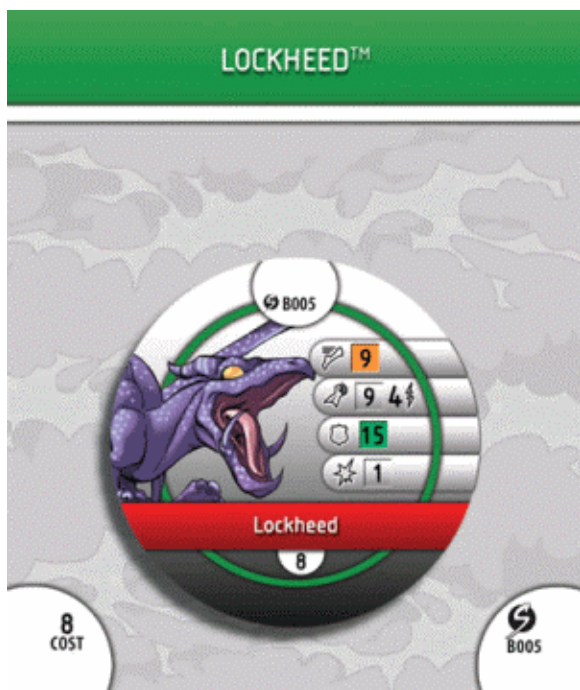


tokens into the game play but that at the same time, isn't very complex and keeps them as a background element of play (like object tokens). This article is my attempt to do just that.

### The Bystander Rule

The most important thing about the new game mechanics for bystanders presented in this article is that they are totally *optional*. These rules should only apply to a game of HeroClix if both players agree to use them, if a judge mandates that they will be used in conjunction with a specific tournament/event or in a similar situation. Even still, it should be also noted that these rules for bystanders do not fit every game. Certain scenarios, maps and/or battle situations simply do not make much sense in conjunction with these bystander rules. Still, in most HeroClix battle situations, these bystander rules are appropriate.

It should also be noted that these rules DO NOT supersede the rules that already apply for bystanders, so players can still include bystanders as a member of their force while



using these rules. However, if a player does include bystanders on his force, they do not qualify as 'bystanders' in the same sense as those that these optional rules provide for. In short, such bystanders are not really bystanders any more, they're members of the player's team.

### Setting the Scene

In order to use these optional bystander rules, the players must first determine which of them is playing the Heroes and which is playing the Villains. This should be determined before the players begin setting up the game. Ideally, the best method for determining who are the Heroes and who the Villains is to simply look at the players' team compositions and simply know based upon the comic characters present. For example, if Bob is playing the Avengers and Jackie the Masters of Evil, well then Bob's team is the Heroes and Jackie's is the Villains. Of course, such considerations often become a bit fuzzy in HeroClix, so the two players should do their best to determine who should be the Heroes and who the Villains based upon which player is playing more/the most prominent/etc. Heroes. For example, if Jennifer is playing a whole team of bad guys except Spider-Man and Javier is playing a bunch of bad guys with the exception of Punisher, then Jennifer's team should be the Heroes and Javier's the Villains. Spider-Man is a much more straight-forward hero than Punisher, who sometimes is very much a borderline villain.

It is very possible that neither of the above methods will end up being satisfactory to determine who should be the Heroes and who the Villains. In this case, the players should simply roll off using one die. The highest roll chooses who are the Heroes and who are the Villains.

### Determining Bystanders and Their Placement

In much the same way that both players each place 3 object tokens at the beginning of the game, so to does each player place 3 bystanders. Bystanders are placed right after objects. Like objects, bystanders may be placed anywhere on the map except in spaces already occupied by characters or in blocking terrain.

Now as anyone who has played HeroClix for a while knows, not all bystanders are created equal. For the purposes of these rules, only bystanders that cost 5 or fewer points qualify as bystanders. More expensive bystanders are really characters that could have been made as full-fledged three-dimensional clicks, but weren't. The exact bystanders used is up to the players, but each player pre-selecting three favorites, drawing six randomly from a cup or just grabbing whatever is handy are all reasonable options. Exactly who the bystanders are is unimportant (unless the Optional-Optional rules are being used – see the Optional-Optional section below).

