

CRITICAL HOT

YOUR MONTHLY GAMING MAGAZINE

★ TABLE OF CONTENTS
★ UNSUNG HEROES
★ INSIDE THE MOX BOX
★ MEET ME IN A DARK ALLEY: SLASHERS
★ THEMES LIKE A GOOD IDEA
★ OUT OF THE LIMELIGHT
★ THE POWER OF THE DARK SIDE
★ CLIX WISH
★ STAR WARS MINIATURES: FIGURE FOCUS
★ GOING SOLD
★ METAGAMING WITH THE METAHUMANS
★ PICK A CARD
★ STAR WARS MINIS SCENARIO
★ JUST SAY CHEESE
★ THE INJUSTICE GANG: BADDIES UNITE
★ BETWEEN THE PAGES
★ THE GREAT BEYOND
★ IN THE NAME OF GOGI
★ WILL THE REAL BRUCE BANNER PLEASE STAND UP?
★ HOUSE RULES
★ HIGHLANDER-CLIX
★ SHIVER ME TIMBERS
★ WIZARD WORLD LOS ANGELES WRAP UP

LETTER FROM THE EDITOR

Well the last issue was a heck of a project to get through and so much information to digest. However, time has allowed us to gather all the information and decide how we feel. Though I have to say the future looks good. March was very busy for me as I took my PRAXIS test to get certified and did some work for Wizkids on their website writing articles. It has been very

exciting and fun to boot. The most exciting to come is that we I will be at Wizard World East in Philadelphia. I hope to see you all there and I hope you all enjoy this issue. If you would like to contribute please let me know we are always looking for writers on any game you want to write about.

--William Rock

EXECUTIVE PUBLISHER /EDITOR-IN-CHIEF

William Rock

WRITING STAFF

Philip Gasper
Steve "Mox" Luzader
Rob Peterson
Jonny Fliieger
Angie Nothdorf
Brian Hitsman
Mike Mullens
Eric "Slade Wilson" Schaen
Joel "joeldad" LaPresta
Jon Loftus
Steven "Sucrebo" Brooks
Art "First Lensman" Ramos Jr.
Tim Scallon
Brian Thorpe
Peter Wort
Daniel Ryan

CREATIVE SERVICES

The Le (pronounced Tay Lee)

On the web at <http://www.TheLeGames.com>

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.

©2007 WizKids, Inc. All rights reserved. HeroClix and WizKids are trademarks of WizKids, Inc. Marvel and all related characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. ©2007 Marvel Characters, Inc. www.marvel.com

© 2002 - 2007 WizKids Inc HeroClix, HeroClix Hypertime, the HeroClix logo, and the WizKids

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

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

Volume No. 2, Issue No. 2
PRINTED IN THE USA

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

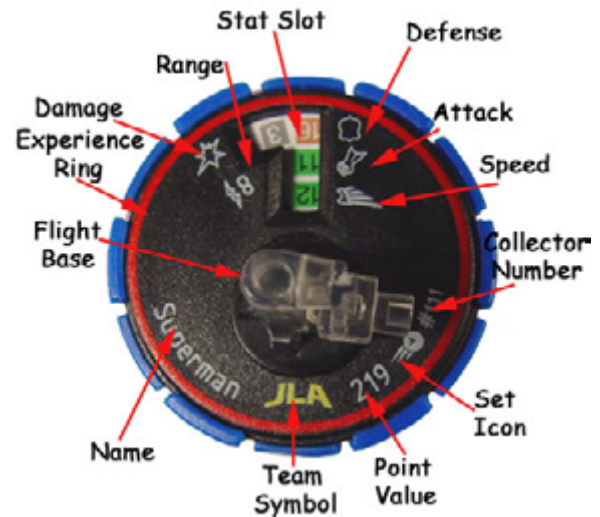
The number next to the boot or wing symbol is a character's movement/speed number. This is the number of squares the character can move when they are given a movement action.

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 Toym



UNsung HEROES

PHILIP 'HOT_FUSION' GASPER



We all know about the “power pieces” of Heroclix. In the past, it was Firelord and the Con Artist, and as the game evolved, new players like Black Adam and Superman started dominating the scene. Nowadays, there’s a huge focus on the big-name pieces that the underdogs tend to be left at the bottom of the trade bin. However, don’t be so hasty to dismiss a figure just because it isn’t popular or doesn’t start with high destructive power. There are a lot of pieces that are great in the game if they’re used right.

Last month I reviewed two villainous pieces, the experienced version of Spymaster and the Unique Arkon. I said I’d review two actual heroes this time (this is *Unsung Heroes*, after all), so let me tell you about two DC pieces that are just ripe for playing:

E Azrael – 50 Points

Though Azrael is a Batman Enemy in his Rookie version, his blue-ringed incarnation switches sides becoming a valuable Batman

Ally. Now, at first glance, this piece may seem lackluster with his low attack and average defense, but he actually has a lot going for him. Azrael opens up with three damage and a nine attack, which are similar values seen on pieces twice his cost. Charge helps his mobility immensely, and both Super-Senses and his Team Ability protect him from attacks. Despite his four range, it’s obvious that Jean-Paul Valley here is meant to get in someone’s face and inflict some pain. The secret is to come in strong for a blitz attack and then back off to regenerate. Once Azrael pushes, he keeps the 9 attack but shifts to Leap/Climb, Toughness, and two damage with Close Combat Expert. He loses the protection of

Super Senses, but gains an extra point of damage through his CCE. The 4 damage in close combat is very important, as it allows Azrael to remain aggressive with the figure he's based with. Ideally, within 5 turns Azrael can deal 14 damage to an opposing piece! And he's only 50 points!

Of course, this involves him never taking non-push damage. Even with his defensive capabilities, once your opponent decides to focus on him Azrael is probably going down. An average hit of 3 from his opening click will bring him down to an eight attack with Super Strength and two damage. While he could Leap/Climb away to grab an object and maybe try a hit later, he's better off getting back onto his top clicks so that he can dish out some pain to other secondary attackers. Nanobots is a possible feat to use, but Azrael is pretty much a throwaway attacker anyway, so you're better off just sending him slinking away to a medic. To be honest, Azrael is better left un-feated, since you're probably going to lose him over half the time, and less points attached to him is more points you can use on other parts of your army.

As a throwaway-grounded fighter, there aren't too many Battlefield Conditions that work perfectly for him, save Deep Shadows. Hindering terrain isn't always readily available, so perma-Stealth is *very* attractive. Astral Plane can also help him on his Charge clicks, making movement in and out of bushes much easier.

V Katana – 48 Points

Katana has a lot in common with Azrael: they're both from Collateral Damage, they both start with Charge, and they're both best on their first couple of clicks. For only 48 points, you get a Stealthy, Charging, Exploit

Weakness sneak attack on your opponent's big gun. Granted, two damage isn't much, but it penetrates right through the opposing fig's damage reducers, which can sometimes bring it off its best clicks. And for such a low cost, softening up someone like New Guy Night Superman is well worth the potential loss of points. Not that Katana isn't without her defenses. She opens with a nice 17 and gains Combat Reflexes in the middle of her dial, giving her some longevity as a tie-up piece. She even switches to Blades/Claws/Fangs at that point (though with a decreasing attack), so if you're lucky she may end up taking out the figure she was trying to disrupt. By the end of her dial, her Exploit Weakness is back, but at that point she's really not going to do much unless based with a figure that's hurting just as much as she is.

Katana doesn't have Leap/Climb, so it's a bit harder for her to break away to Nanobot or visit a medic. As such, if you put any feat on her you may want to consider Life Model Decoy. It brings her up to 60 points, but she'll have Toughness her entire dial to help her deal with retaliations. Because of her opening ten attack, she could also be an inexpensive candidate for Homing Device.

Like all Batman Allies, Deep Shadows works great with Katana. Having Stealth virtually anywhere on the board can be a lifesaver, especially if your opponent plays Poor Teamwork and Katana has to move on her own. Similar to Azrael in utility, her Team Ability can keep her alive while you're trying to get your attack set up.

That's it for this installment, but make sure to check in next time, when I review a few Limited Edition figures that you may have never realized you really should own. Until next time!

INSIDE THE MOX BOX: HEROIC HISTORY OF HULK BY STEVE 'MOX' LOZANER

Now that we are fresh off the heels of Civil War and the repercussions that will echo for a while, we can prepare ourselves for the next big Marvel summer blockbuster: World War Hulk. We here at Critical Hit have taken notice and have decided to devote this month to cover our favorite skullcrushing behemoth. Here inside the Mox Box, I believed no different and decided that this month, I should do nothing but discuss the jade giant himself, the Hulk. Now, typically, I look over a certain team affiliation and give you some picks. However, there have been so many incarnations of Hulk that he practically warrants his own faction, and certainly there are enough of them to fill in an entire edition of the Mox Box! So, against the usual grain, rather than go over the crème de la crème, I just thought it'd be fun for once to just go over the pros and cons of a bunch of different Hulks. Hey...even I've gotta mix things up every once in a while.

Hulk (V), *Infinity Challenge*: It seemed like a logical choice to track Hulk's progress chronologically, so we started at the beginning with his earliest version. Upon going back and reviewing the numbers on this guy, I wonder why he doesn't get any action today. He's only 147 points and exhibits numbers that rival, if not exceed, some bruisers of today. He takes about two or three pushes (or damage) to get into some beefy clicks, but exhibits phenomenal battle stats in full form. One he hulks up, he gets a damage value of three and an attack of 10 and gains Super Strength. His defense is still a little soft, so give him some more help.



On his fifth click, he packs a 17 defense with Invulnerability and keeps both of them for five clicks. In addition, his offense is beefing up as well. He'll bulk up to 4 damage and peak at 5 for one click. Very high and stable attack values end the dial, with six clicks that have nothing lower than an 11 attack value. Even if you feel like refreshing the punishment, he packs a final click of Regeneration. A full Regeneration roll will put him back at the start of his punishing clicks where he has 4 damage and an 11 attack. He packs Battle Fury while in his most enraged form, but that's to be expected. By this point anyways he's well into the fray and doesn't need dragged into the fight. He has very soft numbers on his opening few clicks, but it's still probably better to force him into the fight and take some natural damage rather than spending half the opening game pushing him into the prime slots.

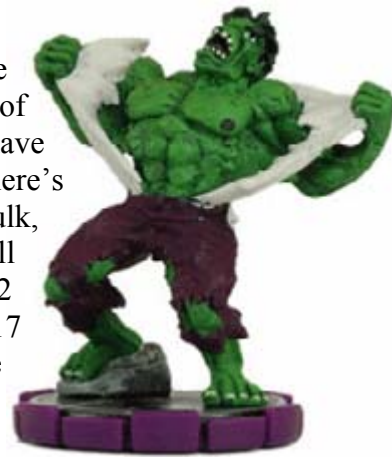
Again, when you consider it's about 4 clicks of damage into the prime clicks, let him take some punishment. That way when the prime clicks hit, he's already in someone's face ready to hurt.



Mr. Fixit (U), *Clobberin' Time*: This Hulk represents his time as a small-time gang leader. Mr. Fixit is actually more about brains than brawns, showing one of the several periods of his history that Hulk managed to harness some of Dr. Banner's intellect. You will see his dial reflects this. His attack numbers are probably the lowest of any Hulk, maxing out at a 10 attack and only 3 damage. Mr. Fixit has a nice bonus of a couple of Perplex clicks in the middle of his dial when he's at his toughest, possessing a 16 defense and Invulnerability. Mr. Fixit opens up with a couple of Leadership clicks as well, but, sadly, weak offensive numbers nearly mandate pushing to get him to anything remotely different. Two Regeneration clicks at the end can keep refreshing him into the Perplex clicks, but that's about all he's good for. He is cheap at only 103 points, but there are so many better options for both Perplex and offense at that value that Mr. Fixit will probably only see the wildest of these nights.

Hulk (U), *Xplosion*: Let's get back into some real Hulk action. Next up is probably one of the more favorite Hulks of the game, the "savage" Hulk (or, as I like it...Hulk Gone Wild). At 201 points, he eats a good portion of your army's wallet, but this Hulk has the goods. Even on his weakest opening clicks, this Hulk packs 3 damage, 9 attack and opens with his Leap/Climb, Super Strength and Toughness. Yeah, you can imagine how much badder he gets. The Leap/Climb and Super Strength extend all

10 clicks of his dial and the Toughness is only on three of them. The other seven have Invulnerability. Again, there's nothing fancy here. Hurt Hulk, Hulk get mad. Hulk will eventually peak at a 12 attack, 5 damage and a 17 defense. He's tough in the middle of his dial and has the benefit of having no Battle Fury on the dial, which should make him easier to retreat if the situation arise. The only difference between this Hulk and the *Infinity Challenge* Hulk is he has some extra Invulnerability clicks and is able to fight hard off the first click, where the other one needs his third click to start hitting hard. All that aside, I'm still not certain this guy is worth the extra point cost over the other incarnation.



Hulk (U), *Critical Mass*: This is an interesting incarnation of Hulk as it's one of his brains/brawns balance forms. This one weighs in at 149 points and is quite the enigma. He has a rare team ability, the Spider-Man allies, and actually has a range of eight. Fitting considering the HUGE guns he's packing. This Hulk puts up some good attack values, starting at 11.

He fluxes a bit and will peak at 12 before drifting to 9. Still, solid numbers. This Hulk again suffers from the "brains over brawn" problem Mr. Fixit did. While he does have nice attack values and good guns, his damage is substandard, maxing out at 4 damage for a mere one click. He defense values are pretty low as well, but he's backed up by a good chunk of Invulnerability. The worst part about this Hulk is



that when his damage finally peaks, the Battle Fury kicks in and he can't use ranged attacks. He can still make use of some three damage clicks before and after Battle Fury, so don't hesitate. If it's not enough, use his Super Strength and smash. He *is* a Hulk after all. Also, he opens with a little bit of Leadership, so never be afraid to use it. Even all that, consider some mean team abilities he can copy and this could be one cunning Hulk to have to tackle.

Hulk (U), *Ultimates*: He's big, he's grey, he hits like a nuclear warhead and he's out of control. Introduce yourself to Ultimate Hulk. This Hulk's point cost: 182. He also has the added bonus of the Ultimates team ability. Unfortunately, with no range and Leap/Climb already, it serves him little use, but he's great to have when packing some wild-cards. This Hulk probably packs the most pure, unadulterated numbers of all. This Hulk has an activation click, but ramps

right into furious slaughterhouse. Ultimate Hulk opens his true form with a 10 attack and 4 damage. His defense is a little soft with 15, but you actually want him to take some hits because his prime clicks are insane. At his worst, Ultimate Hulk has a 13 attack, 17 defense, now backed by Impervious, and 6 damage. He is a full 11 clicks, again considering the opening activation click. Seven of them are backed by Invulnerability or better and three of those have Impervious. As a nice twist, his Super Strength is replaced by a couple of Quake clicks near the end of the dial. His lowest damage output is three, and that's the lone click at the end of the dial. Hulk does have some good movement values, so that'll help the endless Battle Fury he has that prevents him from being carried. All in all, despite what most players tell me, I have to consider at one of the top three Hulks ever printed. A hefty price tag, but a hefty amount of pain.





Hulk (V), *Mutant Mayhem*: This is the most recent version of Hulk printed as a base R/E/V version. This Hulk finally gives him the Charge his clic have been so longing for, but, to me, doesn't really make him much better. Initially, this Hulk has an activation click as well and goes right into attack mode. He's got some okay numbers after pushing, with a 9 attack, Super Strength and 2 damage. His prime click is number four this time, a change from where prime clicks come at or after the second half of the dial. It's a healthy prime click, with a 10 movement and Charge, 11 attack, four damage and a Impervious-backed 17 defense. It's quite formidable, but after that, he trails off pretty quickly. This Hulk only has three clicks of Invulnerability or better, a far decline from other more offense-minded versions. Two clicks of Quake finish his ten click dial in this version, which you might as well use with a base damage value of two. Even still, packing only Toughness for the latter of his dial and mediocre defenses, this Hulk probably won't be intimidating anyone anytime soon.



Hulk (LE), *Supernova*: Although I have an unwritten policy on not writing about limited edition figures in my articles, I would be remiss if I talked about Hulk figures and excluded the super-rare and super tough Zombie Hulk. I've seen this Hulk in action once and he is an intimidating piece. Each click has a different offensive threat to deal with, and you still can't discount Hulk's traditional high attack values.

Even as he opens up, he has an 18 defense with Invulnerability, which will take some work to even get the ball rolling. While he's there, he'll be using Exploit Weakness to open up your skull for three damage a piece. Even if you do hurt him, his next clicks are even worse. While the Invulnerability is gone, he gains Willpower and a nasty pair of offensive abilities: Flurry and Steal Energy. Even worse...his damage didn't decrease. Flurry for three is unpleasant. Traditional Hulk returns later with Invulnerability and Super Strength and his damage cranks up to four. The "zombie" portion will end the dial, and while he has no defensive powers, Steal Energy now has both Flurry and Exploit Weakness by which to regain his health. Zombie Hulk is a headache to deal with, as you need to know exactly how much damage to deal each time to avoid anything truly terrifying. At 100 points, I almost think he's a steal of a figure, even if, as a zombie, he has lousy movement values. But who cares? There's no Battle Fury on this Hulk, so tow him a line into battle.

