

CRITICAL HIT

VOLUME 2 ISSUES 5

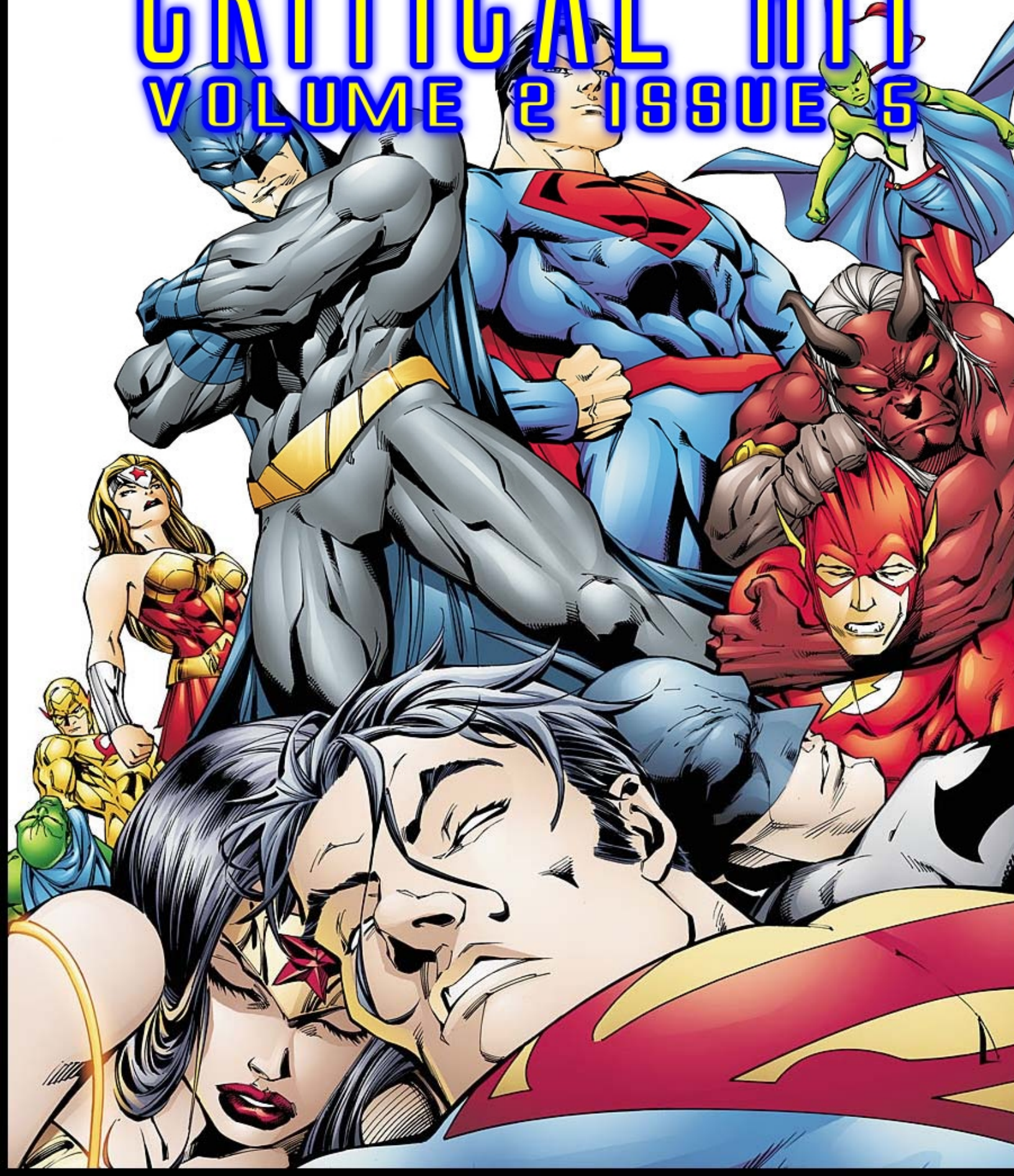


Table Of Contents

Rock's SOHK (School of Hard Knocks) for Beginners
JUST SAY CHEESE
Inside the Mox Box: The Recycle Bin
UNSUNG HEROES LE EDITION
Inside The Mox Box: Justice Is Blind
PRICE GUIDE: AVENGERS, JLA AND LOSH EDITION
Laugh It Up Fuzzball: Star Wars Minis
Corporal Punishment: Star Wars Minis
Special Objects List – by RavenProject
JL Check List – by Jon Loftus
JL Check List (sort by number) – by The Le
JL Check List (sort by name) – by The Le
Layout and Imaging by The Le (http://www.TheLeGames.com)

LETTER FROM THE EDITOR

Welcome back loyal readers to another edition of CRITICAL HIT. We sent out previously a smaller version of the magazine and got a very positive feedback from it, and decided to follow suit and stay more HeroClix centric – I hope you all like it. Life is busy as always, but we here at the magazine still push it out. My poor Jets are in the slump of a life time (nothing new) and we are on the verge of another HeroClix release. With the next ISSUE we will be bringing you some BIG sneak peeks into the next HeroClix set that I am sure you will all love. Keep on hand everyone and I hope you enjoy this issue.

William Rock (rock810)

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

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ROCK'S SOHK (SCHOOL OF HARD KNOCKS) FOR BEGINNERS: STARRO ATTACKS!



A months worth of great heroclix events and the hopes of winning a giant Starfish make for a set that is being looked at through and through. Sealed events have our minds set into the possibilities and what could be good, but shortly after Starro ends the constructed events begin again and the true value of the figures comes out. The great thing so far about the JLA and the AVENGERS sets is that the market is flooded; as long as it is not a Super Rare you can get what you want easily. With a plethora of great figures available constructed play should become very introducing indeed. Though for new players and old players alike there lies the question of what will be good, and what will win games.

jump around the board into hindering terrain and then make an attack. You are able to declare ANY action and then move up to 6 squares as long as you start and end in hindering terrain. Broken? NO! IT is the GODDAMN BATMAN!!!

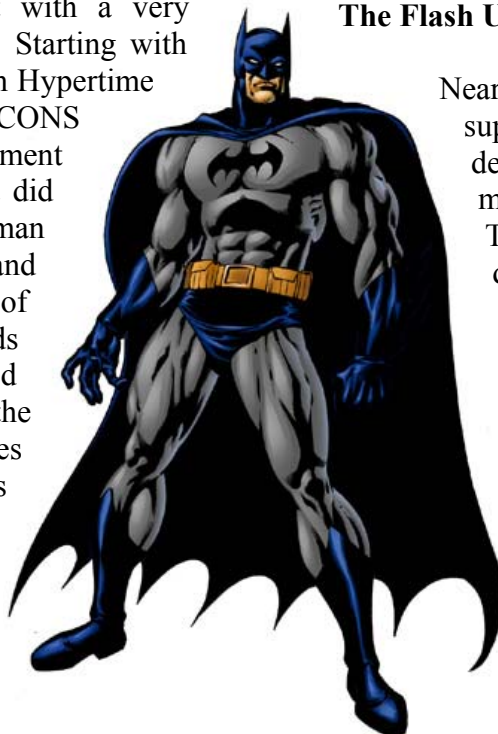
Batman Veteran Common

GOING BATTY! 300 POINT THEME TEAM

JLA BATMAN VETERAN
JLA BATMAN VETERAN
JLA BATMAN VETERAN
JLA BATMAN VETERAN

Every time we have had a release of a Batman we have been left with a very powerful and usable figure. Starting with the Experienced Batman from Hypertime ranging to the Starter ICONS Batman. Though with retirement we were left in a world that did not have the traditional Batman with frontloaded outwit and Batman Ally. Though out of the box and into our hands comes the new and improved Batman. This version of the Bat gives us all the qualities we used to love though this Batman jumps OUT OF THE SHADOWS and may be one of the most playable versions we have ever gotten. His *SPECIAL POWER* allows Batman to

The Flash Unique UNCOMMON



Nearly every set has given us a super speedster with a huge defense and an even larger move. The new version of The Flash does not disappoint at all with his 14 move and his 19 defense. Though much like many of the newer figures this Flash brings us some new abilities with VIBRATION. Being able to use phasing and hypersonic is very cool, but the only real difficulty that can be found is that you can't use them together (would

be cool, but sorry). Still Flash is always going to be able to get away and is not hindered by any terrain. 114 points may be pricey, but this Flash can team up with his other versions released this set in order to speed past the competition.

CATCH ME IF YOU CAN!! 300 POINT THEME TEAM

THE FLASH UNIQUE

-armor piercing

THE FLASH Rookie

-armor piercing

THE FLASH Experienced

-armor piercing

Merlyn Experienced UNCOMMON

A diamond in the rough, this new deadly archer comes to us as a very efficient ranged combat expert. This figure's stealth and 10 range makes him deadly and a nice 10 attack and ranged combat expert make this member of the LEAGUE OF ASSASSINS a deadly addition to any team. If your opponent does hit him his ASSASSINS TRAINING allows him to damage even the toughest of opponents. Bewared the assassin in the dark; his arrow may have your name on it.

300 POINTS LEAGUE OF ASSASSINS THEME TEAM

MERYLN EXPERIENCED

-Armor Piercing

-THE SOCIETY

MERYLN EXPERIENCED

-Armor Piercing

-THE SOCIETY

MERYLN EXPERIENCED

-THE SOCIETY

MERYLN EXPERIENCED

-THE SOCIETY

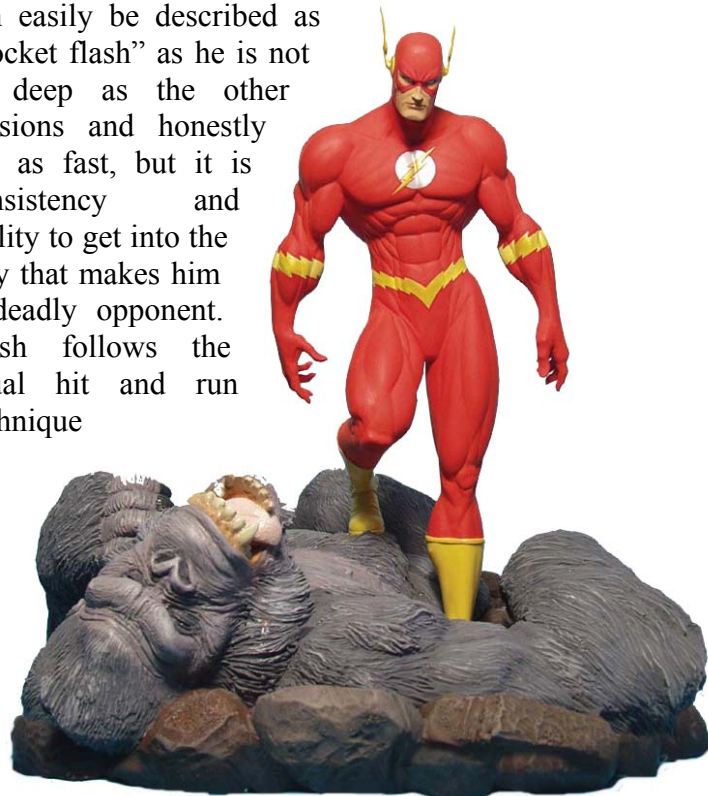
BRONZE TIGER EXPERIENCED

Dreamgirl Rookie Rare

One of the many Legion of Superheroes affected by the "THREEBOOT" of the DCU, Dreamgirl is a force to be reckoned with in the HeroClix community. Commonly called now "Bouncing Girl" due to a very interesting and intriguing sculpt this figures probability control is what makes her an able bodied part of any force. At 50 points she is a WILDCARD that gives you Probability Control and later Outwit. On her own she doesn't pose much of a threat, but on a team where she is one of the major support pieces she holds her own much similar to DESTINY from X-PLOSION.

The Flash Experienced Super Rare

In a set that produced 6 figures with Hypersonic Speed, it is the versions of the Flash that stand out. Not so much because of their move and defense (which always helps), it is their ability to fit on a team without dominating the team. This Flash can easily be described as "pocket flash" as he is not as deep as the other versions and honestly not as fast, but it is consistency and ability to get into the fray that makes him a deadly opponent. Flash follows the usual hit and run technique



used by his predecessors, and his special power, Speed Force, means even if he loses that initial hypersonic he is going to get into combat and dish out the pain.

Mad, Mad Scientist Theme Team

Living Laser Veteran
 -protected
 Dr. Alchemy Experienced
 The Flash Experienced
 -armor piercing
 -nanobots
 -protected
 Dr Midnight Rookie

LOBO Unique Super Rare

He is the main man and one of the most anticipated figures in heroclix to date, LOBO. In the comics he is a character that loves mindless violence and intoxication, well in heroclix he is no different. Lobo’s decent attack value and his BOUNTY HUNTER special ability make him both a fun and dangerous figure. Still he is a figure in need of some support, be sure when you play him that you bring along some tie up figures and some perplex to up his damage. Lobo may be able to dish out the pain, but sometimes you need a little help. Make use of his TRANSPORTER ability and zoom around the map. His late regeneration should keep him alive since this is a figure that cannot die (Heaven nor Hell want him).

300 POINTS WARRIORS WAY THEME TEAM

Lobo Unique
 Kazar Unique
 Kraven the Spider LE
 -armor Piercing



Cost: 62 Range: 6

	1	2	3	4	5	6	7	8	9
IL									
Spd	8	8	7	7	7	6	KO	KO	KO
Att	9	8	10	9	8	7	KO	KO	KO
Def	17	17	16	16	15	14	KO	KO	KO
DR. ALCHEMY	2	2	2	2	2	2	KO	KO	KO

Dr. Alchemy Experienced Uncommon

One of the many rogues to come out of this set Dr. Alchemy is an awesome support piece. The combination of telekinesis and barrier makes for possibly the best support figure in the game today. Unlike many support figures this one has a high defense and shape change making him very tough to hit. His later poison makes him a continued threat to your opponent. Plus, his ugly costume makes him an eyesore on the battlefield.

