

CRITICAL HIT

THE ONLY MAGAZINE DEDICATED TO HEROCLIX



Greetings and Salutations!

Welcome to **Critical Hit** issue 09! Rock is on sabbatical this month and will be returning soon. In the meantime, we've got a fantastic magazine for you this month (yet again). This time we're focusing on one of the most underrated sets in the HeroClix universe - **IndyClix**! For those of you who don't know, this particular set brought us such exciting things as "Flyers Can't Carry Fliers," Hellboy, Witchblade, Kabuki, and much more! Don't worry, because we are focusing on *all* IndyClix, not just old school. In this issue we'll touch base on some City of Heroes, the new Invincible set, and much more.

So, why was IndyClix less popular than the other sets? Well, there's a number of theories out there. Perhaps people didn't like the dial stats all that much. Perhaps people didn't like the Indy flavor. Perhaps people didn't like the lack of flyers. Or perhaps people simply don't like HeroClix sets without yet another Batman, Wolverine, or Electra. Who knows?

Whatever the reason, we are here to give IndyClix some love. This is certainly one of my favorite sets, and I hope that after this issue some of you will begin to feel the same.

So buckle up, because we're going for a ride!

-The' Le (pronounced Tay Lee)
On the web at
<http://www.TheLeGames.com>



EXECUTIVE PRODUCER

William Rock

WRITING STAFF

Eric "Slade Wilson" Schaen
Steven "Sucrebo" Brooks
Pete "GreenLantern73" Pelletier
Steve "Mox" Luzader
Joel "joeldad" LaPresta
Johnny Flieger
D "Ludd_Gang" Helland
Brian "Manchine" Hitsman
The "I wish I had better things to do" Le

CUSTOM CLIX IMAGES

Michael Ian dela Paz

IMAGING / LAYOUT / EDITING

The Le (pronounced Tay Lee)
<http://www.TheLeGames.com>

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

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

©2006 WizKids, Inc. All rights reserved. HeroClix and WizKids are trademarks of WizKids, Inc. Marvel and all related characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. ©2006 Marvel Characters, Inc. www.marvel.com

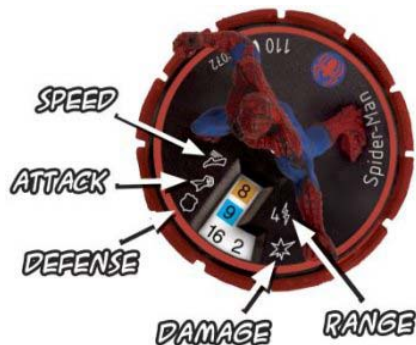
© 2002 - 2006 WizKids Inc HeroClix, HeroClix Hypertime, the HeroClix

logo, and the WizKids Logo are trademarks of WizKids Inc. All rights reserved. Patent Pending. The DC Bullet and all characters, names, logos, distinctive likenesses and related indicia are trademarks of DC Comics. All artwork and text featuring DC Comics' characters and related indicia © 2002 DC Comics. All rights reserved. www.dccomics.com

HCMONTHLY/Critical Hit Magazine is a NON-PROFIT Magazine. If someone is selling this magazine please e-mail rock810@yahoo.com. If you would like to subscribe to HCMONTHLY please e-mail to the above address.

Volume No. 1, Issue No. 9 •
PRINTED IN THE USA

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





Welcome back to **pick a card!** Its time to look at a strange visitor from another planet. No it's not Superman, its **Allen the alien** from the Invincible set.

Ok, **Allen** has a lot to offer: High attack values, High defense values and damage dealing powers! Not to mention the ability to tie up foes with plasticity or to stop foes cold with incapacitate. The only things he's a little short on is life and range, but wait he has some regeneration to put him back in the game, all for 87pts!

So what feats are going to make him even more efficient? Seems to me

the way to play Allen is to move him in on a foe, tie them up and let his combat reflexes take care of him, then start laying the smack down on your opponent until you drop them.

To make this work even better lets consider **entangle** for 8 points any time a opposing character tries to hit Allen, they re going to have to roll a single die first and if they get a 1 or a 2 they cant attack him. Next as long as were up close how about **vault** for 3 points. With Allen's high attack and defense he should be able to land some hits, then using vault he can reposition himself in case another enemy is trying to get the drop on him.

Feat: Entangle (cost: 8)

Prerequisite: *Plasticity*

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

For another 10 points **pummel** would also be a great offensive card for Allen. Now he can re roll a single die during an attack roll, this really increases the chance of Allen landing a hit every time he attacks! Ok Allen is really doing well on the offense with these abilities now lets see what we can do to help him in the defense department. 10 points worth of heightened reflexes will go great with Allen. Now when an enemy tries to attack him with a mobility power like charge, hypersonic or running shot Allen can now roll a single die to possibly evade the attack if he gets a 5 or a 6. This is especially good since Allen doesn't have any mobility powers.

Pummel (cost: 10)

Prerequisite: *Combat Reflexes or Close Combat Expert, or Super Senses*

Choose a character. Once per turn, when the character has zero action tokens and is given a close combat action, you can ignore the result of one attack made for the character and reroll the dice to obtain a new result.



Auto regeneration is always good for characters that can use it, and Allen can thanks to his late dial regeneration for another 12points. **Armor Wars** would be a great card for Allen as long as it doesn't mess with any of your teammates. It will force figures with damage reducing abilities to take an additional click of damage whenever they take damage from an attack.

Rapping it up, any of these cards can make Allen a great harassment/close combat piece for your game. Until next time, this is Slade saying see you on the battlefield!

-Slade

Ladies Night

By: Steven Brooks (Sucrebo)



Sometimes, the ladies need a turn to kick a little butt. Really.

When I build my teams, I generally build around a loose theme. This particular theme does not always have to be comic related, as you'll soon see.

All females may seem like a simple theme, and it is, but it still manages to throw a lot of gamers off. Many players still equate females with the (now retired) "pit crew". After all, you have Jean Grey, Destiny, and Paramedic among others.

My team, while unrestricted, makes no use of the pit crew, or any utility pieces at all, really. Some might say I'm setting myself up to lose, and while that

may be true, it's still a balanced and fun team to play.

Let's look at the roster.

V Wonder Woman (Icons) w/Fortitude (152)

V Psylocke (Armor Wars) (75)

U Arwyn (Indy) w/Trick Shot (88)

V Katana (CD) (48)

V Mockingbird (Sinister) w/Vault (37)

Total: 400 points

Wonder Woman is clearly the focal point here, and with Fortitude, she'll always have a chance to reduce damage, sometimes to 0 (barring Psychic Blast, Armor Piercing, and Armor Wars). She does what every good charging brick should do, run in with a heavy and try to crush people. If she

brings **Mockingbird** in with her, Mockingbird will have a possible 4 damage attack waiting to happen, with a 19 defense against close combat attacks. With **Vault**, Mockingbird can reposition herself after the attack to tie someone up, or simply block line of fire. Not a bad value for 37 points.

WONDER WOMAN (V) (ICONS)

JLA COST: 127 RANGE: 0 ⚡

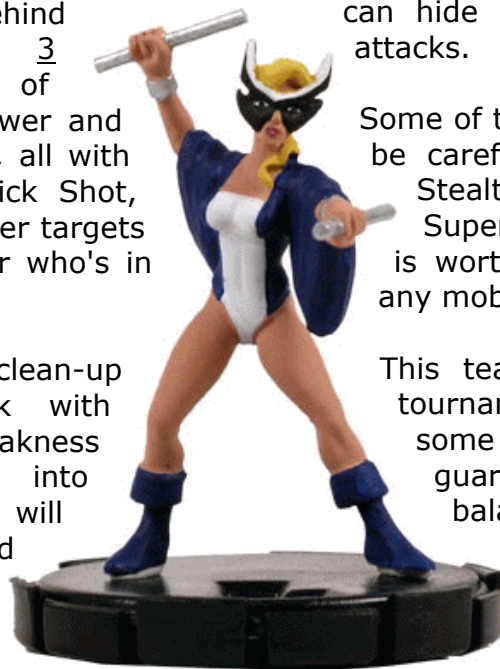
	1	2	3	4	5	6	7	8	9	10	11
SPD.	10	10	8	8	8	7	7	7	6	6	KO
ATT.	10	10	9	9	9	8	8	8	7	7	KO
DEF.	17	16	16	16	15	15	15	14	14	13	KO
DAM.	5	5	4	4	3	3	3	2	2	2	KO

Now for the rest of the gang.

Psylocke can safely sit in stealth, Incapacitating or hitting for 3 damage from 8 squares away. If someone bases her, she also has the 19 defense (with Combat Reflexes) and Exploit Weakness to cut straight through any defense without Fortitude.

Arwyn can sit safely behind Psylocke, hitting for 3 damage for two out of three turns with Willpower and Ranged Combat Expert, all with an 11 attack. With Trick Shot, she can always attack her targets within range, no matter who's in the way.

Katana is perfect for clean-up duty. Her 10 attack with Charge and Exploit Weakness (which later turns into Blades\Claws\Fangs) will make KOing wounded enemies seem easy. She can sit in Stealth



--Steven

and take pot shots with her 4 range until there's a weakened foe that's ready to leave the table.

PSYLOCKE (V)

X COST: 75 RANGE: 8 ⚡ (ARMOR WARS)

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

Being more built around fun than competitiveness, this team does have a lot of weaknesses.

Mobility is certainly an issue, with only two characters that ignore hindering terrain.

Having only **one flyer** means that getting into battle will take longer than is often desired. To keep the less mobile ladies safe during setup, Katana and Psylocke can hide in stealth, and Arwyn can hide behind them and still make attacks.

Some of the more obvious strategies to be careful of include Disbanded (no Stealth for Katana), Bright Lights / Superman Ally / Ultimates (Stealth is worthless), Hypersonic Speed, or any mobile team with Telekinesis.

This team may not win too many tournaments, but it could catch some unsuspecting players off-guard, and it's certainly a balanced and fun team to play.

Smell of De-Feat

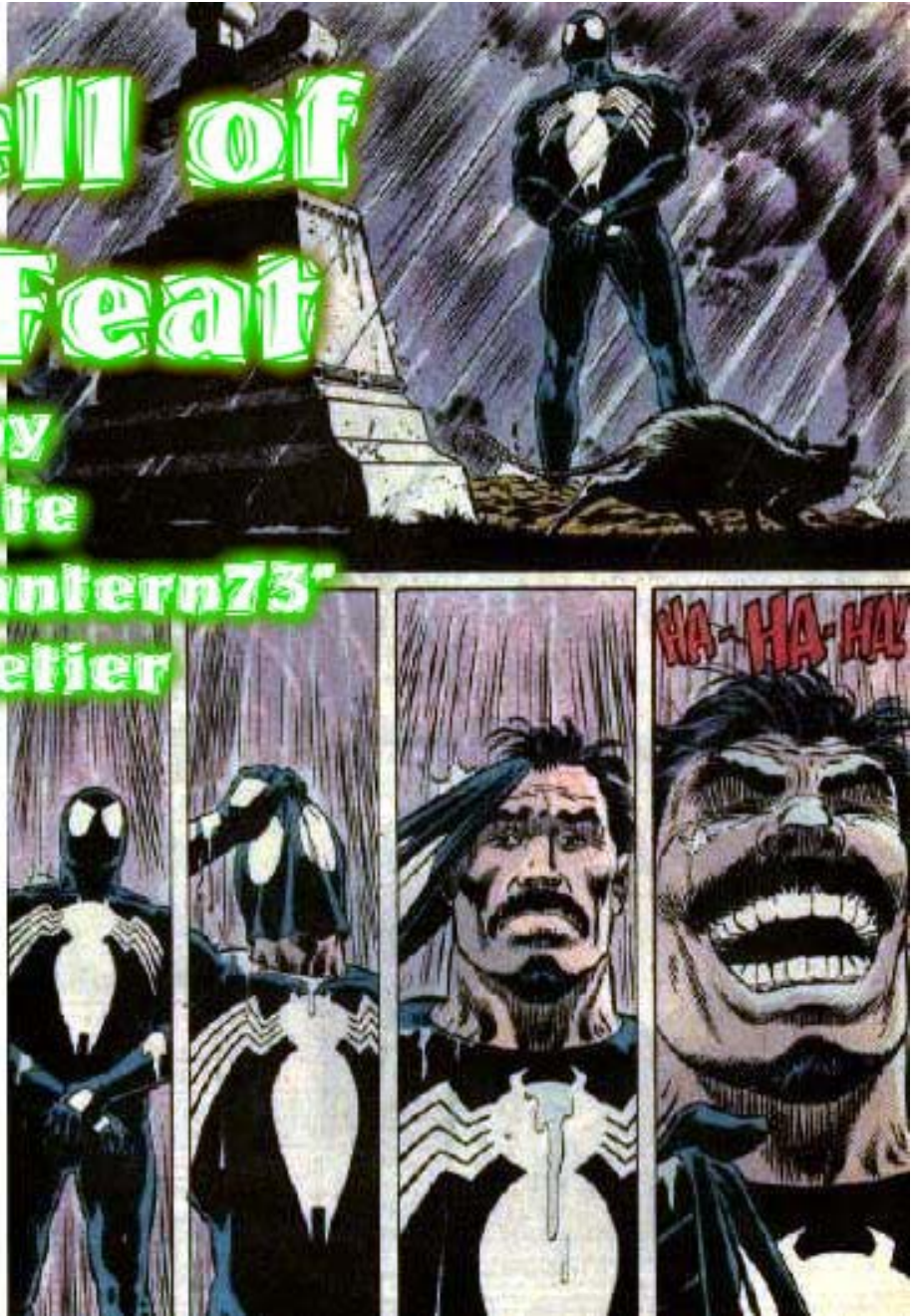
by
Pete

"GreenLantern73"
Pelletier

"Feats can sometimes be both game breaking and intimidating to players. There are some that completely understand how to use feats and use them to complement their teams. However, not everyone understands how to use feats, and not all feats are that clear on how to properly use them.

