

Welcome to **Critical Hit XTRA!** This special issue brings you some new and exciting Sneak Peeks at the upcoming **Marvel Mutations and Monsters** set. So strap in and take a peek at all the new *Battlefield Conditions*, *Bystander Tokens*, *Special Object*, and *Feats!*

And if that wasn't enough, we're also giving you a Sneak Peek of **AHAB!**

DEEP SHADOWS

Treat all non-blocking terrain as hindering terrain for line of fire purposes. Characters with range values greater than 6 have range values of 6 instead, and range values can't be modified to a value more than 6. All powers, abilities, and effects able to affect characters more than 6 squares away instead affect



BF001

KRAKOA THE LIVING ISLAND

Once at the end of each player's turn, he or she can choose a target opposing character adjacent to an unoccupied square of outdoor hindering, blocking, or elevated terrain, and make an attack roll with an attack value of 9 and a damage value of 2 against the target; the target can't be knocked back by the attack. If the attack succeeds but the character target takes no damage from the attack and has zero or one action token, give the target an action token.



BF002

MALICE

At the end of each player's turn, if none of his or her characters made an attack against an opposing character, that player chooses a friendly character and deals it 1 unavoidable damage.



—Designed by Daniel Bishop

BF003

THE GREAT ARENA

Any successful attack roll resulting in doubles is a critical hit.



BF100

Note: The Great Arena is only available at the Marvel Mutations and Monsters Pre-Releases, and will be given out free to all participants. Check www.WizKidsGames.com for a participating location near you!

STREAK OF LUCK

Prerequisites:  

Choose a character.

Each time an attack roll fails against the character, put a luck token on this card if there are fewer than three tokens on this card.

If there are luck tokens on this card when the character makes a critical miss, the character is not dealt unavoidable damage; after the attack is resolved, remove all luck tokens from this card. If there are luck tokens on this card when the character makes a critical hit, modify the character's damage value by +X, where X equals the number of luck tokens on this card; after the attack is resolved, remove all luck tokens from this card.

5
COST


F001

TERRIFY

Prerequisite: Battle Fury or Incapacitate or Mind Control

Modifier:  -1

Choose a character.

Give the character a power action and make a single close combat attack as a free action (the attack deals no damage). Compare the result to the defense values of all adjacent opposing target characters, maximum four targets. Each target against which the attack succeeds is knocked back a number of squares equal to half its speed value (targets are not dealt knock back damage). If the attack roll is doubles and succeeds against the target, also give an action token to the target if it has zero or one action token (the target is not dealt pushing damage for this token).

6
COST


F002

INSIDE INFORMATION

Prerequisite: The character must have at least one keyword.

Choose a character.

When the character attacks an opposing character that has any of the keywords possessed by the character, modify the character's attack value by +2.

4
COST




F003



MONSTER HUNTER

Prerequisite: 

Choose a character.

Modify the character's attack value and damage value by +1 when it is given a close combat or ranged combat action targeting a character with the  or  damage symbol or the Monster keyword.

3
COST


F004



OUTSMART

Prerequisite: Mastermind or Outwit

Choose a character.

When a power possessed by the character or an adjacent friendly character would be countered by an opposing character's power or ability, you and the opposing character's controller each roll 2d6. If your result is more, the power is not countered instead.



10
COST

—Designed by José Gonzalez

F005

TAKEDOWN

Prerequisite: Incapacitate or Plasticity

Choose a character.

If an opposing character makes an unsuccessful close combat attack against the character, after the action is resolved give the opposing character an extra action token if it has zero or one action token. If the opposing character already had one action token on it, giving it a second action token deals pushing damage normally.



6
COST

—Designed by John R. Berry

F006

Cost: 165 Range: 6

(SR) HULKBUSTER

	1	2	3	4	5	6	7	8	9	10	11	12
	8	8	8	6	6	6	6	8	9	KO	KO	KO
	10	10	9	9	9	9	8	8	8	KO	KO	KO
	18	17	17	18	16	16	16	15	15	KO	KO	KO
	3	3	3	3	2	2	2	3	3	KO	KO	KO



No Affiliation

Special Powers [Marvel Mutations & Monsters]

FLIGHT STABILIZERS: Hulkbuster can use Charge and Running Shot. Hulkbuster is adjacent to a giant character only when he is within 1 square of it.

