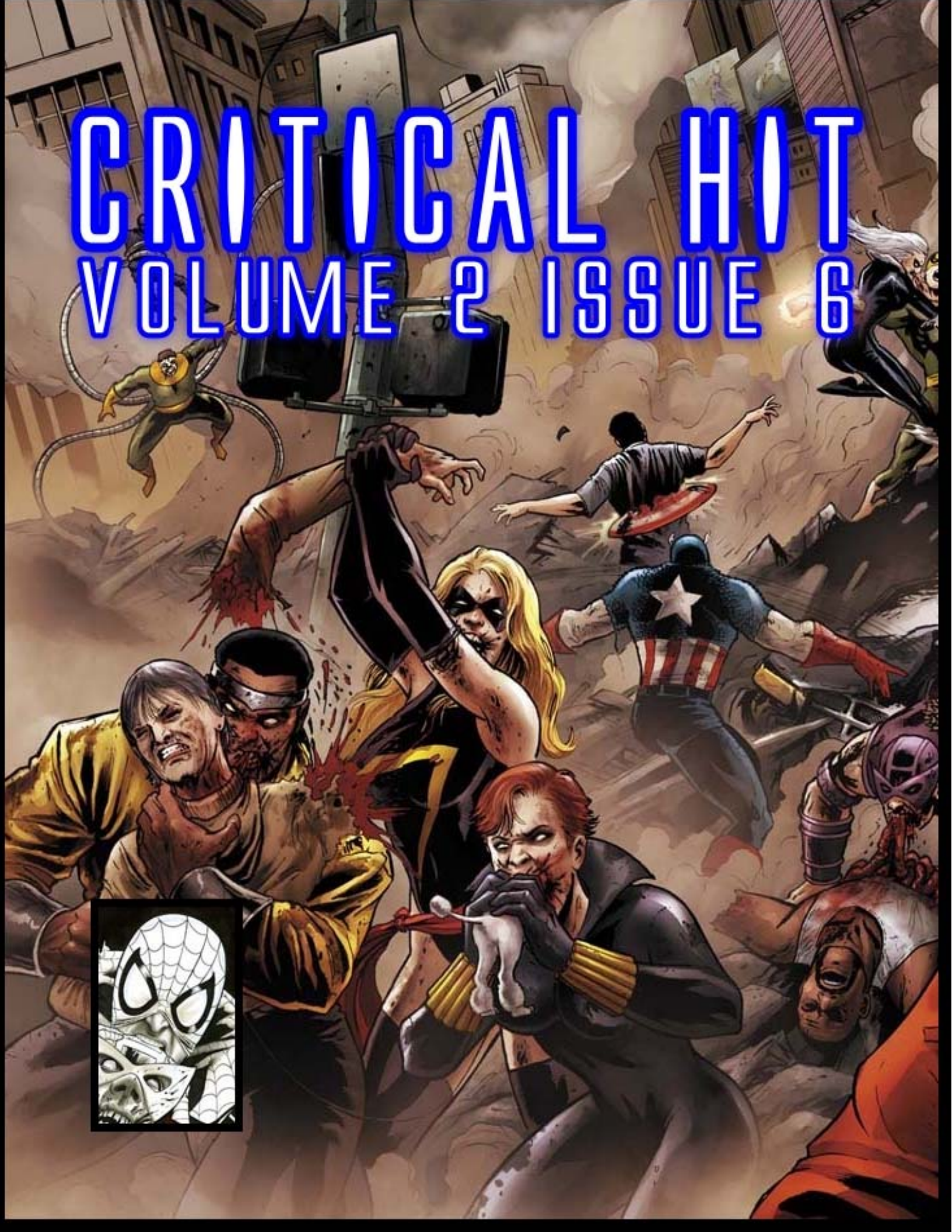


# CRITICAL HIT

## VOLUME 2 ISSUE 6



## Table Of Contents

HEROSCAPE FRONTIER
Inside The Mox Box: Monsters and Mutants and Freaks...oh my!
Pulling the Ears Off a Gundark: The Monsters of Star Wars Minis
Themes like a good idea
Unsung Heroes
WHO NEEDS KEYWORDS?
Inside The Mox Box: Pick of the Litter
Heroes in HeroClix
Cramcompany's Competitive Corner
THAR THERE BE MONSTERS!:
LOOK SIR, DROIDS!

### **LETTER FROM THE EDITOR**

Welcome back everyone to another edition of Critical Hit. Thank you all for your patience as we are now a few months removed from the last time we released anything. I was very encouraged by all the e-mails I received inquiring if I was ok. As a teacher I have had a very full schedule, as this time of the year has been TESTING time whether it be SRI's or Benchmarks.

It has been a fun and exciting time with all the set releases and the talks of competitive play. Well Critical Hit has returned for all your HeroClix needs and other games. As always we are looking for writers, if you may be interested please feel free to contact me and let me know. Enjoy this issue of Critical Hit. Good Day and Good Gaming!

**Bill Rock**

### **EXECUTIVE PUBLISHER /EDITOR-IN-CHIEF**

William Rock

### **WRITING STAFF**

Ethan Grayson  
Steve "Mox" Luzader  
Angie Nothdorf  
Rob "SLVRSR4" Peterson  
Philip 'hot\_fusion' Gasper  
Juan Miguel Santos  
Arthur Ramos Jr  
Scott Cramton  
Brian Thorpe Jr

### **LAYOUT / IMAGING / BAD PROFESSOR X JOKE**

The Le Games

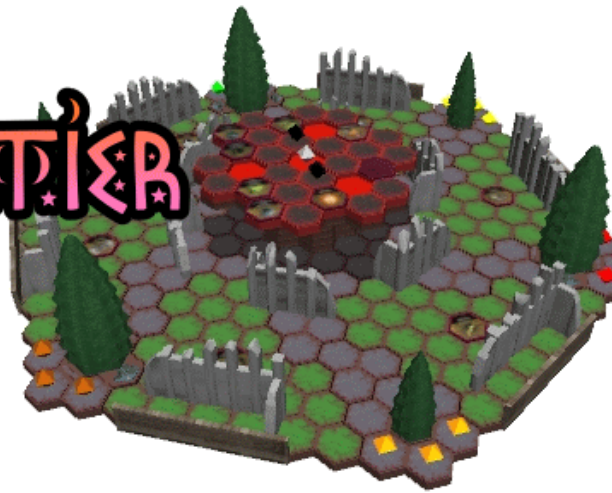
Think you know your HEROCLIX or other games and want to submit an article? E-mail all submissions or requests to rock810@yahoo.com. All articles will be looked over, as will all requests to write an article. However, there are no guarantees that articles will be accepted.

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# HEROSCAPE FRONTIER

BY ETHAN GRAYSON



HeroScape you've seen out on the shelves of your neighborhood Target, Toys R Us, and Walmart, but might have been afraid to take the plunge and play it, I'm here to convince you otherwise.

HeroScape combines the features of numerous games and gaming models into a relatively seamless fast paced package. The game has many strong points, let's take a few minutes to discuss them.

**Buildable Terrain.** The HeroScape Master Set, either the first or the second, has more than enough hex pieces for hours of fun gaming. These hex pieces interlock to create the "board" on which the game is played. Through stacking, building overhangs, and rivers you create an environment that can obscure line of sight in addition to movement. Complex boards can take some time to build, at first, with the Master Set containing plenty of diagrams using the hex pieces available. The internet is an invaluable resource for finding additional boards. HeroScape.com has quite a few boards diagrammed in addition to listing which "sets" are needed to complete the board. There are additional expansion sets which add wonderful terrain elements such as lava, road pieces, trees, and even a castle and castle walls.

**Collectible Units.** Again, both Master Sets contain more than enough units to get you started. That being said, when you desire to acquire different units, you can easily obtain even

older units via the internet.

Though some refer to the unit expansion packs as "booster packs", they are not like most boosters for a CMG. You can see what you are getting before you purchase. Again, on HeroScape.com you can even view the stats for all but the newest units. There are very few units even on eBay that are priced drastically higher than retail. The units are made of plastic similar to D&D Minis, and the sculpture quality does vary, though it appears to be improving as time goes on. This is where HeroScape really shines embracing genres from traditional fantasy and sci-fi to create it's unit base. Now, there is even a Marvel HeroScape set which adds 10 Marvel characters into the mix.

**Strategic Gameplay.** HeroScape is easy to learn. Honestly, my eight year old completely understands the rules. Many might view this as a negative. For it's simplicity the game is highly balanced. Most units have a characteristic "special power" listed on their cards which do not necessarily add complexity as much as flavor. Again, HeroScape is easy to learn the basics. The complexities arise with special powers, terrain and the like, but again they never are overbearing, which speaking as someone who has played many CMG is a good thing. There is also very little "cheese" in HeroScape, units are costed well and even the best units are not completely invulnerable.

--Ethan Grayson



inside the  
mox box

# Mutations and Monsters... Oh My!

By Steve "Mox" Luzader



It's getting that time of year when the ghoulish and disgusting become commonplace and scaring the hell out of people is something not only expected, but encouraged. Well, there's a certain group of people in the comic world that have been scaring (and saving) humanity for decades already. While many of them aren't hideous in appearance, their abilities are beyond human reason and have faced a lifetime of ridicule and isolation. I am, in fact, talking about the X-Men. The world's most famous organization of mutants dedicated to helping humanity despite those who would rather destroy them. I've been looking at this version of the Mox Box for a long time and figured that both the onset of Halloween and the new *Mutations and Monsters* set was probably the best time to roll this bad boy out. Yes, I do know that the X-Men is one of the largest affiliations in Marvel HeroClix, but I am dedicated to weeding out all the nobodies and second rate mutants (yes, that means you, Jubilee) to bring you the finest X-Men to run in your next army. They are, as always, in no particular order, not necessarily a rank.

you have to take some trade-offs. Even so, you get a sniper that can protect herself with an opening click of Stealth. She has a potent 10 attack and can really pile on some pain with a combination of 2 damage and Ranged Combat Expert. Her attack is actually pretty good only finishing on a final-click 8 and

**Storm(V):** The Storm I refer to here is actually from the seldom-appreciated *Danger Room* starter set. Storm is a cheap and efficient long-range sniper that can actually rack up some damage. Now, I know Storm has a very short 5-click dial, but she's only 40 points, so




Cost: 40 Range: 8 **Marvel Mutations & Monsters**

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

still does 2 or more damage (modified or not) most of her dial. When the Stealth runs out, she picks up Force Blast and Energy Explosion, which changes her versatility. Energy/Shield Deflection kicks in for clicks three through five, though you wish she has it on click two to compensate the Stealth loss. Even when she can't drop bombs, she can still add utility by carrying other figures or using said Energy Explosion to agitate. Regardless, I've fielded her a couple times and she continues to be worth every last one of her 40 points.

**Rogue(E):** I was ecstatic when I discovered the reprint or Rogue in the *Fantastic Forces* set and really love the versatility in her character versions. That said I ended up settling on her experienced version that represents having absorbed Cyclops abilities. She starts like most other versions with Charge, Super Strength and Invulnerability, so it's still a nice opening package dealing a possible five damage. Notice she has Battle Fury because she does have an eight range, but needs to activate or "absorb" Cyclops' powers. When she does, you'll notice a "hybrid" form. She still maintains her Super Strength and drops Invulnerability, but picks up Ranged Combat Expert and now has two damage, meaning she's a threat in either part of the game. She eventually runs out of Super Strength and will replace it with Energy Explosion...a very Cyclopean technique. At the end, she picks up her newest trick: a combination of Steal Energy and Exploit Weakness. A welcome change on her reprints, it allows her to deal guaranteed close combat damage (even if it's only one click) and gain the benefit of some healing. The healing will be helpful since her dial is a meager seven clicks and she does exhibit some relatively low defense values. One other helpful note is that the Battle Fury is only on the first click, so she's free to use




**[E] Rogue**  
**Cost: 88 Range: 8** **Marvel Fantastic Forces**

	1	2	3	4	5	6	7	8	9	10	11	12
Stealth	8	8	8	7	7	6	6	KO	KO	KO	KO	KO
Blades/Claws/Fangs	9	9	8	8	7	8	8	KO	KO	KO	KO	KO
Shield Deflection	16	16	15	15	14	14	13	KO	KO	KO	KO	KO
Energy Explosion	3	2	2	2	2	1	1	KO	KO	KO	KO	KO

her range for the rest of the dial, even on the final clicks. I still like the power and versatility for 88 points.

**Psylocke(V):** This figure, from the *Xplosion* set, remains to be one of my top ten favorite figures of all time. I always admired the three-way threat this figure represents, and few figures can play a three-way game. Option one is ranged combat, where she possesses a nice range of eight with steady attack values and remains hidden with three clicks of Stealth. She also has a constant two damage through the dial. Option two is close combat, where she can use three clicks of Blades/Claws/Fangs on any idiot who decides that he needs to get into her face. Even afterwards, two clicks of Incapacitate can be utilized on either of her direct combat options. Option three is the indirect combat option, where she uses three clicks of Enhancement to help her fellow X-Men open fire on the rest of the enemy. She has a seven click dial and only costs a ridiculously



**PSYLOCKE**  
**Cost: 45 Range: 8** **Marvel Xplosion**

	1	2	3	4	5	6	7	8	9	10	11	12
Stealth	8	7	6	5	5	4	KO	KO	KO	KO	KO	KO
Blades/Claws/Fangs	10	9	9	8	8	7	KO	KO	KO	KO	KO	KO
Shield Deflection	16	15	14	13	13	12	KO	KO	KO	KO	KO	KO
Energy Explosion	2	2	2	2	2	2	KO	KO	KO	KO	KO	KO


low 45 points. It's easy to see how that kind of figure can add, both indirectly and directly, lots of damage during the course of a game.

**Domino(V):** A figure that actually saw some championship level play is certainly deserving of some notice and attention. Domino is played more for her support-style abilities, but is at least an average offensive piece. I'm looking at a 52 point figure that has a great combination of Stealth and Probability Control to help the rest of my army. She also has a second layer of protection with some Super Senses. I also like her offensive numbers with a starting 10 attack and two damage with which she can use from up to six squares away. She keeps the powers in varying supply, with two clicks of Stealth, three of Super Senses and four of Probability Control. She's not much of a threat late in the dial, but you can either

heal her with the X-Men team ability or use her as a bank for the rest of your figures. She has a constant two damage and her attack values are relatively stable, meaning no drastic or wild drops. She's not phenomenal, but every good army needs a support piece or two to survive, and Domino is a fine example.

