

# CRITICAL HIT

## VOLUME 2, ISSUE 3

### Table Of Contents

HEROCLIX AVENGERS FEATS  
HEROCLIX ROCK810's SOHK WIZARD WORLD PRIMER  
AVENGERS SNEAK PEAK DARKHAWK  
HEROCLIX THEMES LIKE A GOOD IDEA  
HORRORCLIX MEET ME IN A DARK ALLEY  
HEROCLIX PICK A CARD  
HEROCLIX BETWEEN THE PAGES  
HEROCLIX OUT OF THE LIMELIGHT  
STAR WARS CORPORAL PUNISHMENT  
HEROCLIX PICK A CARD  
HEROCLIX CLIX WISH  
HEROCLIX UNDER STARRO'S COMMAND SCENARIO  
HEROCLIX INSIDE THE MOX BOX: SHIELD UP!  
PIRATES Giant Crabs, Sea Dragons and Sharks. Oh My!  
HORRORCLIX SCENARIO Classic Springer: Monsters In Da House!  
STAR WARS PLAYING FOR CHEAP  
HEROCLIX BRING IT!  
HEROCLIX HEROES  
HEROCLIX Mercenary: Adding The Right Touch  
Being the Law: Judging 101  
WIZKIDS Deciphering The New Clix Distribution System

### LETTER FROM THE EDITOR

Good day to all, or better yet should I say good summer. June is and is a HUGE gaming month for all games involved. Pirates and Horrorclix just saw a huge release and HeroClix, Star Wars Minis, Dreamblade and many more will be seeing a release this month or soon after. Summer is time for gaming!! With that Critical Hit will be here for you. I will

personally be at Wizard World Philadelphia this year and challenge any and all comers who would like to play a game in any game line against me. Are you up for the challenge? On top of that I need MORE writers!! Yes the content for Critical Hit must expand. I need writers for Dreamblade, Star Wars Miniatures, Transformers Pocket Model

Game and any other game you can think of. If you are a capable writer and would like to write for one of the best gaming magazines in the market feel free to email me at [rock810@yahoo.com](mailto:rock810@yahoo.com). Enjoy your summer all and see you at the con.

Bill Rock

## EXECUTIVE PUBLISHER /EDITOR-IN-CHIEF

William Rock

### WRITING STAFF

William Rock (any article not labeled with a byline)

Rob Peterson

Eric "Slade Wilson" Schaeen

Jon Loftus

Jonny Fliieger

Sean Shannon

Brian Hitsman

Steve "Mox" Luzader

Brian Thorpe

Thomas Valdez

Mr. Aahz

Angie Nothdorf

Art "Lensman" Ramo

Joel LaPresta

Peter Wort

### CREATIVE SERVICES

THE LE (pronounced Tay Lee)

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

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# COMBAT DIAL BASICS

The Combat Dial is what separates HeroClix from all other miniatures games. The Combat Dial is part of a base attached to each Marvel HeroClix: Infinity Challenge figure, it contains all of the figure's speed/move, attack, defense, range, and damage statistics. The figure's statistics change with every roll of the dice but you'll never look at a rulebook again. All the statistics you need are located on the figure itself, and in an easy to use Special Abilities Card.

## SPEED/MOVE

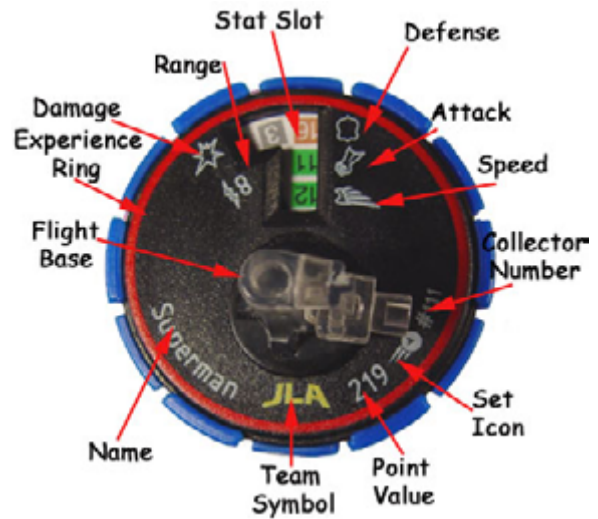
The number next to the boot or wing symbol is a character's movement/speed number. This is the number of squares the character can move when they are given a movement action.

## ATTACK

The fist icon is attack. This number is added to the roll of 2 dice to determine if an attack hits.

## DEFENSE

The shield is defense. It represents how hard it is to hurt the character. An attack must be equal to or higher than this number to hurt the character.



## DAMAGE

The blast icon is damage. This is the number of clicks of damage you do to a target when you hit with any type of attack.

## RANGE

The lightning bolt or bolts are range. This is the number of squares you can shoot. If the value is zero, you have to be next to a target to hit them. If there are two or more lightning bolts, you can hit that many targets with a single attack.

Courtesy of wizkids website (and Toym





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## Marvel HeroClix “Create a Card” Contest!

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As WizKids continues to celebrate the fifth anniversary of **HeroClix** in 2007, fans of the game are invited to participate by entering their own creations into the official **HeroClix** “Create a Card” contest! Between June 1, 2007, and the release of **Marvel HeroClix: Avengers** on June 24, 2007, we’re inviting you to submit your idea for a feat, battlefield condition, or special object card to WizKids. Design your card, playtest it with your friends, and hone it to perfection. When it’s ready, submit it for fifth-anniversary fame and fortune!

Four submissions will be chosen as winners and included in the **Marvel HeroClix: Mutations and Monsters** release this fall. In addition to credit on the cards and a full factory set of the expansion, creators of the winning cards will be a part of the testing and production process for their cards.

“**HeroClix** has amassed a huge number of players who love the game,” said Seth Johnson, **HeroClix** lead designer. “We figured it was time for those players and

their ideas to get a chance to become part of the game and win some prizes as part of the fifth-anniversary celebration.”

All entries should be submitted by June 24, 2007, to [heroclix@wizkidsgames.com](mailto:heroclix@wizkidsgames.com). The e-mail should have “Card Contest” in the subject line and must include the following:

- Creator’s name
- Creator’s e-mail address
- Card type (feat/battlefield condition/special object)
- Card name
- Prerequisites (if applicable)
- Point cost (if applicable)
- Rules text (limited to 50 words/300 characters)

All submissions become the property of WizKids, Inc. By submitting, creators assert that their submission is their original work. Winning entries may be altered as part of the testing, production, and approvals process; all judgments and changes made by WizKids are final. Find complete rules at [www.heroclix.com](http://www.heroclix.com).



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## Johann Kraus REDEMPTION

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Valued Customer,

Last month, we issued an errata document for the multiple quality issues experienced with our recent **Dark Horse HeroClix Hellboy & the B.P.R.D. Action Pack**. In this document we also stated that an “absolute” solution was forthcoming.

With that said, we have implemented the following replacement policy:

- Any purchaser of the Hellboy & the B.P.R.D. Action Pack is encouraged to return the defective Johann Kraus piece to WizKids at the appropriate addresses listed below. Returns should include the complete Johann Kraus miniature along with accompanying monster card. Please be sure to include your return shipping address.
- WizKids will send to you, through your return address, a corrected Johann Kraus figure and monster card.
- As a token of our appreciation for your continued support, WizKids will also include an exclusive new **HorrorClix** ticking clock card as well as a brand-new **HeroClix** battlefield condition card.

### Outside of Europe

WizKids, Inc.

Attn: B.P.R.D. Replacement  
12145 Centron Place  
Cincinnati OH 45246

### In Europe

WizKids B.P.R.D. Replacement  
Topps Europe Ltd.  
18 Vincent Avenue  
Crownhill  
Milton Keynes  
MK8 0AW

This offer will be valid through **December 31, 2007**. Please allow 10–12 weeks for delivery of the corrected piece.

We hope that you find this policy acceptable. If you have any further questions, please send us an e-mail at [customerservice@wizkidsgames.com](mailto:customerservice@wizkidsgames.com). We are working very hard to ramp up excitement for the fifth anniversary of **HeroClix** and hope that you’ll join us for the ride!



FEATS

Sneak Peek: Marvel HeroClix Avengers Feats

Since Mutant Mayhem the impact of FEATS has been felt. Starting with Automatic Regeneration, Pounce and Fastball Special ☺ ; then extending into many other sets as we say FANTASTIC FOUR, THUNDERBOLTS, ARMOR PIERCING and who can forget In Contact with Oracle. Most teams played today will include some form of feat that may make the game a little better or may give you that needed edge to demolish your opponent. With the release of AVENGERS we find ourselves at a crossroads; the retirement of FEATS, BATTLEFIELD CONDITIONS AND BYSTANDERS. In two years their presence has been felt, but now we wait for the new and improved and the remade so that we may continue our cardboard lust in the game of HeroClix.

AVENGERS gives us hope and desires for the future of HeroClix as we know there will be new cardboard, but what will it be? The answer is here in Critical Hit. AVENGERS brings to us three feat cards to add to our collections: TWO Remakes and ONE brand new Feat card. Each adds to the game of HeroClix as retirement is about to make

things VERY interesting.



FORTITUDE

To this day outwit has been the bane of all tent pole and brick players (Figures with high attack values, move and attack values that generally have Impervious and Super Strength). However, FORTITUDE made it so that your figures were protected and could do what they wanted when they wanted. It

is a card that was introduced in LEGACY and found it's way into Wizard World play and gaming tables across the world. Welcome back old friend welcome back, Superman missed you.

TOP FORTITUDE RECIPIENTS POST RETIREMENT

- Hyperion Veteran
King Hyperion LE
Collateral Damage Superman LE
SHAZAM! Rookie and Experienced
Mary Marvel Veteran

STUNNING BLOW

Incapacitate by itself is a great ability the

chance to give someone an action when you yourself normally could not do damage due to damage reducers is a great thing. However, coupled with the ability to do damage and possibly armor piercing the FEAT STUNNING BLOW is one of the most powerful in the game. Figures like Hawkeye, Batman and NGN Ironman LE have made great strides with this card. With retirement now here the recipients for stunning blow change, but stay the same. While the AVENGER Spiderman really does not need this card there are others in the game who seeks to dominate through cardboard.

**TOP RECIPIENTS OF STUNNING BLOW**

- Psylocke Veteran
- Black Lightning Veteran
- Mirror Master Veteran
- Origins Green Lantern Rookie
- Sinister Spider-man Experienced

**TELEKINETIC REACH**

One of the big complaints in the game with figures with Telekinesis is that they should be able to affect objects around them without being adjacent. With the release of AVENGERS that complaint has been answered. Now a figure with Telekinesis can affect an object

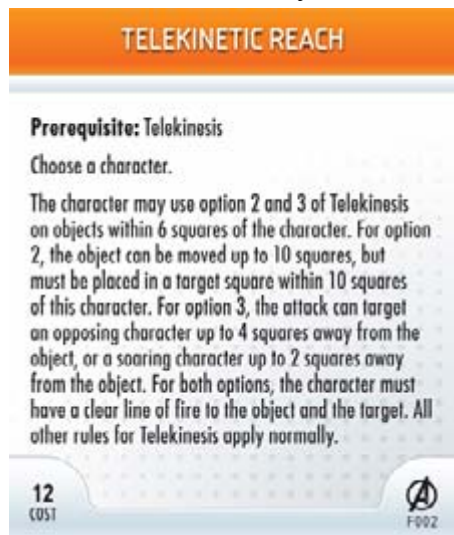


up to 6 squares away and either position it within 10 squares (great for nanobots) or can attack a figure that is 4 squares away from the object (or 2 to a soaring figure). In the past once the TK piece had gotten rid of it's load it sat there idly not helping much and not doing anything until the end of the game when they were chased into oblivion (we miss you Jean Grey Rookie). Now a TK figure is a formidable force that can hold it's own with any nearby

objects or DEBRIS that may be hanging around.

Feats and Battlefield Conditions will continue to be a source of argument for years to come as there are some out there

that disagree with their uses and others who can not get enough of the cards. However, no matter what your stance they are part of the game and will be part of the game for many sets to come. Are we moving to an age where plastic is not the dominant force, but cardboard is? I doubt it. Though most competitive armies and thematic armies will house some form of cardboard one way or another.



Good Day and Good Gaming!

--Bill Rock

**BECAUSE IT WINS**



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**Rock's SOHK (School of Hard Knocks) for Beginners  
WIZARD WORLD PHILADELPHIA PLAYABLE**

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Wizard World, the proving ground for many a HeroClix player. This is the place that hundreds compete for one glorious spot, the first place prize and ability to pick your own masterpiece figure. It is a place where HeroClix players young and old seek to test themselves as players of the game they love. Many rely on pure luck and others on their natural skill. However, always there are select figures that seem to define what makes a winning team at the Wizard World level of play. These figures earn their spots and are often scoffed at until they finally break the ice that is the Top 8 figures in Wizard World play. This year is going to be very different than many others. Wizard World Philadelphia is the last proving ground of the old hat as Chicago will open up for the coming of retirement. While it is always hard to tell what figures will dominate in competitive play there can be a summation of what quite possibly be the best in HeroClix.

The game itself is not defined only by the figures played. One cannot just take a Veteran Icons Superman, place him on the table and say I won give me the prize. It is how you play the figure that defines you as a player. Still some figures are better than others, and while not instant win pieces are

the deadly figures in the hands of the right player. In Wizard World there are no flukes, if you come to play you come to play for keeps. So, let's look at what will quite possibly be the best that HeroClix has to offer and what will most probably help crown the number one spot in all of HeroClix.

(Note: figures are not all in a dictated order)

**Hawkeye Veteran**

Transporters have been the owners of the top 8 since the release of Fantastic Forces. There is no doubt that these characters are nigh unstoppable at times with their built in hypersonic-lite (Transporter attack) and often over powered stats. Hawkeye is one of the more abused of these figures and has owned the top spot with good reason. His 11 attack and 3 targets make him a tough figure to contend with. His cheap cost of 84 points makes him even stronger. A figure that can truly abuse





nearly every feat in the game, he is cheap enough to do so and still have back up. His AVENGERS team ability allows him to make use of THUNDERBOLTS or ALPHA FLIGHT and still have room for so much more. With the Origin map he was a perfect fit as he was able to go on the indoor ship and hide behind his meat shields as he came out and attacked each turn. While hindered by having a shorter dial than most it seems to matter very little as the trick is actually hitting him first. Protected, Nanobots and Heightened Reflexes tend to keep this figure in the game for long periods of time. The only way to really beat him is to Nova Blast him as much as possible and then try and clean up as fast as possible. Still, expect to see this figure in top 8 once again and most likely you if you are playing in the tournament you WILL be facing at least one.

### Johnny Quick Unique

Many may argue that this is the spot that belongs to KC FLASH, but KC FLASH is the past and Johnny Quick is the future. Probably the most dangerous figure to come out of ORIGIN expansion set Johnny is Wizard World compatible from the get go. A natural 3 damage, hypersonic speed and built in re-roll makes this figure unbelievable dangerous. While other

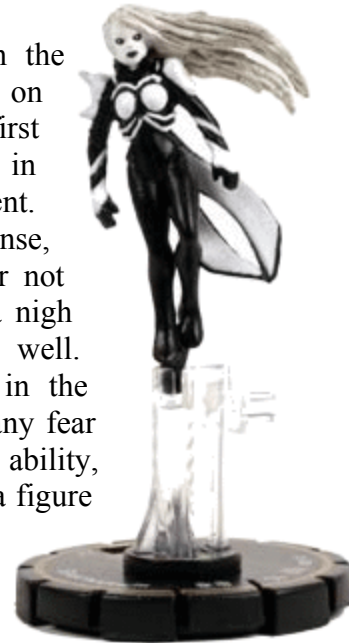
versions of the Flash have needed armor piercing to do the job, Johnny does it on his own and he is consistent doing it (and he is cheaper to boot). The only true drawback to this figure is that he is grounded, and his third click of life is a tough one to deal with. If you want to beat him just him for two damage and force your opponent to push, or set up a KINETIC



ABSORBER to stop him in his tracks. In all honesty Johnny has potential to be an unstoppable machine, but it might take until Chicago for him to really shine. Still, expect to see Johnny at Philadelphia this year and to make a possible top 8 appearance.

### Ghost Widow LE

She is the ultimate healer in the game that has wrought havoc on the world of HeroClix since first offered. She is untouchable in every way, including retirement. Ghost Widow's high defense, poison, and phasing make her not only an offensive piece, but a high untouchable support piece as well. Late regeneration keeps her in the game. She is a figure that many fear to hit because of her Arachnos ability, yet they must hit her or leave a figure with poison on the field or a figure that can heal. Even then you must hit that 18 defense and hitting a defense that high is a tough one to do. Ghost Widow's only problem is that she has a shallow dial. If you really want to kill her off make use of a Mockingbird Veteran and take her out early. While her poison is tough to get around she doesn't keep it forever and no defense is unhittable. Expect to see Ghost Widow LE at Philly this year in a supporting roll. While she won't accompany Hawkeye, you may see her with the likes of Ghost Rider, Spider-man or Mon-el.



### Lockjaw REV

Transporters are the bane of the heroclix player and Lockjaw is the one that can be considered the most broken of all. An unbelievably cheap figure (ranging between 24, 29, 38 points), he has a very deep dial on all of his versions and is hard to kill. Often used purely as a meat shield this bad puppy

does the job and does it well. Many times you will see the Veteran SIDEKICKed to a figure with a high defense, but more often than not he can be found on poison teams. In LA he was used as a PUPPY SHIELD to protect Hawkeye and was a tough nut to crack. It is very hard to take out Lockjaw in one hit and doing so seems to be a waste at times as you are only getting a fraction of the possible points you should record. While not the most offensive piece in the game expect to see Lockjaw in at least a third of the teams brought to Philadelphia this year, his last appearance at Wizard World.

### Armor Wars Spider-man Unique

The shocker that made top 8 in LA is a figure that has potential to make it again. This figure combined with pounce and Nanobots is a truly strong figure. He is a figure that enjoys being pushed as his dial sees so much change often with improvement. While it is not his front loaded leap/climb and 11 attack that make him tough it is his mid-dial 18 defense with close combat reflexes that make him hard to hit. In the correct hands this figure is bestial though you have to figure him out before playing him. He is a thinking mans piece as you know how to position and properly choose when to launch your major attacks. The big draw back with him is that once you push him and he gets hit from a big shot onto his plasticity super-senses click there is not much that can be done. Be sure to back him up properly to do the job properly. Also, when playing build around him both with figures and Battlefield Conditions.



### Super-Nova LE

He is the sleeper from the most recent MARVEL set that shares his namesake. Super-Nova LE has the potential to be a dominating force in the game of HeroClix. His opening 4 damage and hypersonic are what really makes this figure shine. Couple him with Nanobots and watch him become unkillable fast. Even if he is hit he keeps that high damage dealing ability a little later in the dial, but don't push him to early. Use this figure with another hypersonic abuse piece (Hawkeye, Johnny Quick, Photon) and pick apart your opponent. Also, comboed with a figure like Ch'p or Antman Experienced his defense enjoys the boost as a 19 or 20 defense is hard to hit no matter who you are. Like many of the Wizard World contenders this figure does suffer from a dial that is not the longest in the world. Be sure to back him up a little, but don't go crazy with the feats. Go for the figures and support pieces over the feats that could potentially make him overcosted.

### Jack of Hearts Unique

Most figures with NOVA BLAST are figures to be feared. However, the key to a good NOVA BLAST figure is how good it's dial is after it has taken those two damage. Jack of Hearts is a figure that once he takes the damage he still retains the abilities that make him special. His later probability control, psychic blast and energy shield deflection make him a force to be reckoned with. Though it is that opening dial that makes him special. Running shot and 4 damage is nice on any figure with pulse wave, and an 8 range he becomes a lethal and aggressive piece. When using this figure don't worry about taking thunderbolts unless you have some

wildcards you want to use with it. Instead make use of ALPHA FLIGHT and get that much needed +1 attack value. This is a figure that many are going to look past as he does not seem like much at first glance. Still he is a figure that potentially can beat the Hawkeye, Lockjaw, Joker combo that has been in the winner's seat as of late. While he cannot take the team out completely he can do enough to get the job done. The only thing this figure suffers from is a lowish attack value and a descending dial. While he is not glass jawed like past figures he is not a true power house, he needs to be backed up with a figure like the Sinister Spiderman or some other figure that can do clean up. Will Jack make it to top 8? There is potential, but he needs to be fielded by the right player. Much similar to Super-Nova he is not a figure that needs much in terms of feats. Nova Blast, Nanobots, Alpha Flight, and protected may be all this figure needs (well what figure doesn't need that) to give you the game ending win.