300 POINTS ROGUES GALLERY THEME TEAM

Dr. Alchemy Experienced
 -armor piercing
 -the Society
 Mirror Master Experienced
 -armor piercing
 -protected
 Heatwave Experienced
 Captain Boomerang Veteran
 -armor piercing
 -protected

Gypsy Experienced Common

In all honesty a figure that when she was released I instantly went, “Who the heck is that?” I later found through a little searching it was her powers of invisibility that made it so I didn’t know who she was. Still Gypsy is a common support figure that belongs on nearly any team, it is not so much her stealth

which helps block line of fire, it is her later DEFEND with a 17, 18, and 19 defense which makes her deadly. Use her to tie up your opponent and hope she gets hit as she quickly becomes the literal backbone of your team. Mid Dial probability makes her a fun and dangerous figure.

Superman Experienced RARE

A set without Superman would not be a heroclix set and this one gave us two of them. While the Super Rare is more powerful in many ways he is also MORE expensive. The ability to back up a figure can be huge when deciding what to play, especially in a play environment that is leaning more to theme teams nowadays. This version of Superman has many of the old tricks with hypersonic and impervious. Though later on in the dial he starts to take a nosedive as his new special power, Self Sacrifice, while fitting pretty much neuters him. Look to taking Life Model Decoy or something similar to give Superman some extra toughness, as his defense is going to be so high you won't be able to heal him easily.

REPORTER THEME TEAM

Question Rookie
 Lois Lane LE
 Superman Experienced
 -Life Model Decoy
 -unstoppable

Amazo Unique SUPER RARE

Nearly four years ago we were given the deadly android Amazo in the Cosmic Justice expansion set. Now long after his retirement and a call for a new version comes the deadly android along with his creator

Professor Ivo. This version of Amazo is a vast improvement on the original model. Starting with Hypersonic and a nice solid 4 damage, Amazo is extremely dangerous. With a very colorful dial Amazo stands above the rest as he is VERY hard to take down. Splashed of exploit weakness, outwit, and psychic blast means that one way or another Amazo is going to deal some damage. Team him up with his creator to make a very tough team. Beware Justice League as the Android Amazo has awoken and is out for blood.

ANDROID AND CREATOR TEAM

Amazo Unique
 Professor Ivo Veteran

Justice League presents us with a very unique and fun set. It is everything we expected from AVENGERS and then some. We have a full set of very playable and fun figures. With the Starro events we have a market that is completely flooded, so any figure you want is easily accessible. In the end this comes down to fun, and this set most definitely is a fun set to play with, and if you are not having fun then you need to question your reason for playing as in the end it is just a game.

Good day and gaming.

-Bill Rock



Cost: 239 Range: 8 ⚡⚡

DC JUSTICE LEAGUE

No Affiliation	1	2	3	4	5	6	7	8	9	10	11
Spd	8	9	10	10	10	9	9	9	9	8	KO
Att	10	11	11	10	10	9	9	9	8	8	KO
Def	18	18	17	17	17	16	16	16	16	15	KO
AMAZO m	4	4	4	3	3	3	3	3	4	4	KO

CHEESE

By: JOEL LAPRESTA



We all saw the outcome of WWC, teams ranging from Stardust to Wildcard abuse, to simple Man of Steel pit crew teams. This however happened without the outrageously abusive new Keyword mechanic.

The fact that guys like Tomar Re, Hydra Technician, and Iron Spiderman can all be on a team together and it is a 'theme' is absolutely outrageous in terms of comic accuracy, but then again, it opens a virtually unlimited window of combinations to abuse the heck out of. And that is what cheese teams are all about!


Of all the powers a Theme team is granted, the ability to be immune to Battle Field Conditions is the scariest. The fact that they can use it on their turn and not their opponents if they choose is absolutely crazy. A team of Legion of Superheroes members who are all flyers can play say Atlantis Rising and only use it on their turn, creating all kinds of havoc for opposing players who for instance have a Flash who has to deal with half movement. The retirement of Swingline effectively takes a lot of grounded Hypersonic figures out of contention against some of the more competitive teams such as the ones listed above.

The key to winning in today's competitive environment? Pick a concept and stick to it. Teams don't need the typical cookie cutter add in some TK, one ranged attacker, once close combat guy, and add in some filler, the last few World Champions showed us the power of a simple strategy. Today's games have a lot more to do with mobility and protecting then just straight blitzkrieg

offense like the LAMP and Nova Blast teams of yesteryear.

Now, this isn't to say a balanced team shouldn't be constructed with keywords, by all means try to go for it but with the limited roster of most actual 'theme' teams like the JLA and Avengers is that they have 4 out of 5 elements or less of what you are looking for when building a team.

The Soldier, Teen, Future, Scientist, and Mutant keywords are the most abundant in the game but also have the most accessible figures. What you need is to find a combination that works best for you under the said Keyword. You may not prefer a team of Soldiers because you like close combat, you may not like Teens because of their easy to KO dials. There is a reason not to like virtually any of the keywords out there, but you have to adapt as a competitive player to this new environment to stay ahead of the pack.

Superman Robot Cost: 100 Range: 8 

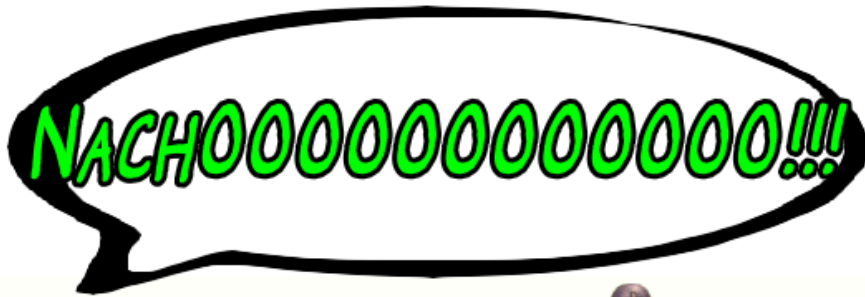
	1	2	3	4	5	6	7	8
Def	10	10	10	9	9	8	10	KO
Dam	3	3	2	2	1	2	2	KO

Now, do Theme Teams equal victory? Certainly not. An all JSA squad may be powerful and may get map choice but it will still have numerous problems in a 300 point game dealing with Man of Steel and Stardust teams. The opposite side of the constructed coin is that a figure like Stardust can find himself trapped on a map that doesn't favor him like for instance the Legion of Super Heroes map or the Supernova Map.

Your 'theme' team needs to be flexible, just because you built a solid theme team doesn't mean you won't face another one. Having to deal with a mirror team or one in which you both have basically an even roll for map choice doesn't exactly sit well, especially if you are relying on BFCs.

Bottom line, diversify your team so that any one team or strategy can't fully neuter it. Now, I know that is a contradiction to what I stated at the beginning of this review but in order to be ready to face Tentpoles, Swarm teams, or a Balanced theme team you need to have the ability to catch up to or damage any figure in the game. Fun and killer combos like Phantom Girl and Rookie Wildcat may be deadly vs. say Winter Soldier, but it doesn't have the capability to stay long in a fight with guys like Man of Steel.

Make sure your planning is sound, Sun Tzu wasn't kidding when he said battles are decided before they are fought.



INSIDE THE MOX BOX: THE RECYCLE BIN

BY STEVE "MOX" LUZADER



Sometimes I am amazed that we are celebrating the five-year anniversary of HeroClix this year, given the short lived longevity of many other CCG and miniature games that have been on (and off) the market in those five years. Even games that I really played or liked have long retired to the cardboard graveyard. So, sometimes it's nice to see that I've got into a game with some real stamina. At the same time, I guess maybe I get a little depressed that I've played this game from day one. I mean, that's five years of my life I've spent on this hobby. Is that something I should put on a resume? Probably not. Regardless, given all the highs, the lows, the debates and the outrages, I'd go back and do it all over again. While I have the knowledge to actively play over a dozen collectible games, past and present, I will certainly say I've never had more fun with any of them than I have had playing HeroClix. So, to mix with our "old school" theme for the month, I've decided to take the *Critical Hit* patent-pending time capsule back to my HeroClix infancy and recall the glory days where we thought Thugs ruled! Let's look at the first

three Marvel and DC sets and find a way to assemble a top three list for each of them. Let's also note that, for my purposes, I will examine the figures by a playable standpoint of today's standards and not necessarily the time they came out. An article full of Firelords is not interesting, people. I like to resuscitate my past, not exhume it.


Cost: 44 Range: 4 55 MARVEL INFINITY CHALLENGE

	1	2	3	4	5	6	7	8
Spd	8	8	7	6	5	KO	KO	KO
Att	8	7	6	5	4	KO	KO	KO
Def	19	17	17	15	13	KO	KO	KO
OLD WASP	2	2	1	1	1	KO	KO	KO

Infinity Challenge Top Three:

3. Wasp(U): This wasp is still a stellar pick even by my current standards. Yeah, she's a little weak in the offense department, but so were many figures from this set. She's an effective deal at 44 points that brings both Leadership and the oh-so-nice Avengers team ability. Her sticking point is

a starting 19 defense, which is always ridiculous. She’s only got five clicks, but that’s pretty standard for a 44 point piece. Even her next clicks pack a pair of 17’s on defense, which isn’t really shabby. If she can hit, she’s got modest damage, but she actually has a double-target attack and three clicks of Incapacitate which is so underrated. With a high defense, she can afford to maneuver close so that four-square range can target efficiently. But, as previously mentioned, with the Avengers team ability, you can spend a mere five point to change her team ability. You can change to Defenders and share a 19 defense, or switch to Sinister Syndicate and have her buddy a higher attack value so she’s more effective on offense.



Cost: 36 Range: 4 ⚡ MARVEL INFINITY CHALLENGE

No Affiliation	1	2	3	4	5	6	7	8
Spd	8	7	7	7	6	5	KO	KO
Att	11	10	9	8	7	6	KO	KO
Def	16	15	14	13	12	12	KO	KO
Team	2	2	2	1	1	1	KO	KO

1. Elektra(U): I saw this figure for the longest time, and still do on rare occasions. She’s cheap, hard to find, and shreds like a angry badger after an afternoon at Starbucks. At a meager 36 points, she plays a mean close combat game and a decent short range one. Five clicks of Stealth will hide her from prying eyes while she sets up some damage using Blades/Claws/Fangs and that nice 11 starting attack. She has a short four-square range and two targets, so start throwing those sais when you can. Even with only two damage to start, an 11 attack has a high shot of hitting, so use a little Perplex or something if you have to. Four clicks of Blades/Claws/Fangs will keep her a threat to even tough pieces for most of the game. She’s got average defense values, but, let’s recap, she’s from an early set and low point cost, so you have to accept it. Even for the low point cost, she still has six clicks of life, which may come as a surprise when your opponent lands a big blow and thinks she’s done only to have one click left to get in their way.

2. Hercules(V): Really, if it weren’t for the relatively low defense, this guy could be a top three pick in the all-Clix brick department. Hercules packs a long nine-click dial and good offensive numbers in a low 83 point package. He does a natural four damage early, which only a handful of figures in the set can do, plus he has Super Strength on top of it for a possible six. He has a brutal 11 starting attack and that attack is rather steady for most of the dial, given a lot of early figures wimp out at the end dial. He has a lot of Toughness, which is good for the damage he’ll be taking given only a 15 starting defense. Solid movement and damage number flush out a healthy first-set dial. And, yet again, we are dealing with another Avenger, so feel free to open the floodgates of madness with those possibilities.

Clobberin’ Time Top 3:

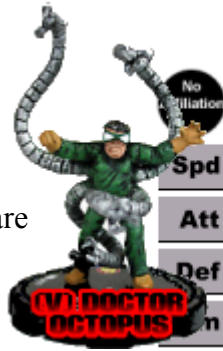


Cost: 83 Range: 0 ⚡ MARVEL INFINITY CHALLENGE

	1	2	3	4	5	6	7	8	9	10
Spd	8	8	7	7	6	6	6	5	5	KO
Att	11	10	10	10	9	9	9	8	8	KO
Def	15	15	14	14	13	13	12	12	11	KO
Team	4	4	3	3	3	3	3	2	2	KO

3. Logan(V): I’m not a big Wolverine fan and did all I can to keep one off this list, but I can’t deny this is one of the best figures from this set. When it was released, everyone went all agog about the idea of

having Flurry and Blades/Claws/Fangs on the same click. While that still makes him a threatening figure, so many people ignore the early clicks and just how good they are. While others are pushing away to reach the combo clicks, I'm using his natural 11 attack and three damage to wail on you. At the same time, I'm laughing at you because his Stealth protects him from that cleverly placed sniper of yours. Even if I feel like pushing, the Stealth immediately gives way to Flurry and I'm still dealing three damage, so I like my odds with Flurry and three damage over Flurry and Blades/Claws/Fangs. He still gets to keep the Blades/Claws/Fangs for the last six of his eight clicks, which means he's still no picnic with one damage. The opening half numbers are pretty good, while the second half numbers are rather mediocre. Still, for that entire second half, he has Regeneration, and can possibly heal up to his starting click which really does make him a wicked piece. At an asking price of only 60 points, I never could say no.