**Wolverine(U):** Of course, this set wouldn't be complete without a version of our favorite Canadian bacon fryer, Wolverine. But which version is the best, and more importantly, which one still has the X-Men team ability? After much research and heavy drinking, I chose the *Fantastic Forces* version. This version is very straightforward, efficiently priced and, well, the best at what he does. He gets some much deserved Charge to open his dial and an average eight movement. His attack is phenomenal with a value of 12 and Blades/Claws/Fangs to open. Three opening clicks of Toughness will help alleviate his middle-of-the-road defense values. His attack is very stable, for starting at 12, only dipping to an 8 at the end of the dial and maintains Blades/Claws/Fangs for five of his seven clicks. He has one open defense click between the trio of Toughness and trio of Regeneration

clicks, so be careful. Even so, Wolverine can hit a possible maximum Regeneration roll and land back on his starting click, which, if you haven't figured it out, is insane. The end result only costs 71 points and is not only the best Wolverine out there, but one very top tier close combat piece all-around.



**(V) Domino**  
 Cost: 52 Range: 6♣ Marvel Mutant Mayhem

	1	2	3	4	5	6	7	8	9	10	11	12
Blades/Claws/Fangs	8	8	7	7	6	6	KO	KO	KO	KO	KO	KO
Super Senses	10	9	9	8	8	7	KO	KO	KO	KO	KO	KO
Stealth	16	16	15	15	14	14	KO	KO	KO	KO	KO	KO
Probability Control	2	2	2	2	2	2	KO	KO	KO	KO	KO	KO



**(U) Wolverine**  
 Cost: 71 Range: 0♣ Marvel Fantastic Forces

	1	2	3	4	5	6	7	8	9	10	11	12
Blades/Claws/Fangs	8	8	8	7	7	6	6	KO	KO	KO	KO	KO
Super Senses	12	11	11	10	10	9	8	KO	KO	KO	KO	KO
Stealth	16	15	15	14	14	13	12	KO	KO	KO	KO	KO
Probability Control	2	2	2	2	2	2	2	KO	KO	KO	KO	KO

**Nightcrawler(U):** What can I say about this figure that hasn't already been said a hundred times over? The old *Clobberin' Time* unique still proves an incredible figure even by today's standards. He opens with a 14 movement with Hypersonic Speed and a nice two damage.



**Cost: 83 Range: 0** **Marvel Clobberin' Time**

	1	2	3	4	5	6	7	8	9	10	11	12
✈️	14	13	12	11	10	9	8	KO	KO	KO	KO	KO
👉	10	9	8	7	7	6	6	KO	KO	KO	KO	KO
🛡️	18	17	17	16	15	15	14	KO	KO	KO	KO	KO
★	2	2	2	1	1	1	1	KO	KO	KO	KO	KO

Even if you manage to pin him down, you have to deal with an 18 defense and some Super Senses, which makes your life miserable when he hits. He maintains Hypersonic Speed for five clicks before fading into Phasing on his last two. He opens with a nice 10 attack and dips steadily, but by the time Phasing shows up, you're looking for a medic or some X-Men to mooch. 83 points proves a very efficient price for one of the most valuable and one of the hardest to get rid of X-Men in the game.



**Cost: 76 Range: 8** **Marvel Mutant Mayhem**

	1	2	3	4	5	6	7	8	9	10	11	12
✈️	10	9	8	8	7	6	KO	KO	KO	KO	KO	KO
👉	9	8	8	7	7	6	KO	KO	KO	KO	KO	KO
🛡️	16	15	15	14	13	13	KO	KO	KO	KO	KO	KO
★	4	4	3	3	2	2	KO	KO	KO	KO	KO	KO

**Polaris(V):** This figure flies under a lot of radars, but I've always taken notice. Now, so many people used to pay the points for old Jean Grey figures just for the Telekinesis. How about a figure that actually fights back when threatened? Now, veteran Polaris runs 80 points which is no light chunk of your army and, yes, brings three clicks of Telekinesis to the table. But what else makes her so good? Well, how about the fact that Polaris has range. Eight squares to be exact and has two targets to boot. That matters enough for two reasons. Polaris starts off dealing a base four damage, which is enough to spread around, if necessary, but after the Telekinesis, Polaris ends the dial with three clicks of Incapacitate, which is a gem for double-targeting. She has a defense mechanism with five clicks of Energy Shield/Deflection, since she should really never have to see close combat. If someone does make it in and makes a melee fight out of it, Polaris has three clicks of Force Blast if you're not feeling that the Telekinesis

attack is enough to get them out of your way. Her attack values aren't phenomenal, but decent. She still deals two damage even at the end of the dial on top of the Incapacitate, just in case you feel a little Stunning Blow action would add insult to injury. So, next time you're thinking of Jean Grey just for some wimpy Telekinesis, ask yourself, why not just add a few more points and go for a figure that won't fold like a lawn chair when the going gets tough.

I'm expecting *Monsters and Mutations* to be able to give us some very unique looks on old favorites. Now that we have the Special Power, we may be able to see some really cool things that we haven't been able to get right before. How about a special regenerative power for Wolverine or having Omega Red using combinations of Poison and Steal Energy? With what we have at our disposal now, it's pretty safe to say that we're only limited by imagination.

-Mox

**Pulling the Ears Off a Gundark:**

# **The Monsters of Star Wars Minis**

**By Angie Nothdorf**



Luke faced the Rancor. Obi-Wan, Padme and Anakin squared off against the Reek, Nexu and Acklay. Lots of big monsters exist in the Star Wars universe, but only a few have been carried over to the world of Star Wars Minis (SWM).

The hallmark of monsters in SWM is the Savage ability. Savage makes a character immune to commander effects and it also dictates how the character can move. Because of those reasons, players often avoid using characters with Savage.

Another drawback to many SWM monsters is their size. The Reek, Acklay, Young Krayt Dragon and Rancor are all huge figures. There is a lack of huge-friendly tournament maps, so tournament-worthy squads with huge Savage creatures are almost nonexistent. But just because the

squads aren't top-tier, doesn't mean they aren't loads of fun to play in casual games.

## **MONSTER MASH**

For an all-monster squad in 200-points, try:

- Reek x1
- Acklay x1
- Nexu x1
- Young Krayt Dragon x1
- Rancor x1

This all-Savage squad is wild and difficult to control, but it's high on hit-points. Run the Reek and Krayt Dragon up to an opponent's characters to take advantage of the creatures' charging attacks. Settle the Rancor and Acklay in place for multiple attacks. Let the Nexu ambush non-activated



characters. Be sure to play on a very open map, so the huge monsters don't get stuck in a room.

## BEAST MASTERS

Currently, the only way to overcome Savage is to use a Nightsister Sith Witch or a Varactyl Wrangler. Both pieces have Empathy, which removes Savage. However, Empathy is limited to six squares. Clever use of Empathy can grant a Savage character freedom of movement beyond the six squares and/or the ability to accept commander effects.

In 100-points, try:

- Gundark x3
- Varactyl Wrangler x3
- Ithorian Commander x1
- Rebel Trooper x1

The Ithorian gives followers with Melee and a base damage of 10 a +4 attack bonus and +10 to damage. In order for the Gundarks to benefit from the commander effect, keep the Varactyl Wranglers close. Each quadruple-attacking Gundark then has a very healthy +16 attack, with the potential of doing 80 damage per turn. Because the Gundarks have 90 hit points, they can survive long enough to get adjacent to an enemy and even take a few return attacks. Be sure to keep the Wranglers protected, though, as they fall easily.

## JEDI HUNTING

Exar Kun is another character that deals well with savages. Kun doesn't try to control the monsters; rather he uses them to hunt Jedi. Though typically not subject to commander

effects, Savage critters bend to Kun's will. He grants them Jedi Hunter (+4 attack and +10 damage against enemies with a Force rating) and Momentum (+4 attack and +10 damage against adjacent enemies, if the character moved this turn).

In 150-points, try:

- Exar Kun x1
- Young Krayt Dragon x1
- Massassi Sith Mutant x1

While very short on activations, this is a squad that Jedi-heavy squads hate to face. Kun by himself is a force to be reckoned with, but he has powered-up the monsters against all enemies, and made them especially powerful against Force users.

The Krayt Dragon, benefiting from Kun's commander effect, has Charging Assault, Jedi Hunter and Momentum, all of which stack together. The result is a +20 attack for 70 damage on some poor, unsuspecting Jedi.

To up activations and to avoid the use of a huge figure, the Krayt Dragon could be substituted for three more Sith Mutants and a 5-point filler, or two Wampas and a Rampaging Wampa.

## THE BEST PART

An added benefit of having monsters on the map is the opportunity for sound effects. Who doesn't quote a little from the movies when playing SWM? So, don't be shy about making noises during a casual game. It's expected for a player with an Ewok to say "yub-nub" and the player with the Jawa to say "utinni!" So, growls and roars when using monsters are encouraged. Really.

# Themes Like a Good Idea

By: Rob "SLVRSR4" Peterson



The sky is dark. Off in the distance you can hear the screams of frightened townspeople. This can only mean one thing. It is Halloween once again, and it is time for all manner of ghosts, goblins, ghouls, monsters, and zombies to come out of the woodwork. It also means that this month we will be exploring how to make a theme team that will scare the pants off of your opponent. What's that you say? You don't think it is possible to make a theme team that is capable of such things? You are obviously a new reader, because here at "Themes like a good idea" I specialize in helping you create theme teams that can hold their own even against the most competitive player or environments. Let's jump in and get started with this month's theme.

The first step to creating any theme team is obvious. You need to select your theme! Wizkids has made this even easier lately by adding character cards that contain keywords in all of their new sets. This not only helps new players or players that don't read comic books, it also adds new elements to game play. Now players get bonuses for playing with theme teams that utilize the new keywords. Benefits range from getting a bonus to your initial roll to see who chooses the map, to allowing you to ignore a chosen battlefield condition, to allowing your figures limited use of probability control even if no one on your team even has the power! To officially have a theme team according to the new rules you must have a minimum of three characters that share a common keyword, and you must have at least one character per 100 points of the build total. This means that if you are playing a 300 point game, you must have at least three characters that share a common

keyword. A 400 point game would require at least four characters. A 500 point game would require at least five characters and so on.

This can be challenging to make a theme team with some of the keywords, but with others it can be quite easy. However challenging it may be, the benefits of working with these new rules far outweigh the obstacles. For each character that you have in your theme team that shares any given common keyword you get a bonus to your initial roll to determine who gets to go first and who chooses your play map. This can be a game winning decision from the word go. For example, if you are playing a 500 point theme team that consists of five Batman characters, you would get a +5 added on to whatever you roll to determine the map. Let's assume you get to select the map and go first. It would be very beneficial to your team to select a map with a lot of hindering terrain. The same would go for an aquatic team and a map featuring a lot of water terrain or an indoor map with a lot of walls for a team that might feature a lot of Hypersonic Speed. The second bonus can be somewhat challenging to use effectively. It allows you to ignore the effects of any one battlefield condition card that is in play. This would mean that your opponent or opponents would still have to abide by

whatever the battlefield condition card says, but you are free from the effects. The mechanics of this bonus can get kind of tricky at times, though, so it would be best to familiarize yourself with the most recent FAQ before hinging your strategy on this bonus. The final and often times best bonus comes in the form of the use of limited Probability Control for your team. The way this bonus works is you get one use of Probability Control per three characters on your team that share a common keyword. If you are playing a 600 point team that had 12 characters on it that all had the same keyword, you would get to use Probability Control four different times during each game. What makes this so great is that any of your themed characters can use this ability at any point and time. However, it isn't quite regular Probability Control. It works much like the CSA team ability in that you have to place an action token on a friendly character with each use. You can easily make this an advantage by using this action to push a character that has an activation click, or by getting a chosen character to their "Sweet spot" by using this action to push them to it. These new rules are making it a brand new day for competitive theme play. Nothing says that you have to use the keywords in order to form your theme team though. Unfortunately it is the only way that you are able to get the bonuses that accompany your chosen theme. Now that you are more familiar with the new theme team rules, let's construct our theme of the month.

As I said earlier, it's Halloween time, and I will be constructing a theme team that is a little on the scary side. One of the oldest and scariest concepts to come out of Hollywood is the idea of being invaded by "Little green men from Mars." The closest thing you can get to this theme in Heroclix is to play with a Skrull army. This is also

especially relevant to the current world of comic books as Marvel heroes are finding out that some of their most trusted friends and allies have been replaced with Skrulls. The first obstacle that you need to overcome is thinking that there is no way that a Skrull army could be a competitive theme team. This used to be the case back in the days of Clobberin' Time. At the time, a Skrull team could be fun, but feat cards, battlefield condition cards, and the theme team rules hadn't been invented yet. There also weren't many Skrulls to choose from. You would more than likely lose with this team three years ago. Just recently Wizkids treated us to an all new array of Skrulls which included a brand new Super Skrull that absolutely blows the Clobberin' Time version of him out of the water. Combine this with the invention of feat cards, battlefield conditions, and the retroactive list of keyword for the non-retired sets, and the all new Skrull team is open for business. I'm going to set the point total at a respectable 500 points for this team. This will ensure that you will be able to compile an appropriately sized invasion force.

We have our theme and our point total, so now it is time to make the actual team. Unfortunately the majority of the Skrull figures that are made have been retired, so they are without the beneficial keywords. If you are attempting to make a team that is a Wizkids approved theme team you will only be able to use the Skrulls that were made in the Supernova set to attain said bonuses. This isn't to say that you can't have any of the other Skrulls on your team. You just won't get any of the keyword benefits for them. If you do include any of the older Skrulls, I am quite partial to the Veteran Skrull Warriors and the Limited Edition Raksor of the same character. Most of the Skrull's statistics are similar enough that I choose these figures because I might

as well have an eight range to work with so as to not have as many limitations on my team. With this particular team, I am attempting to get as many uses of the themed Probability Control as possible without sacrificing power, so I will only be using the “Supernova” Skrulls. Here are a couple of brief reviews of these characters to re-familiarize you with them and to give a few pointers on how to integrate them into a killer team.

