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## LETTER FROM THE EDITOR

Hey All,

Rock here. As the topic says I am looking for more writers for the Critical Hit magazine. So, next issue is 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
- Dreamblades

- 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

# CRITICAL HIT

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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](mailto:rock810@yahoo.com). All articles will be looked over, as will all requests to write an article. However, there are no guarantees that articles will be accepted.

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# COMBAT DIAL BASICS

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

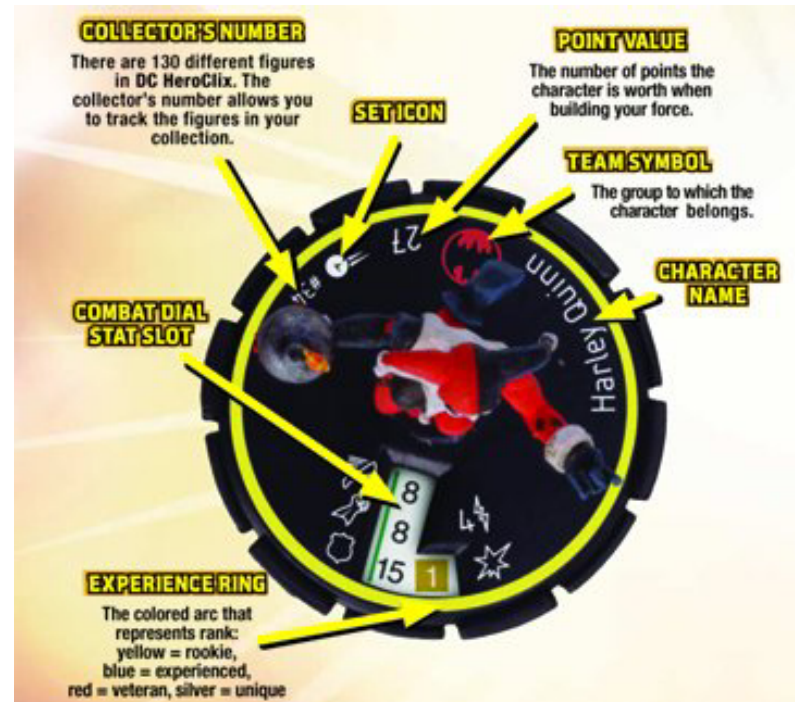
The number next to the boot or wing symbol is a character's movement/speed number. This is the number of squares the character can move when they are given a movement action.

## 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



# ROCK'S SCHOOL OF HARD KNOCKS

FOR BEGINNERS

Currently the most used Feat or ability to adjust stats is In Contact With Oracle. With good reason. The card is cheap and extremely effective. However, there is one that can actually do the job better and is cheaper in the long run. This being **BRILLIANT TACTICIAN**. This card allows you to use perplex on multiple figures when activated as long as you share the same **team ability**. Remember that term for later, team ability not team symbol.

### **Brilliant Tactician (feat) (cost: 20)**

**Prerequisite:** Outwit and Perplex

Choose a character. Outwit does not need to show in the character's stat slot in order for the character to use this feat. When the character uses Perplex, it may affect every target friendly character within 10 squares of it that shares a team ability with it. The character must have a clear line of fire to each target.

The problem presented is that once you lose perplex you can no longer use this feat. Also, currently there are only two handfuls of figures that can use this feat and most of those don't even have a team ability (Aye Mad Thinker I knew thee well). Still, this will drive us to think of new and improved thematic ways to abuse this card. Hey competitive theme, I can live with that. Let's take a look at some of the most impressive Brilliant Tacticianers out there today. Fasten your seatbelt, prepare that ominously evil laugh and let's get brilliant!!!

*Now before you start remember to be a Brilliant Tacticianer your figure must meet the pre-requisite on the dial before the feat is assigned. (This means that you can not*

*use ICWO in order to make the figure meet the pre-requisite)*

### 1) **Taskmaster Veteran**

75 points

The once proud Taskmaster who took on Captain America single handedly now serves lackey to the man known as Agent X, (still it is really funny the way he does it). Still in heroclix Taskmaster is one of the best brilliant tactician pieces in the game. Not only because he has a 12 attack with



Blades/Claws/Fangs and built in Stealth, but because he is a wildcard piece that can take advantage of his perplex and others team ability. Now remember when we spoke about Team Ability vs Team Symbol? This is where it comes in handy. Once old Tasky takes on that Team Symbol with his wildcard he can affect everyone on your team. Though this also means that he is victim of disbanded if ever used. Still, a fun piece. Make use of Taskmaster when you want to run an all Hydra Army or just want to abuse Wildcard. Always a fun time one way or another.

### **300 Point WILDCARD ABUSE**

**Taskmaster Veteran**

-Brilliant Tactician

**Sue Storm LE**

-ATA Fantastic Four

**Alfred Bystander**

**Firestar Experienced**

-armor piercing

**Spiderman Rookie (sinister)**

-Pounce

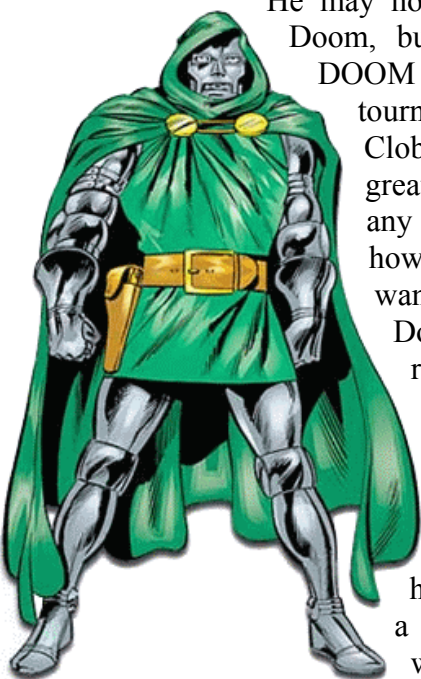
**Live Wire Rookie**

### 300 Point Training HYDRA

**Taskmaster Veteran**  
 -Brilliant Tactician  
**Madame Hydra LE**  
 -Trickshot  
 -Inspiring command  
**Northstar Rookie**  
 -Thunderbolts (Green Lantern)  
 -Armor Piercing  
**Hand Ninja Ranged x4**  
**Operative 128 LE**

### 2) Doctor Doom LE (Clobbering time) Points 68

He may not be the real Victor Von Doom, but he will let you shout DOOM and RICHARDS in any tournament you attend. The Clobberin' Time Doom is a great piece (but rare) to play in any tournament. Similar to how Taskmaster works you want to take advantage of Dooms Wildcard ability. He ranks in much better than Taskmaster in that he can fly. If the big guns get close enough you can use his pulse wave or soak the damage using his mastermind. All around a tough figure to contend with.



### 300 point TEAM OF DOOM!

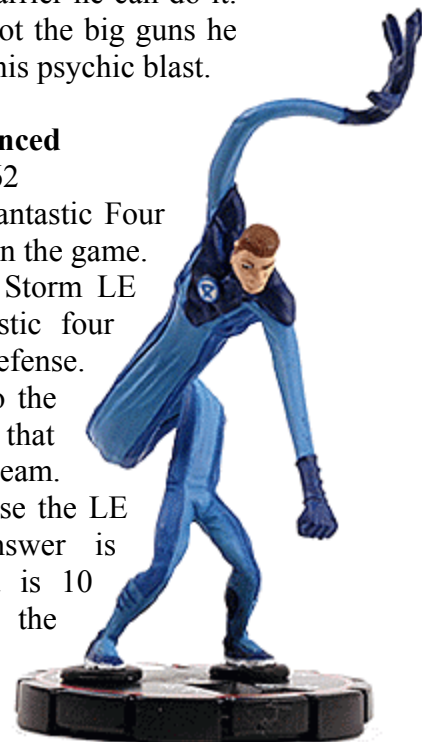
**Dr Doom LE**  
 -Brilliant Tactician  
**XP Elektra LE**  
**Sue Storm LE**  
 -ATA Fantastic Four  
**Taskmaster Rookie**  
**Super Ape Veteran**  
**Super Ape Rookie**  
**Alfred bystander token**  
**Lian Harper bystander token**

### 3) Shaman Experienced

66 Points  
 Shaman is currently the best Brilliant Tactician figure in the game since he can be thunderbolted to nearly any team ability. The great thing is that Shaman is very defendable and a great support piece. If you need him to throw up a barrier he can do it. If you need him to pot shot the big guns he can do his duty well with his psychic blast.

### 4) Mr. Fantastic Experienced

(Fantastic Forces) Points 62  
 Currently the Alternate Fantastic Four is the most abusable Feat in the game. The combination of Sue Storm LE allows your entire fantastic four army to have a 19 defense. Adding Mr. Fantastic into the team only gives you that much stronger of a team. Many will ask why not use the LE Reed Richards, the answer is because the Experienced is 10 points cheaper and does the same thing. Go get him stretch.



### 400 POINT FANTASTIC FAMILY

**Mr Fantastic Experienced**  
 -ATA Fantastic Four  
 -Brilliant Tactician  
**The Thing Veteran**  
 -Unstoppable  
 -Move through  
 -ATA Fantastic Four  
**Human Torch Veteran**  
 -Armor Piercing  
 -ATA Fantastic Four  
**Sue Storm LE**  
 -ATA Fantastic Four  
 -Nanobots  
**Proffesor Storm**  
**Franklin Richards**  
**Willie Lumpkin bystander token**



5) **Batgirl Vet + Oracle Unique**  
(unleashed)

Combining the Veteran Batgirl and the unique Oracle is a combo I am not sure many have thought of yet. Both can be Brilliant Tactician figures, but both have to push to get to where you want them. However, if you make Batgirl an agent of Oracle and give her perplex you have a figure that can be a Brilliant Tactician right away. Then you can give the Bat Family a

much-needed thematic boost. Beware the night, beware the bat. Though I think when you play this combo that Nightwing may get confused. BARBARA!!!!

6) **Ultimate Beast Veteran** Points 68

Ultimates have a few figures that can use perplex, but only one two that can use Brilliant Tactician. This is the Professor Xavier Unique and the Ultimate Beast Veteran. The great thing is for the most part when using his perplex you can perplex damage and Ultimate X-Men your attack values. Combine this figure with Cyclops, Marvel Girl and Meanstreak and watch the damage fur fly.

7) **Danger Room Beast Veteran** Points 60

X-men seems to be the team of choice for the thematic push we have been getting from Wizkids. His addition in the Danger Room set furthers the strength that is now the X-men. The great thing about this figure is that he fits in very well as he is very cheap.

**Beast (V)** **Marvel Danger Room**



**COST: 60** **RANGE: 0**

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

Also, there are enough CHEAP (under 40) X-Men to really abuse him properly. When you do use him thematically make use of cards like Resistance and Assembled to get the 100% effectiveness out of him. While not the Dark Beast he may be the next best thing we have.

**300 Point COMPETITIVE X-MEN**

**Storm** Veteran (danger room)

**Alex Summers** LE

**Blink** Rookie

**Sunspot** Veteran

-Inspiring Command

**Beast** Veteran

-Brilliant Tactician

8) **Sage** Veteran

68 Points

Very similar in many aspects and uses of Danger Room Beast Sage offers a figure with a little more range (well anything greater than one is more). Sage just allows for a little different theme for a few more points. She is just a little different of a figure with some old tricks.

9) **Harley Quinn** Veteran

Points 42

Harley is one of the cheapest up front Brilliant Tactician Pieces we have in the game is honestly one of my favorite teams and figures to date. Team her up with the

Icons Joker and Victor Fries and watch her do her stuff. Plus, if your opponent strays to close she does have an 8 range and can be very effective when need be. If you want a little different of a piece than Harley try her LE for a few more points, Dr. Harleen Quinzel.

#### 10) **The Atom LE**

50 Points

Finally we look at one of the JLA's smallest members, THE ATOM. This piece was predominantly looked at for his 20 defense and built in stealth. In the early days of the game he was often teamed up with OWAW Superman LE and used to boost up some stats and to hide Superman behind. Out of all the Brilliant Tactician pieces he is the rarest, though may be the most fun. Team this figure up with Wonder Woman, Flash, Green Lantern or Superman and watch the damage fly.

#### 600 POINT JLA UNLIMITED

**The Atom LE**

-Brilliant Tactician

**Elongated Man** Experienced

**Superman** Veteran (collateral Damage)

**Green Arrow** Experienced

**Kyle Rayner** LE

**Wonder Woman** Veteran (icons)

#### HONRABLE MENTIONS

Super Nova

Vision Veteran

Robot Veteran

Black Mask Veteran

#### FINAL BRILLIANT THOUGHTS

When making the choice to add a Brilliant Tactician you have a few choices to make. Are you going for them? Is the card worth the points? (A brilliant tactician feat is 20 points and is not worth the points if you are

only going to have 2 figures on the team), and will you be able to use feat?

Using Brilliant Tactician can be very beneficial and rewarding when making proper use for it, but like any feat make sure you have the room on your team for it. The great thing about this card is it rewards those that want to use THEME. Team figures that use this card with inspiring commanders as most of the time you don't want the figure to push since they will lose outwit. Remember also, the figures I have given you are not the only figures that can use Brilliant Tactician, but are the ones that offer you the most bang for your buck when making your choice. As in all things make sure you have fun, as that is the most important part. Until next time good day and good gaming!

-Rock

Custom Clix by  
Michael Ian dela Paz





Several years ago, Joe Quesada and other notable comic creators went to the executives of Marvel Comics with a concept for a new division of comics called “Marvel Knights.” The basic idea was to take classic Marvel characters give them new series’ that told more adult stories. Characters like Daredevil, Punisher, Black Panther, and the Inhumans were the first to get “Knighted.” Comic book history was made as creators dusted off some of Marvel’s characters who were crying out for a revamp and made them into top-selling titles.

Some ideas took off and are still doing extremely well to this day while others were met with a negative reaction such as the demon hunting Punisher with supernatural weapons. Overall, the idea went over extremely well, and it wasn’t much longer before other characters got the “Marvel Knights” treatment. In this edition of “Themes like a good idea,” I will be paying tribute to my favorite book out of this Industry-altering line of Marvel Comics, the Inhumans. There are a vast amount of Inhumans that could be made in plastic form, but Wizkids has just recently started digging in to their rich history as of the last few sets that have come out.

The most popular and well known members of the Inhumans are by far the royal family which consists of Black Bolt, Medusa, Gorgon, Triton, Karnak, Crystal, and Lockjaw. Maximus is also a member of the royal family, but you can’t use him and Black Bolt together because they are arch-enemies. As I mentioned earlier, Wizkids hasn’t gotten around to making many of the

Inhumans except a handful of the royal family members. That is why in this issue, I will show you the way that I substitute figures when the need arises to fill out a theme. The majority of the figures they make are a reasonable amount of points, so let’s set the team build total at 600 points. This will also let me know how many points I have available and what I’m working with as far as looking for replacement figures.

Let’s look at the figures that we already have available to us to determine who exactly we need to find stand-ins for. We already have an REV of Lockjaw available as well as unique only versions of Black Bolt, Medusa, Karnak, and Crystal. So, we need to figure out who we are going to use for the missing two family members. Ideally, I look for figures that not only fit the description physically, but I also look for characters that have similar powers. I would prefer to have both attributes match, but sometimes you don’t get that luxury. For instance, before Fantastic Forces was made I had to find a stand-in for Namor in my Defenders teams.

At the time, the best choice in my opinion to stand in for the Sub-Mariner was veteran Hypertime Aquaman. It wasn’t the best figure, but it did keep the Defender’s point cost down, and it also gave me someone who fit the bill in looks and powers. Also, I figured that one King of Atlantis was just as good as the next. Hopefully, you are getting the idea that I’m trying to get across. Let’s do a quick rundown of some of the figures available to replace Gorgon and Triton.



**Gorgon:**

Hercules  
Juggernaut  
Bulldozer  
Kalibak



**Triton:**

Sub-Mariner  
Aquaman (Hypertime or Icons)  
Captain Mako  
Badoon

Some of you might be scratching your head about my choice for the Badoon as a possible candidate to replace Triton. Just remember, I said that I choose figures based on their power set **AND** their look. The figures that I eventually decided on were Bulldozer for a Gorgon replacement and Captain Mako to replace Triton. I went for power sets on both of them this time as opposed to looking for suitable aesthetic replacements.

Unfortunately, I am going to have to admit to not knowing if Triton really has any powers besides being an amphibian. I do believe that he has some kind of sharp talons and perhaps minor strength augmentation, but other than that, I can't say that I've ever really seen him do much of anything. That is the reason that I went with Captain Mako as Triton's replacement. He doesn't have anything that really makes him stand out as having powers that wouldn't make sense, he has aquatic movement, and in case there is something about Triton that I don't know about, he has the arachnos team ability to represent any x-factor. Choosing veteran Bulldozer as my Gorgon was a much easier decision. He has about the same power set as I would imagine Gorgon to have. I don't think Gorgon would have the invulnerability, but Bulldozer doesn't have it that long to make a difference. The biggest necessity when choosing the replacement for

Gorgon was that the character chosen had to have Quake which Bulldozer has. The charge and close combat expert were also similar to powers that Gorgon would have. Once again, the team ability came into play since the Masters of Evil team ability allows it's users to push turn after turn much like the way that Gorgon would fight. Now the team is complete. It's time to assign feat cards to them to round out the points and make them more effective as a team.

The amount of feat cards that are available for use nowadays is staggering at times. There are so many different ones to choose from. There are, however, certain ones that seem to make it into nearly every team by the vast majority of players. These are your "In Contact With Oracle," "Protected," and "Fortitude" feats. They are the ones that can be assigned to anyone and will generally speaking make any character better. At the same time there are feats that only see play occasionally or under certain circumstances. These feats have certain prerequisites that have to be met which makes them harder to fit on a team or to make them as effective as the previously mentioned feats. This doesn't make them any less useful. It just makes them more character or team specific. In fact, some of these feats can be game-breakers when used correctly.

Cards such as "Stunning Blow," "Trick Shot," and "Nova Blast" come to mind when I think of powerful feat cards that have very specific prerequisites. You can easily burn through points in the attempt to beef up a character. The real trick is learning to limit yourself without sacrificing effectiveness. I try to have no more than 10% of my build total come from the points it costs to use feats. You can make one or two characters very powerful with them, but it is very possible to be overwhelmed by sheer numbers at this point and all the feat cards in

the world won't save you from those odds. The choice of feat cards is totally up to you, but this is how I used my remaining points to amp up my team:

### **Black Bolt:**

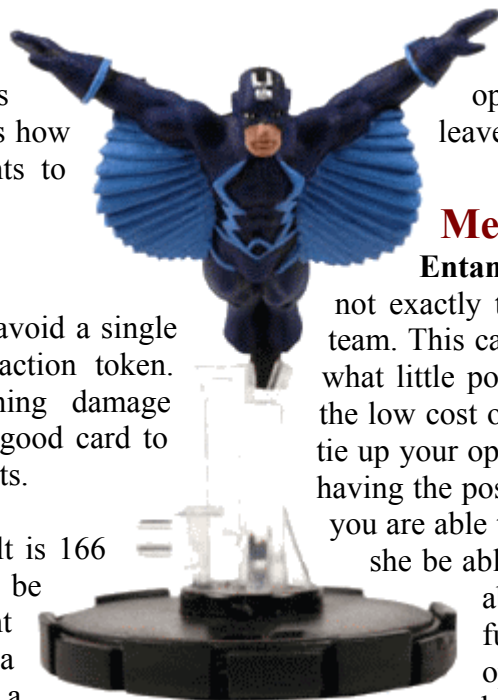
**Protected-** Allows him to avoid a single attack at the cost of an action token. Black Bolt has no opening damage reducers, so this is a very good card to have on him for only 8 points.

**Vendetta-** Since Black Bolt is 166 points, this feat might be wasted if your opponent isn't using someone of a higher point total, but for a 600 point build total, it is more likely to be an effective way to bolster Black Bolt's attack and give you an edge in victory points if you are playing a tournament type scenario. It also frees up Black Bolt's perplex to increase whatever combat value you need it to. Six points is worth the gamble to me.

**Nova Blast-** This card will be your greatest ally and at the same time the bane of your existence. It gives with one hand and takes with the other. It can cripple an opposing army in one fell swoop, however, it will simultaneously take a chunk of life out of your heaviest hitter. It is worth its drawbacks, though, I only suggest using it when you know that you are going to get the maximum effectiveness out of it.

### **Crystal:**

**Nova Blast-** All the fun of massive damage without the fear of taking out your heaviest hitter. Sure, Crystal may not have the range, attack, or damage value of Black Bolt, but she can sure be a good secondary attacker



that will be able to finish off a good deal of the opponents that Black Bolt leaves behind.

### **Medusa:**

**Entangle-** Let's face it. Medusa is not exactly the most prized jewel on this team. This card will allow her to live up to what little potential that this figure has for the low cost of 8 points. She will be able to tie up your opponent while at the same time having the possibility of avoiding attacks. If you are able to get good rolls, not only will she be able to avoid attacks, she will be able to use her incapacitate to further slow down your tied up opponent. If all else fails, when she dies you will be able to use the Fantastic Four team ability that she shares with Crystal to heal Crystal of the damage she might incur from using Nova Blast.

### **Lockjaw:**

**Double-Time-** I don't want to waste feat cards on a figure that I'm primarily going to use as a taxi and as a human shield...or would that be an Inhuman shield? Oh, what a horrible joke that was. Anyway, this feat will ensure that Lockjaw will be able to get his passenger just about anywhere in one turn. On this team, I use him to carry one of the close combat fighters that have charge and at the same time use Lockjaw as my...(ahem)...Inhuman shield for Black Bolt. This will also give Lockjaw a borrowed 17 defense because of Black Bolt's defend. Next turn, the passenger that has charge will be able to charge around Lockjaw and towards the enemy. Black Bolt will be able to do the same with running shot. Repeat as necessary.

