

CRITICAL HIT

X-TRA! X-TRA! READ ALL ABOUT!

‘WIZKIDS THE YEAR TO PLAY 2007

Change. It helps us grow as individuals and can be a huge turning point for some. Change is sometimes recognized as a metamorphosis into something better. In the gaming industry change can be what makes the company’s games better than those of anyone else or can drive off the core gaming group. One key to having positive change is recognizing what needs to be fixed.

WizKids has identified HeroClix as its “core” game and has identified that HeroClix needs a change so that it may continue to be one of the industry leaders in the miniature gaming community. In doing so WizKids has made some key points of they plan on improving. If you love the game of HeroClix, or even if you are just a collector, this is time to dive right in!

What to Fix

- Rarity model of HeroClix is not Industry Standard.
- Values of pieces consumers find in boosters
- Give consumers more exciting pieces
- Update the appearance of the product
- Make HeroClix the product every Retailer and Comic Book store MUST carry
- Rebuild the HYPE in HeroClix



The changes are set to hit the game when *DC HeroClix: LEGION OF SUPER-HEROES* Action Pack hits the stores and will be seen even further once the *Marvel HeroClix: AVENGERS* hits the shelves a few weeks after.

Adjusting Rarity

The first key point is WizKids wants to put “the value back in the game.” This is going to be done in a few different ways. Addressing the *Quality* of the figures, the *Rarity* of the figures and the collectability of the game. Once again we look to that concept of change and this is one of the biggest for the HeroClix player.

Up to this point, rarity in HeroClix is identified a few different ways. One of these is how we identify the figures

themselves; Rookie is a **Yellow** ring, Experienced is a **Blue** ring, Veteran is a **Red** ring, Unique is a **Silver** ring and Limited Edition is a **Bronze** or **Gold** ring. The other way we identify rarity in a set is through the numbers 1-36 were the commons, 37-60 were uncommon, 61-84 were rare, 85-96 were unique. Until this point these two ways were how we identified what our figures were worth and establishing collectability. Well it is time for a change.

"WITH THE NEW SET WE WILL NOW HAVE 60 FIGURES IN THE SET WITH 60 DIFFERENT SCULPTS!"

There will be no more yellow, blue or red to identify the rarity of the figure.

Instead we will be given a colored icon on the dial that surrounds the set symbol. White will be common, Green uncommon, Silver rare, and Bronze will be super rare. Unique figures will still retain the silver ring to identify these figures and the dials themselves will be unique to the figure. It is how we identify these figures that are changing.

HeroClix sets initially had 40 different sculpts (in a 96 figure set). This meant when you had a rookie, experienced and veteran version they all had the **same sculpt** (some with minor variation) for the most part.

Note: The example below shows 5 Iron Man dials. This is just an example to illustrate the new rarity. The final release of *Marvel HeroClix Avengers* does not contain 5 Iron Man dials / figures.

With the new set we will now have **60** figures in the set with **60 different sculpts!** We will still have figures that are identified as rookies, experienced, veteran, or unique; however, we are *no longer getting full REV sets*.



For example, we are still getting an *experienced* version of a particular character, but we may **not** get a rookie or veteran version in a particular expansion. Though this does not mean they are all unique figures they will now be identified through rarity, and that rarity model therefore changed.



The intent behind all of this is to put value back into the figures and into the boosters, and to let the player feel that the value of what they pulled is what they paid. For this to happen WizKids is removing the ring colors on the bases.



SUPER-RARE



UNIQUE

So now when we open our boosters we will be able to say this is a common, and this is a rare. The value of the figures will be still based on the desire of the consumer, but it will be easier to identify those figures that have the potential to be worth more than others.

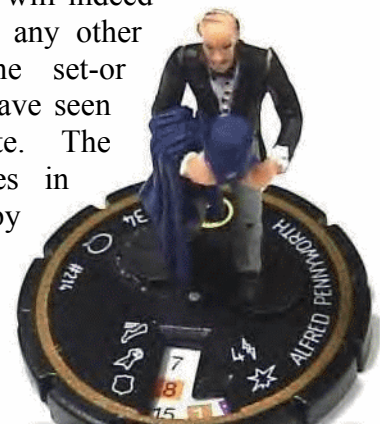
PUTTING VALUE BACK IN THE BOOSTERS

Up to this point we now know that we are getting an assist in understanding value based on the rarity which is more easily identifiable now. Though we have been having the value put in our boosters starting with Supernova when we were given the “chase figures.” These figures are easily definable as the most valuable pieces in the game of HeroClix today that can be pulled from a booster. They served their purpose and got the industry

talking. It generated a BUZZ in the gaming industry. Even those who do not like the chase figures assisted in the game getting more build up. The more they complained and talked about the game the more people that found out about the game. There was more to talk about in the game itself. Origin opened up that avenue again as well as we had the appearance of BYSTANDER sculpts with the intent of “fleshing out” the DC universe for the comic collectors.

Rarity is not the only way that WizKids is addressing value in boosters. We must also look to the actual sculpts of the figures being produced. There is a substantial difference in how a figure looked in Infinity Challenge and Hypertime versus Supernova or Origin. Even though there was a significant difference HeroClix has suffered from a settling of sculpt over the years. Industry standards were just being met at times. This too is being addressed. For HeroClix to grow sculpts must improve. Avengers will tilt the line so that common figures will meet industry standard. As you move up the rarity ladder the “high end” pieces will be the best produced in HeroClix. Rare and unique figures will indeed be better than any other

figures in the set-or anything we have seen up to this date. The game increases in collectability by the moment. We will be able to identify the best pieces in the set not just by the dial, but how they look in



LE Alfred Pennyworth
(DC Origin)

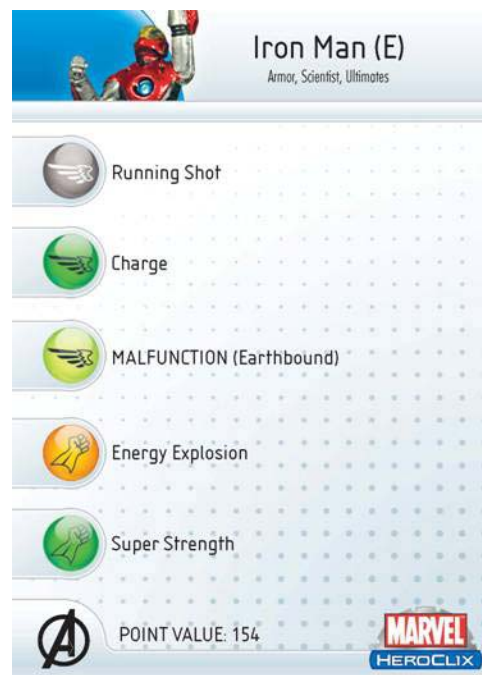
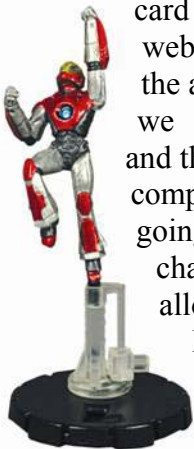
general. You the consumer will be able to pick up a figure and tell that you have a unique figure based on sculpt alone.

Expanding Game Play: Character Cards

With the change in dial and sculpt the game itself must change some. WizKids will be doing this with **CHARACTER CARDS**. Character cards increase the playability and collectability of the game. Previously it was mentioned that there will still be REV figures, but they will *not* be identified on the dial, but instead they will be identified on the **character cards** themselves.

These cards will list the *abilities and powers* that the character has on their dial and will make them more identifiable. In the past it was hard to understand why a figure had a particular power, but now with the character cards it will be made clearer.

Powers will have keywords to easier identify why that figure has a particular power. (Malfunction=Earthbound). The character cards themselves **will not replace the PAC** (powers and ability card), but instead will compliment that document. Don't worry if you lose the card itself, you will be able to print the card out on the WIZKIDS website and be proxied. With the addition of the character card we have THEMED POWERS and the application of background compatible pictures. This is going to allow WizKids to create characters that the PAC did not allow such as Deadman or Phantom Stranger. There will now be a WHITE power that will be unique



to the character and the character card and will be described on the card. With the addition of the character cards there are other fun things to see including Bios and covers of the first appearance of figures in the set. Not knowing who the character you pulled is a thing of the past. Many collectors would pull a figure and go “ok this is cool...who is it?” Now a collector will be able to take the card out and read whom the character is and have some background information, as the bios will explain the



figure. This allows greater expandability in the game itself. This opens up avenues for even more THEME TEAMS, and making those theme teams competitive. The cards will put more interest into the game for those who may not know who all the figure are that they pull.

Changing the Boosters

With the change to the game the boosters themselves must change. **Boosters will now be 30 % larger and allow for 5 figures per booster.** The artwork itself is going to be unique to the industry as the artwork is going to be done by people who draw the comics of the featured characters. With the new packaging and an additional figure. Boosters will now be 9.99 MSRP. In terms of an industry change this is actually a minimal change, other games that raised price this year went up 5 dollars without changing anything to their product. WizKids is giving bigger and better boosters with a new figure.

WizKids will also be addressing **quality control** in the product being produced. We are now getting more of the product better product and boosters with more dynamic artwork created by fan favorite artists.

Buy-it-By-The-Brick

The Buy-it-by-the-Brick program will continue as well. 10 boosters will now make a brick and two bricks will make a case. You now get more for your money and a better product. WIN-WIN!

Approved Play

With all this change the approved play system is being changed some as well. The intent of approved play should not be to bribe the players with figures, but to get players to play the game and get something out of the game itself. In doing so WizKids must make the game relevant to the fans. This was seen in February with the Marvel Comic's Civil War event that was run. This was a very successful program and we will be seeing more of this in the future.

WizKids will continue to tap the hot storylines for events for the players and partners.



Galactus and His Four Heralds

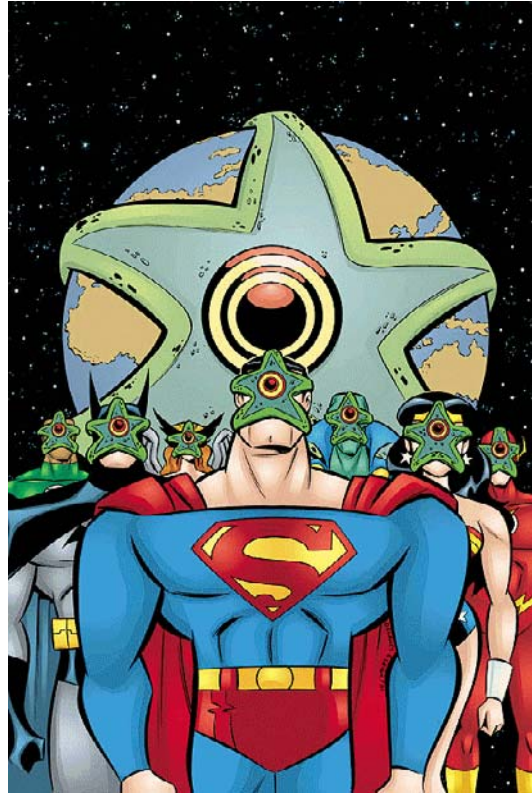
With this we also have the **HERALD** tournaments that are being run on the heels of the "Fantastic Four Rise of the Surfer" movie coming out in late June. Players will be able to compete in 5 weeks of tournaments that will be a **2-booster sealed event** that begins on 6/27. On the second week (7/5) players will be able



to switch out one of the figures they pull for a **Silver Surfer LE**, on the third week (7/12) they will be able to do this for a **Terrax LE**, the 4th week will be **Firelord**, and the final week 7/26 players will be able to do this for a **Stardust**. This all leads up to the **COMING of GALACTUS**. In the end the store will be able to give out a newly repainted Galactus that will have a new game mechanic to be revealed in the near future.

What About DC?

With all this many fans have been crying out “WHAT ABOUT DC?” At the end of August WizKids will give us the expansion, **DC HeroClix: JUSTICE LEAGUE**. But wait, there’s more! If Marvel can get a huge tournament, so can DC!



DC STARRO TOURNAMENT!

This tournament will be run similar to the Herald tournament, as there will be 5 sealed events following the release of JUSTICE LEAGUE. We will be given 4 figures from the JLA with a **Starro symbiote** (Aquaman, Green Arrow, Flash and Green Lantern). In the end players will play for a Starro BIG figure.

Are you excited yet?

With all these exciting events WizKids will also be introducing **CHAMPIONSHIP PLAY** that will help identify who the best in the world is at HeroClix. WizKids is currently working a system of rankings and rating. This will be similar to the ranking system originally run by Mage Knight and Mechwarrior. With this we will also get the **FIRST World Championship** at

GENCON INDY 2007 and we will crown the first HeroClix World Champion. This will not be a money tournament, but the prize will be of more significant value to the winner. Will you be the best in the world at HeroClix?

Marketing

WizKids is going to be looking at getting HeroClix more recognition by expanding the advertising through many marketing strategies.

- MORE ADVERTISING
- APPEARANCE AT MORE CONVENTIONS
- IMPROVED RETAIL SALES AND SUPPORT PROGRAMS
- TOURNAMENT SUPPORT WITH BIG DISPLAYS

WizKids has also opened a reciprocal agreement with Lions Gate film and will be leading campaigns on the release of popular movies such as Invincible Iron Man and Hellboy. You will see more ads and product placement for both products.

In May we will see Free Comic Book Day once again and will get another Batman. This will be the Batman Unique sculpt from Origin, but with a different dial.

What Next?

In March WizKids releases the dual Brand (HeroClix and Horrorclix) Hellboy: BPRD Action Pack.

In June WizKids



releases the **Legion of Super-Heroes Action Pack**, which will introduce us to the new labeling of the dials and the character cards. There will be 8 new characters in this set and the MSRP will be 19.99 for the set.

Also, in June we will see the release of the next Marvel expansion set” **AVENGERS**. This set will be strictly Marvel Themed as we see figures from the **New Avengers, Classic Avengers villains, Young Avengers**, and many more. This set will see the release of the new rarity model and the addition of the character cards.

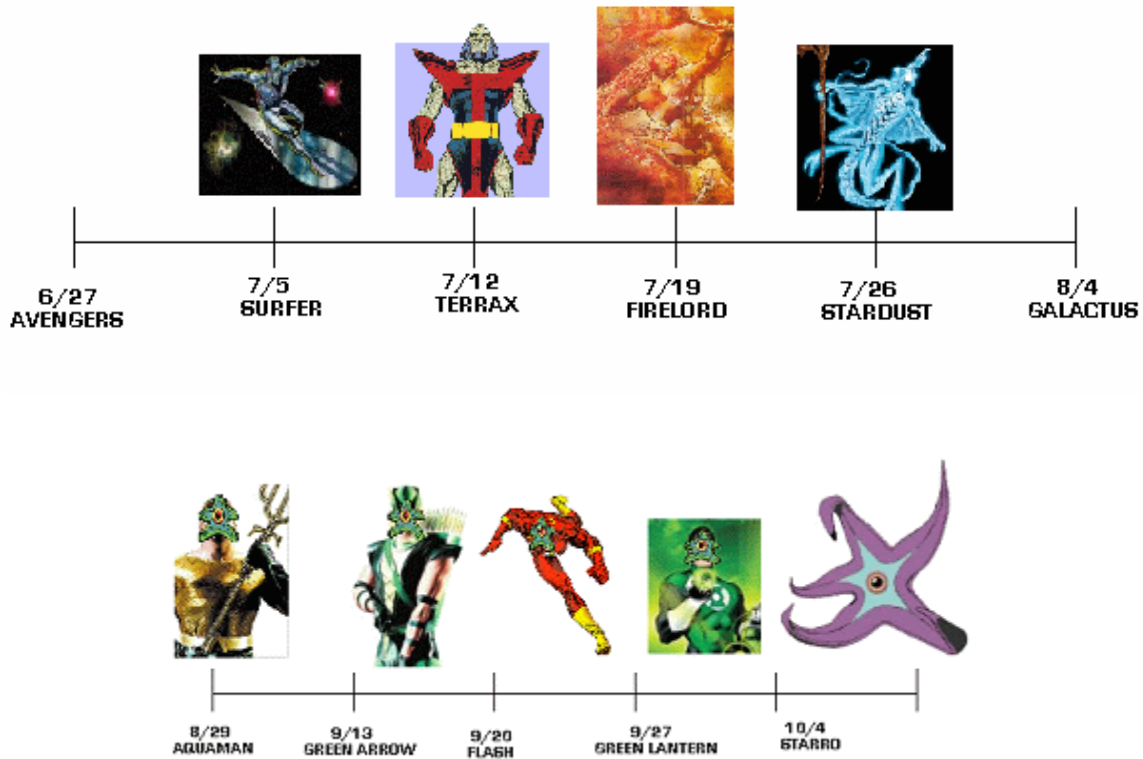
One issue many DC and HeroClix fans alike have had is the time of release between sets. In late August we will see the release of the **DC JUSTICE LEAGUE** set that will see Heroes and Villains alike that grace the pages of DC’s Justice League



In November we will see the release of another Marvel set in **MUTATIONS AND MONSTERS** that will feature characters from the **X-Men**, **Planet Hulk** and **Marvel Zombies**. This set will prove that bigger is better.

Finally in February 2008 we will see the release of another DC HeroClix expansion set **TEEN TITANS** (final name pending)

NOW TAKE A BREATH!



Critical Hit
X-TRA! X-TRA!

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The Best of the Rest

With **Heroclix** having such a big year upcoming it may seem at times that **Horrorclix** is being left behind, but this is anything but the reality of the situation. **Horrorclix** will be following the rarity model established by the Heroclix model (subject to change and release). This will not affect the upcoming set of Horrorclix Freakshow.

So what is coming this year in **Horrorclix**? Wizkids is looking to getting more Licenses for the Horrorclix brand. The **Aliens Vs Predator** line was very successful and the Alien, Predator and Alien Queen set



are selling very well. They are also the most popular **Horrorclix** product in the market. So, look to the future, as more is to come.

We saw this with the Lab as it got large spreads in popular magazines to get fans more attracted to the game.



The **Lab** was hugely successful and in May we will see the release of the **FREAKSHOW** Horrorclix expansion set. This set will delve into classic sideshow monsters and will give us the first ever **HORRORCLIX NEW GUY NIGHT**.



Soon after we will get the Horrorclix Nightmares expansion set that will be the first Horrorclix set to be exposed to the New Packaging and Collation that is seen in Heroclix. This set will also introduce use to new types of Guardians and Monsters. These types of figures will switch places. So you won't know who will save victims and who will slay victims. Horrorclix Nightmares will live up to its name and will be made of characters from your wildest dreams or better yet your worst Nightmares.

HALO ACTION CLIX

Soon Wizkids will be riding the heels of the video game industry as they dive into the Halo Universe. Halo 3 is the most anticipated video game release in 2007 and Wizkids has every intent to be part of it. Halo will be very similar to HeroClix and HorrorClix and will be 80 % compatible with both games. If you know how to play Clix you will know how to play HALO. Though there will be NEW Mechanics available.

New Mechanics

- **Weapons Swap**-Gives the consumer a great reason to buy and play with tons of figures. (where as in HeroClix you may only bring 6 figures for Halo you may have to bring 20 plus figures). This will be the equivalent of having a sideboard.
- **Re-Spawn**-This mechanic permits dramatic one-shot, one kill mechanics for more exciting and dynamic game play. Figures will not be done when they leave the game as they come back to life after being KO'd.

HALO will also make use of the Character Cards that are found in HorrorClix.



Halo ActionClix™

WIZKIDS

Unpainted Prototype
Clix base not shown

Character Cards Will:

- Enhance the Weapon Swap Feature
- Give us distinct figures with distinct Weapons
- Allow non video game players to know the figures

Halo is going to be a way to kick down the doors in the video game industry. With the success of Halo doors to other video game products to turn into Clix form though the main eye will be on the HALO game line. The Action Clix will give a little Halo 3 Preview content. There will be over 80 detailed Halo figures to collect that will offer engaging Tabletop game play using the Award Winning Clix Game Engine. While the focus will be on the Blue and Green Spartans there will be different versions of characters added to the game. Each figure will have a unique weapon or ability that enhances game play.

HOW DO I BUY THE GAME?!?!?

Halo ActionClix will be available in a 5 figure blind booster pack that costs 10.99. These will have a core market exclusive configuration with 80 unique sculpts. There will be 12 different MASTER CHIEF figures to collect in the game as well. In each booster there will be a map as well. Halo will be available in a 20 count Case and there will be a Buy it by the Brick promotion offered. Retailers that are brick buyers will get one buy it by the brick figure for in store display.

- 5 figure blind booster
- 10.99
- 80 Unique sculpts
- 12 Master Chief Figures
- 10 booster Brick
- 20 Booster Case
- Buy it By the Brick Program

Along with the blind booster packs there will also be offered a 4 figure Semi Blind Game pack that will have 1 visible figure that helps tell a story in the Halo Universe. These will have ONE figure showing on top of the booster and three randomly packed figures included as well. These will be a game in every pack.

We will also be getting the Vehicle and Action Packs. These will include the Warthog, Banshee, and a starter that will be the only place you can get a rare **HUNTER** figure.

STAR WARS POCKETMODEL TRADING CARD GAME

Wizkids looks forward even more towards their new CCG in Star Wars Pocket Model. This new Trading Card game combines the card play of classic trading card games with the constructible aspect of a punch out styrene game. The game play is unique in that while you play it is not your traditional card game as the Pocket Models play just as much a role as the cards themselves.



Two to Eight people can play this game at once and games last between 15-25 minutes. The object of the game is to be the first to destroy all of your opponent's objectives or their vehicles. Not much is required as the classic deck size will only be 30 cards and you only need 30 stars total of ships (ships rank between one star and five stars).

The packaging itself is twice the size of normal pack of cards. It includes some cards and the constructible models in each pack. When you break open a pack of Star Wars you just sort the cards and build the models. There is literally a game in every pack. The content of the cards span artwork from ALL six movies and even some of the books. There is a little something for everyone in these packs.

WHO IS THIS PRODUCT FOR?

While the game is for everyone the primary audience is for young boys 8-12 years old.

Though in the long run it is going to be the Star Wars fans who end up really taking over the game. It is a very easy game to learn that is accessible enough for young kids, but satisfies the depth of strategy for adults.



Where Can I See More Info on Star Wars CCG?

While the classic answer will be to look towards the wizkidsgames.com website look to Cartoon Networks website for a little advertising satisfaction. There will be massive sampling at conventions and at your local game stores. Wizkids will be giving a link to get a free sample of the product. Your local game store will definitely want to carry this product, as tournaments can be found both local and regional. The game itself will come out June 13th and will feed off the leveraged of the 30th Anniversary of Star Wars.

Boosters will be available in stores on the 13th of June and will make it so no starter is required to play. Each booster will include.

4-8 Random Pocket Models OR Two Over Sized Styrene Cards
6 Random Game Cards
2 Microdice
Complete Rules

Also we will have available the IMPERIAL POWER UP PACK that will include

STAR DESTROYER
8 EXCLUSIVE POCKET MODELS (including Darth Vader's Shuttle)
30 Card Fixed Deck

The game itself is very easy to learn and play and is fun for those of all ages. The game will bring together generations of those who love Star Wars and will help celebrate a new era of gaming with the Star Wars Pocket Model Game.



Don't think I forgot Pirates. Pirates will be releasing the new expansion AT Ocean's Edge that introduces bigger ships, dangerous islands and even BIGGER monsters. There will be two types of packs one of which is the regular 3.99 pack that includes 2 ships, 1whirlpool/island, 1 crew or treasure card. The other is the brand new MEGA PACK. The Mega Pack includes One Large card that may be a SEA



DRAGON, SENSATIONAL SHIP or ASTONISHING CATAMARAN. It is the equivalent of buying two packs with 5 ships or Sea Monsters all for a cheap 8.99. If that was not enough we will also be getting brand new Oceans Edge Tins (MSRP 19.99). There will be 5 Tins in total to collect and if that was not enough you can purchase a Value Box for 9.99 and get more for your money.

**CRITICAL HIT
X-TRA X-TRA**



CRITICAL HIT

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LETTER FROM THE EDITOR

Good day to all, I hope I find everyone in good spirits and good health. Welcome to another issue of Critical Hit. This is our 13th issue, but since this is a new year we are rolling over to Issue 1. We will still keep track and when Critical Hit hits 25, 50 and even 100 we will have some big hoopla. The great thing is Critical Hit continues to grow and gets better with each issue. The writers do a great job and WIZKIDS keeps pumping out more games for us to have some fun with. This is a very special month as I have been invited to Seattle to rub elbows with the other gaming magazines and for the first time Critical Hit will be giving you some exclusive information on what is going on with Wizkids in the months to come. So, with no further ado please enjoy the magazine.

Good Day and Good Gaming

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Think you know your HEROCLIX or other games and want to submit an article? E-mail all submissions or requests to rock810@yahoo.com. All articles will be looked over, as will all requests to write an article. However, there are no guarantees that articles will be accepted.

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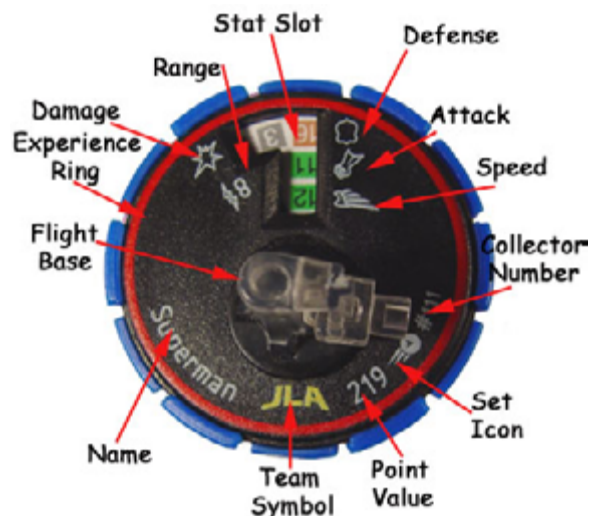
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COMBAT DIAL BASICS

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 (and Toymania.com)



The Best of Origin

A new month and a new set of HeroClix is upon us, Origin. Origin may be one of the strongest and most competitive sets to date. There are very few figures within the set that won't make it to Wizard World and that won't wreak havoc on your competition. The great thing is that we open up to theme as well with Origin and with each set THEME has become that much more competitive.

A key thing to remember with any good team is that it is not the figure that is important to the team it is how you play it. Knowing the basics is extremely important to any team and Origin helps to mix the basics with the competitive making this an amazing set. Well stop listening to me and look at the **BEST FIGURES IN ORIGIN**.

1) Mr Mind Unique

Mr. Mind is a figure that can be a sleeper in this set. Mr. Mind may now be the **ULTIMATE** support piece. Mind control is one of the most underused, yet most powerful figures in the game today. Mr. Mind combines a full dial of Mind Control with a full dial of willpower which means he won't be doing it just once he is doing it twice at an 8 range and he is rarely going to miss with a 10 attack and perplex to boot. Still it is not just the mind control



that makes this figure shine it is the 19 defense which makes him even better. When playing this figure combo him with a cheap wildcard (like Triplicate Girl) and you now have great figure with mind control and outwit, thanks to the superman enemy team ability. Now when playing Mr. Mind be wary of figures with poison as they will tear poor Mr. Mind apart. The trick to avoiding Mr. Mind is to do just that, avoid him. Use some Barrier and your bug problem is solved.

Mr. Mind Combo

Mr. Mind Unique
 -Mental Shields FEAT
 -Protected FEAT
Triplicate Girl rookie
Optional-
Bullseye Rookie
 -Sidekick to Mr. Mind

2) Supergirl Veteran

She is the Krypton Queen and may be one of the most talked about figures in this issue of Critical Hit. The Veteran Supergirl is an amazing piece that combines a brick with a wildcard. Many may look at her 232 point cost and stay away from her, but that may be a mistake. Combine her with some figures like Sue Storm or a high defense JSA figure. Still she doesn't need that. The thing is Supergirl does not really need the help with defense as she is already there. Push Supergirl early and get to that Hypersonic sweetness. From there it is up to



your opponent to quake in fear. Though is it any coincidence that Mr. Mind Unique and Supergirl Veteran make a perfect 300 Point team? I think not. The Supergirl Veteran and Mr. Mind Unique is an amazing combo. A hypersonic piece with outwit, and a figure with Mind Control and perplex is amazing. Can anyone say Wizard World?

