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MY NAME IS GIANT

by: Jon Loftus

Marvel HeroClix: Avengers sprang upon us with many new features- the set design, the reformatting of the dials to showcase rarity, and the redesigned booster that allows a more diverse selection of character types to be included in a standard booster. All of which were changed in response to 5 years of careful examination by Wizkids. Because of that last change we were able to see several Giants in this set, for the first time since Marvel HeroClix: Fantastic Forces! The Giants in Avengers span all four of the now well defined rarities.

Our lone Common Giant is the Young Avenger Stature. Cassie Lang is a second-generation hero, following in her father, Scott "Ant-Man II" Lang's path. She is new to her powers, and to fighting, but has a tremendous desire to live up to her father's legacy as a fallen Avenger

#011 R **Stature** Range: 0 /
Team: **Avengers** Points: 50
Keywords: *Teen, Young Avengers*

	9	9	9	6	7	8	8	KO	KO	KO	KO
	8	8	8	8	7	7	6	KO	KO	KO	KO
	17	17	17	15	15	16	17	KO	KO	KO	KO
	3	3	2	2	1	2	3	KO	KO	KO	KO

On the playability side, Stature is an interesting and useful piece. At 50 points she is the lowest point Giant figure to date. Interestingly, she starts with Plasticity which allows her to increase her ability to break away and to tie up other pieces even more so than a standard Giant. Plasticity forces opponent to roll a 6 in order to break away and lets the Plasticity user to Break Away on any roll but a 1 even better than the Giants ability which fails break away

rolls on a 1 or 2—still a cut above the standard break away rules. For Stature, the downside to this gimmick is that Plasticity is only on her starting click.

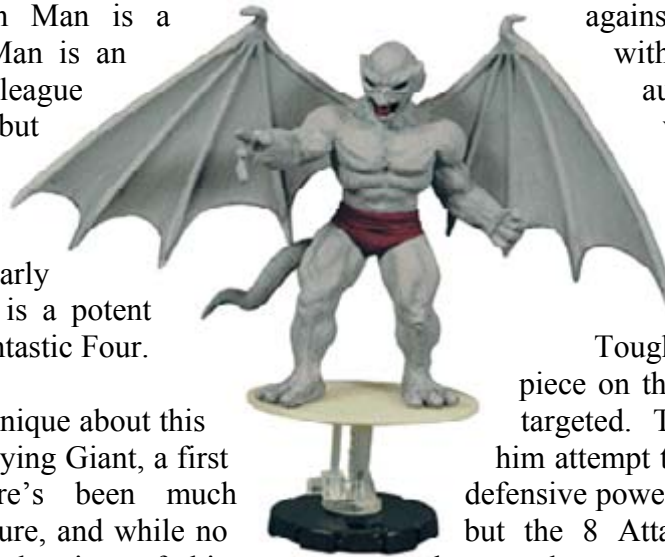
She also has a more standard "Giant" power, Super Strength on most of her dial. With just a single click of 3 Damage, and that on her starting click, this helps with increasing her Damage by +2 to break down wall and objects. The center of her dial has a "time out" of sorts where she regains normal size(via Earthbound) for a click, with a very mundane set of stats, followed by a "shrinking" click where she gains Super Senses and she decreases her size (and her Damage value).



Overall, this figure is well worth the points, if you can support the piece. The larger drawbacks are her lack of any damage reducing powers and her mediocre - for a Giant - Damage value. In an Unrestricted game Feats like Shake Off paired with Armor Piercing will greatly improve her ability to dish some Damage while exploiting that all too useful first Click, if you can afford the 70 point investment in your team.

The Uncommon rarity also has a single Giant figure, and this one is also something special.

The Uncommon Dragon Man is a flying Giant! Dragon Man is an android created by a colleague of Reed Richards, but corrupted by the malevolent alchemist Diablo! At over 15 feet tall with a wingspan nearly twice that, Dragon Man is a potent foe for even the entire Fantastic Four.



against the larger threat pieces with the natural 4 Damage augmented by an object when available. As he takes damage Dragon Man loses the great Impervious and Invulnerability assets but retains

Toughness to help keep the piece on the board while still being targeted. The center of the dial lets him attempt to peel through defenders defensive powers with the Psychic Blast, but the 8 Attack will make things a tough go, unless you can exploit some of the lower Defenses or have the luck of pairing him with a Probability Controller!

Dragon Man’s drawbacks include the hefty point cost, and the steadily diminishing Attack values. If you can invest 130 point into just one piece and still support it and cause damage with a secondary attacker, it could be a very worthwhile investment! In Constructed play, if your team can fit any Feats on it, Entangle may be useful to slow down your opponent when dragon Man has been knocked down to the last half of his dial, where Plasticity shows up.

The first thing that is so unique about this figure is the fact he is a flying Giant, a first for the game! There’s been much discussion about this feature, and while no official Errata exists (at the time of this writing) it has been deemed that Dragon man can pick up a friendly figure two spaces away to carry them and set the friendly figure down two spaced away! This stems directly from the fact that Giants have an extended adjacency to figures 2 squares away.

av020 E **Dragon Man** Range: 5 /
Team: **None** Points: **130**
Keywords: *Enforcers, Robot*

	8	7	7	6	6	6	5	4	4	KO	KO	KO
	9	9	8	8	8	8	8	7	7	KO	KO	KO
	16	17	16	16	16	15	15	14	14	KO	KO	KO
	4	4	4	3	3	2	2	2	2	KO	KO	KO

Now, right off the bat, this Dragon Man has what would be considered “typical” Giant features, a Damage Reducer, modest but efficient Attack and Defense, Super Strength and a powerful Damage (four in his case). Couple that with his Charge and the fact that he is a flyer and you have a well-optioned, highly useful beast of a figure at a mid-sized 130 points.

Also of note, the dial transitions from a mobile “pick it up and smash” figure in the front of his dial to a nasty “tie-up and smash” piece by the end of the dial. And in between these bookended close combat abilities he has Psychic Blast (his Dragonflame) and a very unique 5 Range. This allows you to have a figure that you can change tactics throughout the game. In the beginning he’s effective

The Rare slots have two Giants to look at! If you follow the internet claptrap you may very well have already read quite a bit about Abomination. Well, prepare to read a little more though there is little that can be added to this quite exhausted conversation.

The Abomination of the Ultimate Universe shares part of the origin with its mainstream (or “616”) counterpart. Instead of the Russian Emil Blonsky a scientist working with Dr. Bruce Banner, the Ultimate universe has Chinese researcher Chang Lam. Lam used note stolen from the research generated by Banner to recreate a version of his gamma powered Super Soldier Serum! The Ultimate Abomination does live up to his name. At a hulking (no pun intended) 25 feet, this beast is the Liberator’s counter to the threat of the Hulk. When push came to SMASH, however, he was no match

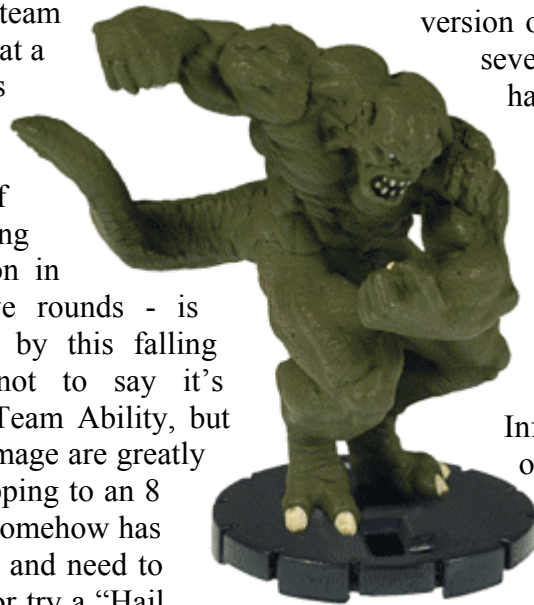
and lost not only the fight with the Hulk, but his head - literally.

av033 R **Abomination** Range: 0 /
 Team: **Master of Evil** Points: **150**
 Keywords: *Liberators, Monster, Scientist*

	8	8	8	7	7	7	7	6	KO	KO	KO
	9	8	8	8	8	7	7	7	KO	KO	KO
	18	17	16	15	15	14	14	14	KO	KO	KO
	4	3	3	3	2	2	2	2	KO	KO	KO

MASTERS OF EVIL™ (Team Ability): A Masters of Evil team member may be given an action when it has two action tokens on it. If it does, do not place an action token on the team member after the action resolves; instead, deal it 1 unavoidable damage. At the end of your turn, do not remove action tokens from a member of this team that has been given an action during that turn.

Two things are glaring at you when you see the Abomination’s Stats. First, he’s 150 points, one half of a standard team build. Second, he caps out at a 9 Attack and only keeps that for his opening click. On top of that, the benefit given by the Masters of Evil Team Ability - being able to push to take action in three or more consecutive rounds - is dangerously compromised by this falling Attack value. That’s not to say it’s impossible to utilize that Team Ability, but the chance to do 3 or 4 Damage are greatly reduced when you are dropping to an 8 or 7 Attack. If your team somehow has the edge, or you are losing and need to either recoup some points or try a “Hail Mary” play, I can see its use.



Without taking away from the piece, it is a pretty standard Giant. The Super Strength, the damage reducers and the high Damage values, all make it play like a 25-foot tall monster. His most redeeming quality is that high Defense on the first two clicks with Impervious! Even if your opponent hits you, you have that one in three chance to completely avoid the damage!



Now, I don’t wish to discourage folks from using this piece, there are plenty of reasons to use it. He makes a great addition to themed teams, has a fantastic Defense and the capability to take an action every round, and face it - the figure looks great! But all that said, carefully consider whether or not your ability to use him will be worth the 150 points!

The other Rare Giant we have is a brand new version of a character that has been made several time Giant-Man. True there has only been one other “Giant-Man” and that was the Ultimate Version not this classic version ripped straight out of early Avengers and his time in Tales to Astonish. But let’s face it, someone at Wizkids loves Hank Pym (as much as I do at least) - we’ve got LE versions in Infinity Challenge, an REV version of Yellowjacket in Fantastic Forces and the REV LE version of Ant-man in Super Nova.

Hank Pym started his heroic career out at the diminutive Ant-man, partnered with his girlfriend the Wasp. After mastering pint sized crime fighting, Hank conducted further experiments with the size altering “Pym particles” and discovered a way to use them to grow in size! Normally he was about 12 feet when in battle as Giant man, but he could grow to nearly 100 feet when needed, though his strength didn’t grow proportionally past that 12 foot mark.

Hank’s history with heroics is sketchy, at best. He’s had a history of mental instability, or irrational violence and afterwards a potent desire to become accepted back into the Super Hero-ing world 100%. A task made much for difficult as some opponents of Tony Starks see his as Starks very own lapdog, helping

incarcerate their colleagues during and aid in the conscription of the young heroes after the “Civil War”. But this piece is just Hank, when he was young and as adventurous as he was ambitious, an Avenger.

av038 R **Giant-Man** Range: 0 /
 Team: **Avengers** Points: **82**
 Keywords: *Avengers, Scientist, West Coast Avengers*

	8	8	7	7	7	6	7	8	KO	KO
	9	9	9	8	8	8	7	7	KO	KO
	18	17	17	16	16	15	16	17	KO	KO
	3	2	2	1	1	1	2	1	KO	KO

(Damage) Genius: *Giant-Man can use Perplex, but can target only himself or a friendly character within 4 squares and he can modify a combat value only by +2 with each use.*

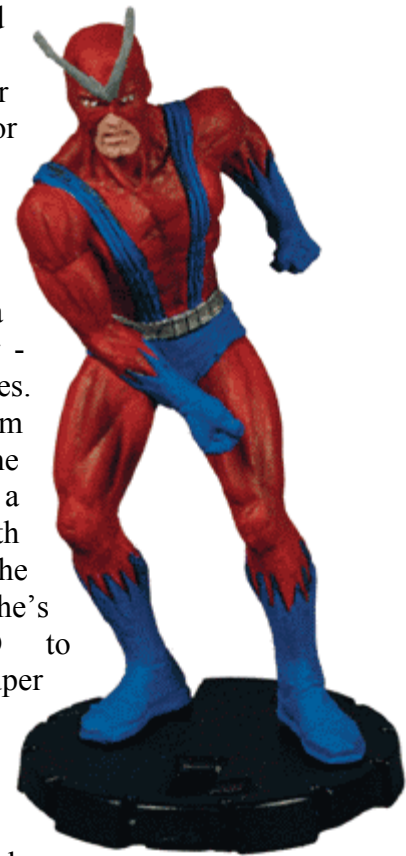
Again we see the trend that is common among the Giant Characters, high Damage, damage reducers and Super Strength. Giant-Man’s dial is different in the respect that three clix down, he loses his height and become a “smart guy”. His Special Power is exceptionally powerful. Much like the standard perplex ability, but only usable on himself and allies within 4 spaces, but the benefit is +2 instead on the standard ± 1. Dispite the fact that this is still restricted by the “Rule of Three,” it is a huge benefit!

After the three non-Giant clicks in the middle of the dial, Giant-man regains his Giant status, albeit with a diminished Attack value, but he picks up Perplex to help out either his teammates or himself for some late game shifting of Combat Values.

At just 82 points, and with several Theme Team Keywords, this makes Giant-Man a very potent addition to a team. The Avengers Team Ability makes him able to move up and still allow another action for a teammate. Not to mention the fun (and frustration to your opponents) when using this figure along with Thunderbolts in Unrestricted events. Also, he’s another Giant that can benefit from Armor Piercing, as his damage goes to 2 after a click of Damage and does not recover. And if you’ve attached Armor Piercing to him anyway

and your team can afford the additional 10 points, Giant-Man is yet another very good candidate for Shake Off.

Avengers also gives us a Super Rare Giant. This time it’s a new take on a previously done character - Hulk from the Ultimates. Just like in the mainstream Marvel books, The Ultimate Bruce Banner is a Scientist working with gamma radiation, but in the Ultimate universe he’s working for SHIELD to reproduce the long lost Super Soldier serum, to no avail. After combining the different techniques of gamma radiation and chemical serum he succeed in one respect, Banner creates a super human monster that is an unstoppable all powerful, Id-driven mass that wants two things Betty Ross...and to SMASH!



This Ultimate Hulk “2.0” differs greatly from the now retired version released in the Marvel HeroClix: Ultimates set. First of all he is a Giant, and follows the Giant figure rules. Second, he’s immediately usable in Hulk form. There are other differences, let’s forget about the “original” Ultimate Hulk , it’s time to focus on the newer Hulk and all his beastly beauty!

av055 U **Hulk** Range: 0 /
 Team: **Ultimates** Points: **187**
 Keywords: *Brute, Monster*

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

(Attack) Hulk Smash You All!: *Hulk can use the Master of Evil team ability.*

Note that he starts off with Leap/Climb, this overrides the Giant figure rules on stopping 2

spaces away from opposing figures, and lets him change elevations. It also provides another layer of protecting his mobility. You cannot Outwit a figure's Special Abilities, here I refer to the Giant Abilities, but you can Outwit Leap/Climb use the Dissent Feat to outwit the Ultimates Team Ability. With all those options at his disposal, your opponent will still be unable to stop you from getting where you want to go!

Even though the Hulk starts with Toughness, his high Defense as well as your opponent's knowledge that mad Hulk = strong Hulk really gives the figure an edge in the game. On his second through fourth clicks he gets Charge paired with first Quake then two clix of Super Strength. Observing the Damage value, one sees that this Hulk likes to put down his opponents fast and hard. Put an object in those attacks and he's dishing out 7 clicks, enough to cripple any piece if not KO it outright!

After the Charge he picks up Flurry. The only other "Hulk" to get this is the version from the 2099 set! Ultimate Hulk's Flurry is dishing out 4 clicks each and he can start the attack while holding an object (if he hasn't smashed them all by now). This is a case where Hulk could be KOing two different support pieces or already damaged pieces crippling an entire team with a single attack. Two other significant traits while he has Flurry, he also has Impervious, and his Damage begins to get lower (down to three).

The last three clix of his dial provide him with a Special Power, Hulk Smash you All!, with which he can use the Masters of Evil Team Ability. He also finishes these last three clix with a 3 Damage and Exploit Weakness. This provides him with ample ability to finish off the last straggling piece of the opposing team, or if in a more desperate situation, to press on with Attacks while his opponent is forced to pass.

This isn't to say Hulk is the "end all, be all" of the game, but he's powerful enough to give a



275 point figure like Ares a run for his money. And considering that this figure is an expensive 187 points, he's going to be the focus of the opposing team's attention. Support from his teammates will be needed in the form of Barrier generators, Probability Controllers and/or Incapacitators anything that can slow the opposing team and let Hulk get the first hits landed on their primary attackers. A piece with Outwit or Support would be helpful too, but Support users will have a hard time making rolls against Hulks pretty impressive Defense Values. You'll also have to be wary of Battle Field Conditions like Exhaustion, especially when using the Masters of Evil Team Ability.

The last downside to this character is that he has a very limited set of keywords, omitting the Super Team he is affiliated with. So there's no way to fit him onto an 'Ultimates' Theme Team, but there are possibilities for future, or perhaps older, sets to have these two very unique Keywords!

Avengers sets a new standard for diversity in game play with the inclusion of Giants, Transporters and the Duo figures, along with new combinations of powers and the inclusion of Special Powers. With so many Giants in this one set, one is hesitant to expect seeing another five in the next Marvel set, but there are plenty more Giant-Sized Characters to put onto our maps from both the major publishers and independent ones alike.

GIANT FIGURES REVIEW

BY JOEL "JOELDAD" LAPRESTA



Giant Figures are an enigma in the Clix world, not that many people use them, in fact, of all the speed (and size types) they are just about the last ones on the battlefield in most tournaments. The ones you do see are often fielded by a newer player or on a theme team who most of the time can't compete with the cheese. However, in rare instances, one will be fielded a player who understands what an awesome weapon these behemoths can be in the right hands and leaves the short guys with a rather large medical bill.

So, onto the reviews!

First up on the line is Giant Man (how fitting!) I included a few general usage tips for using Giant Figures with him, so if his seems longer it is because of the included overall Giant Strategy tips.

Giant Man

Set Released in: Mutant Mayhem (Marvel)

Pts: 109

TA: Ultimates

Range: 0]

Recommended Pt Total: 300-400 Pts

Giant Man's release was a bit of a head scratcher for many in the fan community. He debuted the new Giant Figure game mechanic, and many players turned their noses up to him and generally regarded him as a big target. This is a shame really, because under the right conditions Big Red can really shine on your team.

It is the best thing to use is plenty of Wildcard abuse with him. Using a load of see-stealth attackers and outwitters can be heavily annoying. I like to use utility figures like V Jinx, cheap attackers like V Silver Sable, and higher point guns like E Sinister Spiderman who can all take advantage of GM's team

ability.

A good combo of Wildcard abuse wrecks havok on your opponents attack line. Keeping the outwitters at bay is fun when you can see them behind their stealth wall.

Having a See-Stealth attacker is good for picking off TKers, stealth support liners, and creating general mayhem. V-Silver Sable and V-Dr. Light are great both offensively and defensively and suit this purpose well as lower-cost harassers.

It is usually a good idea to play Deep Shadows/Darkness with Giant-Man. If you are going to a tourney, use these BFCs when you can. With the range cut-down, GM will be much harder to kill than normal when range and TK are cut to 6, meaning an opponent can only hit you from a maximum of 6 squares away provided they don't have loads of perplex with Charge, Running Shot, HSS, Transporter Attacks, or Pounce. Those powers are the bane of GM's existence on the battlefield, and targets with those powers should be the first ones to be quickly outwitted or attacked with the harrassers.

The best Feat cards with GM would be to include a high mobility character, without the reduced range of Darkness, assuming your opponent has ordinary day or you already have used it, whatever, it is perfect insurance to keep others at bay. R Sinister Spidey is the best overall pouncer that is unretired at this moment, and Lockjaws are useful to provide some tie-up cover for GM long enough during prolonged tie-up procedures and 6 damage hits

with heavy objects and perplex. Perhaps even a Vanisher or Mockingbird would be able to hold off the advance, just to run interference.

Make sure you have other attackers besides Giant-Man. Swarm is nice, Mockingbirds, Lockjaws with cheap attackers, even guys like Titan and Ka-Zar are great for keeping GM hit free.

Remember, Giant Man is also a huge tie-up piece as well. This is important when considering potential targets for GM to plant. If there is a figure you are facing with no range is pushed, base them with GM, wait a turn or two, and then whap them with all your might.

You need the balance with GM. A quality ranged attacker, support figures, and appropriate tie-up figs are in order here. Leadership isn't really a problem in 300, but in a 400, a figure like Havok, or Sable will mean the difference between GM being covered, and him being swarmed. Barrier is also a great hedge of protection against marauding attackers. They will have to waste action knocking them down if they can, and also, the outwit will help to hinder any RCEers that might be predatory enough to knock down those wall.

Suprisingly, an outdoor map with Giant Man isn't suicide, however, an indoor map (preferably Sinister) is your best overall bet. A GM slowly advancing every other turn amidst the cover of Walls and Barrier could also be very dangerous. Especially if you have Pounce, transporter, or HSS or your own. A picked off danger here and there will make GM safe and sound, which is always a positive.

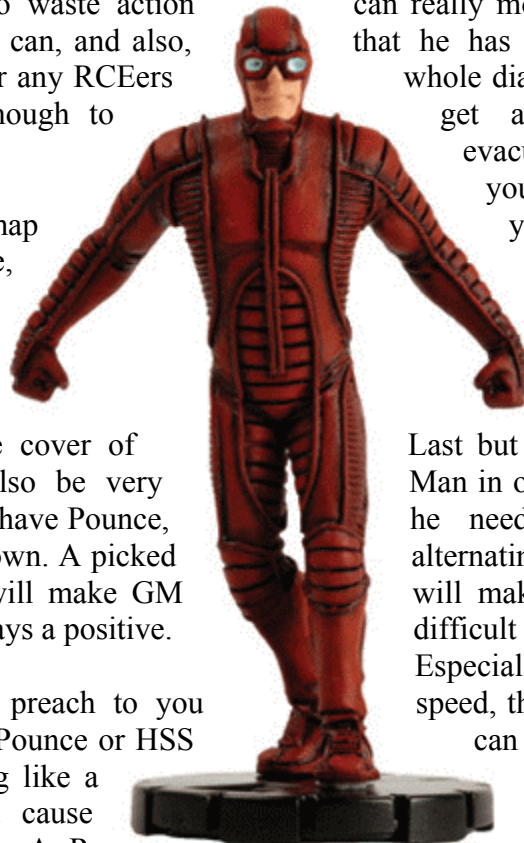
Mobility is key. I can not preach to you enough the importance of a Pounce or HSS character, or even something like a Mockingbird to tie-up and cause headaches will help greatly. A R

Green Flame or a R Lockjaw is the best Taxi in the game, and will ensure you have enough actions to move one of your Wildcards out into the field to have fun. The next turn they can fight off Flakk fire from opponents on GM.

I know it seems like you have to baby big red, but he is really a formidable figure when used correctly. The right positioning of this big guy will change the landscape of a battle quickly. Also, don't forget that he is an Ultimate, and he has Super Strength. That means GM also can have a 6 range with a light object of his own, or 4 range with a heavy to really clean house. The golden hit is nailing someone for 6 damage in close combat (Remember, up to 2 squares away, 35 squares!). That's not even counting perplex or a possible Haymaker, but the latter I wouldn't advise, doing damage to yourself with a Giant Man is heavily counter productive. So, no Haymaker for him.

Obviously GM is going to be a target. But with 12 movement and what is basically leap/climb (ignores outdoor blocking and hindering) GM can really move when he needs to. The fact that he has no less than 8 movement the whole dial means that you will be able to get a relatively easy breakaway- evacuation with the big guy provided you don't roll a 1 or 2. That is why you need PC as well, because having a 33% chance to miss breakaway and a less than stellar 10 attack, you'll need it.

Last but not least, do NOT leave Giant Man in one spot for more than 3-4 turns, he needs to be mobile. Constantly alternating Weapon hits around the board will make a counter attack much more difficult for your opponent to pull off. Especially when GM can move at 12 speed, the same that TK and basic range can allow for, so a perplex to keep him at a 13 speed will keep him that much safer as well.



