

CRITICAL HIT

VOL 2 ISSUE 7



WIZKIDS

year 6: Things To Come

Last year Critical Hit was invited to the WizKids headquarters and given some great news on the year to come with HeroClix 5th Year Anniversary special events. 2007 was a great year for HeroClix as we saw some great sets introduced to us and some even better events (Starro and Galactus). Venues and retailers saw probably their best year in sales with WizKids products and saw many old and new faces come to their venues and buy boosters by the case load.

This year it is going to be hard to compete with new products and a new staff to boot. Plus this year the information I get is second hand from a leak in the system on the net, but still it is information to look at and review. With everything out there I am excited and hope you are too as YEAR 6 looks to be one of Grand Adventure through turbulent waters in a fluctuating hobby market.

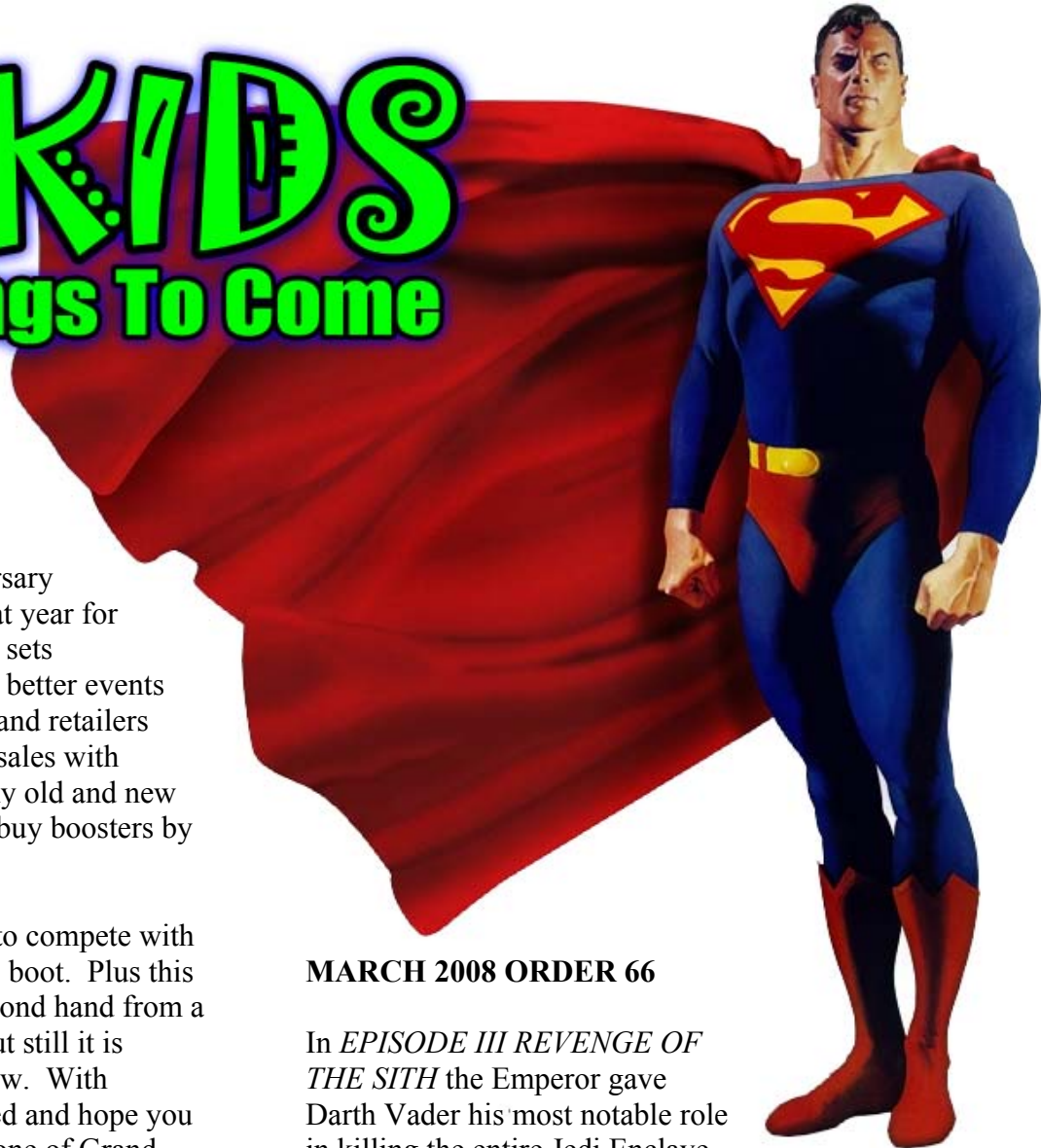
STAR WAR POCKET MODEL

Star Wars Pocket Model was a line introduced last year that had so much potential, but got put aside due to a few things last year. The biggest thing that took away from the line was the 5th Year Anniversary for HeroClix as that got the big notoriety and it seemed that there were few articles and little interest in the line. The other thing that hurt the line was a lack of Approved Play and competitive tournaments that were planned that was never launched. People were buying the Star Wars boosters and then felt slightly lost with no direction. In 2008 we see this great line get the push it deserves with 5 different releases throughout the year ranging from New Booster Release to New Fat Packs.

MARCH 2008 ORDER 66

In *EPISODE III REVENGE OF THE SITH* the Emperor gave Darth Vader his most notable role in killing the entire Jedi Enclave and in one of the most remembered scenes as murders a bunch of little Jedi Kids (of course you know he cried afterwards, he was just mad they never played Candy Land with him). It is during this time as well that the Clone Troopers are given ORDER 66 to kill all the Jedi Generals accompanying them.

The ORDER 66 Star Wars Pocket Model Expansion gives us the feeling of that Jedi Betrayal with new cards and new ships. We are introduced to 40 new ships and 60 Cards to add to our collection, each with a movie or Star Wars Universe feel. This set also introduces us to new THEME DECKS with Chase Model ships that you can only get in those decks. Though that is not all ORDER 66 gives us, we are introduced to a new game dynamics as well. The new set introduces two new match icons (Airborne, Elite), discard objectives (objectives



that can be discarded to trigger an effect), and PocketModel decals.

If you haven't gotten your Order 66 boosters this is a great time to break into the game when it releases this month.

Ships to look forward to in ORDER 66

- ARC-170 Starfighter
- Droid Tri-Fighter
- Droid Gunship (Confederacy HMP - Heavy Missile Platform)
- Jedi Starfighter (Delta-7 *Aethersprite*-class light interceptor)
- Jedi Interceptor
- Geonosian Fighter
- Swamp Speeder
- BARC Speeder
- Republic Gunship (LAAT/i - Low Altitude Assault Transport/infantry)
- AT-TE
- AT-RT
- AT-OT
- UT-AT
- *Acclamator*-class Landing Craft



Theme Deck



MAY 2008 SCUM AND VILLAINY

Last year when the press was introduced to the Star Wars Pocket Model line one of the first questions asked is where is SLAVE 1? We were told be patient. The reason this question was asked is in the Star Wars series the most popular characters tend not to be the good guys, but instead people root for the Anti-Heroes and the Villains themselves. Go to most Star Wars Conventions and you see more people dressed as Stormtroopers and the scum of the universe (though you do get the occasional Slave Princess Leia). The SCUM AND VILLAINY Expansion now gives Star Wars fans the ability to role play with their favorite ships and take control of the mercenaries and guns for hire that the Star Wars Universe has to offer. This set will offer to us 40 new ships and 60 cards to collect. The really cool aspect of this is that we now have special CHROME SHIPS found in some boosters. Of course we will be getting THEME DECKS that can be played out of box and get the exclusive ships to the decks. The game also introduces forward objectives, two

new match icons - Ruthless, and Veteran (which changes the stats of units during the game by flipping their bases).

Ships to look Forward to in SCUM AND VILLAINY

- Dewback Riders
- Boba Fett's Slave I Firespray-class starship
- Padme Amidala's J-Type 327 Nubian Starship (rare chrome game piece)
- T-16 Skyhopper
- Cloud Car (Storm IV Twin-Pod Cloud Car)
- Sandcrawler (Jawa transport)

Z-95 Headhunter
Jabba the Hutt's Sail Barge
Bantha-II cargo skiff

JULY 2008 FORCE UNLEASHED TIN

July is mid-Convention season and convention goers need something big to buy at the booth to get the exclusives. The FORCE UNLEASHED TIN is that something big and is being introduced to the game with exclusive ships and cards only found in this tin. The Tin is tied to the much anticipated FORCE UNLEASHED video game being released by Lucas games later in the year and gives a few sneak peaks into the game similar to the way Halo did last year. The tin gives us 3 exclusive units, 1 base booster, 1 ground assault booster and 6 additional styrene cards and a 2 sided Forced Unleashed Playmat. Though the biggest draw to this item is that value you get from purchasing this tin. You get 30 dollars worth of Pocket Models for 19.99. This is a great way to introduce friends and loved ones into the game of Star Wars Pocket Model.

The following are three units exclusive to the Force Unleashed Tin:

Rogue Shadow (Juno Eclipse's starfighter)
Bull Rancor
Rancor Rider



AUGUST 2008 CLONE WARS

August 2008 gives us the largest expansion to Star Wars Pocket Model since the base set was introduced. Clone Wars will have a direct tie in with the animated series that carries the same name and will still give players the feel of the Star Wars universe through the many new ships and cards that accompany in the booster. In the boosters we find 80 new ships and 120 new cards to collect. The CHROME ships introduced in Scum and Villainy return in this set, though this time accompanied by CLEAR STYRENE ships randomly found in booster packs. Boosters will be accompanied by Decals so that you can personalize your favorite ships and gunnery. Players new to the game won't be left behind with such a large release as WizKids will be offering them a Starter Kit to reintroduce the rules and some nice new ships to begin their armies and learn the game. This set introduces the new players to the game with the MEGA PACK. This MEGA PACK includes multiple boosters, pre-built ships, playmates and much more. With a great value of 19.99 and over 30.00 in product a new player or an old player has a one stop shop and play experience.



