



## Table of Contents

Basics
Between the Pages
Cheese of the Month
SLVRSR4's Convention Report
Inside the Mox Box
In His House...
Deadweight
Amateur Dial Design
Out of the Limelight
Pick a Card
Themes Like a Good Idea
Competitive Corner
Where's Wanda
Scenario of the Month

### **Letter from the Editor:**

Welcome to **Critical Hit** issue 08. This month the theme is JLA/Avengers Reserve Members.

This is The' Le (pronounced Tay Lee) coming to you from North East Ohio. **Rock** is on sabbatical this month and has asked me to take over the editing duties until he returns.

That being said, I am happy to say that **Critical**

**Hit** just keeps getting better and better each month. As the layout artist, I think you will all be pleased with the newer look and feel of the articles. But looks are just part of the equation, because content is king – and as usual we don't disappoint. **Rock's** freelance writers have come through once again with some fantastic articles.

We hope you enjoy this month's edition, and look forward to see you again next month! Good day!

My Shameless plug: <http://www.TheLeGames.com>

I said good day!

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

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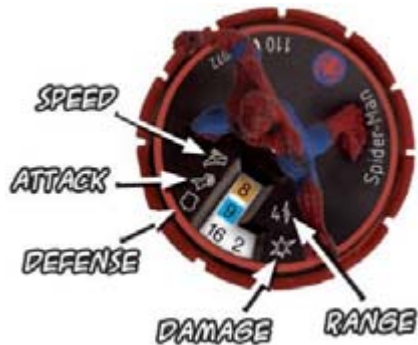
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# BASICS



## 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*





# BETWEEN THE PAGES

## What do you mean we're not the "A" Team?

**Jon Loftus**  
**Lofcutus, Player and Judge since '02**

*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!"*

DC Comic's **Justice League** and Marvel's **Avengers** have a bunch in common. In both publishers worlds they are the best of the best, the team to call on when the stakes are the world and life itself. But not every member of these lauded teams are individually imposing or even useful. Yes, for every *Thor* or *Wonder Woman* there is a *D-man* or *Vibe* (actually there are usually a few).

Yet when these team members get together, you still get imposing groups that can solve many if not the most critical of the day-to-day super-problems.

With that let's look at two noteworthy side notes in their super-histories. The similarities are a bit creepy. They smack of early 90's attitude, and have a similar fine-lined art style, and both brought "expatriate" JLA and Avengers team



members together to do the work that had to be done, no matter how hard, or unpleasant to think about. Yes, this edition is all about DC's **Extreme Justice** and Marvel's **Force Works!**

Both debuting in 1994 the books concentrated on characters that were driven to stop the world problems, sometime before they would happen. Their methods were unorthodox, and the parent teams never gave these gatherings the due credit they expected.

Force Works was born out of the aftermath of Operation Galactic Storm and dissolution of the West Coast franchise of the Avengers. This caused a bulk of the "Waccos" to resign their memberships in the team, Iron Man, Scarlet Witch, U.S. Agent, Wonderman and Spider Woman (II) all quit, and Hawkeye disappeared for a time after the death of his wife, Mockingbird.

After resigning, Iron Man gathered his fellow West Coasters to meet at his California Stark Enterprises headquarters. Stating that the Avengers were too reactive and that a more proactive preemptive group was needed to “pursue an aggressive policy of defense and security” for the planet, Stark started Force Works and nominated Scarlet Witch to lead the team. A job, it has since been proven, clearly she was not ready for.

The initial line up was very much the core of the WCA, Iron Man, Scarlet Witch, U.S. Agent, Spider Woman and Wonder Man. Wonder Man, however didn’t make it past issue one without being blown up and assumed dead. He was replaced by the mysterious Century. And alien that possessed the strength and fighting skills

of the hundred greatest warriors of his race. He also has limited ability to teleport and travel through dimensions. The last “member” of the team was a dangerously annoying Recorder Android (of the Colonizers of Rigel), but since he didn’t partake in the actual adventuring we’ll pass him over.

Getting this collection of characters on the map is both simple and a challenge. Three of the core five members, Iron Man, Scarlet Witch and U.S. Agent already have a version (or eight) in Clix. Scarlet Witch and Iron Man we can mine from their released versions.

The first problem comes with U.S. Agent’s only version LE John Walker from Armor Wars, is Walker as an inexperienced Captain America, not the fairly weathered fighter and actual team player he became towards the end of WCA and Force Works short run (and just as fast un-became as exhibited most recently in the New Invaders series). In addition we will need to find stand-in figures for Spider Woman (II), who goes by Arachne these days (you’re ready Ms. Marvel aren’t you?) and the mysterious Century.

Even with only five characters this team will be hard pressed to fit in a 300 point game. Therefore the build will have to be 400 points and, as usual for this column, Unrestricted in terms of retirement.

So let’s start easy, with Scarlet Witch. She’s the Scarlet Witch, she can make this happen, that’s her shtick and it works for her. Fantastic Forces Scarlet Witch works well for this team, simply because of the first Click of stealth. It is simply another aspect of her mutant Hex power exhibiting itself, making it impossible to hit her





with something in between the shooter and her. Another trait that would be fairly accurate for this era Scarlet Witch is the Ultimate X-men Team Ability of the Experiences version. This will allow her to focus on one character, or group, and again can be seen as an aspect of her Hex powers increasing the odds of stopping her opponent.

### **E Scarlet Witch (FF) 49**

Next we've got Iron Man. We need a mid level Iron Man. Not the peak of his performance, but defiantly not a slow poke or low attacker either. The readers didn't know it then, but the whole resigning from the Avengers and forming of Force Works could have very well been a manipulation of Tony Stark by Kang the Conqueror, who comes in at the end of the series to tear apart everything good about Iron Man.

Tony is still as resourceful and flexible with his technology as ever, but we should limit the high attacks and defenses values of the Veteran and LE from Armor Wars with something more manageable if possible. There are no real median levels of the figure though, just higher attack value, mobile attacker, Ultimates, Armor Wars E and V, and the slow move, then wait a turn and maybe hit low attack from Xplosion/Universe.

If we settle on using the *Ultimates* Unique Iron Man we will get a mobile attack on the first 5 clix, very representative of Starks portrayal at the time. We also get a decent 10 Attack to start with a steady drop down to 7 on his last Click (7 clix down the dial). We also get the transferal between a mobile ranged attacker, to a mobile close attacker, who is still maintains his capabilities as a ranged attacker late in the dial. His Flight,



Pulse Wave and the 8 Range will allow him to make some critical late in the game hits that could bypass defensive powers and effect folks that are right in his face after he charges them.

### **U Iron Man (Ultimates) 144**

U.S. Agent, however, needs some work to showcase both the attitude and abilities that John Walker had at this time in his career. Walker was using an energy shield at the time, it could be reconfigured into things other than a shield, but rarely was, it could also fire short-range bursts, and also, it rarely was used this way. Walker is, in his fighting heart, a face-to-face, man-to-man, fighter.

We can get away with using the LE John Walker, but we will have to augment it. The glaring absence from this dial is any hint of his augmented strength. No Super Strength and 2 Damage just won't cut it, so we'll have to spend 10 points to attach Armor Piercing to him. This will show is nice "store bought" powers very well. The last alteration I'd like to make is adding Damage Shield for another 10 points. This really works for John Walker. You hit him he hits you back, and with Armor Piercing attached as well, anyone will feel it!

### **U.S. Agent**

**LE John Walker (AW) 58**

**Armor Piercing (AW) 10**

**Damage Shield (10)**

Julia Carpenter, the second woman to call herself Spider Woman, had different powers from Jessica Drew, the original. She projected a mental web that could ensnare opponents and even hold extremely strong individuals for short amounts of time. She was also strong and could adhere to surfaces like Spiders Man and Woman. Unlike Spider-man, she has no Spider-sense that warns her of danger. However, she is a trained acrobat and fighter, getting her powers from the

Commission on Superhuman Activities and working as an agent for them for before joining the Avengers. This helps her avoid being hit by opponents.

To recreate Spider-Woman, we will need to find a Leap/Climbing-ing, Incapacitater, with a respectable defense. Stealth would be good, but not necessary, really just a nod to her first appearance in the shadows of Secret Wars issue 6. Most important, we need to show that her powers are mental not physical, the biggest difference in the various Spider-women.

With that in mind, we can look for a reasonable stand-in for Spider-woman. Several figures have both Leap/Climb and Incapacitate, and are lower costed. Robin from Icons, could give her the Stealth I thought would be more fun than accurate, Moon Knight from Critical Mass would give her Will Power and Super Strength as well as the Avengers Team Ability for a chance at a free move action. Another option, that will work is Rookie Manhunter from Collateral Damage. Manhunter is cheap and has a reasonable dial length, She has the Leap/Climb and Incapacitate I think is necessary to capture the character, plus she has exploit Weakness and, on her last

click, Psychic Blast, both of which can be seen as Julia's powers being mentally based, and bypassing just a tough hide, or padded suit. Manhunter also has Combat Reflexes, giving her +2 Defense to Close Combat Attacks and letting her avoid Knockback Damage, again, both characteristics that can be seen in this Spider-woman.

**Spider-Woman (II)**  
**R Manhunter (CD) 37**



The last of the group was Century. He was strong, fast, could fly and damn near indestructible. He also wielded an energy projecting, dimension traveling staff called Parallax that could project energy blasts and add a big punch to a close combat hit with it.

Since I waited to do Century last, I'm limited by points. There are points left and I want to capture Century as best I can. A nice effective Attack value, decent damage delivering capability, maybe some limited Phasing (one early or late in the dial click), and some damage reducing powers.

Several times he took a full-on blast that would have leveled others on the battle field, so I am inclined just to start with Protected and work with the remaining points. Several close hitters come to mind, Executioner, Hercules, Wonder Man, and Power Man could fit the bill. I like Executioner because of the late in the dial Phasing/Teleport. LE Skurge is the opposite and has first dial Phasing, but since I want to incorporate Protected to capture the full character of Century, Skurge's 80 points will be too much. Thinking of Executioner makes me realize that we got another strong Asguardian in Sinister, who also has Phasing at the end of her dial, Valkyrie.

So in this case, and by sheer luck, I've found a great stand-in piece. Veteran Valkyrie has a Click of Charge, some clix of Blades/Claws/Fangs, some Damage reduction, and that end of the dial Phasing, I was hoping for. Plus, mid-dial Flurry to represent Century whipping his axe around and nailing opponents left and right, and end of the dial Will Power. Also, not much of a leap to say that the Will Power is Century's innate desire to win coming out.



**Century**

**V Valkyrie (Sin) 71**

**Protected (AW) 8**

This brings the team to 387 points, leaving your 13 points to play with. I recommend spending 3 of those points by throwing *Vault* on Manhunter.

Also note that I didn't feel obligated to stick with a unified Team Ability. Yes, these guys used to be Avengers, but the Avengers Team Ability isn't really necessary to showcase these characters during this point in their career. The Avengers Team ability, if feel, is a product of the intense training and drilling to work as a team. That's not Force Works, in their short history they were never the one that got to prepare for their battles, they simple went there and finished them.

**Force Works**

**Scarlet Witch**

**E Scarlet Witch (FF) 49**

**Iron Man**

**U Iron Man (UI) 144**

**U.S. Agent**

**LE John Walker (AW) 58**

**Armor Piercing (AW) 10**

**Damage Shield (10)**

**Spider-Woman (II)**

**R Manhunter (CD) 37**

**Vault (Sin) 3**

**Century**

**V Valkyrie (Sin) 71**

**Protected (AW) 8**

**390 points (10 to spare)**

Marvel wasn't the only one to get struck with 90's-itis in 1994. **Extreme Justice** took previously lighthearted characters from the DeMattis and Giffen's run on Justice League and made them "hard-



core". It went over almost as well as a lead balloon, lasting whopping 18 issues.

The group of JLAers wanted to be a more proactive and aggressive task force for Justice taking on the dirty jobs that the "A" team couldn't be bothered with.

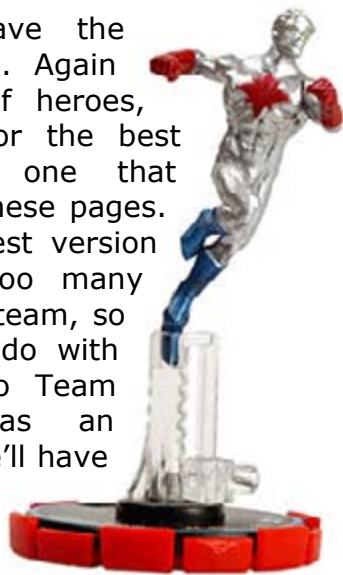
The team was lead by Captain Atom, and had Booster Gold, Blue Beetle, Maxima and the second Amazing Man. In later issues, they were joined by Firestorm and the Wonder Twins for a brief time. Yeah, the Wonder Twins, I can't make this stuff up...

From the outside it would appear that we have a distinct advantage on this team because so much of the group has been put into Clix. The only things we have to do are pick the right versions, find a substitute for Amazing Man and maybe try to fit in some Extreme FEATs and try like heck to fit this in a realistic team size.



This team also has to follow the Unrestricted format (darn you Hypertime!) and we can't do this at the standard tourney size of 300 points either, not with Captain Atom and Maxima, so a beefier 400 point team (y'know, so you can fight them Force Works dudes up there) will be needed.

Well, first we have the leader Captain Atom. Again with this teaming of heroes, we're not looking for the best versions, but the one that represents them in these pages. Unfortunately, the best version for this will cost too many points to put on the team, so we'll have to make do with the Rookie. With no Team Ability and it has an activation click, so we'll have to work around that in gameplay.



### **R Captain Atom (Lg) 97**

Booster Gold, tired of not being taken seriously and still skittish after the massive beating he took from Doomsday, redesigned his suit to incorporate some defensive capabilities, more damage reduction, etc. But at the heart he's still Booster, we can use the Veteran version of Booster Gold, again no Team Ability, but it gives us a longer dial to work with and two clix of Super Strength to help boost up the damage.