Cost: 66 Range: 6 ⚡ MARVEL CLOBERIN TIME

	1	2	3	4	5	6	7	8	9
Spd	10	10	9	8	8	7	7	KO	KO
Att	11	10	9	9	8	8	7	KO	KO
Def	17	16	15	14	14	13	13	KO	KO
Perplex	2	2	2	2	2	1	1	KO	KO

movement with Leap/Climb and, the kicker, 17 defense with Willpower. He has a range of six and, with all those arms, can get no less than two targets. One click in he picks up Super Strength and keeps it most of the dial. Even if the Willpower fades, he has plenty of Energy Shield/Deflection which I've used several times to hold a modified 18 against ranged attacks (with the bushes, of course). Three clicks of Perplex is nice to have when you're not really shelling a ton for it. He has that "surprise" seventh click of life, even though the numbers are low and there are no powers on it. Still, having him in someone's way for one more turn can be a big deal. And, most of all, I still love that sculpt.



Cost: 60 Range: 0 ⚡ MARVEL CLOBERIN TIME

	1	2	3	4	5	6	7	8	9
Spd	8	8	7	7	6	6	5	5	KO
Att	11	10	9	8	8	7	7	6	KO
Def	16	15	14	13	13	12	12	11	KO
Perplex	3	3	1	1	1	1	1	1	KO

2. Doctor Octopus(V): You have no idea how I still to this day sing the praises of this figure. 66 points gets me an above average attacker and one hell of a disruptor. His opening dial, while not phenomenal, is very good with an 11 attack, Perplex-backed two damage, 10

1. Nightcrawler(U): While certainly not as elite as he used to be, he's still incredible. I don't really need to go too in-depth because any HeroClix player worth his salt remembers that summer where he ruled the world. An 83 point X-Men with five clicks of Hypersonic Speed at a starting movement of 14, he also has two damage to start and that wicked 18 defense backed up by Super Senses. A starting attack of 10 is nothing light and stable offense and defense values.



Cost: 83 Range: 0 ⚡ MARVEL CLOBERIN TIME

	1	2	3	4	5	6	7	8	9
Spd	14	13	12	11	10	9	8	KO	KO
Att	10	9	8	7	7	6	6	KO	KO
Def	18	17	17	16	15	15	14	KO	KO
Perplex	2	2	2	1	1	1	1	KO	KO

His last two clicks switch to Teleport/Phasing so he can run off to a medic or other X-Men and work his dial back up to full. With high movement values even at the end, Nightcrawler is hard to pin down and harder to keep under wraps.

Critical Mass Top 3:

3. Elektra(V): An Elektra fetish, you say? Possibly, but I know a good figure when I see one. Again, this one's geared for close combat, but has good values and a low point cost. 26 points gets you a six click figure with prime melee stuff. She starts with Stealth, 10 attack, 3 damage and some Willpower on top of her defense. She switches to two clicks of Flurry after that before finishing the rest of her dial in Stealth. Even on the Flurry clicks she has two damage and Willpower, so you can do the math on that. Even though she's got low numbers at the end, I'm already getting a deal for those first four clicks at a dirt cheap 26 points.



2. Silver Surfer(U): Although we got reprints of the Silver Surfer in the *Supernova* set, the old one is still not that terrible. As a Defender with an 18 defense, he's still good for sharing the wealth. Running Shot at a 14 movement with a range of 10 means 17 squares of effective cover. He's got two targets at range, which is nicer to distribute the 4 damage he picks up after the first couple of clicks. He alters a bit in the early dial, giving up offense and defense values for an upgrade to Impervious and extra damage. Still, to be considered weaker at a 10 attack value is just gross. He still has some more Invulnerability before he hits the Regeneration clicks, and those clicks can put him back into the high-damage zone. If he goes onto the far side of those Regeneration clicks, he has some Toughness and Support to aid and assist his allies. Great offense on the front, nice support style on the back.


1. Nebula(V): If it weren't for retirement, I think she'd still be on championship Wizard World teams to this day. Nebula is a long range sniper with great damage potential and a nice self-preservation system built in. She has an 11 attack which is good for hitting hard targets, but deals a modified four damage thanks to her Ranged Combat Expert. With a range of 10, she can stay safely out of harm's way and pulverize the enemy. You can use other figures or bystanders to tie up your foes while she annihilates them, but save some for the fodder cannon. That's right, she has Mastermind built in on top of a wicked 17 defense, so even if you manage to hit her, she can slack the damage off to a local minion. Even if you're playing more for fun, her long range has two targets and she's got five clicks of Incapacitate, so you can use her to slow down swarm armies if need be. Her biggest drawback is a short six click dial, so you better be using Mastermind

frequently. At a point cost of 76 points, you should be able to get some really good minions to take the damage for her.

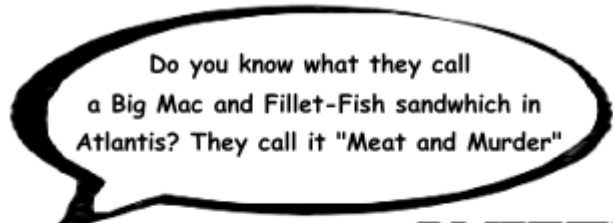
HyperTime Top 3:

3. Nightwing(V): Still a really good up-front fighter, Nightwing possesses most of Batman’s tricks without Batman’s price. He has the Batman team ability for the added Stealth on top of his Leap/Climb. He has a 10 attack with Incapacitate which he can use with a two-target ranged attack. At eight squares away, he can really stay a good way from the pack. Two opening clicks of Outwit can keep him playing a vital supporting role early in the game. If you’re feeling confident, try Stunning Blow on top because he starts with three damage for the Incapacitate. He tires out at the end, again, much like the rest of the set, but I’ve still never thought he was so terrible for only 72 points.



	Cost: 72 Range: 8		DC HYPERTIME						
	1	2	3	4	5	6	7	8	9
Spd	9	9	8	7	6	5	4	KO	KO
Att	10	9	8	7	6	5	4	KO	KO
Def	16	16	16	15	15	15	14	KO	KO
Stm	3	2	2	2	2	1	1	KO	KO

2. Aquaman(V): Aquaman’s still a staple on most of my JLA theme armies to this day. He’s got great combat numbers and only costs 41 points. He opens with an 11 attack, 3 damage and Super Strength for a possible five damage. He keeps pretty good attack values for the clicks he maintains Super Strength (that’s five of them, by the way). Some natural born Leadership is never unappreciated in my book. Seven clicks is a deep dial at that point cost and only the final



	Cost: 41 Range: 0		DC HYPERTIME						
	1	2	3	4	5	6	7	8	9
Spd	7	6	6	6	5	5	4	KO	KO
Att	11	10	9	9	8	7	6	KO	KO
Def	15	14	14	13	13	12	11	KO	KO
Stm	3	3	2	2	2	1	1	KO	KO

two clicks are little threat. The defense values are unimpressive, but I can live with that.

Note: Aquaman also sports the Dolphin Symbol, making him a great candidate to receive JL’s Aquaman’s “Telepathic Communication”, not to mention he works great on those spiffy new Starro Water maps!

1. Batman(E): My friends and I called this figure “Batgod” for what seemed like forever. While many of the Batman figures recently have thus replaced this one on top of the food chain, I must reward it’s nearly eternal significance as the best figure of the set. The combination of Leap/Climb, Outwit and the Batman team ability kept players up at night for a long time. Dual-shot Incapacitate and extensive Willpower made him an offensive presence on top of a bothersome support piece. In the middle of the dial, he has some Close Combat Expert ready to deal a lot of damage to that stupid chump who thought getting into Batman’s face was a good idea. Even at the end of the dial, where his numbers were of little help, he picked up that Outwit again to pick off that pesky power to go for that clutch move that ultimately won you the game. We all

did that once or twice. So, for his price, versatility and tricks, he certainly was top dog of HyperTime.



(E) Batman

Cost: 92 Range: 6 ♣ **DC HYPERTIME**

	1	2	3	4	5	6	7	8	9
Spd	10	10	9	9	8	8	8	7	KO
Att	9	9	9	8	8	7	7	6	KO
Def	16	15	14	14	13	12	11	10	KO
Will	3	3	2	2	2	2	2	2	KO

Blades/Claws/Fangs?!?
I don't need no stinkin'
Blades/Claws/Fangs!!!



(V) Deathstroke


Cost: 58 Range: 6 ♣ **DC COSMIC JUSTICE**

	1	2	3	4	5	6	7	8	9
Spd	8	8	7	7	6	6	5	5	KO
Att	10	9	8	7	7	6	6	5	KO
Def	17	16	16	15	15	14	14	13	KO
Will	2	2	2	2	1	1	1	1	KO

Cosmic Justice Top 3:

3. Deathstroke(V): For those of you who haven't figure it out by now, this is the true Slade. Yes, for you fans of the Teen Titans animated series (like I am), time to introduce you to the true identity of Slade. We really called him Deathstroke. For many the same reasons we fell in love with the early Batman, we really liked this follow-up piece. Stealth and Outwit have proven bothersome throughout the game's entire history. Deathstroke still has a lot of Willpower and good early defensive values. Deathstroke prefers a more ranged game, using Energy Explosion with his numbers. His range is slightly smaller at only six squares, but he has a cheaper price tag of only 58 points and I always love a surprise last-ditch Regeneration click. With the late dial Leap/Climb, he can run off and hide somewhere until he's healed up. I did run him actively for a while and was never truly disappointed.

2. Despero(U): Sure he looked like a defective figure of the old M.U.S.C.L.E. figure machine, I wouldn't tell him that. I always believed he was a little underpriced at only 144 points, considering his total package. Despero's dial is a little odd, taking a true understanding to maximize, but you got a great ranged and close combat package. He starts in ranged mode with Psychic Blast, a 12 attack and 4 damage, which can cripple even the mightiest of pieces. He got decent defense values and four clicks of Impervious to help him. He fluxes in-between Psychic Blast and Super Strength, meaning as long as you knew how to ready him, he was always a threat. He maintains hearty attack values even to the end, when it's only eight. At the end, he has two Regeneration clicks to put him back into the fight. Lots of three and four damage clicks ensures

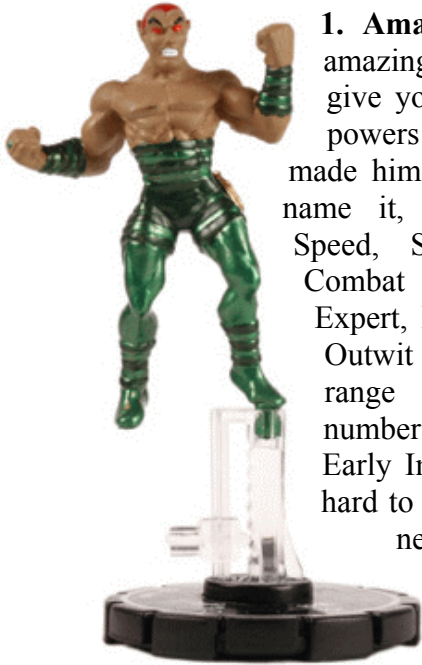


(U) DESPERO

Cost: 144 Range: 8 ♣ **DC COSMIC JUSTICE**

	1	2	3	4	5	6	7	8	9	10	11
Spd	12	12	11	11	10	10	9	9	8	8	KO
Att	12	11	11	10	10	9	9	9	8	8	KO
Def	17	17	16	16	16	15	15	14	14	13	KO
Will	4	4	4	3	3	3	3	3	2	2	KO

plenty of punishment for most of the game. He even has a lot of Leap/Climb and tremendous movement so he's always nearly assured that, regardless of whether in close or ranged combat mode, he's ready and able to get into position.



1. Amazo(U): Simply put, he's amazing. He's expensive, I'll give you that, but the variety of powers he brought to the table made him nearly unstoppable. You name it, he had it: Hypersonic Speed, Super Strength, Ranged Combat Expert, Close Combat Expert, Phasing/Teleport, Charge, Outwit and more. He has a long range and good offensive numbers to help his hit ratio. Early Impervious really makes it hard to topple him. At times, you nearly need three Outwit actions simply to ensure he can't completely destroy you, and that's saying something.

Once the addition of feats came around, he proved even more devastating once you used Fortitude to prevent his precious powers from being canceled. Another figure who simply was a victim of retirement, he was a wrecking ball for champions for a long time.

Unique Amazo

No Affiliation		COST: 195		RANGE: 10		DC COSMIC JUSTICE						
	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	10	10	10	8	8	8	10	10	8	KO	KO	KO
ATT.	11	10	10	9	9	10	9	8	8	KO	KO	KO
DEF.	17	17	16	16	15	15	14	14	14	KO	KO	KO
DAM.	3	3	2	2	2	2	2	2	2	KO	KO	KO

JLA		Cost: 125		Range: 10		DC UNLEASHED						
	1	2	3	4	5	6	7	8	9			
Spd	10	10	9	9	8	8	7	7	7	KO		
Att	10	9	9	8	8	7	7	6	6	KO		
Def	18	17	16	16	15	15	14	14	14	KO		
	2	2	2	1	1	1	2	2	2	KO		

Unleashed Top 3:

3. Green Lantern(E): Yes, I am actually choosing a lower ranked version for once. While the veteran version does have slightly better numbers, I don't really prefer the 40 point increase for them, and I always find the JLA team ability far more useful than the Green Lantern Corps team ability. I don't think I've ever used it in a game. Even withstanding, the experienced has really nice numbers. Like most Green Lanterns should be, this one starts with Willpower on the starting click and a healthy 18 defense. He has two clicks of Running Shot and 10 movement paired with a 10 square range means a lot of effective cover. Even if you can't find targets, the Willpower can make things tricky when you consider his Telekinesis. You can move (or Running Shot) on the first action, carry a figure, then fling that other character into your opponent's face on the next turn with no push damage. However, if you like more offense, Running Shot on the first action then use Ranged Combat Expert on the second action and smash the enemy for four punishing clicks of damage. A little Barrier in the middle, although marginally useful, does fit the Green Lanterns well, but the Willpower comes back. Extended Ranged Combat Expert means he'll be raining pain for most of the fight, and his point cost is only 125, which gives you plenty of room for other figures, even at a 300 point level.

