

Critical Hit

The Only Magazine Dedicated to HeroClix

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LETTER FROM THE EDITOR

Hey All, Rock here. I am looking for more writers for the Critical Hit magazine. We are only two months away from the ONE YEAR anniversary of Critical Hit and it has been just that...A Critical Hit. Well we need to grow and we need more.

I am looking for any writers interested on writing on the following game lines:

HeroClix | Mechwarrior | Pirates | HorrorClix | Marvel Battle Dice | Marvel Legends 3d Board Game | Dreamblade | Star Wars Minis | Versus |

Battlestar Gallactica CCG | World of Warcraft CCG | Any Others I may have missed

The goal is to make the magazine a Heroclix Core based magazine and to give some of the major magazines some competition. (Heroclix is our bread and butter and WILL continue to hold a majority of the articles). Still growing is always a good thing and I am up for the task, but need your help.

--Rock

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

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

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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

The Gamer's Wife

by: Jenna Helland



If gaming is a Jacob's Ladder stretching toward the sublime, how far past Monopoly do I have to go before I reach enlightenment?

It started innocently enough: Old Maid, Othello, and chess tournaments at the library. Did our family watch football on Thanksgiving? No way, we played games. We shuffled through endless games of Bridge as the turkey deep-fried in the kitchen. Unfortunately my brother and I never got the intricacies of bidding so it was more like filing than strategizing, but who cares about strategy anyway, right? It was about togetherness, bonding, and friendly competition.

My older brother began playing **Dungeons & Dragons** when I was 9 years old, and I got my first inkling that mainstream games were just the coastline of a vast and undiscovered country. My brother was a very good DM, probably due the fact that he is a very good liar, and I spent many happy hours listening to him and his friends go about their dungeon crawls. Granted, I never contributed anything and always had to endure some horrible death at precisely 8:57 p.m., so I could go to bed and they could start doing inappropriate things with Rosie the buxom Elf wench.

When I was 20, I started dating a guy who loved video games. One afternoon, Dan dragged his Nintendo64 over to my house and we plugged in the new **Mario** game. Being a gentleman, he even let me go first. Up until that point my experience with video games was Tetris on my Apple and one traumatic childhood experience when I asked my Dad for two quarters to try the video game that looked like a cartoon. As he stared distastefully over my shoulder, I promptly died, confirming my father's opinion that video games are way worse than gambling.

So back to Mario's world. It was so pretty I wanted to live there, if I could only get past the chained barking ball of metal on the opening level. No dice. Flat Mario. Sighing, I handed over the controller to my beau. I watched slack-jawed as Dan immediately hopped up on the post, slam-jumped it into the ground and set the monstrosity free, leaving me with a wide-open path towards the shiny, shiny stars.

"How the heck did you know how to do that?" I asked.

He looked at me with a vaguely amused, vaguely disdainful expression that made me wonder how soon it would be until my Friday nights were free again. Would Mario and his patented butt-jump be the end of my indoctrination? Not a chance, because I went and got married. And before I knew it, I was sitting in our '86 Honda clutching a case of **Magic: the Gathering** boosters and wondering how a man who wears his tennis shoes until they disintegrate and refuses to live in an apartment that cost more than \$400 dollars a month can spend \$200 plus dollars on pretty colored cardboard squares. Oh, right, some have foil.

Don't get me wrong. I loved Magic. But we lived in exceedingly rural South at the time. What were we supposed to do in the long hours between 5 p.m. and the time when Wee Willie Winkie ran through the town, snuffing out the oil lamplights? We were happy to see that there was a game store on the strip, but when we went inside, we discovered when the sign said 'games' it actually meant R.C. cars painted with Confederate flags.

I would have been content to fritter away many hours slinging cards across the table at my husband, as long as he never made me build my



own deck and never ever made me play a tournament. But of course, there I was, one girl among many boys in a hot, dim room on a gorgeous Saturday afternoon, watching my opponent glare at me with hostile, squinty eyes. How far I had come from playing Spoons at the dining room table with my family. Togetherness, bonding, friendly competition? Damn, girl, this is my DCI rating is one the line. I didn't have to read lips to know what he was mumbling under his breath: Please Lord, just don't let me be beaten by a girl. And then he accused me of cheating, but that's another story.

That easily could have been the end of my climb towards gaming Nirvana. I was perched on the rung of casual collectible card games -- I could have made a nice little nest and stayed. But no, I had to go and get pregnant. What's a baby got to do with games? Well, ask my husband, because somehow the baby prompted him to ditch our swollen Magic collection and take up **HeroClix**. He made this announcement to me one night after I spent the entire day throwing up, so he could have told me he was going to roll in feathers and fly to the sun and I would have



waved a weak hand in agreement and gone back to my retching. The funny thing was that after being married for six years, I had no idea my husband even liked comic books until I found myself spending naptimes moving *Firelord* into firing range and forming uneducated opinions on the silliness of the DC characters as compared to Marvel's.

And so I ascended to Collectible Miniatures. Tackle boxes lined the shelves and time became

measured by the next expansion's release date. Like a bystander at a soccer brawl, I let Dan's earnest enthusiasm carry me from **Crimson Skies** to the **Lord of the Rings** Miniatures. After all, who doesn't want Aragorn within arm's reach at all times? But when I was alone, during those quiet moments of personal reflection, I couldn't help but wonder: Is this what life is about? Can I call myself a gamer? Or have I been faking it all along?

In August, as I stood in the vast miniatures hall at **Gen-Con** in Indianapolis, surveying the predominately male clientele, I couldn't help but wonder just what brings women to the gaming table. Outside, the place was crawling with women, many of them various states of leathery undress, but inside where the action is, it's still mainly manly fingers on the minis.

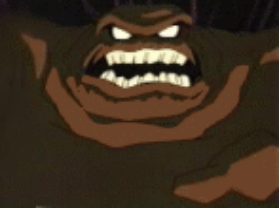
So who are the women who like to game? Are we just the wives and girlfriends of the true gamers, along for the ride? I sucked at math, can I actually expect to assimilate, originate, and execute with the best of 'em? Maybe this is the end of the line, I thought: the point where Realism takes a big juicy bite out of Fantasy, and I hop off the ladder in pursuit of a more suitable activity, maybe scrapbooking or antiquing.

Let's face it. I'm not an arts-and-crafts girl, and I wouldn't know an authentic Chippendale table if it jumped up and pierced my ear with a toothpick. For me, finding my footing as a gamer meant finding the right game, which happens to be **Dreamblade**. Feel of a board game? Check. Strategic possibilities that just keep multiplying in my head? Check. Who's running to the game store for boosters and counting off the days until the next expansion? That would be me. And best of all, I haven't met a Dreamblade player I haven't liked, girl or boy.

Aw, it's as if Chess married Magic. I can't wait to see the offspring.

Themes Like a Good Idea

by: Rob Peterson



Here we go again. It's time to explore the nuances of accurate theme team building in the world of HeroClix. The history of theme teams has been rocky and has often left the player who was using the team on the losing side of the ongoing war. However, as more and more sets come out, and additions such as feat cards and battlefield conditions have been added, theme teams have become a more viable choice. Team rosters have become more complete, older and outdated characters have been re-made and updated, and certain powers and team abilities have been made better through revisions in the rules and feat cards. This is the reason that I am declaring this THE DAWNING OF THE AGE OF THEME TEAMS! More and more players are showing up to venues with them. The age of cheese is coming to an end...LONG LIVE THEME TEAMS! Whoa...I kind of went off on a tangent there. To get back on topic, this is my article on how to make theme teams that are comic book accurate and competitive enough to compete with even the most dastardly created cheese teams out there. However, there are players out there who don't read as many comics as I have over the years. There are also players out there who have never read a single comic book in their lives! Hard to believe in a game that is surrounded with my level of geek, I know, but I've seen it. This article is for those of you who would like to take a journey into the world of theme teams, but don't have the knowledge that some of the other players have. It is also for HeroClix players old and new who are looking for ways to spice up their bland teams.

In this magazine, we follow a general theme from issue to issue. This month the theme is Batman villains. Not only that, but it is our Holiday issue. After thinking of what theme I

was going to pursue, I kept becoming preoccupied with an episode of *Batman: The Animated Series* where Clayface had shape-shifted himself into a small girl and was robbing a shopping mall where Harvey Bullock was playing Santa Clause. This is where I drew my inspiration. This was not a solid backbone for a theme team, though, because Clayface was acting on his own. There was no team alongside him. That was why I was going to do something that I don't normally do when creating my theme teams. I normally play with teams that have a lot of comic book history, and a lot of back-story to choose from. Also, Batman villains don't have a great history of team ups that are effective or that last very long. I also don't care for playing with a group of characters that simply share a team ability. It's definitely one way to make a theme team, but can be horribly inaccurate. Now, anyone who knows me or has ever played against me knows my love of not only theme teams, but swarm teams. Swarm teams, for those who don't know, usually consist of low point cost figures (often generics like Skrulls or Hydra) that you can use many of in a fairly low point cost game and the basic idea is to overwhelm your opponent with sheer numbers. So, I combined my memory of that episode of the *Batman* cartoon with the love of thematic swarm teams and created my very own Clayface army. I was delighted to find out later that this team up had actually happened and was called the "Mud-Pack." Now my team was even more of a theme team than it was before! Now my team has been chosen. The next part of the process is to pick a point total and start building.



We'll start out as any team does by setting a point total. After looking at the different Clayfaces available, I decided that 600 points would allow me to play with every

Clayface made and still allow some room for feat cards. The team roster will end up looking like this:

-R Clayface III (Hypertime) = 36 points
-E Clayface III (Hypertime) = 43 points
-V Clayface III (Hypertime) = 50 points
-R Clayface (Collateral Damage) = 57 points
-E Clayface (Collateral Damage) = 69 points
-V Clayface (Collateral Damage) = 89 points
-LE Basil Karlo (Collateral Damage) = 87 pts
-LE Ultimate Clayface (mail-away) = 99 pts

Team total: 530 Points

This line-up will allow 70 points to be used for feat cards and/or bystander tokens. As I said earlier, theme teams are becoming easier to field competitively, but they still owe quite a bit to the large boost that they get from feat cards. There are some feat cards that work well with every team no matter what team you play. A perfect example of this type of card would be *In Contact with Oracle*. Even the best character could stand to have their numbers bolstered from time to time, so this card is a no-brainer for just about any team. This team will not have this card in it, though. Other good choices that did not make the cut were Armor Piercing, Rip-it-up, and Protected. As I was looking through my stacks of cardboard trying to pick out the perfect feat cards, I started to notice a strategy emerging. At first glance, this team might be laughed off as ridiculous and easy to defeat, but



with the strategy that I stumbled upon, it could possibly be one of the most annoying and pain-in-the-butt teams your opponent will ever have to go up against. All it takes is several copies of two different feat cards. For this strategy and point cost you will need four copies of both the Camouflage and Entangle feat cards. Allow me to re-state what those two feat cards do, and then I will explain why they are so deadly on this team.

Camouflage (Feat)

Prerequisite: Shape Change

Choose a character. When the character is adjacent to a wall or blocking terrain, any line of fire for a ranged combat attack drawn to the character is blocked.

Entangle (Feat)

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.

Now let me tell you why this card combination is such a deadly one. With the revision to the shape-change power, you now get to roll a 5 or a 6 to possibly avoid the incoming attack. Add the Camouflage feat card to the mix, and now you can have your Clayface slinking around unseen from range as long as he/they stick to the walls and blocking terrain. This team has virtually no range of its own, so any advantage that it can gain against range is a definite benefit. Another thing that is going to help you with this team is the three Clayface III's that you will have at your disposal to tie up your opponent while the harder hitting Clayfaces are free to cause the major damage. This is where the other feat card comes into play. When using your three Clayface III's to tie up your opponent, Entangle will help them stay in the game longer. Their shape change will

help them avoid some attacks, but if the shape change fails, then Entangle will force your opponent to roll the dice also to see if they will be able to hit you at all. Your tie-up pieces will get two chances to avoid attacks. This will also come in handy when those same Clayfaces get to their poison clicks. This would be a great reason to have Armor Piercing on them if the point total allowed, but their just isn't enough room in this particular scenario. The Clayface army will truly have your opponent in a sticky situation...Oh, man, I'm sorry. I should never use bad puns like that! If built like I have designed, your final team should look something like this. Note the Unstoppable feat on the Veteran Collateral Damage Clayface to add to his mobility:

- R Clayface III (HT) + Entangle = 44 points
- E Clayface III (HT) + Entangle = 51 points
- V Clayface III (HT) + Entangle = 58 points
- R Clayface (CD) + Entangle = 65 points
- E Clayface (CD) + Camouflage = 77 points
- V Clayface (CD) + Camouflage + Unstoppable = 102 points
- LE Basil Karlo (CD) + Camouflage = 95 points
- LE Ultimate Clayface (Wizard mail-away) + Camouflage = 107 points

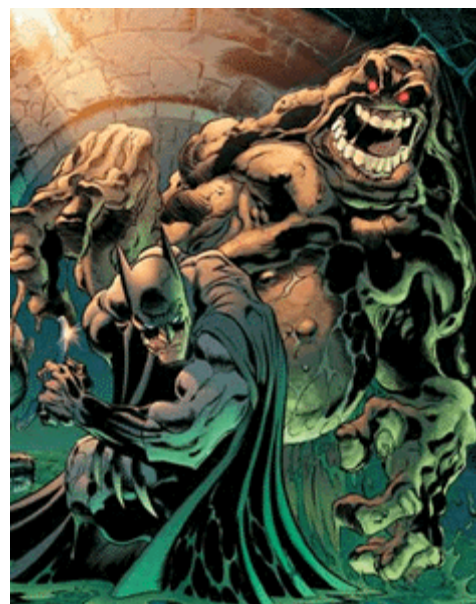
Team Total: 599 Points

As always, I have play tested this team to ensure that I am not setting you all up to take a hideous loss next time you play. It really did quite well. I played against my brother's Sinister Syndicate team which is also quite powerful. In the end I lost, but it wasn't by much. I'm sure you will all be familiar to the reasons that befell me. They are, in no particular order:

- Bad dice rolls (Attack, Shape Change)
- Outnumbered
- facing too much perplex and outwit

Under normal circumstances this team should do tremendously well for those who try it out. It also takes a few times playing a team like this to truly get a feel for how to play it to make it work for you. Overall, I would give it 8/10 stars. For its points, it can be a real killer. Try it out sometime, I promise you won't be disappointed. If you don't want to try this team, then please try another theme team that suits your play preferences. Theme teams are really fun to play. You get so much more out of playing them than you do by playing with whatever is the newest form of cheese out there. So, next time you go to reach for that Lockjaw, Kingdom Come Flash, or Icons Superman; take a look at the poor little guys that have been doing nothing but gathering dust in your collection. A theme can be made out of nearly any figure that they have made for this game. Do a little research, make something original, and next time you play in a tournament you too can laugh at the guy who just had his LAMP team's butt handed to him by a Super Apes theme team. Above all else, though, have fun. It's an even better game if you delve a little deeper. Until that time, though, I'm going to round up my new and improved Alpha Flight team and head to my venue where I will remain...

THE SLVRSR4





Welcome back to Clix Wish. This month is a DC moment to shine. As most people know I am not as familiar with DC then I am Marvel. There is one thing I do like is Villains and that's what this issue is about. First off in clix Wish a have

Catman

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

Calculator

Points: 75

yet to be seen in clix form **Catman**. Through all this characters changes he still is one of the great fighters in the DC Universe. His Calculator Team Ability shows his time with Secret Six. Certain abilities Leap/Climb, Charge, and Blade/Claws/Fangs are what to expect from a Catman Clix. Combat Reflexes, Willpower, and Exploit Weakness shows his abilities in a fight. He can keep up with just about anyone and hurt them. Going along with that he has Outwit at the very start. This guy always has a plan up his sleeve.

Now for several figures that need a redo. First up is **Gorilla Grodd**. Got to love those Flash Villains. Gorilla Grodd never ending war on humanity brings him in conflict with Earths heroes. Gorilla Grodd's powers include Mind Control, Psychic Blast, Toughness, Super Strength, Incapacitate, and finally Outwit. Nothing to out of the ordinary but with his powers in a much better order. His stats also got an upgrade with three clixs of 3 damage.



Gorilla Grodd

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

Points: 119

Next we have **Lady Shiva**. Considered by some the best Martial Artist in the DC Universe. Even though she has the Batman Ally Team ability she is considered mostly a villain. Her Veteran level shows her during the time after One Year Later where she switched places with Black Canary. She joined Oracles Covert team known as Birds of Prey. Being one of the best fighters in the DC universe gives her Charge, Combat Reflexes, Super Senses, Exploit Weakness, and Close Combat Expert. Her stats are some of the highest in the DC universe for a mere human. This is FAR better representation then her earlier clix appearance.

Lady Shiva

Batman Ally

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

Points: 64





Finally, the last of the clix in this months Clix Wish. We have **Solomon Grundy** with pants! This characters Strength and Invulnerability seem to change whenever we see him. He has been hurt with punches by Batman, which shouldn't be possible. Yet he has traded blows with the biggest heavy weight, Superman. His REV should be one of the largest jumps we have seen with a 70 point Rookie to the monstrous 167 point Veteran. Since he is just a basic brick his powers are very standard Full Defenses, Leap/Climb, Super Strength, Charge and a little bit of Quake.

Solomon Grundy

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

Points: 167

Last but not least we have this months feat card, Indestructible. So many figures can take hits from objects that are shot at them and still fight on. For 20 points a character you can take even more punishment. Not everyone can do this, which is why only characters with Impervious and Invulnerability can use this card. This card can take the edge of people that like to sit back and shoot at you.

Indestructible

PREREQUISITE: Impervious or Invulnerability

Choose a character

That character reduces all damage done to it by a range attack by 1.