The purpose of this article will be to inform you how a feat is played and hopefully give you some good tips on throwing a feat into your army and make it competitive." -- Written by Rock810 in the 1st Smell of De-Feat article from issue # 5

Hi, I'm **GreenLantern1973**, the current writer of *Smell of De-Feat*.

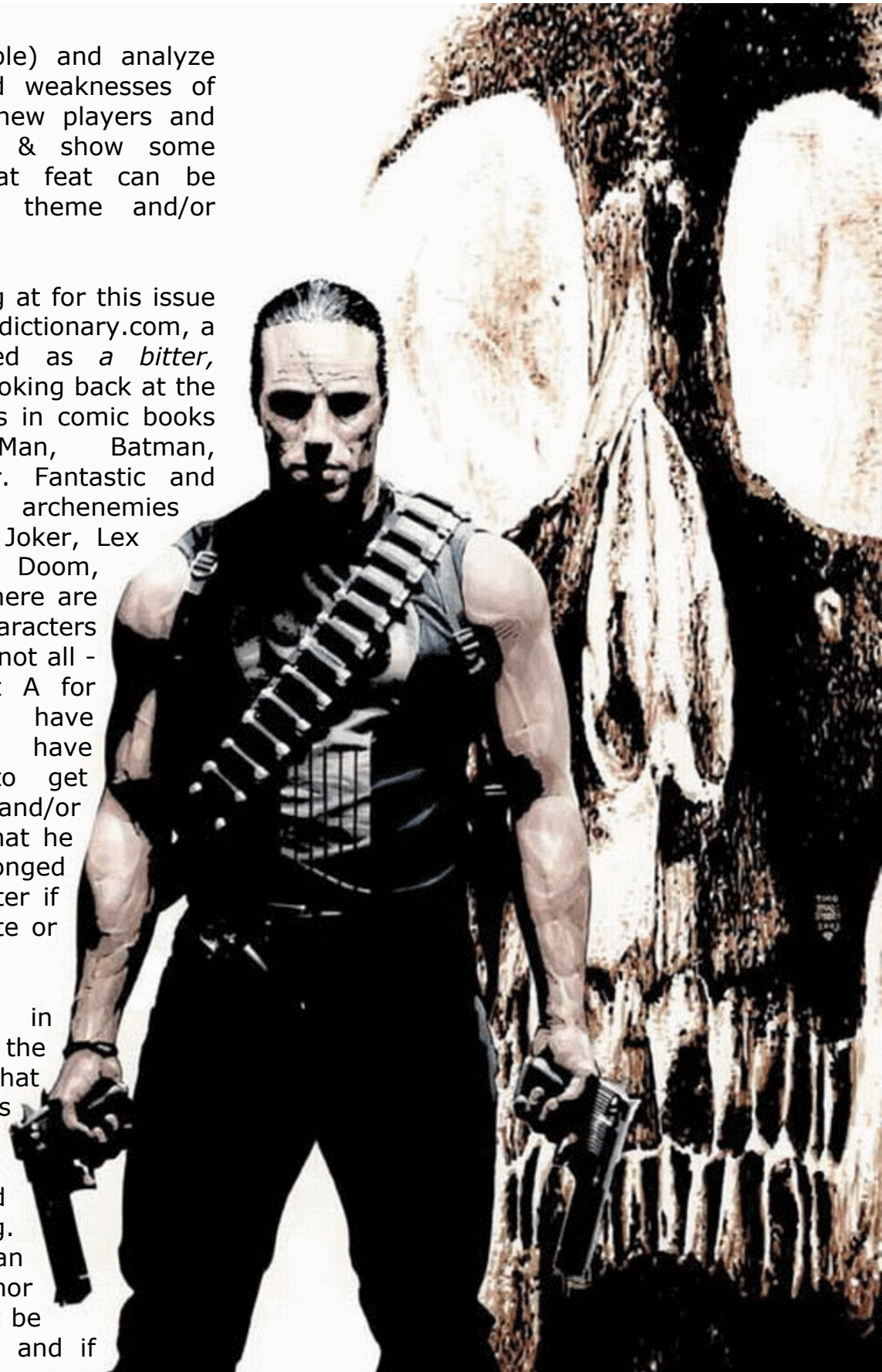


I've played HeroClix since the game first came out 4 years ago & have been an Envoy for about 2 years. The purpose of *Smell of De-Feat* will stay the same - that is why the 1st paragraph has been quoted verbatim from issue #5. What will change is the viewpoint. I intend to look at a feat, explain for new players how the feat works (I'll use layman's terms

as much as possible) and analyze both strengths and weaknesses of the feat for both new players and “greybeards” alike & show some ideas on how that feat can be applied to either theme and/or competitive teams.

The feat I’m looking at for this issue is **Vendetta**. From dictionary.com, a vendetta is defined as *a bitter, destructive feud*. Looking back at the long running battles in comic books between Spider-Man, Batman, Superman and Mr. Fantastic and their respective archenemies Green Goblin, The Joker, Lex Luthor and Doctor Doom, you can see that there are definitely some characters (mainly villains but not all - Punisher is Exhibit A for heroes that have vendettas) that have nursed feelings to get revenge on and/or destroy someone that he or she feels has wronged him or her no matter if the slight is accurate or not.

This is reflected in HeroClix with the archenemy rules that state that characters in the same set with the same colored base and different names (e.g. Exp/Vet Superman and Unique Lex Luthor from Icons) can not be on the same team and if



one character with a colored base KO's its corresponding archenemy, the player who earned the KO will get double the KO'd character's point cost when Victory Points are calculated at the end of the game.

Vendetta (cost: 6)

Choose a character. Before the beginning of the first turn, if the character's archenemy is not an opposing figure, choose a target opposing figure with point value greater than the character's point value. The target is the character's archenemy and the character is the target's archenemy. The character gets +1 to its attack value when making close or ranged combat attack against the target.

However with 240 characters that have an archenemy base and/or considered to be archenemies with a certain team affiliation, and almost 2000 characters in HeroClix overall, the chances that your character's archenemy will be played in at least 1 round of a 3 round Constructed or Unrestricted tournament are very low. Also, some characters with an archenemy base are not as powerful as the corresponding opposing character (Uniques The Leader/Savage Hulk from Xplosion and Aquaman/Black Manta from Hypertime come to mind). Thus, **Vendetta** gives a much-needed boost to the archenemy mechanic.

Here's how Vendetta works in layman's terms: Only characters with an archenemy base can use this feat. Let's say that you

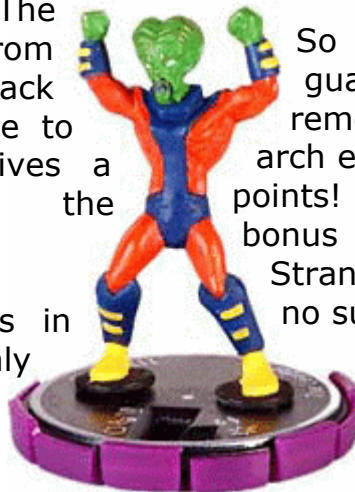
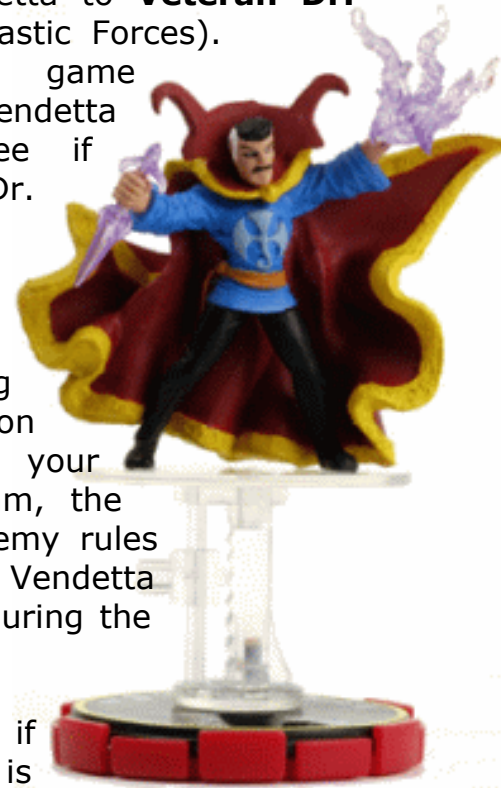
assigned Vendetta to **Veteran Dr. Strange** (Fantastic Forces).

Before the game begins, Vendetta checks to see if Veteran Dr. Strange's archenemy

Unique Baron Mordo is on the opposing team. If Baron Mordo is on your opponent's team, the normal archenemy rules will apply and Vendetta has no effect during the game.

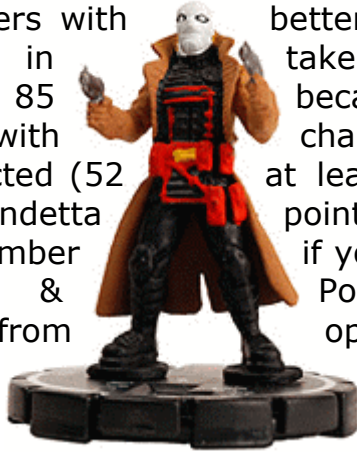
However, if Baron Mordo is **not** on your opponent's team, you can choose another character on your opponent's team, as long as it has a higher point value than Dr. Strange (110 points). For the rest of the game, Dr. Strange and the opposing character you selected are now archenemies, and Dr. Strange gets a +1 bonus to his attack value against that character!

So now you are practically guaranteed an arch enemy! And remember, if a figure KO's his arch enemy, you get double victory points! Even better, that +1 attack bonus is only available for Dr. Strange (his new arch enemy gets no such bonus)!



Here are some facts about using Vendetta that you should know.

1) There are **238** characters with archenemy bases in Unrestricted (153 Marvel & 85 DC) and **96** characters with archenemy bases in Restricted (52 Marvel & 44 DC) that Vendetta can be assigned to. Remember that Rookie, Experienced & Veteran Mr. Fantastic from Fantastic Forces and Unique Hush from Legacy have been **errata'ed** to have archenemy bases so those characters are legal targets for Vendetta even though the 4 characters physically don't have the regular archenemy bases.



better in making sure that you can take advantage of the card's effect because you have a very good chance of your opponent having at least 1 character with a higher point cost than your character AND if you can earn the double Victory Points for KO'ing the chosen opposing character, you can possibly earn more Victory Points than someone not using Vendetta which can help avoid losing a tiebreaker with an opponent that has an identical win-loss record on Victory Points.

2) While the **Sentinel** and **Sinestro** Colossal characters are considered to have entire team affiliations as archenemies (Brotherhood / Morlocks / X-Men and Green Lantern Corps, respectively) those characters are not considered legal targets for assigning Vendetta, because of errata that characters must have an archenemy base to use Vendetta.



For example, not counting Colossal characters with a point cost of 300 points or more, there are only 5 characters that Vet Superman from Icons could choose as an archenemy for Vendetta's effect if Unique Lex Luthor isn't on the opponent's team (not counting characters from the upcoming Marvel Supernova set).

Therefore you have a better chance of getting the maximum benefit from Vendetta if it's assigned to a character who has a point cost that doesn't crack the 175-200 point level.

3) In my article on Inspiring Command (issue #6), I pointed out that the feat's effect is easier to use for more characters on your team if it is assigned to higher point cost characters that meet the prerequisites for Inspiring Command. The opposite is true with using Vendetta. Lower point cost characters work

4) A common tactical mistake is trying to have one archenemy character go one-on-one with the opposing archenemy character for the whole game. Remember that the archenemy **ONLY** has to get in the **knockout blow** to net the double Victory Points. So

use the rest of your team in a concentrated effort to soften up the archenemy first, then bring out your Vendetta'd character to get the final KO.

**Sinister Six Team #1
(unrestricted)**

V Kraven (Sinister) - 79 pts
(Vendetta) - 6 pts
E Sandman - 79 pts
(Entangle) - 8 pts
V Mysterio - 68 pts
E Electro (Sinister) - 49 pts
(Vendetta) - 6 pts
E Doctor Octopus (Clobberin' Time)
- 44 pts
E Vulture (Fantastic Forces) - 41 pts
(Recommended pairings: Vulture w/
Sandman, Electro w/ Dr. Octopus &
Kraven w/ Mysterio)
(Recommended Battlefield Condition:
Assembled)

Total – 380 pts

If you have it, I recommend using *In Contact With Oracle* with your remaining 20 points and apply it to Raven and Electro.



**Sinister Six Team #2
(unrestricted)**

V Kraven (Sinister) - 79 pts
(Vendetta) - 6 pts
(Brilliant Tactician) - 20 pts
E Sandman - 79 pts
E Mysterio - 57 pts
E Electro (Sinister) - 49 pts
(Vendetta) - 6 pts
E Doctor Octopus (Clobberin' Time)
- 44 pts
E Vulture (Fantastic Forces) - 41 pts
(Recommended pairings: Vulture w/
Mysterio, Electro w/ Dr. Octopus &
Kraven w/ Sandman)
(Recommended Battlefield Condition:
Assembled)

Total - 375 pts

Once again, put *In Contact With Oracle* on your team and apply it to Sandman and Vulture.