Lastly, Giant Man could use some lovin' on the feat end. Protected is a great way to keep him, well, protected until he can get in position. Shake Off is also a consideration, but he isn't a prime candidate for it since he doesn't have nifty powers like Plasticity or an Damage Shield Candidate powers to use if you decide the Shake Off/Armor Piercing combo is worth it. Overall, I would skip it, but hey, it's your team.

So, a 400 Pt team using Giant Man:

E-Giant Man w/ ICwO and Protected (With Oracle on the Card, he is a see stealth/see over figures outwitter, very handy in the right situation)
 V-Jinx
 V-Silver Sable w/ ICwO and Taunt
 R-Green Flame (Mastermind fodder for SS)
 LE-Clarice Ferguson or R Songbird w/ Alpha Flight
 E-Mockingbird w/ Alpha Flight
 R-Dr. Mid-Nite
 U-Oracle on Card
 Franklin Richards Pog
 400

Instead of using the same cheap old tactics and figures, the Taunt Card provides a great distraction with Sable, Green Flame lends her free move, and Franklin is backup mastermind/tie up if Mockingbird fails in the line of duty.

400 Pt Theme Team with Giant Man:

E-Giant Man w/ Protected
 E-Uni. Starter Wasp w/ T-Bolts (Ultimates)
 V-Ult. Black Widow w/ Stunning Blow
 V-Ult. Cap America w/ Haymaker
 LE-Clint Barton
 398

This team features a small version of the Ultimates, with a decent amount of mobility and reasonably high stats. Since Giant Man is primarily tie-up in this situation, the Protected should help him shrug off an initial hit so his teammates can get in position. Wasp will

probably carry Cap and then have him charge out from behind her with Haymaker. Clint and Black Widow do their thing with the fire support.

Next up on the list, a wierd looking but very powerful grey guy, Awesome Android/Andy!

Awesome Android/Andy

Released in: Fantastic Forces (Marvel)
 Pts: 96, 125, and 131
 TA: Minions of Doom/Spiderman Ally
 Range: 6]
 Recommended Build Total Usage: 300-500

Awesome Android/Andy, the product of Mad Thinker's brain and a Fantastic 4 enemy turned good guy is quite the complete package. He is a wildcard Giant Figure, the first one made, and he has 6 range and all sorts of nifty powers the whole dial.

There are several things that are good about him: he has a long dial, consistent damage on all his clicks, and he is a figure that can hold his own even after taking a few hits.

Andy starts out with Super Strength and 2 damage reducer (either Invulnerability or Impervious) all 3 of his versions, so he doesn't shy away from contact as those in the NFL would put it. The middle of his dial sports quake, a consistent 3 damage, and at the end he gets CCE and Force Blast. While the latter combo is odd to say the least to be on the same click, don't forget that there are times when these powers are extremely useful. The CCE is always nice to smack the crud out of something for 4 with, and the force blast is great for knocking those pesky high defense KC figures into walls for 1 damage or just throwing the opposition away to shoot later or simply do it for survival.

Remember that Quake and CCE work 2 squares away, so don't be to much of a positioning stickler.

What you want with him is a similar set up to

Giant-Man, only since he is a Wildcard, put on a bunch of useful TAs, or just one or two, what ever floats your boat.

A 400 Pt Team with Awesome Android/Andy:

V-Awesome Andy w/ Protected
 LE-Sue Storm w/ Alt. Fan 4 ATA
 R-Sin. Spiderman w/ Pounce and Vendetta
 E-Songbird w/ T-Bolts (Batman)
 R-Jinx
 R-Dr. Mid-Nite
 Franklin Richards Pog
 Lian Harper Pog
 400

Not a whole lot in the way of numbers, but the cheese is pretty abundant. 19 defense and stealth on Andy combined with Spidey gives this team a bunch of mobility and a lot of damage in the right situations.

Theme teams with Awesome Android/Awesome Andy are sort of hard to do since he wasn't allies with either a large group of people or the people he was allies with aren't in Clix form, but this might work under the right conditions:

A 400 Pt Theme Team with Awesome Android, "Mad Thinker and his Machines":

U-Mad Thinker w/ Protected
 E-Awesome Android w/ Siphon Power (He is adaptive)
 V-Thunderball (Not a complete representation of Quasimodo, but has sort of the right powers and the range, plus MOE is a decent representation of rampaging)
 E-Human Torch (CT) (Represent the rebuilt Android Version)
 397

Not great as far as raw power, but not horrible, it has decent stats, pretty good powers, and a decent dose of mobility.

Goliath/Atlas

Released in: Fantastic Forces (Marvel)
 Pts: 94, 107, 125

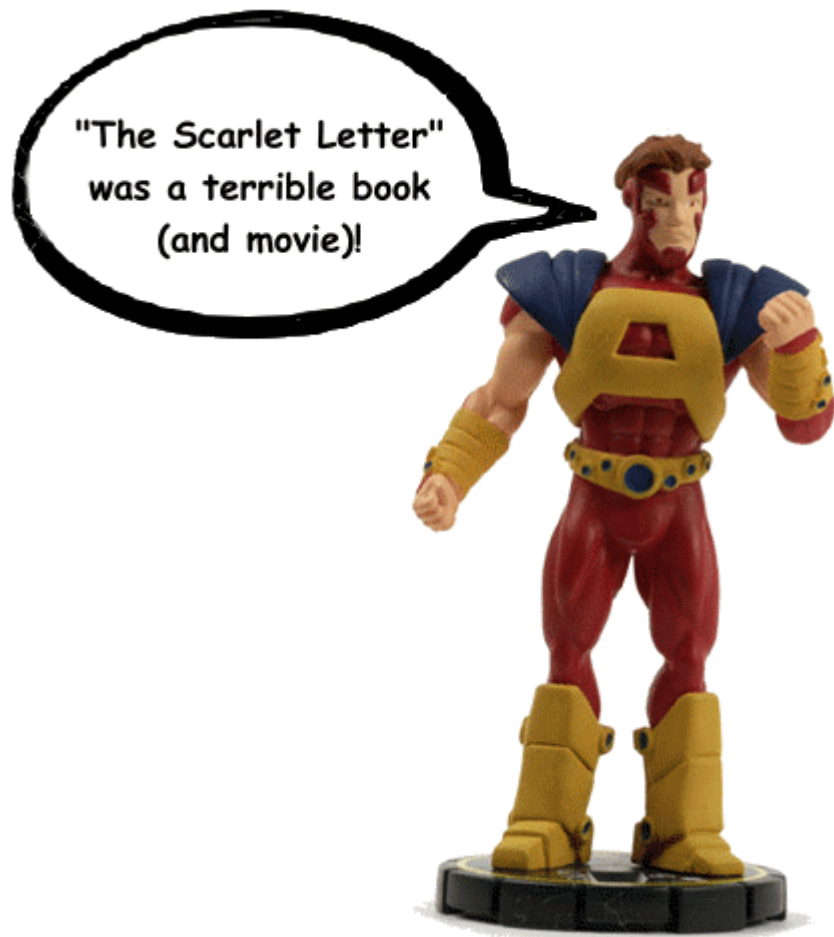
TA: Masters of Evil/Avengers

Range: 0]

Recommended Point Total Usage: 300-400

Goliath/Atlas is kind of like a melding of Giant Man and Steel. The R Goliath is a member of the Masters of Evil, and the E and V are members of the Avengers to represent his membership in the Thunderbolts. The Rookie is basically a cheap brick with no real special abilities besides Super Strength and the usual damage reducers and stats. Even his starting click is somewhat lackluster, but on an MOE team he can clean house alongside guys like Beetle and Shocker, but he is usually resigned to tie up duty.

The E and V are more along the lines of usability. The E and V sport decent stats, and charge/quake starting. They are exactly like Steel because of this combo with the 4 damage, but are more of a Giant-Man playing style with no range. Atlas doesn't need a ton of help on



the battlefield either, he starts with Impervious, and he is mobile and dangerous with solid attacker numbers on most clicks. The real beauty is when he hits charge/super strength, then he'll be doing a lot of damage (5, 6, etc).

He needs a good TA to back him up. This can be achieved by trading in his Avengers TA for something you can use the Thunderbolt Feat Card to change him to something more his style. With his no range and already good defensive powers, adding in a Batman or Mystics Team Ability to his power set makes for one heck of a challenge for your opponent when he has to contend with all that damage reduction and he has to either take a click for hitting him or use up important strategic shots and time trying to hit him in stealth.

There really isn't much to say for Atlas as far as a 'secret' strategy or quirky combo that really makes him great, his strength is his stats and high damage, and as long as you can help out his attack you should have little trouble fighting with him effectively.

A 400 Pt Team with V Atlas:

V-Atlas w/ Armor Piercing, Protected, ICwO, and Thunderbolts (Batman)
 V-Dr. Light w/ ICwO and Protected
 V-DR Jean Grey
 R-Green Flame (Taxi)
 V-Scarlet Witch
 R-Dr. Mid-Nite
 4 pts of your favorite Pogs
 400

This team is balance, balance, and a little more balance with Dr. Light handling the range duties and Atlas handling the muscle portion. Jean and SW can be taxied around by Green Flame for added attackers mid-late game, and we all know what Mid-Nite and the Pogs are there for.

A 400 Masters of Evil Theme Team with R-Goliath:

R-Goliath
 V-Mr. Hyde
 U-Baron Zemo w/ Inspiring Command
 R-Songbird w/ T-Bolts (MOE) (Is Screaming Mimi)
 R-Fixer
 E-Yellowjacket
 399

This is part of the team that attacked the Avengers Mansion, it has a decent mix of powers with Yellowjacket's tie-up, Zemo's running shot, and some TK to get the bigger guys in there.

A 500 Pt Unrestricted Original Thunderbolts Team:

U-Baron Zemo (Citizen V) w/ Protected
 R-Songbird w/ T-Bolts
 E-Atlas w/ T-Bolts and Movethrough
 E-Techno w/ T-Bolts and Nanobots
 R-Mach 1 w/ T-Bolts
 E-Meteorite w/ T-Bolts
 496

This team has a good bark to go with it's bite. With plenty of damage, a lot of Super Strength, and plenty of mobility it's no wonder they were successful originally.

Validus

Released in: DC Giants Collector's Set

Pts: 152

TA: Calculator

Range: 6]

Recommended Point Total Usage: 300-500

Validus is a odd looking figure, he is also the enemy of the Legion of Superheroes. He fires 'brain bolts' and his brain is partially exposed, not to mention he is a big guy with lots of high stats and in particular, damage.

This big guy is another combination Giant. He is like Yellowjacket and Awesome Android, only he starts with Charge and then goes into Running Shot. Validus also sports a plethora of

powers like Psychic Blast, Energy Explosion, plenty of damage reducers, but he does have low movement and the last 3 clicks of his dial are a bit bland.

Validus should never be underestimated. His dial is both jumpy and dangerous, but it is also consistent in that either one stat on his dial is either very good or they all are. His starting click is an example his balance, but his next two clicks sport Battle Fury, and while that isn't the end of the world because it's just those two clicks, it also means he is resigned to close combat duties for those two clicks, which really isn't that much of a problem. The next two clicks are jewels, the running shot and 4 damage with either Super Strength or Energy Explosion makes for one heck of a threat in the middle of his dial.

But, there is good news. He is a Wildcard, and he is long-dialed, a combo that like Awesome Android can make for a very hard opponent to have to take down. The best usage of him is to include either some pogs for Suicide Squad or have a high attack healer to keep him wringing his opponent's necks.

How do you make all this fit? Well, he is the most expensive Giant to date, so he won't really fit well in a 400 unless you drastically economize your team. So, I'll bump it up to 500:

V-Validus w/ ICwO, Armor Piercing, and Protected
 LE-Sue Storm w/ Alt Fan 4 ATA and Protected
 V-Enchantress w/ Camoflounge and ICwO
 R-Shadow Lass (Share the 19 to the non-wildcards)
 E-Songbird w/ T-Bolts (Ultimates)
 E-Icons Starter Batman
 R-Dr. Mid-Nite
 6 pts of your favorite Pogs
 500

This team focuses on helping out Validus in his conquest. With everyone on the team having 19

defense with Shadow Lass' help, you are looking at high defenses and high efficiency.

A 500 Pt Theme Team with Validus:

V-Validus w/ Siphon Power
 V-Emerald Empress w/ Nova Blast and Protected
 V-Persuader w/ Damage Shield
 V-Mano w/ Armor Piercing

Not great, but it can put one heck of a wallop on an unsuspecting team.

Colossal Boy (Also known as Micro-Lad)

Released in: DC Giants Collector's Set

Pts: 115

TA: Legion of Super Heroes

Range: 0]

Recommended Point Total Usage: 300-400

Colossal Boy is one odd cookie. With his starting L/C (to represent his flying) and defend (Which unfortunately only works 1 square away instead of 2), combined with Super Strength and 3 damage with perplex makes for one interesting starting click.

He is the first actual support line giant, where his defend and perplex can aid the team, instead of the team having to aid the Giant character. But, in all this, he does have his attacker uses.

With his starting defend, he is a prime candidate for some abuse with Ms. Sue Storm, but he also is 115 pts, meaning if you can pay 44 pts for a Shadow Lass or even 82 for Positron, it's better to do that if you rely on CB just for defend. But, this isn't to say you don't want him to use those clicks.

With all this nice feat usage, we haven't yet discussed the rest of the dial! CB goes into charge after his starting L/C, and with he retains that Super Strength, which brings up a familiar grab a soda machine and destroy mentality we all know so well. But, like I said, this is after he can get some use from Shake Off, so having him beaming people for like 5 or

6 is another nice feature. The end of the dial features perplex coming back and rather lackluster stats, but it's the end of the dial so it's no biggie.

Overall, CB is one nice all around figure, he has just enough finesse and power to get him through, and it more than makes up for any lack of range.

Putting together a strict LOSH theme team with Cosmic Boy is a bit of a hairy idea, so you may want to consider adding in a few futuristic inclusions such as Science Police and maybe E Origin Supergirl to give the team a TA to work with. Using figures from the new Legion starter will also help make a great team with or without Team Abilities.

Rita Farr

Released in: DC Giants Collector's Set

Pts: 76

TA: Outsiders

Range: 4]

Recommended Point Total Usage: 200-400

Rita is the 2nd cheapest giant, and in many ways the most useful IMO. She was built to be a Shake Off machine. With her starting charge and high defense of 17 with a 9 attack and 3 damage, this may not look like a whole lot, but that's just the start.

The 2nd click has an attack upgrade to 10 and speed downgrade to 6, but still with charge. The middle of the dial sports some CCE action, giving her a chance to do 3 or 4, depending on the click. The end of the dial sports plasticity and super senses, with a jump in defense back up to 17 at the end.

Not a bad package at 76 pts, but the real beauty is in her power combinations and stats.

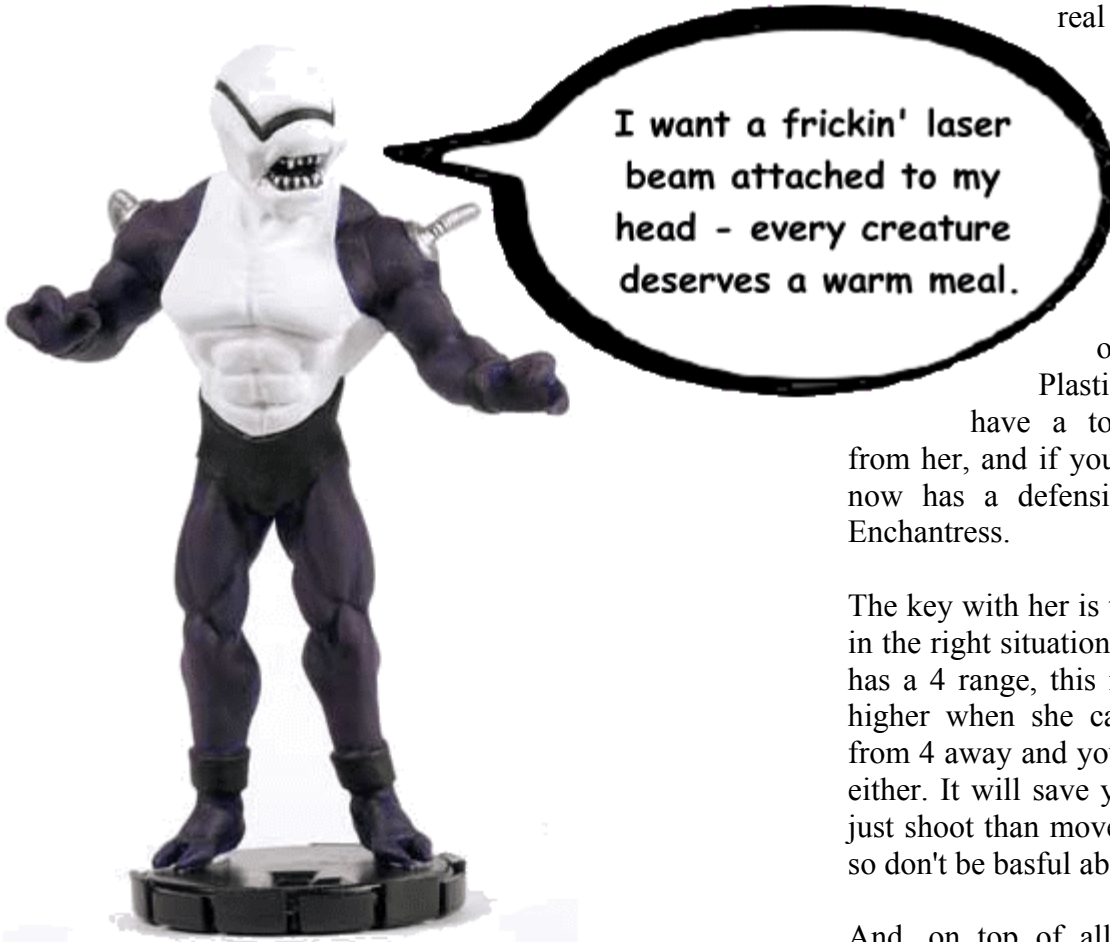
She is perfect for both Nanobots abuse, and for Shake Off once she hits that Plasticity.

What you want to do is create a no-win situation for your opponent. With her

Plasticity, your opponent will have a tough time breaking away from her, and if you slap Entangle on her, she now has a defensive gauntlet that rivals V Enchantress.

The key with her is timing, you have to use her in the right situations. Also, do NOT forget she has a 4 range, this makes her usefulness even higher when she can hit figures at any time from 4 away and your opponent won't expect it either. It will save you positioning time if you just shoot than move after eating a few objects so don't be basful about it.

And, on top of all this goodness, you have



Outsiders, quite possibly the most underrated team ability in HeroClix. The ability to stop Perplex, ES/D, RCE/CCE, Combat Reflexes (the +2 anyway), etc, makes her a saboteur of your opponent's powers as well.

So, do we understand one another on how deadly this little (well, big) retro looking girl is really?

A 500 Pt Outsiders (Although she was Doom Patrol) Team with Rita Farr:

V-Rita Farr w/ Shake Off
 V-Metamorpho w/ Armor Piercing and Auto Regen
 R-Legacy Batman w/ Vault
 LE-Prince Brion Markov
 V-Jade
 499

Not high on numbers, but the power is definitely there. Rita and Metamorpho cover the tie-up duties while Jade gets Batman and Brion into position for the sniping. An alternate version of the team could be taking out Brion for V Arsenal and E Katana, then with the 10 pts left you can take off Shake Off and put Trick Shot on Jade.

Gigantia

Released in: DC Giants Collector's Set

Pts: 108

TA: Injustice League

Range: 0]

Recommended Point Total Usage: 300-400

Gigantia, AKA the next distraction piece to take White Queens place (sad how some guys drooled), is not just on a team for looks. This giant lady has wreaked havoc on the Superfriends cartoon, Justice League Cartoon, and has repeatedly been a thorn in the side of Wonder Woman and the Justice League in comics as well.

The first thing you'll notice from a playability standpoint is that Gigantia is not a very heavy

hitting Giant after the first 2 clicks, the third is useful for both combat and team support.

Gigantia is a tough balancing act of support and power, you have to know when to risk her getting hit, and with her limited damage reduction she will take a good amount of damage. When she finally does get hit you will be sort of stuck with a piece with outwit/perplex with toughness/willpower with no range and no super strength. There are ways



of getting around this problem, particularly using feats and even just proper positioning will keep her in the fight for a relatively long time.

Gigantia has the offense a team needs up front with the support powers a team needs in the back. In order to take advantage of both, I would suggest you use a Brilliant Tactician Feat Card on her for when she uses her perplex it will help her wildcard or other IL teammates (Many IL and Society members are Wildcards so it's still all good) to have extra help in the stat department.

You are probably wondering if Shake Off is a good idea, I would say overall no because you don't exactly want her to go flying into the middle of everything from the start, that won't end well for the reasons I've already mentioned. However, if you reserve your Shake Off for a point in which you know you can use that willpower and outwit towards the end of the dial, you could tie-up and damage your opponent's mostly damage team towards the end of a game, and that is never a bad thing.

When using Gigantia, you need to use both ranged characters and one or two fellow tie up figures. One question mark with Gigantia is that while you can use the original IL team ability (i.e. not Society) to attack figures two squares away with fellow IL members around and only attacking for one action, that really only saves you one or two actions a turn, and in a battle of efficiency that you need to be careful in with Gigantia, it is best to use the Society Card as tempting as it is try the original (at least for me it is).

A 500 Pt Theme Team with Gigantia, AKA the Legion of Doom:

V-Gigantia w/ Brilliant Tactician and Protected
 E-Black Manta w/ Submerged
 V-Gorilla Grodd w/ Vendetta
 LE-Barbara Ann Minerva w/ Lucky Break and Vault

LE-Sinestro of Korugar
 LE-Len Snart w/ Stunning Blow
 Society Feat Card
 499

Interesting mix of figs to say the least, the team's major weakness is low attacks and not great defenses, but in tandem with a Brilliant Tactician at the right point and the Legion will do well.

If you don't have the LEs, you can replace the Barbara with V Icons Cheetah, Len with E Captain Cold, and then upgrade the Sinestro of Korugar to R after you take off Vault, Lucky Break, and Vendetta.

Stilt-Man

Released In: Sinister (Marvel)

Pts: 57

TA: Sinister Syndicate

Range: 4]

Recommended Point Total Usage: 200-400

Stilt-Man is a character that many hated the inclusion of, and really, he is the most usable Giant IMO, and the HeroClix Community is slowly starting to realize the terror that the tall guy can bring under the right conditions.

Stilt-Man is the anti-giant giant, he has none of the powers the others have except for Charge and Super Strength, which virtually everyone has. Stilt-Man's beauty is in his cost and in his potential. Is he your main attacker? I would hope not, but he fits in very nicely in a team that can capitalize on Stilt-Man's Team Ability, such as an all Sinister Syndicate TA team.

What Stilt-Man needs above all for him to work is a high(er) attack piece next to him to share with. If you just pounced with your LE Venom next to someone, your Venom is on an 11 attack, then you can charge with Stilt-Man and attack the same person and be next to Venom, it's very nice that way.

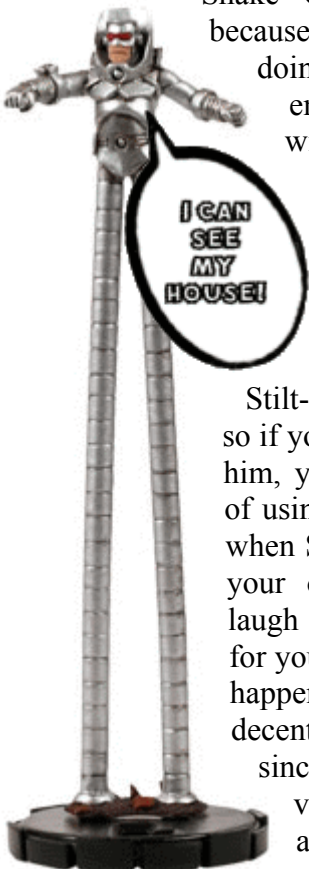
But, Stilt-Man should not be limited to Theme play by any means. He is great alongside high attack Wildcards like V Iron Fist and V Silver Sable, and in Unrestricted fights a R Taskmaster is all you need to get the bloodshed going.