20 GDF002

DC HeroClix: Origin Product Information

Title: DC HeroClix: Origin Booster Pack
Stock Number: WZK4219
MSRP: \$7.99
Expected Release: February 2007

Product Description:

Everyone has an Origin. **DC HeroClix: Origin** unveils a new Golden Age of 3D superhero gaming. Relive classic battles or build your own myths in the epic DC Universe—the possibilities are endless! Exploding with cool retro costumes, sharp new looks, and the hottest heroes and villains, **DC HeroClix: Origin** is a must have for any comic book fan. Demonstrating yet again that HeroClix is the must have game for real comic book fans, **DC HeroClix: Origin** brings both the latest characters from the current 52 storyline and the Golden Age appearances of your favorite superheroes

together for the first time on the field of battle. **DC HeroClix: Origin** encompasses almost 70 years of comic book adventures, including the first appearance of many sought-after characters like Alan Scott, the original Green Lantern! **DC HeroClix: Origin** kicks off the 5th Anniversary of HeroClix in a big way!

Contents

- 4 Figures
- 1 Bystander Token, Battlefield Condition Card, Object Card or Feat Card





Can There be Only One?

Which Highlander Rule is for You?

by: Lofcutus, Player and Judge since '02



Of the popular House Rules, the Highlander Rule seems to be both the most widely used and the most widely accepted, even by detractors of "House Rules". What are Highlander Rules and how can it effect game play? Is this a bad concept for a collectible Miniature Game, or does it help with the comic truism?

What the heck the Highlander Rules, and where does the name come from?

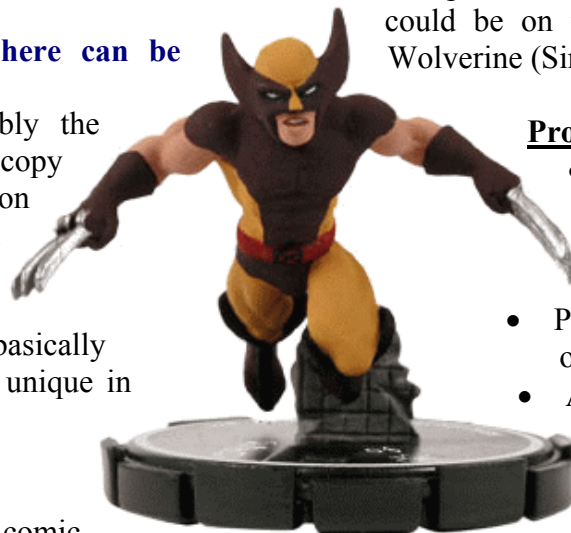
The Highlander Rules sets limits on the number of copies of a character or piece that can be fielded in a player's team. The name comes from the cult classic film *The Highlander* (and its subsequent TV show). The call of "There can be only One!" rang forth from the victorious immortals as they slew each other in the attempt to be the last on Earth, thereby possessing the power of them all. That death call serves as the model for having limits for the numbers of spider, super, bat and aqua people on a team. There are three basic forms of the Highlander Rule, so let's look at all three.

Highlander Rules One: There can be only one (from each set)

With this variation (arguably the simplest) you can have one copy of a character from a set on your team. Veteran Wolverine (IC) and Unique Wolverine (Sin) are perfectly co-existent. This basically treats the REV series like a unique in terms of construction.

Pros:

- You can have little to no comic book knowledge and built based off of set symbols and Names.
- Players get to play more of the pieces they own.
- Allows for "Clones" teams to be easily constructed.



Cons:

- Does lead to some comic book inaccuracy (not that the books themselves don't often do this).
- Allows the "stale" reliance on traditionally powerful or economic figures.
- Puts less emphasis on creativity with the team builds.

Highlander Rules Two: There can be one and one and one...

This variation allows that there can be multiple versions of characters, but no more than one copy of each rank. So, building on the first example, Rookie and Veteran Wolverine (IC) could be on the team along with Unique Wolverine (Sin).

Pros:

- You can have little to no comic book knowledge and built based off of set symbols and Names.
- Players get to play even more of the pieces they own.
- Allows for "Clones" teams to be even more easily constructed.
- Allows for "generics" to exist without making an exception from the Highlander Rule. (Generics will be discussed in just a bit.)

Cons:

- Lead to larger comic book inaccuracy.
- Allows the "stale" reliance on traditionally powerful or economic figures.

- Puts less emphasis on creativity with the team builds.
- Can lead to traditionally annoying team builds that many players would deem as “un-fun” to play against, multiple Lockjaws, Jokers etc.

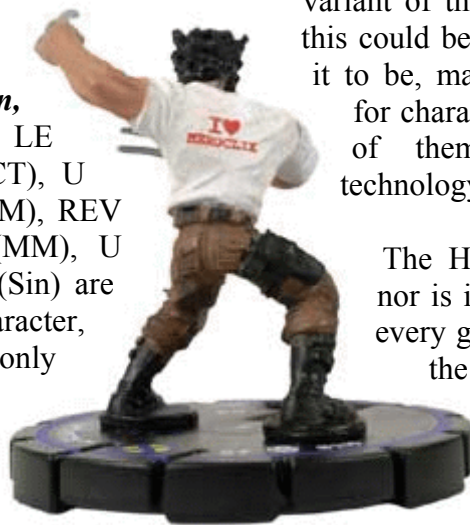
Highlander Rules Three: There CAN only be One! (and we mean it!)

This version of the Highlander rule is the most labor- and knowledge- intensive. It states that character can only be represented once, regardless of the set symbol. The range of this rule is as diverse as the venues and players supporting it. Some simply go by the name on the dial and the character on the sculpt (name plus the LE). In order to play this way, the players need some sort of reference to see what is considered the “same,” and it is the responsibility of the Judges, Venues and players to see that it is correct, and that the depth is appropriate to the players’ needs.

From the Wolverine example, Venue One has this rule by *name*, so Unique Wolverine (Sin) is OK for the team, but no other character named Wolverine is acceptable. (James Howlett, Logan or Patch is good, though.)

Venue Two says by *character* so only one version of Wolverine (regardless of its name) is good at all.

But Venue Three separates the figures by *Character by definition*, so, in any one team, REV U LE Wolverine (IC), REV Logan (CT), U Weapon X (XP), REV Patch (CM), REV Wolverine (MM), LE Logan (MM), U Wolverine (AW), U Wolverine (Sin) are all considered the same character, Marvel-616’s Wolverine, and only one version can be used. But, REV Wolverine (UL), LE James Howlett (UL) (Ultimate Wolverine), U Wolverine (FF),



U Colonel Logan (DoFP) (Days of Future Past Wolverine), and LE Wolverine (SN) (Marvel Zombies Wolverine) are all from different realities, and could be included on the same team.

Pros:

- Keeps typically “Power Pieces” from being played in abundance.
- Lets Venues create a “comic book” flavor to the events.
- Lets comic enthusiast be more creative with team building.
- Teams end up being more diverse and thematic.

Cons:

- Players have to have reference to or knowledge of comics.
- Players are restricted by what piece they own that they can play.
- Judges have the additional task of validating teams on top of all other Event duties.

Generics. “Generics” is the term used to cover figures that are not subject to the Highlander Rule. These are typically the soldiers, criminals, cops, cultists, aliens and robots at the top of many Hero Clix lists. If a venue or club were to use the Highlander Rules, there would most likely be a list of these figures. As with the Last variant of the Highlander Rules listed above, this could be as detailed as the Venue wanted it to be, maybe even having special listings for characters that create multiple versions of themselves by use of powers, technology or time travel.

The Highlander Rule is not a cure-all nor is it the right Rule for everyone and every game. It’s just another variation of the game that makes the adaptability of HeroClix so much fun.

--Lofcutus

Tales from the Clix: Vampires

by Will L. Gibson



They stalk the night, drinking the life essence of virginal maidens. They haunt the minds of chalk-faced, middle-class suburban teenagers. They have a fashion sense that is questionable at best. They are... Vampyr!

With the initial release of Horrorclix, we are treated to a selection of clicky monsters as wide as that found in popular culture. No less than 13 figures are currently available that bear the type "Vampire," and because of the fundamental role these sanguineous monsters play in all forms of horror entertainment [as well as that wonderfully appropriate number of available pieces], vampires shall be the focus of this, the first installment of Tales from the Clix.

There are a number of common traits among all the Vampires in the base set. Firstly, many have a red start line instead of the standard green, [which also appears, but it's one click higher]. However, they come with powers that let them heal past it, so, in effect, when played right, they can heal up to levels that are stronger than where they started. These powers are the apropos vampiric, which heals the monster of one damage on a successful, damage-dealing attack, and Snack, which heals a monster of 1 damage the first time they eat up a victim each turn.



Coming in as the Common Vampire is the Razorvixen. What's nice about this vinyl-clad lady is that she changes quite a bit from Rookie through to Veteran, providing you not only with improving stats but varying powers as well. The Rookie [the blonde and therefore sweet one] totes a whip and the accompanying Tanglewhip power. This means that anyone attempting to break away must roll a 6, which makes her a good choice as far as tie-up duty goes. At just 25 points, though, her stats are fairly low, so don't rely on her to do any real damage. This is more than made up for by the Experienced, brunette and misunderstood, who whirls her dual blades with reckless abandon. This is shown by perhaps the most powerful ability currently available, Slash, which replaces her damage with a D6 roll on all attacks, including a Frenzy. This makes her the premier killer among the ladies, but again, at just 30 points it can be expected that her AV is hardly stellar.





The Veteran, all red-leather and intimidation, has decided to forego the old ways and is packing heat in the form of Machine Pistols, which bumps her damage from the printed 2 up to a 3 in ranged combat. Range is the misunderstood gem in this game, as it doesn't come up a lot, but when it does it can severely change the outcome of a scrap. Ol' Red has a higher attack value and is the sole member of the Bloodcall Cabal among her sisters, but she also totes a fairly heavy point increase up to 45. None of the Vixens are very long in the life department though, and despite all of them being Acrobatic [-1 to damage dealt], a solid 4 damage will send each of them back to the grave, assuming they're on their red-line starting click.

The Uncommon Vampire in the set appears to have been watching too many movies, as he dresses like Lestat and hates werewolves like the vampires in that one episode of Real Ghostbusters. [Or Underworld, if you must.] The three levels of the Vampire Enforcer are all variations on a theme, and each carries the same three powers: Vengeance, Snack, and Infatuation. Vengeance makes all damage from

these New-Romantic longhairs penetrating against werewolves [good for getting through their tough pelts] and Infatuation boosts their attack by 1 per adjacent victim. They also all pack Snack instead of Vampiric, which makes them act more like victim managers rather than primary attackers if werewolves aren't on the other team. Don't be fooled by the Vengeance, however, as the Enforcers have impressively high attack values for their cost, as well as relatively high defense values [without any damage reduction, however]. Of the three, I'd say the Rookie and Experienced both outshine the Veteran, as the former starts with 17 DV, very good for 30 pts, and the Experienced has a 10AV, very nice for 35 points. The veteran's cost is inflated by the Bloodcall Cabal, the quality of which is suspect at best.

The Rare Vampire, Nosferatu, is one of the delightful figures in this set that dares to skirt copyright infringement. Being based on a character that was itself a plagiarism makes it okay, though, because as my mom always told me, two wrongs always make a right.

Anyway, these three figures represent the different forms that these maligned creatures can take when escaping the pointy ends of various wooden instruments, and pack the Change power, which lets them transform when they eat up a victim. The Rookie switches rodent-style, turning him into arguably the most annoying piece in the game, the twittering bat. Packing a 19 DV and Dodge, this little flying rat is very hat to swat, and with Flap! [Leap/Climb] and Venom [Incapacitate] he's a real nuisance of a tie-up piece. He can't change back to Nosferatu, however, so once your opponent gets in that lucky hit, there's 45 points down the chute. The Experienced can



change into a Wolf, which, with Savagery [+2 to Damage], he can run up on a Frenzy and bite you for 3. He can not revert to Nosferatu either, so be sure you want to commit before pulling the switcheroo. The Vet can change into a fine mist and travel through walls, which is very nice as it renders him unhittable. He is also the only one who can change back, so, if played right, and with a large enough pool of victims, this bad boy may never die. [Or is that re-die?] In mist form, however, he also has a bunch of Hourglasses, which automatically apply a click of damage at the end of your turn. If you don't eat that victim, Vet Nosferatu may go up in smoke.

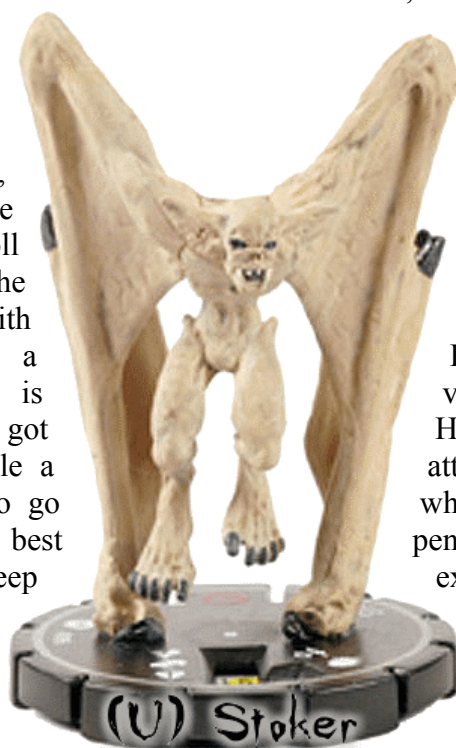
As for the Unique or otherwise specially available Vampires, there are 4 currently. The Starter Blood Vamp came out of the box with a rather tasty misprint, where her redline starting line did not appear on her dial. What this leaves us with is a 30-point figure with stats that are higher than they really should be for a figure of her cost. She also has a range value and the standard Snack and Vampiric powers, which makes her a very useful figure that you all should have anyways.

The leader of the Bloodcall, the unique Stoker, is a monster of some dispute. He has the controversial Insanity power that, while very good for flavor, is rather cruddy for play. At the start of your turn you must roll 2D6, and on a roll of less than 7, he becomes the town bicycle, with everyone [except you] getting a chance at using him. This is dangerous because he's got remarkable stats and can mangle a friendly figure if he happens to go insane in your starting area. The best way to deal with him is to just keep him isolated, so that at worst he may frenzy in and hit you for 1. This goes against the Bloodcall Cabal, though, which requires



adjacent friendly monsters. The cabal power allows you to apply two clicks of damage to an adjacent monster and heal one yourself, and is only usable by Stoker. Healing is very valuable, don't get me wrong, but in this case the cost seems to outweigh the reward, especially if the healing just puts Stoker back onto Insanity, which may come back and bite you [quite literally]. Despite his shortcomings, though, Stoker is one of the most rad sculpts in the game, and there's no denying the power of an esthetically pleasing group of monsters.

Likewise, Rasputin is both beautiful to behold and untrustworthy around blushing lasses [in more ways than one, if Boney M is to be believed.] One of the sides of his Crossroads card is Vampiric, so at the start of your match you may choose to have him as Undead or merely Pure Evil. The Vampire side may be superior to the Fallen Priest side, though, as his starts are very high and he can heal himself. He also packs a wallop of a ranged attack. He's a Maniac, however, which makes each action token a penalty to his Defense value, and he's extremely short lived.



The final Vampire is Morgana, the LE Wizard mailaway. If the fiction is to be believed, she's sort

of Rasputin's on-again-off-again girlfriend, and carries a heaping helping of Slash to take out anyone who would threaten her barefooted darling. On the downside is her Hex Skull, which is called Focus but acts more like Tunnel Vision, applying the same penalties as Maniac except here to defense values that are much lower than Rasputin's. She does bring a bonus of 2 extra Plot Twist cards though, which, along with the two Rasputin provides, adds up to a huge 10-card Crypt that can be devastating if built correctly.

Speaking of, there are two Plot Twists that key specifically into Vampires, Mesmerized [008] and Bloody Feast [M3C]. The latter, much like many of the LE Plot Twists, is built almost specifically for a scenario and as such has limited usefulness. There's about a 1-in-60 chance of it paying off, but if you can get it to work, it can be extremely powerful. Mesmerized is the opposite, being slightly less awesome but infinitely more usable. It also underlines what is probably the best Crypt-deck strategy for Vampires, which is Victim control. The card

allows you to move a victim during the opposing player's Suspense phase instead of them, which can really alter their plans. And controlling victims is key for a Vampire-heavy team. With so many Vampire powers keying off of the use of victims in some way, it is important that you are able to control where they are and when they get eaten. They are resources, but Vampires can't rush out like werewolves, gorge, and be ready to party. Vampires will need them later, so you need to be able to manage the rate of consumption not only among your monsters, but among the opponent's as well. And while more aggressive Plot Twists are nice, anything that depends on a die roll is untrustworthy. Being able to move victims away is generally more effective than simply delaying a slaying until the next round.

And there you have it, boils and ghouls. Until next time, remember: Blood may be thicker than water, but it may still require pectin if you want to make it into jelly.

--Will

HorrorClix AVP: Aliens Collector's Set Available Now!

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HorrorClix AVP:Aliens is available exclusively through WizKids' Buy it by the brick program which supports local comic book and hobby gaming retailers by offering incentives for in-store purchases. The AVP:Aliens Collector's set will then be available to the general public on January 2, 2006.

Anatomy of an Action

Heroclix is a game growing in both popularity and complexity. Since the addition of cardboard, the demands on Judges at the venue on up to the designer and Rules Arbitrator have increased exponentially. One of the top reasons for the increased complexity is the insertion of “game effects” into the sequence of events during an action. However, fear not, for help of a sort has arrived!

I’ll start off by saying the action sequence below is lengthy. Instead of dozens of smaller action sequences for each particular example, this one embraces every nuance of timing during an action sequence I could recall. If you plan on using this sequence for tournament play, please remember five things. First, it is a product of my best, but human, efforts. Second, it has never been endorsed officially, but it has been subjected to the scrutiny of some ‘heavy rules gurus’. Third, I would recommend highlighting portions of the sequence that seem to come up frequently at your venue. Fourth, please remember when this article is discussing a particular point I’m focusing on timing and not the entire point. For example, I discuss when friendly characters are carried, but not all the details about carrying. Fifth and last, there are times when I had to make an arbitrary decision on placement. For example, under movement you’ll see three separate items that state “During movement...”. I kept them separate for clarity, but I was arbitrary in placing the order because under current rules it doesn’t matter.