Hulk (U), *2099 Collector's Set*: I picked up my set and after taking a look at the numbers on the brute, I joked that this could be one of the greatest figures ever printed. Most notably, this Hulk is a giant character, meaning he gets the two-square adjacency. Hulk opens up pretty brutally with a 19 defense and Invulnerability, Leap/Climb (which actually does help him get around other figures for positioning), 10 attack with Super Strength and a hefty four damage. His overall attack values are pretty stable, only hitting 7's and 8's at the near end of the dial. He'll jet into some



Impervious for clicks three and four and still packs good defense values for the early half of the dial. If you want something fun to try with a giant figure, how about working the three mid-dial clicks of Flurry he has.

I'm sure a figure that big can find plenty of targets to rip up. He still deals three damage during those clicks. In fact, he never deals under three damage at all. While he does have some heavier damage values up front, where a figure is freshest, it's nice to have that kind of longevity over the course of the dial. Hulk can regenerate; using one of this two end-dial clicks of Regeneration, and can heal up into some still very comfortable territory. Plenty of Super Strength augments all that damage, and he finishes with two Quake clicks if you feel that one last hurrah against a half-dozen targets is more fun than a Regeneration roll (and it is more fun!). Again, he does have the giant figure's downside in that nearly anything with a number by their lightning bolt(s) can see him, but it's tolerable, given that all that goodness wraps up into a mere 123 points. With that opening defense, I wouldn't hesitate to be aggressive, especially if you can get some good position and you're not facing terribly high attack values.

One man, eight different incarnations; seems fitting for one of the most influential and changing characters in Marvel's history. With the general premise of World War Hulk revealed to us and the very recent events of the Planet Hulk series, it makes me wonder if sometime soon we won't be seeing yet another version of Hulk with even more phenomenal numbers than we've ever seen before.

Only time will tell.

--MOX

Spotlight: Jordan Davis



Jordan Davis placed in the top 8 at the Wizard World LA (photo by Peter Wort).

This is the team he used:
Ghost Rider Experienced
Jeanne-Marie Beaubier LE
-In Contact with Oracle Feat
-Thunderbolts Feat
Silver Sable Veteran
-In Contact with Oracle Feat
Havok Veteran
Lockjaw Rookie
Carol Ferris Token

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.

MEET ME IN A DARK ALLEY: SLASHERS

BY WILLIAM ROCK



In classic monster movies the light of day is our protector and the shadows the bane of our existence. Our inert fears are played upon in the night, as our minds make up monsters and mayhem worse than what is already there until it jumps out and grabs you. It is in the Dark Alley that our natural instincts and fear of dark cramped places is challenged. The Dark Alley is the perfect setting for HorrorClix. Here monsters can stalk and torment their victims. Beware the dark alley for you shall abandon hope all ye who enter here.

The Slasher is the classic monster villain. Defined as a psychopathic killer that stalks and graphically murders a series of victims in a random unprovoked fashion. How fitting a role the slasher plays in HorrorClix. How fitting that we have quite a few to pick from. Enter my parlor and see the best Slashers in HorrorClix.

Chainsaw Experienced-35 points



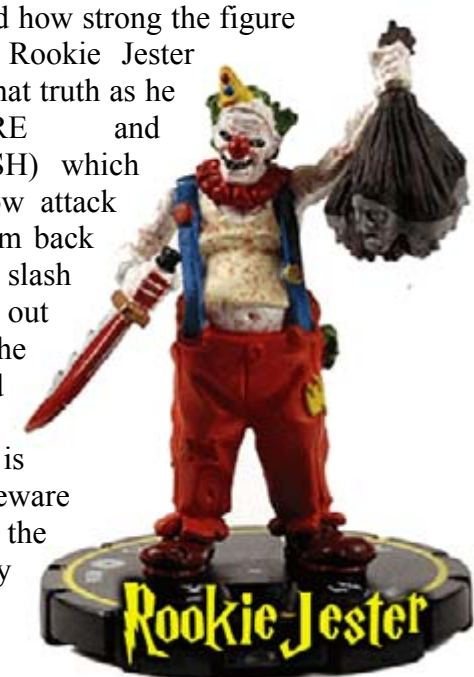
“Look what your brother did to the door! Ain't got no, no pride in his home!” The traditional raving lunatic with chainsaw in hand comes crashing through the door screaming and yelling for blood. It is a noisy bloody mess that is bound to come when he is on the floor. The figure named Chainsaw in Horrorclix is the most effective cheap slasher in the game. A high attack value and GAS POSWERED

CARNAGE (SLASH)

throughout his dial means that when this monster comes for you it is not to ask for your phone number, but to scrawl his into your skin. (you won't forget to call then) His SCARE ability allows you to lower an opponent's defense when he attacks as well. His only weakness lay in the plot twists packed in your opponent's crypt. Still for 35 points what better monster can you take than this one?

Jester Rookie-25 points

“Can't sleep, Clowns will eat me!” Clowns scare the young and the old. How can you trust something that is always smiling? And what is so funny? For them they know that your laugh will come along with your last breath. When HorrorClix first premiered the Jester was the standout figure because of his horrifying sculpt and how strong the figure actually was. The Rookie Jester seems to still hold that truth as he combos SCARE and MACHETE (SLASH) which means while his low attack (8) will not hold him back when he rolls his slash and takes a chunk out of your hide. The Jester is an old school fit in the new school set that is coming out. Beware when they bring out the clowns for you may not survive.



Vat Grown Clone Rookie-55 points

“Seeing is believing. I should have come for you a long time ago.” The most fearsome monster in the world is one that just stares at you as he takes your life. In the movie Hellraiser the scariest monsters were the ones you knew were there, but said nothing. The Vat Grown Clone is one of the most powerful in the game. While not a threat like some of the other slashers when he flurries; this monster is most fearsome when he is right next to you. His DODGE will keep your opponent from making the hit and his natural 4 damage will help dish out the pain that comes in silence in VORHEES fashion.



Hook Veteran-65 points

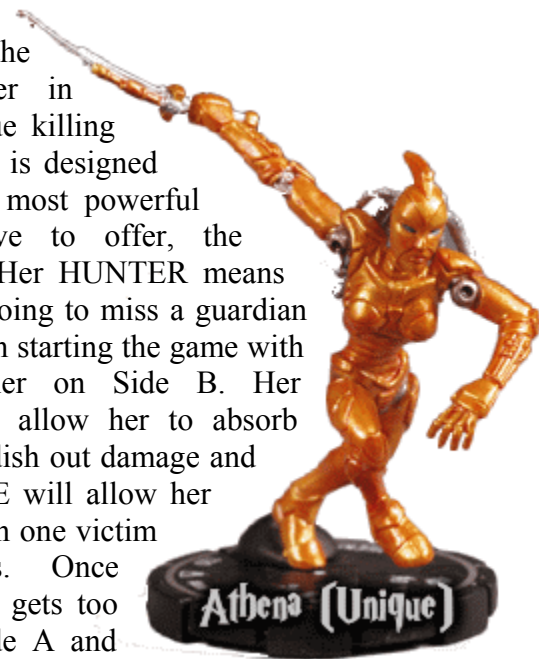
“Is this the kidney? Or is that the Liver? Oh, I’m just gonna grab it!” One of the scariest urban legends is the story of the man with a hook hiding in the back seat of the victims car. Things in the rear view mirror are closer to killing you than they appear. This monster is designed to absorb victims and plot twists alike. His STAMINA will keep him taking

any small damage dealt by a plot twist and his SPREE means that when he damage he will be dealing a damage for each victim he killed. A high attack value and defense means that he may be the most dangerous thing on the board. Though when your opponent does manage to hit him they must contest with him as he uses his PAIN and sees through those damage reducers. His BEAR TRAP will mean that any adjacent monsters are not escaping anytime soon either.



Athena Unique-120 points

Currently Athena is the strongest slasher in the game. A true killing machine Athena is designed to take out the most powerful the games have to offer, the GUARDIANS. Her HUNTER means that she is not going to miss a guardian very often. When starting the game with Athena start her on Side B. Her STAMINA will allow her to absorb plot twists that dish out damage and her MASSACRE will allow her to slay more than one victim if she wants. Once another monster gets too close flip to side A and go all out with LEAP/CLIMB and SLASH which means she can get anywhere she wants and deal some real damage to your opponent. Her MARTIAL ARTIST will protect her while she waits to dismember and destroy. Once you have dismantled the opposition flip the card again and finish off your opponent with LIGHTNING FIELD (AREA). Athena will



prove that while gold is beautiful, it is also deadly.

Running Alien Rookie-50 Points

“You still don't understand what you're dealing with, do you? Perfect organism. Its structural perfection is matched only by its hostility.” The release of the ALIEN collector set was met with great enthusiasm and helped progress the game of HorrorClix. Each of the Aliens in the collector set is as lethal as its movie counterpart. The Running Alien is one of the more dangerous in the set. The great thing about the Aliens is that they can flip their card at the beginning of their turn, plus most of the Aliens in this set are already blooded. On one side of the card you can use her LEAP CLIMB and AGONY combo, which allows you to get past any tough damage reducers. However, it is the other side with his SAVAGERY that makes him truly damage. His capability to deal a possible 4 damage in close combat will frustrate your opponent to no end as they



must choose between taking damage from ACID BLOOD or taking damage from the character itself.

Reptoid Unique 120 points

“Every species can smell its own extinction. The last ones left won't have a pretty time with it. In ten years, maybe less, the human race will just be a bedtime story for their children. A myth, nothing more.” Lovecraft made us afraid of our own shadows and those things within those shadows. There are things out there that will prey on not just our fears but our hearts, brains, kidneys, umm....yeah. Reptoid is effective as he brings another Plot Twists to the CRYPT. His high defense (18) will keep him in the game for a long time. His FEROCITY allows him to do a little extra damage when needed, but he shines with his MIND CONTROL (POSSESSION) and makes your opponent destroy themselves. The monster to be feared is often the monster within and the Reptoid has a taste for those particular parts.



Doctor Von Raechter-125 points

“Who's going to believe a talking head? Get a job in a sideshow.” Doctor Von Raechter gives victims a reason to invest in bushels of apples. The monsters that scare us are often the ones that are most familiar. This monster is a great addition to any team as he brings two plot twists to the crypt and on top of that is a killing machine. Like many slashers he is equipped with SCALPEL(SLASH) which means he will leave his mark on his opponent. A high attack value means that he is not going to miss very often. If he does

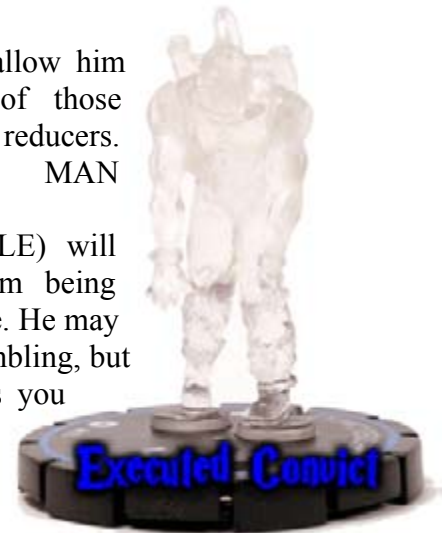
manage to be dealt some damage his RAMPAGE will allow him to attack again and again and again. High attack values and high damage means that your opponent has much to fear from the good doctor. Doctor Von Raechter also contributes to the SLASHER MINIONS in the game as he gives them LEATHER STRAPS (TORTURE) when a Minion comes on the board with him. Beware the good doctor is in.



Executed Convict Experienced-45 points

“You like killing too, huh? There's nothing about it. We're killers.” The most effective slasher is one you know is there but cannot see. The Executed Convict is one that is designed to destroy all the victims on the board. His GHOST allows him to go any place on the board he can reach. His two clicks with hourglasses on defense means no monster or plot twist will do him damage. Once he gets past his starting clicks his

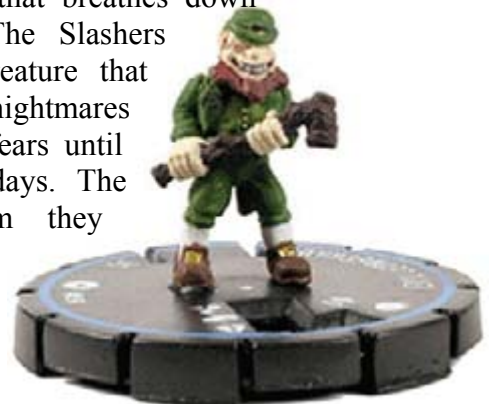
ASSASIN will allow him to avoid any of those pesky damage reducers. His DEAD MAN WALKING (INVULNERABLE) will protect him from being dealt any damage. He may be slow and shambling, but when he catches you sparks will fly.



Evil Leprechaun Experienced-35 points

“Tell me or I'll bite your ear off, and I'll make a boot out of it.” The most dangerous slasher in horror movies are the ones you can't see. Though the only reason you can't see this one is you didn't look down. The Evil Leprechaun is not a creature you want to catch, but he wants to catch you. His BLOODY SHILLELAGH (SLASH) makes him a danger to those around him. His PRANCING STEP (DODGE) means you won't be able to hit him either. Beware this creatures lucky charms for they might be lodged in your throat soon.

The Slasher will be the creature that haunts our dreams and deepest fears for it is the one that could be the most real. It is the monster that lurks in the shadows just beyond reach and the one that breathes down our necks. The Slashers will be a creature that haunts our nightmares and deepest fears until the end of days. The only problem they may be the end of days.



THEMES LIKE A GOOD IDEA

BY BOB 'SLVRSR4' PETERSON



RAAAAGH! CRITICAL HIT SMASH!!! THEMES LIKE A GOOD IDEA STRONGEST ONE THERE IS! Well, our little magazine may not be doing a whole lot of smashing, but this month's theme certainly is. Welcome to the "World War Hulk" issue of Critical hit magazine. For those of you who don't know what this storyline is about, let me give you a brief history of what's been going on with the jade giant since before the beginning of Civil War. I won't go into great detail, but I do suggest picking up this comic or the collected trade paperbacks as it is one of the most original Hulk stories that I have ever read. The Illuminati, consisting of Mr. Fantastic, Iron Man, Black Bolt, Professor X, Namor, and Dr. Strange decided that the Incredible Hulk was far too dangerous and too much of a loose cannon to be allowed to remain on Earth and rampage as he so often did. They concocted a plan to get Hulk to fly into space to deactivate a rogue satellite that was a threat to humanity. They rigged his shuttle, though, and the true nature of his mission was to send Hulk to a lush planet where he would not be a problem or a danger to society. Their intention was to rid the planet of the Hulk menace and provide Hulk with the thing that he

has been wanting for a long time, solitude. The shuttle flew off course, however, and got sucked into a wormhole, which deposited Hulk on the planet of Sakaar. When he arrived, he was weakened by his trip through the wormhole and was able to do little of anything when he was sold into slavery and sent to the great arena to fight gladiator style. The warriors in the arena had short life-spans and were not expected to survive for long. This was the case until the Hulk showed up. He quickly started to regain his strength, and with the help of a ragtag group of the arena warriors began to mount an offensive against the oppressive Red King who ruled the planet with hate, fear, and anger. After almost a year of fighting, Hulk's team finally defeated the Red King, and Hulk now finds himself the ruler of this planet. The storyline has yet to conclude, but I do know that the Hulk will eventually end up back on Earth and will be looking for revenge against the people who exiled him to begin with, the Illuminati.



The theme that I will be exploring this month will be the arena warriors that have joined with Hulk to overthrow the evil regime that the Red King had established. Unfortunately, as these are mostly new characters, the majority of them have not been made in clix form. I have been using substitute figures in the last few installments of “Themes like a good idea,” but this will be the test of my abilities as this team will be mostly comprised of replacement figures. Let’s see if we have learned anything in the past few months as we pick our replacements. As I’ve said before, who you choose to replace characters that haven’t been made is totally up to you. I personally try to pick someone that at least somewhat looks the part and who has a power set that is similar to the character that they are supposed to represent. That being said, let’s go through a short list of who the characters are and possible replacements for them.

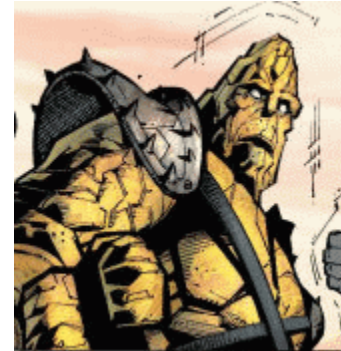
Caiera the Oldstrong: She is a “Shadow Warrior” that comes from a race of ancient warriors. She possesses super strength and durability and has a fighting skill that is unparalleled on the planet Sakaar. She is a pale grayish color and has an average body type with decent muscular tone.

Replacement figure(s): I considered using Veteran She-Hulk, but since she is currently romantically involved with the Hulk and is pregnant with his child, I figured that this would just be plain wrong. Given the paleness of her skin, I also considered using Veteran Shi but felt that



she wasn’t powerful enough in the long run. The figure that I ended up going with is the Unique Titania. She has all the right skill types, and fits well into the power structure.

Korg: He first made his appearance a long time ago when battling against Thor. He too has found himself an exile on the planet Sakaar. He is large, orange, and has a rock like look to him. He has super strength and is super durable. Sound like anyone else you know?



Replacement figure(s): I obviously went with Veteran Fantastic Forces Thing.

Brood: A member of the alien race called the Brood, this warrior is without a name of it’s own since the brood are a hive mind and have no need for individuality. It has become separated from its hive, though, and must now form an alliance with its “New hive” which takes the shape of Hulk and his band of warriors.