When I looked at the Sinister set list, I noticed that one of the themes of the new set was that characters with archenemy bases composed 25% of the new set. **Three** Sinister Syndicate characters (Electro, Kraven, Rhino) are all archenemies of Spider-Man and Unique Scarlet Spider is an archenemy of the Limited Edition Venom character and the Sinister Syndicate team received 16 new characters in Sinister and it made sense to build a team with characters from the Sinister Six. The team I designed is the original Sinister Six lineup from **Amazing Spider-Man Annual # 1** with Kraven, Sandman, Electro, Vulture, Mysterio and its leader Dr. Octopus. As you can see, I put together 2 teams with minor differences in

experience levels and feats. No matter which lineup you use, this team has 2 (Outwit & Perplex) of the 5 Pit Crew/STOPP powers. One key to making theme/single team affiliation teams as competitive as possible is to try and incorporate as many of the Pit Crew powers available to that team while still sticking to the theme as much as possible.



Version 1 is a more aggressive build with the concept that Electro & Kraven are the main attackers and supported by the other 4 characters as secondary attackers/support. There are two schools of thought that I have on how to use the

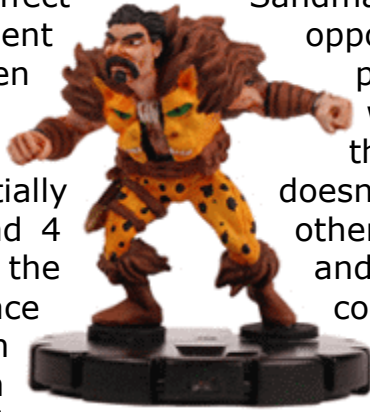
Vendetta feat when it's assigned to 2 or more characters with the same team:

1) "Put all your eggs in one basket" by choosing the same opposing character to be archenemies to both Kraven and Electro. This way no matter which of your 2 characters gets the KO blow, you are going to earn the archenemy Victory Points. The drawback to this tactic is that it gives your opponent 2 separate characters that he can earn archenemy Victory Points from.

2) "Diversify your portfolio" by selecting 2 different opposing characters as archenemies. This way you can maximize the number of Victory Points that you can earn by having 2 opposing archenemies (especially if the chosen characters have an extremely higher point cost than Electro & Kraven) to attack and KO. The drawbacks are that you give your opponent 2 separate archenemies to go after and you risk the temptation of splitting your team into 2 mini-squads in an attempt to KO both characters by spreading out and weakening your attack's thrust; which can mean that it takes more time to get KO's especially in a 50 minute round when you're playing against the clock as well as your opponent.

There's a synergy between **Assembled's** adjacency condition and +1 modifier to Attack Value effect, **Sinister Syndicate's** adjacency condition and Attack Value replacement effect and **In Contact**

With Oracle's modifier effect (timing-wise, replacement values trigger first and then modifiers trigger next). By pairing Electro with Doctor Octopus, he can potentially have a 12 attack value and 4 damage value against the chosen archenemy (replace Electro's attack value with Doctor Octopus' then modify +2 with Assembled and Vendetta, and use ICWO to modify damage) and a 11 attack value and 4 damage value against all other opposing characters; Kraven can achieve the same stats even though Kraven doesn't need to replace his attack value with Mysterio's.



Sandman into base to base with the opposing archenemy character to possibly tie up that character with **Entangle** (make sure that Sandman's placement doesn't block line of fire for your other characters) allowing Kraven and Mysterio to use Outwit to counter the archenemy's defensive power so Electro & Kraven can then make ranged attacks against the archenemy. 8 clicks of damage should be enough to take out the archenemy in 1 turn though you may have to do some mental "click counting" when you analyze which character(s) to choose for Vendetta's effect.

With Perplex on his 2nd & 3rd clicks, Kraven can boost his stats or give a teammate a +1 increase instead. Vulture taxis



Another thing that you should take into account when choosing the archenemy during game set-up is defensive powers like Toughness, Invulnerability, Impervious and Super Senses that the chosen archenemy character possesses that you may have to deal with. Doctor Octopus supports the team with his 10 attack value and Leadership though when the archenemy is KO'd, you can unleash Doctor Octopus as a secondary attacker. It goes without saying that one of the main things that you have to keep in mind as you are positioning your Sinister Six team is the "controlled march" that is necessary to keep the characters adjacent as much as possible in order to use the Sinister Syndicate team affiliation (as well as the Assembled Battlefield Condition's effect); though keep an eye out for

opposing characters with Energy Explosion, Quake & Pulse Wave.

Version 2 is a more balanced build by assigning In Contact With Oracle to Sandman and Vulture to pump up Sandman's Defense Value and Vulture's Damage Value while Kraven uses Brilliant Tactician to Perplex his teammates' combat values. Version 2 doesn't rely on running the main offense through Electro & Kraven and you have to hold back with Kraven by parking him in Stealth in order to get full use of Brilliant Tactician's effect. Most people aren't used to holding back with Kraven as a support piece so playing Version 2 correctly may take some getting used to. Use the other four characters to make the first attacks on the chosen archenemy character and bring Electro and/or Kraven as snipers for the KO.

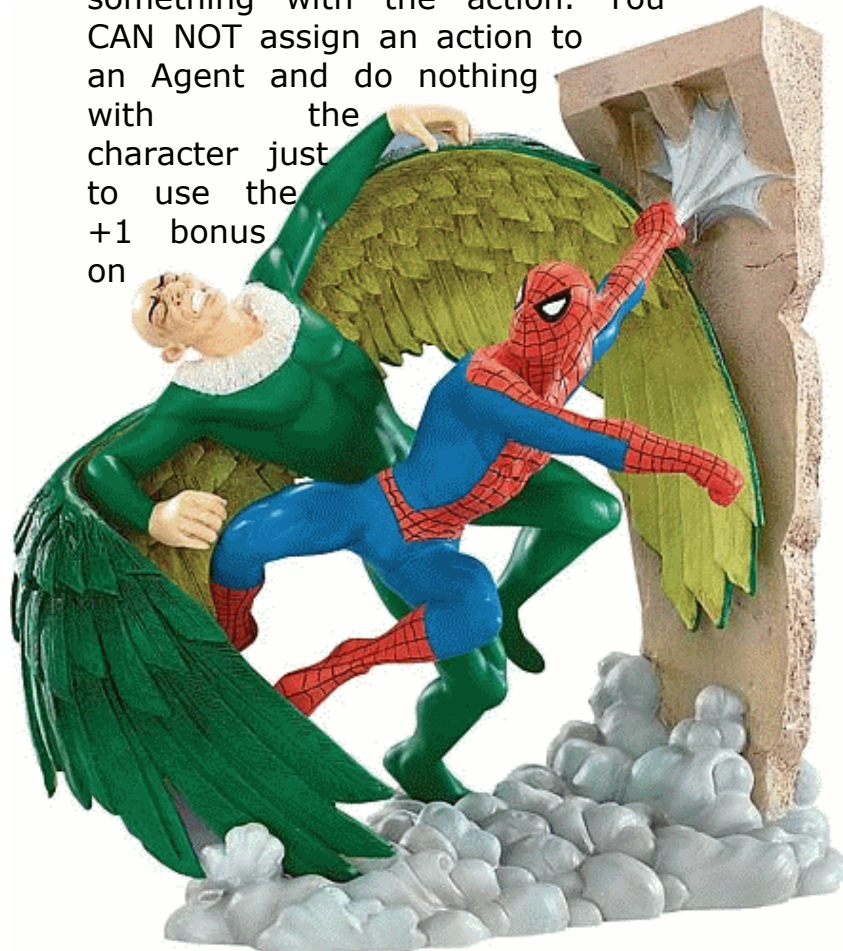
In Contact With Oracle

The last section of this issue's article is dedicated to explaining the **In Contact With Oracle** feat. It brings up rules questions from new players very frequently due to the card's rarity.

In order to use In Contact With Oracle, (also known as ICWO for short) the feat must be assigned to at least two characters (considered "Agents") though the number of characters ("Agents") assigned to the feat can be increased to as many characters as you wish to assign the feat to. The feat's cost is 10 points per character, which means a

minimum of 20 total points (since you have to assign it to a minimum of two characters. However, note that there is no maximum. That's right, you can assign it to each member of your team, as long as you pay the "10 points per character" cost.

Each character ("Agent") assigned the feat can get a +1 modifier bonus to a combat value when that character performs a non-free action (e.g. move, ranged combat, close combat or power) that assigns a token to the character ("Agent"). The bonus must be declared when the action is announced and the character ("Agent") must actually do something with the action. You CAN NOT assign an action to an Agent and do nothing with the character just to use the +1 bonus on



the Agent's Defense Value. For example, **Limited Edition Positron** is assigned the ICWO feat and wants to attack **Limited Edition Lord Recluse** with a ranged combat action. When Positron's controller declares the attack, he/she must declare which value he/she is assigning the +1 bonus to at the time the action is declared and the action must be carried out.

If you field **Unique Oracle** as part of your team in conjunction with using ICWO, your characters ("Agents") assigned to ICWO can gain the use of one of the powers on Oracle's dial as a power action. To use this portion of the ICWO ability (the 2nd paragraph), you can remove your Unique Oracle figure from the starting area at the beginning of the game and place her on the ICWO card. The Unique Oracle figure still counts as part of your force for team building purposes.

A figure ("Agent") assigned to the ICWO feat with 0 or 1 action token can use a **power action** once during the **beginning** of any of your turns to turn the Oracle figure's dial to any click and use that power as though it was a power on the "Agent's" dial. The agent is given a token after the power action is resolved and CAN NOT perform another action during that turn. If you turn the Oracle figure's dial to a power the "Agent" already has, you can NOT use that same power twice.

For example, Rookie Black Panther is assigned the ICWO feat and is on his

IN CONTACT WITH ORACLE

Choose two or more characters; Oracle may not be chosen.
Chosen characters are Agents.

As long as it is not the target of Mind Control, when an Agent is given an action you may choose to give one of its combat values +1 until the beginning of your next turn.

If Oracle is on your force, you may remove her from the battlefield at the beginning of the game and place her on this card. At the beginning of any of your turns, you may assign a power action to any Agent with zero or one action token and turn Oracle's dial to any click. The Agent given the action may use any power showing on Oracle's dial until any Agent with zero or one action token is given a power action to turn Oracle's dial. If your last Agent is **KO**d while Oracle is on this card, Oracle is also **KO**d.

10*
COST

* Per character chosen.


F003

starting click and declares a power action to turn Oracle's dial to Outwit. Rookie Black Panther will use the Outwit gained from Oracle to Outwit a power on an opposing figure, and can **NOT** then use his own Outwit on his dial for the remainder of that turn.

Characters not on the map are not subject to effects on the map - e.g. Oracle will not take damage from the **Earthquake** going off and her **Batman Ally TA** can not be copied by figures with wild card team abilities.

There are two ways to get points from an opponent playing In Contact with Oracle:

If you're only using the feat, the controlling player earns 10 Victory Points for each surviving "Agent" and the opposing player earns 10 Victory Points for each KO'd agent. Once all "agents" assigned to the feat are KO'd, the feat is removed from the game.

If you're using the Oracle figure with the feat, the victory points are the same. However, if **all** your "Agents" are KO'ed, then Oracle is also automatically KO'ed, giving your opponent those Victory Points.

Well, there you go.

As Rock810 would say, until next time, Good Day and Good Gaming!!

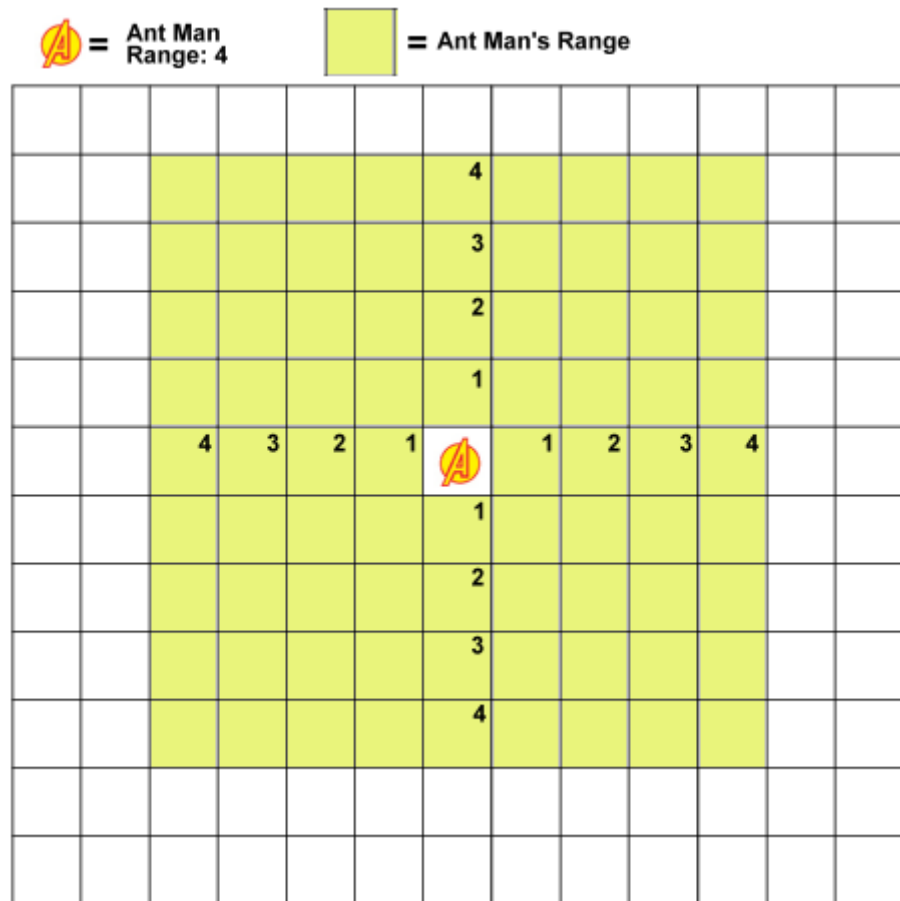
-Pete

LE'S CORNER – RANGE vs LINE OF FIRE

This is a small illustration to help you better understand, or for you to help your players understand.