NOVEMBER 2008 GALAXIES AT WAR

Galaxies at War is still in production, but it promises to give us many of the fun play aspects of the previous sets and reintroduces the LARGE SHIPS. If you are going to play PLAY BIG! More to be released on this set later in the year, STAY TUNED!

STAR WARS POCKET MODEL ORGANIZED PLAY

The thing Star Wars Pocket Model has been missing has been some kind of competitive play structure. Players were buying boosters and playing at home, but were missing out on the socialization of playing with other players and showing off their gaming prowess. Gamers

have large egos that are stoked by challenging and playing other players. Well WizKids will be offering players of the game a chance to compete for prizes and prestige with an approved Organized Play program. Stores will be prize supported with Styrene Cards & Oversized Models.

2008 has a chance to really take off for the Star Wars Pocket Model line, but it really needs a kick in the pants and a good advertisement campaign. There are many players who own product out there, but some feel lost at the time. The introduction of the Organized Play program should give the game the shot in the arm it needs to really take off and reach full potential. Gamers as a whole are competitive people and need to be challenged. A new set is awesome and a great addition to the game, but falls short if players are not able to challenge each other for some type of limited addition prize.

PIRATES OF THE CURSED SEA POCKET MODEL GAME

Through the last couple years Pirates has seen a few name changes and fluctuation in who bought what and how much. Two years ago Pirates saw it's largest insurgence of players during the approved play program. Still Pirate's remained vastly popular with collectors and surprisingly a 8-16 year old demographic. Last year saw the interesting union of Disney/Pixar and WizKids as both companies ventured on the Pirates of the Carribbean line that focused on the successful movies of the same name. Similar to HeroClix Pirates had a big year with the release of TINS and MEGA PACKS to thrill players and to play with the giant monsters included. 2008 bodes to be just as successful, but is yet to be determined based on success of other Pirate based games with other companies.

PIRATES RISE OF THE FIENDS FEBRUARY 2008

Rise of the Fiends was released recently with mild to moderate reception. Fans were enthralled with new game pieces and a few changes. It gave a few exciting new game dynamics that involved movable parts on the



(can sold seperately)



ships so you not only got the high sea experience in 3D, but now it was mobile and interactive. The release of the set saw release in boosters, Booster Blisters and a value box. This new expansion would allow new and old players alike to take advantage and reintroduce themselves to the excitement that is PIRATES

ADDITONS AND CHANGES WITH RISE OF FIENDS

- Added Flotilla Towers
- Added Loyal and Hostile Keywords
- Added new unique treasures
- Added Scorpion ships
- Changed Kraken keyword to Octopus

PIRATES TREASURE CHEST MARCH 2008

The new Treasure Chest is a value in a box for all players. In this box you receive one of Four Mega Cards exclusive to the Chests, 15 ships, 6 treasures and 6 crew. All of which are playable out of the box. At a value of 30 dollars in ships at a 19.99 value should bring in more players and help other players expand their sets this Easter. Make a gift and introduce someone you love to PIRATES.

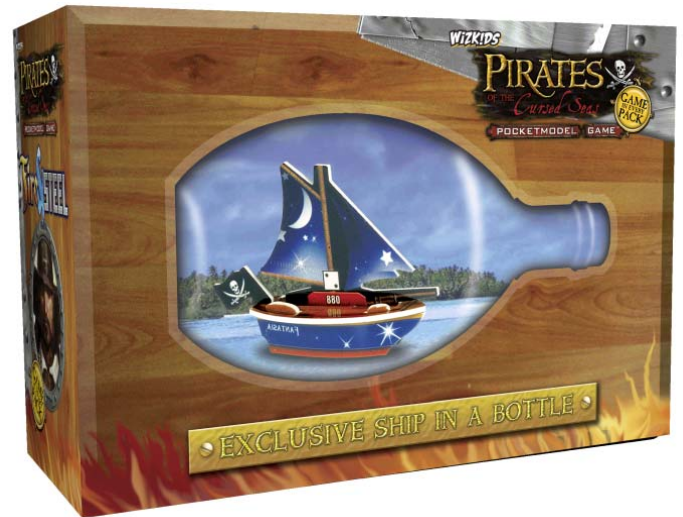
PIRATES FIRE AND STEEL APRIL 2008

Fire and Steel is an expansion due out that has many players and collectors of the game talking as this is the first set with chase and limited ships. We are again introduced to articulated “ACTION” ships that have movable pieces and interactive parts. The Switchblade and Bombardier add new excitement and gameplay to the PIRATES environment.

PIRATES SHIP IN A BOOTLE JUNE 2008

The SHIP IN A BOOTLE should be attractive to collectors primarily and players as well. Similar to the TREASURE CHEST this value box includes one of four pre-constructed ships and 13 ships, 6 crew and treasure cards with 6 islands. It is completely playable out of the

bottle and allows for great displays for the collector.



PIRATES ADVENTURE BOOK

The ADVENTURE BOOK is going to be a must have for the player who loves the game of PIRATES or the player that wants to be introduced to the game of PIRATES. It will contain MUST HAVE items with unique PIRATE and CURSED fleets, Gem shards from the Eye of the Leviathan, an exclusive map with islands pre-printed on it, and 4 fiction pieces with game scenarios. The ADVENTURE BOOK is a great value of 12 ships, crew and treasure pieces that will enthrall old players and easily introduce new players to the game.

PIRATES throughout the years has remained a great game, but has not really established itself in the later years. Players have been come or go depending on the set and it’s focus. Pirates was at its best when the APPROVED PLAY program was going strong and players would come weekly to partake in the challenge of looting ships and islands alike. For this game to see it’s past success some type of ORGANIZED gaming structure should be established. Not only does it allow players to go beyond the casual and test themselves, but it draws new players in as they ask, “What is that game?” Gamers are competitive people and draw into a gaming addiction based on the fun and gameplay aspect of the game itself. Playing other players for a prize makes the game more

exciting and more of a draw. Still with some big releases and combined with some popular and well known PIRATE pieces it should be a successful year with this game line.

HORRORCLIX NIGHTMARES

HorrorClix NIGHTMARES is our first HorrorClix expansion in nearly a year (last being Freakshow). It has been highly anticipated and does not fail to deliver. The new set brings to us GIANTS, Urban Legends and so much more that walk the landscape of our darkest dreams. Though sadly this is a FINAL full set release for HorrorClix; If HorrorClix survives to see another day it is going to do so through Action Packs, which in the long run may not be a bad thing.

HORRORCLIX FREDDY VS JASON

NEW LINE FILMS most popular monsters are Freddy Krueger and Jason Voorhees. Both are the things that have inhabited our nightmares for nearly three decades since one lurked the woods of Crystal Lake and the other dreams on Elm Street. Now the horrors from the big screen make their way onto the gaming board in this new Action Pack expansion for HorrorClix. In one big gore fest film these main monsters went toe to toe and broke records for the amount of kills in a horror movie and the amount of blood used as props. This HorrorClix expansion gives us 7 new figures, new victims and two new maps (one map back to back).

HALO ACTIONCLIX BANSHEE VEHICLE PACK MARCH 2008

The HALO ActionClix line saw some great success last year with its first release. It was easy to learn and complex to play. Some of the most interesting parts of the game were the large vehicles that were included in Starter and Action packs. Both saw success for sale in major brand stores and

in the local Brick and Mortar store. Well in 2008 we have introduced to us the flying BANSHEE VEHICLE that adds new dynamic and gameplay into the ActionClix game line. Before it was keeps your eyes ahead and gun in hand, now it is look to the skies.

WIZKIDS STAR TREK

Last year WizKids pursued two large contracts with Star Wars, Disney's Pirates of the Caribbean, and HALO. This year they pursue the most popular and widely fanned based show out there with STAR TREK. Will they go Captain Kirk or Next Generation? Not enough information is currently out there, but this is an area WizKids has not gone before. There is not any information of whether this will follow their CLIX model or Pocket Model programs, all will depend on their contract they sign with the owners to the STAR TREK rights.

WHAT WE DO KNOW. They are looking at a boxed set of 20 ships, and there may be additional SMALLER ships that depend if the license demands these ships. With an online demographic of 30+ year old men it is sure to go over well as a brand. Still we wait patiently for more information on this huge license that has quite a bit of potential. Will we see Klingon weddings or Green Skinned ladies? One can only hope.



image: This is a Critical Hit speculation. This did not come from Wizkids.

HEROCLIX YEAR 6

Last year was a HUGE year for HeroClix. Whether you liked the changes and price increases, whether you loved it or hated it, it WAS successful. More players actually play HeroClix now than every before, and venues continue to see huge draws nation wide to the game we all know and love. The entire time the online community was abuzz of what is next, will we have more Galactus or Starro Events, what is the next set? Well a few of those answers are here and WizKids is going to have a tough time comparing this year with the last one.

WIZKIDS CONVENTION WEEKEND

Fin Fang Foom want pants! Just a decent pair of pants! Solomon Grundy want pants too! Well everyone clamored for a Foom with purple pants and WizKids delivered. Hundreds of venues participated in the Convention Weekend that included 1-2 Purple Pants Fooms and many of the convention exclusives. It was a successful event that WizKids is now looking into next year to see if they can duplicate the experience and make an annual event.

YEAR-END EXTRAS

Online some of the most controversial subjects have been the release of the Convention Exclusives and the BIG prizes (Starro and Galactus) for resale in the comics shops. Well in the long run it is a positive thing as if you are willing to spend the money, but not able to get the time off for a convention you are able to get the piece you may love. Still some of the figures

such as the JUDGES reward Heralds and Slaves of Starro do come into question. Originally these pieces were noted as ENVOY only now we see them for re-sale; since originally stated that these would be given out there has been the constant, well what about me being screamed into the night. Well we don't know if these are the Heralds or Starro slaves being produced, but if they are there may be some controversy. Still in the end it is a very positive thing that WizKids does by offering these items to the general public and put them into the players and collectors hands.