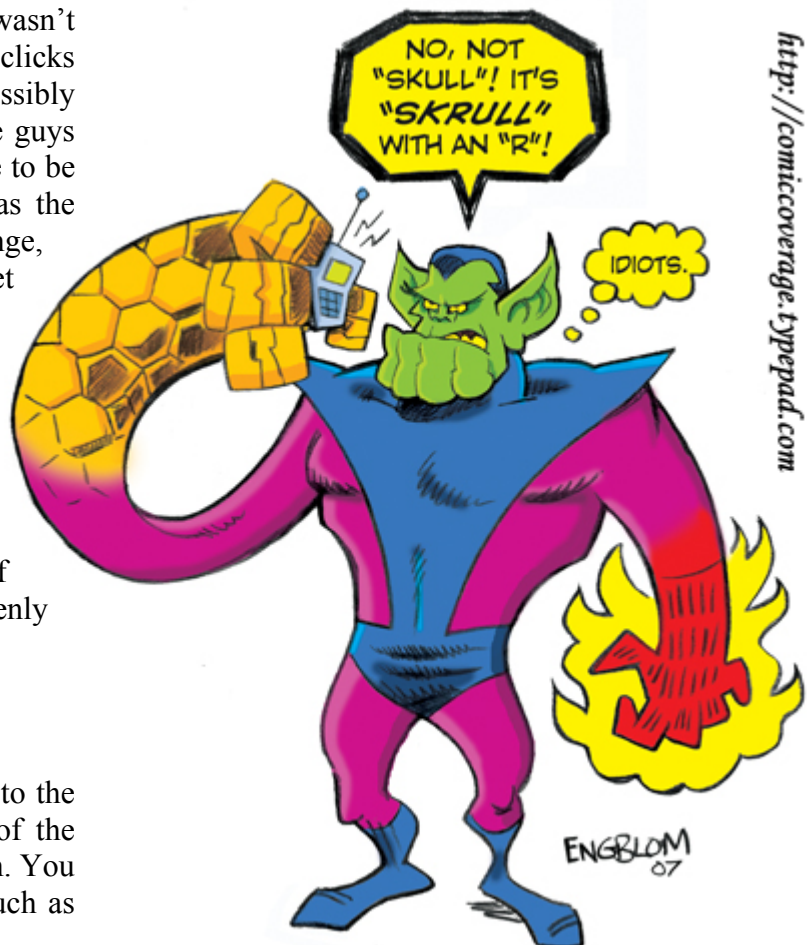
### **Skrull Infiltrator (Rookie):**

These guys are potentially some of the best shock troops of all time. They have a full dial of stealth which is extremely beneficial for a swarm team to gain positioning without getting picked off one by one. They will be able to advance through hindering terrain while blocking line of sight to your more powerful characters. If that wasn't good enough, they have two opening clicks of shape change to help them to possibly avoid attacks. Personally, I push these guys onto their second click which I believe to be the best click on their dial. It still has the quite effective stealth and shape change, but now the Infiltrators get Blades/Claws/Fangs (BCF) and Combat Reflexes. It is the only time BCF appears on their dials, but the Combat Reflexes remain until the end. Do what you can to keep them on this click. You get all of these great abilities for the small cost of 25 points which is easy to fit multiples of on any given team since it divides evenly into multiples of 100.

### **Skrull Warrior (Experienced):**

The Warriors are very similar in stats to the Infiltrator's stats with the exception of the added four range that the Warriors gain. You probably won't be using the range much as

these figures are designed to be miniature close combat monsters. They still have the stealth that the infiltrators have, but for only a single click. This is also essential for positioning. Their first click gives way to two clicks of flurry and then two clicks of Plasticity so that they can beat on you for a bit, and then keep you right where they want you. The Warriors lack the BCF that the Infiltrators have, but gain Super Strength for their two opening clicks. They have two mid-dial clicks of Combat Reflexes and end their dial with three clicks of Shape-Change. Make sure to get them an item to hold onto as quickly and as safely as you can. Do whatever damage you can get away with, and then use them to keep your opponent right where you want them with the combination of Plasticity and Shape Change. These guys only cost 30 points.



<http://comiccoverage.typepad.com>

**Skrull General (Veteran):**

Some may look at the Generals as a little overpriced for what they do, but there is a hidden benefit to them. Though they only have Leadership for a single click, If you put the “Inspiring Command” feat card on them all of your Skrull Infiltrators and Warriors will essentially have Willpower as long as they perform an action when they are adjacent to the General at the beginning or end of an action. The General is also a flyer, so he will allow you to gain better positioning even faster while carrying one of the lower point scrappers with him. As far as stats and powers go, they are still similar to the other two Skrulls with the exception of a higher 17 defense and six range. Mid-dial Plasticity can hold them in place to get some fighters over to do their damage. A single click of Ranged Combat Expert will not help you much, but use it if you can. The end of the General’s dial is similar to the Skrull Infiltrator’s dial Stealth, Combat Reflexes, and a couple of clicks of Shape Change will help you stay in the fight. Roll this all into a tidy package that costs you 43 points (58 with “Inspiring Command” feat card).

**Notes:** Aside from putting “Inspiring Command” on the General, it would more than likely be a waste of points to put any feat cards on any of the other generic Skrulls that you use. Ultimately the choice is yours, but I find it to be unwise to spend extra

points on a character that can be killed with one well placed hit.

**Super Skrull (Unique):**

The real beauty of the Super Skrull is that he is loaded with offensive powers such as Super Strength, Mind Control, Incapacitate, Poison, and Energy Explosion, Running Shot, and Charge. He also has some pretty decent stats. This is only half the Story, though. He is also equally loaded with defensive powers such as Invulnerability, Impervious, Super Senses, Toughness, and Shape Change. Now combine all of these powers with the ever-present Skrull team ability and an 8 range for a nice and economical 150 points. He will be the centerpiece of your team. He has so many different powers that it becomes quite easy to find good feat cards to put on him. With his stats and powers being what they are, your best choice of feat cards would be ones that make him even harder to hit than he already is. At a few points on his dial he is able to roll a die three separate times to try to avoid an attack. Capitalize on things like this, and make it even harder for your opponent to hit him. Believe me; it can get frustrating to your opponent after you avoid attack after attack. Cards that work especially well are; Fortitude, Protected, Nano Armor, and Camouflage.

Here is a rundown of the final team:

-**Super Skrull** (Supernova, 150 Points) + Nanoarmor (6 Points) + Camouflage (8 Points) + Protected (8 Points) + Fortitude (25 Points) = 195 Points

-**Skrull General (Veteran, 43 Points) + Inspiring Command (15 Points) = 58 Points**

**(V) SKRULL GENERAL**  
**Cost: 43 Range: 6** **Marvel Supernova**

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

**-Skrull General** (Veteran, 43 Points) +  
Inspiring Command (15 Points) = 58 Points

**-Skrull Warrior** (Experienced, 30 Points)  
x2 = 60 Points

**-Skrull Infiltrator** (Rookie, 25 Points) x5  
=125 Points

That is a grand total of 11 characters on the team. Unfortunately I couldn't get one more Skrull on the team and still have the feat cards that I wanted to make Super Skrull near invincible. This means I am just shy of having four uses of the themed Probability Control. Three uses is still nothing to sneeze at when you are used to running this team without the use of Probability Control. When I play-tested this team, I ended up using my Probability Control rolls to help my generic characters make dice rolls, but the purpose that I had intended to use my re-rolls is to assist Super Skrull in dodging attacks. Use it at your discretion. Either use is acceptable and is totally up to you and how you play your own game. With the bonus to the initial roll that you will get for playing with this theme team, you will get a +11 to your initial roll to start the game. Chances are pretty good that you will be the one selecting the map and taking the first turn. I would suggest an open map, but one that still has plenty of hindering terrain. The Metropolis map is an old favorite of mine for situations like this. Make sure to keep Super Skrull next to blocking terrain as much as possible to make full use of the stealth that will be provided to him from use of his Camouflage feat card. Then your opponent has to come to him to kill him instead of blasting him from range. That is the time that you should swarm them with all your lesser Skrulls. Keep them next to a General so that they can get the Willpower granted to them from his

Inspiring Command feat card. As with any swarm team you want to beware of powers like Energy Explosion and Pulse Wave. They are the Achilles heel to what would otherwise be a hyper dangerous team.

As always, the key to a successful HeroClix theme team is to have fun with it. If you're not having fun then you shouldn't be playing the game. Personally I always do better with a team that I am having fun with. This is why I play with theme teams. That is my definition of fun. It is up to you as a player to determine what is fun for you. Themes definitely aren't for everyone, but to people like myself, themes make the game. This particular theme caters to a specific type of team which is the swarm team. This is also not the best kind of team for everyone. A lot of players like to play with "Dream teams" of heroes and villains, so to play with a lot of nameless generic figures may not seem fun to them. Definitely try different kinds of teams before you settle on any one particular type of play-style. For me, it's live theme or die.

Well, it's time to go again. The little green men have come to take me away on their intergalactic star destroyer for an evening of hot pockets and probes. You know what they say, what happens in the crab nebula, STAYS IN THE CRAB NEBULA! Remember, have fun with whatever you play, and always be willing to try new things. MAN, THAT'S COLD! Join me next month when we will be exploring themes revolving around the greatest comic book crossovers ever. I just wish there was a way to do a Captain Carrot and Spider-Ham crossover and make it work. I'll try to figure that out in a month's time, but until then I will remain...

--The SLVRSR4!

# UNSUNG HEROES

By Philip "hot\_fusion" Gasper



With the many excellent sets released in 2007, and DC's *Crisis* set looking like one of the best with each passing preview, it's no wonder that HeroClix fans both young and old keep looking to the future, wondering what the next week will bring. However, some of the best pieces in the game are not those not yet released, but instead those that have already been made and forgotten about in the rush for the "new hotness". Forget that Apocalypse and that KC Superman; here are two figures that you should be playing instead:

## LE Daniel Ketch

About a month or so ago, I decided to browse the Sale and Auction subforum of our beloved HCR realms for the first time. As I looked around for some of the Origins pieces I was missing, I noticed something a little disturbing: nobody seems to want Daniel Ketch. Seriously, in most of the sales I saw him in, Daniel was either fetching a very low price (I saw one for *seven dollars!*), or had garnered absolutely no interest at all. That's a long way to fall for a Marquee prize, especially one as excellent as ol' Danny-boy.

When I look at this piece, I can think of few better ways to spend 88 points. He starts off strong, with a 12 Speed with Charge, an 11 Attack, and 4 Damage. Yes, the 15 Defense isn't too hot, but in the games I've played, that Invulnerability has saved him more times than you'd think. Plus, he's extremely pushable, with the exact same stats on his second click! As a bonus, he has a nice 6 range, which can throw opponents who think he's just a close-combat piece off guard.

Like I mention time and time again, I love consistency, and Daniel Ketch is full of it. His Speed

Value declines by two every two clicks, going from a 12 to a 10 on his third click and ending on an 8 on his fifth. He keeps his stellar 11 Attack Value for three clicks, then falls to a 10 for one click, a 9 for two, and finishes with an 8. Defensively, he gets a great boost on click three from a 15 to a 17, which trickles steadily down to a 16 and a 15 for two clicks each. His Damage numbers stay decent as well, with two 4's, two 3's, and three 2's.

Like lots of HeroClix players, I'm excited when a favorite character plays like he acts in the comics. With an opening 12 movement and Charge, you can just smell the rubber burning as he races off at high speed to ram into his foe. Three more clicks of Charge keep the mobility high, and the switch over to Leap/Climb for the rest of the dial is perfect to represent him riding up buildings, over water, and, in some cases, in the air.

His Attack stat is pretty bare, only picking up Incapacitate on click four. Fortunately, the power continues until he is KO'd, leaving him with a good option during his lower damage clicks. Defensively, he starts out Invulnerable with a fairly boring defensive value, but revs it up on click 3 with a two-point boost, which well compensates for the downgrade to Toughness. Daniel's final defensive click is as bare as his Damage slots, but that in itself can be a great warning to get Ketch out of the fray



Cost: 88 Range: 6

Marvel Ultimates

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

and back to a medic.

Since Dan is a Retired piece, he's only useable in either Unrestricted tournaments, home play, or venues who don't care about retirement. That helps him out, though, because a very good feat for him, **Swingline**, is also retired. For a measly 10 points, Ketch gets a great boost, allowing him to not only Charge in an extra square, but also ignore hindering terrain on his first four clicks. **Nanobots** is also a decent choice, as eating an object will more often than not bring him back up to a Charge click. I wouldn't feat this piece up too much, though; his magic comes from a lot of power packed in so few points.

There really aren't a lot of battlefield conditions that will really hurt or help the Spirit of Vengeance. Staples like **Disbanded!** and **Deep Shadows** won't hinder his effectiveness, and **Atlantis Rising** is easily ignored if you equipped him with Swingline. However, (and at the risk of sounding like a broken record with my reviews,) **Back Alley Brawl** is still an excellent option for close-combat pieces like him. Lots of Charge means basing figs, and basing figs means that on his first click he can push to deal 4 damage with a 13 attack. Not too bad for a piece under 100 points.

## E Meggan

Though this particular incarnation may look like a wolf girl, Meggan is actually a beautiful shapeshifter with power over the elements that could make Storm jealous. Sometimes referred to as an "empathic metamorph", Meggan combines the grace and beauty of her mental powers with the ferocity of the beasts of legend. In *Sinister*, Meggan's Experienced version does a great job capturing that aspect of her, resulting in a dangerous piece that shouldn't be overlooked.

By the numbers, Meggan starts out great for a 63-point piece. She has an 8 Speed with Charge, 9 Attack with Blades/Claws/Fangs, 16 defense with Combat Reflexes, and 2 damage with Shape Change. All this adds up to a pretty powerful secondary attacker made to get in your face and cause trouble while she's there. Her Speed Value stays at 8 for the

next click before falling to three 7s and a 6. Her Attack Value gets a boost to 10 on click three, and then trickles down from there until the end of her dial. Her defense stays amazingly consistent, going down from 16 to 15 for her two middle clicks, but then rising to a 16 and a 17 to finish. Her Damage is sort of opposite: it stays at 2 for clicks one, two, five, and six, and raises to 3 in the middle, on clicks three and four. Her range of 4 is mild, but, again, the opponent probably won't be expecting it from a close-combat piece.

As mentioned above, Meggan starts off offensively strong, able to Charge in and deal up to six damage with her opening Blades/Claws/Fangs. If she pushes to knock out a piece or is somehow damaged one click, her threat remains but in a different way. With the addition of Super Strength, she can now Charge in and smack someone with an object, dealing up to 5 damage if she uses the soda machine. If she takes one more click of damage after that, she loses Charge but keeps Super Strength and gains Flurry a 10 Attack, and 3 Damage, allowing for up to 9 damage in a turn. That's a lot for only 63 points! Granted, she has to land on the click, but as I'll talk about in a moment, she has enough defensive capability to be able to land there on your terms. On click 4, she loses Super Strength and 10 attack, but keeps the Flurry and 3 damage for a possible 6 damage a turn. She keeps her damage potential on her last two clicks, but this time through the return of Blades/Claws/Fangs.