Line of Fire (LOF) – This is very simple. Draw a line between the attacking figure and the target figure; **it does not matter how far apart the two figures are.** You can use string, a laser leveler (recommended) or any straight edge, such as a piece of paper. Look at every square that the line crosses. If any of it is blocking, then "LOF IS BLOCKED". If there is no blocking terrain, then the attacking character can **SEE** the target (this does not mean he is able to attack it).

Range – This is actually much easier than people make it out to be. Assume the attacking character has a range of [4]. Simply count 4 squares in each direction, and connect the end points. That is the character's *range*. See illustration.



INSIDE THE MOX BOX: NO NAME? NO PROBLEM.

By Steve "Mox" Luzader

(Corrections: In last month's article, I reported veteran Mockingbird as being 36 points. She is actually 34 points. If you noticed this, give yourself a cookie.)

Pretty much since the inception of our little think tank magazine, we've focused on some of the more prominent groups and figures of the comic universe. We've discussed the **X-Men**, the **Justice League**, the **Avengers**, **Superman**, **Spider-Man** and even more. Yet, to this point, we've largely ignored and entire set: one that was panned by many players and underestimated by everyone else.

This month, we're proud to bring you the world of the **IndyClix**. To this day, the IndyClix set, not to mention the principle, remains one of the biggest mysteries in the clix world. Why is it we retired an entire universe with only one set? Why is it there were a bunch of decent figures in the set, and nobody played them? Why is it that there is an entire world of comics that aren't Marvel or DC and we only ever got one set? Surely, we may never



know the answers to all of these questions, and perhaps many more will remain a mystery. Regardless, for one month here in the virtual cubicle farm of *Critical Hit Magazine*, **Indy is king**. So, as per typical fashion when you're reading my monthly column, why don't we take a gander at some figures that, if you've got them lying around, you should consider whipping out for your next army.

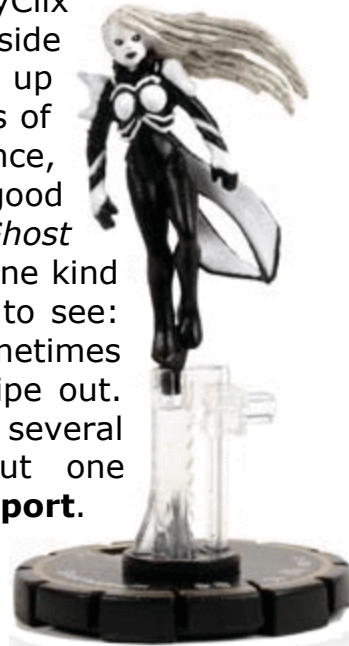
SHI (V)

Let's begin the discussion with what I think is still one of the best figures to crawl out of this set. Veteran Shi is the closest thing there is to an attack tank under 50 pons. She begins with an 11 attack value, which makes her vicious on any attack. For the close combat portion, she packs a few clicks of **Blades/Claws/Fangs** and for the ranged portion, a crazy 8-square range and a base of 3 damage. Need to protect this beatstick? Easy. She's got an opening click of **Stealth** and even **Super Senses** to work as a double-layer of protection. She has a short dial and limited Stealth and Super Senses, but consider what you're paying and that she could last a long time on her first click, I always believed she's well worth her investment.



GHOST WIDOW (LE)

Not all of the IndyClix universe was defined inside of a single set. We ended up getting two extra subsets of figures in the years since, and we still got some good figures from them. *Ghost Widow* has become the one kind of piece you don't want to see: a support piece that sometimes proves too difficult to wipe out. Ghost Widow has several remarkable abilities, but one that stands out is **Support**. Medics are few and far in between these days, and one with a good attack and longevity is critical. Ghost Widow begins with a tough 18 defense and, if you finally hit her, gains a couple of **Super Senses** slots afterwards. Lots of **Phasing** make her not only hard to pin down, but gives her free access to heal up any figure she needs to. She defends herself pretty well with some opening clicks of **Poison** and some middle clicks of **Steal Energy** or she has six squares of ranged goodness to potshot with. Even when you finally smack her around a bit, up appears **Regeneration** and a hearty roll can refresh her dial. And, by the way, did you remember that team ability of hers? That's right. Even if those chumps start hammering her, she's hitting right back with her **Arachnos team ability** and still taking them down a peg. While not much of an offensive threat, she may do far more damage



just being on the board than any other figure ever.

NEMESIS (V)



I know this is not an easy-to-find figure, being from the UK IndyClix set, but Indy is still pretty good. He weighs in at 92 points and has a pretty deep 8-click dial, backed by several clicks of **Toughness**. His **2000 A.D. team ability** could give him a potential 11 starting attack, which should really limit him having to needlessly burn off his **Probability Control**. He has a mid-range game, sporting six squares and **Psychic Blast**, but when that's three Psychic Blast fueled damage tearing down the enemy, it's not so bad. When he gets banged up, the machine kicks into close combat mode with three middle clicks of **Blades/Claws/Fangs** and finishes in **Poison** for that oh-so-unlucky idiot who didn't quite deal enough clicks.

ARWYN (U)



Way back in the day, I touted the praises of this little filly. Even to this day, she still ranks in my top five of premier ranged pieces. Ten range with a ten movement **Running Shot** actually rivals even some big named figures. A scorching 11 starting attack paired with **Willpower** makes the opponent

notice her position at all times. She has weak damage, but the **Ranged Combat Expert** is the remedy for that problem, since you don't actually want her in a close combat fight. Even so, she always has the option of **Energy Explosion** to spread the love, so she's always a threat to single pieces or clusters of pieces partying together. Plus, she keeps the Energy Explosion and Ranged Combat Expert through all six clicks. Consider a pretty cheap 68 points and you'll understand why I'm prime on this chick.

ARWYN (U)

COST: 68 **RANGE: 10** ⚡

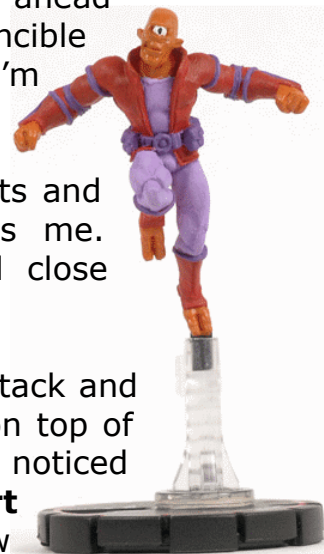
No Affiliation

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

ALLEN THE ALIEN (E)

I'm not usually one to get ahead of things, since the Invincible set, as of the moment I'm writing this, is just reaching our hands. Still, I've had time to study stats and this guy genuinely scares me. He's 87 points of wicked close combat goodness.

He starts off with an 11 attack and some **Combat Reflexes** on top of a 17 defense. Have you noticed the **Close Combat Expert** yet? Well, you should know



what to do with him. He has a couple early clicks of **Incapacitate**, should you want to try any funny tricks like **Stunning Blow** or **Knockdown**, but largely, you'll be putting dents in someone's skull.

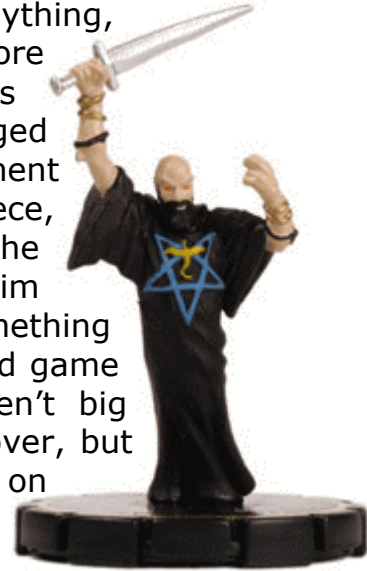
His lowest attack value is nine (yes, nine!) and regains a 17 defense in the middle of the dial when **Willpower** shows up. While he doesn't start with it, a bruiser's best friend is **Plasticity**, which does come after the opening click, and is the key **Regeneration** point. Oh, yeah... I forgot to mention... This guy can, in fact, **regenerate** on his last two clicks, but he still fights back. He damage switches up to **Exploit Weakness** with a solid two damage and that still unnaturally high attack.

He looks like a new, cost friendly option to your high-point tanks.

RASPUTIN (V)

Some figures are like cars. It's not what's on the outside, it's what's under the hood that matters. While you might be reluctant to put 111 points down on this guy, look at what makes him pretty good. First, he's a hidden sniper, with opening slots of **Stealth** and a long 10 range. He packs a nearly full dial of **Psychic Blast**, which can be a sniper's best friend. His attack and damage values might be a little mediocre, but two early **Perplex** clicks can take care of that. **Willpower** adds nice fuel to the fire, but switches into **Toughness** after a few clicks to suddenly have your opponent

wondering what's going on. By the time you can see him it's too late. Seriously, once his Stealth wears off, he sports three clicks of **Mind Control**, which work up close or at that long range. Add on his team ability to **wildcard** anything, and he can be even more threatening. He works well as a fine ranged attacker, or to an opponent that truly knows this piece, a decoy. Make the opponent worry about him and set him up for something worse. He's a great mind game piece. His numbers aren't big enough to truly sweat over, but you can't let him stay on the table too long and pick away your army, either.



RASPUTIN (V)

COST: 111 RANGE: 10 ⚡ TA: B.P.R.D.

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

Sadly, as great as a handful of IndyClix pieces are, that's all there is. Most IndyClix suffer from a lack of ingenuity, with a large percentage packing various combinations of Stealth, Leap/Climb, Blades/Claws/Fangs, Toughness and/or Super Senses, but lack of numbers. While fun to play when

you're playing only IndyClix, outside of that, they make it tough. Few figures pack over a 16 defense and many have little to no range, turning them into fodder for even grunts with 6 range and a 9 attack.

However, their low point values, decent attack values and style make them excellent for swarm style players who can turn a numbers game into an advantage. Being able to outnumber and opponent's army 2-to-1 and with most figures

immune to ranged combat and able to threaten with a good B/C/F roll can be a tactical godsend. The simplicity of these figures actually makes a fine point for beginning players, since there aren't tons of powers to manage, and can still even present challenge to the most seasoned players looking for new ways to play or win.

-Mox



Stock Number: WZK3310

MSRP: \$24.99

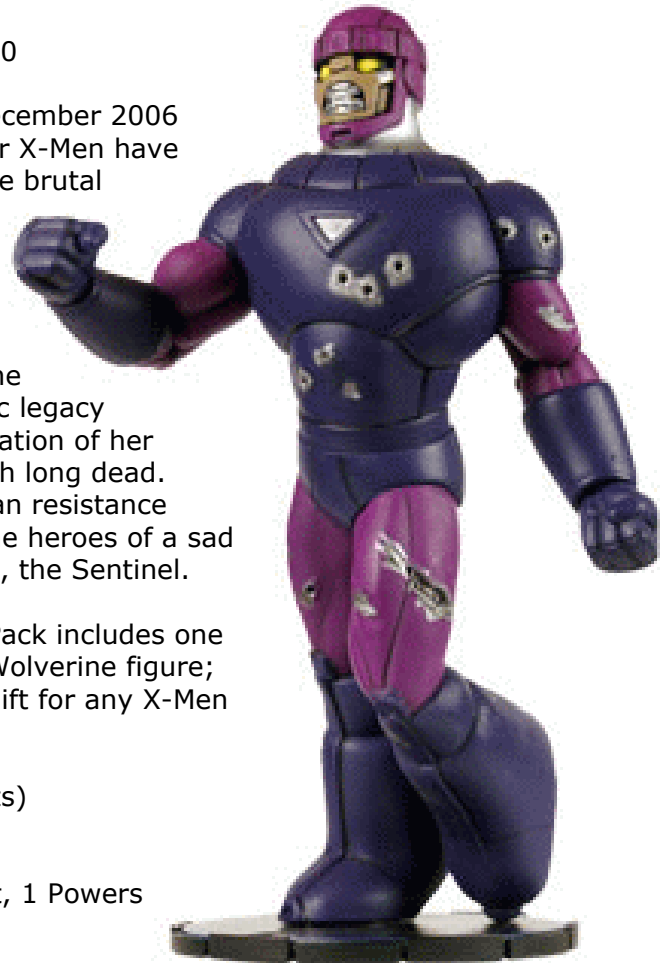
Expected Release: December 2006

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





by Joel "joeldad" LaPresta

Designing the Proper Pit Crew

With retirement the way it is, it's difficult to keep a constant 'pit crew'. We all know the term, a bunch of low cost often one trick pony pieces who are just there for one job and it's pretty much the only thing they are good at.

Players from the dawn of HeroClix remember the multiple **Mandroid Armors**, **Black Cats**, and **Black Panthers** running around. They were replaced with the more traditionally known 'Pit Crew' of **R Jean Grey**, **R Destiny**, **R Black Panther**, and tons of **Con Artists** with a super brick with HSS like **Black Adam**, and the classic one man armies like **LE Shazam** and in rare occasions **KC Superman**.