**Emerald Empress Veteran**

She came out before Philadelphia last year and almost made the top 8 and has been threatening to do so at every Wizard World since her conception. She is the consummate ova Blast recipient. Her 10 attack and 4 damage with running shot makes her tough to deal with, but it is her cheap point value and the fact that she is a wildcard that makes her shine. Team her up with suicide squad and

**Unique Spider-Man**

**COST: 72 RANGE: 6' Marvel Armor Wars**

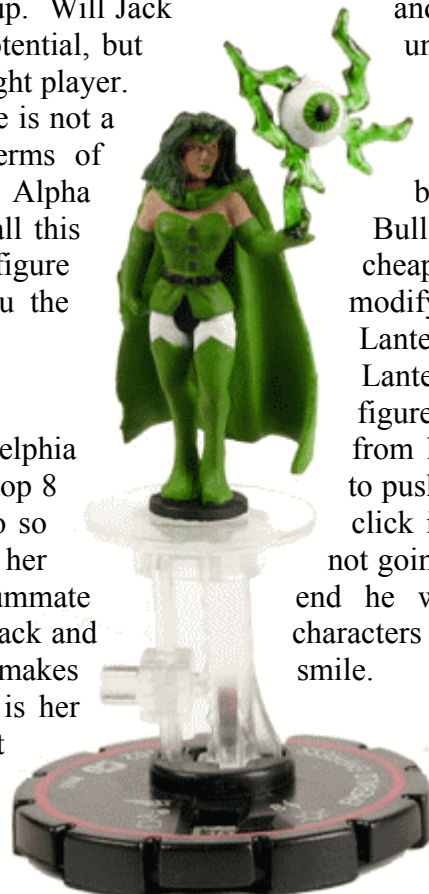
No Affiliation	1	2	3	4	5	6	7	8	9
SPD.	9	9	9	8	8	8	7	7	KO
ATT.	11	10	9	10	9	9	8	7	KO
DEF.	17	17	16	18	17	16	15	14	KO
DAM.	2	3	2	2	2	1	1	1	KO

Sue Storm LE to really get the full affect of this figure. She is designed for wild card cheese and should be used that way. Just beware of POOR TEAMWORK and DISBANDED as they can really hurt this team overall. Empress

cannot be the only attacker on your team either, she needs some back up no matter what form it takes. Empress use properly ends the game, Empress used properly wins Wizard World.

**Ch'p Experienced**

You wouldn't think a chipmunk would pack a punch, but Ch'p manages to pack a wallop. As a front loaded attack piece he is not the piece to grab, but as a secondary attacker and support piece he is unbelievably strong. It is his second click that makes him special. His 18 defend is a hard nut to swallow when he is backing up Johnny Quick, Bullseye or Super-Nova. He is cheap enough that you are able to modify that which is the Green Lantern Tank and make it the Green Lantern hover carrier. Team this figure up with figures that benefit from his defend, and don't be afraid to push him. Getting him to his sweet click is what this is all about. He is not going to do it on his own, but in the end he will clean up the mess your characters leave behind and do it with a smile.



**Mon-EI Rookie**

LEGION of SUPERHEROES is about to be released and before it was

done one of it's more powerful figures was debuted. The Kryptonian with three different origins fits well in a powerful DC set and is destined to dominate the HeroClix world. It is not just that he is a hypersonic brick that makes him special; it is that he is a wildcard hypersonic brick. Teamed up with Sue Storm as she says her last hurrah makes him a hard figure to hit, and throw in a Lois Lane and Alfred just to spite your opponent. His cheap point cost (118) will allow you to fit in more than just him, though he is going to be your primary attacker so be careful what you do with him. While he is not going to be able to use Nanobots, his low defense is going to allow figures like Ghost Widow and Dr. Mid-Nite to do their jobs properly. This figure has potential to make top 8 at Wizard World, but is a force that will be around for a long time.

#### HONORABLE MENTION

Tomar Re Experienced  
Bullseye Rookie  
Mean Streak Experienced  
Hulk 2099 Unique  
Sinister Spiderman Experienced

It is always hard to predict what will dominate at any of the major competitive tournaments. Often it is a surprise figure that makes the top 8 though there are always those figures that dominate game play all around that see a strong showing. While not every figure I mentioned will make top 8 in the correct hands they are weapons of destruction. Choose wisely and choose your favorites, but choose quick as we make our way to Wizard World Philadelphia.

## 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



# DARKHAWK

## MARVEL HEROCLIX AVENGERS - SNEAK PEEK

The new HEROCLIX expansion AVENGERS is due to be out in late JUNE and many fans of the game are clamoring for more and more sneak peaks. The set has promised to fill out many of our favorite teams and to start filling in some new ones. So far the figures we have seen have been more than impressive and will fit well with any team, theme or competitive. Well with the limited supply of sneak peaks Critical Hit has snuck in and gives to you DARKHAWK!

Chris Powell discovered the Darkhawk amulet which allowed him to switch places with the Darkhawk android that he controlled with his mind. The character of Darkhawk enjoyed 50 issues of success before being cancelled. However, he appeared with the West Coast Avengers, Secret Defenders, New Warriors and finally the recently formed Loners (Darkhawk also was part of the Losers where he had a brief affair with Dagger).

Darkhawk in his early career could not completely fly, but more so he made use of his grappling hook and ability to glide. His leap/climb represents a great figure that can get anywhere on the field. While he does meet the criteria for pounce it does not fit him well as he carries a fairly low attack value and is not front loaded to use pounce.

**Continued next page...**



His low attack value means he is not a straight in your face attacker, but is a better harassment piece as his later dial is just as good as his front dial. He may be more dangerous to bricks later on with his psychic blast. Seven clicks of life and half a dial of toughness will keep Darkhawk in the game for quite awhile, and mid-dial regeneration keeps him flying strong. Support Darkhawk with other wildcard pieces, but be sure to throw in some non-wildcarders so he can benefit from team ability.

**Darkhawk (rookie) | Team: Spider-man Ally | Points: 56 | Number: 019**

	1st	2nd	3rd	4th	5th	6th	7th	8th
Speed	8	8	7	6	8	8	7	0
<b>Attack 6 (1)</b>	9	8	8	8	8	8	7	0
Defense	17	16	15	13	15	14	13	0
Damage	3	2	2	1	3	2	2	0

Darkhawk may not have a starring role on every team, but he has a great supporting role as he has had for almost his entire comic book career. No figure on the field is safe from the Chirs Powell the Darkhawk!

**LONERS-300 Points**

(Ricochet) Elongated Man Experienced  
 Darkhawk Rookie  
 (Phil Urich) XP Green Goblin Unique  
 (Lightspeed) Aurora Veteran  
 (Spider-Woman) Manhunter Experienced  
 -Pounce

**Secret Defenders-600 Points**

Darkhawk Rookie  
 Spider-Woman Unique  
 -Thunderbolts  
 Dr. Strange Experienced  
 FF Ghost rider Rookie  
 Silver Surfer Experienced  
 Incredible Hulk Experienced

# Themes Like a Good Idea

By Rob 'SLVRSR4' Peterson



After months and months of fighting, the superhero Civil War is over, and the Marvel Universe has changed forever. Whether you were pro-registration or anti-registration, the winner has been decided. After realizing the error of what he was doing, Steve Rogers handed himself over to the authorities and Iron Man's side has officially been declared the winner. Too many lives were changed beyond repair, though. Friendships and even Marriages were damaged to possibly unfixable levels, Bill Foster (Goliath) was killed in battle by a malfunctioning android/clone of Thor, and on the way to his hearing Steve Rogers was gunned down and killed by a sniper. These are dark times for the Marvel Universe. Nobody has been more torn or confused by these events, though than Peter Parker: The Amazing Spider-Man. He started out on Iron Man's side and took the tremendous leap of Unmasking himself in front of the world. After coming to some personal realizations, Spider-Man decided that what Tony was doing was wrong, and he joined Captain America's resistance. He was now on the run from the law, and his family was right alongside him the whole way. After hiding at a motel for a while, they were discovered. Somebody had hired a gunman to take Spider-Man out, and because of his Spider-sense, he was able to dodge. He was unable to do anything about what would happen next. The bullet whizzed past both himself and Mary Jane and struck his Aunt May. She is now in critical condition in the intensive care unit. It doesn't appear as if she is going to make it through. To mirror the very dark place that he is now at in his life, he has gone back to wearing the black costume that he originally wore during and after the events of the

original Secret Wars. He has remained part of the Avengers, but it is a new team that operates in direct violation to the Superhuman Registration Act. This month's theme is "Back in Black" and we are showcasing Spider-Man. Some might ask the question, "Does this have anything to do with the fact that Spider-Man is in his black costume in the new movie coming out soon?" To those people, I say "No, it couldn't be. It's probably just a REALLY big coincidence! <WINK>"

If you ask me, Spider-Man theme teams have been done to death! I have gotten to the point that I am bored to death with yet another Spider-Man ally or enemy team. I needed something different. I examined where Peter Parker was at in his life, and I tried to come up with a fresh angle for this particular theme team. It was so simple I almost smacked myself on the forehead when I thought about it. Why do a theme team centered around Spider-Man when I can do a theme team that just HAPPENS to have Spider-Man in it?! I was going through one of my tackle boxes and started coming across some figures that I haven't used in a while, and a theme started to appear before my eyes. I was going to play with the "New" New Avengers. Just like I said, I could have a team with Spider-Man on it that didn't necessarily have to be Spider-Man centric. My problem was solved. Here is the list of

characters that I would possibly use on this team:

**Rookies/Experienced/Veterans:**

- Spider-Man (Infinity Challenge)
- Spider-Man (Universe Starter Set)
- Spider-Man (Critical Mass)
- Spider-Man (Ultimates)
- Spider-Man (Mutant Mayhem)
- Spider-Man (Sinister)
- Dr. Strange (Infinity Challenge)
- Dr. Strange (Fantastic Forces)
- Iron Fist (Fantastic Forces)
- Power Man (Fantastic Forces)
- Wolverine (Infinity Challenge)
- Logan (Clobberin' Time)
- Patch (Critical Mass)
- Wolverine (Universe Starter Set)
- Wolverine (Ultimates)
- Wolverine (Mutant Mayhem)
- Wolverine (Free Comic Book Day Giveaway)

**Unique:**

- Spider-Man (Infinity Challenge)
- Spider-Man (X-Pllosion)
- Wolverine (Armor Wars)
- Wolverine (Sinister)
- Spider-Woman (Armor Wars)

**Limited Edition:**

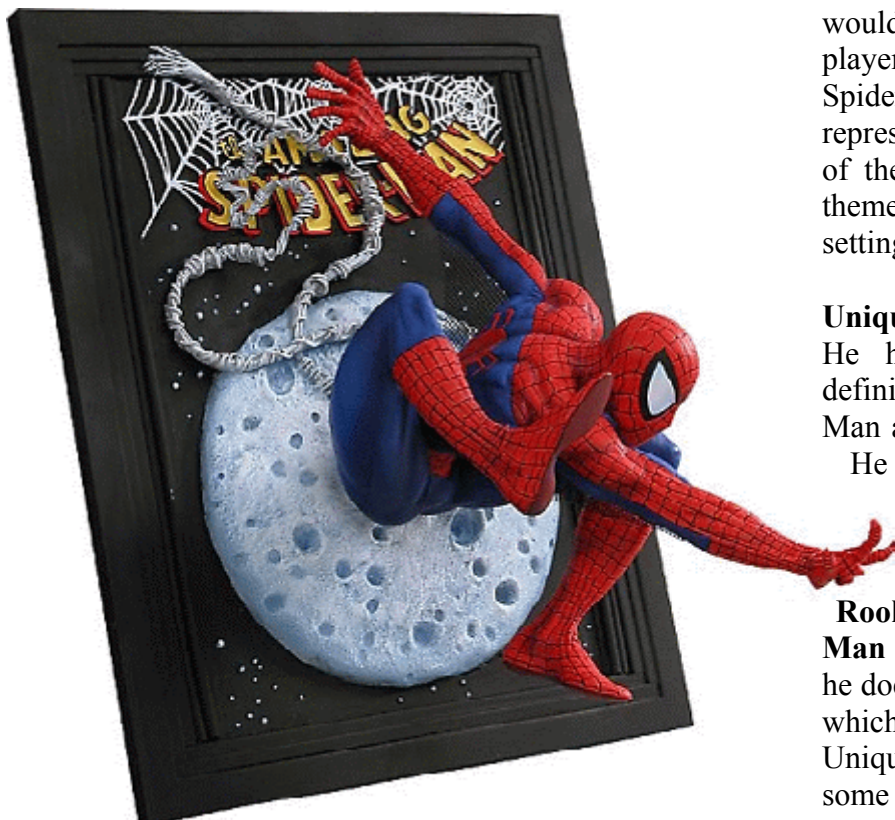
- Peter Parker (Ultimates)
- Peter Parker (Mutant Mayhem)
- James Howlett (Ultimates)
- Logan (Mutant Mayhem)
- Jessica Drew (Armor Wars)

I tried not to put characters in the list of possibilities that were specifically representing a specific time in a character's history. I did list a few, though, such as a few different versions of Wolverine and Spider-Man. There are so many of them and I realize that not all players have all the versions of those characters. I figured this would give some of the less fortunate player's options. I also put both versions of Spider-Woman as options since either one represents her currently. Here is the versions of the characters that I think best fits the theme and who I find work better in a team setting:

**Unique Spider-Man (Infinity Challenge)** – He has the black costume on, so he definitely looks the part. He has the Spider-Man ally team ability which is always nice.

He can help your team out defensively with his 18 defense with the defend ability.

**Rookie/Experienced/Veteran Spider-Man (Sinister)** – He also looks the part, but he doesn't have the point cost (depending on which one you use) of the Infinity Challenge Unique. These three different versions have some other things to offer, too. The Rookie





is a good strong character that is fairly inexpensive, The experienced has the transporter ability so he is able to move and attack as well as carry your other less mobile figures around the board. He also has the Spider-Man ability to copy any other team abilities. The Veteran is one of the best Spider-Men yet, and he has the Avengers team ability that you can use the Thunderbolts feat card to change his team ability to pretty much anything you want to.


**Unique Spider-Woman (Armor Wars)** – She offers a cadre of useful abilities. She has a nice opening defense of 17 with combat reflexes. She can be used as a good tie-up piece that will allow your less mobile figures to get closer without fear of retaliation. Her super-strength speaks for itself as a way to increase damage. Pulse wave allows you to do short burst of damage to all characters within three spaces of her. Use this to chip away at figures that have damaging team abilities, characters with high shared defenses, and characters with damage reducers. She also has leap/climb that will help her get around the battle field effortlessly and escape if necessary.

**Veteran Iron Fist (Fantastic Forces)** – He has the Spider-Man Ally team ability. This will allow him to be even more versatile than he already is. He has a decent damage

value combined with an incredibly high attack value. His defense value isn't phenomenal, but if you're dice rolls are good enough, his super-senses will keep him alive. He also has such abilities as Leap/Climb, Charge, and Exploit Weakness. If he gets to the end of his dial, he gets a chance to revive a little when he gets Regeneration.

**Veteran Power Man (Fantastic Forces)** – He is a good mid-level bruiser. He's no Hulk, so don't use him like that. He starts out with an average movement with charge, a good attack and defense value, and a good damage value. He has opening charge which will help him get into battle quicker, pick up an item using his Super-strength, and hit for an above average amount of damage. His movement and defense don't stay that great for long, but his attack and damage stay pretty consistent so don't let him take too much damage.

**Rookie/Experience/Veteran Dr. Strange (Fantastic Forces)** – All of his versions are usable and could have a place on this team. All versions have essentially the same power set and similar numbers, but they do get better with each version you use. His team ability for me is the deciding factor. The rookie doesn't have one, the experienced version has the defenders which you could use to share defenses amongst your team, but his Veteran version has the better statistics and also has the Spider-Man ally team ability which allows him much more versatility with his team ability.

**IRON FIST (V)** Cost: 71 Range: 0 ⚡ 

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

**Unique Wolverine (Sinister)** – This version of Wolverine is the best one that they make in my opinion. He might actually be a little overpowered with his 17 defense with invulnerability and his natural four damage. He's also not the most accurate looking version of Wolverine as far as appearance is

concerned either it comes to this theme team. Unfortunately, they haven't made an Avengers version of Wolverine yet, so have your Spider-Man ally characters copy the X-Men ability to heal key characters back to health. You can get more bang for your buck by using Wolverine's ending regeneration to heal him up and then have him donate those gained clicks back to his teammates and repeat the process. He has a nice mixture of Charge, Flurry, Blades/Claws/Fangs, and Exploit Weakness which makes him a good solid attacker.

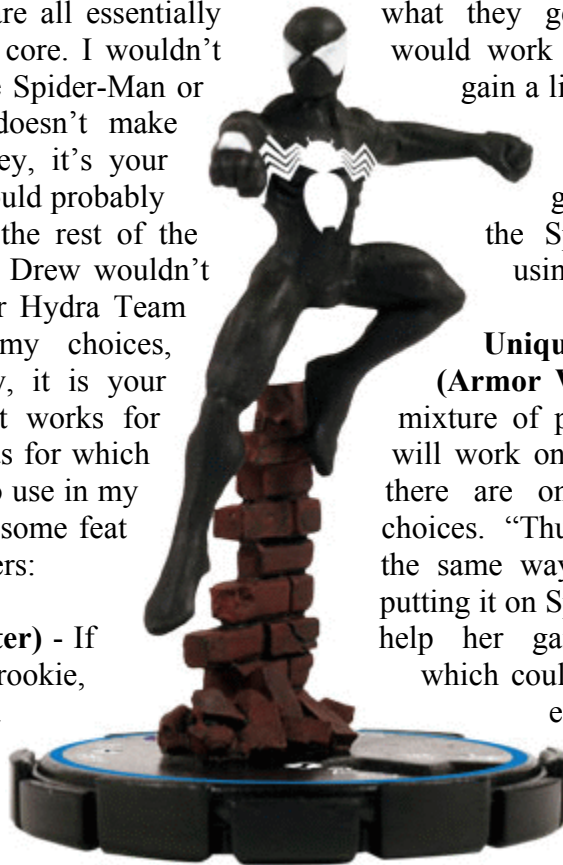
**Experienced Wolverine (Universe Starter)** – He's everything that is great about Wolverine, but in a smaller and more cost effective package.

There is no right or wrong versions of these characters to use. Some versions may have more accurate costumes or team abilities than the others, but they are all essentially the same characters at the core. I wouldn't advise using either Zombie Spider-Man or Wolverine because that doesn't make much sense to me, but hey, it's your team. Six armed Spidey would probably look a little silly next to the rest of the theme too, and LE Jessica Drew wouldn't make much sense with her Hydra Team Ability. Enough about my choices, though. As I said already, it is your team. Make it however it works for you. I now have some ideas for which characters that I'm going to use in my team, so now let's look at some feat cards that work the characters:

**Spider-Man R/E/V (Sinister)** - If you were playing with the rookie, "Pounce" and "Camouflage" might be good ideas. "Pounce" loses its immediate effectiveness after you

get to the experienced or Veteran versions as Spidey has too high of a damage to use it until mid-dial. For the experienced or Veteran versions, "Stunning blow" might be a good card to use with the 3 damage and incapacitate. "Construct" could be fun on Experienced Spider-Man but will probably be too many points in the long run. "Double Time" could also be good on Experienced Spidey since he is a transporter and won't take the damage from it. It will get team members into the battle quicker or Spider-Man farther away if he's taking too much damage. "Shake Off" could be fun as well. If you have a few points left over at the end of your team making, "Vault" would be a potentially useful card to put on all three versions. The "Thunderbolts" feat card is almost a necessity on the Veteran Spidey since the majority of the team has wildcard team abilities and will need to copy something. You might as well get to choose what they get to copy. "Vendetta" would work on all three versions to gain a little more attack power as long as your opponent is using a figure of a greater point value than the Spider-Man that you are using.