A. Beginning of the Action

1. Pick a character to perform an action. Check to make sure the chosen character is not taking a legal, non-free action for the 3rd consecutive turn unless it is allowed to due to special rules for that character (Sentinel, MoE TA, etc.).

2. Declare ICWO modifier.

3. Have the chosen character pick a specific action and targets. At this time, all optional powers, TAs, and feats not being used should be turned off. All Wildcard characters in the game may pick a Team Ability to copy as appropriate. However, Wildcards may NOT change Team Abilities if the same character is taking an action after having its previous action declared illegal (example: Line of Fire/LoF to a WC that declares Bat Ally).

4. From this step on, a token gained due to the CSA Team Ability is placed on the chosen character immediately.

5. The attacker draws LoF to chosen targets. If movement will occur before a ranged attack, check LoF from the square the attack will be made from. If the attacker's action is now illegal, go back to Step A1.

B. Movement

This section pertains to any movement this character makes as a result of its own action. The Aerial Baffler and Separation Field Generator’s effects begin, occur, and end during movement.

1. Roll for Break away if needed. If Break away fails, the action is immediately over. Go to D1. The Shake-off feat deals damage now.

2. At the start of movement, appropriate friendly characters (fliers, transporters, etc.) may carry an adjacent friendly character.

3. During movement, characters with Super Strength may pick up objects they are adjacent to. If forced to stop movement, characters may NOT pick up an object adjacent to the square it was forced to stop movement in.

4. During movement, roll against the KC TA if needed.

5. During movement, conduct HSS option 1 or Transporter Move/Attack attacks. This attack must come from a square the attacker could legally occupy (including an appropriate number of legal squares for placing carried characters) as if it were going to stop movement in that square. Characters performing one of these actions should go to "Resolving Attacks and Damage". Note also that if a character performing HSS option 1 or a Transporter move/attack is forced to stop movement due to terrain, its movement is OVER, no attack may be made, and it must immediately go to step D1.

6. When movement is finished, a carried character must be placed adjacent to the characters that carried it. At this time, a Double-based or Colossal figure may "skid" when completing its movement; "skidding" is not allowed during step B5.

C. Resolving Attacks and Damage

Characters are removed from the map whenever three KO symbols appear in the stat slot.

1. If Charge is on the dial of the target(s), it is immune to Knockback. A target with Combat Reflexes at this time may decide whether or not to take Knockback if Knockback does not result from doubles on the attack roll.

2. The defending player rolls for Shape Change, Skrulls, and/or Danger Girl TAs. If successful, the attacker either goes back to Step A3 OR, if the attacker has done any movement, it must proceed with its attack against any remaining targets. If there are no valid targets, the attacker's action is finished; go to D1. Attackers performing a HSS option 1 or Transporter Move/Attack may continue movement and attempt to attack other targets if an attack has not been made yet.

3. Roll for Entangle. If Entangle succeeds, this

character's action is over, it receives no token, and it may not make any other action (including a free action) this turn. However, this character must make an attack roll against other targets if applicable (for example, from Quake) and does not get a token even though it still attacked other legal targets. This character may finish its movement if it was conducting a HSS option 1 or transporter move/attack, but it may not make an attack.

4. Friendly characters legally able to use the SHIELD TA may take the power action at this time to increase the Damage Value for some powers/ranged attacks. Modify Damage Value for other feats besides ICWO (Darkness Within, Haymaker, etc.).

5. Attacker makes an attack roll. At the moment of attack, replace and then modify Attack Values and Defense Values as appropriate. (For example, an attacker may share a higher Attack Value from Bat Enemy and then modify that value by +1 due to adjacent Hydra/PD friendly characters, or a target may share a Defense Value and then increase that value with ES/D and/or hindering terrain.) Targets with Super Senses or Heightened Reflexes that are successfully hit may roll to evade. Characters take critical miss damage at this time.

5a. For targets of Mind Control, the Mind Controller resolves the free action for each Mind Controlled target separately and in order of his/her choosing. Until a Mind Controlled character takes its free action, it is friendly to the Mind Controller's force and under the Mind Controller's control. As soon as the Mind Controlled target resolves its free action, it reverts back to the opposing player's control. After the last Mind Controlled character takes its free action, the Mind Controller takes any necessary "feedback damage" and goes to step C11.

6. Replace Damage Value if appropriate for Blades, Pulse Wave, Incapacitate, EE and Quake.

7. The attacker's current Damage Value is turned into damage dealt. The attacker deals damage to all targets (in the case of Pulse Wave, all characters within range of the Pulse Wave) at the same time from this attack. Objects and critical hits may increase damage dealt at this time.

8. Mastermind may be used to transfer damage dealt as appropriate.

9. After damage reducers are applied (if any), the Armor Piercing feat, Protected feat, Armor Wars BFC and/or Ground Zero BFC take effect on damage dealt. Character(s) dealt damage then take damage from the attack and click the dial clockwise a number of times equal to the damage taken.

10. Swingline grants Earthbound to a target hit by a ranged attack.

11. Attacker takes Damage Shield and then Mystics / Crossgen/ Arachnos "feedback" damage at this time.

12. Ambush counters the attacker's Stealth.

13. Resolve Knockback and Knockback damage separately from the attack at this time. Characters furthest from the attacker are knocked back first. Combat Reflexes showing on the dial now will prevent Knockback Damage. Knockback damage is separate damage dealt which may be transferred by Mastermind and/or reduced by an appropriate ability before damage is taken.

14. If the attacker using Flurry, repeat from Step

C1.

15. Characters resolving an attack from B5 should go to B6.

16. Ground Zero affects the attacker.

D. End of the Action

1. Apply action tokens gained from Incapacitate, Protected, Lamppost, or taking actions.

2. Apply push damage from feats.

3. Apply push damage from tokens unless Willpower, special rules, or a Team Ability prevents the damage.

4. Place characters in the Lazarus Pit if necessary. Roll for Suicide Squad or apply Fantastic Four Team Ability regardless of what effect KO'd the character.

5. Use Knockdown (technically this is done after the close combat action is completely resolved).

6. Use Vault (technically this is done after the close combat action is completely resolved).

You're finished! Now go read it again!





A Call to Arms

Building a Gaming Community in your Spare Time

All too often, you don't choose to game. Gaming chooses you. So it was all those years ago, during a small midwestern anime convention, gaming chose me. It happened to be a little known role-playing game called Steel Rain. Its player base could be counted on two hands, but the point is that it started me and my friends down a path we would find impossible to veer away from. This is a path that would lead us to lifelong friends and fulfilling adventure. It is a path that would lead us...home.

Ok, that was a little melodramatic and corny, but my point stands. My friends and I started with Steel Rain at our local venue. We researched pieces to use during play and found that Mechwarrior: Dark Age figurines worked very well. Coincidentally, we chose the same time to play as the Mechwarrior players. This worked for a little while. We played our unconventional game, they played their game and we mutually regarded each other as a curiosity. A few times not all of us could make it to our weekly gaming session. Because my friends already had the pieces, they decided to play some matches against the Mechwarrior players. This began the slow decline of Steel Rain in their eyes, eventually replaced by Mechwarrior. Slightly jaded by the lack of interest in Steel Rain, I decided not to follow in their gaming footsteps and for a time, left gaming altogether.

Fast-forward a couple of years. I moved about seventy miles northeast of home and my local

gaming community. I did not have the time or the inclination to pursue Mechwarrior for about a year, until my brother joined me at my apartment. We were attending the same university so it seemed only natural to have my old roommate back. He had been gaming for two years now and he wanted to find a local venue of more challenging players. Luckily, one of the local game stores had an active battle master. He decided to check it out.

I remember him returning home, grumbling to himself.

"It's just the battle master there, no one else plays Mechwarrior!" he complained.

"Maybe it was just a slow day; there have got to be other players." I replied. So, he returned the next week and it was the same situation just that player and the battle master. In a few weeks, it was just him. The battle master just stopped coming. I don't know if it was out of disinterest or a lack of conviction, but now my brother had no one to play against. I knew he was disappointed about this. Of course, my brother has never been one to take things lying down.

After some research and test taking, my brother became a Wizkids-sponsored battle master. By this time my interest in Mechwarrior had grown to a point that I wanted to learn and play the game. So together we searched for a new local venue. A couple of miles north of the other venue a smaller and newer game shop existed. We talked the owner into letting us run games at his shop, in exchange for encouraging Mechwarrior purchases at his store. Within the next few months, our Mechwarrior player base blossomed from our circle of friends into many interested gamers. Following are some methods we used to increase our own player base and can do the same for you!

Advertising, Advertising, Advertising! If people do not know you exist, how do you

expect them to find you? So we had to get the word out. We started simply by playing at the venue and talking to local gamers who expressed an interest in the game. Now that we had some game shop customers talking about the game, we turned to the Internet. If your game has a forum, do not hesitate to post a thread looking for local players! You would be amazed how many local players exist for your game, even if your game is not well known. Do not limit yourself to your game's forum go on other gaming sites. Be careful doing so, as some players have preconceived notions about other games and will ban you for trying to draw in players for a different game on their site.

Welcome People with Open Arms! This one is a no-brainer. If you want your player base to expand, you are going to have to be a very social person. If you have a lot of units, build some extra armies or card sets for new players to use, so they do not have to purchase anything to try the game. This will get them started in the game and if they like it, they are more willing to stick around. When you do play against a new player, have patience. If you chastise them for every little mistake, they will not want to remain. Remember, you were a new player once too.

Have the Heart of a Teacher! Share your strategies and tactics with the new players and encourage them to formulate their own. Have the heart of a teacher, not a gamer. If you beat them, go over what they did right first, then what they did wrong and how to correct it. With this sort of encouragement, you build their self-reliance and treat them as an equal. In time, you will develop a confident and formidable opponent to play against.

Sponsor Casual Matches That Are Fun! Take some extra time outside the established gaming session to have some casual games that are meant to be fun, not for a prize or ranking. Use holidays to create themed matches based on your game universe. Create unorthodox scenarios to play and see how they turn out.

When new releases come out, hold a casual gaming session that same day to let players test drive their new units. Essentially the sky and time are the limit; so let your imagination run wild! Remember, it's just for fun.

Be a Good Sport! Before and after each match, all opponents shake hands. This is to encourage good sportsmanship among our players. Above all else, it is only a game! Do not knowingly taunt or intimidate your opponent. If you do this, chances are they will not want to play you again. If you get angry at how your game is going, remember to not take it out on your opponent; it is not their fault your dice provide suction. If you are about to lose your temper, go outside and let loose. Even if your opponent caused you to be angry, it is not fair to scream at them. Take up any issues with the battle master; that is their job.

Hands across the Pond! Even if your venue is the only game shop for 30 miles, it does not mean there are no players at that other game shop! Take some time and go visit the other venue, find out if there is a gaming session there as well. If there is, attend their session and see how they play. Afterwards, invite them to your own venue to check it out. By welcoming players from other venues you further expand your player base to include other game shops, where you can draw in even more interested players!

Remember, everyone who ends up in gaming probably never saw themselves as a gamer. You get people from all walks of life, a diverse culture of people who share a common interest. If you use these methods to grow your venue, you too can find new friends and fellow gamers to share in your hobby. And don't be discouraged if it does not happen overnight. A good player base takes time to grow; in the same fashion a fine instrument takes time to build. In time, by following this path, it will lead you to an open and welcoming gaming community. Then you will truly be home.



One of the things that separates a winning army from a losing army is the proper choice of support figures. Many armies I have faced and discussed online seem to choose a powerful main figure (such as a Mech with a powerful pilot ability), but then completely fail on proper support for that figure. Remember to choose units that cover the deficiencies of the central piece. Some people assume that since a figure is powerful, it therefore has no weaknesses – nothing could be further from the truth!

To make a demonstration of proper support figures, let me use an army I used recently as an example. Please keep in mind that although this army won the tournament, it is by no means perfect:

- “Grinder” Nova Cat – 229 points
- Frankie Amir – 12
- Recruitment to Clan Nova Cat – 3
- Refined Pulse (Nova Cat) on the secondary weapon – 53
- SC Saxon APC – 23
- Elite HK Oni Battle Armor – 22
- DF Donar Assault Helicopter – 52
- SC Sylph Battle Armor – 26
- SC/DF Situational Alliance – 30

Total Points: 450

My central figure – Grinder – has been equipped with a 6-damage Pulse laser that can fire through blocking terrain (thanks to the Alliance). Grinder will most likely overpower any single opposing Mech or vehicle, but he is weak against infantry and may be overwhelmed by large numbers of opposing pieces. Also, because he has been recruited to Clan Nova Cat (not the Spirit Cats), he is considered a mere ally to the main factions of the alliance. Therefore, the proper support pieces should:

- A) Help hunt infantry
- B) Help tie up opposing pieces
- C) Threaten multiple pieces at once
- D) Help keep the Situational Alliance in play



The easiest way to take advantage of the Alliance is to have units at cruising altitude (to maintain line of fire to all opposing pieces), so I chose a DF Donar Assault Helicopter and a SC Sylph Battle Armor first. They satisfy the Alliance requirements, help activate the special ability provided, threaten multiple opposing pieces at once, and are actually quite effective at attacking smaller units.

Just for some added flexibility, I chose a SC Saxon APC transporting a Kurita Oni Battle Armor. The Saxon is extremely quick and survivable, and the Oni provides a small amount of ballistic attack along with capturing power. Notice that three of the four supporting figures help satisfy conditions B, C, and D above. The Oni does not help keep the Alliance in play and is not great at tying up opposing units, but it does help with condition A – it hunts other infantry units fairly well.

The key to choosing great support pieces is to identify your central figure’s weaknesses and help cover them by using the abilities and strengths of your support. Hopefully this article will lead you to more victories in the future!

ARMY OF ONE (HUNDRED)

BY: ADAM NADEAU

Permit me to ask a question of you, fellow gamers: **How often do you play an all-out army of mostly generic figures so as to crush your opponent with the force sheer numbers?** Chances are that the majority of you reading this don't really apply this strategy for some good reasons like these:

- 1) Using too many characters becomes awkward and confusing.
- 2) There often isn't enough "bang" when you have a bunch of lower-point figures facing off against monsters like Thanos, Darkseid, Superman, or Thor.
- 3) It doesn't always fit well for theme teams that could involve more popular or useful figures that you want to play.

Good reasons, to be sure, but with the recent releases of low-point army-friendly characters (both generic and not-so-much generic) especially in Marvel's Supernova set, it seems to me that the large army and swarm strategies are probably worth examining a bit more closely now.

A History of Heroclix Armies

Starting way back in the days of Infinity Challenge, Hypertime, Clobberin' Time and X-plosion generics were among the chief fill-in pieces, but were mostly relegated to being the guest-stars to round out a build total, most often while supplying the oft-needed (even if sometimes abused) powers of Support or Perplex. It was because of this status that many players didn't use large armies that would stand on their own abilities; although not unheard of, it was a very rare sight to see Nick Fury and a dozen SHIELD agents taking on a 5-6 member JLA team or the Fantastic Four. Whether the outnumbering force was able to do well was another matter entirely, though, as the army figures themselves had innate statistical disadvantages (lower numbers on the dials) and an overall lack of good standalone offensive and



defensive powers. Moreover, most players just didn't have a strategic mindset for handling a large team; if controlling a streamlined, sleek 400-point team of Avengers could be like driving a BMW Z3, handling a Hydra team can easily feel like trying to drive an RV in a windstorm.

So what happened? As the game evolved and characters had more characters with diverse powers and could even customize some of their favorites with Feat cards, the spots where generics figured into the team-building equation became more and more narrow in tournament play especially. However, with designing taking different turns in its evolution, the most recent Heroclix sets have sought to revive the concept (or at least the theme) of building big armies for today's gamers.

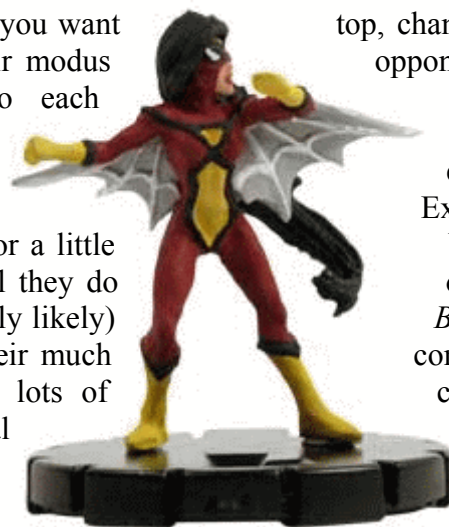
Anatomy of an Army

Let me take this paragraph to differentiate between an *army* and a *swarm*. A "swarm" in Heroclix is a force that is made of low-point figures with no particular grouping of powers or abilities that move and attack to overrun the opposition. Swarms don't need to have a

particular plan or strategy, but instead rely on their ability to surround and overwhelm the opposing force. Although it can be a useful strategy, swarming doesn't always necessitate a lot of finesse or in-depth planning but- as one might suspect- could easily turn to mush without some guidance.

An "army" on the other hand, is a swarm given discipline, specialization, and the appropriate tools for winning. As such, a successful army is like any other force, just with the point and skill investments broken down and spread out into more figures, taking into account everything that a normal-sized force would, including range, balance, versatility against different threats, and proper investment of Feats. Here are some fun suggestions for when you assemble your potential army with anatomy and formation in mind:

1) **Bulk-** How many figures do you want to use and what will be their modus operandi in relationship to each other? Having 7 Skrull Agents from Infinity Challenge might frustrate your opponent's Superman for a little bit, but in the end, what will they do together besides meet a (highly likely) messy fate at the hand of their much stronger opponents? Having lots of possible targets and potential attackers can be an asset, it's got to set up for something greater than just making your opponent work more. *Team-Building Thoughts:* Any figure that costs 25 points or less, Bystanders included



2) **Damage-** While its true that many low-pointers don't do much damage (and there are exceptions to every generalization), the point of an army is to use your numbers and combined powers in order to maximize damage to your opponents. I cannot tell you the great joy of using my SWAT Specialist to do 6 clicks (1+ RCE + 3 SWAT buddies

next to him) to Ultimate Thor, finish him off, and completely destroy my opponent's bread and butter for that battle. *Team-Building Thoughts:* Figures with RCE, CCE, SHIELD Team Ability, Enhancement, Super Strength, Telekinesis, Poison, Psychic Blast, Exploit Weakness, Outwit, and/or Blades/Claws/Fangs.