Now, HeroClix has changed to a game of balance, if you field those old teams today, they'd hit a wall of **In Contact with Oracle**, **Protected**, and generally higher defenses. So, while most of the old classic HSS bricks are retired, they

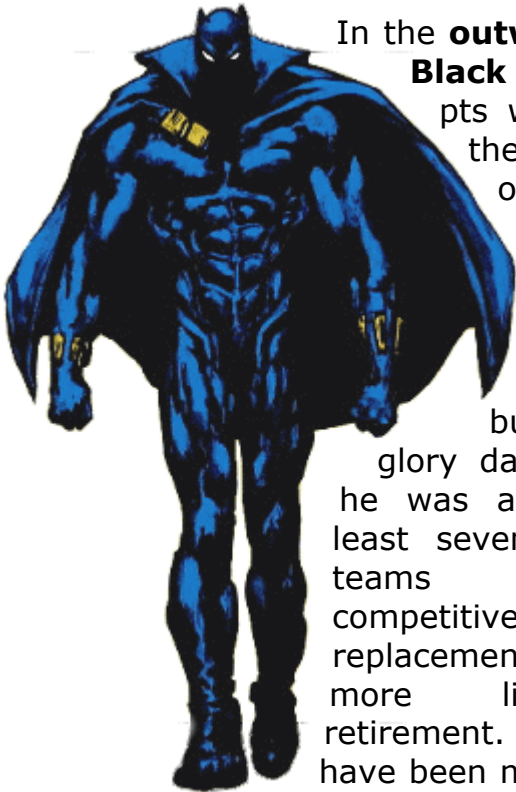
have been succeeded by newer figures that are cheaper and generally more cost-effective.

The Pit Crews have changed as well, with the classic 'required' powers in a competitive game such as Probability Control, Outwit, Perplex, and Support have gradually risen in point cost with different faces playing the roles of support line.

Now, let's discuss the retired role of **Con Artist**; she was never liked by theme team gamers and she was the most *pure cheese* figure ever. The Rookie was 11 pts, and since the nearest cheap perplex is now 32 with **E Multiple Man**, you sort of have an excuse to play multiples of him because that is the character's pedigree. **In Contact With Oracle** is also a far more dominating ability than any amount of Con Artists, they could all be pulse waved, double or triple shot, and even just popped by your secondary attackers, all this making your opponent very happy that you had to waste shots instead of fighting off his HSS beatstick.

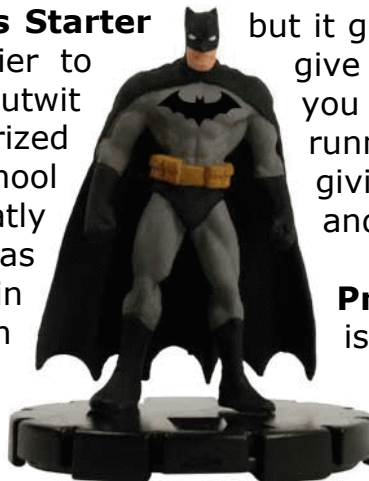


Overall, **Perplex** isn't nearly as nice of a power as it once was for the sheer cost efficiency, it's the only classic 'pit crew' power that can be officially retired as long as you have an **In Contact with Oracle card** (A few people hate that card, but hey, this is a cheese article).



In the **outwit** category, **R Black Panther** at 27 pts was and still is the cheapest outwit character made. Now, this isn't to say there are 'cheaper' ways of getting it, but back in the glory days of pre-Indy he was a staple on at least seventy percent of teams made by competitive players. His replacement is a little more limited with retirement. A case could have been made for figures such as **LE Cameron Chase** but she is also retired now.

With the advent of **E Icons Starter Batman**, it is a little easier to spend those points for outwit and willpower, a miniaturized version of the old school Batmen that were so greatly feared back when Stealth was the most powerful power in the game. But, I have seen many starter Batmen die and die quickly, and that is a problem for most



teams when their outwitter is toasted. This Batman also doesn't do anything really special other than Leap/Climb around and outwit, but, he is a very capable secondary attacker if he isn't in his constantly pushed with willpower state he finds himself in often.

BATMAN (E) (ICONS STARTER)

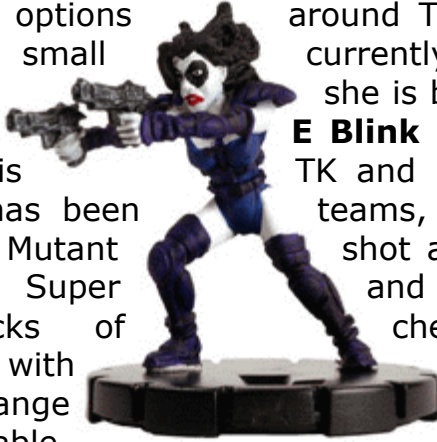
COST: 47 RANGE: 6 ⚡

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

Now, this isn't to say he isn't usable, he is and is a great bargain, but many players dislike him because he is really only good for one click. Now, while he is your best cheap pure outwitter, it is often more productive in higher point games to simply take him out and put in Oracle on the Card. This card is more tricky to use, but it goes a long way when you can give any Agent outwit, and when you have Fortitued V Supermen running around and Wildcards, giving them outwit is a very fun and effective strategy.

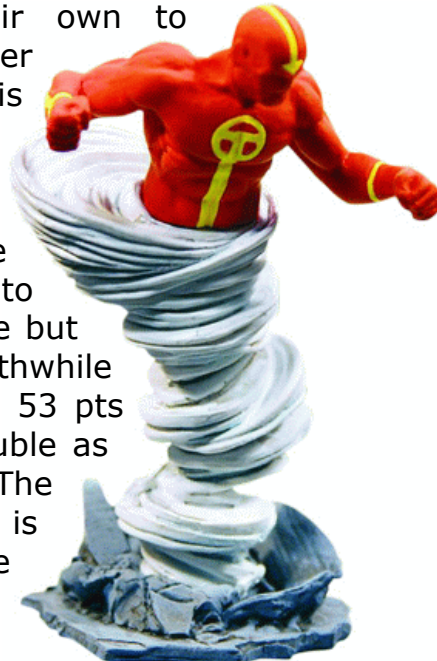
Probability Control probably is the biggest logjam of the classic Pit Crew, with several contenders who are both cheap and great secondary

attackers make your options more varied, but also a small challenge to match the right PCer with your attacker(s). **R Domino** is a popular choice, and has been since she came out in Mutant Mayhem. Her stealth, Super Senses, and 3 clicks of Probability Control with decent stats and a 6 range makes her not only viable, but dangerous. The next two are **Fantastic Forces Scarlet Witch** and **REV Jinx from Legacy**. Both of these ladies pack very useful Team Abilities, with Scarlet Witch being a dangerous cannon with her 10 range, starting stealth, and the **Ultimates TA**; and Jinx being a utility knife with phasing, Psychic Blast, and the always useful **Calculator TA**.



around TKer for the pts in HeroClix currently is **LE Clarice Ferguson**, she is basically a mix of the **R and E Blink** with no TA. Her 3 clicks of TK and phasing are great on most teams, as is her 6 range double shot and very consistent defense and damage values. Other older cheap TKer figs include **R Polaris** at 50 pts, who has 4 damage straight and TK for 3 clicks, but doesn't sport the all around package of Clarice.

The reason why there is a logjam at the **TKer** position is that there are several TKers around the 50 point mark, and who is on your team usually depends on what kind of team you are running. The new 50 Pt **V Jean Grey** from **Danger Room** is an exceptional TKer/secondary attacker, and **RE Songbird** are attacking TKers as well. The new **RE Wizard** are relatively cheap but have a glass jaw and don't do a whole lot on their own to warrant their larger price tag. There is also **R and E Red Tornado** who fit into the cheap category, but the Rookie isn't much to look at in any sense but the E is a worthwhile investment for only 53 pts because he can double as a free move Taxi. The **Vet Red Tornado** is nice, but he's a little too expensive to be pit crew material.



Scarlet Witch (v)

(fantastic Forces)

COST: 62 RANGE: 10 ⚡

U	1	2	3	4	5	6	7
SPD.	8	7	7	6	6	5	KO
ATT.	9	8	8	7	7	6	KO
DEF.	15	15	14	14	13	13	KO
DAM.	2	2	1	1	1	1	KO

Telekinesis characters are a little more challenging to pick nowadays. Instead of the 28 point **R Mandroid Armors** and 31 Pt **R Jean Grey** we have characters that are close if not over twice over the points of their older counterparts. The best all



The **Support** position is currently one dominated by **Dr. Mid-Nite**. Whether it's the Rookie for sheer cheapness or the E for Willpower support and an often dangerous secondary attacker/perplexer, he excels on virtually every team. However, the formerly highly thought of Ghost Widow isn't on to many teams nowadays.

She is still great for the points, but with the higher attacks running around now she almost needs like 20-30 pts in feats just for her. Mid-Nite is the complete package and doesn't need any feats to make him great, although Flashbang and Running Start don't hurt in the least.

There is the **E Hydra Technician** who is the cheapest legal Support figure, but unless you slap on **Double Time** or put him next to a **Darkness Within** character he usually is a glorified action waster to have to push him twice to get support, and even then it's only a 7 attack, he does however have **barrier** and a **Hydra TA**, and that makes him a cheap mix of George Tarleton and Scientist Supreme, and that makes him dangerous, if a little hard to use on some teams.

Support is quickly being phased out as a 'necessary' power on many HeroClix teams, especially with the advent of **Suicide Squad/pog abuse**, **Nanobots**, and more emphasis on **Regeneration** characters.

The best pure competitive teams now sport things like **Protected**, **Nanobots**, and plenty of **In Contact with Oracle**. This makes for a hard challenge on the battlefield to beat to say the least, but it can be done. The key to a pit crew style team is balance, complementing the elements of the team you just made or making up for shortcomings of say your favorite 0 range HSS brick.

I'll provide you with a few examples of good pairings of figures with Pit Crews:

HSS Brick Team:

- E - **Invincible** w/ ICwO, Protected, and Vendetta
- V - **Scarlet Witch** (FF) w/ ICwO and Nanobots
- V - **Havok** w/ ICwO
- R - **Green Flame**
- LE - **Clarice Ferguson**
- E - **Dr. Mid-Nite**
- U - **Oracle** (On Card)

400 Points Total

This team is designed to make up for Invincible's lack of range with Scarlet Witch being a see-stealth outwitter thanks to Oracle. Clarice is solid at a secondary attacker and tie up, and Mid-Nite has a high enough attack to

have a good chance of healing Invincible back up.

Transporter/high mobility team:

- V - **Hawkeye** (FF) w/ Thunderbolts (Ultimates), ICwO and Protected
- E - **Spiderman** (Sinister) w/ ICwO, Vendetta, and Protected
- V - **Jinx**
- E - Icons Starter **Batman**
- R - **Green Flame**
- V - **DR Jean Grey**
- R - **Dr. Mid-Nite**

400 Points Total

This team is designed to give Spidey and Hawkeye plenty of backup with Jinx sharing the TAs and providing range, Batman as the mobile outwitter, Jean as the TKer and a secondary attacker, Mid-Nite and Green Flame do their thing as well.

One fun thing to do is to use Jean's **X-Men TA** to constantly heal Spiderman and in the process put her on Mind Control/Incap or just to stay on TK, Jinx can also do this and both of them work to great effect with each other.

-Joel



Invincible Review:

Why you really should use all 7

By: Joel "joeldad" LaPresta

I received my Invincible Collectors set the other day, and well, other than moderately cool sculpts I wasn't extremely impressed at first glance. Although, I have found there are uses for each and every single one of them.

Invincible has a good starting defense of 17 with **Invulnerability**, but, he only have a 9 movement and one click of HSS. But, he does have 3 clicks total of Invulnerability starting, and he has 3 clicks of charge on his 2nd through 4th clicks.

So, on to the Review!

Invincible (109 Pts)

TA: Guardians of the Globe

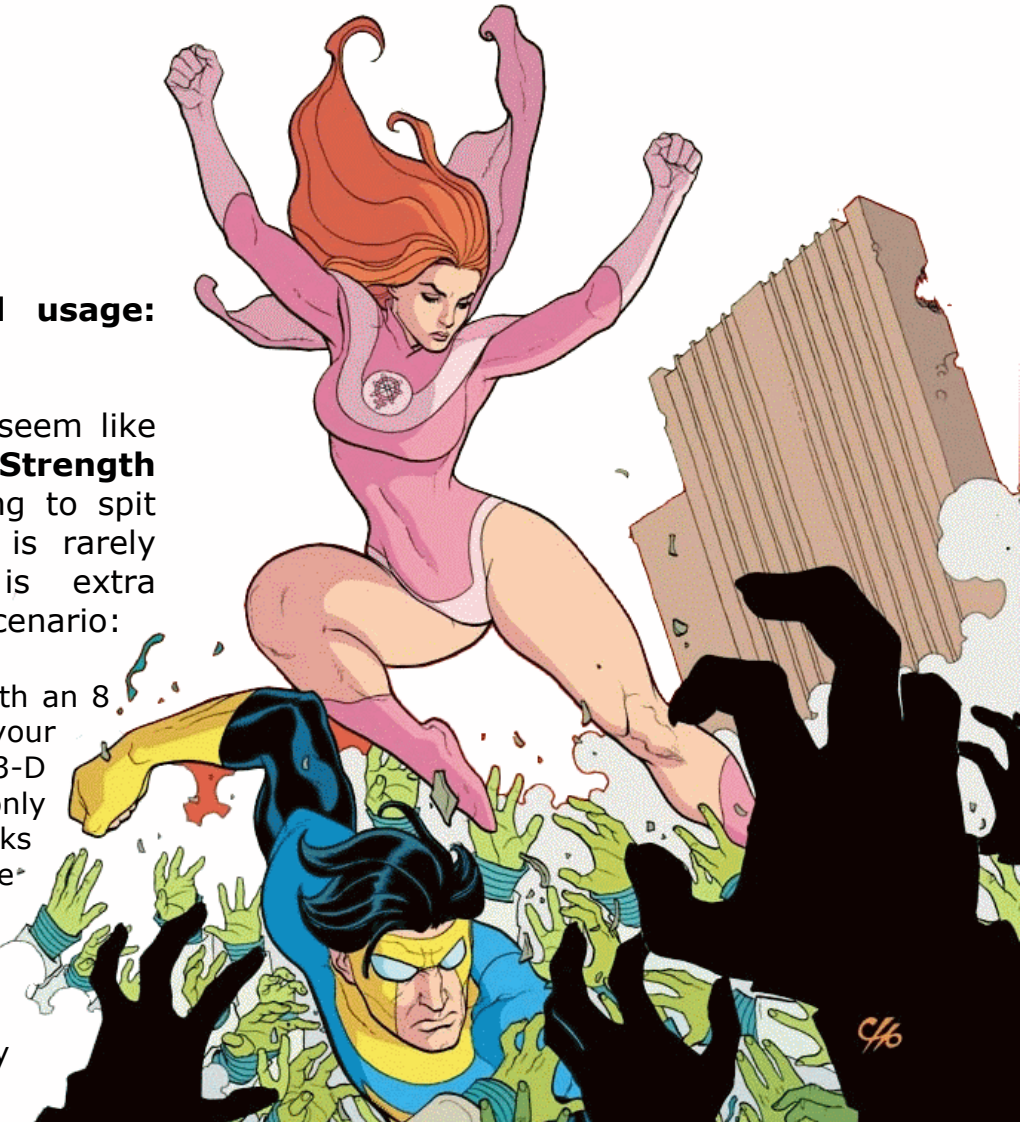
Range: 0

Speed Type: Wing

Recommended Pt Total usage:
300-400

At first glance he doesn't seem like much, but **HSS** and **Super Strength** for under 110pts is nothing to spit at. Plus, even if his **TA** is rarely used, when it is it is extra devastating. Imagine this scenario:

You just HSSed up and hit with an 8 (double 4s) and hit your opponent with a Lamp Post 3-D object, that means you not only just hit them for 5 clicks normally, but now they are stuck there with what is effectively a double incapacitate. Not to shabby doing 6 clicks in one hit, and still having some mobility afterwards!