3) Shazam Rookie

The only downfall to this version of Shazam is his opening activation click, which is easily dealt with using the Double Time Feat card. The rookie Shazam is currently the cheapest brick that costs less than 150 points and is self sustaining. This figure hosts three clicks of Hypersonic along his dial and is capable of doing some MAJOR damage. His true downfall is that mid-dial slump where he has no damage reducers, but some shape change instead and a fair to average defense.



Rookie SHAZAM

No Affiliation	COST: 105		RANGE: 0 ⚡		DC ORIGIN							
	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	7	10	9	8	7	9	8	8	6	KO	KO	KO
ATT.	7	10	9	7	7	10	9	9	8	KO	KO	KO
DEF.	15	17	17	15	15	16	16	15	14	KO	KO	KO
DAM.	1	4	4	1	1	4	4	3	2	KO	KO	KO

This is easy to get around pick a cheap figure like Ant-Man Experienced and push him to get to that sweet click of defend and perplex. In all it seems to me with the last few sets that rookies are soon to dominate the clix scene.

- Shazam Rookie**
 -Double Time
 -Automatic Regeneration
Ant-Man Experienced
Question Rookie
Scarlet Witch Rookie
Triplicate Girl Rookie

4) Mon-el Rookie

Mon-el, Valor, or M-one!; whichever way you say it he is an unbelievably powerful figure. Every version is cheap for what he does and is a hypersonic brick to boot. He has all the benefits of Black Adam, but has range AND is a wildcard to boot. Um, OUCH!! While all are unbelievable figures the rookie version of this figure is the most abusable as he has opening Hypersonic and is MUCH cheaper than the other two versions. You can easily put together a team of TWO rookie Mon-el's and have enough points left over to fill in so



that you can compliment his wildcard ability. Still, one rookie Mon-el is enough to add some back up in there to do some REAL damage. Like I said previously, rookies are taking over the world. The downfall to this figure is that he only has one click of Hypersonic, and even though he does get later powers that are useful he has a glass jaw if he can not use that wildcard ability for defense (Fantastic Four or Batman Ally). Beware being disbanded which I expect to see quite a bit more use in the near future.

Mon-el Rookie
Mano Experienced
 -Armor Piercing
Sue Storm LE
 -Fantastic Four Alternate Team Ability
Question Rookie
Storm Veteran

Mon-el Rookie
Wildfire Rookie
Sue Storm LE
 -Fantastic Four Alternate Team Ability
Question Rookie
Forbush Man Bystander

5) Question Rookie



The Question Rookie is an amazing piece. In all truthfulness every version is a great piece. However, it is the rookie that shines. With the Batman Starter Experienced potentially being retired in June (*not confirmed*) the Question easily takes his place. This figure is your basic stealth outwit piece and he does it WELL. I personally had the pleasure to field one at a pre-release and let me tell you he annoyed my opponent to no end. His Batman Ally

team ability meant my opponent had to deal with a 17 defense because of close combat reflexes, and many times this caused my opponent to miss. Though it was when my opponent hit that frustrated them the most. Unlike most stealthy outwitters this figure takes a hit and keeps on going. If you hit the Question for 3 or 4 he gets his outwit right back. On top of all that he is not too bad in combat either. He may only have two damage, but two damage done a few times adds up. In all this figure is going to be a staple to many teams for years to come.

6) Hawkman Veteran

Generally when you hear the term flying brick it is accompanied with the words “DUCK!” At this point usually a window breaks or someone is missing a tooth. Though in HeroClix when we say flying brick you can now say Hawk, well Hawkman that is... The Veteran Hawkman is an AMAZING figure that has charge, super strength and a natural 4 attack. He is a flyer as well which means he can get to most places that others can’t and because of his 10 move he can get there fast.



His leadership allows him to really help run some powerful theme JSA teams as he can use Inspiring Command, though the great thing is his defense is so high you want to keep figures next to him as much as possible. Your opponent then has to decide do they want to deal with decent size figure that could potentially hit them for 7 damage (Hawkman with Meteorite or Soda Machine) or do they just want to stay away from him. With Hawkman wielding a 12 attack naturally I vote to stay away from

him. Though if your opponent does manage to hit Hawkman he does have some regenerative capabilities that will keep him in the game a long time. When playing Hawkman compliment him with some range attackers like Stargirl Veteran, Crimson Avenger, or Mr. Terrific. This will give him some cover fire so that he can swoop in and take out the competition.

7) Wildcat Experienced

I had the pleasure of being completely owned by Wildcat at the Pre-Release (Adam that was a great job and you outplayed me



100 percent). The Wildcat figures are AMAZING. He is a cheap close combat piece that is going to cause your opponent a ton of pain. While the Veteran is more mobile this figure has more move and attack powers. You would think that a figure with a 16 defense would not worry you to much, but a figure with an 11

attack and 3 damage with charge leaves me with plenty to worry about. He is also a figure I don't mind pushing as there is only one click on his dial when he does less than 3 damage at any time in close combat. His dial is also spotted with regeneration which means if you don't hit him for 8 quickly you may be having some problems since this pussycat has claws (and boxing gloves).

8) Mano Experienced

Mano is our new abusive poison figure. He fits into the traditional L.A.M.P. (Lockjaw, Armor Piercing, Mastermind, Poison) team, and takes the spot that ICONS Joker is leaving in June (*again not confirmed*). His

up front poison and 3 damage with exploit weakness means your opponent has some choices to make when he comes base to base with them. Even then they must then deal with a wildcard figure that could circulate defensive powers of Batman Ally (stealth),



Mystics/Arachnos, or Fantastic Four (High Defense). This is a figure that if he does get hit does not do much, but honestly if you are targeting Mano I consider that an action taken as he is only 43 points and I most probably packed some more potent figures on the team that you should be worrying about as well (see Mon-el). When playing with Mano be share to use Armor Piercing. He will definitely benefit from that feat more than anything. Also, make use of a Hive Trooper Veteran, Green Flame Rookie, or Lockjaw to give him some mobility. The big fallback to this figure is that he has no damage reducers and is open to damage from other poisoners and from earthquake. Still get him into close combat early if possible.

- Mano Experienced**
- Armor Piercing
- Mano Experienced**
- Armor Piercing
- Mano Experienced**
- Armor Piercing
- Sue Storm LE**
- Fantastic Four Alternate Team Ability
- Robin Experienced Starter**
- Lockjaw Rookie**
- Lockjaw Rookie**
- Double Time
- Green Flame Rookie**

9) Jakeem Thunder Unique



Any figure that can borrow their team ability and give an 18 or 19 defense is going on most teams. Now any figure that can use their team ability and has share defense (defend) is definitely going on a competitive team. Jakeem Thunder is very unique figure that can both use JSA to share defense and can use defend to give non-team members a shot

at that defense. Jakeem is the ultimate support pieces as he starts with defend and probability control and has perplex and probability spotted throughout the dial. Though while you are looking at him and going 126 points for a support piece is a little much, Jakeem is very offensive. He has an 8 range with two targets and starts with incapacitate and a 3 damage naturally. Granted he is definitely a figure that benefits from enhancement or armor piercing, though then again what figure with range doesn't benefit from that. Jakeem is an awesome piece that when played correctly on a theme or competitive team is going to be a monster to contend with.

10) Johnny Quick Unique

Johnny Quick is your traditional grounded Hypersonic figure. Following in the footsteps of the other Flash figures he does it better. The traditional Flash figure required that you bring Armor Piercing, Swingline, and Nanobots. Well since Johnny has a natural 3 damage he does not have to worry about the armor piercing. Even then Johnny



is rarely going to miss an attack. His natural 10 attack and his built in probability control means that he is rarely going to miss an attack. Johnny does have a fairly long dial as well for a figure that is only 77 points and is an unbelievable close combat figure even when he does not have Hypersonic.

The downfall to Johnny is that he has a lower defense, which makes him somewhat of a target. He may have an 18 defense against range, but when he is facing a team that has outwit or an outsider on the team most of the time they are only going to have to hit a 16 defense. With attack values being what they are today truthfully even a bystander can deal some harmful damage to this figure. Because of this be sure to team him up with a figure with Defend and a high defense (see Jakeem Thunder) or Sidekick him to a figure that is 154 points or more that has a big defense (King Hyperion LE, Lex Luthor Unique, or Supergirl Rookie) In the end Johnny is a figure that just adds to the CSA team and makes it that much more formidable.

Unique **JAKEEM THUNDER**

JSA COST: 126 RANGE: 8''' **DC ORIGIN**

	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	9	9	10	8	8	8	8	7	KO	KO	KO	KO
ATT.	9	9	10	9	8	7	7	7	KO	KO	KO	KO
DEF.	18	19	18	17	17	16	16	15	KO	KO	KO	KO
DAM.	3	3	2	2	2	2	2	1	KO	KO	KO	KO

Superwoman Experienced
Owlman Unique
Johnny Quick Unique
-nanobots
Lian Harper Bystander
Franklin Richards Bystander
Jeremiah Arkham Bystander
Willie Lumpkin Bystander

HONORABLE MENTIONS

- Sandman Unique
- Shadow Thief Veteran
- Mr. Miracle Rookie
- Ray Veteran
- Steel Veteran

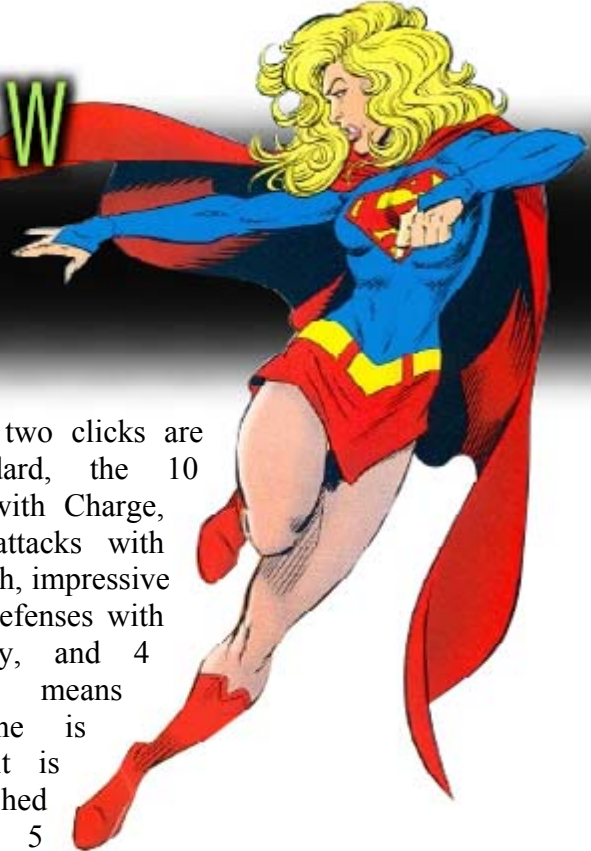
This was a very difficult article to write because every figure in the set was so good. I was pleased to see many of my personal favorites like Mr. Miracle and Booster Gold and then to see some more competitive piece like Mon-el and The Question. This is a set that leaves much open in terms of competitive play because there are no bad pieces. Nearly every piece has some use or is competitive in some way. It also leaves quite a bit of room for theme teams and helps to make them more competitive. My main advice for all of this in the end is to have fun.

Good day and Good Gaming!!!!



ORIGIN SUPERGIRL REVIEW

BY JOEL LAPRESTA



Kara Zor-El's reemerges into the HeroClix scene in the DC Origin expansion set. The blonde bombshell has all the traits of her older cousin Superman, but packs a power combination all her own in all four of her new versions. They each have a common power set, and each have their own strengths and weaknesses. However, with the different Team Abilities and overall power timing differences in each version none is really interchangeable for the other. This is a good because it's like getting 4 kinds of your favorite ice cream instead of boring plain vanilla.

Supergirl Rookie

Points: 140

Team Ability: None

Range: 8

Recommended Point Usage: 400-500

Rookie Supergirl has the basic power set expected without any particular flashy bells and whistles. I say this because her attack is only a 10 for one click, and with only Charge as her move and attack power in this version (thankfully it is front loaded), but the rest of her dial is a mash of high defenses, consistent damage, and even though her attacks are kind of low for her point value the addition of 5 clicks of Flurry helps immensely to make sure she smashes her enemies.

This version of Supergirl especially is apart of the 'every two clicks is different' mentality being put into a lot of HeroClix nowadays, and players who use this dial won't complain about its multi-tasking ability.

The starting two clicks are pretty standard, the 10 movements with Charge, 10 and 9 attacks with Super Strength, impressive 18 then 17 defenses with Invulnerability, and 4 damage means whatever she is going to hit is getting trashed for at least 5 even with a light object. This click is great for general-purpose damage dealing, while she does have the Charge, she also has that 8 range which since her base damage is 4 she can dish out some heat vision action as well. Grabbing a 3-D Desk and just sitting in the middle of the field sniping is not a bad idea in the least.

The 3rd and 4th clicks are bit of change. With 9 speeds and Flurry, 9 attacks with Super Strength, 17 than 16 defenses with the potentially game changing power of Super Senses, and 3 damage with Battle Fury Supergirl has now gone into full beat stick mode. The Flurry means that she could potentially dish out 9 damage in one attack if she has a Soda Machine and both attacks hit, which isn't shabby by any stretch. Her Super Senses also gives her the ability to ignore pesky attacks like Incapacitate and Psychic Blast since she doesn't rely on her damage reducer any more. This also means however that any attack that does get through could potentially be very devastating, so putting her in the middle of a pack of enemy figures isn't a good idea.

Rookie Supergirl

COST: 140 RANGE: 8½ DC ORIGINS

No Affiliation	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	10	10	9	9	9	8	8	8	7	KO	KO	KO
ATT.	10	9	9	9	9	8	8	8	7	KO	KO	KO
DEF.	18	17	17	16	17	17	16	15	15	KO	KO	KO
DAM.	4	4	3	3	3	3	3	3	2	KO	KO	KO

The 5th and 6th clicks show a double threat of range and close combat prowess. Her 9 and 8 speeds, 9 and 8 attacks with Energy Explosion, 17 defenses Toughness, and 3 damage with Close Combat Expert means she has three potentially devastating attack options. She could use her Energy Explosion to damage enemy formations (wounded figures next to their medics in late game situations), straight 3 damage shoot enemies at range or to get around an opponent's Combat Reflexes, and last but certainly not least the ability to lay the smack down with her 5 damage up close. Any three of these options can be game enders depending on the situation. I don't know many figures that can survive a 5 or 6 damage plant from an object and then a 5 damage CCE follow up.

The next two clicks are the lighter version of the 3rd and 4th with the return of Flurry with and 8 movement, 8 attacks with Super Strength, 16 and 15 defenses with Toughness, and 3 damage with Battle Fury. Again, if you have an object on either of these clicks you could end a game very quickly, especially if you packed a figure with telekinesis to keep her mobile.

The last click is sort of blah but still usable with a 7 speed Flurry, 7 attack with Psychic Blast, 15 defense with Toughness, and 2 damage. This is the last ditch effort for her to be able to damage just about any kind of character between the Psychic Blast and finishing off any wounded enemies with the Flurry.

Overall, her dial is good for the points. Granted she doesn't have game breaking mobility or a TA that can be heavily abused,

but what she does have is consistent damage, speed, and defense along with what is essentially a ranged bonus as she is primarily a close combat attacker. A 9-click dial also ups the usability factor.

Rookie Supergirl would work best alongside other figures that don't rely on team abilities as much as your average team. Throwing her in with a few cheap ranged options like V Sinister Bullseye or LE Roy Harper Jr. would certainly make for a quality and relatively inexpensive one-two punch. She would easily dispatch a team of **Disbanded!** Wildcards and would also work well with a **Saboteur** strategy as well.

Feat usage on her is a completely open category. You could easily send her into combat as is and she would probably perform very well, you could also load her up with a feat that all Supergirls would benefit from and one that I've gotten a lot mileage out of, and that is **Large Object**. In a 400 point game if you play a Soda Machine you can decide to bump her attack up to a 12 (Sue Storm who?) and she would still have a 5 damage, all for only 12 points.

This would also benefit other friendly figures as well, and for a low cost any team could use its flexibility. This works particularly well on Supergirl teams because of her chronic 10 attacks and under except for the Veteran's two clicks of 11, while the attacks on these newer Supergirls aren't huge by Icons or Legacy Standards, her damage remains spectacular between the raw stat and Flurry so packing a feat that ups attack for low points is a great idea. The standard **Protected** would also work quite well. One feat many might not see as worth it but would have nice effects for her is **Indomitable** for her Battle Fury clicks, it would give her a defense bonus against all the Incapacitate Teams running around these days.

Final Rating: 7.5 (out of 10)

Reason: Rookie Supergirl doesn't have the mobility or the full usage of her range in this version, but her damage potential and nicely timed powers give her enough flexibility to deal with most threats.

Supergirl Experienced

Points: 192

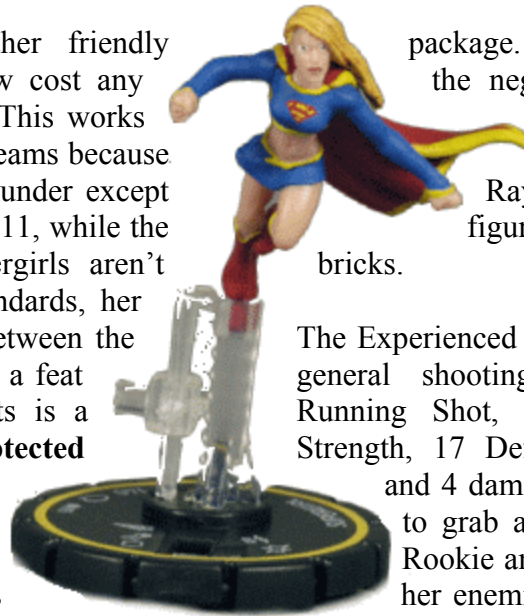
Team Ability: Superman Ally

Range: 10

Recommended Point Usage: 400-500

This **Experienced Supergirl** is the standard one seen in most comics, she isn't unfamiliar with her powers anymore but she isn't in the future with the Legion of Super Heroes either.

Her fighting style is quite straightforward in this version. Her myriad of speed powers (including a whopping 3 different move and attack powers) combined with solid damage potential wraps up her dial into a nice



package. And, she doesn't have the negative effects of Battle Fury in this version, so she can use her X-Ray vision to snipe stealthy figures as well as pound on

bricks.

The Experienced starting click is nice for general shooting, her 10 movement Running Shot, 10 attack with Super Strength, 17 Defense with Impervious, and 4 damage gives her the ability to grab a 3-D desk just like the Rookie and sit back and bombard her enemies, but the Experienced is many times better for this with her TA, better range, and mobility.

The 2nd click comes from left field with the quick power change to Energy Explosion and Super Senses with an upgraded 18 defense. Also, the bump up to Ranged Combat Expert gives her 5 damage standing still, so she can be mobile, she can take out enemy groups, and just straight blast away. Not a bad combination to have but on a near 200 point figure Energy Explosion and Super Senses aren't the greatest powers to have one one's dial when your opponent's outwit and main attackers are gunning just for her usually.

The 3rd and 4th clicks bring on the close combat dimension as well, with the 3rd click sporting a 10-movement charge, 10 attack, 18 defense with Invulnerability, and retains the 3 damage plus RCE. Once again Kara gives you options with the ability to get up close and personal with a dumpster to your opponent's face or she can just blast away from a safe distance for 5 clicks. The 4th click follows this trend but a drop in speed, attack, and defense, and the gaining of Close Combat Expert rewards you for getting up

Experienced Supergirl

 **COST: 192** **RANGE: 10** **DC ORIGINS**

	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	10	10	10	8	8	8	8	8	7	KO	KO	KO
ATT.	10	10	10	9	9	8	8	9	10	KO	KO	KO
DEF.	17	18	18	17	17	16	16	16	15	KO	KO	KO
DAM.	4	3	3	3	3	3	3	3	2	KO	KO	KO

close because next turn she can bash for 5 after a charge without an object.

The 5th - 7th clicks are a bit bland considering the rest of her clicks, the 8 movement with Force Blast (a power I know HeroClix players either hate or love, no middle ground), regaining of Energy Explosion, and reduction to 16 defenses with Toughness are OK for a mid-dial, but the attacks being higher would have been nice certainly. The 5th click's CCE and Super Strength with a 17 defense Toughness is a nice all around close combat option, the next two clicks as I mentioned are a little bland.

The 8th and 9th clicks bring back one's attention back quickly. The 8 and 7 movements with Hypersonic Speed (The, "Oh wait, I can go really fast" realization), 9 and 10 attacks with Super Strength, 16 and 15 defenses with Toughness and 3 then 2 damage make for quite a fun ending to her dial. The ability to run around the field and shoot at 5 range or smack someone with an object or straight damage is nice to have on the last two clicks. I would have obviously been more to her advantage to have these clicks a little earlier in the dial but overall it's a nice rear loaded combination.

Team building with this Supergirl is similar to that of an Ultimate Iron Man or E Icons

Superman. You don't have the HSS yo-yo going, but you do have a quality power hitter that can snipe and bash at the same time. She could use a cheap high damage figure to accompany her (say, a Pouncing Spiderman), or just a cheap high attack figure like old school V Green Arrow or more recent additions to the HeroClix family such as V Dr. Light or LE Abner Jenkins. Making people stay put is a great ability to have alongside Supergirl.

Feat usage is pretty much the same as the Rookie. **Unstoppable**, **Protected**, etc, all the normal brick feats would work well on her.

Final Rating: 8 (out of 10)

Reason: Experience Supergirl's defense and consistent damage make her a force on the battlefield. Her TA also opens a lot of doors as well. She's not V Superman by a long shot, but she's a nice cheaper alternative to him.

Supergirl Veteran

Points: 232

TA: Legion of Super-Heroes

Range: 10

Recommended Point Usage: 400+

The **Veteran Supergirl** is both advanced in years and in power. Her new LOSH TA means that instead of just having Superman Ally like the E she can copy any TA you put on a team with her. And, with her set of stats and powers that is a VERY dangerous prospect to say the least.

Not only does she exceed her old LE's usability by an infinite amount, but also with badly needed power upgrades and scarily consistent stats should instill fear in anyone who sees her across the map.

She starts out with a dangerous 12 movement with Charge, 11 attack with Super Strength, 18 defense with Impervious, and 5 damage. Like the Rookie and the LE, this Supergirl has the option of getting up close and personal with an object or just sitting back and shooting from range. Either option dishes out 5 damage so you are good either way. This click is great for taking out an enemy 2nd stringer in one hit and then letting your opponent come and attack you with his big figure, if you miss your Impervious, and if you packed Protected you can push yourself to her 2nd click, which is even deadlier.

The next two clicks have deadly 11 and 10 speeds with Hypersonic Speed, 10 then 11 attacks with Super Strength, 17 defenses with Invulnerability, and 4 damage, the first having CCE. This means she can run and either shoot something from 5 squares away or straight up keep beating the opposition with a well-placed object. Again, either option works nicely for her.

The 4th and 5th clicks are a return to the 1st click's power set. 10 and 8 movements with Charge, 10 attacks with Super Strength, 16 defenses with Impervious, and 5 and 4 raw damage. Granted you are paying a hefty cost for her, but her 6 straight clicks of at least 4 damage can't be rivaled by many HeroClix pieces, and none exist that are also Wildcards either. These clicks again are for general purpose bashing and don't really have a strategy to them other than make sure you can use her damage to the full.

The 6th and 7th clicks return her to a 10 speed and she gains Force Blast, 9 attacks with Super Strength, 17 and 16 defenses with Toughness, and 4 and 3 damage. These clicks aren't great at doing much but hopefully once you've reached these clicks your opponent's team has low enough

Veteran Supergirl



COST: 232 **RANGE: 10'** **DC ORIGINS**

	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	12	11	10	10	8	10	10	9	8	8	KO	KO
ATT.	11	10	11	10	10	9	9	8	7	7	KO	KO
DEF.	18	17	17	16	16	17	16	15	15	15	KO	KO
DAM.	5	4	4	5	4	4	3	3	3	3	KO	KO

defenses and little damage reduction so you can just shoot them from 10 squares away and not worry about being hit yourself if you packed the right Team Abilities and enough tie-up figures.

The last three clicks are a last ditch effort at damaging your enemy. The first maintains the Super Strength/Toughness Combo but gains RCE with 3 damage so she's dishing out a nice 5 damage still. The last clicks he gains Super Senses and Psychic Blast, which, against guys that get damage reduction later in the dial or just for simple finish off either way she can damage anything provided she hits and her target doesn't have Repulsor Shield or an attack evading power, but she too can evade most kinds of attacks as well.

The short story on the V Supergirl is simply to use her in higher point games and load her with all kinds of Team Abilities to copy. Figures like V Spoiler, V FF Scarlet Witch, and LE Sue Storm all come to mind as cheap (and cheesy) ways to get your Supergirl up and running. There are other TA options, her first 5 clicks are excellent, and if one packs a Masters of Evil character and an X-Men/Suicide Squad member she can push every turn on her HSS clicks and heal herself with by pushing a pog with SS TA and up 1 click with X-Men. Throwing on Shellhead if you try this is also an

extremely powerful combination to try. A R Multiple Man alone will keep her going for 4 or 5 turns depending on how often you push her so that kind of help is cheap to find.

Feats extend beyond **Shellhead** for usability on her as well. **Fortitude**, **Large Object**, **Unstoppable** (for her Charge Clicks), and the standard **Protected** can all help her out. I wouldn't advise going too Feat heavy on the Veteran because you can get various team abilities that can act as certain feats like **Society** is a partial Fortitude and with the newer members of the IL Team Ability they are far from unusable anymore.

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

It's hard to compare her to any other figure out there, never has such a complete package of TA abuse and raw power been put into one figure, and it is something that shouldn't be overlooked by competitive

players and Supergirl fans alike. She is quite possibly the single greatest Wildcard since the Veteran Doctor Doom from Clobberin' Time, granted she doesn't have the Mastermind but she does have the game breaking abilities with her high stats and excellent powers.

Final Rating: 9 (out of 10)

Reason: Veteran Supergirl's questionable back half of the dial combined with her low attack values for her points keeps her from being a 10.

Supergirl Limited Edition
Points: 194
TA: Superman Enemy
Range: 6
Recommended Point Usage: 400-500

Now we reach the part of the review in which I will (and have) received plenty of flak over my like of this figure. Her sculpt looks great, and her powers are actually not that bad if you give her a chance. Her TA does make her roughly 50 points or more over-costed, but there is fun in handicapping one's self in my opinion. So far she's performed well in play testing and I'll show you how to turn a dud into a star alongside the normal dial review.

She starts with a lackluster 10 speed with Charge, 9 attack with Super Strength, 17 defense with Invulnerability, and 3 damage with Exploit Weakness. This click is obviously a click that suggests close combat, and you should try to attack your opponent's main gun as soon as possible. Her Exploit Weakness is exclusive among Supergirls, and not only can she charge and do potentially 6 with a Soda Machine through damage reducers, she also has a team ability that allows her to outwit, making for a

Limited edition **Supergirl**

 **COST: 194** **RANGE: 6** **DC ORIGINS**

	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	10	9	9	8	8	8	7	7	KO	KO	KO	KO
ATT.	9	9	10	10	8	8	8	7	KO	KO	KO	KO
DEF.	17	18	17	16	15	14	13	12	KO	KO	KO	KO
DAM.	3	3	2	2	2	2	2	3	KO	KO	KO	KO

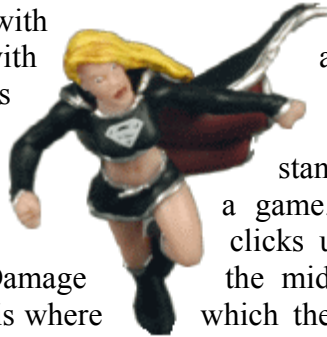
neutering of one figure while potentially taking away another's important power.