**Unique Spider-Woman (Armor Wars)** – She has a good mixture of powers so a lot of cards will work on her, but in my opinion, there are only a few really good choices. "Thunderbolts" will help in the same way that it would help by putting it on Spider-Man. "Vault" could help her gain superior positioning which could be crucial as she is an excellent tie-up piece. While she is tying people up, she is hard to hit in close combat because of her combat

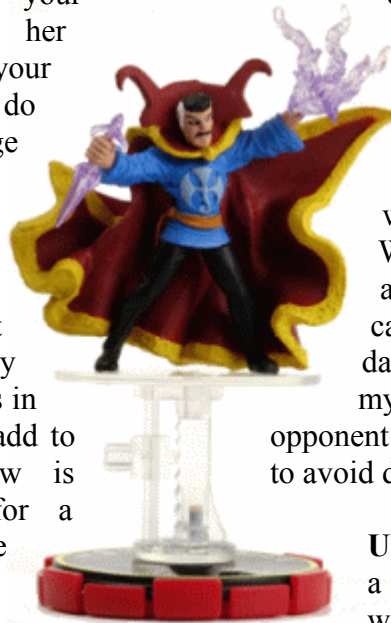


reflexes, so use this to your advantage by also giving her “Supernova.” Once your opponents are tied up, you can do a short-ranged burst of damage that could possibly be game breaking.

**Veteran Iron Fist (Fantastic Forces)** – There’s really not much to add to what many consider one of the best figures in the game. All I would really add to him if points would allow is “Automatic Regeneration” for a little healing assistance near the end of his dial.

**Veteran Power Man (Fantastic Forces)** – He is kind of in the same boat as Iron Fist. He doesn’t really have the kind of dial that is screaming for feats. I would use “Swing line” on him since his movement isn’t fantastic. He would gain the +1 enhancement on his movement and would ignore hindering terrain for movement purposes, so you could get the full effect of his charge. If you don’t have the points for “Swingline” then put “Unstoppable” on him. He can still move through hindering without getting stopped, but he won’t get the extra +1 to movement. If points allowed, you could also use “Rip it up” on him to keep him armed at all times.

**Rookie/Experienced/Veteran Dr. Strange (Fantastic Forces)** – The great thing about Dr. Strange from Fantastic Forces is that no matter which version of him you use, the same feat cards will work on him. All of his powers are the same on all three versions. He just has different amounts of them and different stats depending on the version. He has no damage reducers, so “Force field” might be a good idea to shrug off little attacks. He has the ability to use it on every



click, too. “Nanobots” could really help as well, because you will want to keep him as healthy as possible. Cards that will make him really fun but paint an even bigger target on his chest would be “Thwart” and “Dissent.” With the ability to outwit feat cards and team abilities respectively, he can help you to not take unnecessary damage from things such as the mystics team ability or prevent your opponent from using cards like “Protected” to avoid damage.

**Unique Wolverine (Sinister)** – He’s a pretty effective killing machine without the help from any feat cards, but to help him stay in the game, I would use “Automatic Regeneration” on him. A little healing can go a long way, and you might as well do it as a free action.

**Experienced Wolverine (Universe Starter Set)** – If you’re using this version of Wolverine, he probably isn’t that crucial to your team as a key figure. He has a function and a role, but it isn’t a huge one. I wouldn’t waste too many feats on him. If you do put feats on him I would suggest “Nanobots” and/or “Automatic Regeneration” to help keep him in the battle and make him a little self-healing monster.

I didn’t list feat cards like “In Contact With Oracle” or “Protected” because they aren’t character specific and work well on everybody regardless of powers or teams. They are basically a no-brainer if you have the points to fit them in. Ultimately, the choice of feat cards to put on a character is up to the individual player. Some people choose not to put feats on characters at all in favor of putting more figures on their team. Whatever your playing style, the choice is yours. Let’s look at a few Battle Field

# Dr. Strange (V)

FANTASTIC FORCES COST: 110 RANGE: 10⚡⚡

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

Conditions that will work well with this team. “Astral Plane” might be a good option to give your grounded figures more mobility if they don’t have leap/climb at the time. “Debris” would allow you to have a little more ammunition for super strength or telekinesis attacks. “Isolation” is an excellent choice to help combat the increasingly popular JSA teams or the users of the alternate Fantastic Four team ability. I don’t condone it, but you could always go the cheap way out and select “Ordinary Day” as your BFC of choice. I think this lessens the overall play value of the game, but it is your choice to make. The Judge at my local venue hates this card as well. He has made up his own house rule that makes it so “Ordinary Day” doesn’t cancel a Battle Field Condition. He creates his own stipulation for whoever plays it. Sometimes it has deadly effects, too. Personally, I selected to use “Isolation” as my Battle Field Condition card of choice with this team. Overall, the attack values on my team aren’t phenomenal, so I need to keep the defense values at an attainable level. Now that we have our cardboard situation taken care of, let’s take a look at the final team.

## THE “NEW” NEW AVENGERS:

- Experienced Spider-Man (Sinister) – (77 Points) + Vendetta (6 Points) = (83 Points)
- Veteran Dr. Strange (Fantastic Forces) – (110 Points) + Protected (8 Points) = (118 Points)
- Veteran Power Man (Fantastic Forces) – (109 Points) + Unstoppable (5 Points) = (114 Points)
- Veteran Iron Fist (Fantastic Forces) – (71 Points)
- Unique Spider-Woman (Armor Wars) – (67 Points) + Thunderbolts (5 Points) = (72 Points)
- Experienced Wolverine (Universe Starter Set) – (41 Points)

### -Isolation Battle Field Condition Card

**Grand Total = 499 Points**

This is just a small taste of what you could possibly make this team. You could put so many more feat cards on the characters than what I ended up with, but I made this team for a tournament and was stuck with a very specific point total. In fact, my final team for that tournament didn’t even include a single version of Wolverine, because I didn’t have room in my point total, and as most people who know me can tell you, he isn’t my favorite character anyway. I used the “Thunderbolts” feat card on Spider-Woman to change her Avengers team ability to the Batman Ally team ability to represent the fact that this team of Avengers is “underground” and must move around in the shadows and undetected because they are still fighting the Super-Human Registration Act. This slightly goes against my credo of not using cheese in a tournament, but I could justify it this time as my team lacks in range significantly and I can back it up thematically. In the long run, my team didn’t

do so hot due to bad dice rolls and the fact that I went up against a superbly constructed JSA team with really high defense. The latter is the reason that I included the “Isolation” battle field condition card in the final build. In the final round of the tournament, I had already lost twice, so a victory over the final player wouldn’t have proven anything. Also, he was only a young boy that was maybe only seven or eight years old and this was his first time playing. I cut my losses and took up the role of an instructor and mentor and guided this new player, whose name ironically enough is DC, to a last minute victory over me by killing my Power Man on his last turn before time was up. He learned a lot, and has come back to the venue every week after looking to me for help. In the end it was much more rewarding to help a new player than it would have been to walk away with a new Limited Edition figure. I encourage all of you veteran players out there to just step away from your uber-competitiveness at times and become a teacher to the newer players on a day other than the “New Guy Night.” You will help to make the game grow by introducing new players and teaching them

how to play properly, and you will find that your overall appreciation for the game will increase as well. It is our responsibility to mold the next generation of Heroclix players, and guide them to become as good as we are. Please don’t do what I have seen too many players do, which is to stomp all over the new players as an easy victory to get that new LE figure. It will only serve to discourage the new players and the game will die without new blood. Okay, I’ll get off of my soapbox now, and continue to build my team for next issue. One of the themes for next issue is lesser used figures or figures that have been deemed bad. I like to call these figures “dust collectors” but they tend to be some of my favorites even if they don’t see a lot of play. The team I will personally feature is “The Serpent Society.” Wizkids hasn’t made too many of their members, so I will have to take a few liberties with their ranks, but it should prove to be a fun and adventurous team. Slither on back next month, and we can see how to use these often forgotten figures together, and until that time I will remain...

THE SLVRSR4

**WIZKIDS ANNOUNCES  
CHANGE TO  
HORRORCLIX:  
FREAKSHOW PRIZE  
SUPPORT**

For the release of **HorrorClix: Freakshow**, WizKids will provide free prize support worldwide through its online Organized Play system, rather than through sealed case purchases. In order to receive **HorrorClix: Freakshow** prize support for the month of July, registered\* venues should schedule their events at [www.wizkidsgames.com](http://www.wizkidsgames.com) before June 11, 2007, using the “WizKids Supported” event

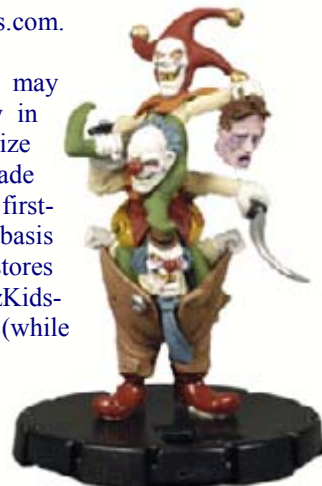
option. This prize support will be a combination of Limited Edition (LE) figures and card elements, akin to those produced for the initial release of HorrorClix and HorrorClix: The Lab. There is no prior or additional purchase of materials required to receive this support.

**HorrorClix: Freakshow** introduces HorrorClix players to the strange, twisted, and dangerous world of the creaky, traveling carnival. Freakshow is the second expansion for the insanely popular HorrorClix collectable miniatures game (CMG). Get ready for unspeakable horrors awaiting

you under the big top!

\*WizKids offers free online registration for all players and qualifying retail stores at [www.wizkidsgames.com](http://www.wizkidsgames.com).

New retail stores may experience a delay in approval; prize support will be made available on a first-come, first-served basis to those stores scheduling WizKids-supported events (while supplies last).





# Meet Me In a Dark Alley

## LEGENDS

It is the night that holds our fears and thoughts. In the night it is where our worst nightmares are given the breath of life (or un-life). The shadows prey upon our inner psyche and only our minds eye knows what could possibly be there. It is in the alley where our mind always wanders. One can only wonder what hides in the deepest corners or what that puddle in the corner truly contains. Is that blood you smell? Footsteps behind you? Abandon all hope ye who enter here.

The search for the wonderful and weird has obsessed the human mind for thousands of years. Grendel, Trolls, Boogeyman, and the Wendigo. Each generation and culture has their monsters that keep their children awake at night. Each has a legend that is ingrained in some type of truth. In HorrorClix only 10 figures with the character trait of LEGEND exist. These monsters are some of the strongest and truly monstrous in the game.

Each has a story that is rooted in myth and represents their various incarnations.

### Jeckyll and Hyde Unique 95 points

The duality of a mans soul often comes into question. The concept of what is good and what is evil lies heavy on society's mind. Deep inside each of us lurks something extremely evil. It is in



the body of Dr. Jeckyll that lurks the evil of Mr. Hyde. This figure brings to the table two extra plot twists to add to the crypt. While side A is not very imposing it can be dangerous to your opponent. Jeckyll's INJECTION can help take control of your opponents monsters as they go insane. Though with this figure you want to slay a victim early so that you can CHANGE into Mr. Hyde. Side B is the side that shines. The HUGE 18 defense allows this figure to stick around for a while. His STAMINA makes it so he can absorb a hit and dish one out as well. His damage fluctuates between a 3 and 4 and his LEAP/CLIMB will get you anyplace you want to go. If Hyde takes too much damage slay another victim and METAMORPH back into Dr. Jeckyll. Then immediately change back to Mr. Hyde by slaying another victim. This figure has potential to be an unstoppable killing machine.

### Reaper of Souls Unique 105 Points

The scariest thing in the world is the thought that someday you will die. The Reaper of Souls is the incarnation of all that we fear. It is the one that has plotted our fates and takes pleasure in taking souls. In his HorrorClix form the Reaper of Souls is a fearsome competitor. This monster can always deal 3 damage on his dial in



combat thanks to a natural 3 damage and AGONY, which provides him with a nice +1 bonus. His ASSASSIN will allow him to exploit monsters that have become vulnerable. However, it is his GHOST ability that makes this monster shine. His consistent 6 mover comboed with GHOST allows him to go anywhere he wants. When playing this figure on a team get him into combat as his deep dial will keep him in the game for awhile. Playing him with a few spirits such as a Lynch Ghost or Frothweither will thematically back him up. Though this monster does need back up from another monster that is a little faster and also a ranged monster if possible. As this monster will take up most of your teams points backing him up with faster and cheap figures with slash would be the way to go as well.

**Vlad the Impaler LE  
65 points**

The ancient real life Vlad the Impaler was a part of the Order of the Dragon. In Romania legend of his tyranny and battlefield prowess still are heard. In modern day he haunts our dreams and nightmares as one of the original vampires. This man who was once without pity or mercy killed thousands in an effort to retain his throne. In HorrorClix his reign continues. Vlad is one of the cheapest figures that brings an extra plot twist to the table. He also is very unique as your opponent never knows which version of Vlad is coming at him. His high attack value makes it so he is rarely going to miss. However, his abilities make him extremely lethal. If using side A his RUTHLESS will allow him to take advantage of monsters who have a token or who are pushed and deal an extra damage. However, when a



monster is vulnerable Vlad becomes an assassin as he IMPALES them with his spear and throws them aside. His RAMPAGE will allow him to attack more than once after he kills one of his opponents. If you decide to play Vlad on the B side he becomes a lethal team player as his DRACULA (BOSS) ability gives other monsters around him +1 to their attack values. His BLOODDRINKER(FEAST) will keep him in the game for a long time as it heals him back to his prime clicks. When playing Vlad you must make a decision, is he going to be a key player or is he there to run the battlefield. If you want him to be a straight on beatstick the A-SIDE will make it so he is most effective in combat. However, his B-SIDE allows him to control the battlefield and he can be used as both as support piece and combat figure. Team him up with some other vampires, like the Razor

Vixens, to get the most effectiveness and fun out of him. Vlad is a very competitive piece that while only available at a convention is a great complement to the legend of the vampire.

**Tomb Mummy Unique  
80 points**

Bram Stoker brought to life two major monsters that have haunted the silver screen and our dreams.

The Tomb Mummy was imposing by the fact that he would get you eventually through his minions or through his own hands. The walking dead have always terrorized the innocent victims in horror movies, but the ancient walking dead is legendary. While some movies have made jest of the power of the mummy in the 1950's the mummy terrorized audience goers. In Horrorclix the Tomb Mummy has potential to be a danger to an opponent, but only for a short time. Three clicks of

hourglass on the dial makes the mummy a victim of himself. His low move means you are most likely not getting to a monster fast enough unless you are packing a plot twist to help out. The mummy has to kill in order to transform though once he does transform he is a true monster. The only problem that lies in the mummy is the fact that you stay away from him and wait until he is on his last click and then frenzy in with a figure that does 3 or more damage (or slash) and take him out.

**The Fiend Unique  
100 points**

Mary Shelley never gave him a name and neither did his creator. He was simply known as the monster or the fiend. His efforts to belong in society were often shunned by those he so desperately sought to belong.

When society turned against him the fiend became just what they said he was..a true monster. In HorrorClix The Fiend is an excellent representative of what a monster should be and should do. High attack values,

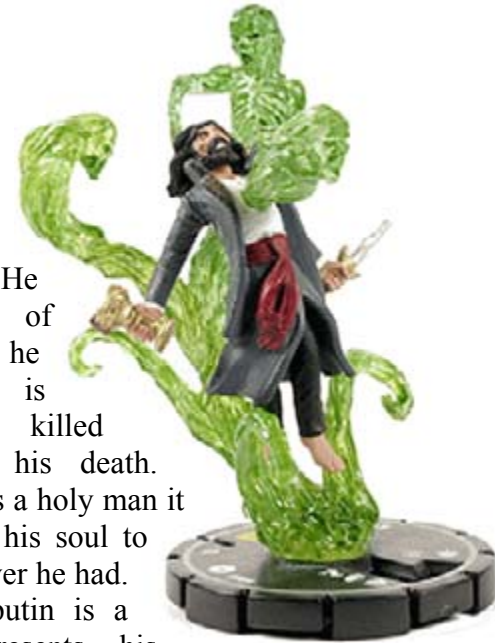
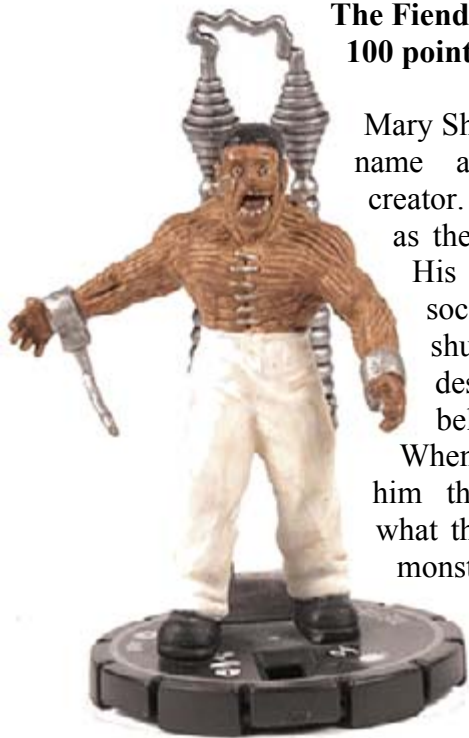
high damage dealing and high defense make this monster an unstoppable juggernaut. His INVULNERABILITY protects him further from those that would seek to do him harm through monster or plot twist. If your opponent does manage to hit him he gains RAGE, which allows him to further on his rampage of death and mayhem. His attack values go up, as do his damage values. His RAMPAGE will then allow him to destroy the opposition completely as he kills one monster and then the next. On top of all that

he gives you another plot twist to add to the crypt. Beware the monster with no name for you will join him in his eternal suffering.

**Rasputin LE  
90 points**

Rasputin, the Mad Monk of Russia, he decimated the Romanov family that ruled Russia. He killed hundreds of people just because he could in life and is believed to have killed many more after his death. While represented as a holy man it is believed he sold his soul to the devil for the power he had.

In HorrorClix Rasputin is a monster that represents his strategic abilities that can destroy the competition. Rasputin is a Crossroads figure, which means you have choices to make before the game. On both sides he is a MANIAC and has a lower defense for every action token on him; he is a cabal leader with CABAL POWER: BANISH and gives all other HELLBOUND figures +1 against Hellspawn and Spirits. However, it is your decision on how you want to play Rasputin, which helps you choose a side. Side A will offer you AGONY and requires your opponent to have an action token. If you choose this side have one of your own monsters base your opponent and then frenzy in and take advantage of your opponent once you push. On SIDE B he gains VAMPIRIC and higher damage. This side is preferential as it is going to keep Rasputin in the game as he can also take out the opposition with his 6 range. In the end when you choose to take Rasputin try and team him up with other Hellbound figures and then some tie up figures that have high





move and slash. Rasputin is not an attacker on his own so he needs the help of other monsters.

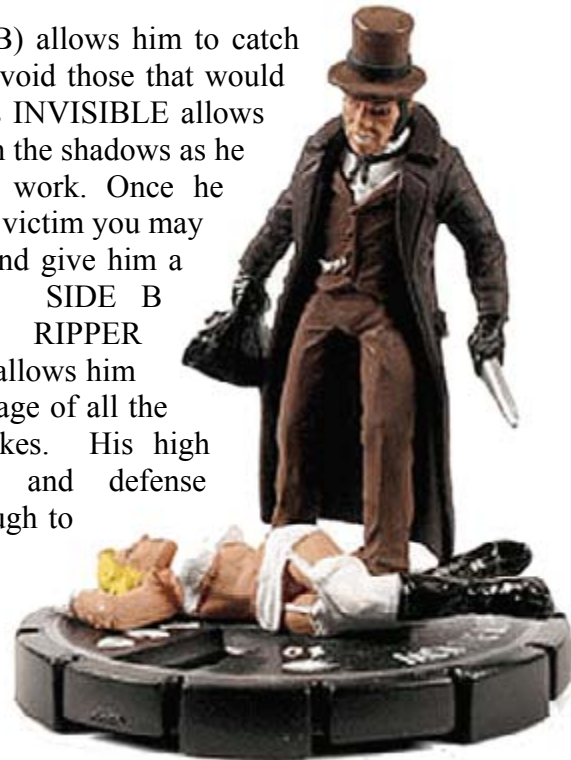
**The Mad Monk LE**  
**120 points**

This is another version of Rasputin, though in all honesty the one more preferred by many players. While he is 30 points more and loses the CABAL power he brings to the table so much more. His +2 to plot twists is awesome to have in the crypt. Though it is his combo of INVULNERABILITY and SLASH that make him a hard figure to deal with. Have the Mad Monk kill some victims early so he can frenzy in and slash your opponent to death. His INVULNERABILITY is going to protect him from much of the damage he could take from both monsters and plot twists. The problem presented is found late in the game as he gets hourglasses on his last few clicks, but if you are lucky enough you will land on his RAGING that will bring him right back into the game to destroy your opponent. Potentially this is an unkillable figure that brings more than just support to the game.