Galactus w/ Heralds*
Starro w/ Slaves
Orange Fin Fang Foom
Marvel HeroClix: Dark Phoenix

*pending Marvel approval



HEROCLIX CRISIS

The set was rightfully named as nearly a week after it's release it was SOLD OUT. 10,000 cases of CRISIS found its way into the hands of retailers and players alike. The set is very playable and collectable and may be the best set released to date. People still patiently wait their WORLD'S FINEST Brick Redemption and some may have been too late in ordering. Still with an 11 week Organized Play program to be finished up the affects of the crisis are yet to be seen on the HeroClix play environment as everyone prepares for convention season.

HEROCLIX THE ANTI-MONITOR APRIL 2008

One of the most highly anticipated items that will be coming out this year directly coincides with the release of CRISIS. In the DC Infinity Crisis storyline it was the Anti-Monitor who was the bane of the heroes and villains alike. It was his strength and might which waylaid many heroes into oblivion. The ANTI-MONITOR set is similar to the DAYS of FUTURE PAST set



released about a year ago. This time though the figures that come with the ANTI-MONITOR are generic pieces so play as few or as many as you want. Oh yeah, the Anti-Monitor's eyes and chest light up as well.

The Anti-Monitor will prove to be an awesome thing, but the first action pack to include generics only has ONE generic. So you have to buy two or three Anti-Monitor packs in order to really make use of them. Owning the colossal pieces is fun and from a collectable standpoint worth looking at on your shelf. It is going to be a great addition to any HeroClix player's collection.

MARVEL HEROCLIX IRONMAN FCBD MAY 2008

Free Comic Book Day is always such a big event for HeroClix players and comic book collectors alike. Thankfully HeroClix players do tend to be Comic collectors so they ALWAYS make this event. In the past the FCBD figure was not playable due to a promotional purple ring on the figure. This time around we get an Ironman that is playable as soon as he is in hand. With a direct tie in to the movie, many HeroClix players may go get their Free Figure and then go see a movie. May will definitely be an exciting month for HeroClix players.



HEROCLIX BATMAN ALPHA JUNE 2008

In June WizKids will be releasing the NEW PLAYER initiative and will be releasing a game with familiar characters and easier game play rules. Batman Alpha is a 30 figure set with previously released figures (similar to Universe). Each booster will come with a Batman (one of four) and 4 randomly packed figures. At a cost of 9.99 it is a great way to get some of the newer players into the game with some fairly competitive pieces as Batman and Batman Rogues have always been extremely competitive pieces.

CONCERNS: Batman Alpha is an exciting time for all players and collectors as we see the return of our previously retired favorite Batman

figures. However, this is the reintroduction of some of the most competitive pieces in the game. Depending on the figures chosen this could have a serious impact on the competitive play environment. While the introduction of new players to the game is an awesome thing, the impact on the already existing play environment is very important. While we want to bring new players into the game we don't want to lose any players either. It is going to be hard to compare to the events of last year, so it should be interesting to see how BATMAN affects summer events.

“To address the larger question in the thread: Figures from Alpha sets will indeed be legal in Restricted HeroClix Core games, though I suspect that the majority of 'competitive' figures for that environment will still come from Core expansions like Crisis or Secret Invasion. That said, I think fans of the established game will still find a lot of figures to like in Batman that will be able to act as force-filler and support figs to those core competitive figures.

Alpha may be a HeroClix product primarily aimed at bringing new people into the game, but as always we try and make sure there's *something* in each HeroClix product for each HeroClix player, even if the whole thing can't be tailored precisely to their individual tastes and preferences.”

-Seth Johnson, 3/18/2008



HEROCLIX THE AMAZING SPIDER-MAN ALPHA TBD

The Spider-Man set is going to be released later in the year depending on the sales of Batman. This could really be a great set though with the determination of the sales of the BATMAN ALPHA set it is hard to say will it happen and what will be included. Similar concerns will remain for the set as Spider-man is predominantly Wildcard pieces which in the current play environment are very powerful. A cheap Spider-man does not really exist currently and the introduction of powerful pieces could be problematic in the game environment. Also, to base the sales of a DC set to influence a Marvel set is not the best thing to do. There are Marvel fans and DC fans and then mixed fans in the HeroClix environment. If the DC set sells out it does not mean a Marvel set will, or if the DC set sells minimally it does not mean the Marvel set won't sell out. Basing a sale or production on two polar opposite brands is tough to do and will be a difficult balance for WizKids to really play around with.



MARVEL HEROCLIX FANTASTIC FOUR STARTER JUNE 2008

Every Starter set done by WizKids to date has been an awesome addition to any player's collection or armies. The figures have always been very playable and very unique in their design. Starter sets have never disappointed. With the release of the Fantastic Four Starter we get a new collection of Fantastic Four team members and a New Doctor Doom. This is a must have set for any players collection, and coming out just in time for convention season may have an affect on the World Championship and the Wizard World Events in Philly and Chicago.

MARVEL HEROCLIX SECRET INVASION JULY 2008

Marvel Comics to this point has been building up with War after War to another Crisis as the Skrulls invade the Marvel Universe. During the big Summer Marvel event we have the release of Marvel HeroClix SECRET INVASION. WizKids is working



with the Marvel Editors to insure that this product will directly coincide with the release and series of the same name. This set should introduce and include some great game play dynamics and some great new figures. July the Skrull's take over and the invasion begins.

DC HEROCLIX ROGUE'S GALLERY OCTOBER 2008

Rogue Gallery is going to be coming directly off the heels of the BATMAN ALPHA release. It will cater to new players and old players. New players will connect to the previously released product while older players will get that which they have been crying for for years, MORE VILLAINS. Everyone likes the good guy, but secretly everybody loves the bad guys. ROGUE'S GALLERY will be heavily Villain themed and will give us a few of the old and some of the new villains that we have come to love over the years. Time to get in with the new and get with the bad.

MARVEL HEROCLIX MEN AND GODS FEBRUARY 2009

It is always hard to tell what is definitely going to come with a whole year to go. Last year the original name for CRISIS was TEEN TITANS. Though this gives us an idea of the theme as it is Thor based and works around his storyline and the new characters introduced in that book.

CLOSURE

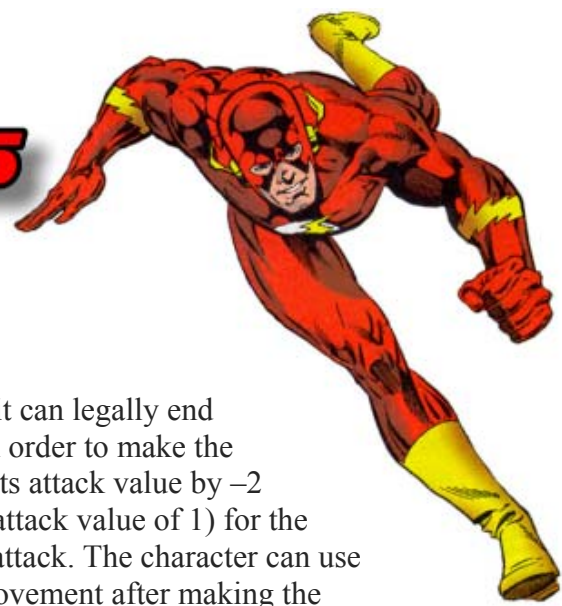
2008 is going to be an important year for WizKids. They have to compare to the previous year which is a tough thing to do with as many things happened during that time. So far the sets are selling out and doing well because of popularity of figures and chase figures alike. Though that is only in the HeroClix brand; WizKids cannot survive on HeroClix alone and the development of the other game lines will be



very important. Seeing HorrorClix go to the wayside due to production delays is sad and the line could have definitely been a big seller, but had a hard time from the beginning. WizKids has some big opportunities for sales with HeroClix, PIRATES and STAR WARS POCKET MODEL. The important thing is going to be how the product is pushed to the players and also the game play environment as playing the game is very important to the players. This year is yet to be decided, but it will be exciting to see what unfolds as the month progress.

CRISIS: SPECIAL FIGURES

by: Jon Loftus



With DC Crisis we have a whole new slate of non-standard figures; Transporter, Giant, Duo and double based figures. So let's take a moment to review the basics and look at a few examples found in Crisis.

Giants 🏹

Giant figures are larger than standard figures. Terrain doesn't affect them when they move and adjacency from the Giant to other characters for both close combat and movement is 2 squares. For standard figures adjacency is 2 squares for movement and 1 square for close combat. Giants cannot be carried or moved by Telekinesis. And have the double edges benefit/hindrance that Lines of Fire both to and from Giant figures are not affected by characters.

There are 4 full-time Giants in Crisis, and a couple more with special powers that let them become Giants. Of these one, 059 U Spectre is a Flying Giant. As we learned back when Dragon man came out in Avengers, a Flying Giant can pick up a friendly figure to carry from two squares away. Also, since Spectre is a flier he will not have to stop when he enters a square to squares away from an opposing figure.

Transporters 🚚 🚚 🚚

Transporters can carry other figures, the same way that flyers can. Transporters have to follow the effects of terrain and also get the Move and Attack Ability. The Legion of Super Heroes (LoSH) Starter Rule Book describes Move and attack like this:

MOVE AND ATTACK (optional): Give the character a move action when it is not adjacent to an opposing character. The character may move through squares adjacent to opposing characters. During its movement, the character may make one close combat or ranged combat attack as a free action. The character must be in

a square where it can legally end its movement in order to make the attack. Modify its attack value by -2 (to a minimum attack value of 1) for the duration of the attack. The character can use the rest of its movement after making the attack.