Most people think Stilt-Man's first click is his only good one. This is a horrible oversight on their part. With his 2nd and third clicks being Incap and Energy Explosion combined with Force Blast, he is not a figure to shake a stick at if you still can give him a 10 attack or higher.

Stilt-Man's beauty also comes in basing large groups of figures. Sure, he won't last long if they are all in their starting clicks, but try basing them around the last 20 minutes and see the look on your opponent's face when he can't hit your Stilt-Man and he keeps getting wumped with him.

As far as feats, Armor Piercing is a good idea, Shake Off is also a consideration because breaking away with charge, doing one click of damage to enemy figures, then charging with a Dumpster and hitting them for 5 is way to much fun not to do. Best part about it is that you can keep doing it as long as your Dumpster isn't destroyed.

Stilt-Man's best feature is his cost, so if you throw like 30 pts of feats on him, you sort of defeat the purpose of using him. It's fun to do sure, but when Stilt-Man is only 6 clicks long your opponent will have the last laugh as he collects around 90 pts for your Stilt-Man, again, I've seen it happen. You could also get some decent use out of Repulsor on him since he can share the huge attack values from others and make it a viable option.



Basic idea with Stilt-Man, base your enemies with high attack Wildcards or Sinister Syndicate members, and when they are busy with them, charge with Stilt-Man at your leisure and do 5 or 6 with a Soda Machine.

A 400 Pt Sinister Syndicate TA Only Theme Team with Stilt-Man:

Stilt-Man is another Giant that is difficult to make a comic accurate team out of since he only teamed up with two people in comics and basically fought every major Marvel Superhero and failed, so I'll take the liberty of once again suggesting an all the same TA team.

- U-Stilt-Man w/ Protected and Nanobots
- LE-Venom w/ Pounce, Lucky Break, and Nanobots
- E-Hydro-Man
- V-Kraven
- R-Jack O'Lantern
- Rip It Up

Use a Separation Field Generator on your side of the battlefield and on the first turn move Stilt-Man and Venom through it to make yourself some Nanobots fodder for later. You can do this 2 turns in a row with Venom, but I wouldn't suggest you go to heavy on doing it because the last you thing you want is you Venom hit and based and you are pushed because you were making yourself some objects.

The same strategy applies, pounce with Venom, once he's on his 11 then gang beat people by following by a charge from Stilt-Man and Hydro-Man (Who's Defend is invaluable), try to keep Jack O'Lantern back until he hits his CCE then feel free to go basing so he can have a 10 or 11 attack and 3 damage, this also works for his starting click but doesn't happen as frequently since his range is only 4. Use Jack O'Lantern as Kraven's Taxi, they make a great combo.

Inside the Mox Box: Bigger and Badder

By Steve "Mox" Luzader



They say the bigger they are the harder they fall. Well, I like to say that the bigger they are, the more it hurts when they ram their fist into your face. This month, we're going to look at the biggest of the bad. Focusing on giant figures this month, it kinda made life easy here in the Mox Box. Thankfully, this month's article practically wrote itself, which is a good thing considering how busy I've been. So, anyways, no more excuses. Let's get right into it. Now we introduce the best of the best of the giant figures of the HeroClix universe.

Yellowjacket(V): The number of tricks possible with this figure is nearly sickening. While the stereotype of most giant figures is to get into a cluster and start swinging away, Yellowjacket plays a little differently. With a range of 6 and an opening click of Running Shot, he actually begins by running around the board and pummeling opponents at a hefty 4 damage per shot. He proves very durable, possessing five clicks of Invulnerability. Should you want to play the close combat version of the home game, he does push into some Charge/Super Strength clicks and later in the dial, returns with a pair of Charge/Quake clicks. Take it from experience, Quake plus giant figure equals tons of fun. He packs a lot of damage, only dropping to 2 damage on his final click. Nine clicks is a lot of longevity and even the final clicks pack Toughness. Two clicks of Incapacitate flush out the dial, but with his options, there may be little use for it. Let's not forget his most potentially nasty trick: He's an Avenger. Five extra points via the Thunderbolts feat card can turn that team ability into something really wicked. 144 points does seem like a hefty price, but played right, you can have him go a very long way.

Alloy(V): What happens when the Metal Men merge together into one colossal figure? The answer is Alloy. Ripped from the pages of Kingdom Come, Alloy is one of the cheaper alternatives for your giant figure, but still proves his worth. Alloy's weight is only 114 points, but that does come with the Kingdom Come team ability. Alloy's niche is his utility. While he does have most typical powers of giant figures, he shows his offensive skill in a variety of ways. Alloy starts with a very important 18 defense, but no damage reduction. That comes later. The initial click looks pretty standard with Charge and Super Strength. 9 attack and 3 damage is also pretty par for the course, but not terrible. His next trick is Flurry on the second click. Given all the adjacent targets, you can have your way. He does still keep the Super Strength and damage, but gains Battle Fury. Given the Flurry, you probably don't mind sacrificing the ranged combat for a few turns. The Charge will pick back up again, but now the Invulnerability kicks in, which means if he was a pain before, he'll be tougher to take down now. After seeing his attack spike to 10, it cuts back down to 9, but stays pretty stable from here. Two clicks of Shape Change will provide some amusement as you try to shake off your opponent's best efforts. Even still, he'll go through a pair of Blades/Claws/Fangs clicks for massive potential and end with three clicks of Perplex. With all those options, he provides a very different threat on many different clicks. While his natural damage isn't very high for a figure like this, the two damage clicks can be augmented by either Blades/Claws/Fangs or Perplex to supplement it. In the end, I find Alloy a solid pick.

Chemo(V): Staying inside the Giants Collector Set, we move to Chemo. He's 144 points of semi-translucent ugly. He's an odd mix of powers. He plays a close combat game, a range combat game, and can be one mother of a tie-up piece. First off, note that Chemo can really soak up some damage. He begins with a slot of Impervious and then has three slots of Invulnerability. He finishes with some Toughness and a little Regeneration, which, as you'll find out, can put him in some horribly nasty clicks. He has a half-dial of Poison, which can be pretty ugly if you attach a little Armor Piercing on him. Sadly, he can't Poison his two-square adjacency, but then he'd be freakin' ridiculous. After two opening slots of Force Blast, he has three clicks of Plasticity which he can use to isolate figures and then use his own combat skills or his Poison to whittle them into nothing. Speaking of combat, he can actually fight. He has only one slot of three damage, but he's got some help for that on other clicks. Clicks two and three show Ranged Combat Expert, with which you can use his eight square range for, or wait until clicks four and five for the Close Combat Expert and unload. And, yes, on that fourth click he has Plasticity, Poison, Invulnerability and Close Combat Expert, meaning he has incredible devastating potential here. His end dial is a little weak, though. Two clicks have Incapacitate, which isn't really terrible when you notice that Chemo has two targets when he makes a ranged attack. His final click is a Pulse Wave click, but with a meager 7 attack. You may almost be better trying to regenerate him into some combat clicks. With only eight clicks, you have the potential to maximize his regeneration to his third click. Chemo does have the Suicide Squad ability, which you can use either way in construction. One way is to have other Suicide Squad members or wild cards tie up figures with Chemo, so they have to whittle away the small fries and thus heal Chemo, or have Chemo take the punishment while his ability kicks in and heals all the other figures that you've been pushing to annihilate the enemy. Nice win-win situation.

Steel(E): Not a commonly played figure, given her rarity, I have still always believed she was worth more than a second look. Steel comes in a little cheaper than some of the heavyweights. At only 126 points, she'll be easier to afford in even 300 point armies. She's got a better starting movement than most other giants, with a 12 movement with her Charge. With her charge, she has Quake to really shake the opponent's boat early, capable of devastating chunks of their army at once. If you decide you need to focus a little more, she can deal 4 damage on opening click. She has rather hearty damage values most of the dial, and nearly all of them are augmented by other abilities. After two clicks of Quake, she has two clicks of Super Strength followed by four clicks of Close Combat Expert, so, regardless, she's almost always a threat for a minimum of four damage at any time. She does suffer some end-dial weaknesses such as shallow attack and defense values towards the end of her dial, so all that damage may not mean much if she can't hit, so either have some help or just keep her on more weaker figures. She can take some damage, with three Invulnerability slots and then ending completely in Toughness. Don't overlook her other game. Steel has a range of eight and actually has the Superman Team ability, so those bothersome Stealth figures and Batman allies aren't immune to her powers. So even if you're reluctant to immerse her in close combat, she can stand safely back and deliver four damage a pop until the fight finds her. And, it's never bad to be able to wild-card an X-ray ability. Given some clever play, she can actually prove her worth in a fight.

Hulk 2099(U): I covered this guy a couple of issues ago, but was still worth mentioning as one of the best giant figures available. Tough to get the ball rolling on, capable of destroying small armies in a single dial, able to regenerate to some devastating clicks. Enough said.

Atom Smasher(V): If you're looking for a giant figure with more fight and fewer tricks, then this is your man. He's one of those "surprise" figures. Those figures that suddenly

show some jaw-dropping numbers or powers right when you think they're finished. He doesn't look like much on the front. Charge, Super Strength and Invulnerability...standard brick package. Nice starting numbers with 10's in movement and attack and a 17 in defense, which is also good for sharing thanks to his JSA team ability. He keeps very healthy defense values until the near end of the dial, showing a lot of 17's and 16's. He keeps the Super Strength and Charge both for three clicks, before the Charge drops and he picks up Quake. His attack numbers drop early, showing a 7 at mid-dial, but spike again right at the end. On his final two clicks, Atom Smasher picks up Flurry and his attack spikes to 10 and 11, respectively. Again, his defense values are shallow, but, again, that's where he should be borrowing a fellow JSA's defense value. His final click does have a click of Willpower, which can be positively brutal with Flurry and the increase to three damage. Eight clicks doesn't seem like too much, but he's only 97 points, which means he's easily incorporated into your JSA army when you put other thunderheads like Hawkman or Shazam! on it.

While the selection is rather limited as of right now, I'm sure we can expect future sets and



specials to have more giant figures. Even the selection now shows a wide variety of combat specialties and powers across the spectrum. Other figures like Atlas have great close combat power while masterminds like Validus show a prowess in ranged combat. With their ability to have all kinds of support powers like Defend, Outwit, Perplex and more, there's still a good mix to be able to find what you want. They're not easy to play, that's pretty certain, so it takes a special kind of genius to get these mammoths to run the planet.

Launching in September, **Halo ActionClix** Series One will have more than 80 pieces, including Hunter Combat Pack, Warthog Pack and Banshee Pack. Packs include exclusive Halo 3 preview content. The series also features two main booster pack varieties – a \$10 pack (4 game figures, 4 stat cards, 2 die, rules and map) and an \$11 pack (5-figure blind pack with 5 figures, 5 stat cards, rules and map).





CHAMP TO CHAMP

An unabridged interview with two-time
Heroclix Champion
Corey aka Dr.Doom007

As many of you know Corey aka Dr. Doom 007 is perhaps the most successful player in Heroclix history. Not only is he formidable, but he hails from the most successful group of Heroclix players in the world, the Iowa based (of all places) Hawkeye Gamers Club. Directly after (I'm talking minutes), the end of the Philly Championship I had an opportunity to sit down with Corey and get a one on one interview.

His shaggy hair and build were not what I was originally envisioning one of the greatest Heroclix minds to look like. Then again, this is competitive gaming and the fact that he wasn't pushing 300 pounds surprised me a bit. Aren't gamers supposed to be Cartman size? The other point I was thrown off a bit by was how fast his brain worked. I got the feeling that he often knew where I was going with something before I really finished asking it.

I opened with an awesomely awkward question, perhaps being thrown off by my play in the finals, or was it the 7 hour old Philly Cheese steak that I was eating?

Cram: *So how does it feel that I won, only because I didn't have to play you?*

Corey: *How does it feel?*

Cram: *You so would have whooped me dude. (truth be told)*

Corey gives me an odd look, before realizing my brain was probably fried from the 5 solid hours of Heroclix and was asking him about the

tournament we just played.

Corey: *Well, I had some problems against Steve. I tried to take over the boat right away and I made one error, so Hawkeye wasn't able to get up on the boat and my other half of my team was on it. So I had to push the other half of my team just to get up there. And then it was down hill from there. I missed some attack. I couldn't Nanobots, because he ODED (Ordinary Day) my Debris. I Thunderbolted Serpent Society so I could get as many objects as I could absorb, so I wouldn't die from the poison.*

Cram: *Now, how long do you spend play testing your teams, before coming in on a Sunday?*

Corey: *Usually after tournaments in the Cedar Rapids, Iowa area (home of the Hawkeye Gamers Club), There are 4 of them each week, I usually head to 2 or 3 of them, sometimes one. I usually go after the tournaments and the last couple days before (Wizard World Philly) we came, we hung out and played for hours after the tournaments, working on our teams. Then maybe play some other games like Citedel or Horrorclix or anything. Just relax. In-between rounds we take a break. Then we study and think about what kind of teams will be out there and what hurts our teams the most.*

Cram: *How do you come up with your team in general? Do you have a general idea of what you want to see or what you think will be powerful?*

Corey: *Most powerful teams. Well, Emerald Empress. There was all those base team with Lockjaw and phasing. Flash and LAMP and whatever. I figured my Hawkeye team could handle all of those. One because of the boat*



and two because of Separation Field Generator, I figured I could keep Joker off my back. I could reach any point of the map from that boat. I didn't know what else could really hurt me except Crosswinds, which is why I played my Hawkeye team again.

Cram: You played in LA what is widely considered one of the most innovative and clever teams based on a map perhaps ever played. How did you originally come up with that kind of concept?

Corey: How did I come up with it?

Cram: Was it evolution or...

Corey: Oh, well first I always thought Hawkeye was a good piece, but I didn't know how to keep him alive. But eventually they came out with Protected, then Nanobots and there had been Armor Piercing and Thunderbolts. All these things started to stack up. It wasn't until later that I learned I could utilize the boat. Then I realized that Hawkeye could do it. A 1 man team could really do it.

Cram: Do you prefer that you now build for the map or do you like the randomness there was in the past?

Corey: I like both, but the randomness is nice so you don't have to worry about one team dominating the map.

Cram: So you think when you make it one map

it will be dominated by one or two different teams?

Corey: Sure if there is tons of stealth on the map you'll see a lot of stealth teams, if there is no stealth you'll see none. If it's open terrain you'll see just a ton of long range figures.

Cram: So its just team and counter team basically?

Corey: Yeah, pretty much. I'm just really, really glad this is the last tournament where you'll see Hawkeye, Lockjaw or anything like that.

Cram: Oh my god, no kidding. I am so tired of In contact. I can't wait for Lockjaw to be gone.

NOTE: For those of you doubters, even the competitive players HATE seeing the same teams over and over again.

NOTE OF NOTE: Die Lockjaw! DIE!

Corey: Yeah, I hate Joker. One of reasons I built this Hawkeye team is because I hate Joker so much. That is really the team I am always afraid of. So I just really wanted to SCREW that team over.

Cram: I think you probably successfully did that. That is why I was terrified to go up against you.

Corey: Yeah I really, really hate Joker. I like the character, I like the comic books, but Joker was just pissing me off for a long time.

Cram: So you basically built your team out of hate?

Corey: Sometimes (laugh). Well I didn't know what to build after Texas, I just always thought Hawkeye was good, so...

Cram: When did you start doing invitational's and how many have you done?

Corey: *I started at Chicago and did some prereleases before. Chicago 2 years ago,. This is my 5th con.*

Cram: *You've won 2 of them, got to top four once and...*

Corey: *Won fellowship once.*

Cram: *Laugh, and one Fellowship! Nice!*

Cram: *What were you playing?*

Corey: *I was playing Flash. The one I won with in Texas.*

Cram: *I always wondered how that Flash team lost, it seemed so solid.*

Corey: *The fellowship time I lost to the guy that actually won the event. He was playing Black Knight and Ghost Rider and a few other things. We we're playing on the Sinister Map and it was the Flash team. I Crit missed first turn, then beat down his team a lot. It took him along time to beat my Lockjaw. Near the end I was up on points and I could have ran, but I felt Super Senses was better (instead healing to a slightly higher defense) and he basically took me out from there.*

Corey: *If you've had one thing to attribute the mass amount of success you've had in Heroclix, what would that be?*

Corey: *Huh?*

Cram: *Why do you keep winning?*

Corey: *Well the one thing is having mobility with a team is key. Being able to be safe is key. Have both is pretty much awesome. But being*



aggressive is really good too. Be aggressive in a way that doesn't have you moving your team up to be killed. But don't go in a corner after killing a dog or a Pog and try to win that way, because that is really cheap.

Cram: *I think half of this is just about teaching me. Any of your Hawkeye Club team fielding anybody interesting?*

Corey: *Kang. We had a guy that couldn't make it fielding a really good Kang team. I think once retirement hits Expert Kang and Rookie Kang will be good.*

Cram: *What would you say the top three figures will be after retirement?*

Note this is before the Avengers set release



Corey: *I would probably say Shazam!, Rookie Kang, I guess the only real staple piece left would be Dr. Midnight.*

Cram: *Do you think you'll build theme after retirement.*

Corey: *Yeah, I'll definitely mess around with Avengers. Me and the boys will try to find something to exploit and stack a bunch of cards on him, or find a narrow loop hole or something. I have a friend Ttiplay (Hcrealm's handle) that is one of the most creative guys I know. He'll help me play around and I'm sure he'll come up with something brilliant or wacky.*

Cram: *Now for all the beginning players out there, what is the number one mistake that you see from new players?*

Corey: *This isn't a thing I see a lot, but it's*

something I do. I like tricking Emerald Empress into Nova Blasting. So I can Nanobots back to full and take her out.

Cram: So you kinda bait?

Corey: I give them the decision, I count it out, I don't make it that easy. I give them the decision to either Nova Blast me or have to go somewhere else or I'll snipe them down.

Cram: So to new comers you would say, "If it looks too easy, it probably is?"

Corey: Basically it's putting them into a decision that is good for them, but they don't really want to do,



Cram: So it's the poker quote; "It's about making a man, make a decision".

Corey: Yeah, yeah, that's it!

Cram: Thank you so much for your time!

Corey: Thanks a lot.

Good, Bad, I'm the Guy with the Clix

By Cramcompany

Edited by Gumpold

Questions, comments, sexually confused?
Email me at cramcompany@hotmail.com.

Please no hate mail

The new **Star Wars Ground Assault** Booster Packs, which will ship in October, add new ground and space *PocketModel* units from the Star Wars movies as well as a host of new playing cards.

Using cards and models from the original SWPM TCG release and the forthcoming Ground Assault expansion, players will be able to build their Star Wars forces with all ground units, all space units, or a combination of both. The premier ground unit introduced in the new expansion is the AT-AT, the giant Imperial "walker" featured in The Empire Strikes Back, but the set also includes a number of battle droids plus cards for the Ewoks and new cards featuring Obi-Wan, Darth Vader and Yoda.

The *Star Wars PocketModel TCG* combines elements of trading card games and collectible miniatures games by adding three dimensional vehicles, which can be punched out of cards and assembled (see "Star Wars PocketModel TCG"). Like the first SWPM release, Ground Assault Booster Packs will have an MSRP of \$4.99 and will contain 4-8 PocketModel vehicles to punch out, plus six random game cards, 2 micro dice, complete rules and assembly instructions.





Welcome to the first installment of It's Wicked Fun's House of Horror! It's Wicked Fun is a dedicated HorrorClix gaming group in Morgan Hill, CA and each month we'll present and analyze some new House Rules for HorrorClix that have been discussed on the various online HorrorClix forums. We're big fans of minions and were disappointed that no new minions were offered in Freakshow, so we've remedied that situation by creating Carny minions. Additionally, one of the hot topics after Freakshow's release has been Cabal Leaders and whether or not there should be more of them. We've come up with a House Rule system to transform existing Unique monsters into Cabal Leaders using homebrewed Plot Twist cards.

Carny Minions-

Carny minions are created in the same manner as any other minions, via the use of a Subplot card.

Subplot: One Of Us

The freaks accept a victim as one of their own.

All Carnies you control gain the following power: One Of Us
Whenever a friendly Carny slays a victim, instead of placing the victim on the monster's card, you may choose instead to remove the victim from the map and place a Carny Minion token from outside the game in an empty space adjacent to the slayer. The Minion is friendly to you.
If you have any friendly minions in play at the start of your turn, you get an extra action that turn which can be assigned only to a friendly minion.



Carny Minions have the following combat values:
Movement: 6
Attack: 8
Defense: 15
Damage: 1
Range: 0

General Cabal Leader Card Rules-

A Cabal Leader is a new type of Plot Twist card. Unlike the majority of Plot Twist cards, a player can play a single Cabal Leader card only during his or her Preview phase. Also, unlike other Plot Twist cards, a Cabal Leader card is not removed from the game after it is played; it stays in place until the monster named on it is removed from the game. You may have more than one Cabal Leader card in play at a time, but may only receive the benefits of a single Cabal Leader power (from either a card or a figure) each turn. Unlike existing Cabals, whose members are defined by having the cabal symbol on their base, those created by the playing of a Cabal Leader Plot Twist consist of all friendly monsters of a Class specified on the card itself.

Freakshow Cabal Leader Plot Twists-

Cabal Leader: Ringmaster

Ringmaster gains the cabal power: Gobble Gobble-
When 2 or more friendly monsters with the Carny class are adjacent to an opposing monster all damage dealt to that monster by a Carny is penetrating damage.

Cabal Leader: Wacko Jacko Lantern

Wacko Jacko Lantern gains the cabal power: Swarm-
Once per turn, when a friendly Zombie is given a Move Action, a friendly Zombie adjacent to it may move along with it as a free action.



During your preview phase, as a free action, you may deal 2 unpreventable damage to a friendly Hellspawn and heal an adjacent friendly Hellspawn of 1 damage.

Cabal Leader: Bogeyman

Bogeyman gains the cabal power: Out of Nowhere-

Once per turn, an unblooded Killer friendly to Bogeyman may Frenzy as if it were blooded.

Cabal Leader: Elephant Man

Elephant Man gains the cabal power: Scare Tactics-
All friendly Nightmares get +1 to their attack value against Guardians.

Optional Additional Rule-

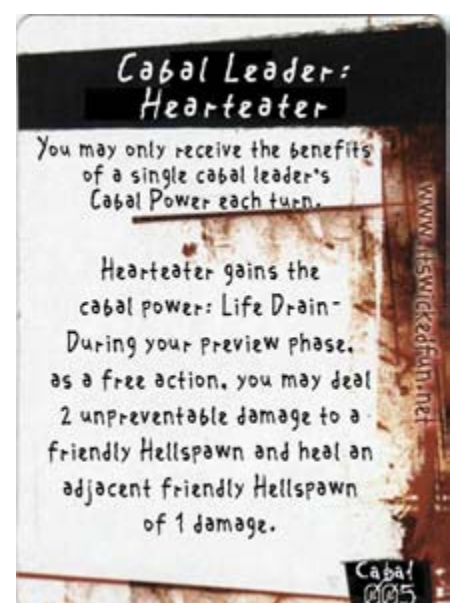
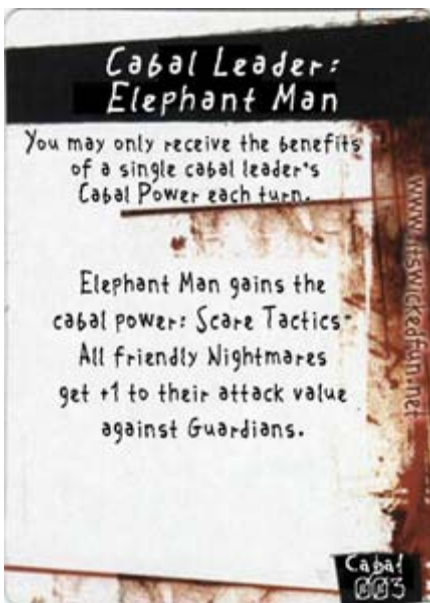
There was some debate amongst our group about the balance of these cards considering it is assumed that a monster having a Cabal Power costs more points as a result of that power. Since the point formula is considered a trade secret, there was no solid way to prove or disprove this theory. However, if it is a concern amongst your play group, then we have created a system to replicate this cost. Require any player wishing to use one (or more) Cabal Leader Plot Twists in their crypt to reduce the size of their army by 5% of total build (5 points per 100) for each Cabal Leader card included in their crypt.