WEAPONS AS BIG AS THE FIGHT: Hulkbuster can use Energy Explosion and Super Strength.



No Affiliation

Cost: 126 Range: 10

(UNCOMMON) ZZZAX

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

Special Powers

[Marvel Mutations & Monsters]

JOLT: Zzzax can use Poison.

AMADEUS CHO™



Excello When Amadeus Cho is given a power action, he can use Outwit.

● B005

8
7 0
15
1

Amadeus Cho™

11

11
COST



JANET PYM™

● B007

7
9 0
16
1

Janet Pym™

6

6
COST



NATIVE WARRIOR™

● B006

7
9 0
16
1

Native Warrior™

11

11
COST



JARELLA™

● B004

7
7 0
14
1

Jarella™

5

5
COST



VAL COOPER™



7
COST



B001

LILA CHENEY™



6
COST



B002

SWARM™



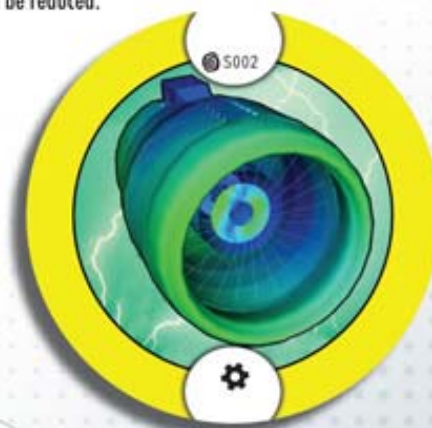
11
COST



B003

SHIELD DISRUPTOR

Damage dealt to characters 4 or fewer squares from this object can't be reduced.



—Designed by Jordan R. Silva



S002



SHATTERSTAR™

X-Force, Warrior

024



ACROBAT (Leap/Climb)



DUAL-BLADED SWORD (Blades/Claws/Fangs)



Super Senses



GLADIATOR (Combat Reflexes)



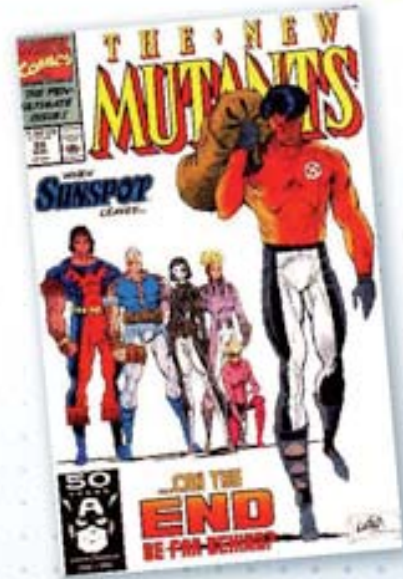
Regeneration



BIO-ENERGY SHOCK (Exploit Weakness)



POINT VALUE: 57



REAL NAME: Benjamin Russell™

FIRST APPEARANCE: *New Mutants* #99 (1991)

BACKGROUND: Born 100 years in the future of the alternate-universe known as Mojoworld™, Shatterstar was bred and genetically altered to become a gladiator in Mojoworld's arenas. Escaping and traveling to present-day Earth in search of the X-Men™, he became a founding member of X-Force™. Along with his enhanced physical abilities, Shatterstar has the power to focus highly destructive energies through his sword, making him a deadly hand-to-hand combatant.

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CRITICAL HIT SNEAK PEEK: AHAB

Soon the **Mutations and Monsters** set will be upon us and we await the many sneak peaks and tidbits we can get before finally getting this monstrous set. With this we must prepare for the most fearsome and dangerous the Marvel Universe has to offer. One of the best places to look is in the **Days of Future Past** timeline and to the **Four Horsemen of Apocalypse**. The character **AHAB** has existed as a *Hound* in the Days of Future Past and as *Famine* in Apocalypse's Four Horsemen.

Ahab's ability to use his Harpoons to target and kill any target makes him a dangerous foe, translated to HeroClix he harnesses his deadly **ENERGY HARPOONS** and can use **PSYCHIC BLAST** while **IGNORING** characters (ala Trick Shot) and **HINDERING** terrain (ala Ultimates TA). With an 8 range and running shot this makes AHAB one of the cheapest and most deadly ranged figures around.