2. Black Adam(V): History continues to prove to us that a figure that's hard to catch is hard to kill. A figure that can do that and still eat breakfast from the bottom of your skull is even worse. Black Adam, like other figures we talked about, dominated tournaments for a long time. Even if you could catch him with his early Hypersonic Speed, Black Adam's starting 11 attack gives him a great shot at hitting even hard-to-hit figures. In addition, he has two ways of cranking damage out on you. At a starting three damage, he can either stand still and utilize his Close Combat Expert, or, if he's using Hypersonic Speed to hit on the fly, he has lots of Super Strength so he can pick up an object and smash with it before your opponent even knows what hit him. He's weak defensively, with a low 15 starting defense, but has some Impervious to help him resist the inevitable damage he's going to take. Even after the opening onslaught, he's got steady damage values on the rest of the dial, which is pretty deep at 10 clicks, and all of them can absorb a little bit of damage. His attack and movement values do stay pretty good, even into the late end of the dial, but you always have to be aware of his low defense. Even so, he's still one of the most front-end dominating figures to ever hit a table. He can end so many games without even taking damage that his weaknesses don't even come into the equation. At 150 points, there's even still plenty of room for tons of other brutal figures to throw in with him.

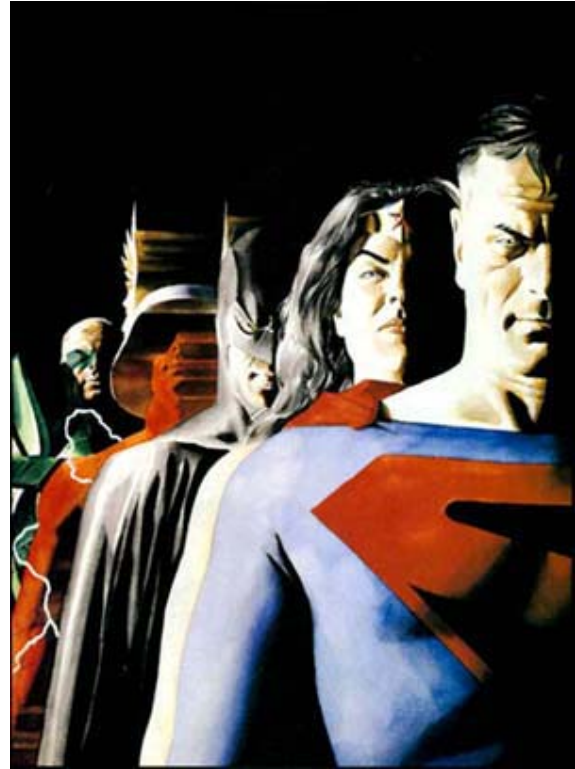


Cost: 150 Range: 0-11 **DC UNLEASHED**

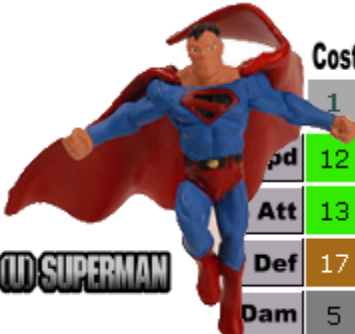
	1	2	3	4	5	6	7	8	9	10	11
Spd	11	10	10	9	9	9	8	8	8	7	KO
Att	11	10	9	9	8	8	8	7	7	7	KO
Def	15	15	14	14	14	15	15	15	14	14	KO
Dam	3	3	3	2	2	2	2	2	2	2	KO

1. Superman(U): I know he's an incredibly expensive piece, but I still to this day wish I had one. If you liked Black Adam, then consider this piece a version of Black Adam after a weekend at a Balco fitness camp. Those same clicks of Hypersonic Speed, Super Strength, high attack and damage values are on his dial, but after he gets hurt. That's right, Superman's so tough he's not even an animal until he takes damage. In lieu of Hypersonic Speed, Supes opens with Charge and a 12 movement. His starting attack is a devastating 13 and does a raw five damage. The Leadership is kind of moot with his point cost, but it's nice he can crush before he gets really good. On third click, he goes ballistic. He still keeps his five damage, but picks up Ranged Combat Expert. That's right, Superman also has a 10 square range on top of all the other crushing numbers. His defense value is only ever 17 or 16, nothing else, and tons of the usual damage suckers like Impervious and Invulnerability. His attack value is always impeccable, finishing his dial with an awesome 9 attack. His Kingdom Come team ability can help stall out other figures with Charge or Hypersonic Speed trying to get a jump on him. Even with the 265 point cost, few other figures in all of existence can match him in terms of mixing incredible self-contained damage output with a high enough attack for consistent success.

Half the fun of these is that everyone has a different interpretation of things. I agree that



I am only one man and this is one man's opinion. I do have honorable mentions and close considerations, but I did try to keep this as short as possible with the large scope of this month. If you have a favorite you'd like to discuss, wonder why my choices are as so, or just have constructive criticism, I'm always glad to discuss things with you. My e-mail is the_mox@netzero.com. (Note the underscore in the e-mail address). That's the e-mail all the time, so if you'd like to discuss past or future articles, I'd be glad to chat. The Mox Box is always open!



Cost: 265 Range: 10 **KC** **DC UNLEASHED**

	1	2	3	4	5	6	7	8	9	10	11	12
Spd	12	12	12	10	10	10	9	9	9	9	9	KO
Att	13	12	11	11	11	10	10	10	9	9	9	KO
Def	17	17	17	16	16	16	17	17	17	16	16	KO
Dam	5	5	5	5	4	4	4	4	3	3	3	KO

UNsung HEROES

LE EDITION



Hello, fellow HeroClix fanatics, and welcome back to *Unsung Heroes*! After a short hiatus, I'm back with another review of some of the pieces that deserve to be taken out of the dusty underbelly of your tackle box and given a chance out on the table! This time around, I'll be looking at a couple Limited Edition figures that I feel should be given a second chance.

Like I have mentioned in previous articles, I love efficiency and longevity. Mr. Mason here does a great job at providing both, working as an excellent secondary attacker to begin with, then moving on to a tie-up piece and finishing as team support, all for a reasonable 78 points. The opening click of 9 movement with Phasing/Teleport helps him get close and personal with an opponent, while Poison and Exploit Weakness both whittle away at the target's life. A 16 defense will protect against the opponent's low rolls, while Super-Senses can potentially avoid the opponent's high rolls.

On click 2, he loses Phasing/Teleport, Super Senses, and Exploit Weakness as he switches over to a tie-up annoyance piece and gains Plasticity, Toughness, and 3 damage. While I'm personally a bigger fan of Super Senses, the switch over to Toughness ensures that Rex won't be affected by anyone else with Poison, or that if he takes a hit, it won't hurt as bad. Further down the line, Rex switches it up again, exchanging Poison for Incapacitate, which slightly reduces the damage he can deal each round but gives him a new option for harassing his opponent.

His last two clicks, however, are what really do it for me. With the return of Phasing/Teleport and the introduction of high-defense Defend, Rex can rush back to a wounded teammate and bolster his or her defense for a final assault. Since a lot of pieces in the current environment are ending their dials with lower defense and Energy Shield/Deflection or Combat

Reflexes, boosting the base value up to 17 will create a 19-defense monster when many of the figs on the board are reduced to a 9, 8 or even 7 attack! He doesn't have much value with any other function, however, as his damage drops back down to 2 and 1 and he loses Incapacitate. If you can keep him alive, though, he'll be a valuable support to whatever figures you have remaining.

As far as the pure numbers go, his consistency is amazing. He retains a 16 defense for half his dial, and he can pierce Invulnerability for his first five clicks. His Attack Value drops from a 9 to an 8 three clicks in, but stays that way until he's not efficient as an attacker anymore. His speed does falter a bit, but goes back to higher values as he ends his dial. Also, like the premier Poisoner before him, Mutant Mayhem's Cloak, Rex has a 2 range. This seems more like an afterthought but can surprise an opponent who overlooks it.

With three clicks of Poison up-front and the fact that he was made to be in close-combat, Armor Piercing is the best and most obvious feat for him. Free damage every turn is *never* a bad thing, and even after his Poison is gone he can still dish out damage to figures with Impervious. Also, because he has several clicks of plasticity, you may also want to consider using Entangle. However, because Rex already costs quite a bit, I don't suggest adding on a lot of feats unless you're playing a higher-point game.



JLA		Cost: 78 Range: 2 DC COLLATERAL DAMAGE								
		1	2	3	4	5	6	7	8	9
Spd	9	8	8	8	7	7	8	9	KO	
Att	9	9	8	8	8	8	7	7	KO	
Def	16	16	16	16	15	14	17	17	KO	
Am	2	3	3	3	3	2	2	1	KO	

Rex also plays beautifully with the *Armor Wars Battlefield Condition* in play. Combined with *Armor Piercing*, he can deal two clicks of unavoidable damage every turn to someone with a damage reducer, plus extra damage from his attacks. Unfortunately, he'll also be susceptible to the extra damage for a few clicks, but I feel that it's worth it for the power boost he gets in exchange.



Cost: 80 Range: 0		MARVEL ARMOR WARS									
No Affiliation	1	2	3	4	5	6	7	8	9	10	
Spd	8	8	8	7	7	6	6	6	5	KO	
Att	10	10	10	9	9	9	8	8	8	KO	
Def	17	16	16	16	15	15	15	14	14	KO	
(U) SKURGE	3	4	3	3	3	3	2	1	1	KO	

One of the things that amazes me about this game is how much difference a few points make. In Skurge’s case, two points makes a leap between a tie-up piece that’s annoying (Rex) and a tie-up piece that’ll beat his opponent to a pulp. Like Rex Mason, Skurge starts and ends with Phasing, but the similarities pretty much stop there. Besides the 8 move with Phasing, Skurge also starts with a 10 attack with Blades/Claws/Fangs, and 17 defense with Invulnerability, and a natural 3 damage. He has no range or Team Ability to increase his options with, but, to be honest, he doesn’t really need them. His main purpose is to get into the fray and be a beatstick.

While it’s nice to keep Skurge on his first click, you may want to consider pushing him to his second once he’s next to an opponent. Here, his stats stay pretty much the same, except he switches one point between his defense and damage and his B/C/F turns into Super Strength for a while. A lot of figures will go down after two decent hits from Skurge, so the Super-Strength is great to snag an object on his way to his next victim. He keeps it for his next four clicks, too, so there’s no worry about him losing the object in case of the average retaliation. His Invulnerability remains on the dial until click 4, where he retains his 16 defense but goes down to Toughness.

The back end of the dial is excellent, even if faced with a figure that hasn’t taken any damage. While he has no damage reducers and his stats are below average, he regains Blades/Claws/Fangs and adds Willpower to the mix, keeping him a dangerous threat. He also has Phasing/Teleport on his last two clicks, allowing a somewhat slow but unobstructed getaway.

While his numbers do gradually decline, they do so at a pretty slow pace. Skurge keeps his 10 attack for his first three clicks, followed up by three clicks of a 9 attack and three clicks of an 8 attack. He goes from

one 17 to three 16’s and three 15’s, ending with two clicks of 14 (great for a medic to hit.) His speed value goes down a bit faster, so try to keep him close to several figures or someone who can move him so that he can keep attacking as much as possible.

Because I suggest using Skurge aggressively, I think the best feat for him would be Shellhead. He

has damage reducers for most of his dial, and with the constant pushing it won’t hurt to have that boost to his defense. If the rumors are true and Unstoppable is reprinted in the Justice League set, that feat could also help Skurge get his next opponent without being hindered by a bush.

Like most close-combat bricks, there really aren’t too many specific Battlefield Conditions that help Skurge. However, one definitely stands out among the others. Since he doesn’t have any move-and-attack powers, his Super Strength will probably only see use every once in a while. That means that when he attacks, much of the time it won’t be with a power, which makes him perfect for Back Alley Brawl. I’ve recommended this BFC before, and for good reason. Most of the powers that negate the card are Flurry, Charge, Hypersonic Speed, Blades/Claws/Fangs, Incapacitate, Close Combat Expert, and Exploit Weakness. Being affected by Perplex or a stat-boosting Team Ability or Special Power will negate the BFC as well. With that many restrictions, it may seem like Back-Alley brawl will rarely come into play. However, when you have figures on your team that don’t use any of these powers, even if it’s only half the time, this BFC will allow you to delegate your team resources to ranged combat without sacrificing boosts for your brawlers.

With Armor Wars and Collateral Damage coming up for retirement, Skurge and Rex Mason won’t be available in the Restricted environment for much longer. If you haven’t obtained them yet, I suggest you do it soon before they’re not available in standard tournaments. In the meantime, join me next issue when I’ll be reviewing a couple more figures that really need to be in the spotlight. Thanks for reading, and keep supporting the unsung heroes!

--PHILIP GASPER

BY STEVE "MOX" LUZADER

INSIDE THE MOX BOX: JUSTICE IS BLIND

An old expression says "Peace is not the absence of conflict, but the presence of justice." While those words may be true, there, essentially, cannot be justice without injustice. There can be no great heroes without great villains. There can be no good without evil to compare it against. So, while you'll see other writers going on-and-on about the Justice League, I've decided to take the road less traveled. I want to talk about some great villains that have beset the Justice League many times. This month, we're going to find the Injustice League inside the Mox Box.