This team has a lot of potential. It is both a highly strategic team and a brute force team at the same time. It is not everyday that you come across such a combination. It is one that will work for just about anyone no matter what your type of playing style is. I play-tested it against another version of Jonna's "Killer Chick Team" and it did very well. After Black Bolt used his running shot/nova blast combination to handicap her team, it was just a matter of picking off her ladies one after the other with the rest of my team. If you are a fan of using theme teams that consist of lesser known characters or figures who aren't as popular as Spider-Man, Wolverine, Batman, or Superman; then this team is for you. Here is the final line-up:

### **-Inhuman Rampage-**

**U Black Bolt** (166) + Nova Blast (10) + Protected (8) + Vendetta (6)  
= 190 Points

**U Medusa** (57) + Entangle (8)  
= 65 Points

**U Crystal** (62) + Nova Blast (10)  
= 72 Points

**R Lockjaw** (24) + Double-Time (5)  
= 29 Points

**U Karnak** = 79 Points

**LE Captain Mako** (As stand in for Triton)  
= 52 Points

**V Bulldozer** (As stand in for Gorgon)  
= 113 Points

That makes for a perfectly rounded 600 point team that can stand up to even the toughest of opponents. Remember, a team is what you make of it. Whether it is a hodge-podge of figures that are your personal favorites or a theme team, your force is only going to be as effective as the amount of thought and energy that you put into making it.

Personally, my teams are most effective when they are theme teams. I know I'm not the only one out there who enjoys them, and I know that there are plenty of people out there who have never played with a theme team before. That is why I make it my goal to assist those people and help them out when they take their first baby-steps toward theme team building and playing. There is a theme team out there for everybody. The trick is finding the team or teams that work best for you. Until you find that team, I will remain...

**The SLVRSR4**

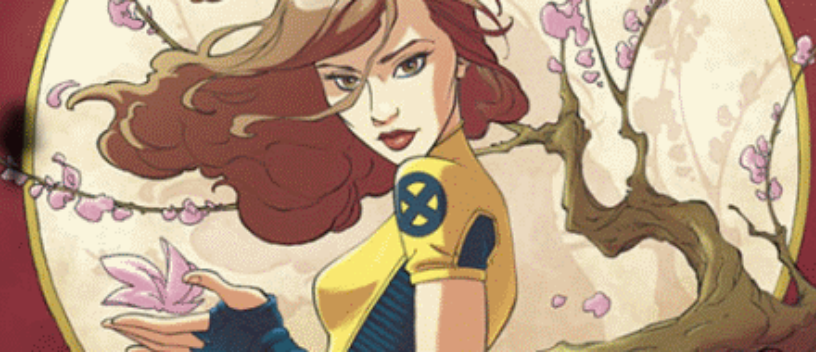
**Custom Clix by  
Michael Ian dela Paz**





# Ladies Night

by Steven "majik00"



## Lady Knights

Daredevil. Black Panther. The Punisher. Wolverine. Dr. Strange. These are just a few of the heroes within the conglomeration known as Marvel Knights. There's only one thing more intimidating than the men from this group: the women. We need to put together a team that can infiltrate the enemies' base and take them down.

From her own series, Black Widow is a must for this team, and will act as its commander. Her incredible athletic prowess is just icing on a cake baked with on extensive military and espionage training. With the Ultimates team ability, she is your stealthy stealth-buster. Stunning Blow will give her some extra firepower, and help take down heavily armored foes.

While Black Widow hides in the shadows and attack from a distance, she needs an equally stealthy accomplice to get in there and really mix it up. Who better to provide this service than the provocative assassin, Elektra? With her 11 attack, she is easily the most likely to hit her target, and with Blades/Claws/Fangs, it's likely to really hurt. Armor Piercing will protect against poor B/C/F rolls against damage reducers, as well as deal one damage to each of two targets from four range, which can be easily overlooked by an overconfident victim.

In order for this team to be able to work well together, there needs to be a sense of stability. To provide this, we will bring in two women that have been working together for a long time with the Inhumans, Crystal

and Medusa. By controlling the elements, Crystal brings some key powers to the table, not the least of which is Pulse Wave. Her damage of three and range of eight are high enough to warrant Nova Blast. If Nova Blasts, she will herself take some damage, and then concentrate on her earth manipulation powers. Barrier and Quake could come in very handy when protecting herself and her teammates.

Medusa is not the muscle of this team. Medusa is there to make sure the muscle can do their jobs. With Passenger, she will carry people where they need to go, regardless of who or what is in their way. To protect her allies, she can also tangle people up with her hair, tiring her enemies more quickly. Later in the fight with Flurry she will focus on close combat against weakened opponents, but still have Energy/Shield Deflection to keep herself from being picked off at range.

The last, and probably most important member of this team (as she is of many teams) is Sue Storm. Just by adding Sue to the mix, her Inhuman friends (with whom she's often worked in the past) become far more effective by giving them her 19 defense with the Fantastic Four alternate team ability. Stealth, range, and Barrier are all bonuses to protect help protect herself. Sue will also bring along her omega-level mutant son, Franklin, to deter the baddies from getting a clear shot on her. While not a female, Sue refused to join the team unless he was allowed to tag along.

Set	Rank	Name	Team	Points	Feats	Total
UL	V	Black Widow	Ultimates	59	Stunning Blow - 10	69
IC	U	Elektra	None	36	Armor Piercing - 10	46
AW	U	Crystal	Fantastic Four	62	Nova Blast - 10	72
CT	U	Medusa	Fantastic Four	57	Passenger - 5	62
FF	LE	Sue Storm	Fantastic Four	49	Fantastic Four - 0	49
MM	B	Franklin Richards	None	2		2
Total:						300

This team requires great deal of finesse to play with any level of success. These gals sport exactly zero clicks of damage reducers, and only one figure with move-and-attack powers, and that doesn't come until late in her (Black Widow's) dial. Black Widow can be protected with stealth while she takes shots from range. In the beginning of the fight, Elektra will determine where the enemies are likely to move. Without Trick Shot, Ultimates, Superman Ally or Bright Lights, chances are someone's going to have to base her to hit her. If that happens, welcome the opportunity to strike with Blades and a nice 11 attack. Sue's Barrier will also help to limit access to her teammates.

If the opportunity arises, Medusa should not hesitate to drop Crystal off in the midst of a large group of enemies, hopefully somewhere that a grounded opponent cannot base her. The next turn she should get the heck outta Dodge, and let Crystal Nova Blast. With only a 9 attack, she might need a lucky roll, or just wait until later in the game when opponents are wounded and defenses are reduced. Medusa will end up taking two clicks of damage for this, (one from Passenger, and one from pushing) but that



just means she's one click away from Flurry and ES/D on top of a 19 defense, if Sue hasn't been damaged by then.

Limited range and minimal defensive options are this teams main weaknesses. The playing field could be leveled with Deep Shadows, making half the team unhittable from range. The only member of this team to suffer would be Crystal, dropping from an 8 range down to 6, which just means positioning for Pulse Wave will have to be done a little more carefully. Armor Wars will help these women to take down heavily armored teams by guaranteeing at least one damage dealt on a successful attack. Without any reducers themselves, the ladies will be unaffected by this Battlefield Condition.

Why should the guys have all the fun? Leave the brute strength at home and take down your opponents with cunning, strategy, and prehensile hair. While your opponents are trying to smash you with soda machines and dumpsters, positioning and that 19 defense will help you get the drop on them. The spy, the assassin, the inhumans, and the Invisible Woman: The Lady Knights are ready for action.



This issue revolves around Marvel Knights, so I decided to make characters from the Marvel Knights Series. The first character is one that so many people have been asking to have remade. Black Panther was from the first Hero Clix set and deserves to be seen again. His trademark Stealth/Blades and Claw/Outwit on the first click all look familiar, but this is the only thing that looks like the old Black Panther. We jump from Leap/Climb to Flurry and finally back to Stealth this shows his whole fighting style. Black Panther is one of the BEST fighters in the Marvel Universe, and his exceptional attack scores show this. Black Panther's defense has changed a lot from the old Infinity Challenge days. He now has Willpower and his defense goes down to a minimum of 14 (not the 11 that we see from Infinity Challenge.) Now, for his damage the Outwit is a given, but it switches to Exploit Weakness then to Perplex, before finishing with more Outwit. This shows his ability to adapt to whatever situation he needs. All in all for 66 point Black Panther is a must.



### Black Panther

4 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
⚡	9	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: 66

Here we go. At one point in time this figure was the most HATED figure in Clix. They kept making Elektra in every Marvel Set we got. Well, its about time we see her again, I think. I would love to see a Seth designed Elektra. Stealth and Blades and Claws are Elektra favored attacks, so that part doesn't really change. Then we get to the Super Senses (no this is not the next Indy set.) After the initial click things change up. She gets Combat Reflexes to show her ninja training and like a ninja (that can be easily killed by any PIRATE) she stays in the shadows using her Sais . Over the halfway point, the gloves come off and she gains Charge with Exploit Weakness. Her Spider-Man team ability she is just gravy for the already-economical 56 points you pay for her. She is one tough character.

### Elektra

Points: 58

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





**Moon Knight**

Points: 78

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

Next, we have Moon Knight. Again, another figure that deserves a remake. This guy has had a lot happen to him in career. From being a loner, to thinking he was insane (talking to an Egyptian Moon God will do that to you) and back to a loner again. Moon Knight employs hi-tech weapons, and is FAR different from his Critical Mass appearance. Stealth, Incapacitate, Willpower, and Outwit are on his starting clicks. Charge, Smoke Cloud, Combat Reflexes, and Leap and Climb show his ability to use the shadows as his ally, while his Close Combat Expert and Exploit Weakness shows his combat abilities. He is a good fighter and his attacks and powers show this. This character is only 78 points, and having the Spider-Man team ability is just a great compliment to a great character.

**Redstone**

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

Points: 224

Finally, we are done with the remakes and we actually get a new character. From the way I understand things, Supreme Power is part of the Marvel Knights line. I have done 3 heroes and I need a Villain. So let me introduce Redstone. This guy is pretty much a clone of Hyperion but with only certain powers of the original. One of the main powers that are missing is Flight. So this guy just jumps around and fights. Although this guy just doesn't fight. He plans and the plans he makes are always destructive. Other than the Outwit this guy is just your standard brick. Charge, Leap/Climb, Impervious, Invulnerability, and Toughness make him. He is not the best figure for 224 points but he is accurate and a fun character to use.

Lastly, we have this issue's Feat Card. This one is called Dodge. This card shows that certain characters can do the impossible in certain situations. You always see characters dodge all sorts of attacks, and this feat actually gives them the ability to do it. The Prerequisites are Leap/Climb and Super Senses. These characters are the guys who jump around and dodge every attack thrown at them. For 10 points, it's great.

Dodge

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**PREREQUISITE:** Super Senses and Leap/Climb

If the character is attacked and missed increase the defense by 1 for the remainder of the turn. This effect can only be used once per turn.

CDF003

# Pick a Card

By Eric "Slade Wilson" Schaen

In this article, we will be looking at Characters and picking some feats and battlefield conditions that increases the characters' playability. Now, there are many cards that could be used with a figure. However, our goal here is to pick some options that work best with the character.

This time up were going to look at the two leaders of the civil war, no not Lee and Grant Veteran (no pun intended) Captain America and Veteran Iron man from the armor wars set. Let's start with a look at their combat dials.

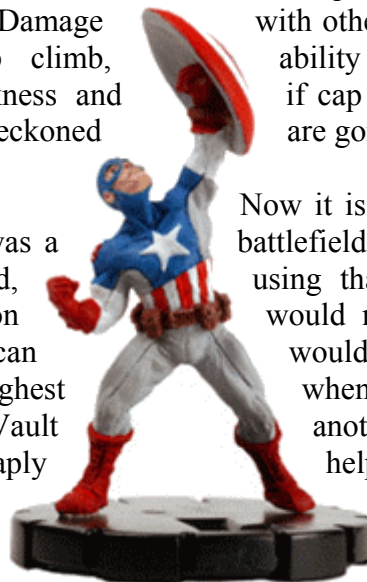
Ok let's start with the sentinel of liberty. Cap has good combat values over all allowing him much playability from a raw numbers point of view. His speed values are quite good thru his whole dial, high to moderate attack values, a defense that starts high and ends above average, and constant damage starting at 3 but never dipping below 2. Steve's also no slouch in the powers department either. Damage reducing powers, charge, Leap climb, leadership, perplex, exploit weakness and outwit make Cap a force to be reckoned with.

So let's talk feats. If there ever was a feat card designed with Cap in mind, it has to be protected he's even on the card! With Protected cap can shrug of hits from even the toughest foes and at 8 points it's a steal! Vault is another feat that is priced so cheaply it would be a sin not to use it. Next up how about Thunderbolts for only 5 points Cap can trade in

his free movement for different team ability. Choose from team abilities like Ultimates allowing cap to ignore hindering terrain all together, or if you prefer your cap to be stealthy give him the Batman team ability. Just remember its 5 points per character with the Avengers team ability when building your team and wildcards can copy this new team ability.

Now if you're playing with an Avengers theme hers some feats that could be very useful. Inspiring Command for 15 points characters with the same team symbol as cap, wont taking pushing damage if they start or end their turn adjacent to cap. Effectively giving multiple members of your team free willpower, need something to do with that extra turn granted by leadership, there it is. If you are playing an Avengers theme and you want to go crazy try the Tactics feat. This feat allows you not 1 but 2 additional actions when you make a leadership roll of 3-6. Again this only works with other characters with the same team ability and it's a hefty 20 points to play, if cap loses that leadership those feats are gone so guard him carefully.

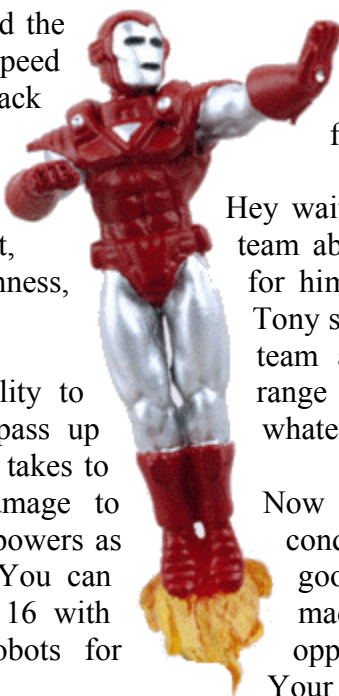
Now it is time for us to pick a couple of battlefield conditions for cap. If you were using that Avengers theme, Assembled would make a lot of sense. The team would gain a +1 to its attack values whenever they are adjacent to one another. Or How about Resistance to help keep the team from being the target of outwit when adjacent to one another!



Now let's talk about old shell head the invincible Iron Man. Great speed values, high to moderate attack values, solid defense values and good damage. Mr. Stark also has some impressive powers at his disposal. Running shot, force blast, pulse wave, invulnerability, toughness, ranged combat expert and outwit.

With a range of 10 and the ability to target 2 opponents it's hard to pass up Armor Piercing. 10 points is all it takes to guarantee a minimum of 1 damage to opponents with damage reducing powers as long as you score a to hit roll. You can effectively increase the range to 16 with running shot. Next up is Nanobots for another 10 points.

Thru most of his dial he meets the prerequisite of 2 or less damage, so it's perfect for simulating his armors auto repair systems and since he doesn't have super strength on his dial this also allows him a way to use up objects. Since Nanobots can repair the damage he takes from pushing how about some Shell head for shell head! Another 10 points grants Tony a +2 to his



defense whenever he has 2 action tokens on him. These 3 feats make pushing a no brainer for the armored Avenger.

Hey wait Iron Man also has the Avengers team ability so Thunderbolts would work for him as well and again you can give Tony some stealth armor with the Batman team ability or make the most of his range with the Ultimates team ability or whatever you want.

Now let's talk some battlefield conditions. Earthquake would be a good pick as long as your team is made up of flyers and as long as your opponent doesn't play crosswinds. Your opponent's grounded figures may end up taking 3 clix of damage, while Iron man isn't affected at all.

Atlantis rising is another BFC that would mess with your opponent without causing Iron man any problems. Just make sure your team is made up of all flyers or aquatic characters so that you can maximize this effect.

### 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





# BUG HUNT: THE AVP ALIENS OF HORRORCLIX

BY BRYAN MIDDLEBROOK



Monsters across the Horrorclix landscape are holding their breaths and nervously wondering if that rumbling in their gut is that bean burrito or something...else. The Aliens from Alien vs. Predator movie have invaded the scene, and the short of a localized nuke\*, once they've infested your local gaming venue, they're nesting there for good.



## Acid-Tail Alien

At first glance the Acid-Tail Alien doesn't offer as much as its hive-mates. It doesn't have marquee close-combat powers like Slash or Spree and its 4 Range Value isn't going to be giving Field Agents nightmares. What it lacks in direct hand-to-hand finesse it makes up for in sheer versatility.

Each Alien has two sides to their Monster Card. What makes these black beauties so different from other dual-sided monsters is the option to flip the card at the beginning of your turn. This means the Alien player can pick and choose powers depending on the situation, giving the Aliens as a group an added dimension other monsters lack.

Aliens are born stalkers, and that's just what the Acid-Tail Alien was born...er, burst to do. Set the Acid-Tail up behind your initial attacking force, and then Frenzy them into your opponent's heavy hitters. Leave the Acid-Tail out of the hand-to-hand action, instead placing him just on the outskirts where he can lob gobs of acidic justice towards your foes. If he gets Frenzied himself, switch over to Side B and oblige.

All Aliens have the Leap/Climb, Blooded, Camouflage, HISSSSSS and Acid Blood powers in common. The average Alien is able to Leap/Climb towards its opponent while using Camouflage to raise their

Defense Value against ranged attacks. When they've closed the distance, Aliens can flip to side B where their Acid Blood deals 1 direct damage against successful close combat attackers and HISSSSSS keeps them in tightly within double jaw range.

Even though the Acid-Tail Alien has a relatively low range, its Phantom power ensures that most enemies will have a hard time landing blows during an out-right shoot-out, with a minimum Defense Value of 16 to punch through during a ranged attack.

Although Acid Spray is the most thematic power for this piece, don't rely on its damage boost too much. By then the Acid-Tail Alien's far more vulnerable than you want it to be. With a price tag of 50 points, the Acid-Tail isn't a piece you want to throw away, and letting opponents get too many close combat blows in is a swift kick out the airlock for this bleeding beast.

Remember: in clix, no one can hear you scream\*\*



### Grid Alien

Unlike the other Aliens in the set, the Grid Alien has two powers in addition to the typical Alien kit: Boss, which turns mass late game Frenzies into bloodbaths by giving adjacent friendly monsters +1 to their Attack Values and the ever-popular Spree power.

Grid Alien costs a hefty 110 points, but unlike other monsters around that price range the Grid Alien earns his stripes (and he has lots). A nine-click dial is one thing -- an Attack Value that's super-consistent, starting at 10 and only dropping to 8 at the last click is extraordinary. The Grid Alien's mind-boggling 20 Defense Value against ranged combat on his A track ensures that no one this side of boxcars is hitting him with any pulse rifle fire.

Grid Alien is a perfect piece for the aggressive player. Scarf up a couple of victims, then charge ahead and damn the torpedoes! Grid Alien holds its own in hand-to-hand combat, and gets better after it takes damage.

### Leaping Alien

The Leaping Alien is a hand grenade Horrorclix -- send him off towards the nearest threat and hope he does some damage. His Pounce power gives him an extra chance to land Frenzy, but since he doesn't have any powers that modify his damage during an attack, his Frenzies are relegated to poor slob without any damage reducers.

At 50 points the Leaping Alien isn't exactly cheap, but if you're looking for an Alien to go bleed on your opponent, this is it. Its high Movement Value and Leap/Climb allow the Leaping

Alien to cross the board with impunity, and its relative lack of versatility means you can sacrifice it without too much worry in higher point games.

If you're not running the Grid Alien (or simply don't care which piece slaughters the Victims) you can use the Leaping Alien to sweep the board clean of Victims, denying your opponent resources -- though this would only be advisable in games 300 points and up.

The Leaping Alien is by no means a lousy piece -- as a stand-alone Horrorclix piece it's quite good. It's simply overshadowed by its intergalactic brethren.

### Long-Tail Alien

While other Aliens might inspire opponents to flee for their lives, this sordid specimen makes them charge in or be speared. The 75 point Long-Tail Alien might only have a range of 3, but its ability to make its ranged shots piercing is deadly. Three consecutive slots of Impale insure that the Long-Tail can take a retaliatory shot and keep plowing away, ignoring those pesky damage reducers.

Like the Acid-Tail Alien, Long-Tail Alien is at its combat peak when skulking around the outskirts of a hand-to-hand slugfest. Unlike his acidic comrade, Long-Tail Alien can help you determine the rough positioning of some of the opponent's figures. Simply put, once Long-Tail is in range, the opponent has to deal with it or take that penetrating damage right through the heart. If



playing the Aliens in a pack, set a couple of hand-to-hand specialists behind the Long-Tail and wait for the inevitable rush. Your claws and double jaws will do the rest.

### Running Alien

Preying on the weak like a jackal, the Running Alien hungers for monsters too spent to withstand its attack. The Running Alien is a born and bred 50-point mop-up machine, perfect for rushing into the fray a few turns in. Its Agony power allows it to add +1 to its Damage Value for each action token on the target, but its Savagery power is the real star, adding a flat +2 to its damage value...period.