*Edgy Choice Method:* Another option for choosing bystanders is to allow each player to choose up to 12 points worth of bystanders, ignoring both the 5 point or fewer rule and the need for exactly three bystanders each. This opens up more of the existing bystanders for use with these rules, but by the same token also allows for some potential difficulties that the players should be prepared for. For example, many of the bystanders that are costed at more than 5 points have powers, team abilities and/or stats that can make them dangerous, even deadly. This has the potential to be abusive for the Heroes, who can arrange it to basically gain a free character or two using these rules. Still, this is at least partially compensated for by the fact that the Villains

can potentially gain some relatively easy to earn bonus points and get a bit of healing for it too by taking out these fewer bystanders. There are other considerations too, such as the Villains literally flooding the map with cheap bystanders (i.e. 12 1-point bystanders, 6 2-pointers, etc.) in order to generate an over-powering source of healing that the Heroes have virtually no hope of protecting against. And the list can go on and on.

Players can be notoriously creative in abusing the rules, so this option could be risky and is not for everyone. While this option provides more bystander possibilities and allows the players to customize the battlefield circumstances a bit more, consider yourself warned.

### So, Whose Side Are They On?

Technically speaking, the bystanders are not on anybody's side, they are merely innocent bystanders on the scene when the battle begins. Despite this, the bystanders do act as friendly to the Heroes for certain specific purposes – mostly this is meant to simulate the Heroes trying to protect these innocents





from harm. For the purposes of these rules, the following conditions apply to the bystanders:

- Bystanders block line of fire like any other character.
- Bystanders are non-combatants and so do not require characters to halt their movement when based or break away rolls to move away from/bypass/or move past.
- Bystanders are considered friendly to the Heroes for the purposes of their own movement (see the Moving Bystanders section below for details).
- Bystanders must halt their movement when moving to base any Villain character and must roll to break away when trying to move away from any Villain character.
- Bystanders are treated as friendly to the Heroes for the purposes of Defend, Defender team ability, Probability Control, Quake and Support.
- Bystanders are considered friendly to Heroes with the capability to carry another character only if doing so will save them from a certain KO by a Villain (i.e. threatened by Poison).
- Bystanders may be targeted by the Heroes using Telekinesis or Mind Control to perform a Heroic Act, though a successful roll is still required to perform the action.
- Bystanders only move on the Heroes turn, before the Heroes themselves take any actions (see the Moving Bystanders section below for details).

### Moving Bystanders

Since bystanders are mostly only interested in fleeing the scene and/or staying out of the path of super-powered combat, they move only infrequently during the game. At the

beginning of each Heroes turn, before the player takes any actions with any of his own characters, he may move any one of the bystanders still in play. This character follows all the normal rules for movement as well as the rules stipulated above. Bystanders may not push to move if it will result in them being KOed. Note that bystanders may ONLY use a MOVE action in this way – no other kind of action is allowed.

In addition to this one move each Heroes turn, the Heroes player may also use his own allotted actions to move and/or attack with any other remaining bystanders in play if he wishes. Note that this is the only way that the bystanders can take any other action except a move action (barring mind control of course).

*Hint:* Players may wish to use a different colored token to indicate a bystander move that is made using the ‘free bystander move’ to avoid confusion.





### What If I Forget to Move Them?

If the Heroes player forgets to move any of the bystanders before beginning his own turn (i.e. taking an action with his own characters), then the bystander's move is simply skipped. It is assumed that the innocents spend that turn cowering in fear.

### The Bystander Mechanic

Okay, after all that, what is this optional bystander rule I've been talking about, right? In short, the bystander rule is this:

Any character on the Villain team who commits a Villainous Deed is immediately healed one click. Conversely, any character on the Heroes team that performs a Heroic Act is immediately healed one click.