### **V Booster Gold (Ht) 47**

Blue Beetle, also had a slightly redesigned suit, not so drastic a departure as the most recent incarnation of the beetle, but simply an attempt to make it 90's cool. He was still Ted Cord, smart, resourceful and heroic. There is no reason not to use the Experienced version of Beetle from Hypertime, this stuff is before the "heart condition" was written into the character



and he still worked his hardest to get he little respect he got. The Experienced lets you save some points for the bigger characters and keeps the JLA Team Ability, because, as resourceful as he is, Ted should have the option to move in a turn if he needs it.

### **E Blue Beetle (HT) 34**

Like Booster and Beetle, Maxima had also been trashed by Doomsday during the fight that killed Superman. She took it a lot better than Booster did. She was still angry and mean and more than a bit arrogant, so she actually fit into this team better than I thought she did the regular Justice League.

But, we have some problems here with the logistics of the team. Maxima is 128 to 170 points depending on the version. That just won't work since we have another JLAer to fit on the team plus Captain Atom. That

means that we will have to find a substitute for an existing character, a first for this column. So let's boil down the essentials of Maxima in a fight. She punches like a small bomb and has telekinetic powers that the set designers made into Telekinesis. But if we can find Flight, Force Blast, and Super Strength along with damage reducing Powers, we should be OK.

Super Woman from Legacy fits some of the bill – Super Strength, Flight, Invulnerability. So does, Iron Monger, from Armor Wars, just a bit though. Two good bets are either Dmitri Pushkin (Red Rocket), from Unleashed or the Veteran Big Barda also from Unleashed. Only 5 points apart they are both possible depiction of Maxima. Barda has Impervious followed by Toughness, Dmitri is also stacked with Toughness following two clix of Invulnerability. They both begin with Force Blast, Dmitri has Energy Explosion with could be translated to Maxima using her telekinetic powers on a cluster of people, Barda has the same followed by Telekinesis, just like Maxima's own dial. Dmitri's Quake can be seen as a similar type of attack only in close combat form.

I will use Barda in this case. The one click of Impervious, I decide, is more in character with the Royal house of Almerac.

**Maxima  
V Big Barda (Un) 95**

Amazing Man was a second generation Meta human with the ability to absorb properties of inorganic items. All of that didn't stop him from getting whacked in Star Man a few years ago, after turning to

glass and getting shattered. I don't think there will be an Amazing Man III anytime soon.

This will be a straight off, swap for Absorbing Man. There is an activation click involved with that figure, just like the problem with Captain Atom. Careful play around that will be needed. So let's decide which one to use. The new and improved Masters of Evil would allow Amazing Man to constantly push if he wanted to. That would be like turning into an inorganic construct that could just flow over their opponent. For that reason, I'll go with the Experienced.

**Amazing Man  
E Absorbing Man (CM) 97**



That leaves us with 30 points left, not enough to increase the Captain Atom from his Rookie to Experience, or to get a "real" Maxima on the team, so I'll use the remaining points to customize these characters with FEATs. The first thing I will do is put Protected on Amazing Man. He can turn into a substance that is immune to an opponent's attack, so its makes sense to me. I'll assign another copy of Protected to Booster Gold, to represent the modification he made to his costume. For 5 more points I'll just put the Flashbang

FEAT on Blue Beetle so that he can move around the field and obstruct line of site better.

**Extreme Justice**

**Captain Atom**

**R Captain Atom (Lg) 97**

**Booster Gold**

**V Booster Gold (Ht) 47**

**Protected 8**

**Blue Beetle**

**E Blue Beetle (HT) 34**

**Flashbang 5**

**Maxima**

**V Big Barda (Un) 95**

**Amazing Man**

**E Absorbing Man (CM) 97**

**Protected 8**

**391 Points (9 to spare)**

With these two different teams I approached building them differently. With Force Works I new that figures would need to be tweaked and new ones would need to be found. I was lucky enough that a

majority of the team had already been made as HeroClix. John Walker needed some adjustments, Spider Woman and the obscure and fairly un-Clixworthy Century had to be substituted.

Extreme Justice was more worrisome, I was more concerned about getting the five members on the board with just 400 points and was forced to work within the "what do I have left" mind set. Not the best way to made comic book inspired teams come to the map, but in this case a legitimate predicament that was able to be worked out through some creative use of stand-ins and selecting existing figures that, while not the best representations of the character do justice the concept of the team.

*With a little creativity almost any comic book, movie, TV, you name the theme... team can be made. A stand-in will never be quite the same thing, but until those characters actually show up as a Clix, we're lucky enough to have 16 full sets (and a growing number of collectors' sets) worth of pieces to fall back on.*

-- **Lofcutus**

**LE'S CORNER**

In 1997, a live-action tv pilot was created called the *Justice League of America*. This pilot was produced in hoped of being picked up as a regular television series.

In this pilot, J'onn J'onzz brings together a group of heroes together to fight the evil *Weather Man* (Dr. Eno).

The heroes featured in this pilot included Green Lantern (Guy Gardner), The Atom, Fire, The Flash, and Martian Manhunter.

The series was never picked up, and copies have been found floating around ebay and other places.





# CHEESE ⊕ F ⊕ THE M ⊕ N ⊕ H

## Using Defend with Alternate Fantastic 4 and Thunderbolts



We all have seen Alternate Fantastic Four teams in action, with all sorts of cheesy inclusions that really should never be included with Marvel's first family. However, such a tactic is extremely effective to give you whole team of Wildcards or Fantastic 4 members an outrageous defense that is a huge hassle for just about any team.

As if it couldn't get any worse, the cheesy potential of high shared defenses is not just limited those with certain Team Abilities. Due to the Defend power, anyone from Thor to that pesky Lian Harper can have a high defense.

**Fantastic Four (feat) (cost: 0)**  
*Prerequisite: Fantastic Four team ability*  
 All friendly characters with the Fantastic Four team ability have the following team ability instead of the Fantastic Four team ability: Any member of this team may replace its defense value with the defense value of any other member.

That being said, we are only going to focus on 300 and 400 pt builds this time, and all of them will use the Defend power. Cheese not only means the tactics used, it also means the pieces. The key to most Alternate Fantastic Four abuse teams is the ever tournament-present LE Sue Storm from Fantastic Forces. This article focuses

both on Restricted and Unrestricted teams, and all four use Ms. Storm, or you can refer to her by whatever expletive you and your gaming crew refer to her as. Cheese also means using the cheapest possible figure for the job, and while the original 'pit crew' is retired, there are suitable that are more durable, if more expensive.

The other major player is a wildcard defend character, and there are only 4 figures that work: LE-Querl Dox, U-Universe Spiderman, REV Shadow Lass, and LE-Positron.



Many players simply combine some useful Wildcards with Sue and a lot of high defense team still lack something that most team need to win nowadays – and that is mobility. I've seen all kinds of teams with no Telekinesis, the only flyer is Sue, and not even a Transporter is included. This makes the fight for your opponent much easier when he doesn't have to face the prospect of his starting area being overrun anytime soon, a weakness that even on a team with all 19 defense figures can be exploited.



**DEFEND (defense)**

(optional): Any friendly character adjacent to this character may use this character's unmodified defense value instead of its own.

So, keep your cheesy monstrosity mobile. You can do this with cheap flyers like R Green Flame, a Transporter like Lockjaw, and generally making sure the figures on your team have either move and attack powers or a taxi waiting nearby.

So, pointers for an Alt. Fan 4/Defend Abuse Team:

- 1) Pick figures that guarantee mobility
- 2) Make sure you have a good mix close combat and ranged combat, all of one of the other will make your opponent's fight much easier. Pack Probability Control when you can, making your opponent hit 19s multiple times is never a bad thing.
- 3) Stick next to the Defend character, they are your bread and butter and keeping them alive is top priority behind Sue's survival.
- 4) Make sure you position your figures in such a way that those with the higher defenses and/or one with damage reducing/eliminating powers are in front.
- 5) Don't be rash, a cautious advance with the occasional aggressive move is OK, last thing you want to be overextended

and have to run back to the medic every other turn.

- 6) Other than those under the aid of Defend, include a figure like a Pouncing Spiderman or an Emerald Empress that can move and act independently of the Defend and still have the 19.

So, on to the first team:

**300 Pt Restricted Alt Fan 4/Defend Abuse:**

- LE - Sue Storm w/ Alt. Fan 4 ATA Feat Card
- R - Shadow Lass
- R - Sinister Spiderman w/ Pounce
- E - Starter Batman
- R - Green Flame
- E - FF Scarlet Witch
- R - Dr. Mid-Nite
- Lian Harper Pog

**300 Pts**

Possible BFCs: Darkness, Deep Shadows, and Infiltration (makes forming a defend circle much quicker without wasting positioning actions).

This team features a pouncing Spiderman, this is your primary attacker. He has a 19 defense from Sue, a potential 11 attack between Pounce and Scarlet Witch's Ultimate X-Men Team Ability, and that is before you consider using a 3-D Computer or Bookcase.



Now, this team is light on damage after Spiderman, but Batman provides the always harmful outfit, and Scarlet Witch is an often underrated cheap 10 range cannon. After them, even Shadow Lass and Sue have decent attacks if it

ever comes to that. The key to this team is keeping everyone around Shadow Lass, now Spiderman is free to roam around the battlefield, smashing at will while Scarlet Witch snipes and Batman outwits.

Never separate your team unless your opponent has a Nova Blast, then use your best judgement on positioning depending on what map you are on, because sticking to the Defend character is the whole point of the team.

#### 400 Restricted Team

LE - Sue Storm w/ Alt Fan 4 ATA Feat Card  
 R - Shadow Lass  
 V - FF Hawkeye w/ Trick Shot and Thunderbolts (Batman)  
 E - Songbird w/ Thunderbolts (Batman)  
 R - Sin. Spiderman w/ Pounce  
 R - Domino  
 R - Dr. Mid-Nite  
 Lian Harper Pog

#### 400 Points

BFCs: Power Dampening Field, Low Gravity, and Armor Wars

This team features a lot of mobility, Pounce, TK, and Running Shot Transporter make for a deadly combo when everyone is already in stealth, then add in 19 defenses. Don't have a good piece of hindering around? No problem, with the 19 shared defense from Shadow Lass, Hawkeye and Songbird's defenses are now 21 at range.

The whole team can move in one turn if all four of your flyers carry the others. This is a big advantage, and moving up

field is something that a HSS bomb or other cheesy team really doesn't like.

Now, in Unrestricted, the options are much more varied.

The 300 Pt Unrestricted Defend team:

R - Shadow Lass  
 LE - Sue Storm w/ Alt Fan. 4 ATA Feat Card  
 V - Johnny Alpha  
 V - Shi  
 R - Black Panther w/ Thunderbolts (Ultimates)  
 E - Universe Starter Spiderman w/ Pounce  
 E - Paramedic

Possible BFCs: Armor Wars, Deep Shadows, and Power Dampening Field

Not only do certain powers get cheaper (like the Mid-Nite to Paramedic switch), but now more figures with classic combos can be used. Now you have again a mostly stealth team with a see-stealth outwiter (I.E. Black Panther), a Tker that can fight and fight well in Johnny Alpha, One of the more deadly attackers ever at close or range in Shi, and of course the independent terror of Spiderman.





### 400 Pt Unrestricted, AKA the "Gun Boat":

LE - Sue Storm w/ Protected and Sidekick (Wasp)  
R - Shadow Lass w/ Protected  
E - Universe Starter Spiderman w/ Pounce  
E - Universe Starter Wasp w/ Thunderbolts (Green Lantern)  
5xV - Scourge  
2xE - Hive Trooper  
R - Domino  
2xE - Paramedic

BFCs: Darkness, Armor Wars, and Infiltration (Gets all those Scourges in position nicely)

This is where the Cheese really comes out. What I mean by gun boat is that you will carry Domino, the Hive Troopers, and all the Scourges with Shadow Lass, creating a veritable tank of 11 attacks with reroll and with the Enhancement, now do 3 damage at least. The Sidekick on Sue and Wasp is one way to try to protect Wasp from concentrated attacks. The often

harmful thing about Wildcarding is that you basically lose so much more than a figure when a figure with a TA is knocked out, so, hopefully, you will be able to distract your opponent with the gunboat and Spiderman as to avoid the rush on your TA-Laiden Ladies. Wasp can also be used as a separate tank to carry around the medics and Spidey around to follow the other tank. I would set up the Shadow Lass Tank like this:

H-Hive Trooper  
S-Scourge  
L-Shadow Lass  
D-Domino

SSS  
HLH  
SDS

This way the rear of the tank is covered while the front has re-roll to help mow down opponents.

-- Joel LaPresta

### Custom Clix - The Work of Rafael Aguilar Jr.



## SLVRSR4'S CØNVENTIØN REPØRT (Wizard World Chicago)

Well, it's that time of year again; convention season! It's that magical time when we geeks gather in large packs and open our wallets and purses in search of the hard to find swag that we can't normally find at our local comic and hobby shops. Bank accounts are drained, collections are being completed, and there is a never-ending line at the ATM machine so we can afford to spend an exorbitant amount of money on a three dollar hot dog. It's great, isn't

it? No, not the hot dogs, they are pretty bad to be honest. I'm referring to the convention. Convention season is also about something else. It is also a time for we, the gamers, to gather from near and far and take part in some competitive tournament play.

That's right, it's tournament time. Time to break out your Kingdom Come Flashes, and your Icons Superman everybody! There are many different kinds of tournaments to attend while at a convention. At WWC, besides the HeroClix Invitational tournament, there were battle royales that you could sign



up for all day, there was a drunken HeroClix tournament that took place in one of the players' rooms, and there was a little known tournament that took place in the lobby of the O'Hare Hyatt. This is the one I attended. The name of the tournament was **Corn Bowl II**. The Corn Bowl is the annual HeroClix grudge match played between the Omaha boys and the Hawkeye Game Club, or HGC for short. It is played with the closest they could get to an even number of players on both teams. They play elimination style and

add up the wins on each side per round for three rounds. Whichever team has the most wins at the end of the night wins the tournament and, more importantly, bragging rights for the entire year. Now, you may be saying to yourself, so what? Where is the prize support, and what is the point? If you ever get to watch this event, though, the point will become clear soon enough. These guys are all really great and are just trying to have a good time. It's really just that simple. I was fortunate enough to get to play a few games with some of their members, and let me tell you. You probably never

have as much fun playing a game of HeroClix as you do when you play some of these guys. One player in particular goes by the screen name of TChiple. I didn't get to play him this year, but my girlfriend did, and she is STILL talking about how much fun she had while playing clix with him. He makes every game fun whether he is winning or losing, despite how much his dice hate him.