This is potentially very devastating when you consider that with even a light object he is doing at least 4 every hit for his first 5 clicks if he is just parked next to an opposing figure. The 10 starting attack stays pretty consistent, but falls quickly in the last half of the dial.

That's pretty durable by say, *Sinister* standards. However, do not leave him out in the open where he can be outwitted or shot multiple times, because enough high attacks and damage later and you are looking at a figure that really can't be called Invincible anymore.

The back half of his dial is lackluster, but when you consider his defense goes down only to a 14, and THEN he has **ES/D**, he can still have a 17 defense at range if he is in hindering.

games can include figures that are more pts than Invincible, you can certainly use that attack and potential points bonus in most matches.

Invincible's TEam

- E - **Invincible** with Vendetta, Unstoppable, and In Contact with Oracle
- V - **FF Hawkeye** w/ ICwO, Trick Shot, and Thunderbolts (Batman)
- R - **Domino**
- E - Icons Starter **Batman**
- LE - **Clarice Ferguson**
- R - **Dr. Mid-Nite**
- BT - **Lian Harper Pog**

400 Pts

This is sort of a classic pit crew, only it has power lending figures that can fight with a highly mobile **Hawkeye** who can aid Invincible in spreading out the battlefield a little more.



Guardians of the Globe: When a member of this team rolls doubles on the dice on a successful attack roll, the target is not knocked back. The attack deals damage normally. If the target has zero or one action token after the attack has been resolved, give the target an action token.

I would personally include a medic that has a relatively high attack with him, **E Dr. Mid-Nite** or **LE Ghost Widow** will work excellently, as would a **Nanobots** card as a last ditch effort, but he is not a great candidate for it.

Vendetta is a definite help to Invincible, when you consider most 400 or even sometimes 300 pts



COST: 109 RANGE: 0

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

Omni-Man (207 Pts)

TA: none

Range: 0

Speed Type: Wing

Recommended Pt Usage: 400-600

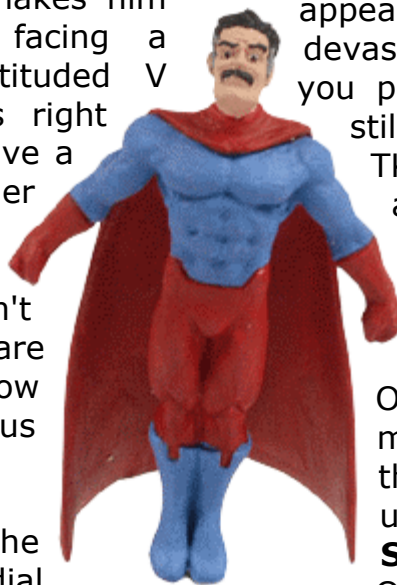
The guy who went crazy (and is also Invincible's father) is quite the power house. **Omni-Man's** most

remarkable feature is his attack: it is a unpredictable, but overall his attack does not dip below 8 the whole dial, and his dial average is 10.3, so chances are you are going to be hitting most of your shots.

Omni-Man is very much like his son's dial, only way more powerful. He has a starting 10 movement with HSS, 12 attack with Super Strength, 17 defense Impervious, and 4 damage with Exploit Weakness.

Now, having HSS and Exploit Weakness on the same click is obviously frustrating since they are not compatible, so is having it on his Flurry clicks, but it still makes him dangerous if you are facing a monster like a non-Fortitued V Icons **Superman** who is right within TK range. If you have a heavy object with no other modifiers on damage, you can do 6 straight damage with a low die roll. That isn't shabby, especially if you are facing an opponent you know rolls a lot of Impervious rolls.

The real beauty of the Exploit Weakness on his dial



LE'S CORNER

In Contact with Oracle (ICWO), is a powerful card that allows you to give a +1 bonus to two (or more) separate figures. It costs 10 points per figure, and you have to attach it to a minimum of two figures. However, **ICWO** came from the *DC Legacy* set, which is out of print and can be very hard to come by.

That being said, keeping **ICWO** off of your team will free up 20 points or more, which would easily pay for other fine feats such as: *Armor Piercing* (10 points), *Automatic Regeneration* (12), *Entangle* (8), *Nanobots* (10), *Unstoppable* (5), etc. Or perhaps you could use those extra points to throw in a couple medics or other cheap figure(s).

So, when you see our recommended **Team Builds** in this magazine, just remember that it's just a suggestion, not a rule of thumb. So feel free to tweak these teams to better suit you!

comes with his following **charge** click with it. While this combo only appears once, it will be devastating in the right position. If you pushed Omni-Man and he is still next to your TKer, you can TK out and attack with charge and do another straight 5 with a heavy object, that isn't something to complain about.

Omni-Man's usages are mainly as the close combat threat on your team. Most of us would rather use **Man Of Steel** for the points, but Omni-Man in a 500 pt game

can offer many things that Supermen can't, and that is high attacks. He has a 12 attack on his 5th and 6th clicks, as well as a veritable array of ways to kill you past those clicks with his Flurry.

Omni-Man (u)

COST: 207 RANGE: 0

No Affiliation	1	2	3	4	5	6	7	8	9	10
SPD.	10	12	10	10	9	8	8	8	7	7
ATT.	12	11	10	10	12	12	10	9	9	8
DEF.	17	17	17	17	16	17	16	16	15	15
DAM.	4	3	3	3	3	3	3	2	2	4

This isn't even mentioning his Quake clicks, which with a 12 attack has a decent chance of not only hitting pesky 19 defense wildcards or even KC Flash, but also damage whatever fodder they have around them, such as a Lockjaw.

Either way, barring unsightly dice rolls, Omni-Man should do a great deal of damage before he is in serious danger of death.

A 500 Pt team with Omni-Man:

- U-Omni-Man w/ Fortitude, ICwO, and Protected
- V-Havok w/ ICwO
- V-DR Storm
- R-FF Scarlet Witch
- LE-Clarice Ferguson
- E-Dr. Mid-Nite w/ Running Start
- U-Oracle (On Card)
- 2xLian Harper Pog

500 Pts

Atom Eve (73 Pts)

TA: Guardian of the Globe

Range: 8]

Speed Type: Wing

Recommended Pt Total Usage: 300-400

Atom Eve is a swiss army knife of offense and defense. Her dial sports Energy Explosion, Barrier, Psychic Blast, and Incapacitate and goes along with great average speed values, a decently long 7 click dial, and the potential Incapping Team Ability. She may not be able to hit people with a Lamp Post, but she can still pull off the double incap if she rolls doubles on her incap clicks so that is always a danger.

Atom Eve should not be the main hitter on your team, if she is the one that can do the most damage you have probably either done something wrong or just don't know what Atom Eve's role is.

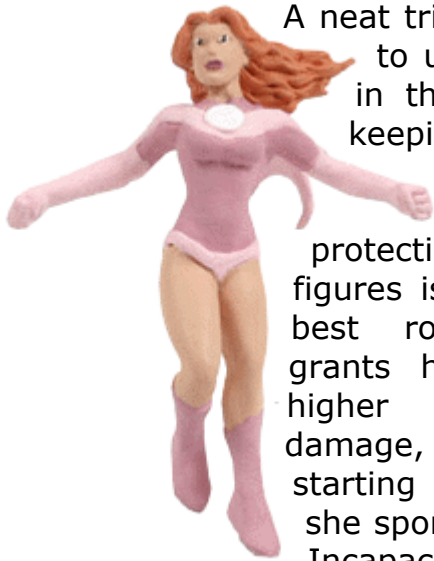
Atom Eve (E)

COST: 73 RANGE: 8

	1	2	3	4	5	6	7	8
SPD.	9	9	8	8	8	8	7	KO
ATT.	9	10	9	8	8	8	9	KO
DEF.	16	16	16	15	15	14	14	KO
DAM.	2	1	2	2	2	1	2	KO

She is a support figure and secondary attacker, and that is it. If you rely on her to be your main cannon you will be disappointed

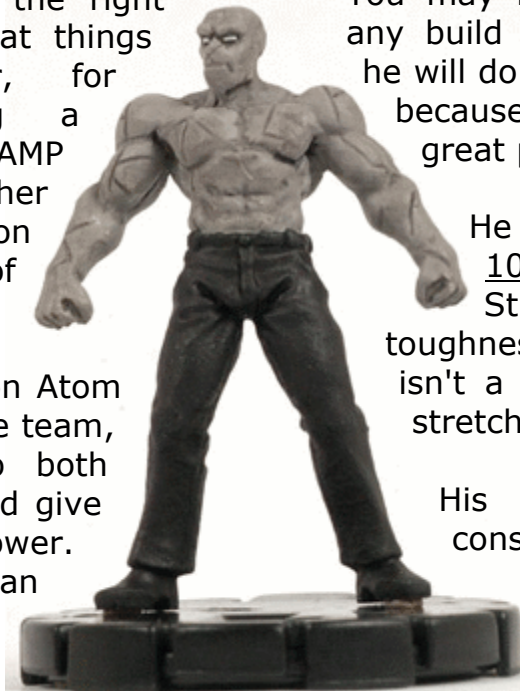
when your opponent goes straight for her and she get killed in two hits.



A neat trick with Atom Eve is to use her barrier often in the start of a game, keeping your opponent either trapped or more likely protecting your other figures is in most cases her best role. Pushing once grants her a trade off of higher attack but lower damage, and instead of the starting Energy Explosion she sports the always useful Incapacitate.

Pushing with Atom Eve is something you really shouldn't be afraid to do since she has 4 clicks of barrier, and they are all starting. She is a nice bait piece if you put Nanobots and Protected on her, especially when your opponent only does like 1 or 2 to her and then in the right situation can do great things with that barrier, for instance separating a poison figure on a LAMP team from his/her fodder and just rail on them with the rest of the team.

Overall, do not rely on Atom Eve to carry the whole team, but rely on her to both protect your team and give it some staying power. This is why she is an excellent partner for Invincible in both



clix and comics.

The following team is designed to be a "Transporter" move out, shoot/hit, and run back.

A 400 Pt Team with Atom Eve:

E-**Atom Eve** w/ Nanobots
 V-**Hawkeye** w/ Thunderbolts (Batman), ICWO, Trick Shot, and Protected
 E-**Black Knight** w/ Thunderbolts and ICWO
 E-**Sinister Spiderman** w/ ICWO
 R-**Dr. Mid-Nite**
Lian Harper Pog

Titan (55 Pts)

TA: None

Range: None

Speed Type: Boot

Recommended Build Total: Any

You may be wondering why I said any build total, and that's because he will do well on virtually any team because he is both cheap and has great powers.

He starts with Leap/Climb, a 10 attack with Super Strength, 17 defense with toughness, and 3 damage. That isn't a bad starting click by any stretch of the imagination.

His biggest quality is consistency. He is the kind figure that can hurt you on every click, no matter which one.

The mid-dial flurry is a nice surprise when he hits it, although he should/is usually resign to cleanup duty, which he excels at.

Titan (E)

No Affiliation	COST: 55		RANGE: 0					
	1	2	3	4	5	6	7	8
SPD.	8	8	7	7	6	6	7	KO
ATT.	10	9	9	8	8	7	7	KO
DEF.	17	17	16	16	16	15	14	KO
DAM.	3	3	2	2	2	2	1	KO

The last few clicks of outwit are yet another surprise from this versatile rock man, making sure that even if you are about to KO him the next turn, he can outwit your pesky Impervious and let his buddies wail on you one last time.

There isn't a whole lot of strategy for him as far as using him, he is the MVP of tie up, moderately better than most figures at it, although some might still prefer a Mockingbird, I find him way more useful than her personally.

So, a 300 Pt Team with Titan:

- E-Titan w/ ICwO
- R-Lockjaw w/ Double Time
- R-Domino
- V-Havok w/ ICwO
- LE-Roy Harper Jr. w/ ICwO
- LE-Clarice Ferguson
- R-Dr. Mid-Nite

That's a killer swarm if I've ever seen one.