3) **Giant-Killers-** It doesn't hurt to include a couple characters that can do 3 or more damage by themselves, keeping their cost relative to your army. They don't have to be bricks themselves (not ruling that out, though), but have to have some finesse. The Veteran Ultimate Captain America comes to mind for this role because he is a solid attack piece who can capably takes on figures that are substantially more expensive than him. Even if he doesn't come out on top, chances are high that he will leave his opponent with a bloody lip. As good as the good Captain is, though, though, he's on the more expensive side of this category. Experienced Havok and Experienced Ultimate Cyclops are some of my other favorites for this role. *Team-Building Thoughts:* Figure (or combined figures) whose combined cost comes to about 1/3 to 1/2 of your build total with the ability to deal 3 or more damage by themselves.

4) **Mobility-** Unless your army can get to where it needs to be, it simply won't win. Picking fliers and characters with aquatic movement can go farther than you might think. Also, making sure that your allotted number of actions are used to their fullest extent is integral to compensating for a lack of overall power. *Team-Building Thoughts:* Characters with Flight, Running Shot, Hypersonic Speed (HA!)Charge, Phasing/Teleport, Leap/Climb, Stealth, Telekinesis, Mind Control, Leadership, or

the Avengers/Brotherhood/JLA/Top Cow, Green Lantern, or Serpent Society Team Abilities.

- 5) **Team Abilities-** This can become the biggest possible deciding factor to how you put together your force or low-point people. Making sure your Team Abilities mesh well can go a long way when there are a lot of people to add to it. Think about it: Captain Boomerang's lackluster 9 Attack is not a big threat for most people, but when he can finish his running shot next to two Police or Hydra members, he is a much more useful in taking down his targets. So it is with so many more slightly below average characters that take on new life when supported by the proper army. *Team-Building Thoughts:* Characters with the SHIELD, Hydra/Police, and Suicide Squad Team Abilities are most attractive to me for this, but there are plenty of uses for other teams, if it doesn't break the build total, of course.

JESSICA DREW (LE)

(ARMOR WARS NEW-GUY-NIGHT)



COST: 65 **RANGE: 6**

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

- 6) **A Commander (optional)** - This character can function as a bigger version of most of your grunts with more powers and abilities and more responsibility when it comes to Feats and staying alive. Characters like Viper, Red Skull (stop laughing!), and Experienced Taskmaster immediately come to mind. *Team-Building Thoughts:* Characters with any of the powers/abilities listed above, but who are able to prevent, avoid, or reduce damage to themselves and

help out their cronies or support the Giant-Killer(s) at the same time. Feats can indeed make or break a Commander type of figure.

- 7) **Tools and Fodder-** When you assemble your army, you should of course take into careful consideration which Feats and Object Tokens you use. You definitely don't want to put merely any applicable Feat on a character just because they have the Power or Ability that meets the prerequisite as it could eat up valuable points on someone who could easily be fodder. I know this goes without saying many times, but you wouldn't believe how big a temptation this is for newer players. *Team-Building Thoughts:* For grunts or bulk generics: no Feats. For Giant-Killers: Keep it cheap, spending no more than 15 points if you can help it. For Commanders: the more expensive Feats are good, but don't go overboard.

With that said, let me show you some theme-related armies and explain how they can work. These examples are for unrestricted formats and are generally theme-based. I also must extend my apologies for not including DC or Indy examples as I am (and have always been) a hardcore Marvel Zombie and proud of it.

Hydra Rising- 398pts

- U Baron Strucker** 74pts
- LE Jessica Drew + Vault** 68pts
- U Red Skull + Armor Piercing** 57pts
- LE Madame Hydra + Inspiring Command** 54pts
- V Hydra Officer** 24pts
- E Hydra Technician** x2 19pts
- V Hydra Medic** x2 16pts
- R Hydra Footsoldier** x2 14pts
- V Hydra Operative** x3 13pts

For this team, you get a plodding, deliberate army of fourteen classic Hydra characters relying heavily on Mastermind and their (limited) ranged attack abilities. Splitting the Skull, Jessica, and Madame Hydra into three

smaller 3 to 4-person teams and converging on one target is the aim, hopefully with an in-Stealth Strucker and his personal guard of 1-2 figures on a rooftop freely Outwitting the key opponents who stumble into the grips of Hydra.

Skrull and Crossbones 397pts

- U Super-Skrull (Supernova) + Camouflage 158pts
- V Skrull General 43pts
- E Skrull Warrior (Supernova) x2 30pts
- R Skrull Infiltrator x2 25pts
- V Skrull Commando x2 18pts
- V Skrull Warrior (Infinity Challenge) x2 17pts
- V Skrull Agent 16pts

This is another fun invasion-themed army that focuses on tying up your opponents big hitters and then bashing them with a very mobile and very hard-to-hit Super-Skrull. If you want to add more damage to your ranged attackers, substitute the Skrull General with a Badoon Commander. After all, Skrulls can look like anyone, so why not?



Ultimate SHIELD 300pts

- U Nick Fury (Sinister) 63pts
- R Psylocke (Armor Wars) 45pts
- E Black Widow (Ultimates) 43pts
- R Hawkeye (Ultimates) 40pts
- E Sentinel Trooper x2 25pts
- V SHIELD Sniper (Clobberin' Time) 18pts
- V SHIELD Trooper (Clobberin' Time) 17pts
- V SHIELD Agent (Infinity Challenge) 14pts
- R SHIELD Agent (Infinity Challenge) 10pts

Even though I'm not a big fan of the Ultimates line of comics, the HeroClix figures are good. Some of these characters could go in either the mainstream or Ultimates universe, but it's cool to share. As a preference, I tend to like SHIELD armies the best and I believe that this straightforward group of ranged attackers could give many equal-sized teams a run for their money (and for that matter, have a record for doing that and then some!).

Take some time, try them out, and mix and match your favorite army pieces for some non-theme army teams. You'll be surprised at how fun it can be in high point games and even greater themed forces (a Kang-led invasion, anyone?). Happy hunting, have fun, and may your conquest be fruitful!



HorrorClix Starter Set

MSRP: \$14.99

Get ready for wicked fun! The HorrorClix Starter Set is the introduction to the macabre mayhem. Each HorrorClix Starter Set contains everything two people need to learn the game.

HorrorClix Booster Pack

MSRP: \$7.99

HorrorClix Boosters expand your creepy collection, and are the only places to get the incredible unique figures – including the Headless Horseman and Jack the Ripper! There are 96 HorrorClix monsters to collect in the first release.



Ticking Clocks and Beasts for Horrorclix

Here's a 300-point team that I recently played that did rather well. The basic premise of this team is to get the most out of the Ticking Clock plot twists, which I feel tend to be overlooked. We only require two of those Ticking Clocks plot twist cards, so let's look at those first:

036 Ticking Clock: Broad Daylight

Once on your turn, you can secretly look at any one-faceddown victim token, and then put it back facedown in the same space.

033 Ticking Clock: Just After Sunset

Once on your turn, you can re roll any one-attack result made for a Beast you control; you must use the re rolled result.

If you've never used them or seen them played, Ticking Clocks work a little different then normal Plot Twists. First off, they have to be played at the beginning of your turn in the Preview Phase, and any of the Ticking Clock cards other then Ticking Clock: Broad Daylight can only come into play if another Ticking Clock card is already in play. They also must be played in order, with Just After Sunset coming into play after Broad Daylight and before any of the other Ticking Clock cards (such as After Midnight). But that's fine for us, as we're going to use the ability conferred by Broad Daylight to assist us. The way it assists us is we also play a Subplot card:

027 Subplot: Bitter Hatred

Choose one victim archetype when you play this card; the choice cannot be changed. Fore every victim of this archetype slain by a monster you control, you receive 25 extra victory points.

So now we can peek at the facedown victim tokens and figure out which ones are our chosen victim archetype and waste no time in



dispatching them.

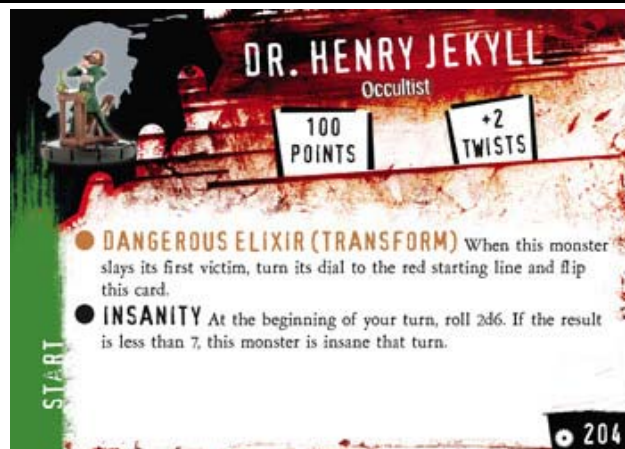
A potential issue with this strategy lies in the fact that we've already assigned 2 of our 6 slots in our plot twist Crypt to Ticking Clock cards, counting on the opposing players not using any themselves. If any other player does play a Ticking Clock card, the one that we played is now removed from the game, and you may only have one of any given plot twist card in your Crypt, so no back up Ticking Clocks can be added to your Crypt as insurance. So while the army isn't entirely dependant on the bonuses conferred by the Ticking Clock cards, the re roll bonus is a huge boon to have on one's side and the loss of that can cost you.

What Monsters To Select

For your monsters, all your selections should have the Beast subtype as they're the ones who get the most out of the bonuses conferred by the Ticking Clock: Just After Sunset card. In the base Horrorclix set, all the figures with Beast subtype are:

Beast subtype

001	Dog Soldier	rookie
002	Dog Soldier	experienced
003	Dog Soldier	veteran
058	Deep One	rookie
059	Deep One	experienced
060	Deep One	veteran
070	Tickler	rookie
071	Tickler	experienced
072	Tickler	veteran
076	Terror Demon	rookie
077	Terror Demon	experienced
078	Terror Demon	veteran
085	Widow Octavia	unique
089	Avatar of Cthulu	unique
092	Blood Demon	unique
093	Dire Werewolf	unique
097	Bane Wolf	experienced
201	The Widow	unique
203	R'yleh Guardian	unique
204	Dr. Henry Jeckyl	unique



Avatar of Cthulu and the Dire Werewolf. Either of these guys are a better choice than the previously mentioned monsters, but the Dire Werewolf is our winner being 10 points cheaper than the Avatar and granting that extra plot twist we're looking for. He also grants anyone in his Cabal who's adjacent a +1 to hit, which can be helpful. So we'll build our army around him.

(Oh, and just a side note, the Velociraptors in The Lab have the Beast subtype too...)

Since we're taking up three of our six slots in our Crypt with two Ticking Clock plot twist cards and one Subplot card, it's important to get an extra plot twist from one of your monsters if possible. The only figures in the base Horrorclix set that grant additional plot twists are the uniques and LE's (and they're often the Cabal leaders granting bonuses to boot) so let's take a look at them first.

As far as the LE's go, Dr. Henry Jeckyl doesn't seem too bad at first glance, as he gets the Beast subtype after he Transforms and he offers +2 plot twist cards, but he's just a bit too unreliable with his Insanity. The Widow and the R'yleh Guardian are out of the running, at 120 points with no Cabal and no additional plot twists, they're just too expensive to use on this team. Widow Octavia and the Blood Demon are only slightly ahead of them, weighing in at around the same point cost (120 for the Blood Demon and 110 for Widow Octavia), likewise lacking a Cabal, but each does grant you a single additional plot twist. That leaves us with the

Out of the possible Beast subtype non-uniques, the Dog Soldiers strike me as some of the best pieces for the price (having range is a nice addition), and the Terror Demons are pretty deadly (especially with Slash and Murder). When I constructed my army, the reality of not having lots of figures set in, so I used:

100	Dire Werewolf	
25	Dog Soldier	rookie
30	Dog Soldier	experienced
45	Dog Soldier	veteran
50	Terror Demon	experienced
35	Bane Wolf	experienced
15	Constrictor	rookie

You can probably construct a tougher team depending on what you have access to.

Which Plot Twists And Victims To Select

For Victim Tokens, select all the same token, which will be the target of the Subplot: Bitter Hatred. My suggestion is select one of the victim archetypes that were in the base set (Jocks, Prom Queens, Cheerleaders, or Pizza Guys), so there's a good chance your opponent

might add a few into the pool as well. You probably can't kill all of your victim archetype, but the more potential extra victory points the better.

Once you've determined your bitterly hated victim archetype, select your Plot Twist cards to have the most effect on them or grant you a re roll. For example, if the victim you've decided to bitterly hate is male, pick cards that effect the movement of male victims, like Cry For Help, or even better Trip! (as it can be used on a male victim or it can be used to re roll one attack roll). Since I have 6 Jock victim tokens, I'll choose them for my Bitter Hatred, and choose my other 4 plot twist cards as:

- 001 Trip! (male victim can't move or re roll)
- 003 Cold Spot (victim movement ends at specific space or re roll)
- 005 Cell phone (opponent selects another victim)
- M1A Tangled Webs (4-6 roll victim can't move)

Obviously, your choices will be dependant on who you select for your bitter hatred and which Plot Twist cards you own. Just remember, the idea here is more concerned with killing victims and then your opponent's monsters.



The Whole Shebang And How It Works

Monsters (300 points)

100	Dire Werewolf	
25	Dog Soldier	rookie
30	Dog Soldier	experienced
45	Dog Soldier	veteran
50	Terror Demon	experienced
35	Bane Wolf	experienced
15	Constrictor	rookie

Plot Twists (7)

036	Ticking Clock: Broad Daylight
033	Ticking Clock: Just After Sunset
027	Subplot: Bitter Hatred
001	Trip!
003	Cold Spot
005	Cell phone
M1A	Tangled Webs

Victims (6)

6 Jocks

By now, you've probably figured out how this team works. You play your Bitter Hatred subplot when you set your army up, then Ticking Clock: Broad Daylight on your first round and start sneaking peeks at the face down victim tokens, figuring out which ones are your bitterly hated victim, and then send your Dog Soldiers to slay those victims for the extra 25 victory points and to Transform. The Dog Soldiers then gun down enemy monsters that get too close and your Terror Demon closes in on hurt enemy monsters so he can transform himself (after a victim snack to Bloody himself that is). Once all of your bitterly hated victims are off the map, play Ticking Clock: Just After Sunset and go to town on your opponent's monsters with a free re roll once a turn.

Alternative Army Builds

I played a predominantly Werewolf subtype army (hence the article name and it's oft confused lyrical alternative) as I have a good number of those figures, but you certainly don't

have to. I still maintain that having the Wolfbrothers Cabal ability on your side is a huge boon, especially if it saves you from wasting a re roll, but things like the R'yleh Cabal ability to heal up figures can be nice too.

As for the other Ticking Clocks, you can try doing a mixed team subtype team -- the next Ticking Card after Just After Sunset (034

Ticking Clock: Stroke Of Midnight) allows for re rolls on attacks made by Occultists, Slashers, or Spirits – however, I think you're better off using the two Ticking Clocks and opening up more space for other Plot Twists.

The other thing to keep in mind is that we'll probably see some new Beast subtype figures when The Lab is released, such as the aforementioned Velociraptors.



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





PIRATE 101

BY: BRIAN THORPE JR

In my first article I will touch on the basics of playing the pirates game. In general when playing there are 2 main strategies in building a fleet. Treasure running and Combat. I will explain the differences, and show 3 sample fleets one for each primary strategy and one hybrid.

At first glance, the pirates game appears to be all about blowing your opponent's fleet out of the water. This is a deceptive appearance. The game rules state that the game is won in one of two means. Firstly, if you return more than half of the gold to your home island you win. Secondly when one player's entire fleet is sunk or derelict, the player with the most gold on their home island wins. This means that gold is far more important to winning than destroying your opponent. That doesn't mean that destroying your opponent is ineffective, quite to the contrary, destroying your opponent's fleet means he'll have less capability to gather all that precious gold....

Treasure-running fleet

Ships:

10 Le Triton (3, 5, S+L, 3, 3, 4) (Schooner, Can't be pinned)

6 Le Bon Marin (1, 4, S+L, 4)(Can explore an unexplored island as a free action)

5 L'Intrepid (2, 4, S+L, 3, 3)(English Ships get +1 on cannon rolls against this ship)

8 L'Artesian (1, 4, S+S+S, 4)(randomly trade treasure with ships within S of this ship)

Crew:

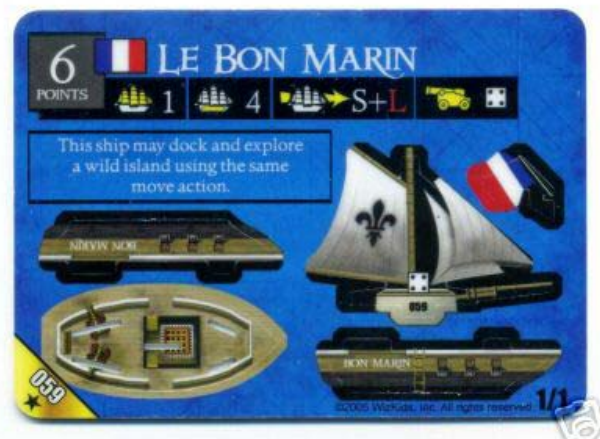
3 Nicole Thomas Baudin
3 Khalid Youssef
2 French Helmsman

Events:

2 Hidden Cove
1 Raft

At first glance its quite obvious that this is not a combat fleet. With an average cannon roll higher than 4, and an average number of masts less than 2, that leaves little firepower and even less staying power. What this fleet DOES have is speed to get you to the wild islands fast and to haul as much gold as possible.