*Villainous Deed:* Any action on the part of a character from the Villains that causes a bystander to become KOed. In particular, the following are all Villainous Deeds:

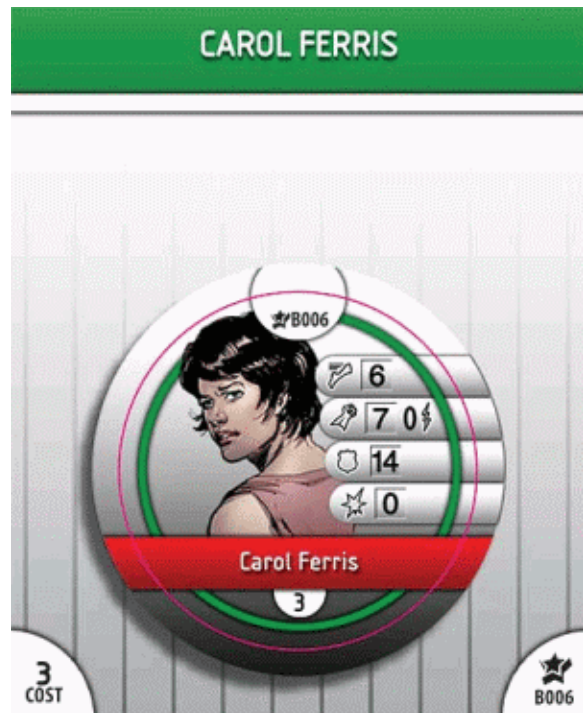
- Any successful ranged or close combat attack that causes one or more clicks damage.

- The use of Poison to cause one click damage.
- The use of Force Blast that results in one or more clicks damage.
- The use of Mind Control that results in a bystander successfully causing one or more clicks to another bystander or Hero.
- The use of Telekinesis that results in one or more clicks damage.
- The use of the Shake Off feat to cause one click damage.
- The use of any feat or game mechanic not specifically covered here by a Villain character that results in one or more clicks damage to a bystander.

Note: *NO MATTER HOW MANY BYSTANDERS ARE AFFECTED BY A GIVEN VILLAINOUS DEED, THE VILLAIN WHO SUCCESSFULLY PERFORMS THE DEED ONLY HEALS ONE CLICK.*

*Heroic Act:* Any action on the part of a character from the Heroes that prevents a bystander from being KOed by a Villain. In particular, the following are all Heroic Acts:

- Any use of Defend, Probability Control or Smoke Cloud that prevents an attack from succeeding.
- The use of Outwit or Barrier that quantifiably prevents an attack from succeeding (such as outwitting Poison or positioning a barrier in such a way that it prevents Poison from KOing a bystander).
- The use of Telekinesis to move a bystander away from a sure Villainous Deed (i.e. a Villain with Poison). Note this requires a successful Telekinesis attack against the bystander.



- The use of the ability to carry a friendly character (flyer, transporter, etc.) to move a bystander away from a sure Villainous Deed (i.e. a Villain with Poison). Note that bystanders are considered friendly for the purposes of such movement.
- The use of Mind Control to move a bystander away from a sure Villainous Deed (i.e. a Villain with Poison). Note this requires a successful Mind Control attack against the bystander.
- The use of any feat or game mechanic not specifically covered here by a Hero character that prevents a Villainous Deed.

*BENEFIT FROM PROTECTING MORE THAN ONE INNOCENT AND IS HEALED ONE CLICK FOR EVERY BYSTANDER WHO IS SAVED BY A GIVEN HEROIC ACT.*

*Victory Point Bonus:* In addition to the above rules for bystanders, the following secondary rule also applies – bystanders point values are awarded as victory points to the players at the end of the game. The criteria for awarding these bonus victory points is simple enough, the Villains are awarded victory points equal to all bystanders they KO at the end of the game, while the Heroes are awarded victory points equal to the point values of all bystanders still not KOed by the end of the game.

Note: *UNLIKE A VILLAIN PERFORMING A VILLAINOUS DEED, A HERO CAN*

## Optional-Optional Rules

In addition to the bystander rules covered above, players can choose to add even further importance to the bystanders by using these additional character-specific rules. These optional-optional rules if you will, make the exact identity of a given bystander particularly important.