You may be thinking at this point that something about the HGC seems familiar to you. It would not be surprising if you did hear of that group before. In the finals at WWC, they had a whopping seven members representing them. Three of their members made it into the top eight, two of them made it into the top four, and both the entire tournament and fellowship went to HGC members. You may remember posts about a gentleman called "The Drubber" (Pauly to his friends) winning WWC. He chose Jessica Jones as his masterpiece figure and will be getting a free ride to the next convention. I'm sure at this point the HGC is ringing a few bells for you, isn't it? As I said earlier, I got to hang out with the Omaha and Iowa guys for the entirety of Corn Bowl II, and as a player who places a lot of emphasis on playing with fun teams, I thought I would share with you some of the teams played during the

games, and let you in on who took home the prize this year.

Along with listing some of my favorite teams that I saw this year, I'm also going to be starting something new that will eventually carry over into my "Themes Like a Good Idea" article. I will be debuting my very own grading scale for teams. It will be partly based on how much of a theme the team has and the rest will be based on playability and competitiveness. I will combine those two factors on a scale of 1-10 to create an overall "Grade." The scale will be called the "Clix Scale." Also note that I have taken the liberties of naming some of the teams that were used at Corn Bowl II. Here are a few of the shining stars that caught my eye.

**Team #1: Night of the Nighthawks!** (Played by

Titans012 / Logan)  
Experienced Nighthawk (x3) = 126

Rookie Nighthawk (x9) = 252

Rip It Up (feat) = 20  
398 points total (theme/  
fun team)

Theme: 4

Playability/Competitive: 7

OVERALL: 5

**Notes:** A fun little team that would have been quite a handful if not for the impossible defense of my Heroes for Hire team. The four critical misses that Logan rolled didn't help matters either.





**Team #2: Emerald Dawn.**

(Played by Johnnya64 / Nick)

U Parallax + Dive bomb (feat) = 280

V Fire x2

(Constructs) = 120

400 points total

(theme/ fun team)

Theme: 5

Playability/Competitive: 9

OVERALL: 7



**Notes:** This was an incredibly dangerous team. He would keep Parallax soaring and dive bomb the opponents characters to do a nasty 5 damage. Using the clear green plastic Fire figures as Green Lantern Constructs was a stroke of genius that provided good back up attackers and maintained a theme of sorts. The dive strategy had to be abandoned when facing my Heroes for Hire, though, because a 20 defense is hard enough to hit without subtracting two from your attack value.

**Team #3: Now you see me...**

(Played by Danger Girl / Jonna)

V Enchantress + Camouflage + Protected + Lucky Break (feats) = 96

V Trapster = 59

V Magma + Armor Piercing (feat) = 61

R Katana + Ambush (feat) = 42

V Mockingbird + Thunderbolts (feat)= 39

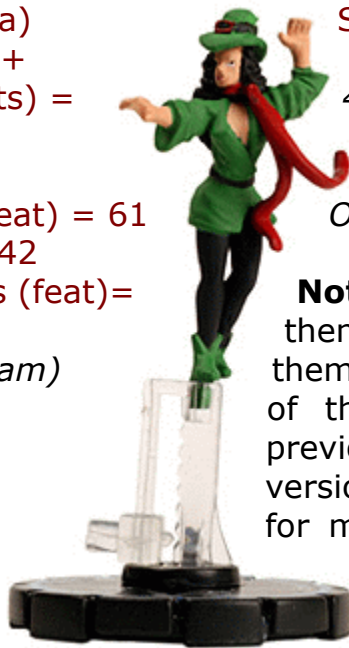
297 points total (restricted team)

Theme: 1

Playability/ Competitive: 10

OVERALL: 5

**Notes:** This team, while not having any theme whatsoever, has a real



potential to be nasty. Using a strategy that I had never even thought of, Jonna used Enchantress as her centerpiece. She put the camouflage feat card on her so she could effectively have stealth next to blocking terrain. The part I had never thought of doing before was using two characters that had barrier to set up a wall behind or next to her to make her CONSTANTLY hidden. She then employed the rookie Katana and Veteran Mockingbird as close combat defenders to Enchantress while keeping her Magma and Trapster in reserve to maintain the barrier or fight if they had to. Very impressed with this strategy.

**Team #4: Super-Buddies (Played by Lyons)**

V Captain Atom = 154

R Booster Gold = 28

R Fire = 17

R Mary Marvel = 99

E Blue Beetle = 35

E Elongated Man = 58

Sue Dibny (Bystander) = 5

L-Ron (Bystander) = 4

400 points total (theme/fun team)

Theme: 10

Playability/ Competitive: 3

OVERALL: 6

**Notes:** This team is a straight up theme team! Just the way I like them. I've played with another version of this team. It was featured in a previous issue of Critical Hit. The version I played with, though, allowed for more points, so it was able to be more competitive. That was what this version of the team was lacking. I give total credit to

Lyons for making it as accurate as it was, but unfortunately it lacked firepower.



**Team #5: Skrull Kill Krew** (Played by unknown)

- U Super Skrull = 127
- V Skrull Commando x 8 = 144
- Skrull Warriors x 4 + Armor Piercing (feat) x 4 = 108
- LE Raksor = 19

398 points total (theme/ fun team)

Theme: 10

Playability/ Competitive: 4

OVERALL: 7

**Notes:** One of my favorite types of teams ever! A Swarm team. It's not as competitive as some other teams, but it's hard to focus on the other person's team when they outnumber yours 3 to 1. In that same respect, though, it is sometimes hard to keep track of your own team, and set up attacks when you have far less actions available to you than you have figures on the board. It's a very fun team to play, though.

**Team #6 Arkham Asylum**

(Played by MeatloafX)

- V Joker (Icons) = 107
- E Lockjaw (modded to hyena) = 29
- V Clayface = 89
- E Harley Quinn (Icons) = 21
- E Man Bat (Icons) = 38
- E Two Face = 51
- R Lackey = 7
- LE Victor Freeze = 54
- Dr. Jeremiah Arkham = 2

398 Points total (theme/ fun team)

Theme: 8

Playability/ competitive: 6

OVERALL: 7

**Notes:** Playing Batman villains is always fun in my book. They are better at boosting their own attack power better than their Marvel counterparts the Sinister Syndicate. There is a good theme here, however, Batman villains rarely work well together in the comics (hence the lower theme score.) I absolutely love the idea of modding Lockjaw into a Hyena or two for Joker and Harley.

**Team #7 S.H.I.E.L.D**

(Played by JLAflash14)

- U Nick Fury (Sinister) + Inspiring command + protected (feats) = 86
- U Wolverine +Auto Regen + protected (feats)= 80
- U Mystique = 52
- V Shield agents x3 (Sinister) = 87
- E shield sniper (Sinister) = 22
- LE Sam Wilson = 53

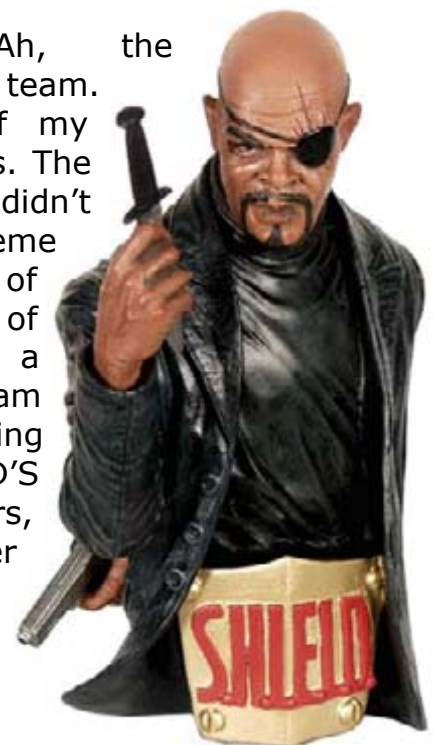
380 points total (theme/ fun team)

Theme: 6

Playability/ Competitive: 8

OVERALL: 7

**Notes:** Ah, the S.H.I.E.L.D. team. Another one of my all-time favorites. The reason this one didn't get a higher theme score is because of its lack of continuity. It's a great team competitively using some of SHIELD'S heavier hitters, but the character choices span three separate realities.



**Team #8 Jonesin' for Jessica**

(Played by the drubber/ Pauly)  
 V Jessica Jones + Nanobots + Thunderbolts (feats) = 66  
 V Jessica Jones + Thunderbolts (feat) = 56  
 E Jessica Jones x 2 = 90  
 R Jewel x 2 + Thunderbolts (feat) = 88  
 300 points total (restricted team)  
 Theme: 3  
 Playability/ Competitive: 6  
 OVERALL: 4

**Notes:** Definitely not the team I would have chosen, but hey, who's to argue with the champ? The man loves his Jessica Jones, what can I say? I give Pauly credit for sticking to what he loves no matter what anyone else says.

**Team #9 Tidal Wave**

(Played by the drubber/ Pauly)  
 R Hydro-Man x 3 + Entangle (feat) = 153  
 E Hydro-Man x 2 + Entangle (feat) = 130  
 E Hydro-Man x2 = 114  
 400 points total (theme/ fun team)  
 Theme: 5  
 Playability/ Competitive: 7  
 OVERALL: 6

**Notes:** Another strange choice by the champ, but this one I liked a little better. It looked as if it could become a really big hassle, and packed a bit more of a punch as well. It got a few more points for the theme category for the sake of Hydro-Man making water duplicates of himself. This would give this team more of a one man army feel to it. I've never seen Hydro-Man do this, but I'm giving the benefit of the doubt here.



**Team #10 Reign of the... Supermen?**

(Played by TChiple/ Tooker)  
 Experienced Robot Superman x 3 = 300  
 Unique Krypto = 100  
 400 Points (theme/ fun team)  
 OVER  
 Theme: 3 Playability/ Competitive: 7  
 OVERALL: 5

**Notes:** This looked like a really simple team to put together and at the same time had a loose theme to it. It had the potential to do a lot more than it did, but alas, Tooker's dice hated him. I let him borrow several sets of mine, but to no avail.



Those were just some of the teams used at Corn Bowl II. Here is the way the tournament broke down by round. In round one there were only seven players. By the end, Omaha was leading 5-2. Things didn't look to promising for the HGC, and only one round had passed. Round two saw the joining of another player and ended at an even 4-4. This brought the total so far to Omaha: 9 / HGC: 6. It had gotten a hair closer, and it could be anyone's game at this point. The favor was leaning towards Omaha, though. By the end of round three, despite some



interruptions, the HGC was able to come back from the clutches of defeat to take the third round 6-2. For those of you keeping score at home, that means that the HGC had just narrowly beaten out Omaha 12-11. It was an extremely close game. The two groups were literally gathered around the last game that was going on. No one knew how close it was, however, except one man; SunDevil. It had come down to the **Nighthawk** team vs. the **Skrull** team. After a while, Logan was able to topple the Skrulls and secure the win for the HGC for the 2<sup>nd</sup> year in a row. Don't worry too much Omaha. I'm sure the HGC won't abuse their bragging rights TOO much...nah, what am I saying? Of course they will! In the

end, both sides had a lot of fun and everybody walked away with a smile. I would like to thank **Chance (SunDevil)** for organizing this event and for Inviting Jonna and me along to play with the guys and give you all this insight into a part of the comic convention after hours scene that you may not know about. It was a very fun and rewarding experience for both me and Jonna, and we can't wait until next year to give you the Convention Report for Corn Bowl III.

Until that time, though, I remain...

THE SLVRSR4



# Inside the Mox Box: On-Call Avengers

By Steve "Mox" Luzader

Beyond the perennial glow of Captain America, Iron Man, Thor, Hulk and a select few others, the Avengers roster has been a proverbial revolving door of heroes. Many have come and gone with barely a blip on the radar, while others have made impacts and many have used the Avengers to launch their careers into superhero superstardom. I don't think that we would have some great names like Hawkeye, Falcon or She-Hulk without them.

This revolving door, of which later was termed a "reserve list", certainly is made evident in the HeroClix world. We all notice the rabid occurrence of the Avengers team ability on many figures, even if it comes on one or two versions of a character. But, rest assured, that the team ability is on that rank for a reason. This month, we're going to peer into the core of the Avengers and focus on some of the other heroes that have made them tick for all these years. We're going to dig up some minor heroes and focus on some of their major HeroClix figures.

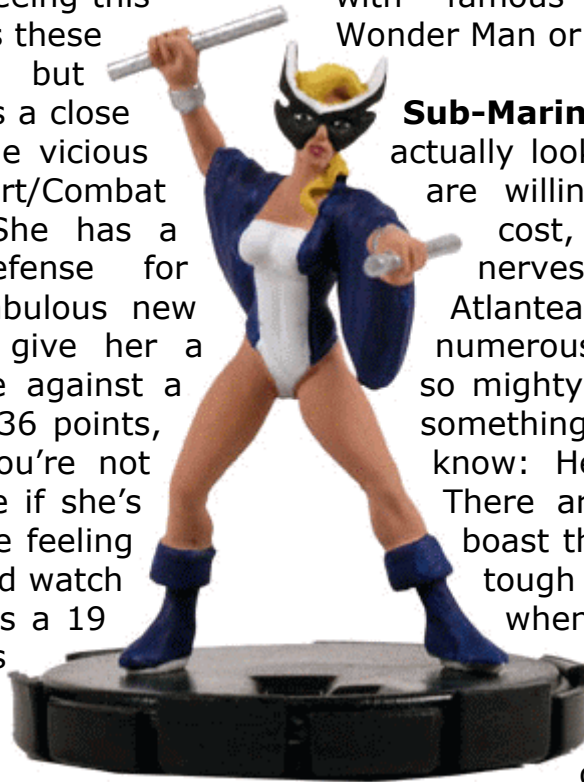
**Moon Knight (E):** Simply put, 27 points of phenomenal. If I were to plot



a cost-efficiency curve of the HeroClix universe, this guy would be at peak. He has an excellent movement value and starts with some Stealth, but where he shines is his couple of clicks of Super Strength and Willpower. A starting attack of 9 is not to be taken lightly and he actually has a short range for when he spends his days hiding and nobody wants to come and say hi. Using Super Strength, he can routinely pop 3 to 4 points of damage over and over on pieces, and yet you can laugh when your opponent gets frustrated and wipes out such a low-point, high-damage piece on your army.