A 50-point monster with an effective starting damage of 4 on its B side? That's dangerous, especially when you factor in a high Movement Value and a guaranteed Frenzy for three, cutting through damage reducers with the fury only a xenomorph could muster.

You don't want the Running Alien on the vanguard due to the possibility of getting knocked off those all-important blue clicks. Keep him back a little, ready to finish off the work his cohorts started.

### Stalking Alien

A front line attacker, the Stalking Alien is essentially a "boss killer" click, able to go toe-to-toe with and defeat Uniques. Its Pain power is sparsely placed on the dial, but it's absolutely killer in an Alpha strike scenario, which is made easier by a high Movement Value and Camouflage. Single out the main bruiser on the opposing side and streak towards it faster than a blip on a motion detector. Either you'll manage to weaken it enough for the other pieces on your squad to finish off or you'll keep it occupied with wrestling the 90 point Stalking Alien for a few turns -- ample time to get some supporting figures in to press the attack.



Custom Clix by Michael Ian dela Paz



Even if the Stalking Alien gets a boot to the carapace (and more than likely it will) its Damage Value never falls below a respectable 3 until its last two clicks, so don't stress getting into the thick of things. Aliens rend and tear their prey irregardless of their own losses -- why play them any differently?



roll well the Wall-Leaping Alien has the best damage possibilities of any Alien -- roll poorly and the poor bug will be breaking its fingernails on the flesh of its enemies. Like most Slash users its base Damage Value is very low, so splurging 75 points on a hope and a prayer might be more of a gamble than players are willing to take, especially when super-efficient pieces like Chainsaw are around.

### Wall-Leaping Alien

A true kamikaze, the Wall-Leaping Alien is a piece that works best after it's gone a few rounds with a creepy crawly or three. It boasts strong opening combat numbers typical of a figure in the 75 point price range and gains the beloved Slash power a couple of clicks in.

Slash, as always, is a bit of a gamble. If you

If you're bound and determined to play Aliens theme and want the crazy carnage of Slash in your corner, there's only one piece to go to, and that alone is a selling point. And hey, if the dice gods are smiling, you may soon hear your opponent sing those sweet, sweet words:

**'Game over, man. Game over!'**

## DC HeroClix Legion of Super-Heroes Starter Game Announced!



This Summer, WizKids takes **DC HeroClix** into the distant future with the **DC HeroClix: Legion of Super-Heroes Starter Game!**

The **DC HeroClix: Legion of Super-Heroes Starter Game** features:

- 7 all-new sculpts
- 2 exclusive new 3D objects
- 3'x3' full-color, 2-sided **HeroClix** map
- The most up-to-date **HeroClix** rulebook and PAC card
- 1 Feat card, 1 Battlefield Condition and terrain and object tokens
- 1 **HeroClix** base turning ring and 2 dice

The *Legion of Super-Heroes* is set in the 30th Century where a young Superman has been thrust forward in time and agrees to join a young team of adventurers in a universe that faces threats of unimaginable proportion!

The **DC HeroClix: Legion of Super-Heroes Starter Game** is featured in a windowed display box and is playable right out of the box. Combined with previous **HeroClix** releases such as **DC HeroClix: Origin** and **DC HeroClix: Giants** you can recreate some of the Legion's most spectacular adventures! And don't forget, 2007 is the 5th Anniversary of **HeroClix**. Expect ANYTHING! The **DC HeroClix: Legion of Super-Heroes Starter Game** is slated for release in June 2007.

# Vs. System for Beginners

by: Mark 'Danger' Blancaflor

It is now turn seven, and your opponent has the initiative with both players endurance mirroring each other at ten a piece. He still has his 4, 5, and 6-drop characters on his side of the board, while you're confident that both your 5 and 7 drop will be able to hold the situation down. The opponent declares a team attack into your 7 with his 4 and his 6. Then he declares his 5-drop into your 5, but this time he has a flying kick and a mega blast for good measure. At this point a mutual stun-back situation would not matter. Breakthrough endurance lost has occurred and you take major damage with no way to gain back endurance or make an attack, it's the end of the game for you. Add another loss to the beginning of your not so illustrious VS career.

Both you and your opponent are virtually new to the game, but it doesn't seem that you're getting any better. At one point you would be able to defeat him with no problems, but now it seems that you can

barely win a match against him. Has he been playing more than you? Maybe he just got lucky? Or maybe he's been slowly taking note of different subtleties while you haven't? The following article will help clue you into some things that'll help you're game as a player just getting into the VS world.

## Knowledge is Power and Knowing is Half the Battle

Do you remember those old TV episodes that stressed that knowledge was key, and very important? The end of the G.I. Joe episode where they told you that playing by a busy street was bad for you? Now you know, and knowing is half the battle. The same pretty much applies to the VS card game. You attack into your opponents 4 drop with your 5, thinking that you'll be able to get through without stunning your own character, and by the end of the attack because of that card's ability you've ended up taking more damage than them. It's important to know what each card does on the playfield. I've had a situation in a PCQ where my opponent attacked into my 4 drop thinking he'd be okay and wouldn't get stunned. What he forgot to do was read the ability on my card (4 drop Hawkman DJL-014), which turned the tempo of the game into my favor ultimately allowing me to win the game. You can politely ask to read a card you haven't seen before while playing so that you can fully grasp what they do. The same can apply to your own cards as well. There are times when some cards you play have abilities you didn't see in the first place. In the above example, the JLA version of Hawkman has so much text on its card that most people just stop reading when they find out that your characters get +2 while attacking characters with a greater cost. What people often tend to do is stop reading there, and forget that in the rest of the text defenders also get a +2 ATK while defending against a character with a higher cost. Always read the cards no matter how much text there may appear.



### Practice, Practice, Practice!

This goes hand in hand with card knowledge. The more you play the more cards you will have seen and be exposed to. The more cards you are exposed to, the more card knowledge you gain. This can only be done two ways. You can either go online to read up on every card from every set, or you can get some games going with different opponents with different play styles. I would suggest the doing the latter, as not only will you gain card knowledge but you will be able to clue into other nuances of the game. Character formation is one of the harder aspects of the game to master. Generally on you're off initiative you would like to build in a 'defensive' formation, minimizing the amount of damage you will take. However, if possible, you also want to be able to attack back on your off initiative and that won't be possible if your support row characters don't have range to attack. Its minor things like this that help you win or lose a game that comes to you as your experience grows. Don't get discouraged since formation and attack strategy are both quite hard to master in this game.

### There are no stupid questions.

If you're new to the game, don't be afraid to ask a more experienced person at your local store for a game. Generally most VS players that I've met in my time are willing to help you out as you go along. These types of players are a fountain of knowledge and a real benefit to the game. They can often help point out the mistakes that you've been making, and help you see other strategies



that you haven't been able to see before. If you are so lucky to find one these players at your local store, be sure to try and gain as much knowledge out of them as you can. But also do not forget to thank them for all their hard work. There is nothing worse than an ungrateful student.

If there are not enough players in your area to help you, you can always look to the Internet. There are a few online VS communities out there with VS

Realms ([www.vsrealms.com](http://www.vsrealms.com)) being one of them. You won't find a helpful bunch of VS players who love to help out the inexperienced. Any chance to promote the game and help it expand is worth it, and many of the members who do help the newer players recognize this. Online communities like this are also exceptionally helpful as they hold so much information that players both new and old are finding new and exciting things to help elevate their game play.

### Determination – Never give up!

At my local comic book store they were playing VS system, and every time I came in they would try and get me to play with them. I shrugged them off thinking that it was going to be another 'Marvel Overpower' – type game. However, curiosity got the better of me and I decided to give it a shot. The next thing I knew I was hooked, and on my way to a pre-release event in Washington for Avengers, which was the newest Marvel set at the time. I was still pretty green, and wasn't too sure about the rules of the game. In fact, I had to have a refresher course on the way down to the tournament. Needless to say, by the end of the tournament I placed



dead last but managed to get an Avengers play-mat as well as make a couple of new friends in the process. I did not give up on the game though; I decided that I liked it enough to give it more of a shot. A couple months down the line and I'm consistently placing in the top four of various VS related events.

There's an old adage that goes somewhere along the lines of, "You've got to crawl before you walk." Don't let the bad beats get to you. It's expected that not everyone is going to be able to catch onto the game at

his or her first try. Losses will come, you're just going to have to take them in stride and ensure that they don't affect your game. Soon enough though, you will be the one offering tips up to new players in your area who're hoping to be as good as you one day.

Hopefully the tips provided above will be able to help elevate your game a little bit. Remember to keep practicing and be aware of the cards being played. After a while you'll get the hang of things and will be able to get enough PC points to go after one of those giant trophies.

### WIZKIDS ANNOUNCES STAR WARS POCKETMODEL TRADING CARD GAME

February 07, 2007 (SEATTLE) WizKids Inc., a subsidiary of Topps and the creator of runaway hit games such as HeroClix® and Pirates of the Spanish Main, announced today that it will release a new collectable game called the **Star Wars PocketModel** trading card game (TCG). The agreement is an expansion of Topps' current licensing agreement with Lucas Licensing.

The **Star Wars PocketModel TCG** combines the best features of classic TCGs with those of constructible strategy games (CSGs), a category that WizKids® pioneered for kids. This TCG innovation allows players to use characters and action scenes from the movies on their cards to help control their fleets of PocketModel ships as they attempt to destroy each other's objectives. This exciting, easy-to-learn game derives its content from all six Star Wars movies, making it possible for fans of all generations to enjoy battling for control of the galaxy!

"Topps trading cards were the very first Star Wars licensed products," said Howard Roffman, president of Lucas Licensing. "We are pleased to expand our longstanding relationship with Topps to include both WizKids and trading card

game products. We are excited for Star Wars fans because there has never been a product quite like this before."

Following in the tradition of WizKids' successful Pirates CSG, no Starter is required for game play. Each Game Pack (SRP \$4.99) contains four to eight styrene constructible vehicle models, six game cards, two micro dice, assembly instructions and complete rules.

"It is a privilege to be given the opportunity to create trading card games for a property with the history and popularity of Star Wars. Our first directive has been to develop a truly innovative card game that young Star Wars fans can enjoy," said Lax Chandra, WizKids president. "The excitement generated by kids during our testing of the PocketModel TCG has exceeded our expectations on all accounts."

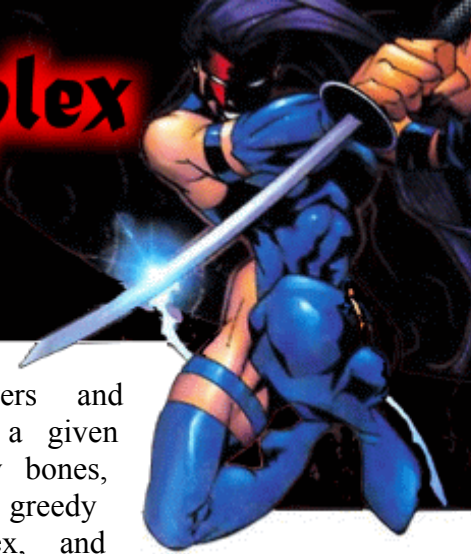
The Star Wars PocketModel TCG is expected to be released at retail in June 2007, with a preview and samples available at Star Wars Celebration IV, May 24-28 at the Los Angeles Convention Center. Sales inquiries may be directed to WizKids' director of Sales, Dennis OBrien, at (425) 460-4311, or via e-mail at [dennis@wizkidsgames.com](mailto:dennis@wizkidsgames.com).



\* Final product may vary slightly from image shown.

# Getting Greedy with Perplex

by: Jonny Fliieger



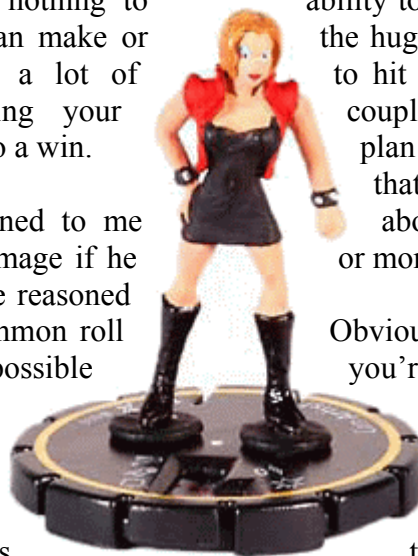
I remember one of the first games I ever played, I had a player kind of watching over my shoulder, teaching me the rules as I went along and giving me advice. I forget the pieces involved and the exact numbers on attack and defence, but what it shook down to was that I had a guy who needed to roll a seven to do three clix of damage. The player who was watching me stopped me before I rolled, and told me to use perplex I had on my team before my roll. I seem to recall it being an important attack, certainly one that could shift the balance of the game, so I asked him if I should up my attack- to better ensure that damage being dealt. He looked at me like I was from Mars. Always up your damage, he told me. You always perplex up your damage.

Long story short, I rolled a six and lost the game. Would I have won the game if I had of landed the attack? Probably not, like I said, it was early in my career and my teams were little more than excuses to play with X-Men toys at the time, but the attack would have hit, and three damage is nothing to sneeze at. Three clix of life can make or break a game, and there are a lot of situations where simply raising your attack by one can change a loss to a win.

Another player early on explained to me that he always perplexed his damage if he had to roll a seven or under. He reasoned that since seven is the most common roll with two six sided dice (more possible combinations of rolls add up to seven than three, for example), he was likely to get seven or better, so why not go for the damage? I'm not sure what it is

with heroclix players and thinking sevens are a given whenever they throw bones, but it leads to some greedy play, wasted perplex, and ultimately- missed attacks and lost games.

Okay, basic math time. Don't let your eyes glaze over; this is simple, painless stuff. On a six-sided die, you have a one in six chance of getting any single result. Simple. With two dice, the possible results are exponential, so you end up with 36 possible outcomes. 21 of those possible 36 outcomes add up to seven or greater, so you really only have a 21/36, or approximately a 58% chance of rolling a seven or better on any given roll. You're more likely to get the roll than not...but not by much. If it's a game altering situation where missing could be catastrophic, I'll hedge my bets almost every time and resign myself to doing one less damage. You can still smash most pieces past their useful clix, or at least lessen their ability to hit back. When you consider the huge improvement in your chance to hit by bumping up your attack a couple of points, it makes it easier to plan smart plays when you consider that you can roll a six or better about 72% of the time, and a five or more over 83% of the time.



Obviously there are times when you're going to want to bump up your damage, too. It's all about figuring out where the smart play is, and the best way to do that is to look at the figures involved. Ultimate



Captain America is a great example. With a 12 attack he doesn't need a whole lot of help getting in there, but his damage is a bit low, so bumping up his damage is usually a good play. Superman doesn't miss a whole lot, so you might as well do a million and three damage instead of just a million and eliminate a piece altogether. Most figures just aren't Captain America or Superman, though. There are a lot of 9 and 10 attack values out there, so there are a lot of times you need the little bit of insurance perplex

can give you. It's all about whether you think you can make the attack roll or not. A huge damage value does absolutely nothing if you can't score a hit. Good attack values and having a couple tries at it with powers like probability control help ensure you'll land those hits, but make sure you're not getting greedy with your perplex, and don't take those sevens for granted!

-Jonny

Custom Clix by Michael Jan dela Paz





# LUKE SKYWALKER, CHAMPION OF THE FORCE

BY KANJO CDRLS



As most Star Wars Minis (henceforth SWM) players know, especially those who prefer the Rebels, Luke Skywalker figures have been somewhat disappointing in the game. Most aren't horrible, just not great either, and usually over-costed. Personally, Luke has just been bad luck for me, performing such feats as missing a Stormtrooper three times consecutively and **Force Alter**-ing a roll into a critical hit (from an AT-ST no less! 80 damage!). While the previous two examples may just be due to my poor luck with the dice, I have never had any version of Luke survive a game, win or lose. But the stigma attached to Luke may finally be at an end with the coming of Luke Skywalker, Champion of the Force. On Christmas 2006, SWM fans and players got a sneak peak from the upcoming SWM set *Alliance and Empire*.

## Luke Skywalker, Champion of the Force

49 points; Rebel

Hit Points: 110

Defense: 20

Attack: +13

Damage: 20

...continued next column...



### Special Abilities

**Unique. Melee Attack; Double Attack; Flurry Attack** (When this character scores a critical hit, he may make 1 immediate extra attack)

### Force Powers

#### Force 2. Force Renewal 1

**Force Alter** (Force 1: range 6; any 1 enemy rerolls its last attack)

**Force Leap** (Force 1: this turn, this character can move through enemy characters without provoking attacks of opportunity)

**Jedi Mind Trick** (Force 1, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 11)

**Knight Speed** (Force 1: this character can move 4 extra squares on his turn as part of his move)

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

**Use the Force** (Force 3: This character's next attack is a critical hit)

First thought: WOW! Luke's finally dangerous! Better than average stats, good abilities (accurate to the character too), and potential for a lot of damage output. A little fragile in the HP department and a little high-costed, but not too shabby.

Luke's abilities have a nice synergy, like the powerful combination of **Flurry Attack** and **Use the Force** allowing him to land a critical hit for double damage and then attack again. **Jedi Mind Trick** can be used at any point in his turn without replacing attack(s), and can allow you to avoid retaliation from an enemy that you are based with, move away without giving up an attack of opportunity (although **Force Leap** also allows that, but doesn't stun the opponent), or simply cause a powerful character to forfeit their actions for that turn. **Force Leap** and **Knight Speed** help with

positioning and allow Luke to close the gap and base an opponent, always a dangerous time for a melee character. While **Lightsaber Deflect** will keep Luke alive, **Force Alter** forces the opponent to re-roll (not always a good thing though). **Force Renewal** will give him a steady supply of Force points, especially if you hold him in reserve for the first few turns and allow them to build up. (NOTE: This version of Luke is the cheapest figure in the game with **Force Renewal**). The icing on the cake is Luke's follower status, allowing him to benefit from commander effects.

Much like in the movies or books, Luke actually depends on his friends to boost his efficacy. Some of the characters that would work well with Luke:

**Yoda of Dagobah:** a natural fit, thematically as well as gameplay-wise. Luke can use Yoda's Force points, and when Yoda dies he will get to use the Force an extra time per time along with 6 extra Force points. 120 damage if he uses **Use the Force** twice and doesn't move! Plus, Yoda can stun people, make them re-roll, and absorb Force powers. No offensive capabilities though.

**"Old Ben":** can cause some damage and gift Luke with the same benefits as Yoda upon his death. Your choice which of the two you want. They both have to die to give Luke a significant boost though.

**Chagrian Mercenary Commander:** +20 damage to critical hits. Seems pretty good to amplify Luke's **Use the Force**, but he has to be within 6 spaces. Could work, but would be very hard to pull off against an experienced player.



**Han Solo, Rebel Hero:** a good shooter with a decent commander effect. One of Luke's upsides is that he is a follower and can benefit from Commander Effects.

**Chewbacca, Rebel Hero:** best bodyguard for his cost. As well as being a pretty good attacker, he can more than double Luke's HP and protect against **Disintegration** as Boba Fett, Bounty Hunter is so prevalent in the game today.

**Princess Leia, Rebel Hero:** not bad, but terribly dependent on Luke's positioning to take advantage of her commander effect that lets him move 2 free squares after defeating an enemy. He could hop around and do a fair amount of damage if you pull it off though.

**Admiral Ackbar:** While Luke's attack value is high enough to not need Ackbar's command bonus against activated enemies, initiative control is huge. Luke can base an enemy at the end of the turn, and hopefully Ackbar's Recon will win initiative so Luke can unload on the enemy at the beginning of the next turn.

**Rodian Black Sun Vigo:** with some careful positioning, his commander effect can essentially block attacks from Accurate Shot and force them to target the nearest enemy. Can definitely help keep Luke out of the sights of Boba Fett and allow him to close the gap to the enemy.



**"Force Spirit" Obi-Wan:** not released yet, but I imagine he'll have superb synergy with Luke. Can't wait to find out!

Well, after running possibilities through my mind, I decided to do what any other rabid Rebel player would do: playtest the new Luke. I printed up the stats, used my Luke

Jedi Knight figure (who I think has a better sculpt anyway, although some might disagree) and headed off for a friendly game. My team had the new Luke, Yoda of Dagobah, Han Solo Rebel Hero, Chewbacca Rebel Hero, R2-D2, Admiral Ackbar, Defel Spy, and an Elite Rebel Trooper (200 pts.). MY opponent had Grand Admiral Thrawn, Emperor Palpatine Sith Lord, Mas Amedda, Boba Fett, 5 or 6 Stormtroopers, and an Ugnaught.

Battle Report: We played on the Korriban map, which made R2 and the Ugnaught mostly useless because there were no doors. Ackbar's usefulness was also nerfed by Thrawn's presence (Thrawn always gets initiative unless he rolls a 1). The first few rounds were uneventful due to poor rolling. Luke stayed hidden until Yoda died and gifted him with the extra Force points and ability to use the Force twice per turn. The Luke was able to finish off Emperor Palpatine after Chewie critted on him and Palps missed an attack against Han. He also succeeded on the one **Deflect** roll that he had to make. Chewie absorbed a lot of damage for Han and Luke and eventually succumbed. The game came down to his Mas Amedda (10 HP left), Thrawn (30 HP

left), and Boba (30 HP left) against my Han (10 HP left), Luke (full strength), and Defel Spy (full health). Luke closed with the three and absorbed some damage as he could not spend Force points to **Deflect** within Thrawn's Force Immunity bubble. He managed to kill Boba and wound Thrawn before dying, allowing Han and the Defel to finish off Thrawn and Mas for the win.