Cabal Leader: Snake Charmer

Snake Charmer gains the cabal power: Entangle-
During your Preview Phase, you may give an action token to a friendly Beast that has fewer than two in order to give an action token to an opposing monster.

Cabal Leader: Hearteater

Hearteater gains the cabal power: Life Drain-







WizKids announced an agreement with Disney to produce Disney's **Pirates of the Caribbean PocketModel** trading card game, set to release in October. The agreement allows WizKids to use content

from all three movies and the PocketModel format allows players to build 3-D pirate ships from pieces punched out of a styrene card and use movie characters and action scenes on the cards to play the game.



Each game pack (MSRP \$3.99) will include two ships to build, one island/terrain card, a treasure or crew card, a rulebook and a die. The Disney's **Pirates of the Caribbean PocketModel** game will be available through hobby retailers, Target, and Wal-Mart.

The **Pirates of the Caribbean PocketModel TCG** follows on the heels of the recently released *Star Wars PocketModel TCG* which launched in June (see "'Star Wars PocketModel TCG'") and both games follow in the wake of the popular *Pirates Constructible Card Game* which has sold 20 million ships since 2004.

HeroClix Makeover: Rebuilding Captain Atom

by Peter Wort



When Bill Rock asked me to mod a Captain Atom from ION# 10, I was a little daunted. The artist for that issue likes to use hints of structure for the armor that the character wears, much as he plays with the colors and starfield patterns on ION's uniform. Also, there are few direct counterparts to the armor depicted (see photo#1), in clix form. The helmet is reminiscent of Baron Zemo's headgear, but I wondered whether it might be possible to create a similar effect with a less hard-to-get model. With a copy of the comic in hand, some tools and a pile of not only HeroClix extra figures, but also Star Wars Minis and some Mage Knight figures I still had lying around, I set to bashing together an

interesting mod. I took some photos to share while I did so.



Photo #1 Depicts the character in a frontal pose, with good details of the helmet, the pectoral armor, the collar and the top of the utility belt. In addition to the boots not shown here, these are all distinctive figures I would have to show on the final product.

Photo #2 illustrates some of the tools and parts I had to work with. The plastic from all of these pieces makes excellent modding material because it bonds well with gap-filling cyanoacrylate glue and cuts and shapes well with an Exact-o blade.



Some of the figures here were not used, but gave me ideas as to how I was going to fit the final model together.



Photo #3 shows my best find out of the above figures, a Mage Knight Royal Pikeman which has a high armored collar, which could be shaped into the neckguards from the picture of Captain Atom. The greaves (knee guards), are shaped about right although the boots need to be beefed up a bit. Also, there is no utility belt, nor the defined abdominal muscle detail that is hinted at in the comic illustration. These would have to be cut from other models and spliced in. Also the arms need armored gauntlets and there is the matter of a helmet.



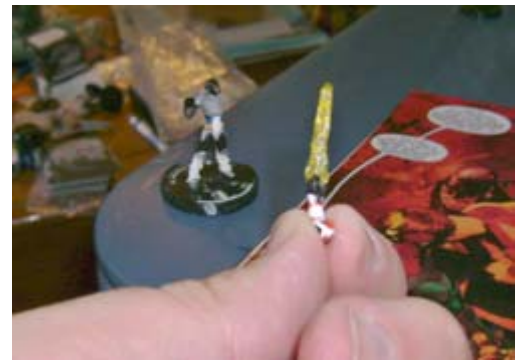
Photo #4 shows me removing the braid of hair from the back of the armor. I have long since removed the head of the model, looking to replace it with a Mach 1 head from Sinister, after a little trimming with the knife. After removing the braid, I cut the upper torso from the figure and went to work on the lower torso.

Photo #5 I am applying putty to the boots to thicken them and change their shape to closer fit the comic photos. I am still learning how to use this material most effectively, though I was well pleased with the ease of application.



Photo #6 The lower torso from an Obsidian model will make a nice addition to the figure. I took the base for the flight stand for Captain Atom also. I took the utility belt from Armor Wars Spymaster to insert between upper and lower torso, and took the right arm from the Mach 1 model that also provided the head to add as well.

Photos #7 and #8 I wanted to add something dramatic to the figure, and so for the left hand of the model I removed the open hand from a Star Wars minis clone commander, and made a jet of flame from part of a Sinister Techno model. As you may be able to tell from the photos, I have already assembled the rest of the model and applied more putty to make the large center segment of the utility belt with more putty. I also shaped and attached the helmet to the figure.



As you may be able to tell from the photos, I have already assembled the rest of the model and applied more putty to make the large center segment of the utility belt with more putty. I also shaped and attached the helmet to the figure.



Photo #9 It's all over now but the painting. Here you can see the Metallic Blue, Gold and Gunmetal finish on the model. I also added some black lining around the boots and belt buckle to make it stand out better from the other colors. I used bright silver for the eyes and white for the pupils.

Photo #10 And there you have it. 35 minutes later, we have the dimension-hopping hero ready for action!

Photos and Essay by Peter Wort



THEMES LIKE A GOOD IDEA

BY ROB 'SLVRSR4' PETERSON



Hello loyal readers! Welcome back to your one stop shop on all things theme. This month, Critical Hit is focusing on a few facets of the game that tend to get overlooked or neglected in HeroClix. Our main focus is on giant figures and characters that rarely see the light of day. You know the ones. I'm referring to the characters that you push to one side of your tackle box to get to the old standbys. Instead of sending them off to the island of misfit HeroClix, I decided to break out a theme team comprised solely of these booster pack rejects to show you once and for all that it's not how good or popular a character is, it's how good a character can be if given a second look. I definitely had a lot of choices for figures to include in this issue. The percentage of figures that the public considers to be "good" is generally smaller than the percentage of "bad" figures. If there is one thing I have learned in my five years of playing HeroClix, though, it's that a figure is only as good or bad as you make it. I've seen players use the most God awful figures made and come out victorious because they cared about that particular character or piece. To my astonishment, I even witnessed a person who played an entire Black Manta team one time and...well, that is a bad example. He lost that game. Black Manta never wins, kids. You get my point, though. Sometimes playing your favorite characters, whether they are considered to be bad or good, is more of a competitive edge than anything else that you can bring to the table.

When I was growing up, there was one team of villains that I thought were the coolest villains ever. They captivated my young mind, and I became a fan of them from that point on. I was ecstatic when I found out that they were not only going to

be made, but were to get their own team ability when the "Ultimates" set released.

Much to my chagrin, though, they would turn out to be some of the worst characters to grace the plastic that they were made out of. If you haven't figured it out yet, I am talking about the Serpent Society. I thought to myself, how could this be? I have read from various sources which include comics and old trading cards that the Serpent Society are known for their uncanny teamwork (especially for a team of villains) and are incredibly dangerous. Why are they so awful? To add insult to injury, Wizkids has only made four characters from this team, and haven't made any new members in the past three sets! I'm sure you could see why I would be perplexed by this. Despite my woes about the plight of the Serpent Society in HeroClix, I have made a theme team around them several times, and much to my surprise, they did pretty well. This all goes back to my previous statement about playing with characters you care about. I have had to take a few liberties and make some substitutions and/or additions to the team to make it more rounded out and viable, though. By adding such characters as Copperhead, Hecate, Kobra, or Constrictor, I have been able to replicate some of the greatness of the Serpent Society while still keeping the snake theme intact. Granted, nobody that I just listed has ever been a member of the Society, but they work as a close facsimile to characters that have yet to be made.

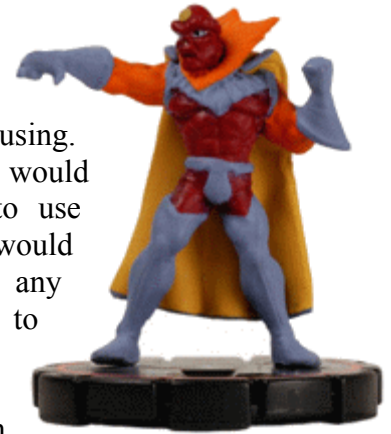
As I have stated, your choices for who you are going to use to make this team are pretty much already defined for you by the lack of characters made to represent them. The good news is that all of the

Serpent Society members that they have made have rookie, experienced, and Veteran versions to choose from. Everybody but Asp has a limited edition version of them too. Every member has a very economical cost to them, so they are easy to fit into a low point team. The team ability they were given was also kind of lame, but it does help them get positioned on the field fairly easily. It gives everyone who has it inherent Phasing/Teleport when they move. It's not a game winning team ability, but it has its uses. It is probably not a team ability that I would ever use the Thunderbolts feat card or the Mercenary feat card to obtain.

Since we are on the topic of feat cards, let's go over the cards that work best to give this team of snakes a little bit more advantage on the field. Though they were generally made to be one trick ponies, the Serpent Society can gain a little more power through the employment of feats. Here is a rundown of the feat cards that work for the actual members of the team as well as the stand-ins that could be used to flesh out their ranks.

Sidewinder (Rookie, Experienced, Veteran) – These three versions of Sidewinder aren't really designed to be attackers. His purpose is much more of a tactician and leader. I would suggest not trying to shoehorn him into anything other than what he wasn't designed to do. You could make him a second or third tier attacker if absolutely necessary by using cards such as In Contact With Oracle, Armor Piercing, and Protected. These cards have no prerequisites and help anybody you put them on. If you are using the Serpent Society as a team, you probably won't be playing that large of a point total, so spending 20 points on Tactics to gain one extra action wouldn't be worth it to me. These versions also aren't enough points to

justify using Inspiring Command because he will be one of the lower costed figures you will be using. The route I would go with would be spending 20 points to use Saboteur on him. This would severely handicap any Wildcard teams you were to face by making it so they could only copy the Serpent Society team ability.



Seth Voelker (Sidewinder LE) – This version of Sidewinder brings a lot more to the game. I would say it is still not worth it to play Tactics or Inspiring command on him. The wisest thing to do with this version is to take advantage of the newly acquired outwit power. You could put Thwart on him and outwit your opponent's feat cards. You could also put Dissent on him to outwit team abilities. The only problem with spending that many points on him to do either or both of those two things is that his outwit isn't front loaded. You will either have to push him to get to outwit or hope you take the right amount of damage without dying. This is where my other suggestion comes in. You can put Passenger on him for five points and use him to carry your other figures into battle. This will also give him a click of damage each time you use it which will help you out twofold. If you choose to, you could also put Nanobots on him to help you control where he is at on his dial.

Anaconda (Rookie, Experienced, Veteran) – All three versions are basically good for two things. They tie up the opponent and they use their super strength to put the hurt on them. I would suggest Entangle on any of the three versions as it will help you avoid attacks once you base your opponent. Submerged could take

advantage of her aquatic movement if you have the benefit of playing on a map with water terrain. I would put Rip it up on her, but it becomes less beneficial with each weaker incarnation of her. Nanobots would be good to put on her to keep her on her super strength clicks.

Blanche Sitznksi (Anaconda LE) – The LE version of Anaconda is basically the same as her REV version, but there are a few differences. The benefits include more super strength and toughness, but the drawbacks would be the loss of her team ability. I would suggest all of the same feats that I did for the REV versions. Rip it Up would be much more effective since she has more super strength.

Princess Python (Rookie, Experienced, Veteran) – This piece does one thing and she does it very poorly at that. The only power on any of the three versions is incapacitate. Ordinarily I would suggest using Stunning Blow on someone with this

power, but I generally only use this card if the chosen character has a damage of three or higher. I wouldn't waste points on giving her feat cards, but that is ultimately up to you.

Zelda Dubois (Princess Python LE) – For an extremely economical 21 points, Zelda has so much more to offer than her REV versions. This version has Plasticity and Blades/Claws/Fangs. Used correctly it can be a deadly combination. I would put entangle on

her to give her more of a chance to evade attacks once you base your opponent. She does lose her team ability, so I would use the mercenary feat on her to give it back to her.

Asp (Rookie, Experienced, Veteran)

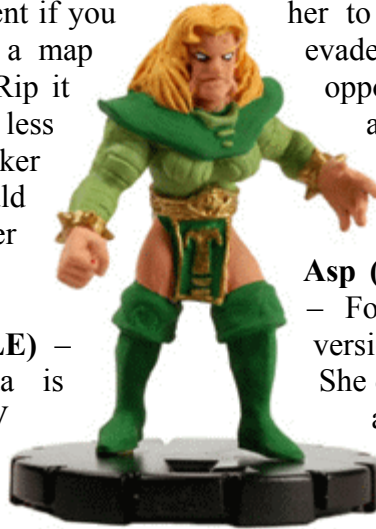
– For me, the best aspect of any version of Asp is her psychic blast. She does have some poison clicks that appear with greater frequency as her levels increase. If you have the points to spend, Armor Piercing can always help out a character with poison. Toxic Burst is also a possibility to add to the mix and make the poison even better, but you will probably want to avoid taking the damage that this card would do to Asp. If you really wanted to do it, though, I would add Nanobots also to keep her as close to the top of her dial as possible.

Copperhead (Rookie, Experienced, Veteran)

– The rookie version is a good candidate for stunning blow with his opening incapacitate and three damage. Entangle would be an excellent choice to help him avoid close combat attacks if your opponent can get past his amped up defense granted to him by combat reflexes. Due to a lack of damage, I would lose the stunning blow for the experienced and veteran versions and put nanobots on them instead to them as healthy as possible. It will be beneficial to keep the Veteran on that opening click of 18 defense.

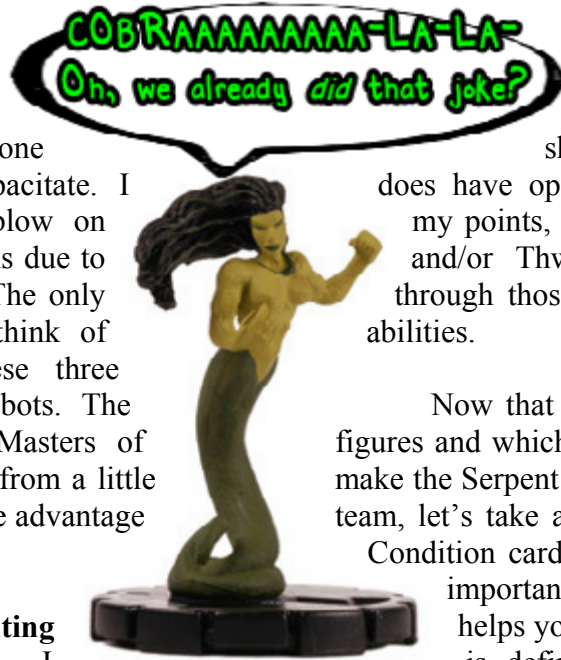
Kobra (Rookie, Experienced, Veteran)

– The only two feat cards that I would possibly put on him would be mental shields and/or compel to let him avoid feedback damage and use mind control on his own figures respectively. Other than that, he isn't a great figure to spend feat points on.



Constrictor (Rookie, Experienced, Veteran)

– All three versions are good for pretty much one thing, and that is incapacitate. I wouldn't put stunning blow on any of these three versions due to his low damage values. The only card I would possibly think of putting on any of these three versions would be nanobots. The experienced version is Masters of Evil, so he could benefit from a little healing if you were to take advantage of his team ability.



shields, but I wouldn't bank on her getting to those few clicks where she has that power. She

does have opening outwit, though. For my points, I would rather put Dissent and/or Thwart on her to help get through those irritating feats and team abilities.

Frank Schlichting (Constrictor LE)

– I wouldn't vary at all on the feats that I put on Frank as opposed to the feats I put on his REV versions. He can lend his 10 attack to Copperhead, and his 16 defense with the defend power may not be remarkable, but it could help out in a pinch. Both are decent reasons to use nanobots to keep him at the top of his game.

Now that you have an idea of what figures and which feat cards you can use to make the Serpent Society a more formidable team, let's take a look at which Battlefield Condition cards work for this team. It is important to choose a BFC card that helps you more than it hurts you. It is definitely possible to have a BFC be the deciding factor in a game. I recently played a tournament where I had four figures with no team abilities. I used the Disassembled BFC to remove any team abilities the opponent might have, and he had a team based on the Power Cosmic and CSA team abilities. It leveled the playing field since he was now not able to use either team ability. For the Serpent Society you will want to look for a similar card that will give you an edge just like I had previously mentioned. Here is a short list of Battlefield Condition cards that I selected that could be just what you need to put the finishing touches on your team:

Hecate (Unique) – She is going to be the powerhouse of your team. She really doesn't need a whole lot of help from feat cards, but there are some you could use. Like Kobra, she could benefit from compel and/or mental

UNIQUE HECATE

COST: 120 RANGE: 0' INDYCLIX

No Affiliation	1	2	3	4	5	6	7	8	9	10
SPD.	10	9	8	8	7	7	6	6	5	KO
ATT.	9	9	8	8	7	7	6	6	6	KO
DEF.	16	15	15	14	14	13	13	12	12	KO
DAM.	3	3	3	3	3	3	2	2	2	KO

Atlantis rising: I bet you're thinking...WHAT?! How could this card help me? Well, let me enlighten you. The majority of your team has either aquatic movement or phasing granted to them by their team ability. They will remain relatively unaffected by this card while your opponent will be slowed down to a crawl. Positioning could be a game breaker with this team. You will notice more choices of mine have to do with positioning.

Darkness: This team has a serious shortage of range. This card would level that playing field by limiting your opponent's range as well.

Inertial Interference Field: The Serpent Society have no move and attack powers, so why should your opponent benefit from having them? You're going to have to use actions to gain positioning, and if you allow your opponents to use their Charge, Running Shot, and Hypersonic Speed to their fullest potential, you are going to be stopped before you can start.

Isolation: Though you do have the ability to share defense, it isn't really as helpful as someone who is running a team that has the ability to share massive attack and defense numbers. What you lose will be far outweighed by what you gain from this card.

Poor Teamwork: With no Telekinesis on your team, positioning is once again a factor. Don't let your opponent get the drop on you if you can avoid it at all.

Power Dampening Field: This team lacks the ability to do high damage. As it is, you're going to peak out at about what this BFC will allow anyway. This card will infuriate an opponent who has sunk the majority of his points into a large point cost bruiser who can now only do a maximum of three damage.

**“Ten Figures I Love, and you should too”
By: The Le (pronounced Tay Lee)**

1. Unique Amazo (Cosmic Justice)
2. LE Wonder Woman (Origins)
3. REV Shi (Indy)
4. REV Tomoe (Indy)
5. REV Abbey Chase (Indy)
6. Shang-Chi (Avengers)
7. Unique Ambush Bug (Collateral Damage)
8. V Joker (Legacy)
9. REV Hand Ninja (Universe)
10. EV Kabuki (Indy)

Here is the final lineup to my Serpent Society theme team:

Frank Schlichting – 63 points
Anaconda (V) – 62 Points + Entangle (8 Points) = 70 Points
Asp (V) – 39 Points
Seth Voelker – 38 Points + Passenger (5 Points) + Nanobots (10 Points) = 53 Points
Zelda Dubois – 21 Points + Entangle (8 Points) + Mercenary (10 Points) = 39 Points
Hecate – 120 Points + Dissent (18 Points) = 153
Copperhead (V) – 88 points + Entangle (8 Points) = 96 Points

Grand Total: 498 Points

Hopefully by now you are starting to get the idea of what it takes to make the dregs of heroclix into a potentially formidable theme team. If anything else, you might shock your opponents into losing when they see you come at them with figures like the Serpent Society. Can I guarantee you a win? Heck, no! Even if you were making a team out of the best and most cost effective characters in the game I couldn't guarantee you a win, because, here's the harsh reality kids...sometimes the dice just plain hate you. There's nothing we can do about it. It happens to everyone, but with any luck, theme teams like this one will come along and confound teams like the one previously mentioned and get a surprise win. It's not likely, but then again, stranger things have happened. My closing words of advice to you are to look twice at the characters that have been tossed aside in the past. Some of these heroclix castaways have some seriously hidden potential. Your job, should you choose to accept it, is to unlock that potential, bring it to a tournament in the form of a theme team, and show the cheese heads who's boss! Until I lose to that team of Black Mantas, I will remain...

The SLVRSR4

IS THAT A LIGHTSABER IN YOUR POCKET?

A BEGINNER'S GUIDE TO SW POCKETMODEL GAME

Wizkids has a great new license, and they've built a great new game to accompany it. Star Wars pocket models incorporate the excitement of Star Wars' space battles with the fun of building pocket models like their pirate ships. The game is fast paced and filled with a ton of strategic options right from the start.

While the ships may look similar in design to the pirate ships, the game play is a lot different. Instead of a direct tactical game, with specific distances and measuring, Wizkids abstracts movement with zones, at once simplifying and enhancing the tactical nature of the game. The game is also played with a deck of standard CCG style cards, allowing for more strategy and surprise during play.

Game play is simple and straightforward. All ships have a number of stars instead of a point cost. You start play with a fleet of 20 total stars of ships in your home zone, and 10 ships in your reserve. In addition 3 cards are randomly drawn, face down from your deck and placed in your home zone. These are your objectives. You have 3 zones. Your home zone, your opponent's home zone and a contested zone in between them. On your turn you are allowed one of three different actions. You can move 5 stars worth of units from one zone to an adjacent zone, you can attack with 5 stars worth of units in one zone against opponent's units in that zone, or you can use 5 stars of units in your opponent's home zone to strike one of his 3 objectives. You win the game by either destroying all ships in your opponent's active fleet or all 3 of his objectives. With dual win conditions, the game rarely feels hopeless, and multiple strategies can be attempted.



Combat is equally straightforward. Each ship has 4 stats: attack, defense, damage and shields. When you attack, both ships will roll 2 dice, add their attack and compare to the opponent's defense. If the number is equal to or higher they hit, and deal their damage to their opponent's shields. If their opponent's shields drops to zero or less, the ship is destroyed and placed in their reserve. Smaller ships (star fighters) have higher attack and defense numbers, but smaller shields and damage, bigger ships (capital ships) have smaller attack and defense numbers, but higher damage and shields.

In addition each player will play one combat card from his or her hand of three to affect the outcome. Each combat card has a +1 to attack, defense or damage, and a symbol with corresponding text. All cards will give the base +1 bonus, but if the ship involved in that fight has the appropriate symbol, the corresponding text also takes effect.



Striking objectives is even easier. You choose an objective, reveal it (all cards have a large number in the lower right), and if it is an objective card, it's text takes effect. Then all ships striking that objective roll 2

dice, adding their attack trying to hit that objective number. If they do then the objective is destroyed, and the opponent puts a number of stars from his reserve into his home zone equal to the number of stars on the card next to the objective number. You don't play combat cards during a strike action.

But how does the game play? Very well. It plays pretty quickly and seems like a lot of fun. There's some math but it isn't too heavy. I found that I really enjoyed the abstraction of movement and that it really fit for a star wars game. It also makes for a lot of thought in deployment. One thing I was disappointed with is that most of the good stuff is rare. It is difficult to build a really strong fleet/deck without using many rares. Frequently, especially with the ships, some ships are just plain better than others with the same star cost.

Tips:

1: try to use a fleet of ships with one or two symbols. This really lets you be effective in building your deck and assures that you'll get the most use of your combat cards.

2: make sure to have some high attack ships, if there's no threat to your opponent's objectives, he can walk all over you.

3: make sure your starting fleet is easily grouped into groups of 5 stars. Everything in the game is done in 5 star increments; make sure you can maximize your effectiveness. Conversely, make sure you have plenty of 1 and 2 star ships, especially in your reserves. Objectives rarely let you



bring out more than that at a time.

4: Try to attack as little as possible. Sure, if Darth Vader's tie advanced x1 is threatening to destroy your rebel base you may want to try and beat him out of your home zone, but if you let your opponent do the attacking, not only do you get to react to his battle card play, but you get to move more often and can frequently out position him. Use his tempo against him.

5: Have fun!

Here's a quick top 5 list of some of the cards and ships in the game:

Top 5 cards:

#1 2-1B: +1 defense; [droid]: remove 2 damage counters. No other card in the game repairs ships so effectively.

#2 Acceptable Loss: +1 defense; [leader]: destroy another friendly [trooper] unit in your unit's zone to deal 3 damage to the opposing unit. If it is destroyed, end this battle. Instant damage. Lets you sacrifice a little dinky one star ship and take out something as powerful as Darth's tie or the millennium falcon.



great icons. all for only 2 stars.