**Jack the Ripper LE**  
**110 points**

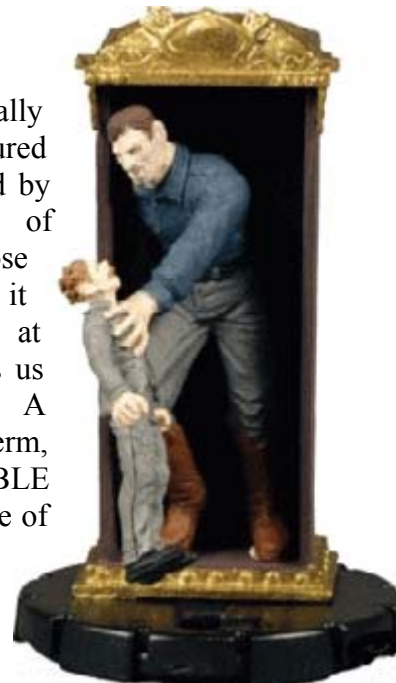
The unseen face of the shrouded killer haunted the people of London, England in the later half of 1888. Ripper made an entire country come to a standstill and made women afraid to walk the streets after dark. Never caught his killing spree came to an end of his own choosing. In HorrorClix he is a nigh unstoppable visage of madness and murder. Jack is an imposing figure in the game of HorrorClix. He was only available from the original set as a Buy it by the Brick option and is highly sought after. His first side makes him a hard to hit and hard to catch opponent. His UNCATCHABLE

(LEAP/CLIMB) allows him to catch his prey and avoid those that would stop him. His INVISIBLE allows him to skulk in the shadows as he does his evil work. Once he slays a female victim you may flip his card and give him a stronger dial. SIDE B gives him RIPPER (SPREE) and allows him to take advantage of all the victims he takes. His high attack value and defense makes him tough to approach though his DODGE makes him an even harder target for your opponent to get their hands on. When playing Jack be sure to bring a handful of female victims so you can get the most out of him. Also, make the most of the two extra plot twists he brings to the game. Beware all those who approach the shadows Jack may be waiting.



**Costwald Giant Unique**  
**115 points**

PT Barnum originally displayed a giant that measured 10 foot tall and was visited by hundreds of thousands of people. It terrified all of those people and many believed it capable of coming to life at will. FREAKSHOW gives us the unique Costwald Giant. A gigantic monster in every term, he is an INVULNERABLE monster that takes advantage of the opposition when they are truly vulnerable and will use his ASSASIN to

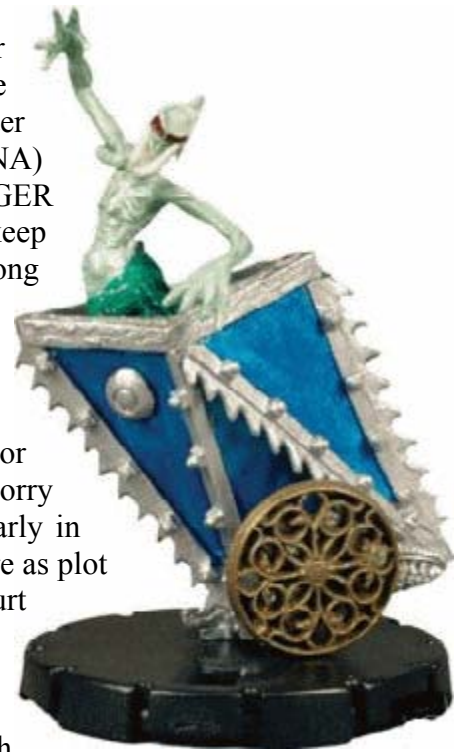


get through the strongest defense. His high attack value and high defense makes him an unstoppable force. If your opponent does manage to hit this monster they must deal with his IMMOBOLIZE as his gigantic palm envelops them. This monster is an attraction not only to visitors of the FREAKSHOW, but those that are victims of the FREAKSHOW as well.

**Fiji Mermaid Unique  
110 points**

A common feature of many sideshows the Fiji Mermaid was a combination of fish and mammal. A horrific monstrosity the site of the mermaid alone was enough to set the most stalwart mark on their heals. In HorrorClix the Fiji Mermaid is a tough figure to contend with. His high defense comboed with his RETRIBUTIVE STRIKE not only makes this figure hard to hit, but makes some opponents wonder if it is worth hitting this monster. A high attack value makes this a scary creature to face and his SPIT POISON (ACCURACY) makes him a

force at range. If your opponent does must the nerve to hit this monster his SCALES (STAMINA) and HUNGER (FLESHEATER) will keep him in the game for a long time. When playing the Fiji Mermaid back him up with a few other carnies such as Cannibal Clowns or Strongmen. Don't worry about killing victims early in the game with this figure as plot twists are going to hurt this figure badly.



Often the "LEGEND" of a monster is enough to strike fear into the strongest person. The key to remember is that many legends are steeped in fact and maybe just maybe the monster is more than just a legend.

**Custom Clix  
Ultimate Invisible Woman by Michael Ian Dela Paz**



# PICK A CARD

BY ERIC "SLADE WILSON" SCHAEFF



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

This time up were going to look at two figures veteran Silver Surfer & unique Thanos both from supernova. First a look at the Surfers dial (see image below)

Let's talk about the big G's right hand man the Silver Surfer. At 265 points he's a lot of your points, but worth every bit of it. Great powers, high values, what's not to love? You can feel free to feat him up and let him be your team in a 300 point game. Or play him in games with bigger point totals. Anyway let's get to it! The first feat that came to mind is

Shell head! For 10 points when ever the Surfer has 2 action tokens, he will receive a +2 to his defense. This is perfect since he doesn't take pushing damage thanks to his power cosmic team ability. Next I highly recommend Repulsor Shield! It's a steep feat at 25 points, but since the surfer can't be affected by outwit thanks to the power cosmic team ability it makes since to protect him from other powers like psychic blast, ranged combat expert and force blast. If you are playing a bigger game than the standard

300 points you can also give the Surfer the Nanoarmor feat. For just 6 measly points your opponent wont benefit from using an object on the Silver one, as this feat makes attacking with an object useless. Now your opponent can truly feel frustrated, when taking on Mr. Radd.

VETERAN SILVER SURFER											
COST: 265 RANGE: 10⚡ MARVEL SUPER NOVA											
	1	2	3	4	5	6	7	8	9	10	11
SPD.	12	12	10	10	9	10	11	12	9	8	KO
ATT.	10	11	11	11	10	9	9	9	8	8	KO
DEF.	18	17	16	16	15	16	16	16	16	15	KO
DAM.	4	3	3	3	3	4	3	3	3	2	KO

**Battle field conditions:**

For the surfer I like the Fearless assault to allow him +2 when moving from his starting area. Bright Lights helps when

dealing with stealth. While Ordinary day will keep your opponent from robbing you of flight with crosswinds or worse using disassembled to take away his awesome team ability.

Next up the mad titan Thanos, let's see the dial: (see next page)

267 points gets you a lot! A beast in his own right, Thanos has his share of great powers and his combat values are among some of the best in the game!

<p>Super Nova</p> <h1>THANOS (Unique)</h1> <p>COST: 267 RANGE: 10 ⚡</p>											
	1	2	3	4	5	6	7	8	9	10	11
SPD.	9	9	8	8	8	8	8	8	7	7	KO
ATT.	13	12	12	12	12	11	11	10	10	10	KO
DEF.	18	17	17	18	17	17	17	16	16	15	KO
DAM.	4	4	3	4	5	5	4	3	4	5	KO

Again Shellhead

it makes just as much sense to give Thanos a +2 defense as it did for the Silver one, so that's a given. Next up try the Lucky Break feat. A cost of only 5 points allows Thanos to avoid a possible critical miss or turn a near miss into a hit. Thanos is loaded with outwit so what about the Dissent feat. Dissent allows Thanos to use his outwit on a Team ability as if it were a power. Great for

taking apart the likes of Mystics or robbing a CSA team member of their re-roll ability.

**Battle field conditions:**

For Thanos I like Inertial Interference

Field. This BFC will make figures with better mobility than Thanos take a -2 to damage when using running shot, charge or hypersonic speed. Crosswinds will bring the flying characters down to earth. Again Ordinary day is there in case that disassembled feat is played, everything else Thanos can handle.

## WIZKIDS ANNOUNCES 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. This exciting, easy-to-learn game derives its content from all six Star Wars movies, making it possible for fans of all generations to enjoy battling for control of the galaxy!



Wars-licensed products," said Howard Roffman, president of Lucas Licensing. "We are pleased to expand our longstanding relationship with Topps to include both WizKids and trading card game products. We are excited for Star Wars fans because there has never been a product quite like this before."

Following in the tradition of WizKids' successful Pirates CSG, no Starter is required for game play. Each Game Pack (SRP \$4.99) contains

four to eight styrene constructible vehicle models, six game cards, two micro dice, assembly instructions and complete rules.

"Topps trading cards were the very first Star

# Between the Pages

By Jon Loftus



By Jon Loftus  
Edited by Oliver Peterson

*I'm a nut for themed teams. When building for any casual or competitive event, I often pick a super group or a story that was enjoyable to read and start from there. I will admit that while it's pleasurable using clix to recreate teams from the actual pages of comics, it's not always easy. On the plus side, getting your pieces from "Between the Pages!" to the map can be very rewarding.*

This installment of Between the Pages is pretty neat. Not only is it the second time that I have featured a story written by Louise Simonson as the basis for constructing a super hero team, it is also the second month in a row that I am showcasing a Marvel Annual from 1984. Both coincidences are completely unintentional (though most likely influenced by my 1980's fan-boy subconscious) but amusing, at least to me.

The subject of the team is Marvel Team-Up Annual #7 from 1984. Simonson's writing coupled with pencils by Paul Neary made my research for this article a delight. The main story of the annual, which the team will be based on, focuses on Spider-Man and Alpha Flight members Sasquatch, Northstar, Aurora, Puck and Marrina facing off against the Collector! Because of the nature of the opponents—the Collector and a slew of the more dangerous members of his collection—only the heroic teaming will be addressed.

1984 was still fairly early in the career of

Alpha Flight. They had made some appearances in The Uncanny X-men, and their own book had reached about issue 16, or so, by the printing of this Annual. For that reason only the early career versions of the characters will be looked at. Even then we've got some very useful figures at our disposal. 1984 was also very early in the life of the "Black Costume" that Spider-Man acquired during the Secret Wars, though readers would not yet know the true nature of the suit for some time.

Diving right into the team build, we have Peter Parker on assignment for the Bugle—a common plot device for the era. This is just after returning from the Secret Wars and using his brand new, black "costume". Because of this I'm using the Rookie Spider-Man from Sinister for this team. Flip through the pages and you can see that assigning Vault to him is pretty much a no-brainer. Pounce and Stunning Blow could also be assigned as he is shown both leaping at a monstrous opponent and stunning another to let Sasquatch get the drop on it. Another trick that he'd recently learned on the Beyonder's Battleworld is blending in with darkness and shadows—the Camouflage Feat demonstrates this ability.

The Collector, an Elder of the Universe

that has stayed alive for billions of years solely driven by his desire to get more stuff, emerges with hopes to acquire a special “chase version” of the alien Plodex race. His target is the rather unimpressively powered, Marrina. She is a member of the alien Plodex who has no tail. That makes her worth something to the Collector who possesses a variety of her uniquely reproducing species. He scoops up Marrina and Spider-Man and heads back to his lair. This is quite early in Marrina’s career, so the Rookie version is the most appropriate for the team. Feat-wise, she’s fine (and unremarkable) the way that she is.

Rushing to the rescue are her Alpha Flight teammates Sasquatch, Puck and the speedy siblings Aurora and Northstar. These too will also be on their Rookie levels due to the timeline. Puck, however, could be justified as either Rookie or Experienced, as his history (while not his comic book appearances) is quite substantial. Puck can also have a few Feats attached to mimic his fighting style in the book. Vault and Stunning Blow seem to work in accordance with the story, and the Alpha Flight Feat could work for everyone eligible, to exhibit the required training for members of the Canadian super team.

R Spider-Man (Sin) 51  
 FEAT Vault (Sin) 3  
 FEAT Stunning Blow (LG) 10 (or FEAT Pounce (MM) 10)  
 FEAT Camouflage (Sin) 8  
 R Marrina (AW) 20  
 R Sasquatch (MM) 80  
 R Puck (MM) 38  
 FEAT Stunning Blow (LG) 10  
 FEAT Vault (Sin) 3  
 R Northstar (MM) 51  
 R Aurora (AW) 60  
 FEAT Alpha Flight (AW) 0

This gives you a total of 325 points to work with, depending on the desired build. Options for a 300-point build include removing Marrina, the Vault Feats from Spider-Man and Puck, as well as Spider-Man’s Camouflage to bring the team to an even 300. For the more accurate collection of characters, keep Marrina and instead remove both Stunning Blow Feats and the previously mentioned Vaults and Camouflage. You will again end up with 300 points.

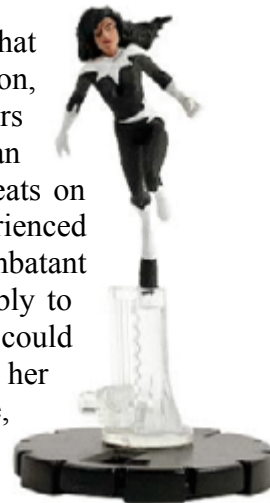
**Option 1**

R Spider-Man (Sin) 51  
 FEAT Stunning Blow (LG) 10  
 R Sasquatch (MM) 80  
 R Puck (MM) 38  
 FEAT Stunning Blow (LG) 10  
 R Northstar (MM) 51  
 R Aurora (AW) 60  
 FEAT Alpha Flight (AW) 0  
 300 Points

**Option 2**

R Spider-Man (Sin) 51  
 R Marrina (AW) 20  
 R Sasquatch (MM) 80  
 R Puck (MM) 38  
 R Northstar (MM) 51  
 R Aurora (AW) 60  
 FEAT Alpha Flight (AW) 0  
 300 Points

For an unrestricted 400-point team that will capture Marvel’s flavor of action, adjust the Alpha Flight members Northstar, Aurora and Puck to an Experienced level, keeping all the Feats on Puck and Spider-Man, and add Experienced Black Cat, who appears as a non-combatant in the story. This will add considerably to the point cost. In addition, Black Cat could receive Vault because it fits well with her acrobatic fighting style. Finally she, Spider-Man, and Puck can get the

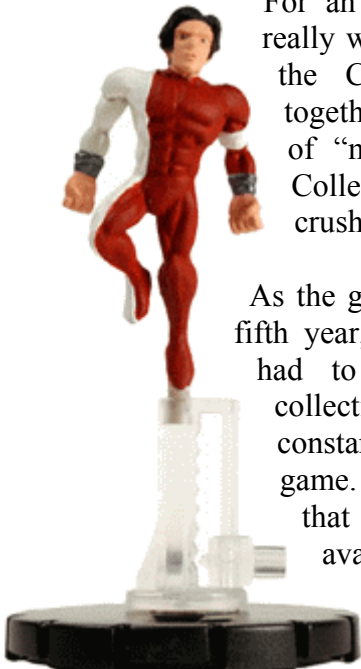


Ambush Feat to help out with the late dial attacks.

The changes give the following 400-point team that, while deviating from the literal representation of the comic, keeps to the spirit of the story.

**400 points**

- R Spider-Man (Sin) 51
  - FEAT Vault (Sin) 3
  - FEAT Stunning Blow (LG) 10
  - FEAT Camouflage (Sin) 8
  - FEAT Ambush (CD) 5
  - R Marrina (AW) 20
  - R Sasquatch (MM) 80
  - E Puck (MM) 42
  - FEAT Stunning Blow (LG) 10
  - FEAT Vault (Sin) 3
  - FEAT Ambush (CD) 5
  - E Northstar (MM) 61
  - E Aurora (AW) 60
  - FEAT Alpha Flight (AW) 0
  - E Black Cat (CT) 32
  - FEAT Vault (Sin) 3
  - FEAT Ambush (CD) 5
- 398



For an added bit of fun, if you really want to build a game out of the Comic, you could throw together an equally valued team of “monsters” to represent the Collector’s thralls, eventually crushed by our heroes.

As the game pushed boldly into its fifth year, many older players have had to trim back on existing collections and new players constantly are introduced to the game. Making teams of the sets that are no longer readily available from booster found at you Local Comic or Gaming Shop could be

expensive. So my final note on this team deals with cost. These teams represent a comic-themed force using Clix pieces that are relatively common and inexpensive. The Feats involved in the 400-point team and the more Feat-intensive ‘Option 1’ 300-point team do push the price up substantially, though. Various price guides are on the market, and many local sellers have good deals on loose HeroClix, so these dollar values will vary quite a bit from region to region, even store to store in the same city. The most recent Critical Hit Price Guide (March 2007) lists the figures’ values as:



**300 point Option 1:**

- R Puck (MM) \$0.25
  - R Northstar (MM) \$0.95
  - R Sasquatch (MM) \$0.50
  - R Aurora (AW) \$0.40
  - FEAT Alpha Flight (AW) \$0.50
  - FEAT Stunning Blow (LG) \$4.45 x2
  - R Spider-Man (Sin) \$1.00
- \$12.50** - *The two copies expensive, Stunning Blow Feat drives the cost of this team up.*

**300 point Option 2:**

- R Puck (MM) \$0.25
  - R Northstar (MM) \$0.95
  - R Sasquatch (MM) \$0.50
  - R Marrina (AW) \$0.25
  - R Aurora (AW) \$0.40
  - FEAT Alpha Flight (AW) \$0.50
  - R Spider-Man (Sin) \$1.00
- \$3.85** - *A great low cost team!*

Even the low cost ‘Option 2’ 300-point team has some good options for facing off against more strategically minded teams. This theme team, while having some weaknesses, features some mobile attack

options and good close combat capabilities, but limited Ranged Attack, Damage and defensive capabilities. All for under four bucks!

400 points:

E Black Cat (CT) \$1.25

E Puck (MM) \$0.50

E Northstar (MM) \$1.65

R Sasquatch (MM) \$0.50

R Marrina (AW) \$0.25

E Aurora (AW) \$0.75

FEAT Alpha Flight (AW) \$0.50

FEAT Stunning Blow (LG) \$4.45 x2

FEAT Ambush (CD) \$0.50 x3

R Spider-Man (Sin) \$1.00

FEAT Camouflage (Sin) \$0.65

FEAT Vault (Sin) \$0.85 x3

**\$20.00** – *The Feats and the (perhaps) overvalued E Northstar push this force to the Andrew Jackson level!*

*With a little creativity almost any comic book, movie, TV, you name the theme... team can be made. Next time you visit your local comic book retailer, poke around the back issues for great ideas to bring to your HeroClix gaming scene!*





# Out of the Limelight

## By Jonny Fliieger

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.

Poor Polaris. She's Magneto's daughter, then she isn't. Then she is. She's evil. Or just mainly crazy. Or she isn't. Or she was possessed...maybe? Havok loves her, then he doesn't. So she tries to kill him. But she's actually good. I think?

Sigh. Poor Polaris. No one can quite figure out what they want to do with old Lorna, but at least Polaris fans have a figure to represent her in HeroClix. Even if it is due to retire shortly. Ms. Dane can't catch a break.

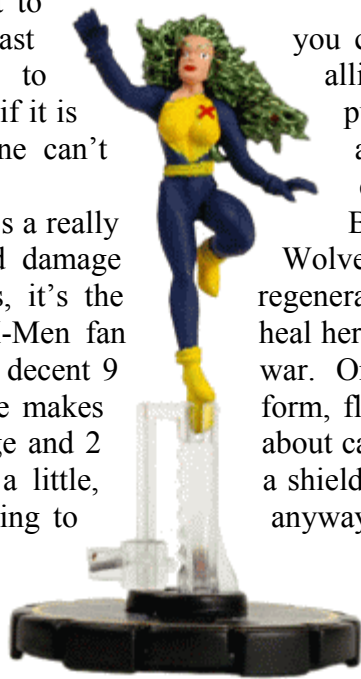
On the upside, though, it's a really nice figure. Able to do stupid damage across all three of her versions, it's the veteran Polaris that gets this X-Men fan worked up. Opening up with a decent 9 attack with a fantastic 4 damage makes her a great attacker. Her 8 range and 2 targets lets her hedge her bets a little, since her attack isn't always going to stick against harder targets.

Although she herself lacks a move and attack power (a shame, but hey, force blast

seems to be popular with the kids), Polaris does a lot to increase the overall mobility of your team. As a flier with a pretty good 10 movement, she can carry one of your grounded pieces around with her as she positions to do some damage. The biggest asset she brings to your team, though, is her three front-loaded clix of telekinesis. It's nice when your utility figures can bring something to the game, and a decent chance of slamming for 4 at range brings a lot to the game for a second-stringer. You do have to pay a little more than you usually would for telekinesis, of course, since Lorna clocks in at a cool 76 points, but she's very worth it.