Luke performed OK, but definitely wasn't the star of the game. However, he wasn't given the opportunity to shine due to Thrawn's Ysalimiri Force bubble preventing him from using his array of abilities and unleashing devastating combos. He actually died pretty quickly (about a turn and a half) without the benefit of **Lightsaber Deflect**, so in the future I will definitely try to keep the bodyguard with him the whole time. Unfortunately, due to time constraints, I was only able to play one game. I look forward to trying Luke against other teams, and especially a match-up against Vader now that we have a Luke who has a chance of actually defeating him.

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**Title:** Pirates of the Frozen North  
**Stock Number:** WZK6131  
**Display MSRP:** \$3.99  
**Expected Release:** February 2007

**Product Information:**  
Shiver your timbers! Pirates of the Frozen North invites you to navigate past perilous icebergs, captain fantastical

longboats, and dominate wintry seas with frost-bearded Vikings. Bundle up and set sail with the Pirates of the Frozen North constructible strategy game!

**Contents**

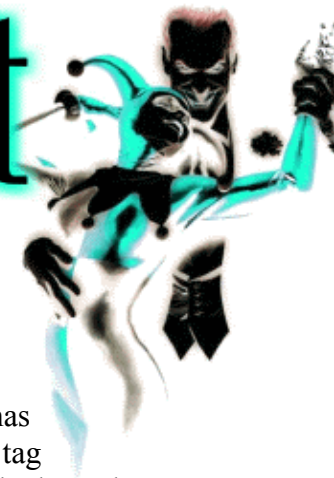
- 2 sailing ships
- 1 treasure or crew card
- 1 Iceberg/Island card
- 1 Game Rules Sheet
- 1 die





# 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.

Not all that long ago, there was a time when I had given up on comic books. Oh, they still interested me, I suppose, but with every month seeing another slew of variant chromium covers for crossovers that I had to buy ten issues of some other book just to know what was going on in my monthly reads- I just didn't feel compelled to keep up. Then a strange thing happened- I moved into an apartment over a comic book store. I had been away from comics for a few years, and my interest in them wasn't terribly high at the time- work to be done, bills to be paid and such- but I had loved them so much as a kid and now I was living above a shop. I'm only human, so of course I had to pop in and take a look.

As luck would have it, I popped in at the same time Greg Rucka was re-launching Wolverine under the Marvel Knights banner. Wolverine had been my favourite character growing up, and this was the Wolverine I'd always loved, the lone wolf series where Wolverine beats the hell from people. I like me some X-Men, don't get me wrong, but it gets tiring reading a thousand X books to get different writers' interpretations of Wolverine, where he's usually posing and strutting and otherwise just shoehorned into a story and slapped on the cover to bring up sales.

Well, I was hooked. Wolverine has dropped the Marvel Knights tag since issue 40, but I'm still hooked on the book. Comic book addiction being what it is, I started reading one book, and then added another, and before I knew it I had all those dratted X-books back on my file plus a whole gaggle of others. Sigh. I try to get out; they keep pulling me back in. Still, I could rationalize the comic consumption- I don't have any other bad habits or addictions...of course then I discovered plastic cra- er...HeroClix.

Sigh again.

Wolverine has been represented a whole bunch times in Clix form, but the Wolverine that best represents my favourite take on the character is probably Clobberin' Time's Logan. The veteran is a house for only 60 points, and although he was a pretty popular figure back in the day, the evolution of the game towards a shooting match and all the new shiny figures have left Logan to collect dust.

Well, folk', dusting off old figures is what Jonnys do best, so grab your cowboy hats and cigars (be careful, Joe Quesada could be watching) and get ready to roll some dice.

Logan is a beating. I really don't know how else to describe him. I'm also not quite sure why I don't just play this figure every single game. The Fantastic Forces Wolverine has that 12 attack and charge, so he's usually the first Wolvie I reach for, but for the points you really can't beat Logan. A 60 point figure that can just radically change the

game all by himself is great any way you slice it, and slicing is what Wolvie is all about. With Stealth and natural 3 damage, Logan can move up using cover and on certain maps is invaluable for the ability to go punch some walls down to free up later attacks without getting shot up. Bonus style points awarded for hiding in the rubble breaking the walls down creates. Or bonus cheese points, I'm not sure which.

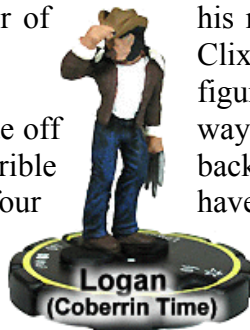
That stealth won't last long, though, as after Logan takes a single click of damage or pushes, he's off stealth and onto flurry. This Wolverine is a hunter, but he's only got so much patience. After that it's just beating time. Flurry is always a great power, letting you either smash face twice in one turn or acting as a kind of free probability control roll. If have actual probability control, it loves this figure. Three Clix in, Logan picks up the dreaded flurry/blades combo. He's got a respectable 9 attack at this point, which is going to need that probability roll some of the time, but against support figures, you're usually going to hit, and you can save that roll to make sure your blades/claws/fangs roll really puts a hurt on your opponent. Roll two sixes on successful attacks and your 60 point guy can shred just about anybody. It's unlikely, but think of all the high fives you'll earn yourself if you ever get it off. It is a non-trivial number of high fives, I can tell you that much.

Logan has great offence, but the trade off to keep his points so low is his terrible defence. He has toughness for four clix, which is great, and makes the



already decently long 8 clix of life (again, not bad at 60 points) seem even longer, but his numbers on defence are not going to be terribly hard for your opponent to deal with. He stays good even after he takes a hit, so don't worry, he can keep dishing it out even if they get a poke in on him. Wolverine's low defence makes him medic friendly, but his lack of mobility and the fact that his battle fury keeps him from being carried back to a medic make it hard for him to actually get back and get healed.

If Logan can cut down the figure he was basing and has a free chance to get back to the medic, feel free to waltz him back, but if he's tied up, it's not worth chancing the break away roll failing just to heal a 60 point guy. You're better off continuing to smash face with Wolverine and hoping to land on his regeneration. This Wolverine has 4 big Clix of regeneration, and is one of those neat figures that can actually heal himself all the way back up his dial. I have rolled myself back into stealth when he otherwise would have ended up shot to pieces before, and science suggests that it was awesome.



For 12 points you can stick automatic regeneration on Logan and have him still be a bargain at only 72 points. Logan with automatic regeneration on him is terrifying, and you'll notice that he moves way up on your opponent's hit list when he's sporting that nifty little card. The possibility of a free roll putting Logan back onto his flurry/blades clix out of nowhere is horrifying, since he'd be free to attack with that combo in the same turn and begin the face-smashery all over again. This is a

double-edged sword sometimes. While it does make this figure an absolute giant killer for bargain points, Logan is best when your opponent isn't worried about him until it's too late. If Logan attracts too much aggro early on, that low defence will crumble and he may not live to get a chance to make those regeneration rolls. He's the best there is at what he does, but no one wants Superman to dump a motorcycle on their head.

### Quick tips for playing Logan

- He lacks move and attack and for the latter half of his of his dial can't be carried, so try TKing him up. Dumping him into stealth or where he can get into stealth makes him dangerous.
- The top half of this figure's dial is damage city, and the second half is full of regeneration. Don't be afraid to push to keep the beats coming.
- The third click with the awesome flurry/blades combo is an obvious highlight, but don't discount those first two clix. 11 attack with 3 damage and then TWO attacks at 10 for 3 is quite the beatdown in its own right.
- Logan is good because he can deal big boy damage for half the cost or less. Don't confuse that with him actually being a big boy- this is still a bargain figure, not a brick. He's going to crumble in the face of Supermens, Black Adams, et al.
- Of course, sometimes tying up your opponent's big bruiser with a little 60 point figure can be quite cost efficient, especially if you can control the game to the point where they can't put Logan out in one turn, allowing you the possibility to heal him up and keep annoying them.
- Blades/Claws/Fangs and Regeneration both work with probability control. Roll those 6's, baby.

--Jonny

### Custom Clix By Michael Ian dela Paz



Colossus™



# Eat Yourself Fitter

by: D "ludd\_gang" Helland

*Come February, gamer tables will rove with foamy rabid dogs, vampire nurses, jar-dwelling brains and the most terrifying monster of all: probing aliens. Welcome to the Lab, the first HorrorClix expansion, where no corner of the most misanthropic and unholy of sciences has gone unexplored by the mad doctors at Wizkids. The expansion introduces no less than three major mechanics tauntingly promised by the rulebook since the game's release. And here I am, sitting in mid-January trying to pen my best guess as to how these mechanics will affect the game. So let's see if I can apply my amazing precognitive powers without looking like a total chucklehead.*

## **The Devil Made Me Do It**

Two powers cloned from the fetid carcass of pre-Indy HeroClix have scuttled out of the Lab. Varying only in name in order to designate ranged or close combat utility, *Mind Control* and *Possession* bring an element of board control to the table. Not only do both powers give you control of the target for the turn, during your Hourglass Phase the target will also receive a click of unpreventable damage AND enough action tokens to render it vulnerable!



HeroClix players from the days of yore will remember how pre-Indy Mind Control required a controlled target to spend actions normally. Because of this, a Mind Controller would regularly find the power useless if its available targets were already pushed. Similarly, if a target of HorrorClix's Possession has two action tokens, you won't be able to make an action with it. Unlike its predecessor though, the target will take a still click of damage regardless of whether it took any action, granting it more versatility by acting as a counter to damage reduction.

Another divergence of Possession from its HeroClix kin is that using a puppet counts against a player's action total during the turn. So, if during a 300-point game you spend an action to possess a monster and then use that monster to do something, you are down two of your three actions. This action cost can be particularly pertinent if you want to use a Possessed monster to attack because the odds of negotiating a Possession-induced attack can quickly dip into unlikelihood. For example, suppose you need a 6 to Possess the target (72% chance of success) and a 7 to hit another monster with the puppet (58% success), your odds of doing any damage with





the puppet are only about 42% ( $72\% * 58\% = 42\%$ ) making it a risky way to sink another action. However, since the puppet will take the unpreventable damage and accrue two action tokens even if you don't assign it an action, you may find circumstances where you'll possess an enemy and yet elect to do nothing with it.

There are a number of pieces from the first set that will feel the presence of Possession:

**Chainsaw:** Perhaps the most widely-used piece from the first set, Chainsaw's low defense was hardly an issue. However, that pitiful defense coupled with his Scare and high attack values means that you can very likely launch a successful Possession-induced puppet attack against his friends.

**Tomb Mummy:** Every since I cracked Captain Quilty from a booster, I have been pining for Possession. In fact, for any Murder, Vampiric or Flesh-eating monster, delivering a freshly Possessed yummy is the most efficient way to get them powered up. However, keep in mind that you won't be able to attack the meal on the turn it arrives because, unlike in HeroClix, a Possessed monster stays friendly to your team until the end of your turn.

**The Brutes:** When you've spent 100-points on a monster, you really don't want to see it sit for a few turns collecting action tokens and taking unpreventable damage. It's even worse when those big guns insist on retreating from an enemy they just spent the

last turn chasing down. Expect to see the ubiquitous Fiends and Dire Werewolves wandering aimlessly into hindering terrain when Possession is on the board.

**Experienced Field Agent:** Any army in which I include Field Agent almost always tows a Sorority Zombie to Trap foes in the sights of his rocket launcher. Possession ratchets this strategy up a notch, letting me dictate board control should a foe slip past her. In fact, any army sporting damage-inflicting powers that are contingent on board position like Agony, Rampage, Area, Slash, Accuracy and Ferocity will improve with a hint of Possession in its arsenal.

**Jekyll and Hyde:** Okay, I bet in half of the games you've played Jekyll and Hyde, he's ended up hanging out in the bushes babbling to himself before he can Change. If you haven't experienced that, it probably means you've had a Sorority Zombie walk along with him to keep him in check with her Big Wet Smooch and Stamina. Possession becomes another method of keeping him on task. You might also try reining Stoker with this technique, though with his high D that can be more risky, unless you're safely tucked up in the sky. Which brings me to another new mechanic.

**Look! Up in the Sky! It's a bird... It's a plane... It's... AHHHHHHGHGH!**  
Yep, the Lab's Lovecraftian horror, the Mi-go, brings a solitary pair of leathery wings flapping onto the scene.

In HorrorClix, hovering fliers operate exactly like they do in HeroClix: They are able to ignore terrain and foes while moving and when outdoors and can opt to spend a movement point to go into soaring mode. That is where the two games diverge, as soaring monsters in HorrorClix *can* attack grounded targets with range. Although a

soaring monster is immune to grounded close combat attacks, enemies plugging at them with ranged attacks get a +2 attack, and if hit, the flier will smack into the ground for a click of unpreventable damage.

The moral of the story: Packing range used to be optional in this game, and even though the Lab only brought one flier, you will definitely want to bring along some heat in case the Mi-go shows. Fortunately, when you consider the defensive penalty suffered by a soaring beast, even a 20-point Rookie Devil Imp becomes viable anti-flying tech.

### Come to Me, My Minions...

Sure, slaughtering helpless victims is fun, but come on, if you had the choice to turn a cheerleader into an obedient undead minion that hunted down her former pep squad

buddies for you, which would you rather do? Although the minions have been promised since day one, players were surprised to find that the monsters that make minions also imbue their minions with special powers like Torture or Stealth.

At the time of the writing of this article, there are still a few unanswered questions about minions. It is certain, however, that they give you more mouths with which deplete victims. They can choke movement and line of fire, and sometimes inflict some damage to enemy monsters. The main drawback of minions is that they cost actions to use and creating them does not blood the creator.

Until next time watch the shadows...you never know who might be there.

### HORRORCLIX EXPANSION!

**Freakshow** introduces **HorrorClix** players to the strange, twisted, and dangerous world of the creepy, traveling carnival, where unspeakable horrors await under the big top!

New in **Freakshow** are 96 new REV sculpts with some of the best sculpting and paints in any CMG ever released! New Plot Twist cards in **Freakshow** affect the actions and movements of other

monsters, not just victim tokens! Expansion of the *Ticking Clock* mechanics that now include Werewolves, Zombies and Vampires. New powers like Bloodlust, Portal, Entice, Fleshmelter, Blood Scent, Snap Shot, Teleport and Unseal, add to gameplay.

Using the innovative Clix system, **HorrorClix** is a wicked-fun game of 3-D monster combat! Each monster features a combat dial and unique character card for unlimited game play combinations.

Map, dice, and tokens not included in booster packs. A HorrorClix Starter Game is required to play.

**Contents:** 4 pre-painted, random miniature game figures, 4 characters cards, 1 plot twist card, 1 victim token

Release date to be announced.







## Cheese of the Month: ABUSE THE WILD WAY

By: Joel "joeldad" LaPresta

What if I told you there is a way to make even the worst dice rollers out there have their problem solved, no, not by LAMP, Ares, Thanos, or tons of perplex, but with a simple low cost combination? How you ask? Well, let's just step on in to the Cheese Shop, and sample some fine dairy!

We all have felt the dread of playing a fun team, one filled with new characters from a set, just planning on having fun but at the same time challenging yourself. Then it happens even to the best of us, we see the tent pole or high-shared defense teams, and our heart suddenly sinks to our feet. You know, the teams in which your average roll has to be a nine to hit your opponent and the one shot you do hit gets negated due to Protected...infuriating is to simple of a word to describe it. One guy always slaps down the KC Flash/Green Lantern or Sue Storm team (the former with multiple Probability Controllers) and you are left at least a little frustrated.

Many a theme team has died to this, and while I'm not here to offer theme teams, what I can do is allow you to see a fine example of revenge in one of it's coldest forms. It's not only cold blooded; it's also completely customizable to your collection (assuming you have one or two of these non-unique/LE characters) as well as your playing style.

What is this you ask? Well, it's a simple, and as far as I've seen, unused combination of a team ability that often goes underused and a feat card that has lost a lot of it's luster with retirement. The Team Ability is Sinister

Syndicate and the Feat is Pounce, and used together you can get some insanely high attack values if you play your cards right, not only that, but doing nothing less than 4 damage with just a light object affords the Pounce character that much more dangerous!

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**SINISTER SYNDICATE™** Before the attack roll of any attack made by a Sinister Syndicate team member, the team member may replace its attack value with the unmodified attack value (including a replacement attack value) of any adjacent friendly Sinister Syndicate team.

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### **Pounce (cost: 15) (+1 attack, +1 damage)**

Prerequisites: Leap/Climb, Damage value 1 or 2. Choose a character. Give this character a power action; it moves up to its speed value and makes a close combat attack as a free action. After resolving this action, this character takes 1 pushing damage that ignores Willpower and team abilities.

The strategy is simply to have a ridiculously high attack relatively cheap Wildcard like Veteran Iron Fist, Veteran Silver Sable, or in Unrestricted guys like Taskmaster excel at this abusive tactic. The key is to have a quality Pounce character, or many cheaper Pounce characters for Swarming purposes like Universe Starter Spiderman, Veteran Ultimates Spiderman, or now the much more defensive minded Rookie Sinister Spiderman. This also has devastating effects with the new LE Venom from Sinister.

Obviously, we have to discuss the combos in play here. You need a Sinister Syndicate TA wielder, simply Thunder Bolting a Mockingbird, or this can be achieved by throwing in your favorite SS member, there is also a strategy involved that makes Stilt-Man especially dangerous but we'll get to that in a second. You can use anything from Jarvis T-Bolted to SS in Unrestricted to busting out Sinister Syndicate mainstays such as Veteran Sinister Kraven, or oldies but goodies like CT Experienced Doctor Octopus.

The hardware you choose is entirely up to you, but it helps if said Pounce character has an Archenemy Base and your chosen high attack Wildcard doesn't rely on their range to heavily. The software is of course a Pounce Card that is the bare essential you need besides maybe the aforementioned Thunderbolts on your SS TA sponge.

The strategy is to base the enemy's chief threat (Sue Storm, Thanos, Surfer, etc...), and then either use TK to get the Pouncer in position or if they are in striking distance that works as well. What you need to do is Pounce next to your Wildcard Ally, borrowing their high attack. Not only would you get their 11 or 12, add in the bonus from Pounce and that gives you another bonus, if you packed Vendetta, there's another +1.

Last but not least, if your Pounce character has access to or is holding one of the 3-D objects that give a plus one to attack (the Computer or the Bookshelf), you now have either a 14 or 15 attack PLUS a minimum of 4 damage with a light. Fun huh?

This tactic can be rinsed and repeated as you see fit. The Pounce character of course would take one click of damage for his effort, but all Wildcard Spiderman listed above have more clicks of Leap/Climb and Super Strength, so all is not lost. If you really wished to be evil, including a cheap X-Men or Suicide Squad TA sponge character/pog around to heal said Pouncer would be downright evil to do.

Now, this squad has a few issues, such as fighting tent pole bricks that aren't bad after taking 5 or so clicks of damage and



can obliterate your Pounce character in one shot still. This is a danger in investing around 80+ points in a quality Pouncer, but you can respond to this threat in many ways. The first being a Protected of your own, the second being a way of evacuating the Pounce character right after their attack with a Taxi/Lockjaw. The third is the inclusion of your own Sue Storm shared defense, it isn't nice to do in most cases, but if you are breaking out this combo you mean to kill things and you don't want anything stopping you anyway.

Now, there are more logistics to answer, such as how do you get said high attack Wildcard into position. Well, a taxi or a Lockjaw (especially in Silver Sable's case) will do that job nicely, and if you are playing a 300 point game you still have two more actions so a TK/Pounce or other action is still well within reach.

Here are few cheap (ish) combos of this tactic you can try:

### **300 Restricted:**

**R-Sinister Spiderman w/ Vendetta and Pounce**  
**V-Silver Sable**  
**R-Lockjaw**  
**LE-Lester**  
**V-Spoiler**  
**R-Dr. Mid-Nite**  
**LE-Clarice Ferguson**  
**Lian Harper Pog**

This team doesn't have a Probability Controller or outwiter, but with the immense amount of mobility it possesses reaching the target shouldn't be too much of a problem.

Now, there are all kinds ways to customize this setup in higher point games (in 300 replacing Lester with a cheaper option affords you much more wiggle room). You

could include more Spidermen, a Swingline to Spidey, and a few other combos like Taunt. Taunt is probably the most underrated feat card in HeroClix. Slapping it on Silver Sable (or E Taskmaster) gives them a 12 attack, and if they are next to the opposing team's main cannon and can force them to attack them (and masterminding the damage to their taxis) will save Spidey from a bruising.

Taunt also works excellently if you have a close combat oriented Sinister Syndicate member on your team, because then you can then TK, HSS, or Charge up to your high attack Wildcard and share their attack and add in any finishing touches that is needed. It also doesn't have to be a Sinister Syndicate member, a Batman enemy like Clayface to keep the opposing characters nailed down or a Joker for a LAMP alternate version would also work exceptionally well.

This works especially well for those who enjoy using Stilt-Man. If the Taunt is successful, the enemy has hopefully based Silver Sable, and now you can charge out and borrow Sable's attack and smash the enemy. If you set it up correctly you can charge and have Sable in between the character you are attacking, which can be a great way to keep Stilt-Man from getting beat up if Sable is the only target. It also is a way to keep Wildcard giants more protected in general.

I hope that you won't join the ranks of people who don't utilize the Sinister Spiderman for pouncing; he excels at it especially with this combination. Sable with Taunt is a favored tactic by many HeroClix players since the feat's introduction. Don't be afraid of those pesky high defenses, resorting to LAMP can be addictive that way.