Just as Meggan is highly capable in attacking in close combat, she is excellent in defending in it as well. Her opening three clicks of Combat Reflexes mean her defense up close is 18, 18, and 17, respectively, and even if the based fig thinks he can roll high enough, he'll have to contend with her Shape Change first. The #1 aspect of Heroclix is luck, and any ability that gives more opportunities for luck to strike is gold in my book. With Shape Change, Meggan has possible protection from both a fist in her face and a ray on her back, as long as a 5 or 6 are rolled. (Thank



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



you, rules change!) Her last three clicks lose this great combo, switching over to both Toughness and Battle Fury, but her rising Defense Values help keep her in the game, hopefully long enough to take an opponent or two with her.

From the front half of her dial alone, two Feats stand out above the rest (ironically, from the same set): **Camouflage** and **Heightened Reflexes**. Together, they bring her up to 81 points, which pushes the limit for a figure with only six clicks of life, but the benefits have the potential to double her effectiveness. Most of the time, when a figure is focused on close-combat, it gives up a lot of its ranged defense. However, with these cards, Meggan can both hide from ranged attacks *and* get an extra shape change roll if her opponent moves before the attack. That pretty much forces the opponent to either give up his mobility, or base her and risk painful retaliation.

**Resistance** stands out as a great Battlefield Condition for Meggan, but only if she's paired with other X-Men. Since she's a flyer for most of her dial, she can easily act as taxi for one of your big guns or bring another attacker, nullifying your opponent's Outwit for both of them. This is especially handy if you've spent the points on the feats mentioned above, because with this setup, no one can strip her of her defenses.

As the new year begins, the usual idea is to throw out the old and look toward the new. However, it's the remembrance of the past that brings us more fulfillment and enjoyment of the years ahead. Whether it's in love, life, or simply HeroClix, don't be afraid to bring some of the past forward to bring more enjoyment to today. Until next time, remember to have fun and be safe in 2008, and keep playing to the tune of the Unsung Heroes!



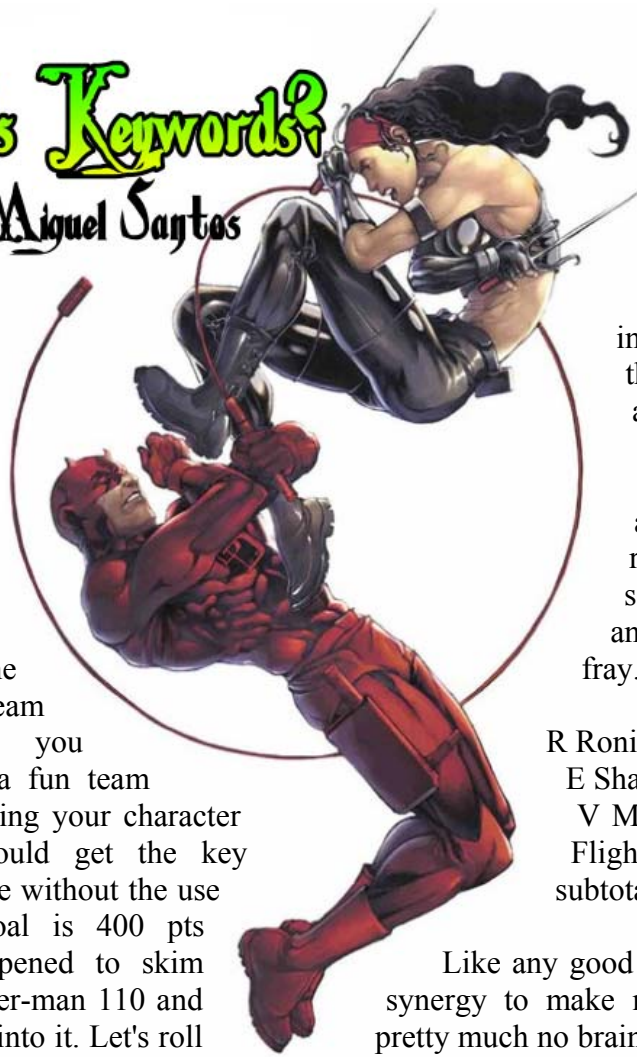
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
✈️	12	11	11	10	10	10	10	9	9	9	8	8	6	6	8	8	8	10	KO	KO	KO	KO	KO	KO	KO	KO
👊	12	11	10	10	10	10	9	9	9	9	9	8	8	9	10	11	11	KO	KO	KO	KO	KO	KO	KO	KO	
🛡️	18	18	18	18	17	17	17	16	16	16	16	15	15	15	15	15	15	KO	KO	KO	KO	KO	KO	KO	KO	
★	4	4	4	3	3	3	3	3	3	3	3	3	3	3	4	4	4	4	KO	KO	KO	KO	KO	KO	KO	

Special Powers	DC CRISIS
★ : World's Finest must begin with their base completely in their player's starting area. Their base occupies 4 squares on the map. The can be adjacent to a maximum of 12 squares, and can attack and be attacked through any of them. World's Finest can make ranged combat attacks against non-adjacent characters when they are adjacent to two or fewer opposing characters.	
★ : World's Finest do not take pushing damage.	
✈️ <b>TEAMWORK:</b> World's Finest can use Charge and Force Blast. Immediately after the World's Finest uses Force Blast to successfully knock back a target, they can use Charge as a free action to attack the target if Charge would allow them to do so.	
👊 <b>WALLBUSTER:</b> World's Finest can use Super Strength. When given a move action, during the move World's Finest can automatically destroy up to 2 squares of blocking terrain or the wall adjoining two squares; they can continue their move, if any, after destroying the wall.	

**World's Finest.**  
**Available for free, with a purchase of a brick of DC Crisis, available February.**

# Who Needs Keywords?

Juan Miguel Santos



I'm NOT going to teach you how to build comic accurate teams because if you wanted to do that then just go grab your favorite comic book (or go to wikipedia) to get the roster and put your team together. I will show you how to put together a fun team with a theme and flexing your character selections so you could get the key members for your force without the use of keywords. My goal is 400 pts restricted. I just happened to skim through Ultimate Spider-man 110 and I must say I really got into it. Let's roll out the Knights.

## Ultimate Knights

Roster:

- Moon Knight/ Ronin
- Shang Chi
- Spider-Man
- Daredevil
- Dr. Strange(Retired)
- Iron Fist(Retired)
- Kitty Pryde
- Jessica Jones

In celebration of the new Avengers set, let's test out some of the new guns that came along with this awesome set. V Moon Knight, E Shang Chi and R Ronin. We now have the necessary ingredients for a great swarm team with cheap attackers and decent AV. Now Moon Knight in the story had his multiple personality problem acutely

intensified while donning the Ronin outfit so they are essentially the same person. But like I said, sometimes comic book accuracy severely restricts team building so lets break that mold and get those two into the fray.

- R Ronin 55 + Alpha Flight
- E Shang Chi 58
- V Moon Knight 38 + Alpha Flight
- subtotal = 151 (3 characters..)

Like any good heroclix team, we need synergy to make magic. Those three are pretty much no brainers since they only have one version each, here comes the difficult part. Which Spiderman should we play? Which daredevil will benefit the team? All teams need basic elements like firepower(ranged and melee), mobility and support. Our spider-man of choice will fill in the mobility needs. E Spider-man (sinister). For support we got to V Daredevil(sinister) for some much needed outwit. Others who feel perplex is more of a necessity than outwit could go for the Kingpin of Hell's Kitchen.

- R Ronin 55 + Alpha Flight
- E Shang Chi 58
- V Moon Knight 38 + Alpha Flight
- E Spider-man 77
- V Daredevil 76
- subtotal = 304 (5 characters)

We need girls.. and what better way to get them than the two new girls at Midtown

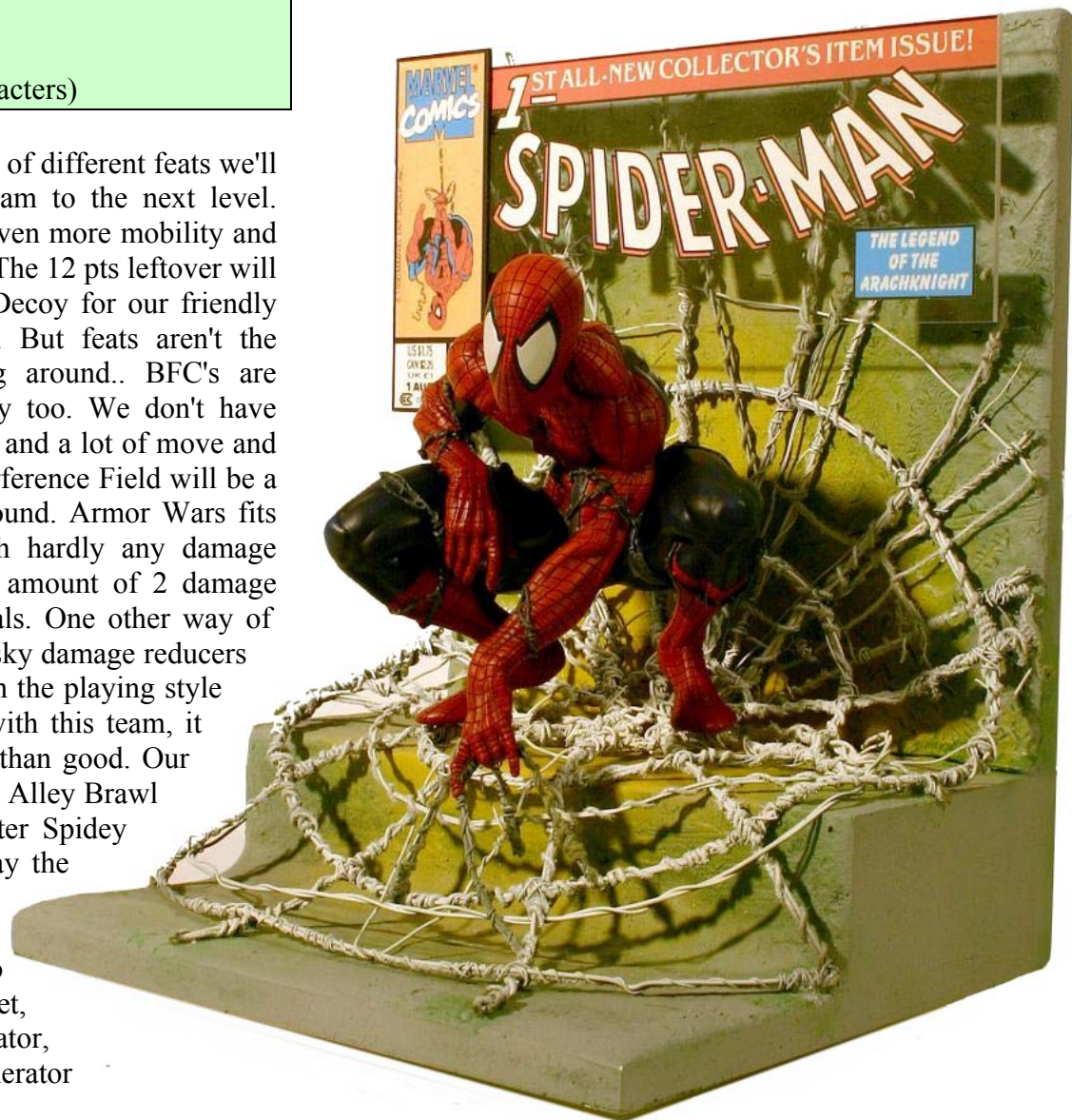
High, Jessica Jones and Kitty Pryde? Since we need mobility with this squad lets go with R Jewel(sinister) for another taxi. Some nice tie-up would be good and that role is perfectly fit for R Sprite(Sinister). With the addition of two new characters, our team total goes up to seven figs. We'll have to drop the Alpha Flight ATA to take advantage of the free movement.

R Ronin 55  
 E Shang Chi 58  
 V Moon Knight 38  
 E Spider-man 77  
 V Daredevil 76  
 R Jewel 39  
 R Sprite 30  
 subtotal = 373 (7 characters)

27 pts left for all sorts of different feats we'll need to bring this team to the next level. Pounce will give us even more mobility and it goes to Shang Chi. The 12 pts leftover will become Life Model Decoy for our friendly neighborhood spidey. But feats aren't the only cardboard lying around.. BFC's are gonna come in handy too. We don't have hypersonic speedsters and a lot of move and attack so Inertial Interference Field will be a nice BFC to have around. Armor Wars fits this team nicely with hardly any damage reducers and a good amount of 2 damage spread around the dials. One other way of dealing with those pesky damage reducers is Exhaustion but with the playing style I'll be recommending with this team, it might do more harm than good. Our last BFC will be Back Alley Brawl to boost the transporter Spidey and let any old fig lay the hurt on high defense/defend teams. Don't forget to pack laser turret, meteorite, generator, separation field generator

and dark cauldron. So finally we have..

R Ronin 55  
 E Shang Chi 58 + Pounce 15  
 V Moon Knight 38  
 E Spider-man 77 + nanobots 10  
 V Daredevil 76  
 R Jewel 39  
 R Sprite 30  
 Total = 398 (7 characters)  
 BFCs: Inertial Interference Field, Armor Wars, Back Alley Brawl



Tactics: The play style i'm going to recommend for this type of squad is kamikaze style! With seven characters in play and no free movement, action allotment and timing will play a key role. Once you've based your opponent then proceed to unleash hell. Have Moon Knight in hindering terrain(preferably a strategically placed heavy object) as you rally your force toward the center of the map.

Depending on the kinds of items you drew, you should really consider special objects as a part of your strategic decisions. Place Dark Cauldron near your opponent's objects if he has nanobots in play and Separation Field Generator on choke points in an indoor map. The Meteorite or Generator places a large bulls-eye on the character wielding it so it may make good bait. The Laser Turret is also a good choice for your R Sprite, and anyone who gets wounded and useless, to take out those annoying bystanders that get in the way. Decide carefully which Objects you choose to play.

To draw your opponent out, you must give him good bait. Having Moon Knight standing on a meteorite or waving it in an opposing character's grill will make him a prime target. Do not hesitate to push. If your opponent moves and your figs have no action tokens then initiate the contact and base them right away. If there is an opening for Jewel to swing in with a heavy object then do so and have her carry around a one of your Knights. Be bold and use your Outwit every turn.