Now, the Injustice League team ability isn't the greatest in the world. It's just marginally above the Superman Enemy team ability on the bottom of the list. The ability to get two attacks for one action sounds good, but when you look at the limitations and practical applications, it just doesn't work. However, there is an answer. The feat card The Society from the *Collateral Damage* set changes the team ability to something far more manageable. Now, you stand a 50% chance of immunity from an Outwit action for that turn. Yeah, it's still not amazing, but infinitely better than the previous team ability. Even so, the ability to protect valuable powers, especially ones like Impervious or Invulnerability, can really extend the game and swing it in your favor so I thoroughly recommend using it. Plus, it costs you no points, so that's extra bonus. So now, the top of the IL food chain:

The Joker(E): There's already been a lot said about the *Legacy* versions of The Joker



and his completely random powers. However, many players like this version the best, if you're talking about his straight-up dial. He's got the best opening click of the three versions with Poison, Exploit Weakness, Leap/Climb and a ridiculous 18 defense paired with Combat Reflexes. That means he plays a mean close combat game on the first click, slowly whittling the opponent away. Second click is ranged

combat based with Stealth and Incapacitate on his two-target attack. Some Outwit and a low defense means he should stay away and hide somewhere. So, if you've taken down your first target and are on some shrubbery, push him into the next click with a shot and start reaping the Outwit benefits. The end clicks are good, especially the "last laugh" click with high attack and damage values. Plus, he gains Charge and Outwit to give extra insurance to seeing that The Joker actually gets some value for his final click.

Stop me if you've heard this already -- a guy walks into a bar, and it hurt...

IL Cost: 85 Range: 6 ⚡ **DC LEGACY**

	1	2	3	4	5	6	7	8	9
Spd	10	7	9	12	8	6	KO	KO	KO
Att	9	11	8	7	9	12	KO	KO	KO
Def	18	13	15	17	14	12	KO	KO	KO
	2	3	2	1	2	4	KO	KO	KO

(E) THE JOKER

IL Cost: 38 Range: 0 ⚡ **DC ORIGIN**

	1	2	3	4	5	6	7	8	9
Spd	8	8	7	7	6	6	KO	KO	KO
Att	9	8	8	8	7	7	KO	KO	KO
Def	16	15	15	14	14	14	KO	KO	KO
	3	2	2	2	1	1	KO	KO	KO

(R) SHADOW THIEF

IL Cost: 133 Range: 0 ⚡ **DC ORIGIN**

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

(U) VANDAL SAVAGE

Powers and values flux wildly, with the middle two clicks being sub-par, but seeing as a 3 or 4 damage hit early on will put him near the end, you probably won't much be bothering with the middle. Again, the protection of The Society feat card can really stretch his value protecting valuable support powers and start-off powers that are pestering the enemy.

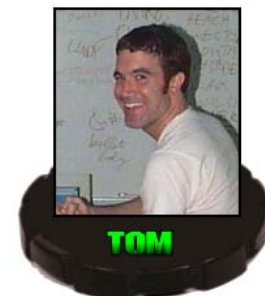
Shadow Thief(R): He's not phenomenal, but for his low point cost, you can't beat what he brings. With no range, he's all close combat, but has good values for his point cost and covers himself well. He has a full dial of Stealth to protect himself from being picked-off early, but when he finds a figure, he has a layer of Super Senses with two Combat Reflexes clicks in the middle. He deals three damage, initially, and has a nine attack, which is solid. Second and third clicks have Exploit Weakness and even though the damage drops to two, he can still make them matter. He can tie up figures effectively or make himself available for Mastermind fodder. At only 38 points, many figures can shrug damage off to him and that same price makes him very easy to afford.

Vandal Savage(U): If you're looking for more dominating power, look no further. The immortal purveyor of punishment can add that serious punch to your Injustice League team. Vandal is built for quick, heavy damage output. Five clicks of Super Strength on top of damage values starting at four and going through three during that stretch. His attack never drops below eight and is ten or better for over half of his dial. After an early click of Leadership, you'll find the meat of his dial

littered with Outwit and Perplex. After all, he was a world-dominating genius, too. Defensive abilities flux a little rapidly, going from quick Invulnerability to a quick shot of Toughness. To represent Vandal's immortality, he packs a lot of Regeneration. Three end clicks and a middle click means he can bootstrap himself back to full health. Should you choose not to do that, Vandal ends the dial with Battle Fury and Flurry, and can still do three damage a pop to pile on some late damage. He has a "soft" middle with Willpower and two damage, but has Outwit to still make himself useful. He packs some very solid offensive numbers and can really pack on damage when you add Super Strength, Perplex and Flurry, but you sometimes are left with a tough "to regen or not to regen" question. But, like all decisions, one really good Regeneration roll could put you in solid control, or one bad roll could leave him open to be finished. 133 points still gives you plenty of room to flush your army with and gives you a solid centerpiece without overpaying.

Gorilla Grodd(V): While not the greatest figure in here, I still see Grodd get played in a lot of casual games and time and time again he proves difficult to get rid of. Grodd plays more of a nuisance than a threat. Early dial has Mind Control and Super Strength, so he can grab an object and sit and dare someone to come find him. In the meantime, Mind Control the opponent and have them beat the snot out of each other. Six of Grodd's eight clicks pack Toughness. Many players are surprised he has so much. His eight range is not to be taken lightly, especially when one of his two Psychic Blast clicks shows up in the middle. Plus, offensively, Grodd still packs 8's and 9's in the middle of the dial, which is pretty good considering this

The Le Presents:
DREAM-CLIX



is from the *Hypertime* set. He sputters hard at the end, but does end the dial with two clicks of Outwit and that can mean just one last gasp of humiliation before he's taken out. If nothing else, I see a lot of bad dice mojo against him and even with mediocre defense values, somehow proves hard to hit. Personally, I just love doing my impression of the animated Grodd from the old school "Challenge of the Superfriends" shows when I play him. Top it all off with one of the most awesome sculpts in all of the clix universe.

Barbara Ann Minerva(LE): I know I'm going against my "no LE" policy, but seeing as the pool here is small and she's so awesome, I just had to include this one. Brutal opening numbers with a 17 defense, Charge at a movement of 10 and an attack of 11 with Blades/Claws/Fangs. She can Charge in and just rip something to shreds before anyone knows it. Only two clicks of the shredding before her style changes. She gets a one-click damage increase to three before she starts relying on Exploit Weakness. She has Leap/Climb for the latter part of the dial, but has three clicks of Combat Reflexes so that you can spare a movement getting her into adjacency with an enemy and seeing them attempt to hit a modified 18 until she's ready to go again. She has an end click of Regeneration and if you can get anything from that roll, she's so much sweeter. She'll prove far too much effort to KO at a mere 56 points and sometimes just eating actions away can be just as important as dealing damage.



IL Cost: 56 Range: 0-4 **DC ICONS**

	1	2	3	4	5	6	7	8	9
Spd	10	10	8	8	8	7	KO	KO	KO
Att	11	10	10	9	8	8	KO	KO	KO
	17	17	16	16	16	15	KO	KO	KO
in	2	2	3	2	2	2	KO	KO	KO

(LE) BARBARA ANN MINERVA

Solomon

Grundy(E):

Solomon Grundy want pants too! In fact, he'll probably crush you into nothing and take yours.

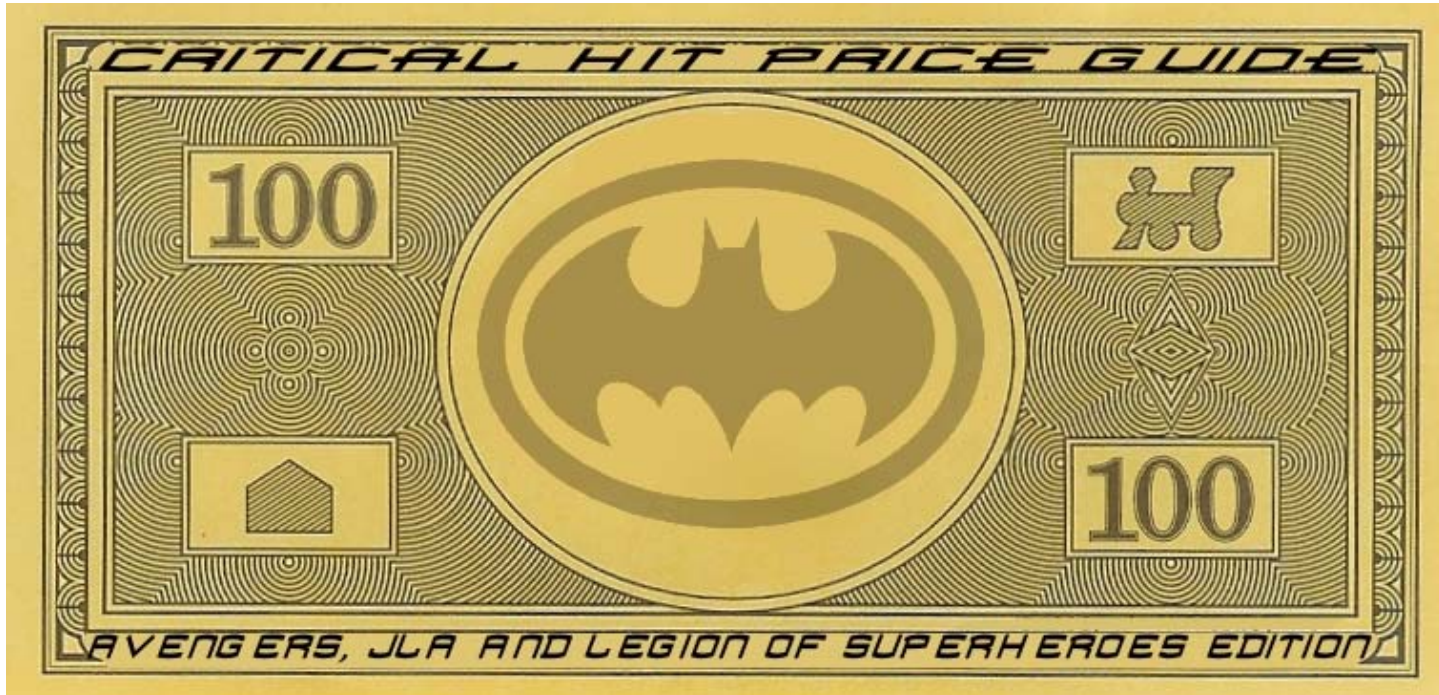
While Grundy doesn't have the raw pain-inflicting numbers others like Vandal Savage or The General has, he can prove a nuisance. Don't get me wrong, he can do some damage. In

fact, he can deal as much as five damage on his first click using Super Strength and I always love a figure with an 11 starting attack. Grundy only has three clicks of Super Strength, so make them count, but has six clicks of Toughness. It'll make the punishment seem longer when you consider he has ten clicks of life on a 69 point dial. I agree that Grundy isn't much of a threat in the second half of his dial, but the mere fact that he's still standing forcing your opponent to burn actions to try and take him down makes him a true monument. His attack values aren't actually that terrible over the full dial, but his defense and damage values drop horribly. Still, with all the Perplex in the world, I'm sure even a last-click Grundy can still punch someone for some damage. When you understand that you're paying a relatively low point cost for a long lasting figure whose job is to soak damage and attack when he can, you can actually turn it into a real strategic advantage.

As always, fight for corruption, injustice, and your villainous ways!

Mox





At least once a week I get asked about the price guide, and my usual response is I don't have the time to do the incredible amount of work it takes to finish it. Though once in a great while I get the urge to see a price or really know how the collectable market is doing. This time around I was asked by a few key people the values of the top 10 figures from both AVENGERS and JUSTICE LEAGUE prior to its release. I was shocked by the end result of my predictions to say the least, still that is a story for another time. Though I reserve this little blurb for you the reader to understand how to gauge what is market value and what is actual value.

Generally bigger magazines will base their price guides on 30-50 different retail venues throughout the US. This generally is done for profit and market shares. It does not really give us an actual core value of a figure or the "What you are willing to pay" factor. When doing my price guide I use a few different resources (generally with the help of ebay) Buy it Now (BIN's), closed auctions, and current running auctions. In the end many will complain that ebay is not accurate, I have to argue that. Ebay is the overall value of what you the consumer are willing to pay. If you aren't willing to pay it, it just means that someone else got it

cheaper. There are too many people in the game today to really know what people want, heck pricing figures this time around I saw custom nude versions of Crimson Fox and Black Canary going for 30 dollars a pop, Ebay is a direct reflection of you the consumer, if you don't think a figure should cost 5.00 then don't spend it, but the moment someone does that figure is worth 5.00. Though what you are willing to pay isn't always the reason a figure is worth something there are many other factors.

FLOOD FACTOR

Currently we are arranged under what can truly be called the "flood factor." There are more figures for the JLA and AVENGERS sets currently than we have ever seen because there are more consumers. This means that if there are 900 venues participating in a summer event and they are getting at least 10 players per venue average you have 5,000 cases being sold. Now average in the amount of people unable to go to a venue, or those who buy multiple cases and your number jumps to between 9,000 and 10,000 cases. Now you haven't even talked about worldwide....and THEN you have the people who make their money online selling singles so average in at least 2,000 more cases and you have at least

60,000 figures circulating both trade and sales markets. This makes these figures extremely available to say the least. By having more figures you have an extreme drop in price in figures once a set has been fully released from start to next set.