--Joel





# PIRATE 101

BY: BRIAN THORPE JR



## PSYCHO (PIRATE) ANALYSIS

Hello again, and welcome to pirate 101, where I will attempt to indoctrinate you in all things piratical. This month and next month will be an in-depth run down of the various crew in the game. Lets begin with the basic crew this month. You would think that in a game of flamboyant and Manly pirates, basic, boring crew would be a lot less important, but this is most definitely not the case. While there are plenty of wonderful personalities in PotSM (such as El Fantasma and Captain Jack Hawkins) its the generic crew that really get the job done. They are available at a common rarity and they are usable in multiples unlike the unique characters.

Oarsmen: (1 point): *"If derelict, this ship gains a base move of S. This crew takes up no cargo space."* Ok, they let a derelict ship move for free, and they take up no cargo space. A crewmember that takes up no space is a good thing. combined with sacrifice captains like Blackheart they can be useful, but since their "does not take up a cargo space" ability cannot be duplicated (as with any ability) its really only ever effective to field one. Unfortunately its other ability is of very limited use for a few reasons. Firstly, chances are your opponent is just as likely to blow you up as leave you derelict. secondly, S move is not very likely to get you away from whatever danger you were previously in. Thirdly, there are a few



classes of Boats with this ability already built in (such as galleys) making them redundant and of no use. Final Rating: 2 Hooks

Shipwright: (2 points): *"This ship may repair at sea or at any island."* Normally you can only take repair actions at your own home island. Of course at your own home island you also cannot be fired upon. A shipwright lets you repair anywhere, which is handy since you don't have

to go all the way home to do it, but it provides you no safety nor does it make it take any less time. A game of pirates is a quick thing, and there is very rarely time enough to fully repair a ship, especially not when you're being fired upon. The shipwright could be of use on a big ship with lots of actions (such as last month's Titan/ Myngs combo) allowing you to repair AND shoot back at your opponent, but usually its going to be just better to fire twice. I've never used a shipwright and I doubt I ever will. Final Rating: 1 Hook

Musketeer: (3 points): *"This ship gains one 3S cannon that may not have its range or cannon roll increased. It can shoot from any mast (even an eliminated mast)."* Now here is an interesting idea. give me more guns...too bad its such a lousy cannon, for 3 points one would hope this musketeer had some training. Still, adding a musketeer to a ship such as the HMS Oxley that eliminates two masts with one hit can be fun, so it isn't completely useless. Final Rating: 2 Hooks

Cannoneer: (2 points): "*Once per turn, one of this ship's cannons may shoot again if it misses.*" Now we're talking. a re-roll for only 2 points, this could be worth something. But there are many superior crew at that cost, and special crew with similar, yet better abilities. By itself, a Cannoneer is only marginally useful, needing other crew (such as the "Shot" specialists listed below) to be of real use. If it could be used on a Broadside roll it might be really useful, but as it stands it rates as mediocre. Final Rating: 4 Hooks



*target within S. You must declare which cannon will shoot the stinkpott before rolling the d6. If the stinkpott hits, do not eliminate a mast: instead, the target's crew cannot use their abilities next turn"* A neat idea, however what sinks this crewmember is that one little caveat "the target's

crew". There are too many abilities as part of ships that will be neglected by this making its use iffy at best. It might be worth it if you are going to be running against a lot of big ships (in a sink or be sunk scenario for instance) but in general will have limited use compared to just firing a normal cannon and saving 2 points. Final Rating: 2 Hooks

Chainshot Specialist: (2 points): "*Once per turn when this ship is given a shoot action, one of her cannons may shoot a chainshot at a target within S. You must declare which cannon will shoot the chainshot before rolling the d6. If the chainshot hits, do not eliminate a mast; instead, the target cannot move next turn.*" This is a crewmember that can really shine, especially with the recent attack and move ability (AKA reverse-captain). You can chainshot your opponent, toss on a few extra parting shots and then retreat to safe distance. On its own it can also be useful just in slowing your opponent down...keeping them from making it to their home island with a boat full of treasure, or keep their big boat away from your tiny little treasure runners. Just remember that the ship is only prevented from moving, not attacking, so this will be at best, a delaying tactic. Final Rating: 5 Hooks



Smokepot Specialist: (2 points): "*Once per turn when this ship is given a shoot action, you may declare that one of her cannons is shooting a smokepot instead of a cannon; you do not need to target a ship. Simply place the center of a fog bank within S of this ship; it may not touch an island or any ship docked at an island. Remove the fog bank at the beginning of your next turn.*"

I know what you're thinking: "Smokepot Specialist? Isn't that what I went to college

for?" All kidding aside I kind of like this crewmember. there are some serious possibilities for cover and retreat. Since not even ships that ignore terrain can shoot through fog (they just don't get lost in it) it will be useful against all opponents. If your opponent is flanking you with 2 big boats and you want to take one down, shoot the smokepot off the other bow and block LoF from the other ship. Need to run away and survive the trip home with that big load of

booty? Use your captain, move towards home and then use the free shoot action to place the fog bank behind you. Spy hunter eat your heart out! Final Rating: 5 Hooks

Firepot Specialist: (2 points): "*Once per turn when this ship is given a shoot action, one of her cannons may shoot a firepot at a target within S of her. Declare which cannon will shoot the firepot before rolling the d6. If it hits, the ship's controller replaces one of her masts with a fire mast. At the beginning of every turn, roll a d6 for each fire mast. On a 6 remove the fire mast; on a 1-3 the ship's controller replaces another of her masts with a fire mast. When a ship has only fire masts, she must be scuttled on her next turn. When a ship docks at her home island or at a fort, remove all fire masts as a free action.*" This is my favorite of the "Shot Specialists". Why? because not only is it effective, but it just looks dang cool! Its always fun popping out one of those flaming masts and handing it to your opponent. "But what, exactly, makes it effective", you ask? Good question. Let us count the ways. #1: It can continue to do damage after you're gone. That's right you make your shots, and then run home with the gold, meanwhile your opponent's ship slowly burns on its way to port. #2: you REMOVE the mast, you don't eliminate it. "Why is this important?" because for big nasty ships such as "El Acorazado" that normally require two shots to eliminate a mast, you can circumvent that nasty ability and still remove a mast for using the firepot specialist. #3: Due to some odd rulings, fire masts work on everything. Sea Monsters can be set ablaze and for submarines and sea monsters, that can submerge, going underwater doesn't put the flames out...yep that be Magical flames yer shootin'! Final Rating: 7 Hooks

Explorer: (1 point): "*This ship may dock and explore a wild island using the same move*

*action.*" Wow, what a great package for one point. In essence this guy nets you a free action. Admittedly it's only to explore an island, but since winning gold is winning the game and this little guy can help you beat your opponent there, this makes him extremely useful. his only detriment? that using him on a purely gold-running ship (which is the only ship i'd put him on) takes up a precious cargo spot. Still, that's only a minor setback. Final Rating: 8 Hooks

Helmsman: (2 points): "*This ship gets +S to her base move.*" Another amazingly useful crewmember. Movement is king in this game and this is not only the only way to improve a boat's speed, but a cost effective way too. This makes big slow ships viable, and little fast ships even nastier. It's hard to imagine building a fleet without using at least one of these little guys. Final Rating: 7 Hooks

Captain: (3 points): "*This ship may move and shoot using the same move action.*" The captain is probably the most important of the basic crew, which only makes sense, since he IS the captain. Like the explorer this is another free action crewmember, and while at 3 points he's a tad more expensive its a far more important action. Anyone who's played a clix game knows that someone with running shot against someone without it has a huge advantage and the same applies here, especially since movements usually far outstrip weapon ranges in this game. Very rarely will I build a fleet without a captain, pretty much only in a fleet where I plan on doing ZERO combat, and where I have no points to spare. Final Rating: 9 Hooks

Join me next month where I will analyze the rest of the crew abilities, found on the unique crewmembers of the game...

--Brian





Hello all. This is my first article for this web-based magazine, Critical Hit and I hope that everyone finds that this is very helpful. As you can see this week's theme is Marvel Knights, one of the easiest teams to use in combo decks, such as evil medical school, and new school. I'm not here to talk about these types of decks. No I'm here to talk about the Marvel Knights in their own type of deck. Marvel Knights have some very good themes in the form of KO effects, easy team up, and hidden area beat down.

I have been playing VS. Since it first came out, and still I am not one of the better deck builders, but I try and have fun doing so. I am a fan of trying new concepts and using teams that don't get used too much. When the Marvel Knight's set came out, I looked at the spoiler and immediately what seemed to be a very consistent theme, the KO theme. Marvel Knights have arrange of KO effects in the form of quick kill, judge, jury, and executioner, Punisher, jury and jury, war wagon, ghost rider, Danny Ketch, and Yelena Belova <> Black Widow. Those are just the cards with KO effects that the marvel knights have. They also have great support cards in the form of Dr. Strange, who can end the game for your opponent in a single turn, Luke Cage, street enforcer, who draws you a card for each character that gets ko'ed during the combat phase, Hannibal king who can burn your opponent for five endurance when a specific character gets ko'ed during the combat phase, Black Panther who can get you a war wagon, and finally Spiderman who can exhaust your opponents entire board just with a single

activate. Now that you have a better idea of what theme I will be talking about, I will give a deck list and a card-by-card analysis.

#### The deck list:

4 Microchip, Linus Lieberman  
3 Mikado and Mosha, Angels of Destruction  
4 Blade, Eric Brooks  
2 Hannibal King, Occult investigator  
4 Black Panther, King of Wakanda  
2 Elektra, Elektra Natchios  
4 Luke Cage, Street Enforcer  
2 Yelena Belova, KGB Spy  
4 DareDevil, Matt Murdock  
2 Spiderman, The Spectacular Spiderman  
2 Dr. Strange, Stephen Strange  
1 Ghost Rider  
4 Wild Ride  
4 Quick Kill  
4 Judge, Jury, Executioner  
4 Headshot  
4 Crime and Punishment  
4 Hells Kitchen  
4 War Wagon

This is a preliminary deck list that I had use when I built my Marvel Knights deck list. The deck was quite consistent due to the fact that I could wild ride up to five times a game if not more. Now I realize that the deck list contains sixteen rares but you can sub them out for other cards that the marvel knights have to offer. Now lets go to the card analysis.

**Microchip-** A 1 drop with 1/1 stats and an ability that allows you to reuse a plot twist with a cost of one or less. When you have a good board his ability will allow you to

reuse a quick kill to get rid of your opponent's board as well as possibly get you card advantage.

**Mikado and Mosha-** Another 1 drop with 1/1 stats and has a great ability vs rush type decks. Most of the time you will be using this character as a plot twist sub card.

**Blade-** A 2 drop with 3/2 stats and while equipped he gets an additional +1/+1 in stats. He is the perfect candidate for a war wagon. Since he lacks range, if he gets the war wagon he will become more of a KO your opponent's guy for a small cost.

**Hannibal King-** A backup 2 drop in most cases due to his 2/2 stats and the activate that he comes attached with. The only thing that he has going for him over blade is the flight, something that this team sorely lacks but gains I the KO effects.

**Black Panther-** Your average 3 drop with 4/4 stats and the amazing ability of searching for an equipment with a cost of 1 or less, say war wagon. I think he makes the cut for that reason.

**Elektra-** A 3 drop with 6/3 stats and if you miss your 4-drop then you can boost her giving her an additional +2 attack. Otherwise she's a very plain 3-drop.

**Luke Cage-** Who says that letting you draw cards is a bad thing. Luke Cage is your four drop of choice for the reason. Every time one of your opponent's characters gets put into the KO'd pile from play during the combat phase you get to draw a card. And



his ability never specifies that it has to be your effect either.

**Yelena Belova-** Your backup four drop because she allows you to KO any exhausted defender that she stuns. With 6/6 stats she may need a plot twist but she can get very brutal.

**Daredevil-** An oversized 5 drop that can get bigger and gain flight as long as you can pay 3 endurance. The only draw back is that he gets shipped to the hidden area. Not a big problem being that a lot of your characters start there anyway. For reference he has 9/10 stats, and can get to be an 11/10 with that 3 endurance you pay. No backup fives because the other fives they have do have dual loyalty and the ones that don't have dual loyalty are not that great to look at.

**Spiderman-** what would this game be if Spiderman did not exist? Mostly what it is today. But on a more serious note, his stats are quite average for a 6 drop being 12/12. What makes him so good is his activate. Being able to exhaust your opponents entire board for one mere activate of your characters is nothing to laugh at. This guy is one half of your combo finish.

**Dr. Strange-** A character with flight and range, amazing for the Marvel Knights. He is your only seven drop. And since he has a boost of one, he is your 8 drop of choice too if the game lasts that long. He has 15/15 stats, which make him about average, and the ability to moves any number of you guys to the hidden area. Now you may be asking yourself why would I want to help my opponent by putting my guys in the hidden

area. Truth be told the only character that you truly move to the hidden area is Spiderman. The reason is because when you boost Dr. Strange on turn 8 you get to move all of your opponent's guys to the hidden area. Now do you see why I said Spiderman is only one half of your combo finish. The finish for this deck is usually Dr. Strange on 8 with boost moving all of your opponent's guys hidden, and the activating Spiderman to exhaust all of your opponent's guys. Now you have a full board to attack into your opponent without having to worry about your opponent attacking back into you.

**Ghostrider-** this guy is only tech for stall decks that have a full board against you. And even then he really doesn't see play that much. His 19/17 stats are nothing to pass by but his activate doesn't really do much against rush decks where it counts.

**Wild ride-** what is a team without a search card. Not very consistent. Wild ride in my opinion is one of the best search cards in the game. There's no additional cost, and the only draw back is you lose endurance equal to the searched out characters cost. Not such a big deal in most cases.

**Quick kill-** Board presence is one of the best things to have in vs system. Quick kill allows you to KO one of your opponent's stunned characters with a cost of four or less, for the price of a mere discard.

**Judge, Jury and Executioner-** Another KO effect the marvel knights have. This time all of your characters gain "activate -> KO target stunned character" now this is a little

tricky to use. It costs you characters to attack with but you gain board presence a lot easier against your opponent.

**Headshot-** a plot twist that can only be used during the first attack of the turn, but can give a hefty attack bonus later in the game. A one cost savage beatdown anyone, or a one cost Armageddon, what can beat that. Not much in this game today. Basically it gives +x attack whereas x= the attacker's cost.

**Crime and Punishment-** a three cost plot twist that gives +4 attack to an attacker. Sounds good to me, what about you?

**Hell's Kitchen-** Making your opponent discard cards is a very good thing for you. It may only be when a character is ko'ed during combat but that happens quite often during the game.

**War wagon-** a one cost equipment that becomes a 0 cost equipment because you control a marvel knights character. This does more than KO a character your opponent controls, it also burns your opponent for the cost of the character. A nice little equipment for this type of deck.

Well you can see how this deck works and like every other deck it has its flaws. Since marvel knights is a pretty old set there can be changes made to better improve the deck, but I will leave that up to the person that tries to improve the marvel knights deck. Well I hope that my article was very informative and helpful. I hope to write for you soon again.

--Brian





# The Gamer's Wife

by: Jenna Helland



It's a hot, humid day in central Missouri. The sun-baked grass outside the American Legion Hall is filled with punks and skaters happily engaged in a schoolyard version of American Gladiator. There's rock throwing, crawling and inverted zones of play that are invisible because the chalk keeps disappearing due to all the tackling. Yep, it's my wedding day. There was no cheesy cover band at our reception, baby. We lured people in with promises of cake and "I do" and made them play-test one of my husband's madcap game ideas.

By the time Dan and I tied the knot, I knew that marrying a gamer was sort of like marrying a mobster, except with the constant presence of rulebooks, video game systems and Settlers of Catan instead of shifty cronies, gold jewelry and a ready supply of expendable cash. What was news to me was how much play-testing Dan's game ideas would become a routine part of my life, maybe the way attending basketball games or lawn maintenance is for regular folk. I guess it's not that different from any other hobby, except it does give me fits when it comes to chats around the water cooler: "Wow, did you guys see that game last night?" "No, but we figured out how to simulate combat without dice!"

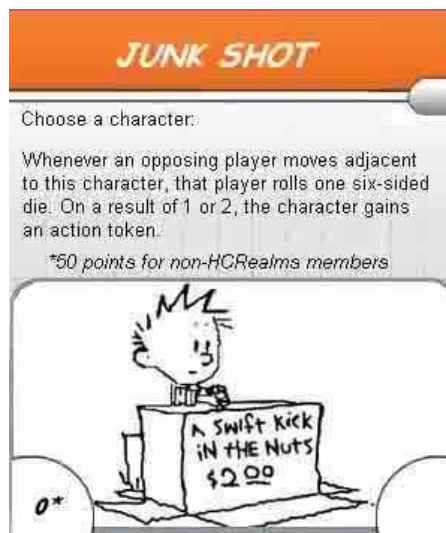
First, let me say that I have utmost respect for every one of my husband's game ideas, but to be honest, things started out a little bizarre. Early prototypes featured wooden boxes with trenches, shooting pogs to topple miniature pillars, bags with shiny, colored

baubles and required hats. If you're trying to decide whether this creation fell into the RPG or miniatures realm, don't bother. It defied all classification.

Once Dan fell under the allure of collectible card games, our play-test sessions no longer resembled Calvin and Hobbs playing a round of Calvinball. With his design preferences grounded on terra firma, I came to love the process of play-testing new games. Ah, the continual tweaking of rules, the linguistic gymnastics, the twisting of mechanics in order to achieve some new effect. It's like creating a Rube Goldberg device in your mind — a vastly different process than playing a game that is already finished. When a game's rules are finalized, a player tries to find the best route through a labyrinth built by another person's imagination. But when you are designing a game, you get to craft the maze yourself, brick by brick, traps and all.

I know that Dan isn't the only gamer out there who spends as much time dreaming up games as playing them. I'll wager that almost every gamer has either created a game, is in the process of play-testing their latest design, or plans to design something but is too busy slamming existing games on the boards.

Last summer I got to play-test a new RPG system designed by my buddy Alec. It was our Dungeons and Dragons night, but our old GM got a new job and we were leaderless until Alec suggested we try his system. How is this for ease of play: Within



an hour he'd explained the rules, we'd designed our characters and were happily trying to kill each other. I had a great time, even when things completely disintegrated on that evening when Meathead made an appearance to help dispatch the Zombie Ninjas in their dump trucks (one of the guys did a freakishly good impression of a drunken frat boy. I don't think I've ever looked at him the same way again). It was the best of both worlds: good old-fashioned role-playing and a game system under construction.

I'm sure this says something about me, but as I sit here contemplating the differences between gamers and non-gamers, fish come to mind. The average non-gamer might be compared to a trout swimming downstream. Things happen to it: It notices the pretty seaweed, it visits the mating grounds and makes excuses about its inability to commit emotionally, it looks for better accommodations in a high-rent section of the pond. But for the most part, it is content to be carried along by the rapids of life towards some unconsidered and inevitable end involving a net, a knife and lemon butter.

The mental flow of a gamer is somewhat different: he disdains the world and creates a vast and imaginary world populated with heroic visions, he quantifies his existence with some technical yet secret formula, he writes rulebooks about win conditions and stacking limitations, and finally, he yearns to mass-produce highly collectible yet randomly sorted miniatures.

Not to be all psychoanalytical, but it's safe to say that games are as fundamental to the human condition as storytelling. It's funny how much playing with my 4-year-old reminds me of rudimentary play testing:

"Mom. Take this car. No, the yellow car. Hold the car like this. No, like this. Drive the car between the block and Strawberry Shortcake. Mama! You're doing it wrong!"

That's what game designers basically do: Hand out Hot Wheels and invite us to crawl along the carpet with them. We all know that when you step onto the field of play that you agree to follow the rules: dribble the ball, no offsides, tap the card to exhaust, roll above a 3 to break away. But once you step off the court or get up from the table, the spell is broken and the rules are meaningless. Maybe that's why my son gets so upset every time I get up to get a cup of coffee.

--Jenna

**Custom Clix**  
**By Michael Ian Dela Paz**



# Doctor, Doctor, Help Me Please!

by: Jon Loftus



Fantastic Forces did a few things for Clix. First and foremost it introduced us to three new types of pieces, The Giant, the Transporter, and the double-based figures. Second, it re-did several pieces retired in Infinity Challenge. Well, Fantastic Forces, while still semi-fresh in our minds, is already old news. That was five sets ago, a lifetime in the tournament scene. But, until retirement rears its game-changing head again this summer, many pieces from Fantastic Forces are still very useful in tournament play. With that in mind, let's see how Dr. Strange (FF) can be used to bolster teams and exploit Feats to expand your team's capabilities.

All three versions of the good doctor have similar powers to exploit, with differing Team Abilities and a slight grading-up from the Rookie to the Veteran levels. Because of this, any level of this figure qualifies for almost all FEAT cards that require prerequisites. So let's look at the seven most recent Feats, (from expansion and from collector's sets) which can be used with Dr. Strange.

## **Look! Up in the Sky! (cost: 9)**

Prerequisite: (Flight)

Choose a character. When the character is given a move action, modify its speed by +2 until the action is resolved. A character assigned this feat cannot carry other characters and automatically breaks away from other soaring characters.

From Collateral Damage, more specifically packaged with the LE Man of Steel, we got Look! Up in the Sky! for 9 points. With this

Feat any time you give Dr. Strange a Move Action you can move an extra two spaces.

**Pro:** The modified movement will be very helpful with positioning in the beginning of the game, and for extracting a damaged Dr. Strange after your opponent has roughed him up.