Key targets for pounce would be support characters(STOPP) and high defense characters like Living Laser or Jakeem Thunder. Your key pieces that MUST be protected are E Spiderman and V daredevil. That outwit is going to give you great results if you tie up the opposition and have DD go to work from a safe distance. Don't be afraid to lose any of your figs as long as you take more of your opponent's down with them. Key push point for your attackers would be any flurry click. Action management may also be important with seven figs and only 4 actions without leadership. Remember you have 5 characters with free movement counting the two wildcards.

Tricks of the Trade: Have Shang Chi pounce beside R Sprite so she could use that X-men TA to heal him up. On Moon Knights first click of Multiple Personalities, you could have him leap away into hindering terrain to make good use of that stealth and snipe away from 4 range(if you tie up the opponent nicely then this will be very plausible). Spiderman CAN use leap/climb with the transporter attack so consider rooftops as a possible sniping area to reach around opposing figs on the ground. You could also end your transporter attack behind Kitty and have her heal you up if you need to get to those super senses clicks. The transporter ability requires a move action so it can be used with the avengers TA so you can move and attack for free.

Afterword: Thank you so much for spending time reading Who Needs Keywords?!. Always remember that you can play any team you like.. as long as you own up to it! Don't cheat children.. just play the game.

Inside the Mox Box:

By Steve "Mox" Luzader

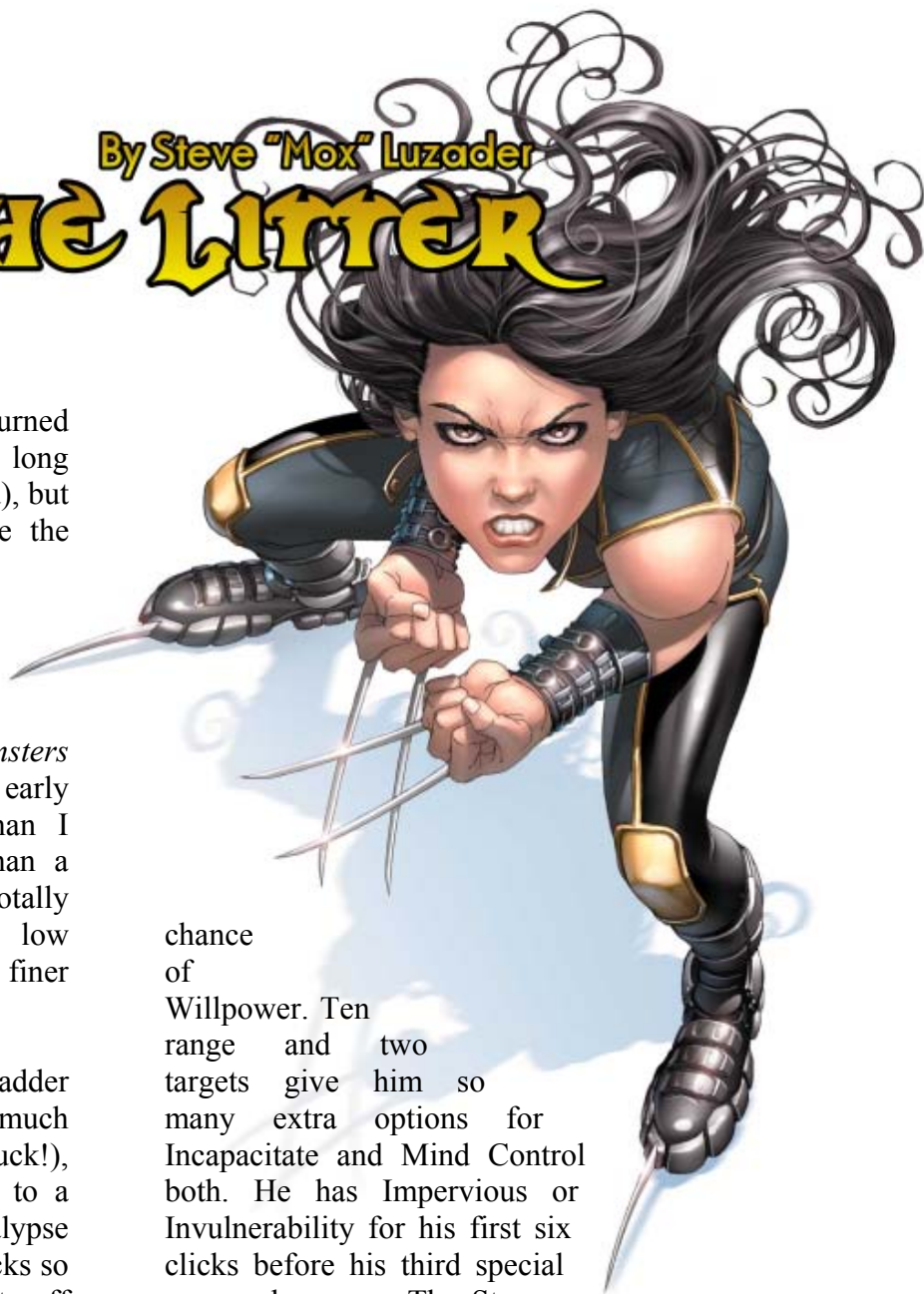
# PICK OF THE LITTER

Hello again, loyal readers. I have returned after a brief hiatus. Sure, it's not long enough to miss me (if you even noticed), but I've returned for another peek inside the Mox Box.

Taking my specialization in dial analysis, I've decided that this month warrants and examination of the fantastic new *Mutations and Monsters* set for Marvel HeroClix. After a lot of early worry, the set turned out better than I possibly imagined and found less than a handful of figures that I deemed totally worthless, which is a wonderfully low percentage. Let's examine some of the finer figures of this set.

**Apocalypse (U):** He's back, and he's badder than ever. Although that's not much considering his early version (yuck!), Apocalypse went from a joke figure to a figure with nothing to laugh at. Apocalypse weighs in at a hefty 250 points, but packs so many abilities to be worth it. He starts off with one of three special powers, Molecular Control, which grants him Phasing, Plasticity and Shape Change. As if that isn't enough for his mobility, he's always an offensive threat with Super Strength, Outwit and a starting five damage. As great as his opening numbers are, including the Impervious-backed 18 defense are, you may want to push Apocalypse into his second special power, Psionic Power. With it, he gains Incapacitate, Mind Control and Psychic Blast (which is still on top of what Molecular Control grants) and a 50 percent

chance of Willpower. Ten range and two targets give him so many extra options for Incapacitate and Mind Control both. He has Impervious or Invulnerability for his first six clicks before his third special power shows up, The Strong Will Survive, which lets him use Toughness and Regeneration. Don't think Apocalypse is solely a ranged threat, he has a nasty middle section with intense close combat potential. Squeezed in-between his seven clicks of Outwit are three clicks of Exploit Weakness, each at three damage. Also, once his Molecular Control is gone, he packs four clicks of Flurry and never does under three damage with it. In fact, Apocalypse never deals under three damage which is substantial. If you're not feeling froggy with a Regeneration roll, he



can Steal Energy for four of his later clicks. And to make matters worse, he packs Flurry and Steal Energy for two clicks. A great two way player with tons of powers and has enough abilities to make him hard to hit, difficult to damage, and maybe impossible to kill.

**Green Scar (U):** Let's do the other monster powerhouse of the set, the Planet Hulk incarnation known as the Green Scar. If you think Apocalypse is the stand alone best figure, then think again. Unlike Apocalypse's two-way game, Green Scar is smash first, smash later, keep smashing and don't ask questions. He starts with very good, but typical numbers. Five damage, Super Strength, Invulnerability and good attack and defense numbers. The starting click of Leadership is questionable, but understandable given the flavor of the figure.

His opening special power, Smash, is great as it allows a full movement Charge, given you can't use the Leap/Climb half at the same time. Given the current popularity of

the Great Arena map, that's not a problem. Green Scar's attack keeps peaking until it hit 12 near the middle of the dial and he's only vulnerable defensively at the end of the dial when Regeneration shows up. He fluxes between a combination of Super Strength, Quake and Blades/Claws/Fangs for a while. (Yes...as if Hulk weren't bad enough,

# QU APOCALYPSE

Cost: 250 Range: 10 ⚡ (Super Rare)

	1	2	3	4	5	6	7	8	9	10	11	12
✈️	9	8	8	9	10	10	9	9	8	7	KO	KO
👊	11	12	11	10	10	9	9	9	8	8	KO	KO
🛡️	18	17	17	16	16	16	15	15	14	14	KO	KO
★	5	4	4	4	3	3	3	3	4	4	KO	KO



## Special Powers Mutations and Monsters

- ✈️ **MOLECULAR CONTROL:** Apocalypse can use Phasing/Teleport, Plasticity, and Shape Change.
- 👊 **PSIONIC POWER:** Apocalypse can use Incapacitate, Mind Control and Psychic Blast. When Apocalypse would take pushing damage, roll a d6. On a result of 4-6, he does not take pushing damage instead.
- 🛡️ **THE STRONG WILL SURVIVE:** Apocalypse can use Regeneration and Toughness.

# QU GREEN SCAR

Cost: 230 Range: 0 ⚡ (Super Rare)

	1	2	3	4	5	6	7	8	9	10	11	12
✈️	7	8	9	9	8	7	7	6	6	5	KO	KO
👊	10	11	11	12	12	11	10	9	9	8	KO	KO
🛡️	18	18	17	17	17	16	16	15	15	14	KO	KO
★	5	4	4	4	4	4	3	3	3	3	KO	KO



## Special Powers Marvel Mutations and Monsters

- 👊 **SMASH:** Green Scar can use Leap/Climb. Give Green Scar a power action; move him up to his speed value, and then give him one close combat action as a free action.
- 🛡️ **TOUGHEST ONE THERE IS:** Green Scar can use Impervious and Willpower.

someone decided to give him an axe.) He has three early and two end clicks of Exploit Weakness to keep your options available, and he does have Smash and Exploit Weakness at the same time. Green Scar becomes one ultimate close combat menace about halfway down the dial. He picks up some brief Flurry and some end dial Plasticity just to add insult to injury. What might make him the most menacing of all is his defensive special power, Toughest One There Is, which grants him access to both Impervious and Willpower.

Yes, this does get really ugly when you see it paired with Flurry, Super Strength and four damage or a Plasticity-Blades/Claws/Fangs combination. He still packs an eight attack, three damage and Exploit Weakness at the end of the dial in case you'd rather swing than use Regeneration, but the Plasticity is really sweet enabling an easier breakaway if you decide to hide until he gets better. A little cheaper than Apocalypse at 230 points, but that's namely due to having no range. Still, given Green Scar can get into his grill, even he can give Apocalypse a severe beatdown. Think what he could do to someone else.

**Professor Xavier (U):** I wasn't sure how sold I was on this figure until I saw him properly used in the right team, and then he was the most feared figure on the board. Old Chuck still does all the old tricks you're used to seeing. A ton of range, Mind Control and Incapacitate are his usual tricks. He has some Outwit, as we've recently seen

## (U) PROFESSOR X

Cost: 230 Range: 0 (Uncommon)

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



### Special Powers Marvel Mutations and Monsters

**CEREBRO:** Professor X can use Perplex. When Professor X uses Perplex, he can use it normally or choose a single keyword and affect every target friendly character 10 or fewer squares from Professor X that possesses that keyword (including himself, if he possesses the keyword) and to which Professor X has a clear line of fire.

on him, but now packs an evil new ability. His special power, Cerebro, allows him to use a Perplex action to hit every friendly character that shares a keyword. Considering two of his keywords are Mutant and X-Men, this set alone can make that insane. Don't think he's content to just give orders. A little ways in, Professor Xavier gains Psychic Blast, Willpower and actually chunks three damage at a time. What makes him the most interesting is his final three clicks, which represent an astral form. He gains Phasing, Super Senses and Exploit Weakness. He still has nice attack and okay damage numbers until the end, but at the end he has an 18 defense with those Super Senses, so it's alright to sit beside someone, tink away at them, and laugh at their futility to finish Chuck. 131 points is cheap and very affordable, allowing him lots and lots of X-Men, Mutants, Psychics or whatever to flush a formidable army and ruin your opponent's weekend.

**X-23 (R):** Not every figure in this set has to be unique and expensive. There is a sublime crop of small scale figures. Take X-23 for example. 35 points gets you an incredibly

mobile, difficult to hit, hard punching figure. X-23 has a short dial, but packs a lot of punch. She has a healthy chunk of Leap/Climb for most of the dial, but her first two clicks are supplemented by her special power Programmed Assassin, which allows her to use Stealth, but also has a second feature. It grants her a one point bonus to her attack when making a close combat attack when occupying hindering terrain. So given it's built in Stealth, that's almost always a given. Her damage output is small, but always supplemented. She has Close Combat Expert, Flurry or Blades/Claws/Fangs to use to help her meager one damage. Each click has one of the three powers, so use it to an advantage. Should her opening Super Senses fails, some Combat Reflexes will still keep her in good shape considering she may already be in close combat. A last-ditch click of Regeneration can heal her clear up to the starting click and back in the fight.

**Danger (R):** I don't know if there are enough words in the English language to properly describe how devastating this figure is. First off, we need to discuss reason number one Danger is so dangerous: Strategic Database. This is Danger's special power which allows her to use Probability Control, but also does more. While this power is active, her powers cannot be countered and she nullifies any attempt to

increase an enemy figure's stats within ten squares and line of sight. Now if that isn't enough, Danger still fights. She starts the dial Earthbound, to represent a human form, but packs two clicks of Psychic Blast with a very healthy 11 attack and three damage. If you think you're just going to knock her off her special power, you'll have to hammer through two clicks of Invulnerability. Even if you do, Danger keeps Strategic Database for four clicks, which is enough for her Super Senses to kick in. Danger loses Earthbound on click three and takes to the skies. Combinations of Pulse Wave and Energy Explosion scatter her remaining dial to the end and that bothersome special is replaced with the equally annoying Outwit

# X-23 (Uncommon)

Cost: 35 Range: 0

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



**Special Powers** **Marvel Mutations and Monsters**

✖ **PROGRAMMED ASSASSIN:** X-23 can use Stealth. When she occupies hindering terrain and makes a close combat attack, modify her attack value by +1.