Replacement figure(s): This figure does not need a replacement since we already have a brood figure. I did opt to use an experienced Brood Queen instead of a Brood drone so the character could be more on par with the rest of the team where power is concerned.

Hiroim: A member of the same race as Caiera, but lacks the Strength and the durability that she has. Hiroim has the same skin tone and basic look as Caiera does, and must rely on his fighting skill and mind to keep him alive





Replacement figure(s): I wanted to have someone who is adept at close quartered combat, but who is not at the same power level as Korg, Caiera, or the Hulk. Possible replacements were Corsair, Raza, and Ian Nottingham. I decided to go with rookie Raza.



Elloe: She comes from the same race as the Red King does. She used to be part of the empire, but was banished to the arena to fight. She has a reddish skin tone,

decent fighting abilities, and an average female body type.

Replacement figure(s): There are quite a few lower point female figures that could be selected to replace Elloe, but I decided to go with veteran Echo to keep her at the power level and ability that I felt that she should be at. She can deal a decent amount of damage, but is ultimately not that difficult to take out of the fight.

Miek: He is the character that has gone through the most change since this storyline

has begun. He started out a very small and ineffective fighter that only survived because of a natural guile. It also helped that he stayed extremely close to Hulk's side. He later underwent a metamorphosis and became an almost Hulk sized fighter. He was now King Miek. His strength and durability increased exponentially and he also became a much angrier person after he found the rest of his race being used as the lowliest of slaves and after the last surviving queen of his species was killed. In his smaller form he looked almost like a grasshopper that walked upright. In King Miek form, he looks like a very large and very angry black cockroach.

Replacement figure(s): Unfortunately there isn't a great pool to select from when looking for a character that fits this description. Going with the bug theme, I considered using either Ambush Bug or the Unique Blue Beetle. I went with the Blue Beetle because he has more power, and looks more like a cockroach than



the previously mentioned Ambush Bug. Bright blue isn't the color I was going for, but I had limited choices.

After selecting the characters that I wanted to use as replacements, the team came out to be 641 points. This would leave me with a respectable 59 points left over to fill in the team with feat cards. This would bring the team up to a 700 point total. I don't normally select the point total after the team is made as that is the reverse order in which a team should be made. You will most likely never have that option unless you are the one who is also setting the stipulations whether you are the judge at your venue or if it is just a friendly home game. This is the way I had to do it in this particular scenario

since I didn't want to have even more constraints on who I would or wouldn't use as replacement figures.

Feat: Haymaker

(cost: 10) (-1 attack, +2 damage)

Choose a character. Give this character a close combat action targeting a single opposing character. After resolving this action, this character takes 1 pushing damage that ignores Willpower and team abilities.

Spotlight: David Williams

David placed in the top 8 at the Wizard World LA

This is the team he used:

Hawkeye Veteran

-Alpha Flight Feat

-Trick Shot Feat

-Nanobots Feat

The Joker Experienced

-Armor Piercing Feat

-Protected Feat

-Lucky Break Feat

Lockjaw Experienced

-Nanobots Feat

Domino Rookie

Lian Harper Token

Feat cards that work well with this team includes In Contact with Oracle, Unstoppable, Haymaker, Rip it up, and Fortitude. There are other feats that work well too, but these are the ones that make the team into more effective gladiators. Unfortunately, this team is going to be quite vulnerable to ranged attacks, but as with many theme teams, there is an exploitable Achilles heal. Normally I would try to help you cover up that weakness with a thick coating of armor, but I think this team will be best played as a purely offensive, unstoppable force. Sure, you will take some casualties, but you are sure going to have fun doing it! What will more than likely be your best plan of attack is to make sure to have objects handy for both Hulk and Korg (Thing). This will best be achieved by giving them both the "Rip it up" feat card. Have them each head up to individual strike forces that move from opposing figure to opposing figure. Swarm each opposing figure with 3-4 warriors and destroy! Repeat as necessary. Here is the final layout for my Planet Hulk theme team (Also known as the "Beat you upside the head and steal your lunch money" team.)

PLANET HULK:

- Unique “Savage” Hulk (X-Plosion) (201 Points)
- Feats: Rip it Up (20 Points) + Unstoppable (5 Points) + Protected (8 Points)= **234 Points**
- Veteran Thing (Fantastic Forces) as replacement for Korg (128 Points)
- Feats: Rip it Up (20 Points) + Unstoppable (5 Points) = **153 Points**
- Experienced Brood Queen (Critical Mass) as “The Brood.” = **62 Points**
- Veteran Echo (Armor Wars) as replacement for Elloe = **38 Points**
- Unique Blue Beetle (Origin) as replacement for “King” Miek = **83 Points**
- Unique Titania (Clobberin’ Time) as replacement for Caiera the Oldstrong = **85 Points**
- Rookie Raza (Supernova) as replacement for Hiroim = **44 Points**

Grand Total: 699 points

This month I am doing something different with “Themes like a good idea.” I mentioned in the last issue that it was brought to my attention that there should be an alternative to the theme teams that I demonstrate to you month after month. I apologize, because I have been making theme teams that are only possible if you have unlimited access to every figure that has been made up to this point. I realize that not all players have that many figures. Heck, I DON’T HAVE THAT MANY FIGURES! There are actually quite a few players out there who only collect their favorite figures or players that are only able to afford a few boosters per set. This is the reason why I am going to inject “Themes like a good idea” with a new feature. Welcome to the “Themes on a Budget” section of “Themes like a good idea.”

The basic idea is that I will take the chosen theme for the magazine as well as my articles theme for the month and create a theme team that will be comprised of figures

that are more commonplace than the unique and Limited Edition figures that I use in my other team that month. The budget team will also be fewer points in general and will be more available as a theme to use in a more structured game such as a tournament setting. Here is the first installment of the new “Themes on a Budget” section:

PLANET HULK (on a budget):

- Experienced Hulk (Infinity Challenge) (117 Points)
- Feats: Rip it up (20 Points) + Protected (8 Points) + Unstoppable (5 Points) = **150 Points**
- Rookie Thing (Fantastic Forces) as replacement for Korg = **83 Points**
- Veteran Brood Drone (Critical Mass) as “The Brood” = **25 Points**
- Vet Elektra (Clobberin’ Time) as replacement for Elloe = **26 Points**
- Veteran Moloid (Critical Mass) as replacement for “frail” Miek = **9 Points**
- Veteran Valkyrie (Sinister) as replacement for Caiera the Oldstrong = **71 Points**
- Veteran Corsair (Critical Mass) as replacement for Hiroim = **33 Points**

Grand Total: 397 Points

Finally, let’s talk about what Battle Field Conditions go best with these teams. For the deluxe team, I would play with Darkness to help overcome the adversity you will be facing with range. As a secondary card to be used in a later round, I would probably go with Disbanded. You don’t have any team abilities that you would want to keep, so use this to make sure you don’t have to go up against a Wildcard cheese team, a mystic team, or a Power Cosmic team. Any of these teams could spell out bad news for your warriors. This battlefield condition card would not be the best one for the budget team. Both your experienced Hulk and the Veteran Valkyrie will share the Defenders team ability. This means that if you keep her

next to Hulk, he will be sharing her opening click of an 18 defense for as long as she has it. Later on it will probably be her borrowing his defense, but it will still prove to be useful. I will once again recommend Darkness as a way to overcome your ranged shortcomings, but this time I will recommend Poor Teamwork as the secondary card. You are also going to have a lack of mobility, so your opponent should suffer the same fate. There are plenty of other good cards to use, though. Try them out and find out what works for you.

That will about wrap it up for this month. Hopefully you have enjoyed the new addition to my little section of the magazine this month. Themes on a budget will now be

popping up monthly as a competitive alternative to my usual team. Join the Critical Hit crew and me next month for our Spider-Man 3/Back in Black issue where I will be taking the Spider-Man theme and twisting it slightly. Instead of doing the same old Spider-Man and friends team which features Spidey and his most frequent team-up partners, I will be doing a NEW Avengers theme team, and I'm not talking about the NEW Avengers. I'm talking about the NEW NEW Avengers. You know, the one with those NEW guys...Wait, I think I just confused myself. I tell you what. Give me a month to figure it out, and until then, I will remain...

THE SLVRSR4

DC HeroClix: Legion of Super Heroes Starter Game

Title: HeroClix: Legion of Super Heroes Starter Game

Stock Number: WZK4222

MSRP: \$19.99

Expected Release: June 2007

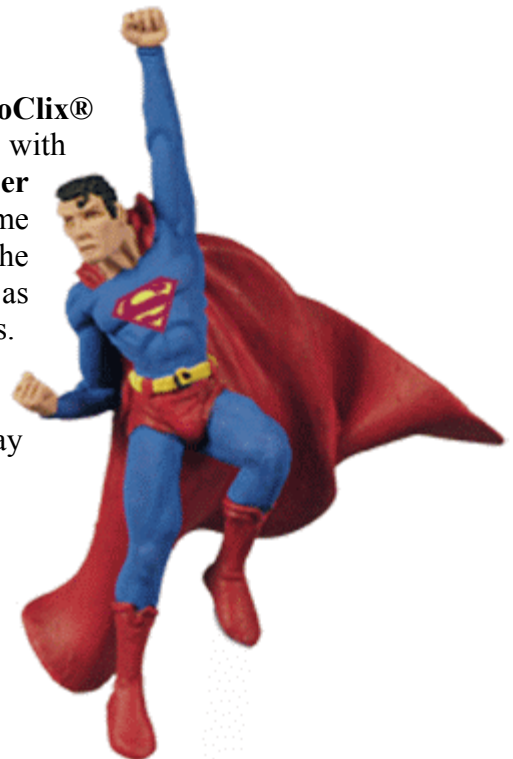
Product Information: DC™ HeroClix®

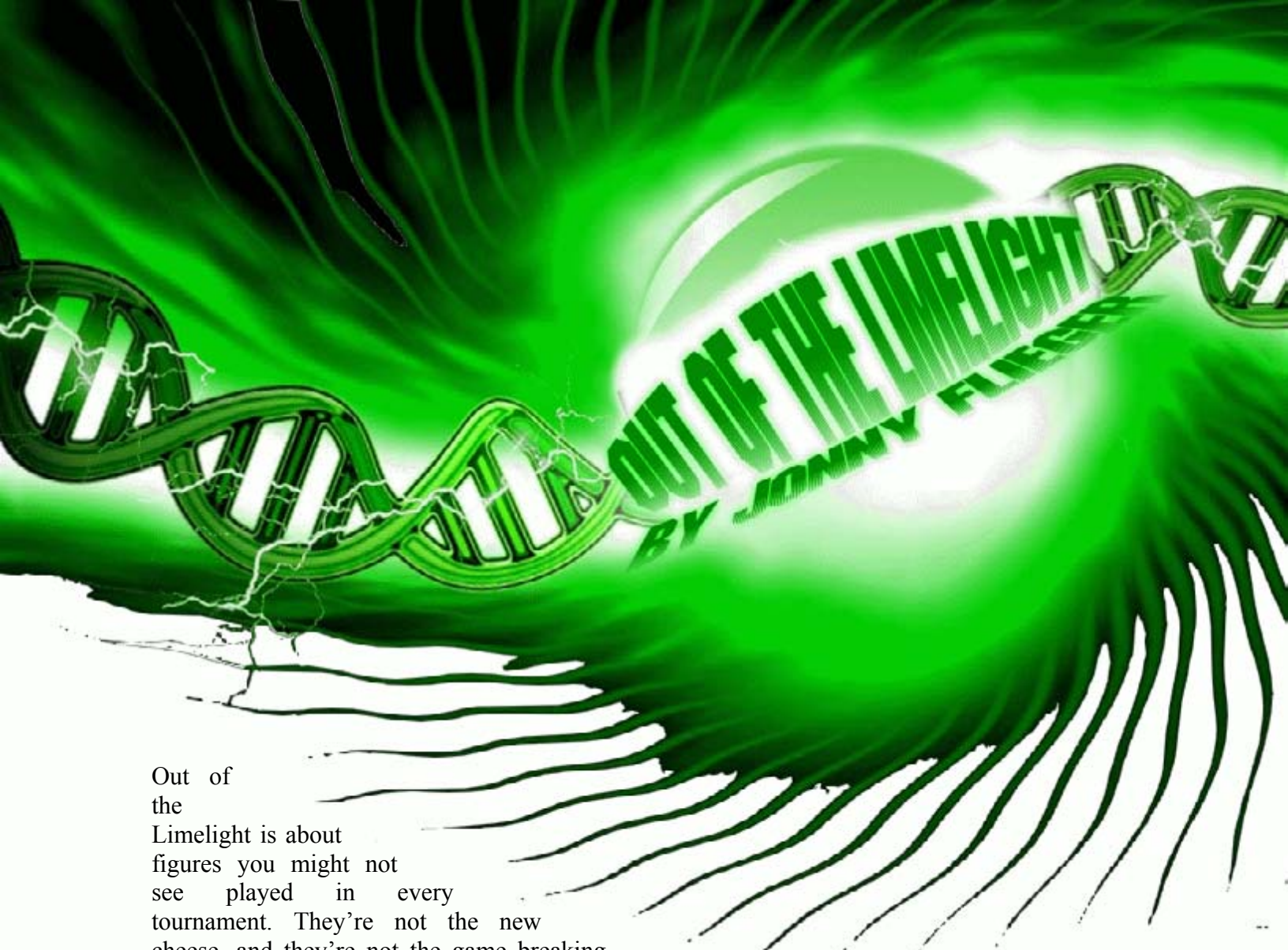
gets its first Starter Game in two years with the **DC HeroClix: Legion of Super Heroes Starter Game!** This Starter Game is playable out of the box and contains the

latest and most up-to-date version of the HeroClix rules, as well as new game mechanics such as character cards and themed teams. This product is a must-have for all HeroClix players!

Contents

- 7 exclusive new sculpts with character cards in a windowed display
- 2 exclusive new 3-D objects
- 1 feat card, 1 battlefield condition card
- Terrain and object tokens
- Full sized 3"x 3" color map
- Updated HeroClix rulebook and powers and abilities card
- 1 HeroClix base turning ring and 2 dice





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

There are some hard lessons you have to have beaten into you when you first start playing Clix. Move and attack powers are good, range usually beats no range, expensive figures have to be worth their point cost, damage reducers mean nothing when your opponent has Batman, you want your best clix up front where you're guaranteed to see them, and the Hulk really sucks.

Now a lot of people like the Hulk, and he certainly does have an interesting collection of representations in Clix form, but from a purely competitive standpoint,

Hulk is a total dud. He's had great representations (and from a flavour standpoint, I love that he hulks up as he clicks down) for comic accuracy, but what the Hulk is just isn't that good in HeroClix. Most Hulks have leap and climb instead of a useful move and attack power. The few that have charge don't have enough of it or a big enough movement value to really be worth it, so he's not great for mobility. He's not great on range, with most having no range, and although Hulk can throw objects a short range, that's rarely the kind of play you get really excited about.

Usually you end up with a big, expensive brick that gets shot up from range before you can position it, or else Hulk's

damage reducers just get outwitted and he gets blown to bits before he can do any smashing. The problem with Hulk getting stronger as he goes is that by the time you get him to the point where he's a real threat, your opponent really only needs one good shot to finish him off. That makes Hulk angry...

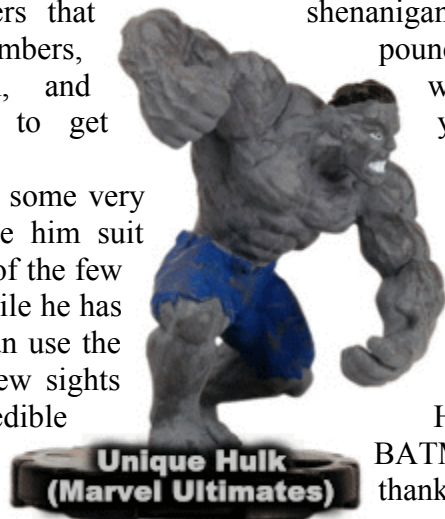
He's not hopeless, I mean the Ultimate Hulk is a neat figure, and probably the best of the Hulks (natural six damage being rather wow), and Zombie Hulk is actually fairly playable for his points, but neither is the 616 Hulk most of us grew up with, and neither is actually show stopping, just better than the utter crap most Hulks are. They're both rather expensive dates to bring to the dance, too. Points wise and dollars, they're both a bit much.

So no one plays the Hulk. That's too bad, because he's one of the most iconic characters in comics, and he certainly fits a lot of storylines and themes.

So, my loyal out of the limelighters, let's play us some Hulk.

Rookie Hulk from Infinity Challenge, yes, the very first Hulk there ever was in HeroClix, he is the Hulk for me. For a reasonable 103 points, he's very "Hulk-like." He has low numbers that move into high numbers, leap/climb, super strength, and damage reducers (nothing to get excited about yet).

Ah, but this Hulk has some very special differences that make him suit our purposes. First, he's one of the few Hulks that have 2 damage while he has leap/climb. That means he can use the pounce feat, and there are few sights more poignant than the Incredible Hulk hurling himself through the air onto some unsuspecting jerk. It brings



a tear to the eye.

The two damage, super strength, leap climb combination on the Hulk's 3rd, 4th, and 5th clix mean he can pick up a heavy object, solve his mobility problems, and leap straight down your opponent's throat. Push him naturally to those clix, or put Double-time on him to get him quickly into position (and to an object). With the added damage and attack, you now have a bona fide threat in your Hulk. The pushing click from Pounce only Hulks him up further, and the pounce puts him in position to continue the close combat beatings.