Nicole Tomas Baudin, and probably Khalid Youssef should be placed on Le Triton. I would put the helmsman on Le Bon Marin. Le Triton is your biggest ship and is your bait. If you are playing against a combat fleet you can't completely ignore the opponent. given any opportunity they will wreck your small treasure nabbing ships. To be truthful, a good combat fleet will destroy Le Triton, but it won't be entirely easy. as a schooner, and with the ability to not be pinned you can dance around your opponent's fleet and hopefully keep them off your little ships. This will most likely be achieved by pinning an opponent's ship thats on the hunt. Don't be afraid to sacrifice Le Triton, especially if it means getting gold home. This isn't heroclix, you don't lose points for losing ships! Its also your strongest ship so dont be afraid to take a shot or two if the opportunity arises.



On your first turn Use Hidden Cove to Move Le Triton to the nearest unexplored island. This gets your bait right out there. Use Nicole Tomas Baudin to mark the island as explored. Move on towards the direction with the larger concentration of wild islands and get them marked as well for your other ships. Send Le Bon Marin in the other direction. With the helmsman it is your fastest ship and with its built in explorer it doesn't need Nicole's help.

If it looks like your opponent is gonna run your ships down, send the most heavily laden one at him, preferably pinning a ship. When your opponent sinks your ship, play your raft and get all that shiny gold dumped right on your home island. Not only does it cover your retreat, but it gets it home even quicker!



Other points:

Try to keep L'Intrepide away from your opponent's English ships, no sense helping them out. If you've gotten a lousy draw on the gold, use Khalid and L'Artesien's abilities to trade the bad for the good, just be prepared to use the raft on L'Artesien if its gonna get that close to your opponent.

Suggested Unique Treasures:

Relics: This can totally save you from one ship's full turn of combat. And its not like you have to worry about it ruining your combat attempts.

Cross of Coronado: Similiar to relics. this saves you from one mast loss, great against ramming.

Explosives: If your opponent is playing big boats, this wont be of any use to him, but could be very useful to you.

Wet Gunpowder: slows those combat fleets right down.

Missionary: you wont rely on crew as much as your opponent will. without crew you can sail circles around him.

Combat Fleet

Ships:

17 HMS Titan (5, 5, L, 2, 2, 2, 2) (roll d6, on 5 or 6 take an extra action)

9 HMS Bolingbroke (3, 3, S+S, 2, 2, 2) (other ships do not block line of fire)

5 HMS Cumberland (2, 4, L, 2, 2) (Pirate Ships get +1 on cannon rolls against this ship)

Crew:

3 Sir Cristopher Myngs

3 Captain

2 Helmsman

3 Captain

0 Administrator Scott Bratley

Events:

2 Favor of the Gods

1 Divers

Fairly obvious strategy here. Myngs and the titan is probably THE classic pirates combo. Pirates rules say that the same ability on one ship (regardless of whether its from crew or the ship itself) do not stack. However there is a subtle difference between their abilities. The titan gives you an extra action, where Myngs gives you the same action twice. If you happen to roll them both on the same turn you will be able to move, then shoot (from the captain), move a second time and shoot, move a third time and shoot. thats 15 shots in one turn! itll also allow you to get across the board to fire at an enemy if need be. Of course this does require a bit of luck, but its wondrous when it happens!

You should place one captain on the Bolingbroke, and the rest of the crew on the Titan. The Titan only moves L, and it really needs the extra S provided by the helmsman.

Bratley adds 5 points (Captain and helmsman) to your fleet. Because of the high concentration of crew on the Titan i would avoid exploring islands with it. I would save that, mostly for the bumberland and to a lesser extent the bolingbroke. feel free to shift good unique treasures to the Titan however.

One of the big weaknesses of a fleet like this is the event "Mermaids" which will make a ship lose as many turns as it has crew. This is why the fleet packs a "Favor of the Gods" which will remove any events if played. You should also keep in mind that mermaids can not be used against a ship docked at an island, so if in your sailing you can dock at an island, do so, even if you don't plan to explore. Your other event is divers, and this works similiarly to the "Raft" event used in the treasure running fleet. go right for your opponents gold bearing ships and once you sink it, play divers and all that gold is yours!

One last point of caution. You can be kicking your opponent's tail but still lose by destroying his fleet and not having as much gold. If it looks like this might happen, pin a small ship with a really high cannon roll (4+) while you pick up as much gold as you can. The ship can just fire at you, hopefully to little effect while you gather up the gold. Remember its not required that you get the 16 gold needed to win, just that you have more than your opponent when the game ends. Also that when sunk a ship splits its gold evenly between the 2 players, with the remainder going to ship that did the sinking.



Suggested Unique Treasures:

Fireworks: +2 to your shooting will mean you will hit when you really need to.

Bad maps: can bring your enemy closer.

Wolves: can really nail treasure fleets

Rotting Hulls: again, anti-treasure

Rats: slows a treasure running fleet down

Knights of Malta Banner: earn gold for blowing up your opponent.

Hybrid Fleet

Ships:

15 Golden Medusa (4, 4, S+L, 3, 2, 2, 3) (this ship's crew cannot be eliminated unless she sinks)

12 Neptune's Hoard (4, 5, S+L, 3, 3, 3, 3) (when exploring a wild island, may trade one gold with another wild island)

6 Bloody Jewel (2, 5, S+L, 3, 3) (American Ships get +1 against this ship)

3 Banshee's Cry (1, 4, L+L, 5)(can not shoot when carrying treasure)

Crew:

3 Lady Baptiste

0 The Hag of Tortuga

3 Captain

2 Helmsman

1 Explorer

Events:

none

This fleet is built to do combat and nab gold. The Banshee's Cry is (at least in my opinion) the best ship in the game, and certainly the best treasure running ship. for a measly 3 points it moves a staggering L+L, and has room for 4 cargo, the exact amount of coins on a wild island. The golden Medusa and Neptunes hoard are very solid Hybrid ships, reasonably good at both combat and gold gathering, The Bloody Jewel is a mediocre combat ship but a solid treasure runner. You should be attacking/exploring farther away islands with the 2 big ships and hitting the closer islands with the 2 small ships. You should put the explorer on the Banshee's cry and the rest of the

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crew on the Golden Medusa. If you are afraid of giving up the possible gold from the Hag, you can put her on the Bloody Jewel, and keep her closer to your home island, but with the Medusa's ship ability she has some solid protection.

Use the Golden Medusa primarily for combat. You don't want to stumble into a plague or missionaries and lose your crew. don't forget the Lady's reroll ability and the fact that she's linked to her ship, and doesn't take up a cargo space. Shoot your "2" guns before your "3"s when firing, and use your reroll at the first opportunity.

This fleet has a LOT of speed, and strength to match. use that to your benefit. get to the islands

first, if your opponent has a big haul, cut them off on the run back to their home island.

Suggested Unique Treasures:

Neptune's Figurehead: resurrect a ship

Trees: full ship repair

Weapons: extremely helpful in taking over a combat fleet, only really useful on Medusa

Cross of Coronado: protection for the Banshee's Cry

Grease Barrels: more movement is a good thing

(one final note: Pirates of the Mysterious Islands has recently been released, however since it is new I wrote this article without including anything from the set. Future articles will cover this intriguing new set)



Title: **Marvel HeroClix: 2099**

Stock Number: PP621

MSRP: \$30.00

Expected Release: November 2006

It's the end of the 21st century and the Marvel Universe has a whole new cast of heroes and villains! Some continue the legacy of the heroes of old while others represent a new generation. And one is an evil long-thought defeated who appeared from the whispers of the past. The age of heroes has long ended. It's now...2099!



Contents:

- 7 Prepainted HeroClix Miniatures • 1 Feat card



A rip in the fabric of the Multiverse has occurred. A mega team of superheroes is brought through the rip only to be mistaken for criminals in the new universe. They are hunted by that universe's mega team of super powered heroes. Who's cuisine will reign supreme? Sorry for the erroneous reference. Of course, after the rumble, they both shake hands and help each other out. But for that brief period of time, we'd all like ring side seats to this smackdown.

This scenario has happened many times in the past and present (Author's Note: see Ultimate Power for an Ultimate Universe/Supreme Power crossover). Anyway, whenever a battle royal is discussed in comics there is only one matchup that matters: Marvel's **Avengers** vs. DC's **Justice League Of America**.

I put together two mega teams for a battle royal. Both are 1200 point teams with 12 figures on each team. That's right, the average cost of each figure is 100 points. Both teams just use figures from their respective TAs. And, both use the classic archetypes for these teams. There are a lot of low pointed figures for classic teammates that allows for several high pointed figures. There are twelve pairings that can mostly be matched up pretty evenly. Grab a friend and have fun!

If you like, add 100 points to the build total so that you may each add feats to your figures. I'll let you decide what is appropriate for your team. Can't be doing all the thinking for this scenario.

The Avengers

Figure	Set	Level	Points
Thor	SV	V	235
Vision	SV	V	137
Iron Man	AW	V	172
Warbird	CM	U	129
Quasar	IC	U	122
Captain America	AW	E	90
Quicksilver	AW	E	62
Scarlet Witch	IC	V	40
Wasp	IC	U	44
Hawkeye	FF	V	84
Ant-man	SV	R	48
Black Panther	IC	R	36
TOTAL:			1199

Justice League Of America

Figure	Set	Level	Points
Superman	IO	E	222
Martian Manhunter	CJ	U	177
Orion	CD	U	168
Wonder Woman	CJ	V	126
Green Lantern	UN	E	125
Batman	LG	E	94
Flash	HT	E	68
Elongated Man	CD	E	58
Hawkgirl	IO	E	31
Green Arrow	CJ	E	42
The Atom	CJ	LE	50
Aquaman	HT	V	36
TOTAL:			1197

Here is how the teams matchup:

Thor (Supernova) V Vs. Superman (Icons) E

As you will see, most of these pieces match up pretty well against each other. These two bruisers are no exception. The only thing I am concerned about is that Thor has Impervious with only a 16 DEF starting value. Superman has Impervious with an 18 DEF. I also wish that Thor had a 10 Range (If

I didn't stay within the TA, I would be using Ultimate Thor here).

EDGE: Superman

Vision (Supernova) V Vs. Martian Manhunter (Cosmic Justice) U

There is a huge 40 difference in points between these two figures. I had to make up for these points in another pairing. Be that as it may, this is still a pretty good matchup. Vision starts out with a 17

DEF with Invulnerable whereas Manhunter starts out with a 16 DEF but with Impervious. What I like about Manhunter is the two clicks of Stealth up front. What I like about Vision is the click of Regen at the end of the dial. Both have Perplex. Manhunter does a little more damage. I still think that Manhunter is overpriced.

EDGE: Martian Manhunter

**Iron Man (Armor Wars) V
Vs. Orion (Collateral Damage) U**

Iron Man starts out as a better bruiser than Orion. What is tricky is how to rate the high attack values at the end of Orion's dial when he can do 3 and 4 damage with a 11 and 12 attack value respectively. Iron Man's first click of Outwit I think is more useful than Orion's first click of ES/D. Despite Orion's late dial...

EDGE: Iron Man

**Warbird (Critical Mass) U
Vs. Wonder Woman (Cosmic Justice) V**

Wonder Woman has better starting DEF with Impervious. Warbird has only Invulnerable. Both are Super Strength bruisers. But I prefer the Range, Running Shot and RCE on Warbird vs. the no range with Charge and CCE on Wonder Woman.

EDGE: Warbird

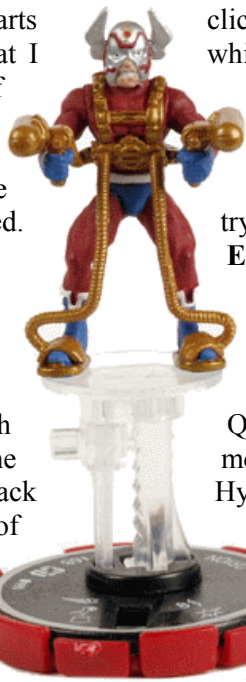
**Quasar (Infinity Challenge) U
Vs. Green Lantern (Unleashed) E**

This is really a no brainer. Quasar's lack of Running Shot alone pushes it toward GL despite the higher ATK values. I also like GL's Willpower.

EDGE: Green Lantern

**Captain America (Armor Wars) E
Vs. Batman (Legacy) E**

This one is too close to call. Batman has higher ATK values with Willpower, Stealth AND Probability Control (although the Stealth and PC is lost after 1



click) . But, Cap has Impervious and Charge which gives him more mobility and a higher probability of staying on his first click. Batman needs a Protected feat card to try to keep him on that first click. If I were playing the Avenger team, the first thing I'd try to do is get a beatdown on Batman.

EDGE: TIE

**Quicksilver (Armor Wars) E
Vs. Flash (Hypertime) E**

Quicksilver has a higher SPD value and 1 more DMG than Flash. Flash keeps Hypersonic Speed a little longer, but Quicksilver makes it up with two clicks of Charge. Quicksilver has four (4) clicks of Super Senses before switching over to ES/D. Whereas, Flash has two (2) clicks of Super Senses before switching over to ES/D.

Note that Flash's ES/D comes with higher DEF values. I think the starting 13 SPD for Quicksilver will keep him out of trouble.

EDGE: Quicksilver

**Scarlet Witch (Inf. Challenge) V
Vs. Elongated Man (Coll. Damage) E**

I was forced to use this version of Scarlet Witch since it was the highest one that has the Avengers TA. I was going to pair her up with her natural counterpart Zatanna, but Zatanna had no Probability Control. So, I decided to use the Elongated Man E in Zatanna's place. He does have up front PC. There is really no comparison.

EDGE: Elongated Man

**Wasp (Inf. Challenge) U
Vs. Hawkgirl (Icons) E**

Despite Hawkgirl's higher ATK value and Charge, Wasp's very high DEF value just cannot be ignored. And, Wasp has a short range attack. I see both as carrier/tie up figures.

EDGE: Wasp

**Hawkeye (Fan. Forces) V
Vs. Green Arrow (Cosmic Justice) E**

This is where I made up for the disparity of points between Vision and Martian Manhunter. Hawkeye has Running Shot, ES/D and RCE and he's a transporter. I just wish that the Veteran Green Arrow had the Justice League TA. Green Arrow has been a favorite of mine on many teams, but he cannot

ORION (UNIQUE)
(COLLATERAL DAMAGE)

	COST: 168		RANGE: 8½								
	1	2	3	4	5	6	7	8	9	10	11
SPD.	10	8	8	8	7	6	5	5	5	5	KO
ATT.	10	11	10	9	8	8	9	10	11	12	KO
DEF.	17	17	17	16	15	14	14	14	14	15	KO
DAM.	4	4	3	3	2	2	2	2	3	4	KO

compare to Hawkeye on this team. Maybe Green Arrow will get an upgrade in the new Origin set.

EDGE: Hawkeye



Ant-Man (Supernova) R
Vs. The Atom (Cosmic Justice) LE

Both have very high DEF values but The Atom's 20 DEF is phenomenal. Atom also has Stealth and

Perplex. Ant-Man has Outwit, a short range attack and Charge.

EDGE: The Atom

Black Panther (Inf. Challenge) E
Vs. Aquaman (Hypertime) V

In order to keep the point totals relatively close, I chose to upgrade Black Panther to the Experienced figure that does not have the Avengers TA. Despite Aquaman's Super Strength and higher ATK values, Black Panther's combo of Stealth, Outwit and B/C/F is just too much to ignore.

EDGE: Black Panther

I would have to give a slight edge to the Justice League due to the strength of the top 2 figures on the team. Being an Avenger's fan, I am slightly sad at this prospect. The Justice League is the team by which all others are measured. If I didn't limit myself to their respective TAs, I may have been able to build a better Marvel team by substituting in some of the Ultimates. I would have replaced Thor, Captain America and Scarlet Witch with their Ultimates counterparts.

Anyway, you can now Say It...Go ahead, I know you want to...Just Say IT...

LET'S GET READY TO RUMBLE!!!!

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





Good To Be Bad

by Jon "Lofcutus" Loftus

Playing the Bad Guys of the DCU "In Character"

As we take a turn at the Baddies of the DCU this month, let's also take a look at why these characters can be so fun to play: playing them "in character". It's not just the great Powers and very useful Team Abilities that can make these nasties fun to play. It's the insane nature of some of these characters that can sometime stretch the miniature game into a slight bit of role-playing as you make these villains do their thing on the battlefield. Here's just four of the Batman Enemies and Society Villains that I think are really fun to play, bad!

U Dr. Psycho Range: **10** ///
Team: **Calculator** Points: **100**

6	5	5	4	4	3	KO	KO	KO	KO
9	8	8	8	7	7	KO	KO	KO	KO
15	15	1	14	13	13	KO	KO	KO	KO
1	1	1	0	0	0	KO	KO	KO	KO

Dr. Psycho. This diminutive devil has been a long time thorn in Wonder Woman's side. Dr. Psycho is a misogynistic, perverse, demented control freak that possesses strong mental powers. What's not to love about a super villain that just plain enjoys being bad! He's is the "impure thought" personified.



Playing the Dr. Psycho in character could include targeting your female opponents with Mind Control or Incapacitate. Mind Controlling one female opposing character to attack another female opposing character is particularly indicative of Dr. Psycho. Also, playing several Con-artists in an Unrestricted game and using them as

Mastermind reservoirs is right in line with how this guy works. For more details than can be discussed politely on his twisted MO see Manhunter #21, Birds of Prey #93 and Outsiders #20.

General fun of this character comes from the triple Attack with both Mind Control and Incapacitate to choose from. The Team Ability lets him be flexible with just about any team. A good pairing is either the Superman Enemy or Batman Enemy, both can give him an advantage in attacking. The Outwit that Anti-Superman could provide makes Incapacitate against Willpower characters useful and allows Mind Control to slip past Battle Fury when the opportunity presents itself. The obvious advantage in the Batman Enemy is overcoming his low Attack Values. A Syndicate themed team with Felix Faust, Talia, Luthor and Black Adam give Dr. Psycho a great deal of flexibility (both offensively and defensively with the ability to borrow Faust's Mystics Team Ability.)

E The Joker Range: **6** //
Team: **Injustice League** Points: **85**
AE Base: **Lg Batman R** (Blue)

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

Joker. The Joker has a great history of mayhem and carnage as well as just plain stereotypical super villain hoak. The Legacy Joker is commonly left out of Constructed play because of the unpredictable dial, but that's why I love it so much. To me, it just captures Joker in a great way. My Joker of choice: Experienced. That way you have the option of adding the Society FEAT at no cost and further making the Joker "in Character".