RARITY

Unless you are a super rare basing a figures value on rarity is fooling yourself. Currently there are some “common” figures going for more or as much as a rare figure. Yet, the Super Rare figures are selling for at bare minimum 5.00 or more. The reason for this is availability of the figure. If it takes me 10-15 packs to pull a Doomsday and only 2 packs to pull a Batman that makes Doomsday more valuable. Though of all technicalities this is actually a farce. In the end Wizkids has produced the same amount of each figure, the only difference is that some or more desirable than others and are spaced fewer and farther between than others. However, you do get into a rarity factor with many figures. Karla Sofen is NOT a good figure, yet she still goes for 50-100 dollars depending on the day. The reason for this is from rumor there are only about 500 or so of her in existence; a huge difference when comparing here to her alternate figure Moonstone. Currently Super Rares are the figures of the future in terms of value, though with the wildcard of STARRO being the true hard to find figure it totally rattles the numbers.

POPULARITY

With the release of a movie, TV series, or even a new comic book storyline a figures popularity will jump because you have more than just people who play the game buying figures, you also have collectors. Look at the current movies released IRON MAN

ANIMATED, Doctor Strange Animated, Doomsday vs Superman Animated and then check the market. All versions of these figures have seen a spike in price due to the fact that MORE people know about them and want the cool looking figure. On top of that you have players that want to play with them so they can play out their favorite movies. These figures quickly gain the “IT” factor and gain the Paris Hilton stardom of clix world, well minus the night vision goggles.

PLAYABILITY

To an extent playability does come into play when looking at a figures worth. Figures with Hypersonic, Stealth and Outwit tend to see high values. Superman and Batman ALWAYS are valuable figures due to their playability. If I can win a game always by playing the same figure my figure is more valuable now.

In the end realize you are collecting figures in a FLUCTUATING MARKET. This means at the end of the day your figure may not be worth the plastic he is made of. The truth of the matter comes down to this, you pay 9.99 plus sales tax for a booster, so of all technicality your figure SHOULD be worth 2.00 a piece excluding any internal cardboard. Your figure only holds value as long as you see the value in the figure. As always this is where my price guide comes in, it is just a GUIDE. It is a gauge of the fluctuating market to give you a brief camera shot of the current prices. Sadly, I cannot price everything in these sets as not everything is released (well legally anyways). Still I Hope this helps you capture some good deals and helps you get to know the value of your collections. Good day and Good Collecting!

--Bill Rock

AVENGERS

001 (Captain America)	.55	043 (Molecule Man)	1.00
002 (Iron Man)	1.85	044 (Grim Reaper)	1.20
003 (Captain Britain)	.35	045 (Thunderstrike)	2.00
004 (Gargoyle)	.35	046 (Namorita)	1.00
005 (Guardman)	.35	047 (Wiccan)	1.30
006 (Moon Knight)	.45	048 (Yondu)	1.00
007 (Crossbones)	.25	049 (Two-Gun Kid)	6.60
008 (Wonder Man)	.35	050 (Winter Soldier)	11.25
009 (Hulkling)	.35	051 (Spider-Man)	24.85
010 (Patriot)	.25	052 (Citizen V)	10.00
011 (Stature)	.35	053 (The Colonel)	4.15
012 (Shang-Chi)	.45	054 (Ares)	20.55
013 (Piledriver)	.35	055 (Hulk)	27.90
014 (Stingray)	.25	056 (Hawkeye)	8.70
015 (US Agent)	1.00	057 (Scarlet Witch)	7.30
016 (Luke Cage)	.45	058 (Quicksilver)	4.60
017 (Living Laser)	1.15	059 (Wasp)	6.35
018 (Blazing Skull)	.35	060 (Cap and Bucky)	21.10
019 (Darkhawk)	.35	061 (Mandarin)	12.35
020 (Dragon Man)	1.05	100 (Silver Surfer)	12.05
021 (Toro)	.55	101 (Terrax the Tamer)	7.00
022 (Iron Widow)	1.85	102 (Firelord)	4.80
023 (Lionheart)	.45	103 (Stardust)	7.75
024 (Black Panther)	1.05	B-001 (Edwin Jarvis)	.25
025 (Quicksilver)	.75	B-002 (Jimmy Woo)	.40
026 (Scarlet Witch)	.75	B-003 (Ken Hale)	.15
027 (Vision)	.75	B-004 ("Frenchie" DuChamp)	.15
028 (Wasp)	.35	B-005 (Everett K. Ross)	.35
029 (Taskmaster)	1.40	B-006 (Kat Farrell)	.25
030 (Iron Lad)	.75	B-007 (Duane Freeman)	.15
031 (Ronin)	.90	B-008 (Thug)	.55
032 (Red Skull)	1.70	BF-001 (ORDINARY DAY)	.45
033 (Abomination)	1.00	BF-002 (WASTELAND)	.30
034 (Baron Zemo)	1.00	BF-003 (EXHAUSTION)	.45
035 (Bucky)	1.00	BF-004 (INFERNO)	.35
036 (Falcon)	1.00	BF-005 (ATLANTIS RISING)	.25
037 (Thin Man)	1.00	F-001 (STUNNING BLOW)	1.55
038 (Giant Man)	2.00	F-002 (TELEKINETIC REACH)	.45
039 (Spitfire)	1.00	F-003 (FORTITUDE)	5.55
040 (Namor)	1.30	S-001 (FORCE FIELD GENERATOR)	.35
041 (Union Jack)	.75	S-002 (DARK CAULDRON)	.35
042 (Starfox)	.70		
		GALACTUS	163.80

JLA

001 (BATMAN)	1.15	043 (DR. POLARIS)	1.60
002 (AQUAMAN)	.50	044 (MAJOR DISASTER)	1.00
003 (CREEPER)	.95	045 (AZTEK)	1.65
004 (FIREHAWK)	.80	046 (SUPERMAN)	3.75
005 (MENTO)	.80	047 (HOURMAN)	1.30
006 (HEAT WAVE)	.50	048 (DREAM GIRL)	2.15
007 (ICICLE)	1.00	049 (SHINING KNIGHT)	5.90
008 (LEX LUTHOR)	1.05	050 (POWER RING)	8.70
009 (THE JOKER)	.85	051 (LOBO)	28.95
010 (BULLETEER)	.45	052 (AMAZO)	12.40
011 (BLACK CANARY)	.50	053 (BIG BARDA AND MISTER MIRACLE)	8.40
012 (CRIMSON FOX)	.35	054 (DOOMSDAY)	35.90
013 (DOCTOR LIGHT)	.65	055 (GREEN LANTERN)	16.65
014 (GREEN ARROW)	1.15	056 (TIME TRAPPER)	9.50
015 (GYPSY)	.55	057 (THE FLASH)	8.20
016 (BOUNCING BOY)	.90	058 (BATMAN)	12.30
017 (PARASITE)	1.15	059 (WONDER WOMAN)	8.70
018 (FIRESTORM)	.85	060 (SUPERMAN)	15.70
019 (MERLYN)	1.40	061 (PHANTOM STRANGER)	26.35
020 (BLACK HAND)	.85	B001 (KYLE)	.35
021 (KING SHARK)	.95	B002 (WALTER)	.35
022 (PROFESSOR IVO)	.85	B003 (MATTHEW)	.35
023 (TOYMAN)	1.25	B004 (LESLIE)	.40
024 (CHRONOS)	1.05	B005 (MERA)	.35
025 (DR. ALCHEMY)	.85	B006 (JOE CHILL)	.50
026 (CAPTAIN BOOMERANG)	1.15	BF-001 (DE-FEATED)	.85
027 (THE FLASH)	2.45	BF-002 (PACIFICATION)	.50
028 (ZATANNA)	1.00	BF-003 (SHRUNK)	.60
029 (ZAURIEL)	.80	F-001 (POINT BLANK)	1.50
030 (PLASTIC MAN)	1.00	F-002 (ENDURANCE)	.90
031 (THAROK)	1.20	F-003 (BRILLIANT TACTICIAN)	.75
032 (BRONZE TIGER)	1.00	F-004 (LEGIONNAIRES)	.50
033 (VIGILANTE)	1.65	F-005 (GREEN LANTERN CORPS)	1.00
034 (AUGUST GENERAL IN IRON)	1.80	F-006 (UNSTOPPABLE)	.65
035 (DEADMAN)	1.85	F-007 (CONTINGENCY PLAN)	1.85
036 (GRANNY GOODNESS)	1.20	S-001 (TELEPHONE BOOTH)	.50
037 (WONDER WOMAN)	2.40	S-002 (STRUCTURAL INTEGRITY FIELD)	.60
038 (BATMAN AND ROBIN)	5.65		
039 (BATZARRO)	1.85		
040 (HECTOR HAMMOND)	1.25		
041 (MR.MXYZPTLK)	1.65		
042 (ABRA KADABRA)	1.55		

LEGION OF SUPERHEROES

Cosmic Boy	2.45
DEFIANCE	3.00
DRAG	4.00
Lightning Lad	2.80
Phantom Girl	2.35
Saturn Girl	1.00
Shrinking Violet	1.75
Timber Wolf	2.00
Ultra Boy	4.75
Young Superman	3.00

LIGHT IT UP FUZZBALL

USING THE FURRY CREATURES OF STAR WARS MINIS

BY ANGIE NOTHOFF

While not the most effective squads, theme squads are often the most fun to play in Star Wars Miniatures (SWM). Way back when Rebel Storm was first released, an all furry critter squad was an option. In those days, though, the selection was limited to Chewbacca, a Wookiee Solider, Ewoks and a Wampa. Since then, the roster of Wookiees has expanded, more types of Ewoks came along, the Wampa went on a rampage, and a few other furry creatures and helpful characters have come along to make the Fuzzball Squads more fun and slightly more viable.

ALLIED WOOKIES

In general, all Wookiees are built tough and ready for a fight. The Rebels and the Republic are flush with non-unique Wookiee options. With five versions of Chewbacca, the most famous Wookiee can work for either cause. Tarfful brings extra punch to his Republic followers.

For a fast-moving rip-their-arms-out-of-their-sockets gang of Wookiees for the Rebels at 100-points, try:

- Chewbacca, Enraged Wookiee
- Wookiee Freedom Fighter x4
- Varactyl Wrangler
- Ugnought Demolitionist

The Freedom Fighters and Chewie all charge into battle, with the ability to



move 12 and still attack. Bonuses from Momentum and Charging Assault up the damage output. Throw in the Ugnought to blow open doors and the Varactyl Wrangler to keep Chewie’s Savage under control and this 100-point Fuzzball Squad is frightening. Or to keep completely with the Fuzzball theme, drop the Ugnought and Varactyl for a Wookiee Solider and an Ewok.

At 150-points, Yoda - Jedi Master can have lots of furry bodyguards:

- Yoda - Jedi Master
- Tarfful
- Wookiee Berserker x5

The Wookiee Berserkers are able to charge into battle, with Momentum giving them bonuses to their attack and damage. Tarfful helps up their attacks. Yoda is a hard-to-kill beatstick on his own, but when surrounded by Wookiee bodyguards, he’s nearly impossible to kill.

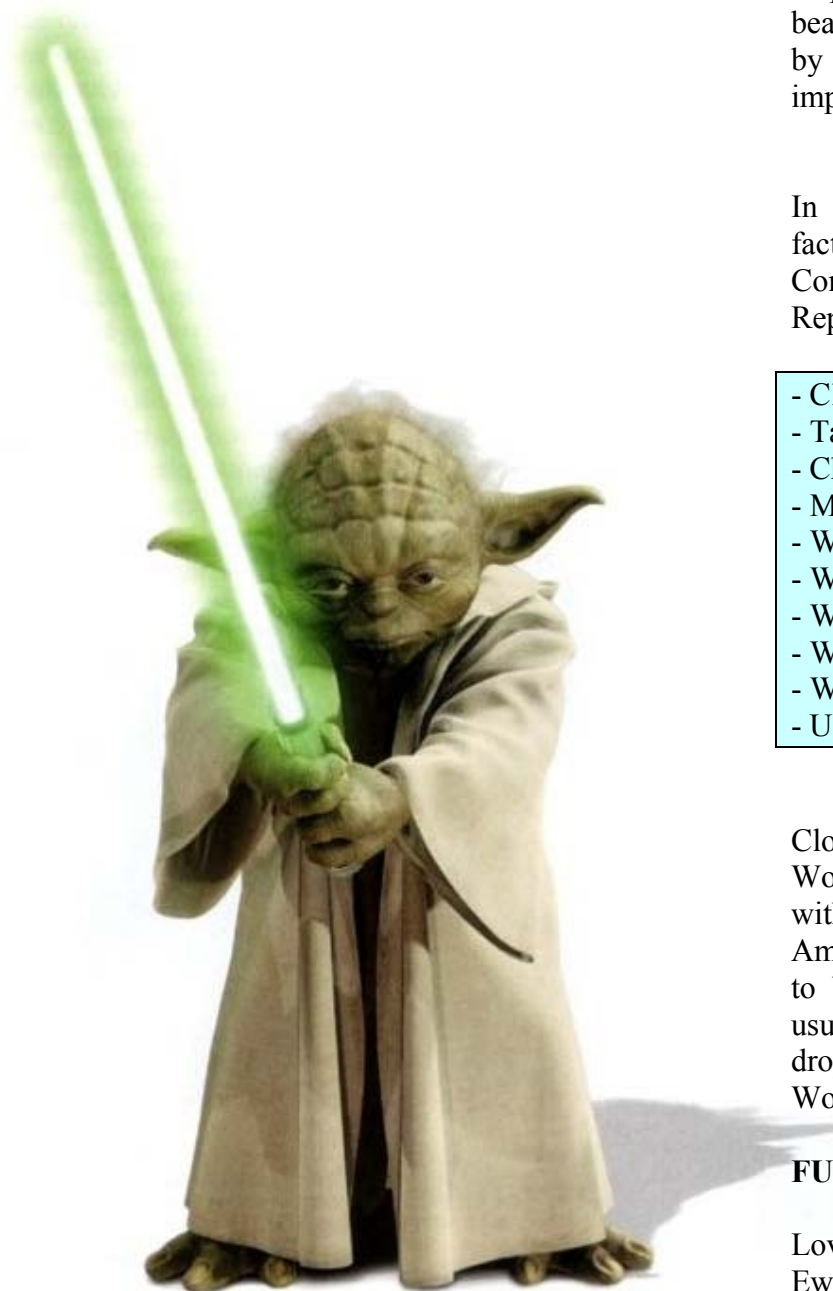
In order to get every possible Wookiee faction in one squad, simply include Clone Commander Gree. For a (cross-faction) Republic Fuzzball Squad at 200-points, try:

- Clone Commander Gree
- Tarfful
- Chewbacca of Kashyyyk
- Mas Ameda
- Wookiee Freedom Fighter x4
- Wookiee Berserker x2
- Wookiee Solider x2
- Wookiee Scout x 2
- Wookiee Commando x2
- Ugnought Demolitionist

Clone Commander Gree lets non-unique Wookiees of any faction to join the team, with the added bonus of Rapport. Mas Ameda allows Tarfful’s Commander Effect to be used board-wide. The Ugnought, as usual, blasts doors open. Chewie can be dropped in favor of more non-unique Wookiees to up activations.