Now, this may seem highly unlikely she will be able to use either of these powers that many times, but using her powers when she has them is the key to using the LE effectively.

The next two clicks have 9 speeds with Flurry, 9 and then 10 attacks with Super Strength, 18 and 17 defenses with Toughness, and lastly 3 and 2 damage. Obviously for an around 200 point figure having Flurry with only 3 and then 2 damage when she is likely facing enemies with Damage Reducers is not a happy sight. This is where object utilization is key. Her 2nd click is probably her best all around because it solves her damage problem and attack problem with Flurry, having the ability to attack twice allows her to do 6 damage with dual 9 attacks. Now, 9 attacks once again aren't high by around 200 point characters again so some lovin' for the attack value from ICWO, Large Object, Perplex, etc could all help immensely.

LE Supergirl and virtually all Supergirl's challenge is fighting high defenses. All of them don't have the raw attack values to compete with the likes of Ares and V Superman, so this one especially needs a boost in that department.

The next two clicks are more straightforward. Dual 8 speeds, 10 attack with Super Strength and 8 attack with Psychic Blast, 16 and 15 defenses with Toughness, and two damage with more Exploit Weakness. These clicks usually mean one of two things, either you need to get to a figure with telekinesis or you need to heal yourself back up somehow, my preferred method of healing LE Supergirl is



Nanobots since besides the last click and the first two clicks she has 2 damage, and if she can absorb an object or two she'll be right back in fighting shape. The abilities on the 5th click are a triple threat that is nice since with her Outwit TA, Exploit, and Psychic Blast she can deal with virtually any threat provided you get her attack up a little.

The last three clicks sport Flurry and while her defense lowers she gains Invulnerability so she is a little more durable against you standard attackers towards the ends of a game. I've personally found her end clicks useful against ranged attackers in the middle or end of the their dials in which they just can't damage her, making her Flurry perfect for finishing off wounded enemies, provided once again that she can hit them.

Now, I know she has glaring problems. Her range is only 6 and if you use her right you'll probably never use it. This version of Supergirl relies on her Flurry as her main lifeline. If her Flurry is outwitted or she isn't on a Flurry click or her first click she's in trouble in the damage-dealing department, and if you have an object nearby and Nanobots try your absolute best to stay on those first two clicks.

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

Feats with the LE are almost a must. Sending her out there as-is will only make all those 'LE Supergirl sucks' nay Sayers correct, and we don't want to lose or make

the power gamers happy. My suggestion for Feat loading on her is always pack **Nanobots**, also you need to have a way to up her attack values so **Large Object** and some clutch **ICWO** usage will make her shine.

Overall the nicest thing about the LE besides the awesome looking sculpt is the fact she can be healed extremely easily. It may seem like she is constantly in need of healing, but if you take care of her by putting feats like **Nanoarmor** and **Protected** on her she won't be that bad if you play her right, that and her 15 and under defenses in the back half of her dial is extremely healable for guys like Dr. Mid-Nite and even low attack medics.

Putting her on a team with the likes of V Jinx and in an Unrestricted fight including a Mary Jane Watson Pog or two will allow

you to get some mileage out of that much maligned TA. Teaming her up with as many cheap wildcards as you can in a 500-point team and you'll be very happy. Also, putting in a highly mobile high damage dealer on the team with her like V FF Hawkeye or if you are really adventurous a Pouncing Spiderman. One fun trick is to have the Separation Field Generator/Nanobots/Rip It Up trick that works so well for guys like Robot Superman and Spider-men can also help out Supergirl.

Much like all good relationships you must be committed to playing her in order to be successful with her. Using her like a standard brick will get her killed very quickly.

--Joel

DC HeroClix: Origin Product Information



Title: DC HeroClix:
Origin Booster Pack
Stock Number:
WZK4219
MSRP: \$7.99
Available Now!

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



TRAVELLING CASE

by: Art "First Lensman" Ramos



There you are at school or at work staring at a web page from the Wiz Kids site stating that there's a tournament this evening in a town a ½ hour away. You would like to attend, but you won't have time to go home, put a team together and get to the venue. If this sounds like your situation, you are not alone.

A while ago, I decided to put together a "Traveling Case" for HeroClix. I selected a large case that has 20 large bins. Each bin can hold 6 to 10 figures depending on the size. I keep a good selection of useful pieces in the case – ones that I know the stats, abilities and point values by heart. The case is kept in my car so that I can quickly get to a venue to play in tournaments. I can then just ponder what team I want to use as I drive to that venue.

Recently, my brother invited me to Dreamation 2007 in East Rutherford, NY, a gaming convention that was going to have some HeroClix tournaments. I didn't have time to put together a team due to the long hours I've been putting in at my job. The only decision I made was to put Kang The Conqueror V into my traveling case. All the tournaments were unrestricted so I didn't have to worry about Retired vs. Tournament Legal pieces. I left on a Saturday morning for East Rutherford and did some other gaming during the day (the HeroClix tournament started at 8:00pm). I participated in Star Wars miniatures and Battletech events until 6pm.

Over dinner with my brother and nephews, I mentally finalized my team. I walked into the tournament knowing what I was going to play. Here is the team I used in the Saturday tournament:

Kang The Conqueror V
Green Lantern E
(Icons) Cheetah V
Domino V
(Starter) Batman E
(Starter) Wolverine E
(Starter) Sabertooth E
Paramedic V

The team mopped up for me especially with Armor Piercing on Kang The Conqueror. On Sunday, I changed my team because having Green Lantern stay back the first few turns for TK purposes hampered my team's ability to attack. So, I switched him for a War Machine V, as follows:

Kang The Conqueror V
War Machine V
(Icons) Cheetah V
Domino V
Deathstroke V
Wolverine E
Mandroid Armor R
Paramedic V

I only lost one match because my opponent KO'd Kang with attacks by MOS Superman and HOM Magneto on the first turn. However, I did battle back to lose by only 20 points. If there was more time, I could have won this battle.

As you can see I had a large number of starter pieces on this team. The first thing I put into the case were each of the starter sets: Universe, Icons & Danger Room. I will be putting the Legion Of Super-Heroes starter set into my case this summer. What else should be automatic includes into the Traveling Case?

Here is a list of the general contents of the case: All the Starter Set pieces: Universe, Icons & Danger Room. A good selection of medics both Tournament Legal and Retired. Keep a selection of low cost pieces to fit on a team as needed and make sure that Marvel and DC are both covered:

- Paramedic R – 8
- Paramedic E – 10
- Paramedic V – 12
- Dr. Mid-Niter R – 24
- Dr. Mid-Nite E – 43
- Jean Grey V – 50
- Dr. Mid-Nite V 58

Plus a couple other generic **medics** to fit between the 12 and 24 point range

A good selection of Outwitters. Keep a selection of low cost pieces to fit on a team as needed and make sure that CD and Marvel are both covered:

- Black Panther R – 27
- Black Panther E – 36
- Lobster Johnson R – 41
- Mysterio R – 44
- Black Panther V – 46
- Batman E – 47
- Ant-Man R – 48
- Deathstroke E – 50
- Lobster Johnson E – 53
- Deathstroke V - 58

A good selection of **Probability Control** figures. Keep a selection of low cost pieces

to fit on a team as needed and make sure that Marvel and DC are both covered:

- Destiny R – 20
- IC Scarlet Witch R – 29
- Black Cat E – 32
- FF Scarlet Witch R – 35
- Jinx R – 44
- Raven R – 50
- Domino V – 52
- Elongated Man E – 58

A good selection of **Telekinesis** figures. Keep a selection of low cost pieces to fit on a team as needed and make sure that DC and Marvel are both covered:

- Mandroid Armor R – 28
- Jean Grey R – 31
- Mandroid Armor E – 32
- Mandroid Armor V – 36
- Jean Grey E – 39
- Johnny Alpha R – 41
- Red Tornado R – 42
- Cosmic Boy R – 45
- Marvel Girl R – 48
- Jean Grey V – 50
- Lockjaw REV (preferably 2 of each)

Cheap flyers – you may add your own favorites here but I feel this is covered by the starter sets.



- Oracle and ICWO feat card (natch!)

Once these figures have been selected and placed in your case, you can now include your favorite attack pieces. I would keep similar pieces together in your traveling case. For example, **flying bricks**, **flying rangers**, **grounded bricks**, **grounded rangers**, and/or **B/C/F figures**

Specific powers in separate bins (force blast, quake, hypersonic speed, mind control, pulse wave, barrier, etc.) can go a long way to keeping things organized.

You may also include bins that contain pre-built teams at specific point values. I'd recommend 300, 400, 500 and 600-point teams.

Include all your favorite battlefield conditions, feats, objects and bystanders.

Finally, don't forget your game items such as markers, rings, maps so that you can grab your case and ensure that you can play a game anywhere. Have Fun!

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 O'Brien, at (425) 460-4311, or via e-mail at dennis@wizkidsgames.com.

UNSUNG HEROES

BY PHILIP "HOT_FUSION" GASPER



If you ask the average HeroClix player what their favorite figure is, they're usually respond with one of the well-known pieces out there: Thor, Superman, or even the humble-but-mighty Doctor Midnight. Every set has those few pieces that become instantly famous, even before they're released to the public. But now we must wonder, what about the rest of the set? Wizkids makes more than 10 figures a set, but from the hype, you probably wouldn't know it.

One of the things I love most about this game is that sometimes even the most obsolete piece can become a rising star, usually by an evolution in Team Abilities and Feats. Some of them are really cheap, too, and you may not even realize that you have one sitting in your "extras" bag, or hidden away in the back of your tackle box.

E Spymaster – 27 Points

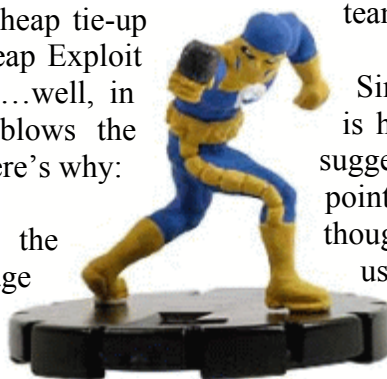
Back when Armor Wars came out, Spymaster was praised as a great piece for such a little cost. At 22, 27, and 29 points, each piece of the REV has something to offer a force. The Rookie is a cheap tie-up piece, the Veteran has really cheap Exploit Weakness, and the Experienced...well, in my opinion, the Experienced blows the other two out of the water, and here's why:

E Spymaster starts similar to the Veteran with a 9 attack, 1 damage with Ranged Combat Expert, Stealth, and Smoke Cloud. He's down to 6 range, which is

a significant drawback, but he makes it up *so* well. For one, if he pushes, his attack power stays *exactly the same*, as opposed to the Vet's switch to close-combat powers. For two, once he finally does get down to his close-combat clicks, he's a more effective fighter. Combat Reflexes give him a 17 or 16 defense in close combat, and Close Combat

Expert lets him damage even an impervious figure. (Of course, his attack drops with each click at this point, but what do you expect from a 27-point figure?) Now, you may be thinking that the Vet can deal 2 damage right through Impervious, so why not use him instead? The simple answer is that Spymaster isn't intended to go after a big gun! No, Spymaster's power set makes him absolutely perfect to take on your opponent's secondary/support pieces, for an equal or lower investment than what your opponent paid. And if you lose him in the process, all the opponent gets is a measly 27 points, while the other 273 points of your force continue to rip apart the rest of his team.

Since the main appeal of Spymaster is high utility for little cost, I don't suggest any feats on him in 200-300 point games. In larger matches, though, he could probably make good use of Running Start if he doesn't have a dedicated taxi, or even Vault or Pummel in anticipation of his last three



clicks. Technically, I'd even use In Contact With Oracle on him, especially if I had Oracle on the card. At 37 points, he would suddenly become a stealthy Outwitter or Perplexer and become one of the best utility pieces in his price range.

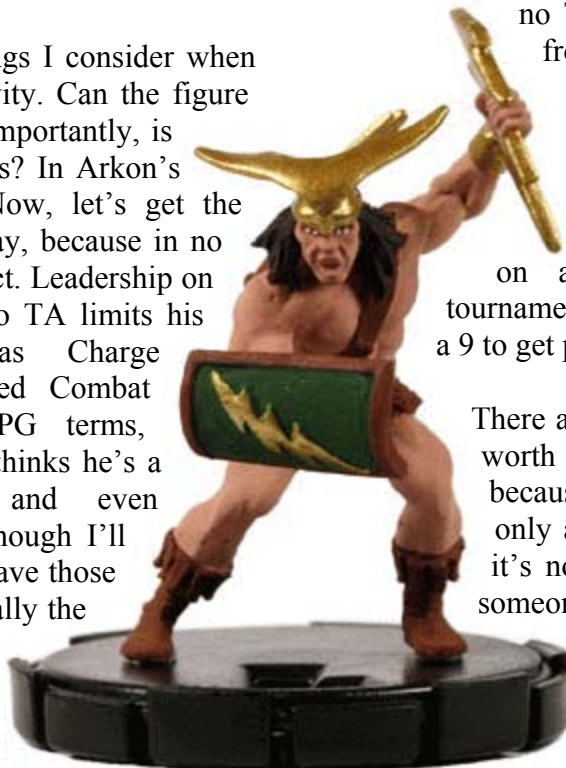
Since he's only 10% of the average force, there's no use choosing Battlefield Conditions specifically for him, but he definitely goes well on a team build around Deep Shadows, Armor Wars, or Ground Zero, and like any piece without a TA, he won't be hurt by Disbanded. BFCs that could hurt him would be Earthquake or Poor Teamwork, but he's cheap enough to not really be affected by the former, and Running Start can help with the latter.

Now, since the title of this article is "Unsung Heroes", let's focus on an actual hero this time:

Nah, just kidding.

U Arkon – 80 Points

One of the biggest things I consider when using a piece is longevity. Can the figure take a beating? More importantly, is it any good when it has? In Arkon's case, both are true. Now, let's get the negatives out of the way, because in no way is this figure perfect. Leadership on an 80-point fig with no TA limits his utility, and he has Charge overlapping his Ranged Combat Expert clicks. In RPG terms, Arkon is a mage who thinks he's a warrior sometimes, and even dresses up the part. Though I'll admit that it's nice to have those options, though, especially the Combat Reflexes in the middle, but hopefully you'll only



experienced Spymaster

COST: 27 RANGE: 6 **Marvel Armor Wars**

No Affiliation	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	7	6	6	6	5	KO	KO	KO	KO	KO	KO	KO
ATT.	9	9	9	8	7	KO	KO	KO	KO	KO	KO	KO
DEF.	15	15	15	14	14	KO	KO	KO	KO	KO	KO	KO
DAM.	1	1	1	1	1	KO	KO	KO	KO	KO	KO	KO

need to use Charge and CR to manage knock back.

So what *does* the Conan wannabe have going for him? Try a steady defense and excellent damage all throughout his dial. Seriously, his defense never drops below 15, and stays on 17 for three clicks! Plus, his ranged damage fluctuates between 3 and 4 for all but his last two clicks, where he's better off using his Phasing to get out of the fray anyway. His attack values are consistent like my favorite Unique from his set, Scarlet Spider, but unfortunately he has no Team Ability to get a boost from a friendly Sinister Syndicate member or Batman Enemy. But that front-loaded 18 defense is a total boon, meaning that while on average he'll hit on a 7, most of his other tournament-legal brethren have to roll a 9 to get past his snazzy shield.

There aren't too many feats that are worth playing on Arkon, mainly because most of his powers are only available for two clicks, and it's no use putting Trick Shot on someone who may never even see his RCE. But two definitely stand out as great on him: **Protected**

and the upcoming **Mercenary**. Protected is an obvious choice, since Arkon's going to be taking pop shots every other turn and your opponent is going to inevitably take some pop shots back. But Mercenary opens a whole slew of possibilities that would otherwise leave the lightning-lanced villain gathering dust.

Mercenary (feat) (cost: *Minus 5 for each friendly character with the chosen team ability, minimum cost 10.)
 Choose a character. Before the beginning of the game's first turn, choose a team ability possessed by a friendly character. The friendly character cannot be a wild card, and cannot possess a team ability that cannot be used by wild cards or possess a team ability that is granted by a feat. The character can use the chosen team ability when adjacent to a friendly character with that team ability and a higher point value.

For one, that opening 18 defense is just begging to be paired with JSA or Defenders. One fun (but expensive) team-up would be with E Silver Surfer. Move Surfer to attack, put Arkon in hindering, attack with Arkon next turn, then next turn run and shoot with Surfer again, then shoot with Arkon next turn, and on and on. It'd involve playing a Defenders team to reduce the cost of the feat but an opening 4 damage each turn definitely adds up. On the flip side, using

him with the aforementioned Sinister Syndicate or Batman Enemy would help his moderate attack value, but most of those pieces over 80 points are either close-combat oriented or the Joker.

Probably the better one to pair with Arkon if you go along that route would be Veteran Ra's al-Ghul. That way Arkon has a high attack, an Outwitter to get through defenses, and a Stealthy, Bladsey bodyguard in case he's based. Again, it's pricey, though, so it's not very appealing, but it *is* an option.

Technically, you could also put **Nanobots** on him, but it really depends on the rest of the team and your build total. Half his dial is Nanobottable (and no, I don't care that it's not a word), but his 2 damage is split along his dial so, like RCE, you may very well never see it often enough to matter. It'll definitely take pressure off of a medic if he ends up on his last two clicks, though.

I think the Battlefield Condition Arkon would benefit most from would be Back Alley Brawl, and here's why: Like I said before, Arkon is a ranged figure. Most of his worth comes from that nice ranged damage of his, and any other use won't let him live up to his potential. But on the chance that he *is* forced to battle, that's when BAB comes into play. Arkon doesn't really have any offensive close-combat attack powers, so when he's rolling the dice against an adjacent fig, you might as well consider him pure stats. As a result, BAB works great for him because he'll get +2 to his attack, and if you're lucky he'll be on one of his 3-damage clicks and he's probably going to hurt something.

That's it for this month, and I hope you enjoyed the reviews. Join me next month where I'll tackle some DC figs, who will both actually be heroes this time (really!).

unique
Arkon
Marvel Sinister

No Affiliation	COST: 80 RANGE: 8'											
	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	9	8	8	8	8	7	7	7	KO	KO	KO	KO
ATT.	9	10	9	9	9	8	8	7	KO	KO	KO	KO
DEF.	18	17	17	16	15	15	16	17	KO	KO	KO	KO
DAM.	4	3	2	2	3	3	2	2	KO	KO	KO	KO

PIRATE 101

BY: BRIAN THORPE JR



Psycho pirate Analysis

Hello again me hearties! Last month I started with the generic crew, available to all factions. analyzing and rating the effectiveness of each. In this months continuation I will rate the abilities found on the unique crewmembers. Many of the abilities found on crew are similar to others. I'm going to group them together for comparison and improved discussion. I'll explain uses for each ability and list a person or two with the ability in question.

Looking at face down Items: there are 2 variants, one that lets you look at face down gold on wild islands, the other lets you look at cargo on a ship. looking at gold on a wild island is probably more valuable, spying a high value gold coin on the first turn or 2 can set your plans and really lead you to a win. just remember that your opponent will know if you make a sudden beeline somewhere. looking at face down cargo has occasional use. you can check the crew on an opponent's boat and plan for any surprises. it can also help you decide which boat you should chase down for it's gold. Overall not highly effective. It may help you get to the better island or it may not. Course correcting to chase down a good find can also cost you effectiveness and the game.

Usual cost: 1 or 2 pts

Final rating: 3 hooks (Lucky the Parrot)

Treasure stealing:

there are several ways to steal treasure from your opponent, and really, that's highly appropriate in a game of pirates! there are many variants: trading a random treasure with any ship within "S", stealing one treasure from an opponent's home island. taking all gold from a certain nationality or after winning a boarding action. Some are clearly better than others. trading a random treasure is not entirely likely to be useful (stocking that ship up with 1s does make it better). The others that strictly *take* treasure are more useful. they don't tend to win games for you, but they *can* slow your opponent down enough so you can win. All in all these are merely average abilities, and generally more fun in a game with lots of players or a higher gold win requirement.

Usual cost: 2-5 pts.

Final rating: 3 hooks (Skyme the Monkey, El Fantasma)

Extra Actions: There are 4 main crew abilities to gain extra actions. all useful in their own right. The first 2 are very similar. one allows for an *extra* action on a roll of 5 or 6, the other allows for *the same action twice* on a roll of 5 or 6. At first glance they may seem identical but the former is more versatile than the latter. with the ability to take 2 different actions your options are far greater, but your price is doubled from 3 to 6 pts. both allow you to shoot twice in the

same round (move and shoot if crewed with a captain which they usually are), which means you will probably get the most effectiveness from the cheaper "same action twice". Where they are truly useful however is in combination with each other. While similar, they are different abilities and so they can both are used on the same ship, allowing for some truly obnoxious combat against a foe if the dice roll in your favor. the third ability also requires a dice roll, but this time only a 6 grants the extra action.



Commodore Rhys Griffin Owens

However, this action may be given to any ship in your fleet. This can be handy, but doesn't seem to be handy enough to warrant its hefty 6 point cost. The last option is very inexpensive (generally ~2pts) but comes with a cost. It allows you an extra action but you have to sacrifice a crew member (and not the one granting the extra action) it also is useful since it lets you choose when you get extra actions, its not left up to the dice. Any way you slice it though, extra actions means more gold gathering, more shooting and probably more winning!

Usual cost: 2-6 pts

Final rating 10 hooks (Captain Blackheart, Calico Cat, Commodore Rhys Griffin Owens)

Crew Additions/Reductions: Crew can help you fit even more crew into your fleet. Primarily in the form of the 0 pt **limit** crew that allow you to add 5 pts to your fleet total

(added on your first turn when you reveal said crew member). These may be the most useful crew in the game, even with their drawback of being worth gold to your opponent. Other crew may seem useful but aren't. The ability to reduce the cost of all crew on the ship *seems* handy, but since it only happens during setup it

doesn't actually affect your total fleet cost. It does however help you fit more crew on a low point boat, by letting you not reach that cap as easily. another crew member lets you take a crew (2 pts or less) from outside of the game and add it to your ship. Since these crew usually cost 2 or even 3 pts they aren't only useful in letting you adapt to your opponent's strategy. In the case of Sensei Xu, who has a link, he actually generates an extra cargo space so is very worth his points. also in this category is the ability to allow any other faction's crewmembers to work on the ship. in the earlier game this was more



Sensei Xu

useful, but as the sets have expanded, very few factions don't have at least one representative of any given ability. It can be helpful for those with smaller collections however. Lastly are Robinson and Jonah. these two make all crew members 0 points, allowing you to swell your vessel, but will randomly (on a 5-6) send

other crew members to wild islands when hit. they also cost zero, so can be a cheap way to make your super big combat boat. Beware mermaids!

Usual cost 0-3 pts.

Final rating: 10 Hooks/3 Hooks (The Hag of Tortuga, The Stump, Sensei Xu)

Boarding: Again, a few variants with boarding crew. One crew ability allows boarding from up to "S" away, not just when you've touched another boat. some allow you bonuses (frequently +1, with the occasional +2 for sea monsters or submarines) others allow you to steal gold or



eliminate crew when ramming, allowing you to avoid the need to win a boarding roll. While not inherently a useless ability, there is usually not as much boarding in a given game as there is shooting, reducing the usefulness of such crew.

Usual cost: 3-5 pts.

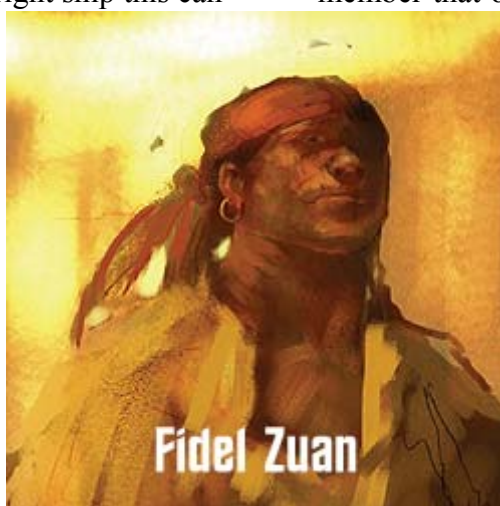
Final rating: 5 hooks (Wesley, Bloody Jake)

Bonus to shooting: This ability has a few solid variations. the 2 primary are +1 against a specific faction, or +1 against any faction that isn't yours. I find that for the extra point the latter is FAR more useful than the former. The other example gives a +1 with a captain on board. On the right ship this can make for a very effective combat boat, especially if used together.

Usual cost: 3-4 pts.

Final rating: 8 hooks (Bruce Grey, Fidel Zuan)

Eliminating: there are crew that let you eliminate cargo with a hit on an opponent's boat, a crew member, or even an extra mast. Other crew let you choose the mast



destroyed as opposed to your opponent. On a combat boat these add usefulness and can usually be fairly worth their points. Also some crew allow you to cancel any ability

on an opponent's ship within "S". this ability is very pricey and usually won't give you value equal to its 5 point cost.

Usual cost: 3-5 pts.

Final rating: 5 hooks (Thomas Gunn the Younger, Phillipe Laffite)

Crew Protection: The most useful of these

abilities is the one that states "crew cannot be eliminated unless this ship sinks" Its fairly pricey on its own but with a crewmember that sports a few abilities it is usually more affordable. The "doctor" ability to turn an eliminated face up crew face down shares a similar cost and is less encompassing.

Usual cost ~5 points

Final rating: 4 hooks (Ghost Crew, Dr. Forbes Beattie)

Home Islands: there are 2 crew abilities in this section. the far more common one is the ability to add +2 (although there is a crew member that only adds +1) to the value of a

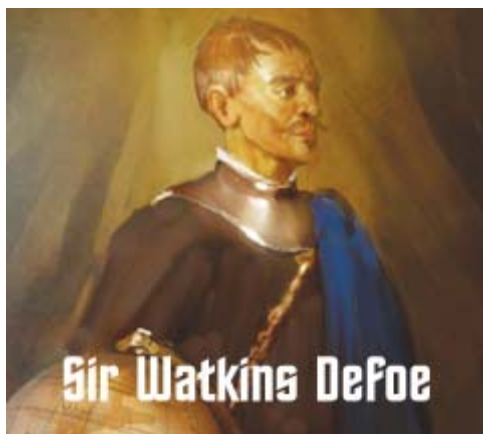
treasure unloaded at your home island. This can be a fairly useful ability, especially in a sealed game. The other lets you turn gold from your home island into a cannon (an extra shot from a boat). similar to a musketeer it's about as useful.

Usual cost: 3 pts.

Final rating: 5 hooks/ 2 hooks (Carbon Charlie, Powder Pete)

Exploring: The three crew abilities in this category are all very interesting and contain some of the better abilities in the game. First

is the ability to mark any island within "S" as explored for yourself, and unexplored for an opponent. This is a heavy time saver and with a fast boat can speed up your entire fleet with gold gathering.



Sir Watkins Defoe

Another great ability is the ability to swap the gold from a wild island being explored with one at random from another island. this lets you ditch off that lousy 1 gold for possibly something more useful. The final crew ability in this section is a good bit rarer. It allows you to take control of any explored derelict ship and immediately dock both it and the exploring ship at your home island, where you can start repairing it. This ability is pricey but it can be real useful for "teleporting" out of trouble or for bulking your fleet in a "last captain standing" style scenario.

Usual cost: 3 or 6 pts.