**You do not have to break away from soaring characters when you are soaring.**

**Con:** You can't carry other characters when this Feat is assigned.

**You cannot use Phasing/Teleportation in conjunction with this FEAT since it is a Move Action, not the required Power Action for that Power.**

## **Knockdown (cost: 5)**

Prerequisite: Incapacitate

Choose a character. Once per turn, after the character resolves a successful close combat action using Incapacitate, if the target has only one action token, as a free action the character can immediately make a second close combat attack against the target, which gets +2 to its defense value for the second attack. If the attack succeeds, deal no damage; instead, give the target a second action token. If the character loses Incapacitate before making the second attack, it may not make the second attack.

Sinister provides us with three Feats to work with, first being Knockdown for 5 points.

**Pro:** This FEAT may make some late in the game hits, if you can get lucky with the



lower Attack values.

Incapacitate Attacks can work around opponents damage reducers and Damage Dealing Team Abilities.

Con: The Low Attack values on the two Clix that this Feat could be used on.

The fact that the second Attack gives the target a +2 defense.

### Heightened Reflexes (cost: 10)

Prerequisite: Combat Reflexes or Energy Shield/Deflection

Choose a character. When the character is hit by an attack using Charge, Hypersonic Speed, Running Shot, or the transporter move and attack ability, roll one six-sided die before damage is dealt. On a result of 5 or 6, the character evades the attack.

Heightened Reflexes is a bit more expensive for 10 points, but allows a chance to avoid being hit by mobile-Attackers.

Pro: For 10 points, Dr. Strange starts and ends the game with both ESD and the effects of Super Senses vs. Mobile Attacks.

Very good when combined with the Inertial Interference Field Battle Field Condition.

Con: If you take on a team that doesn't rely on mobile Attackers, you have wasted the points.



### Vendetta (cost: 6)

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

Last of the set is Vendetta, for 6 points, which exploits the fact that Dr. Strange has an Archenemy Base.

Pro: With Dr. Strange's rapidly changing Attack values, high at the beginning to low towards the end of the dial, this comes in very handy, both boosting the low Attack after damaged and giving almost a definite chance to hit at the beginning of the dial.

Con: Since Dr. Strange is already an upper-middle point piece, the potential targets of Vendetta will be pretty tough for him to take on by himself.

### Construct (cost: 14)

Prerequisite: Barrier

Choose a character. Any opposing character adjacent to a barrier marker placed by the character that attempts to move (or would be moved by a power, ability, or effect possessed by another character) must attempt to break away. The effect of this feat ignores powers, abilities, and effects that allow a character to break away automatically.

The Green Lantern Set's Construct is 14 points.

Pro: The chance to tie-up multiple opposing Characters while blocking their Line of Sight is a great tactic to exploit.

Con: This higher point Feat is only usable after Dr. Strange has taken a couple clix of damage, and while he also has TK and Range Combat Expert. Choosing whether to Attack, move a friendly Brick or throw up a Barrier may be difficult to decide.

**Squadron Supreme (cost: 5 per team member)**

All friendly characters with the Defenders team ability have the following team ability instead of the Defenders team ability: When at least two friendly members of this team are adjacent, their controller chooses one of them to gain the Mind Control power, if it does not already possess it. Once the choice is made, it can't be changed until the chosen character loses Mind Control. This team ability is canceled at the end of an action in which the two team members are not adjacent. This team ability can't be used by wild cards.

The newest set, Supernova, has given the Experienced Dr. Strange Squadron Supreme to play with. For a low 5-points-per-member cost, this gives a Defender Team Ability character Mind Control.

Pro: Thematically, giving Dr. Strange Mind Control is very good.

Very playable when there are multiple Defenders Team Ability Characters included.

Dr. Strange can target two different folks for Ranged Combat and has great range to exploit Mind Control from a safe distance.

There are several lower-point Defenders Team Ability characters to include on your team, in both Restricted and Unrestricted play.

Con: This Alternate Team Ability not only cannot be copied by Wild Cards, but it changes the already-useful Defenders Team Ability.

You have to include multiple Defenders, limiting what else you can include on your team.

**Nanoarmor (cost: 6)**

Prerequisite: starburst (normal size figure)  
Choose a character. The character ignores damage dealt by objects as well as all modifiers to damage dealt to or taken by this character due to objects.

The last Feat we will be looking at adding to Dr. Strange is Nanoarmor from 2099. For just 6 points, a character gets to avoid damage from objects.

Pro: Ignoring the additional Damage from Objects is especially good when the character has no Damage reducer to start with.

The Laser Turret/Bystander token tactic is rendered harmless against him. TK-ing objects against this character is pointless

Con: If you are unlucky enough to face a team that doesn't utilize Super Strength or Telekinesis as an offensive option, then you used up 6 points that could have been used for some other resource.

When coupled with Feats from the first year's worth of cardboard, Dr. Strange can be turned from a Mid-point Utility piece to a Higher point Utility piece. Even so, this won't make him appropriate for tent pole strategies, so don't go too crazy when bulking him up. Whether you are playing in fun games at home, or bashing heads in the tourney scene, Dr. Strange will have some usability left in him for quite a while.



# Going Solo

by Mike Mullin

## Marvel Knights

Examining the historically successful elements of a legacy team can provide the inspiration necessary to construct a deck well after the team's initial release. In just a few week's, the Marvel Team-Up expansion will be released, injecting the Marvel Knights with new characters. Until then, this article will take one more look at a Golden Age Marvel Knights deck.

In order to build on the past successes of the Marvel Knights team, those successes must first be identified. Fortunately, the list is short:

- Mikado and Mosha
- Midnight Sons/Dagger engine
- Black Panther breaking the Fate Artifacts

Mikado and Mosha provide a counter to one-drops that has appeared in tons of decks and is an easy inclusion in any Marvel Knights deck.

The Midnight Sons/Dagger engine has propelled numerous team-up decks (the first that comes to mind is Lost City-Kang) without ever including more than a token number of Marvel Knights characters. Because purpose of this series of articles is to focus on playing a single team (thus, the Going Solo moniker), we will ignore the Midnight Sons/Dagger engine.

The interaction between Black Panther and the Fate Artifacts led to a rules change that differentiated unique characters from unique equipment, eliminating loopholes that allowed a player to control more than one copy of unique equipment. This synergy with equipment provides the starting point for deck construction.

A driving constraint of the deck is that the Marvel Knights team is not well suited to a non-curve deck because most of its low-drop characters are sub par. Going with a curve approach also supports the equipment theme, as a non-curve deck would further tax your hand.

Basing a deck around equipment brings a few major challenges in both deck construction and game play:

- Equipment reduces your hand size without placing a location or plot twist in your resource row or adding a character to the board.
- Equipment lacks the surprise factor inherent in flipping a location or playing a plot twist just at the moment of greatest impact.
- Equipment goes away when the equipping character is KO'd.

With two characters that reduce the cost of equipment by 1 (Black Panther and Punisher), the deck includes two such equipment cards. High-Tech Flare Gun is transferable allowing it to be passed up the curve and Mindtap Mechanism may be attached to a character in the hidden area. The other equipment

<b>Characters (32)</b>	<b>Locations (3)</b>
3x Mikado and Mosha, Angels of Destruction	3x Quentin Carnival
4x Micro-Chip, Linus Lieberman	<b>Equipment (9)</b>
4x Blade, Eric Brooks	1x High-Tech Flare Gun
4x Lockup, Lyle Bolton	1x Mindtap Mechanism
4x Black Panther, King of Wakanda	3x Mind Gem, Infinity Gem
3x Daredevil, Protector of Hell's Kitchen	4x Power Gem, Infinity Gem
4x Punisher, Jury	<b>Plot Twists (16)</b>
1x Luke Cage, Street Enforcer	4x Crime and Punishment
3x Elektra, Assassin	3x Death of a Legionnaire
2x Dr. Strange, Illuminati	3x Swan Dive
	2x Sucker Punch
	4x Wild Ride



cards, all infinity gems, cost 0 and may be returned to your hand when the equipping character is stunned. This makes the equipment reusable, prevents the decimation of your hand, and provides dual use per turn via Quentin Carnival.

The deck also includes a number of cards to help in a variety of matches. Lockup is included because the Marvel Knights 2-drops are rather suspect in their quality and he provides a means to prevent the abuse of free characters with reuse engines such as Soul World and Secret Sanctuary. In addition to being transferable, High Tech Flare Gun provides the ability to attack hidden characters (Luke Cage also provides this ability). Mikado and Mosha, Swan Dive, and Death of a Legionnaire provide the ability to control weenie decks.

Deck consistency is provided through card cycling (Mind Gem), character search (Wild Ride), and item search (Black Panther). While these cards get what you need into

Quentin Carnival overcomes one of the major limitations of equipment (the lack of surprise factor). With the Infinity Gems, the Carnival lets you gain the benefits of the Gems twice in the same turn. For example, a character with a Power Gem can attack, get stunned, return Power Gem to your hand, and then use the Carnival to attach it to another attacker. Repeat every turn.

The Carnival also provides the ability to KO equipment for a BWA HA HA HA-like effect. Since targets must be legal on both announcement and resolution of an effect, you don't need to KO the equipment until the opponent targets the character with an effect you need to stop.



your hand, Microchip allows you to reuse the plot twists you need most.

The deck plays best off of even initiatives as your best 3-, 5- and 6-drops are concealed, allowing you to swing back on off initiative and go for the win on turn 6. Good Luck with the deck.

### 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



# Inside The Mox Box: Knights of the Wild Card

I spent a good amount of time trying to come up with an appropriate theme for this month's issue, which circles around the Marvel Knights. Now, one of the things I love about working here at Critical Hit is learning about aspects of comics I know nothing of. Of course, I did some research into the Marvel Knights, and didn't find much. My selection of characters was rather limited and I'm sure you'll find a lot of articles based on the Inhumans.

So what was I to do? Well, given what little I discovered, I did find a loose theme of random heroes joined together. It started to sound familiar. In fact, it reminded me of the Spider-Man team ability in HeroClix. Yes, most figures with this are mostly solo style heroes who randomly get together with other heroes for a greater good. I figured that would work. So, the Mox Box this month will look at the cream of the crop of the Spider-Man allies. There are some wicked good figures on this list and when you consider that, no matter how good they are, that you can have them copy a team ability on top of that, and you've got some real HeroClix superstars.

**Dr. Strange (V):** I'm starting with a very personal favorite. I'm a Dr. Strange fan, so I was all hyped up for the reincarnation, as it were, of him in the Fantastic Forces set. When I saw the result, I wasn't disappointed. Dr. Strange is a serious long-range threat with a myriad of support style powers that compound his utility. Dr. Strange beings playing both roles with a starting attack of 11 backed up by Psychic Blast. His long range stretches 10 squares and he can pick at two targets. Phasing will

keep him in perfect position and he's well protected by Energy Shield/Deflection, giving him a potential 19 defense (with hindering terrain). Plus, a starting click of Outwit will keep any threats on control. If you miss the Ranged Combat Expert the early printing of him had, just wait. He'll pick that up on the third click when he goes into support mode. For the middle of his dial, he relies on more support style abilities like Telekinesis, Barrier, Enhancement and Incapacitate. No matter what click he's on, he can always help your team in some capacity.

At the end, he picks up the powers from his first click, except the Psychic Blast is replaced with Energy Explosion, which always works nice with multiple targets. His dial is an average eight clicks and, suffice to say, he is pretty fragile. Even so, 110 points is a fantastic value for the two-way utility and with the Spider-Man team ability, you can augment the rest of your team to give Dr. Strange the necessary team abilities he needs to counterbalance his weaknesses.

## Dr. Strange (V)

**FANTASTIC FORCES** COST: 110 RANGE: 10☚☚

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



**Cloak (V):** Cloak is a great mid-level piece with some interesting surprises and power mixtures. Cloak was ideally made for the Passenger feat that came from the *Mutant Mayhem* set, but he's not bad without it. If you do use it, you'll get a great 12 movement with Phasing that allows him to push into a Stealth click when he's done. However, you'll sacrifice his nice starting 17 defense and good 10-attack value. He has a small six-click dial, but it's loaded front to end with Super Senses and has Exploit Weakness on all but the last click. A steady damage value of two makes him fairly decent for the entire haul. To start with, Cloak has two Poison clicks, so you can use that early long distance Phasing to really muck things up. The Smoke Cloud clicks don't do much, but he does finish up with two clicks of Steal Energy, of which one is paired with Exploit Weakness for a nearly guaranteed heal. He does actually have a small two square range, which might actually be hidden on a lot of dials, so always keep that in mind. Cloak still finishes with a lot of Phasing, so if the situation is too bad, retreat to a medic and heal up until the heat is off. Just on a side note, this is an actual true story. I was playing a test game trying some new figures and had my fresh veteran Cloak up against a fresh veteran Wonder Man one-on-one. Cloak won the fight all by himself. Sure, there were some missed attacks on the way, but no matter what, it doesn't change the outcome. Isn't that what HeroClix is about?

**Silver Sable (V):** Sticking with the "Great taste, less filling" category, we move onward to this little stick of dynamite. Silver Sable has a meager point cost of only 52 points. Most of the reason for that is a shallow six-click dial. However, it's one well-protected dial. On the defensive side of



things, she packs three clicks of Stealth and, provided you actually find a way around it, still has a nice 17 defense backed up by Mastermind. The ability to keep her fresh is nice, since she has a starting attack of 11. Only her starting click has Energy Explosion, the rest of her offense comes from Blades/Claws/Fangs. She's got a nice six square range and can even bolster the team with some of her early Leadership, which I always find an underrated power. Should her Stealth fade and you still decide to mix it up, her Mastermind will give way to Combat Reflexes, still permitting her the liberty of getting in someone face and still using her Blades/Claws/Fangs to slice them into ribbons. The Combat Reflexes can potentially boost her defense to 17, which is always a nice number to see in the mid to late portions of the game when you've whittled down the enemy to meager attacks values of 6 and 7.

**Iron Fist (V):** I've assumed Iron Fist to be short for the phrase "Iron fist through your skull!". If you need a hard, fast attacker to go right for someone's jugular, this is your man. He's got no range, but that's not what he does. He has a starting attack of 12 and three damage, so he starts off with the switch on. He has a starting click of Leap/Climb before going into his Charge clicks. Even so, there's no harm in pushing him, even just to set up your Charge clicks. On the next click, he still has an 11 attack and now picks up Exploit Weakness for that three damage. He juggles in-between pairs of Charge and Leap/Climb, always note that the Exploit Weakness is on his Charge clicks. While you'd think he had some Toughness, he is actually only protected by Super Senses, but it's on most of his dial. Plus, he has some steady defense values, leading off with 17.



# IRON FIST (U) Cost: 71

Range: 0 ⚡

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

His final two clicks can channel his chi in a special way, represented by Regeneration. Also, a four-click Regeneration roll on his early click can put him right back on his most prime offensive click. That's the second click previously mentioned. Even so, Iron Fist is a commanding offensive presence on the board. Your opponent has to make note of his high attack values and incredible damage potential and work on him before he works them over. Augment him with a Stealth-type team ability or have him be the helping hand and augment with an attack-sharing team ability.

**Daredevil (E):** You didn't really think I'd write an article about Spider-Man allies and not put in Daredevil, did you? Even so, the *Sinister* incarnation not only looks really cool, but doesn't play too badly either. Why this version? Let's start with longevity. This version has the most clicks of health over any other version with seven. And with his point cost a mere 66 points, that's only a 7 point increase for an extra click over what I thought was the runner-up version: his *Critical Mass* version.

This Daredevil has the most offensive potential of any version. Thanks to the idea of granting him Close Combat Expert, Daredevil can now inflict four damage on

his own. This version no longer has the full dial of Super Senses that other versions did, but don't let that turn you off. His later clicks replace Super Senses with the more reliable Toughness and a splash of well-deserved Willpower at the end of the dial. He still has the opening click of Stealth along with the similar 10 attack and 17 defense, but now has one of those Close Combat Expert clicks to open with. He has three Incapacitate clicks in the middle of the dial, which isn't unwelcome, but you're losing the extra target. He spikes at 17 defense again when the Toughness clicks show up and still splashes some Outwit on the end of the dial.

While his defense is pretty thin at the end, being able to use the Willpower to position him for even one well-timed Outwit may make a difference in victory or defeat. He still has some Leap/Climb for mobility, but not as much as previous versions. Still, taking away some of the things I've been familiar with, I like the extra powers and the new mix of existing powers and wrap it all up in a tougher package with a nice point cost.

**Spider-Man (U):** I've spent hours researching all the different Spider-Man figures carrying the team ability to try and determine the single best one for this article. This would have been easier if the "House of M" Spider-Man from *Armor Wars* had it, but sadly, he's a loner and thus disqualified from this argument.

The winner of this argument ended up being the "2099" version from *Fantastic Forces*. He has a point value under 100 and an 8-click dial. He deals a steady two damage on his whole dial, and very few Spider-Man figure exhibit a three-damage click at any time. The one thing I thought that set him apart was his ability to play a competent

two-way game. He has Blades/Claws/Fangs for the first half of his dial, meaning he's a legitimate close combat threat. That same first half also exhibits Super Senses, with some very good defense values that begins with 17. If you need to get him into the fray faster, he packs an entire dial of Leap/Climb and 10 movement is pretty good.

The later half of his dial switches up a bit. The Blades/Claws/Fangs switches to Incapacitate for the entire second half. Also, he has a range of four and two targets with which to use that with. He has a pair of Combat Reflexes clicks and ends with a pair of Willpower clicks, and a pair of Outwit clicks also joins those Willpower clicks. Late Outwit is always welcome to deal with troublesome powers like Invulnerability and Impervious that you can't otherwise deal

with because you're too beaten up. All around, he plays a more consistent melee game as opposed to using Super Strength and does a nice ranged combat job on the second half. The mix of Super Senses and Combat Reflexes is in just the right proportion as to be effective without elevating his point cost too high.

Of course, wild cards don't play well by themselves. They need help. Luckily, there are always low-point options to use for nearly any team ability if you're just going to plug batteries into the machine.

Always keep in mind that plugging away team abilities isn't always useful. You need the right mix and need to know when to use them. These guys are best when you can either complement their weaknesses, turning

good figures into strong figures, or are able to use their strengths to the team's benefit. If you want a cheap, easy trick to always keep what you need on hand, keep a decent Avenger nearby and have the Thunderbolts feat on it. This way, each round, you've got access to whichever team ability you believe is the most useful at the time and don't find the need to build your army full of potentially useless accessories. For some suggestions, see one of my previous Mox Box articles discussing some great Avengers pieces. Until next time, happy clicking!

--Steve

Custom Clix by Michael Ian Dela Paz

**Kitty Pryde™**

*in her Astonishing  
X-men uniform*

*And her pet dragon*

**Lockheed™**





# CONTEST OF CHAMPIONS

A 2-PLAYER SCENARIO BY ERIC "SLADE WILSON" SCHAEN

**The story:** The Grandmaster and Death are playing a game for the fate of his fellow Elder, The Collector. They used various heroes from around the world to collect the four pieces of the "Golden Globe of Life." If the Grandmaster's team collects the most pieces, the Collector will live again. If Death's team collects the most pieces, the Collector will remain dead.

**Build your teams:** Each player has 1000 points to build with. Each player must have 12 and only characters. All characters are considered unique characters for this scenario. Feats are allowed as per normal team build rules.

Do not pick Battlefield conditions they will be used as part of this scenario.

**Special rules:** This scenario is played in 4 parts. Each player must pick 3 characters to participate in one of the 4 parts. Once these players are used they may not compete in another part.

At the beginning of each game place a special object token in the middle of the map. This represents one of the 4 pieces of the Golden Globe of life. The player who has the special object token at the end of 10 rounds is

declared the winner.

To take possession of the object token a player must move a square adjacent to the token, place the token under the character. Taking the token ends that character's turn for the round. If the character is KO'd the token is left in the square the figure occupied.

### The Battlegrounds:

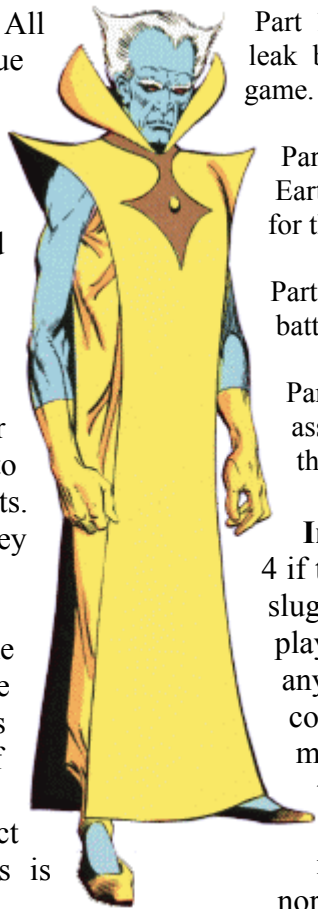
Part 1 – Use the map lab map. The radiation leak battlefield condition is in effect for this game.

Part 2 – Use the Junkyard map. The Earthquake battlefield condition is in effect for this game.

Part 3 – Use the school ruins map. The Debris battlefield condition is in effect for this game.

Part 4 – Use the Prison map. The Fearless assault battlefield condition is in effect for this game.

**In the event of a tie:** At the end of part 4 if there is a tie. Players will face off in a slugfest to determine the winner. Each player will pick 6 of its team and play on any map with the ordinary day battlefield condition in effect. To determine which map to use roll for initiative, Loser picks the map and the winner goes first. The tiebreaker will be played for 10 rounds determine the winner as normal.