In Crisis there is only one Transporter to be found in the Boosters, 035 U Uncle Sam. Uncle Sam is a standard size figure, but has a Special Power, **As Big as My Country**, that lets him become a Giant near the beginning of his dial, thus becoming the first Giant/Transporter combination.

When a Giant, Uncle Sam will be able to ignore hindering, blocking and elevated terrain while moving, allowing easier access to opposing figures and making the carry function even more valuable.

Duo Figures 🧑‍🧑

Duo Figures let two characters occupy the same square on the map and count as only one figure. The disadvantage to this is that they cannot be carried by friendly characters, but the advantage of the Duo Attack ability compensates for that. There is a record 8 Duo figures in Crisis, 7 from boosters as well as the "Buy the Brick" incentive World's Finest. Like the Giants there are a few figures with Special Powers that let them gain the Duo Figure or use the Duo Attack symbol ability. From the LoSH Rule Book:

DUO ATTACK (optional): Give the character a power action to make a duo attack. It makes two separate attacks against opposing characters as free actions (making two separate attack rolls). These attacks may be close combat attacks, or ranged combat attacks with a single

target. Resolve the first attack before making the second; the character's damage value is modified by -1 for the second attack, to a minimum damage value of 1. If the character is KO'd as a result of the first attack in a duo attack, the second attack is not made.

This means that the Duo figures figure can make two separate attacks. These attacks can be against the same or different targets. They can also be either Close or Ranged and both attacks do not have to be the same type. That is you may attack first an adjacent opposing figure with a close combat attack and if the circumstances allow follow up with a ranged attack. There are a few drawbacks to the Duo Attack Ability, both the -1 Attack modifier to the second attack, and the limitation on ranged attacks to only a single target. The Attack modifier can be overcome with the Outsiders Team Ability, but it's pretty rare in this set, so be prepared, especially in sealed games.

Double Base Figures

The last special figure type that shows up in Crisis is the Double Based figure. These figures occupy two squares on the map and are adjacent to all ten squares next to those. Double based figures have the benefit of being immune to knocked back; but like Giants, can be neither carried nor moved by Telekinesis by their teammates. The last feature is, like Giant's size, a double edges one. You may draw Line of Fire to or from either square when determining game effects like Outwit, perplex, Ranged Attacks and so forth.

The reasons behind having a character on two squares can be either because of

size, as with Lockjaw and Devil Dinosaur, or being able to be in two different places at the same time, as with Chronos or something else. In this case we have 057 U The Flash. The sculpt shows the last heroic moments of Barry Allen's life as he runs to eternity in order to save the Universe at the end of the Crisis on Infinite earths. On top of just being a stunning sculpt, it shows that The Flash moves so fast that he occupies two sequential square when on the HeroClix battlefield.

So very soon, the Crisis will be upon us and with it a whole new batch of figures full of new tricks!



Throw Me Out There: Telekinesis

by Benjamin "NUCCHOST" Stevens

The problem with trying to escape from using TK on any team while at the same time remaining competitive doesn't come from the interactions of TK with your other pieces, but it comes from TK's interaction with the game's nature. HeroClix is a turn-based strategy game, so the first competitive idea is to move faster than my opponent in terms of tempo. A piece with absolutely no powers on its dial is considered the standard for tempo as all pieces have their basic stats in common.

Now let's consider this basic piece "A" for a moment. "A" can do one of two things on its turn. "A" can Move, or "A" can Attack. For sake of argument, I will not even consider the numeric values on any figure because we are looking at the value of powers compared to other available powers. Say we can modify "A"'s dial to better suit our needs. We assign "A" the power Charge * so now "A" is able to both Move AND Attack in one turn. We have just assigned two actions to "A" which essentially doubled our tempo!

Along with tempo, HeroClix also has the strategic element of Reach, which is how far your team (or figure "A" in our example) can "reach" the opposing team and affect their figures via canceling powers, doing damage, or modifying stats. Because the greatest advantage, and therefore tempo, is to be winning, we will only look at Reach in terms of doing damage or Attacking.

Revisiting our basic figure "A," how can "A" increase its Reach? Because "A" can only be assigned one action on its turn, the best answer would be to increase "A"'s range so it can be assigned a Ranged Combat Action before your opponent can. But what if we could customize

"A" again? This time we add Running Shot so that way "A" can Move AND Attack in the same turn. Running Shot not only increases "A"'s Reach, but also gives us an advantage in terms of Tempo because we can Reach our opponent and damage them before they can damage us.

"But NucGhost, why are you talking about all of this stuff, it has nothing to do with TK?" Ahh, but it has EVERYTHING to do with TK. Figure "A" is any figure on our team, and TK is our customization of "A." By incorporating TK into a team build, I can add a Reach of 10 squares to any basic figure of my choosing in addition to the powers already present on its dial. TK is the most valuable power in the game because of this positive gain it adds to the Reach and Tempo of just about any team it is on.

To competitive players, the desire to include TK on just about any team we build is engraved on us from the very basic principles of the game. To escape this desire, there has to be a way for us to change our pace and avoid TK while at the same time anticipating the opposing use of TK against us.

Yes I am well aware Hypersonic Speed is a better choice of power, but we all know this, and I'm addressing very elemental factors of the game. But if I did opt to use HSS in the above, it would only add to the value of TK in that you have the best power to gain Reach in the game (TK), as well as the best power for Tempo in the game (HSS) by being able to Move, Attack, Move, THREE actions for one turn for one figure.



CUSTOM CLIX



Hi all, Slade here with some new custom clix. I thought I'd create some clix that are in need of a redo and one that hasn't been seen yet. So without further ado here we go...

First up is GL John Stewart, one of the green lantern corps members and also sometimes JLA member. We have yet to see a new John Stewart since his debut way back in cosmic justice. For John I wanted to give him a special power we haven't seen yet which I call Architect. This power allows John to use his design skills to create barrier but with a twist, he can create up to 6 squares of barrier terrain instead of 4, this power also allows him to benefit from ES/D protection as well. A second special power allows him to boost his own stats via perplex. His GL team ability allows him to carry multiple allies into battle or out of tight spots.

John Stewart

Team: **Green Lantern**

Range: **8**

Points: 128

Keywords: **Green lantern corps, Justice League, soldier**

| | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|
| 🦋 | 10 | 10 | 9 | 8 | 8 | 9 | 10 | KO | KO | KO | KO | KO |
| 🦋 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | KO | KO | KO | KO | KO |
| 🦋 | 17 | 16 | 16 | 16 | 16 | 15 | 15 | KO | KO | KO | KO | KO |
| ★ | 3 | 3 | 2 | 2 | 2 | 1 | 1 | KO | KO | KO | KO | KO |


Defense - Architect: John Stewart may use Energy shield deflection and barrier, when John Stewart uses barrier you may place up to 6 barrier tokens.

Damage - Power Boost: John Stewart may use perplex but may only target himself.

Next up is Lady Shiva, one of the DCU's best hand to hand combatants! To represent that she has good attack values that never drop below a 9 and powers you would expect for a fighter type i.e. Combat reflexes, super senses, close combat expert, flurry, and exploit weakness. Her special power allows her to sneak attack a character by using stealth to stay out of the line of fire and charge in when she is ready. This power also allows her to ignore hindering terrain, which means she won't have to ½ her movement when charging out of or across hindering terrain, Ki-ya!!!

Lady Shiva

Team: **no affiliation**

Range: 4 

Points: **56**

Keywords: **Martial artist, League of assassins**

| | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|
|  | 8 | 8 | 7 | 7 | 7 | 6 | KO | KO | KO | KO | KO | KO |
|  | 11 | 10 | 10 | 9 | 9 | 9 | KO | KO | KO | KO | KO | KO |
|  | 17 | 16 | 16 | 15 | 15 | 15 | KO | KO | KO | KO | KO | KO |
|  | 2 | 2 | 2 | 2 | 1 | 1 | KO | KO | KO | KO | KO | KO |

Speed – Ki-ya!!: Lady Shiva may use charge and stealth, when Lady Shiva uses charge she may ignore hindering terrain.

Last but not least Grace of the outsiders. Who doesn't love a big strong tattooed woman who can kick your butt into next week? No special powers but all the things that make a brick character useful. Charge and flurry allow her to get in quick and deal the pain! While her defensive powers invulnerability and toughness allow her to shrug off some damage. A couple of clix of regeneration will help her to get back in the game and don't forget her Outsiders team ability. This will allow her to take away bonuses from figures like close combat expert and combat reflexes to name a few, making grace even more useful to her teammates.





Grace

Team: **Outsiders**

Range: 0 

Points: **68**

Keywords: **Outsiders, brute**

| | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|
|  | 8 | 8 | 8 | 7 | 7 | 7 | 6 | KO | KO | KO | KO | KO |
|  | 10 | 9 | 9 | 8 | 8 | 7 | 7 | KO | KO | KO | KO | KO |
|  | 17 | 16 | 18 | 17 | 16 | 16 | 15 | KO | KO | KO | KO | KO |
|  | 3 | 3 | 2 | 2 | 2 | 2 | 2 | KO | KO | KO | KO | KO |

Well that's it for now; hopefully someday we will see these characters in a dc set. Until then I can dream and I can desire. Now go have some fun with those clix you spend all your hard earned doe on.

-Slade

CUSTOM



Custom Clix Revisted.

Like many, I was really happy about the character selection and dials from the recent Crisis set. The noticeable absences were Batman, Wonder Woman and the highly anticipated Superman Prime. These characters were very pivotal to the multiple Crisis story lines and the DC universe in general. Seeing great versions of Donna Troy, Robin, Nightwing and the two Supermen in the set just got my imagination going as far as what the dials of Wonder Woman, Batman and Superman Prime could be. Then I thought, why wonder when I could just make my own!

I was really impressed by the uncommon version of Wonder Girl. I felt the figure was really well captured and wanted to model Wonder Woman in the same vein. I felt that she should be a cross between this Wonder Girl, the Icons veteran Wonder Woman and Kingdom Come Wonder Woman.