Final rating: 6 hooks (Commander Temple, James Cook)

Ignoring: There are two crew abilities for ignoring. Ignoring terrain during movement or ignoring other ships for line of fire. both are fairly inexpensive, and occasionally useful, but often never really come up in a game.

Usual cost: 3 pts.

Final rating: 3 hooks (Sir Watkins Defoe, Myng's Marauders)

Reverse Captain: Instead of shooting after moving, this fairly new ability allows you to shoot and then move away. currently you

cannot combine the two to move, shoot, and then move again, but it does allow for some good options defensively (much like the captain allows for more options offensively) and can be very useful when paired with an extra action or 2. It's unfortunately usually VERY pricey, which detracts from its usefulness.

Usual cost:4-6 pts

Final rating: 4 hooks (Captain Blackheart, Jack Hawkins)

Capture: This ability allows you to steal a crew member after winning a boarding action. it has to be the highest point crew member and it becomes worth gold equal to its point value when brought to your home island. This can be a big payoff, but it takes time and luck...making it hard to pull off in a game. usually not worth the effort.

Usual cost: ~5 pts.

Final rating: 3 hooks (Aruj Barbarossa, Bonny Peel)

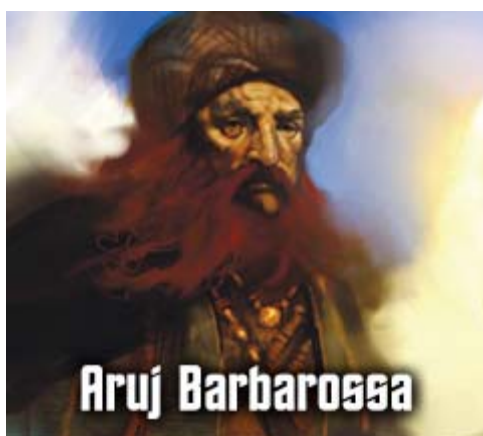
Wild Card: This is a very rare ability. There is only one crew with the ability. Davy Jones has the ability to choose any other ability in play (on his side or anyone else's) and copy it for the turn. This is a very versatile ability but it's very expensive.

Great fun in large games!

Usual cost: 11 pts.

Final rating: 6 hooks (Davy Jones)

Monster Handler: A neat ability, if you are using sea monsters you could get some use out of this ability. It lets any sea monsters within "L" add "L" to their movement. Keep in mind that your



Aruj Barbarossa

opponent could take advantage of this as well!

Usual cost: 4 pts.

Final rating: 5 hooks (Sargaso Nightmare, "Jerky" Johnson)

Cannon Range: This ability give all cannons on the ship "L" range. can be handy on a boat with all short cannons, but generally too expensive.

Usual cost: 5 pts.

Final rating: 3 hooks (Master Gunner Rogelio Vazquez, Commander Albert Crenshaw)

Mind Control: there are 2 abilities that fit this category. the first allows you to, instead of moving your ship roll, on a 5 or 6, to move your opponent's ship L. This can be useful in two ways. First you can move a ship into range of your other ships, secondly you could move a pinning ship away from you (though you'd probably better have another action ready to move away or you'll just get pinned again) the other is more expensive and allows you to, on a 6 roll, to take permanent control of a crew member on a ship up to "S" away. this is a cool ability but VERY expensive.

Usual cost: 6 pts./ 8pts.

Final rating: 5 hooks/ 3 hooks (Jean Desailly, Sir Edmund Atkinson)

Reroll: A very simple ability, it allows that ship one reroll per turn. handy for hitting with an important attack or for rerolling an extra action attempt. great ability.

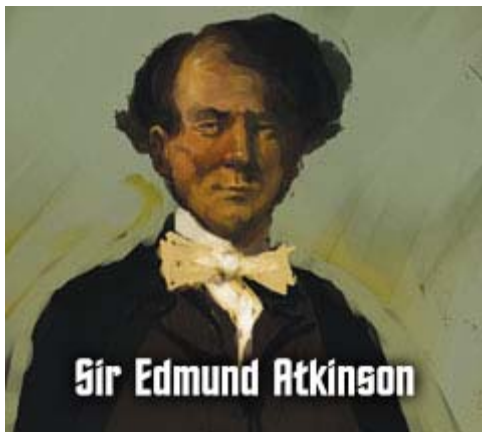
Usual cost: 3 pts.

Final rating: 8 hooks (Lady Baptiste, Countess Diana Doone)

Keywords: Some unique crew abilities are common and defined specifically by a keyword. These Keywords are:

Black Mark: *"This crew can start the game as if it belongs to the cursed nation instead its nation. If it does, place it face up on the ship to which it is assigned; that ship is considered to fly the cursed flag instead of the flag of her nation. If placed face up in this way, this crews point cost is increased by 1."* This adds a little versatility to your ship building but at the cost of points. very rarely worth it.

Final rating: 2 hooks



Sir Edmund Atkinson

Broadsides Attack: *"When a ship with this keyword is given a shoot action, you can choose to reduce each of her cannons to "S" range and shoot at only one target. Roll only one d6; the result must be higher than each cannon's rank. If it is, all cannons hit, and the ship also gets one extra hit. No other abilities can apply to this action."*

This ability can be very potent, but its reward is not without risk. That last line prevents you from using a reroll, sadly.

Final rating: 7 hooks

Ex-patriot: *"This crew can be assigned to any ship. Any ship to which this crew is assigned gains the Mercenary keyword, marking her a member of the Mercenary nation. If this crew is assigned to its linked ship, when the ship rolls for effect at a mysterious island, add 1 to the die roll result."* This ability may seem similar to the black mark ability but its actually pretty useful. a built in +1 at a mysterious island

can be handy for not getting that bad effect or for getting that good effect

Final rating: 5 hooks

Fear: "For each target enemy ship within "S" of this ship at the beginning of this ship's turn, roll a d6. On a result of 5, none of the target's ship or crew abilities can be used this turn. On a 6, the target's base speed is on her next turn." this is an interesting ability, but too random, and too pricey to be very worthwhile.

Final rating: 2 hooks

Marine: "A crew with this keyword can be dropped off on any island (except on an

opponent's home island). Whether on a ship or an island, it can be given its own shoot action each turn, just like a ship; it has a 2 rank "S" gun. Opposing players can target this crew with shoot actions only if it is on an island, but it must be hit twice in the same turn in order to be eliminated—a single hit has no effect. Unlike other abilities, the Marine ability does stack. For example, if two crew with Marine are assigned to the same ship, they can both use it on the same turn." There are a lot of things a marine can do, and they aren't useless, but marines are prohibitively expensive to be useful.

Final rating: 2 hooks

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.

Ladies Night

by Steven 'Sucrebo' Brooks



Golden Girls

Not every DC comic book superhero has the power to endure through the ages, those that do become legends. Their names are instantly recognized: **Superman, Batman, Wonder Woman, Phantom Lady.** Ok, so maybe not all of them become household names, but they have all withstood the test of time.

Once again, the focus of the following team will be women. Specifically, it will consist of female superheroes that either originated during the golden age, or are closely affiliated with it. This four-hundred point team even features two sets of mother-daughter pairings, but enough dawdling; let's assemble our super heroines.

An important part of any team is a straight-up beat stick. Someone that can dish out some damage and still be able to take a hit. Since we're talking golden age heroines, there's no better choice than Wonder Woman. In this case, however, the choice will be Wonder Woman's mother . . . Wonder . . . Woman. Not awkward at all.

Hippolyta, the unique Wonder Woman from legacy has Charge, Super Strength and Close combat Expert for doling out punishment, and Invulnerability on top of a seventeen defense to protect herself. If she does take some damage, she gains Blades/Claws/Fangs and later Flurry to stay dangerous throughout her dial.

One offensive threat on a four-hundred point team simply won't do. There needs to be another attacker, preferably not another grounded brick - someone with high mobility - someone like Mary Marvel. Sure, she has an activation click, but Double-Time will take care of that easily. The turn after that, she can push to make an attack, giving her a second token. Not only will the push

expose the delicious power combination of Hypersonic Speed and Super Strength, but with Shellhead, you're opponent will have to hit an eighteen (nineteen through hindering). She can then either choose to hit and run on her Hypersonic click, or continue to push (cycling through that eighteen defense) and eventually reaching another delightful combination: Charge, Super Strength, and Exploit Weakness. She only has an eight attack at that point, but the opponent should be sufficiently weakened by that point, so an eight might not be so bad. Charge, grab an object, and smash right through someone's damage reducers.

From the two powerhouses, the third member of this team is more of a strategic attacker, and one who makes it very difficult to be attacked herself. Phantom Lady brings Stealth to the table, along with Super Senses on top of that decent seventeen defense. Her offensive feature is the ever-useful dual target Incapacitate. Since Stunning Blow is on her, she can still deal out that two damage on top of the token, which can make a big difference.

With Hippolyta on the team, it's a good time to show her daughter what real combat is all about. There's no better teacher than experience, so the golden age Wonder

Woman will join the team. She has the potential to do some decent damage with that starting click of Super Strength. With Battle Fury at the same time, she'll have to get into the fray to be effective. This might not be too bad, though, since later on she picks up Incapacitate, and even more useful, Combat Reflexes. Once Flurry replaces Incapacitate, she'll be swinging at everyone in her face.



unique **WONDER WOMAN** **DC LEGACY**

JSA **COST: 106** **RANGE: 0**

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

The final two members of the team make up another mother-daughter tandem. This time it's Black Canary and, you guessed it, Black Canary. We'll be using the rookie to represent the former, and the experienced for the latter, for the time she lost her sonic scream. The rookie is really there to block line of fire to the bigger threats. If she can get a shot or two off, or ding a few at a time with Energy Explosion, she'll have more than served her purpose. The experienced can either be a secondary Stealthy Incapacitater, or move in close and hit for bigger damage with Close Combat Expert.

- LG **Wonder Woman** U 106
- CD **Mary Marvel** R
- (Double-Time + Shellhead) 114
- OR **Phantom Lady** V
- (Stunning Blow) 72
- OR **Wonder Woman** LE 51
- CJ **Black Canary** R 36
- CJ **Black Canary** E 21

Total: 400

This team has mobility (Mary Marvel), a solid brick-style piece (U Wonder Woman), defense (Phantom Lady) and range . . . well maybe not so much range. With the highest being a 6, and two figures sporting Stealth, Deep Shadows might be a battlefield condition to choose to help level the playing field. This team requires a certain amount of finesse to have success, but should anyone underestimate the Golden Girls, they should prepare to be bronzed.



The door creaked as Max walked into the museum. He sneezed then wiped his nose with the back of his hand. He could see particles of dust floating through the air illuminated by the thin rays of light that penetrated the thick curtains covering the windows. The place gave Max the creeps.

The door slammed shut behind him causing him to nearly jump out of his skin. *I got to get a hold of myself*, he thought looking at the lifelike wax sculptures that crowded the small room. They looked so real. He walked up to one and reached out his hand to touch it.

“Please be careful, they are very delicate.” A voice croaked behind him.

Max turned to see an elderly woman standing behind a little podium. Her dry wrinkly skin made him think of mummies.

“Sorry, they’re just so creepy.”

“Nonsense” the woman smiled showing perfectly white teeth, too white, like those in the wax sculptures. “They are completely harmless...,” she came out from behind the podium to stand next to Max, “most of the time.”

Name: The Wax Museum

Supplies: Origin HeroClix map, 2 different sticker sets (I used handprint stickers for victim placement and footprint stickers for starting areas.)

Step 1: The first thing you need to do is resize the map so it is the same size as the other Horrorclix maps. To do this cut off rows 1, 2, 3, and 24. Then cut off columns A, O, and P. Your map should now be 20 rows long and 13 columns wide.

Step 2: Now you need to designate the starting areas. To do this place whatever stickers you have chosen for your starting area in columns B, C, and D in rows 21, 22, and 23. Then in columns L, M, and N rows 4, 5, and 6. You should now have two starting areas that are three squares long and three squares wide.

Step 3: Now you need to place the victim placement stickers. Place the stickers you have chosen for victims in squares: B4, B14, F9, F10, H13, H14, I13, I14, K16, K17, N13, and N23.

Now you have the wax museum map for Horrorclix. The last thing I did was laminate my map. They last a lot longer and you don't have to worry about the stickers peeling off.

Night at the Museum

Points: 200

Time Limit: 45 minutes

Required Map: The Wax Museum

A group of high school friends have been dared to spend the night at a wax museum.

Special Victim Rules: Only the following victims may be used: jock, boyfriend, pizza

guy, nerd, hobby gamer, cheerleader, prom queen, or girlfriend.

Special Monster Rules: None

Special Game Effects: At the beginning of each player's turn the active player must roll

a d6 for each one of his or her monsters that are in a hindering terrain space that has a picture of a character. If a 6 is rolled that monster takes one click of penetrating damage.

Special Victory Conditions: None



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 sculptps
- 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!



WHEN DEAD DOESN'T MEAN DEAD

BY ERIC RAMPSON

The release of Dreamblade's second expansion, Chrysotic Plague, brought a change to the tournament scene with it – the first month after the release of a new set, all sanctioned tournaments will be sealed. This is an obvious boon to the newly initiated dreamlord, allowing a new player to be at least moderately successful in the growing tournament scene. It also provides a new challenge to the top tournament players, letting them flex a different set of muscles from the Constructed format. Sealed play has been met with accolades across the board.

There are two types of sanctioned sealed play. The first type is Three-Booster Sealed, in which each player receives 21 figures out of three booster packs and cuts 5 to form a regulation 16-figure warband. This is similar to the Constructed format, but requires a player to work with a much smaller pool of figures, forcing creativity and lateral strategic thinking. The second type of sanctioned sealed play is Two-Booster Limited Refresh. In this format, players receive two-boosters which yield a 14 figure pool. Two figures are cut, forming a non-standard 12-figure warband. This type of sealed play is more affordable to the casual player (requiring roughly \$30.00 as opposed to Three-Booster's roughly \$45.00 cost) but may not provide the "full"

Dreamblade experience. To help mitigate the lower figure count, this format uses the Limited Refresh rule. This rule allows each player to put all the figures in his or her Graveyard back into the Reserves once per game.

When I first heard about the two types, I immediately gravitated toward the Three-Booster format. Money isn't a big issue for me and the format was close enough to what I was used to from Constructed play that it seemed to be the logical choice. I scoffed at Two-Booster Limited Refresh, thinking of the rule as a crutch for new and/or less talented players. When it came time to attend my first Sealed Event, however, I didn't have much choice – the one Release Event that I could make was going to run the Two-Booster Limited Refresh format. I gritted my teeth, paid my \$30.00, and opened my boosters.

Looking through my pool, I found that the Limited Refresh rule actually altered my perceptions of some pieces, completely reversing my opinion of them in some cases. For instance, the **Lungthief Beetle** has the self-destructive blade ability *Deathwish* to balance out its low cost and high Power/Defense/Life. In Three-Booster sealed play, the drawback is often enough to keep it from being played over



the slightly less powerful **Blood-Ash Archer**. The Limited Refresh rule, however, makes *Deathwish* slightly less of a problem, allowing you to be a little more daring with the **Beetle**, safe in the knowledge that, should you have to sacrifice it, you will be able to retrieve it later.

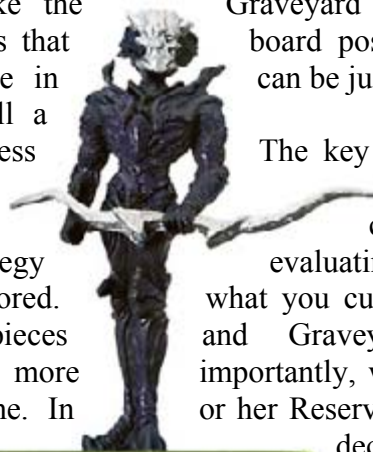
On the other end of the spectrum is the **Slaughterwheel**. Its *Deathrip* ability relies on the Graveyard being populated with exciting blade abilities to copy. Leaving figures in the Graveyard to make the **Slaughterwheel** more useful means that you are at a distinct disadvantage in terms of warband size. While still a strong piece, the **Wheel** is slightly less attractive in this format.

The rule's overall effect on strategy once the game starts can't be ignored. Knowing that any and all pieces effectively have two lives allows more aggressive plays in the early game. In Constructed or Three-Booster Sealed play, it is usually wise to double shift instead of shift-strike if both choices would yield better position and/or a turn victory. Double shifting doesn't rely on the dice and is thus the stronger move. That isn't always the case in Two-Booster Limited Refresh, however. You can afford to take slightly bigger risks since your pieces are replaceable. You still need to watch your board position and be aware of what advantages you may afford your opponent if your strikes don't pan out the way you hope.

The question of when to Refresh your Graveyard adds yet another layer of strategic thinking to the game. Is it correct to Refresh as soon as a key piece dies, or should you wait until you have an almost full Graveyard in order to maximize your benefit? The answer lies somewhere between these

extremes and is, as always, situational. In Sealed play, a warband is less likely to revolve around a single piece than in Constructed. There are pieces, however, that can really be the crux of a Sealed warband, pieces such as **Aviax Firebrand**, **Ropestrung Scarecrow**, or **Caged Grawlth**. Seeing one of these pieces meet an early demise may cause panic, but immediately Refreshing may not be the best response. On the flipside, waiting until the majority of your warband is in the Graveyard will, most probably, put your board position in jeopardy, so waiting can be just as dangerous.

The key to answering the question of when to Refresh lies in carefully monitoring and evaluating your current board position, what you currently have in your Reserves and Graveyard, and, possibly most importantly, what your opponent has in his or her Reserves and Graveyard. As with all decisions in the game, you want your decision to Refresh to give you an advantage. This means weighing how defensible your current board position is (can you weather a few average strikes without losing the majority of your positioning) against what your opponent has left to spawn. If there are pieces left in your opponent's Reserves that you will have trouble dealing with, it is time to look at your Reserves and Graveyard to see if you have an answer to those pieces. If your Reserves look strong enough to hold out, then play on. If you see a great disparity between the strength of what you have left to spawn and what your opponent can bring to the table, then it may be time to Refresh. If your Graveyard contains more creatures than your opponent under these circumstances, it swings the decision toward Refreshing. Remember, however, that pieces brought out of your Graveyard and into your



Reserves will still be ineffective for another few turns while you spawn them and move them into position.

All of these things occurred to me as I was playing my first games of Two-Booster Limited Refresh. I came to realize how different the strategy for this format could be and, more excitingly, how deep it was. By the time I finished the first couple of games, I had whole-heartedly changed my mind about which type of Sealed play I

preferred. Constructed play is back now and Sealed won't return until after the April release of the next expansion, *Anvilborn*. The specifics of this article will become moot (you won't be using a **Lungthief Beetle** or **Aviax Firebrand** in *Anvilborn* Sealed play, of course), but I think the basic ideas about the Refresh Rule's effect on game play will stand. Once Sealed play does return, give Two-Booster Limited Refresh a try – it is far more challenging than it may seem.

Title: Marvel HeroClix: Supernova

Stock Number: WZK3231

MSRP: \$7.99;

Available Now!

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.

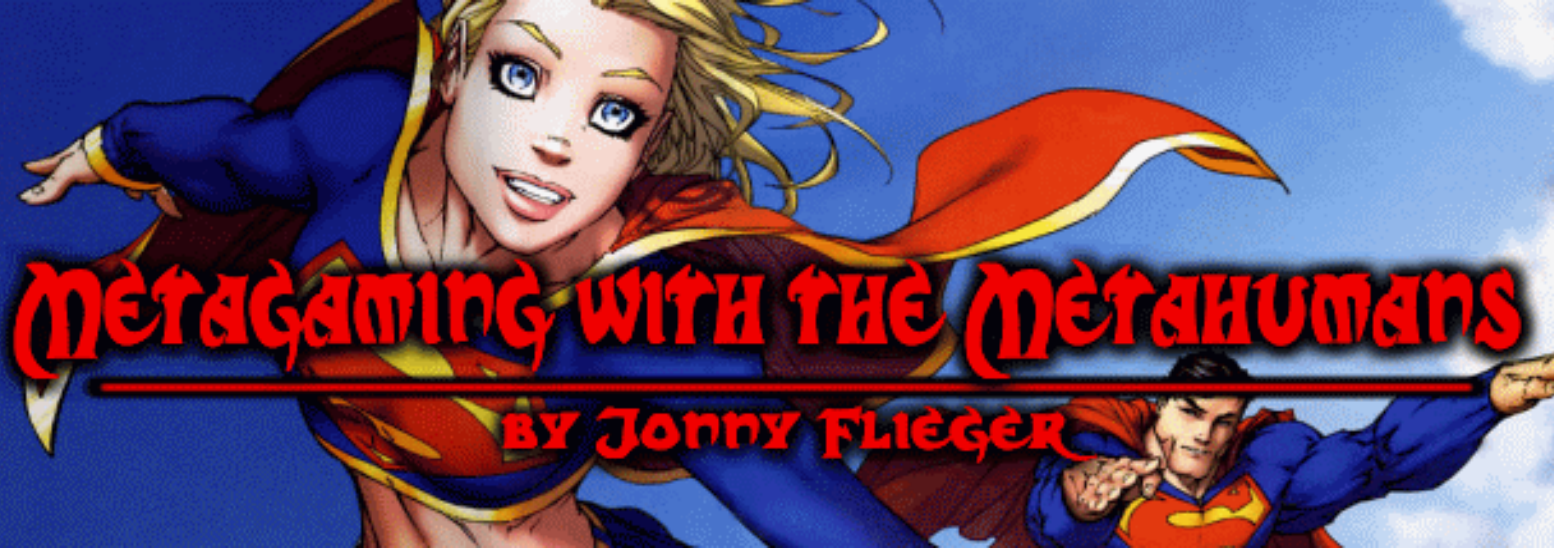
Contents:

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



Super Nova **THANOS (Unique)**
COST: 267 RANGE: 10 ⚡

	1	2	3	4	5	6	7	8	9	10	11
SPD.	9	9	8	8	8	8	8	8	7	7	KO
ATT.	13	12	12	12	12	11	11	10	10	10	KO
DEF.	18	17	17	18	17	17	17	16	16	15	KO
DAM.	4	4	3	4	5	5	4	3	4	5	KO



The metagame is the game within the game, the trends and tendencies towards certain teams and figures that shape the tournament scene. To be able to play successful competitive HeroClix, you have to be aware of the metagame and of what is being played. The meta can exist at different levels. For example, there's a worldwide meta to consider- what figures see a lot of play the world over, or are just generally good or useful- but you also have to keep your local meta in mind. If every opponent at your shop plays stealth teams every week, you have to be able to beat stealth, not necessarily whatever won the last Wizard World.

HeroClix is a game of near perfect information. You always know what your opponent's figures can do; you always know what you can do. You can't predict dice rolls (the x factor that keeps HeroClix from being a true perfect information game like chess) but you can understand the probability of the dice and plan for what is *likely*. It's *likely* that Black Adam is going to make that attack on a paramedic. It's pretty *unlikely* that the con artist is going to hit Mockingbird, etc. You can plan your moves in advance, there's no card drawing or random factors that wildly swing games (although a sudden critical hit can sometimes feel pretty gut wrenching). Anyone who has ever lost to a "savage top deck" in a game like Magic or Vs. can

appreciate the importance of knowing just what your opponent can bring to bear on you. In HeroClix, knowing what the various "good" figures in a format can do is a big part of competitive gaming. Not knowing what your opponent's figures can do and what strategy works well against them is going to spell disaster for you more often than not. I played against a KC Superman early on in my HeroClix days and hadn't bothered looking up his dial, so my plan involved hitting him for two damage early on. Not a great plan, it turned out.

So this week let's look at two big bad boogie-men of the HeroClix constructed format, see what makes them good, how to win playing them, and more importantly, how to deal with them when you see them set up across the table from you.

V Icons Superman

Well, we may as well start with him. Probably *the* most complained about figure in the game, Superman is a hell tank, and being on the receiving end of a super ass whooping can certainly feel pretty unfair. It's strange to think of a 251-point figure as possibly being too good for his points, but boy if Superman isn't close. I am of the camp (and let the hate mail commence) that thinks Superman is a fair piece. He's great, certainly, and he does push the envelope of what threatens the balance in competitive HeroClix, but something has to be the

milestone, and it may as well be a guy named Superman. Plus, at 251 points, I feel the extremely high price tag justifies how good he is. He can win entire games on his own, sure, but if your opponent brings him down, that's 251 (plus more for any feats) big points you just lost, and you are probably losing if the boy scout tanks.

How to play him:

He's tough with a long dial that can just keep absorbing beatdown, but really, you're paying 251 points for those first three clix of hypersonic beatdown. With a crazy starting movement of 13 squares and 10 range, Superman is a running, gunning machine that deals a thousand damage without ever actually getting near his opponent. The changes to hypersonic speed and only being able to use half of his impressive 10 range during a Hypersonic attack have gone a long way to making Superman feel more fair. I think he was tough but manageable before, and after the changes he's less likely to have you hated at your local comic shop before you ever roll dice. Still, he's one tough mother, and with a little telekinesis, he still makes a terrific Hypersonic yo-yo. Toss him out, do a million damage, and zip back out of harm's way.

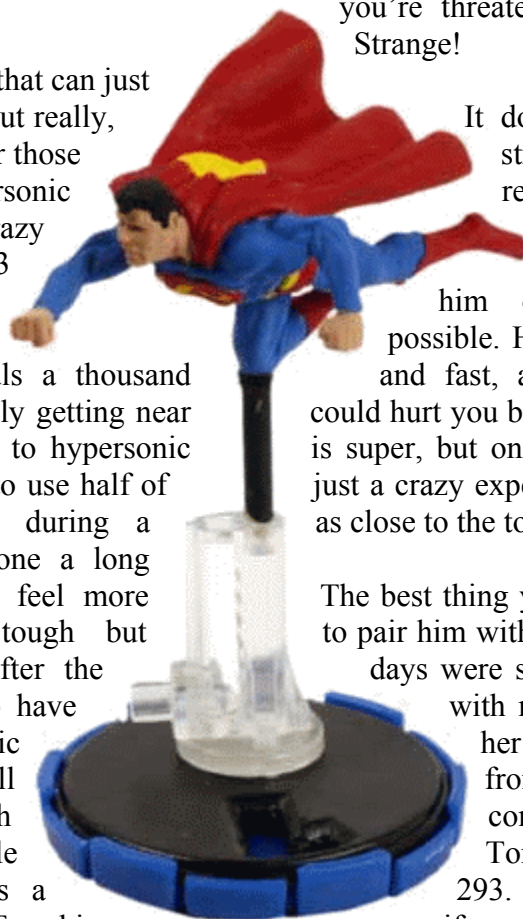
Feating up Superman is usually a bad idea, since he's already 251 points, but if you're playing a bigger game where you can spare the points, protected goes a long way to keeping him on those great hypersonic clix, and fortitude keeps his impervious in place, so he can shrug off counter attacks and keep dealing out vicious amounts of damage. Repulsor Shield to ignore psychic blast and

RCE is nice, but generally unnecessary expenditure of points. RCE doesn't work with move and attack powers, and Superman should be zipping out of range from anywhere where RCE could threaten him. Psychic blast can be a pain, and gets through fortitude, but you can simply concentrate on smashing the psychic blast guys first if you're threatened by it. Take that, Dr. Strange!

It doesn't take a whole lot of strategy to play Big Blue, really. His huge numbers take care of most of the hard work for you, just keep him out of range whenever possible. Hit his or her big guys hard and fast, and eliminate anyone who could hurt you back. Don't push! Superman is super, but once you lose that HSS, he's just a crazy expensive shooter, so keep him as close to the top of his dial as possible.