AHAB™
Future, Robot

- Running Shot
- Energy Harpoon Ahab can use Psychic Blast. When Ahab is given a ranged combat action, his line of fire ignores characters and hindering terrain.
- FAMINE (Poison)
- CYBORG (Toughness)
- Combat Reflexes
- HARPOON (Exploit Weakness)
- POINT VALUE: 68

MARVEL HEROCLIX

(Rare) AHAB

Cost: 68 Range: 8 Marvel Mutations and Monsters

8	6	6	6	5	5	KO	KO	KO	KO	KO	KO	KO	KO	KO
9	9	9	9	8	8	KO	KO	KO	KO	KO	KO	KO	KO	KO
17	16	15	15	14	14	KO	KO	KO	KO	KO	KO	KO	KO	KO
2	2	2	2	2	1	KO	KO	KO	KO	KO	KO	KO	KO	KO

Energy Harpoon: Ahab can use Psychic Blast. When Ahab is given a ranged combat action, his line of fire ignores characters and hindering terrain.

HOUNDS

Ahab Experienced 68
 Danger Room Cyclops Veteran 40
 Hound Unique 130
 Ultimates Sabretooth Experienced 62

HORSEMEN OF APOCALYPSE

Ahab Experienced
 Sunfire Rookie
 Rampaging Hulk LE
 IC Wolverine Unique



REAL NAME: Roderick "Rory" Campbell™
 FIRST APPEARANCE: *Fantastic Four Annual* #23 (1990)
 BACKGROUND: In a future that may yet come to be, Rory Campbell developed a process that allowed him to create the mutant hunters called Hounds™. After his best Hound, Rachel Summers™, escaped, Campbell's body was mutilated and he was rebuilt as the cybernetic Ahab. Tracking Summers to the present day, Ahab has pursued her and the X-Men™ ever since, eventually becoming Famine, one of the Horsemen of Apocalypse™.

We're not done yet! Below are some images we found on the internet for DC CRISIS coming this February! These were found on the Web, so final sculpts will most likely be a little different.