When on the map, Joker should do everything in his power to cause as much damage to Batman and his “Brats”, even if this means causing damage to his own teammates or himself. If he has to push in order to hit Bats then he will.

Poor Harley or the stooges next to Robin and Spioler, too bad, ‘cause here comes the Energy Explosion! Another way to play him in character is to remember that he takes out his aggressions, and gets his kicks, by terrorizing regular folks as much as possible. If there are any Bystanders or regular folk generics (Cops, Paramedics, Con-Artist...) on the Map, he should take those out as the opportunities present themselves. Last thing to consider if you want to “be the Joker” is when that single click of Mastermind comes around USE IT! He’d much rather Harley and his whole gang get pinched than him break a nail.

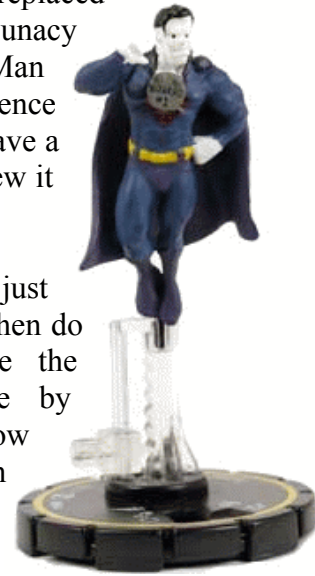
In general this figure is a nice utility piece throughout the game. You can get rid of the low point Healers with his front-loaded Poison, and the camping him in some hindering terrain is a great way to safeguard against that deathly low 13 Defense. Clix 3 and 4 are pretty self explanatory; use the ranged, defensive and strategic powers accordingly; again I’ll stress the importance of utilizing the Mastermind on Click 5. The last click, try to keep him safe as a clean up piece, charging in to finish off characters with his Outwit and 4 Damage.

V Bizarro Range: **8 /**
 Team: **Superman Enemy** Points: **222**
 AE Base: **Icons Superman R** (Blue)

	10	10	8	8	8	10	8	8	7	7	KO
	10	10	9	9	8	8	8	7	7	7	KO
	17	16	15	15	14	17	16	15	15	13	KO
	5	5	4	4	3	3	3	3	2	2	KO

Bizarro. Bizarro is a fun one to play in that he’s trying to be “heroic” but just gets everything terrifyingly wrong because he’s created to think backwards. One of things about Bizarro these days, that distinguishes Bizarro of today and the Bizarro of old, is that the happy naivety of the

“backwards” Superman is gone, replaced with a Emperor Joker-created lunacy and complete homicidal counter-Man of Steel. How does this difference play out? Where Superman will save a cat from a tree, Bizarro would chew it up and spit the remains into space.



To play this piece in character, just think what would Superman do, then do the requisite action to achieve the opposite effect. “Save” people by smashing them with a truck. Show heroes how much you “love” them by charging in full bore and smacking them to next week! Pretty Easy, but can be some real fun.

The problem this piece presents is cost to performance. It starts great, but the Attack and Defense drop gradually all the way down the dial. So, it’s a hard sell on using this as the centerpiece of a 300 point team. But if you’re gutsy enough go ahead and try it.

E The Brain Range: **8 /**
 Team: **No Affiliation** Points: **70**

	4	3	2	2	2	1	KO	KO	KO
	9	9	8	8	7	7	KO	KO	KO
	15	15	14	14	13	13	KO	KO	KO
	2	2	2	2	1	1	KO	KO	KO

Brain. The leader of the Brotherhood of Evil is a funny little piece. To be perfectly honest, it took me quite a while to try playing the piece myself. Brain is your typical evil mad scientist whose brain is in a jar. Pretty simple stuff there: he surrounds him self with henchmen to take the hits aimed at him, and the ever present Monsieur Mallah, whom he will both protect and use as a Mastermind sponge.



These days Brain really wants a body and will do whatever is necessary to stop those who would thwart this endeavor.

Those of you that have been reading both the Outsiders and Teen Titans recently know why, I will pause for the inevitable “ewwww”.

....

Now that that’s over, Brain is a planner and tactician. Keeping him to the rear is pretty obvious. When he engages in fights he used the holding tank as a weapon, shooting beams from firing points on the device, penetrating super human defenses with the Psychic Blast.

Playing in character is also pretty easy because his teams tend to get run over pretty fast when it comes to the fighting that takes place on the HeroClix maps, so he gets his non-existent rear handed to him by the likes of Nightwing or Robin pretty quick. But in the time between

battles he would focus on the major threats to his goals: team leaders. Utilize Outwit and Perplex to help his team mates, particularly Mallah, make their attacks and increase their Damage.

In general terms, Brain is a nice piece for Outwit and Perplex that has that insulation factor of Master Mind. But at 70 points plus Master Mind fodder just to keep the piece alive, it will be a challenge to make a competitive team centered around The Brain that has other elements of potent gameplay as well.

Playing HeroClix in character with their comic roots is definitely not a requirement of the game, but it can be a fun deviation from the regular line up and bash that many games turn into.

LE’S CORNER by The Le (Tay Lee)

A number of comic characters have made it to the small screen over the years, but many were victims of "for the good of television" changes.

Bill Bixby did a fine job as the Incredible Hulk's human counterpart, David Banner. Reportedly, producers thought the original comic book name "Bruce Banner" was too feminine.

When the Hulk revived years later in a series of made-for-tv movies, "The Incredible Hulk Returns" had a special guest - **The Mighty Thor!** Well there was also Donald Blake, a *separate* character, who found Thor's Hammer in a cave and can summon Thor at will. Still, I can’t complain too much about that movie – it was fun watching the Thor get drunk in a bar.



The later movie, “The Trial of the Incredible Hulk" brought in Matt Murdock as Daredevil, The Man Without Fear! Unfortunately his costume was all-ninja-black. The reason? Executives felt that "red" clothing would not look very good on screen.

And don't get me started on the Nick Fury television movie. I only have two words for you -- *David Hasselhoff*.

'Nuff Said!

BEST OF THE BAD

BY: STEVEN "SUCREBO" BROOKS



Evaluating DC's Villain Teams

DC HeroClix offers fans the opportunity to play some of the most feared villains in the DC universe. Often times these wretched rogues band together for a common cause, be it to destroy Batman, destroy Superman, or destroy the world. A general rule of thumb for super-villain groups seems to be that some type of destruction must be involved. In order to get an overall view of the effectiveness of how these teams are represented in HeroClix, we will analyze the rosters and the power of: Batman Enemies, Superman Enemies, the Injustice League, and Calculator. Crime Syndicate is part of an alternate Earth, and at the time of this writing only has six members, so it will not be included. Suicide Squad, while generally filled by villains, had noble intentions but often-involuntary membership, and will therefore also be ignored for this discussion.

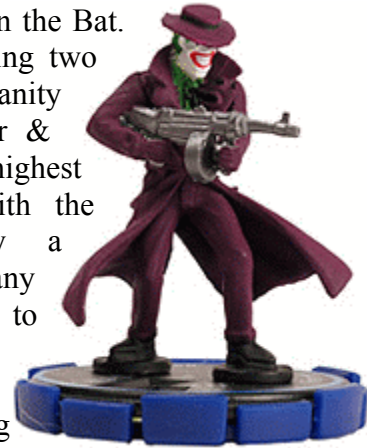
The criteria for evaluation will be broken down into several categories. The first will be simply roster size and the number of carriers. Second will be point value statistics like minimum, maximum, and average. After that will follow the number of characters with a certain category of powers. Mobility will detail the figures with Hypersonic Speed, Running Shot, or Charge. Combat Mastery will include those with Blades/Claws/Fangs, Psychic Blast, Pulse Wave, Exploit Weakness, Close Combat Expert and Ranged Combat Expert. Baddies with Outwit, Perplex, Enhancement, Probability Control, and Support will make up the Support group. Finally, those with Incapacitate, Telekinesis, Barrier, and Leadership will form the Utility category.



First up is the group largely made up of non-super-powered but quite psychotic foes, **Batman Enemies**.

There are seventy-nine HeroClix whose primary

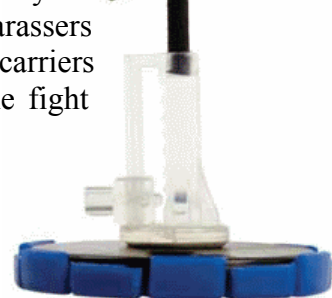
purpose in life is to take down the Bat. With Perplex and Outwit being two possible representations of insanity it's not surprising that Joker & company have the highest percentage of characters with the support powers, and by a significant margin. Many Batman Enemies will be able to help your team in at least some small way, with over forty percent of them having utility powers. With the lowest average cost of all the groups, it should be easy to fit an enemy of the Bat on any team. All that support and utility will be important, because with such paltry mobility, these guys are going to have a hard time being the first ones to the battle.



Superman Enemies are less about strategy and more about getting in your face. Ignoring the fact that all but the very cheapest Superman Enemy can gain Outwit through their team ability, less than one quarter of them have any type of support powers, and even fewer have utility powers. These high-point harassers shine with a large percentage of carriers and mobility powers to bring the fight to you quickly.



The smallest group is the most consistent across the board. With a slight deficiency in mobility and flyers, the **Injustice League** can fill virtually any role that is needed. There isn't much more to say about a super-villain group with only fourteen members.





Finally, **Calculator** comes to the battlefield with one objective: blow you the **** off of it. With a whopping seventy-two percent of these guys having powers that either do extra damage or ignoring damage reducers and over half with a mobility power, this wildcard team hits fast and hits hard. They don't offer much support, but they certainly have enough utility players to round out your team.

There you have it, the four major villain groups in DC HeroClix, each with their strengths and their weaknesses. Whether you want a team build around strategy, swarming, or just getting in your opponents face and smashing them, there is a DC villain team for you. When they band together for a common cause, they can compliment each other's strengths, and they can truly challenge to the best that the DC heroes have to offer.



	#	Min	Max	Avg	Car.	%	Mob.	%	Com.	%	Sup.	%	Uti.	%
Batman Enemies	79	20	136	57	2	2.5%	9	11.4%	36	45.6%	41	51.9%	34	43.0%
Superman Enemies	29	18	251	116	13	44.8%	12	41.4%	11	37.9%	7	24.1%	4	13.8%
Injustice League	14	34	176	87	4	28.6%	4	28.6%	6	42.9%	5	35.7%	6	42.9%
Calculator	25	44	152	84	6	24.0%	13	52.0%	18	72.0%	7	28.0%	11	44.0%

Fire Effect Markers

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Universal Fighting System

by pokemonandrew

An Introduction to the Universal Fighting System

Greetings fellow heroclix players! As part of the expansion of Critical Hit magazine, I will be writing articles for the primary Collectible Card Game I play, the Universal Fighting System (UFS) by Sabertooth games. This CCG's licenses are fighting games. Currently UFS houses Street Fighter (whole thing), Soul Calibur III, King of Fighters 2006/Maximum Impact 2, and Samurai Showdown V. In a single release, there was also a Penny Arcade 2 player "battle box" that is fully compatible with the rest of the game. It is likely for the average reader that UFS will be very different from any CCG seen thus far in the mainstream.

The game itself is fairly new, being released in April 2006. There are many powerful cards and effects, and there is much debate over what is broken. However, the metagame for UFS is very big and diverse, with an astonishing amount of deck types being able to win in a competitive

environment. The community forums isn't very populated, but it is a definitely a good resource and has important announcements and useful topics. Also, the staff at Sabertooth games is extremely helpful, and responds to many topics, as well as availability by phone and are overall very much in touch with the community.

Of course since you probably want to know what this CCG is about, it would be nice to know the rules of course. In this article, there will be simply a basic overview for length. However, a link will be provided to the full rules on Sabertooth games's website.

In UFS, there are 5 types of cards. Character cards, which represent the characters from the games, attacks, which are the attacks you use to fight, assets, cards that stay in the game which represent items that characters have (such as Soul Calibur character's weapons, Vega's claw etc.), actions, which are "one shot off cards" (such as instant's in Magic, spell/magic cards in Yugioh, and trainers in Pokemon), and foundations, which are a cross between assets and Magic's mana.

The object of UFS is to reduce the vitality on an opponent's character card down to 0 or the much less likely removing of an opponent's deck from the game. This is done by doing damage to the opponent. At the beginning of the game, both players take out the character card they are using and set it in the staging area where all cards permanently under your control are kept.

During a player's turn, they play cards into their card pool. To play a card, put it into the card pool, and put the top card of your deck into your discard pile. Compare the number in the top left corner of the played card



(difficulty) to the number in the bottom right of the discarded card (control check). If the control check is greater or equal then the difficulty, then the card is successfully played, while if it was not, then your turn ends.

After an attack is played, next comes the enhance step. During the enhance step, you and your opponent take turns using enhance abilities printed on cards to modify the attack's stats or cause other effects. Afterwards the block step occurs. Any card may be used as a block that has a block symbol in the upper right of the

card. If the control check to play the block is successful (with difficulty on the block part of the card plus the speed of the attack printed on the attack, not the card's normal difficulty), then the attack is fully or partially blocked (depending on the zones of the attack or card). Partially blocked attacks do half the damage of the attack.

Those are the very core basics of the game. Of course there is much more to learn, I can't simply fit the rules in an online magazine article. I hope this article has at least interested you for 2 minutes and perhaps motivated you to learn more about this great new game.

Useful links:

- <http://www.sabertoothgames.com/ufs/default.asp> - Sabertooth games official UFS site. Has some card pictures, rules, articles, and more.
- <http://www.sabertoothgames.com/forum/default.asp?C=10> - Official forum for UFS
- <http://cbdojo.navistudios.net/> - The cardboard dojo, a UFS resource site.
- <http://ufscards.com> - Another resource site, UFScards.com.

Out of the Limelight

by: Jonny Flieger



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

Well, happy holidays everyone! And happy Batman enemy issue, too. I loves me some Batman enemies almost as much as I love presents (anyone still shopping for me-gift certificates for the comic shop are a GREAT idea!), so this issue makes me doubly happy. In thinking about Batman villains and the holiday season, there was this memory nagging at the back of my mind about a really good episode of the animated series (Paul Dini is a great man- the sooner we all embrace this the happier we'll all be) where Harley Quinn and Poison Ivy kidnap Bruce Wayne and treat themselves to a little holiday spending spree...all on Brucie's dime!

Being the conscientious writer I am, I simply couldn't write an article for all you fine folks before reviewing the episode of that truly great series. Strictly for research purposes, mind you. It's all for you.

The basic plot itself isn't terribly complicated. The girls are down on their luck come holiday season, so Ivy devises a plot to have a little fun. With the aid of her patented mind controlling lipstick and one mistletoe inspired smackaroo later, Ivy and her best pal Harley suddenly have their very own bachelor billionaire to carry their bags and pay for their spending spree! Neat! But wait...isn't Bruce Wayne really Ba-

Yeah, so of course he inevitably snaps out of it and Batman's the hell out of them, but boy if it

isn't a hoot watching the girls have their fun.

But the fun needn't stop there, kiddies. Santa and Wizkids are kind, and there are some great clix for us to play out our own Harley and Ivy fun.

Poison Ivy is a strange one. Throughout her career she's been portrayed in a lot of different ways. Sometimes the redheaded bombshell is portrayed as little more than a vapid tree hugger in a fetching one piece, and sometimes she's one of the most brilliant scientists (and certainly one of the greatest biochemists) in the DCU. Sometimes she brings nothing to the party but some mean ficus, and sometimes she's so powerful she can control Godzilla plants that eat buildings. Unfortunately, the Clix versions we've seen so far lean more towards the former, a real wilting dais- I can't even say it. She's definitely no powerhouse, but at for a very cheap price tag, she can play some neat tricks. Ivy's a bit of a one trick pony, she starts with stealth and incapacitate, and then moves into mind control and poison before she dies. I like the rookie quite a bit, simply because she costs only 35 points with the same powers her more expensive versions have. With the Batman Enemy TA, she can borrow Ra's Al Ghul or Joker's high attacks (who can be hiding right next to her also in stealth) and not really miss out on much stat wise while shaving some points off your final build total.

You could put armor piercing on Red if you really want that poison damage to get through damage soaking guys, but I probably wouldn't bother. Isn't it much more satisfying to simply let a cheap little 35 point figure take control of their big beater and lay waste to their own team? Bruce doesn't want to sign any more credit card

slips? Have Superman drop a generator on him. That'll loosen his grip on the plastic. Or, y'know, kill him. Whatever. Mind control is one of those powers you don't see every game. The games where it pops up, sometimes it's absolutely game breaking and sometimes it just really doesn't seem to do much. One of the reasons I like this Ivy so much is because if the mind control plan doesn't really work out...who cares? She was only 35 points. Not a big investment for a potentially huge payout. What's even nicer is even the rookie Ivy keeps mind control on her third click as well, so she can take a push or some feedback damage and be able to do the whole thing over again.

Just put Ivy next to a fellow bat-hater or wildcard with a high AV, and she's going to wreck your opponent's position if not their whole plan with some super cheap mind control. If things go south, just run Ivy into the thick of things and let her deal some poison damage to some of your opponent's figures. The worst thing that can happen is they'll have to waste actions throwing aggro on or breaking away from a little 35 point annoyance, while your big guns make them pay for being distracted.

Speaking of distractions, few people steal the spotlight quite like Harley Quinn. Invented for the animated series, Harley proved so popular that the regular DC universe just HAD to have her. Can you blame them? The time that elapsed between my girlfriend first spying a Harley Quinn Barbie doll and me being browbeat into buying it for her has to be measured in nanoseconds. Before I get a plethora of incredibly clever private messages, yes, it really was for her- I already play with HeroClix, I don't need any more little dolls.