#2 Darth Vader's tie advanced x1: 4 attack, 10 defense, 3 damage, 3 shields ***,[leader],[targeting]. this ship has absolutely amazing stats. But while it has some solid icons, it doesn't have

droid, which currently has the strongest card selection available. he's also still susceptible to acceptable loss.

#3 Assassin Droid: +1 attack; [droid]: If your opponent has played a card this battle, he or she discards it and its effects are ignored. He or she may play another card. Yes there are other discard effects cards, and they don't let your opponent play something else, but this one works on any card played and lets you effectively ruin your opponent's strategy.

#3 The Millennium Falcon: 4 attack, 10 defense, 3 damage, 2 shields ***,[droid],[targeting],[torpedo]. The Falcon has stats almost as well as Darth's tie, and better icons. What keeps it at number three is the 2 shields and 10 defense for 3 stars.

#4 Anakin Skywalker (foil): +1 defense; [targeting] you may make two base rolls to hit. Any hit deals damage. Not only does it let you take a second stab at a tough attack roll, it can also let you hit twice. versatile and highly effective.

#4 Obi-Wan's Jedi Interceptor: 4 attack, 9 defense, 1 damage, 2 shields **, [droid][leader],[torpedo]. a 4 attack is great for only 2 stars, and he has great icons, too bad the damage and defense are a little lowish. still very effective.

#5: R2-D2 (foil): +1 defense;[luck] if your unit would be destroyed roll a die. On a 4-6 it is not destroyed. Instead, it now has a number of damage counters on it equal to its shields -1. the ultimate save your ship card. it works on any ship, the only thing that holds it back is the 50-50 odds of success.

#5 Elite Squadron/10th group: 3 attack, 7 defense, 1 damage, 1 shields *,[trooper] these two identical statted units are highly effective for their cheapness, with 3 attack and only one star cost. they are also great fodder for acceptable loss. Losing one of to destroy your opponent's Falcon or Darth's tie will certainly start swinging the tide in your favor. In addition having two different ships with the same stats helps you bypass the limit of 3 and effectively put in 6 of this ship. Hello swarm goodness.



Top 5 Ships:

#1 Anakin Skywalker's Jedi Interceptor: 2 attack, 11 defense, 2 damage, 2 shields **, [droid],[targeting]. This ship is one of very few ships in the game with an 11 defense. it also has good all around numbers and some

WHY DID IT HAVE TO BE THAT ONE IN THE BOOSTER?

THE WASTED RARES IN STAR WARS MINIS

Ripping open the first boosters of a new set of Star Wars Miniatures is always exhilarating. New characters. New stats. New possibilities. Soon, though, the novelty wears off and it's time to seriously look at the figures in the set.

There are some rares and very rares that are must-haves. There are those that are satisfactory to pull -- the middle-of-the-road rares that can hold their own and may see some limited play from time to time.

Then there are those special pieces. The pieces that when they fall from the package, all excitement dies. The pieces that make one wish the money for the booster had never been spent. The rare or very rare that makes a sealed-tournament player cringe. These pieces *stink*.

Sometimes rares are just out-right bad on their own. Some are bad simply because of the higher quality of other pieces available. But every set has at least one rare or very rare that seldom sees the light of day.

REBEL STORM

With the first set came the first awful very rare. Princess Leia - Captive, even after seven sets and ignoring the male-appeal of the Slave Leia costume, is the worst version of Leia. Even within Rebel Storm itself, Captive was the worst Leia. Compared to Princess Leia - Senator, the Captive version is useless.

For the exact same cost (13 points), Senator can shoot and has a killer commander effect. Granted, Captive has two Force points and 40 hit points, but those stats don't even



come close to making her a better choice than Senator.

What could Princess Leia - Captive be

used for? Couple her with Jacen Solo. Jacen has affinity for his mom, so any Rebel-faction Leia can be on a New Republic team. Use Captive as a Force-sensitive "meat-shield," with the intent of her collecting damage and eventually dying. Her injuries will trigger Jacen's Protective +20 special ability, and her ultimate death will allow Jacen to Unleash the Force.

CLONE STRIKE

The deluge of Droids began with Clone Strike. The Separatist's Battle Droids are, in general, pretty pathetic. They need swarms or good Droid commanders to be effective. The good thing about most Battle Droids is that they are commons or uncommons.

The Battle Droid on STAP, however, filled a valuable rare slot. Its stats and potential usefulness certainly didn't warrant "rare" status. It's over-costed at 16 points. Yes, it can hit for 30 damage while doing a flying strafe, but at +1 attack, it won't hit enough targets to justify the expense. It gets one chance to do its job, because with 10 hit



points and 10 defense, it won't survive even a single attack.



There are many other Separatist options for 16 points or less that do a much better job than the Battle Droid on STAP. Plain Battle Droids at 4 points apiece can combine fire at +4 each and up activations. A Battle Droid

Officer is an excellent choice, because for 9 points all Droids get +4 attack. Even a Dark Side Acolyte is a much better choice for 16 points.

So what good is a Battle Droid on STAP? If a player does pull the STAP and feels it must be used, the player has to be certain to combine fire. Throwing in that Battle Droid Officer isn't a bad idea, either. Get the STAP's attack up high enough any way possible so that it might actually hit something. Also, keep the STAP out of the opponent's line-of-sight until it's time for the suicide run.

REVENGE OF THE SITH

Tion Medon is another disappointing figure to fill a very rare slot. On his own, he ranks down there with Princess Leia - Captive. He's expensive at 22 points, has a mediocre defense, a poor attack and dismal damage. Additionally, he's melee.

Tion's single saving grace is a commander effect. Unfortunately, the commander effect is limited to Utapaun followers. No, not the Republic Clone Utapaun Troopers. Just the Fringe Utapauns. And not many people play Utapauns.

Compared to Boba Fett - Young Mercenary, who can shoot with accurate shot and costs five points less, Tion Medon is a poor choice.

Tion's best bet is joining up with Mas Amedda to give Utapauns anywhere on the board double attack. Another option would be an Utapaun-themed squad joining Tion with Obi-Wan on Boga, some Utapaun Troopers, Clone Commander Cody and some Utapaun Soldiers. Not a great squad by any means, but very well themed.

UNIVERSE

The Universe set featured some of the game's most powerful pieces like Grand Admiral Thrawn and Darth Vader - Jedi Hunter. But Universe also brought Nute Gunray.

What's so awful about Nute? Any character that gives a negative commander effect to living allies -- especially when that commander effect reduces attack *and* speed -- has to stink. Even taking into account the automatic 20-points of reinforcements Nute provides, it still makes him a 10-point figure, which is still over-costed. Hoping to make up for those points by rolling a 1 on initiative to get reserves is bad planning. To top it all off, Nute can't even attack, so all he does is stand there, hoping to roll a 1 while he demoralizes his squad.

Compared to the other Separatist pieces in Universe, Nute doesn't stack up. Super Battle Droids and Super Battle Droid Commanders both cost less and are offensive pieces.



Is there a use for Nute Gunray? Since Droids aren't impacted by Nute's commander effect, it is possible to squeeze him into an all-Droid squad. The 20 extra points up-front add activations and combine-fire characters, which is nice. And there *is* that 1-in-20 possibility of rolling a 1 for initiative and getting five more Battle Droids in play.

CHAMPIONS OF THE FORCE

Champions of the Force brought a rare that doesn't out-right stink, but is just "less desirable" than other choices in the set.

The Octuptarra Droid is a decent piece. The triple attack at +7 is good and the Speed 8 is a nice bonus. Its defense and damage are solid, too. But sinking 31 points in a 40 hit point character isn't a great idea.

Comparing the Octuptarra to the Crab Droid, the Crab comes out on top. For eight fewer points, the Crab has twice the hit points, a higher defense and a higher attack. True, the Crab doesn't have triple attack, but the Octuptarra is much more fragile.

The Octuptarra Droid is good for getting into position a little quicker. If it can survive long enough, it has the potential to wipe out a few of the opponent's scrubs or get some lucky shots on an opponent's heavy-hitter.



BOUNTY HUNTERS

Considering how outrageously useful 8-point Mas Amedda is, it's no wonder 8-point Bib Fortuna stinks. He's as fragile as an Ugnught, but a lot less useful. He's melee, which means he has to get in contact with an opponent to attack and hopefully use his poison. But with only 20 HP, there's no way he's going to get near an opponent.

Bib is excellent for a Jabba's Palace theme squad, or perhaps a poison squad. Otherwise, a better Bounty Hunters Fringe choice at eight points would be a Tusken Raider Sniper. At least the Tusken can shoot and do 20 damage.

ALLIANCE & EMPIRE

Though not as over-costed as the Battle Droid on STAP, the Ewok Hang Glider is a piece that won't see much use outside of an Ewok swarm or an Endor theme squad. Like the STAP, the Hang Glider has flight and strafe. Unlike the STAP, the Hang Glider has +2 attack, costs only 7 points and has the Swarm +1 ability.

A better 7-point choice from the set would be the Duros Explorer. While still fragile with only 10 hit points, the Explorer can evade attacks, which will allow it to last longer than the Hang Glider. It also has Spotter 10.

For those who have a soft-spot for Ewoks, the Hang Glider fits perfectly in a squad with other Ewoks and Ewok Warriors. Add Wicket and a few Rebels for loads of fun as swarms of fur-balls take down Scout Troopers.

"The Coming of Galactus" Underdogs

By: James Goodman



We love them and root for them all the time they are the UNDERDOGS. Those individuals that don't have a shot in the dark to win, but still we want to see them achieve. The AVENGERS expansion is not without it's underdogs those that our opponent takes for granted, but we still love to play. There are a few underdogs we especially need to take a look at in this set.

First off is **Stingray**, don't let his point value fool you, he's a bargain for 29 points, that buys you 9 movement with Leap/Climb, 9 attack (normally mediocre but decent in this set), 16 defence with ESD (again usually mediocre in my books as there's a way around it but in sealed it's tough to beat) and 2 damage. At first glance I bet you're thinking what possible harm could he do, the answer is plenty. This guy is a brilliant hassler and clean up guy, use him to take pot shots at your opponents support pieces (you'd be surprised how often he hits), block lines of sight to you're big gun as they'd need to waste a turn trying to hit an 18 defence from range and only get 29 points for their trouble, that 2 damage may not hurt anyone on Invulnerability but honestly unless you're competing against a surfer chances are that person is going to get knocked of the good damage reducers fairly early on. His Avengers T/A is also useful as it saves you from wasting an allotted turn when moving him into position as a human shield, he's usually overlooked as well as most people see him as a hassle to attack when he's hard to hit and not worth many points which means he's likely to be one of

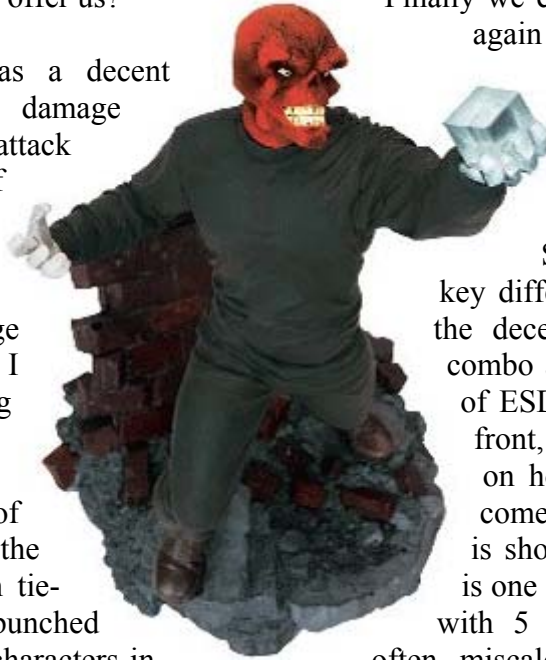
the last men standing, ideal for cleaning up weakened and half dead clicks still left on the map. He also makes cheap Mastermind fodder if you happen to run out of pogs.

Another click, which was quickly scrutinised fairly early on for his high point value and special ability, was the **Skull**; however people really did overlook his advantages, mainly his Cosmic Cubes ability for him to use Outwit, Perplex and Probability Control in one turn. Yes he does have a 50/50 chance of injuring himself when using it but when you look at this set over all there are only 6 or 7 figures who have frontloaded Outwit, Perplex or Probability Control out of roughly 80 figures, and to have the choice of using all 3 makes him truly worth those 120+ points. Also like so much in this game there is a crucial factor to consider when using his Cosmic Cube; luck. In my own experience I have seen the Skull make countless rolls for his Cube which kept him in the game and brought down his opponent. The Red Skull also has two opening clicks of stealth to keep him safe from retaliation and a click of Psychic Blast with a hefty 11 attack value just incase someone tries to base him. He later receives Mastermind and Outwit which will keep him in the game longer and allow you team to keep whittling down your opponent. His Hydra T/A will help any ranged combatants out as well, figures like **Living Laser** who desperately need an AV

boost. Overall many people may consider **Wiccan** to be the ultimate support piece in this set but I consider Red Skull to be the ultimate offensive support piece.

Next up is **Stature**, yes she may be one of the ugliest giant figures made to date (unless you've painted the mask on her face like me) however for 50 points she makes for one of, if not *the* cheapest giant character in the game, so what does she offer us?

Well for starters she has a decent movement, defence and damage values however her weak attack value lets her down, if you're good with your rolls this shouldn't hinder you too much but for the guy whose average roll is below a 7 or 8 I wouldn't advise attacking with her. So if she can't attack what good is she? Well her opening click of Plasticity combined with the giant rules means she can tie-up multiple figures bunched together, and for the few characters in the set with no range she is free from retaliation in that case. Her 17 defence is quite fair in this set with all those 9 AV's flying around and she keeps it for over half her dial, which for a character worth 50 points is quite deep. In terms of attack power Stature begins with Super Strength for three clicks coupled with 3 base damage for the first two which means she's capable of delivering a heavy 5 damage given the opportunity/dumpster, she also picks up one click of Close Combat Expert with 2 damage on her third click, not bad in my opinion. No damage reducers on her are a slight pain but then again if you're using her as one of your main attack figures you really



did decide to play a crazy team didn't you? Again like some of the other underdogs Stature makes a half decent human shield provided you've parked her in hindering terrain, 18 defence is no joke in this set. Overall she's a good hassler capable of some decent damage; send her after your opponents support pieces and feel the joy when she crushes someone in Fury.

Finally we come to Super Rare **Wasp**, again we need to look past the scary sculpt to the potential within. Much like Stingray Wasp is difficult to hit, mobile, a decent hassler but unlike Stingray there are a few key differences. Wasp begins with the decent 9 AV and 2 damage combo and 17 defence but instead of ESD she has Super Senses up front, arguably better, it depends on how lucky you are when it comes to those rolls. Her range is shorter than Stingray's as she is one of the two figures in the set with 5 range, strange, but many often miscalculate this when playing against her, try and use it to your advantage. Wasp is also a flyer and with the Avengers T/A she makes a decent/cheap enough taxi for someone and with a good defense incase she takes fire. After Wasp does take a hit she's knocked onto her ESD clicks which give her a minimum of 17 defense from range, annoyingly consistent if you're playing against her with a ranged figure, she also gains Incapacitate which for some bizarre reason fuels the Wasp players rolls with good luck whenever she rolls to incapacitate someone, 5 times she got my Black Panther! I was not impressed at all; she really is a world of bother for 37 points.

Clix Wish

By Brian Hitsman



Here we are with another exciting issue of Clix Wish. This issue is suppose to be about Bad Clix and Giants. So I looked at my collection and figured out what were the worst figures made. First we have The Constrictor. First off I had to figure out what I can actually do with these figures and still make them playable. My first thought was no special powers. Constrictor still isn't a must have figure but he is at least playable. For 63 points you won't cringe and say please God don't let me get this figure.

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

Points: 63

Here is a treat. I am having both Marvel and DC in the same issue. I wanted to come up with the biggest DC Hero Clix Joke character. It really didn't take me that long to think of BLACK MANTA. Of course he has the Dolphin movement. I decided to go with the Experienced version and make him part of the Injustice League. Charge and Exploit Weakness is a great combo. Sure he not the best figure out there. At least he is an upgrade from his old Hypertime version. This is a usable version of Black Manta.



Finally we have our last figure. He is a new character in the form of clix and a Giant to boot. Here is Ymir. This Thor Villain is a Frost Giant, pretty much

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

Points: 98

made ice. Ymir is considered to be slow but because he is so big a single step is moves him across the battle field. He has the powers that seen below but his first 4 clixs are a White Power.



Giant Form: He is so large that Ymir is considered adjacent when characters are up to 3 squares away for movement and close combat attacks purposes regardless of the other character’s elevation or flight mode. If any opposing character is within 2 squares of Ymir, he is considered to have Exploit Weakness due to the intense cold.

Needless to say this makes Ymir a VERY dangerous and powerful figure. On his starting cliq he has a 9 Charge range. The Exploit Weakness on the 5 damages just adds to the scariness of him. Hope you like him as much as I do.

Ymir

8 ⚡	1	2	3	4	5	6	7	8	9	10	11	12
	12	10	10	10	9	9	9	9	8	8	KO	KO
	10	10	9	9	10	10	9	9	8	8	KO	KO
	19	18	18	17	17	17	16	16	15	15	KO	KO
	5	5	5	5	4	4	4	4	4	4	KO	KO

Points: 254

Finally we have this weeks Feat Card. I decided to redo Fastball special. This card had so much potential that it needed to be redone. I took out all the pluses and made it like it should have been TK for Super Strength figures. I did limit it to 6 squares and the Character can only make a Close Combat Action. That’s means the character getting thrown can’t charge or make any range attack at all.

Fastball Special

Prerequisites: Choose two Characters with the same Team Ability.

The first character must have Super Strength. The second character must not have a damage value greater then 3. When the characters are next to each other you may place a action token on the character with Super Strength and you may move the second character up to 6 squares. The second character may make a close combat action.

Fastball Special

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12

GDF007

CORPORAL PUNISHMENT

BY SEAN SHANNON

Ten-hut! That's right, soldiers – the Corporal is back and he's got a couple of brand new Star Wars Miniatures squads for you. The theme this month seems to be giants, and the Corporal is all too happy to oblige! Star Wars Miniatures has giants too and plenty of them, and this month the Corporal will show you some great squads that you can build with some fairly easy to get pieces. But enough of my yappin' - let's kick this pig!

Our first squad is a droid squad. Now



while many of the Separatists droids can be viewed as pretty weak, you don't always need the core of your droid squad to be made up from the Separatist faction. Please direct your attention to the star of this squad - the giant X-1 Viper Droid from the Universe set! Let's build our squad –

Piece	Cost	Set
X-1 Viper Droid	46 points	Universe
Battle Droid Officer	9 points	Clone Strike
Super Battle Droid Commander	19 points	Universe
Iktotchi Tech Specialist	14 points	Revenge of the Sith (ROTS)
R5-D4	8 points	Champions of the Force
Battle Droid	4 points	Clone Strike, Universe, ROTs

100 pts		

The goal here is to defend your commander droids who are going to amp up the X-1 Viper Droid so that it can smash your enemies to smithereens. Place the Battle Droid Officer and the Super Battle Droid Commander behind the X-1 Viper Droid once you find a spot for it, preferably with some cover. And then, DON'T MOVE. Sit there and take shots at your opponent. By not moving the X-1 Viper Droid it benefits from the Super Battle Droid Commander's command effect – it gains "Careful Shot", a +4 bonus to it's attack. It's also going to

benefit from the Battle Droid Officer's "Fire Control" ability and get another +4 bonus to attack just for being a droid. The X-1 Viper Droid already has a +8 attack... +8 more from your commanders and now you've got an X-1 Viper Droid that's a MONSTER! +16 attack will help it to hit even the toughest of defenses and the X-1 Viper Droid has "double attack" so it can shoot twice for 30 damage per shot. Not bad for droids. And if it gets attacked and the enemy can even get through the X-1 Viper Droids "molecular shielding" you can repair the

damage with your Iktotchi Tech Specialist and your trusty little R5-D4 droid. Put this all together and it's a small team, yes – but one that should be able to hang in there for the duration.

But maybe droids aren't your thing. Maybe you prefer soldiers to fight for you! No worries – the Corporal has just what you need! Let's look at the good ol' Galactic Empire and their giant At-St from the Universe and Attack on Endor sets. Now the Corporal knows what you're thinking – “that

Universe At-St was a pain to find” – true, but the Attack on Endor version is still fairly well available at local gaming stores, and the stats on that At-St are the same as the Universe one is, you just get a spiffy new sculpt out of the deal AND they're going to give you a couple of Stormtroopers and maps with it! What a deal! So if you still need an At-St, trust the Corporal – the Attack on Endor At-St is just as great as the Universe one. The squad looks like this –

Piece	Cost	Set
AT-ST	54 points	Universe, Attack on Endor
Imperial Officer	14 points	Rebel Storm, Alliance & Empire
Death Star Gunner 11 pts x 2	22 points	Alliance & Empire (A&E)
Stormtrooper 5 pts x 2	10 points	Rebel Storm, Universe, A&E

100 pts		

This is a fun one – again, you'll want to get your At-St situated in a spot with some cover to boost up its pretty weak 14 defense, and get the rest of your squad right up behind it. The magic with this squad happens on offense – the At-St has “double attack” and dishes out 40 damage per shot – that's 80 damage per round. So hold still, shoot with the At-St, and then activate your Imperial Officer. Keep him within 6 squares of the At-St and after he moves or attacks he can designate the At-St to take ANOTHER shot! So now your At-St is dealing 120 damage per round if the shots all hit. To help out the At-St's +8 attack, use your two Death Star Gunners – they can combine fire with characters that have “mounted weapon” – like the At-St – and give it a +4 attack per Death Star Gunner who combines fire. Now it's a whopping +16 attack, and it's a real nightmare. And if it gets taken down, you've got the rest of your squad behind it



to finish off whatever that At-St left over.

Here's one last tip by the way – cover in Star Wars Miniatures is very important. Remember that if a single piece of your character's base occupies a square of green outlined “low object” terrain OR if the enemy cannot draw clear lines of fire to all of the corners of your character's base, your character has cover. This means that if your X-1 Viper Droid or At-St or ANY other giant piece has even ONE square – ANY square - of it's base in cover, even directly underneath it, the ENTIRE character has that +4 bonus to defense from cover.

That's all that the Corporal has for now but it should be plenty to swallow. With these squads you are sure to make full use of a couple of Star Wars Miniatures' great giant pieces. Be back next month for more tips and tricks. That's an order!

BOUNTY HUNTERS EXPANSION OVERVIEW

BY DANIEL RYAN

Bounty Hunters, the 6th major expansion for the Star Wars Miniatures game, introduces some exciting figures to the game. As the name implies, the expansion features the ever-popular bounty hunters, and in fact focuses on fringe characters in general (over half the set is devoted to the fringe characters of the galaxy). Every faction can potentially benefit from this fringe focus, as fringe characters are allowed to be a part of any squad.

The highlights of the set:

- Several new abilities make their way in to the game through this set. The most prevalent one, twin attack, allows a character to immediately make an extra attack against a target it just attacked. This is more powerful than double attack, as it allows a figure to move, then attack one target twice (although, unlike double attack, both attacks have to be against the same target). If a character has both double and twin attack, it can make 4 attacks each turn if it doesn't move.

- 6 characters have rapport with Jabba the Hutt (their cost is decreased by 1 if they're in a squad with Jabba). Clearly an effort to make Jabba more playable, it's a good idea but not quite enough to make anyone think about including the overpriced Hutt in their squad anytime soon.

- There are 11 figures with the 'bounty hunter' ability (+X attack against unique enemies). When properly used, their bonus against unique figures can help bring down some of those frequently-encountered beatsticks.



- Of the bounty hunters, 6 are new versions of the bounty hunters introduced in earlier sets- Boba Fett, Bossk, Dengar, IG-88, 4-LOM, and Jango Fett. In each case, the new version of the figure is significantly more powerful (and more costly) than their earlier counterparts. Though more expensive, their increased potency makes them a worthwhile addition to any squad.



- Nikto Gunner on Desert Skiff is the first piece in the game that allows allies to jump on board and be transported around the map- an interesting addition to the game.



- The Separatist faction gets a boost with the addition of 4 huge droids. Each having impressive statistics, these figures add powerful options when building Separatist droid-heavy squads.