#059 U Wonder Woman

Team: **No Affiliation**

Range: 0 ⚡

Points: 175

| | | | | | | | | | | | | |
|--------|----|----|----|----|----|----|----|----|----|----|----|----|
| Wings | 10 | 9 | 8 | 8 | 8 | 9 | 9 | 8 | 8 | KO | KO | KO |
| Claws | 10 | 11 | 11 | 11 | 10 | 9 | 9 | 9 | 8 | KO | KO | KO |
| Shield | 18 | 17 | 17 | 17 | 16 | 16 | 16 | 15 | 15 | KO | KO | KO |
| Star | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | KO | KO | KO |

Speed - Fury: Wonder Woman can use Charge and Flurry.

Attack - Lasso: Wonder Woman can use Incapacitate as if she had 8 range.

Defense - Amazonian Bracelets: Wonder Woman can use Willpower, Toughness and Energy Shield/Deflection.

The first two clicks are pretty standard stuff. I didn't like she should have a natural 5 damage and the Battle Fury represents her Maxwell Lord neck-breaking rage. She gets a nice boost in her attack in clicks 2-4 and picks up two special powers, *Fury* and *Lasso*. Fury represents her ability to take on multiple opponents with Flurry and also keeps her mobile with Charge. She can also use her lasso to slow foes down with Incapacitate at up to a range of 8. Click 6 allows her to use all three of her special powers including *Amazonian Bracelets* which lets her use Willpower, Toughness and Energy Shield/Deflection. These powers represent her resiliency in battle and her bracelets which she often uses to fend off ranged attacks. Her last 3 clicks see her pull out her sword and really up the damage potential with Blades/Claws/Fangs. If she wants to play it safe, she can use Close Combat Expert which she has for her last four clicks. All in all, I think this is a good representation of Diana and really shows her versatility in battle.

Batman is one of the most revered figures in the DC universe. He is also one of the most feared because of his seemingly endless list of contingency plans and ability to take down almost any opponent. This is why almost every Batman figure in HeroClix has Outwit, a power befitting Batman and his ability to counter almost any ability his opponent may possess. However, I felt that was not enough.

##60 U Batman
 Team: **Batman**
 Range: **7** ⚡⚡
 Points: **155**

| | | | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|---|----|----|----|----|
| | 9 | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 7 | KO | KO | KO | KO |
| | 11 | 10 | 9 | 9 | 8 | 9 | 10 | 11 | | KO | KO | KO | KO |
| | 17 | 16 | 16 | 17 | 16 | 16 | 15 | 15 | | KO | KO | KO | KO |
| | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | | KO | KO | KO | KO |

Speed - Out of the Shadows: Batman can use Leap/Climb. Once per turn, when Batman occupies hindering terrain and is given any action that is not a free action, before the action you may place Batman in any square of hindering terrain 6 or fewer squares away to which he has a clear line of fire.

Defense - Martial Arts Master: Batman can use Willpower, Toughness and Combat Reflexes.

Damage - Master Detective: Batman can use Outwit. When Batman uses Outwit:

- 1) He can use it normally.
- 2) Choose to counter a team ability possessed by a single target opposing character as if that team ability were a power, instead of countering a power.
- 3) Give Batman a power action. Place a token on a target feat card assigned to a character that is 10 or fewer squares from the Batman and to which Batman has a clear line of fire. The target feat is ignored until a character to which it is assigned is given a power action specifically to remove the token.

Batman has a range of 7 and two targets because I felt he should have a slight advantage over medium range figures but I thought 8 range was a little excessive. He also has the Batman team ability which is one of his best defensive weapons. The *Out of the Shadows* power that was given to the Batman in the Justice League set capitalizes on the team ability and was spot on except for the lack of Leap/Climb. This is why I have given Batman both abilities for the first four clicks of his dial. He also has incapacitate to represent his ability to slow down his opponents. His martial arts training shines through in his defense which allows him to use Willpower, Toughness and Combat Reflexes but his greatest ability is that of a *Master Detective*. Time and time again Batman has proven that he can outsmart any opponent given the proper tools and time. This ability let's Batman counter powers, team abilities and ignore feat cards. It is basically outwit, thwart and dissent all rolled into one deadly package. He then gets three clicks of smoke cloud and toughness with overlapping flurry and exploit weakness. The end of his dial is much like the beginning with slightly lower stats and leap/climb instead of *Out of the Shadows*.

I have often had discussions about why Supermen would be much more dangerous if he a different mentality. His never ending quest to uphold justice and all that is good has often hampered

him as seen whenever Lois Lane is placed in danger or when he faces off against Batman. So, what do I think this kind of Superman would like...in Heroclix?

#060 U **Superman Prime**
 Team: **No Affiliation**
 Range: **10** ⚡
 Points: **375**

| | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|
| 10 | 10 | 10 | 11 | 12 | 11 | 10 | 9 | 9 | 8 | 8 | KO |
| 13 | 13 | 12 | 12 | 11 | 11 | 11 | 10 | 10 | 10 | 10 | KO |
| 18 | 19 | 20 | 19 | 18 | 20 | 19 | 18 | 18 | 17 | 16 | KO |
| 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 4 | 5 | 5 | KO |

Speed - Unstoppable: Superman Prime can use Charge, Flurry, Running Shot and Forceblast. Superman Prime can use Force Blast as a free action and may affect all adjacent figures at once. Each character is knocked back a number of squares equal to the result of the die roll.

Defense - Impenetrable: (optional): Superman Prime can use Willpower. When Superman Prime is dealt damage, you may roll one six-sided die; on a result of 5 or 6, the damage dealt is reduced to 0; on a result of 3-4, the damage dealt is reduced by 3; on a result of 1-2, the damage dealt is reduced by 2.

Damage - X-Ray Vision: Superman Prime ignores the effects of hindering terrain on movement, combat, and powers and team abilities.

Superman Prime starts with the special speed power, *Unstoppable*. It keeps him very mobile with running shot and charge and also represents his ability to take on many foes with flurry. The modified forceblast shows that he just can't be pinned down. Couple this with super strength (which he has for his entire 11-click dial), high damage and high attack and you've got a damage dealing machine. I also felt that he should be able to use the Superman team ability but I didn't think that he should have that team ability for obvious reasons. This is why he has the *X-Ray Vision* special power. It basically allows him to use the team ability to bust through stealth without having the team ability. All of these will make Superman Prime a formidable opponent where he really shines is defensively. It took two Supermen to take him down...when he was a BOY!! As a man, he has willpower and a modified version of impervious in his special power, *Impenetrable*. This allows Superman Prime to press the attack without taking pushing damage. Also, when he is dealt damage he can roll one six-sided die. Depending on what he rolls he can reduce the damage to 0, reduce the damage by 2 or if luck is on his side he can reduce the damage by 3! This couple with high defense will make him a nightmare to hit especially since he will be decimating your team on his turn. Defensively he moves onto impervious while his defensive numbers climb. He also trades *X-Ray Vision* for close combat expert and *Unstoppable* for five clicks of hypersonic speed. Along the way close combat expert shifts to range combat expert and invulnerability gives way to toughness with declining but still daunting defense numbers. His last three clicks bring back *Unstoppable* and *X-Ray Vision* with a climb in his damage value. In his last two clicks he regains *Impenetrable* which ensure that any remaining foes will have quite a task on their hands to get rid of Superman Prime.

These three would all be great additions to any team and would have been awesome to see in the Crisis set. While a little on the pricey side, I think they are all worth every point. One thing that I left out these characters was key words. All 3 have been affiliated with several groups so I will leave that everyone's individual interpretation. Wonder Woman, Batman and Superman Prime are all pretty well known figures and I'm sure that many people have their own interpretations of what these figures should be but I hope you all enjoyed my take on them.

Top Ten "Future Keyword" Figures that don't begin with KC

by DragonGamer



Coming from the far flung future, many heroes and villains have sought to make an impression in the current age. How many of them can make an impact on the Clix field of battle? Well the *Kingdom Come* pieces left their mark, but we are going to focus on the more common time travelers.

Honorable Mentions

A few figures just didn't make the top of the top, so Nimrod, your Pulse Wave and Outwit are great but your cost and lack of flying just dropped you below the list. E Kid Quantum from Legacy, your Running Shot, triple target Incap is amazing for your cost, but you just have too big of a glass jaw. Finally, EV Cable/Soldier X from Mutant Mayhem, Bishop from Mutations and Monsters, and R Bishop from Mutant Mayhem RCE and Outwit, some running shot, you are all great pieces, but you don't feel special because you all do it, sorry.

The Runner-ups

Punisher 2099, Spider-man from Fantastic Forces, and Maestro from Mutations & Monsters, just didn't make the cut, and I know some of the readers were going to be looking for them.

Number 10

A few support pieces clock in at number ten, they all do a slightly different job and thus they all deserve mention.

E Cosmic Boy from the LoSH Starter is a top notch TK piece. He also brings Leadership, Willpower, and a Wildcard TA to the field with him. For 70 points he isn't the cheapest for what he does, but his 10 attack may allow him to bring an object down on someone from 10 squares away. If your team has the room, by all means, go for it.

R Aleta from Supernova, like Cosmic Boy before her, has TK opening. She on the other hand, also starts with leap/climb and Barrier

with an 8 range. She has a cheaper price tag at 51 points, making her easier to fit on a team. After she drops the support abilities at the beginning of her dial, she starts bringing the heat, with a pair of 3 damage clicks middial and ending with RCE with 1 and 2 damage, her attack may not be the best, but she is going to hurt someone if she hits.

R Deathlok from Supernova is a different sort of support, with Enhancement on his second and third clicks. At 41 points he is very expendable, and with 2 damage RCE to open may get in a lucky shot before backing up the big gun.

Number 9

For close combat purposes, there are three characters that have to be looked at from a time beyond.