The problem of being outwitted and shot to death still remains, of course, and that's where this Hulk's other stand out feature comes to bear. This Hulk is an Avenger! Or should I say, he's a Thunderbolt...

For a measly 5 points more, have Hulk copy the Batman Ally Team Ability. Lines of sight for that outwit and those ranged attacks suddenly become a thing of the past. The usual stealth busters will still apply, but if your opponent's team is lousy with those, consider thunderbolting to Suicide Squad and letting Rick Jones take one for the team. Hulk keeps pouncing and pouncing...

Barring see-through-stealth-shenanigans (STSS), a Bat-aligned pouncing Hulk is a real threat. Hulk won't get into the fight until you're ready for him too, and when he does, he'll come in with a thud. Your opponent will be forced to enter close combat with the Hulk, and will have to deal with Hulk's damage reducers now that he can't see him to outwit him.

HULK SMASH PUNY BATMAN. Oh dear. Well, at least thank him for the Team Ability Hulk.

A bit of a do-it-yourself fixer

upper, but with a few feats and a really old figure that everyone has (or that you can buy for a quarter), you can have a Hulk that actually gets to blast people in the head with generators, and actually gets to USE those fancy damage reducers that keep his point cost so high.

For the relatively low point cost of 128 points, (Figure 103+ Pounce 15+Thunderbolts 5 + Double Time 5), you

have a Hulk that is actually somewhat competitive, and who solves the “problems” of being a Hulk. He’s cost effective, mobile, has survivability with stealth and damage reducers, and can quickly get to the Clix where he’s best. Feat up that Hulk and go smash those puny shooters and outwitters that have kept him off the table so often in the past! **HULK SMASH!**



Marvel HeroClix: Avengers

Stock Number: WZK3242

MSRP: \$9.99

Expected Release: June 2007

Marvel™ HeroClix®: Avengers continues the fifth anniversary of HeroClix in a big way with the premiere Marvel super-team that’s so big it requires 60 exclusive figures to get them all in! Avengers takes HeroClix to a whole new level with a number of new features for players, collectors, and retailers alike!

- Character cards now give figures more thematic powers and abilities plus background information like first appearances, secret identities, and more!
- HeroClix now features an industry-standard rarity model; each piece is now marked with a set symbol colored to represent rarity.
- The Booster size has increased to accommodate 5 figures, character cards and some of the most amazing sculpts ever in HeroClix!

Contents:

- 5 randomly packed figures with character cards
- 1 feat card, bystander token, or battlefield condition card
- 1 marketing insert



THE POWER OF THE DARK SIDE!

COMPARING THE DARTH VADERS OF STAR WARS MINIS

BY ANGIE NOTHDORF



Darth Vader is the most famous villain in the galaxy. He's also one of the most popular characters in the Star Wars Miniatures (SWM) game. So, it makes sense that every set of SWM features one or more versions of Darth Vader. (Every set, that is, except Clone Strike).

Currently, there are six Darth Vader variations and one Anakin Skywalker that counts as Vader. Deciding which one of the seven to use in an Imperial squad can sometimes be confusing. Unlike the myriad of Luke Skywalkers, all the Darth Vaders have strong stats and see play often. Not only is Vader good at direct combat, which makes him easy to run for less skilled players, but he also has interesting Force powers and commander effects that more tactical players can enjoy.

So which Vader is the best? What makes them different from one another? What's the best usage for each? Let's compare...

ANAKIN SKYWALKER - SITH APPRENTICE

Anakin Skywalker - Sith Apprentice has the lowest stats of all the Vaders. Anakin is best when standing alone using Sith Rage. Barring a critical hit, he can deal 60 damage at +17 if he's away from his allies, which isn't bad for a 39-point character. With 120 hit points and a 19 defense, he can last



awhile against many scrubs and low-tier Jedi, but he'll fall fast to heavier Jedi or big guns. Send him ahead to clear the way or hold him back to make the killing blows after the rest of the squad has done their work. Anakin Skywalker - Sith Apprentice is a Very Rare from the hard-to-find Revenge of the Sith set.

DARTH VADER

Darth Vader is also a Very Rare from the Revenge of the Sith set. At 47 points, this Vader's stats don't increase enough over the Anakin version to warrant the eight-point price hike. He does get an additional 20 hit points and another +2 to his defense, but his attack only increases by one and his Force Powers are expensive. The eight points saved by using Anakin over Darth Vader could be better spent on more support pieces for extra fire power, activations or door control. Darth Vader is only a good choice if Anakin isn't available or if enough points aren't left on the squad to fit a higher-cost Vader.



**DARTH VADER -
CHAMPION OF THE SITH**



Darth Vader - Champion of the Sith, is the least expensive commander version of Vader. At 50 points, he gives his followers +4 attack re-rolls at +10 damage -- possibly the best commander effect of all the Vaders. (Of course, if the follower misses,

then the follower dies. Such is the reward for disappointing the Dark Lord of the Sith.) This Vader has 140 hit points, 22 defense, +15 attack and also comes with two very useful defensive capabilities: Lightsaber Block and Lightsaber Deflect. Darth Vader - Champion of the Sith is a Very Rare from the Champions of the Force set. Pair this Vader with Aurra Sing and she can hit for 40 in one shot against characters with Force ratings, and she has Force to re-roll any misses.

**DARTH VADER –
DARK JEDI**



Darth Vader - Dark Jedi, is a Rare out of the Rebel Storm Starter Set. Another commander, this Vader also punishes allies that don't serve him well. But their deaths serve

to inspire their counterparts to work harder. Darth Vader - Dark Jedi works best with lots of Stormtroopers. If one rolls a natural 1, it is defeated, but all other allies gain +2 attack. Get enough natural 1s, and soon Stormtroopers are shooting at +10. At 55 points, Darth Vader - Dark Jedi has average stats for a Vader: 140 hit points, 22 defense, and +14 attack.

DARTH VADER - SITH LORD

Also from Rebel Storm is Darth Vader - Sith

Lord. This Vader was the first beatstick in the game. With triple attack and Lightsaber Sweep (and five Force to spend on it), Darth Vader - Sith Lord was built to take out large crowds or destroy the opponent's heavy hitter. With 140 hit points, 23 defense and +16 attack, Darth Vader - Sith Lord was the seat of melee power in the early days of the game for 60 points.

Spotlight: James Crisp

James placed in the top 8 at the Wizard World LA

This is the team he used:

Hawkeye Veteran

-Trick Shot Feat

-In Contact with Oracle Feat

-Protected Feat

-Thunderbolts Feat

Lockjaw Experienced

Mockingbird Veteran

-Thunderbolts Feat

-In Contact with Oracle Feat

Oracle Unique

Dr. Mid-Nite Rookie

Franklin Richards Token

Dr. Jeremiah Arkham Token

Lian Harper Token

Lian Harper Token

Lockjaw Veteran



LORD VADER

The newest version of the character is Lord Vader, a Very Rare from the Bounty Hunters set. At 71 points, this Vader can lay the smack-down hard on an opponent. He has

Force Renewal and Master of the Force 2, so not only can he hang back and bank those Force Points, but when he does decide to strike, it's deadly. Lord Vader has Twin Attack which can be coupled with Lightsaber Assault and Sith Rage, for 120 damage per turn (barring critical hits). Use Lord Vader with Grand Admiral Thrawn for initiative control and the switcheroo, and an opponent can be hit with 240 points of damage (a sure killer) without any way to retaliate. Since Lord Vader often faces off against an opponent's best defense/highest offense character, he comes off as slightly more fragile than expected. With only Dark Armor and a 21 defense, 130 hit points can dwindle fast. Also, the +14 attack misses a surprisingly large number of times since Vader tends to spend all his Force per turn on Assault and Rage, so re-rolling isn't an option.

DARTH VADER – JEDI HUNTER

Probably the most solid version of the Dark Lord of the Sith is Darth Vader - Jedi Hunter. A Rare from the Universe set, this 75-point Vader triple attacks at +16, has Jedi Hunter, and can Lightsaber Sweep. He also has 140 hit points, a 23 defense, Dark Armor, Lightsaber Block, and Lightsaber Deflect. Add to all that Force Grip, Force Whirlwind and Force Renewal and Darth Vader - Jedi Hunter is the best of both the offensive and defensive worlds. Putting all of a squad's eggs in this basket isn't nearly as dangerous as it would seem.



As with any character selection, the final choice will come down to what the squad needs to do and how many points are available to do it. But anyone building an Imperial squad should definitely consider all the variations of Darth Vader.

Since each new set is expected to add another Darth Vader to the lineup, one can expect the next, like its predecessors, to be a powerhouse with subtle differences that make picking the right Vader for the job an interesting task with lots of play-testing and squad-building opportunities.



Spotlight: James Crisp

James placed in the top 8 at the Wizard World LA with this team:

Oracle Unique

Scarlet Witch Rookie (In Contact with Oracle Feat)

KC Flash Unique (In Contact with Oracle, Nanobot, Protecte, Armor Piercing)

Lockjaw Experienced (In Contact with Oracle Feat)

CLIX WISH BY BRIAN HITSMAN



This issue focuses on Planet Hulk so I bring to you two Hulk Characters. First we have Hulk. What can I say other than HULK SMASH PUNY HUMAN! This Hulk starts off Strong and gets even Stronger. This is one Hulk that you can just ignore. This Hulk can hurt you right from the start. His lowest damage is 3 damage and he only has four clixs of that out of his 10 clixs of life. This is one mean Hulk. He has everything Hulk should have plus more and he is still under the 200 marker. All I can say is this is HULK. If I had to make the Rookie and Experienced he would have a Transformation clix but not Veteran Hulk. He is just that powerful.

Hulk

0 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
👉	12	11	9	9	10	10	10	9	9	9	KO	KO
👈	10	10	9	9	10	11	10	9	9	8	KO	KO
🛡️	17	16	15	15	16	17	18	17	16	15	KO	KO
★	3	3	3	3	4	5	5	5	5	4	KO	KO

Points: 191

Next we have Omega Red. No he is not the other Hulk Character. Got to wait till the end to see him. Recently I just had a discussion on Omega Red. I had him already remade when I had this discussion but I didn't want to tell them that I was doing Omega Red here on Clix Wish. So I pulled out an old Character Creation, which wasn't that far off from what I had made up in Clix Wish. I did change some numbers around but he is still pretty similar to my first Character Creation. He is just as deadly as he was back then. Omega Red has some great clixs. His 4th clix with Steal Energy and Flurry is a new one. If he does hit the first hit he will gain a health and lose his Steal Energy. His 6th clix with Plasticity, Steal Energy, and Willpower are just deadly. Finally his 7th clix with Plasticity and Poison is just deadly. All this good stuff available for less than 100 points. Not bad.



Omega Red

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

Points: 92

Now for one of my favorites. Usually I save this to the end but I have a special figure for the end. So here is Super Adaptoid. This is one mean robot. With the powers of Thor, Hawkeye, Iron Man, Captain America and Scarlet Witch at his disposal how can he lose? This guy can pretty much take on anyone. His 10th clix even adapts to being dead, just like in the comics. With this guy on your



team you can truly make a “Heavy Metal” team. One of the most interesting things is he is useful all the way down his dial.

Super Adaptoid

Hydra

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

Points: 184

Finally we have a special character. I seem to see this character asked for a lot by an Individual. Since he is a Hulk related Character I decided to add him to the Clix Wish list. So here is Bi-Beast. He is pretty much a beat stick just like you would imagine. He is not the strongest there is but he is far from the weakest. Anyone taking on this beast in combat is asking for a world of hurt. The biggest problem for me on this Unique figure was to make him a Giant or not. I decided to use his 8 foot stature version. That’s not to say they won’t make him a Giant.



Bi-Beast

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

Points: 144

Then we have this issues Feat Card. This feat card pins down a character. I could see this card being used a lot. For 10 points its scary. This has so many good uses its not funny.

Cover Fire

Prerequisite: Two or more Lighting Bolts
 When Making a Range attack against one figure, reduce the damage to 0. If the attack succeeds the target character can not make a Move Action, Power Action or Free Action for one turn.



PREREQUISITE: Two or more Lighting Bolts

When making a range attack against one figure, reduce the damage to 0. If the attack succeeds the target character can not make a Move Action, Power Action or Free Action for one turn.



10

GDF005

STAR WARS MINIS: FIGURE FOCUS

BY DANIEL RYAN



Today I kick off a column that focuses on specific figures found in the world of Star Wars Miniatures. Our first review: Garindan, from the Bounty Hunters expansion.

Stats

Faction: Fringe

Cost: 12

Hit Points: 30

Defense: 13

Attack: +5

Damage: 10



Special Abilities:

Unique

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Spotter 30 (If this character combines fire against a target within 6 squares, the attacker gets +30 damage against that target)

OBSERVATIONS: When I first saw the stats for Garindan, I was overjoyed. His base statistics, of course, are nothing, but that's not where his value lies. It's his 'Spotter 30' ability that makes him worthwhile; Partnered with the right figure, he can be amazing. Example: 4-LOM, Bounty Hunter (also from the Bounty Hunters expansion). His base stats are +9 attack/30 damage, but if he doesn't move, he gets +4 attack, and another +4 if it's against a unique enemy.

So, let's say 4-LOM doesn't move, and is attacking a unique enemy. He now has +17 attack/30 damage. If Garindan combines fire with him, this goes to +21 attack/60 damage. Wow. To date, no figure has a defense higher than 23, so this attack has a 90% success rate against *any* character in the game- pretty good odds. Plus, Garindan costs only 12 points, so he's not a huge investment. So, he has huge upside. But, as always, there is a downside. First, his defense and overall hit points are awful- he'll go down quickly if exposed. Second, and more importantly, the spotter ability works only when Garindan is within 6 squares of the target. Maneuvering a fragile 30 point character within 6 squares of a heavy hitting enemy can easily backfire. His 'Stealth' ability certainly helps, but he still can go down easily. So, if his prolonged survival is key to your squad's success, you may run in to problems.

RECOMMENDED USES: pair him with high damage/high attack figures like 4-LOM, Bossk, IG-88, Boba Fett, Jango Fett, Nym, or Dengar (all from the Bounty Hunters expansion). Don't make Garindan key to the squad, but use him to boost these already-impressive figures. On a related note, Garindan's low 12-point cost means he can make a good diversion. Using his 'Stealth' ability to keep him safe, move him around the board to mask your true strategy from your opponent. You can even use Garindan as a lure to draw out your

opponents (they'll want to eliminate him as quickly as possible).

Star Wars Miniatures: Classic Combo-building

In most collectable games, the key to victory is fielding squads with characters that synergize well. Star Wars Miniatures is no exception. One quickly learns that certain figures, when feeding off each other's abilities and commander effects, can take down formidable foes, whether it's a straight fight or involves a lot of sneakin' around. In future articles I plan on looking at some of the best combinations the game has to offer. Here, I introduce my four rules of good combo-building. While written to be Star Wars Miniatures-specific, most of these rules could apply to any game of this nature.

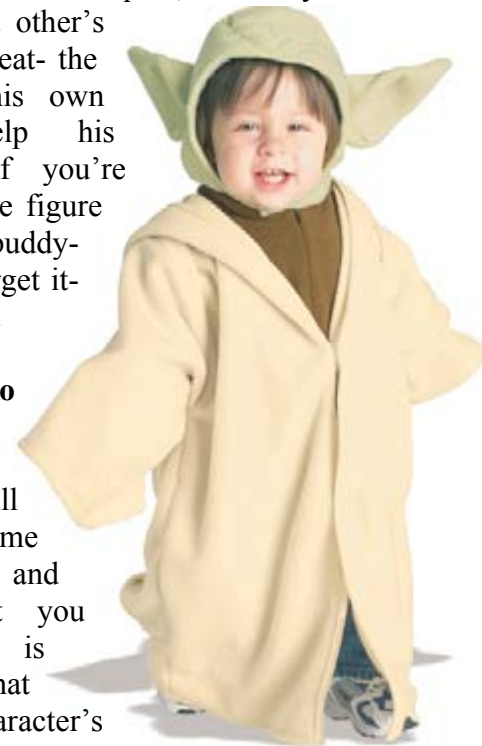
1) **The combo should have as few key figures as possible.** The key figure in a combo is the combo's 'keystone' - without it, everything falls apart. This figure simply cannot go down early- your strategy will be destroyed, and the game all but lost. Every combo will have a key figure, and that's okay- that's what bodyguards are for (or, if your key figure is capable of absorbing lots of damage, you can rest easy). But, when you're building your combo, if you find that you have 3 or more key figures, and if one goes down, the strategy fails, head back to the drawing board. Protecting multiple figures is unrealistic, and unlikely to succeed.

2) **The combo should be as flexible as possible.** Your combo should work over all areas of the board, and it should be effective against many different types of squads. If you come up with a combo that's nice but needs 5 figures in a specific arrangement to work, the drawing board beckons. Or, if your combo has only two figures, but you

need them to be in a certain room, fight only against unique figures, etc., you're bound for disappointment. Since this game has all the pieces on the table, and your opponent can see all your stat cards, they'll likely figure out what you're trying to do, and move to stop you. That's harder to do when your combo has some built-in flexibility; when your squad has only one way to win, though, it will be easier to work around your combo and defeat it.