- Fans of the Republic, Empire, and New Republic factions will be disappointed- this set includes only 1 figure from each of these factions.

- The Rebels gain some valuable pieces. In addition to new versions of Han, Chewie, Luke, and Leia, they gain Rebel Captain (whose commander effect grants rebel trooper followers within 6 squares twin attack) and Rebel Heavy Trooper (the Rebel's equivalent of Heavy





Stormtroopers, they pack a punch with 30 damage, but are not allowed to move and attack in the same turn).

Pairing a Rebel Captain with a Heavy Trooper or two can be devastating if executed correctly, and give the Rebels some much-needed useful non-unique figures.

- *Bounty Hunters* introduces a new faction-

the Mandalorians. Fierce warriors from long before the Clone Wars, they are a formidable addition to the Star Wars Miniatures game. With only 7 different figures, there's not a lot of options for Mandalorian-only squads, but this faction's powerful warriors (no one with fewer than 40 Hit Points) will more than hold their own in any skirmish.

Conclusion: *Bounty Hunters* introduces many powerful characters from the scum and villainy of the Star Wars galaxy, and is a worthy addition to the Star Wars Miniatures game.



WizKids' first series of 80 **Halo ActionClix** is due to be released in September and since it shares the same basic game mechanics with other WizKids Clix games, players will be able to use their **Halo ActionClix** with other Clix figures or to mimic Halo multiplayer action using teams of UNSC or the Covenant or mixed teams. In addition to each figure's combat dials, they also come with stat cards listing the specific abilities of that piece. Using different "move and shoot" capabilities and blocking terrain players attempt to get the best shot at their opponent's pieces, replicating the first person shooter action of the hugely popular Halo video games.



The first series of **Halo ActionClix** figures will come in two different pack formats, a \$10 pack that includes 4 figures, 4 stat cards, 2 die, and a map, and an \$11 sku, a five-figure blind-pack that comes with 5 stat cards, rules and a map. The \$10 pack provides all that is necessary for two players to begin playing the game.



The Bounty Hunters of "Bounty Hunters"

By Daniel Ryan



Not everyone can be a Fett. The latest Star Wars Miniatures expansion, *Bounty Hunters*, makes good on its name by adding 11 hunters to the game. Of these 11, 3 are what I'll call 'heavy hitters.' Ranging in cost between 44-62 points, the hunters are likely to be the centerpiece of a squad (assuming you're playing a standard 100 pt game). Boba Fett, Jango Fett, and IG-88 fall in to this category. They have a multitude of useful abilities, and each are worth their own independent analysis. As such, they will not be reviewed here. The second group consists of characters who are 'average' (in terms of cost) bounty hunters, and this is our focus today. Ranging in cost from 11-33 points, any of these characters can be powerful role players in most any squad. There are 8 such characters in this expansion- Bossk, Boushh, Calo Nord, Dengar, Djas Puhr, 4-LOM, Zuckuss, and Quarren Bounty Hunter.

Before getting in to specific characters, it's important to remember that being an 'average' bounty hunter in general has its advantages:

- 1) Their "Bounty Hunter" ability grants them an attack bonus against unique enemies (normally, +4; occasionally, +2). This comes in handy against those unique-heavy squads, and can make a considerable difference.
- 2) Their cost is relatively low, enabling them to be a nice complement (though perhaps not the centerpiece) of any squad
- 3) They have no commander effects, allowing them to potentially benefit from the many different commanders currently available in the Star Wars Miniatures universe (note that 4-LOM,

since he is a droid, does not benefit from commander effects unless explicitly stated)

- 4) They are neutral fringe characters, meaning they can be added to a squad of any other faction

From the above, you can see that these characters, in general, can be quite useful. More specific characteristics of each are discussed below.

4-LOM is probably the most powerful character in this motley bunch (he's also the costliest, at 33 points). He has pretty good hit points (90 isn't shabby), a good defense of 18, and his base damage of 30 is excellent. His strength is staying in place, which allows him to use his careful shot to get +4 attack. If he does so, and attacks a unique, we're talking a +17 attack at 30 damage- pretty good odds, no matter who you're attacking. Add to that the fact that, if he hits, his paralysis ability gives him a shot of neutralizing a threat each round, and he's quite handy. He costs 1 less when teamed with Zuckuss, which is nice



4-LOM, Bounty Hunter

Cost: 33
Hit Points: 90
Defense: 18
Attack: +9
Damage: 30

Special Abilities:
Bounty Hunter (+4)
Careful shot
Paralysis
Rapport (with Zuckuss)



Bossk, Bounty Hunter

Cost: 25
 Hit Points: 60
 Defense: 17
 Attack: +8
 Damage: 20

Special Abilities:
 Bounty Hunter (+4)
 Double Claw Attack
 Rend +10
 Momentum
 Regeneration 10
 Flamethrower 20

but not a huge deal. Now, he is a droid, so he can't benefit from commander effects. That aside, he's a worthy addition to most squads. He gets a 8.5/10.

Calo is an interesting guy. He stands up a littler better defensively than most of the other hunters, with 18 defense and his avoid defeat ability (although, avoid defeat works only 25% of the time, so don't lean on that too heavily). 60 hit points isn't great, so keep him away from the beatsticks, and his cost seems a tad high at 31. He's best used by keeping him stationary and using double attack against a unique enemy- two attacks at +13/20 damage isn't too shabby. Keep him in cover and he may be able to stay alive for a while. Overall, he gets a 5/10.

Dengar's all about packing a punch. His high base damage, plus increased chance of landing a critical hit (10% as opposed to the normal 5%), means there's a 10% chance he can deal a walloping 60 damage in one strike (70 if he doesn't move, thanks to deadeye). That's nice, especially if

he's attacking a unique enemy, where his +13 attack has a real chance of landing a blow. However, be wary- he has only 50 hit points, and his cost of 30 is a tad high. Therefore, keep him safe, using cover or a bodyguard. Grenades 20 is a nice feature, too, helping him out against tightly-packed foes, but if you're attacking one character only, stick with Dengar's attack- it's more likely to hit, and more damaging, to the poor guy on the receiving end. Dengar gets a 7/10.

Bossk has a slew of abilities, but he has his limits. Double claw attack, rend, and momentum all require him to be adjacent to his foe (and, the first two force him to remain stationary on his turn). So, he can be quite lethal if he can position himself next to the right target. However, doing so leaves him exposed. He has a decent defense, but only 60 total hit points means he won't last long against those heavy hitters (regeneration 10 helps, but won't save him for long if he's facing 30-40 damage a round). So, it seems best to get Bossk up close and personal to characters with low-average hit points only, where he can do some damage and live to fight another foe. His flamethrower 20 ability augments this idea- in the process of running up to an enemy, use flamethrower first to knock down the hit points a little, then get adjacent and do some real damage. The flamethrower also allows him to wreak havoc on swarm squads if the characters are tightly packed. So, he's useful overall, but be aware of his weaknesses. The wily trandoshan gets a 6.5/10.

This set is the first to feature Zuckuss- the only hunter of the original "Empire Strikes Back 6" bounty hunters to not be represented in the *Rebel Storm* expansion. It's nice to have him, although with his low 40 hit points/15 defense, we might not have



Calo Nord

Cost: 31
 Hit Points: 60
 Defense: 18
 Attack: +9
 Damage: 20

Special Abilities:
 Bounty Hunter (+4)
 Double Attack
 Grenades 20
 Avoid Defeat



Boushh

Cost: 20
 Hit Points: 40
 Defense: 15
 Attack: +6
 Damage: 20

Special Abilities:
 Bounty Hunter (+2)
 Melee Attack
 Grenades 40
 Paralysis



Djas Puhr

Cost: 19
 Hit Points: 40
 Defense: 14
 Attack: +6
 Damage: 10

Special Abilities:
 Bounty Hunter (+2)
 Double Attack
 Opportunist

him long. His strength is in his uniqueness. He's the first character in the game with the intuition ability- an ability that allows him to move up to 6 squares immediately after initiative has been determined each round (no matter who wins initiative, and it doesn't count as his move that round). This may seem trivial at first, but consider- you can use him as the last activation of a given round, after all your opponent's characters have activated, moving Zuckuss right out in to the open. Use his accurate shot ability to attack any unique figure he can see at +12/20 damage. Then, right after initiative has been determined, use his intuition to move him 6 squares- back in to the safety of cover or around a corner where he can't be seen, and will stay safe. Thus, he can be a handy little guy, and at 22 points, that isn't bad (21 if paired with 4-LOM- a trivial deduction). Overall, he gets a 7/10.

Boushh's Grenades 40 ability is outstanding, and best in the game. However, she suffers from low hit points, and melee attack means she'll have to

get in the thick of things to attack. Her attack lacks enough punch to risk bringing her adjacent to a foe so she can attack (even

though her paralysis ability can be useful, it's not worth the risk). Therefore, Boushh should be included in a squad for her grenades, period. Position her 2-6 squares away from an enemy, preferably in cover, and lob as many grenades as possible. Is she worth her cost of 20? She's not bad, but there are better. Overall, she gets a 4/10.

If you can use Puhr in such a way to take advantage of his opportunist and double attack abilities, he's worth playing. However, his low hit points, low defense, and low attack bonus means he may prove to be about as useful as a paperweight. Seriously, Djas can do some damage if staying put and attacking an already-activated unique foe, getting two attacks at +12 for 20 damage. But, with a low defense and only 40 hit points, how long will he last? For 19 points, you can do better. Overall, he gets a 2.5/10.

The Quarren Bounty Hunter is the only non-unique hunter included in this expansion. So, you can have as many of these guys as you want on the board. How many, however, do you really want? His hit points, defense, and attack bonus are all **low**, but it's what you'd expect with an 11 point character. If he stays put, using careful shot against a unique target will give him a +11 attack bonus, which isn't bad, so he does have that going for him. However, with a low defense, you'll want to keep him in cover. Pairing him with Prince Xizor will give him grenades 20, which isn't bad, so that's an option. Over all, he's not bad for 11 points, but he's probably not the first choice, either. We'll give him a 3/10.



Zuckuss

Cost: 22
 Hit Points: 40
 Defense: 15
 Attack: +8
 Damage: 20

Special Abilities:
 Bounty Hunter (+4)
 Accurate Shot
 Intuition
 Rapport (with 4-LOM)

League Mojo

Mike Mullins

In 2002, Wizards of the Coast transitioned Magic: The Gathering from a tabletop game to a laptop game. Since the release of M:TG Online, Friday Night Magic has been brought into the online game as Leagues, which have proven to be a very popular method of play online. Leagues are a non-structured, sealed-deck tournament that runs over a four week period. This series of articles focuses on deck construction and bombs, tricks and strategy, and sideboarding.

Games in limited environments often drag into much later turns than constructed games. Longer games equates to more mana and fewer cards in your hand. Maximizing the use of your mana can turn some average cards into game winners.

In addition to surplus mana, sealed decks often result in collections of cards that would never see play in constructed or draft decks. During play, unplanned combinations of cards may be in play that provide effects which provide surprising synergy. Identifying these synergies and using them can break a stalemate wide open. A few examples of such combos from the Time Spial block are detailed below.

Merfolk Thaumaturgist & Viscerid Deepwalker

This is a combo provides opportunities for your opponent to make mistakes and to force them into a difficult decision, but is virtually useless if they control a creature with regeneration. The more blue mana you have available, the more devastating this combo can be. Simply attack with the Deepwalker and wait for blockers which are sure to be assigned given the high damage potential of the Homarid Warrior. Most

opponents will defend with something large enough to survive the attack and kill the Deepwalker. After being blocked, pump up your attacker's power so that its power

is greater than both the blocker's power and toughness and allow damage to be dealt. Then, before combat damage is resolved, use the Thaumaturgist to switch the Deepwalker's power and toughness. Your creature will survive while the opposing creature heads to the graveyard. If the opponent blocks with enough creatures that the Deepwalker will perish, make sure to take destroy enough of the blockers to establish board advantage.



Torchling provides similar abilities in a single card at the cost of more mana. Crookclaw Transmuter can provide a one-time effect in place of the Merfolk Thaumaturgist. Dragon Whelp, Char-Rumbler, and Wildfire Emissary are all viable substitutes for the Viscerid Deepwalker.

Firemaw Kavu & Tolarian Sentinel

When you have 7 mana to burn every turn, this pair of creatures provides a repeatable board control combination that can deal with all but 13 creatures in the Time Spiral block (8 due to a toughness greater than 6 and 5 with protection from red). To maximize the gain from this pair, cast the Kavu while keeping one blue mana available and designate the target of the two damage. Keep the Kavu in play as a blocker. If attacked, block with the Kavu and after damage is dealt, but before it is resolved, use the Sentinel to return to your hand.

There are a number of entering play effects (Thornscape Battlemage, Timbermare, Cloudscape Riftwing) and leaving play effects (Merieke Ri Berit, War Barge, Reality Acid) that can be recycled through the Tolarian Sentinel. While the Firemaw Kavu is the most control oriented of the cards possessing both entering and leaving play effects, the Sentinel also works well with Aven Riftwatcher.

Penumbra Spider, Fool's Demise, & Greater Gargadon

Three color decks are relatively common in sealed environments, especially when one of those colors is splashed. Green, in particular, provides many options for balancing and accelerating mana production. As such, a deck with a few mana enablers



(Evolution Charm, Search for Tomorrow, Greenseeker) can get this cycle of cards going quickly with only 5 mana producers in play.

Step 1, suspend a Greater Gargadon. Step 2, summon a Penumbra Spider. Step 3, equip the Spider with a Fool's Demise. Step 4, sacrifice the Spider to the Gargadon, gain a 2/4 Spider Token, return Penumbra Spider to play, return Fool's Demise to your hand, and reequip Fool's Demise to the Penumbra Spider.

This cycle can be repeated as long as your Gargadon remains suspended. In addition, if you have an Evolution Charm that isn't used to search out a basic land, you can start the cycle over when your opponent kills the Gargadon.

Mesa Enchantress, Claws of Gix, & Spirit Loop

This trio of cards actually requires very little mana to get rolling into a powerful draw engine. For each increment of 2W you pay,



you can attach Spirit Loop to Mesa Enchantress, drawing a card, and sacrifice it to gain 1 life.

While this combo will not break the game open for you, it does act as an enabler for a deck with a powerful bomb or two in that it (a) gains you life until you can draw the bomb and (b) it accelerates getting the bomb from your deck to your hand.

With additional card draw, you should outpace your opponent in mana production and be able to summon a few blockers to control their creatures. In addition, White has Mangara of Corondor and two creatures with Vanishing (Calciderm, Aven Riftwatcher) that are very solid in leagues that also work well with the Claws of Gix.

That concludes this issue’s look at a few card interactions that can pop-up unexpectedly. During a match, keep an eye out for other interactions. These synergistic abilities can turn the tide of a game and help you pull out the win in a tight contest. Best of luck. – Mike Mullins



Wizkid’s Tsuru

A beautiful and beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's, but as the board fills up this becomes harder because there are fewer empty spaces left... and another player's tile may also extend your own path in a direction you'd rather not go. Easy to introduce to new players, Tsuru lasts a mere 15 minutes and actually does work for any number from 2 to 8.

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Stop Touching Me!

Understanding the term "adjacency" in HeroClix

By "IceHot" Brian P. Muller



"Stop Touching Me!", is perhaps a familiar cry from our early childhood. Certainly if you have any younger brothers you have echoed this sentiment at least once in your life. As a new parent these words will mostly likely be taking new meaning over the next few years of my life.

From a gamers perspective "touching something" has an altogether different meaning. The term most gamers use for touching something is "adjacency." As HeroClix grows and becomes more complex with each set, we sometimes need to get a better understanding of the fundamentals. One fundamental that is sometimes confused by veteran players and beginners alike is the term "adjacency".

Many players often want to treat the concept of adjacency as a single term and apply one set of rules to all instances of adjacency. However, we must realize there are many different concepts of adjacency in HeroClix, not just one definition for all adjacency. Square Adjacency and Character Adjacency are two different things. Object adjacency and terrain adjacency are also different then square adjacency.

Allow me to illustrate:

1. Just because 2 squares are adjacent to each other does not mean the characters in those squares are adjacent to each other.

Example: AB A=grounded fig B=soaring fig. the figures are not adjacent yet the squares are.

2. Character adjacency is specifically defined as the 8 adjacent squares with various exceptions (eg. soaring figs and figures on different elevations) and special rules for special figures (eg. giant and double based figures).

3. In general a square is NOT adjacent to itself or to the character that occupies the square.

Example #1: A grounded figure that breaks away may enter adjacent squares, but not enter the occupied square.

Example #2: Transporter Spider-man use the Move and Attack power. He is allowed to move through squares adjacent to opposing



figures such as Green Goblin. Yet he is not allowed to move through the square Green Goblin occupies.

4. In general a character is NOT adjacent to itself.

Example: TK can not be used to move yourself.

5. Terrain however is adjacent to anything that touches it at the same elevation and not separated by blocking terrain. A wall that is within/along the border of a square is considered adjacent to the square and adjacent to anything in the square.

Example: Camouflage works with adjacent walls that are drawn within/along the borders of squares containing characters

6. If an object or terrain marker is in a square it is adjacent to everything else in the square.

Example#1: Nanobots allows you to "eat" an object in the same square you occupy.

Example #2: You can use TK(2) on an object that is in the same square as you even though the PAC identifies the object as an "adjacent" object.

So when we get that next great object and use the term "adjacency" hopefully we will all have a better understanding of exactly what that means.

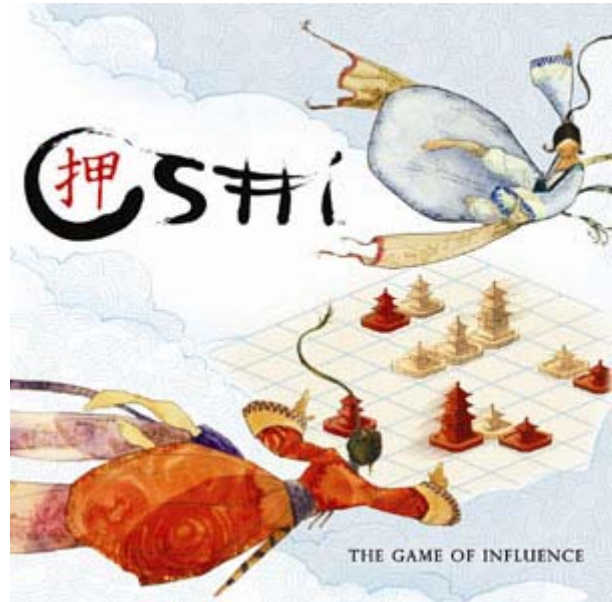
- "IceHot"

Wizkid's **Oshi**, which means "Push," is inspired by a Japanese legend in which the Goddess Amaterasu gifted the first Japanese emperor with her ancient wisdom, in the form of a game. The game is said to have taught the emperor and his court to temper their influence and power with caution.

The goal is to be the first player to push seven points worth of your opponent's game pieces off the board. Each player begins the game with eight game pieces shaped to look like one-, two- and three-story Japanese buildings. The number of stories a piece has equals the number of spaces it can move, the maximum number of other pieces it can push and the number of points it is worth if pushed off the board. Pieces move side to side and forward and backward.

Contents: Game board, Eight oxblood (red) pieces, Eight ivory (white) pieces, Complete rules.

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GAME MECHANICS REVIEW

By: Jeff "normalview" Orasky



This will be the first in a (hopefully) on-going series that will attempt to shed some light on commonly misunderstood game mechanics. Whether you are brand new to the game and don't know a flight stand from a hole in the ground or a long time player looking to brush-up on your understanding of the core rules, this column will be the place for you! No particular strategies will be recommended or endorsed (plenty of other articles for that) and I will also try not to favor particular characters over others (though some may lend themselves to examples better than others). Finally, I will not give you my own personally thoughts on the game mechanics reviewed and whether or not I think they "make sense"; these mechanics exist, they work the way they work, and we need to play with them as such. If *you* don't like them, feel free to use house rules and/or petition Wizkids for a change in the next rules set. With all that said, let's move on to...


Do You Have a Giant-Sized Problem?

Since Giant-Man first debuted in Mutant Mayhem, Giants have been a regular part of this great game of HeroClix. Relegated to chase status at first (both Giant-Man and Legacy's Steel came 1 per case), we saw a nice influx of Giant characters first with Fantastic Forces and then the DC Giants collector's set. Bit by bit and set by set, Giant numbers have swelled; paired with their relatively

long life in the game, this begs the question, "Why does it seem that Giant rules cause so many headaches?" Honestly, I don't know. Could be that even with the increased numbers, Giants are still a very small percentage of the overall number of pieces to play with. Could be that anything different is confusing. Could even be a secret conspiracy designed by the Crab People to throw the gaming industry into chaos and help them conquer the world... that last one is a long shot, though. Whatever the reason, I will attempt to shine some light on the Giant rules starting with a illuminating look at what exactly is a Giant, brighten up the two key differences between Giants and standard characters, set aglow the various FAQ and errata entries that relate to Giants, and add a glittering sparkle to some common misconceptions about Giants. All with examples, diagrams, and some page references, too.

WHAT IS EXACTLY IS A GIANT CHARACTER?

According to both the Marvel Danger Room and DC Legion of Super Heroes rule books, "a character is character

with the  damage symbol is a Giant character." (pages 49 and 42,

respectively). Also of interest, Giants can change their character type to that of a standard character if the Earthbound power appears on their dial (see Earthbound, Danger Room and Legion of Super Heroes PAC). Anything else is not a Giant. That was simple enough, but here is where it starts getting tricky.

WHAT MAKES A GIANT DIFFERENT?

Good question and simple enough to answer on the surface. Giants are big.

Now to get more complicated, and get to the heart of what confuses most people when dealing with Giants, the game mechanics that try to convey this bigness can essentially be broken down into two main areas: special interactions with other characters and special interactions with terrain.

Special Interactions with Characters

When dealing with other characters, Giants have three big differences that set them apart from other character types. First, they have what is commonly referred to as a, “2 square radius for adjacency.” Second, line of fire (LOF) to and from a Giant character is drawn differently than it is drawn from other character types. Third, they are able to interact with characters at different levels of elevation simultaneously.

According to the Danger Room and Legion of Super Heroes rule books, Giant characters are adjacent to other characters up to two squares when either the Giant is making a close combat attack *or* either character is

trying to move so long as no blocking terrain, walls, or certain arrangements of elevated terrain block the way (pages 49 and 42-43, respectively). So what does this mean? Let us take a look at **Figure 1** for some examples.

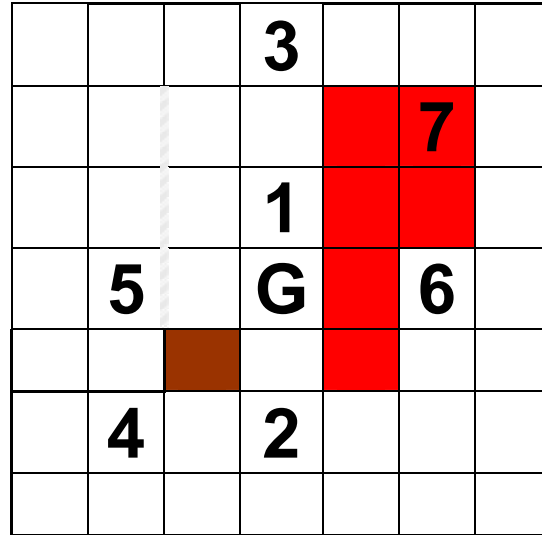


Figure 1 – Giant’s and adjacency. G is the Giant, 1 – 7 are other characters, the brown square is blocking terrain, the red squares are elevated terrain, and the thick line is a wall. Unless otherwise stated in the examples, assume 1-7 are characters opposing G.

- So, per the normal rules for determining adjacent characters, the Giant (G) is obviously adjacent to character one (1) in **Figure 1**. G can attack with a close combat attack, 1 can attack G with a close combat attack, one can Poison the other, use Defend on the other, and anything else normally adjacent characters can potentially do to each other.
- Now, with the simplest interpretation of the Giant adjacency rules, we can also see that G is adjacent to character two (2), *but only for G’s*

close combat or the movement of either character. This means that G can use a close combat attack on 2, but 2 may *not* use a close combat attack on G (unless 2 was also a Giant). Also, if either G or 2 wished to move and neither one had any powers or abilities that allowed them to ignore characters while moving, they would have to roll breakaway. Finally, these two characters are not considered adjacent for any other reason: they may not Poison each other, they may not share combat values with Defend/TAs, they could even perform ranged combat attacks (assuming they were not adjacent to other opposing characters).