**Mockingbird (V):** I'm seeing this figure on so many armies these days it's unbelievable, but what's not to love. She is a close combat tank, packing the vicious new Close Combat Expert/Combat Reflexes combination. She has a very healthy 17 defense for beginners, but those fabulous new Combat Reflexes rules give her a very difficult 19 defense against a close combat attack. At 36 points, she's pushable, since you're not losing tons of real estate if she's gone, otherwise, if you're feeling lucky, let her stay put and watch your opponent roll versus a 19 to hit her. She packs Leap/Climb, so she's nearly guaranteed to get into any grill she wants. Obviously ranged attacks can avert her Combat Reflexes, but on some indoor maps, she can shine by continually using other figures and natural terrain to minimize ranged combat against her.

**Hercules (V):** Yeah, he's an oldie... but he's still a goodie. Hercules packs near-bruiser level stats on a figure without the bruiser point cost. Hercules starts off with an 11 attack value and 4 natural damage with Super Strength. Even with the power creep since Infinity Challenge, that's still amazing. His only drawback is a low defense, which only starts at 15, but he has nearly an entire dial of Toughness to soak up the punishment, plus he's easy to Support. Even his final clicks of his nine-click dial sport an 8 attack and that eternal Super Strength. At 83 points, he's a great deal, considering he could nearly match power-for-power

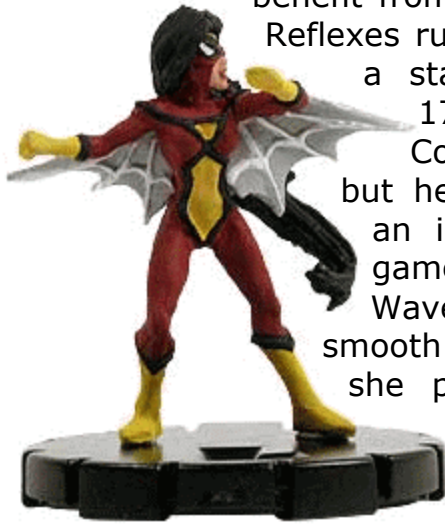


with famous bruisers like Rhino, Wonder Man or Thing.

**Sub-Mariner (V):** If you're actually looking for a warhead, and are willing to pay a warhead's cost, then feast your optic nerves on the 150 point Atlantean Nuke. There are numerous reasons his highness is so mighty. Let's start with a little something many players may not know: He has an 11-click dial. There are few figures that can boast that. In addition, this is a tough 11 clicks to mow down when he packs 3 Invulnerability clicks and the last 8 all have Toughness. He starts off with a monstrous 11 attack, 4 damage, Super Strength and a high-movement Charge. And since he can fly, he's going to get around much better than a lot of other bricks. Even as your opponent tries to pound on him, he only gets worse. He gets a mid-dial surge where he regains his hearty 11 attack value, but now is going to tote three potentially devastating clicks of Flurry. Oh, and if you have an object, chances are you're still going to get to use it because that Super Strength extends through his second Flurry click. Not that he needs it, I mean, the dude still packs a base damage of 3 until nearly the end of the dial. He can carry around a little extra assistance, if needed, and actually is very healable towards the end of his dial.

**Spider-Woman (U):** Probably a borderline case in terms of "reserve" status, but I felt it was close enough. She's another figure that gets a healthy

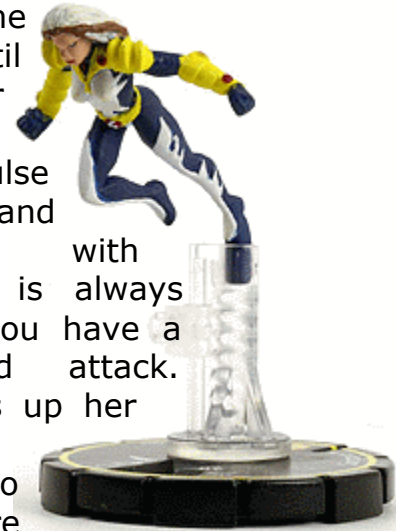




benefit from the new Combat Reflexes rules. She, too, has a starting defense of 17 with said Combat Reflexes, but her first click plays an interesting ranged game with Pulse Wave. She plays a smooth two-way game as she progresses in the dial. Her middle clicks have some Super Strength, but also some Ranged Combat Expert, so while she's holding an object, she's pretty deadly from both angles. She progresses into a close-combat mode towards the end, fading through a little Incapacitate and having her Ranged Combat Expert finally become Close Combat Expert. Her defense is a bit low, but those Combat Reflexes will help you utilize that Close Combat Expert a bit better. Even at the end, she's got one last surprise click of Pulse Wave if you need that last-ditch last laugh. Her point cost is really what shines, as you get a really good piece for only 67 points.

**Songbird (V):** I was sold on Songbird after using her rookie version in a major sealed event. I figure you can do so much more with a stronger version. Songbird is a combination ranged attacker/support piece. She has a good ranged game, packing a two-target 8-square ranged attack, but a very long 12-movement Running Shot. That's a lot of effective cover. She shells out 3 damage for most of her dial and defends herself with some Energy Shield/Deflection. However, if you're not ready for a fight, Songbird's Telekinesis

can jump-start the rest of your team until Songbird is ready for some open potshots. She has a dash of Pulse Wave in the middle and ends the dial with Incapacitate, which is always nice to see when you have a multi-target ranged attack. Some Barrier breaks up her Energy Shield/Deflection, so she can do even more in the support role. Her biggest drawback is a mere 6-click dial considering you're paying 79 points. Still, I think to a skilled player looking to surprise some people, she's a wise investment.



**Tigra (V):** To squeeze one more piece into this article, I've always been rather impressed with veteran Tigra. She's a good close combat piece with ways to deal nearly guaranteed damage on every click. 54 points on a seven-click dial is probably a little better than average. She possesses great attack skills with early Blades/Claws/Fangs and a starting 10 attack. She does have some good defensive abilities starting with a surprising click of Stealth and then a Super Senses backed 17-defense. She has low base damage values, but they're always supplemented. After her Blades/Claws/Fangs wears out, she'll gain Exploit Weakness to make sure on that damage, and actually finishes with a little Flurry on top of it. She picks up some Charge and Leap/Climb as well as she goes into the dial, but what surprises some people is her attack



value. It drops steadily, as most figure, but picks back up again, ending her dial with a 9 attack with both Flurry and Exploit Weakness. Her Super Senses will wear out, but only in the weaker half of the dial. Hitting a couple of those early on will have her going really strong.

While it's probably obvious to most players by now, these pieces are strong in and of themselves, but really shine with their team ability. Not for what it

does, but for what you can do to it. The Thunderbolts feat card is a very powerful supplement to this type of army, being able to give them a team ability that just makes them even stronger. It's easy to see how giving them an ability like Mystics or Sinister Syndicate can help them compensate for some of their shortcomings and tackle nearly anything thrown at them.

-- Mox

### Custom Clix - The Work of Rafael Aguilar Jr.



# IN HIS HOUSE A† R'LYEH DEAD C†HULHU WAI†S DREAMING

Jonny Flieger

He is a being so terrible that becoming aware of his very existence is enough to destroy the human mind. He is the terror that lurks on the edge of insanity. He is, was and will be.

Yes, it's Plastic Man.

Wait, no... CTHULHU has come to clix! The most terrifying click yet made, H.P. Lovecraft's Great Cthulhu is now available as a "mini". He's ready to devour the monsters of Horrorclix, and with a few minor rules alterations, Cthulhu can be ready to claw at the psyche of heroes everywhere.

My friend, who is a huge Lovecraft fan, recently acquired an *Old One* of his own. The first thing he wanted to do? Fight the JLA with it.

Sure, I'm game.

What follows are the rules adaptations we used to make the game playable, as

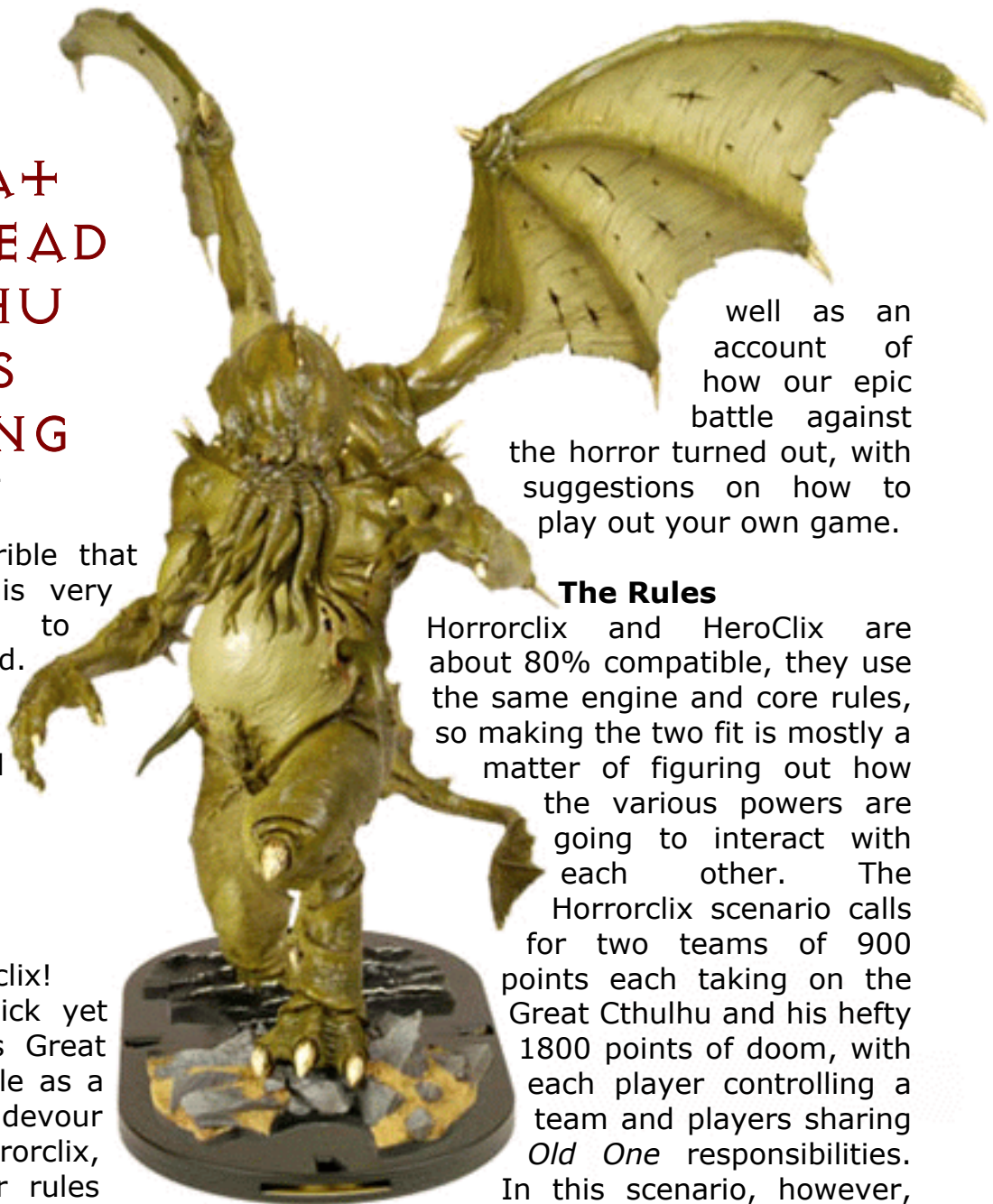
well as an account of how our epic battle against the horror turned out, with suggestions on how to play out your own game.

## The Rules

Horrorclix and HeroClix are about 80% compatible, they use the same engine and core rules, so making the two fit is mostly a matter of figuring out how the various powers are going to interact with each other. The Horrorclix scenario calls for two teams of 900 points each taking on the Great Cthulhu and his hefty 1800 points of doom, with each player controlling a team and players sharing *Old One* responsibilities.

In this scenario, however, one player is actively playing Cthulhu fighting off an assault by one 1800 point team. One player gets a bunch of figures, the other gets Cthulhu and his cultists.

The suspense phase and the cultists are treated as victims as per the horrorclix rules, rather than as bystander combatants from HeroClix. The reason we decided to do this is to allow one of Cthulhu's most interesting aspects, his cultist dial, to enter play- determining







how they act from turn to turn rather than acting as the moving terrain and tie up pieces that pogs often serve as in HeroClix. It's also important that the cultists don't act as bystanders in that they don't threaten squares. The gibbering ability that allows cultists to place action tokens on every figure they end their movement adjacent to

would be simply broken if they could also tie up opposing figures and cause break away rolls/ impede ranged combat. The player controlling Cthulhu controls both his suspense phase and the opponent's suspense phase. Since slaying is less important to the heroes, as they don't become "blooded", this allows the Cthulhu player to have more actions, as well as keeping the suspense phases from simply becoming a tug of war, with the players repeatedly moving one pog back and forth and the game bogging down. Treat the cultists stab as penetrating damage to keep the hero player from simply ignoring the cultists with figures that have damage resistance. Rather than being slain, cultists are arrested when heroes end their movement in a cultist's square, and are removed. Cthulhu, of course, then retaliates randomly as per the Cthulhu scenario rules.

When Cthulhu calls in cultist reinforcements, if there are no empty cultist starting spots, place a cultist adjacent to Cthulhu (if possible) instead of simply skipping the reinforcement. HeroClix are a bit more offensive minded than Horrorclix, and the extra

cultists are important to Cthulhu's game.

For the Great Cthulhu himself, in addition to his normal immunities, we thought it only fitting that he be immune to outwit, exploit weakness, psychic blast and mind control. Cthulhu's mind is completely incomprehensible to a human being. Not even Batman is going to pull one over on an *Old One*, I'm sorry. Cthulhu doesn't care about action tokens, so incapacitate is pointless, as well.