3) **The combo's benefit should be significant compared to its cost.** When thinking of a combo, take a long look at what the combo gives you, versus what it costs you. Example: is it worth it to add a 25 point character to your squad solely to give 1 other member +10 damage? Probably not. Jabba the Hutt (Rebel Storm expansion) is a perfect example of this- his net cost of 20 does not justify the +2 attack bonus he gives to Bounty Hunters. His abilities on his own are minimal, and for these two reasons, you rarely see Jabba used. If you add an expensive big gun to the squad, and they happen to augment other's abilities slightly, great- the figure can pull his own weight and help his comrades. But, if you're adding an expensive figure just for minimal buddy-boosting ability, forget it- it's just not worth it.

4) **The combo should augment figure's strengths, not nullify them.** All characters in the game have strengths and weaknesses. What you want to avoid is making a combo that nullifies a given character's



strength, or puts it at odds with the character’s strength. Example: mobile attack and double attack are abilities that are at odds with each other. Double attack can be used only when you remain stationary, and mobile attack gives you the advantage of moving, attacking, and moving again. If you design a combo to give characters with double attack the mobile attack ability, you have to choose one or the other each turn- they don’t ‘stack.’ Keep this in mind when designing your combo.

Of course, potential combinations are endless, and there are many different successful approaches to creating a good one. However, the above are some general rules to follow that should give you an idea of how effectively your combo will perform.

Star Wars Miniatures: Classic Combos

Last article, we looked at the basics of what makes a good combination. Today I look at the first of what I’ll call ‘classic’ combos- combos that, when correctly implemented, can be devastating to opponents. Today’s focus: the Separatists. Enjoy!



RECOMMENDED COMBO: General Grievous, Supreme Commander/Crab Droid(s)/Battle Droid Officer

EXPLANATION: For this combo, the General is key. He has one of the best commander effects in the game- he gives non-unique droid followers within six squares (for this combo, the crab droids) +4 attack and double attack. Wow. The Battle Droid Officer, while not necessary, augments the crab droids further, granting them an additional +4 attack. The Officer’s advantage lies in the fact that you can park him anywhere on the map (suggestion: hide him in a closet), and his commander effect still applies- it has no range restriction. To round things out, the Crab Droids are the ideal recipient of these commander effects. The Crab Droids, originally +8 attack/20 damage, become +16 attack/20 damage/double attack monsters. They also have momentum, so if they move adjacent to an enemy, they get +20 attack/30 damage (but would lose the double attack due to their movement). The Crabs must stay within 6 squares of Grievous, but have ranged attacks, so that if you’re forced to rely on the droids only, their ranged attack gives an almost guaranteed 80 points of damage each round. If your opponent gets in close with hard-hitting melee characters, Grievous and his lightsaber can jump in with his +12 attack/20 damage/double attack and more than handle his own. Grievous, 2 Crab Droids, and the Droid Officer together equals 98 points- a worthy squad in any 100 point game.

VARIATIONS: The Battle Droid Officer is optional here. If you want to drop the Officer, you can pick up an 2 battle droids, or 1 super battle droid, at the cost of the Officer’s +4 attack help. Or, you can throw in BoShek or an R5 Astromech Droid to repair your Crabs. The bottom line: this is the most successful Separatist droid squad I’ve seen.



At the next Vs. System Pro Circuit at GenCon:Indy, UDE is introducing a new format for its \$10,000 Championship, Bring Your Own Set. This format allows you to play any deck you desire so long as every card in your deck is from the same set. Just as no individual in the Marvel Universe can stand toe-to-toe with Hulk, there is no reason that Hulk (and the Marvel Defenders team) cannot dominate this new format using only cards from the Marvel Team-Up (MTU) set.

Fittingly, Hulk serves as the focal point for this deck. Through his ability to grow each time he exhausts and the Marvel Defenders that provide support him, the Hulk has the ability to clear out an opposing formation in a single turn.

When building a deck from a single set, one of the key factors is the availability of search cards to support the team or teams you choose to play. Outside of the off-curve decks that seek to drop multiple characters each turn, character search is probably the most significant driving force behind successful decks in Vs. The Marvel Defenders have two character search options in MTU: Wong, a 1-drop character, and The "B" Team. While Wong's playability is limited because he is only optimal as a first

turn play, The "B" Team is a very good search card with both a reasonable threshold (3) and a reasonable cost (discard a Marvel Defender with the Backup keyword). Alone, these two cards would not provide a sufficient basis for a cure deck, but the Marvel Defenders also receive Sanctum Sanctorum, Consulting the Orb, and Star-Crossed. These three cards provide card draw and filtering that not only supports hitting each character you need, but also in gaining access to the plot twists that allow

Characters (32)

- 4x Wong, Mystical Manservant
- 4x Iceman, New Defender
- 4x Beast, New Defender
- 2x John Walker ◊ U.S. Agent, Loose Cannon
- 3x Tania Belinskya ◊ Red Guardian, Cold Warrior
- 4x Hellcat, Patsy Walker
- 4x Samantha Parrington ◊ Valkyrie, Chooser of the Slain
- 4x Hulk, Grumpy Green Goliath
- 3x Dr. Strange, Founding Father

Locations (3)

- 3x Sanctum Sanctorum

Plot Twists (25)

- 3x Astral Projection
- 3x Banished to the Abyss
- 4x Consulting the Orb
- 4x One-Man Rampage
- 4x Star-Crossed
- 4x The "B" Team
- 3x The Order

the deck to succeed.

The deck is relatively straightforward. In the best circumstances, the deck will reach turn 5 with odd initiatives and bring Hulk into play. Through Samantha Parrington and One-Man Rampage, the Hulk will attack at least three times in the turn. Each time the Hulk exhausts, including attacking, the Hulk gains a +1 ATK / +1 DEF counter. This allows the Hulk to grow stronger before taking on the opponents biggest characters. By the end of turn 5, you should be able to go into turn 6 with a Hulk that is larger than the 6-drop the opponent will bring into play. While the Hulk gains his counters for attacking, he can also gain those counters when used to pay for the exhaust costs of effects such as Star-Crossed, Sanctum Sanctorum, or even reinforcing a fellow Marvel Defender.

In addition to gaining counters, the Hulk can gain additional +1 ATK / +1 DEF bonuses that last until the end of the turn using Banished to the Abyss. This card provides its bonus each time the targeted Marvel Defenders character exhausts. Between the Hulk's inherent ability and a single copy of Banished to the Abyss, the Hulk gains a cumulative +2 ATK / +3 DEF each time he exhausts. After the his first attack of the turn, the Hulk is a beefy 11 ATK / 12 DEF character which will be very difficult for the opposing character to stun.

Much of the remainder of the deck is focused around the backup characters of the Marvel Defenders. These characters are necessary to pay the cost of The "B" Team, but they also provide great synergy for a deck focused on single character such as the Hulk. That synergy is further strengthened by the plot twist, The Order, which can

straighten all of your backup characters at the minimal limitation of not being able to attack with them for the turn. The cost is far less significant than it sounds.

If you end up with even initiatives, Dr. Strange becomes the play of choice on turn 5, leaving open the possibility to bring the Hulk into play on turn 6. Even coming into play a turn late, the Hulk has the potential to dominate the turn and wrap up the win for you.

The only other card of special note in the deck is Astral Projection. This card's sole purpose is to protect the backup characters that are so essential in their support of the Hulk by moving them to the hidden area. The use of the hidden area in a tournament setting such as the Bring Your Own Set

Card Spotlight

The Order provides the ability to gain multiple uses out of your Marvel Defenders backup characters. While the benefits gained from characters such as Hellcat are obvious, the benefits gained from readying Samantha Parrington are a bit more complicated.

Using Samantha's backup ability twice on the same character will place both readying effects on the chain when that character attacks. After both effects are on the chain, allow the first readying effect to resolve, readying Hulk, and then stack an additional effect that exhausts Hulk, e.g. Star-Crossed, allow it to resolve and then resolve the initial ready effect. Not only will this allow the Hulk to attack again, it gains him an additional +1/+1 counter and pays the cost of one of your card drawing effects.

Beyond reuse of a backup ability, readying your characters provides the opportunity to substitute another character that can be used to attack this turn helping to clear the way for the Hulk to cause some breakthrough.



format can provide a deck a huge advantage as many Vs. sets did not provide or have only limited options in dealing with the hidden area.

With its wide open access to all sets and the uniqueness of the format, Bring Your Own Set should provide a fun and interesting alternative to the normal Gold, Silver, and Modern Age tournaments.

HorrorClix: Freakshow



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.

Contents:

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

Release Date: May, 2007.



METAGAMING WITH METAHUMANS

BY JONNY FLIEGER

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.

This week we look at two big gun Marvel figures who have made their mark on competitive Clix.

V Fantastic Forces Hawkeye

Hoooo boy. He is some good. 84 points is an absolute steal for this figure. I'm not certain if Wizkids undervalued and undercosted the transporter ability (see also: Lockjaw), but this guy is way good for his points. He has great attack numbers, and can choose whether he wants to stand and blast for huge damage with RCE or play it tricky with move and attack powers. Apart from regular old running shot, Hawkeye can also take a -2 to his attack (still leaving his first click with a respectable 9) and go on a hypersonic speed-ish rampage...at his full printed range! Hawkeye is one of the definitive shooter figures in the game at the moment, due to his mobility, great range, great defence at range (thanks to energy shield/deflection) and great damage when shooting from range.



How to play him

Hawkeye likes to shoot, so keep him away from your opponent. Carry figures around, make full use of his Hypersonic-lite transporter ability, hit and run. What you DON'T want is to get in close and mix it up with your opponent. Ironically enough, Hawkeye's love Mockingbird is one of his worst enemies in Heroclix, since she's a close combat nightmare and close combat is exactly what Hawkeye wants to avoid at all costs. Hawkeye doesn't take a hit well, so pack protected, and you'll probably always want to have thunderbolts on him. Bat ally to stay clear of return fire, Ultimates to make him an even bigger threat at range, or Suicide Squad to heal up his poor cracked glass jaw are all great choices. I've often joked that Hawkeye's point-cost was misprinted, as it's actually 97 with the thunderbolts and protected that are perennially present on him. Pick your shots carefully and keep Hawkeye as far from retribution as the game allows. He's very top heavy, and taking damage or pushing is going him spiralling into mediocrity and death very quickly. If used with a bit of caution and finesse, however, Hawkeye is an intensely good piece that can beat hell from figures twice his point cost. All the fun of a big damage big gun figure without the bloated price tag, and without the mean

looks you get from playing Superman.

How to beat him

Hawkeye is a heck of an archer, but he's no brick. His glass jaw is just waiting to be shattered, and with the right tools, he's a very mortal piece.

One good shot is enough to take the fight out of Hawkeye, as he very quickly loses his good numbers, ranged combat expert, and energy shield. Even killing him in one shot isn't terribly hard, as he only has six clix of life. Hawkeye's starting defence of 16 is very hittable, so either get someone in close to bypass his es/d, outwit it and shoot away, or just go after him with good attack values and he'll fall. TKing in a close combat monster or moving one in with charge or hypersonic speed is usually the best way to beat him, as once he's hurt, based, and tied down, Hawkeye loses his sparkle. A hypersonic smack from a Superman, Shazam, Mon-el or whoever holding a rock will just outright kill Hawkeye, so the key really is getting someone in close and doing damage to him as soon as possible. Bringing two attacks to bear on him is favourable, as he'll almost always have protect on him to blow after your first assault.

Just get in there. If you let your opponent keep his distance and dictate the pace of the game with Hawkeye, he'll pick you apart at range and take the fight out of your team from across the map.

V Fantastic Forces Dr. Strange

Doctor Rainbow Dial is a fun piece to play. 29 of his 32 number slots have powers. Powers that are constantly changing and ever useful. Of those, he has 12 DIFFERENT powers rather than just a glut



of one ability or the other, as well as 2 targets, 10 range, and Wildcard Team ability. This guy is the definitive Strange, with powers that reflect what he can do in the comics as well a cool changing dial that reflects the chaotic and multi-faceted nature of his magical powers.

How to play him

The Vet Strange is a wildcard, and he is most definitely best suited to some wildcard abuse. By himself the good doctor is pretty good, but when he's able to make use of the other TAs on your squad, things get downright...strange. Or just an awesome

Batman Ally and Ultimates are the TAs strange most wants on his team. He's a shooter, so you want him to stand somewhere and shoot and not have to worry about stealth or about getting shot back.

Dr. Strange phases around the battlefield, meaning he's easy to position (and to carry an ally in anywhere), but he doesn't move and attack. Wasting turns positioning and then clearing might leave Strange too vulnerable, so it's always a good idea to have a figure with telekinesis on your squad. Toss Strange into a bush with TK and let him start blasting away while hiding.

Strange's opening click has psychic blast AND outwit, giving you two different ways to nerf your opponent's powers. If possible, psychic blast through their damage reducers, and save your outwit to take care of an opponent's charge or hypersonic speed that would allow someone to get too close for comfort.

Dr. Strange has one of those dials you really want to memorize before playing, but the most important things to remember are that pushing him off outwit yields probability control, and that probability

control turns into more ranged options with barrier and ranged combat expert. After that Strange's numbers plunge into the realm of dismal, and he'll very likely get clobbered at this point. If you do get to the bottom of his dial, remember that once outwit shows back up, Strange isn't long for this world, as his bottom loaded outwit clix are his last two. Keep that in mind when making any pushing decisions, as you may find yourself pushing to death as a countered power makes an unexpected return.

How to beat him

If Doctor Strange starts casting spells on you, you are in a world of trouble. You can't get more comic accurate than that. He will mess you up given half a chance. The best way to beat him is to deny him that chance. The doc can't take a punch too well, so smash him before he gets his voodoo happening and you'll make the game go a whole lot easier for yourself. Disbanded, bright lights or any BFC that hurts his stealth plan is a great way to cut his effectiveness. Very much like Hawkeye, Strange's natural defence of 16 isn't that impressive, so if you can counter his energy shield or get around it by making close combat attacks, you can slap a hurting onto him. Most times you'll want to do a quick 4 damage to strange and then just ignore him. His numbers are dismal after four clix, so he's not much of a threat. He'll still have situationally useful powers in incapacitate, enhancement and barrier, but these clix are a minor threat compared to the rest of his dial. Slapping him further puts him back onto outwit, so you might not want to hit him that far unless you can finish the deal quickly.

Poor Teamwork or just straight up TK murder is another valid strategy against Dr. Strange, since he doesn't have a move and attack power. His range is impressive,

but he can't move and shoot all at once on his own, so taking out his pit crew can really take the legs out from under the Rainbow'd one.

As a closing note, I'd like to point out a strategy that works well against both figures I mentioned- both Hawkeye and Dr. Strange both hate Pulse Wave and its buddy Nova Blast, too. The power ignores their energy shield, and their low natural defence numbers won't usually dodge the blast and keep them on their pretty opening clix. Nova Blast is a popular card and a popular strategy, so next time I might just have to write about some popular meta figures that use that very strategy...

Spotlight: Patricia Lam



Patricia placed in the top 8 at the Wizard World LA

This is the team she used:

Lockjaw Experienced

Lockjaw Veteran

The Joker Experienced

-Swingline Feat

-Armor Piercing Feat

-Thwart Feat

Spider-Man Experienced

Mockingbird Experienced

-Thunderbolts Feat

Lian Harper Token



PICK A CARD!!!

ERIC "SLADE WILSON" SCHAEN

In this article, we will be looking at figures and picking feats and battlefield conditions 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 characters.

Do you miss Saturday mornings like I do? Well lets be kids again (if you're already a kid then that will work too.) This time up the Spider-Man and his amazing friends, Iceman and Firestar!

Ok let's take a peak at the characters:

The spider Friends are going to consist of: veteran Spiderman from Mutant Mayhem, veteran Firestar from also of Mutant Mayhem and veteran Iceman of Xplosion. Let's take a look at their dials:

Spiderman / 2 targets/ Spider-ally /4 range

	10	9	8	8	7	7	6	6	5	KO
	11	10	9	8	8	7	7	8	9	KO
	17	17	16	15	15	14	14	13	13	KO
	3	2	2	2	2	2	2	2	2	KO

104 points

Firestar / 1 target / Avengers/ 8 range

	10	8	8	7	7	6	KO
	9	8	8	7	7	6	KO
	15	15	14	14	13	12	KO
	2	2	2	2	2	2	KO

64 Points

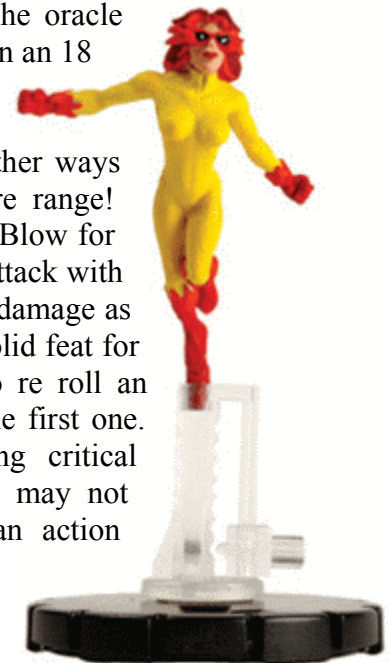
Iceman / 2 targets / Xmen / 8 range

	10	8	8	7	6	KO
	9	8	7	7	6	KO
	16	15	14	14	13	KO
	1	1	1	1	1	KO

47 points

Feats

Now then, for 215 points we can play this team, leaving 85 points to work with for feats. First of all of them are getting In Contact With Oracle for 2 reasons! 1) Iceman could really use the feat and 2) let's consider the feat them using all their crime busting equipment back at aunt May's house. So for 10 points each all of them can raise a single combat value every time they take an action. Now let's start with the man himself Spidey! This version has a lot going for it good values good powers and a late dial attack/power spike! The oracle feat will help players to gain an 18 defense of the bat for Spidey making him harder to hit or can be used in other ways like more damage or more range! Next what about Stunning Blow for 10 points he can not only attack with incapacitate but he can do damage as well! Pummel is another solid feat for Spidey that allows him to re roll an attack if he misses with the first one. This is great for ignoring critical misses! But remember he may not use this feat if he has an action token already present.