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



**COST: 124 RANGE: 8**

**Special Powers** **MARVEL MUTATIONS & MONSTERS**

★ **STRATEGIC DATABASE:** Danger can use Probability Control. Her powers can't be countered, and no opposing characters 10 or fewer squares from Danger to which she has a clear line of fire at the beginning of any action can have their combat values modified during that action if the modified value would be higher.



for the final four clicks. Two final clicks of Regeneration can pump Danger back into the Strategic Database power, if you feel you haven't given your opponent enough problems. Her point cost? 124 points. That's pretty insane for a figure with more game altering ability than a Cosmic Nullifier.

**Cyclops (R):** I've always been afraid of easily accessible and really cheap figures. Now that First Class Cyclops has hit, I've started heading for the bunker. Cyclops looks pretty vanilla on the get-go with only a click of Running Shot to start the dial. However, for a 50 point figure, his starting numbers are unusually high with a 17 defense and three damage with a nine attack. Cyclops isn't all that glamorous with powers, but has precise powers where he needs it. Next click in he picks up his sole click of Energy Explosion and the first of two clicks of Willpower. Cyclops has a special power for these next two clicks called Concussive Blast. With this power, all figures damaged by any of his ranged attacks suffer knockback. This can be really ugly when you consider his third click picks up Ranged Combat Expert and deals a potential four damage with it. He keeps Ranged Combat Expert for three clicks, so you're looking at a cheap figure that still deals a possible three damage on his fifth

# CYCLOPS

Cost: 50 Range: 8 (common)

	1	2	3	4	5	6	7	8	9	10	11	12
✈️	8	8	7	7	7	6	KO	KO	KO	KO	KO	KO
👤	9	10	10	9	8	7	KO	KO	KO	KO	KO	KO
🛡️	17	16	16	15	14	13	KO	KO	KO	KO	KO	KO
🌟	3	2	2	2	1	1	KO	KO	KO	KO	KO	KO



**Special Powers** Marvel Mutations and Monsters

✈️ **CONCUSSIVE BLAST:** When Cyclops makes a ranged combat attack and deals damage to an opposing character, the character is knocked back equal to the damage dealt.

# OMEGA RED

Cost: 124 Range: 4 (Rare)

	1	2	3	4	5	6	7	8	9	10	11	12
✈️	8	8	8	7	7	7	7	6	KO	KO	KO	KO
👤	11	10	9	9	9	8	8	8	KO	KO	KO	KO
🛡️	17	17	17	16	16	16	14	14	KO	KO	KO	KO
🌟	3	3	3	3	3	2	2	2	KO	KO	KO	KO



No Affiliation

**Special Powers** Marvel Mutations and Monsters

🌟 **LEECH:** Each time an opposing character takes damage from a close combat or ranged combat attack made by Omega Red, heal Omega Red of 1 damage, this power is not optional.

click. That's just incredible. I've played against one to know that you have to focus on a single-turn knockout or risk a lot of payback from Cyclops, and having to focus that much effort for only 50 points gets high marks for efficiency from me.

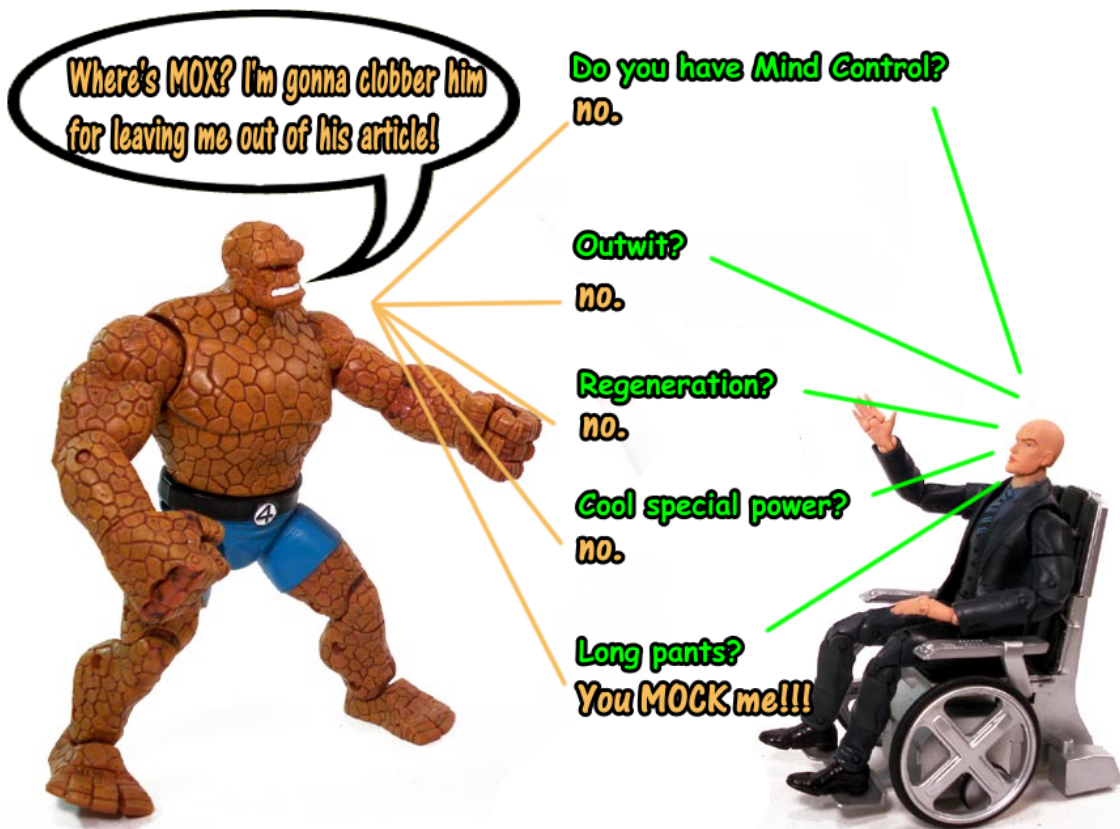
**Omega Red (E):** I'd like to finish with not only a personal favorite, but a darn fine piece. Omega Red looks like a traditional bruiser up front, but is back-loaded with a bag of evil tricks. The surface clicks are

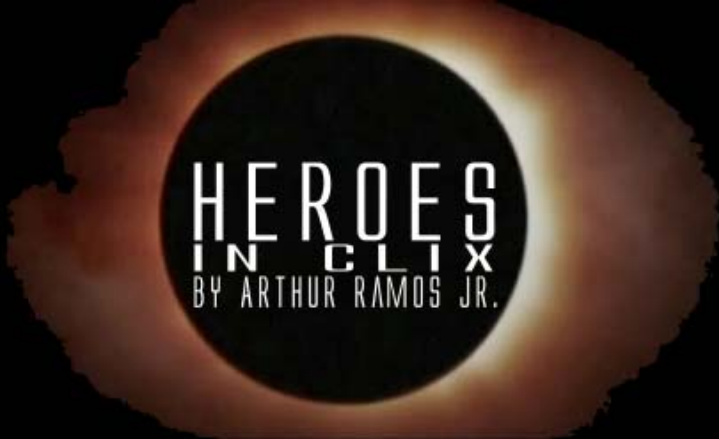
straight crash and slash with three clicks each of Charge, Blades/Claws/Fangs and Invulnerability. He also begins with a great 11 attack and a nice 17 defense. You'll notice on that third click his special power, Leech, kicks in allowing him to heal one damage every time he deals damage with any attack. That means in a great game, he never comes off those Charge-Blades/Claws/Fangs clicks. However, the world isn't ideal and he might move on. The dial changes completely and now has Flurry, Poison and Toughness. Now he has to heal of Leech every time, it's not optional, but, frankly, you'll never care. On top of his sweet new change, he still deals three damage and deals three damage most of the dial. The Flurry is short lived, however, so maximize it. His final two clicks both have Combat Reflexes and still have Poison. So if you add the close combat bonus from Combat Reflexes, his defense is never under 16 and that's pretty good. Omega Red also has a range of four and, while not stellar, it might work to your advantage sometimes to

take potshots and get the healing from Leech before going back to work on someone's face. The Leech is on the last six of his eight clicks, so if you can keep him away from some Outwit, you'll have a serious long term threat and he only eats a mere 124 points of your team.

I'll admit I wasn't too excited about the early rumblings about *Mutations and Monsters* and still am missing a few favorites I thought would make this set, but even with all that, *Mutations and Monsters* turned out to be a stellar set up and down. So many figures are very efficient for their point cost and even though there are some serious powerhouses, they're not totally indomitable. I like I found less than a handful of figures I thought were totally worthless, and it's probably the lowest percentage in recent memory. If this track record keeps up, I think *Crisis* and future sets will give us a lot to cheer for.

-Mox





I finally sat down with the HeroClix Dial Maker at [http://www.aduckwhat.com/robert/heroclix/customs\\_view.cfm](http://www.aduckwhat.com/robert/heroclix/customs_view.cfm) to start generating dials for characters from the TV series Heroes. I stayed strictly with Season 1 when generating these dials. Enjoy!

**CLAIRE BENNET** Points: 50  
 Range: □ 0 squares Team: No Affiliation



#	1	2	3	4	5	6	7	8	9	10	11	12
✈	8	8	7	7	6	5	KO	KO	KO	KO	KO	KO
👊	9	9	9	8	8	8	KO	KO	KO	KO	KO	KO
🛡	18	17	17	17	17	17	KO	KO	KO	KO	KO	KO
★	1	1	1	1	1	1	KO	KO	KO	KO	KO	KO

**SPECIAL POWERS**

(DEFENSE) HEALING - Claire Bennet has Automatic Regeneration and Invulnerable

Overall Weak character except for the regeneration. Claire’s High Defense numbers and Invulnerable are to represent hits from which she rapidly heals. The Auto Regen could make this figure very, very annoying.

**The Haitian** Points: 120  
 Range: □ 0 squares Team: No Affiliation



#	1	2	3	4	5	6	7	8	9	10	11	12
✈	7	7	7	6	6	5	KO	KO	KO	KO	KO	KO
👊	9	8	8	8	8	7	KO	KO	KO	KO	KO	KO
🛡	15	15	15	14	14	14	KO	KO	KO	KO	KO	KO
★	1	1	1	1	1	1	KO	KO	KO	KO	KO	KO

**SPECIAL POWERS**

(ATTACK) HINDERING YOUR POWERS - Any figure within 4 squares of the Haitian loses all Powers, Special Powers and Team Abilities.

(DAMAGE) MIND WIPE - Give The Haitian a Attack Action. Add +2 to the Attack value and make a Close

Combat Attack, if the attack is successful then The Haitian can Outwit a Power on an opponent's dial -- the Outwit lasts until the end of the match.

Another weak character except for his Mind Wiping and Power Negation abilities. Unlike the character Destiny, I did give him a 1 damage.

**D.L. Hawkins**                      **Points: 75**  
**Range:** □ 6 squares              **Team:** No Affiliation

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



**POWERS**  
(SPEED) NO PRISON CAN HOLD ME! - Phasing  
(DEFENSE) INTANGIBILITY - Super Senses

**SPECIAL POWERS**  
(ATTACK) GRAB AN INTERNAL ORGAN - D.L. Hawkins may use Stunning Blow but only on an adjacent opposing figure.

It was hard to decide what to do with D.L. Phasing was a must. Super Senses represents his intangibility. It's a roll of the dice to see if he became intangible in time.

**Niki/Jessica**                      **Points: 150**  
**Range:** □□ 8 squares              **Team:** Avengers

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



**POWERS**  
Niki/Jessica has the DUO symbol as Flurry-lite  
(SPEED) MAD JESSICA - Charge  
(SPEED) GET AWAY FROM MICAH - Force Blast  
(ATTACK) JESSICA COMES OUT TO PLAY - Super Strength  
(DEFENSE) I CAN TAKE IT - Impervious  
(DEFENSE) BACK FOR MORE - Regeneration

**SPECIAL POWERS**

(DEFENSE) PROTECT MY FAMILY - Jessica has Invulnerable, Defend and Willpower.

The first click is when she is in her Niki mode. Even though she is Niki, she still has Super Strength and is Impervious to attack though she doesn't realize it. After the activation Click, she is fully Jessica where she charges in and tears them up with Super Strength or Close Combat Expert. Her Regeneration is there to show she does not weaken much.

**Hiro Nakamura**

**Points: 125**

**Range:** □ 6 squares

**Team:** Superman Ally

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



**POWERS**

(SPEED) TRICK THE MIND - Plasticity

(SPEED) I'M NOT NEXT TO YOU - Force Blast

(ATTACK) KENSEI'S SWORD - Blades / Claws / Fangs

(ATTACK) CLOUD YOUR MIND - Smoke Cloud

(DEFENSE) I CAN SEE WHAT'S COMING - Super Senses

**SPECIAL POWERS**

(DAMAGE) CONTROL OF SPACE-TIME CONTINUUM - Hiro can use Outwit, Probability Control, Phasing, Combat Reflexes, Energy Shield/Deflection and/or Exploit Weakness. When Hiro uses Probability Control on one of his rolls add 2 to any re-rolled result greater than 2 AND any result greater than 11 is a Critical Hit. This power cannot be outwitted.

All of Hiro's powers are represented here except for the Time Travel. However, since he is vulnerable to a hit, if it succeeds, I gave him a relatively short dial. The Superman Ally TA represents his ability to stop time, walk around and see what is happening.

**Matt Parkman**

**Points: 50**

**Range:** □□ 6 squares

**Team:** Police

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



**POWERS**

(DEFENSE) READING MINDS - Super Senses

**SPECIAL POWERS**

(DAMAGE) TELEPATHIC POLICEMAN - Matt Parkman can use Outwit, Perplex, Defend, Enhancement and/or Range Combat Expert. If Matt Parkman uses more than one of these powers in the same turn, deal 1 unavoidable damage. This power cannot be Outwitted.

This is Matt Parkman when he first start out in the series. No powers from Season 2 are represented.

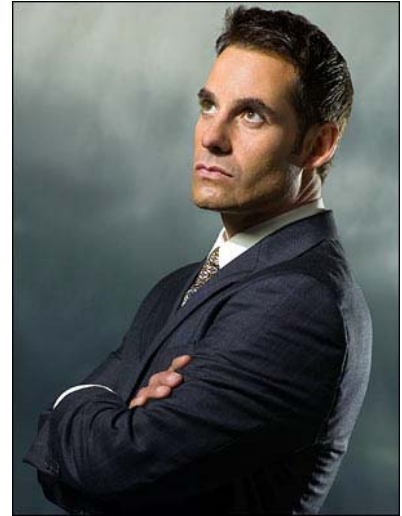
**Nathan Petrelli**

**Points:** 60

**Range:** □ 0 squares

**Team:** No Affiliation

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



**POWERS**

(SPEED) I CAN FLY - Hypersonic Speed

(DEFENSE) HARD LANDING - Toughness

Nathan Petrelli's Defense is based on the landing he made in front of the diner. Other than that, he's all Hypersonic Speed.