With the veteran being an X-Man, you can easily push Polaris to hurl her allies into the fray, and not feel bad pushing off those neat opening attack and damage numbers. A cheap clix battery like Boom-Boom, or better yet, a cheap Wolverine to hand out clix and then regenerate, can hang back with Polaris and heal her up after she's sent the troops off to war. Once you've got her back to fighting form, fly Polaris in, and don't think twice about carrying that fodder X-clix battery as a shield, either! Lorna's evil half the time anyway, what does she care?

Polaris is great once she gets into the fight, too. Besides her awesome attack potential, the girl has a decent chance of



surviving a shootout, too. Since she's a flier, you can park her on hindering terrain without suffering any penalty to her next movement. Combined with her energy shield/deflection, your opponent will be rolling for high numbers to try and shoot her from range. If you've managed to beat your opponent down a little with the figures Polaris dumped into the danger zone, they'll have an even tougher time cracking her high defence. She's not as good in close, of course, but with powers like force blast, energy shield, and telekinesis represented on her dial, you should be picking up on a hint to keep her as far out of melee as possible.

Polaris' dial features the steady decline into abysmal that marks most of the older Clix, and you should try to keep her as close to the top of her dial as possible. Her powers are very push friendly, but her numbers aren't, so if you don't have a way to exchange clix with a teammate or otherwise heal her, play ol' Green Jeans conservatively. That 4 damage is precious, and only hangs around for her first two clix, so time your pushes with care.

Polaris' cost is already a bit high for someone who is likely going to be a tertiary attacker after hucking her friends into the fray, so inflating her cost any further with feats isn't necessarily a great idea. Just give her a Boom-Boom or Multiple Man to haul around with her, and you can push with impunity to throw X-Men about the battlefield. The small investment in this clix battery not only helps Polaris out, but her X-Men team-mates and

any wildcards you're fielding can join in on the cannibalization, too. Plus, they're still figures, after all. You can always force break away rolls and block lines of fire if nothing else!

Even without tricks and X-chumps to eat, Polaris is pretty solid. She's cheaper than Xorn, the other huge damage TK option open to the X-Men, and (although she doesn't have his support power) Polaris solves Xorn's main flaw in that she has a decent range with which to make use of that damage.

A decent representation of a classic (if convoluted) character, Polaris makes a great addition to a theme team, or is just a great piece to dust off if you're sick of Jean Grey, Mandroids, et al.

I just hope yours has a less deformed face than mine. She makes Poppa Magneto look downright pretty.

Custom Clix: Lockheed by Michael Ian Dela Paz



# CORPORAL PUNISHMENT

BY: SEAN SHANNON



Attention, recruit! Welcome to Corporal Punishment! This monthly column will serve as your boot camp and start you well on your way to a string of crushing victories for your Star Wars Miniature squads. This month we're celebrating the movie Spiderman 3 where Spiderman gets a spiffy black costume. It's not as cool as Lord Vader's costume, but the Corporal unfortunately wasn't in charge. In keeping with the whole "dark" theme, we'll be discussing a low point squad for the Empire that can be used for different purposes. Learning how to do a lot with a little is essential in order for your campaign to be successful! By using this squad to its full potential the Rebellion and their friends will be crushed in no time, so listen up! Let's get started – the build looks like this –

- Imperial Officer x 2 (Rebel Storm)  
= 28 pts
- Heavy Stormtrooper (Rebel Storm)  
= 12 pts
- Stormtrooper Officer (Rebel Storm)  
= 14 pts
- Stormtrooper x 9 (Rebel Storm,  
Universe) = 45 pts

—————  
= 100 pts of pain

Doesn't look like much, does it? Look harder, recruit! This squad is excellent for anti-turtling and handling clusters of lower point opponents – they're a bit weak in the HP department, but they won't need to be alive long – these little guys pack a wallop!

Arrange your Stormtroopers and your Heavy Stormtrooper so that the

Officers are all getting cover from them or from terrain – you want to keep those Officers alive as long as possible. Keep all of your Stormtroopers within 6 spaces of those Officers if you can, because here's where it gets fun. The Stormtrooper Officer is gonna give all of your little Stormies +3 attack, bringing them to a 7. Not bad, especially against weaker enemies. The magic happens when you start using those Imperial Officers to allow one of your characters to shoot as a freebie – it doesn't matter if they already activated previously or if they haven't yet at all – the Imperial Officer's command effect grants a free shot to one of your followers within 6 spaces at the end of the Officer's turn. Followers like...your Heavy Stormtrooper! Boasting a 30 damage and ALSO getting that +3 attack bonus from your Stormtrooper Officer, your Heavy Stormtrooper can stand still and just smash the trash – he doesn't need to move at all, so you don't need to worry about his heavy weapon restriction. And you've got TWO Imperial Officers in this squad – that means in ONE round that Heavy Stormtrooper could be dishing out 90 damage all by himself. With your 9 Stormtroopers backing him up at 10 damage apiece, your little 100 pt squad is dishing out at LEAST 180 points of pain per round! That's some firepower! And your officers can shoot, too – don't leave them out of the fun!



So let them come to you. If they try to bust through your lines they'll be cleaning

the scorch marks off of their helmets for weeks! And if they “turtle” and try to get you to come to them, fine – it just gives you more time to set up your Officers and Heavy Stormtrooper just perfectly to keep your opponent stuck in whatever corner they tried to hide out in - just rain lasers on them at your leisure. I bet Lord Vader himself will show up at your barracks and buy you a steak dinner after he hears about your landslide victory with this squad! That’s all that the Corporal has for this month. Be back next month for more great

squad tactics for your Star Wars Miniatures. Hoo rah!



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## DC HEROCLIX: JUSTICE LEAGUE

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WIZKIDS CONTINUES THE FIFTH ANNIVERSARY OF HEROCLIX WITH THE DC HEROCLIX: JUSTICE LEAGUE SET

March 21, 2007 (SEATTLE) — WizKids Inc. is continuing to celebrate the fifth anniversary of HeroClix® with the late-summer release of **DC HeroClix: Justice League**.

Justice League will be the first summer release for a DC HeroClix set in several years. This 60-figure expansion will feature the newly announced HeroClix changes introduced in June in the **DC HeroClix: Legion of Super Heroes Starter Game**. These changes include the larger, five-figure Booster Packs; character cards that grant special powers to some figures and that contain biographical information; keywords that players can use to create themed teams; and an all-new and highly visible rarity model to better inform consumers and retailers.

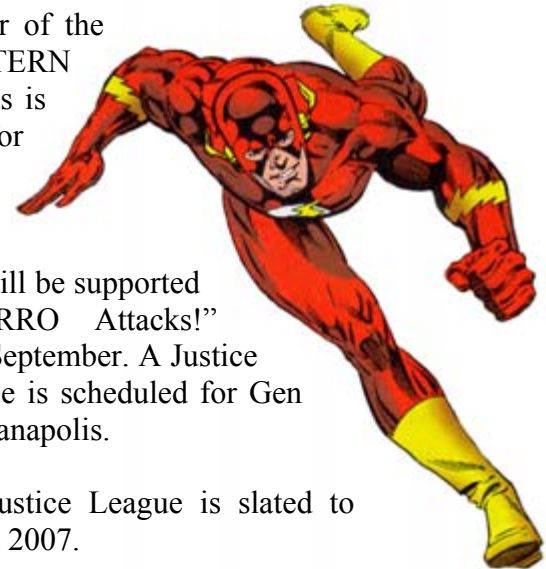
Justice League will feature a host of

different heroes and villains from the JUSTICE LEAGUE’s formative years through to the 853rd century.

“Along with members of nearly every incarnation of the JUSTICE LEAGUE, the set will introduce several characters that have long been sought-after in HeroClix,” said Mark Tuttle, HeroClix brand manager. “If you’ve been waiting for characters like LOBO, DEADMAN and a certain loud-mouthed member of the GREEN LANTERN CORPS, then this is the expansion for you.”

DC HeroClix: Justice League will be supported by the “STARRO Attacks!” World Event in September. A Justice League Prerelease is scheduled for Gen Con 2007 in Indianapolis.

DC HeroClix: Justice League is slated to release in August 2007.





# PICK A CARD!!!

BY ERIC 'SLADE WILSON' SCHAEN

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

With the recent Back in black storyline that's taking place in the comics and the super cool Spidey 3 movie its time to look at the black costume clad Spidey from the sinister set. Let's look at all 3 dials starting with...

The Rookie-  
Range: 6 targets: 1

	9	8	8	8	7	7	KO
	9	9	8	8	7	7	KO
	17	16	16	15	15	14	KO
	2	2	2	2	2	1	KO

Team: Spiderman cost: 51

Now the Experienced-  
Range 6 Targets 1

	9	9	8	8	8	7	7	KO
	9	10	9	8	8	7	7	KO
	17	17	16	15	15	14	16	KO
	3	3	2	1	1	1	2	KO

Team: Spiderman cost: 77

And the Veteran-  
Range 6 Targets 2

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

Team: Avengers cost: 106

Wow all 3 are different versions offering different possibilities! The rookie is low cost and is one of the few rookies with a wild card team ability. The rookie has decent attack values, good defense values and even some late dial stealth. Now let's give him some feats!

The up front super strength is begging for the pounce feat! 15 points and now he can move up to his full speed value and attack at +1 to attack and +1 to damage, with an object this is some serious damage! The clix of damage he will take for using pounce will put him on his shape change clix for added protection.

Next since we are talking shape change the camouflage feat for a small cost of 8 points will allow Pete safety from ranged attacks as long as you place him adjacent to a wall or blocking terrain. If he's not adjacent to a wall, another 10 points and the heightened reflexes feat, which will allow Spidey an evasion roll against attacks that use running

shot, charge, hyper sonic speed or the transporter move and attack ability. A 5 or 6 and the attack misses just like having super senses. Don't forget to use shape change first though.

The experience version is next. An extra clix of life than the rookie has, a starting clix of barrier, 3 starting damage and he is a transporter to boot (pun intended). For 8 points I like the protected feat on this version in case old web head gets hit while on his first clix. He can use the feat to whip up one of those web shields he uses in the comics. If he already has a token this will push him on his 2nd clix which is arguably better than his first clix. One of the drawbacks of using the transporter move and attack option is that you take a -2 when you attack this way. Enter the pummel feat. For 10 points you can re roll an attack once per turn as long as you don't already have an action token. Now Spidey can have a second chance at hitting and then moving to a safer location in one turn. Just remember you have to meet the prerequisite: So the only clix he won't be able to use this feat on is his first clix. At 5 points double time is a great way for a transporter to cover some ground fast. This can be handy when trying to make it back to a medic or strategically carrying another character to a position to strike or to heal up. This could give Spidey enough movement to make Quicksilver envious.

Finally we come to the veteran figure, one of my favorite versions of Spider-man to use. Spending 5 points gets you the thunderbolts feat so that he can now change his team ability to any other team ability that can be copied. Want stealth? Go for the batman team

ability. Want to hit a character who is using stealth? Try the Ultimates team ability. The possibilities are plenty and now Spidey can grant his own team of wildcard figures and team ability to copy. Next up an old favorite of mine, stunning blow. For 10 points this feat allows the wall crawler the ability to do damage and incapacitate his foes in one shot. With his ability to target 2 characters this can do wonders on the battle field. Use his perplex to give you the extra damage or range when needed. Lastly with all that incapacitate, the knockdown feat is cheap enough at 5 points. This will give Mr. Parker a chance to make a second close combat attack if he hits with the first attack using incapacitate, keep in mind the target will get a +2 defense to the 2nd attack, but what the heck it's free! Perplex your attack value and give that bad guy another shock in the mush!

#### **Battlefield conditions**

Inertial Interference field which will help the web wonder out vs. more mobile characters. Power dampening field will make sure nobody else on the field has a higher damage value than Spidey does.





With Spiderman 3 coming out it sounded like a good idea to do some Spider-related clix. This time I'm starting off with a Villain. We haven't had a 616 Dr. Octopus since Clobberin' Time so I decided to make him here. Pretty much nothing too out of the ordinary—he has the Leap/Climb, Super Strength, Flurry, and Willpower. The 616 and the Ultimates Dr. Octopus each had Outwit or Perplex. I think he deserves both. Now the interesting twist is the Pulse Wave. Doc Ock has a tendency to attack several people in an area, which Pulse Wave represents very well. He's spent time on and off the Sinister Syndicate since the start, so he deserves the Sinister Syndicate team ability. As far as value, 75 points is just where he should be.



Dr. Octopus		Sinister Syndicate											
6 ⚡	1	2	3	4	5	6	7	8	9	10	11	12	
🦋	9	9	8	8	7	7	6	KO	KO	KO	KO	KO	
🦋	9	9	9	8	7	8	9	KO	KO	KO	KO	KO	
🛡️	17	16	16	15	14	13	13	KO	KO	KO	KO	KO	
★	3	3	2	2	2	2	3	KO	KO	KO	KO	KO	

Points: 75

Now for a Hero. Human Torch and Spiderman have teamed up so many times it's not funny. To have Human Torch as a Spiderman Ally is only logical. During these times, Human Torch is usually not at the top of his game. He may not be as good as he could be, but he's still good. Running Shot, Poison, Pulse Wave, and Energy Shield/Deflection are a must. Looking back, how many times have you seen Human Torch put up a Flame Wall? Yes, Barrier is a must. Ranged Combat Expert is another must, due to his being a fire-blaster type. All in all, it's not a bad dial for 83 points. This Human Torch would be one of the few (and needed) ranged Spiderman Allies.

Human Torch

Spiderman Ally

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

Points: 83



Here is a new character and a Villain to boot. Chameleon is pretty straightforward—Stealth and Shape Change all the way down the dial. A nice 6 range will keep him in stealth and the Super Senses help him stay alive as he tries to reach his destination. Chameleon has teamed up with many of the Sinister Syndicate members, so the Team Ability is a good fit. A big 33 points puts Chameleon as the cheapest Character Creation to date.

Chameleon

Sinister Syndicate

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

Points: 33



Finally a new Spiderman—and this is a powerhouse Spiderman. First thing is the 18 Defense. This is something Spiderman should have on every figure, with Super Senses. I can't believe he's gone this long without it. He's also a Transporter. Pretty much every Spiderman should be a Transporter. As we've seen in earlier versions, this Spiderman has Super Senses, Flurry, Incapacitate, Leap/Climb, Outwit, Super Strength and, of course, he's a Spiderman Ally.

Now for more Specifics—I'm a firm believer that dials should represent the characters and how they act in the comics. This is not what they are capable of doing, but what actions they would actually choose. Spiderman always uses his Web Shooters first, so Incapacitate up front makes sense. Spiderman at the start uses his brains, making outwit up front a must.



Spiderman is the LUCKIEST person in the whole world and he shows it. Probability Control should also appear. How many times has Spiderman yelled out a warning to everyone? This is why he has Defend. Spiderman at the back of his dial becomes a beast. He routinely hangs on 'til the end and protects everyone as much as possible—hence Defend and Flurry. All this for 126 points makes him the most expensive Spiderman to date.

Spiderman	Spiderman Ally											
	1	2	3	4	5	6	7	8	9	10	11	12
6 ⚡												
🕸	10	10	9	9	9	8	8	7	7	KO	KO	KO
📌	10	9	9	9	8	9	9	10	10	KO	KO	KO
🛡	18	17	17	16	16	15	16	17	18	KO	KO	KO
★	3	3	3	2	2	2	3	3	3	KO	KO	KO

Points: 126

Ok, this feat is meant more for everyone that teams up with everyone else. Have you seen the Thing on the West Coast Avengers? Sure have, and this can allow any character to join another group. Team Up allows any character, with a Team Ability, to replace the its Team Ability with a friendly Team Ability for a single turn. However, it's not easy to just join another team. You take one click of unavoidable damage if you change your team. For 10 points it's worth it.

## Team Up

**PREREQUISITE:** Character has a Team Ability

A character may replace their Team Ability for a friendly character team ability for one turn. This is considered a free action and that character takes one unavoidable damage before any other action can be taken.

10
GDF006



## Under Starro's Command!!!

Can't wait to play against Starro this summer? Well here is a scenario you can play in the meantime.

**The story:** Starro has tricked several heroes into investigating a disturbance. Once the heroes arrived Starro's psychic-parasitic clones make their move! Now Starro has his own super powered army to conquer the earth with. Some of Earth's reaming heroes have launched a counter attack in an attempt to free their friends and make Starro pay!

**Starro's team, Player 1:** Build a 500 point team, this is Starro's army. (Use the Starro cut outs and place them under your characters.)

**Heroes team, Player 2:** Build a 500 point team, this team is earth's reaming forces.

### Special rules:

#### *The critical hit and the miss:*

Whenever a member of the heroes team scores a critical hit, this attack causes no damage, remove the Starro token from the Target. This character is now considered to be with the hero team and is controlled by player 2 for the rest of the game.

Whenever a member of the Heroes team scores a critical miss, this attack causes no



damage, place a Starro token under the character. This character is now considered to be with the Starro team and is controlled by player 1 for the rest of the game.

#### *Highlander rule:*

No Duplicate characters may be used on either team.

**Victory conditions:** KO' all of the opposition.

# INSIDE THE MOX BOX

BY STEVE "MOX" LEUZADER



## S.H.I.E.L.D. UP!

So, Spidey has gone back to black? Seriously, I think it's going to be a refreshing change for the Spider-Man line. But what drove him there? Why has he decided to turn back into the dark costume, and probably, a darker persona? The events all link back to the Civil War, the most explosive event in recent Marvel history. And, although trying not to spoil things for anyone who *still* might not have read it, S.H.I.E.L.D. has become the most central and controversial part of the Civil War. With their own already robust arsenal of trained agents and high-tech weaponry, they now have some of Marvel's mightiest heroes to do their bidding by way of the Superhuman Registration Act, thus potentially making S.H.I.E.L.D. the most powerful force in the Marvel universe. This month, we're going to help you turn your S.H.I.E.L.D. team into the most powerful force in HeroClix.

**Mockingbird(R):** While S.H.I.E.L.D. may not have a wide variety of figures, they have some excellent choices, and the ability to use all of them as part of the whole is critical. S.H.I.E.L.D. is a very range oriented team. Not only do many figures have range, but their own team ability adds only to ranged damage. So, why is Mockingbird so good? Well, basically, she's a tie-up piece. This is no surprise as the higher ranked versions do that job very well, but what's more important is that she's very good at her job and can give the rest of your military to unleash an arsenal of pain on her target. She packs three clicks of

Combat Reflexes starting at a 16 defense, which gives her a modified 18 against close combat attacks, which can be very good. While she's there dodging the enemy, she can punch back with some Close Combat Expert and punch for three damage a pop. She only has an 8 attack, but she's also only 19 points, which is great if you need to play multiple copies (and you might, with only a four click dial). Understand that, while she's tied up taking swings at someone, you'll have snipers and what have you unloading on her target, helping her topple it in no time.

**Nick Fury(U):** Certainly, we're not going to talk S.H.I.E.L.D. and not talk about the head cheese himself: Colonel Nick Fury. While there are two versions, I'm far more partial to the *Sinister* version (a.k.a. Samuel L. Jackson). Colonel Fury doesn't come front loaded too terribly with some Stealth and Psychic Blast, making him a premier sniper. His range of 8 puts him on the high-end of the range scale. He starts with a lone click of both Leadership and Toughness. Leadership is a very important ability in S.H.I.E.L.D. armies as you tend to run a lot

of low-level figures or need the extra actions to activate the team ability. However, Colonel Fury shines on his second click. He retains the Stealth and Psychic Blast, but now picks up Willpower and Outwit, not to mention his attack boosts to 10. So, now you've got a hidden sniper poking for three penetrating damage on consecutive turns while Outwitting pesky enemy powers. That's a great deal. Even at the end of the dial, Fury keeps fighting. His final three clicks all pack Ranged Combat Expert at two damage for a combined four ranged damage. Even if you need utility, he has a little Energy Explosion close to the end of the dial. He'll keep his Willpower for three clicks before tiring out. At 63 points, I think you'll find yourself getting a great deal of effort from him.