- Character three (3) is completely outside the adjacency range of G. The only thing to watch out for is if 3 attempts to move adjacent to 1, it is also moving toward G and the two square radius does count for movement. Even if 1 is friendly to 3, 3 would still have to stop moving when it became adjacent to 1 since it is now also adjacent to G.
- Characters four (4) and five (5) are both not adjacent to G. The blocking terrain (in 4's case) and the wall (in 5's case) block adjacency.
- Character six (6) is also not adjacent to G since both character are currently on the same elevation, ground, and a piece of elevated terrain separates them. Character seven (7), however, is on the elevated terrain and this does not cause a separation between G and 7; instead, 7 follows all the same rules for adjacency as 2.

What about LOF? How does that work with Giants? According to the Danger Room and Legion of Super

Heroes rule books (page 50 and 43, respectively), standard characters do not block LOF to or from Giants, but Colossal or other Giant figures do. Also, terrain is treated normally for determining LOF and the Giant is considered to be at the same elevation as the character that the LOF is being drawn to or from. This means that, in **Figure 1**, if 3 was trying to shoot G that would be fine as long as 1 was a standard character. 7 could also draw LOF to G just fine, since both would be considered to be on elevated terrain for LOF purposes. 4, 5, and 6 would all have their LOF to and from G blocked since terrain is not ignored when drawing LOF to Giants. Taking all of this a step further, this also means that if the Giant has Stealth (or a TA that duplicates the effect of Stealth), it would be able to use that power to block LOF just as effectively as Batman uses it; size truly does not matter in this case.

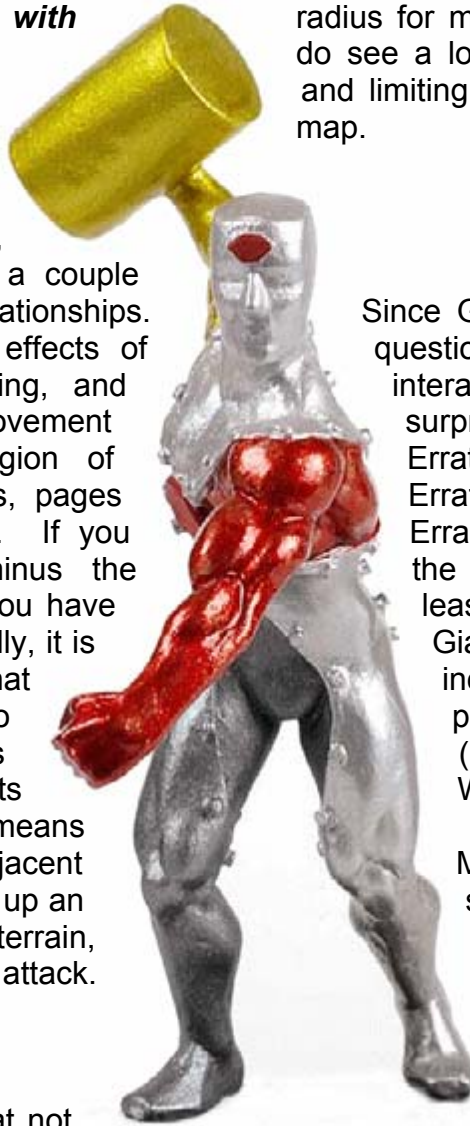
Finally, the last special character interaction of being able to interact with other characters on different elevations simultaneously simply means that a Giant is not too terribly concerned with grounded versus elevated versus soaring elevations. We have already seen this briefly with the adjacency and LOF issues involving 7 in **Figure 1**. Taking it a step further, G is still adjacent to 1 and 2 even if 1 and 2 are soaring. If 3 is soaring, G can still draw LOF to 3 and can do so at full range. In fact, since terrain does not block LOF between soaring characters and Giants (Danger Room and Legion of Super Heroes rule books, pages 29 and 27, respectively), if 5 was soaring the blocking terrain would not matter for adjacency or LOF.

Special Interactions with Terrain

In addition to the interactions already mentioned with adjacency and LOF, Giants and terrain have a couple more special rules and relationships. First, Giants ignore the effects of hindering, outdoor blocking, and elevated terrain on movement (Danger Room and Legion of Super Heroes rule books, pages 50 and 43, respectively). If you think of Leap/Climb, minus the 'ignore characters' part, you have got the right idea. Secondly, it is important to remember that Giants are only adjacent to *characters* two squares away: terrain and objects are not characters. This means a Giant must be truly adjacent (one square away) to pick up an object or to destroy terrain, unless it is using a ranged attack.

Other Special Stuff

Another point to make that not really fit in anywhere else: Giants ignore the effects of other characters' Plasticity when rolling breakaway. In fact, Giants do not roll breakaway normally at all; instead of hoping for a 4 – 6, Giants can get away clean on a roll of 3 – 6. Giants also do not take knock back (attack roll, Force Blast, or special map/BFC rules generated are all ignored) and can not be moved by Telekinesis, nor can they be carried by other characters. In other words, if a Giant will not move unless it wants to move and if it does want to move, it will probably be able to do so. Pair all this up with the two square



radius for movement adjacency, Giants do see a lot of use plugging up holes and limiting opponents' mobility on the map.

So What About All That Extra Stuff

Since Giants do have some many questions concerning their use and interactions, it is not very surprising that all the General Errata and Clarifications, Marvel Errata and Clarifications, DC Errata and Clarifications, and the FAQ documents all have at least one entry regarding Giants. All these documents, including the rule book and powers and abilities card (PAC) may be found on Wizkids webpage


Many of these entries are simple clarifications on how exactly these Giant rules work (and since I have already addressed the rules above, I will not dwell on these particular entries). However,

several errata entries deal with misprints on the dials and one FAQ entry discusses an adjacency issues that does arise fairly frequently and is not specifically addressed in the rule books. First, the errata:

- All characters in the DC Giants collector set should have the Giant Damage Symbol instead of the Standard Damage Symbol (DC E&C)
- Stilt Man should have the Giant Damage Symbol (Marvel E&C)

Again, the key is the Giant Damage



Symbol, . If the character does not have this symbol and it is not listed in the errata as having the symbol, it is not a Giant.

As for the FAQ, it addresses the, “what if a Giant is on elevated terrain?” issue which was not really covered in the rule books. Basically, an elevated Giant (one actually standing on elevated terrain) would still follow all the normal Giant rules with respect to other elevated and soaring characters. However, an elevated Giant would *not* be considered adjacent to any grounded characters since that Giant is now above the ground terrain. So if you place Atlas up on the corner of the building to protect him from Juggernaut, that is fine... but Juggy is now safe from Atlas, too.

Giant-Sized Misconceptions

There have been a plethora (si, El Guapo, a plethora) of misconceptions crop up about Giants, their abilities, and even who exactly *is* a Giant since their introduction. Hopefully, by reading above, I have already managed to dispel any false ideas you have had regarding Giants, but just in case there are some lingering doubts, I thought I would hit some of the highlights that I have personally seen crop up in my tenure as a Judge.

Giants can carry other characters – Bzzt! Wrong. Even though they are very big and it seems that Black Panther should be able to ride on Yellowjacket’s shoulder, nothing in the Giant rules allows Giants to carry other characters.

Any Giant can use an object as a weapon – Bzzt! Wrong again. Again, they may be very large and it might seem a little silly that Rita Farr can not possibly pick up a manhole cover, but she can’t. If a character wants to use an object as a weapon, the character must have either Super Strength or Telekinesis.

Giants can step right over opposing characters while moving – Bzzt! Three times, no! The two square adjacency for movement is a two way street. Unless the Giant has some way to ignore other characters while moving (like Leap/Climb or Phasing) then that Giant is stuck when it comes within two squares of an opposing character.

The Bat Sentry/Blockbuster/character x, y, or z is a Giant ‘cause their sculpt is really big – Bzzt! Incorrect. See above regarding the Giant Damage Symbol and the errata. If a character does not have the correct damage symbol (either on its base or in the errata) it is not a Giant. Yes, even the Bat Sentry.

I did not include these misconceptions in this article to mock or belittle anyone who is under such erroneous impressions. Instead, they are just some of the more common errors that seem to surround Giants and if one person says it out loud, chances are ten other people are thinking it. Bottom line, guys, if it is not listed as being different from the normal rules in the rule book or E&C documents, it is not different. Reading the rules instead of taking your

father's cousin's son's roommate's advice on how they *think* something works will save you a lot of confusion in the long run.

A Giant-Sized Summation

The giant rules are a bit on the complicated side, no doubt about that, and there are several core game mechanics that are altered when Giants are involved. I would say that 90% of the questions that come up regarding Giants, though, have to do with the two square adjacency rules. If you find yourself in a situation where you are not sure if the two square adjacency rule applies, ask yourself these two questions:

“Is the Giant trying to perform a close combat attack?”

“Is either the Giant or another character trying to move?”

If the answer to both of those questions is “no”, then the two square adjacency rules do not apply. If the answer to either one is “yes” and you are still not clear whether the adjacency works or not (maybe some terrain is involved), get out your rule book (or even this article) and start fact checking or ask your Judge if one is handy.

Giants can be very useful when you use the rules to your advantage (see some of the other fine strategy articles in this month's Critical Hit or take a gander at the various message boards devoted to strategies and tactics). Hopefully, this article helped you understand those rules a little bit better. See you all next time!

Wizkid's Creepy Freaks - Old School Review (12-01-2003)

Found at:

<http://gamingreport.com/modules.php?op=modload&name=Reviews&file=index&req=showcontent&id=807>

“In essence Creepy Freaks may remind some gaming enthusiasts of what you'd get if you took the Garbage Pail Kids and a bunch of today's pre-teen boys and designed a game around what they'd combined find the most amusing and the grossest in the way of bodily fluids and related items and the many uses for them as scares. Quite honestly, it's actually a fun and addictive game.

“It's really not as disgusting and gross as they make it out to be either, because it's designed for 6-year olds and up, and there's no sexual references or anything that bad, just some boogers, zits and a little bum-busting stinky-action going on in the game, presented in a humorous way. If only they'd release the “pull-my-finger-son” daddy figure and a bear squatting in the woods, then I'd be really impressed, so would many other adults.

“At present, it's an ideal way to get kids interested in miniature gaming. It's definitely not something that the average HeroClix of Mage Knight player will have interest in, but many will like it just the same for the quality and variety of the figures offered. Simplicity and fun is what it's all about.” – Rod White



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.

Let's talk Giants! Giants can be fun to use but are also tricky to play. Today were going to look at a couple of giants, Atom Smasher from Dc and veteran Yellowjacket from Marvel. Now a look at Atom Smasher's dial.

Atom Smasher range: 0 targets: 1

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

Team ability: JSA, 97 points

Ok the good news is he's cheap at 97 points. Atom Smasher's attack values start strong and finish strong and his defense is solid. The bad news, like most giants he is lacking on range, and will draw attention on the field.

So let's find some feats for Mr. Smasher. The *Saboteur* feat comes to mind, for 20 points you can force your opponents wild card figures to only copy Atom Smashers JSA team ability. This is great for robbing the opposition of strategies if they are using wild cards as part of their team.

Another option for A.S. could be to use the *Lazarus Pit* feat. 20 more points and you can play him as aggressively as you like, knowing that if he is KO'ed he'll be back when the time is right. A late in the game giant at full health could really spell trouble for your opponent. Put him out there and push him each round.

Tack on 10 more points and the *Shell head* feat. This would also work with Atom Smasher. His solid defense values will gain +2 whenever he has 2 action tokens on him. If your planning on playing him aggressively and making use of the Lazarus pit strategies these feats together like franks and beans.

Now let's look at veteran Yellowjacket.

Yellowjacket range: 6 targets: 1

	10	10	10	9	9	8	8	8	7	KO
	10	10	9	9	8	8	7	7	7	KO
	16	16	15	15	14	15	14	14	13	KO
	4	3	3	3	3	3	3	3	2	KO

Team Ability: Avengers, 144 points

Yellowjacket is a bit pricy but, you get some bang for your buck. A giant with running shot has possibilities. He also keeps a minimum of 3 damage for almost all of his 9 clix. While his defense values aren't that great he has 5 clix of invulnerability to help keep him going. The **Thunderbolts** feat is a great choice at 5 points (per Avenger). Use this feat to Give Yellowjacket a team ability like Mystics. This way an opponent trying to chop this giant down to size, will take damage for the effort.

The **Move through** feat for another 8 points could work out well for Yellowjacket. As a giant he can already ignore terrain when moving, this feat will allow him to ignore characters as well allowing him to make the most out of his mobility with his running

shot or charge clix.

A feat I have come to enjoy is **And Stay Down**. At 6 points when in close combat any 11's you role are now also a critical hit, always useful.

Battlefield Conditions

For both characters I suggest using the following:

Resistance – characters can't be the target of outwit when they are adjacent to at least one friendly character with the same team ability.

Fearless Assault – Characters get +2 to their speed values when they begin move actions in their starting areas.

NEW FEATS (for the d20 system) – by The Le

The following feats are new and apply to the d20 (3.5e) RPG Game System.

Critical Smite

You are able to channel your *Smite Evil* attacks for devastating effect.

Prerequisite: Smite Evil

Benefit: By sacrificing one usage of *Smite Evil*, you can attempt a *Critical Smite* attack with one normal melee attack. You add your Charisma bonus (if any) to your attack roll, and the critical threat range for this attack is doubled. A missed attack will still use up the ability for the day.

Raging Shout

The barbarian is able shout out his rage to share it with his allies.

Prerequisite: Rage

Benefit: By sacrificing one usage of *Rage* for the day, you are able to express it as a loud shout. All allies within 30 feet that hear this (including you) gains 2d4 points of temporary hit points (each ally rolls separately), and a +2 morale bonus to Will saves. You use this ability exactly the same as you would

Rage normally, and it's duration is the same. Note that this will not work in areas where you cannot be heard.

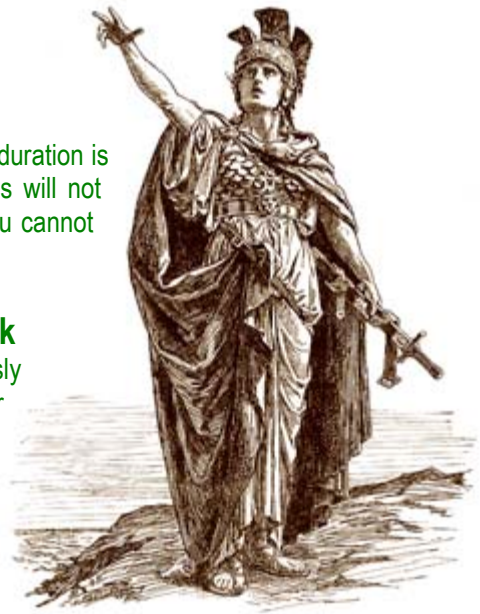
Spontaneous Luck

You can spontaneously give your self better luck.

Prerequisite:

Spontaneous Casting, able to cast 3rd level divine spells or higher.

Benefit: You are able to use your *Spontaneous Casting* ability give yourself good luck. To do this, you "lose" any prepared spell as normal, and in return you may re-roll any roll that you just made. You may do this once per turn.



See more d20 stuff at <http://www.TheLeGames.com>

A BIG LITTLE PROBLEM

(A 400 POINT SCENARIO)



There's trouble brewing in the Lab again! An experimental ray designed to alter the size of commercial goods for easy and inexpensive shipping has gone haywire! Now our heroes must protect the lab and save the day!

Setup:

Players construct an Unrestricted 400 point team consisting of only heroic characters (no Colossal figures though!). Using The Lab Map from Armor Wars set up the game as normal. Players should have tokens or markers to indicate in game effects (colored tokens or "Special" Tokens from the Starter sets).

In-Game Effects:

At the beginning of each player's turn roll two dice. On a result of 8-12, the ray emits an enlargement beam throughout the building. All characters indoors grow one size. See Growth and Shrinking chart.

A result of 7 is no effect.

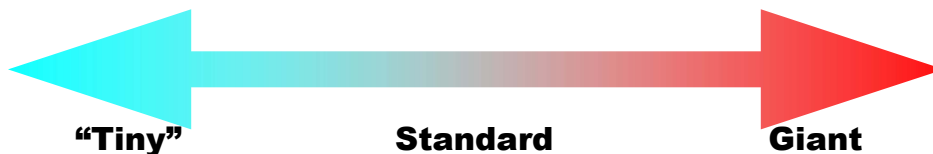
On a result of 2-6, the ray causes all indoor figures to shrink one size. Refer to chart.

These effects do not wear off when the characters leave the indoor terrain.

To stop the ray, players must destroy both the Computer that controls it (spaces B9 and B10) and the Power Generator (spaces O11 and P11) using the following rules.

Computer and Power Generator squares are destroyed on any successful attack that deals at least three damage and is directed only at that square. The squares have a Defense of 16 that cannot be modified. An unsuccessful attack deals one click of Penetrating Damage to the attacker that cannot be avoided by any Power, Ability or Feat card.

Each space on the map destroyed is worth 50 addition points towards Victory! When both devices are destroyed, players no longer roll for effect, however, any change in character "size" remains until the end of the game.



changing chart.

Size

Changing Sizes:

When **Shrinking** (result of 2-6), change your figure from their current size to the size one space to the left, Standard goes to “Tiny”, Giant to Standard. Similarly, when **Growing** (result of 8-12) change the character type one size to the right. There is no size larger than Giant, or smaller than “Tiny”.

Giant: Characters that become Giant gain the effects of the Giant Damage symbol. Double Based, Flying and Transporter figures retain the effects of those figure types. The “gained” Giant effect bypasses any Earthbound that appears on the character’s dial.

Standard: The figure has the effects of the standard Damage symbol.

“Tiny” (this is a made up classification used only for this scenario): These figures gain the effects of Stealth and receive +2 to their Defense value. Additionally, reduce their Ranged Combat and Movement values by 2. The Stealth does not replace whatever power may be on the Speed slot of the dial, as the character does not gain the power—just the effects. The gained effects of Stealth cannot be countered by any means, nor are they optional. Double Based, Flying and Transporter figures that become “Tiny” lose the special rules that govern them. Double Based figures use only the “front” square to determine map location and Line of Fire.

The “back” square is considered open terrain and may be occupied by another figure. Flyers that become “Tiny” gain the effects of Leap/Climb for as long as their dial will allow them to fly.

Scoring and Victory

Allow the round to be anywhere from 40 to 60 minutes, or determine a preset number of turns. Score as normal with the bonus points added for destroying the computer and power source.





Heralded by the Barcelona scandal, internet leaks, and outcries over square-shaped bases, the new Star Wars Miniatures set, *Alliance and Empire* has finally been released. The Rebel faction received a much-needed boost with 20 new figures that transform that “insignificant rebellion” into a force to be reckoned with. I will be reviewing the Rebel pieces from this set as that is the faction I mainly play.

There are several Rebels with powerful commander effects (most Leias, Rebel Captain, etc.) that would benefit most Rebel followers. When making suggestions in this review, I am going to pick only the one or two characters that would work best with the piece being reviewed.



Biggs Darklighter, VR: Biggs steps on to the field with a massive +12 attack, which is usually reserved for Jedi and other high-end characters. His measly 10 damage gets a boost from **Deadeye**, but that requires him to stand still, as does his **Careful Shot** which amps his attack. Despite his high attack value, Biggs doesn't

have much to offer, and certainly doesn't have the damage output one might expect from character of his cost. I can think of better ways to spend 26 points.

Suggestions: Wedge is the best partner for Biggs, granting him the **Evade** Special Ability (SA).

Chewbacca, Enraged Wookiee, R: This version of Chewie has higher stats than any of the others (except the dismal 13 defense) but suffers from the **Savage** SA which makes him ignore Commander Effects (CEs) and have to move adjacent to an enemy if possible. His **Charging Assault +10** allows him to make a large move and hit for a whopping 40 damage. Along with **Demolish** and 160 HP, this Chewie is a one-Wookiee AT-ST wrecking crew! Good for charging across the battlefield or shooting for 30 damage if carefully positioned.

Suggestions: Varactyl Wrangler!!! Negates the **Savage** SA and will allow Chewie to be more controllable and benefit from some of the other Rebel CEs.

C-3PO and R2-D2: An interesting and fun piece that combines the best abilities of Star



Wars' own dynamic duo, not to mention the first double character/single base figure. Good synergy of their SAs, like **Regeneration** (simulating R2 repairing 3PO) to balance the damage from

Draw Fire, as well as the old R2 standard of **Override** that can make a big difference on a map with doors. The new addition, **Disruptive** is character-accurate and will negate the effect of enemy CEs within 6 squares. The amalgamation of the 2 characters produces a piece that is superior to either individually, and beneficial to most squads.

Suggestions: Droids can't take advantage of CEs, but R2 and 3PO are a good piece for almost any Rebel force.

Elite Hoth Trooper: Reprint of the Rebel Strom figure. One of the Rebel Alliance's better troopers.

Suggestions: Rebel Captain will give them **Twin Attack**, Lando Hero of Tanaab will give them **Mobile Attack**, and either Princess Leia or her Hoth Commander version have helpful CEs.

Han Solo, Rogue: The figure everyone loves to hate on, this version of Han was created solely to nerf Thrawn's initiative control with the **Never Tell Me the Odds** SA. Other than that, he has the worst stats of any of the versions of Han. **Evade** will help keep him alive longer, but this Han was not made for combat. He does have the Solo staples of **Accurate Shot** and **Cunning Attack**.

Suggestions: The only reason to ever play this Han is if you are relatively sure that you will face a Thrawn or Black-and-Blue team. Princess Leia, Senator would be the best match for him.



Han Solo in Stormtrooper Armor: What he lacks in the usual Solo SAs, he makes up for in mobility and CE. He can charge like a wild man and attack every legal target once, and then allow his followers to move at double speed and attack also. With careful positioning, **Stealth** can keep him around a little longer, but this Han was made for an all out assault.

Suggestions: Some **Twin Attack**-ing Rebel troopers would be a cheap way to charge the enemy, or take up forward positions on the map without having to creep from cover to cover. That being said, just about any decent Rebel would benefit (see Luke Skywalker, Champion of the Force).

Han Solo on Tauntaun: The only Han in this set with a Force point, this Han has a higher movement in addition to the standard Solo SAs. However, because it is a double-based figure, he is bound to be slowed down by hindering terrain. **Heal 10** will allow him to heal himself or allies, and **Mobile Attack** is always welcome, allowing him to duck back into cover after attacking. An interesting version of Han.

Suggestions: Luke on Tauntaun and Hoth Troopers would make a nice theme team. This Solo is a follower, and thus can benefit from some CEs, especially the Princess Leia from this set.



Ithorian Commander: This figure is all about the CE. It improves some of the near-useless melee characters. Many people believe that this commander will change the "meta" of competitive

gaming, but since I play mostly friendly matches, I won't speculate. Suggestions: Any follower with **Melee Attack** and 10

damage, especially those with **Stealth** (mostly Fringers). Heck, even Princess Leia, Captive and the Rebel Storm Wookie Soldier become marginally playable.

Luke Skywalker, Champion of the Force: Finally, the bad-@\$\$ jedi Luke that everyone has been waiting for since Rebel Storm. Superb synergy of his SAs and Force Powers (**Use the Force** and **Flurry Attack**), lots of damage output, and decent defensive capability (**Lightsaber Deflect**). My only complaint is that he is a little low on HP. Suggestions: The Rebel Storm Obi Wan or Yoda of Dagobah are both good matches with this Luke, and will massively boost him when they perish. This Luke is also a follower and can benefit from some of the good Rebel CEs.



Luke Skywalker, Hero of Yavin: A very good use of 35 points. Massive damage output, great synergy of SAs (**Deadly Attack** and **Flurry Attack**, which together give

him a 1% chance for a critical hit + an extra attack if he does crit) as well as **Lightsaber Deflect** to keep him alive and allow him to cut through damage reduction. Balanced by a low attack score and HP.