A 2-PLAYER SCENARIO BY STEVE "DRVICTORDOOM"

**Introduction:**

The Mutant drug "Kick" is on the streets. The drug is making Mutants and Super Powered Humans even more powerful. Super powered crimes are now taking place all over the city and the drug Kick is running rampant. Some of the Marvel Knights have banned together to try to stop These Super Powered Drug Addicts.

**Number of Players: 2**

**Set Up:**

Each player builds a 300-point army. Player 1 Controls the Marvel Knights. Player 2 Controls the S.P.D.A. (Super Powered Drug Addicts)

**SPECIAL Rules:**

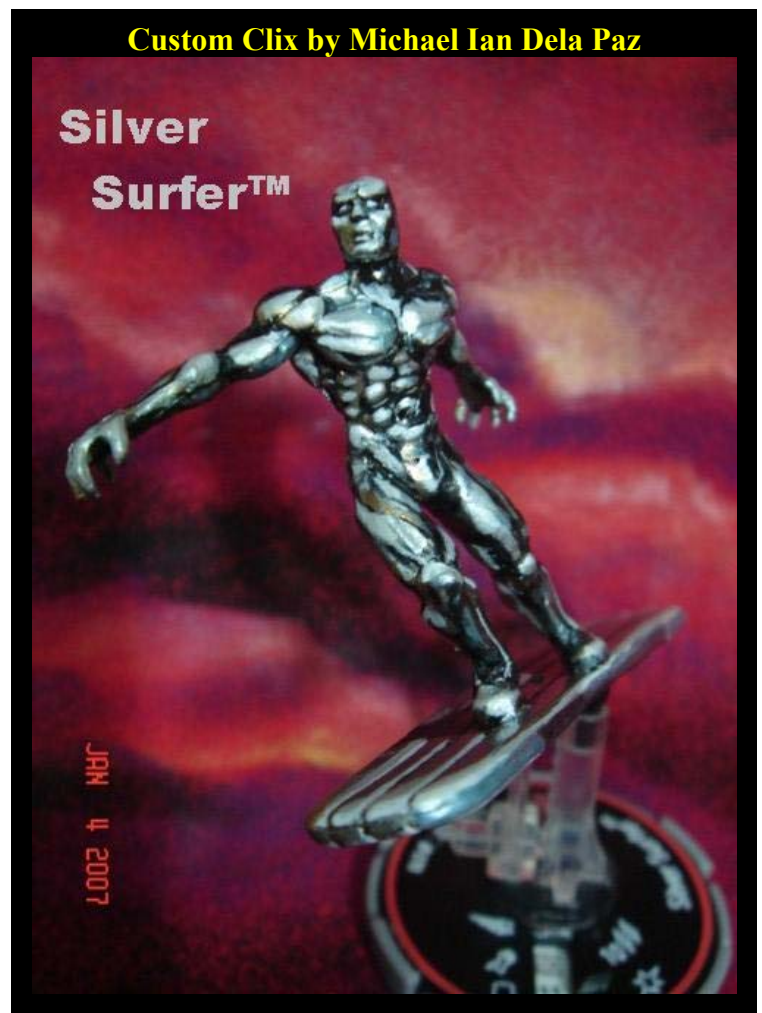
1. The Marvel Knights Team must have at least one of the following characters on their team. Spiderman, Daredevil, Punisher, GhostRider, Moon Knight, Blade, PowerMan, IronFist, or Dr. Strange.
2. An S.P.D.A. character has a Damage reducing power its whole dial. If it already has invulnerability, it gains impervious, if it has toughness it gains invulnerability, if it has another ability besides a damage reducer it gain toughness.
3. An S.P.D.A. character cannot gain anything above impervious. So if they have it, they gain nothing until they lose it.
4. An S.P.D.A. character gains +1 for all attacks.

5. Once an S.P.D.A. character is KO'd, the character that KO'd them immediately depowers any S.P.D.A. character it damages from close combat attacks for the remainder of the game.

6. Only the Damage and +1 Modifier are depowered.

**Victory:**

Victory is achieved once one team has defeated the other.



# HorrorClix Scenario: "Cudgies"



**Objective:** Each player aims to defeat the other and survive the rampaging Cudgies.

**Army Size:** Two-player game; 300-point armies; three actions per turn.

**Time Limit:** 60 minutes

**Map:** Haunted House (Starter Set)

**Setup:** Setup proceeds as described in the HorrorClix rules

## Special Scenario Rules

1. *Beware the Cudgies!*: Victim tokens represent the murderous Cudgies! When a monster moves adjacent to a Victim token or a Victim token moves adjacent to a monster, roll one d6, then consult the following table:

### Cudgie Result List

A) **Cudgie Wanna Hug!**: Give one adjacent monster an action token.

B) **Cudgie Wanna Help!**: The active player selects an option from the Cudgie Result List

C) **Cudgie Wanna KILL!**: Deal 1 damage to 1 adjacent monster of your choice.

D) **Cudgie Wanna Play!**: You may modify a Combat Value of one adjacent monster by

1. This modification lasts until the end of the current turn.

E) **Cudgie Wanna Cuddle!**: One adjacent monster is now vulnerable, even if it is a Monster that can normally not become vulnerable. The monster remains vulnerable until the end of the current turn.

F) **Cudgie Wanna Hurt!**: The player to the active player's right selects an option from the Cudgie Result List.

2. *Fast Little Legs*: Add one to each Victim Token's Movement Value. This is a permanent increase in Movement Value.

3. *Anatomically Incorrect*: Victim Tokens are not considered to have gender for this scenario, although they maintain their archetypes.

## HorrorClix: The Lab, combines

bizarre creatures from across sci-fi horror worlds, including alien greys, dinosaurs, misshapen experiments and, of course, zombies! The set also features exciting new plot twist cards, victim tokens and abilities, with a total of

96 new monsters to collect, some of which can turn victims into their servants using the minion mechanic.

**HorrorClix: The Lab**, is available in Booster Packs (MSRP \$7.99) that each contain four random figures, four matching monster cards, one plot twist card and one victim token. Each **HorrorClix: The Lab** case includes enough prize support for four weeks of in-store events, with an additional 12 weeks provided FREE from WizKids though Diamond Comic Distributors, Alliance Game Distributors or ordered from the WizKids retailer In-Store Play website.



# MARVEL 2099 REVIEW

BY: JOEL LAPRESTA

The future has arrived in HeroClix! The Marvel 2099 set is filled with the majority of character types you can think of: running shot bricks, a bruising giant, cheap muscle, double based flyer, and even a lower cost Hypersonic Speed character. Not that many people have received this set yet, but already the ones who own it have rave reviews about the characters.

## Hulk

Points: 123

Team Ability: None

Range: 0]

Recommended Point Total Usage: 300-500

In the 2099 Universe Hulk is so big he is translated into HeroClix as a Giant character. With this translation comes an amalgam of previous Hulk dials, but still being uniquely different that he definitely stands out (not to mention the big tongue sticking out!). Hulk is the first Giant that is truly independent in that he doesn't need tons of Barrier, tie-up, or even a Protected to make his playability worth it, his stats and his powers are great and hitting him is a mistake for those unfamiliar with his dial!

Hulk is similar to Alloy in playing style, meaning it isn't the end of the world if he takes damage, and when he does he gains Flurry and stays consistent. You don't get the KC fun from 2 squares away, but what you do get is a high defense coupled with

plenty of starting Damage Reduction, something Alloy lacks on his starting clicks. The first thing up on his dial is a two click long combination of Leap/Climb, 10 attacks with Super Strength, Invulnerability, and 4 than 5 damage. The jaw-dropping part of these clicks is Hulk's insane 19 and 18 defense values (highest of any Giant outside Team Ability borrowing), and his damage starts at that 5, meaning that even with a Light object he'll pound his prey into the ground for a none to shabby 6 damage.

The good 10 attacks with Super Strength are still around on the next two clicks, his movement is a downgrade to 7 but on his 4<sup>th</sup> click he gains Flurry, his defenses drop to a 17 and a 16 but in true Hulk fashion he gains Impervious and Battle Fury. His damage drops from a 4 to a 3 as well, but with the addition of Flurry he is still capable of doing 8 damage with a Heavy Object, and that's barring any more modifiers.

The Flurry continues on the 5<sup>th</sup> and 6<sup>th</sup> clicks. More Super Strength, 16 defenses with Invulnerability and Toughness with Battle Fury than Close Combat for Damage brings even more fun to the party. Admittedly, the inclusion of Close Combat Expert on a Flurry click is more than a little annoying, but in retrospect if your opponent outwits your Flurry, you can still hit for 5, and if you are facing a low defense brick hitting him once for 5 rather than plinking for 1 and 1 (and giving them possible shots at Impervious) seems like a good idea in



most situations. Hulk brings the weapons to tackle all kinds of foes, his Flurry could also just be used to smash little shrimps into the ground as well.

The next two clicks are both a loss of powers and stats, with only Super Strength and Toughness remaining. He does however still retain the 3 damage, and when you have a dial that is this long it's nice to have consistent damage for so long.

The last two clicks feature the interesting combo of Quake and Regeneration. You can use one of these powers depending on your playing style, or both. If you are dedicated Regeneration user you'll probably never have to use the Quake, but let's say you miss your Auto Regeneration and you are still next to a whole mess of enemy figures? That's right, knock them all back and then try Regeneration again. Admittedly, his defense is lackluster on these two clicks, but it's not unexpected given the nature of Giants (i.e. we all can see him, let's shoot him!!!).

Feats are a great way to turn this low cost bargain into a true terror. With feats like Shellhead (Giants do have a tendency to Push or get Incapacitated), Damage Shield, Armor Piercing (helps on those Flurries), Nanoarmor, Auto-Regeneration, Large Object (Useful for hitting high defenses since his Damage is already excellent), and



of course Protected. None of these feats are necessary by any means; it's just a good idea to include at least Auto Regeneration, because Giants are usually the first targets shot since they are so easy to see.

Hulk Strategy is very straightforward. His Leap/Climb starting and high defense give him the opportunity to tie up mass amounts of enemy figures (he's also an excellent finish off piece), and since on average most attacks should miss against him, he can then either clear or then smash

as will. The ability to move 8 squares unhindered except for indoor blocking is great, especially with his 'who cares if you hit me' dial.

Overall Hulk is an excellent mid-cost Giant who brings a great combination of offensive and defensive prowess to the battlefield, and also is the most highly rated of the 2099 figures that I've seen as well, and for good reason.

## Ravage

Pts: 60

Team Ability: None

Range: 0]

Recommended Point Total Usage: Any

Ravage defines the 'speak softly and carry a big stick' philosophy. There isn't a single click that can be considered bad on his dial, and with all the powers and damage potential he carries he fits into the Ka-Zar

class of HeroClix figures, you wouldn't think they are hard to kill looking at them, but wait until you face them. Ravage combines good defenses with great damage potential and is another piece that doesn't require a whole lot of forethought to get the most mileage out of.

On top all the great offensive and defensive potential, he also has a long 8 click dial with two clicks of ending dial Regeneration, and with that power he has the possibility of reaching his 3<sup>rd</sup> click, which is his first click of Flurry. This means he combines all the elements of a great character together, and is only 60 points.

He starts out with an impressive 18 defense with Toughness, Super Strength, and Close Combat Expert. This is another example of what you don't want to see on the same click with the CCE and the Super Strength, fortunately he only has one click of Super Strength so the CCE isn't much of a bother. This click excels at tying up opposing support line characters and secondary attackers who even if they hit, will simply knock you into Flurry and you can really hurt them.

One his 2<sup>nd</sup> click he gains Blades/Claws/Fangs and Combat Reflexes, if you based an opposing figure and they hit you for only one click or you pushed Ravage, he now has a 19 defense in close combat, but there is a trade off since his attack is not only an 8.

His next two clicks are Flurry with 10 attacks, 16 defenses, and 3 and two damage. He also sports more Combat Reflexes and then Super Senses, and on his 4<sup>th</sup> click he has CCE again, while this is once again annoying it doesn't have it's uses, he can't damage guys like Superman if he uses Flurry but he can just smack them for 4, which is always fun.

The back half of his dial starts the power switch madness all over again, with 3 clicks of charge, 3 clicks of 15 defense with Super Senses, Toughness, and Regeneration, then a final click of 14 with Regeneration. His damage goes from a 2 with CCE to a 3 to a 2, and finally to a 1 with CCE. Slightly confusing, but long story short his damage doesn't go below a 2, which is an impressive characteristic to have.



Using Ravage, like Hulk, doesn't require tactical genius. If you think of him as a V Mockingbird that has a

+1 in every stat and has Regeneration you'll have a fairly accurate portrait of his usability. His job is to seek out and base enemy figures and let the bigger guns on his sidekick the snot out of them, while he provides the finish off and annoyance. He also works well as a first strike piece that can be carried by Taxies around and taking out Stealth characters. His pedigree is taking out support lines and wounded figures, not necessarily going toe-to-toe with the likes of Thanos, but it is something he

can do with the right feat support, it's just not recommended.

Once again, feats with Ravage are entirely up to you. He doesn't need them to be usable, his dial is self-sufficient in more respects, he'll likely get beat up pretty bad throughout the course of most battles, and so packing the Auto Regeneration is a smart move. He also could take advantage of Armor Piercing, Damage Shield (qualifies for it on every click), but I would not recommend Pounce because then you are wasting that nice 18 defense and are also lowering your attacks, while you do bump up to a 19 in close combat, the only real click he gets much mileage out of it is the first, the 2<sup>nd</sup> isn't a good Pounce Click unless you are finishing off a wounded enemy or knocking a medic out of support.

## Punisher

Points: 104

Team Ability: Minions of Doom

Range: 8]]

Recommended Point Total Usage: 300-400

This isn't the Frank Castle we are used to, the future version of the Punisher is a little less worried about justice, and is Doom's enforcer. His dial is full of offensive ranged powers combined with his Wildcard team ability and the Punisher damage output and tricks we're all used to makes him a powerhouse.

He starts off with two clicks of RCE and 9 than 10 attacks, combined with 17 defenses and Running Shot. He'll put a hole into any enemy he sees either way, doing either 5 damage standing still or 3 while moving. Either way, he's dangerous.

His powers move into a Nick Fury-esque combination with the addition of Psychic

Blast on his 3<sup>rd</sup> and 4<sup>th</sup> clicks, meaning he won't just be gunning down figs without damage reducers, he can put a dent into the enemy's most powerful figure easily. Still having the Toughness ensures he'll be around if he gets plinked for a while.

After that, we enter the multi-tasking portion of Punisher's abilities. He gains Combat Reflexes, Energy Explosion, and Flurry, he can dual target EE any marauding enemy clusters, as well as having the capability to do a good bit of damage up close. The addition of Exploit Weakness on the 6<sup>th</sup> click affords him more brick eliminating capacity, but his 8 and 7 attacks will certainly put a strain on your damage plans if you don't have a way to raise them or re-roll them.

The last click is a fun ending, but fun is just about all it is good for. He still has that Flurry, and while it is a nice feature, the 6 attack isn't, neither is the 2 damage with





Exploit Weakness considering those two powers don't work together. He does however, have a shiny 17 defense with Willpower, a nice cap off to his dial, it's useful for basing low attack figures or just simply not having to push if you are retreating or shooting low defense enemies.

Using Punisher is something that is a different mountain to climb. He has excellent damage potential, and he plays similarly to guys like Nick Fury but has the power set of a guy like Dr. Light with the up and down damage. He needs to obviously be on a team that can take advantage of his ranged abilities, and also has enough team abilities to make his TA worth it. While is mostly self-sufficient, I don't think he would object to a little Batman/Kabuki usage.

He could stand to have a taxi as well, although it's not a necessity. A little TK and he's right as rain, but there are a couple deficiencies on his dial that need to be addressed. The first is his mediocre attack. He costs a lot of points for his powers and it would be a shame if he couldn't hit anybody. There are several ways of fixing this, primarily some sort of Team Ability that boosts attacks like Hydra/PD/Alpha Flight/Ulimate. X-Men, but in reality it's up to you on what to include. In Contact with Oracle and Perplex would help him get the shots off, but many don't like that feat due to it's non-themed nature and Perplex for mostly the same reason.

While the main thing that needs to be fixed on his dial is the attack, having some way to protect him from shots is also a near must. He needs a stealth Team Ability as mentioned before, but what he would really excel at is having some shared defense action, such as a Rookie Ant-Man T-Bolted to Defenders and even on the flip side of that perhaps a high attack Sinister Syndicate

member could also make up for his attack values.

Feats are also entirely optional. Trick Shot is a bad idea for the most part, he could just as easily borrow some Ultimates or Superman Ally, especially since they are so easy to attain in today's game due to Thunderbolts and the few cheap Ultimates characters. Armor Piercing would also not be a bad inclusion, I realize he has Psychic Blast, but if you have the choice between exploding a Brick, his medic, and another figure instead of just the Brick you might want a way to damage all of them.

There aren't many feats that would benefit Punisher, his needs for playability don't reside with cardboard as much as it does support from his teammates. Many popular teams today could definitely be aided by Punisher: Multiple Man/Mockingbird Swarms, standard Alternate Fantastic 4 abuse, and whatever else you may prefer to put with him.

This Punisher isn't the same as his Ultimates counterpart, he needs some help to stay alive, and if you get it to him, revenge will be sweet indeed.

## Ghost Rider

Points: 60

Team Ability: None

Range: 4]

Recommended Point Total Usage: 200-400

There has been a small bit of controversy over this figure of late, the realization that he isn't a Transporter (even though being Double Based doesn't automatically guarantee this) made a few players turn a nose up to this figure. I think that is a shame for many reasons. If you want a Transporter

Ghost Rider go use the Fantastic Forces one, it is excellent in most respects.

This Ghost Rider is quite possibly more of if not as much of a bargain as Ravage. For the same 60 points you get a nice long 7 click dial, several clicks of Charge and Stealth, and in addition to his offensive capabilities he also has several built in defensive measures like Stealth, Shape Change, Regeneration, and Combat Reflexes.



Starting off he has 10 movement Charge, an impressive 18 defense with Toughness, and ability to just shoot with his 4 range. His 9 attack is the highest it's going to be, which while low by say Supernova standards it is not a big deal because his point investment isn't large and he makes a great finish off/support line killer/and bodyguard taxi as well.

The next two clicks showcase his versatility. The charge still remains but the vanilla 3 damage gives way only a 2, but never fear for he now has Blades/Claws/Fangs with the same 9 attack. Granted his defense lowers by two, but the gaining of Willpower allows him to charge and hack up an enemy 2 out of every 3 turns without pushing.

His defensive powers kick in on the 4<sup>th</sup> click. He gains Stealth, retains the B/C/F, but now has Combat Reflexes, and this power is nicely times since outside of a hindering terrain negating feat or Team Ability he can only be hit from adjacent

foes, and his 17 defense gives him a slightly more than average defense.

The 5<sup>th</sup> and 6<sup>th</sup> clicks continue the defensive theme, he loses his B/C/F, but now gains the power of Shape Change, and if any of use played in the Supernova Marquee or against any Skulls recently we all know how dangerous a Stealth/Shape Change figure can be. His defense is still around average with the

Combat Reflexes bonus.

His last click is a bit of a survival mode transition with the gaining of Regeneration and the retention of Shape Change. Overall though, this one click of Regeneration isn't to much to get excited about since the loss of Stealth and his close combat oriented nature means he's probably next to an enemy, and barring successful Shape Change rolls or bad attack rolls from you opponent he's not going to get much use out of it. I'm not saying don't try to use it, anything but that, if he can retreat and use it by all means do so.

Using Ghost Rider is very similar to using Black Knight, only without the Transporter, which, as I explained isn't that much of a loss since Ghost Rider would only have a 7 attack on Transporter attacks which would reduce his effectiveness with that power to that of Veteran Lockjaw. He makes a great taxi to carry in other close combat figures like Wolverine or even just have GR be the

main hitter and carry along a Mockingbird chaser.

The ability to not be targeted by Telekinesis is a problem, but not a serious one. Plenty of teams have alternate mobility alternatives, and these alternatives can come from any number of sources or multiples since Ghost Rider is only 60 points. He really doesn't belong in high point games due to his low attack and damage potential versus say Power Cosmic and Kingdom Come characters, but this in no way means he doesn't have his place in lower point games.

He fits excellently into teams who aren't built around Team Ability reliance, and I wouldn't be shocked to see him fielded in several competitive teams in major tournaments where Disbanded! and Isolations Battlefield Conditions would be played. As with many close combat oriented figures many people forget he also has that 4 range, and this is especially nice on those Stealth clicks since he can still gun (well, chain) down the enemy without having to expose himself out of his protection.

Feat usage on Ghost Rider also is something that should be limited. The beauty of this figure is it's low cost and effectiveness, and throwing the tournament average of around 20-25 points on him would just water down his effectiveness. In reality, he doesn't even get much mileage out of Protected, and Armor Piercing would be a nice backup on his B/C/F rolls but since he most likely will be delegated to attacking figures that around or slightly less than his point value he rarely will encounter opponents he can't damage.

The same goes for investments like Auto Regeneration and Camouflage. He doesn't require either feat to survive much longer, and since he has Stealth and being on certain

outdoor maps could negate the Camouflage, it isn't worth it. The same will go for Auto Regeneration since he only has one click of it, and much like the Bruce Banners and other 1 click Regeneration possessing characters, his opportunity to use this power is in no way guaranteed.

There is however one feat I would recommend using on him, and that is Nanobots. Not only will it give him longevity for fighting, but also as a Taxi/Meat Shield having his mid-dial defensive powers or shooting up to his Charge/B/C/F combo would work excellently in many critical situations.

The Spirit of Vengeance is very much alive and kicking (well, chain throwing) in the future, and he deserves his chance for usage just like the rest of the 2099 figures.