**Wolverine(U):** What happens when you give the meanest, grittiest, most unpredictable bad boy in the Marvel universe a gun? You get this. Designed to represent the Wolverine as he was in the "House of M" event, it is mostly a close combat piece with the ranged option. Still, a little close combat is never unwelcome for S.H.I.E.L.D. Wolverine's gun gives him a range of 6 and you're really only looking at the first and last two clicks of the dial with which to use it. The others have Battle Fury. He has both solid numbers on all four categories of the dial and is a genuine threat on all of them. His offense starts with Blades/Claws/Fangs and an attack of 10. Give him a push and he'll pick up some Willpower, which will last for three clicks. His offensive option will change into Flurry on his fourth click and his damage stays at a constant



two all through the dial. The best part is his attack picks back up from 9 to 10. Wolverine won't keel over easily. When the Willpower fades, three clicks of Toughness turn on and end with two clicks of Regeneration. Even on his final clicks, which end with attack values of 9 and 8, respectively, he'll still keep going. Should you decide to forego the Regeneration clicks, he gains Close Combat Expert and thus keeps pounding face. His defense values show a lot of 16's and 17's, which isn't really bad considering he's not an epic level powerhouse. In fact, this Wolverine weighs in at only 60 points and exhibits tremendous offensive potential mixed with great staying power.

**Black Widow(E):** If you need an attacker that's a little more mobile, this is your lady. She's a mid-range attacker, sporting a range of six. She opens two clicks of Willpower and Incapacitate and three clicks of Stealth. This opens up her offensive options multiple times as she can either sit and aid with her team ability or keep moving and attacking. Also, she can hit for two damage or use Incapacitate to slow down the enemy and keep them in position for your sniper network. She can still kick ass later in the dial. Stealth gives way to Running Shot and Willpower fades in favor of Combat Reflexes. This means she can work on staying at a distance, but still doesn't become a pushover in close combat. Great for utility and cleanup work and a great value at 43 points.

**Sam Wilson(LE):** Again, I'm wavering a bit on my "no LE" policy, but Mr. Wilson really is a fabulous addition to the

S.H.I.E.L.D. team. Sam provides some flight to ferry around your snipers. A click of Leadership will not be unwelcome. Trust me on this one. He has a starting movement of 10 with Charge, so he can infiltrate a little quicker while your enemy sidesteps your spider web of sniper fire. A hearty 17 defense and some Willpower can throw a nasty wrench in your opponent’s battle plan. Sam goes through some Energy/Shield Deflection before finishing yet again in Willpower. He has three damage on his first click only and a stable two afterwards. On his closing clicks, his damage hits one, but that one damage comes with some Close Combat Expert on top of it, and with the Willpower returning, he can move and attack on successive turns and still hit for a good chunk, or for a nasty trick, have him haul one of your heavy snipers, then attack with the sniper and use Sam’s team ability for some extra damage. The Willpower is back, so he won’t push for lending the helping hand.



He’s only 53 points, but adds a nice extra degree of flexibility and utility.

Now, understand that a majority of your S.H.I.E.L.D. team will consist of low point figures commonly called “grunts”. However, there is a fine crop of grunts to employ:

**Shi’ar Admiral(V):** This guy is absolutely fabulous. Much like how Mockingbird is an excellent piece for tie-up duty, this figure can do it and still hit like a sledgehammer. In addition to the Combat Reflexes, the Admiral actually benefits with an opening click of Charge and Blades/Claws/Fangs on top of it, giving more incentive to find a

fight. Again, another opening click of Leadership for those extra actions proves beneficial. The melee offense stays a bit with another click of Blades/Claws/Fangs and two more Combat Reflexes clicks. A little Leap/Climb can help keep finding new pieces to get in the way of. Near the end, he stays alive with some Energy Shield/Deflection and a final click of Willpower to run and find a medic. Six clicks, great powers and a 40 point price tag make this one an A-class grunt.

**Kree Warrior(R):** I love the fact that the *Supernova* versions of the Kree are all different figures with different functions. On the whole, I love the rookie version. A full four clicks of Willpower so that, if nothing else, he can constantly push himself to use

## Exp. Black Widow

	COST: 43 RANGE: 6 <small>Marvel Ultimates</small>						
	1	2	3	4	5	6	7
SPD.	7	6	6	6	4	4	KO
ATT.	8	8	7	7	6	5	KO
DEF.	15	15	14	13	12	12	KO
DAM.	2	2	2	2	1	1	KO

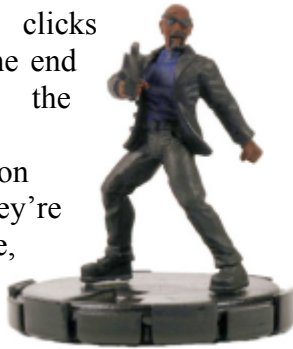
his team ability to crank up damage. An opening click of Energy Explosion makes for a great option on offense. He’s got

average values for the rest of the dial, but it’s only 22 points and for all that Willpower, I think it’s a steal.

**S.H.I.E.L.D. Sniper(E):** Like the Kree of *Supernova*, the S.H.I.E.L.D. agents of *Sinister* also have different looks and approaches. The winner of this set is the sniper. Two opening clicks of Stealth and Ranged Combat Expert will keep her out of the limelight while taking potshots. Eight range is a fabulous number on a sniper and she actually has a click of Willpower when the shadows fade. She has an excellent starting attack of nine and can deal three modified damage on the draw. Another 22

point piece and this one is fabulous.

**Sentinel Trooper(V):** While Mandroid Armors may be a better picks for more tournament worthy teams, straight S.H.I.E.L.D. teams need the constant mobility to either maneuver figures or retreat. Telekinesis is a one-way trip. A trip you sometimes don't come back from. The Sentinel Troopers can get a guy into position, and ferry the weaker ones back. They fly and have a nice range in case cover fire is needed. Two opening clicks of Toughness will have them able to soak a little crossfire until the Earthbound clicks come up. At the end of the dial, the Energy Shield/Deflection helps when they're in retreat mode, either getting the weak to the medics or blocking cover fire.



### Unique Nick Fury

**COST: 63 RANGE: 8** ⚡ Marvel Sinister

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

medics, the swarms will infiltrate your back line and you're just a couple of Energy Explosion shots from total annihilation.

Like any team, understand their strengths and weaknesses. S.H.I.E.L.D. excels at swarm style tactics and are experts in ranged combat. They do possess the ability to do large amounts of ranged combat damage in just a couple attacks and can topple even the mightiest figures. Therein lies their biggest problem. S.H.I.E.L.D. members don't typically exhibit high attack values and few methods to help that. So if you're taking in

figures with high defenses, and figures that can hurt back like Superman, you're going to need to pray to Lady Luck. Many of your grunts only have four or

five clicks, so if they have no Toughness or damage reduction, high-end attackers will mow them down in single attacks. Take the offense to the biggest hitters as hard as you can. You'll stand a much longer chance of survival when your opponent is only hitting back for two or three damage instead of four or five. Maybe soon, you'll have access to more powerful figures. Can you say Director of S.H.I.E.L.D. Iron Man? Let's hope so!

-Steve

**S.H.I.E.L.D. Medic(V):** Do I really need to tell you what this is for? Honestly. Okay. It has Support. It heals other figures. One real piece of advice is to play multiples, and they don't necessarily need to be veteran. Remember the sheer quantity of figures you're possibly playing. You don't want to risk overloading your medics. Keep a cycle running. Have figures either getting into the way or laying cover fire so the medics have time to do their job. If you overload the

# Giant Crabs, Sea Dragons, and Sharks... Oh My!

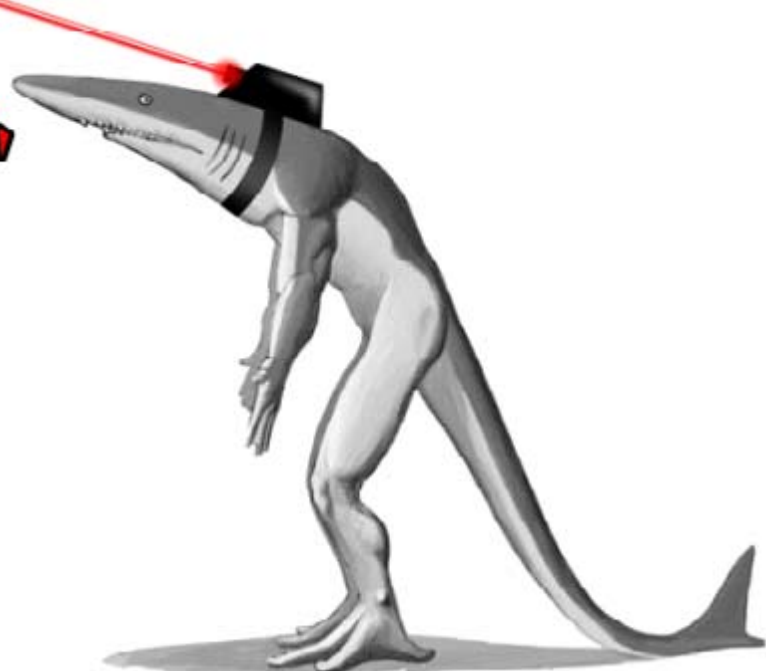
By Brian Thorpe

## A review of the new Pirates at Ocean's Edge expansion from Wizkids

Pirates at Oceans Edge is not only the newest expansion but it also adds the most new stuff of any expansion. From the titular monsters to whirlpool terrain, and 2 new ship designs. It also brings back the cursed in a big way, marking the first time since Pirates of the Revolution that a new set's new faction has been reused. Let's hope this becomes a continuing trend. I'll give you a rundown on the new, the exciting and the top ten from the set.

### NEW STUFF:

Pirates at Ocean Edge Seriously steps things up in the sea monster arena. Not only do we have many of the previous style sea monsters (Giant Squids and Sea Serpents) but we get three new styles. First we get sharks. these function exactly like previous sea monsters but with 2 mast sections (head and tail). Secondly we get a new Keyword: "Titans". Titans are a bit friendlier than your average sea monster. they allow crew and can pick up cargo. They also can travel over islands. Currently the only titans we have are Giant Crabs, but there is certainly room for more in the future. The last new style of sea monster also has its own Keyword "Sea Dragon". Sea Dragons are spectacular creatures, hovering up



over the ships, with their tail dangling into the water. they have unlimited movement making them very maneuverable. They also can attack from 2L away, which is a huge range.

Not just about Sea Monsters, Pirates at Oceans Edge also adds a few new ship designs, the Windcatcher and Catamaran. The windcatcher is a very maneuverable piece, in that it can move from its front or back end. the Catamaran is a sturdy vessel, allowing for a chance to avoid hits on a 5 or 6 as long as it has its outrigger.

Personally I find the Sea Dragon to be one of the more potent pieces even with its hefty price. I prefer Shal-bala to Angelica, but I'll write up more about that in the top ten list. Being able to move anywhere I've found a very viable tactic is to place a sea dragon on an island, generally on one about to be explored, or as a guard to the area of the board where your boats are searching for treasure. Its important to make sure that the Sea dragon's base stays completely surrounded by island, making it near impossible to get line of fire

to shoot at the dragon (the wings will most likely be hanging over, so be careful on their placement as well. because of this, if your dragon takes a hit it should most likely always lose its wings first...but don't worry it can still fly). the Dragon will still be able to Swoop up to 2L away; it doesn't require Line of fire.

The Titan is also an interesting piece, tactically. Try to engage your enemy near an island, so that you can take advantage of the fact that you can go thru the island and they cannot (well, unless it's a ghost ship) I find that the reverse captain ability can be of real use here, allowing you to shoot, then scuttle away across the island to safety.

The sharks are certainly cool looking, but it would appear that the majority of points come from the sea monster keyword, not the number of segments, so you wind up with very pricey, easy to kill pieces. not generally a good strategic plan. I did take some extra styrene plastic and made a shark fin to place on the board for whenever i have a submerged shark, so I think I'll be using them some anyways.



Of the two new ships I think the Catamaran is more useful. the possibility of avoiding many hits is going to be far handier than the occasional speed/maneuverability boost of the catamaran. Both designs are reasonably well priced and worth playing.

Pirates at Ocean's Edge also steps up with new terrain/island cards. we get new islands and new art for the original 3 terrain. We also get a new terrain type: the whirlpool. Personally i was under impressed by the whirlpool. It has great potential for moving about the board, but at little risk (losing a

crew, mast or treasure of your choice). This seems a bit to easy to use for something as destructive as a whirlpool. perhaps if your opponent got to choose what is lost?

On to the Top Ten of Pirates at Ocean's Edge. Unfortunately most of the top ten is rare, and none of it is common. Let's hope that future sets tend back towards more useful common ships. I will again start the top ten with some honorable mentions. First I'd like to give Wizkids even more Kudos at their willingness to poke some fun at themselves and give the players a good joke. This set includes a new ship "Salte el Tiburon"; much like the previous set's "Sautez le Requin" this ship is named "Jump the Shark". What's next? "Springen Sie den Haifisch"? One of the things I like about this set are some great new characters and combos. Griffon and Empress are probably my favorite. Griffon with his "Man in the Iron Mask" appearance and empress for being a pet tiger. Neither are horrible crew, unfortunately his linked ship, the "Pioneer" isn't all that great. I'm also very pleased with El Toro and El Pescador. He's a linked crew that gives sea monsters an additional L movement. That's one heck of a fisherman there! I'd like to praise Wizkids for bringing back a lot of older ships in new ways, this adds tremendously to the lore and enjoyment of the game. My last honorable mention goes to La Reconquistador, just narrowly edging out of the top 10 list. I'm a fan of ships with hatred for other factions and it has solid stats for its points but it just missed the cut. And now for the top 10!

#10 Le Coeur du Lion: 2pts/cargo: 3 /move: S+S /cannons: 2 (This ship cannot shoot when she carries treasure.) (Rare) This is a

beautiful little treasure running boat for a massively cheap price. with only one gun you'll very rarely run into a situation where you would want to shoot when you cannot. but if you ever do have to shoot, it doesn't come better than a 2 cannon.

#9 Lechim Namod: 14pts/cargo: 0 /move: L /cannons: 2, 2, 2, 2, 2 (Sea Monster. Once per turn, you may reroll any die roll you make for this sea monster; you must use the second die roll result.) (Rare) Not only is this a cheap sea monster at only 14 points, but it has solid attacks at all 2s and it adds the ever useful reroll ability.

#8 Shal-bala: 20pts/ cargo: 0 /move: D /cannons: 2, 3, 3, 2 (Sea Dragon, Fear) (Special) Sea dragons are a strong new addition to the game and i find that the fear ability of shal-bala is a little more useful than Angelica's cargo elimination ability. shal-bala also has 2 attacks at a 2, where angelica only has 1. Both are quite playable however.



#7 HMS Grand Temple: 15pts/ cargo: 3 /move: S+S /cannons: 3, 3, 2, 2, 2, 2 (Junk. Pirate crew may use their abilities on this ship.) (Rare) A great cheap ship with a lot of firepower. The other nationalities ability isn't very useful, especially for a ship from one of the original 3 factions, as there are plenty of crew possibilities with the English. It's this ability that keeps it's score down to only a 7.

#6 Skipping Stone: 11pts/ cargo: 3/move: L+S /cannons: 3, 3 (Catamaran. Once per turn, you may reroll any die roll you make for this ship; you must use the second die roll result.) (Special) As a Catamaran, the

skipping stone has the ability to ignore hits on the roll of a 5 or 6, with its reroll ability this ship already has a potent combo built in, All for a fairly cheap price.

#5 El Algeciras: 3pts/ cargo: 1/move: S+L /cannons: 3, 3 (This ship may never load the last treasure from an island.) (Uncommon) this very nice, fast, cheap little gunboat. it will perform best as an escort, but at its low cost it won't take away from the rest of your fleet.

#4 La Resolucion: 13pts/ cargo: 3/move: L /cannons: 2, 2, 2, 2 (This ship gets +1 to her cannon rolls against any non-Spanish ship.) (Uncommon) this is a big beater of a gunboat. Against anything but another Spanish boat these cannons hit on anything except for a 1. at 13 points this ship is quite inexpensive, and will be damaging a lot more points than she cost.

#3 Davy Jones/ King Blackheart: 12pts, Cursed crew/Pirate crew Link: Zeus (King Blackheart only) (Limit. Once per turn, roll a d6. On a 1–4, you may give this ship an extra action; on a 5, you may give any ship you control an extra action; on a 6, you may give an enemy ship an action.) (Rare/Special) These two have the same ability making them share the third spot. And what an ability it is! this is almost a guaranteed extra action. The only reason it isn't? because if you're lucky you'll get the chance to move your opponent's ship. Slam them into an iceberg, run a little ship onto a Sargasso sea, move your target closer to you, the evil possibilities are endless (except for making the ship scuttle itself..darn) Its a very pricey ability but terribly useful. It might start being worthwhile to play some of the capture crew to nab one of these guys



for the big payoff.

#2 Crimson Angel: 5pts, Pirate crew Link: Deliverance (Once per turn before you give this ship an action, roll a d6. On a 5 or 6, this ship may be given the same action twice. This ship gets +1 to her cannon rolls against any non-Pirate ship.) (Rare) Well if you know me, then you know i like multi-ability crew, but when you look at her point costs in comparison to similar crew it gets even better. her first ability is the Same action twice ability. many crew such as the original Calico cat have this ability for only 3 points. her second ability, +1 against other factions can be found on crew such as Bruce Grey for 4 points. So, for 5 points you get 7 points worth of crew, taking up only one spot, and linked to 2 very good ships. But as good of a bargain as she is...

#1 Calico Cat: 6pts, Pirate crew Link: Cat's Claw (Once per turn, roll a d6. On a 5 or 6, this ship may be given an extra action. This ship gets +1 to her cannon rolls against any non-Pirate ship.) (Rare) Another multi-ability crew with an even better savings. Again her +1 is usually 4 points, her extra action ability is usually 5, sometimes 6 (in

fact if you compare the new calico cat to the original Crimson Angel, she apparently gets the +1 ability for free) that's 9 points worth of crew for only 6, taking up one space. And her linked ship the Cat's Claw? not a bad little ship. She also can be linked with the Lady's Scorn from the Pirates at South china Seas expansion.

Well that's the last top ten for a little while. We haven't seen an announcement of the next pirates set yet so it's safe to assume its a few months off. Time to sit back, enjoy the new set and maybe check out the new RPG based on the Pirates franchise (i know i plan to pick it up soon). Id also like to apologize at this point for last month's top ten Frozen North article. When it was written i hadn't had a chance to personally check out the entire set. I had, in fact used the card gallery at Wlzkidsgames.com to write the article. Due to some errors the #1 and #2 entries to last months top ten were inaccurate. It was their new abilities which placed them so high, and since they do not have them, they wouldn't have placed like that. There are still plenty of other great ships and crew from the Frozen North without them.

Custom Clix by Michael Ian Dela Paz



**Cyclops™**

Scott Summers



**Beast™**

Dr. Henry McCoy



**Emma Frost™**

a.k.a. White Queen



**Wolverine™**

James Howlett



**Kitty Pryde™**

a.k.a. Shadowcat



**Colossus™**

Piotr Rasputin



**Lockheed™**

# CLASSIC SPRINGER: MONSTERS IN DA HOUSE!

A HORRORCLIX SCENARIO BY THOMAS VALDEZ AND AAHZ



## Background-

Remember that episode of Jerry Springer when the monsters attacked? No? Well, now you can relive it for yourself!

## Objective-

Each player aims to defeat the other. Also see Special Scenario Rule #1

## Army Size-

Two-player game; 300 point armies; three actions per turn.

## Time Limit- 60 minutes

## Map-

Springer Studio Custom Map (If not available, use the Haunted House)

## Setup-

Before the game begins, each player receives six Jerry Springer Custom Plot Twists. Each player may choose to include these cards when building their plot twist crypt.

The victim pool is populated by the ZM with custom Jerry Springer victims.

Richard is placed in his booth, the stripper is placed on her pole, Jerry is placed on the

center bloodspot marked with the microphone. All other custom victims are placed randomly.

## Special Scenario Rules-

1. *The House That Jerry Built* - The Jerry "victim" is treated like any other victim except that he may be neither slain nor rescued. However, Jerry may be abducted/guarded. Any monster ending their movement on a space occupied by the Jerry token may abduct/guard Jerry by placing the Jerry token on their monster card. Plot Twists that prevent slaying/rescuing may be played as normal. The monster does not become blooded and Jerry may not be turned into a minion (as he has not been slain/rescued). The act of Abducting/Guarding Jerry does not earn the player any Victory points, but the player who ends the game with Jerry in their possession is awarded 50 extra victory points.

If a monster with Jerry in its possession is killed by a Close Combat Attack then possession of Jerry is transferred to the attacking monster. If a monster with Jerry in its possession dies by any other means, Jerry is placed in the space formally occupied by that monster.

2. *Springer Security* - When any security victim is slain/rescued he immediately makes a Close Combat Attack against the monster making the slay/rescue attempt with an Attack Value of 8 and a Damage Value of 1. If the monster takes any damage, then the slaying attempt fails.