Angstrom Levy (80 Pts)

TA: None

Range: 6]]

Speed Type: Boot

Recommended Pt Usage: 300-400

Angstrom is an interesting piece to say the least. He is very powerful as far as his mobility and outwit/perplex throughout his dial, but he isn't incredible effective in the damage dealing department, with a maximum of 2 damage if he perplexes up his damage on his perplex clicks, this of course doesn't take into account ICwO or any other modifiers.



Angstrom should stay on his first 3 clicks as a rule, not just because his best stats are there, but because that will keep him alive for as long as possible. He only has a 6 click dial so protecting him is must if you field him.

If any of you have ever played Ambush Bug, Angstrom has a similar playing style which is to phase around and outwit or use his secondary power on a push, it is Prob Control on the bug, but on Angstrom it's Perplex as his starting power and outwit comes later.

What makes Angstrom deadly is not just the starting movement of 12 with phasing, but when you add in mid-dial mastermind, double incapacitate, and an entire dial of phasing, he suddenly becomes a very dangerous opponent under the right conditions. He is supposed to draw fire, but not to much. Keep a Lockjaw or some other preferable mastermind fodder next to him at all times just in case your opponent decides to get a little happy with the damage dealing.

Lastly, for Angstrom, he needs to have Nanobots. He just has to, he is to dangerous to not have the ability to heal himself out on the battlefield, and if he can just eat one or two in an entire game he often will not die. Just leave one or two open for your freakishly large headed genius.

A 400 Team using Angstrom Levy:

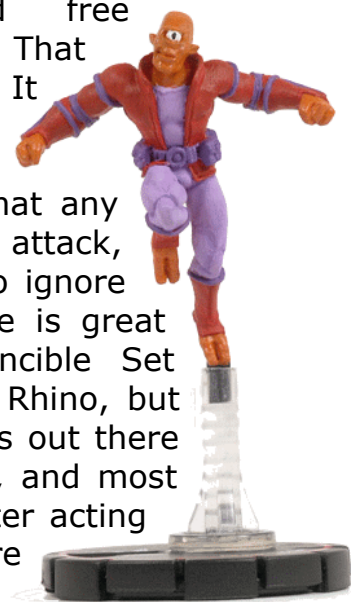
- E-**Angstrom Levy** w/ Nanobots, ICwO, Protected, and Passenger (Gets him to mastermind in a hurry)
- R-**Lockjaw** (Mastermind support)
- E-**Robot Superman** w/ ICwO
- V-**DR Cyclops** w/ ICwO
- R-**Domino**
- LE-**Clarice Ferguson**
- R-**Dr. Mid-Nite**

Allen the Alien (87 Pts)

TA: None
Range: None
Recommended Pt Total Usage: 300-400

Allen the Alien is a huge mystery to much of the HeroClix Community, besides having only one eyeball, he has another strange feature, 3 clicks of starting Combat Reflexes.

This means that he has a power that gives him +2 defense on close combat attacks and free knockback if he wants it. That isn't a bad thing right? It seems like a good deal until you consider he's a flyer, and that means that any figure with a ranged attack, even a 2, will be able to ignore the Combat Reflexes, he is great against his fellow Invincible Set Members, and maybe a Rhino, but there aren't many figures out there without a ranged attack, and most have some way of counter acting Allen's pesky nature anyway.



Angstrom Levy (E)

COST: 80 RANGE: 6

No Affiliation	1	2	3	4	5	6	7
SPD.	12	8	8	7	7	10	KO
ATT.	9	10	9	9	9	9	KO
DEF.	16	16	16	15	15	14	KO
DAM.	1	1	1	1	1	1	KO

Solution? Try to base whatever figure your opponent has that has no range, this can be a Lockjaw (hopefully you outwit phasing because then the move would be a waste). The better option is to give him Heightened Reflexes to guard a little against getting shot/hit even more, and then give him Entangle for when he is on one of his several clicks of Plasticity. Knockdown is also very useful on him in the right situation. The other, way more obvious fix to this power usage query is to have him carry a figure to base enemy figs with, then, unless they are a flyer, they will have to punch him, granting him his 19 defense.

Allen the Alien (E)
COST: 87 RANGE: 0

No Affiliation	1	2	3	4	5	6	7	8
SPD.	10	9	9	8	8	8	7	KO
ATT.	11	10	9	9	9	9	10	KO
DEF.	17	16	16	17	16	16	15	KO
DAM.	2	2	2	1	1	2	2	KO

Added on top of this versatility is his regen and full dial of 2 damage or less, so, what does this call for? You guessed it, yet another Nanobots, and you can tack on Auto Regen if you are really committed to him.

Now you have made the Allen a formidable force, the problem? He's now 132 pts with all those feats, and that isn't easy to fit on a team, and that's before ICwO or any Protected

action you want to bestow on him. Another fun trick is to put Damage Shield and Armor Piercing on him to really make your opponent pay for finally hitting him, if they hit him.

The main obstacle with this figure is how far do you want to go with him, you could field him as is, and you might do alright, but if you supe him up he will be a great, but then you find yourself with no points. You need to find the happy median of feats and points you want to use with him.

I'd supe him up as much as I could (Minus the Damage Shield and Armor Piercing, that's getting ridiculous):

400 Pt Team Using Allen the Alien:

- E-Allen the Alien w/ Heightened Reflexes, Nanobots, Auto Regen, Entangle, Knockdown, Protected, and ICwO
- E-Icons Joker w/ Armor Piercing and ICwO
- V-Lockjaw
- E-Mockingbird w/ Alpha Flight
- R-Lockjaw
- V-Blade w/ Auto Regen and ICwO
- R-Dr. Mid-Nite

This is swarm, swarm, and a little more swarm. Blade and Mockingbird are sheer annoying, Joker ensures you can damage even the biggest bricks and Allen ties up whatever he can with Mockingbird there, making for dual 19 defenses in close combat. Seems like a working combo right?

Robot (92 Pts)

TA: Guardians of the Globe

Range: 4]

Speed Type: Wing Transporter

Recommended Pt Total Usage:
300-400

Robot is kind of like a happy median between Black Knight and Hawkeye, with a little added fun of outwit and Perplex built in.

Robot (v)

COST: 92 RANGE: 4

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

Robot is both a fragile piece and a powerful one in the right hands. His lackluster 4 range can be helped by his starting **perplex**. He does start with Running Shot, and a nice 17 defense with Toughness, however, he isn't someone you want to go throwing around the field carelessly.

He is useful power wise and the fact he is a **Transporter**, so don't use him in an attack roll other than just doing the usual attack with him with Transporter attack, move back a few squares, and then drop a really nasty figure next to your opponent who Robot can aid with perplex and later outwit.

To Robot's credit, he does have very consistent attack numbers the whole way down, he has a 10 attack or the 9 the whole dial, and that isn't to shabby.

Robot is another member of the Invincible Set who could benefit from Nanobots to survive, you don't have to have it, but once he gains Earthbound, there is no way to really heal him quickly other than eating an object, and since he is a Robot, why not use Robots to eat an object?

Better yet, he has the **GG** TA, so when he does hit with doubles he will incap the character that he attacked and that will further aid whoever he is carrying to base people or shoot them next turn.

Overall, Robot isn't the best for his points, but in the right situation (mainly using Brilliant Tactician) he can be very dangerous.



A 400 Pt Team with Robot:

V-**Robot** w/ Nanobots, Protected, and ICwO

V-**Blade** w/ ICwO, Protected, and Auto Regen

(Very useful, he is the guy Robot will be carrying around and basing with)

LE-**Polaris** w/ Nova Blast

LE-**Clarice Ferguson**

V-**Domino**

R-**Dr. Mid-Nite**

Lian Harper Pog

Robot and Blade are mostly one this team to clean up after what will hopefully be a big mess that Polaris makes against the other team. Even without Nova Blasting, this team has ways of fighting and doing a lot of

damage, and with ICwO and Robot's Perplex, you could be looking at pretty high attacks as well.

Conclusion:

Invincible isn't that bad really, it just takes a little work to get each fig into fighting shape and then they are as good anything you put out normally. They also work well together in tandem, such as an Allen the Alien/Invincible combo, one ties up, one destroys.

I hope you will take another look at the collector's set you haven't been to excited about, and then put the figures to use on the battlefield to wreak havoc.



Title: Marvel HeroClix: Supernova

Stock Number: WZK3231

MSRP: \$7.99;

Expected Release: November 2006

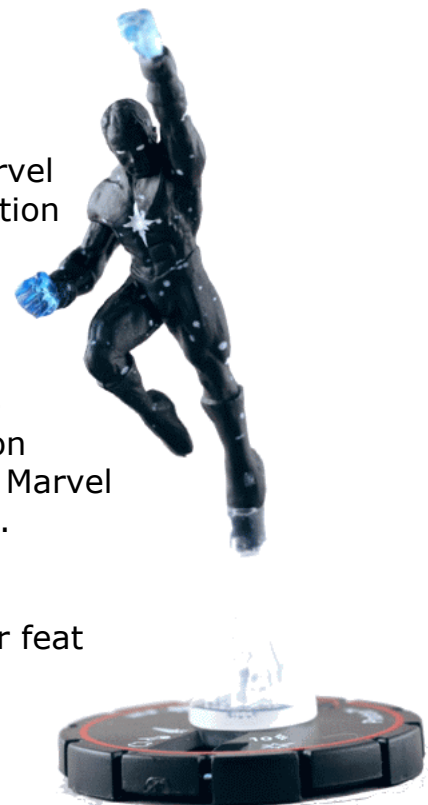
Packed full of intergalactic heavy-hitters, Marvel HeroClix: Supernova takes 3-D superhero action from your tabletop to the stars and beyond.

Relive classic battles from the Infinity War,

Secret Wars, the Kree-Skrull War, and more! With more Kree, Skrulls, Shi'ar and Badoons than you can shake a stick at, Supernova expands the HeroClix galaxy by incorporating more aliens than any previous HeroClix set. Introducing the Squadron Supreme, the Guardians of the Galaxy, and the New Warriors, Marvel HeroClix: Supernova is a must-have for any Marvel comics fan.

Contents:

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



Out of the L i m e l i g h t

By: Jonny Flieger

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

Well, I'm a liar. Sorry. Back when I approached Rock about doing this article, the idea was I would basically do retroactive reviews of good pieces that no one ever plays. I said I wouldn't do cheese figures, and I said I wouldn't do the big tourney names. The first figure I wanted to do was **V Ghost Rider** from Fantastic Forces. This guy is just awesome and *no one* ever plays him. I have never ever seen a single other person play this figure, but he's awesome. So I stocked my ideas on ol' flamey away and wrote on them for a while, knowing that once the opportunity arose, I'd write about the Ghost Rider- the best figure no one plays.

That is until mean old John Pauly won Wizard World Chicago with a team fronted by **V Ghost Rider**. John Pauly, you made me a liar. Twice, actually, because Mr. Pauly



also included a Black Knight (I reviewed the V last time around) in his glory winning force.

**Team: John Pauly's Wizard World
Chicago Liar-Maker**

V Ghost Rider

->In contact with Oracle

E Black Knight

->In contact with Oracle, Protected

R Domino

V Mockingbird

->Alpha Flight, Vault

R Dr. Midnite

->Nanobots

That's a nice team. And unexpected does not even begin to cover it.

Okay, okay, V Mockingbird caught approximately zero people by surprise. It turns out cheap figures that do a lot of damage and are hard as all get out to hit are popular. Who knew?

Ghost Rider (v) (Fantastic Forces)

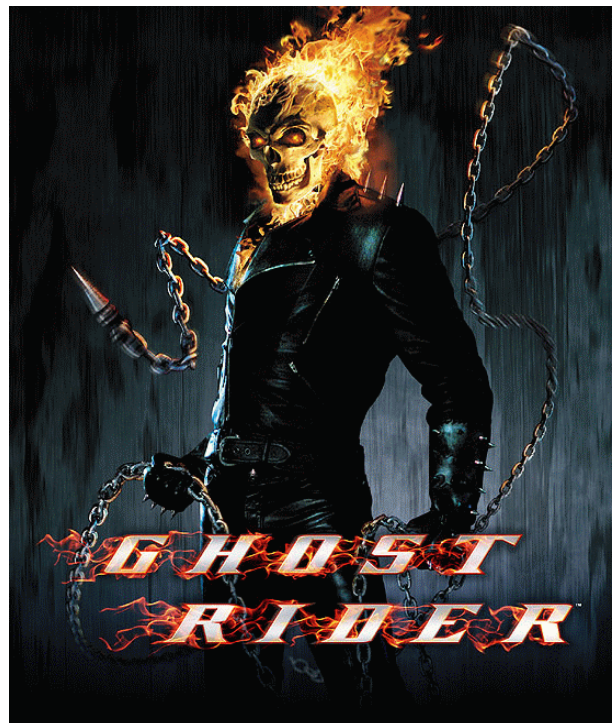
No Affiliation		COST: 102 RANGE: 8 ⁺								
	1	2	3	4	5	6	7	8	9	
SPD.	12	10	10	9	9	8	8	7	7	KO
ATT.	10	10	9	9	8	8	7	7	7	KO
DEF.	17	16	16	15	15	14	14	13	13	KO
DAM.	3	3	3	2	3	2	2	3	3	KO

Domino and the good doctor of Midnite shouldn't surprise many people, either. For cheap support and probability control that can still hit once in a while, you really can't do better without straying into restricted cheese material. No, the surprising dials on Pauly's team were defiantly found housed within the double bases of the team, and the most shocking of all under a kickass sculpt of one ticked off ghost rider poppin' a big flaming wheelie.