## Mean streak

Points: 71

Team Ability: Ultimate X-Men

Range: 0 ]

Recommended Point Total Usage: 300-400

Meanstreak is another figure out of 2099 that wasn't received with much enthusiasm. The sentiment of 'oh great, another cheap grounded Hypersonic piece' was heard for while, but with the coming out party of Hulk and other 2099 figures Meanstreak hasn't gotten his fair shake.

His plus sides are surprisingly many. He gives a team ability with few legal characters (Ultimate. X-Men) another member, but he also gives them a relatively cheap mobile figure, something the X-Men didn't have between the bulky Colossus and the one dimensional Professor Xavier. Granted he isn't from their time, but for pure Team Ability themed fights and scenarios he



works quite nicely alongside his allies in the Ultimate X-Men.

What helps when you judge characters with the Ultimate X-Men or any other +1 one to enemy/team TAs is that you can consider them to have a permanent (and not outwittable) +1 to their attacks, and if you choose your targets wisely, you will get some great mileage out that Team Ability. Just look at all the members of these Team Abilities and imagine them with a +1 in all their attack slots, changes one's opinion considerably doesn't it?

His dial is sort of like taking a standard Flash dial and sticking the back half of Whizzer/Speed Demon's rather abruptly. His dial on paper (or web page) doesn't look terribly intimidating, but the combinations of defensive powers (well timed combos are always nice) and consistent 2 damage for all 7 clicks make Meanstreak a nice 71-point package.

Meanstreak's starting two clicks are pretty standard for a HSS character, the 10 movement, 9 attack, rather low 16 then 15 defenses, and the 2 damage does sort of inspire a yawn. However, the upgrade in attack from his team ability does brighten the prospect of victory by a whole 8-½ % on attack rolls, so don't fret. Meanstreak isn't meant to tangle with the big boys so if you think he's just going to run out and survive being in the middle of the battlefield he will get smashed and it will be your own fault for putting him that situation.

The next three clicks sport Flurry with still consistent speed values, 8 attacks, and Super Senses and then Combat Reflexes. The Combat Reflexes are very nicely timed on this figure to go with the Flurry, a trend of power compatibility that I hope becomes a trend in future HeroClix dial designs. These clicks are nice since he can dish out 4 damage if both of his attacks hit, and that isn't shabby.



The last two clicks aren't as bad as most final clicks on HeroClix figures, he regains the Hypersonic with 9 movements, 7 attacks (8 against TA targets), and the same old 2 damage. He does however once again showcase his well designed dial with the replacing of his Combat Reflexes with Energy Shield, a power he'll get much use out of when he just runs up, smacks

something, and runs away (like most HSS are played).

Team building and Feat assignments with Meanstreak are virtually identical to most standard HSS teams. He should have a ranged counterpart and some Telekinesis to help him get around the board, something his teammates in the Ultimate X-Men once again have in droves (well, ranged attacks anyways). Feat usage could include the standard Armor Piercing and Nanobots, but could also include Swingline and Heightened Reflexes for the back half of his dial.

Meanstreak provides a little personality (the sculpt and costume show that) to the ranks

of Hypersonic figures, so don't hesitate to try him out.

## Junkpile

Points: 92

Team Ability: SHIELD

Range: 0 ]

Recommended Point Total Usage: 300-500

Besides having one of the coolest sculpts recently, Junkpile also offers several things to whatever HeroClix team he may be included on. His jumpy stats, what could be considered badly timed powers, low speed, and no range or movement powers leave a bad taste in competitive minded player's minds.

However, this mass of metal does have more than a fighting chance on his side, and has several plus sides. His full dial of Super Strength, plenty of Damage Reduction, and relatively consistent damage give him the classic bruiser appeal with his own personal twist.

These plus sides also include giving the SHIELD Team Ability a Super Strength beatstick, something it doesn't have but needed. Luckily, in Unrestricted fights SHIELD has plenty of mobility options open to getting him around the field, and the same can be said for non-TA limited teams.

There is a lot to review in the stat and power department, but going through all of it wouldn't be much of a help so I'll give you the usability and power breakdown at the same time.

His first three clicks are great for general bashing, a Dumpster or your preferred heavy object will ensure nice damage values, it wouldn't hurt to give him a Computer or a Bookcase to help his attack out though.



These clicks are primarily for tie up, being TKed into position and just smashing, or simply being carried around and then smashing. Nothing to complicated.

The next three clicks are your main concern. These three click have only 6 movements, 8 and 7 attacks, and low defenses with Regeneration. This is Junkpile's put himself back together stage, and while it's fun and accurate, it is also a major problem for you to have to deal with when your near 100 point figure can now not only be damaged by all your opponent's figures, but also isn't hard to hit.

He only has 2 damage as well, which once again makes for a bit of a bit of hair pulling, but if you packed an Auto Regeneration Feat Card or Nanobots getting off of these clicks isn't to hard. You can also throw Double Time on him, he not only would use it to reasonable effect to evacuate from battle, but the ability to push himself past Regeneration is nice in pressure situations. Also, this feat lets you immediately push into Impervious at the beginning of the dial,

but damaging Junkpile is neither good for him or you.

The other way to get off these Regeneration clicks is to stick him behind your firing line and just have him constantly Shield Pump your main attackers. Think of him as the energizer bunny (or in Clix terms a Shield Pumper), you can keep going...going...going since Auto Regeneration (assuming you packed it) doesn't require an action token you can feel free to push and keep trying to Regeneration him back up. You can also keep pushing him until he either is back onto his first three or last two clicks and then you can use the Shellhead feat if you packed that as well, it's not a requirement, but it helps his defenses in the beginning.

That's more than a half dozen ways to make use of or deal with those middle 3 clicks of Regeneration, so don't act helpless on them because they definitely have a nice purpose and aren't as much of an eyesore as they are made out to be. They are definitely a problem, but the key to bettering everything in gaming and life is to turn weaknesses into strengths.

The last two clicks may seem irritating since he has the classic no-no combination of Close Combat Expert and Super Strength on the same clicks, but by this point in the battle most of the objects should be pretty well taken care of from usage or Nanobots (whether opposing or friendly) so if you reach these two clicks don't bother trying to heal him if there are other actions to be taken, save him for the last few minutes where you can use him for tie up and

**V JUNKPILE**

**MARVEL 2099**    **COST: 92**    **RANGE: 0 ⚡**

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

finishing off wounded enemies (It is VERY fun to base figures who can't damage you).

The only two feats I would recommend for Junkpile is Auto Regeneration and Nanobots.

Anything more will be excessive since he already is a rather sizeable investment and doesn't need help taking up points in your team. You can also put Large Object on your team if you want to help his attack, but again, it's only something I would include if you find yourself with extra points.

Putting Junkpile on a team is also a challenge since he will probably be using all three of your objects before the end of the battle, so I would suggest you don't have another character that relies on using objects, luckily, SHIELD teams fit that bill nicely.

I personally think Junkpile is among the Clix figures with unexplored potential, but only you can decide that for yourself!

## Doom

Points: 150

TA: Minions of Doom

Range: 6 ]]

Recommended Point Total Usage: 400

Now for the mac daddy himself, Doom. This Doom has several odd features that make him not only unique, but not very Doom like. The TA and outwit aren't that odd, but the rest of the dial is very much so.



Unlike other Dooms (well, I guess including Ultimate Doom is fair to) he has neither Mastermind nor Leadership, and he also has only a 6 range, but keeps the dual targets. He incorporates a lot of different powers into his arsenal, all of which can be manipulated to dastardly effect.

If we know Doom, we know he's tricky, and his jumpy dial gives us a prime example of this. He doesn't start out with the customary movement power on his first two starting clicks, but he does pack Stealth, 10 attacks with Energy Explosion, 16 defenses with Invulnerability, and 3 damage plus Outwit. Not a bad haul usability wise, and doesn't leave many options for Doom other than straight shooting, and if he gets hit, he'll have to take it like a metal-faced man.

The next two clicks are a little more Doom-esque. He gains Running Shot, and his Energy Explosion gives way to a vanilla 11 attack and 10 attack with Psychic Blast. The power switch continues by a switch to Super Senses as well. Doom's low range and low damage make positioning a bit of a challenge, especially since most figures these days have move and attack powers, last thing Doom needs is to get charged and planted for 6 from an enemy brick. This isn't to say he doesn't have options, while his damage isn't crazy high, he can pick and choose his targets and then outwit whatever is left.

It's hard not to compare this Doom to the Clobberin' Time one, he lacks in almost every area compared to his predecessor, but then again so do the Ultimate and Power Cosmic Dooms, so making value judgments based on past pinnacles of perfection is difficult. Anyways....back the matter at hand....

The musical chairs dial changing continues on the 5<sup>th</sup> and 6<sup>th</sup> clicks. While his stats are identical on both of these clicks, he the first has Super Senses and they both gain Prob Control. The second gain Phasing and Toughness. The clicks are passable for simply sitting in the field and providing his PC to his minion's aid, and then Psychic Blasting whatever he deems a threat.



## UNIQUE DOOM

MARVEL  
2099 COST: 150 RANGE: 6 ⚡

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

The last two clicks are also a change from the Doom norm. He retains the phasing, but he gains Regeneration and loses the Psychic Blast on the last click but it gives way to RCE, giving him 5 damage on his last click. These clicks are still nice for offense but your first priority is healing Doom immediately or else your Shredder look-alike will find himself spouting a monologue from the sidelines.

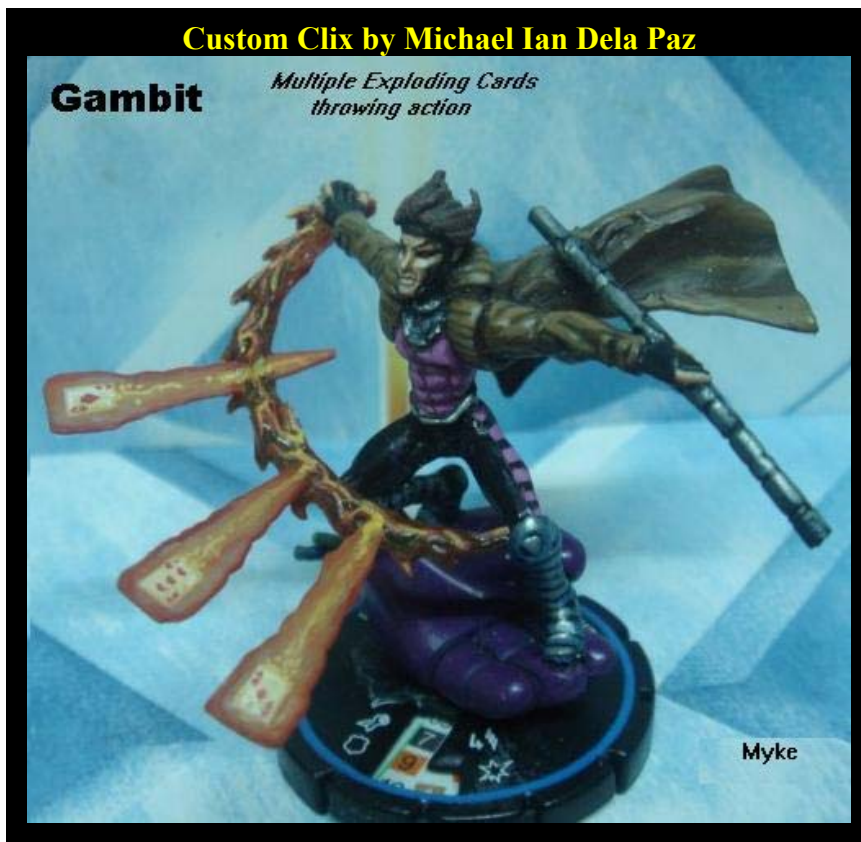
Playing this Doom is definitely a hands on process. He neither dominates the battlefield from range or has the raw power to take on figures much higher than himself, so for most part it's best to relegate him to attacking from the shadows, preferably behind a Barrier or some sort of Line Of Fire blockers. He also doesn't have the capacity to compete in high point games, his home is in 400 points and not much higher or lower than that due to his previously stated deficiencies.

This isn't to say this Doom is terrible, he just lacks the punch of other figures around his point cost, especially if you are making a Wildcard team and can reach for the likes of Punisher, Pouncing Spiderman, and other cheaper offensive options that often have better strategic value.

Feat usage with this Doom is also a limited window. Auto Regeneration is almost a must if you don't pack some other way of healing him on the run like Suicide Squad or a mobile Medic such as Ghost Widow. Armor Piercing for his Energy Explosions also isn't a great idea due to his limited range and what range he does have will likely be relegated to the enemy's main attacker, and using his Outwit or Psychic Blast and raw damage would probably be a better idea.

Team Building with Doom is similar to his counterpart in Punisher. He needs quality team abilities to work at his peak, but doesn't require the likes of Sue Storm or anything drastic like that. He would work excellently as a main gun on a swarm team of Mockingbirds as the finish off and main cannon. Packing Extended Range with some Enhancement/Perplex/ICwO would help the range and damage problems, but by the time you stick all that on a team you are probably above 200 point with the other feats.

This Doom is unique, and almost unique to a fault.





# Universal Fighting System: Choosing your Resource

by: Andrew Greenberg



The twelve resources of the Universal Fighting System are the foundation of the deck types. By determining what resource(s) you are using, you determine the cardpool you'll have access to and the type of deck you will be playing. Generally in UFS, there are 3 types of decks: aggro, control, and combo/hybrid. In order to better familiarize everyone with the resources, I'll take a quick run through of each of them, and give basic deck types revolving around them.

**Air:** Air decks generally fall into the aggro category. With air's assortment of powerful attacks such as Overhand Throw, Tiger Knee, and Shadow Banishment, air decks can defeat an opponent in few attacks. Air's other cards generally try to further this, such as To the Bone, which let's one add attacks directly to momentum after they deal damage, and Material Advantage, which let's one re-use attacks and actions from their momentum. Some powerful air decks include \*Hanzo\*, \*\*Vega\*\*, or \*Taki\*, in which they try to land one of air's powerful attacks into their momentum, re-use it with Material Advantage and Iga Master, then ready Material Advantage and Iga Master using cards such as Whimsy, Rare Card, and World Warriors. Another air deck which is more of a combo deck is to use any form of Chun-Li, and use cards such as Sankaku

Tobi that can turn kick attacks into reversal in order to play a Leaping Commando Kick as a reversal, and force your opponent to discard their entire hand on their turn!

**All:** Like the symbol says, all generally does it all! Decks revolving entirely around all are rare, instead all is usually paired with other symbols, and with the most notables being Void and Life. Generally, a lot of decks have cards with all on them, because of all is so versatile, with powerful attacks such as Ryu's Tatsumaki, control options such as Yoga Mastery and Charisma, card drawing with Ryu's Shoryuken and Demon Eyes, vitality gain with The Eternal Psychic Idol and Psycho Sword, and cheap (as in to play) cards such as Loving Devotion and Shotokan Training. Although characters are generally not played on "mono-all" some that have been seen would be \*Terry\* and \*\*\*Hugo\*\*\*.



**Chaos:** Chaos is also generally used in a combo deck. Chaos generally focuses on your momentum, adding cards to it, and using them to fuel various effects. Cards such as Hop and Power Up can raise your momentum to huge levels, using it to power cards such as Enigmatic Maneuvers, which can block attacks without cards in your hand, and Unorthodox Style, which can gain back any card from your discard pile.



Some chaos archetypes are **Vega**, who is probably the best character to gain momentum with and can use it to give his attacks a huge speed bonus, and **Voldo**, who can turn your momentum into damage reduction from partially blocked attacks, even throws, and then draw cards from it.

**Death:** Death is a control symbol. Death can easily establish hand presence with Calm Mind and Ancient Insight and board presence with Yoga Mastery and Lost Memories. Once there, all the death player has to do is to wait for some powerful attacks to show up to defeat the opponent in a single turn, or jab weaker attacks at them slowly hitting the opponent while maintaining their control. Popular death characters are **Nakoruru**, who shuts down opposing foundations and characters with ease, and **Rose**, who can pick out which cards are used in control checks for both players.



**Earth:** Earth is an aggro resource. Many of earth's attacks are throws, generally meaning they still do half damage even when fully blocked. Earth also has some damage reduction, with Size Matters, Inhuman Fortitude, and Made Not Born, and some control options with Ring Veteran, Overwhelming Strength, and Namtar's Claw (but not enough to make a control deck out of it). Earth's strongest character is definitely **Sagat**, or **Sagat**. **Sagat** can gain a fresh hand by committing, or turn a powerful attack into extra burn damage at the cost of a commit, a momentum, and making another control check. **Sagat** can pump his attacks by 3 damage for a discard, and although that attack loses 1 speed, running him with throws can be devastating. Other powerful Earth decks are **Sagat**, who can make his foundations

and momentum count as two foundations and momentum, **Zangief**, who can turn throws into extra burn damage, and **Astaroth**, who can see his future cards or discard them to do extra damage to the opponent by simply hitting the opponent with attacks.

**Evil:** Evil is another form of control. It doesn't seem to have as much board or hand presence as death and void (but it definitely has some, especially with Power of the Edge). Evil is more aggro than the other control symbols, and also seems to have a theme with cards providing effects from momentum such as Shoulder Rush and Reverse Spiral. Evil also seems to be into modifying control checks negatively for your opponent, with Dark Hadou, and Psycho Power. Some powerful evil decks include **Tira**, who can make sure that all of her attacks are only partially blocked, **Vega**, who can easily modify checks and has access to Vega's Mask, one of the most powerful control cards in the game, and **Akuma**, who specializes in modifying control checks.

**Fire:** Pure aggro. No ifs ands or buts, fire is ALL about aggro. Fire has damage and speed pumps everywhere, as well as having the ability to change attack zones, and a ton of 6 check cards. Most fire decks try to win by turn 3! The number one fire character is **Adon**, who can give any damage or speed modification an additional +1, combined with his 8 hand size, leads to huge beatdown. Other popular fire characters are **Iori**, who can give potentially huge pumps at risk to his health if the attack is blocked, **Iori**, who commits to pump an attack by 3 damage, and **Cody**, who offers a surprising amount of control for a fire character.

**Good:** \*sighs\*. Good is generally regarded as the worst resource symbol. Don't let it turn yourself off from good though, it can definitely surprise your opponent. Most of the action with good focuses on your opponents turn, with damage reduction from Can't You do Better Than That and All muscle, foundation readying with Mission of Peace and Self Made Man, and tons of reversals. No Good character has stood out much, notables are \*\*Yoshitora\*\*, who has some very powerful abilities, but has a low hand size and is probably better played on evil, and \*\*Sigfried\*\*.



**Life:** Until recently, life was with good on worst symbol. This has since changed through with releases of the SNK set and Soul Calibur battle box, bringing tons of new life support. Life mainly focuses on restoring vitality with cards like Replenishment, and cheap attacks such Rekka Ken. Life also has some huge attacks though, mainly from Ivy's cards like Calamity Symphony. The strongest life characters are \*\*Sophita\*\*, with a powerful random discard ability, and \*\*\*Xianghua\*\*\*, who can give any Life attack an extra 2 damage.

**Order:** Order is a combination of control and combo. Order can establish board presence with Ring Veteran, Overwhelming Strength, and Megalomania and reach into your opponent's hand with Charisma and Close Fighter. So why isn't Order



a top tier resource symbol? It lacks reliable attacks. Though the alternate win condition, Close to the Edge, can make up for this, it's not reliable enough. The good news is that Order has an easy way to make attacks unblockable with Dirty Pool, just watch out for Yoga Mastery. Powerful Order characters are \*\*Haohmaru\*\*,

who has an insane tutoring ability (searching your deck for cards), \*\*Alba\*\*, who turns all attacks into reversals, \*\*\*Guile\*\*\* who can force random cards out of an opponents hand, and \*Guile\* who can take reversals back from the discard pile.

**Void:** Arguably the most powerful symbol, Void's control may seem completely broken to many. TONS of discard from the likes of Charisma, Ancient Insight, and Spin Knuckle, board control with infamous "Void trio" of Ring Veteran, Lost Memories, and Yoga Mastery, and the ultimate say no card in Power of the Edge. Now one would think, that with Void's huge control options, that there would be weak attacks. WRONG. Spin Tiamat's Rampage, Shadow Banishment, and Yoga Inferno prove otherwise. Void is definitely a force to be reckoned with! Powerful Void characters are \*Dhalsim\*, the king of discard,

\*\*Cassandra\*\*, who can deny the opponent of any non-attack cards by discarding one of the same types, \*\*Ken\*\* for his ability to draw INSANE amounts of cards and Tycho: Evil Genius, who comes packed with a free block.

**Water:** Last but not least is Water. Water focuses on



reversals and playing multiple attacks. Water also has a wide variety of foundations, such as Wandering Monk which lets you take back foundations from your discard pile into play, Dirty Pool to make attacks easily unblockable, and Battle Disc System, a great damage reducer. Water also has powerful attacks, such a Glass Slippers, a 7-damage throw, and 6 Swallow Slash, a 5-damage attack with

multiple 3. Some often used water characters are **\*\*Ukyo\*\***, who has a Void-like discard ability coupled with powerful card drawing, and **\*\*Nagase\*\***, who can turn her vitality into a huge damage pump. That's all 12-resource symbols and the decks built around them. Hopefully this will give you an idea on what options the game has to offer for the various symbols and archetypes.

Custom Clix by Michael Ian Dela Paz

Jean Grey™



*Custom inspired from the Phoenix:Endsong Cover Art by Greg Land*

*here, she rises blazing with the flames of the Phoenix from her icy grave.*

AUG 27 2006



full view

Myke



side view



rear view