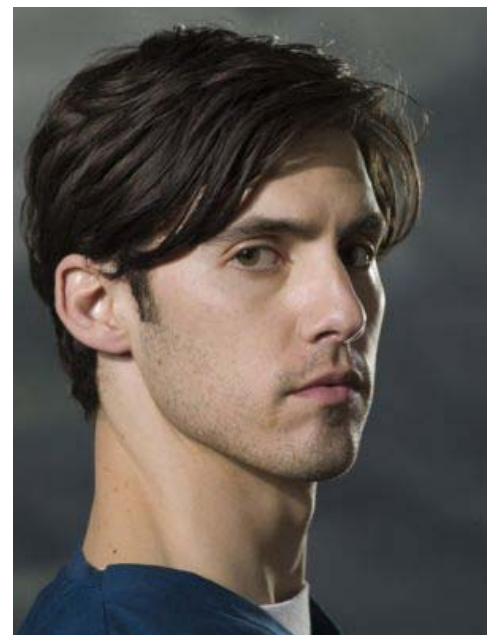
**Peter Petrelli**

**Points:** 150

**Range:** □ 8 squares

**Team:** Spider-Man

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



**POWERS**

(SPEED) YOU CAN'T SEE ME - Stealth

(ATTACK) WHERE DID I GET THIS POWER FROM? - Super Strength

(ATTACK) MOVING OBJECTS WITH MY MIND - Telekinesis

(ATTACK) POWER SURGE - Quake

(DEFENSE) HEALING FACTOR - Invulnerable

**SPECIAL POWERS**

(SPEED) LET'S GET OUTTA HERE - Peter Petrelli can use option 1 of Hypersonic Speed. When using Hypersonic Speed, Peter Petrelli can move twice his speed value.

(ATTACK) I'M GONNA BLOW - Peter Petrelli has Energy Explosion and Nova Blast. When using Nova Blast, Peter Petrelli gets +2 to his Attack value and +2 to his Damage value. After using Nova Blast deal Peter Petrelli 1 unavoidable damage.

(DEFENSE) SAVE THE CHEERLEADER, SAVE THE WORLD - Peter Petrelli has Automatic Regeneration & Super Senses.

(DAMAGE) ABSORPTION - During your turn or your opponent's turn, Peter Petrelli may use the power of any figure within 4 squares until the end of that turn. This power cannot be outwitted.

I did not give Peter any Move and Attack powers because he hasn't shown the ability during the first season. The Spider-man TA is the first way I show him absorbing other's powers. Stealth is used to represent his invisibility. His Invulnerable shows him starting to heal from any hit. The Damage Special Power was about the only way I could show his absorbing ability. His Speed Special Power is at the end of his dial because he only used flight in emergencies. Finally, his Attack Special Power represents his inability to control Ted Sprague's radiation power.

**Sylar**

**Points:** 150

**Range:** □□ 6 squares

**Team:** Batman Ally

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



**POWERS**

(SPEED) I CAN HEAR YOU – Plasticity  
 (SPEED) I’LL SQUASH YOU LIKE A BUG – Force Blast  
 (ATTACK) GET AWAY FROM ME – Telekinesis  
 (ATTACK) POWER SURGE – Quake

(DEFENSE) I CAN STOP THAT – Energy Shield/Deflection  
 (DEFENSE) I CAN STILL HEAR YOU – Super Senses

**SPECIAL POWERS**

(ATTACK) I'M GONNA BLOW - Sylar has Energy Explosion and Nova Blast. When Sylar uses Nova Blast, Add +2 to Attack value and +2 to Damage value. After Nova Blast is resolved, deal Sylar 2 unavoidable damage.

(DAMAGE) LET ME SINK MY TEETH INTO YOUR BRAINS! When Sylar KOs a character, Sylar may use one power from the dial of the KO'd character until the end of the game. There is no limit to the number of powers that can be gained by this method. This power cannot be outwitted.

Batman TA was my way of giving Sylar stealth because he’s been very slippery in the series. Plasticity and Super Senses deal with his Super Hearing. Telekinesis and Force Blast deal with his Telekinesis. I’ve also given Sylar the same abilities as Peter Petrelli dealing with Ted Sprague’s powers. Energy Shield/Deflection also is present because of his Telekinesis. His Damage Special power was the only way I could think of to represent this aspect of the character.

# Gamecompany's Competitive Corner

## For The Advanced Clicker Looking to Improve Their Game

### Competitive Figure Review : Monsters and Mutations



**WARNING:** This is a review for a high level of competitive play. This is not for casual night play in your basement... unless you like to casually beat the snot out of your friends. If you're a huge fan of Korg (or any of the other horrible figures), then by all means play him. If you win with Korg, that's even better. However, no matter happens, he'll still be the same ol' sucky Korg.

#### General Thoughts

- ⑨ 9 is a poor attack. 17 are a very average defense and 18 are deeply common. If you are playing competitively and are trying to roll an 8 or above, you won't do well.
- ⑨ One of the best ways to fix poor attack numbers is
- ⑨ A lot of figures in this set are over priced aka not good enough for their point cost. Sometimes these figures become better after retirement... but until then...overpriced!
- ⑨ Keywords can make average figures playable.
- ⑨ I'm not a big fan of bricks (meaning big figures that hit for a lot and take along time to kill.) Perhaps the biggest reason is protected.

For 8 points your opponent nerfed your 8 damage. Now you're standing next to them hoping they miss you. Bricks can't be holding an object while being carried so they require TK to get in that first hit big hit. A lot of times if you don't invest in TK, they'll get shot to death before they reach their target. If you don't believe me, look at nearly every top 8 team in any world event...very few bricks.

- ⑨ Read on!


### CONTINGENCY PLAN

**Prerequisite:** Leadership or Mastermind  
**Cost:** 12

Choose a character.

If the character's controller does not use all of his or her actions for a turn, put a contingency token on this card if there are two or fewer tokens on this card. When a friendly character is given an action, you can remove any number of tokens from this card. The character modifies the friendly character's speed, attack, or range value by +1 for each token removed.

When the character loses Leadership or Mastermind, remove all contingency tokens from this card.



F007



## Top 5 Competitive Monsters and Mutations

Close...soooooo cloooooosssseeee!!!!

Finally a reasonably priced front loaded TKer. She's not great by any means, but with the mutant, psychic and X-men keywords she is bound to see a lot of board play. With a 17 from range she is not a free hit. If you push her she becomes pointless though. Don't take her for more then she is, a cheap bottom of the barrel one trick pony. The only significant thing about her is she is the new cheapest Telekinesis character.



### (COMMON) MARVEL GIRL

COST: 40 RANGE: 4 ⚡ Marvel Mutations and Monsters

	1	2	3	4	5	6	7	8	9	10	11	12
✈️	7	7	6	6	5	KO	KO	KO	KO	KO	KO	KO
👁️	9	8	8	8	7	KO	KO	KO	KO	KO	KO	KO
🌟	15	15	15	14	14	KO	KO	KO	KO	KO	KO	KO
🌟	2	2	1	1	1	KO	KO	KO	KO	KO	KO	KO

	1	2	3	4	5	6	7	8	9	10	11	12
✈️	9	8	8	7	7	7	6	6	KO	KO	KO	KO
👁️	11	11	10	10	9	9	8	8	KO	KO	KO	KO
🛡️	17	16	16	15	15	14	14	13	KO	KO	KO	KO
🌟	3	3	3	2	2	2	2	2	KO	KO	KO	KO

COST: 124 RANGE: 6 ⚡



#### Special Powers

#### MARVEL MUTATIONS & MONSTERS



**STRATEGIC DATABASE:** Danger can use Probability Control. Her powers can't be countered, and no opposing characters 10 or fewer squares from Danger to which she has a clear line of fire at the beginning of any action can have their combat values modified during that action if the modified value would be higher.

### Danger

BREAK ME!!!! Wow, super accurate and powerful special ability. You get probability control, fortitude and a universal Outsiders team ability. Now the rest of her, she doesn't move and attack, which is awful. She has to be carried INTO battle, but CAN'T be carried OUT! That is terrible. She can definitely use Nanobots, but warrants TK to move her around. She is over a third of your team, but can't be your primary attacker. To me I think she belongs on some sort of Mockingbird high defense prob control team. In honesty, I'm not sure how to break her. I'm aware that a lot of people play her in floor, but after floor is over the fad will probably die down or somebody will find a way to break her beyond belief.

### BOX

Box is a great example of a complete package minus 1. Nice movement, good powers, perplexes to help out himself and his team, high defense with nice reducers and a fantastic special power (Assimilation). The only thing he lacks is attack, which is worth the investment to fix. Contingency Plan is your best bet to put on another figure and take off everything to pump Box's attack. Box is fairly costed and strikes me as hard to kill, especially since his version of Nanobots does not have the restriction of the object not being adjacent to people. He does fly so his charge is a little better than average. Even without feats using an object and his own perplex can bring him up to an 11 attack. The only thing that keeps him off the list is the fact that he is a charge figure and those are never that great.

TOP 4

#4 Giant-Man

It is a rarity that I give praise to a giant figure, but this one is perfect. Outwit on the opening click with a high defense and the potential to really smash your opponent. 97 points is a complete steal for his power set and stats. Make no mistake though, he is your secondary attacker and needs some help. Contingency plan or perplex must be played on your team to fix his attack value. Nanobots would help keep him on that brutal opening click, but even if you get hit he self-fixes. Steal energy is good, but steal energy with flurry is great. He has 5 clicks of steal energy and with flurry on 4 of them. So he is hard

to kill, gives your team either outwits or perplexes and can hit very hard for under 100 points. Not too shabby if you ask me. All you have to do is fix his attack and you're fine.

#3 Ahab

"Screw you out Out of the Shadows Batman!" Ahab has perhaps one of the best special abilities in history. Psychic blast is very good, but psychic blast with trick shot is solid gold. He has running shot that can be used with his special ability, but he has a low attack and a super low damage. Ahab is the type of figure that if you get him to work, you should probably play two of

**BOX**  
**COST: 125 RANGE: 6 ⚡ (COMMON)**

	1	2	3	4	5	6	7	8	9	10	11	12
✖	10	8	8	8	7	7	6	6	KO	KO	KO	KO
👉	9	9	9	8	8	8	7	7	KO	KO	KO	KO
🛡️	18	17	16	17	16	16	15	14	KO	KO	KO	KO
🌟	3	3	3	3	2	2	2	1	KO	KO	KO	KO



**Special Powers** **MARVEL MUTATIONS & MONSTERS**

🛡️ **ASSIMILATION:** Box can use Toughness. Once per round, when Box is adjacent to an object, as a free action you can remove the object from the game and heal Box of 2 damage.

🌟 **MASS ABSORPTION:** When Box occupies hindering terrain, he has the {giant} damage symbol.

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



**Special Powers** **Marvel Mutations and Monsters**

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



**UNCOMMON GIANT MAN**  
**COST: 97 RANGE: 0 ⚡ Marvel Mutations and Monsters**

	1	2	3	4	5	6	7	8	9	10	11	12
✖	8	8	7	7	7	6	6	6	KO	KO	KO	KO
👉	9	9	9	8	8	8	8	7	KO	KO	KO	KO
🛡️	18	17	17	16	15	14	13	13	KO	KO	KO	KO
👉	3	2	2	1	1	1	1	1	KO	KO	KO	KO

him. He'll need perplex for damage and contingency plan for attack if you can get him all of that he's amazing. Also make sure that nobody bases him or he'll go down fast and hard.

## #2 Cuckoo

The figure seemed good at first and quickly grew up to be broken...I'm so proud. Don't just play 3, play up to 6. The more of her the better. Why? Her special powers says they can basically carry each other and they can gain a decent attack or damage if 2 or more other ones are adjacent. When you give them an action if YOU WENT FIRST (aka first player) you can bring up their defense. Do to a very bizarre rule, if you are playing second, you can't bring up their defense at all. From experience these figures play VERY WELL. If at least 2 re-rolls every time somebody tries to attack you, it's common to miss even a 6. I personally think playing 5 to 6 of them is a strong move. They could commonly hit for 4 damage with a 9 attack. They can base a figure with an 18 or 19 defense with plenty of rerolls. Mind Control can definitely be brutal and if not, simply crank up their damage and go to town. They can heal each other, so it is easy to not push one of two and use them as healing batteries or have them pick each other up and arrange for an easy Doc Midnight heal. If you play one, play Scarlet Witch instead, but 3 to 5 is devastating to an opponent, just watch out for Danger's special power, Energy Explosion and Quake. I wonder what Esma Cuckoo will be like?

## #1 Rampaging Hulk

Far and away the best Hulk *EVER* made. He is like Green Scar light, but not too light. I would take 2 Rampaging Hulks over 1 Green Scar any day of the week. This figure

# CUCKOO

**COST: 40**    **RANGE: 6** †    **(COMMON)**

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

**Special Powers**

**COORDINATION:** Cuckoo can use Mind Control. When Cuckoo is given a move action, she can carry up to two other adjacent Cuckoos.

**HIVE MIND:** When Cuckoo is given an action, you can modify one of her combat values (including range) by +1 until the end of the round for each other Cuckoo adjacent to her.

plays like a dream, running anywhere he wants for 10 squares then quaking! Hopefully, standing on an object so he gets a hindering bonus when people fire back. Also note that you can separate those pesky flyers from who they are carrying with his quake. This power also is great at burning off multiple protecteds. Even past all of those things, this power makes people play around you. Because he uses leap/climb with it, he can brake away and attack who he wants. He can even run up on a building and quake people off. Seriously you've never had this kind of positioning with quake before! He has charge after that, incase somebody gets you off that first click. He starts good and ends great, without having a single embarrassing click. He can easily be healed at the end. He has 4 clicks of 18 defense and 3 clicks of 17. That is amazing! His special power lets you feed your Nanobots people, but can also really help Shadows Batman as well. Remember your opponent places the objects not you... so be careful. The only major problem is his opening attack, which is way to low.

Perplex is definitely a great side ability to run with him, that or Contingency Plan. He is also not great against a figure like himself, AKA running up and quaking **Green Scar** will not do much. If you think you'll run into a lot of impervious or bigger figures, do not be afraid of running armor piercing.

The idea is this, you get a truly playable Hulk that can be carried, is hard to hit, and crushes people with close combat expert and super strength or just plain high damage, who can move for 10 then attack a group of figures all for 128 points! In a word PERFECT, This is the figure of the set and the best choice for nearly any floor team.