I would venture the team was successful due in large part to attack consistency, versatility in the pieces, mobility and the ability to chew through damage reducers like no one's business. Or John Pauly's business, how do I know. I'm not Dr. Phil. In any case, I salute Mr. Pauly for taking a figure like the Ghost Rider and kicking the sunshine out of people with it. And now I'm going to be a liar and talk more about Ghost

Rider, because I STILL don't see anyone using this piece. C'mon people! He's a tournament champion now!

For 102 points, V Ghost Rider is a **transporter** (science suggests these are good) with great movement and decent numbers everywhere else. He attacks at 10, he defends at 17 and he does 3 damage. These are all good numbers, but they're not really the kind of first click numbers people look for the "big gun" of their team. He hasn't jumped that bike over a Mako yet, though, don't worry. There's more to Ghost Rider than meets the eye. For one thing, his dial is 8 clix long with a damage reducer on every single click. Anyone who has perplexed up damage just to try to put a lockjaw down will tell you how frustrating even simple toughness can be. Well, the Rider has plenty of toughness, and it



comes *after* two clix of decent defense with **invulnerability**. His dial seems to just keep on going and going, and in a three hundred point game, your opponent would have to dedicate a ton of aggro onto the rider to eliminate him. A far more likely story is the Ghost Rider getting onto a click featuring leap/climb, breaking away (maybe transporting someone else to safety, maybe even taking a swing while he's at it) and riding in style back to a decent medic. Perhaps even my old med school chum Dr. Midnite.

With decent (and more importantly-consistent) attack and damage combined with running shot and

psychic blast (just remember psychic blast does not work with the transporter move and attack), Ghost Rider is going to be tearing back and forth across the battlefield, blasting here, transporting there and then tearing back to the medic (or transporting the medic up). Basically, he's a figure you play for the long game. You win the attrition war with Ghost Rider, because when the fight gets thick and your opponent's figures start sagging, Ghost Rider just retains the ability to *do stuff*. He swings, he carries, he blasts, he runs, whatever. With the right team, he wins games!

-Jonny

Custom Clix by Michael Ian dela Paz



EAT Y'SELF FITTER

A HORRORCLIX ARTICLE BY D "LUDD_GANG" HELLAND

Although I am not a huge fan of their bystanding ancestors in HeroClix, one of the coolest new mechanics of **HorrorClix** has to be the victims. Not only do they furnish the fuel for the move and attack ability called frenzy, they can occasionally double as blocking terrain or monster-halting speed bumps, as well as furnishing an alternative source of points if you worry that combat won't drop in your favor. However, the influence of the pog reaches further into the game than you might appreciate at first glance.

From a design standpoint, the odd thing about victims is that although their score values are contingent on the army build total, the number of victims in a game never changes. This means that in a 100-point game, the oodles of victims will ensure full-tummies and frothy blood beards all around the table, but in a 300-point game you have to plan on not everyone getting a snack.

So, when building an army for a larger point game, include some monsters like **Sorority Zombies** or **E Faith Priest** that don't need frenzy to maximize their effect. In the same vein, don't load a team down with monsters that need victims to Transform; There is nothing sadder than a flock of **Ticklers** starving to death at the end of turn 4. And again, a team with more than one fig with



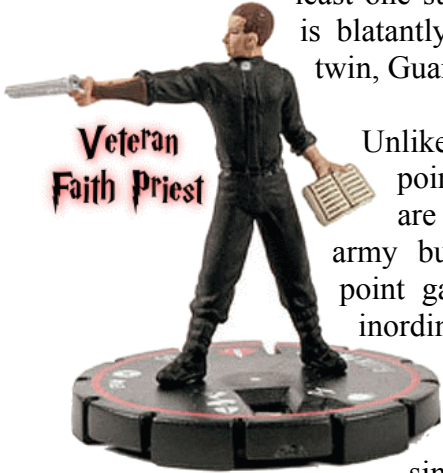
Spree/Righteousness (best power in the game, IMO) will have trouble catching enough victims to maximize its damage potential.

Victims and Sub-plots

Another mechanic indigenous to HorrorClix, the sub-plot, ensures that the flow of game play is never forced to traffic wholly in the direction of battle. Currently, five sub-plots reward controlling the health status of victims and a sixth (Last Monster Standing) simply encourages battle. Needless to say, this mechanic has not fully met its potential, and at

least one subplot, The Chosen Few, is blatantly better than its shunted twin, Guardian's Mission.

**Veteran
Faith Priest**



Unlike victims, the score points afforded by sub-plots are not contingent on the army build total. So, in lower point games, you can score an inordinate number of points without ever even engaging an opponent's monster. Furthermore, since the low-build game victim to monster ratio will likely result in survivors, the points produced by a card like Bring Them to the Master can even eclipse the value of cards like Bitter Hatred or Nobody Gets out Alive.

Sub-plots will dictate whether a player should diversify or consolidate their victim pool. Plots that require players to choose an archetype should always run 6 copies of the same victim, while crypts with no sub-plots or ones that do not specify archetypes probably will want a "highlander" victim selection. In fact, using the unique status LE victim tokens will help counter archetype-specific sub-plot an opponent might play.

Victims and Plot Twists

Repeat after me: Moving a victim is better than making it sit still. You can always choose to "null move" a victim, but plot twists that freeze a victim offer no such option. Granted, all of the plot twists that let you steal victim movements have strictures that prevent their abuse, but whenever possible, play **Fearsome Growl** over **Frozen with Fear**.

**Experienced
Mr. Fright**



When choosing plot twists, make sure your plot twists

work with your victim pool. It may sound obvious, but don't include the male-only **Trip in your Crypt** if you're planning on running **Bitter Hate** against Prom Queens.

Playin' and Slavin' Victims

Victim movement has a number of nuances you might not consider at first. For instance, if you intend to slay a victim, put the victim in a place where the slaying monster gains a strategic position. Or if you want to slow a victim down without having to pop a Cold Spot, move it into hindering terrain.

**Unique
Avatar
of Cthulu**



On the other hand, when you are choosing a victim, consider that a plot twist may allow your opponent to move that monster instead. You may be planning to lead the **Sheriff** closer to your hungry **Skeletal Maiden**, but if your opponent flops a **Cry for Help**, he might just saunter off leaving your Maiden to starve.

Likewise, keep in mind when slaying or rescuing victims that a plot twist might hit you for a point of damage. The popularity of Hairspray Blowtorch dictates that any army fielding Ticklers or other suicide transformers should never include female victims. Paranoia means the **Vet Vampire Slayer**, who only benefits marginally from being blooded, should probably leave victims for guardians with Stamina. On

**Unique
Headless Horseman**



the other hand, a healthy werewolf need not fear **Silver Crucifix** until after he transforms because a subsequent transformation can simply erase the damage.

Finally, always recognize that sharing victim vittles is nearly inevitable. Although you can keep your opponent from eating or rescuing some victims, you can't exclude it entirely, so try to control which opposing monster will collect a victim. For

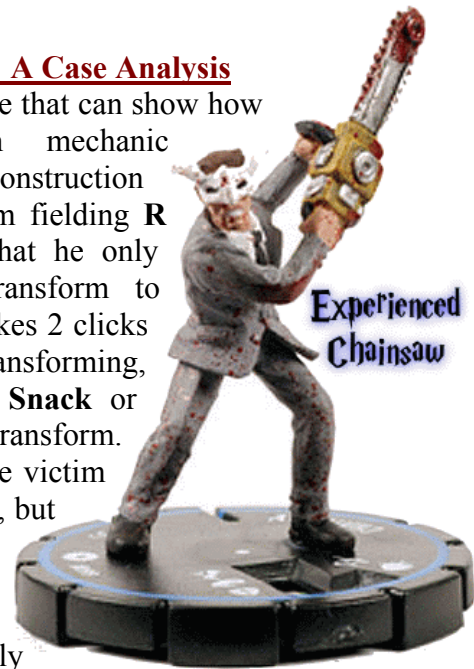
instance, if I had a choice between an enemy **Chainsaw** or **Dire Wolf** getting a victim, if they were both not yet blooded, I'd choose the Dire Wolf. Dire Wolf moves slowly and can only frenzy for a point of damage, whereas the faster Chainsaw can slice and dice with a frenzied Slash. Now, if the Chainsaw that is already blooded but Dire Wolf was not, then I'd encourage Chainsaw to take the victim.



Experienced Tickler

Tying it all Together: A Case Analysis

Here is a brief example that can show how deeply the victim mechanic intertwines with the construction process: Suppose I am fielding **R Nosferatu**. I know that he only has 2 clicks of Transform to become a bat. If he takes 2 clicks of damage before transforming, he will have to use **Snack** or **Vampiric** to regain Transform. I can run an all-female victim pool and **Mesmerized**, but if I do Nosferatu risks facing two ubiquitous plot twists that can reliably damage him: **Hairspray Blowtorch** and **Bug Spray**. A canny opponent may reserve those plot twists to rob Nosferatu of his notoriously annoying bat form. However if I run male victims and **Cry for Help** instead, with the threat of Hairspray diminished the odds of Nosferatu going batty increases.



Experienced Chainsaw

Now that's metagaming, baby.

-Ludd_Gang

Custom Clix by Michael Ian de la Paz



Hawkgirl™



Captain America

Shield-throwing action

Myke

CLIX WISH

BY: BRIAN “MANCHINE” HITSMAN

Hello everyone and welcome back. This week we get to make characters that I enjoy completely, INDY. The first on the list is one of HCRalms Moderator FAVORITE characters, **RYU**. This is the Street Fighter champion himself. One of the best fighters in the world. This guy would be an awesome addition to any team. He starts off with **Running Shot** with [8] range and goes to Charge. Then goes back to **Charge** and finally one last clix of **Running Shot**. All this shows is his constant jocking for position. His mid dial **Quake** shows him using his Air Hurricane. The combination of **Energy Shield / Deflection** and **Combat Reflexes** shows his ability to dodge pretty much every attack thrown at him. He has [2] damage all the way down his dial and **Range Combat Expert** at the start and



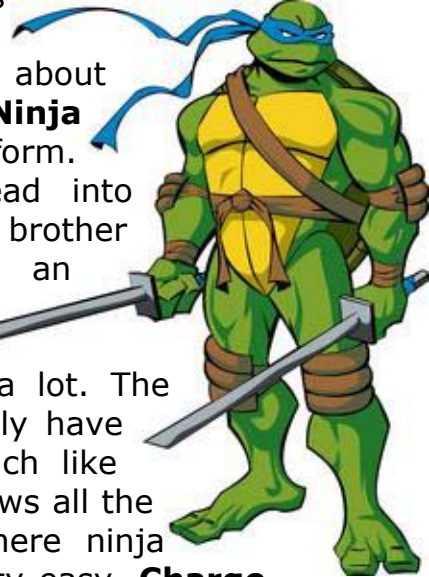
Ryu

8 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
✎	8	8	8	7	7	6	6	KO	KO	KO	KO	KO
👤	11	10	10	10	9	9	10	KO	KO	KO	KO	KO
🛡️	17	16	16	16	15	15	14	KO	KO	KO	KO	KO
★	2	2	2	2	2	2	2	KO	KO	KO	KO	KO

end of his dial to show his ability to throw Hadoukens. His **Exploit Weakness** shows him able to hit hard decisive spots. He only 65 points which pretty good in my book.

Next we go to a actual leading character in a Indy Comic. **Savage Dragon** is one of the most wanted Indy Clix. So many people have asked for him. It is surprising that he hasn't even had a single rumor of him coming to hero clix. He has been alive in comics for almost 15 years. As for his dial he is pretty much a standard brick. He comes in at a hefty 156 points. He is pretty useful through his whole dial. He is also one of the better fighters. Trust me he gets into lots of fights.

How many times have I seen someone asking about **Teenage Mutant Ninja Turtles** in HeroClix form. These guys are lead into combat by there brother **Leonardo**. He is an excellent fighter. Even though he is still learning a lot. The TMNT would definitely have a TA of stealth much like Batman TA. This allows all the TMNT to hide in there ninja way. His dial is pretty easy. **Charge** and **Leap/Climb** to show his ability to get around in his ninja ways. **Toughness** shows his hard turtle shell and **Willpower** shows he never gives up. The **Exploit weakness** and **Blade / Claws / Fangs** is kinda obvious why he has this. For 66 points he is a pretty good figure to use.



Savage Dragon

0 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
✎	10	10	10	9	9	9	8	8	8	7	KO	KO
👤	11	10	10	9	9	9	8	8	7	7	KO	KO
🛡️	17	17	16	16	16	15	15	14	14	13	KO	KO
★	4	4	3	3	2	2	3	3	2	2	KO	KO

Points: 156

Leonardo

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

Points: 66

Last but not least is from my favorite comic. **Synapse** from City of Heroes. This guy is a speedster. He is the fastest person in the City of Heroes universe. He is also part of the **Freedom Phalanx**, making him one of the most versatile Hypersonic Speeders there is. He has **Hypersonic Speed** for 3 clix, which then switches to **Running Shot**. His attack and defense are without powers. He has no defenses; nothing to protect him other than his numbers. His **Range Combat Expert** has him switch from hit and run tactics to I am just gonna shoot you. He only cost 61 points.



--Manchine

Synapse

8 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
✈️	11	10	9	8	8	8	KO	KO	KO	KO	KO	KO
👤	9	9	9	8	8	7	KO	KO	KO	KO	KO	KO
🛡️	18	17	17	16	15	14	KO	KO	KO	KO	KO	KO
★	2	2	2	2	2	2	KO	KO	KO	KO	KO	KO

Points: 61



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

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



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



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

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



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

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



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

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



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

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



Freedom Phalanx (City of Heroes): Freedom Phalanx team members are wild cards.



Guardians of the Globe (Invincible): When a member of this team rolls doubles on the dice on a successful attack roll, the target is not knocked back. The attack deals damage normally. If the target has zero or one action token after the attack has been resolved, give the target an action token.



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



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

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