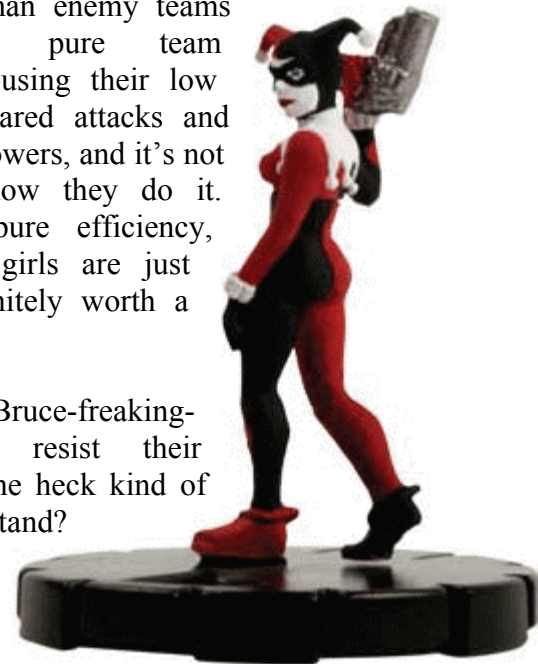
IN ANY CASE, it's true. She's great. You have to loves you some Harley Quinn. It's not hard to justify putting her on a Clix team, either. The

newer Icons figure is a neat little stealthy shooter with a rad sculpt, but it's the original Harley I fell in love with. She's got a bomb. She is very likely going to blow herself up, because she is the dumbest doctor of criminal psychology we've ever seen. Her vet qualifies for Brilliant Tactician...err....well, Harley's not terribly consistent either, I suppose, but who cares?

Harley's attack isn't great, but she's given Mr. J so much, he can certainly loan her his attack value for an attack or two if the going gets tough. If possible, though, you're going to want to keep Harley out of the fray. Her perplex and outwit are going to serve you better if she's not taking batarangs to the face. There's something eminently satisfying about having someone who is very likely even crazier than the Joker being called a "brilliant tactician" and leading your team to victory. In a pinch she can lay down a smoke cloud for her stealthy teammates, and she can even deal three damage if she perplexes herself. Not bad at all for apiece who even *with* an expensive feat like brilliant tactician only costs 62 points. I really like being able to field my favorite versions of these two figures *and* brilliant tactician for under 100 points.

I've seen Batman enemy teams tear through pure team tournaments abusing their low point costs, shared attacks and great support powers, and it's not hard to see how they do it. Besides just pure efficiency, though, these girls are just FUN and definitely worth a play.

I mean, if Bruce-freaking-Wayne can't resist their charms, what the heck kind of chance do you stand?



INSIDE THE MOX BOX: RUNNING THE ASYLUM

BY: STEVE 'MOX' LUDER



Lunatics...madmen...psychopaths...and those are the good ones. They have been called everything in the book and even some not yet written. They are the men and women of what we commonly call Batman's rogues gallery. They are the arch-nemeses of the Dark Knight who have tormented him for years. Many have aspirations of world domination, some simply want power or riches, but we've learned many exist simply to challenge the Batman's mettle.

In HeroClix, we find that many of these figures find odd and unique ways of proving their worth. While not the most powerful group of foes to ever exist, they are arguably some of the most cunning and clever villains to ever click their way across a board. The ability of the Batman Enemy works well to represent the various villains either working together, or using a mastermind-like mentality to help the cronies. Sharing attack values with the Batman Enemy ability proves crucial to strategy seeing as many figures are little more than clever humans with no extraordinary powers and the low or weakening numbers to represent them. In the meantime, let's look inside the box and find some of the more potent members of this already dreaded faction.

Clayface (V):

Let's start with one of the more recent additions to this diseased family. Clayface brings some of the most raw, unabashed close combat available to the Batman Enemy faction. Clayface brings a strong package that's under 100 points. While he can start out dealing 4 unmodified damage, he has some Super Strength to deal even more. He fades into 2 damage quickly, but keeps it the rest of the dial. A starting attack of



10 and sturdy values make him a nice lender. He has a truckload of Super Strength, but always be wary of the one random Blades/Claws/Fangs click on his dial. Having that show up can present a very unwanted proposition to your enemy. As for your enemy, utilize his Plasticity to keep a key target right where you want him and punch him in the face for all he's worth.

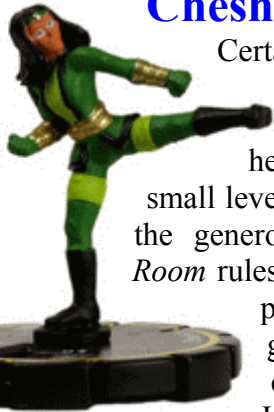
Defensively, he has a deep dial, lots of Toughness, and a starting defense of 18. Speaking of defense, Clayface has a lot of Shape Change to avert oncoming attacks, and the best defense is the attack you never have to see. Remember, with the rules change, Shape Change hits on 5 and 6, essentially making it a pre-emptive Super Senses roll. And, if you need any more reason, he's got one of the sweetest sculpts I've ever seen.

Ra's Al-Ghul (U):

While not one of Batman's most famous enemies, Ra's Al-Ghul has certainly been his most formidable. Possessing an incredible intellect and knowing some of Batman's greatest secrets, he has proven to be Batman's equal on several occasions. The unique from the *Icons* set proves a great mix of support abilities, cost-efficiency, and still maintains the ability to be an offensive presence. He begins in a defensive mindset, showing Stealth and Energy Shield/Deflection on top of a 17 defense. He's also got some early Leadership to maximize your potential, since true Batman Enemy armies should be running a lot of figures. Should anyone wish to confront him, a very healthy 11 attack and Blades/Claws/Fangs will deter any would-be harassers and a range of 6 can slow down anyone on the way to

him. Once angered, he'll bare his fangs a little bit. He'll drop his defensive powers and pick up some Willpower. Along the route, he'll go through both Perplex and Outwit, which does make him a good candidate for the Brilliant Tactician feat. In the end, he'll sport some Regeneration to give him the chance to put him back into some good clicks. Being an ancient being, he has some fragile late-dial defense values and an average length dial, but considering he's relatively inexpensive and has a great support-style presence, a skilled player can use him to lull an enemy into a false sense of security and let the old man have a field day.

Cheshire (E):



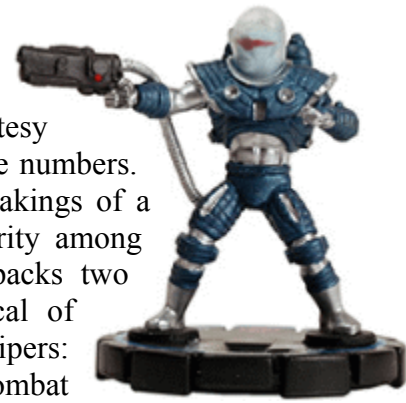
Certainly, when this figure was released back in the *Unleashed* set, I'd never heard of her, but still saw a small level of potential. Now, thanks to the generous addition of the *Danger Room* rules changes, she's a really good piece. One of Cheshire's greatest assets is her point cost, which is only 34 points. Her Batman Enemy ability

Cheshire (E)

	COST: 34		RANGE: 0			
	1	2	3	4	5	6
SPD.	7	7	6	6	5	KO
ATT.	8	8	7	7	6	KO
DEF.	16	15	14	13	13	KO
DAM.	2	2	2	1	1	KO

needs to be used as her starting attack is only eight, but she can really get under the enemy's skin. She has a dial loaded with a lot of Stealth and Combat Reflexes, which grants her a potential 18 defense in close combat. On top of that, she's got two early clicks of Poison to weaken defenses. She's got a short dial and packs a small punch with her damage only maxing at two, but she can prove an excellent situational piece. Use her Stealth to maneuver her into the support line, then have her go against some critical support pieces and wear them down. Two damage plus Poison plus Combat Reflex aided defense equals bad day for you.

Mr. Freeze (V):



The Batman Enemy faction consists mostly of mediocre figures with cutesy tricks, low costs and fragile numbers. This iceman has all the makings of a true sniper, which is a rarity among this faction. Mr. Freeze packs two powers that become typical of most pieces we call snipers: Stealth and Ranged Combat Expert. He packs a long eight square range and can target two characters. Why is this important? Mr. Freeze has a lot of Incapacitate to hold his enemies in place, so he has the tools needed to handle whatever the offensive mindset warrants. If you need extra defense, he's got plenty of Barrier to lay even more cover down. His later half picks up some Toughness after the Stealth has faded, which is alright now that his Ranged Combat Expert is gone and he's reduced to a more one-sided role of long-range tie-down. Mr. Freeze has a tough cost to swallow for such a shallow dial, but there aren't many figures in this faction that are able to deal four damage, modified or not, completely on their own. Besides, this faction has plenty of weak figures you can use to hold the enemy in place while frosty here has his field day.

The Joker (V):

For this review, I decided on the version that appeared in the *Icons* set. While most people like the "crazy" Joker version from *Legacy*, I find that, for the mechanics of this faction, "vacation" Joker here proves a far more stable workhorse. First off, this Joker provides the highest natural attack value to share among his allies, with his 11 starting attack. That number can make the other figures here pretty formidable. He can protect himself with Stealth and a nice dose of Mastermind to assure that you can salvage that attack value from any clever players. However, should anyone decide to face The Joker, he's got a heavy layer of Poison to wear you down. Joker's no slouch to

throwing a punch. Along with that nice attack, he can hit for 3 damage on the start. He can also shoot from six, in case you want to stop anyone from actually coming that close. Three early clicks of Outwit can stop that Toughness or Invulnerability from making a difference. When the Mastermind ends, his Willpower begins, still making sure he goes strong. His end dial sports the favorite ability of this faction: Perplex. And, there's that one completely random final click of Toughness simply for when you want the last laugh. No high end version of Joker is cheap, but 107 points is a nice point cost if for no other reason than to provide a nice, stable source of high attack and that extra measure of Outwit for control.



Hush (U):

This figure is a personal favorite of mine. While Hush doesn't really have any stellar standout numbers, he's a sweet mid-range package. Hush packs a seven-click dial that comes fully loaded with both Stealth and Willpower, meaning he has a lot of opportunity to stay mobile and stay ready to strike. In terms of offensive numbers, he starts with a 10 attack, deals two damage and has a range of six with two targets. His numbers stay pretty stable without severe fluxes, so

you're going to know exactly what you're getting. He has a nice concoction of support powers not uncommon with most Batman Enemies. There's a little early Leadership to kick things off, then a smattering of Perplex and Outwit to follow. Again, I like that he's a good candidate for the Brilliant Tactician feat, but packs an entire dial of Stealth to hide behind.

While most people aren't a big fan of this card, the Batman Enemy faction really needs to maximize its Perplex actions because many figures are underpowered in either the attack or damage departments. One more thing to note is that he's the arch-enemy of the fantastically good veteran Batman from the same *Legacy* set, and with the great playability of that specific Batman, this guy has potential to rack up some serious arch-enemy points. With a point cost of only 75 points, he makes a nice "field general" for your Batman Enemy army and still leaves you plenty of points to flush out your army. Want some flavor? Run the Riddler with him.

Conclusion:

The true understanding is no different of this faction than any other faction. Batman Enemies consist of many low to mid cost figures, meaning you could get up to 7 or 8 figures even in a 300 point army. Most figures don't dish out a lot of damage, but they rely on lots of Perplex and Outwit to make up for that. After all, two damage is two damage when there's no Invulnerability to get in the way. Don't be afraid to run some weaker figures like Riddler or Penguin if you need Mastermind fodder or figures to occupy someone's grill while you set yourself up. Stay in position to maximize the highest attack at all times, which means you also need to be mindful of Energy Explosion and Pulse Wave. These guys have driven even the Dark Knight himself to near madness, so I'm sure your opponent will give up even faster.

--Mox



PICK A CARD!!!

ERIC "SLADE WILSON" SCHAEN

In this article, we will be looking at a figure and picking feats and battlefield condition that increase the characters' playability. Now, there are many cards that could be used with a figure. However, we're going to look for some that work best with the characters. This time up it's the dynamic duo experienced **Batman and Robin** of Icons.

First a look at the dials:

Batman Range 6 // Team Batman Ally

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

102 points

Robin Range 6 / Team Batman Ally

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

47 points

Ok so let's keep in mind both characters get free stealth thanks to the Batman ally team ability so the battle field condition deep shadows would be great for them. Effectively turning all terrain into hindering for line of fire purposes and reducing all range to 6 could really give the Dark Knight and Bird boy an advantage. Next up how about the **in contact with oracle** feat! Use the feat on both of them and now they can raise any of their combat values +1 each turn

they take an action. This can really help them to raise their attacks to ensure a hit, increase damage or defense and don't forget move further with the leap climb ability! Next up, they could both benefit from the **stunning blow** feat allowing them to not only incapacitate a foe but cause damage at the same time! But if you are looking to save points just give it to Batman. **Vault** is the best 3 points you'll ever spend and is perfect for Bruce and Tim they both have full dials of leap climb! With Vault when ever they make a close combat attack they can place themselves in any square adjacent to the defending opponent, very useful.

Vault (cost: 3)

Prerequisite: Combat Reflexes or Leap/Climb
Choose a character. After the character resolves a close combat action, it may be placed in any square in which it may legally be placed adjacent to a target of the action at the same elevation as the target.

Since he can't use objects other than for cover, slap the **Nanobots** feat on the boy wonder to give him the ability to leap a way and heal for 2 by absorbing an object when in trouble! Last for the Dark Knight, the **knockdown** feat will allow bats a free second close combat attack that forces the target to take a 2nd action token, forcing the opponent to clear this figure on its turn and taking away the push option and giving it push damage all at once. Be aware that the target will get a +2 to its defense on the 2nd attack, but the oracle feat should help with that. You should be able to build this team for 200 points, so even in a 300pt game you have room for some support figures or hey even more feats!



The Changing Shape of Cheese

by Joel "joeldad" LaPresta

The next weapon to pull out of the high annoyance Hall of Fame vault comes the nerve-racking, strategy ruining, and potentially game changing abuse of the power of Shape Change. You may think, how is this cheesy?

Let's imagine for a second you are testing out your new Thanos in a 400 fight, and you are instantly faced with a bunch of Skrulls, Shape Change, Super Senses, and Camouflage laden figures. Camouflage isn't such a big deal, just outwit it right? Then you look closer, your opponent has fielded what is close to an entire team of figures that you may or may not be able to attack. You can't outwit their Skrull TA, and if you use Disbanded! you lose your own Power Cosmic.

You get into the thick of the fight, shooting at your leisure when suddenly you are based with Skrull Warriors and Skrull Infiltrators, the Warriors are packing heavy objects and Prob Control backup. You try to shoot an Infiltrator, outwitting its Shape Change, but then he rolls Skrull, you attack another who's Shape Change isn't outwitted, and he rolls it. You try to hit the third, finally hitting but finding out your opponent's Skrull is still alive because you only hit it for 4.

Rinse and repeat, and your mad titan will be KOed quicker than you can say "Ow".

Now that I have your attention, let's turn our eyes to the pieces who can clearly be heavily abused:

The cheapest character in the game for Skrull/Shape Change madness is the new Rookie Skrull Infiltrator. This guy is hand for tying up enemy Bricks and support line figures,

and pushing isn't a problem since on his 2nd click he gains Blade/Claws/Fangs. The ending Combat Reflexes and a full dial of Stealth make killing this little 25 pt annoyance fairly hard.

The E Skrull Warrior is the cheap muscle for your Shape Change teams. With starting Super Strength and Stealth with a 4 range, his effectiveness for only 5 pts more than his Rookie is astounding. He doesn't have the same full dial of Stealth, instead he gains Shape Change, Combat Reflexes, and Flurry after his Stealth and Super Strength. He's annoying both for tie-up on his last two clicks because he gains Plasticity and for finish off. Heck, give him a 3-D computer and you have a 9 attack 4 damage icebreaker with plenty of longevity.



The Skrull General isn't to keen for the points on a Shape Change abuse team. For one, he doesn't actually have the power until his last 2 clicks, and his mediocre attack value combined with short range for the cost make him an inefficient piece to use outside a pure Skrull Theme Team.

With the first three, don't bother putting Camouflage on them. Making them 8 pts more

detracts from their cost effectiveness and since they have Stealth anyway, it's sort of pointless, even more because the Rookie and Experienced are close combat minded, so blocking LOF to Ranged attacks is sort of pointless.

Super Ape – Igor also is a relatively cheap annoying investment. For 50 pts you get a Leap/Climb Shape Changer who gains Perplex and Plasticity and could be an all around support piece nightmare to face, add in some Skrull TA, and look out. He isn't as cost effective as the Skrulls, but he is a nice option if you need an independent Perplexer/Tie-Up piece.

Then there are the more expensive Shape Change investments in the form of V Legacy Enchantress, U Purple Man, and the new U Super Skrull. What makes these pieces not only annoying for their Power Set is the way they all work together in tandem. Enchantress is the queen of Camouflage damaging Bricks and causing Mayhem with her Super Senses and Shape Change. Purple Man can make your opponent's team destroy itself for the most part if you get a successful multi-target Mind Control off, especially since the cheap Skrulls



are so excellent at swarm and finishing off hurt figures.

Enchantress also works excellently on a swarm Shape Change team because she can get some real mileage by staying next to her cheap teammates from here Suicide Squad TA. When they die, she gets a roll to heal herself, effective when while the Skrulls are annoying, they will die eventually unless you have some form of legendary dice rolling with the Skrull/Shape Changes.

Purple Man also benefits from being put with the green men of doom. His prowess for destroying opposing teams with his Mind Control and tying them up with Incap combined with his later Mastermind which can easily be shifted to the cheap Skrulls, he probably won't die for a long, long time if used right.

Finally, Super Skrull is the king of 'you can't hit me'. He has all the Defensive Damage Reducers/Damage Evaders all on one dial, and he has them at very inopportune times for your opponent. The 3rd click especially is ridiculous when if he is in close combat and your opponent tries to hit him, he can roll Entange (if you put it on him), Skrull, Super Senses, and Shape Change all on the same click. That's around a $\frac{3}{4}$ chance of not taking damage. If you are even a bad dice roller you are bound to get at least one of those. Putting Camouflage on him is also incredibly annoying to have to face. What's even better is he is the only character on this list worth the 25 point investment in the Fortitude Feat Card, making his powers non-outwittable, and that a great thing when your opponent has to deal with all those defensive powers and outside of Psychic Blast (For the Damage Reducers) and Pulse Wave, there is no way around them.