3. *Steve To The Rescue!* - Steve is a security victim with both the Grapple (Trap) and Pressure Points (Pain) powers, an Attack Value of 10, and a Damage Value of 1 (penetrating due to his Pressure Points power).

Monsters coming adjacent to Steve are based and must immediately end their movement. Monsters adjacent to Steve must make a successful breakaway roll (against a 6 due to his Grapple power) in order to move past Steve or to make a slaying/rescuing attempt against Steve.

**-SEE ATTACHED FILE FOR SPRINGER PLOT TWISTS, VICTIMS AND MAP**



## MechWarrior Champions Volume 1 Action Pack

\*Product images and packaging information subject to change.\*

Title: MechWarrior Champions  
Volume II Action Pack  
Stock Number: WZK2311  
MSRP: \$29.99  
Expected Release: July 2007

Product Information:  
The 2006 MechWarrior® World Championship featured the highest level of competition for MechWarrior fans. In the end, only Marc-André Leblanc was left standing. But that didn't stop us from honoring the top four finishers at the event!

To commemorate their superior play, we allowed each of the top four to choose a 'Mech™, and then we created a pilot card fashioned after each of them! We hope you have fun incorporating this Action Pack into your arsenal—and maybe you can join this prestigious group next year by competing in the 2007 MechWarrior Championship events at Gen Con Indy!

### Contents

- 4 'Mechs™: Griffin, Raven, Warhammer IIC, and the never-before-seen Daishi!
- 4 gear cards
- 4 pilot cards featuring images of the top 2006 MechWarrior World Championship finishers
- 2 Exclusive map



# PLAYING FOR CHEAP

## USING NON-RARE STAR WARS MINIATURES

BY ANGIE NOTHDORF



As with any collectible game, getting that "best" very rare character in Star Wars Miniatures (SWM) is an expensive prospect. Sadly, a frenzied booster-opening search for Boba Fett -Bounty Hunter won't guarantee that Fett will be pulled. What it does guarantee is a big pile of commons and uncommons.

Players tend to use commons and uncommons in SWM as filler, as squads are generally built around a few power-pieces, like Darth Bane or Emperor Palpatine. Most non-rares sit in a box, unplayed.

The less-than-the-best characters do present opportunities, though, for both the experienced player and the new player.

For people new to SWM, commons and uncommons offer an inexpensive way to learn rules and tactics, experiment with combos and find favorite factions. For experienced players, pulling out those non-

rares can expand squad-building techniques and open up a new game play option: the budget squad.

Building a 150-point budget squad that can still dish it out good damage against squads with rares/very rares is tricky, but can be done. For more fun, try getting other players

to also build budget squads and go head-to-head.

### TRY THESE 150-POINT SQUADS

#### REPUBLIC

The Republic has two of the best easy-to-get pieces in the game. The Jedi Weapon Master and Republic Commando Sev are often seen in top-tier tournament squads. A viable 150-point squad could be made from multiples of just those two figures, but it's more interesting to throw in a couple other characters.

Jedi Weapon Master (uncommon) x2  
Republic Commando Boss (uncommon) x2  
Republic Commando Sev (common) x3  
Ugnaught Demolitionist (common) x3

The Weapon Masters are beat sticks with great Force abilities. They hit hard and are difficult to destroy.

The Sevs have Accurate Shot, Deadeye and Stealth. If they stand still, they can sit back in cover and pick off whatever enemy they want for 30 damage.

The Bosses have Stealth and Mobile Attack, which keeps them out of harms way. The commander effect grants another Republic



Commando an immediate attack, so Sev can get a free shot.

The Ugnaughts can blow up doors with Satchel Charge, can serve as shields for the Weapon Masters and they up the squad's activations.

## OLD REPUBLIC

The Old Republic has several solid uncommon Jedi. Combined with the solider grunts, the Old Republic makes for a balanced squad of melee and shooters with plenty of activations.

Jedi Consular (uncommon) x1  
Jedi Guardian (uncommon) x2  
Jedi Sentinel (uncommon) x1  
Old Republic Commander (uncommon) x1  
Old Republic Solider (common) x6  
Jawa (common) x1

The Consular's Force abilities allow him to mess with an enemy's game plan. Force Alter makes an enemy re-roll an attack, possibly turning a hit into a miss or getting that natural 20 turned into something less damaging. Force Stun can activate an enemy character -- an opponent's big gun isn't much use if it can't do anything for a turn.

Guardians are good in crowds. Lightsaber Sweep, combined with +12 attack and 20 damage, can take out lots of enemies at one time. The Guardians are also durable enough (18 defense and 80 hit points) to face off against bigger characters.

The Sentinel can shoot, gets a bonus for attacking when adjacent, has Stealth and can blow up doors with Satchel Charge. Add in two Force points, and the Sentinel is solid for 17 points.

Soldiers and their Commander make up the

fire-power portion of the squad. The Soldiers hit for 20, with the Commander giving those within six squares Double Attack. Even though the Soldiers only have a +6 attack, with that many rolls, something is bound to hit.

The Jawa fills out the 150 points and provides extra damage against Droids -- a common enemy when playing budget squads.

## MANDALORIANS

No question about it, the Mandalorians are tough. What they lack in low-point pieces, they make up for in high hit-points and useful abilities. This budget Mandalorian squad has lower-than-desired activations, but it can stay hidden while doing major damage to an opponent's squad.

Basilisk War Droid (uncommon) x1  
Mandalorian Commander (uncommon) x1  
Mandalorian Supercommando (uncommon) x3

The War Droid serves two functions. With its Strafe Attack -- which allows it to fly over obstacles, go 10 squares and attack every enemy it encounters at +10 attack -- the War Droid can clear a path through enemy characters. Also, the War Droid is a tank that absorbs enemy fire. With 100 hit points and a 22 defense in cover, the War Droid is difficult to hit and hard to destroy.

The Commander has solid stats for defense,



attack, damage and hit points. He also has Mobile Attack, so he can stay out of sight. If the opportunity presents itself, he also has Double Attack. The best feature of the Commander is his commander effect that gives all Mandalorian allies Mobile Attack, allowing everybody on this squad to step out, shoot then hide.

The Supercommando will make short order of enemy characters. At +10 attack and 30 damage, it only takes one or two shots from the Supercommando to take down some of the toughest commons/uncommons out there. Even some of the rares and very rares don't stand up to a Supercommando very long. The Sniper ability means those Ugnaught shields won't keep the Supercommando from hitting the bigger Jedi in the back. And benefiting from the Commander's Mobile Attack commander effect, the Supercommando can't be hit in retaliation.

### KNOWING THE FACTION'S STRENGTHS

Of course, Republic, Old Republic and Mandalorians aren't the only factions that can be played using only commons and uncommons. All factions have potential for budget play. Some factions do best with swarms, others rely on commander effects and, on rare occasions, some can stand on their own strengths.

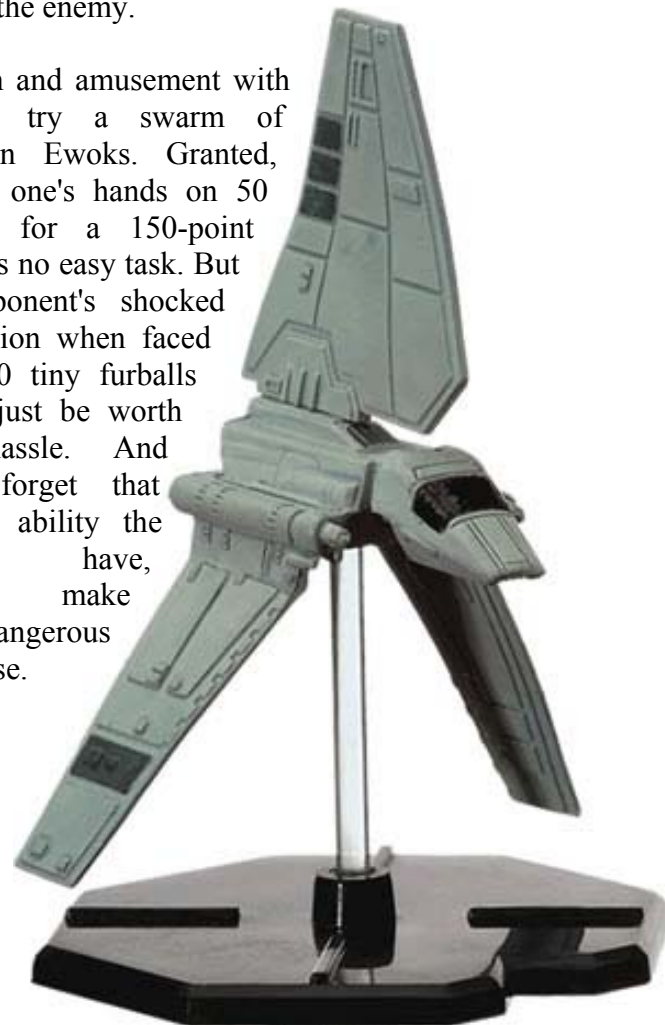
Deciding which faction to play requires looking at what common and uncommon pieces are available.

The Separatists' strength, for example, has almost always been with swarms. Large numbers of common Separatist Battle Droids can combine fire with uncommon Super Battle Droids to guarantee a hit.

Rebels have limited options when "named" characters like Luke, Leia and Han are taken away. But there are a few tricks up the Rebels' sleeve. Use an uncommon Rebel Officer and an uncommon Rebel Captain, combine fire with some common Rebel Troopers and suddenly an uncommon Rebel Heavy Trooper is Twin Attacking at +16 for 30 damage.

Take away Darth Vader and the Emperor and the Imperial faction still has lots of non-rare possibilities. Use an uncommon Stormtrooper Commander and an uncommon Imperial Officer to give a Heavy Stormtrooper two attacks at 40 damage each. Combine fire with common Stormtroopers to up the Heavy's chance of hitting the enemy.

For fun and amusement with Fringe, try a swarm of common Ewoks. Granted, getting one's hands on 50 Ewoks for a 150-point squad is no easy task. But an opponent's shocked expression when faced with 50 tiny furballs might just be worth the hassle. And don't forget that Swarm ability the Ewoks have, which make them dangerous en masse.



# "BRING IT!"

By Brian "Manchine" Hitsman

Today I thought I would bring you something totally new. It's a Clix match brought to you through Critical Hit. My first one is a big one, so I thought I'd split it up. Each time we play, it will be a different Scenario. This is a 3-player match with two people using 1,000-point teams. I'm playing using the Big G himself—Galactus. I chose to play the 600-point Starving Galactus. I had talked to the players beforehand and asked them to make it theme-oriented. I told them they could use any of my figures they wanted. I have a rather LARGE collection.

We'll call player one, Heather. She likes the Fantastic Four. Ever since the movie came out she's just loved them. It had something to do with Human Torch but we'll leave that alone. She went for an almost completely Fantastic Four theme. Her first four characters were easily the Fantastic Four, with the Alternate Team Ability and Brilliant Tactician. Thanks to none of us having a Vet Human Torch she had to go with the Experienced Fantastic Forces version. She took Veteran Thing and Mr. Fantastic from Fantastic Forces as well. To save some points Heather decided to grab Invisible Woman from Clobberin' Time.

Thanks to Black Bolt's appearance in Sinister, she knew that the Inhumans were good friends with the Fantastic Four. Heather grabbed Unique Black Bolt almost immediately. She put Nova Blast on him. Surprisingly, she also knew Lockjaw is good friends with the Thing and part of the Inhumans. Heather once again pulled out my Fantastic Forces guys and dumped



Veteran Lockjaw into the mix. Now she knew Medusa was made and wanted to have her on the team. So I went all the way back to Clobberin' Time and pulled out the Unique Medusa for her.

The next group was a little more difficult for Heather. We only had so many points leftover and I was going through the list of Fantastic Four characters in HeroClix. I came to Experienced Spiderman from Mutant Mayhem. She was more than happy to put him on the team. Well, after this Heather asked me whom I would put on the team. I looked at the guys she had. It was pretty good, but she still needed another brick—someone to take a few hits and live for the team. I told her Experienced She-Hulk from Supernova wouldn't be a bad choice. So that was added to her team.

Heather still had over 100 points left. I looked at my guys, trying to find someone to put on her team, when she pulled out her Invincible from the Collector Set. She had a few remaining points and added Lucky Break to She Hulk. Heather ended up with 999 points.



Player 2, who we will call Cliff, decided to bring some villains on game day. He only asked for three of my figures, one of which was my LE Yellowjacket from Infinity Challenge. He had brought his Omni-Man from the Invincible Collector Set and Unique Super Skrull from Supernova. I thought things could get interesting with Invincible on the other side.



Unique Graviton from Supernova, with Stunning Blow lead the next group, followed by Veteran Taskmaster from Xplosion, and LE Captain Mako from City of Villains. At this point I asked Cliff what was so thematic about these guys. He said all of them were Villains. I knew next time to be a little more specific.



For the last group Cliff wanted two of my older LE's. I let him dig for them and he pulled out Mac Gargan from Xplosion, coupled with Pounce, and Paibok from Clobberin' Time. The leader of the whole group was Cliff's brand spanking new Veteran Kang the Conqueror from Supernova. He had just picked it up at the comic shop the day before. Cliff was all excited to use Kang and wanted him to last, so he placed Protected on him. His point total also came to 999 points. Thank You, Battle Planner.

This is where things started to get fun. The rules are simple. It's a 3-way battle royal. Everyone gets 3 Tokens, which we exchanged for 3D Objects. Rushed Assault remains in effect UNTIL Galactus is taken down. We chose to play on a Hexagon Map. No points are awarded if Galactus is KO'd, or if

Galactus KO's someone. Each group has their own starting area on each half of the map.

See you all next month for the Battle.





## 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





A thread was started on HC Realms by "theboywholived" asking for suggestions on what figures would best represent the characters in the Heroes TV series. I'll admit at the time I responded that I did not get to see all the episodes which led me to low-ball

a few characters. After viewing the complete marathon on Saturday, June 19<sup>th</sup>, 2007, I definitely do have to make some upgrades to the choices I made. The recommendations I originally made were:

### Original Suggestions For Heroes

Heroes character	Powers & Abilities	HeroClix Figure	Level	Points
"Sylar"	Absorb Others powers after eating their brains. Powers gained: telekinesis, super hearing, E/R Fields, paint the future	Nightmare	U	163
Peter Petrelli	Absorb others powers instantaneously. Powers Gained: flight, invisibility, E/R fields, telekinesis, healing, paint the future	Ragman	R	25
Nathan Petrelli	Flight	Man-Bat	V	31
Nikki/Jessica Sanders	Super Strength as Jessica	Knockout	E	80
Hiro Nakamura	Control Space/Time	Ambush Bug	U	50
Claire Bennet	Instant Healing	Wildcat (minus CCE)	E	66
Ted Sprague	Creates Electromagnetic/Radiation fields	Mano	R	33
DL Hawkins	Phasing	Ghost (minus EE)	V	36
Micah	Technomage	Black Panther (minus stealth)	R	27
Parkman	Reads People's Thoughts	Justice Is Served!	U	31
<b>TOTAL (except for Sylar):</b>				<b>379</b>

I'll admit that I erred on the side of low for these characters knowing that they will get stronger as the series progresses (see episode "Five Years Gone"). I already thought that Sylar was powerful, but I didn't see some episodes that showed others had progressed

as well! I liked that I initially kept all the Hero figures's total under 400 points in order to field it as a team!!!

So why did I pick these figures? And, What needs to be added? Let's review:



1. “Sylar” – I picked Nightmare even though the figure did not have Telekinesis because of Nightmare’s high attack value, high defense, Incapacitate (which in a battle against multiple foes, he is more likely to use Telekinesis to Incapacitate) and Steal Energy.

He does need Telekinesis, his signature power, but I wonder if that will be too hard to find a figure that is powerful, that doesn’t fly, and also has TK.

2. Peter Petrelli – Ragman seemed like a good fit until I saw the marathon, because I didn’t think he consciously flew like his brother. Ragman’s Leap/Climb simulated his jerky attempts at flight. Steal Energy would be an alternate way to simulate regeneration somewhat. The Batman Ally TA simulated his invisibility.

After viewing the marathon, this is one character that needs to be upgraded. He’s mastered telekinesis and hypersonic flight

3. Nathan Petrelli – Man-Bat V is just a flyer, just like Nathan (or, so I thought)

Need to find a hypersonic flyer here.

4. Nikki/Jessica Sanders– Just looked for a mid-level bruiser with some toughness and wound up with Knockout E.

I really want a figure that has an activation click to simulate the

switch from Nikki to Jessica.

5. Hiro Nakamura – The Ambush Bug U has Phasing, Outwit and Probability Control which fit the character well. Even though he had a sword, I didn’t think at the time that he was able to wield it.

Then, I saw the episode where he starts training with his father! So, maybe some BCF is in order!

6. Claire Bennet – I chose Wildcat E because she has mid dial and end dial regeneration. The only thing that I wish was not on the dial was the CCE. A little toughness to show Claire healing some after an attack.

Not much else to go on here. The reason to “Save The Cheerleader” was to prevent Sylar from gaining the healing power.

7. Ted Sprague – I originally choose Mano R because of his combination of Poison and Quake and some upfront Exploit Weakness. The only other choice I considered at the time was a Havok V with Nova Blast.

The Mano Rookie’s attack numbers were just too low, I need to reconsider a better figure.

8. DL Hawkins – The Ghost V had everything I was looking for in DL Phasing or Stealth, Incapacitate and some Super Senses since he always seemed to be able to get out of trouble. The only thing I didn’t like was the figure’s Energy Explosion.

Is there another figure that could give me everything but the Energy



Explosion?

9. Micah Sanders – Outwit seemed to be the only power that could best represent Micah’s Technomage capabilities. So, I went with the one figure that is just known for his Outwit – The original Black Panther!
10. Parkman – The “Justice Is Served!” figure’s Exploit Weakness and Super Senses best represent Parkman’s Mind Reading Capability. 6 range

shot cause he's a cop with a gun. Stealth also represents him able to read minds and keep out of their site.

Some people complained that this was the worst pick for Parkman, but I don’t see any other powers that could best represent Parkman. Be that as it may, I did give Parkman a second review.

Again. after seeing the Marathon, I mulled over some changes to this team:



New Suggestions For Heroes

Heroes character	Powers & Abilities	HeroClix Figure	Level	Points
“Sylar”	Aborb Others powers after eating their brains. Powers gained: telekinesis, super hearing, E/R Fields, paint the future	Major Victory + Nova Blast + ICWO + Armor Piercing + Knockdown	V	119
Peter Petrelli	Absorb others powers instantaneously. Powers Gained: flight, invisibility, E/R fields, telekinesis, healing, paint the future	OMAC + ICWO	V	119
Nathan Petrelli	Flight	Jesse Quick	R	45
Nikki/Jessica Sanders	Super Strength as Jessica	Hawk	V	66
Hiro Nakamura	Control Space/Time	Jinx	V	54
Claire Bennet	Instant Healing	Wildcat (minus CCE)	E	66
Ted Sprague	Creates Electromagnetic/Radiation fields	Havok V + Nova Blast	R	54
DL Hawkins	Phasing	Ghost	V	36
Micah Sanders	Technomage	Black Panther	R	27
Parkman	Reads People’s Thoughts	Justice Is Served!	U	31
<b>TOTAL (except for Sylar):</b>				498

1. “Sylar” – I was correct is thinking that it would be too hard to find a figure that is powerful, that doesn’t fly, and also has TK. However, I decided on Major Victory for two reasons – Force Blast and Incapacitate. Even though the figure doesn’t have Telekinesis, Force Blast and Incapacitate more than represent his actions during the series. The last click of this figure has Pulse Wave with 3 Damage so I added Nova Blast. His Attack value on that last click was low so I added ICWO. This was done to represent when he got all Ted Sprague on any characters. Armor Piercing and Knockdown complimented his abilities.
2. Peter Petrelli – The closest I could come to Peter’s abilities was OMAC V. OMAC has late dial stealth to simulate invisibility, regeneration for the healing factor, and energy explosion if he goes a little Ted. I don’t like the couple of clicks of Super Strength. But this figure comes closer to Peter than Ragman.
3. Nathan Petrelli – Update him to a Jesse Quick R for the Hypersonic Speed.
4. Nikki/Jessica Sanders – I found the Hawk V better represents this character. The activation click represents Nikki. Piss her off and she becomes Jessica on the second click. The Hawk V has phenomenal attack values on the second click.
5. Hiro Nakamura – Tough call because I don’t see anything that fits this character well. I’ll upgrade him to Jinx V just because he has gotten stronger and the Calculator TA represents all the different people helping him on his path.
6. Ted Sprague – Havok V + Nova Blast, baby. How else to show when he blows late dial and damages a whole group of figures?
7. Claire Bennet – I think I’ll stick with the Wildcat because of the mid-dial and end-dial Regeneration.
8. DL Hawkins – I don’t see too many low pointed figures with only phasing and incapacitate. The Ghost V will have to stay.
9. Micah Sanders – I looked around and the Black Panther’s Outwit is hard to beat.
10. Parkman – To me Justice Is Served! Still has the character nailed down. Some people choose characters that have powers Parkman never exhibited.