*Cherished Loved Ones:* Any Villain who KOs this bystander when the bystander's protector (see below) is a member of the Heroes is immediately treated as his/her arch enemy (treat as if the Hero in question had played the Vendetta feat and chosen that Villain).

The following Heroes are considered protectors to one or more specific bystanders:

*Protector*

Actual Fantastic Four members (CT)

Any true Avenger  
Any true JLA member  
Arsenal  
Atlas  
Batman  
Daredevil  
Elongated Man  
Falcon  
Flash

*Loved Ones*

Franklin Richards, Willie Lumpkin, Wyatt Wingfoot (Human Torch and She-Hulk)

Jarvis  
Ma Hunkle, Snapper Carr  
Lian Harper  
Dallas Riordan  
Alfred, Lucius Fox  
Foggy Nelson  
Sue Dibney  
Sgt. Tork  
Iris West-Allen, Linda Parker West

Hawkgirl	Speed Saunders
Green Arrow	Eddie Fyers
Green Lantern “Hal Jordan”	Carol Ferris/Thomas “Pie-Face” Kalamaku
Hulk	Betty Ross-Banner
Invisible Girl/Woman or Human Torch	Professor Storm
Iron Fist	Misty Knight, Colleen Wing
Iron Man	Happy Hogan, Pepper Potts
Mary Marvel	Uncle Dudley
Power Man	Colleen Wing, Misty Knight
Professor X	Moira Mactaggart
Shadowcat	Lockheed
Shazam	Uncle Dudley
Spider-Man	Aunt May, Gwen Stacy, Mary Jane Watson (-Parker)
Superman	Jimmy Olsen, Jonathan Kent, Lana Lang, Lois Lane, Martha Kent
Thing	Alicia Masters
Warlock	Doug Ramsey

*Objects of Hatred:* If the specific Villain in question (see below) commits a Villainous Deed against this bystander, he heals 2 clicks instead of 1.

The following Villains especially despise one or more specific bystanders:

<i>Villain</i>	<i>Object of Hatred</i>
Any former patient of Arkham	Dr. Jeremiah Arkham
Green Goblin	Aunt May, Ben Urich, Gwen Stacy
Lex Luthor	Lana Lang
Scorpion	J. Jonah Jameson

### **Designer’s Notes**

I’ve tried my best with these rules to incorporate bystanders into the game in a way that is both thematic and playable. I think the rules are far from overpowering, indeed, there is every possibility that they will make little or no difference in most games. Still, I think they are simple in execution and will not bog down the game. I do hope, though, that the little boost that they do provide might also make players make strategic decisions that better simulate the comic heroes and villains that they are playing.

The mechanics here are somewhat tricky in their balance. As the saying goes, it has always been easier to destroy than to create. So too, it is easier for the Villains to KO bystanders than it is for the Heroes to protect them. I’ve tried to balance this by allowing the Heroes to control the bystanders to a certain degree, as well as allowing them to stack the benefits of saving multiple bystanders with the same Heroic Act. Hopefully, these elements balance against one another enough to be fair. Only time will tell.

## WHERE DO YOU BUY?

Are you looking for a place to buy singles? This is the place to find them. This part of the magazine will be primarily for ONLINE stores where you can find singles, boosters and cases. I do encourage you to support your Brick and Mortar stores, but I do realize that you buy singles online. If you own an Online store and want to advertise in the magazine email me at [rock810@yahoo.com](mailto:rock810@yahoo.com). You must actually own the store or be a representative of the online store in order to advertise in the magazine.