The best thing you can do for Superman is to pair him with cheap telekinesis. His best days were spent exchanging high fives with rookie Jean Grey, but since her retirement, the cheapest front-loaded option in constructed is rookie Red Tornado at 42 points. $251+42=293$. Not a whole lot of wiggle room if you're playing a standard 300-point game. Not even enough room to squeeze a protected on, sadly. If you want all that super power, you've got to pay the price, though. 400 point and higher matches make Superman a true monster (especially once you get that fortitude and protected on him), but be aware that more figures show up in the higher point matches that can actually hurt Superman.

How to beat him:



For all the hatred thrown at the figure, he's not actually all that difficult to beat. He's extremely top heavy, hard to heal once he gets knocked off those top clix, and his price tag is so hefty your opponent isn't likely to have much in the way of support crew backing him up. The trick, of course, is hitting him. Like most hypersonic guys, Superman is such a threat simply because you might never get a roll on him.

The best way to deal with Superman is by fielding a mobile team of your own. If you can get to him and hit him before he can hit you, you can put him away fairly easily. The anti-tent pole strategy is very effective against Superman. Fielding guys like V Hawkeye or V Havok who can hurt Superman but who cost substantially less are strong against the Blue Cheese.

Superman hates to push, so having multiple threats closing in on him can make things very tough on the player at Superman's reigns. Superman's 18 defense with impervious is imposing, but a little 47 point Batman can turn off that defense and smack Superman for two clean damage. And there are a heck of a lot better attackers you can bring to bear in this game than starter Batman. Basically, if your team can't hit an 18 impervious in a game full of outwit, perplex, probability control and myriad useful team abilities, the problem might be with your team design, not with Superman being too tough. Or you might need to crush your dice with a hammer.

Again, the tough part is actually getting to him so you can make those attacks, so consider very mobile teams, or nerf his hypersonic speed. Outwit is great, but if you're close enough to outwit his HSS, Superman is close enough to eye blast you for big damage. A better option is using your battlefield conditions to do the work for you.

Veteran Superman

COST: 251 RANGE: 10 **DC ICONS**

	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	13	12	10	10	10	9	9	9	8	8	8	KO
ATT.	12	11	11	10	10	9	9	8	8	7	7	KO
DEF.	18	17	16	18	17	16	15	17	16	15	14	KO
DAM.	5	5	4	5	5	4	4	5	5	4	3	KO

Poor teamwork might seem strange to play against such a mobile figure, but it really should hurt him more than it hurts you. He'll still have his

impressive 13 movement with HSS, but that's all he'll have. Without TK to become a damage yo-yo, Superman loses most of his potency, and more often has to position in a place where you can bring fire against him. Inertial interference field and power dampening field can both cut his damage to much more reasonable levels, especially if you're using an anti-tent pole team that doesn't lose much potency to these cards.

A stealthy team might want to play Disbanded! against Superman, but this is most likely just going to lead to you losing to a Black Adam styled attack. Stealthy guys don't move and shoot, so Superman can just zip around dropping hot dog carts on people and staying out of counter fire range. Your best bet really is to just go for the gusto, hit him hard and fast. The quicker you can get Superman off those HSS clix, the better your result is likely to be. Perplex Emerald Empress' attack a couple of times, carefully position your probability controller outside

of nova blast range, and blow up at him. Once you get him off those HSS clix, you can take your time setting up his downfall. Bring in an outwitter, shut down his defence, and slap him further down dial. The most he can do is shoot back at you and take one of your guys out. In an anti-tentpole strategy you'll still have two or three attackers left who can put Superman away.

KC Flash

Okay, I'll admit it. For all my rational thinking about this game, all my consideration of average rolls, studying dials, maximizing activations, and plotting teams...all of it goes out the window when someone plunks down KC Flash across the table from me. I just hate this guy. I hate him so freaking much. I've beaten him more often than not. In fact I've only ever lost to him once, and I don't really despair or anything when I have to face him. I'm certainly not starting any kind of petition saying the guy is broken, I just go into a blind rage whenever I play against him. I can't explain it. I want to punch perfectly nice people in the throat whenever they play this guy, I hate him so much. Yet he's one of my favourite characters. Ah, HeroClix geekiness. She is a strange and fickle mistress.

How to play him:

Wear a neck guard. No, no. He's fine. You shouldn't feel like a horrible, degenerate, terrible person for playing this figure. Not at all.

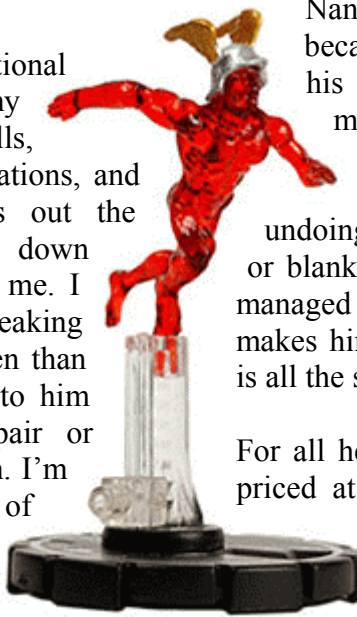
He's good. He's dang good. If you're playing Flash, you want to look to your options. Movement, attack, and defence are all sky high, so you're not too terribly worried about those numbers. Your damage is low, so Flash loves getting some perplex

help. Armour piercing and the Armour Wars BFC are also great options, allowing him to zip around poking away at figures he normally wouldn't be able to hurt, and then running back way out of range. Like Superman (and every other HSS attacker), Flash benefits greatly from some telekinesis. Ten squares out and then a million back are the primary reason why flash is so dangerous. You just can't get near the jerk.

Nanobots is *fantastic* with Flash, because he can use it on every click of his dial, and with his monster movement, it's not uncommon to be able to zip around and eat multiple objects in a single turn, effectively undoing several turns of pushing damage or blanking that lucky shot your opponent managed to land. Flash's high defence makes him pretty hard to heal, so nanobots is all the sweeter on him.

For all he can do, Flash is pretty modestly priced at 150 points. This leaves a lot of room for feats, and since Flash loves cardboard more than just about any other figure in HeroClix, you can feel pretty safe in pouring them onto him. Protected is amazing on most figures, and doubly so on Flash. Few things are as backbreaking for your opponent's game as finally cracking that big 20 defense only to have you simply ditch you're protected and keep on pounding them.

Armour piercing and nanobots are great, as mentioned. One final card to consider is fortitude. Flash's Achilles' heel is his vulnerability to stealthy outwitters, and being able to ignore outwit can make him a true threat. The downside, of course, is that fortitude isn't cheap, and once you start putting such a huge volume of cardboard on one figure, you risk putting all your eggs in one basket, making you vulnerable to a



lucky nova blast or the like. If you're going to pay that much for a figure, you may want to go with one who can deal more than two damage a crack.

Unique Flash

KC COST: 150 RANGE: 0 **DC LEGACY**

	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	15	15	14	14	13	13	12	12	KO	KO	KO	KO
ATT.	12	11	10	9	9	8	8	7	KO	KO	KO	KO
DEF.	20	19	18	17	16	15	15	14	KO	KO	KO	KO
DAM.	2	2	2	2	2	2	2	2	KO	KO	KO	KO

damage you were able to do. If the Flash player has invested that many points into him (especially if he's feated up), he's likely their

Fortitude has to be considered, but you're often going to find you can't quite afford it if you want to give Flash any kind of support or back him up with secondary attackers.

Just remember, Flash doesn't throw haymakers. Listen to your cornerman. Stick and move, kid. Hit and run.

How to beat him:

The most effective strategies for dealing with KC Flash often involve simply ignoring him. Dropping inertial interference field as a BFC nerfs him almost completely. If they have a lot of perplex backing Flash up, he can still be a problem, but then your gameplan is fairly simple: kill the perplexers.

Killing the support in general is a good way to deal with Flash. When most people see a scary figure like Flash dropped across the table from them, they go into first strike mode, and throw whatever they have at him, trying to get some damage in quick. This is generally a wasted effort. Flash's defense is freaking 20, so even Superman is going to miss him more often than not. Even when you do get lucky and hit, a good Flash player will generally confound you by ditching a protected, using probability control to make you re-roll that big shot, or simply using nanobots to get back whatever

primary attacker. This is good news in a sense, since it means that their primary attacker is only dealing natural 2 damage. Instead of using your prime attackers to duel with him, ignore him, and hit their other guys. Doing only 2 clix a shot makes it hard for Flash to eliminate a lot of figures by himself in a timed round. He has to hit Superman six times before he drops, and that's only if he can bring his outwit to bear and neutralize Superman's damage reducers. Taking out the softer targets around Flash can leave him in a hard place. Even the fastest man alive will find it hard to beat the clock when he's only dishing out 2 clix a shot.

Flash is really a one trick pony. He's got huge numbers, and to keep his point cost low, he skimps on powers. One click of outwit, a couple of back loaded clix of super senses, some mid-dial quake, he doesn't have much other than the hypersonic speed. But boy oh boy does he have him some hypersonic speed. The good news for people trying to take him down is that if you can counter his one strength, he's basically expensive terrain for your opponent. Outwitting Flash's hypersonic speed makes him one expensive 0 range figure that probably has a stack of useless cardboard on him. Flash has Outwit himself, of course, but only on that first click. Using two outwits, one for his hypersonic speed and

one for his outwit (to keep hypersonic speed locked down) is one way to go. Another is to use a stealthy outwitter like starter Batman in constructed or Black Panther in unrestricted. They can see Flash to turn his powers off, but he can't see them back to outwit their outwit and get moving again. If you can strand him like that, you can just keep him locked down for most of the game (Batman is especially good for this, since if they just move to base him, you can leap away) while you ignore him and mop up his team around him.

If you have a high attack, high damage team, feel free to go after Flash and try to take him out, but I've always had more success taking the legs out from under him, as it were, by killing his team, and letting the clock take care of Flash. Killing his friend with TK reduces his mobility from Godlike to only insane. Taking away his perplexing or outwitting friends can also leave Flash in a place where he can't hurt your invulnerable or impervious guys, since it's only that first click that Flash has outwit. If you can get your opponent to push him past that click or just do a little damage, you can blank him with damage reducers. Watch out for nanobots, ICWO, Armor Piercing, Armor Wars and all the usual suspects, of course.

Nova Blast, multiple ranged attacks, quake and the various multi-hit options are great ways to fight Flash teams. Go in, hedge your bets by attacking him and softer targets, and if you happen to get a high roll, great, you'll be happy to slap damage onto Flash. If not, you're just as happy to beat his friends into the ground and leave Flash to fight on his own. Strand him, and strange as it may seem, you can easily race the Flash. He can't do the damage it takes to put a timed round away on his own. Take out his crew and put your opponent into panic mode when he realizes he's now fighting the clock. This will lead to not only bad play decisions, but will often lead to pushing. Every little push click Flash takes brings that stupid high defence down just a little further, and since he doesn't reduce damage, one good shot can seal the deal. If you can save your big guns to fight him when he's starting to sag, you can put Flash away with a good roll, and if your own force is lagging in attack, you can probably outlast the Flash while you take out his team around him.

That's all for this month. Next time I'll take a look at some Marvel-ously good pieces.

-Jonny

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 through Diamond Comic Distributors, Alliance Game Distributors or ordered from the WizKids retailer In-Store Play website.

THEMES LIKE A GOOD IDEA

ROB 'SLVRSR4' PETERSON



Welcome, loyal readers, to the second glorious year of “Critical Hit” magazine! It’s hard to believe that we have been doing this for a year already. Our little magazine has grown so much from when it began. If anyone got the first issue, you’ll remember that it was just Rock810 as the only staff member and the only contributor to the whole thing. Since that issue, the magazine has grown exponentially by adding on a healthy sized writing staff and by including articles about games from all types of genres. We can’t forget where we came from, though, and that is why this issue is being dedicated to our ORIGINS. It might also have something to do with the soon to be released set of HeroClix by the same name, too. It’s time to go old school with a theme straight from the Golden Age of Comics!

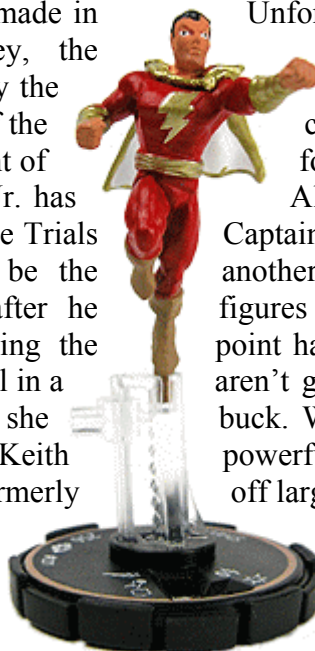
Most people think about the big three when they think of the golden age of DC Comics. If you ask me, though, Superman, Batman, and Wonder Woman have been done to death! Though they are classic characters, they are too often in the forefront of both the comic book and the HeroClix world. This is why I decided to focus on a character that was, at one time, a comic book force that challenged even Superman’s popularity. In fact, this character didn’t even start out as a DC Comic’s character! Captain Marvel was originally published by Fawcett Comics and has been around since 1939. At one time he was the premiere comic book superhero in the world. DC felt threatened by the popularity of this other character that closely resembled their own Superman character, though, and a legal battle began. Eventually, Fawcett lost the legal battle, and the character of Captain Marvel quietly slipped

into the abyss. Fawcett was eventually bought out by DC Comics and the character of Captain Marvel was now owned by DC. They brought the character back around 1973, but the copyright for the name Captain Marvel had long ago expired and was now being used by Marvel Comics. That is where the comic book title of SHAZAM came from. To those who don’t know, SHAZAM is the magical word that young Billy Batson yells to transform into Captain Marvel. It sounds funny, but it really does have a purpose and a meaning. Here is what it means:

- S**- Wisdom of **Solomon**
- H**- Strength of **Hercules**
- A**- Stamina of **Atlas**
- Z**- Power of **Zeus**
- A**- Courage of **Achilles**
- M** Speed of **Mercury**

After saying this magic word, Billy Batson was imbued with the powers that belonged to those gods. Captain Marvel has a rich history which includes a large supporting cast. The most prominent of his cast being the Marvel Family. They were created in the early 1940’s and consisted of characters such as Captain Marvel, Jr. who was a young boy saved from death by Captain Marvel, Mary Marvel who is Billy Batson’s actual Sister, Uncle Marvel who doesn’t

actually have powers and has been made in bystander form as Uncle Dudley, the Lieutenant Marvels, and even Hoppy the Wonder Bunny. Though not many of the Fawcett characters have seen the light of day in some time, Captain Marvel Jr. has been the focus of the new series “The Trials of Shazam” and is appearing to be the replacement for Captain Marvel after he took the Wizard’s place safeguarding the Rock of Eternity. Mary Marvel is still in a Coma in this series, but before that she was one of the focal characters in Keith Giffen and J.M. Dematteis’ “Formerly known as Justice League” and “I can’t believe it’s not the Justice League” mini-series.



Unfortunately, Origin isn’t out yet at this point (while this article is being written) so I don’t get to choose a new Captain Marvel to use for the purposes of this theme team. Also, Wizkids has yet to make a Captain Marvel Jr. figure, so I have to use another figure to be his substitute. The figures that I have available to me at this point have pretty high point costs, so you aren’t going to get a lot of bang for your buck. What you do get, though, are very powerful figures that will be able to fend off larger armies.

I am going to go with a three person army consisting of Captain Marvel, Mary Marvel, and Captain Marvel Jr. As I mentioned before, there will be no feats, battle field conditions, or bystanders in this game, so the figures will have to get by on their printed stats and abilities with no outside help.

Now that you know a brief history of this 60+ year old character and his supporting cast, It’s time to get down to the meat and potatoes of my theme team for this month, **THE MARVEL FAMILY**.

We will start out by setting a point value and stipulations to the game. Because they are very powerful characters, we will set the point value at 600 points. As far as setting stipulations for this game go, I wanted to go with something that would reflect the Golden Age theme. Then it hit me. Not only will this be a Golden Age team, it will be set in the Golden Age of HeroClix!

This means no feat cards, battle field conditions, and no innocent bystanders. This prevents me from using Uncle Dudley, but I think that I can cope with that loss. This wasn’t enough, though. I wanted to take it a step further. If it were truly to represent the golden age of HeroClix, the golden age rules will have to go back into effect. This means no rule of three, flyers can once again carry flyers, and you can once again take an action after being carried. The stage has been set, so it is now time to select the players.

Luckily, their existing stats are phenomenal and don’t really need help from feats as it is. If I hadn’t set the stipulations as I did, I would probably include Uncle Dudley and Mr. Tawky Tawny assuming the point total would allow it. Here is the final line-up of my team:

LE Shazam! (Wizard mail-away) = 256 Points
LE Captain Marvel (Le Mary Marvel) = 166 Points
Unique Shazam! (Substitute for Captain Marvel, Jr.) = 166 Points

Total Team build = 588 Points

I went with this line-up for my team for various reasons. I wanted the original Captain Marvel to be the centerpiece of the team. Granted, there are only three characters on the team, but he was the

original Marvel and has the most experience and power. He should be the figure that costs the most out of the three. I chose to use the Unique Shazam as Captain Marvel Jr. since he is currently in training to be the new Captain Marvel as it is. Also, who better to use as a substitute for Freddy than the person he is supposed to emulate? Other than not having a blue costume, the unique Shazam both looks like Jr. and has the same power set that Jr. would have when and if he gets made.

I used the Limited edition of Mary Marvel to represent her for a couple of different reasons too. I needed to keep this team cost effective, and so I couldn't use her 224 point veteran version. It would have sent me way over my limit. I also wanted to keep her and Jr. at an even power level when compared to each other. Using the figure I did to substitute for Freddy, I could have gone with the experienced Mary at 163 points and been fine as well, but the LE provided me with an exact match as far as point totals go.

This concludes this month's version of "Themes like a good idea." As always, I hope that my themes provide you with alternative play-styles and a chance to use characters that you may not have known how or when to use otherwise. The theme this month

LIMITED EDITION SHAZAM! DC UNLEASHED

KC COST: 256 RANGE: 10

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

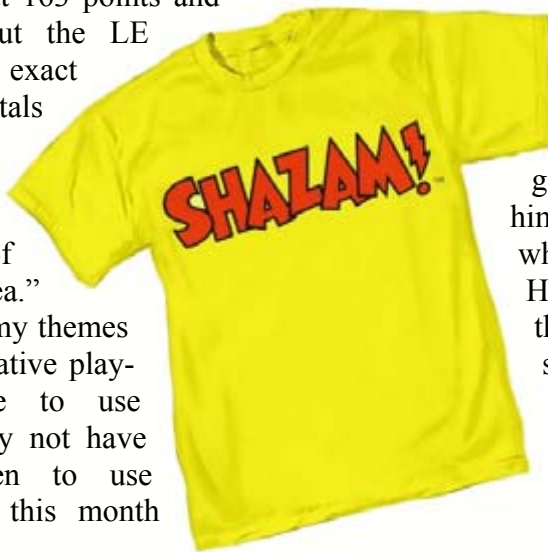
was special to me since as of last month I proposed to my Girlfriend of three years and now I get to start a "Marvel Family" of my own. Don't worry; she is a

gamer and avid comic collector/reader herself so she is fully prepared for all of my geeky glory. She knows full well what she is getting into!

On a separate note, I have gotten some people asking me to make themes for players that don't have access to some of the rarer or more expensive figures, so join me next month for a slightly different format for the article. I will be doing several different versions of the same theme from now on. One version of the theme will be made to represent an "Ultimate" version of the theme and the other one will be the "Themes on a budget" version. I will do my best to ensure that they both live up to my reputation of being able to provide you with competitive themes to bring to your tournaments and stomp your opponents with.

Next month is the "World War Hulk" issue. We will explore the gigantic gamma glory that is Hulk and feature him in a variety of articles which will include my "Planet Hulk" theme. Until that time, though, Hulk will remain the strongest one there is, and I will remain...

THE SLVRSR4!





Legionnaires

Batteries are the real world's analog of the cosmic counter. Just as a battery that has expended its charge can no longer power an electronic device, cosmic characters in Vs. become a lot less fun to use without their cosmic counter.

In the Heralds of Galactus expansion, Vs. received the equivalent of the rechargeable battery with the Cosmic-Surge keyword. While that set paralleled the technological advancement of the battery, the Legion of Super-heroes expansion used the Legionnaires team to mimic how consumers actually use batteries. For instance, when a battery dies in your son's favorite toy, something else in the house gets raided for its battery until you can get to the store.

This issue of Going Solo examines a Legionnaires deck for the next Modern Age Pro Championship (PC:Indy) based on the Heralds of Galactus, Legion of Super-heroes, and Marvel Team-Up sets (Hellboy and World's Finest had not yet been released).

Characters (28)

4x Jazmin Cullen ◊ Kid Quantum, Hero of Xanthu
 3x Triad, Luornu Durgo
 4x Apparition, Tinya Wazzo
 4x Ferro Lad, Andrew Nolan
 4x Timber Wolf, Brin Londo
 2x Wildfire, Drake Burroughs
 2x Umbra, Tasmia Mallor
 1x Brainiac 5.1, Querl Dox
 2x Star Boy, Thom Kallor
 2x Cosmic Boy, Rokk Krinn

Locations (3)

3x New Baxter Building

Equipment (5)

2x Ego Gem, Unique ◊ Infinity Gem
 3x Power Gem, Infinity Gem

Plot Twists (24)

4x Big Leagues
 3x Foiled Assassination
 4x Let's Go, Legionnaires!
 2x Level 12 Intelligence
 3x Mobilize
 4x New Recruits
 4x Terror Incognita

Legionnaires have characters that support both curve and off-curve approaches. At the low end of the spectrum, Legionnaires provide 1-drops that provide card advantage (Triad) or board presence through an alternate recruit cost (Jazmin Cullen). At the 2-drop, Legionnaires provide two aggressive characters with 4 or more attack. With 74% of the 3-drops sporting a DEF of 4 or less, Ferro Lad and Timber Wolf have an easy job of attacking up the curve. In addition to these high ATK characters, Apparition is the 2-drop that drives this deck by acting as a repeating source of cosmic counters that can stay safe in the hidden area.

Apparition is not the only source of providing cosmic counters for other

characters. Jasmin Cullen, combined with Umbra can create a second cosmic counter every turn. Turn four is the turn where this deck switches from off-curve to curve. The deck can go defensive with Umbra or stay aggressive with Wildfire. Typically, Umbra is the proper play if you have even initiative or if you missed Apparition and need to get Jazmin Cullen into your hidden area. If you need to stay aggressive, Wildfire provides an 8 ATK and the ability to replenish your cosmic counters.

On-curve play continues on turns 5 and 6. At the 5-drop, Brainiac provides a defensive character with card draw and Star Boy is an aggressive character that can be used as a pseudo-plot twist to replenish cosmic counters. The sole 6-drop in the deck, Cosmic Boy, is chosen in order to enable the use of Terror Incognita to end the game on turn 6. With Apparition and Jazmin Cullen in the hidden area and your 5-drop still in play, discard cosmic counters from Apparition, Jazmin Cullen, and Cosmic Boy to play Terror Incognita, replace Cosmic Boy's counter by discarding Star Boy, use Cosmic Boy's ability to put cosmic counters on Apparition, Jazmin Cullen, and your 5-drop, and play a second copy of Terror Incognita for a 10 point endurance swing and the chance to immediately win the game.

The rest of the deck consists of ATK pumps (Power Gem, Big Leagues, and Let's Go, Legionnaires!), card draw/search (New Baxter Building, Ego Gem, Mobilize, and New Recruits), Foiled Assassination, and Level 12 Intelligence. While the ATK pumps and card draw/search are straightforward, always return the gems to your hand to maximize your card draw from the New Baxter Building.

Foiled Assassination provides some board control and the ability counter KO effects played by your opponent. If you have Apparition or Jazmin Cullen providing recurring cosmic counters from the hidden area, Foiled Assassination provides not only the ability to maintain board presence, but can be played at the end of the Combat Phase to allow a Cosmic-Surge character to regain their cosmic counter.

Level 12 Intelligence is a metagame choice that provides an endurance boost or the ability to KO 0-cost equipment. Both of these abilities should be pertinent to the next Modern Age given the amount of quality 0-cost equipment and the blitz capabilities of Kree and Sinister Syndicate.

Card Spotlight

If you control the pace of a game, you will have a distinct advantage over your opponent in winning that game. This works so long as you and your opponent desire a different flow to the game. Otherwise, it often comes down to who won initiative.



Terror Incognita both helps to enforce your preferred pace and reduces the impact of having the wrong initiative. This card also provides a 'win now' effect that allows you to win games you would otherwise lose. If your opponent is at 5 endurance, for a mere cost of three cosmic counters, you can win regardless of how deeply you are into the negatives. The opportunity to not worry about ending the turn with more endurance than your opponent creates a number of options that are not typically available.

Good luck with the deck and make sure you have some fresh batteries for your iPod.

--Mike Mullens

Cramcompany's Competitive Corner

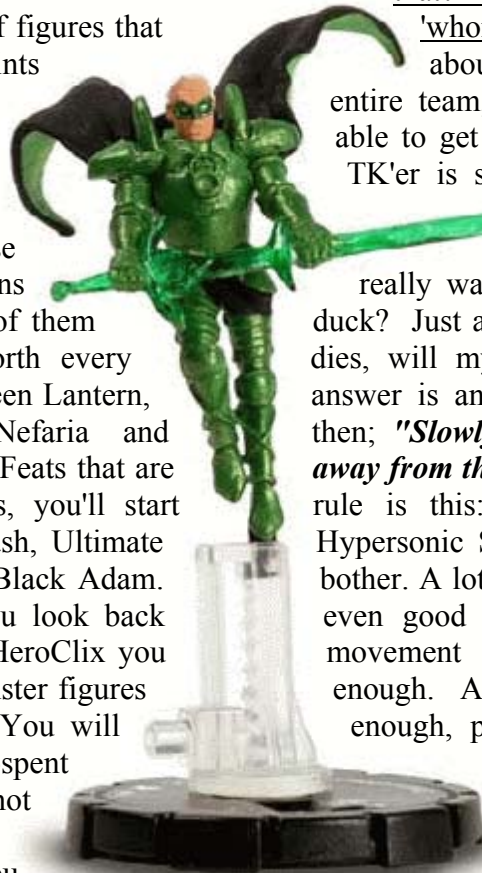
The true monsters

With the release of Supernova came some of the biggest, baddest, most hyped figures ever in HeroClix. But is this just much ado about nothing? It's great when a figure hits for 5 with a 12 attack, but how good is that if they're your whole team? What makes the big figures great and the great figures playable? In short; ***What does a monstrous figure need to be a real monster?***

If you look at the handful of figures that clock in at over 200 points (feats included), how many are truly that good? In major tournaments (not drafts), there have only been a small handful of these truly monstrous figures. Icons Superman sits as the king of them all at 251 points, and worth every single one. There is KC Green Lantern, KC Superman, Count Nefaria and Nimrod. When you include Feats that are commonly used on figures, you'll start seeing the faces of KC Flash, Ultimate Thor, Amazo and Veteran Black Adam. Yet, no matter how far you look back into the nearly 5 years of HeroClix you will not find that many monster figures that are actually playable. You will find a lot of buzz and ill-spent money on figures that do not make the grade when the dust finally settles. When you

play figures that cross that 150-point mark, you have to realize that they will be nearly your entire team. ***If they die... you'll soon follow.*** This leads me to 3 major criteria when figuring out if a big hitter can really hit:

1. Mobility: Often, the name of the game is who can get to whom. Anybody played with or against a Lockjaw lately? Of course you have. He only does one thing and that is move, yet he is played constantly. Why Is that? Because he gets 'who' to 'whom.' When you're thinking about making somebody your entire team, they're going to have to be able to get around on their own. Sure, a TK'er is swell, but it doesn't solve all your problems. If your TK'er goes down, do you really want your figure to be a sitting duck? Just ask yourself, "If my Jean Gray dies, will my monster be next?" If the answer is anything but a definitive, "No" then; ***"Slowly set Korvac down and step away from the table."*** The basic big figure rule is this: if they do not start with Hypersonic Speed or Running Shot, don't bother. A lot of times, Running Shot is not even good enough. Unless they have a movement of 20, charge is not good enough. And if Charge is not good enough, phasing is certainly not good enough. Do not kid yourself. Phasing might as well be Force Blast. It's insulting. These aren't



bad powers, but they interfere with the second criteria too much, and we'll get to that in a second, so keep your pants on. I mean it. I know this is a good article, but put them back on. Anyway, what you are looking for, in general, is Hypersonic Speed and a lot of it. KC Flash is dominant for this reason. Icons Superman would not be nearly as good with only 2 clicks of Hypersonic. One click of Hypersonic is usually not good enough, and New Guy Night Superman is proof of that. Range is also a major factor, the more points they are, the farther their range should be... Sorry Omni-Man. Maybe I should put It this way: Hypersonic Speed with range.