So, there you have it – a 500 point team minus “Sylar” that you can field. I hope they can make a Collector’s Set of these figures with their real abilities represented. In the next issue, I will put together some dials for the new Collector’s set.

# Mercenary: Adding The Right Touch

## By: Joel 'Joeldad' LaPresta



Mercenary is a new feat card in Origin; it allows a Non-Affiliated figure to gain a Team Ability possessed by a friendly character. This is extremely abusable in today's Team Ability abuse field.

There are several notable mercenaries candidates that can benefit from this card, some themed, some just ridiculously powerful. Since this is a cheese article, we'll go with the cheesy inclusions.

The first is V Scourge. He's cheap, powerful, and despite having a cruddy defense value has and still is used in many situations with great effect. Why? His attack value. For 21 points he has an 11 attack on his first click. Toss in an Ambush or some Perpex and his Attack Value can go higher than most over 200 point pieces. Now, how can this little 21 point figure be abused you ask? Make him a Batman Enemy or Sinister Syndicate member with Mercenary. Suddenly adjacent allies can sponge his 11 attack with devastating results.

Now, you can have as many Sinister Syndicate members as you want on the team, it helps to have more because it lowers the cost of Scourge due to the Feat's wording. However, you shouldn't add like 75 points of figures to save 10 points. That's just not smart. There are several competitive Sinister Syndicate/Bat Enemy Members out there, here are some of them:

### **Sinister Syndicate:**

LE-Venom (preferably with Pounce and Nanobots)

**E-Hydro-Man** (keep him next to Scourge and Scourge's defense isn't so bad anymore!)

**R-Jack O'Lantern** (give him a high attack and he's a great offensive taxi)

**LE-Lester** (Ranged powerhouse for cheap)

**V-Sin. Kraven** (Offensive Outwitter)

### **Batman Enemy:**

E/V Icons Joker

R/V Legacy Joker

E-Starter Man-Bat

R/E/V-Bane

U-Icons Ra's Al Ghul

Stick Scourge on a team with a few of these guys and suddenly everyone from Kingdom Come figures to Alternate Fantastic 4 Team Ability abusers will be quivering.

### **Other potential Sinister Syndicate high attack value sponges using Mercenary:**

V-Icons Batman

V-Blastaar

U-Nightmare (talk about SCARY)

V-Clobberin' Time Dr. Octopus

U-Infinity Challenge Thanos

U-Karnak

V-Swamp Thing

V-Solomon Grundy

V-Green Arrow

V-Critical Mass Venom

V-Nebula  
V-Umar

The other inclusion is the R All-New Atom. He's cheap, doesn't do a whole lot, but is survivable for his cost. What's his greatest feature? 24 points and he has an 18 defense. That's abusable. Stick him on a Defenders/JSA team with any of these guys:

**Defenders/Squadron Supreme members using just Defenders:**

E-Valkyrie  
E-Supernova Silver Surfer  
E-Fantastic Forces Dr. Strange  
E/V-Hyperion  
LE-Critical Mass Elektra Natchios

**JSA:**

V-Origin Hawkman  
U-Sandman  
LE-Jennifer Lynn-Hayden

There are TONS of abusable JSA figures since the advent of Jakeem Thunder, STRIPE, and Sandman. Whether you put



him on a Defenders/JSA team as the defense sponge or a nice 34 point insurance policy to keep the 18 defense around (assuming there are three other Defenders/JSA members on the team) that much longer. It can definitely be frustrating for your opponent if he did all that work to get Jakeem Thunder off his high defense and still have to fight an 18 defense from Atom.

**Other Defenders/JSA abuse sponge candidates using Mercenary:**

U-Nightmare (Compliments the JSA teams amazingly)  
V-Blastaar  
Forbush Man (14 points for a 17 defense if you have 3 TA members)  
RE-Mr. Miracle (It's starts getting really evil at that point)  
U-Icons Flash  
U-Hypertime Flash (Not really Cheesy but he can at least be on the team finally)

Conversely, there are plenty of figures who are great but don't get played because their defenses or attacks are way to low. People like Man-Thing being given an 11 attack or V Absorbing Man being given an 18 defense, it makes them better for only a few points more. In most cases these Mercenary helps are more effective than any amount of In Contact with Oracle or Perplex.

Those two Team Abilities are the main ones that can be abused in HeroClix due to the fact they are replacement values. Tacking on Mercenary to make figures Batman Ally or Superman Ally is also a great idea. People could turn their disappointment in figures like V Icons Batman into deadly flexibility by adding either of these team Abilities to him.

The world of Mercenaries is a bright one for HeroClix, and it opens yet another door for the cheese lover in all of us.

# BEING THE LAW: JUDGING 101

By: Peter Wort

This is directed mostly at folk who are trying out being a judge for the first time, but I hope to provide some material here for established judges to have more fun, bring in more people and become better partners with their venues. If you're not a judge, but are curious to see what goes on behind the PAC, read on!

## Preparation

Let's imagine you're just starting out as a judge, you've been sponsored, either by a level 2 or higher judge, or by a venue owner, who is looking to bring in some added value to his product (and help his product out the door, so to speak). I'm going to presume that you have figured out how to how to schedule an event.

Let's say that you have set up a standard 300-point restricted format HeroClix event that is venue supported.

You will need to make sure that the venue owner has enough space in the store, to accommodate the players on the day in question, and that the area will be reserved for use by your players for about 4 hours for the standard tournament you're going to run.

If you have some skill with Word and/or PhotoShop, or if your venue owner or someone you know does, it would be a good idea to create posters to advertise your

game, and have your venue owner place them in a prominent place in the store. If there are other venues in your area where you go to play it is also a good idea to advertise by word-of-mouth, especially if your event takes place at a date and time different from events in the other venue. Try to make sure that there is an adequate supply of maps. The last couple of starters contained excellent double-sided maps and most venues can still get them. The figures also come in handy for teaching people to play, but more on that later.

For venue-supported games the prizes are just that: supported by the venue or even just you. This is a good way to pass on extra figures which you have collected over time, or if the venue owner so desires, he or she can kick in a couple of boosters or gift certificates, as this strategy usually leads to more sales in the long run.

## Tools of the Trade

OK, so you have your venue prepped, what do you need in order to run the event? A good judge has a kit with the following items:

- Object tokens and barrier/smoke/special markers (players may often bring these, and are supposed to supply their own, but as a courtesy, they come in handy)
- Glass beads or poker chips for marking actions (again, a courtesy)
- A flexible cord for gauging line of sight,



I like to use a length of shoelace or elastic, but tastes vary.

- Two or three copies of the most current rulebook and PAC (Danger Room as of this writing), marked clearly with your name. I have lost many of these until I learned to keep them safe.
- A copy of the Errata and Clarifications, the FAQs, and the Tournament Rules, kept in a handy binder. Also in this binder you can keep a copy of an excellent resource on how to run a tournament in swiss rounds, available on the WizKids website right near the link you used to schedule the game.
- A bag of extra REV figures of different sorts to hand out to people who stop by the game tables to see what is going on. Even picking up one or two players that way is worth it.

### Keeping Current

Obviously, as a judge and possibly with months or years of playing in tournaments behind you you'll have mastered a lot of the rules of the game. Nobody's perfect though, and with every new set there come new challenges to your knowledge of the rules. With every new starter set there are new tweaks to existing rules, the effect of which may be subtle but far-reaching. The best way to keep up-to-date on those changes is the judges' forum on the WizKids site, which you'll have to check every two days or so for announcements anyway. The search function will help you find answers to about anything you can think of, and the other judges can and do bring questions to the forum that you might not think of. The more you know about the way the rules work and change, the better equipped you'll be to handle what your players *will* throw your way.

### Troubleshooting

Not every game goes smoothly. Sometimes



you come across a question you don't have an answer to. Sometimes a player can have a problem, misbehave or even cheat. It happens and it is not a reflection on you as a judge. How you handle things like that will reflect on you, however. This article obviously can't cover everything you'll encounter, but we'll cover a couple of situations and some possible suggestions (but not the only ways), to deal with them.

*The Judgement Call.* When you get asked a question you do not know the answer to, and you cannot find it in the documentation you brought with you, make a decision. Do not worry overly that the decision might later turn out to be wrong, because it might. The point is; the game can continue and the players will know what to expect for the rest of the round. If a player objects, you can explain that you will be looking up the rule after the game. Your player needs to accept your ruling and move on. If your call was the wrong one, it will not invalidate the game, but you will likely not forget that particular rule again.

*The Difficult Player.* There's one in every crowd. A person who uses inappropriate language, rules lawyers, etc. We can even recognize those traits in ourselves at an unguarded moment. The attitude to take in dealing with each of them is really the same:

it's OK to have an opinion and to feel a particular way, or even to have a bad day, we all do. It's not OK to act it out in a way that disrupts your game, period. Anyone who is disruptive should be offered a chance to recognize their behavior and correct it, but if they do not and if you do nothing about it, your attendance may suffer, among players who may have another choice of venue to go to.

*The Cheat.* The occasional person who cheats is rare. In two senses of the word, that is. There are few of them, this being a game based on brightly-colored super-heroic characters. The few there are do not usually cheat occasionally, but rather as a standard tactic. Chances are, if you've caught someone back-turning their dials, 'forgetting' to place tokens, stalling to end a match they are losing, etc., this will not have been the first time they have done this. If you don't end it right then and there, it won't be the last. Give the cheating player one option: they don't do it again. Disqualify them from winning the tournament, and the next. If they decide to change their ways, let them come back. If they do not, ask your venue owner to ban them from playing at the venue (this is the venue owner's call, not yours), thereupon you need not worry about them anymore.

*The Threatener.* Here's one I hope none of you will ever encounter. Once in a great while, someone will threaten another player, or possibly you as the judge with violence. Don't tolerate it. Have the venue owner ban them, notify WizKids as appropriate and if the threat seems real, bring them to the attention of law enforcement. Your venue should be a safe place for anyone to come and play, including children. There is no place for bullies in Clix.

### Scenario Construction



Back to the fun stuff. As a judge, you may edit most of the tournaments to suit your fancy, whether by changing the build total, to house rules, to requiring players to bring teams built with particular team symbols and so forth. Anything you can imagine is possible. The Judges' Forum usually features a thread or two with interesting scenario ideas, as does HCR realms and Critical Hit Magazine as well. It might be useful to record what scenarios you have used and get feedback from your players as to ones they would like to see again. After several months of scenarios recorded down, you will have a playbook, so to speak, which will help you to choose a scenario on a day in which your creative powers fail you.

### Fellowship Determination

This is one of the most difficult areas of being a judge, and it usually is not for lack of suitable candidates. You have to choose someone who was a good sport. A good rule of thumb is to pick someone who seems to genuinely enjoy the game, and against whom it would be fun to play, win or lose. A great many judges choose the fellowship winner randomly. This creates a risk that the fellowship winner may have been someone who does not deserve it. Other judges will have their players vote for the fellowship winner. This creates a risk that a person may win fellowship more due to popularity than

to their sportsmanship. This also stacks the deck against shy or new players, who are less likely to get the local vote.

Bottom line: it's your decision. WizKids and your venue owner made you a judge because they trust in your judgement – use it.

### Cultivating the Venue.

Of all the things that can make or break you as a judge, this is the one over which you have the most control. You chose to become a judge and the venue owner chose you to be the volunteer at the venue. You don't get to choose how they behave towards you, but you can certainly chose how you behave towards them. Some judges are lucky in having a good relationship with their venue, some less so, but if you want to succeed as a judge you have got to make the best of it that you can. Support your venue and your

group by running as many games as you can find time for. Buy at least some of your Clix there, if not all. If you choose to buy the bulk of your Clix elsewhere for reasons of cost, you do not need to lie about it, but you shouldn't brag about it either. If your venue owner is willing to learn, teach them the game, encourage them to bring someone to New Guy Night, help them if they are looking to build a collection and so on.

The last tip I have is this: put a little love in your game and have fun with it. Always remember what it is that made you interested in the game and the good experiences you've had as a player and as a judge. Don't let difficulties deprive you of the perspective that this is a game, it is a tool for recreation and you're there to make sure everything runs smoothly.

### Custom Clix by Michael Ian Dela Paz



# Deciphering The New Clix Distribution System

## by Aahz of ItsWickedFun.net

WizKids will be celebrating two anniversaries this year: The fifth anniversary of HeroClix will be marked by special summer tournaments for the Marvel Avengers and DC Justice League expansions while HorrorClix will celebrate its first anniversary this Halloween with the release of its third expansion - HorrorClix: Nightmares. These will also be the first expansions in each of their primary clix lines to be released under the new packaging and distribution system. This new system has two major components: 1) Diamond/Alliance is now the exclusive US distributor of WizKids products, and 2) the packaging system has been totally revamped. The online community has erupted over the changes, of course, but that is only to be expected. This article is intended to take a big picture look at these changes and try to determine what they mean to three of the four primary groups affected: consumers (both players and collectors), retailers (whether online or off, selling singles or sealed product), and WizKids. The fourth group affected, distributors, are not covered as the results there are clear: they're no longer allowed to carry WizKids product so will lose out on whatever clix sales they once received.

### Distribution

WizKids announced in January that their products would no longer be available through the traditional network of independent game distributors. Instead all WizKids product in the US will now be distributed exclusively by

Diamond/Alliance. Many arguments can (and have) been made against a company the size of WizKids signing an exclusive distribution deal, but in doing so, Diamond/Alliance was clearly the wisest choice as they are the largest distributor of both comics and games in the United States. WizKids stated that the decision to go with a single exclusive distributor was made for two reasons: 1) stop (or at least slow) the sales of online retailers who were selling sealed product at deep discounts, and 2) allow for special promotional opportunities.

Let's deal with the second reason first. Having an exclusive distributor certainly makes things easier on WizKids. They only have to deal with one "buyer" for their product which translates to significant savings in employee hours and payroll (the largest expense for any company). This is achieved through their new ability to have product shipped directly from the manufacturer to the distributor, largely removing the need for a warehouse (and warehouse staff) and as a result of more direct communication with their primary customer. Instead of spreading information to, and answering questions from, a dozen or so distributors they need only deal with one. It is then Diamond/Alliance who is responsible for disseminating this information to retail outlets.

WizKids has already announced several new or modified programs that they claim would have been impossible under the old distribution scheme: the **Coming of Galactus** and **Starro Attacks** events for



HeroClix, the Cartoon Network promotion for the release of the Star Wars **PocketModel TCG**, and **HorrorClix** prize support being distributed through the same channels as product are the three most visible. A perfect example of the latter is that the Limited Edition figures for the **HorrorClix: Freakshow** New Guy Night event will be sent to retailers along with their initial order of Freakshow boosters ensuring that prize support will be available the day of the event (as long as the product itself arrives).

The effects of the distribution change on retailers are much more difficult to gauge. There have been reports of retailers who simply refuse to deal with Diamond/Alliance and therefore no longer carry WizKids product. Many other retailers have complained that their costs will go up as a result of this change, but they are willing to continue carrying WizKids product given their record of success in years past. Still others were already ordering through Diamond/Alliance, so this change has no real effect on their business.

To no one's surprise, WizKids product is still being offered by online retailers. A search for retailers offering complete cases of Freakshow (the first clix expansion affected by the change) does turn up fewer offers than a similar search for The Lab did in early January, but the prices are only slightly higher: \$240 on the low end, as



opposed to \$220 for The Lab. While this is a price increase for those who shop for sealed product online, it seems doubtful many people will be driven back into their local game stores, where a sealed case will still cost them over \$300 (with a 20% preorder discount).

Overall, WizKids clearly benefits from the exclusive distribution deal as they now have a more efficient and less expensive method of getting their product to market. Retailers seem to have been hurt by the change, but not to any extreme, and they should benefit from the new promotions available. Consumers, meanwhile, will either benefit somewhat (through better prize availability and special events), be egregiously harmed (no access to WizKids product), or largely not notice the change.

### Packaging

In March WizKids announced that they were completely reworking the packaging of both their HeroClix and HorrorClix lines. The individual boosters have been made larger to accommodate five figures instead of four, while booster price has increased from \$8.00 to \$10.00. The size of a brick has been reduced from 12 boosters to 10 boosters and the size of a case has essentially been halved: from 4 bricks (48 boosters/192 figures) to 2 bricks (20 boosters/100 figures). Price per figure has stayed the same (\$2 per figure) while the cost of the

additional game components (plot twists, victims and minions) has increased negligibly. Additionally, the set size is

being reduced from 96 figures to 60 figures. In May they announced the actual rarity scheme as well:

Set	Booster
☞ 16 Common figures (white rarity tabs)	☞ 1-3 Commons
☞ 16 Uncommon figures (green rarity tabs)	☞ 1-2 Uncommons
☞ 16 Rare figures (silver rarity tabs)	☞ 1 Rare
☞ 12 Super-Rare figures (gold rarity tabs)	

With Super Rare figures taking a Common slot in one of three boosters (which is the same rarity as Unique figures are now) a new booster will look like this:

- ☞ Slot 1: Rare
- ☞ Slot 2: Uncommon
- ☞ Slot 3: Common or Uncommon
- ☞ Slot 4: Common
- ☞ Slot 5: Common or Super Rare

What this all means for the consumer depends on what type of consumer they are. It's a boon to new players as they won't notice the price increase, but it's much easier for them to build an effective army with one or two boosters under the new system than under the old. The new colored tabs make identifying the rarity of their figures much easier and that adds to perceived value as well. Additionally, a guaranteed (identifiable) rare in every pack is clearly a bonus.

Fans of the sealed environment (or those who buy only a few boosters) will notice benefits as well. Although Commons will more frequently be duplicated, these pieces are traditionally (and should be) those that can be effective in multiples anyway. Sealed tournaments should benefit from the greater

variety of figures in each booster, and this new system could actually reduce the buy-in cost to two boosters instead of three should organizers decide to go that route. This is the only level where the “cardboard crunch” will really be felt as players will be receiving fewer victims, minions and Plot Twist cards per dollar spent. Luckily these items are frequently available for minimal trading or even given away by those players who tend to buy more product.

Players (or collectors) who participate in WizKids “But It By The Brick” promotions in order to receive those exclusive Limited Edition figures are possibly the largest beneficiaries of these changes. In the past a single brick would contain half the number of figures in the complete set, but would not really be near completion. They'd have numerous duplicate Commons and Uncommons (without completing either rarity), but only a third of the Rares and Uniques (now called Super Rares). Under the new system they'll have



only a quarter of the Super Rares, but more than half of the Rare figures, and (most likely) a complete set of Uncommons and Commons with about six duplicate Common figures. Trading and single figure purchases should easily get them the specific figures they're looking for at a lower overall cost than in the past.

The final group of consumers are the ones with the toughest choices to make, but they should come out ahead regardless of which way they go. These are the set collectors and case buyers. With the size of a case being essentially halved, their first instinct will be to purchase two cases. Doing so will ensure they have enough figures of each rarity to complete a set, though it is less likely that the collation will work in their favor. They will, however, end up with more duplicate Rares and Uncommons than with a single case of past sets, including more than two complete sets of the rare figures. This should keep it from being too difficult to trade for any elusive Super Rares. Their other option is to purchase only a single case (two bricks), at a substantial savings over previous case prices, and search for the 6 Super Rare figures they're missing through trading or on the single figure market. As long as they pay less than \$20 for each Super Rare figure needed to complete their set they'll still end



up spending less money under the new system.

Retailers will have a higher price point, which is something they always enjoy, and the boosters will be the same physical dimensions as other CMGs on the market, making them easier to display. They should also benefit from the renewed interest a change of this magnitude brings to a game. Once consumers start digging into the new boosters they should feel they're receiving benefits from these changes, and when consumers feel they are benefiting, retailers will benefit as well. Additionally, the new packaging system will actually encourage more trading and traders need a place to meet with others, so the physical retailers will benefit from the increased player presence and excitement that trading brings to a store, while the online retailers should benefit from a more brisk singles market.

Finally, when consumers and retailers are happy they tend to buy more product, and that means good things for WizKids as well. All of this excitement should lead to both more individual sales and larger turnout to Approved Play events. Added to the savings in packaging expenses and the streamlined distribution system, the future is looking bright for their bottom line.