FUN WITH EWOKS

Love ‘em or hate ‘em in *Return of the Jedi*, Ewoks make for fun Fuzzball Squads. Right



up until Alliance & Empire, there was only one Ewok figure available, but that didn't prevent it from being an amusing Fuzzball Squad all on its own.

A classic 100-point swarm squad:

- Ewok x33

Thirty-three activations will out-activate anything in 100-points (and most other standard builds, too). The squad probably won't win many matches, but setting up 33 Ewoks is sure to make an opponent's eyes bulge. With the Swarm ability, those pesky teddy bears might just manage to take down a few big figs. And it's always great fun when an Ewok rolls a critical hit against Darth Vader.

Post-Alliance & Empire, however, there are more options, making an Ewok Fuzzball Squad even more fun. At 150-points, try:

- Wicket
 - Ithorian Commander
 - Ewok x22
 - Ewok Warrior x10
 - Ewok Hang Glider x2



Image from Ewoks Animated Adventures

The Ithorian Commander gives those poor 10-damage Melee figs (in this case, the classic Ewok) a fighting chance, adding to both their attack and damage. Wicket lays Traps, making an opponent's big pieces not as strong as they once were, which allows the other Ewoks to get a few hits in. All versions of Ewoks have Swarm, upping their attack, which means the Hang Gliders can swoop in over top of an opponent's surrounded fig and get a +8 attack bonus. Don't forget that the Warriors, Hang Gliders and Wicket are not Melee, so they can sit back and shoot while their counter-part Ewoks surround the enemy.

OTHER FUZZBALLS

There are some other characters with fur that are just savages -- like the Wampa and Nexu. While others, like the rat-like Vornskrs, have a grudge against Jedi.

To strike fear in Force users, try this 100-point rat race:

- Vornskr x3
 - Talz Spy
 - Chadra-Fan Pickpocket

The Vornskrs have a healthy +10 attack normally, but they also have Jedi Hunter, making them a powerful +14 against Force users. Add to that Poison and Paralysis, and even Mace Windu shakes in his boots. The Talz Spy and Chadra-Fan Pickpocket are furry filler who benefit from Advantageous Attack and Opportunist, respectively.

At 100 points, this crazy old cat lady lets her kitties take care of those Vornskr rats.

- Nightsister Sith Witch
 - Nexu x5
 - Ugnought Demolitionist x2

The Witch has Empathy, which helps to keep the Nexu in line. She also has Force Lightening, which guarantees 30 damage to up to three enemy characters. The Nexu are quick and can move and still double attack against unactivated enemies.

A nice 150-point Hoth-themed Fuzzball Squad uses a whole bunch of Wampas and the two Tauntaun characters:

- Han Solo on Tauntaun
- Luke Skywalker on Tauntaun

- Rampaging Wampa x4
- Wampa
- Varactyl Wrangler

Luke and Han have the speed to get into position and can shoot at enemies, the Varactyl helps counteract the Savage, but the main thrust is to just let the Wampas go rip stuff apart. Han has the added bonus of Heal, so he can help keep the Wampas in the fight.

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.

CORPORAL PUNISHMENT

BY: SEAN SHANNON



At-ten-tion! It's time once again for the Corporal to bring forth more tips and tactics to make you the best Star Wars Miniatures player around. This month let's examine a Rebel squad that is simply devastating. It'll utilize some pieces from the newest Star Wars Miniatures expansion "Alliance and Empire". Let's get it on!!

The pieces for this squad are –

Luke Skywalker, Champion of the Force –	
Alliance & Empire	- 49 pts
Princess Leia	-
Alliance & Empire	- 20 pts
C-3PO and R2-D2	-
Alliance & Empire	- 18 pts
Garindan	-
Bounty Hunters	- 12 pts
Yoda of Dagobah	-
Champions of the Force –	36 pts
Chagrian Mercenary Commander	-
Revenge of the Sith	- 13 pts

148 pts of pain!!

Right away you experienced players will notice a lack of pieces in this squad. While it's true that only 6 pieces could be a handicap against a larger force, this squads

ability to punish enemies can easily close the gap on activations and score you a crushing victory. There are two general rules to using this squad – 1) Keep Princess Leia ALIVE as long as you can, and 2) Get Yoda of Dagobah KILLED as fast as you can!

That's right – march Yoda right out into the fray. At the beginning of the battle, use Yoda's Light Tutor ability on Luke – Luke already has a force rating, but he'll gain another Force Point – always helpful. Now, Yoda has Force Renewal 2, so every time he activates he's going to gain 2 Force Points. So don't be afraid to spend those babies and make your enemies reroll their attacks using his Force Alter ability or cancel enemy Force Powers with Yoda's Force Defense ability – and he's got Master of the Force 3, so he can spend the points to DO these wonderful tricks 3 TIMES PER TURN! So do it! Make Yoda REALLY annoying to the enemy – force him to be the closest enemy without cover and thus the only legal target on your team – you want the enemy to attack Yoda and make him very DEAD. Because what happens when he dies is his Force Spirit 6 ability will kick in - you can add 6 Force Points to an allied force user and that character can also spend Force Points 1 extra time per turn. Luke is the piece you want to use this ability on when

Yoda dies.

Let's examine Luke Skywalker, Champion of the Force for a moment. This Luke has Double Attack but he also has Flurry Attack – meaning when Luke scores a critical hit, he gets an immediate extra attack. This Luke also has Force Renewal 1 and the devastating Use the Force ability which let's Luke spend 3 Force Points to make his next attack automatically be a critical hit. That's right – this Luke can CREATE his own critical hits. Coupled with his Flurry ability, he's deadly. But coupled with the REST of this team, he's DISGUSTING! Let's look at the big picture –

Yoda – He's dead hopefully, so Luke has gained 6 more Force Points and can spend them twice per turn.

Luke – Now, after getting an extra point from Yoda for Light Tutor + the 6 for Yoda's demise and then hopefully a few Force Renewal points Luke should have a SLEW of Force Points to spend.

Leia – Her command effect will allow a Rebel follower within 6 squares to make 1 immediate attack at +4 attack and +10 damage at the end of Leia's turn. Keep her within 6 spaces of Luke. Luke is a FOLLOWER – he has no command effect.

Chagrian Merc Commander – each follower within 6 squares of this guy can add +20 damage onto a critical hit AFTER multiplying. Keep him with 6 spaces of Luke also.

When set up correctly it should work like this – Yoda dies and works his magic on Luke. Leia and the Chag Merc Commander stay within 6 spaces of Luke. If Luke uses his double attack now, with all of those

Force Points, he can make an attack and Use the Force to make it a critical automatically for 40 damage +20 from your Chag Merc = 60 damage. Luke then gets a Flurry Attack for 20 damage. Then, on your second attack of the Double Attack, do it again! Use the Force + the Chag Merc will inflict ANOTHER 60 damage, and set off ANOTHER Flurry Attack for another possible 20 damage. Then, activate Leia – after she completes her turn within 6 spaces of Luke, he can make another immediate attack for 30 damage thanks to her command effect. If all of your rolls hit, Luke can dish out a possible 190 points of damage in ONE round. That's enough to drop almost anything. It is so powerful that it borders on OBSCENE and that is why I give it to you!

Your other pieces are great support – have C-3PO and R2-D2 Draw Fire away from your other pieces and use their Disruptive ability to suppress enemy command effects. They can also Override doors for you. And Garindan should be combining fire with Leia on targets within 6 squares of himself to add +30 damage to Leia's hits – this would give Leia a +11 attack for 50 damage if she connects. That's no nothing to sneeze at!

Overall this squad should be able to drag down nearly anything you come across. You just need to defend your key pieces strategically and save up those Force Points. Give it a couple of practice rounds and you'll get the feel for it. And then you'll have one of the most powerful Rebel squads around. That's all this month from the Corporal – I hope you've found this intel useful. Until next time, I look forward to seeing you WINNING on the Star Wars Miniatures battlefield! Dismissed!



Special Object Guide by RavenProject



Fuel Tank

Continual. A character may throw this object up to 6 squares. If this object is used as part of a successful attack, also deal 1 damage to all figures adjacent to the target.



Laser Turret

(optional) Once during your turn (but not during another action) when a character friendly to you occupies this object's square, give this object a free action to make a ranged combat attack (Attack 8, Damage 2, Range 4, Targets 1) against any opposing figure.



Meteorite

Continual. When this object is used in a successful close combat attack, roll one six-sided die and subtract 2 from the result, minimum result 1. Add the result to the attacker's unmodified damage value for the attack. The damage dealt can't otherwise be modified.



Structural Integrity Field

Blocking terrain and walls 6 or fewer squares from this object can't be destroyed.



Aerial Baffler

Any character with the Wing or Wing (Transporter) speed mode that is 3 or fewer squares from this object gains Earthbound. Any character it carries takes no damage and is placed in the nearest square it can occupy.



Kinetic Absorber

All clear and water terrain 2 or fewer squares from this object is hindering terrain for movement purposes.



Satellite

Continual. Give a character carrying this object a power action. Remove this object from the game and place debris tokens in the square occupied by the character and in any two adjacent, unoccupied squares.



Statue

Continual. This object deals 3 damage when thrown as part of an attack targeting terrain or a wall.



Stepladder

When this object occupies a square of grounded terrain adjacent to a square of elevated terrain, the squares are connected by a ladder. This object is not hindering terrain for movement purposes.



Telephone Booth

A character occupying the same square as this object can be dealt 1 pushing damage as a free action.



Dark Cauldron

Characters 4 or fewer squares from this object can't be healed.



Force Field Generator

This object allows an adjacent character to use Barrier as if the character had a range value of 0. If this object is destroyed, any barrier terrain markers placed using Barrier granted by this power are removed from the game.



Separation Field Generator

A character carrying an object or a character immediately drops it into an adjacent square when 3 or fewer squares from this object. The carrying character may continue its move. Objects can not be picked by characters that are 3 or fewer squares from this object.



Teleport Pad

(optional) If a character friendly to you is adjacent to this object, give the character a power action and move it up to 6 squares, ignoring characters and terrain features for movement purposes.



Com Dish (Heavy)

Continual. When this object is used in an attack, modify the attacker's damage value by +1 for the attack.



Computer (Heavy)

Continual. Increase the attacker's attack value by 1.



Dumpster (Heavy)

Continual. This object is not destroyed when used in an attack. The attacker places it in any square adjacent to the target after use.



Generator (Heavy)

Continual. This object is not destroyed when used in an attack. After the Generator is used as part of an attack, the attacker places it in any square adjacent to the target after the attack resolves.



Light Post (Heavy)

Continual. Acts as a heavy object. A target with 0 or 1 action tokens that is successfully hit with this object also receives an action token, which can result in pushing damage.



Soda Machine (Heavy)

Continual. Increase the attacker's damage dealt by 1.



Bookcase (Light)

Continual. Increase the attacker's attack value by 1.



Broken Drone (Light)

Continual. While a character is carrying this object, you may choose to either (1) use this object normally in an attack, or (2) give this character a ranged combat action (treating the character's range value as 4) and make a ranged combat attack against a single target opposing character. An attack using option 2 deals 1 damage but does not destroy this object.



Crate (Light)

Continual. A character may throw this object 8 squares.



Mailbox (Light)

Continual. Increase the attacker's damage dealt by 1.



Newsbot (Light)

When you give a character an action to attack using this object, it does not count toward your available actions for the turn.



Office Desk (Light)

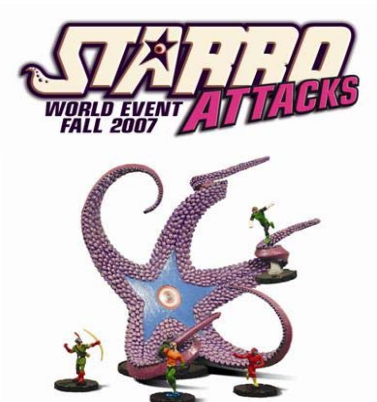
Continual. May be used as a normal light object, or may increase the carrying character's defense value by 2. When either option is used, the object is destroyed when an attack roll is made.