2. Nearly Impossible to Kill: If your opponent has only one figure to hit, he'll go after it with everything he's got. So, if your big man can't take a hit or is hit too easily, you won't win. There are three ways to be hard to kill, and my least favorite is incredibly high defense. High Defense can win you some games, but if somebody is running a high attack team, your chances just went way down. Your odds change too much depending on whom you will play. (For anyone keeping track... changing odds is a bad thing.)

The second way is to be easy to heal, such as Nanobots on Flash, or Firelord's 13 defense on his 3rd click, or even Nimrod's 4 clicks of Regeneration. The third, and perhaps the best way, is to not allow your opponent to even attack you. An example of this is the Slingshot Black Adam team in which Black Adam would hit and then hide. Like Mr. Miagi said in the second Karate Kid movie, **"Best block, not be there."**

Not to be confused with what Mr. Miagi said in Happy Days; "Here, now,



Arnold has served you ya fries. Now stop hitting my jukebox and getting free songs Fonzi!" (cough...) Green Lantern Tank teams are similar; your opponent can never attack you, because you're surrounded by fodder. **KC Flash is the pinnacle of all of these elements; he has a high defense, can heal easily with Nanobots and can always hide with Hyper Sonic Speed.**

3. Hitting and Hitting Hard: A lot of people say Flash is so impossible to beat because of his high defense, but the truth is this: his 12 attack wins him games. If you're playing a single attacker and you miss, your opponent will probably have 2 full turns before you attack again. So, high attack becomes very necessary, and 11 is the lowest I would consider for a big hitter. Speaking of big hits, your guy's going to have to do that as well. When you hit you'll either have to be able to knock multiple characters off their good clicks or

You'll have to destroy a single figure.

Strategic note: The best thing you can do first is take away their ability to catch you. This means knocking out their TK, their Lockjaw (very hard) or their Hypersonic Speed figures first.

Not too many figures really cover all three of these things; currently only Icons Superman lives up to that kind of hype. However, if you do 2 out of 3 really well, you'll probably be able to supplement the last one. For instance, Ultimate Thor is the broad side of a barn, but his high range, Running Shot and consistently high attack and damage make up for his shortcomings. KC Flash is really hard to kill and has a great movement with high attack, but only hits for 2 damage. Feat cards like Armor Piercing and In-contact with Oracle and

simple Perplex can supplement his poor damage.

Don't be suckered by the characters that are not very front loaded, but become gods mid-dial. I'm looking at you, Veteran Surfer. These might seem like good figures, but usually they're not. You do not want your strategy to be, *"I'll win as long as I get hit some."*

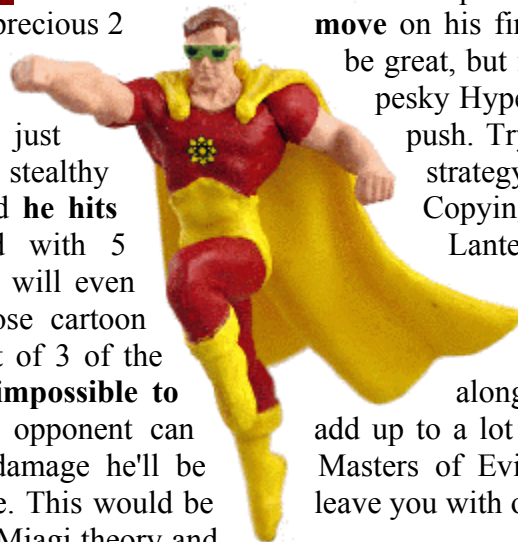
Your goal should be to never get hit. Think about what happens if you click past your best clicks. Most opponent will know that you get Hypersonic Mid-dial and they'll play around that, until they can hit you all the way past it. Consistently being good is great, but if you're never great, then you're not good enough to be played. Everybody got that? Great!

So before you go crazy with your Veteran Silver Surfer, Unique Thanos and Vet Thor, make sure you truly think about what you'll be giving up... an entire team.

Before I leave, here is a brief rundown of the Super Nova "Monsters" that fit the criteria of this article.

Veteran Hyperion

He has 10 range and those precious 2 clicks of Hyper Speed. Charging after that is not bad, much better then just standing there against a stealthy figure. This figure **hits** and **he hits hard**, 11 attack matched with 5 damage and super strength will even have Superman seeing those cartoon birdies! He matches 2 out of 3 of the criteria, but is he **almost impossible to kill**? Not really. If your opponent can Outwit or hit him for 4 damage he'll be dangerous, but very killable. This would be a good time to use the Mr. Miagi theory and



Veteran
Hyperion

D COST: 224 RANGE: 10 *MARVEL SUPERNOVA*

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

use a cheap TKer to hit and then run away. All that combined with Fortitude (If you can afford the points) and his miracle last click Regeneration will make him, nearly Impossible to kill.

LE Nathaniel Richards

This man is **nearly impossible to kill**, using the Wildcard team Kang can have Stealth, Suicide Squad and anything else you want to make him hard to handle. He is also frontloaded with a crazy 18 defense and adds to it with MASTERMIND. Every time your opponent hits you, you get to shelf it off to a POG of your choosing! He can even Nanobots up to full health. **He hits** with his 12 attack and **hits very hard** with his 3 damage plus the 2 damage for Ranged Combat Expert. However, **he really can not move** on his first click. Again Phasing can be great, but it makes it hard to catch that pesky Hyper Speeder without having to push. Try using Green Lantern Tank strategy with him. Trickshot and Copying Suicide Squad, Green Lantern Team and Masters of Evil will let him push, hit, heal and push. All while carrying his POG army along for the ride. This can all add up to a lot of points. Even if you drop Masters of Evil and Trickshot would still leave you with one brutal monster



NOBODY

What? I said, "brief." People can make cases for Thanos, King Hyperion, Silver Surfer or even New Guy Night Iron Man. Thanos and Silver Surfer are great monsters for higher point games. Iron man doesn't really need to be over 200 points and King Hyperion is just not as good as Hyperion.

So next time your sitting across from somebody claiming to play a monster, you'll be able to show them something to *really be afraid of.*

Limited Edition Nathaniel Richards

COST: 167 **RANGE: 8** **Marvel Supernova**

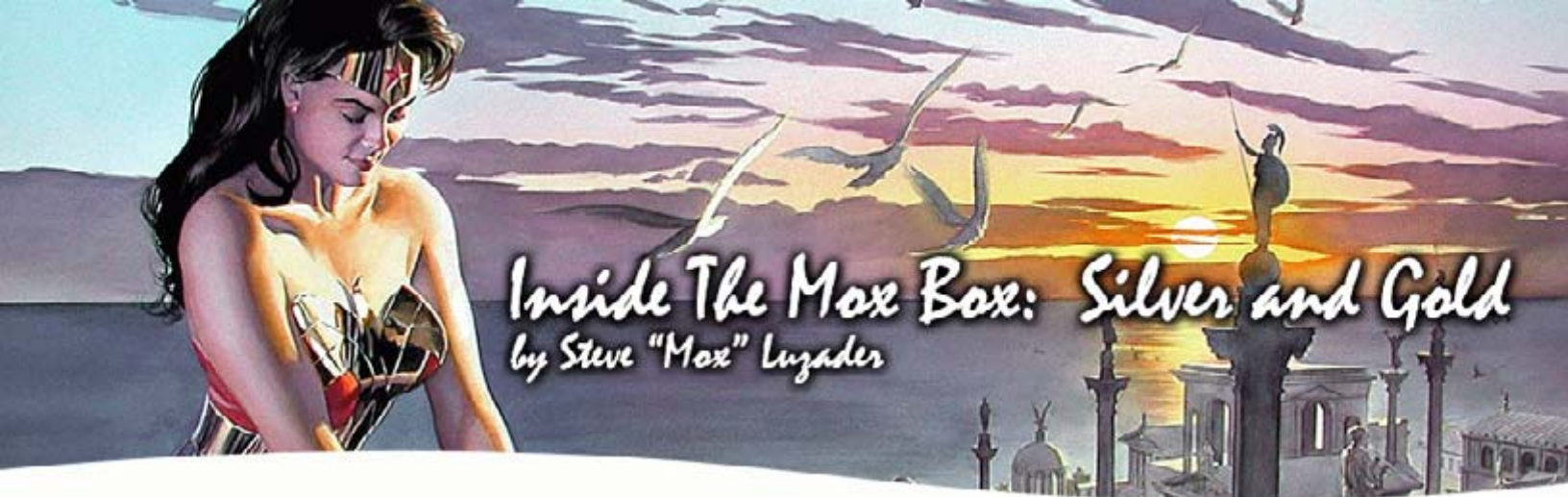
	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	10	8	8	8	7	7	6	6	KO	KO	KO	KO
ATT.	12	11	10	10	9	9	9	9	KO	KO	KO	KO
DEF.	18	16	16	16	15	15	16	17	KO	KO	KO	KO
DAM.	3	3	2	2	2	3	3	3	KO	KO	KO	KO

Custom Clix by Michael Ian Dela Paz

Original Team Excalibur

 Captain Britain Brian Braddock	 Meggan Meggan Braddock	 Shadowcat Kitty Pryde
 Nightcrawler Kurt Wagner	 Phoenix Rachel Summers	 Lockheed

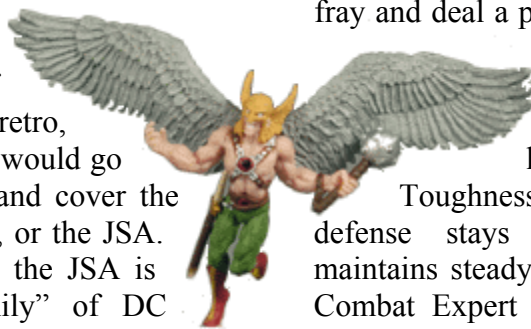
Myke



Inside The Mox Box: Silver and Gold

by Steve "Mox" Luzader

There comes a time in every person's life where they have to consider their roots. With the release of the DC HeroClix set *Origin*, we're all left to have to refocus our efforts on what started everything we know and love. The set focuses on the heroes of what we commonly call the Golden and Silver Age of DC Comics. We see many classic characters, but as versions of themselves long buried in the annals of time. Since we're all going retro, I figured that the Mox Box would go back to the roots as well and cover the Justice Society of America, or the JSA. According to my research, the JSA is practically the "first family" of DC Comics, debuting in 1940, about 20 years before the Justice League, or JLA, showed up. It took us largely into the third DC HeroClix set, *Unleashed*, before we got a true influx of JSA characters into the game. With *Legacy* and now *Origin*, we know have a virtual slew of variety for fielding your JSA theme team. Want to know which ones are the top dogs? Let's chat.



back up his claim. He begins with a 12 attack and 4 damage. He has a movement of 10 with Charge and flight, giving him a lot of freedom, and a 17 defense isn't too shabby, especially against ranged attacks where his Energy Shield/Deflection kick in. He also opens with a few clicks of Super Strength allowing him to Charge into the fray and deal a potential 6 opening clicks of damage.

After the opening click, he'll pick up some Toughness, but more importantly that defense stays high and healthy. He maintains steady damage, picking up Close Combat Expert after his Leadership fades off. Again, his Super Strength is limited, but by the time that's done, he'll pick up some Flurry. As he fades to the end, he'll go through Quake, Willpower, more Charge and finish off in some Regeneration (not to mention one click with Charge, Quake, Willpower and Close Combat Expert at the

Hawkman (V): While we know only a handful of figures from the *Origin* set as of press time, we did get to see this marvelous gem of a figure early enough. Hawkman runs you 134 points and gets you a centerpiece style figure without the centerpiece point cost. Hawkman is a pure and simple brawler, and has the numbers to

Veteran Hawkman

JSA COST: 135 RANGE: 0' **DC ORIGINS**

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

same time). Hawkman's attack values stay very stable and I would consider them above average nearly every click on his dial. He also has a high threat level with his ability to deliver large amounts of damage, either to one figure or several. If this is any indication to the rest of the *Origin* set, I will be infinitely pleased.

Veteran Stargirl

JSA COST: 63 RANGE: 8 **DC LEGACY**

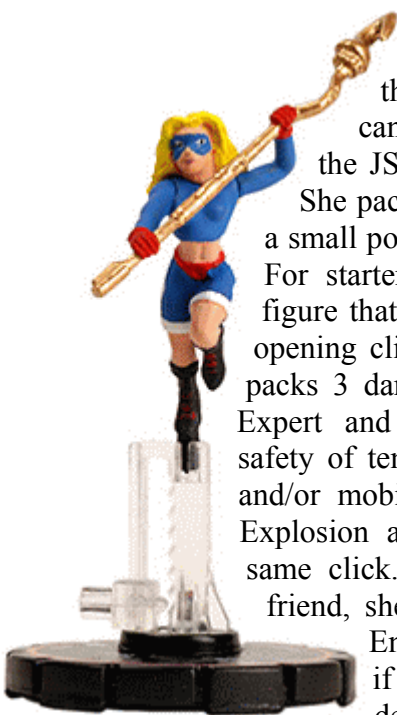
	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	10	10	9	8	7	6	KO	KO	KO	KO	KO	KO
ATT.	9	9	8	7	7	6	KO	KO	KO	KO	KO	KO
DEF.	16	15	15	14	14	13	KO	KO	KO	KO	KO	KO
DAM.	3	2	2	2	2	2	KO	KO	KO	KO	KO	KO

clicks, so afterwards, you're relying on her Energy Explosion or base two damage. Low defenses can haunt her, so that's why she's better playing the

role of sidekick to a bigger, beefier figure. Hey, her veteran incarnation can fly, so why not have her carry around her defense sponge. Even still, she's inexpensive and has an opening couple of clicks that are brutal. I've player her extensively enough to know that sometimes, that's all you need.

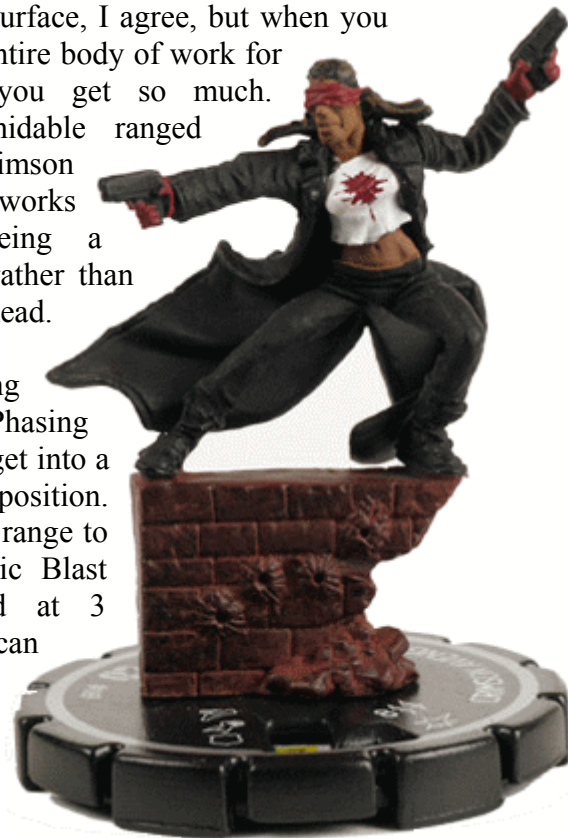
Crimson Avenger (U): Everyone knows that moment. You've beaten a piece for a while, and you still end up saying something like "You gotta be kidding me. It still does that?" Enter the Crimson Avenger. Not much on the surface, I agree, but when you consider the entire body of work for this figure, you get so much. Another formidable ranged attacker, Crimson Avenger works more on being a subtle threat rather than a nuclear warhead.

An opening click of Phasing allows her to get into a prime sniper position. She needs the range to let her Psychic Blast kick in, and at 3 damage, that can scare even the toughest figures. She



Stargirl (V): Now that we've talked about one of the prime close combat candidates, let's go for one of the JSA best ranged combatants. She packs so much punch for such a small point cost it should be illegal. For starters, how about a 63 point figure that can deal 5 damage on her opening click. Yes, it's possible. She packs 3 damage and Ranged Combat Expert and can annihilate from the safety of ten squares away. For utility and/or mobility, she also has Energy Explosion and Running Shot on that same click. A ranged attacker's best friend, she packs a near-full dial of Energy Shield/Deflection, so if you find a very high defense to let her use with her JSA team ability, she may be nigh unstoppable.

Her downfall is her longevity. She has a mere 6 click dial and sputters offensively. Her highest starting attack is 9, which isn't all that bad, but those 7's show up in a hurry, which aren't all that great. Her Ranged Combat Expert is only for two



starts with an attack of 9, which is solid, but here's the kicker. She also finishes with an attack of 9.

Yes, her attack never drops at any point on the dial. Her Psychic Blast is

on the front and end clicks of her dial, but her firepower is in the middle. When she can't guarantee the damage with Psychic Blast, she relies on Ranged Combat Expert to pound for 4 damage a pop. If solid ranged firepower isn't enough to drive your opponent insane, watch their horror when her final click of Regeneration shows up. Roll well enough and rain misery all over again. Like any figure, always capitalize her team ability as often as possible and you'll discover 53 of the best points you may ever spend.

Mr. Terrific (V): Even with all the figures in the HeroClix universe, I don't think I've ever seen a support piece like this guy. More than having useful team helping abilities, he's actually pretty good as a cleanup attacker. Mr. Terrific's niche is being the

unique
Crimson Avenger

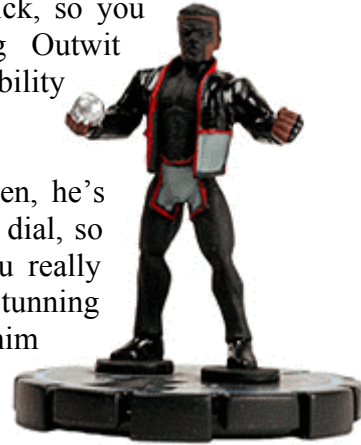
JSA COST: 53 RANGE: 8 \$\$\$ DC Collateral Damage

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

one of the best tactical minds in the DC universe, so it's no surprise to see he packs a lot of Outwit and Probability Control. In his offensive

capacity, he has a healthy 8-square range and two targets, and every player loves to see multiple targets when you have Incapacitate. He can't hide from the safety of Stealth until his second click, so you have to weigh the opening Outwit against the Stealth/Probability Control combination.

If you're not afraid of the open, he's got Willpower for most of his dial, so just lay on the offense. If you really want to play dirty, put the Stunning Blow feat on him and have him Incapacitate and damage his targets, slowly but surely whittling the enemy into nothing. If Mr. Terrific's taken too much heat, he has two end clicks of Mastermind to keep him around as long as you need him, and with Outwit on the final clicks, he's not just useless fodder. Final point cost: 80 points. Final result: Awesome.



ultimate
Mr. Terrific

JSA COST: 80 RANGE: 8 \$\$\$ DC LEGACY

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

Wonder Woman (U): While not in the *Origin* set, this version of Wonder Woman from the *Legacy* set represents the early incarnation of Wonder Woman, fresh off of Themyscira and joining the early years of the JSA. She's an absolute close combat



threat at absolutely every point on her extensive 9 click dial. The first four clicks have Close Combat Expert, the middle three clicks have Blades/Claws/Fangs, and the final two clicks have Flurry.

Need more reason? Very well. Let's start her with a click of Charge and a movement of 10. Speaking of 10, that's her opening attack as well, and that attack is loaded with four clicks of Super Strength. Think you'll just mow her down and not worry? Think again. She opens with a defense of 17, two clicks of Invulnerability and flushes out the dial with Toughness. After the initial click of 3 damage, she stays at a stable 2 damage for the rest of the dial, so imagine the damage possibilities she possesses at any time. Yeah, it's pretty fierce. Let's add on the JSA team ability, slap a 106 point price tag on her and call her a steal.

Shazam (U): I'm all for finishing this article with a bang...or more like a SHAZAM! In the end, I couldn't argue against the raw power and versatility you get from this guy. First off, you have to start this dial as Billy Batson, so you've got nothing. However, give him a push, a magic word, and you've suddenly got a lean, mean, slaughtering machine. He's 166 points, and

unique **WONDER WOMAN**
JSA COST: 106 RANGE: 0' **DC LEGACY**

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

clicks (no pun intended!), you've got three offensive options in Hypersonic Speed, Exploit weakness and Quake, giving you the ability to hurt as much as the situation dictates. A 10 attack is a little substandard for a piece of this caliber, but he deals 4 damage and has an Impervious-backed 16 defense. The Quake is limited to 2 clicks, but he'll flush out the rest of the dial with Super Strength.

Shazam used his exercises his god-like wisdom in the middle of his dial with a trio of Outwit clicks. His defense drops a bit low in the middle of his dial, but he's still backed up by Invulnerability. It'll pick up

unique **Shazam!**
JSA COST: 166 RANGE: 0' **DC UNLEASHED**

	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	5	11	11	10	10	9	9	9	8	8	8	KO
ATT.	6	10	10	10	9	9	8	8	8	7	7	KO
DEF.	13	16	15	15	14	14	13	15	15	15	14	KO
DAM.	0	4	4	3	3	3	2	2	2	2	2	KO

dial that's 11 clicks of headache. Hypersonic Speed is always a fantastic option to have, no matter what else you have, as it allows you to attack from safety, and, face it, it's just plain annoying to deal with.

stat-wise, probably isn't the greatest, but you have to look at the options you have.

Once you've pushed onto his real hero

again a bit at the end when the Invulnerability wanes into Toughness.

All around, he's got stable, if low, attack values, healthy movement values, and a

However, early on, even Outwitting his Hypersonic Speed doesn't make him any less threatening. Share a healthy defense to make the menial middle clicks last a lot longer. Make sure to get every ounce of his power and longevity and he'll strike the opponents down.

See, we really do learn the most important life lessons in kindergarten. The joy of sharing has always been a great life lesson, and when you apply it to HeroClix, sometimes sharing is the best part. You can share attack values around, share some defense values around, or, the best part of all, share some smackdown with your friends and enemies!

--Steve





Star Wars Minis Theme Squad

Hello Everyone, and Welcome to critical Hit's first ever Star Wars based Theme Feature! Before we begin, a Note to the reader: If anyone reading this article is new or unfamiliar with Wizards of the Coast's Star Wars miniatures Game, I suggest You duck over to the Basics section, and take a look!

Ok then, Down to Business! Our theme squad for today; One everyone can relate to; The Jedi, and the Clones, Kicking butt! Think back now to Star Wars Episode II: Attack of the Clones; and Presenting...

CJ Garbage Man; Time to Clean Up!

Ok then guys, here is your build!

#1: Mace "Garbage-man" Windu!

General Windu

- Cost 72, HP 150, Def 22, Att 16, Dmg 20, Faction Republic

Special Abilities

- Unique - (Counts as Mace Windu)
- Melee Attack; Triple Attack
- Vaapad-Style Fighting (Scores a critical hit on an attack roll of natural 18, 19, or 20)

Commander effect

- Force 5
- Force Absorb (Force 2: Cancel a Force power used by an adjacent character)
- Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an

immediate attack against that attacker)

- Lightsaber Sweep (Force 1, replaces attacks: Can attack every adjacent enemy once)
- Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)
- Shatterpoint (Force 1, replaces turn: range 6; choose 1 target enemy)
- For the rest of the skirmish, this character's first attack each round against that enemy is a natural 20)

Force

- Followers within 6 squares gain Extra Attack (On its turn, this character can make 1 cumulative extra attack instead of moving)

That's right, that steely eyed Jedi with the purple sword, the one who delves around the battle making it known, that his blade is badder than yours. Let's Take a look~!

Pause, and take a look at that beauty while we assess him:

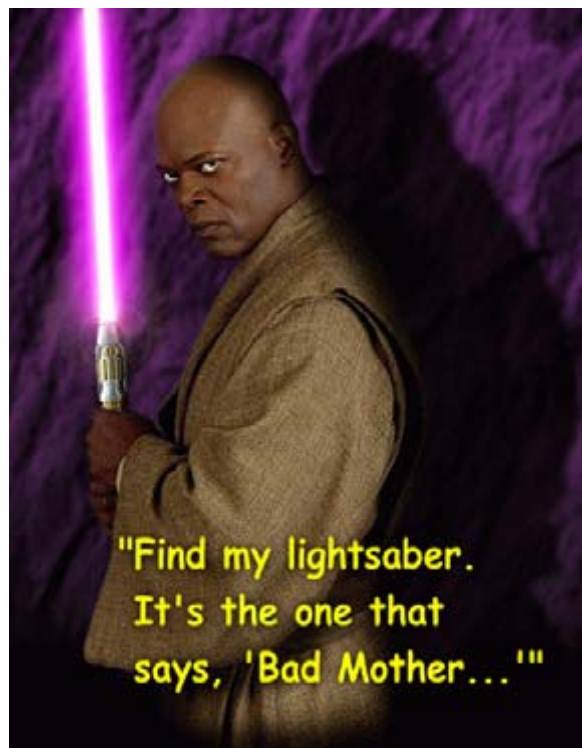
First Off, his base stats (the little numbers on the left side of his card) 150 hit points, in miniatures, means this mini is not leaving the game very soon, not very soon at all. 22 defense: A top tier defense, with the highest available being 23, this is also a major contributing factor in his strategy; +16 attack, now there's another pretty thing about this mini. Statistically speaking, including his average damage, this mini can deal punishment as well as take it to about any other miniature in the game.

Special Abilities:

When speaking of special abilities, the General Windu is no one to be scoffed at. In his arsenal of non Force skills here he possesses melee attack; meaning he can only attack adjacent enemies, Triple attack (yay!) meaning he can make three attacks if he doesn't move, and as long as your reading Critical hit magazine, he has Vaapad Style Fighting! Increasing drastically his chance of scoring a critical! So, on a d20 dice, this bad boy scores a double damage critical hit with a roll of 18, 19, or 20! Yippee!

Force Powers: Now to the theme that makes a Jedi, the force. Let's see:

Offensively, he has lightsaber sweep, useful for dealing with crowds, and the pesky paparazzi, lightsaber riposte, so he can smack 'em back when he gets hit, Master Speed, a nice power to get him in and out of the fray very quickly, and finally, the Mace Windu Signature Power: Shatterpoint. An absolutely devastating ability used for taking



out big wigs, this power enables the good general to score an automatic critical against a selected enemy the first time he attacks him/her every round! Yah!

Commander Effect, or CE: Well, for a point cost of 72 points, Mace Windu's real Strength comes from his awesome commander effect; he enables all followers (meaning a figure with out a CE of their own) within 6 squares to gain an extra attack whenever they don't move! In about two seconds here we shall see exactly how to exploit this best!

Figure #2: Mas Amedda

Mas Amedda

- Cost 8, HP 30, Def 14, Att 3, Dmg 10, Faction REpublic,

Special Abilities:

- Unique
- Affinity (This character may be in an Imperial squad)
- Booming Voice (Allies' commander effects normally limited to 6 squares have unlimited range)
- Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
- Melee Attack (Can attack only adjacent enemies)

Now, for non – star wars fans, this could be a new one. We have here an 8 point figure, with a blue head and horns no less! (sorry, no blue devils on this side of the galaxy!) And Although this characters stats may seem weak, he is essential in almost any Republic Squad, simply because of his single special ability: Booming Voice, which gives all commander effects limited to six squares, an unlimited reach! In my humble opinion, I would say his stats don't even need review, so lets move on.