Now on to that little “hottie” Firestar! A nice set of powers but her stats are only moderate. Oracle is present so that will help her combat values! But what else can we do to make her last longer in the game. How about adding the Force Field feat for 10 points Angelica will gain toughness as a power and reduce damage by 1. Also how about the Thunderbolts feat at 5 points Firestar will be able to give her self a more useful team ability like bat-ally to give her some stealth! Whatever team ability you chose, don’t forget Spidey can copy it with his wild card ability!

Last but not...well ok and least, Mr. Cool himself Iceman.

Now I like Iceman but most of us agree he is due for a remake! However this version is Cheap at just 47 points. You can Oracle up any of his combat values as needed. Protected will help keep bobby in the game for 8 points Bobby can avoid serious damage by taking an action token instead.

This also works in themes as it could represent an ice shield. Armor piercing could allow him to ensure damage to any foe as long as the attack hits. With 2 targets and the oracle ability this could work out well. Leaving 2 points left over for a Miss Lyon Bystander token if Wizkid’s ever makes one! Hey we got Wendy and Marvin didn’t we, it could happen.

Battlefield conditions

Inertial Interference Field would work out really well as it would make any characters who attack with hypersonic, charge or running shot reduce their damage by 2! Power Dampening Field is the runner up as none of them have a damage value higher than 3!



IN A GALAXY, FAR FAR AWAY...

A SCENARIO BY ERIC 'SLADE WILSON' SCHAEEN



Scenario:

You're finally worth something and you can't collect!!

A team of Smugglers has just pulled off a major score. They have intercepted a shipment of goods in transit. The problem is these goods belonged to the Empire and Lord Vader wants to make an example of those responsible.

Scenario Rules:

Game Build:

100pts

Player 1: the Smugglers, build a team of all Fringe characters.

Player 2: the Empire, build a team of all Imperial characters.

Special rules:

The leader of the pack- Player1

designates 1 character on their team as their team leader. This character must be taken alive. Opponents who attack this character may only make stun attacks. (see: Set for Stun)

Set for Stun - Characters who attack the team leader may only make stun attacks. The attacker must be within a 6 range of the team leader in order to make a stun attack. To stun make a normal attack roll, this attack does no damage but may stun the target. If hit the target must make a save of 11 or better or they are considered stunned for the rest of the game.

Map suggestions: The Rebel storm Tatooine map or Coruscant map.

STAR WARS POCKETMODEL TRADING CARD GAME

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.

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.





Integrating Origin into Your Favorite Wildcard Teams

By: Joel "joeldad" LaPresta

Origin has given us numerous new weapons on the Wildcard Front. From the raw damage of V Supergirl and Mon'el/Valor, to the high mobility of E Mirror Master, there's a little bit of abuse for all playing styles.

There are too many to cover in one article so I'll go over the highlights:

R/E/V Mon-el - A huge bargain as the R and E levels, the Rookie will dominate sealed play and he fits frighteningly well in to a 300 point team with the likes of Sue Storm and other cheap wildcards. They are all as if you slapped a Wildcard TA on the REV Black Adam and added range, yeah, he's scary. Granted he isn't as mobile as V Black Adam meaning not as much HSS, but the huge amount of damage and consistent attack/defense values make him a formidable beatstick in the 300-600 point value range.

A R Mon-El Team in 300 could look like this:

R-Mon-El
LE-Sue Storm w/ Alt Fan 4 ATA
V-Jinx
R-Songbird w/ T-Bolts (Batman)
R-Dr. Mid-Nite w/ Double Time
Lian Harper Pog

Or

R Mon-el
-protected
Alfred LE
Lois Lane LE
Red Ghost Unique
Ghost Widow LE
-Armor Piercing

V-Supergirl - V Mon-el and Supergirl are the new Wildcard royalty. Supergirl combines insane range, damage, and mobility into one package, and best off all, she isn't a 'bad' click on her dial. And for 232 points she does sort of break the bank but skilled team builders can include her in even 400 point teams and do very well.

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

R/E/V Triplicate Girl - She is the ultimate tie-up taxi. The Plasticity, Flurry, and Willpower make her ideal for lugging around the likes of Mr. Mind and other non-mobile cannons. Basing enemy figures with her and leaving the ranged character to maul the opposition is a great tactic. Her and Mano would make a great combo if she can keep the enemy tied up and Mano can Poison/EW the opposition. If either one of them takes damage

she gains Flurry and he gains Quake, so it's a win-win situation. Also, putting in a Sinister Syndicate/Batman Enemy member to have them share attacks is a neat trick as well.

E/V Mano - Mano is basically a wildcard Karnak without the Charge. His Poison/EW combo in all his versions make for a handful to face for both bricks and low point high defense figures. Taking out a Mr. Miracle or Sue Storm with Poison is fun and effective. Especially if you have a high defense of your own.

E-Mirror Master - DC's first Transporter is also an awesome sculpt and is very versatile. You can slap AP and Shake Off on him, having him carry around your grounded brick, or just have him be a sniper with his 8 range. Giving him a 19 defense and slapping your favorite feats on him and combine with him say a V Iron Fist and a Sinister Syndicate TA member you can give him a 10 attack on his Transporter attacks. He is a relatively blank slate and can be combined with virtually any strategy and provides a team with more than the boring Lockjaw option or the huge point investment of a Hawkeye. His low cost also makes losing him not that big of a deal either. When compared to the E Sinister Spiderman yes he doesn't have the damage or even the mobility with the lack of Leap/Climb but he does have a longer range and is 19 points cheaper.

Whenever playing a wildcard team one must expect to come against that which would neuter it. Now that disbanded is disappearing in June/July Wildcard teams come to the forefront as some of the strongest out there. Even without the

strength of a Sue Storm backed up with the Fantastic Four Alternate Team Ability, Wildcards are the past and future of the tournament scene. Though the game now comes down to who is faster, cheaper, and strong enough to do the job that is needed to be done. LEGION of SUPERHEROES starter set gives us the beat sticks and back up the wildcard teams need. Who is the future of heroclix? Only you can say...See you at Wizard World.

Spotlight: Shane Priddig



Shane placed in the top 8 at the Wizard World LA

Question Rookie

AW Spider-Man Unique

-In Contact with Oracle Feat

-Pounce Feat

-Nanobots Feat

-Protected Feat

Oracle Unique

Batman Experienced

-In Contact with Oracle Feat

-Thwart Feat

-Protected Feat

Lockjaw Veteran

The Injustice Gang: Baddies Unite

By: Joel "joeldad" LaPresta

One of the most dangerous super villain teams ever assembled showed their diabolical prowess when Lex Luthor combined the various talents of Joker, Circe, Mirror Master, Ocean Master, and Dr. Light into one team. A myriad of trickery led by Luthor's evil genius made it so the Justice League were almost destroyed by their respective worst foes.

Now, this is typical with most comic book super villain teams, they almost, sort of, were very close to....you get the point. Well, with the inclusion of Mirror Master in Origin the comic book Injustice Gang is one member close to being complete. There are a few problems though: Circe and Lex are retired, Joker (at least the Legacy version) is on the verge of retirement, and Ocean Master isn't in HeroClix yet. So, this theme team needs to be used in an Unrestricted Format.

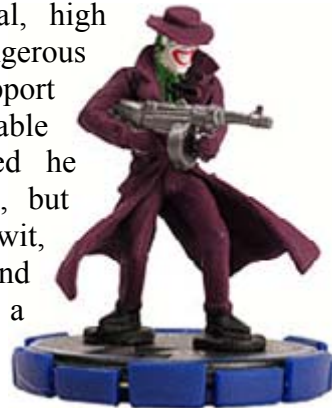
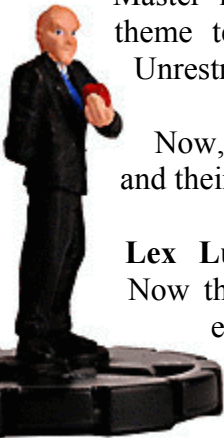
Now, let's break down the members and their roles on the team:

Lex Luthor (U) Cosmic Justice - Now this Lex isn't good for anything except sharing his Team Ability and lending his various support powers to the fight.



His stats are horrendous, and if you actually use him for combat purposes he will die with only being as usable as a Con Artist or a pog. So, keeping him in the back (where he is supposed to be anyway) is the way to go. Just make sure to keep him next to Dr. Light to use his Supes Enemy TA.

Joker (E) Legacy - This Joker is widely considered the most dangerous outside of his Icons Versions. His crazy dial, high starting defense, and always dangerous poison alongside numerous support powers make him an invaluable member of the team. Granted he doesn't deal a ton of damage, but since he has the likes of Outwit, Exploit Weakness, Perplex, and Blades/Claws/Fangs along with a 6 range double shot he's a perfect tie-up/finish off figure.



R-Circe - The trickster goddess has only a few powers in any of her Clix versions, the most notable being her Mind Control. Making her opponents bash their allies is a fun trick and since it's her only offensive power starting it's wise the person who wields her uses it often.

EXP. THE JOKER

IL COST: 85 RANGE: 6 1/2 DC LEGACY

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

Ocean Master (R OMAC) Collateral Damage - Ocean Master is the last of the IG to be made, and his somewhat undefined powers can be solved by the always trusty R OMAC. Granted this figure isn't great for raw power but the high defenses, stealth, and numerous powers make him a invaluable addition.

Mirror Master (E)

Origin - He's the mobility man. His transporter ability will allow him to carry around Joker or another ally and also allows him to be a mobile finish off figure with his Transporter Move and Attack power. If he's standing still he can have a 9 attack with an 8 range, and his sculpt is awesome!

The Veteran Mirror Master has more power overall but no Calculator TA, so you'd be giving up borrowing Supes

Enemy and Mystics if you trade in for the Vet. But, he still gets Society if he and Joker remember to bring it to the tourney with them.

Dr. Light (V) Collateral Damage - Dr. Light provides the punch on this team. His 5 ranged damage makes for a scary prospect to have to deal with, his high 17 defense plus Energy Shield makes his defenses formidable as well. It's a good idea to pack Trick Shot on him since the other members of the team don't have a way to deal with stealth without basing enemies.

The obvious problem with this team is everyone on it aren't overpowering and can't take much of a hit. This can be remedied with sound strategy that includes keeping Mirror Master and Lex together for outwit, have Circe carry around Dr. Light, and have Joker and OMAC (Ocean Master) be independent movers who can outwit and base enemy figures. This team isn't high on the move and attack front and the lack of TK doesn't help as well, but overall it's not that bad. It has numerous outwits, perplexes, and a high speed values so they can get around. Poor Teamwork or Telekinetic Strain would help them out with trying to deal with more mobile teams as well.

The actual team looks like this:

- U-CJ Lex Luthor
- E-Legacy Joker w/ Armor Piercing
- V-Circe w/ Mental Shields
- E-Mirror Master
- V-Dr. Light w/ Trick Shot
- R-OMAC

Between the Pages: Hulk Times a Hundred

by Jon Loftus



I'm a nut for themed teams. I'll often times pick a super group or a story that was enjoyable to read and start from there when building for any casual or competitive event. I will admit that while there is a certain pleasure to be had from using clix to recreate teams from the actual pages of my comics, it's not always that easy. But getting your pieces on the map from "Between the Pages!" can be very rewarding.

For this installment I'll be taking a look at a book from way back in 1984, Avengers Annual #13. From the cover of the book we see that the Avengers are going to have their hands full with not one, but hundreds of Hulks! How can this be? Well, read along true believers.

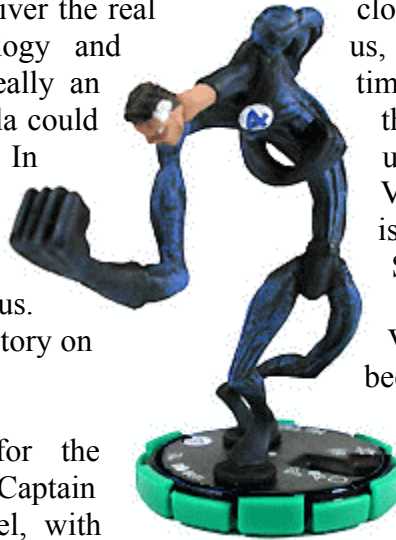
The Hulk was dead to begin with. OK, he was just missing at the time. Hulk had been banished to a dimensional crossroad where he could do no harm by Dr. Strange (following his massive mid-town rampage in Incredible Hulk #300). This immediately follows a brief period where Bruce had control over the Hulk personae. Which brings us to why this assemblage of Avengers and their friends all meet to begin with. During his brief time in control of the Hulk, Bruce had made several stunning

advancements in technology. After he disappeared, the government (who funded his work) sends in a collection of big brains to check out what Bruce had accomplished. Among these are Mr. Fantastic of the Fantastic Four; Beast, who currently is running his New Defenders; former Avenger Dr. Henry Pym and some schmuck who's planning on stealing what information he can for Roxxon, Marvel's evil oil company. The government asks Vision (the then Avengers Chairperson) to assemble a group of Avengers to over provide security following the Fixer's failed attempt to steal some of the technology.

Everything gets crazy when the Hulk seemingly shows up and starts wrecking the joint up. But during the very brief melee, Wasp accidentally fries him to a crisp with a point blank "sting" to the head. Enter the puzzled looks of the assembled big brains.

Now the whole reason that Hulk was turned into a secret ingredient from Iron Chef is because he wasn't actually the Hulk, but it fact an artificial construct made by Arnim Zola. Zola also wanted to get his grubby artificial hands on the lab for his own nefarious uses. In order to do this he sends two artificial organisms in, first the

‘Hulk’ to start the fight and deliver the real piece of surveillance technology and Hulk’s pants. The pants are really an amoeboid like creature than Zola could project his consciousness onto. In a fairly extensive scene of green fury, the fight ensues and the Avengers save the day. But that’s not important to us. What we want to do is put this story on a Clix map.



closer at what we have available to us, and her state in the comics at this time. She had been Chairperson of the Avengers for a time, only to be undermined and manipulated by Vision. Who, soon after this story, is found to be corrupted by the Super Computer that runs Titan, ISAAC. I’m going to go with the Veteran from Infinity Challenge because other than the 18 Defense on the first Click rather than 19, it has same stats as the Unique but lacking the Leadership and has the capability to able to deliver a modest amount of Damage.

The characters we need for the Avengers team are Wasp, Captain America, Thor, Captain Marvel, with Mr. Fantastic and She-Hulk from the Fantastic Four, Beast, Hank Pym (non-powered at this time) and Douglas Arthur Cartland (the Roxxon rat) rounding out the “eggheads”. On the “Bad Guys side” Arnim Zola and Hulks, lots and lots of Hulks.

V Wasp (IC) 37

This story is over 20 years old, so it’s fair to say that most of the established characters used should be mid-career, and the appropriate Team Ability for She-Hulk, that means that many of these will be pretty easy to determine:

The next piece we have to find a Match for is Beast. At the time, Beast is leading his New Defenders. But several of these Defenders are his old X-men classmates. So, which Team Ability would he be using? Considering that neither Team Ability will be of any use in this match, I dodge that bullet and just look to see which version of Beast is more appropriate for the story? Since he’s in a Scientist role to start the story off, I’d like to try and keep that aspect. Withet choice between the V from Xplosion and the Danger Room Starter Veteran Beast, I choose the V Beast simply because he is more readily available and fits the scientist Beast just as well as it does the ‘scrapper’ Beast.

- E Captain America (AW) 90
- E Thor (AW) 163
- E Mr. Fantastic (CT) 74
- E She-Hulk (SV) 127
- R Captain Marvel (SN) 58

V Beast (DR) 60

This works out pretty well. The E Thor has no Team Ability and was just a Reserve Avenger. The Clobberin’ Time Mr. Fantastic and his less than impressive fighting ability replicate the fact that for a good deal of the fight shown in the comic he was a captive of Arnim Zola’s Pant-blob. Rookie Captain Marvel is the only version of Ms. Rambeau that carries the name and she was still exploring the full capabilities of her powers. But for Wasp, we have to look

Lastly, I’ll need the two pieces of mobile blocking terrain...I mean respected scientists. Dr. Pym is taking a break from super heroics at this time, but he’ll soon be popping up in West Coast Avengers, but here he has no gadgets or shrinking gasses. I’m going to go with Bystander Professor

Beast (V) **Marvel Danger Room**

COST: 60 **RANGE: 0**

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

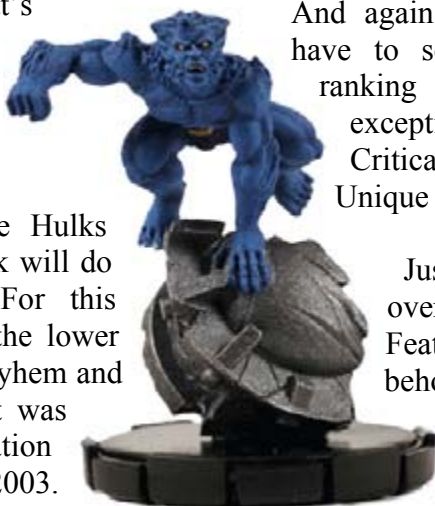
Storm from Fantastic Forces simply because he's a scientist and can do a click of damage, Hank's been a hero for quite a while so I am assuming he can land a punch even in his civics. Bringing up the rear is Dr. "Dougie", as Beast refers to him. I'll use the Bystander Dr. Jeremiah Arkham from Legacy to represent him. All he does in the story is get in the way.