Red Hood



Black Adam



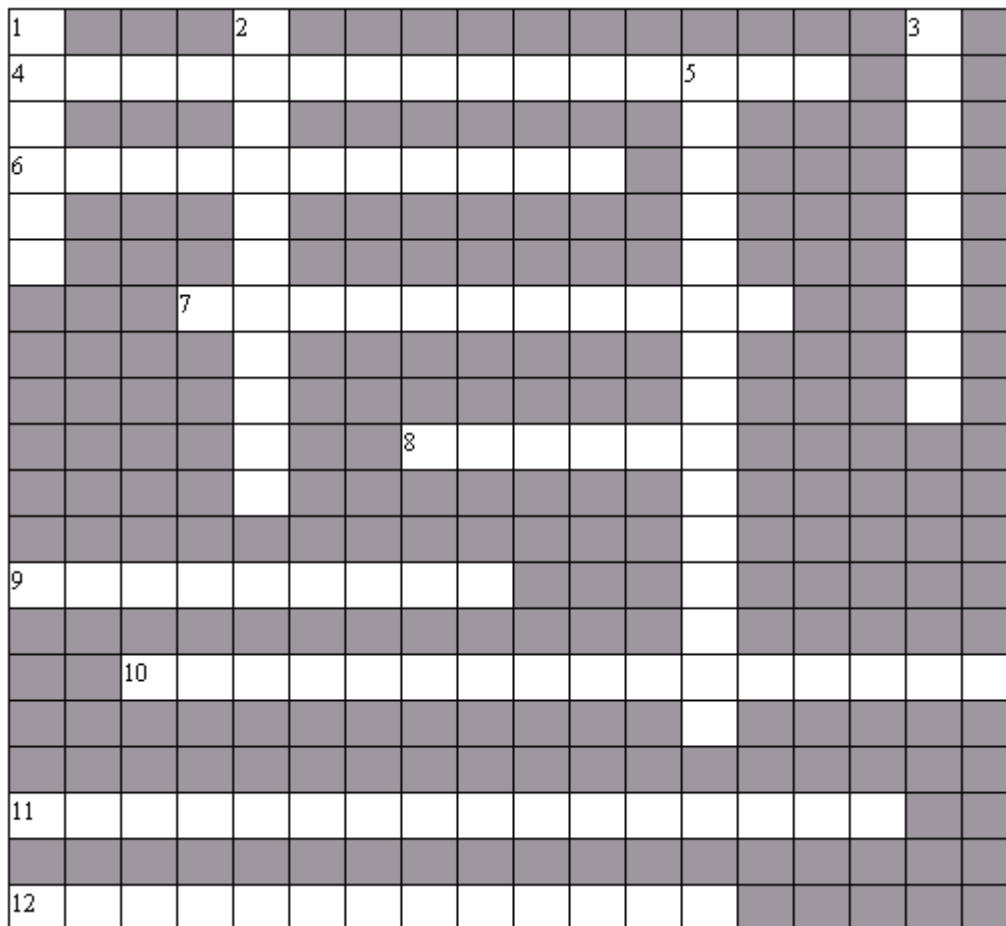
Nightwing and Starfire



Monitor



HEROCLIX CROSSWORD PUZZLE - BY THE LE



ACROSS

4. Veteran Icons Superman has this power on his first click.
6. Scoot and Shoot power
7. The best online Magazine, ever
8. Name of the Wizkids Brand Manager
9. This Marvel HeroClix Set was the first to introduce the "Clix Brick".
10. A figure with "Sharp Gnashing Teeth" should have this power.
11. This DC HeroClix Set is also the name of an Arnold Schwarzenegger movie.

DOWN

1. This power is the same one that Credit Cards have.
2. This card cancels any one Battlefield Condition
3. Highly overused card that can "protect" your figures.
5. This power rhymes with "Detroit Bleakness"

WORD SCRAMBLES - BY THE LE

- ANSWERS AT THE BOTTOM -

SCRAMBLED WORD (POWER)	ANSWER
1. POCHYEENDRISPSE	1. <u>HYPERSONIC</u> <u>SPEED</u>
2. INAYTPTOORLOBCLRBI	2. _____
3. TTUWOI	3. _____
4. LSSCLSADEAWFGANB	4. _____
5. CCTTAEIIANPA	5. _____
6. RSETTRSUGNHPE	6. _____
7. IATISPTCLY	7. _____
8. NEESPSSRU	8. _____
9. LESRHAEPDI	9. _____
10. TOEAERGIERNN	10. _____
11. SATEERLNYEG	11. _____
12. TOUNDBEHRA	12. _____
13. EKQUA	13. _____
14. MECOSBEXLAERTF	14. _____
15. DTABRTNPXAOEEGRMCE	15. _____
16. VSUPLAE EW	16. _____
17. CKOEUMSDOL	17. _____
18. SIOPEMIUVR	18. _____
19. PSYTBALISCHC	19. _____
20. SETEIIENKSL	20. _____

ANSWERS:

1. POCHYEENDRISPSE is HYPERSONIC SPEED.
2. INAYTPTOORLOBCLRBI is PROBABILITY CONTROL.
3. TTUWOI is OUTWIT.
4. LSSCLSADEAWFGANB is BLADES CLAWS FANGS.
5. CCTTAEIIANPA is INCAPACITATE.
6. RSETTRSUGNHPE is SUPER STRENGTH.
7. IATISPTCLY is PLASTICITY.
8. NEESPSSRU is SUPER SENSES.
9. LESRHAEPDI is LEADERSHIP.
10. TOEAERGIERNN is REGENERATION.
11. SATEERLNYEG is STEAL ENERGY.
12. TOUNDBEHRA is EARTHBOUND.
13. EKQUA is QUAKE.
14. MECOSBEXLAERTF is COMBAT REFLEXES.
15. DTABRTNPXAOEEGRMCE is RANGED COMBAT EXPERT.
16. VSUPLAE EW is PULSE WAVE.
17. CKOEUMSDOL is SMOKE CLOUD.
18. SIOPEMIUVR is IMPERVIOUS.
19. PSYTBALISCHC is PSYCHIC BLAST.
20. SETEIIENKSL is TELEKINESIS.