While that may seem like a lot of rule changes, it really isn't. Basically, treat the cultists as if they were horrorclix, not HeroClix, and know that you can't screw with Cthulhu's powers, as he will devour you. For any other situations, just use common sense. If it seems like something that wouldn't work against a creature so incomprehensibly terrible that it shatters the human mind, don't allow the action. Of course, there's always the tried of true method of



rolling dice to see if something's allowable or not. We used object tokens (beach rocks) for our game, and it made a big difference. Cthulhu is mighty and can kill or madden just about anybody in a single attack, but his scaly epidermis only affords him toughness in the way of damage reduction. He has 40 clix of life, but between his awakening and the aggro focused on him by an entire 1800 pt force, his dials *can* be chewed through fairly quickly. You may want to lower the damage output by not using objects. Cthulhu cares nothing for your puny stealth, and the cultists aren't affected by the tokens, so tokens are there entirely for super strength characters to smash at Cthulhu with.

The Team, Game, and Suggestions:

**V Batman 111**  
**V Wonderwoman 127**  
**V Superman 251**  
**V Plastic Man 58**  
**U Shazam! 166**  
**U Martian Manhunter 177**  
**V Red Tornado 67**  
**V Mary Marvel 224**  
**V Elongated Man 75**  
**V Aquaman 71**  
**V Green Lantern 167**  
**U Flash 99**  
**U Orion 168**  
**E Booster Gold 38**

**Total: 1799 pts.**

Not the most efficient team, certainly not the most cost effective team for 1800 points, but a fun JLA team that let me wield a lot of good big guns that I don't normally don't get to bring out in



smaller games. It was extremely strange to build this list and note that Batman is actually one of the least efficient figures on the team in this game. He can't hide from Cthulhu, he can't outwit Cthulhu, and one swipe from a fully awakened Old One liquefies the Bat, while he can hope to only punch through a few damage at a time. Science fails in the face of the horror that is Cthulhu!

Whenever you successfully deal damage to Cthulhu, he responds immediately with an attack of the same kind, be it ranged or close on the character that damaged him. For hypersonic speed, we had the figure move, attack, allowed Cthulhu his response and then have the figure complete their move (at the movement value they showed before Cthulhu's response). Keep in mind that Cthulhu's

attacks don't necessarily represent him swinging his arms at people- he doesn't *HAVE* to be fast enough to hit the Flash, as simply trying to understand that he is attacking a creature outside of comprehension is enough to begin to drive the Flash insane and break him down.

The Hero player should concentrate on smashing Cthulhu's face before he gets rolling. Ignoring cultists is suicide, though, as they will gibber you down and stab your face. Try and eliminate key threats by arresting them, and hope that the retaliation dial doesn't land on Annihilate.

The Cthulhu player should concentrate on bringing down attack values by spreading his attacks around. Once Cthulhu reaches his full might and fury, he will basically laugh off weakened figures. The threat lies in a figure or two who are still high up on their dials who can pick up an object and put four or five damage through to finish Cthulhu off; this is, in fact how I won the game. Cthulhu had put a serious hurting on most of the league, including destroying Batman with his gaze of insanity and using Annihilate on Superman on the first turn (demoralizing!). The super strength characters had slowly whittled down chunks of the Great Old One's life and my one Super Strength character remaining who had more than a seven for attack was Aquaman. He grabbed the last rock, stood next to Red Tornado, and Cthulhu, busy spreading damage elsewhere, overlooked him. Next turn there was a TK slingshot, and Aquaman commanded Cthulhu back beneath the waves! The few surviving JLA members mourned their dead and





headed home. The Green Lantern's hair had turned completely white, poor Booster had clawed his own eyes out in his madness, trying to blot out the terror he had beheld. They couldn't look at one another. No one could comprehend what they had encountered. But they had won, hadn't they? If only the nightmares would stop. Dreams of a giant city. Geometry

that made no sense and dark words repeating *Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn*

*Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn*

Cthulhu waits.

-- Jonny



# Deadweight: Avengers Edition

Dan Helland

A great man once said: "I don't believe there is such a thing as a bad figure. Just ones that people have not figured out how to use yet." I wholly agree, and since the Avengers are rife with so many interesting, underrated dials, I am going to attempt the Critical Hit equivalent of the land speed record and cram **THREE** figs into one article. Ready, set, go!!!!

## E Captain America Infinity Challenge #68 (47 pts)

**His shtick:** Back in the days of yore before Trick Shot, Bright Lights and Ultimates were tourney staples, Stealth and Deflection made for a somewhat redundant combo. Nowadays though, E Captain America proves to be inordinately hard to tag for his points. Furthermore, as the advent of feats has made Willpower more potent, using Leadership to fully enable that power has become a relevant strategy. Think of Cap as action-generating, free-moving blocking terrain that can occasionally take potshots at foes.

**His army:** Willpower is notorious for consuming actions, but it can also drown enemies in aggression. Capt's army capitalizes on his free move and Leadership to mitigate potential action loss while he stymies enemy range. Tow the heavy hitting Punisher with Hive Trooper and with thoughtful placement, he'll probably never take a click. Thanks to Protected, Doc Oct



becomes durable enough to serve as our second front-liner. Talia harasses during the early game but transforms into a major turn-ending headache come the late game. Remember; only push a Protected fig if it can remain safe until it can clear.

### Protected (feat) (cost: 8)

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



## Team: Stars & Squids

300 pts, unrestricted

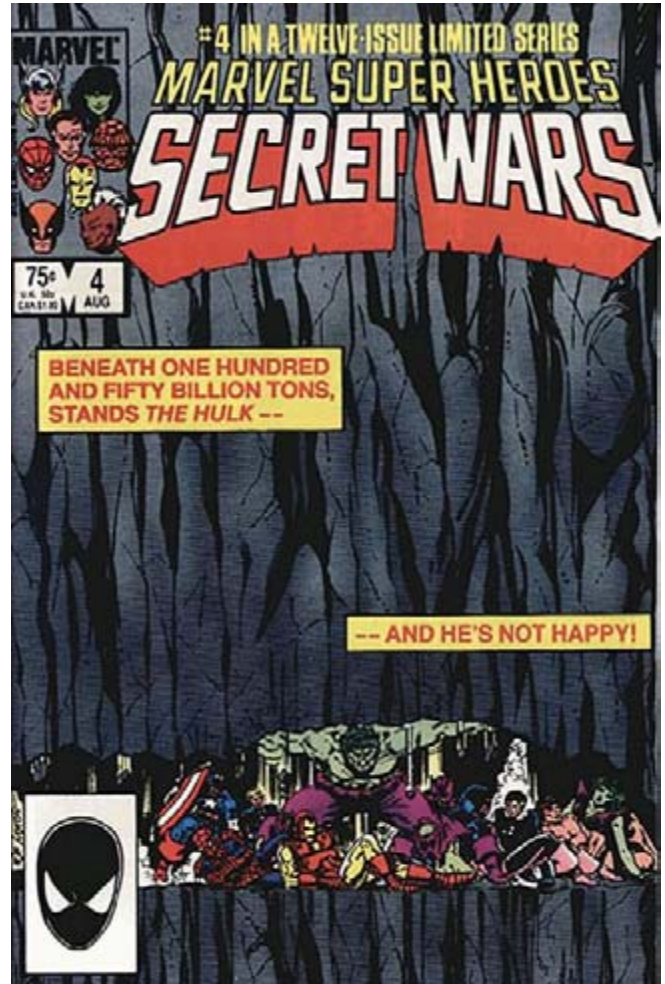
I068	Captain America (tm)	Experienced	47
cd003	HIVE Trooper (tm)	Veteran	25
le011	Talia (tm)	Experienced	46
awF003	Protected		8
ul054	Punisher (tm)	Veteran	80
leF008	Trick Shot		20
C078	Doctor Octopus (tm)	Veteran	66
awF003	Protected		8
	Armor Wars		0
	Inertial Interference		0

### R Hulk

#### Infinity Challenge #58, 103 points

**His shtick:** Hulk clix seem doomed to contend with operating an incli-ning dial. Even with though the rookie has Avenger free move to help him push to good clicks without impairing the rest of your figures, there is a difference between not impairing and actually helping. Opponents can basically ignore him until he hits his groove, then Outwit his Invulnerability and plunk him once to finish him off. Moreover, when the late game arrives and you finally got that sweet 12 attack, you probably won't need it. Of course, now that dials retain a more consistent defense (dare I mention the Man of Steel's last click 19 D with Defend?), Hulk just might see more pertinence in the days to come.

**His army:** You could toss a Double Time on Hulk and come up with a slightly improved Hulk. However, to really give the your enemies a true "holy crap, it's the Hulk!" feeling, we need to dip Hulk into two varieties of cheddar: T-bolts and In Contact with Oracle. Now, before you reel in disgust because I've sold out, please



understand that I am going to only use T-bolts to declare Masters of Evil. And then I'm going to top off my creation with Shellhead. See where this is going? We *will* have a Hulk that tirelessly chases our foes across the board, and our foes *will* soil themselves. That, my friends, makes this army truly theme.

Other than Disbanded, Hulk's main foe will be Outwit. Batman takes care of Outwitters that can be seen while the pushable Puck hammers those that hide in Stealth. Vault gives Hulk additional maneuverability to keep out of the line of sight while not compromising his threat value. Havok has just a touch of Leadership to keep your fellows from tripping over one another, and since we



have plenty of Outwit hate, his Deflection-enhanced D should stay high. Scourge adds a decent cost-efficient foil for opponents packing Sue Storm.

## Team: In Contact With Our Inner Rage

300 pts, unrestricted

ic001	Batman (tm)	Exp	47
leF003	In Contact with Oracle		10
mm039	Havok (tm)	Veteran	44
mm026	Puck (tm)	Exp	42
ul009	Scourge (tm)	Veteran	21
I058	Hulk (tm)	Rookie	103
fff008	Thunderbolts (tm)		10
sf005	VAULT		3
awF008	Shellhead		10
leF003	In Contact with Oracle		10
	Ordinary Day		0
	Proximity Mines		0

to the 400-point limit though, Sidekicking her becomes fairly enticing. Pair her with a Battle Fury buddy that she can't taxi anyway, and you really aren't losing anything except 5 points that pays for insurance against Disbanded.

Juggernaut grants us access to a beefy 18 defense, and Sidekick combines it with Firestar's Deflection to yield a 20 D. Juggs slow approach and attack values favor the mid-game, so we need to add some early-game grind until he gets in place. Joker steps up our Poison component, so we might as well penalize the adherents of actual combat even further by including a Rushed Assault. Brood Warrior and Protected exist to shield Joker, and since Firestar can't carry Juggs, we might as well give her a Lian to cart for more Mastermind fodder. Swordsman gives us a little more ranged hate to keep Juggernaut from being picked apart before he can get to the battle.

### V Firestar Mutant Mayhem #45, 64 pts



**Her shtick:** People think of Poison and Energy Shield Deflection as non-synergistic, but in practice it wards away enemies and lets you approach them when *you* are ready to do so. Firestar sports these powers along with 4-damage RCE. So, if they want to base her to tie up her shot options, they take Poison damage. Not so non-synergistic as it may first seem...

**Her army:** In the 300-point format, running T-bolts, declaring Defenders and having Firestar lug around V Valkyrie is a no-brainer, but it is also susceptible to Disbanded. When you go

## Team: Beauty & the Beats

400 pts, unrestricted

s009	The Swordsman (tm)	Veteran	49
icB006	Lian Harper (tm)	Token	1
ic038	The Joker (tm)	Experienced	88
awF003	Protected	Feat	8
ff065	Juggernaut (tm)	Experienced	140
fff006	Unstoppable	Feat	5
sf007	INDOMITABLE	Feat	5
mm045	Firestar (tm)	Veteran	64
awF007	Armor Piercing	Feat	10
cm005	Brood Warrior (tm)	Experienced	20
icF004	Sidekick (Juggs and Firestar)		10
	Rushed Assault		0
	Deep Shadows		0

# AMATEUR DIAL DESIGN: GENERATION X



I was one of those loyal readers of Generation X from its introduction during the Phalanx Covenant, through the destructive change of creative staff, and all the way to the last issue when Xavier's School for Gifted Youngsters closed its doors forever. I know in the HeroClix community, many of us would love to see these characters made, especially fan favorites such as Jubilee. Until we see them in a future expansion

or collector's set, here is my first attempt at how their dials might be portrayed.

**Jubilee** was given the level of experienced since she had spent some previous time with the X-Men before joining Generation X. Jubilee starts with average stats given the reluctance she always had of using her powers. The

## Jubilee

4 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
🔪	6	6	5	5	4	KO	KO	KO	KO	KO	KO	KO
👤	8	8	7	7	8	KO	KO	KO	KO	KO	KO	KO
🛡️	14	14	13	12	11	KO	KO	KO	KO	KO	KO	KO
★	2	2	1	1	1	KO	KO	KO	KO	KO	KO	KO

Points: 35

front loaded perplex is here to represent her ability to surprise her enemies with a blinding flash from her fireworks. Her ability to attack two targets makes the energy explosion more than simply garnish on the dial. The small upswing in attack on her last click, combined with pulse wave, is here to represent when Jubilee's anger surpasses her reluctance in using powers.

**Chamber** was one of the more powerful members of Generation X. His main power consisted of a bio furnace that allowed for blasts of energy to target his enemies, therefore psychic blast was a god choice on his first click. Also, energy shield deflection represents his ability to ward off attacks from afar. Pulse wave during

mid-dial represents his power in a close combat setting, hurting enemies as well as friendly teammates. The willpower and force blast allow Chamber to send a close combatant hurtling away while following up with a precise strike, utilized on the dial with range combat expert.

**Husk** begins with that dreaded activation click, although appropriate to her character. However, she would never enter battle in her human form, as represented by shape change on her first click. In her early days with Generation X, Husk could only morph into harder materials such as strong metals. Her second click takes the form of hard metal or rock, giving her invulnerability, super strength, and charge- a classic example of a brick.

Chamber

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

Points: 62

Husk

0 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
⚡	6	7	6	5	5	4	KO	KO	KO	KO	KO	KO
⚡	7	9	8	8	7	7	KO	KO	KO	KO	KO	KO
⚡	14	17	16	15	15	14	KO	KO	KO	KO	KO	KO
⚡	1	3	2	1	1	1	KO	KO	KO	KO	KO	KO

Points: 51

Synch

8 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
⚡	9	9	0	7	7	6	KO	KO	KO	KO	KO	KO
⚡	9	9	10	9	8	8	KO	KO	KO	KO	KO	KO
⚡	17	16	15	15	14	14	KO	KO	KO	KO	KO	KO
⚡	2	2	3	2	2	0	KO	KO	KO	KO	KO	KO

Points: 59



Later on in the dial she is given regeneration to represent when the damaged layer is husked off after battle.