BST Professor Storm (FF) 4

BST Dr. Jeremiah Arkham (LG) 2

Lastly, I check to see if there are any story appropriate Feats to add to the mix. First off, Wasp has a very lucky shot nailing the first faux-Hulk into charcoal, for that I'll assign Stunning Blow. In addition, I'll put Vault on both Captain America and Beast based on how they are shown bounding over the Hulks as they attack. That's about it; no one really had any other tricks to show off. That gives our heroic team a total of 631 points.

For the Arnim Zola clone Hulks (Clulks?) just about any Hulk will do that doesn't have range. For this exercise I'll use several of the lower point Hulks from Mutant Mayhem and the LE "Leaping" Hulk that was available from Play Station magazine way back in 2003.



Now, I'm well aware that not everyone has the LEs so keep in mind that basically any Hulk will work! The Hulk team will end up being more points than the Avengers, but still not as competitive.

At the climax of the battle, Arnim Zola transfers his consciousness into the Hulk-pants-amoeba in an attempt personally get rid of these Avengers. While new hulks continue to join the battle, each defeated hulk adds to the Zola-pants monster. This can be seen as Zola using several of the low point hulks as damage reservoirs for his late dial Master Mind.

Constructing the team to look something like this: (and again it bears repeating, that you can use just about any of the Hulk figures you have for this)

- U Arnim Zola (MM) 82
- R Hulk (MM) 76 x4
- E Hulk (MM) 91 x2
- LE Hulk (IC) 96
- LE Hulk (MM) 82

This gives the "Hulk" team plenty of options with Charge and Close Combat holding objects. On top of that, there is some slight diversity of Combat Values, even among the exceedingly similar characters. And again, this isn't something that you have to set in stone. Any amount and ranking of Hulks would be fine (the exceptions are the Unique Hulk from Critical Mass and most likely the Unique from Ultimates as well).

Just like with the good guys, I look over the comic to see what, if any, Feats can be assigned. Low and behold, almost every panel of Hulks has them ripping off pieces of lab equipment or building. Therefore, I think that Rip It Up

fits the build fairly well. That brings Arnim Zola's Hoax Hulks to 766 points; 132 points more than the heroic team but with the limitation of the many Activation Clicks and limited chances for Ranged Attacks it is a fairly even fight.

The last things to do, to make this as close to the comic as possible, is have the match played on the Lab map. You could even go so far as to redefine the starting areas so that the Avengers team starts in the Lab using

the section with the two clocks of Indoor Blocking terrain as the starting area and the Hoax-Hulks start in both of the marked starting areas. After this is played once or twice, another condition could be added, having the **KO** of Arnim Zola cause the defeat of that entire team. Playing this through you may be pleasantly surprised at how well the Avengers do against the threat of many Hulks, but what do you expect, it is the Avengers after all.

HorrorClix: Freakshow – Buy by the Brick!

Get this exclusive collector's figure FREE (plus S&H) when you buy a ClixBrick of 12 HorrorClix: Freakshow Boosters (releasing May 30th)!

Receive a HorrorClix Freakshow Limited Edition Carousel Ghost figure by doing the following:

- Purchase a 12-booster HorrorClix: Freakshow ClixBrick at your local brick-and-mortar (non-Internet) comic book or hobby game store.
- Send in the enclosed coupon to WizKids with a small fee to cover shipping and handling (only \$3.99 in the U.S., \$4.99 in Canada, and \$6.99 outside of the U.S. and Canada).
- Send in the store receipt showing proof of the brick purchase.
- Send in the 12 UPCs from the Booster box bottoms.

For each additional Freakshow ClixBrick you purchase, you can get an additional Carousel Ghost figure. There is no limit to the number of Carousel Ghost you can receive per household, provided you send in the original documentation for each

ClixBrick purchased.

All payments for the Carousel Ghost figure must be paid by money order or credit card inside the United States, and by credit card only outside of the United States.



WizKids is offering exclusive ClixBrick promotions because we understand how important brick-and-mortar stores are, not only to the WizKids gaming community, but also to the game and comics community as a whole.

THE GREAT BEYOND

FIENDISH TEAM BUILDING WITH ROCK810

This box is rumored to be the gateway to a realm of unimaginable sensual pleasure. In return for this pleasure, one must surrender his soul.

Welcome to my lair and may you have a nice stay. For those of you who do not know me I am Bill Rock and if you are reading this you have solved the puzzle box and entered my Fiendish Team Building. Each week we will go into a theme or observe a competitive play build. In all hopes I drive your imaginations and lead you to greater team building and fun had by all.

This week we observe my personal favorite horror movie Hellraiser. Wizkids may not have the rights to one of Dimension Films greatest series, but they sure have the figures to build it up. The key idea I had for this came when I saw the LE of AGONY, Angelique. Immediately my brain strayed to deeper pleasures in HELLRAISER BLOODLINES. However, until I can get an Angelique I must subject myself to use AGONY to represent the Demon Daughter of LEVIATHON. With no further ado, on to my team of CENOBITES

300 POINTS CENOBITES

Agony Unique (Angelique or Female Cenobite)
Frothweiler Experienced (Chatterer II)
Vat Grown Clone Rookie (Faceless One/Engineer)
Outpatient Experienced (Channard Cenobite)
Candy Striper Experienced (Female Cenobite from Hellraiser VI: Hellseeker)

☺NOTE: I will not suggest Plot Twists as these can be preference

The cenobites are a deadly race of demons who are here to punish any and all victims that enter their path whether they be victim or monster. While this team is slow it is extremely strong. Have Vat Grown Clone get blooded early as he is going to be your REAL beat stick while the Candy Striper follows. If your opponent deigns to get close enough to Agony they will meet a true monster. Be sure to use some slower victims in your pool in order catch them fast.

If your plan is to really play thematic play inside the Mansion or Mausoleum to represent the house from the first and second movie.

The Cenobites can be fun to play, as can any of the monsters given to us. This team also allows you to say as you destroy a victim.

“PAIN? HOW DARE YOU! YOUR MINDS CANNOT EVEN FATHOM THE WORD! I AM PAIN!”

Until next time, may your games be fun and your teams be wicked.

-Rock





A DC HeroClix Scenario

Can Super-Man and The JLA stop Magog!

Player 1: Must build their team using Exp Superman from icons & any other Characters with the JLA team ability. Treat all characters as unique. Build size is 400 points.

Player 2: uses the Unique Magog from Unleashed, along with the following special rules.

Special rules:

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

Time slip: At the beginning of his turn as a free action Magog may attempt to escape thru time. Roll a single die roll, on a result of a 5 or 6 player 2 may place Magog anywhere within

10 squares of his current position and remove any action tokens Magog currently possesses.

Time heals all wounds: When ever Magog uses the time slip maneuver, roll one six-sided die and subtract 2 from the result. If the result is less than 1, the result is 1. Magog is healed of damage equal to the result.

Eternal Hatred: Magog does not take pushing damage and his powers may not be countered for this scenario.

The Ordinary day battle field condition is in effect for this game, no other battle field conditions may be played. Feats and objects may be played per the standard rules. (Magog may not use feats)

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

No time limit...

Unique Magog

KC	COST: 209 RANGE: 8' (DC UNLEASHED)											
	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	10	10	10	10	9	9	8	8	8	7	7	KO
ATT.	13	13	13	12	12	12	12	11	11	11	11	KO
DEF.	10	10	10	15	15	15	14	14	13	13	12	KO
DAM.	5	4	4	4	3	3	3	3	3	3	3	KO

WILL THE REAL BRUCE BANNER PLEASE STAND UP? BY STEVEN "SUCREBO" BROOKS

Scenarios are a fun way to mix up the normal tournament, especially if there is a problem with people playing the same pieces every event. The venue I frequent is going to have a "no range, no telekinesis, no hypersonic speed" tournament, and I thought that it was the perfect time to try to create an all Hulk team. This team is six hundred points, but there are only four figures on it. Each figure is a Hulk from a different Marvel universe.

The first Hulk to join the team is Ultimates Hulk. At 182 points, he takes up a big chunk of the team build, but with the right feats, he can be a one-man wrecking crew. To quickly bypass the activation click, Ultimates Hulk has equipped Double-Time, and to aid in his already decent defense, Shellhead has also been added. This Hulk (like most Hulks) is very pushable, and the +2 defense every third turn could be the

difference between a hit and a miss, and Protected will help him shrug off that first big hit. His huge attack numbers mean he won't be missing often, and Leap/Climb will help him get pretty much wherever he wants to go.

Next up is the giant in the bunch, 2099 Hulk. This Hulk's main draws are his impressive opening



defensive numbers and his lack of an activation click. His giant status will also help to keep the opposing no-rangers from basing him, and therefore unable to attack. Since he's not quite as push-friendly as the other Hulks, Shellhead was passed over in favor of Fortitude and Protected. This not only keeps the opening Invulnerability in tact, but also the end-dial Regeneration, should he ever reach that point. In that even, he wouldn't even need to take an action to do so, thanks to Automatic Regeneration. This way, 2099 Hulk can heal himself, and continue to smash.

The third Hulk on this team is very hungry, and won't hesitate to eat anything or anyone who stands in his way. Zombie Hulk has a dial quite unlike the other Hulks. An opening defense of eighteen will help keep him safe, but if he does get tagged for a couple, his crazy combination of Willpower, Steal Energy, and Flurry will keep him in



the game for a long time.

Last, but not least, is the 616 Hulk, Dr. Bruce Banner from Mutant Mayhem. Like his Ultimates alter ego, he has the painful activation click, but also gets Double Time to help bypass it. This makes Shellhead a logical addition, at least until the good doctor gets to his impressive fourth click.

Rip it Up was added to this team, as well. With a plethora of Super Strength and Leap/Climb, these Hulks should never be without an object to help their damage if they need one.

U HULK (UL)

- +Double Time
- +Shellhead
- + Protected (205 pts)

U HULK (2099)

- +Fortitude
- +Auto Regen
- +Protected (168 pts)

LE HULK (SV)

- +Double Time
- +Shellhead (100 pts)

LE DR BRUCE BANNER (MM) (107 pts)

- Rip it Up (20 pts)

This team has massive damage capabilities, better than average attack numbers, and more than adequate defense thanks in part to Shellhead. The only disadvantage is the number of figures on the team. Lower point enemies could swarm these Hulks, but they wouldn't have it any other way. The more things that Hulks get to smash, the angrier they get . . . and you wouldn't like them when they're angry.

Spotlight: Pepper Stockton



Pepper placed in the top 8 at the Wizard World LA

Emerald Empress Veteran

- Nova Blast Feat
- In Contact with Oracle Feat
- Blackfire Experienced**
- In Contact with Oracle Feat
- Lucky Break Feat

Oracle Unique

Songbird Rookie

- Thunderbolts Feat

Dr. Mid-Nite Rookie

Lian Harper Token

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.



Many venues can opt to not strictly follow Wiz Kids rules in tournament play. These “House Rules” are used to better control abuse of figures, cards and pogs. They can also be used to ban certain figures, cards or pogs. In this issue I wanted to lay out some of the more common rules that can also be adopted for casual play.

1. **The Highlander Rule – “There can be only one!”**

This rule is named after the movie “Highlander” because of the oft stated quote in the movie. It states that there can be only one of a named figure on your team. For instance, you cannot play two Batmans even though the Batmans are from different sets. This includes any name variations – if the figure refers to the same character in the comics, it must adhere to the Highlander rule (i.e. you can only play one figure from the set consisting of Wolverine, James Howlett, Logan, Patch, et. al.).

However, some venues WILL allow you to play figures of the same name as long as they are different characters or from different universes. In the first instance, you can play up to four (4) Green Lanterns on your team as follows: 1 from Cosmic Justice (John Stewart), 1 from Legacy or Unleashed (Hal Jordan), 1 from Collateral Damage (Kyle Raynor), and 1 from Origin (Alan Scott). In the second instance, you may play both Thor and Ultimate Thor on your team.

The Highlander Rule does NOT pertain to generic figures. You can still play as many

Blackhawks because they don’t refer to specific characters even though the sculpts do look like specific characters!

Some named characters ARE allowed duplicates because of either their power or their use in the comics. Some notable characters are Multiple Man, O.M.A.C., Wendigo, Superman Robot, Scourge, Dreadnought and Manhunter (Cosmic Justice). I’ve also been a proponent that Kang should not fall under the Highlander Rule. The Kang Council alone is justification for this exception. Although a friend has stated that Dr. Doom is Kang and should be allowed multiples, I could not find any documentation on-line that this is the case for Dr. Doom – he’s listed as an ancestor of Kang.

I would also like to “House Rule” the allowance of multiple Bat Sentry figures, but others argue that the Unique ring takes precedence. This figure should really have had a blue ring.

2. **The Cardboard Rule, Part I**

We have discussed using a rule whereby multiples of one specific feat card can be used on your team. Then, the player has to decide which figure is the most worthy to receive this card.

3. **The Cardboard Rule, Part II**

We are also thinking that one feat card be allowed on any given figure. No longer can you have Fortitude, Trick Shot and Protected on each and every character. Both

#2 and #3 forces a player to strategically think about which is the best character to place a certain feat. Too much cardboard is making the characters unlike their comic counterparts.

4. **The Banned List**

Sometimes figures, cards or pogs get way too much play time making tournaments dull and unexciting. Consider banning some of them: Firelord, In Contact With Oracle, Con Artists, Fortitude, Mary Jane pog, Alfred pog, Lockjaw (gasp!), and others. This forces future tournaments to find and use other figures. It cuts down or eliminates overused strategies such as LAMP.

5. **All The Figures, All The Time**

Your venue may decided that all figures are open game. They will NOT follow the Retirement rule. This was the main reason why Wiz Kids allowed House Rules in the first place. You may decide to use this rule But with the exceptions in The Banned List as described above.

6. **NAATK – “No Attack After TK”**

This rule should have been put in place along with NAAT (No Attack After Taxi). Putting it into your “House Rules” would temper strategies such as HyperTK (TK a character with Hypersonic Speed out to attack an opponent and then high-tail it back to the TKer – lather, rinse and repeat).

7. **Themes Like A Good Idea**

Yes, I stole this title from a series in Critical Hit, but it applies so well here. You may decide to not follow Wiz Kid’s tournament team building rules and come up with themes for tournaments or casual play. That way, everyone is forced to build new teams and try them out.

One of the venues where I play (Neutral

Ground in NYC) has theme tournaments where you have to build two teams, one of good guys and one of related bad guys (i.e. Batman and Batman Enemy for example). Before the start of the match, the two players role dice and allow the winner to choose which team they would like to play that match. The opponent must play the team not chosen by the winner of the roll.

I’ve also played in tournaments where teams could not have any figure that costs less than 60 points. This got rid of all of the weenies and most of the cheese.

8. **Medic, I don’t need to steenking medic!!!**

Play without medics in your games. When you do it’ll actually force you to reconsider all those pushes. Characters with Regeneration and the Automatic



Regeneration card usually are prominent on a team with no medics. That is why the Cardboard rules needs to be in effect along with this rule.

9. Random BFCs

The house may decide to have Random BFCs drawn from a hat rather than allowing each player to select and use their own. This make for interesting combinations (Crosswinds followed by Earthquake!). This uncertainty also make players look away from figures that are front loaded. In earlier tournaments, this format forced me to NOT use Firelord because Firelord had a glass jaw after a couple of clicks.

10. Team-Up

Instead of playing matches one on one, try team up tournaments. Now not only are you concerned about winning, you are also concerned with protecting you teammate's figures. Unless the teammates help each other out, both will be wiped out. With team #1 (player #1 & player #2) facing off against team #2 (player #3 & player #4), there are two ways to conduct the turns: 1) 1-3-4-2 or 3-1-2-4 (depending on the "who goes first" role), OR 2) 1-3-2-4 or 3-1-4-2 (again, depending on the "who goes first" role). Winning points are awarded to both players on the winning team. In subsequent rounds, new team-ups are made.



This is a good start for House Rules. If you have any suggestions regarding other rules that should be detailed, feel free to PM First_Lensman on HCRRealms or E-Mail me at firstlensman@winningweb.com

Have Fun!

--Art

Highlander-Clix

By Tim Scallon



*From the Dawn of time we came.
Moving silently down through the centuries,
living many secret lives.
Struggling to reach the time of the
Gathering; when the few who remain will
battle to the last.
No one has ever known we were among
you... until now.*

Juan Sanchez Villa-Lobos Ramirez

By Tim Scallon

Welcome to the house rules for using Immortals in the game Horrorclix. Made famous by the Highlander film and television franchise, I personally have been a fan since seeing the first film. While not true “horror” in the sense, the concept of Highlander is one of a secret society, a reality within a reality; much like many horror film concepts. As once said during the television series;

“People living forever running around cutting each others' heads off with swords... It'll be filed away with alien abductions and Elvis sightings.”

And as we know because of Horrorclix, the grey's really DO abduct lonely farm folk. So maybe there is something to the idea of Immortals.

I started work on this inspired by once seeing the idea to include Immortals in the White Wolf role-playing game universe. Considering that in Highlander, there are good, evil, and the innocent, why not include them in the world of Horrorclix?