Justice League

CRITICAL HIT
THE ONLY MAGAZINE DEDICATED TO HEROCLIX

○ 001 Batman	V	75	🦇	○ 033 Vigilante	R	45	🦋
○ 002 Aquaman	R	68		○ 034 August General in Armor	R	100	
○ 003 Creeper	E	45		○ 035 Deadman	U	119	♀
○ 004 Firehawk	E	63		○ 036 Granny Goodness	U	158	🦹
○ 005 Mento	V	87	🦇	○ 037 Wonder Woman	E	94	🦹
○ 006 Heat Wave	E	56	🦹	○ 038 Batman and Robin	U	138	🦇
○ 007 Icicle	R	72	🦹	○ 039 Batzarro	R	69	🦇
○ 008 Lex Luthor	V	161	🦹	○ 040 Hector Hammond	E	88	
○ 009 The Joker	U	199		○ 041 Mr. Mxyzptlk	U	107	🦹
○ 010 Bulleteer	R	69		○ 042 Abra Kadabra	V	100	🦹
○ 011 Black Canary	E	50	🦹	○ 043 Dr. Polaris	V	111	
○ 012 Crimson Fox	R	44	🦹	○ 044 Major Disaster	V	59	🦹
○ 013 Dr. Light	E	67	🦹	○ 045 Aztek	R	127	
○ 014 Green Arrow	E	70	🦹	○ 046 Superman	E	226	🦹
○ 015 Gypsy	E	44	🦹	○ 047 Hourman	R	100	
○ 016 Bouncing Boy	R	50	🦹	○ 048 Dream Girl	R	50	🦹
○ 017 Parasite	U	143	🦹	○ 049 Shining Knight	R	48	
○ 018 Firestorm	R	91		○ 050 Power Ring	U	90	🦹
○ 019 Merlyn	E	55	🦹	○ 051 Lobo	U	207	
○ 020 Black Hand	E	48		○ 052 Amazo	U	239	
○ 021 King Shark	E	100	🦹	○ 053 Big Barda & Mister Miracle	U	151	🦹
○ 022 Professor Ivo	V	59		○ 054 Doomsday	U	261	
○ 023 Toyman	R	50	🦹	○ 055 Green Lantern	V	133	🦹
○ 024 Chronos	V	77	🦹	○ 056 Time Trapper	E	125	
○ 025 Dr. Alchemy	E	62	🦹	○ 057 The Flash	E	83	🦹
○ 026 Captain Boomerang	V	78	🦹	○ 058 Batman	V	117	🦹
○ 027 The Flash	U	114	🦹	○ 059 Wonder Woman	E	120	🦹
○ 028 Zatanna	E	72	🦹	○ 060 Superman	V	283	🦹
○ 029 Zauriel	R	117	🦹	○ 061 Phantom Stranger	U	171	🦹
○ 030 Plastic Man	V	55	🦹	○ 100 Starro the Conquerer	V	1000	🦹
○ 031 Tharok	E	100	🦹	○ 101 Aquaman	R	60	🦹
○ 032 Bronze Tiger	E	60	🦹	○ 102 Green Arrow	R	50	🦹
				○ 103 Flash	R	70	🦹
				○ 104 Green Lantern	R	90	🦹



Week 1: 9/20-23 for the Starro Slave Aquaman
Week 2: 9/27-30 for the Starro Slave Flash
Week 3: 10/4-7 for the Starro Slave Green Arrow
Week 4: 10/11-14 for the Starro Slave Green Lantern
Week 5: 10/19-21 for the a chance to win the Invading Starro!



Bystander Tokens

○ B01 Kyle "Ace" Morgan	8
○ B02 Walter Mark "Prof" Haley	7
○ B03 Matthew "Red" Ryan	7
○ B04 Leslie "Rocky" Davis	10
○ B05 Mera	6
○ B06 Joe Chill	6

BFC

○ BF01 De-Feated
○ BF02 Pacification
○ BF03 Shrunk

Special Objects

○ S01 Telephone Booth
○ S02 Structural Integrity Field Light Heavy

Buy the Brick Special Tournament

○ Common
○ Uncommon
○ Rare
○ Super Rare
○ Limited Edition

FEATs

○ F001 Point Blank	4
○ F002 Endurance	5
○ F003 Brilliant Tactician	20
○ F004 Legionnaires	0
○ F005 Green Lantern Corp	0
○ F006 Unstoppable	5
○ F007 Contingency Plan	12

Checklist by Jon Loftus for Critical Hit, the only Magazine dedicated to Clix!

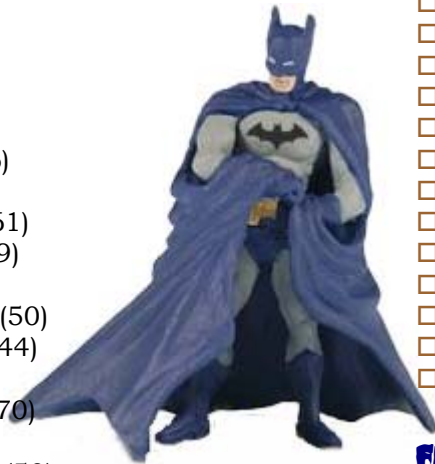
JUSTICE LEAGUE CHECKLIST

Sorted by Collector's Number

Key: [Checkbox], Collector's Number, Name, Experience Level, (Point Cost)

FIGURES: COMMON

- 001 Batman V (75)
- 002 Aquaman R (68)
- 003 Creeper E (45)
- 004 Firehawk R (63)
- 005 Mento V (87)
- 006 Heat Wave E (56)
- 007 Icicle R (72)
- 008 Lex Luthor V (161)
- 009 The Joker U (199)
- 010 Bulleteer R (69)
- 011 Black Canary E (50)
- 012 Crimson Fox R (44)
- 013 Dr. Light E (67)
- 014 Green Arrow E (70)
- 015 Gypsy E (44)
- 016 Bouncing Boy E (50)



FIGURES: UNCOMMON

- 017 Parasite U (143)
- 018 Firestorm R (91)
- 019 Merlyn E (55)
- 020 Black Hand E (48)
- 021 King Shark E (100)
- 022 Professor Ivo V (59)
- 023 Toyman R (50)
- 024 Chronos V (77)
- 025 Dr. Alchemy E (72)
- 026 Captain Boomerang V (78)
- 027 The Flash U (114)
- 028 Zatanna E (72)
- 029 Zauriel R (117)
- 030 Plastic Man V (55)
- 031 Tharok E (100)
- 032 Bronze Tiger E (60)
- 033 Vigilante R (45)



FIGURES: RARE

- 034 August General In Iron R (100)
- 035 Deadman U (119)
- 036 Granny Goodness U (158)
- 037 Wonder Woman E (94)
- 038 Batman And Robin U (138)
- 039 Batarro R (69)
- 040 Hector Hammond E (88)
- 041 Mr. Mxyzptlk U (107)
- 042 Abra Kadabra V (100)
- 043 Dr. Polaris V (111)
- 044 Major Disaster V (159)
- 045 Aztek E (226)
- 046 Superman R (24)
- 047 Hourman R (100)
- 048 Dream Girl R (48)



FIGURES: SUPER-RARE

- 049 Shining Knight R (40)
- 050 Power Ring U (90)
- 051 Lobo U (207)
- 052 Amazo U (239)
- 053 Big Barda & Mister Miracle U (151)
- 054 Doomsday U (261)
- 055 Green Lantern V (133)
- 056 Time Trapper E (125)
- 057 The Flash E (83)
- 058 Batman V (117)
- 059 Wonder Woman E (120)
- 060 Superman V (283)
- 061 Phantom Stranger U (171)



FIGURES: SPECIAL

- 100 Starro the Conqueror V (1000)
- 101 Starro Slave Aquaman R (70)
- 102 Starro Slave Green Arrow R (50)
- 103 Starro Slave Flash R (70)
- 104 Starro Slave Green Lantern R (90)

BYSTANDER TOKENS

- B001 Kyle "Ace" Morgan BSE (8)
- B002 Walter "Prof" Haley BSE (7)
- B003 Matthew "Red" Ryan BSE (7)
- B004 Leslie "Rocky" Davis BSE (10)
- B005 Mera BSE (6)
- B006 Joe Chill BSE (6)

BATTLEFIELD CONDITIONS

- BF001 De-Feated
- BF002 Pacification
- BF003 Shrunk

FEATS

- F001 Point Blank (4)
- F002 Endurance (5)
- F003 Brilliant Tactician (20)
- F004 Legionnaires (0)
- F005 Green Lantern Corps (0)
- F006 Unstoppable (5)
- F007 Contingency Plan (12)
- F008 Compel (15)
- F009 Entrench (5)
- F010 Thwart (1)

SPECIAL OBJECTS

- S001 Telephone Booth (Light)
- S002 Structural Integrity Field (Heavy)



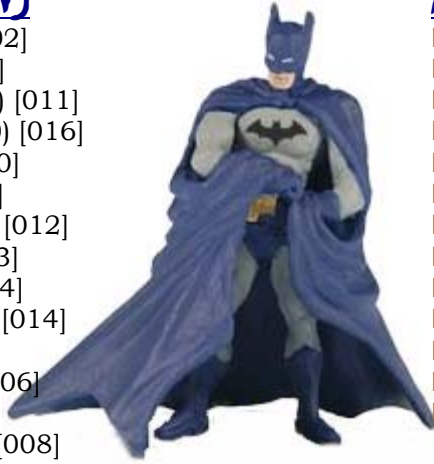
JUSTICE LEAGUE CHECKLIST

Sorted by Name

Key: [Checkbox], Name, Experience Level, (Point Cost), [Collector's Number]

FIGURES (COMMON)

- Aquaman R (68) [002]
- Batman V (75) [001]
- Black Canary E (50) [011]
- Bouncing Boy E (50) [016]
- Bulleteer R (69) [010]
- Creeper E (45) [003]
- Crimson Fox R (44) [012]
- Dr. Light E (67) [013]
- Firehawk R (63) [004]
- Green Arrow E (70) [014]
- Gypsy E (44) [015]
- Heat Wave E (56) [006]
- Icicle R (72) [007]
- Lex Luthor V (161) [008]
- Mento V (87) [005]
- The Joker U (199) [009]



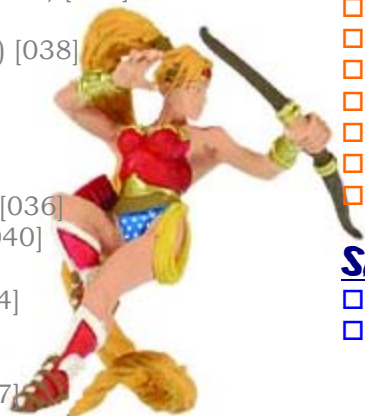
FIGURES (UNCOMMON)

- Black Hand E (48) [020]
- Bronze Tiger E (60) [032]
- Captain Boomerang V (78) [026]
- Chronos V (77) [024]
- Dr. Alchemy E (72) [025]
- Firestorm R (91) [018]
- King Shark E (100) [021]
- Merlyn E (55) [019]
- Parasite U (143) [017]
- Plastic Man V (55) [030]
- Professor Ivo V (59) [022]
- Tharok E (100) [031]
- The Flash U (114) [027]
- Toyman R (50) [023]
- Vigilante R (45) [033]
- Zatanna E (72) [028]
- Zauriel R (117) [029]



FIGURES (RARE)

- Abra Kadabra V (100) [042]
- August General In Iron R (100) [034]
- Aztek E (226) [045]
- Batman And Robin U (138) [038]
- Batzarro R (69) [039]
- Deadman U (119) [035]
- Dream Girl R (48) [048]
- Dr. Polaris V (111) [043]
- Granny Goodness U (158) [036]
- Hector Hammond E (88) [040]
- Hourman R (100) [047]
- Major Disaster V (159) [044]
- Mr. Mxyzptlk U (107) [041]
- Superman R (24) [046]
- Wonder Woman E (94) [037]



FIGURES (SUPER RARE)

- Amazo U (239) [052]
- Batman V (117) [058]
- Big Barda & Mister Miracle U (151) [053]
- Doomsday U (261) [054]
- Green Lantern V (133) [055]
- Lobo U (207) [051]
- Phantom Stranger U (171) [061]
- Power Ring U (90) [050]
- Shining Knight R (40) [049]
- The Flash E (83) [057]
- Time Trapper E (125) [056]
- Superman V (283) [060]
- Wonder Woman E (120) [059]



FIGURES (SPECIAL)

- Starro Slave Aquaman R (70) [101]
- Starro Slave Flash R (70) [103]
- Starro Slave Green Arrow R (50) [102]
- Starro Slave Green Lantern R (90) [104]
- Starro the Conqueror V (1000) [100]

BYSTANDER TOKENS

- Joe Chill BSE (6) [B006]
- Kyle "Ace" Morgan BSE (8) [B001]
- Leslie "Rocky" Davis BSE (10) [B004]
- Matthew "Red" Ryan BSE (7) [B003]
- Mera BSE (6) [B005]
- Walter "Prof" Haley BSE (7) [B002]

BATTLEFIELD CONDITIONS

- De-Feated [BF001]
- Pacification [BF002]
- Shrunk [BF003]

FEATS

- Brilliant Tactician (20) [F003]
- Compel (15) [F008]
- Contingency Plan (12) [F007]
- Endurance (5) [F002]
- Entrench (5) [F009]
- Green Lantern Corps (0) [F005]
- Legionnaires (0) [F004]
- Point Blank (4) [F001]
- Thwart (1) [F010]
- Unstoppable (5) [F006]

SPECIAL OBJECTS

- Structural Integrity Field (Heavy) [S002]
- Telephone Booth (Light) [S001]