HEROCLIX WORD SEARCH: SPEED BY THE LE

I P H P I R E H M T N O M L O S S T
W H Y P L A S T I C I T Y S N X A H
R A P A N H I L N C H E B T L K Q A
I S E S H A P H D H T A N E E L A T
T I R F O O P D C A H R S A A P I M
E N S O R O O E O R I T R L P H H A
T G O R U N N I N G S H O T C W E K
H T N C I H F P T E P B N H L Q A E
E E I E F L U R R Y N O I R I W R S
S L C B D G T P O S T U H N M K T T
O E S L U T N C L S B N C H B O M H
N P P A P C E A R S E D T T S Q Y E
G O E S S T G A D U E T E R I W C W
S R E T P O H C L O B F A U E D L H
A T D U Y L N Y L N A E C G I X I O
C Y E S M Y C A T H A T E S M E X L
A A L N Z P L A S T I C M E N A M E
W O R L D S I N G U A Q L K A P W W

Charge
Earthbound
Flurry
Force Blast
Hypersonic
Speed

Leap Climb
Mind Control
Phasing Teleport
Plasticity
Running Shot
Stealth

Note: Words can be horizontal or vertical

HEROCLIX WORD SEARCH: ATTACK BY THE LE

L N W I N C A P A C A T I T E L A
S I E Q T I P C P O I S O N A E M
Z H N S E N U E S E S K L L T N A
S A E U L C L A Y E C W T E E G R
Q T R S E A S T C L A W S A A L K
C E G M K P E G H E L E I L S S T
W J Y O I A W K I F E W B F U A U
A A E K N C A B C L T Q U A K E T
P R X E E I V L B P W P O N H H T
O U P C S T E A L E N E R G Y K L
O L L L I A T D A M Y E E S Y R E
N E O O S T T E S T Y C P E D A R
V A S U P E R S T R E N G T H L U
R W I D G G I G A K I W G S A E L
L K O G D H P E O A N D C A E P E
H L N E I O E D E Q E N C I E S Z

Blades
Claws
Energy Explosion
Fangs
Incapacitate
Poison
Psychic Blast

Pulse Wave
Quake
Smoke Cloud
Steal Energy
Super Strength
Telekinesis

Note: Words can be horizontal or vertical

HEROCLIX WORD SEARCH: DEFENSE BY THE LE

A Y S M B S T S I H P R D I S S A
S T E N E R G Y S H I E L D U M V
H I X O U N D B E C F I R R I Q R
L L E I B B L E L E M E E E S A I
E I L T R S S E N H G U O T N E L
E B F C W E U D R E I R R A B X L
S A E E D T P I N O X R G E E A A
I R R L E I E E E S R O M E A O V
M E T F A E R E W O P L L I W K I
P N A E M A S T E R M I N D C L G
S L B D T S E E W N R N R R M M N
O U M I R Y N R L T E O I E E A E
N V O T S L S E M E E L N U R A X
A N C I M P E R V I O U S L N E A
A I I S R N S E I E L D R B E A Z
B A R R I E P I L A T E S K O P O

Barrier
Combat Reflexes
Defend
Deflection
Energy Shield
Impervious

Invulnerability
Mastermind
Regeneration
Super Senses
Toughness
Willpower

Note: Words can be horizontal, vertical, or diagonal

HEROCLIX WORD SEARCH: DAMAGE BY THE LE

Y M T C H C E F O L P R P G T E D B E P
W E M B E M U E T E T A P O R R I S H H
L N S A H P M O Y T S O N L T E L S E R
T A T E E C K I X R T R E O L D E E A O
N H N I N B N N E N H A N C E M E N T L
T A L S R S S E L E D R M A R X G K E S
I H G N R P T E P E G N A H C E P A H S
S L A P A E R M R T A P R S D M T E X A
G F Y O B F C S E E W S K C C E S W R P
B T S R H A H B P X S C O E C C U T N T
N L P R I I R P B S S M T T P L P I R T
X P T P P E L B A U B P E N G C P O R O
D B E K L D P C T A B M O C E S O L C W
L O R T N O C Y T I L I B A B O R P E O
O O E A I E E T L P W C S E N L T X E O
O N R I T B D E E B E T R T E T B E O O
S L N T R X A N F W E T U L T T A N P L
A L E O B P G U U E S R A O E E R P L N
N M T Y E K O X R S T O N C O Y I H G C
A I L O P E T X Y E P U G T E O E P H S
B A R R Y M A N I L O W I S S O C O O L

Battle Fury
Close Combat
Enhancement
Expert
Exploit Weakness
Leadership

Outwit
Perplex
Probability Control
Ranged Combat
Shape Change
Support

Note: Words can be horizontal, vertical, or diagonal