Figure #3: The Clone Commander

Clone Commander Bacara

- Cost 23, HP 40, Def 14, Att 10, Dmg 20, Faction Republic

Social Abilities

- Unique
- Order 66
- Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
- Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

- Troopers in your squad with Order 66 get +10 Damage against adjacent enemies
- Characters in your squad named Elite Clone Trooper gain Stealth
- Characters in your squad with Order 66 and Stealth (including Commander Bacara) who have cover cannot be targeted by nonadjacent enemies

Ok folks, figure 3, here we have another non-combat based unit, much like the above Mas Amedda. In a nut shell, this guy stands in the background out of harm's vicious grasp, letting any and all benefit from his commander effect. Simple as that, that is the sole purpose of the Clone Commander.

Figure #4: Yes, we all know 'em, we all love 'em, The Clone Trooper!

Clone Trooper

- Cost 9, HP 10, Def 13, Att 6, Dmg 20, Faction republic

Yes that's right, the men in white, the guys who do all the dirty work yet never get dirty! In this squad here, we will be utilizing 6 of these beasts, each at a cost of 9 points. (for a total of 54 points for those of us mathematically impaired) Lets again take a look:

There it is folks, the brunt of our Themed

Army for this issue, the all mighty, not-so mighty clone trooper! First, a note to new players: Any variation of clone Trooper can be used, their stats are identical.

Looking at the clone Trooper, what do you see? You see a useless looking piece of plastic waving his gun arrogantly by his face. Anything Menacing about this little baby? I think not. But when you throw him in with the Clone commander and General Windu, you have count it 6 double attacking, +9 attack rating monsters tearing up the battle field. So here's what happens, your clone troopers now can make two attacks at plus 9 attack if they do not move, which is really nothing to be laughed at. And then, suppose you are up against another big beatstick (powerful figure), they can also combine fire! Meaning, two clone troopers may shoot the same target at the same time, gaining a bonus of +4 attack for every clone trooper joining in they fray. This subject should be covered in the basics for minis section I think. So there you have it, 6 activations of double attacking power, with a possible damage output of 40 damage a piece, not including critical hits. Now that's what I call cleaning up!

Figure #5, The Ugnought Demolitionist!

<p>Ugnought Demolitionist</p> <ul style="list-style-type: none"> • Cost 3, HP 10, Def 12, Att 0. Dmg 10, Faction Fringe <p>Special Abilities</p> <ul style="list-style-type: none"> • Melee Attack (Can attack only adjacent enemies) • Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)
--

Now, when you add up all the points here, 72 + 8 + 13 + 54, you get a total of 147 points, and we here are playing a 150 point build. That leaves us one, sole, feasible

option: The Uggy. Some say he is the most useful piece around, and most all agree. Basically, this little pig (literally) goes around for 3 points, filling an activation, and blowing up doors. End of story, although you could use him as bait if playing another new player, but if not; he blows stuff up. Period, all over, good night, the END.

Ok then, now that you have endured all the ropes and twines of the Figures that build up this issues themed Star Wars squad, here is a low down on one way to use it.

Section 2: Strategy

All right now, lets look at this from the broadest view available. We have our Beatstick, General Windu. We have the brunt of our force, the clone troopers. We have our support piece, the Clone Commander, and we have our Boomer, as I call them- Mas Amedda. Ok now for starters, rule number one of this squad: Keep Mas and the Clone commander safe and sound out of the battle. If Either one of them dies, our squad could fall into the abyss and land with a clonk. Now that that is clear, step two, actual battle.

So here's what happens: Initiative is rolled, teams are set up and ready to battle. Supposing you win initiative, what do you do? I'll tell you! First things first, always let your opponent move first the first round, unless they have a piece that can immediately deal damage. Now, use your first few activations to build a defensive Clone position. Place them behind walls and such on the edge of the battlefield, so on the next turn, they are combat ready. For your last, or one of your last activations, move the general into a forward assault position, using his speed if necessary; get him into the fray in the first round. Note; he should be in a position where he has covering fire from

your clone troopers. Whew, phase I complete, everyone ok? All right, let's move on. Now, in the coming rounds, continue in this manner; Move your clones first, (on the second round you should move six and attack, leaving them able to double attack the next round), then follow through with the good general.

Now once General Windu successfully enters the fray, he should become your first activation, as he can deal out the most damage, and take the most as well. So my words of wisdom: Repeat this tactic continuously, making sure to keep the general in the front, with the clones softening everyone up from the back. When

a major Beatstick is encountered: Shatterpoint his butt. When an enemy with Blaster Barrage comes into sight, kill him IMMEDIATELY! That blaster barrage can take out your entire squad nearly, if you're not careful. And my final hint, keep your squad close together, but not adjacent. If any of your clone troopers are adjacent, they **will** fall victim to Lightsaber Sweep, and you will slap yourself in the face for not heeding my words.

Well, that's all for now I'd say! Good Luck if any of you out there actually field this squad, and remember: Have fun, games aren't made to win!





This month we deal with The Legion of Super Heroes. I had made this decision before we even heard about the Legion of Super Heroes starter. So here is Lighting Lad. He is A LOT different then his Cosmic Justice counter part. His seven clicks of life, Energy Shield/Deflection, and Running Shot show the changes of the game from there to now. He keeps his Range Combat Expert and Incapacitate. This type of character will help out the team and its in character.

Lighting Lad

Legion of Super Heroes

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

What can we say about Saturn Girl? Mind Control

Points: 85

and Perplex was a staple for her back in the days of Cosmic Justice. Her Veteran Version has six clicks of life and adds Probability Control and Incapacitate. The Super Senses also show her ability read peoples minds and know what they are going to do next. For 109 points this might not be the best figure in the game.

The last of the Legion of Super Heroes we have a new character and its Superboy. I decided to take Superboy with his entire career with the Legion of Super Heroes. Pretty

Saturn Girl

Legion of Super Heroes

8 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
🦋	10	9	9	8	8	7	KO	KO	KO	KO	KO	KO
🦋	10	9	9	8	8	7	KO	KO	KO	KO	KO	KO
🛡️	15	14	14	13	13	12	KO	KO	KO	KO	KO	KO
🌟	0	0	0	1	1	1	KO	KO	KO	KO	KO	KO

Points: 109

Critical Hit

much his dial is like any beatstick with one added thing. He has Incapacitate, which shows his use of his freezing breath. Which Superboy uses more then Superman. The Veteran is a great figure and a great beat stick for the Legion of Super Heroes. 146 points for Veteran Superboy is a decent amount for a decent click.

Superboy

Legion of Super Heroes

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

Points: **146**

As I said that was the last of the Legion but now we have a Villain. I can't go through a Clix Wish without at least one villain. Tharok is the last Villain. His battles with the Legion of Super Heroes are well known being part of the Fatal Five. He is pretty much a well priced blaster. The Range Combat Expert on his starting clicks give him a deadly 5 damage and the stealth just adds to the character. Like all Fatal Five his TA is the Calculator's.

Tharok

Calculator

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

Points: **70**

The 4th feat card that I have made is an interesting one. Its called Confusion and if a character with Mind Control or Smoke Cloud makes a successful attack on a character they can move the character 2 spaces. All for 10 points. This will add to both of these powers.

Confusion

PREREQUISITE: Mind Control and Smoke Cloud

After the character makes a successful attack you may choose to move the target 2 spaces in any direction. They are now considered friendly to everyone until the end of this move.

10

GDF004



Cramcompanys Competitive Corner

"How to Make JSA Work For You"

By Scott Cramton

They're classic, they're super, and they eat breakfast at the Old Country Buffet. They're the Justice Society of America! The Golden Age of heroes have finally made click form and the sculpts are so realistic you can practically hear their backs giving out. Now with the release of Origins we'll be up to our eyeballs in Matlock Fans..err...JSA! Can the JSA team be played competitively or should this team be put into the retirement home.

Just what does the JSA do?

Justice Society

A member of this team may use the unmodified defense value of any other adjacent friendly member of this team instead of its own.

As I'm writing this article there has yet to be a 18 defense JSA figure revealed, but you can still use JSA with a wildcard experienced OMAC to get up to that precious 18 defense. I find it unlikely we'll see a Sue Storm styled 19 defense, so for the purpose of this article I'll assume no higher than 18. So the question becomes, for all the points used is gaining an 18 defense worth it.

Is JSA playable team ability or is it just Alternate Fantastic Four team light.

The Theory of High Defense: It is widely agreed upon that if nobody ever hits you, ya have a good chance of winning. Nothing is

more devastating to an opponent then missing an attack and high defense is the most reliable way for that to happen.

The Problems of High Defense: You're dealing with probability here and that can massively fluctuate depending on your opponents' team. The odds of rolling a nine or higher are 28%.* So if you're sporting an 18 defense and your opponent is playing Binary with a 9 attack you're opponent will probably miss. Now let say your opponent is running Iron Fist...uh oh!!! Now your odds have changed, Ol' Rusty Punch only needs to roll a 6 against you. That means that your opponent has a 72% of hitting so hard you'll be stuck in a nursing home recalling when "being a Green Lantern was something unique." It's like running Lamp against Poor Teamwork, it's over before it began.

There is no Ordinary Day that will stop good old fashion high attack.

As you see, this is a major problem.

The Solutions with High Defense:

Probability control is the first solution, but before we get into this we you have to know the theory of stacked probability.



STACKED PROBABILITY

Universally this stacked probability is not a hard nose scientific theory, nor is it debunked either. To explain the concept, let's take a coin flip, With a coin flip there is a 50/50 chance of it

landing on heads or tails. Now let's say it lands on head 10 times in a row, which way would you bet? I would bet on tails, because I know it is improbable to land on heads 11 straight times. That logic is stacked probability. Basically the more something happens the less likely it is to happen again.

The other school of thought on probability is this, if a coin has a 50/50 chance of landing on heads and it lands on heads 4,000 times in a row the chances of it landing on heads

for the four thousandth and first time is 50%.

Now I believe in stacked probability. If you do too, then Probability Control is the way to go.

So if you're trying to make your high defense count better use prob control in spades. If you're opponent is sporting an 11 attack and you have an 18 defense, that is only a 7 to hit. Your opponent has a 58% chance* of rolling a 7 or higher. Those are a little too sporting of odds for me. So why not make him reroll and lesson his odds? Mathematical it works like this; If you're opponent has to reroll, time his chances by his chances. (56% times 56% = 31%). That is real big difference in odds.

If you're a bitter cruel man or just frustrated with never learning why there was polar bears on the Lost Island, then add yet another prob control into the mix. This will give your opponent a meager 13% chance of hitting you. Since I'm a lump of coal in my stocking guy I think 3 is perfect amount of blue in the damage slot (2% chance). Unfortunately if you're trying for a JSA theme those cheaper Dominos and Destiny's won't work. So try for at least two, a Doctor of Fate and a Sandman will work just fine.



Unique Sandman

JSA COST: 59 RANGE: 6 ⚡ **DC ORIGIN**

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

The second way to protect your defense with JSA is making sure to use **Protected**. Hence, we have the clever wording of that card. Remember (unlike me in high school) people get lucky sometimes. Protected is just the like forcing your opponent into to wear a light blue suit on prom... there is NO chance he'll just get lucky.

Protected (cost: 8)

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



Chaining the Line: JSA can share defense to each other by chaining it all together. Meaning if Omac is standing next to Dr. Fate, they both have an 18 defense. If Dr. Fate is also standing next to Green Lantern, GL will also have an 18 defense. The idea here is they have the freedom to stand in a line. You can have the freedom to treat OMAC like stinky kid and keep your distance, but still gain that sweet 18.

High Defense and Defend: Using the JSA team you'll have a big gun in your corner with Old Dr. Midnight. This Veteran has both JSA and Defend. This means that your 18 defense (hopefully JSA) figure can stand next to Dr. Hoot Hoot and he can have an 18 defend. This is a major advantage, because

then you don't HAVE to be using JSA team members to share the defense. You can even abuse cheap figures with Energy/Shield or Combat Reflexes to gain that 20 defense from Close of Ranged.

Don't just stand on one leg! Lastly don't just rely on high defense. Use a Hawkman or Powergirl to charge in and hit hard. Make sure you have somebody that is truly worth keeping alive. Still try to have the basics, Outwit, TK and ability to get through others defense.

Remember you don't want to lose, because you were Disbanded or somebody played Isolation.

High defense is not my ideal strategy, but some times you just want to play a theme. An origin seems like a chance for the JSA to rise again. (Err...maybe rise for the first time) If you use this strategy maybe these geezers will get to relive their glory days and take you along for the wheelchair ride.**

* All odds are according to the odds on the fly article by ludd_gang, Issue 6.

** Yes I know they're not all really old, but in a lot of them are!



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World War Hulk

a scenario by Eric 'Glade Wilson' Schaen

He's Back and their all going to pay!

Can the marvel heroes stop the Hulk's rampage?

400 points

Player 1: may build their team using marvel hero characters/treat all as unique.

Player 2: uses the savage hulk from Xplosion.

Special rules:

The hulk is considered to have the following powers in addition to any on its dial. These powers are can not be countered.

Leaping attack; Hulk may move up to -2 its movement value and make a close combat attack.

Hulk smash; hulk may choose to add +1 to its damage value when making a

close combat attack, after the attack is resolved hulk takes a clix of damage.

Hyper Regeneration; once at the start of any turn hulk may make a free regeneration roll as if he had the regeneration power.

Savage will; Hulk does not take pushing damage.

Impenetrable; After resolving damage from an attack apply an additional -1 to the damage Hulk takes.

The debris battle field condition is in effect for this game, no other battle field conditions may be played.

player 1 may take 3 actions on its turn or 4 if they make a leadership roll.

No time limit...

Pick a Card !!!

by Eric 'Slade Wilson' Schaen



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

Now let's talk our character, the long anticipated veteran Hawkman from Origins.

At 135 Carter Hall is a beast and worth every point! This guy was just made for combat.

Pros & Cons

The Pros: Great overall combat values, flight, mobility with a good mix of powers including leadership, close combat expert, deflection, toughness, willpower, regeneration charge, flurry super strength and quake.

The Cons: The only real con is his lack of range.

Feats

Let's see what we can do to help Mr. Hall avoid getting hit while moving into combat position. At 8 points protected is always a good choice and it could be thematic for Hawkman as he often will carry a shield in battle. Or if you don't like protected, what about the **divebomb** feat? With divebomb for 10 points Hawkman can choose to stay in soaring mode and still attack a grounded figure without changing to hovering mode. This would be a great way to move him into combat as range is reduced by half when targeting a soaring character. Divebomb does have a -2 attack penalty when using it but with Carter's high attack values it's still not a bad choice.

Veteran Hawkman

JSA COST: 135 RANGE: 0' **DC ORIGINS**

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

Ok now let's talk combat. **Haymaker** would rock on Hawkman! For 10 Points Hawkman could add +2 to his damage at the expense of a -1 to his attack value. Seems like a good trade off to me! His first attack sports a 12 attack with 4 damage Haymaker would = an 11 attack for 6 damage!! Add a light object and he could hit for 7 damage, even invulnerable characters are going to be

rocked with that hit! Just remember with haymaker you're also going to take a clix of pushing damage.

If you're not into pushing damage consider **Inspiring Command!** At 15 points friendly characters of the same team ability and less cost will be able to push without taking damage if they start or end their turn next to Hawkman. This can be very useful if you plan on playing a JSA theme team, and allow Hawkman some range support at the same time. A character like star girl could move adjacent to Hawkman using her running shot ability, and blast away with range combat expert on the very next turn without taking damage.

Battlefield conditions

Deep shadows- reduces range to 6 and makes all terrain hindering for line of fire purposes. This would help reduce range even more for Hawkman and boost his defense vs. range a little. Just be sure your team isn't range heavy if you plan on using this condition.

White Noise- is another one I like since Hawkman does not gain a bit of outwit or perplex on his dial. Great for if you're building a team that's heavy on using combat machines like Hawkman. Save an **ordinary day-** condition for that pesky player who tries to use crosswinds on you!





CHEESE OF THE MONTH

“The Golden Age of DC Cheddar”

By: Joel "joeldad" LaPresta

With the release of the Origin set, I thought I would throw in a few updates from the older DC Cheese strategies that were once prominent in the early-middle history of HeroClix up to this point.

Now, I'm not going to go all the way back to the E Hypertime Batman's dominance or anything drastic like that, but instead I'll expand and hopefully relight the fires of Cheesy memories of the past in DC HeroClix.

The original Cheese piece in DC HeroClix and in all of HeroClix comes to us before the advent of Marvel's Veteran Doctor Doom from Clobberin' Time and the emergence of Wildcarding. However, even back in the days of his high dominance he could still be taken down with dual V Nightwings and the ever-popular aforementioned E Batman.

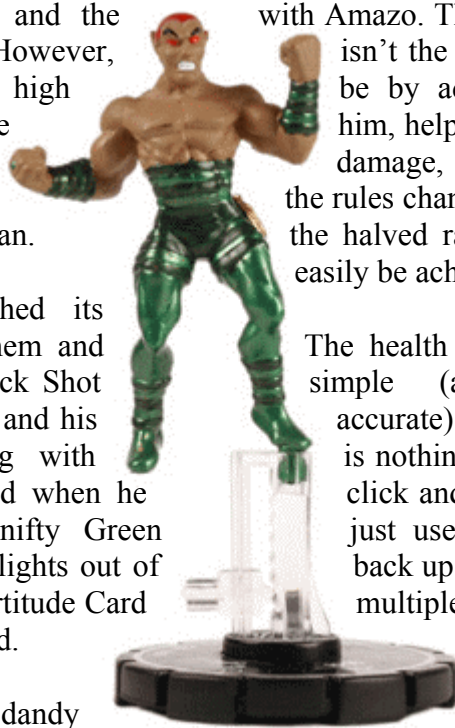
Amazo's cheese worth reached its zenith when the Mutant Mayhem and Legacy sets came out. The Trick Shot Feat gave him untold mobility, and his number one problem, dealing with stealthed outwitters, was solved when he could run around with his nifty Green Lantern Ring and blast the daylights out of opposing teams. Slap on the Fortitude Card and he also couldn't be outwitted.

Now, this was all well and dandy

before the advent of discovery of the second and third bracket figures to get an overhaul in this review, E/V Black Adam. Adam offered cheaper Hypersonic and Super Strength, with more durability and less fluff powers. Amazo was soon replaced by the likes of the Kingdom Come pieces Magog and even KC Superman/Shazam in most tourney teams. Add in the newer V Icons Superman and the mass of HSS characters that have come out, the android has fallen back from many play cases to put away box, and today, we're going to try to resurrect him.

There are three major areas we need to fix with Amazo. The first being making sure he isn't the two click wonder he used to be by adding some support line to him, helping his now lackluster 3 base damage, and lastly compensating for the rules change to Hypersonic Speed with the halved range. All three of these can easily be achieved.

The health issue can be abated with a simple (and quite comic/cartoon accurate) addition of Nanobots. There is nothing knocking Amazo to his 3rd click and thinking your safe when he just uses Nanobots to heal himself back up. It used to be that the likes of multiple Pouncing Spider-men and several Incapacitaters could easily dispatch Amazo, while Incapacitate is still a



problem, the Pounce problem can be mostly solved by the addition of the also robotic-oriented Nanoarmor Feat from the 2099 Set. Immunity from Objects is a great asset to have, especially with the amount of swarm teams that are prevalent nowadays.

The lack of damage can be helped by the addition of In Contact with Oracle, the classic Con Artists, or even the new E Multiple Men. This is the least of your worries when using Amazo, especially considering that increasing one's damage in HeroClix is probably the single easiest thing to achieve in the whole game.

The last problem is the rules change to HSS reducing Amazo's range while shooting with HSS. This isn't too much of a problem as most of today's teams have some way to defend or tie-up enemy formations. Getting close to enemies isn't nearly as suicidal with the Protected Feat and other recent game additions as well so it even makes Trick Shot less of a need on Amazo teams. A quality Telekinesis figure or even a Lockjaw to constantly hide behind after HSS attacks is just about all he needs. Amazo could also use the Darkness Within Feat on his teammates if their usefulness isn't satisfactory to him anymore.

The 2nd overhaul is E and V Black Adam. He used to rule the roost for several years, and even still does occasionally in unrestricted games. I realize that the main reason these two figures don't see much play anymore is the apparent fact they are

both retired, but that shouldn't stop you from pulling them back out and rehashing past fun.

Enough preaching, I'll back the subject at hand. The LE Ant-Man from Infinity Challenge is an excellent partner with the Experienced Black Adam if you Thunderbolt said Scott Lang to JSA, and suddenly you have a 20 defense HSS brick, and like his Veteran and Amazo, he can take full advantage of Nanobots, Protected, and

Unique Amazo

COST: 195 RANGE: 10⚡⚡ DC COSMIC JUSTICE

No Affiliation	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	10	10	10	8	8	8	10	10	8	KO	KO	KO
ATT.	11	10	10	9	9	10	9	8	8	KO	KO	KO
DEF.	17	17	16	16	15	15	14	14	14	KO	KO	KO
DAM.	3	3	2	2	2	2	2	2	2	KO	KO	KO

Nanoarmor himself to grant him untold survivability, attach the same Fortitude Card and you'll have a non-outwittable HSS flying high defense fortress that

can easily dispatch the glass jawed Hawkeye's and Spider-men he may face. Throw in Vendetta and you'll be saying "Invincible who?"

The Veteran is the absolute workhorse. 4 clicks of starting HSS, 3 of which have Impervious as well, and nice attack numbers he is still a great bargain. While he isn't as easy to turn super cheesy as his E, solving his defensive value deficiency is actually quite easy by resorting to using his old running buddy R Clobberin' Time Invisible Girl to give him a nice 18 defense, slap on the same Nanobots, Protected, and Nanoarmor and if you are really feeling evil throw down a Power Dampening Field.

The objects you are crushing your enemies only effect the damage dealt, and since this is so you can smash with everything from a

light TV object to a Soda Machine while your opponent's ICWO or Perplex laden team is stuck trying to hit you for one at a time thanks to PDF. If your venue is heavy on over 150 point figures consistently, throwing in Vendetta on the V Black Adam isn't a bad idea either.

I know the same 3 feat combo is relatively boring to use and it has been used to death on most competitive teams, I'm sure no one in your venue remembers the terror that these three pieces used to instill in their opponents.

Other old time cheese pieces can be brought back to full glory with some new feat support as well:

REV/LE Saturn Girl – Slap on Mental Shields and throw her in with Sue Storm and your opponent will be feeling her wrath for many rounds.

E/V Deathstroke – Ambush and Nanobots and Slade is definitely back in fighting form.

Despero – Fortitude and Auto Regeneration = 3 eyes of destruction.

REV Arcane – I know you're wondering why is he talking about him? Submerged, Pounce, Armor Piercing, Unstoppable / Swingline and Nanobots. Try it, it's insane.

E-HT Batman and V Nightwing – Flashbang, Stunning Blow, and the card that would have made them all but undefeatable had it been out at the time, Protected.

Swamp Thing – He's still awesome without feats, but just imagine him with Nanobots and Entangle...

V-Black Manta – Vendetta and Submerged, laugh now, but in the right situation he's untouchable.

Eclipso – Mental Shields and whatever else you feel like, virtually any mainline feat would make him incredible.

V-HT Brainiac – The Society, Mental Shields, Trick Shot and Nanobots. Yeah, just ponder that for a second.

REV Chameleon – Ultimate annoyance with Entangle, Camouflage, Armor Piercing and pair him with Sue Storm and it just starts getting wrong. If you have a high attack Bat Ally/Sin. Syndicate member he packs plenty of attack powers as well.



Getting New Players Into the Game

by Angie Nothdorf

Expanding the Star Wars Miniatures Universe:

Star Wars. Those two words hold meaning for generations of people. With classic characters and epic battles, Star Wars appeals to a very broad spectrum of people. Building on that interest, the Star Wars Miniatures (SWM) game has an advantage over other games like World of Warcraft or Dungeons & Dragons in that new players already know and love the characters. However, unlike Dreamblade or HeroClix, SWM lacks a major local or national tournament scene, so drawing new players to the fold is sometimes difficult. Therefore, it's up to current SWM players to promote the game to friends.

SWM is simple to learn, so children can pick it up easily, but SWM is also complex enough to keep seasoned gamers interested. Building on the simplicity of the basic mechanics and the ingrained cultural love of Star Wars, introducing new players to SWM is easy to do with a little preparation.

As a seasoned SWM player, you probably have a pretty good assortment of miniatures collected and depending on how "serious" you are, you probably have several "killer squads" in your arsenal. You will need to use both your collection of miniatures as well as your squad-building skills to prepare good training squads for new players.

THE 100-POINT TRAINING SQUADS

Start small. Don't introduce a new player to

SWM with an 800-point Battle of Hoth. Stick with 100-point squads. They are not terribly complex and the games are quick. You will need to create two 100-point training squads.

The first step is to pick factions your student will be interested in. Usually this means Imperial/Rebel or Republic/Separatist, because after all, the movies are the most familiar settings. If your friend does happen to be very interested the Expanded Universe, then maybe the Vong faction would be a good choice.

Next you will need to select miniatures with limited special abilities, Force abilities, and commander effects, but that do demonstrate some basic abilities and effects. Yes, Boba Fett - Bounty Hunter is a cool character, but he's much too complicated to use to introduce a new player to the game. Stick with figures like Darth Vader - Dark Jedi, who has a couple Force abilities and a commander effect or a Stormtrooper Officer who has a commander effect. The majority of the squad should be followers, so confusion over commander effect stacking and who qualifies for an effect is reduced.

When choosing miniatures, don't select over-powering or costly characters. Try to balance the team with one expensive character and some cheap ones, or just a few mid-cost characters. Picking Exar Kun at 84 points with a



bunch of 3-point Ugnauts may be a good choice for a competitive game, but it doesn't lend itself well to a teaching squad, since there are only two different types of miniatures in the squad.



Try to balance both squads so that neither has an inherent advantage of the other. Pitting General Windu (with the Lightsaber Sweep Force power) against a squad of 10 hit-point Gran Raider scrubs is unbalanced. Windu will make short order of the Grans.

Select recognizable characters. The average, casual Star Wars fan won't know who Nom Anor is, but will know Yoda, so try to make new players comfortable by using Han Solo or Queen Amidala instead of Mandalore the Indomitable or Ayy Vida.

Here are my preferred training squads:

IMPERIAL VERSUS REBEL

Darth Vader - Dark Jedi
Stormtrooper Officer
Elite Stormtrooper
Stormtrooper x4

Luke Skywalker - Jedi Knight
Han Solo
Princess Leia - Senator
Chewbacca
R2-D2



SEPARATIST VERSUS REPUBLIC

General Grievous - Supreme Commander
Super Battle Droid
Battle Droid Officer
Battle Droid x4

Obi-Wan Kenobi - Jedi Master
Clone Trooper Commander
Clone Trooper Sergeant
Clone Trooper Gunner
Clone Trooper x 3



GOING OVER THE BASICS

Once you have your training teams, it's time to explain the mechanics of the game. There's no need to go into every little detail at the start. Just the basics will suffice.

Go over the stat cards, explaining what each stat means and pointing out Force points, special abilities and commander effects. Explain how each works, including how a Force point can be used to re-roll a die or add to movement, even though those specific Force abilities aren't printed on the card.

Choose a "balanced" map. The Death Star is probably the best. Try to avoid maps that have major built-in advantages for certain types of squads (like how Mustafar helps

non-melee squads). Once the map is on the table, point out terrain features like cover, walls, pits, difficult terrain and doors and how each impacts the game.