Suggestions: Wedge Antilles is the single best benefactor for this Luke. His pilot status allows Wedge to give him **Evade**, which coupled with **Lightsaber Deflect** gives him two chances to avoid an attack. Force Spirit Obi Wan is also a good choice

Luke's Landspeeder: A surprisingly good piece, despite being a little expensive. Solid stats, high movement, defensive abilities, and **Mobile** and **Twin Attacks**. Can also use that high movement to run out and use **Jedi Mind Trick** to stun enemies, although I probably wouldn't risk running a piece worth this many points to far out when it has

Mobile Attack and range.

Suggestions: Much like the previous Luke, any good unique Rebel CEs would benefit this piece.

Mon Calamari Tech Specialist:

The only reason to play this piece is if you have 4 points that can't be better spent or if you're facing a massive droid army. Considering his low attack value, he'll need to combine fire to hit anything.

Suggestions: Don't play him. If you really want to, use him with any CEs that will boost attack values, like the Rebel Officer.



Obi Wan Kenobi, Jedi Spirit: A truly unique piece that is all about helping allies. Grants them a boost if they use the Force to re-roll (**Mettle**) as well as **Force Renewal** to keep those Force points coming.

Suggestions: Keep him in the back away from the action and bestow his gifts on a good shooter, like Luke Hero of Yavin or Luke on Tauntaun. Would definitely help out Luke Young Jedi, but that puts Obi Wan a little too close to the action where he can be dissipated. Another option is to play him with Yoda of Dagobah, where Yoda can turn a Rebel (Snowspeeder, perhaps?) into a Force user, and then Obi Wan can boost them even further. Add Princess Leia Hoth Commander and you have a Snowspeeder that will not die.

Princess Leia: Like other Leias, this one has a great CE that allows Rebel followers to make an extra attack at +4 Attack and +10 Damage. Standard Leia stats, although this one has 20 damage instead of the usual 10.

Suggestions: Just about any follower can



benefit from Leia's CE. A good choice would be Luke Hero of Yavin, or even Luke Champion of the Force, although Leia has to really put herself out there to keep him in range.

Rebel Commando: Reprint from Rebel Storm. Not a very good piece then, but has gotten much better since the addition of the Strike Team Leader (see below).

Rebel Commando Strike Leader: Super-stealth for the Rebels! Finally an excuse to break out the Rebel Commandos. Also gives the Rebel Commandos **Grenades 20** to balance their lowly 10 damage.



Suggestions: Rebel Commandos and Dresselian Commandos. However, since the Strike Leader has much better stats than the commandos and only costs 4 points more, many people will probably play a squad of Strike Leaders.

Rebel Leader: Nice CE giving +6 from combining fire to followers, along with granting the **Spotter 20** ability for a nice damage boost when combining fire. This CE will come in handy when facing Stormtroopers who now have 22 defense (26 in cover) when led by Darth Vader, Imperial Commander.

Suggestions: This CE is best used with Rebel Troopers (who are mostly expendable) to provide a hefty boost to a good shooter's accuracy and damage. A Rebel Commando along with the Rebel Commando Strike Leader's super-stealth would help keep the spotter alive longer.

Rebel Pilot: Reprint from Rebel Storm. Suggestions: Gain **Evade** from Wedge Antilles. Any other CEs you want to pile on will help them out considerably, especially when boosting their 10 damage.



Rebel Trooper: Reprint from Rebel Storm. Same point cost as a Stormtrooper, but not as good.

Twi'lek Rebel Agent: Stealth and Spotter 20 could really boost a good shooter. However, with only 10 HP this Twi'lek isn't going to survive long as he has to get within 6 squares of the enemy to use his **Spotter SA** and **Stealth** is negated within that distance.

Suggestions: Better off using the Rebel Leader with Rebel Troopers, as you can have several spotters that only cost 5 points each instead of this one for 9. If you really want to play this figure, you can couple him with a Twi'lek Bodyguard to keep him alive, or be very careful with positioning.

Wookiee Freedom Fighter: A good Rebel Wookiee is a welcome addition after the near-useless Wookiee Soldier. Good SA synergy with **Charging Assault 10** and **Momentum** allows these



raging Wooks to move 12 spaces and hit for 30 damage at +11 attack when adjacent. And all of the damage goes through thanks to **Demolish**. They are also shooters though,

and thus you have the option of keeping them back and firing instead of charging. Suggestions: Very good for making a headlong rush into close combat and tying up the enemy, allowing some of your other units to advance. The CEs that would benefit the Wookies the most are the ones not limited by a range of 6 like Princess Leia,

Princess Leia Hoth Commander, or the Rebel Leader from this set. Since they aren't **Melee** and thus can combine fire, **Spotter 20** from allies would really make them dangerous, hitting for 50 damage.



Title: DC HeroClix®: Justice League
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GOING SOLO

BY MIKE MULLINS



Swarm: The Syndicate's Revenge

No no, not that syndicate! Anything that can keep your opponent from playing their deck they want to provides you an advantage. Disrupting an opponent is often seen as the tactic of a control oriented deck. However, aggressive decks that knock endurance down quickly can do the same things as opponents must adjust their play to avoid hitting 0 endurance. Vs. is a game for which it is very difficult to eliminate endurance loss when the opponent has the initiative. This allows a deck that is aggressive through the early turns to eek out a win when the opponent recruits beefier characters than what the aggressive deck can put into play (blitz decks need a disproportionate number of low-cost characters to ensure a consistent early game.

In the next Modern Age, the Sinister Syndicate provide range of characters with attacks higher than what is expected for their recruit cost. For instance, the Vulture has a 4 ATK attached to a recruit cost of 1 with flight tagged on for good measure. Razorfist, also a 1-drop, has a 3 ATK, but without the Vulture's loyalty trait. At the two drop, both Electro and Spider Slayer V.X. have attacks higher than the normal 3 ATK. These high attacks provide for early endurance loss for the opponent while also supporting the ability to attack up the curve.

In addition to high ATK characters, the Syndicates have a number of options for boosting their ATK values in Modern Age. Power Gem and Alien Symbiote both

provide +3 ATK, but the bonus from Power Gem is only in place while attacking a character, but breakthrough still allows damage to get through to your opponent.

Dropping characters and equipment at a rate needed to gain a giant advantage in endurance totals can reduce your hand to nothing very quickly. But, the Modern Age includes a number of cards that can refill your hand with little worry. Lizard, Ego Gem, and Legacy of Evil are the obvious inclusions, but Earth 2 provides nice synergy with the deck. Many cards in this inflict endurance loss on you based on the number of resources you control (e.g.,

Characters (34)	Equipment (8)
4x Fusion	4x Alien Symbiote
4x Lizard	2x Ego Gem
4x Razorfist	2x Power Gem
4x Vulture	
4x Answer	Plot Twists (15)
4x Electro	4x Flying Kick
4x Spider-Slayer V.X.	4x Legacy of Evil
3x Trapster	4x Spider Hunt
3x Venom	3x Suffocation
Locations (3)	
3x Earth 2	

Razorfist, Venom, Alien Symbiote, etc.), but the deck only needs four resources to run smoothly and Earth helps keep you at the sweet spot where you maximize the ability to get cards into play and minimize the endurance loss.

The single trick card in the deck is suffocation, which is the star of this issue's card spotlight. The rest of the deck runs off of card draw, overstated characters, ATK boosts, and board presence.

Maintaining a large character base supports two cards in this deck: Legacy of Evil and Spider Hunt. Legacy of Evil only works while you control more characters than your opponent (it's very easy to drop 2 characters on turn 2 and enable Legacy of Evil). The more characters you control, the larger the impact of the bonus provided by Spider Hunt. If you control 3 characters, Spider Hunt provides the equivalent of a +6 ATK bonus. That boost can provide the means to stun opposing characters and knock the opponent's endurance closer to 0 very quickly.

Good luck in adapting this little deck into something that will put pressure on your local play environment.

Card Spotlight

Do you want to make sure a character cannot be reinforced?

Do you want to ensure that a protected character you cannot get at won't be able attack you this turn?



Suffocation provides an answer for both of these dilemmas and it forces your opponent

to change their formation after they have set it up.

With formation providing one of the trickier challenges to succeeding at Vs., making an opponent rework their formation with a lot of limitations will often result in your opponent making more mistakes for your to capitalize on.

If you are trying to limit the possibilities of your opponent to reinforce their characters, make sure you play Suffocation prior to starting your attack, or the reinforcement can go on the chain prior to the position change.

CHARACTERS YOU PROBABLY WON'T EVER SEE AS A CLIX
 BY: THE LE



Bill Rock

HOUSE RULES

Advanced Powers and Abilities by Demzel Griddle



Wizkids has made an effort to make more comic book accurate **Heroclix** characters starting with the Legion of Superheroes set and Avengers set. Keywords, Character specific powers on the character cards and Special Powers are a big change to the game. Now you can start to have well rounded comic book accurate teams and not just stick to the “official” **Heroclix** teams as defined by the symbols on the base of the clix.

I do wish that the standard powers were a little more flexible and comic book accurate. I was thinking of new ways that the current powers could be more useful or powerful. It is hard to imagine a character that has the power to teleport but don't use it to move out of the way when the Hulk is charging at him. They keep giving Wolverine Battle Fury in the game but that just means he can't be carried but the devastating effect that his battle fury can be is not portrayed accurately. Juggernaut is hard to hurt in the comics and in the game but Nightcrawler and Kitty Pryde would be very hard to hit. In **Heroclix** Juggernaut would destroy both of them but in the comics he would just be fanning the air. I doubt in the comics that you would have a situation were Moon Knight would pick up a meteorite and hit Hulk with it and do any damage. If the game was that accurate it would be no fun. We see that even though Ares is a powerful **Heroclix** character but could anyone really beat the “god of war”.

A few powers could be a little more “powerful” and “accurate”. I do have a few suggestions for house rules to make the game play a little more advanced and fun.

Who knows maybe one day we will all be carrying around thick books to play **Heroclix** like the D&D players. But until that day I hope my “house rules APAC” would help bring a little more strategy and realness to your games of **Heroclix**.

Heroclix Advanced Powers and Abilities:

These power actions maybe used as additional options for characters with that standard power listed on their colored squared on their dial.

Battle Fury

Rage: When this character has taken damage from a close combat attack it may make an attack on adjacent characters. Roll one six-sided dice. On a roll of 1 or 2 this character attacks an adjacent friendly character. On a roll of 5 or 6 it may make an attack on each adjacent opposing character.

Energy Shield/Deflection

Ricochet: When an opposing character fail to roll higher than this character's modified defense that character must roll to see if its attack was ricocheted back at them. Roll one six-sided dice. On a roll of 1 that character takes damage equal to the amount of damage of the original attack. Any damage modifiers are applied. This damage can be avoided, reduced, and modified according to the attackers powers, abilities, and feats.

Force Blast

Lash Out: When this character has taken damage from a close combat attack it may knockback that character. Roll one six-sided

dice. The number of spaces the character is knocked back is equal to the number rolled. Normal knockback rules apply.

Leap/Climb

Backflip: When this character is hit by an attack, roll one six-sided die before damage is dealt. On a result of 5 or 6, this character evades the attack. This power can only be used if a defense power is not used to avoid this attack.

Mastermind

Evil Genius: All friendly characters that are within 6 squares are considered to be adjacent to this character for the purpose of using Mastermind. The normal rules of Mastermind are used with Evil Genius.

Phasing/Teleport

Phase Out: When this character is hit by an attack, roll one six-sided dice before damage is dealt. On a result of 5 or 6, this character evades the attack. This power can only be used if a defense power is not used to avoid this attack.

Teleportation: When this character is hit by an attack, roll one six-sided die before damage is dealt. On a result of 5 or 6, this character evades the attack and moves half its speed in any direction. This character can only end its movement in a square that he can legally be placed. This power can only be used if a defense power is not used to avoid this attack.



Stealth

Creep: Give this character a power action. This character can move to any space with hindering terrain within its speed range if it has one action token on it. Put a second action token on this character but it does not take pushing damage.

Sniperfire: Give this character a power action. It makes a ranged combat attack against a single target character that moved into its range on opponents turn. Sniperfire can only be used if this character does not have an action token on it.

Super Strength

Grab&Toss: Give this character a power action. Roll one six-sided dice.

On a result of 6 this character may move an opposing adjacent normal character up to 6 spaces. That character takes 2 clicks of damage. An adjacent giant character may move up to 3 spaces for 1 click of damage. If the character is moved into blocking terrain add one additional click of damage and place a broken wall tile in that space. If this character is moved into another character that character also take 2 clicks of damage.

Telekinesis

Help Out: Give this character a power action. This character may move an object or opposing character adjacent to a friendly character that is within 10 spaces and within this characters line of sight. Give this character one click of penetrating damage.

Team Abilities

Avengers: If a character has this team symbol an addition an additional rookie character may be placed on this team whose point cost is not over 50 points. No feat cards can be placed on this character. This character does not count to towards this team total but opponent gets the points for that character as normal if that rookie character is knocked out. Characters with the wild card ability can not copy this ability.

Brotherhood of Mutants: If Magneto is on the team all figures with the Brotherhood of Mutants and/or mutant keyword get +1 to their defense. Characters with the wild card ability can not copy this ability.

Defenders: If a character has this team symbol once per game you may give one character +2 to any stat for the duration of a turn and then that character takes one click of penetrating damage. Characters with the wild card ability can not copy this ability.

Hydra: If Baron Von Strucker is on this team all characters with the Hydra symbol or Hydra keyword gets +1 to their attack. Characters with the wild card ability can not copy this ability. If Red Skull is on this team all characters with the Hydra symbol, Hydra and/or A.I.M keyword may use Poison (though they do not possess the Poison power)

JLA: If a character has this team symbol an addition an additional rookie character may be placed on this team whose point cost is not over 50 points. No feat cards can be placed on this character. This character does not count to towards this team total but opponent gets the points for that character as



normal if that rookie character is knocked out. Characters with the wild card ability can not copy this ability.

Minions of Doom: If Doom is on this team all character with the Minion of Doom symbol or Minion of Doom keyword get +1 to their speed. Characters with the wild card ability can not copy this ability.

Outsiders: If Batman is on this team all characters with the Outsiders symbol can use the Batman Ally ability also. Characters with the wild card ability can not copy this ability.

Police: When characters with the Police symbol are adjacent to an opposing character incapacitate can be used as if it had that power. Characters with the wild card ability can not copy this ability.

Shield: Once per game the highest point cost character with the Shield symbol or Shield keyword may ignore one attack and be placed back in starting area. Characters with the wild card ability can not copy this ability.

Skrull: Before the game pick one opposing character. The opposing player must roll one six-sided dice before he gives that character an action. On a result of 6 that character can not be given an action but put an action

token on that character. Characters with the wild card ability can not copy this ability.

Titans: Once per game return one character that has been knocked out to play. Put that character in the starting area and on his starting click. This character must have the Titans symbol or Teen Titans, Young Justice, Titans East, Titans West keyword. If this character is knocked out again the opposing character gets the points for this character as normal. Characters with the wild card ability can not copy this ability.

Xmen: Once per game return one character that has been knocked out to play. Put that character in the starting area and on his starting click. This character must have the Xmen symbol or Xmen, Excalibur, New Mutants, X-Factor, Generation X, Exiles, or X-Force keyword. If this character is knocked out again the opposing character gets the points for this character as normal. Characters with the wild card ability can not copy this ability.

E-Z HEROES

\$9.99, available as a pdf download

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1.5" Click-Base Scale

EZ-HEROES lets you convert any box into a 3D map for your click base hero miniature game. You get full color 300dpi pages of various brick and wall styles, numerous windows and doors, cars, business signs, fire and smoke barriers, ladders and plenty of 1.5" gridded ground textures to make your city. Set includes over 25 pdf pages and a full color instruction manual.



All Marvel Heroclix figures and likenesses are the property of Wizkids Games and its licensor Marvel Comics. These companies do not endorse this product and are not affiliated with Fat Dragon Games in any way.



GAMING AT STAR WARS CELEBRATION IV



BY ANGIE NOTHDOFF

Thousands of Star Wars fans from around the globe descended on Los Angeles, CA, over Memorial Day weekend to commemorate the 30th anniversary of “A New Hope.” Even though gaming wasn’t the focus of the convention, there were some vendors and events that appealed to gamers.

WizKids/Topps and Wizards of the Coast/Hasbro both made appearances in the Exhibit Hall as well as the Fan Fair Hall. WizKids did a fabulous job of promotion and having plenty of product available. Wizards of the Coast (WotC), on the other hand, fell short of expectations.



POCKETMODEL STARSHIPS

WizKids unveiled their newest game in a big way. Samples of the Star Wars Pocketmodel Trading Card Game, not due in stores until June, were given to people who



passed the booth. Each packet contained a punch-out X-Wing and two TIE Fighters, along with game cards and directions to the online demo.

The majority of the Topps/WizKids Exhibit Hall booth was filled with demo tables, where people were introduced to the Pocketmodel game. For those hooked after a demo or those just curious, plenty of the game packs were available for sale. WizKids also had a convention-exclusive collector’s tin available, which came with multiple game packs and a limited-edition Millennium Falcon Pocketmodel.



In the Fan Fair Hall, WizKids took the tiny ships to a huge scale. Demos of the game were done, but instead of inch-tall models,

they used knee-high versions of the ships. Children waited in line to toss fist-size dice, play two-foot cards and move the over-sized ships into position. Players could win game packs for taking part in the short demos.

WizKids ended the convention by giving away the large ships and more game packs. By late Monday, WizKids still had product available for sale, including the convention-exclusive tin.

ATTACKTIX

Hasbro made a good showing for Attacktix, the miniatures game targeted at children where the minis actually shoot projectiles to hit other minis. Many demo tables were available and often were full of kids learning the game. Hasbro also had several large glass cases filled with Attacktix models featuring not only Star Wars figures, but figures from other series, like Transformers.

Product for Attacktix didn't appear to be overly plentiful, but a scan of the Hasbro shelves on Monday revealed a few Attacktix boxes still available for sale.

STAR WARS MINIATURES

Wizards of the Coast (WotC) didn't do the most stellar job of handling the release of the latest Star Wars Miniatures (SWM) set, Alliance and Empire (A&E).

A&E wasn't slated to be released until Friday, May 25. However, Celebration IV opened on Thursday, May 24. That caused a snag in the Convention League (one of the gaming formats used by WotC). Since the company was "restricted" from releasing the set early, the decision was made to use Champions of the Force as the "base" and Bounty Hunters as the prize support, so League could start on Thursday. (No



specific answer was provided when multiple WotC people were asked as to why they couldn't release a day early for Celebration IV.)

While the decision to use old sets for "base" and prizes was disappointing to many SWM players, the more puzzling question was why WotC didn't use A&E as prize support until Saturday, when the rest of the country received A&E on Friday. (Again, no specific answer was provided when asked.) However, even with the less-than-optimal conditions, Ian Richards, the program manager for WotC organized play, said that the turn-out was better than expected, with 20 to 30 people playing League almost constantly.





Saturday's Alliance and Empire release tournament attendance was "right on," Richards said. He said he was pleased that there were 22 of 38 people still left in the game after five rounds, as the player drop-rate was much lower than he'd anticipated.

The most ill-handled aspect of SWM at Celebration IV, though, was the amount of A&E product available. As already mentioned, A&E was to be officially released on Friday, May 25. The WotC

booth, however, didn't sell product until Saturday. And even when it became available, it didn't last.

When asked, the WotC/Hasbro representatives wouldn't give an exact amount of product available, only that it was a "limited amount." The "limited amount" was rumored to be only 10 cases (120 boosters), which ran out quickly. There was none left for sale at the WotC/Hasbro booth by Saturday afternoon, nor on any day after that.



STAR WARS RPG

In contrast to the SWM handling, one of the best (if limited) things Wizards of the Coast did at Celebration IV was to give out free copies of the newest version of the Star Wars Role Playing Game book. The book, which had been delayed from its intended release until June 5, was available free to the first 30 people who came up to the booth each day (Thursday through Sunday at 2 p.m.) and said "Let the Wookiee win."

Author Rodney Thompson was on-hand to autograph and did so happily, giving fans a chance to chat and ask questions.

CHARACTERS YOU PROBABLY WON'T EVER SEE AS A CLIX

BY: THE LE



MUTANTS AND MONSTERS FIGURES REVELED

BY SCOTT CRAMCOMPANY



I've been debating how to start this article. I finally came up with:

Oh My God!

Oh My God!

Oh My God!

As I was saying goodbye at Gen Con, Mark Tuttle (brand manager) pulled me aside and showed me 7 of the figure sculpts from Monsters and Mutants. (I'm not special, he showed a lot of envoy's too.) To put it mildly I was impressed. I was the kind of impressed that made my eyes drop out of my skull.

I sat down and did a small informal interview about the set and the new directions of the sculpts.

We currently could not take pictures of the figures and the dials were not attached to them. Rock is currently working on getting a few pictures sent out to be revealed. Until then....here is the figures I saw.

World of War Hulk (with Metal Arm, Shield and Hammer/Ax weapon type thing)

Archangel (the cool one with Metal Wings and Blue Face)

Mimic (with Colossus Skin and Wolverine Claws)

Old School Jean Gray (straight from the cover of first issue of X-Men)

Dazzler (with a microphone and 80's costume)

Colossus (this one was amazing looking, even beyond the rest. He was holding a Sentinel head and ripping out its inner circuits. I was told by Mark that we can thank Wade for this one. The original design was another boring Colossus and Wade demanded that they make something really cool for a figure that gets too often hosed.)

And finally

OMEGA RED (arms whipping about, jumping off what I believe was the same broken Sentinel whom Colossus had destroyed)



This is perhaps not the real story; the story is the stunning detail of each figure. As Mark told me “Every single correction that needed to be made from the Avengers set has been addressed.” From the look of these seven sculpts this is completely true. The plastic is durable and hard, the sculpts are precise and the painting is close to Masterpeice quality. I



held them in my hands folks, they are the real deal. The closest comparison is Collateral Damage since they’re not just posing a lot of them have a background too. There is no question about it, this is beginning of Heroclix sculpts 2.0, because they look better then anything we’ve had. Even in the pupils of the eyes are spot on. Hulk is not only angry, but he’s not cross eyed.

However, I was a touch skeptical; I’m an HCrealmer after all ;) Mark did assure me that the final pieces will look like this. These are “floor runs” he told me and promised this quality throughout. I got the impression that he HATES any mistakes made with his products.

For you Heroclix trivia buffs: Yes, it is the same factory that did Avengers, but Mark says he really “put the screws to them”. Mark also told me that all Heroclix are hand painted, which impresses me that I can buy a hand painted figure for \$2 a piece.

Sure the sculpts are good and they’re some figures we’ve been waiting for, but what about the rest? Here was Mark’s response.” When I first started (as Brand Manager) they told me we can’t do Guy Gardner and a bunch of other popular people, because they

were saving them for other sets. I told them, if people want them and will buy Heroclix for them, we should do them. Hold nothing back and then try and top ourselves the next set.” Every figure that is popular that you’ve been wanting Mark wants to give to you. I highly suggest emailing or posting your suggestions, he is listening.

I know that we all complain (myself included) about different aspects of this game we love, but in the past year there has been a tremendous amount of good news and the game is spreading like wildfire through Europe (just ask Antonio Santangelo new World Championship). Just think about all the great things that have been happening?

1. 60 different figures instead of the old Rookie/Experienced/Vet of the same figure
2. Zombies and Sidekick Super Rares...don’t tell Wizard Shazzam I called him a sidekick.
3. Character Cards which allows us to have Special Character Powers. Beyond that I don’t have to look at www.whoclix.com (still a cool site) just to figure out who I’m playing with.

4. Wizkids got the license to make Heroes Heroclix
5. We got 2 DC sets this year
6. Wizkids got the license to make New Line Cinema Horrorclix (Freddy, Jason and Leatherface are all confirmed).
7. We had our first WORLD championship event this year at Gen Con.
8. Wizkids now gives away a free brick of gold with every pack. (Just checking if you're still paying attention.)

9. Coming of Galactus event was pretty cool and the Starro event promises to be more balanced and even more fun.

Lastly there is a major announcement and Mark REALLY specified MAJOR ANNOUNCEMENT coming September 10th that is supposed to be the essence of EXPECT ANYTHING!

The Future is bright fellow clickers, enjoy it!

Thanks,

**Scott
Cramcompany**



PICTURES LIVE FROM WWE