**Synch** is one of those characters who is hard to represent in HeroClix. Here, he starts off as purely a support piece on his first two clicks. Once he's taken damage, Synch switches from a support piece to offense. The mid-dial willpower represents his ability to perform using other's powers- only better. The final click of support was added for the sake of showing the diversity of Synch's character when teaming up with others in battle.

When he is needed in a fight, Skin uses his six extra feet of epidermis to tie up his opponents. To represent this most predominate feature of his powers, plasticity is included on every click. For

the middle clicks, Skin gains shape change and incapacitate. Probably less noticeable here is his two range. Although a range value of two is uncommon, it is appropriate for Skin who is able to extend his epidermis several feet to hit the enemy.

**Penance** is the only character here that doesn't have the X-Men TA. She was never much of a team player and only tagged around for unknown reasons. She starts with stealth, much like how she lurked around the other students from a distance. Her diamond sharp skin gives her an entire dial of blades/claws/fangs and toughness. Once Penance jumps in to help her friends get out of trouble, she loses stealth and gains battle fury. Add to that leap climb and she's a little scrapper on the battlefield for minimal points.

Skin

2 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
👉	7	6	6	5	4	KO	KO	KO	KO	KO	KO	KO
👊	9	8	8	7	7	KO	KO	KO	KO	KO	KO	KO
🛡️	16	15	15	14	13	KO	KO	KO	KO	KO	KO	KO
★	2	2	2	1	1	KO	KO	KO	KO	KO	KO	KO

Points: 36

Penance

0 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
👉	8	7	7	6	KO	KO	KO	KO	KO	KO	KO	KO
👊	9	8	8	7	KO	KO	KO	KO	KO	KO	KO	KO
🛡️	16	15	14	13	KO	KO	KO	KO	KO	KO	KO	KO
★	2	1	1	1	KO	KO	KO	KO	KO	KO	KO	KO

Points: 36

M

0 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
👉	10	9	8	8	7	7	6	KO	KO	KO	KO	KO
👊	10	9	9	0	0	0	7	KO	KO	KO	KO	KO
🛡️	16	16	15	15	14	14	13	KO	KO	KO	KO	KO
★	3	3	2	1	1	1	1	KO	KO	KO	KO	KO

Points: 95

Rounding out the Generation X line up is **M**. The experienced version here represents the M that appeared during the middle of the series when she emerged from the shell of Penance. No longer autistic, she is able to truly utilize her powers, which are superhuman strength, speed, agility, and invulnerability. Her hand-to-hand combat is represented with close combat expert mid-dial. M has been known to have a rapid healing factor similar to Wolverine's, giving her regeneration on the last two clicks.

Artie & Leech

0	1
5	5
6	6
12	12
0	0

Points: 9

Lastly, I've included an Artie & Leech bystander. The two Morlocks were often seen together in the series, even though they were never officially members of Generation X. Leech's power was to cancel out the powers of other mutants in close proximity, which is why outwit was included on the bystander.

--Corey Pressler



Stock Number: WZK3228

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MSRP: \$7.99

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**Contents**

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



# Out of the Limelight

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 who I invite you to give a try next time you're digging around in the old tackle box.

Superman. Batman. Wonder Woman. An indestructible paragon of justice, the world's greatest detective, a resplendent Amazonian Princess. Captain America. Iron Man. Thor. A beacon of hope from a dark time, the perfect melding of human brilliance and mechanical power, the mighty god of thunder.

The flagship teams of comicdom's top two publishers are legendary, boasting a veritable who's who list of superheroes who have been members. Today I will be writing about unarguably the most popular member of each team, indeed, they are

likely the two most popular characters to ever grace the printed page. Two figures in the 70-ish point range that will change the way you play HeroClix.

I am talking, obviously, about **Elongated Man** and the **Black Knight**.

Featuring solo books that have both sold



millions of copies, numerous best selling team ups, movies and merchandising too widespread to fathom (do you know an eight year old who doesn't own an Elongated Man suit? Remember the great Christmas rush on Black Knight helmets that put Tickle-Me Elmo off the map?) and the phenomenally popular crossover Elongated Man/Black Knight #1 (with fourteen variant chromium covers, all of which sold out their first printings within moments of release), Elongated Man and Black Knight are the very essence of super-heroics, and they are the reason HeroClix is the game it is today.





Okay, okay. So they're a dork in a helmet and a second string Plastic Man. Sue me, I like them. Often featuring as reserve members of their respective teams, Elongated Man and Black Knight serve a similar role in HeroClix, both make great tertiary attack pieces, weighing in at 75 and 77 points for two veterans that can pull double duty by helping your game plan in some other way and then slapping down some damage when it's needed.

It's fairly obvious how to play Elongated Man (EM). Most any time you pick up a piece and notice that light blue on its damage slot, you're not going to spend too much time puzzling out how to use them. I mean, that's if you like having a say in how the dice are rolled. I've been told that a pretty good thing in a dice game, but draw your own conclusions. EM's experienced figure is a better bargain if you just want a probability controller, but the vet makes a much better 70-ish point third attack figure with more mobility and damage. Their ability to control the flow



of the game often makes probability controllers the first to the wall.

Dibney's pure annoyance comes through hard in his vet, as the dude with the bad superhero name can be pure hell to deal with. Park the jerk in some hindering terrain where he has a good view of what's going on. Now they have to hit an 18 defense from range (probably twice with the PC) and even if they make that non-trivial number, there's a one in three chance that he'll roll out of it, making rude elongated gestures all the while. The dice **LOVE** Elongated Man, and even if they fail him and he takes a smack, it's not the end of the world. Either he's going to get knocked on to some outwit (on clix Due to his high defenses and utility, EM is often going to draw the aggro from your opponent's big guns, and if they're wasting their primary attacks on your tertiary figure, well...I'm not the world's second greatest detective like Mr. Dibney, but that seems like a decent way to keep your primary guns smacking for a thousand damage while they waste retaliation on a guy who...well, he stretches really well. He gets his power from fruit juice or something, what do you want?

EM's relatively short dial (six clix of life) does break the unwritten rule of at least one click per 10 points, but I would argue that it's acceptable with EM, given his great defensive capabilities and awesome support powers. His attack is nothing to write home about either, starting at a 9 before falling as low as 7, but Elongated man does have surprising power as an attacker. With a great 3 damage frontloaded with charge, a figure that suddenly becomes

weakened or poorly positioned can find themselves a prime target for Dibney's big left fist, as with two chances at it, and average 9 is going to hit a decent amount of the time. Add to this his great defence, Probability Control, Outwit and ability to tie up figures later on with incapacitate and plasticity, and Elongated Man is a great midrange option for larger games looking for reservists to step up.

Black Knight might not be as funny as Elongated Man (well, maybe- *I* certainly laughed when he was into the Wasp and she just ignored him, but I'm kind of mean) but he's a much more capable damage dealer. He doesn't do stretchy tricks and he don't need no stinkin' support powers. This guy just wants to cut something (he's still a little upset about the whole Wasp thing).

With an increasingly precious 10 attack and not one, but two movement powers, Black Knight is a smash now, think later piece at first glance. When you're playing him, though, you may want to try positioning initially with Black Knight rather than sending him in on the first wave. With his transporter base, Black Knight can't be TK'd anyway, so you will likely have better first strike options. As a transporter, instead use Black Knight to carry another figure up into position. If Black Knight draws fire, run him back to a medic and then carry the medic up to a better position, etc. Black Knight's aggressive capabilities are best used after Thor has been laying into people with Mjolnir for a while. Since the transporter ability and Black Knight's exploit weakness don't work together, you're going to want to position him somewhere where he can get within

charge distance. Since BK starts with a pretty decent 10 movement, that shouldn't be too hard. Play with some finesse and see if you can get Black Knight to a place where he's within 5 squares of a good target but can't be shot at. Black Knight clearing behind a wall or stealth shield makes for a nervous opponent.

Three damage straight through damage reduction is nothing to sneeze at. With a pretty average roll of 8, this guy can put **SUPERMAN** down a quarter of his dial. He keeps the 3 damage with exploit weakness for an insane 5 clix, so feel free to push and do it again. A 77 point figure that's able to take some of the top guns in the game off their sweet spots is A-okay in my book, and when you consider that with an investment of only five more points and the omni-present thunderbolts card, Black Knight can be on basically any team you want, it's easy to see what a cost efficient piece Dane is. I can't get him a date, but I *have* brought down the Fantastic Forces Doctor Doom with Dane, a figure that costs more than a hundred points more!



Quick glance:

- Don't push EM if you can help it. Getting him to his outfit can be helpful, but once he gets to lower defense and toughness, he's not long for this world with his short dial. He only has the move and attack power of charge on his first click, so try and keep him there if possible.
- On the flip side, push the living hell out of Black Knight. He likes it. His low defense means he's going to get zapped anyway, so squeeze as much exploit weakness damage out of him as you can. His offensive numbers on his first two clix are identical, so don't worry about pushing him off his first click. If Dane is able to slay the threat to him and he has a chance to get out of the fray for a moment, his lower defense can easily be turned to your advantage, as he's easily healed.
- Positioning of both figures is crucial. Elongated Man wants to be positioned and Black Knight is best

served positioning others while the big guns battle for first strike supremacy.

- The two actually work extremely well together. Have Black Knight drop EM off where he can see everything and start controlling the dice, or where he can base and tie up a strategic figure. Next turn, push Black Knight to charge into that target, and have EM help finish him off. Remember to control the rolls with EM.
- Neither figure is anywhere near big gun power level, these are support figures and tertiary attackers, and treating them as such will yield the best results. Dane is amazing because he's able to charge into a much higher point figure and take a strip off of it, but you can't expect him to survive the experience.
- Healing Elongated Man back up to annoyance clix can be backbreaking.

Have fun with the two most powerful figures ever created!





# Pick a Card

In this article, we will be looking at a figure and picking feats and battlefield condition that increase the characters' playability. Now, there *are* many cards that could be used with a figure. However, were going to look for some that work best with the character on an individual basis. This time up is veteran **Aquaman** of Icons.

Let's briefly look at veteran Aquaman's combat dial. **The pros:** he has good attack values, consistent damage values, damage reducing powers, super strength, regeneration, leadership, support and the aquatic movement symbol. **The cons:** lack of mobility powers and moderate to low defense. The veteran seems to start as a capable fighter, who turns into a support piece late dial.

Let's discuss the first feat that the King of Atlantis should never be without, **Submerged**. For only 5 points, Aquaman can keep himself from being the target of a ranged attack, by moving to a square of water terrain. This is very useful since he does not have a ranged attack value. This should keep him out of harms way for a while, forcing your opponent to come to you. The aquatic

speed symbol grants Aquaman the ability to move freely thru water terrain with no penalty to his movement value.

<b>Speed - Dolphin</b>	8	7	7	6	6	6	5	KO
<b>Attack</b>	10	10	9	8	8	7	7	KO
<b>Defense</b>	16	16	15	15	14	14	13	KO
<b>Damage</b>	3	3	2	2	2	2	2	KO

**Submerged (feat) (cost: 5)**  
*Prerequisite: dolphin symbol*  
 Choose a character: (optional) When the character occupies water terrain, lines of fire drawn to it are blocked.

Now consider the super strength he is packing for most of his combat dial. This allows him to use objects of course, but it also makes him a candidate for another feat, **Unstoppable!** With unstoppable, Aquaman can now ignore hindering terrain when moving, increasing his maneuverability on the board. Unstoppable also allows him the ability bust open a wall as a free action. This is great for indoor maps. Adding the element of a surprise and creating an opening for your team to press the attack.

**Unstoppable (feat) (cost: 5)**  
*Prerequisite: Super Strength*  
 Choose a character. The character treats hindering terrain features as clear terrain for movement purposes. Once when given a move action, if the character is adjacent to blocking terrain feature, it may make a close combat attack as a free action targeting that feature. The character may move both before and after making this attack.

Now let's see what we can do to increase his effectiveness in combat. **In Contact With Oracle** comes to mind

as a way to increase his combat values. Boost his defense in the beginning when he is strong. Mid dial you may want to increase his damage for facing an invulnerable opponent. Late dial increasing his attack to help heal team mates with support.



**Automatic Regeneration** is good, but you may want to consider healing others with support. Since he only has 2 clix of regeneration, careful playing is going to be needed to take full advantage of auto regeneration.

**Automatic Regeneration (feat) (cost: 12)**  
*Prerequisite: Regeneration*  
 Choose a character. At the beginning of your turn, this character uses Regeneration as a free action.

If you really want to heal him, **Nanobots** could work as well. He meets the prerequisites for most of his dial and he could start using the feat after he takes 2 points of damage. For 2 points less than auto regeneration, Nanobots may be a better choice. It allows Aquaman more options. With Nanobots he could heal himself, or possibly heal another character with support first. Then use nanobots to heal him. Neither feat would be wrong; it's really a judgment call.

**Nanobots (cost: 10)**  
*Prerequisite: Damage value of 2 or less*  
 Choose a character. when this character is the only character adjacent to an object not being carried by a character, give the character a free action and remove the object from the game. Heal the character of 2 damage.



Next up is **Saboteur**. With saboteur any of your opponent's wild cards will only be able to copy Aquaman's JLA team ability. This can really mess with your opponent's strategy and stays in play until Aquaman is knocked out. At 20 points it is a little pricy, but well worth it if your opponent uses wildcard characters.

**Saboteur (feat) (cost: 20)**

*Prerequisite: any non-wild card team ability*  
Choose a character. Opposing figures with wild card team abilities may only copy the team ability of this character when copying team abilities. If this feat is assigned to two or more members of your force, this feat is cancelled.

As far as *battlefield conditions* go, there is no better condition for Aquaman than **Atlantis Rising**. Effectively turning all grounded terrain into water terrain. Aquaman would truly be in his element, moving unhindered about the board.

**Atlantis Rising (BFC)**

All clear non-elevated terrain becomes water terrain.