Last but definitely not least in the Shape Change Annoyance department is Space Phantom, 9 pts for Shape Change and Plasticity. He is a worthwhile investment on most teams, but since the Skrull footsoldiers will be doing his job (and

doing it well) he isn't needed on most Shape Change abuse teams, but he is a very annoying pog to have to face.

So, you are probably wondering what team would be good with all/most of these pieces? Well, here's a 400 Pt Restricted Team abusing Shape Change/Skrull TAs:

U-Super Skrull w/ Entangle, Camouflage, Fortitude, and Protected
E-Skrull Warrior w/ Vault
2xR-Skrull Infiltrator
V-Super Ape Peotor
R-Jinx
R-Dr. Mid-Nite

BFCs: Power Dampening Field, Armor Wars, and even Darkness.

Just bases the enemy with the Infiltrators, hit with Super Skrull, finish off with the Skrull Warrior, and repeat until your opponent is defeated.



Restricted isn't the best place for the Shape Change abuse squad, mainly because so many of the old time classic components are missing, so, a 500 Unrestricted Shape Change Abuse team:

U-Super Skrull w/ Entangle, Camouflage, Fortitude, and Protected
E-Skrull Warrior w/ Vault
2xR-Skrull Infiltrator
R-Sinister Spiderman w/ Pounce
V-Taskmaster w/ Brilliant Tactician
R-Cosmic Boy
V-Paramedic
BFCs: Power Dampening Field and Armor Wars

This team has a new added threat of Brilliant Tactician to boost all Skrull TA members/TA copiers, a Pouncing Shape Changing Spiderman (on the 2nd click anyway), and a Wildcard TKer/Taxi to help abuse the TA.





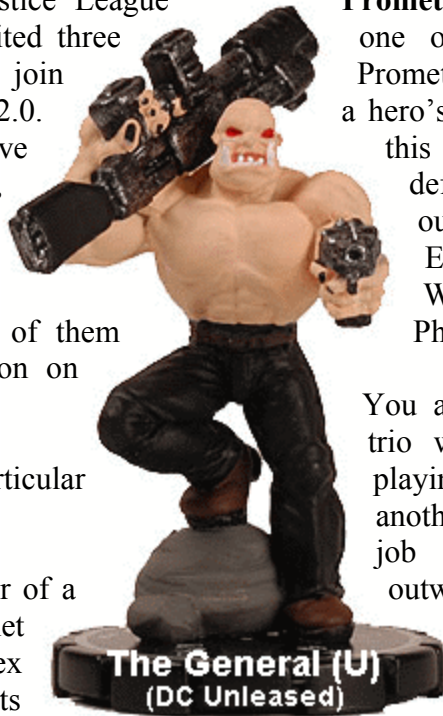
Small But Effective: The Injustice League 2.0

After Lex Luthor's original Injustice League didn't get the job done, he recruited three even more powerful members to join with him into the Injustice League 2.0. All three of these elite fighters have been translated into HeroClix, some would say poorly, some would say passably. No matter how you feel about them playability wise alone, the three of them together form a lethal combination on one HeroClix team.

The three of them are, in no particular order:

Queen Bee – Zazzala is the leader of a race of bee people from the Planet Korll. She agreed to help Lex conquer the Earth. She sports Poison, Mastermind, double shot Mind Control at 6 range (on the Veteran), and has Leadership. Insert the Injustice League Team Ability and she weighs in at a hefty 114 pts. This is expensive, I'll be the first to say, but she can be a lethal tool in the right hands.

The General – An Air Force General turned Supervillain, the General possesses untold levels of Super Strength and Regeneration, he also carries a huge gun. His HeroClix topping 5 clicks of Regeneration with tons of CCE and Leap Climb after his starting Charge make him an impressive force in lower point games. He does have the tendency to die quickly when swarmed because his defense defines abysmal. However, with his teammates help and few feat card fix ups he becomes a premiere beatstick.



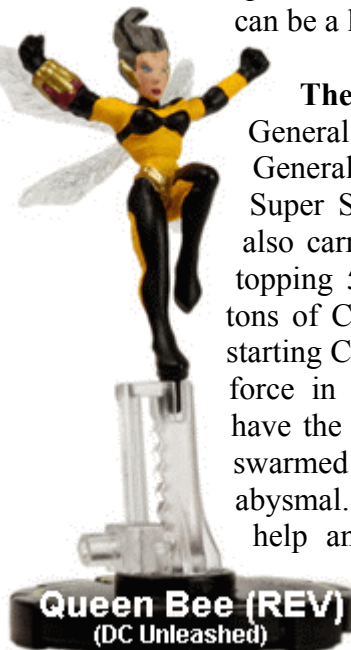
Prometheus – The Anti-Batman (well, one of them) of the DC Universe, Prometheus is the 'hero killer'. He finds a hero's weakness and exploits it, he did this by almost single handedly defeating the JLA. His dial sports outwit, Mind Control, loads of Exploit Weakness, Super Senses, Willpower, and a high dose of Phasing.

You are probably wondering how this trio works together considering their playing styles are so different from one another. Prometheus is the loner, his job is to mostly phase around outwitting and shooting with his 8 range when he can. His later clicks of Mind Control and Incapacitate are ideally suited to setting up his Teammate's close combat attacks.

THE GENERAL (UNIQUE)

	(DC UNLEASHED)											
	COST: 176 RANGE: 8½											
IL	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	8	8	7	7	7	6	6	6	5	5	5	KO
ATT.	12	11	11	10	10	9	9	8	8	7	7	KO
DEF.	15	14	13	14	13	13	12	12	11	11	11	KO
DAM.	3	3	3	3	2	2	2	2	2	2	2	KO

The General is suited to hitting downed figs and finishing them off, or just being the ice breaker with his starting 12 attack. He isn't supposed to be put in the middle of the fight considering after his 5th click 3 Rookie Con Artists on their 2nd clicks would have a good shot of KOing him in one turn. He is designed for a quick charge, smack with a Soda Machine, take a few hits, than once he hits Regeneration pull back and heal himself up. He can never get back to his starting click when he gets off it on this team,



but that isn't that much of a problem because his Damage and Attack stats say solid for most of the dial.

PROMETHEUS (U)
 (DC Legacy) COST: 107 RANGE: 8 ⚡⚡⚡

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

Queen Bee is the ice breaker, her job is to be basically a flying LAMP fortress. She has the Poison and Mastermind, as well as the capability to snipe figs from Range and turn enemies to her side with Mind Control. While the latter option is fun, it shouldn't be your first priority with her. Being the Queen Bee, it would only be fitting for her to have some drones around for Mastermind fodder and for mobility help for her allies.

The other must with this team is packing the Society Feat Card. Making it so that Queen Bee,

General, and since Prometheus is a Wildcard (Calculator), they all can't be outwitted half the time. This is a very nice Team Ability since all three figures are relatively fragile, not one hit wonders, just fragile.

So, the 500 Pt Unrestricted Injustice League 2.0 Team:

- V-Queen Bee w/ Armor Piercing
- U-The General w/ Auto Regen and Protected
- U-Prometheus w/ Protected
- 2xV-Hive Trooper
- R-Hive Trooper
- The Society Feat Card

499

BFCs: Poor Teamwork (Wouldn't advise doing this unless your opponent absolutely relies on mobility), White Noise (improves their chances of not being outwitted), and Back Alley Brawl (This works very well against Fantastic 4 abuse).

Overall, they aren't a bad team, they weren't to successful in the comics, and given better coordination they may have conquered Earth and beat the JLA. Who knows?



DREAMBLADE IN THE HEARTLAND

BY JENNA HELLAND

What does the Dreamscape look like after Baxar's War?

On November 10, **Baxar's War** hit the Dreamblade tournament scene. With Chessmaster and Passion of the Reaper warbands dominating tournament play before the first expansion, Baxar's War seemed poised to push Fear to the forefront and set up recursion bands as the next powerhouse. But with the pivotal SoCal Gen-Con 10K tournament still more than a week away, no one knew exactly how the new set would transform the game.

On November 11, Metagames Unlimited in Springfield, Missouri, hosted a Dreamblade 1K tournament. When Swiss rounds concluded and the Top 4 had taken their seats for the semi-finals, three of the four players had Baxar the Soulstitcher on the table. Boen Quinlan of Columbia, Missouri, took first place with a Passion warband centered around Baxar and the Unsated Ragedrake. Fourth-place finisher Jeremy Green of Warrensburg, Missouri, played Fear with a splash of Valor and Passion. We talked to both men about their winning warbands, the changing Dreamscape and just what it is about Dreamblade that makes it stand out in the ever-expanding world of collectible miniatures games.

Dreamblade Begins

Dreamblade debuted in August at Gen-Con in Indianapolis into a market crowded with collective miniatures games. Set in the Dreamscape -- the collective unconscious of humanity -- the designers at Wizards of the



Coast promised a unique blend of streamlined strategy and exceptionally detailed miniatures, which are designed on a 40mm scale with stats printed on the base.

Synergistic strategy and well-designed minis was an enticing combination for Green, an experienced chess player as well as a fan of HeroClix and Star Wars Miniatures. In the first game of Dreamblade he ever played, he found himself taking an early lead and advanced five turns on the Victory Track. To win, players earn Conquest points through control of key cells and kills. At the end of each

turn, the player with the most Conquest points advances one turn on the Victory Track. The first player to win 6 turns wins the game. Instead of an easy win, Green lost the next six turns and the game.

“I realized that there was more strategy to the game than just playing for round wins, and that conceding rounds to strengthen your position was no different than sacrificing a piece in Chess to open up a strategy,” Green says. “There typically isn't just one way to win and focusing solely on one strategy can backfire more often than not.”

Since his first game, Green has attended three

1Ks, and broke into the Top 4 in Springfield. In his first tournaments, he played Madness and Valor warbands, simply because that was what was available to him. He says his lack of rares prompted him to focus on strategy without relying on the game's powerhouses, such as the notorious Scarab Warcharm.

"It can be pretty satisfying to beat a team with nine rares when you are only able to field two or three," Green says. "The counter balances in the game are nicely constructed to keep the game interesting and complex to the end."

Dreamblade 101

Friday night is Dreamblade night at Quinlan Keep, a comic book store in Columbia, Missouri, a college town situated halfway between St. Louis and Kansas City. On average, ten people show up for the event, a number that owner Boen Quinlan hopes will continue to grow. Quinlan says he became hooked on Dreamblade after attending a demonstration at Gen-Con in August.

"In some ways it's like a collectible chess game," Quinlan says as he lines up his warband according to their spawn cost in preparation for game play. "But there's something for every play style. I play aggressively, with lots of attack dice. That's why I play Passion."

In a two-player game, opponents face off over a map divided into five rows and 25 cells. Each mini is put into play, or spawned, according to a cost printed on the base. Players attempt to advance through the cells by shifting (moving from cell to cell) or striking (attacking an opponent's pieces). Combat is decided by custom attack dice, which can trigger blade abilities, such as Skirmish, which offers additional movement options, or Crit, which increases damage in a cell.

Dreamblade miniatures are organized into four Aspects – Valor, Madness, Fear, and Passion, each with strengths and weaknesses. Passion minis can deal a lot of damage, but they die easily. Valor is sturdy, but with low attack power. Madness minis don't die easily, but with low defense scores, they are continually knocked back to the spawn row with a mechanic known as disruption. Fear has the steadiest stat line: average dice, average defense and average life. According to Green, that makes Fear the most powerful contender in the Dreamscape.

"Individual pieces might vary here and there, but on the whole having that kind of stat line means they play predictably," Green says. "You might lose to an opponent's hot dice or win because they are cold, but on the whole they give you a chance to play out strategy."

Strategy and the Spawn Phase

With the advent of Baxar's War on October 27, Dreamblade players had 60 new pieces to incorporate into their strategizing, as well as several new abilities, including Gambit, which allows a player to advance their opponent on the Victory Track in exchange for a potential tactical advantage. But it was Baxar's Call, a spawn-phase recursion that generated early excitement.

"I would put Baxar in any army I made, no matter what it was, just for the recursion," Quinlan says. "He's a teleport: you take it from your graveyard and put directly into the square. Whether you're bringing in an Unsated Ragedrake or a Bloodthirsty Redcap, it's a good ability. It's like the Heartsblood Temple, it makes every band better, no matter what it is."

While the base set included several spawn-phase abilities, such as the Lunar Handmaiden's



Advance or the Thunder Sultan's Expel, the Baxar's War expansion greatly enhanced the strategic potential of the spawn phase. In addition to Baxar's Call, players have the opportunity to alter their board position with the Chaos Puppeteer's Vortex, increase their attack power with the Virtuous Maiden's Enrage or gamble for turn wins with the Hammerhead's Double Stakes.

"There is so much more you can do in the spawn phase now that it is not enough to build a strategy around the action phases," Green says. "If you are not prepared for what the spawn phase can do to your strategy, your team will suffer and you will have a hard time keeping pace. Anyone who can take full advantage of the spawn phase to manipulate the board and limit your opponent's options for their action phases will have a huge advantage when it comes time to decide whether you shift or strike."

Building Winning Warbands

Green and Quinlan agree that making a winning warband is a continuous process of trying various pieces together, altering the selection and trying again. The more practice time a person can log, the better chance they have of finding the right combination for their personal style.

"I would say the first thing I do is pick a strategy or pieces to build around and then self test the warband and tweak it until I have a good spawn curve and balance of pieces," Green says. "Testing against certain warbands may help you understand them and give you the confidence to play against them, but in the end players can make decisions you would not expect and dice rolls can change the way the game plays. At that point you need to know your team and strategy well enough to be able to react to whatever happens on the board and how to make the best of it."

Many Dreamblade players construct warbands with one or two Aspects because of the



additional price paid when spawning pieces. Once an Aspect is represented on the map or in the graveyard, a player isn't required to continue paying the Aspect cost: For example, a Lunar Handmaiden requires two Valor pieces on the board or a player must add two points to the general cost. Quinlan defied conventional wisdom and took top prize in Springfield with a mostly-passion band that included pieces from all four aspects, including both a Baxar and the Fleshworm Broodsire, a Madness piece with a graveyard-recursion ability, and two Scarab Warcharms.

A few days after the tournament, Quinlan took a moment to reconsider his warband. While he had no doubt the Ragedrake was the MVP of the day, he said he never destroyed a location with the Slaughter Boots, nor did he activate the Hammerhead's or the Bloodhawk's abilities. While he might lose the Hammerhead if he played the band again, he would keep the Bloodhawk as a situational piece with a good attack and good blade ability. And he intends to keep playing passion.

"The Baxar's War expansion definitely made Passion a lot more playable," he says. "With Baxar, you just let them die, bring them back, and use them again."

WHY WE PLAY

BY NORMAN UNBERP BARTH

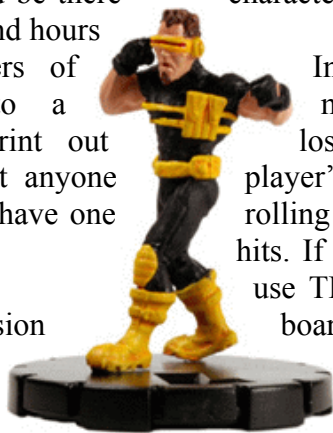


Those of us who play **HeroClix** do so for a number of reasons. For many, it's a love of comic books and super heroes. For others, it's the thrill of the competition. Some are collectors who play just because they have the pieces, so they may as well do something with them. We're all different and no one reason to play is better or worse than any other. I'd like to take a moment and share with you why *I* play.

While I initially got into the game, it was because I read comics, I work with comics, and this was one more avenue through which I could scratch my collectors itch. But I enjoyed the game a lot, from my first Hypertime Marquee where I could not for the life of me get my Darkseid Unique to break away from a lowly Lackey (it didn't even occur to me to have Darkseid just kill him). What's more, it put me in touch with friends that I hadn't seen in a few years since the last major comic book game – Marvel's OverPower CCG. One of those old friends I started seeing again more frequently was Peter Newman.

Pete was a bit older than me, but we were alike in many ways. Collecting comics since our youth, loving the Legion of Super-heroes above all other teams, married with kids (some of which with special needs), etc. Plus, he was just a great guy. If you were moving, he'd be there to help carry the heavy stuff. He'd spend hours online getting the stats and powers of characters and keying them into a spreadsheet he had. Then he'd print out multiple copies (all in color) so that anyone who saw his and might want it, he'd have one to give them.

More than anything, Pete brought passion into anything he did. He never needed to be the best at the game, he just wanted to play, see other comic-minded people and socialize.



The last year of Pete's life was difficult for him. He was living in Maryland while his family had moved to Texas. He was trying to find a new job there, but his industry (scientist in an Army lab) was very slow moving when it came to hiring and transferring. So when his house was sold (to pay for the one in Texas) he needed a place to stay. Pete had been so good to us, that neither my wife nor I thought twice about asking him to move in for as long as he needed.



One Sunday morning, Pete went to the gym for some exercise. He was trying to get into reasonable shape. Unfortunately, he had a heart attack and we never saw Pete again.

So now, when I play HeroClix, I try to remember Pete and how he might have played. Every team had at least one character which was one he just loved from a story somewhere. Sometimes he'd build something cheesy, sometimes he'd build something he knew wouldn't work but he just wanted to see those 2 characters working together.

In the end for Pete, it didn't really matter, because one way or another he'd lose the event. Nothing was better for a player's luck than to play Pete. While he's rolling 3s and 4s, you'd be getting 10s and crit hits. If he had a strategy that required him to use TK to get a figure to the middle of the board, you'd have played "Poor Teamwork". Lady Luck was not Pete's friend. But his enthusiasm would never diminish. And he was so good natured about it, you couldn't help but

love the guy.

I can honestly say that my enjoyment of playing has increased dramatically in the last year. Playing a game for the purpose of having fun –

and letting the win or loss be a result instead of a goal – has made the playing truly enjoyable.

--Norman

REMEMBER PETE “EBOLADUDE” NEWMAN