Then, move on to movement. Movement in SWM is often confusing for people, especially for those that have played other minis games with different movement-counting methods like D&D Miniatures. Be sure to demonstrate movement by using a miniature on the map, going through cover, around corners, and past enemies, explaining what happens in each instance.



Explain the sequence of play (i.e. rounds, phases and turns) and how initiative works. Go over movement and attack options for activations. It's particularly important to explain that each person gets to activate two characters each phase and that activated characters can't be activated again until the next round.

By placing miniatures on the map, show the difference between melee and ranged attacks and explain line-of-sight and cover.

PLAYING THE GAME

If there are two students, they should play against each other. Be certain not to favor one over the other, but give advice equally to both players. Answer all questions the students have and if you see an issue, bring it up before play has progressed.

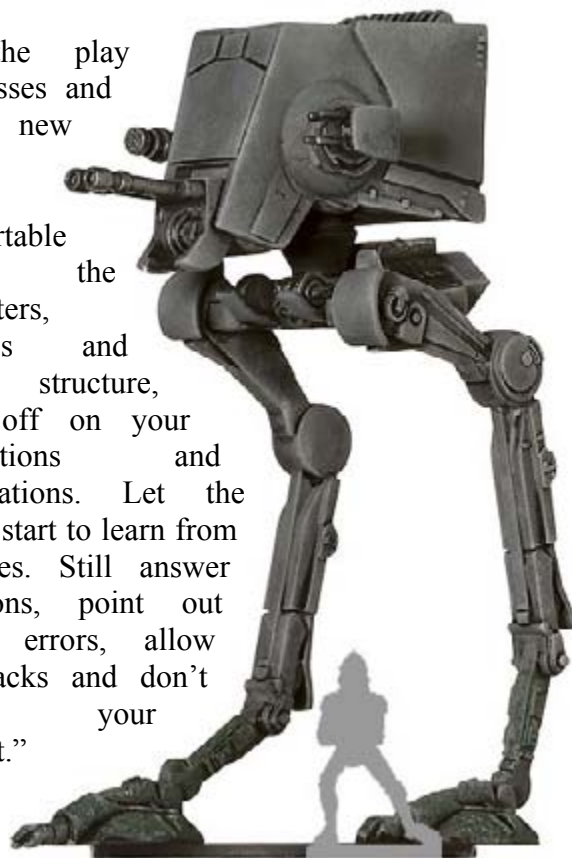
If there is only one student, you will need to play against him/her. Don't bring your "A" game. Go easy. Leave a character open for a

cover-free shot. Don't stay completely out of line-of-sight. Be sure to explain what move you're making and why. Then ask the new player to decide on his/her move. Unlike a tournament setting or even a casual game between friends, this is where you can tell your opponent what he/she should do, so be sure to give advice as to what alternatives would be better or why the new player's decision was good.

As the play progresses and the new player gets comfortable with the characters, abilities and game structure, back off on your suggestions and explanations. Let the player start to learn from mistakes. Still answer questions, point out major errors, allow take-backs and don't "play your hardest."

When all is said and done, the new player should come away with a win -- or at least a very close game -- and a strong understanding of how SWM works. The final step is pointing the new player in the direction of your favorite local game shop so they can buy their first SWM boosters.

--Angie



IN A GALAXY, FAR FAR AWAY...

A SCENARIO BY ERIC 'SLADE WILSON' SCHAEN



Jedi Vs. Sith SCENARIO

A Long time ago in a galaxy far, far, away...

There was a time when the Sith empire was at its peak and threatened to spread thru out the entire galaxy. The Jedi knights knew that the Sith must be stopped at all cost, and waged war against them.

Set up Rules:

Game Build: 100pts

Player 1: Builds a team of non unique characters from the Old Republic faction, characters must have a force rating.

Player 2: Builds a team of non unique



characters from the Sith faction, characters must have a force rating.

Special rules:

Characters that have a force rating may use any of the following force powers in addition to their own.

Force Bonus: All characters start the game with +1 to their force rating.

Force Throw: cost 1; a character can use the force to hurl objects such as rocks or debris at an opponent. This ability replaces attacks but still requires an attack roll. Damage is 10 for this attack.

Force Jump: cost 1; a character can move up to 6 squares in a straight line ignoring movement penalties for terrain.

Force push: Force 1; Replaces attacks, a character may use the force to push up an opponent up to 1d6 space in a straight line away from this character. Characters pushed this way take 10 damage. If the character strikes a wall (or any surface with purple lining)

The character takes an additional 10 damage. Characters pushed may make a save of 11 to avoid taking this damage or they may spend 1 force point to avoid the damage and the push all together. A character that is pushed into a pit is defeated unless it makes a save of 11 or better to keep from going over the edge.

Map suggestions: Korriban, Mustafar, Rancor pit or the Republic base map.

Waiter! There's a Zombie in my soup...

A Quick Guide for Playing HeroClix and HorrorClix Together.

by John Loftus

Since it was first announced, players have been wondering how to have these two game systems work with each other. The 80% compatibility that Wizkids built in to HorrorClix is so similar that just about any player with enough desire to put these together has tried (or at least thought about) it at least once. These guidelines are for the entry level of cross play, working up to some advanced guidelines after you've played those. This set of guidelines are for players that have at least a rudimentary knowledge of both the HeroClix and HorrorClix.

Figure "Power". The scales and upper limits of the two games differ somewhat. As of yet, there are no powerhouses in HorrorClix of the Superman/Hyperion/Thor level. When choosing which figures to use together, keep the lower point pieces in mind for HeroClix. Imposing a point cap of around 120 points on your HeroClix pieces would more than likely provide a better gaming experience until you get some more cross-platform games under your belt.

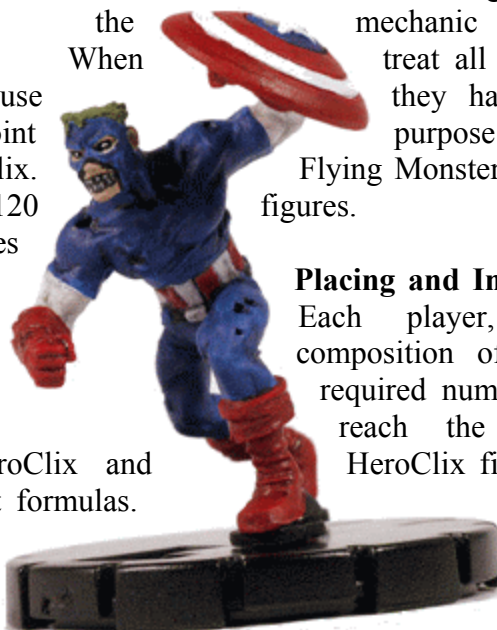
Points. It is clear that HeroClix and HorrorClix have differing point formulas. There are things unique to each game that cannot be calculated from one system to the other.

As a very rough guideline, take the point value of HeroClix pieces that you wish to use and round up to the next "5", 0-4 goes to the next increment of "10" points, 5-9 to the next "5". For example, Veteran Captain America (AW) is 115 points, round him up to 120 points. This should carry over to any Feats you use, so putting Alpha Flight on that Captain America would round up from 0 to 5 points.

Battlefield Conditions. Whether playing a mixed game team or Horror vs. HeroClix, you try using a single Battlefield Condition at a cost of -2 Plot Twists to your Crypt.

Carrying a friendly figure with a Flier. The HorrorClix game does not have a mechanic for carrying. Therefore, treat all HorrorClix figures as if they had Battle Fury for this purpose. Also remember that any Flying Monsters cannot carry any other figures.

Placing and Interacting with Victims. Each player, regardless of the composition of the team, places the required number of Victim tokens to reach the needed 12 victims. HeroClix figures have no mechanic for Rescuing or Slaying Victims. Victim Tokens cannot be the target of an Attack by a



HeroClix piece, as they have no defense.

Portals. Portals differ from walls by definition in the HorrorClix Rulebook. Use those rules for “Smashing” portals on page 34 or the HorrorClix Rule book, even when attacking with HeroClix.

Turns

Preview Phase. No changes to this phase but add the following additions for HeroClix pieces. If used, Outwit from the previous turn is cancelled at the preview phase. Poison is used now, before a Victim is chosen.

Suspense Phase: No change; all players perform this phase, even if they are not playing HorrorClix Pieces. While moving Victims, treat HeroClix as if they were HorrorClix, for Victim movement purposes.

Hunting Phase. In addition to standard rules for this, add these limitations: HeroClix cannot Rescue/Slay victims. Play each figure from each line with their appropriate rules. Example, Monsters that are breaking away from a character with Plasticity, need a 6 to successfully break away. Example two, HeroClix that are targeting a soaring Monster get +2 to their attack (as the rule is specific to the soaring Monsters, not the attackers). Pay close attention to the effects of the Attacking figure and the effects of the targeted character in their own rules system.

Hourglass Phase. No change.

Victory by Points. Scoring points is pretty simple, but remember the points adjustments

Limited Edition Colonel America

COST: 55 RANGE: 4 ⚡ Marvel Supernova

No Affiliation	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	6	6	5	5	4	4	KO	KO	KO	KO	KO	KO
ATT.	10	10	9	9	9	9	KO	KO	KO	KO	KO	KO
DEF.	16	15	16	16	15	14	KO	KO	KO	KO	KO	KO
DAM.	3	3	2	2	2	2	KO	KO	KO	KO	KO	KO

made to the HeroClix figures. HeroClix teams are at a disadvantage since they cannot Rescue/Slay Victims, however they can play Plot Twists that score points off of Victims.

Or

Victory by Kills/KO's. Last Man (or Monster) standing and don't worry about the points.

After playing a few times, get creative, and try adjusting the rules of each system to fit the game as you play it. Some ideas for advancing the interaction rules are: Mind Control vs. certain classes of Monsters. Make Zombies and Spirits immune to Mind Control or give them a +2 to their Defense vs. this type of attack.

Be only as adventurous as you and your playing group is willing to be, but experiment and *have fun* with the two systems. Coming later this year, three way combat action as we take a look Hero, Horror and ActionClix in the same gaming environment!

--JOHN



TALES FROM THE CLIX: PRESIDENT EVIL, CALL ON LINE ONE!

BY WILL "UBERMAN" GIBSON

This month I decided to not go with a review or team-building article, and instead attempt to come up with something functional and hopefully fun for all you Horrorclix players out there in Internetland. The following is a fairly simple and straight-ahead Solitaire system based on one of my personal favorite games of all time, Mage Knight Dungeons: Solitaire! You thought I was gonna say Resident Evil, didn't you? Well I was, but I changed my mind. So, without further ado, I present for the approval of the Midnight Society:

RESIDENT EVIL: SOLITAIRE

A One-Player Horrorclix Scenario

A rash of violent murders has broken out on the edge of Raccoon City. The elite police force, STARS Bravo Team, was sent in to investigate. Communication was soon lost. STARS Alpha Team has been deployed to locate the missing agents, and have stumbled across an abandoned mansion, which contains grisly surprises no one could have predicted. With the hungry dead closing in on all sides, it is up to you to get the STARS Team out alive.

In this Horrorclix Solitaire scenario you control a team of elite STARS Agents, as well as the opposing monsters. As with any solitaire game, it is important that you not cheat!

For the basic version of Resident Evil: Solitaire you will need the following:

- The Haunted Mansion Map
- 12 appropriate monsters [may include any non-unique monster with the Zombie or Mutant trait]. This Monster Deck may be built to make the game harder or easier, at your discretion, but it is recommended that you use 5 Rookies, 4 Experienced, and 3 Veteran.
- 4 Victim tokens
- 8 Minions tokens, any type other than Zombie. [May be substituted with a specific Victim archetype that should not also appear in the regular victim token selection.]
- 4 Zombie Minion tokens [may be replaced with any Minion Token {ignore range value}]
- 2 door tokens and 2 terrain tokens
- 1 Zombie Hoard Subplot [not required]
- 6 Plot Twist cards [Must all be triggered by a Slaying attempt]
- A 200 pt STARS Alpha Team [All STARS Agents must be Guardians]

SET-UP

Place your Doors and Terrain. Feel free to devise as random a system for this as possible [through dice rolling or blind placement]. They must be placed following standard rules. Doors come into play Closed. Place all opposing monster cards in a pile and shuffle. Deal the top 4 cards and place the remainder under the Zombie Plague

card. Place the 4 dealt monsters in any starting area.

Randomize the 4 Victim and 8 Minion tokens [Keep the Zombie Minions aside] and place them following standard Victim Placement rules.

Place your STARS Agents in the opposite starting area to the Monsters.

Shuffle the Crypt of Plot Twists and keep it face-down. Any additional Plot Twists granted by your STARS Agents are added to this Crypt.

GAMEPLAY

For this Scenario, all opposing monsters are considered to be Blooded. STARS Agents are considered Blooded only after Rescuing a victim and/or after killing an opposing monster. Keep track of this as well for the purposes of any power based on cumulative rescuing [or slaying, in the case of opposing monsters]. Do not mark any monsters, opposing or friendly, after taking an action, and monsters are never considered to be Vulnerable.

During your Suspense Phase, choose and flip one token. If that token is a Victim, move it as normal. If it is a Minion, replace it with the top card of the Monster Deck. You receive three actions per turn.

Flip face-down Tokens per standard adjacency rules. If the token is a Minion, replace it as above and your movement ends. The Monster automatically attacks the STARS Agent that caused it to flip.

You may rescue Victims as normal.

When you have taken your three actions, it is the Monsters' turn. Roll one d6. This is the

number of actions the Monsters get. There is no Suspense phase on the Monsters' turn.

Monsters will always use their powers to their best advantage. If a monster has a ranged combat special ability, it will use it if possible. Monsters will act in the following order of priority:

Attack an adjacent STARS Agent [The monster with the highest Attack will attack first. If there is a tie, the Monster with the Highest Damage will attack first.]

Frenzy against a STARS Agent within Frenzy range or make a Ranged Combat Attack [The monster with the highest Attack will attack first. If there is a tie, the Monster with the Highest Damage will attack first.]

Attempt to Slay a Victim within movement Range

Move towards nearest Stars Agent, using full movement

Move towards nearest Victim, using full movement

If a Victim and STARS Agent are equidistant, the Monster will opt for the STARS Agent.

When a monster attempts to slay a Victim, play the top card out of your Crypt and follow its directions. If a Victim is successfully slain, replace it with a Zombie Minion per the Zombie Hoard Subplot.

Apply Hourglass damage as normal at the end of the Monsters' turn.



SPECIAL RULES

Doors in the Mansion are specially rigged. In order to open one, you must roll a d6. On the result of 1-3, it is unlocked and may open as normal. On a roll of 4-6, it is locked, and your movement ends. You may try again with another STARS Agent or on your next turn. Opened doors remain open, but you may choose to close any door you are directly adjacent to. You must re-roll if you wish to open it again. Doors may not be destroyed. Monsters may not open doors.

At any time during your turn you may remove one Rescued Victim from the game and heal each of your STARS Agents of one click of damage. The STARS Agent who removed said Victim is no longer considered Blooded [unless it has also killed an opposing Monster].

SURVIVAL IS THE NAME OF THE GAME

A STARS Agent may exit the map through the opposing monsters' starting area. It must begin its turn adjacent to the map edge and be given a move action while not adjacent to an opposing monster. If anyone makes it out alive, consider yourself lucky, but in order to be a true hero [and get the A Rating] try to make it out with all your STARS Agents and all Victims.

EXTRA CHALLENGE

In order to increase the challenge of the game, try any [or all] of the following:

Reduce the number of Rookie

monsters in the Monster Deck, or increase the total number and type of monsters for a more random challenge [Beasts fit extremely well in this scenario]

Begin with more Monsters on the map at the start of the game [increase the Monster Deck accordingly]

Begin the game with Monsters randomly placed throughout the map

Add a Boss into the Monster Deck. Appropriate monsters include the Fiend [the Tyrant], the Widow, the Pod-Mother, the Tendril Queen, or Jigsaw. Any Minion Power granted by a monster is applied to ALL monsters not friendly to you, as long as that monster is in play [ignore the "remove minions" clause]. Unique Monsters may open doors without rolling

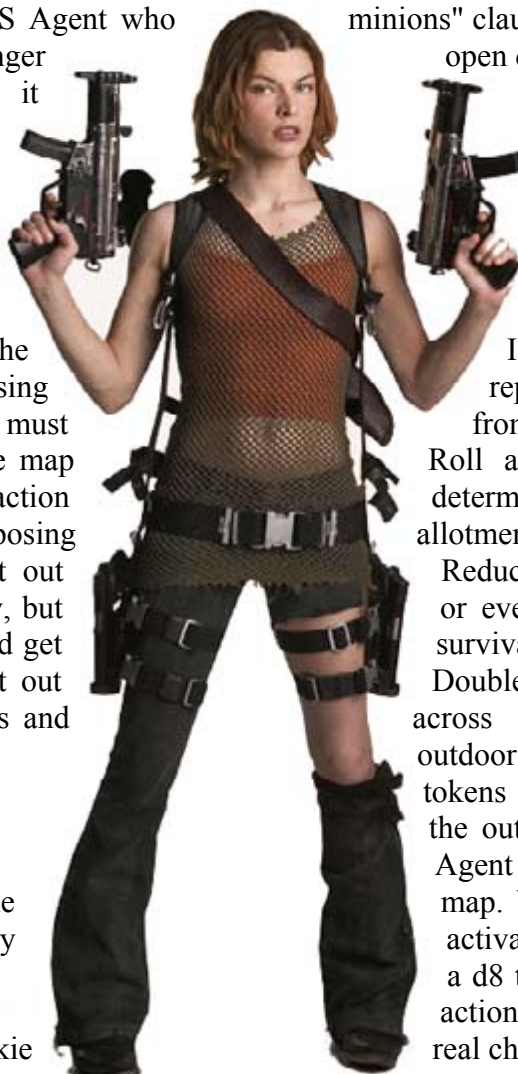
Instead of replacing slain Victims with Minion tokens, instead replace them with Zombies from outside of the game.

If a STARS Agent is killed, replace it with a Zombie from outside of the game.

Roll a d8 instead of a d6 to determine the Monsters' action allotment

Reduce your Team size to 150 or even 100 pts. Now THAT'S survival horror!

Double all components and play across two maps, indoor and outdoor. You may not choose tokens or move Monsters from the outdoor map until a STARS Agent has entered the second map. When the Outdoor map is activated, you must use at least a d8 to determine the Monsters' action allotment [or 2d6 for a real challenge]



Out of the Limelight

By Jonny Fieger

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.

It's old-time DC month here at Critical Hit, and you can't get more old-time than Batman. He's from a better, simpler time. When men were bats, women were cats, and villains didn't need super powers, just wacky gimmicks and trouble relating to society as a whole.

Scanning successful tournament lists, you're pretty likely to see E Icons Batman turn up...a lot. The little fellow is good. He's insanely good for 47 points. He's far too good for an article about under appreciated clix, in fact, which is why I'm not writing about him. No, I'm writing today about the *other* E Icons Batman. The regular figure you could pull from a booster (or the purple ringed analog that was released to promote the set), not the wonderfully point economical starter Batman. Batman's Icons REV is great, but suffers from Meta

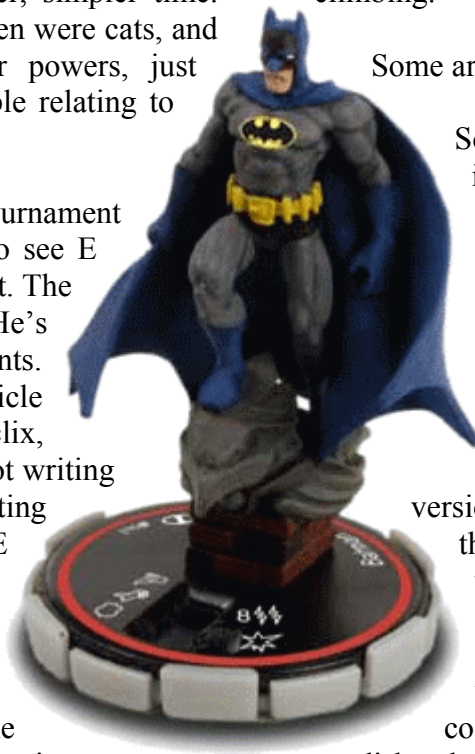
poisoning. For only 47 points, the starter from the same set is a far more economical and still perfectly serviceable Batman, so players look at the REV's higher point cost and have to weigh it against other figures released in the same set.

I don't know how much Icons you've bought, but just take my word for it when I tell you there are a lot of very, very nice options in the set once the points start climbing.

Some are excessively terrifying.

So we're left with the improbable- a great figure of an immensely popular character with an amazing sculpt...that no one ever plays.

In looking at the REV, the first thing you notice is that the Veteran, which is usually the most popular and powerful version of the figure, lacks the thing that makes most Batman figures worth playing- the Batman Ally team ability. Instead he has natural stealth and a slight upgrade in stats to justify his cost. If you're expecting disbanded! To be played on you (or are planning to play it yourself), the Vet Batman is a fine choice to make sure you'll still have



stealth, but otherwise, I'm not a huge fan. I like my Batman's to be Batman's. One of the best features about most Batman figures is that the standard leap/climb ability they sport combined with their team ability really gives them two useful movement powers in one.

The permanent Bat stealth makes it hard for enemies to deal with the rookie or experienced from range, and if they do manage to base Batman, he can automatically break away and leap to a new bush to hide under. The standard Batman willpower is also present, so he can leap away without pushing if their plan is to wait until Batman's taken an action before basing him.

The rookie Batman is a fine piece, but for the extra points he picks up very little over the starter figure. The experienced is where all the Bat-fun is, and that is largely due to the two target incapacitate he's sporting. The blue ringed, gargoyle standing, mad as hell experienced Bat costs 102 points, but you'll almost always want to pay 112 for him. Stunning blow is a feat that was simply made for this figure, and makes him a serious threat that your opponent has to deal with, or lose quickly under a barrage of batarangs.

A **stunning blow** E Batman is *annoying* for your opponent to deal with. Unless they can see through stealth or get some kind of charge or hypersonic close combat attack (or dump someone next to the Bat using

Experienced Batman



COST: 106

RANGE: 6

DC ICONS

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

telekinesis), they're not going to be able to hit Batman if you play it right. Since he can break away from anyone and can activate twice in a row

without pushing, smart play can keep batman bouncing from bush to bush and staying out of danger *and* tossing out three damage and two tokens a turn. Hit their mobile guys first, and if you can't knock them past the clix where they pose a threat to Batman, use his outwit to lock down the powers that make them mobile.

Stunning Blow (feat) (cost: 10)

Prerequisite: Incapacitate

Choose a character. When the character makes a successful attack with Incapacitate, in addition to the effects of Incapacitate, the character may deal damage equal to its unmodified damage value. Divide the attacker's damage value any way you choose among the successfully hit targets.

KC Flash is an expensive, high defense piece of blocking terrain when you can outwit his hypersonic speed and he can't see you to outwit you back. Ignoring expensive figures while you pick away at your opponent's support crew around their brick can really frustrate your opponent, and being forced into making sub optimal plays like trying to base figures with expensive mobile pieces just to get *some* use out of them can really undermine an opponent's strategy, allowing you to get your damage in, and further hinder them by locking their guys down with incapacitate.

The experienced Batman's dial is fairly standard. He starts with good, slightly above average stats and has a slow and steady progression down his 7 clix of life. He doesn't have any interesting dial spikes, so it's best to keep him at the top of his dial if at all possible. His defence gets quite low, bottoming out at 14, so he is quite healable. One thing to keep in mind when trying to heal the Batman is that he has *outwit* on his first and last two clix, but his middle three damage dials are naked. You will occasionally have to decide between giving Batman the medical attention he needs and possibly (likely) losing that *outwit*, or keeping a power nerfed and Batman gimped. It's not easy being Batman, and you have to make these tough decisions if you're going to play the man.

Some quick tips on playing Batman:

Don't let him rumble! Batman doesn't soak damage, doesn't give feedback clix, doesn't hulk up after taking a shot, and doesn't really have that great of a defence, maxing out on the pretty decently hittable 17. Keep Batman at range and chucking Batarangs, especially with stunning blow. It's tempting to play knockdown on any figure that has stunning blow, but if you're in close combat with this Batman, you're probably losing.

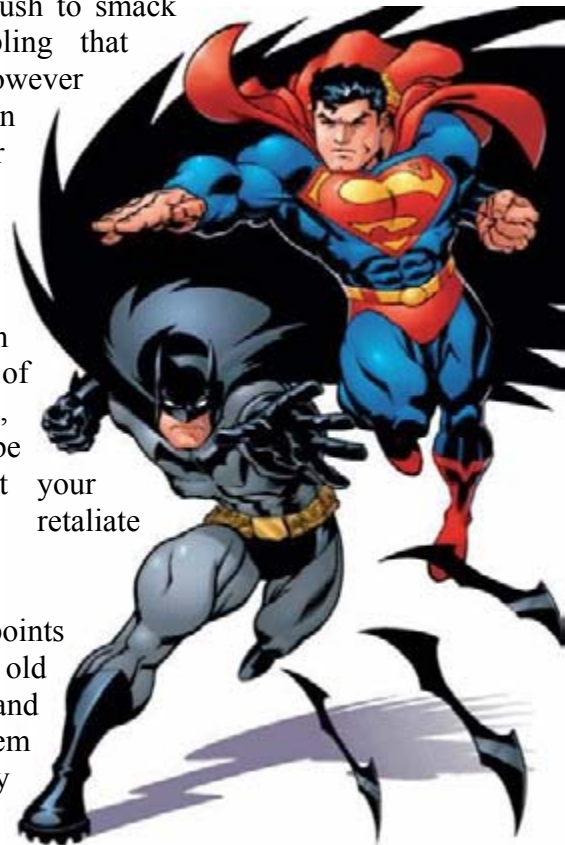
Use that *outwit* wisely, Batman's *outwit* on this piece is largely a defensive power. Sure, if you get a chance to turn off Superman's impervious and pour a thousand damage onto him with other figures, take it. But if it's just Batman on the offensive, the scenario is more likely to involve turning off impervious, probably missing Superman's defence, and then getting beatdown with a sport bike at hypersonic speed. Attacking for 3 against an impervious figure isn't exciting, but if you can (hopefully) chip one through

and put a token on him, you can use your *outwit* on hypersonic to turn superman into a mostly lame duck, so you can bring the rest of your force up against him. Of course you could always just *outwit* and leap away, which is probably the smart play. That heat vision smarts.

Willpower is a tempting mistress, but don't be fooled by her charms. Just because you *can* attack twice in a row doesn't always mean you should. If they have no other way to get through your stealth, a cagey opponent will often wait for you to overextend your Batman, and then base them with someone who is good in close. Even without a move and attack power, that figure is likely going to put a hurting on Batman, since next turn you'll have to clear, and they can push to smack Batman, gambling that one click for however many they can do to your dangerous incapacitate figure. If you're clear to unleash turn after turn of batarang justice, go nuts, but be wary of what your opponent can retaliate with.

Bonus style points for beating old timers and reminding them of when they used to lose to Nightwing.

Enjoy!



I Once was Weak, Now I am Strong. by Steve

Introduction:

Every Super Hero has their first day of school, the first day they hit the streets and skies looking to provide truth, justice and all that jazz. Every one of them has fallen at one time or another and every one of them has become stronger because of this, or they die trying. This is their tale.

Set Up:

Both players need to have both Origins and “Modern” versions of the characters in their possession. Each player builds a 300 point team using only Origins versions of their characters. They also need roughly 300 points of “modern” versions of these characters on hand as close possible. Players can agree to higher build to if they want.



Rules:

Play the game as normal but once a character has KO'd an opposing character, replace the attacking character with a modern version of that character with as many clicks of life as the “origin” character had. (ex: Superman has 5 clicks left, when he is replaced with a modern version, the modern version needs to have 5 clicks left.)

You can only replace characters so your team is up to the agreed point value within a few points under/over.

Victory:

Victory is reached once one team has been wiped from the board.