With *submerged* protecting him from ranged combat, a runner up would be **Inertial Interference Field**. Forcing characters with mobility powers such as hypersonic speed, charge and running

shot to take a -2 to damage when they use their powers. It won't hurt Aquaman one bit, since he doesn't have these powers.

**Inertial Interference Field (BFC)**

When a character makes an attack using Running Shot, or Hypersonic Speed, reduce damage dealt by 2. Knockback damage is reduced by 1.



As I said there are many cards that can work with characters. Any combination of these feats could work well with Aquaman. It's up to you and how you like to play. Until next time this is Slade saying "see you on the battlefield."

-- Slade

Le's Corner

**Justin Hartley** appears in an episode of *Smallville* as the **Green Arrow** in season 6 of the show.

Justin is familiar to many fans of the daytime show *Passions* where he played Nicholas Foxworth Crane.

He currently stars in the tv show pilot of **Aquaman**, where he plays the lead character (aka Arthur Curry).

This pilot episode of **Aquaman** is currently available at the iTunes store.





## THEMES LIKE A GOOD IDEA

Welcome back to **Themes Like a good Idea**, the article devoted to building competitive theme teams that can rub elbows with even the *cheesiest of cheese*. The overall theme of this issue of **Critical Hit** is *Avengers and JLA reserve members*, so my team this time around is the **Heroes for Hire**.

I know what some of you are saying. "How are the Heroes for Hire reserve members of anything?" The answer is really quite simple. I am using the Heroes for Hire team that surfaced shortly after most of the Earth's heroes were thought dead after fighting Onslaught. This H4H team was comprised of mostly members that were either reserve Avengers or heroes who had been full Avengers at one point. Also, they were one of the only teams including the Thunderbolts that tried to "fill in" while the Avengers were thought to be dead, and THAT is why I consider them to fit the overall description this



month. Also, as an added bonus, there will be a second theme team that was created by me this month to use in **Corn Bowl II**. What is the Corn bowl, you ask? Read ahead and find out, my friends.

The Corn bowl is the annual grudge match set up between the boys from Omaha and the members of the Hawkeye Game Club (HGC). Every year they gather in the lobby of the Hyatt hotel during Wizard World Chicago to battle it out in some friendly games of clix to determine who has bragging rights for the whole year. You may recognize the HGC from their dominating attendance at this years Wizard World Chicago HeroClix tournament. They had many members that made it to the finals as well as one member who won the whole thing. This was, of course, The Drubber.

I got the chance to meet some of the Omaha and HGC members while attending Corn bowl II, and Jonna and I even got to play a few friendly games with them. The stipulations for the tournament were to bring a 300 point restricted team that was competitive and a 400 point unrestricted theme team or fun team. This was the basis of my teams this month, and since it's me, I found a way to make both teams theme teams. Along with showing you both of my teams, I will be showcasing some of the



teams used during Corn bowl II as well. To find out more about Corn Bowl II including some of the teams used and who won, check out my bonus article this month entitled **SLVRSR4's Convention Report!**

As I said earlier, I'm using the version of the Heroes for Hire that existed right after the Onslaught crossover series. This comic, though short lived, was one of my favorites at the time. It was well written and featured beautiful art by Pascual Ferry. It also had a different line-up than other Heroes for Hire teams that had come before it. It was more of an Avengers type of team than it had previously been. It used to be primarily Luke Cage and Iron Fist as partners and that was essentially the entire team.

The newer team consisted of the stand-bys of Luke Cage and Iron Fist as well as newcomers to the team like Hercules, Black Knight, a new female White Tiger, and eventually Ant Man (Scott Lang). In the first issue, they teamed up with Hulk, and he kind of joined on as a reserve member, though he was never seen in the series again.

The point total for this team will be 400 points.

Since they don't make a White Tiger yet, you could easily substitute **Vet Tigra** and maintain the same strategy as was planned anyway.

Here is the line-up of the team that I decided to use:

**Team: Heroes For Hire**


- V Iron Fist (71 Points)
- V Power Man + Lucky Break (114 Points)
- V Hercules + Thunderbolts (88 Points)
- LE Ant-Man + Protected + Thunderbolts (56 Points)
- E Black Knight + Thunderbolts (69 Points)
- BT Lian Harper x 2 (2 Points)

**400 Points**

The entire strategy for this team relies on the otherwise somewhat useless **Ant-Man**. The characters that have the Avengers team ability are being using the Thunderbolts feat to make them the **Defenders** team ability. Iron Fist and Power Man both have the Spider-Man team ability and can now copy the new Defenders team ability. Now you have a very effective 400 point team when kept in a close grouping all has a 20 defense. It's a very nasty combo that some might even call cheesy. Yes, it is slightly cheesy, but it is still a perfectly legitimate theme team that is 100% comic book accurate. This is the whole point of this article.

You can still make a theme team and remain competitive in tournament play. You don't have to make a team that only consists of Icons Superman, L.A.M.P strategies, or KC Flash. Have some fun with some of the underused HeroClix figures. As far as the other feat cards go, I put **Lucky Break** on Power Man because he is the only figure on the team with Invulnerability. I didn't want him to lose a good power because of an unlucky roll. Plus, it was a new card



**IRON FIST (V)** Cost: 71 Range: 0 

	1	2	3	4	5	6	7	8
Spd	10	10	10	9	9	8	8	KO
Att	12	11	10	9	9	8	7	KO
Def	17	16	16	15	15	15	14	KO
Dam	3	3	3	2	2	3	2	KO

that I hadn't tried yet and wanted to see how well it would work. Protected had to go on Ant-Man. The little guy had to have some protection if my whole strategy depended on him. After all of the feat cards were assigned, I had two points left over. Not normally one to do this, I put two Lian Harpers on the team because SOMEBODY had to hire the heroes.

Here are some things to watch out for with this team. They are an *offensive* force to be reckoned with. They have high attack power, and can cause pretty massive damage under the right circumstances, but they have a glass jaw as most teams do when it comes to the subject of pulse wave. I found this out the hard way yesterday. As stated on the powers and abilities card, pulse wave ignores the effects of all powers and team abilities. This roughly translates into bye-bye 20 defense and damage reducers. Let me tell you, that one hurt...badly. There is also a severe lack of range with this team. If you are a person that does not like close-quarters fighting, then this is not the team for you. The highest range on this team belongs to





Ant-Man who has a whopping 4, and if I were you I would almost never use him to attack since he has zero damage and can only cause incapacitate with an 8 attack. This is also to make sure he has no action tokens on him so you don't push him

if you have to use the Protected. Some good battle field conditions to use to help you out would be Astral Plane to help your mostly grounded team maneuver a little better, Deep Shadows to reduce the range disadvantage, and Ordinary Day in case your opponent throws a Disbanded or an Earthquake at you.

The other team that I used at **Corn bowl II** was less about strategy and more about overwhelming my opponent. As anybody who knows me can tell you, I love a good swarm team. With the release of Sinister, I

now have the unique opportunity to play with a one man swarm team. I am, of course, talking about **Multiple Man**. I won't go into as much detail about this team, because there isn't really much strategy involved. It is exactly as I stated. This team is all about swarming your enemy with too many opponents to possibly keep track of and eventually overwhelming them. It's not often you can play with 10 figures on a 300 point restricted team, and still maintain a theme. I honestly didn't expect this team to do as well as it did, but it held up pretty well. Here is the breakdown of what I used:

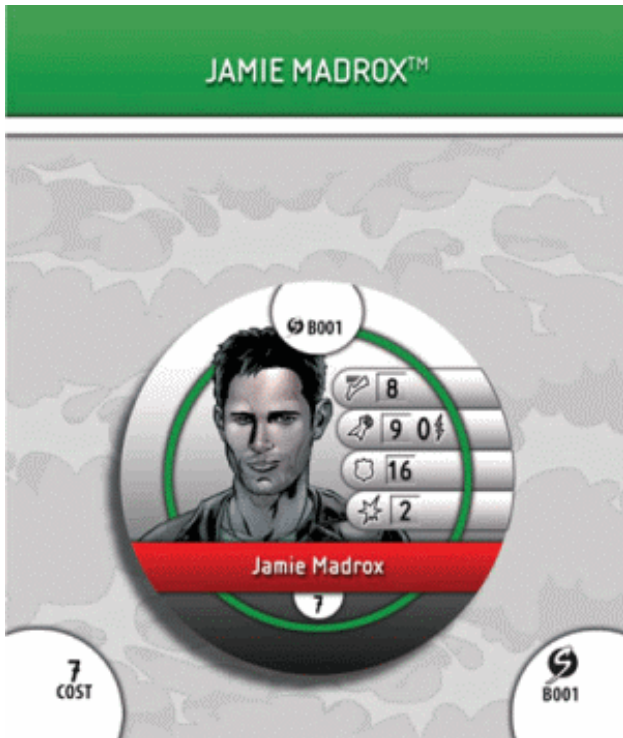
**Team: Madrox Madness**

- V Madrox + Protected (52 Points)
- E Multiple Man x 3 (96 points)
- R Multiple Man x 6 + In Contact With Oracle x 5 (152 Points)

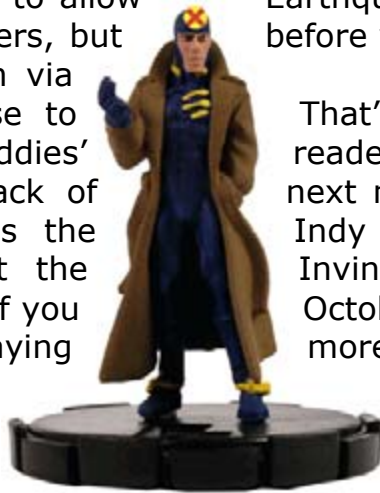
**300 Points**

The trick to this team and the biggest bane to your opponent will be the fact that you have five 17 point characters running around with decent numbers for their point cost. When you combine this with the fact that they will be able to do up to 5 damage with willpower (thanks to the combination of perplex and ICWO), then you have quite an annoying team.

You could also use the ICWO to increase their defense to 17 and use the Perplex of the 3 Multiple Men to increase the rookies' damage. To add more annoyance factors to this team, if one of your rookie or Experienced Multiple Men takes any damage, you could always use them to heal each other up with their X-Men team abilities. Unfortunately the Veteran



Madrox has no team ability to allow him to heal up like the others, but he does help out the team via his outwit that he can use to ensure that all of his buddies' damage gets done. The lack of team ability for healing is the same reason why he got the Protected feat card. Some of you might be asking why I'm playing with six rookie Multiple Men and only have ICWO on five of them. Besides the point restrictions, this is so the veteran Madrox can use his Mastermind ability to help him out in the defense department as well. Some good battle field conditions to use would pretty much be the same as the ones used for the Heroes for Hire team and for the same reasons. This team has no flyers and absolutely no range. Also, with the short life-spans of the rookie Multiple Men,



Earthquake would DESTROY this team before your even began.

That's all for this month faithful readers. Make sure to come back next month when the theme will be Indy characters in celebration of the Invincible Collector's Set, and in October to explore things a little more Cosmic when Supernova is released. This will be the biggest theme team ever featured in Themes Like a Good Idea, and is guaranteed not to disappoint. It is a team that has easily taken down a full power Dark Phoenix and has definite potential to even take down the likes of Galactus or Spectre! Is that enough to whet your appetites? I hope so. Until next time, keep up the good fight against cheese, and as always, I will remain...

### THE SLVRSR4

**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 points)
- Rachel Summers – The Hound figure (130 points)
- Wolverine – Colonel Logan figure (70 points)
- 1 Battlefield Condition card, 1 Feat card, 1 Rules insert, 1 Powers and Abilities Card



## Cramcompany's Competitive Corner

For The Advanced Clicker Looking to Improve  
his Game.

### How to Thunderbolt Your Avengers (Or Stop Picking Mystics)

**Thunderbolting** is the utility knife in your bag of strategic tricks. Your choice here is one of the most important choices you can make pre-game. It also seems to be a choice that I commonly see professional players making very willy-nilly. Usually people think for about three seconds and say... "Mystics".

First off there is some major misconceptions with the Thunderbolting card. Here are things to remember:

- ⊙ You must pick one thing for all your Avengers. All your Avengers must have the card on them.
- ⊙ You must pay 5 points for each Avenger on your team. So three Avengers means 15 points
- ⊙ Their team symbol does not change. This means that you can not use Fantastic Four feat card with the Thunderbolts Feat Card. You're figures are always Avengers. Thunderbolting just changes what the Avengers team does.
- ⊙ The game order of Thunderbolting is; Pick Map, side, play Battlefield Conditions, pick and place objects one at a time, place figures and THEN declare Thunderbolts.
- ⊙ If you and your opponent both have Thunderbolts then you roll **two dice**, the highest roll picks first. So really it's best to lose that roll.



**Options** are an important thing to think about. What teams can you use? Maybe it's easier to figure out what teams you can't use. Now before I begin some of these rules are for constructed play, but may be useable for unrestricted play. The teams not available for use are as follows; Morlocks, ALL original Indy teams, Crime Syndicate Outsiders, any Wildcard, Skrull (until the release of Supernova), Power Cosmic and Quintessential. Then there are the team abilities that are practically useless; such as Injustice League, Serpent Society, Hydra, PD, Kingdom Come, JLA, Fantastic Four, Shield and Ultimate X-Men.

While some of those abilities are



alright most are not worth 5 points or there are just much better team abilities. X-men and Ultimate X-Men are both great, but Alpha Flight is free so why pay something you can get for free?

This leaves us with two major categories, teams that are good if you built around them in advance or as they'll be known in this article **PLANNED**. The other type is teams that are just plain good and can be used **for** destroying your opponents' plan. These teams are known as the **COUNTER PLAN**.

## Planned

**Suicide Squad:** This is obviously my favorite and what I built a championship on. A few 1 point Lian Harper **POGS** being pushed to death next to your former Avengers and you gain instant healing. This is the exact same healing that you get with Support.



**X-MEN/Teen Titans:** I'm not wild about this taking an action to share a click, but with some regeneration figures, it can be possible to make a team around this. I do not recommend it though.

**Mystics/Archnos:** This does fall under planned, because you must make a team with a lot of them. Mystic with a couple figures is just not that powerful, but if there **are** a dozen or so characters then it can be devastating. It also works on a few figures with a ton of damage

reducers.