Persuader's RE and LE from Legacy can bring long draughts of pain to any piece unlucky enough to be left next to it. All three versions start with Charge, a high attack, and 4 damage EW. Later the R and E pickup with CCE while the LE gains Blades, Claws, Fangs. All three end with Flurry. Combine that with a Calculator TA and you are looking at an engine of destruction.

E Timber Wolf from the LoSH Starter is both a Wildcard and a miniature tornado, starting with CCE and an amazing attack for his 60 point cost. Switching to B/C/Fs as he gains Earthbound and Combat Reflexes which is a bonus as now only flyers can range him. He is capable of putting the hurt on a lot of other pieces that cost twice what he does.

U Colonel Logan from DoFP is a great example of a piece that just gets better as its dial goes on. He starts with Stealth and CCE, moving on to a higher defense, hitting 18 when he gains Toughness and Blades. Still later he gains

Charge with Blades, and he ends with Flurry, Willpower and 3 damage with an attack that climbs up to 11 on his last click. If you see him on the field, hope that he doesn't get his claws on you.

Number 8

Coming in at number 8 is Vet Abra Kadabra from Justice League with an able range arsenal and some support powers. He opens with a strong dual target and Energy Explosion as well as Perplex. His Phasing to open gets him into position, while the running shot on the second click gets him a little more swing to help his average 6 range. Picking up Psychic Blast middial along with Shape Change allows him to stay a threat even as his attack begins to drop. As his dial ends he regains the ability to teleport and his defense climbs all with Probability Control appearing, allowing him to assist his fellow rogues in taking down the Flash or any other opponent. He is a nice, well rounded piece, but his cost just is a bit high for what he brings, otherwise he might be higher on the list.

Number 7

U Korvac from Supernova brings a lot for his 212 price tag. With a respectable 8 range and the power Cosmic, he may be no Thanos, but he can bring almost as much pain. Like Thanos he starts with Psy Blast, Phasing/Teleport, and Outwit. His damage is still good and considering he is 50 points less than the Titan. Later on, he gains some Steal Energy and

Support to heal himself, and maybe in higher point games, others. His damage does climb to a 5 at the end along with Pulse Wave to deliver the coup de grais on the opposing team.

Number 6

U Hulk 2099, when the 2099 set came out, this figure saw some play and he was the first really accepted Giant. He starts with a high damage output and a very consistent 10 attack. His leap/climb gets him where he needs to be while Super-Strength only adds to the pain. He never drops below a 3 damage and ends with Regen. Overall he is just a pain to deal with, but still fairly difficult to play due to being a Giant, but at least he has a lots of gains to make it worthwhile.

Number 5

Vet Wildfire from Legacy is just a ranged beast. With a couple clicks of Running Shot at the start, dual target Energy Explosion down the dial, and 3 fours on his opening damage clicks, he can handle individuals and crowds. His Wildcard TA is just a bonus on top and by the end dial, he is easy to heal.

Number 4

Ahab from Mutations and Monsters if Wildfire was good at handling crowds well, this is the individual killer. He can beat both Stealth figs and Bricks with his special power. Opening Running Shot and a strong 8 range give him a decent swing. But what puts him this high on the list is his 68 point cost. It keeps him low enough to be a second or third string attacker.

Number 3

The Vet of Emerald Empress from Collateral Damage boasts a strong damage and Pulse Wave as do the other two versions of her. She brings with her a strong attack on this version and the solid range of 8. She is one of the best users of the retired feat Nova Blast, since she also opens with Running Shot. The Wildcard Team ability is what really puts her up on the list along with that opening strike capability.

ABRA KADABRA (rare)

cost: 100
range: 6 ⚡

| | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 12 |
| 🦋 | 9 | 10 | 9 | 9 | 8 | 10 | 12 | KO | KO | KO |
| 👉 | 10 | 9 | 9 | 10 | 8 | 7 | 7 | KO | KO | KO |
| 🛡️ | 16 | 17 | 16 | 15 | 16 | 16 | 17 | KO | KO | KO |
| ★ | 2 | 2 | 2 | 2 | 2 | 1 | 1 | KO | KO | KO |

DC JUSTICE LEAGUE



Number 2

Exp Time Trapper from Justice League is just one guy who is too hard to put down, so of course he rises to the top of the list. Not only is he hard to hit with his 18 with Super Senses AND Probability Control, but with 3 damage and Psychic Blast, he can give it just as easily. He does need a solid team to be the most effective and some of the stronger figures out there boast attacks high enough to put the hurt on him. A little Protected could go a long way to extend his life. Add on this he can remove a power from multiple pieces and has some Pulse Wave and Mind Control. He will definitely be a pain in the future.

Number 1

And Conquering the future list is the entire Supernova REVLE of KANG! His Rookie is a superb secondary ranged combatant, bringing powers like Running Shot, Energy Explosion and RCE. His Range is an amazing 8 range and dual targets, all for only 87 points. By the end dial he switches to more of a commanding role with PC and Outwit along with Mastermind. My personal favorite is the Experienced. Opening with Pulse Wave and Leadership, he leads as well as deals it out. His 10 range and dual targets is crippling when combined with Energy Explosion and Outwit on the second click

and Incap and 4 damage (and Stunning Blow) on his 3rd and 4th. He then picks up some RCE as his attack continues to climb. He ends with a 12 attack, Pulse Wave, 3 Damage, and Mastermind. The Vet loses the Masters of Evil TA held by the previous two versions, but gains an extra target which just allows him to take on larger groups with his second clicks Psychic Blast or to one target with RCE on the same clicks. He gains Incap later and PC and Invulnerability, with those three targets is killer. He ends as his defense climbs and hits Outwit and Pulse Wave. The LE isn't as strong against group with his single target, but he does open with 18 defense, Mastermind, all with 3 damage and RCE. He stays strong in at least one respect throughout the dial and is a Wildcard on top of it. Definitely a threatening group and deserving of the title Conqueror.

Custom by Michael Ian Dela Paz



Stormshadow™

AMORA'S BEST FRIEND'S CUSTOM CLIX

by: John Harwell



Despite being a major DC super heroine, Helena Bertinelli, The Huntress, has been sorely underrepresented in HeroClix. The last time we saw her was in Hypertime; since then the game has moved on, and her existing dial is somewhat lacking in strength and powers. As Huntress is one of my favorite DC heroes, I decided to throw together a custom dial for her.

V Huntress

Team: **Batman Ally**

Range: 6

Points: 57

Keywords: **Gotham, Birds Of Prey, Justice League**

| | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|
| ✉ | 8 | 8 | 8 | 7 | 7 | 6 | KO | KO | KO | KO | KO | KO |
| 🦋 | 10 | 9 | 9 | 8 | 8 | 7 | KO | KO | KO | KO | KO | KO |
| 🦋 | 17 | 16 | 15 | 16 | 15 | 14 | KO | KO | KO | KO | KO | KO |
| ★ | 2 | 2 | 2 | 2 | 1 | 1 | KO | KO | KO | KO | KO | KO |

Damage - Bird Of Prey: Give Huntress a power action. She may make a ranged combat or close combat attack. Increase her damage by 1 for this attack.

This dial is based upon the time around the "Hush" storyline, where she becomes a member of the Birds Of Prey. Because she is a Gotham Knight through-and-through I thought the Batman Ally TA was apt.

The dial opens with charge, which represents her eagerness to get into a fight. Playing her, you have the option to get stuck into close combat, or stay and shoot with her 6 range twin crossbows. With the willpower, this makes her a versatile piece - you can charge in, and then the next turn makes use of her special ability Bird Of Prey to boost her damage.

I wanted Huntress to have potential to do 3 damage, but I felt straight 3 damage was too powerful, especially with charge. Huntress is a piece that could merit both Ranged Combat Expert and Close Combat Expert, so why not roll them into one? Bird Of Prey gives her the ability to deal good damage, and also keeps her dial balanced.

On the second and third clicks, Huntress gains leap/climb to boost her mobility and combat reflexes to boost her defense in close, however she loses a little versatility with the loss of charge and willpower. Later on in the dial she gets willpower again, and with flurry it makes her potentially dangerous in close combat.

However, Huntress is also very competent at range. With the Batman Ally TA she has the luxury of perma-stealth and with double target incapacitate she can hold her own. Also, with ranged combat expert and a click of ESD she has a chance if caught in the crossfire.

Who needs Keywords?!

by: Juan Miguel "jmz4lyf" Santos



Keywords, keywords, keywords!!! IT seems like the keyword for today's HeroClix metagame is KEYWORD. Call me old school but everyone has built theme teams even before the keyword mechanic and have had success with it. I've tried to do a DC team with the flash rogues appearing in a JLU episode but it turns out they all have the ROGUES keyword. I actually saw this fig and thought well maybe this could work! We will be building our team from scratch and our goal is 400 pts restricted.

Say hello to U Graviton from supernova. It seems our friend here has been hanging out with the Hood lately to aid him in his bid to become Manhattan's new Kingpin. Let's check out the possibilities shall we?

The Hood's Empire

Roster:

Graviton
The Hood

Deathlok
Hydro-man
Living Laser
Purple Man

Wizard
Wrecking Crew (Wrecker, Bulldozer,
Piledriver, Thunderball)

Plethora of Other Marvel Villains (either retired or non-existent in clix)

The Hood has decided to make a move amidst the confusion laid to the superhero community post civil war. He gathers villains to his cause with a bit of cash (DOY!) and some cunning. The result is one of the best super villain teams for clix since Villains United and the Civil War Thunderbolts! We definitely have legitimate options up there but I really want to make

Graviton work so we'll go with him as our tent pole and of course the Hood would be there too. Tent poles need mobility and modifiers so E Wizard fits nicely into our grand scheme of things.