Some basic universal rules for all Immortal characters:

1. Bloodied Immortals all have the ability to regenerate 1 click of life as a free action when not in contact with any victim or other monsters. They cannot regenerate if they have two tokens on them.
2. “There can be only one.” When building your team, you are allowed to only select one Immortal. Immortals are solitary creatures by their very nature, and with them facing each other for “The Prize,” they wouldn't team up. (I'll introduce a

plot card down the road that will allow for “mentoring” of one Immortal by another, but even with that, the rules will only allow for two Immortals per side after that card is finished.)

3. “The Golden Rule” Immortals will not fight on Holy Ground. EVER! Certain maps, such as the graveyard, the Immortals will not attack each other, any other monster, or a victim token while in or alongside any gravestones, mausoleum, church, etc. Even evil immortals will respect this rule, as very, very bad things tend to happen (like horrible sequels) when this rule is broken.
4. Immortals get a +2 to all attack rolls against other Immortals.
5. The Quickening. If any successful attack role of doubles against another



Immortal, the player can choose to roll D6 instead of using the damage value shown on the figure. If this removes the target from the game, let the lightning come down. Roll a D6; the result is for how many turns the Immortal is considered to be occupied in absorbing the energies, knowledge, and memories of their target. Place two tokens on the Immortal. He would be considered occupied.

6. The Last. Immortals have an uncanny sense of attunement with the world around them. To represent this, monsters can be targeted by Immortals even when considered ghosts, i.e. ghosts must roll to break away from Immortals. Also, “hidden” tokens must be revealed if an Immortal can draw a clear line of site to them.

Good versus Evil

Now granted, the idea of having to kill by way of decapitation leaves a bit of gray area in the whole good/evil debate, but in the various stories in the Highlander universe, there are obviously “good” guys and “bad” guys. Good Immortals are considered guardians as far as plot cards.

As I work on stats for future Immortals, I will designate them good or evil, based on their actions throughout the course of the series.

“In the end, there can be only one. May it be Duncan MacLeod, The Highlander.” – Joe Dawson

Duncan MacLeod of the Clan MacLeod
Good Immortal

Martial Artist: When this monster is successfully attacked, roll a D6. On the result of 4-6, this monster evades the attack.

“I’m Connor MacLeod. Same Clan, Different Vintage”

Connor MacLeod of the Clan MacLeod
Good Immortal

The thinker: This monster can add 1 to any stat once per player’s turn.

Xaiver St. Cloud Evil Immortal

She drives me crazy: Xaiver can once per his turn, he can control one additional female victim or one opponents female monster on a successful attack role.

“I have something to say. It’s better to Burn Out, than to Fade AWAY!”

Kurgan
Evil as Evil comes Immortal

Increased Strength: The Kurgan can use objects as weapons, adding +1 D for light, +2D for heavy.

Tough SOB: Reduce all damage caused to this immortal by one.

#003 U Xaiver St. Cloud
Team: No Affiliation
Range: 0 /
Points: 80

	6	6	6	6	6	6	6	6	6	KO	KO	KO	KO	KO
	10	10	10	10	9	9	8			KO	KO	KO	KO	KO
	18	17	16	16	15	14	16			KO	KO	KO	KO	KO
	3	3	3	2	2	2	3			KO	KO	KO	KO	KO

#004 Kurgan
Team: No Affiliation
Range: 0 /
Points: 100

	9	8	9	8	8	8	8	7	7	KO	KO	KO		
	10	10	11	10	10	10	9	9	8	KO	KO	KO		
	17	17	17	17	16	16	16	17	16	KO	KO	KO		
	3	3	3	3	2	3	3	3	4	KO	KO	KO		

#002 U Connor MacLeod
Team: No Affiliation
Range: 0 /
Points: 75

	8	8	7	6	6	6	6			KO	KO	KO	KO	KO
	10	10	10	10	10	9	9			KO	KO	KO	KO	KO
	18	17	16	16	15	14	16			KO	KO	KO	KO	KO
	3	3	3	2	2	2	3			KO	KO	KO	KO	KO

#001 U Duncan MacLeod
Team: No Affiliation
Range: 0 /
Points: 75

	8	8	7	6	6	6	6			KO	KO	KO	KO	KO
	10	10	10	10	10	9	9			KO	KO	KO	KO	KO
	18	17	16	16	15	14	16			KO	KO	KO	KO	KO
	3	3	3	2	2	2	3			KO	KO	KO	KO	KO



SHIVER ME TIMBERS!

By Brian Thorpe

A TOP TEN REVIEW OF THE NEWEST PIRATES SET: PIRATES OF THE FROZEN NORTH

When Wizkids first announced the Pirates of the Frozen North (PotFN) set i have to admit i thought, "This is it. They are bankrupt of ideas, and instead of enhancing existing factions they are stretching to meet the "one new faction per set" mantra they had maintained since the initial release. However as soon as i saw the preview for the longships my heart was swayed by the amazing detail given to these powerful new additions to the Pirates game.

Not to be outdone, they included another new ship type: the icebreaker (also quite beautifully designed) and we get our first new terrain since the initial 3: The Iceberg. Even though the theme of vikings is a far cry from the general time period (which is admittedly, very vague) of the Pirates game, they strike gold (or Ice, rather) with the vikings. given a purpose (the destruction of the mostly evil Cursed faction) they find a meaningful place within the Pirates setting.



In the set, the unique treasures are all runes of different sorts. This is a very heavy nod to Viking lore, but however seems to feel like more of a deviation from the pirate game. thematically, they make sense, but the pure magic feel of them seems to sour the game a little for me. Oh well, bring on the new goodies!

Honorable Mentions: There are a few new things that bear mentioning but don't quite make the cut. these are:

Sir Jeremy Rothschild/Rollando:(Once per turn, if this ship is touching another ship, reveal all face-down treasure aboard the other ship. This ship can take as much unique treasure from the other ship as she can carry.) These 2 guys have the same ability. For 4 points they allow you to look at all of an opponent's treasures

and possibly take some useful UTs. They could be very useful if you are seeding a number of the handy "gadget" UTs from Mysterious Islands.

Silver Explorers: (This ship may dock and explore a wild island using the same move action. Any treasure coin printed with a silver number that this ship unloads at your home island is worth +1 gold.) A very interesting mechanic that adds some more spice to the gold game. the only qualm i have with it, is that, as an LE it is limited only to winners of events.

#10 Munin: 15pts/cargo: 3 /move: L /cannons: 2, 3, 3 (Longship. After this ship resolves a shoot action, she may move as a free action.) (common) This is a very solid combat ship. At 15 points, this longship sports 6 cannon shots and the reverse captain ability. A solid array of abilities and a very nice common. Easily the second best combat Longship.



#9 Hugin: 18pts /cargo: 3 /move: L /cannons: 2, 2, 2 (Longship. On the turn this ship is pinned, eliminate one crew from the enemy ship.) (common) An even better combat Longship. I love the fact that the 2 best

combat longships are named for Odin's 2 ravens, and they have ravens on the sails. Great for a thematic fleet for sure. Why does this ship edge out Munin? mostly for the guns (all 2s) but also for the ability. Auto crew elimination can be very handy and will likely see more use than the reverse captain ability of the Munin (at least for as long as it still isn't usable with the normal captain ability :))

#8 Skuld Bloodaxe: 7 pts, Viking crew/link: Freya (If this ship succeeds at a boarding party, choose two of the following:

eliminate a crew, take a treasure, or eliminate a mast.) (rare) Ouch! 2 masts destroyed as part of a boarding action? Possibly in addition to the mast lost as part of the ramming, and any shooting if a captain was involved. I can see him getting use on ships that allow any nationality, so he can be played on a high mast ship. having him on your ship is a surefire deterrent to having your ship rammed. Too bad the Freya is such an awful ship, I doubt i'll ever have him man it.



#7 Diamond Strike: 14 pts /cargo: 4 /move: L /cannons: 3, 3, 3, 3 (This ship gets +1 to her cannon rolls against any non-Pirate ship. Once per turn, you may eliminate one of this ship's crew to give her an extra action.) (uncommon) This Ship is a solid



little combat vessel that does a lot of things right without you even having to add crew. Both of its abilities are ones i find myself frequently adding to combat vessels. And with less crew added, the Diamond strike is far less susceptible to mermaids.

#6 Hlidskjalf: 13pts /cargo: 2 /move: L+S /cannons: 3 (Longship. This ship cannot be shot at by ships within S of her.) (common) That ability is one of the nastier abilities in the game. With it you can pin down an opponent's ship and whittle it down while it

sits there helpless. Admittedly, the Hlidskjalf is an expensive package for the ability, but i think it brings enough extra to the table to warrant its use. Firstly as a Longship its never pinned, meaning you can get away from your opponent whenever necessary. Also, as a Longship you'll get 2 shots with its reasonable 3 cannon each turn, making it much easier to whittle away your opponent's vessel than other ships of this variety. Its other boon? Its movement. With a natural L+S it should have no problem outmaneuvering your enemy.



#5 La Lyon: 11pts /cargo: 3 /move: S+S /cannons: 2, 2, 2 (This ship gets +1 to her cannon rolls against any non-French ship.) (uncommon) This ship is a solid little secondary attacker. Natural "2" guns combined with the

+1 against foreigners ability means you'll mostly have "1" guns against your opponent. That's immensely powerful. for a cheap package of 11 pts it moves a decent S+S and should be able to destroy many more points than you spent on it.

#4: Shayna Duex: 6 pts, Viking crew/ Link: Asgard, Lars Valgard (This ship may move and shoot using the same move action. Once per turn, you may reroll any die roll you make for this ship; you must use the second die roll result.) (rare) 2 great tastes that taste great together! I love unique crew members with combinations of useful abilities and she has two of the best. Captain and reroll, all in one package makes her a very handy crew for her one slot. She also has 2 links so theres an even better chance of her not taking up even that one cargo slot. Unlike

Skuld's linked ship (the Freya), The Asgard is a playable ship, even if it didn't make the top 10.

#3: La Dijon: 8pts /cargo: 4 /move: S+L /cannons: 3, 4 (After looking at treasure on a wild island, you may trade any one treasure from that island for a random treasure on any other wild island. This ship must load



the traded treasure.) (common) This ship is a super gold harvester. For a measly 8 points you get an island sized cargo, S+L movement and the super handy trade a treasure ability. load your gold contribution with a few high numbers and this ship adds to your chances of snagging it. all this for a super cheap price of 8 points!

#2: La Academia: 11pts /cargo: 3 /move: L /cannons: 4, 3, 3 (This ship may not be shot at while docked.) (common) This is a new ability and I just have to say "wow!" a treasure ship that can't be picked off if it's careful. Its pricey, but that ability I think, is worth the price. As a gold-grabbing ship you'll be spending much time docked already and you'll just have to ask for more vacation time as you stop from island to island on your way home (or towards an escort). As in any game, reward without risk is highly useful. As great as it is, its still not as useful as our #1.

#1: HMS Yardbird: 5pts /cargo: 5 /move: L /cannons 4, 4 (When you unload this treasure at your home island, you may eliminate any number of crew in your fleet. Each eliminated crew is worth 1 gold.) (common) This ship makes me long for my

former days as a playtester. I just cannot believe the sheer power of this ability, and for such a cheap price. I haven't played it yet but I envision something along these lines. fast ship with a helmsman, and reasonable cargo space. (something like, say, the raven) on your first turn, you use hidden cove and drop him on the nearest wild island. you cant explore but thats okay. load up with treasure (probably mostly 2s that you would seed) and then run home. The Yardbird stays at home filled with 6 oarsmen and theres probably another shipful of willing oarsmen and possibly someone like the hag of tortuga for extra points sitting on your home island. you rush home (S+S+S+S move will do that) turn in the few gold from the island (remember to transfer some to the yardbird so it can use its ability), eliminate a pile of oarsmen for free gold and



there you have it a quick (and probably only satisfying the first time you do it) win. I'm really not sure what they were thinking with this one.

What an interesting list. I'm really happy that a lot of the good stuff is common and hence, easily available. I'm not so sure on the balance of some of the abilities but I think the set is solid and I

wind up liking the Viking faction a lot more than the Mercenaries of Mysterious Islands. Of interesting note, I opened this article explaining a feeling that Wizkids had "jumped the shark" with this set. It turns out they have, in a sense. One of the LE ships available is "Sautez Le Requin" for those that know French, that *IS* "Jump the Shark" Be sure to tune in next month as I offer a few solid examples of cheap fleet building for pinching pennies, and we look forward to the next Pirates set "Pirates at Ocean's Edge"!

Pirates Submarine Pack — Free with \$25 Purchase!



Pirates of the Mysterious Islands introduced nautilus-style submarines, and during the upcoming convention season you will be seeing even more of these great ships! Davy Jones himself picked the crews of these cursed submarines, the Locker and the Pyre, which exist to sow fear and wreak destruction. The Locker is commanded by the worst of the pirates, Edward Low, a murderer, torturer, and vile human being who lived to cause suffering. All told, this 2007 convention-exclusive Pack contains two submarines, a crew card, and the Gem of Hades unique treasure.

ARRRGHHH!

Wizard World LA!

BY PETER WORT

Wizard World LA 2007 was a big event for everyone involved. WizKids joined a large number of other vendors, celebrities and creators to provide a colossal show for tens of thousands of fans and gamers. At the heart of WizKids' presentation was the 2007 LA Invitational Tournament.

And now WWLA has come and gone, the Big Top has been struck and the monkeys, clowns and sideshow attractions have left town. What can we take home with us from such a show?

For some of us, it was a chance to see people we don't get to see for a whole year, and to meet people that we have never met, except perhaps online. For others, it was an opportunity to compete against the best there is in our colorful hobby, to seize bragging rights and a mighty haul of swag.

My journey took me 1297 miles from Bellingham, WA to Los Angeles, California, with my venue owner at the wheel. In a mere 27 hours (4 hours sleeping), Larry and I were in the land of overcast and glitter. We got a small hotel room for cheap about a mile away from Staples Center, and figured out the bus system fairly quickly, though there was a lot of construction going on that took us out of our way a bit, it was no great deterrent.

We arrived on Thursday and volunteered to help set up the WizKids Booth and the tournament hall, and for our trouble we got to see the mighty Daily Planet Building come out of the box and onto the gorgeous gaming table. We helped to uncrate dozens of Fooms for the booth as well as the other products WizKids would have to offer.



Setting up the tournament hall was also on the menu, with two big semicircular screens that folded up with magnetic images of Galactus and the WizKids emblem. Fortunately, we did not have to set up the 454 chairs that were already out, waiting for the gamers to come and fill them. On Saturday, I helped to judge the first event, a qualifier with 64 players, which consisted of several swiss rounds to arrive at 15 players to move on to the main event on Sunday. There were also several Battle Royales going on at any given moment, with signup sheets taking the first eight players for each into a quick two-match tourney at \$5.00 per booster. Other events included the HorrorClix battle for the Alien Queen tournament, among others.

The end of the day meant envoy appreciation night, at which we were told none of the news that loyal readers received here on March 20th, but had a great time anyway. Meeting Seth, Mark, Norman, Rae and the gang was worth every minute of the long drive down, and what I can't tell you about, you'll flip over. The hall was packed, and the show Mark Tuttle put on was pretty entertaining.

On the second day, I worked the booth area, running demos of Pirates, Arrrgh!

We got a lot of very curious people from all over, many of whom did not know about the

games WizKids makes, so it was nice to put on my showman's face and fish people in from the crowd.

Meanwhile, in the tournament hall, the remaining 16 players won their way into the main event.

The third day, I was in the tournament hall for the main event. Thirty-two players, for two rounds of swiss, followed by the Top Eight in three single-elimination rounds. Among the figures seen on the various teams were Invincible from the Collectors' set, Colonel Logan from the Days of Future Past set, Barbara Ann Minerva, Ambush Bug, Raven, Jonah Hex, and Ch'P! Oh, and an even zillion Lockjaws. Something is right with the world when the most efficient figure in the game has an average 7-8 attack and is a dog with a tuning fork sticking out of his head.

Anyhow, here's an exclusive Q&A with the winner, Cory Taylor!

A little Q&A with Cory Taylor (wherein I ask some lame questions of a player who won back-to Back Championships),

Q. What was the toughest challenge you faced?

A. Definitely when Dave (Williams), took out my Separation Field Generator, which was preventing him from bringing the Joker up to base my team.

Q. How did you prepare for WWLA?

A. I practiced with my friends and teammates at the club in Cedar Rapids, Iowa.

Q. What figure was your MVP?

A. Definitely Hawkeye (V, Fantastic Forces). He was my main attacker.

Q. If you lost Hawkeye, how would you have won the match?

A. It would have been very hard, because he's really the core of my team. I could have attacked a little with the Lockjaws, but without Hawkeye, I don't know.

Q. This is your second WWLA title, you already chose a Masterpiece figure, what would you consider for a masterpiece figure this time?

A. Thor, probably. I don't know, though. I'll have to think about it.

Cory Taylor's Team (winner)

Hawkeye Veteran

- Trick Shot Feat
- In Contact with Oracle Feat
- Protected Feat
- Thunderbolts Feat
- Nanobots Feat
- Armor Piercing Feat

Lockjaw Veteran

- In Contact with Oracle Feat
- Protected Feat

Lockjaw Experienced

- Protected Feat

Dr. Mid-Nite Rookie

Domino Rookie

Lian Harper Token

WWLA IMAGES