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## 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  
Bobe's Hobby Shop Pensacola, FL  
TBS Comics Pensacola, FL  
Acme Superstore Longwood, FL  
Cosmic Cat Comics & Games | Tallahassee, Florida  
Sunshine Roleplayers Miami Florida  
Past, Present & Future - in Lauderhill, Florida  
Tates Gaming - Lauderhill, Florida  
TBS Comics - Ft. Walton Bch., FL.  
Comics Direct - Niceville, FL.  
Coliseum of Comics - Orlando Florida  
Coliseum of Comics - Kissimmee Florida  
Unity Entertainment Clermont Florida  
Action Games and Comics Clermont Florida

### **Georgia**

Player One Games Alpharetta, GA  
Xavian Games and Books Roswell, GA  
Heroes and Villains in Warner Robins, GA  
Comics Plus in Macon, GA  
coca-cola space science center in columbus, GA  
Game Corner Lagrange, GA  
Odin's Cosmic Bookshelf Liburn, GA  
Atlanta Game Factory Atlanta, GA  
Classic City Comics & Games Athens, Georgia  
Gamer's Getaway in Douglasville, GA

Quest in Carrollton, GA  
Player One Games Alpharetta, GA  
Bunjee's Comics Griffin GA  
Champions Austell, GA  
The Dragon's Horde Stone Mountain GA  
Odin's Cosmic Bookshelf Lilburn GA

#### **Hawaii**

Gecko Books & Comics Honolulu Hawaii  
Other Realms Honolulu Hawaii  
Jelly's Aiea, Hawaii

#### **Idaho**

Magic Dragon Boise, Idaho

#### **Illinois**

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**

The Rusty Scabbard, Lexington, KY  
A+ Comics & Collectibles, Lexington, KY  
Plan B Collectibles, Lexington, KY  
Page-3 in Pikeville, Kentucky  
Heroes Realm in Lexington, KY  
moonlite comics Frankfort, Kentucky  
Warlords Unlimited, Richmond, KY  
Sam Goody 6129, Morehead, Kentucky.

#### **Louisiana**

Gamer's Haven - Lafayette, LA

#### **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  
Green Dragon Comics & More in Escanaba 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)  
Eagle Hill Stamps and Coins, Presque Isle

#### **Maine**

#### **Mississippi**

#### **Missouri**

Gamer's-Pair-A-Dice in Sedalia, MO  
Alpha Comic in Warrensburg, MO  
Valhalla's Gate Columbia, MO  
Meta Games Springfield, Missouri  
Dragon's Lair 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**

Kool Koolectables Las Vegas, Nevada  
Hosehead Hobbies, Las Vegas NV

#### **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  
Stonehendge Cards & Comics New Windsor New York  
Alterniverse Salt Point New York  
Let's Play! @ TSPT in Waverly NY  
Comics Etc in Rochester NY  
Altered States Game and Hobby SYRACUSE, NY  
Centerfield Card & Comics Endicott, NY  
Family Hobby and Crafts Vestal NY  
Fat Cat Books Johnson City NY  
Archway Comics Little Neck NY  
Who's on First Collectibles Merrick, Long Island, NY  
Comic Book Depot 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  
A&H Hobbies in Clemmons NC  
Craftishgeeks asheville 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 AI'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

Comic Nirvana Lexington, 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

Atlantis Comics, Portsmouth, VA  
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  
Treasures charleston, 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  
The New GME, Chatham ON 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  
Heroes World" from Markham, Ontario, Canada  
Rogues Gallery Comics- Windsor, Ontario, 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  
O'Neills (Pub) - Leeds City Centre  
University of Leeds

**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

**VENEZUELA**

Comicland  
Centro comercial galerias Los Naranjos, Nivel 2, Local M-38  
Caracas  
Venezuela





**Name: HorrorClix Booster Pack**

**Stock Number: WZK0667**

**MSRP: \$7.99**

**Expected Release: August 2006**

Get ready for wicked fun! HorrorClix is the new Collectable Miniatures Game from WizKids, and the collectable gaming market will never be the same. Combine monsters from across the horror spectrum, including werewolves, vampires, and zombies, to assemble a ghoulish army for a gore-filled romp! HorrorClix boosters expand your creepy collection, and are the only places to get the incredible unique figures – including the Headless Horseman and Jack the Ripper! There are 96 HorrorClix monsters to collect in the first release.

Each case of HorrorClix boosters includes enough prize support for four weeks of in-store events. Weekly kits include two premium foil-stamped Plot Twist cards and eight participation Plot Twist cards.

**Contents**

4 pre-painted, random miniature game figures with 4 Character Cards

1 Plot Twist card

1 victim token