## RAMPAGING HULK

COST: 128 RANGE: 0 (NEW/GUY/NIGHT)

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

Marvel Mutations and Monsters



**Special Powers**

**SQUASH:** The Rampaging Hulk can use Leap/Climb. Immediately after the resolution of a move action in which the Rampaging Hulk uses Leap/Climb, he can use Quake as a free action.

**SMASH:** The Rampaging Hulk can use Close Combat Expert. At the end of your turn, if there are fewer than six objects in the game, your last opponent to take an action chooses a light standard object from outside the game and places it 6 or fewer squares from the Rampaging Hulk in an unoccupied square to which the Rampaging Hulk has a clear line of fire.

## (U) GREEN SCAR

Cost: 230 Range: 0 (Super Rare)

	1	2	3	4	5	6	7	8	9	10	11	12
	7	8	9	9	8	7	7	6	6	5	KO	KO
	10	11	11	12	12	11	10	9	9	8	KO	KO
	18	18	17	17	17	16	16	15	15	14	KO	KO
	5	4	4	4	4	4	3	3	3	3	KO	KO

**Special Powers** Marvel Mutations and Monsters

**SMASH:** Green Scar can use Leap/Climb. Give Green Scar a power action; move him up to his speed value, and then give him one close combat action as a free action.

**TOUGHEST ONE THERE IS:** Green Scar can use Impervious and Willpower.



# Thar be Monsters!

A monster thematic fleet for the Pirates of the Cursed Seas Pocketmodel Game  
by: Brian Thorpe Jr



In the last several sets, many Sea Monsters have been introduced into the Wizkids Pirates game. They add an exciting element. This fleet revolves around some of those Sea Monsters and the primary faction that utilizes them, the Cursed, led by Davy Jones.

This is not a small fleet, nor is it made up of a lot of easy to find ships and crew. However if you can get ahold of them this is a very fun fleet to play, especially in a multiplayer game.

The Fleet: (100 pts)

19 Behemoth: (super rare) 2, 2, 2, 2, 2 move: L (Sea Monster. Limit. At the beginning of each of your turns, choose any ability possessed by any ship or crew in play; this character has that ability. You may make a different choice each turn.)

20 Shal-Bala: (special) 2, 3, 3, 2 move: D (Sea Dragon, Fear)

17 The Executioner: (uncommon) 3, 3, 3, 3 move: S+L, cargo: 4 Link: El Fantasma (Fear. If this ship has a Captain crew, she gets +1 to her cannon rolls.) with:



09 El Fantasma: (rare) (Fear. After this ship resolves a shoot action, she may move as a free action. This ship gets 1 to her cannon rolls against any non-Cursed ship.)

03 Captain: (common) (This ship may move and shoot using the same move action.)

12 Davy Jones: (rare) (Limit. Once per turn, roll a d6. On a 1-4, you may give this ship an extra action; on a 5, you may give any ship you control an extra action; on a 6, you may give an enemy ship an action.)

04 Nightmare: (common) 2, 2 move: L, cargo: 3 (Eliminate one of this ship's masts when she rolls a 1 on any cannon roll.) with:

06 "Screaming" Mimi: (super rare) (Give this ship a move action but do not move her. Instead, roll a d6. On a result of 5 or 6, move an enemy ship L in any direction.)

10 Fallen Angel: (rare) 2 move: S+S+S cargo: 2 (This ship cannot be shot at by ships within S of her.)

**Suggested Unique Treasures:**

Lost: (adds D6 terrain)  
Maps of Hades: (5-6 opponent moves you)  
Bad Maps: (opponent moves you 2L)  
Runes of Magic (move iceberg L)  
Neptunes Figurehead: (when destroyed place ship at home island repaired)

3 ships and 2 sea monsters for 100 points? yikes! thats not a lot of firepower...however this fleet has a lot of fun surprises in store for your opponent. Firstly, you should add icebergs when you add terrain. Next, this fleet is built to abuse Behemoth's very fun copycat ability. The newer Davy Jones has an amazing ability, granting free actions regardless of what you roll, he's just real expensive, and limited to one. With Behemoth you can roll it twice each turn. You also have "Screaming" Mimi's ability to move your opponent. In fact, you should be doing that to your opponent a lot...right into icebergs hopefully! watch him sail completely out of his way to avoid icebergs.

Don't neglect the other great abilities Behemoth has access to (and don't forget your opponent's). Since he's a sea monster, and has segments, he won't instantly die if he copies the Sea Dragon keyword, which will allow him to move anywhere on the board. If He's been engaged you can use that ability to run away or copy Fallen Angel's immune to short ranged shots ability, and depending on what your facing, possibly attack without fear of reciprocation. There's also El Fantasma's shoot then move ability. You can always move and shoot or add +1 against non-cursed. I wouldn't however copy Nightmare's ability to lose masts on a "1" roll.

Yes, Behemoth is going to be a majority of the fun on this fleet, but

don't forget everything else. The fleet, on a whole, is fairly slow, and a speedy treasure running fleet could quickly outpace it. Use your sea dragon to squat on islands to keep pesky treasure boats from loading gold. if you place the dragon correctly it wont be able to be shot at (be wary of where the wings hang outside of the island) and if they don't run away you can fear and/or swoop attack them.

The Executioner is also a big bad nasty force. it can move and shoot or shoot and move, between the ships ability with +1 from the captain being aboard and +1 against non-cursed from El Fantasma, you'll most likely be hitting on anything but a 1, and most likely you'll have an extra action from Davy. Just be wary of Mermaids and try to stay docked on islands. I wouldn't explore with this ship much though, it wouldn't be fun to get tossed into an iceberg by your own evil unique treasure.

Use the Fallen Angel to keep your opponent pinned down. if you pin them on your ship it won't be able to shoot you because of the special ability. You can then pick away at it while it sits there helplessly, or until another ship comes to its rescue. This should keep your opponent pretty well slowed.

It'll be kinda slow going, getting all the gold to win. But be patient, thanks to you, your opponent won't be progressing much quicker, and he'll certainly be far more annoyed. Whats most important of course is to have fun and to cackle evilly every time you take control of your opponent's ship and drive it into an iceberg. Warn them, its nearly Halloween...they should beware the Monsters!



# LOOK SIR, DROIDS!

Brian Thorpe Jr



So, we've got a great new Star Wars vehicle game: **Star Wars Pocketmodels**. There's a lot of great stuff already in the initial set, and it shows a lot of promise for the future, but as things stand there are a few really dominant strategies. At least until Ground Assault debuts at the end of October and spices things up even more.

The Droid Deck. It doesn't sound very imposing. A little restraining bolt can take out any little droid, so why is this deck so darn good? Defense, Defense, Defense. Ok, its also got repair, prevention and cancellation. It's guaranteed to give your opponent a twitchy eye by the time you're done.

## The Deck:

- 3x Assassin Droid (Rare) cancel opponent's card
- 3x Maintenance Droid (Common) reduce damage by 1
- 3x Lock it Down (Uncommon) reduce damage by 2
- 3x C-3P0 (Rare) reduce damage by 3 if 2 or more droids in zone
- 3x R2-D2 (Rare) +2 Defense per Droid in zone
- 3x Blocked Shot (Uncommon) opponent re-rolls 5s and 6s
- 2x Protocol Droid (Common) +2 Defense
- 2x Call for Help (Uncommon) move \*\*\*\* of units into this zone after battle
- 2x Count Dooku (Rare) reshuffle opponent's objective
- Objectives:
  - 2x Droid Factory (Rare) remove 1 damage each time a droid card is played

- 2x Dagobah Swamp (Uncommon) Remove up to \*\*\*\*\* of units from your home zone.
- 1x Detention Block (Uncommon) Ignore Force Abilities
- 1x Tatooine Desert (Uncommon) Ignore Luck Abilities

## The Ships:

- Active Fleet:
  - 1x Redemption \*\*\*\* 1, 10, 4, 5 (Droid, Leader, Carrier) (Rare)
  - 3x Anakin Skywalker's Jedi Interceptor \*\* 2, 11, 2, 2 (Droid, Laser) (Rare)
  - 3x Obi-Wan Kenobi's Jedi Interceptor \*\* 4, 9, 1, 2 (Droid, Leader, Torpedo) (Rare)
  - 2x 28th Flight \* 1, 9, 1, 1 (Droid) (Common)

2x Steel Squadron \* 1, 9, 1, 1 (Droid)  
(Common)

Reserve Fleet:

2x Luke Skywalker's X-wing \*\* 2, 11, 2, 2  
(Droid, Torpedo) (Rare)

2x Polearm Squadron \*\* 4, 9, 1, 2 (Droid,  
Laser) (Common)

2x 128th Flight \* 2, 8, 1, 1 (Droid)  
(Common)

Ok so there are the cards and models that you'll need. but how does the deck play? This fleet is all about defense, so put it to use. Your goal is to run to your opponent's objectives and drop them fast. But you don't want your opponent doing the same thing. That's what Dagobah Swamp is for. Of course your opponent may be packing it as well. That's why it's best to move your Redemption up into his home zone and get call for help played right off. if he can't send all of your units packing then you're still putting the pressure on. If you don't have a call for help, you can always use the basic carrier ability in his home zone to pull ships out of your reserve. This is much slower however.

You should be initiating combat as little as possible (like only if you're in danger of losing your last objective(s)). You don't pack a lot of firepower; you're relying on defense. In addition, most of your cards play best responsively. Your opponent may pass when attacking, so that he can respond to your card play. Don't bite, unless you really need



some defense, pass and no one plays cards. The one exception might be if you sense your opponent has an Acceptable Losses ready and has just moved in to intercept you...Attack him, so that you can play a reduces damage card, nullifying that instant death/battle end effect...in defense, if your ship is destroyed, you don't get to play a card in response.

Remember that not only does Blocked Shot prevent auto hits, it also caps your opponent at a maximum roll of 8. That may not be enough to hit you. Watch for such opportunities.

Try to protect the Obi-Wan fighters. They have your best attack and best chances at nailing your opponent's objectives. they also have only a 9 defense, leaving them more susceptible. The key is to try and play the damage reducers on the Obi Wans and the defense enhancers on the Anakin/Lukes. If your opponent has annoying objectives such as Death Star exhaust port, use your Count Dooku to get it out of there.







FALL BACK

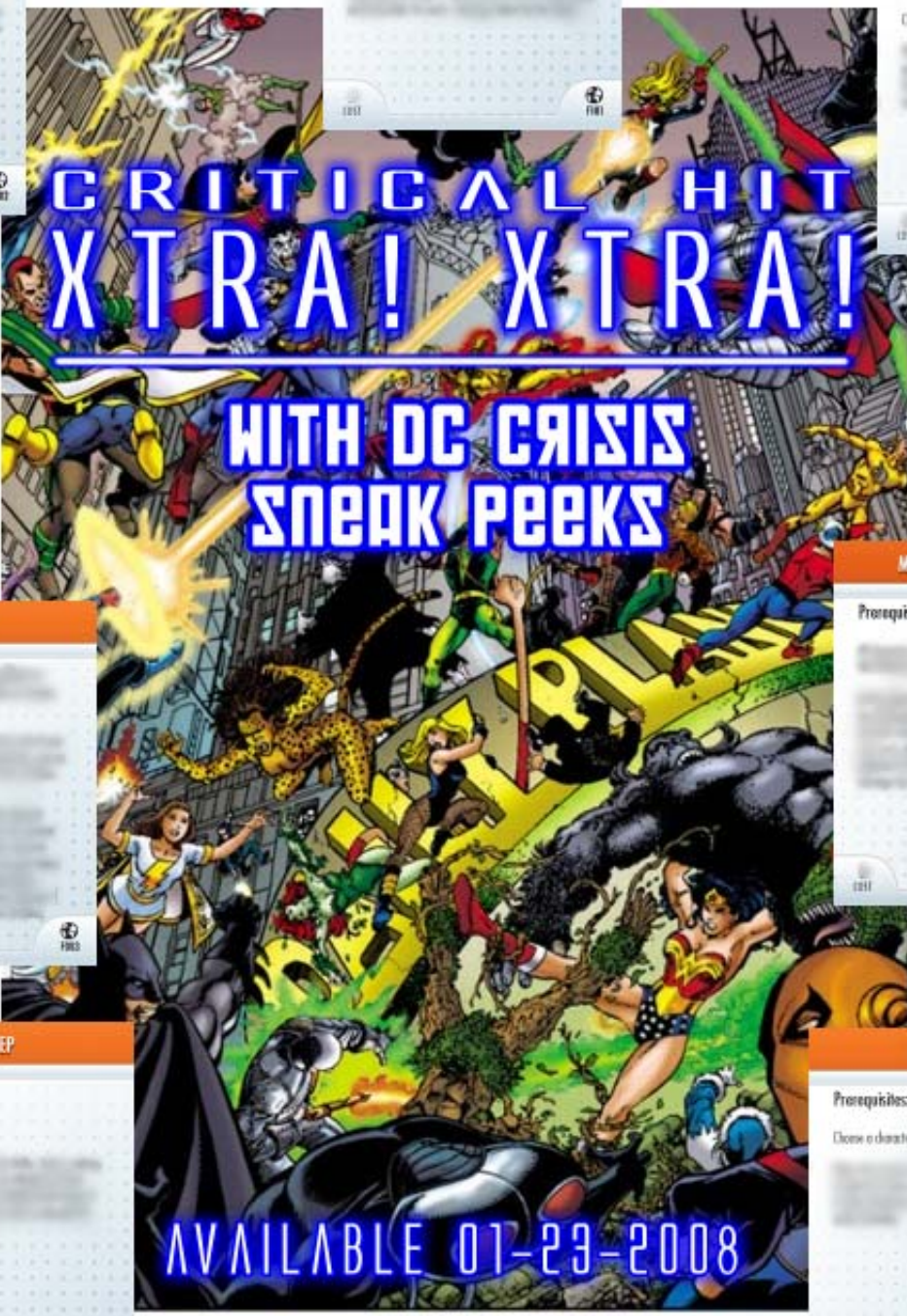
Prerequisites:  
Class or character

CANNONBALL

Prerequisites:  
Class or character

MANEUVER

Prerequisites:  
Class or character



MONSTER SOCIETY OF EVIL

Prerequisites:  
Class or character

OPPORTUNIST

Prerequisites:  
Class or character

SIDESTEP

Prerequisites:  
Class or character

STRIDE

Prerequisites:  
Class or character