U Graviton 178
C The Hood 28
E Wizard 74
Subtotal = 280

We now have our core squad right there. Balanced teams either have no core (since almost every figure in balanced team has good offensive potential) or have a core topping out to half the point build. Since we are going tent pole, it's understandable that the core of our team would go upwards to 2/3 to 3/4 of the build total. In our case today, we're just a bit over 2/3 of our total team build. Now we need to find the perfect compliment to this team with the given roster.

U Graviton 178
C The Hood 28
E Wizard 74
Subtotal = 280

E Hydro Man 57
R Thunderball 72
R Bulldozer 60
LE Henry Camp (Bulldozer LE) 80
R Deathlok 41
LE Michael Roth (Deathlok LE) 64
UC Living Laser 91
U Purple Man 100

Well we've narrowed it down to a handful of potential candidates. Our current core needs to address stealth, get support or just get another attacker. But with only 120 pts to work with, our choices are very limited. The number one threat we definitely have to address is stealth because it neutralizes our greatest advantage: 12 range and three targets. With that in mind we'll need a nice charging brick to attack the opposing stealth figs and hopefully knock them off those stealth clicks. You can also use R Thunderball if you don't have the LE Henry Camp.

- U Graviton 178
- C The Hood 28
- E Wizard 74
- LE Henry Camp (Bulldozer LE) 80
- Subtotal = 360

40 pts left for cardboard. Having four figures definitely means we'll be pushing our two offensive options U Graviton and LE Henry Camp. Endurance for both of them makes perfect sense. Stunning Blow for Graviton gives him the extra punch to get the most of his 3 targets with Incap. Our biggest hole to fill though still remains to be attack value. 11 is just fine but for a tent pole it can be lacking. Our brick however only packs a sad 9 AV. We'll give Henry Camp a Lucky Break just in case. Protected, Inside Information and Monster Hunter will round out our remaining points. If you decided to go with R Thunderball then use the remaining 8 pts for protected on U Graviton. BFCs will be Exhaustion to synergize with our triple incap and endurance feats, Ordinary day and Krakoa the Living Island.

- U Graviton 178 + Endurance 5 + Stunning Blow 10 + Monster Hunter 3 + Inside Information 4
- C The Hood 28
- E Wizard 74
- LE Henry Camp (Bulldozer LE) 80 + Endurance 5 + Lucky Break 5 + Protected 8
- Total = 400

BFCs: Exhaustion, Ordinary Day, Krakoa the Living Island

Strategy and Tactics: Tent poles teams are finesse teams. The pace you should play is slow and calculated. Map selection may be important but not as important as map control. High ground may be good for some cases but most of the times that will leave you open to range attacks. Hiding behind a structure or The Hood will be your best bet for initial positioning. Your opening attack should almost always be TK+Charge with Henry Camp/R Thunderball and a perplexed AV to 10. Your primary targets will be mobility figs like Taxi figs or TK figs. Always go for those first to try and cripple your opponents mobility early and milk that 12 range of yours. Other good targets would be stealthed figs used as blockers for the main threats or other support pieces that are adjacent to the pack. Although most players move their teams as a group, some would try to break up their teams into different positions on the board. Always TK your brick to attack then tie up the opposing threat. That's why he has the protected so he could stick around after being roughed up a bit. Do not be afraid to push any of your figs.

Special objects to pack would be Dark Cauldron, Separation Field Generator, Aerial Baffler, and Kinetic Absorber. Dark Cauldron could deter nanobots if placed properly. Separation Field Generator, Aerial Baffler, and Kinetic Absorber all add board control by

E Hydro Man
cost: 57
range: 4 ⚡



| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 11 | 12 |
|----|----|----|----|----|----|----|----|----|----|----|
| 🔫 | 8 | 8 | 7 | 7 | 6 | 6 | KO | KO | KO | KO |
| 👊 | 9 | 8 | 7 | 7 | 6 | 6 | KO | KO | KO | KO |
| 🛡️ | 17 | 16 | 15 | 15 | 14 | 14 | KO | KO | KO | KO |
| ★ | 2 | 2 | 2 | 1 | 1 | 1 | KO | KO | KO | KO |

creating choke points and they can also

potentially alter your opponent's tempo by having him attack and object to destroy it.

Common knowledge: BFCs can make or break games. Draw out your ordinary day to match stealth teams that could draw out Deep Shadows or against theme team+ignore tactics like Malice, Poor Teamwork, Armor Wars, Deep Shadows, etc. Krakoa the Living Island is a good choice against stealthed figs. Exhaustion will be your best BFC against almost every opponent. Try to save it for later rounds if you are trying to win the tournament but don't be afraid to draw it out against tough matchups like HSS heavy teams or swarm teams.

Maneuvering Graviton will be your greatest challenge. Always try to maximize his range first then his targets. Trying to hit 3 targets at once sounds uber cool but in most cases this can leave your main guy open to vicious counterattacks. Unless that attack has the potential to win the game for you, do not succumb to the temptation of overextending Graviton. Inside Information and Monster Hunter could potentially be useless but I always try to fill out points in all my builds. Although the scientist keyword being a general keyword has a decent chance of showing up in your opponent's team. Monsters, Giants or Colossals (not likely but hey they could show up sometimes!) are just incidental boosts to your AV if they come along. Graviton's damage is his best stat next to range. Part of playing tent pole means living with your big gun's hits and misses. Also another part of playing tent pole is beefing up your remaining points by having the tent pole survive the match.

Tricks of the Trade: Inspecting your opponent's force for any fig with scientist or monster keywords before each game could give you a winning edge in some occasions. It's definitely a good idea to push E Wizard as early as possible to get the ESD up ASAP. Since you'll be fighting from range, this will improve the Wizard's dodge significantly. Getting based is an inevitability you surely can not avoid. When this happens don't panic. Assess how your opponent places his figs around your own figs (which if you followed my initial strike advice would be Graviton, Wizard and the Hood). Pay close attention to neighboring elevated terrain. Remember that line of fire to the edge of the elevated terrain is not block by characters. Try to TK Graviton out of harm's way, while perplexing his AV if you can, then proceed to unleash hell from a distance once again. The Hood has a great special power that combines leap/climb and stealth in the same click. After Graviton attacks, get the Hood to cover him in the same turn.

Afterward: The old ways may not be the best anymore but they are still pretty effective. Remember that keywords are meant to be options for team building and not restrictions. Sure you can play any fig you want but competing with your choice to the best of your ability will always produce a great game regardless of the win/loss column. Take the risk. Get out there and play!

THE HOOD
COMMON RANGE: 6

| | 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 | 7 | 7 | KO | KO | KO | KO | KO | KO | KO |
| | 16 | 15 | 14 | 14 | 13 | KO | KO | KO | KO | KO | KO | KO |
| | 2 | 2 | 1 | 1 | 1 | KO | KO | KO | KO | KO | KO | KO |

Special Powers *marvel Mutations and Monsters*

CLOAK: The Hood can use Leap/Climb and Stealth.



Phar Be Monsters!



By Brian Thorpe

A monster thematic Fleet for the Pirates of the Cursed Seas Pocketmodel Game.

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! That's 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!

Custom by Michael Ian Dela Paz



Myke dela Paz

From Farmer to Hero: a look at Luke Skywalker(s)

By Angie Nothdorf

Luke Skywalker started his hero's journey as a whiny farmboy from a dustball planet. In pursuit of his destiny, he grew into one of the most powerful Jedi of all time.

Given his extreme importance in the Star Wars universe, it's unfortunate that most of the twelve Star Wars Miniatures (SWM) versions of Luke Skywalker haven't been top-tier pieces. While nearly every version of Luke can have a place in a fun squad, only a handful will ever see the light of day in a serious tournament environment. The good news for fans is that Luke just keeps getting better. So the future looks bright.

Let's look back at the various incarnations of Luke.

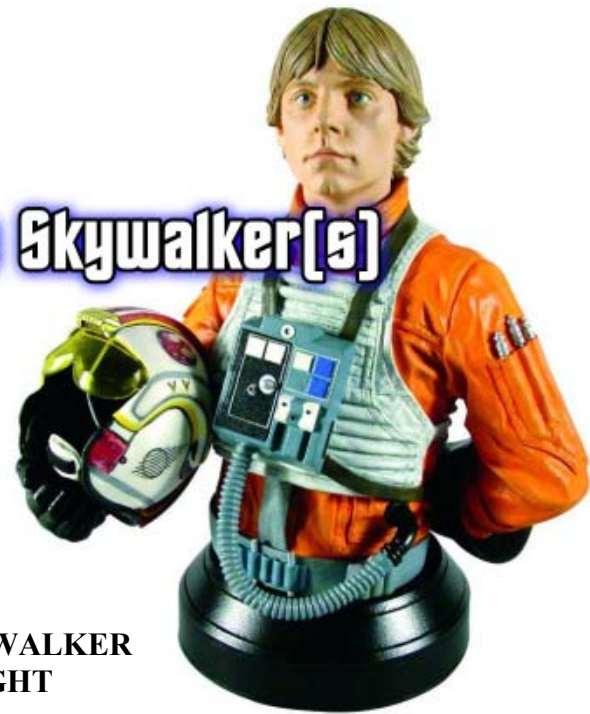


LUKE SKYWALKER - REBEL

The very first Luke most long-time SWM players saw was Luke Skywalker - Rebel. This piece came in

the Rebel Storm starter set. He was packaged with Darth Vader - Dark Jedi and some other random commons and uncommons. Going against Vader, this Luke never stood a chance.

Farmer Luke, as this piece is more commonly called, is only slightly better stats-wise than the 12-point Elite Hoth Trooper. It's almost never worth spending 17 points on this Luke just to gain Impulsive Attack and Force 2. A better choice is the cheaper Luke on Tauntaun, or bring in extra activations by using non-unique scrubs instead.



LUKE SKYWALKER - JEDI KNIGHT

Back in the days of Rebel Storm, this was the Luke to play. He was very strong, yet cheap enough (27 points) that other good pieces like Han and Leia and R2-D2 could be added to his squad. Since Stormtrooper swarm squads were popular at the time, Luke's Lightsaber Sweep was lethal. Force Leap allowed him to pull away from heavy-hitter Darth Vader.