## **Batman Enemy / Sinister Syndicate / JSA / Defenders:**

There is some real potential with this strategy; sharing high attack can be fantastic. Mockingbird sharing Iron Fist's attack seems pretty brutal to me. Now the flip side of this is sharing defense. Personally, high defense does not seem to be the best strategy to me, but with the right team it could work.

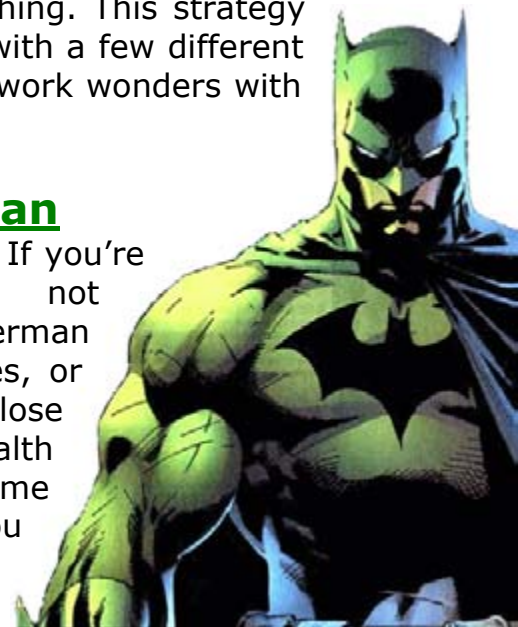
**Superman Enemy:** This can be amazing. Outwit is great, but 3 or 4 Outwitters is devastating to almost any team across the board. There is a reason that Wizkids usually places 20 or more points on just having this team ability.



**Masters of Evil:** This is a team I've never seen Thunderbolted, but can be very deadly. Especially on a harasser piece like E Quicksilver. Attacking every turn and being able to move away and then *Nanobotting* to nullify the continuous pushing. This strategy will only work with a few different clicks, but can work wonders with those pieces.

## Counter Plan

**Batman Ally:** If you're opponent is not running a Superman Team, Ultimates, or a lot of Close Combat, Stealth will be a game breaker. If you think for even



a second that Mystics is better than stealth, you are going to be wrong 9 out of 10 times. You do not want to trade clicks with your opponents, you want to trade your attacks for his moves. This means that you want to be able to attack with your figure and you want his only option to be to move away or towards you. Stealth is just that, if you're opponents strategy is to be able to hit you from far away, then you need to Counter Plan that with Stealth.

### Ultimates / Superman Ally:

Basically the opposite of what was just stated. If your opponent's plan is to be able to attack you and you can not see them, then you must Counter Plan that with the Anti-Stealth. This Counter Plan can destroy opponents very fast, since a Stealth character's main defense is Stealth. Having your characters instantly counter that can be 50% of the win.

**Mystics/Archnos:** Okay, there is a rare scenario that Mystics falls under Counter Plan. If you're going up against characters that are essentially

1 or 2 clicks long, then it is a good idea. By this I mean they only have 1 or 2 great or devastating clicks. If you're going up against Superman / Robot Superman / Man of Steel or any figure with one or two clicks of Hyper Sonic Speed then the trade of clicks MAY be worth it. Superman is usually the best since he has Anti-Stealth team already and does not have Stealth himself (except for New Guy Night Superman), so there is simply not a better choice.

Your Toolbox has many different tools, but the most versatile is Thunderbolts. There is not another Feat card in this game that allows such precise and last minute strategy. If you're not using Thunderbolts and you're playing Avengers, then you should be playing Alpha Flight. If you're not playing that feat card then you must love free movement.



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

Questions, comments or ideas or can all be address at:  
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Please no hate mail



**Title: Marvel HeroClix: Supernova**

**Stock Number: WZK3231**

**MSRP: \$7.99; Expected Release: October 2006**

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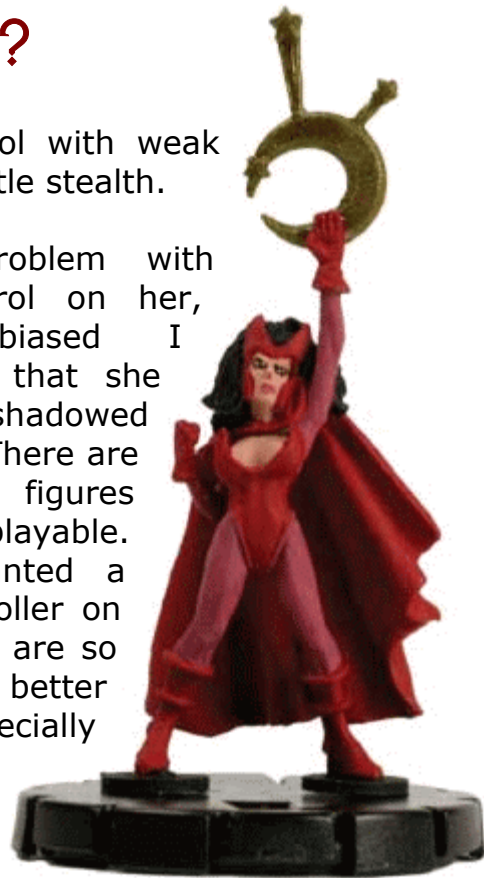
## WHERE'S WANDA?

OK, I admit- I'm biased. I grew up with the Avengers. They are overall my favorite comic. I really didn't care too much for Cap or Iron Man though, they seemed to visit every now and then, but I preferred the second tier heroes-Beast, Hawkeye, Ms. Marvel, Vision and of course the **Scarlet Witch**.

Before I go any further I want to make it clear that I am not attempting to knock the designers at Wizkids. However I have been disappointed with the interpretations that the Scarlet Witch has had so far. Her first REV set was probability control with weak damage. Her second version in Fantastic Forces was a little more playable with the team abilities she was assigned, but again she had

probability control with weak damage and a little stealth.


I have no problem with probability control on her, but being biased I personally hate that she has been overshadowed in that respect. There are so many other figures that are more playable. If someone wanted a probability controller on their team there are so many other better choices, especially with the new water-downed interpretation that gives the power to the likes of **Blockbuster** and **Beetle**.




Anyway, instead of being part of the problem I decided to be a bit proactive. Wanda is much more than a support / probability control piece. I went through my comics with the Scarlet Witch and found examples of her using other powers that are found in the game. Her powers have varied much over the years and she has displayed a wide variety of mutant ability with some mystical training. My goal is to influence the designers to make another REV that is more comic accurate. And yes I know there have been two versions already, but we have **three** Hawkeyes, so anything is possible.





## SPEED:


 **Force Blast** - The only movement power that I feel she would possess. She used it on Russian soldiers that were getting a little too nosy around their Quinjet. (Avengers 188)


## ATTACK:

 **Quake** - Wanda, disguised as the good Doctor Strange, attacked Dracula by causing a quake under Avengers' mansion. (Doctor Strange 60)


 **Telekinesis** - She attacks the suped-up Count Nefaria by hurling a large piece of earth at him. (Avengers 165)



 **Incapacitate** - Incapacitate really encompasses many different powers and devices. I consider it to be an attack that traps or stuns an opponent without doing direct damage. I found three examples that I think could be defined as incap. In the Crossing she renders attacks immobile with a "few well placed hex" (Avengers: The Crossing). While evil she holds Agatha Harkness, Wasp, Wonder Man and USAgent trapped in a force field (Avengers West Coast 57) and by drawing the oxygen away from Electro she is able to render him unconscious. (Avengers 237)


 **Energy Explosion** - Wanda explodes the ground under Lady Lark. (Avengers 141)

 **Psychic Blast** - Facing Ultron she is able to create a malfunction in the robot's molecular re-arranger and takes him out. This against a robot made of adamantium, who can withstand blows from Thor's hammer. Personally one of my favorite Wanda moments. (Avengers 171)

## DEFENSE:

 **Energy Shield / Deflection** - She startles Hawkeye while he is training. He unintentionally shoots an arrow at her. She uses her power to stop the arrow in midair and have it fall to the ground. (West Coast Avengers 42)

  **Barrier and Defend** - I'm grouping these two together because this example covers both powers. She creates a force field to protect a group of bystanders. (Avengers 34 vol. 3)

 **Willpower** - This is kind of common for her. Many times she has created a spell and maintained it for a period of time. For one example she begins to separate the Marvel and DC Earths. Eventually Green Lantern joins in and they succeed. (JLA/Avengers 3)

## DAMAGE:

As far as damage power goes, I feel that **Probability** Control is the best option and she should have it on every clix. She has, however, demonstrated **Support** (reactivated the original Human Torch and resurrected Wonder Man),

**Leadership** (leader of Force Works),  
**Perplex** (distracting an enemy giving Quicksilver an opening)  
**Enhancement** (boosted attacks made by Doctor Strange and Crystal) and **Outwit** (negated the Grey Gargoyle's powers completely so Beast and Ms. Marvel could take him out).

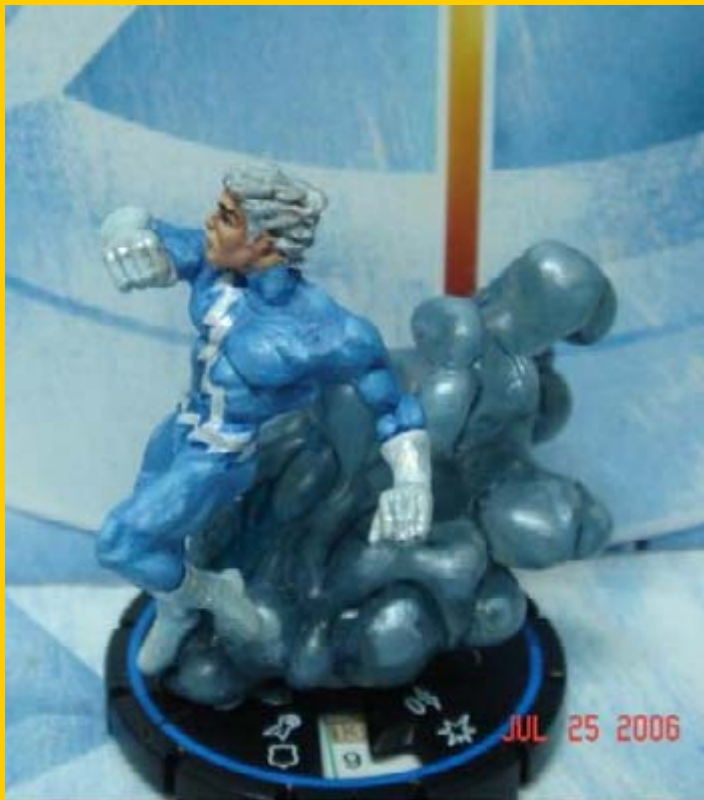
I would guess that she would have average movement, high attack, low defense, and average attack values.

Ten range, one target and Avengers TA on all the figures (although I could live with the Brotherhood on the rookie).

Well that's my take on the **Scarlet Witch**. Hopefully the powers that be will read this and create a more a more powerful comic book accurate figure. If not I just wasted a weekend. Nothing on TV anyway.

-- John Cupach

## Custom Clix by Michael Ian dela Paz



# SCENARIO OF THE MONTH

Steve Coblentz

## STARRO, THE INVASION

### Introduction:

Starro have begun their invasions of the universes. Their purpose, world dominations. Can our teams of heroes and villains stop this menace before they take over? It's up to the Avengers and JLA to stop them.

### Set Up:

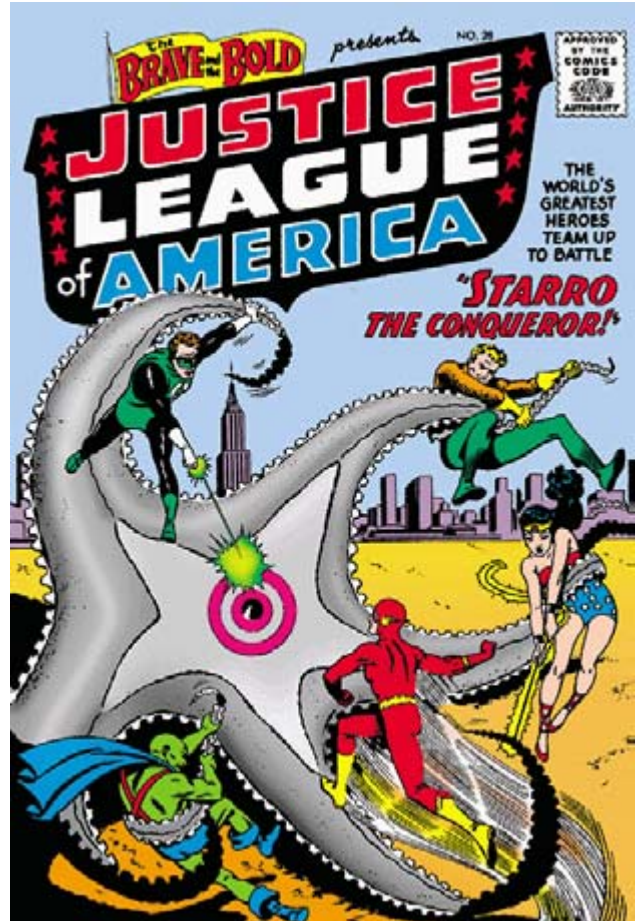
Each player builds a 300 point team. Each player needs 14 pennies of roughly the same shade to represent Starro. Mark a star on 7 of them on the heads side with a marker. All players put their pennies in the center of the pile, heads side down and shuffle them. Without looking at the pennies, spread all the pennies out over the map.

### Rules:

1. Players have to approach the pennies 1 at a time. When a player moves into a square that contains a penny, flip it over. If it is a star, the character has been overwhelmed by a Starro.

2. A character controlled by a Starro will attack the most immediate character on its next available action, using any power it has available to use and will push every chance it gets.

3. A character can be freed of Starro if it attacked successfully. The character attacking must deal at least 2 damage, this damage will remove



the Starro from play and also gets applied to the character who was controlled by the Starro.

4. Any character can free a character from a Starro as long as it meets the 2 damage requirement.

5. All other WizKids rules apply.

### Victory:

Victory goes to the character who eliminates the most Starro or the last character standing when the last Starro are eliminated.



# 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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