These days, though, Luke - Hoth Pilot Unleashed for 28 points is more versatile.

LUKE SKYWALKER ON TAUNTAUN

After Rebel Storm, players had to wait through two more sets before Universe came out, finally providing two more Lukes.

The least expensive Luke to date was released in Universe. Luke Skywalker on Tauntaun costs only 16 points, but is much more powerful than the higher-cost Luke Rebel. With Speed 8, he can get into place quick. If he's adjacent, he gets the Lightsaber ability. The best trick is his power Use the Force, which guarantees a critical hit.



Pair this Luke with Yoda of Dagobah and the Chagrian

Mercenary Commander. Yoda provides Force for Luke to repeatedly use his Use the Force power and the Chagrian's commander effect grants an additional 20 damage for every critical hit Luke makes. Throw in a healer to keep Luke alive for a few extra rounds.

LUKE SKYWALKER - JEDI MASTER

As of press-time, the only version of Luke playable in the New Republic faction is Luke Skywalker - Jedi Master.

Jedi Master Luke is over priced, but he's got lots of tricks to try. If he can manage to base someone and keep the enemy there, the triple attack at +16 is brutal. He's very fast with Master Speed and he can get around enemies with Force Leap. Lightsaber Throw provides a bit of range to his attacks. He can defend against both melee and non-melee attacks.

The biggest drawback of this Luke is his lack of Master of the Force. All those great Force powers, but he's limited as to what he can do on any given turn. It's that drawback that makes him a poor choice compared to other pieces in the under-developed New Republic faction. When building a New Republic squad, be sure to look at Mara Jade - Jedi and Jaina Solo first, as both are less costly saber-wielders who pack more punch than this Luke.

LUKE SKYWALKER - YOUNG JEDI

Young Jedi Luke is a defensive piece. Deflect will keep him from falling instantly to shooters and Alter can make nearby enemies re-roll their attacks. Keep him in cover and he has 22 defense as he approaches his target.

Unfortunately, his +9 attack isn't spectacular. He's easily replaced by a shooter or a better version of Luke. This Luke is definitely not the

main attraction of a squad, but could provide support for better pieces.

LUKE SKYWALKER OF DAGOBAH

Dagobah Luke is great against swarm squads. Blaster Barrage and Lightsaber Sweep can clear a path through scrubs.

Unfortunately, he lacks Accurate Shot, so he can't pick and choose his targets. The +9 attack doesn't do much against high-powered enemies. Also this Luke doesn't have staying power, with only 17 defense and 60 hit points.

Pair this Luke with Princess Leia - Rebel Hero and he can "lawn mower" through scrubs without taking Attacks of Opportunities.



LUKE SKYWALKER - CHAMPION OF THE FORCE

With the Alliance & Empire set came the first truly tournament-worthy versions of Luke.

Champion Luke is strong, with a 20 base defense and a +13 attack. The 110 hit points will keep him around for a while.

The best thing about this Luke is his potential for serious damage output. Join Champion Luke with a "dead" Obi-Wan Kenobi, Obi-Wan Kenobi - Unleashed or Yoda of Dagobah to give Luke a bunch of extra Force from Force Spirit and to grant him Master of the Force 2. Throw in a Chagrian Mercenary Commander for maximum critical hit damage.

Once Luke has Master of the Force 2, he can take out just about any figure in one turn. Spend three Force points for an automatic critical hit,



which results in 60 damage (20 base damage, doubled, plus 20 damage from the commander effect). A critical hit, triggers a Flurry Attack. Spend another three Force points for or another automatic critical hit for 60 damage. That critical hit in turn grants yet another Flurry Attack for 20 more damage. That's a potential 140 damage in one turn. It will easily take out a Boba Fett, an Aurra Sing or most any other heavy-hitter. Even a Dark Armored Vader will be on the ropes.

Throw in Princess Leia and enough banked Force points and the process can start all over again.

The Champion Luke combo is a hyper-powerful version of the Luke on Tauntaun combo.



Pair this piece with Han Solo - Rebel Hero for extra damage against enemies that haven't activated. Throw in Princess Leia for an immediate attack at +4 attack and +10 damage (plus a Twin Attack, without the bonus).

LUKE'S SNOWSPEEDER

The second Luke vehicle, the Snowspeeder is super fast and mobile. Just like the Landspeeder, it can move in, Twin Attack and move back out of harm's way. Damage Reduction 10 helps it survive with only 90 hit points.

The Snowspeeder's huge size used to be its biggest drawback. However, the squad set-up rules have recently changed. This means that in DCI-legal tournaments, the Snowspeeder won't be forced to set-up in a location it can't get exit, no matter what map is selected. Therefore, huges can be safely played at 100-point and 150-point levels, whereas before they were limited to 200-point games.



Pair the Snowspeeder with either (or both) Chewbacca of Hoth or Deliah Blue, because both have Gunner and Industrial Repair.

LUKE SKYWALKER - HERO OF YAVIN

This is one Luke that likes to shoot. Once he's in position, he can use his Double Attack and Twin Attack to pop off four shots per turn. Again, this Luke lacks Accurate Shot, so he isn't usually much good against protected heavy-hitters, but he's great at picking off scrubs.

Another drawback of this Luke is his cost. He's got lots of Special Abilities, but those Special Abilities hinge too much on non-guaranteed critical hits. But, with all his shooting, he's bound to land one or two crits eventually.

This Luke isn't a feature-piece in most squads, but a support piece.

LUKE'S LANDSPEEDER

This combo-piece shares nice bits from both Luke and Obi-Wan. It's powerful with +12 attack, 18 defense and 140 hit points. The strength of this piece, though, is how highly mobile it is. With Speed 10 and Mobile Attack it can zip in, Twin Attack, and zip back to safety.





LUKE SKYWALKER - HOTH PILOT UNLEASHED

Any Battle of Hoth scenario should include Hoth Pilot Luke. He has the potential to take down an AT-AT all by himself in one turn with Demolition Charge.

Beyond that, Hoth Pilot Luke is a very solid piece. He has nice stats, he's non-melee, and he has a bit of defense from Lightsaber Deflect. His biggest perk is Force Push 4. Unlike other Force Push options, Push 4 has unlimited range. Maneuver Luke into position and he can put an automatic 40 damage on an enemy and move that enemy away by four squares. His Force Renewal gives him the potential to do this multiple times in a single game. Or pair him with a Force Spirit character to give him a bank of Force.

Another support-piece Luke, he fits well with Han and Leia pieces. Since he's a Pilot, Wedge Antilles' commander effect will grant him Evade.

LUKE SKYWALKER AND YODA

One of the most powerful Luke piece to date is Luke and Yoda. This piece has a laundry list of Force powers and, with Force Renewal 3 and Master of the Force 3, this Luke can actually use them effectively.

Not a beat-stick in the classic sense, this piece requires forethought to use successfully. He's very defensive, as he can counter enemy rolls, cancel enemy Force Powers and Reflect non-melee attacks. But, he's also very offensive, having Force Push 3 and Force Stun. Since he can use Force three times a turn, he can run 12 total squares and still make two attacks against an enemy at +13. The 150 hit points will keep him around for a good long time.

Pair this Luke with Princess Leia and he'll get another set of Twin Attacks on her turn as well, with the first attack being for +4 attack and +10 damage.

LUKE SKYWALKER - LEGACY OF THE LIGHT SIDE

This Rebel version of Luke has got many Special Abilities. He can alter his play to fit a given situation. If he needs to hit-and-run, he's got Greater Mobile and Double Attack. If he can stay in one place, he's got Stealth and Careful Shot. He's also got some Force powers up his sleeve: Renewal 1, Jedi Mind Trick and Lightsaber Deflect.

All those options for 39 points.

Pair him with Admiral Ackbar for +4 attack against activated enemies. If he can get off a Careful Shot under Ackbar's influence, he could Double Attack for +17 against any enemy he has line of site to.



LUKE SKYWALKER - FORCE SPIRIT

Force Spirit Luke has done for the New Republic what Obi-Wan Kenobi - Force Spirit did for the Rebels. He gives Mettle and Force Renewal 1 to any unique ally with a Force rating. He's also got better movement than the Obi-Wan piece, allowing him to stick with his host more easily.

Pair Ghost Luke with Kyle Katarn - Jedi Battlemaster, which allows Kyle to keep Force Gripping or Reposting long after his original four Force Points are gone. Luke also pairs well with the Fringe Cade Skywalker - Bounty Hunter, allowing Cade to Heal more often or get more Force Pushes.

UNSUNG HEROES

By Philip 'hot_fusion' Casper



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 HCRealms 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 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



Cost: 88 Range: 6 **Marvel Ultimates**

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|--------------------|----|----|----|----|----|----|----|----|----|----|----|----|
| Blades/Claws/Fangs | 12 | 12 | 10 | 10 | 10 | 8 | 8 | KO | KO | KO | KO | KO |
| Attack | 11 | 11 | 11 | 10 | 9 | 9 | 8 | KO | KO | KO | KO | KO |
| Defense | 15 | 15 | 17 | 16 | 16 | 15 | 15 | KO | KO | KO | KO | KO |
| Speed | 4 | 4 | 3 | 3 | 2 | 2 | 2 | KO | KO | KO | KO | KO |



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,

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.

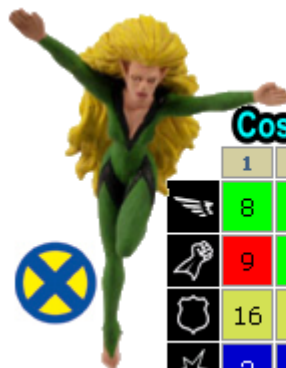
and 2 damage with Shape Change. All this adds up to a pretty powerful secondary attacker made to get in your face and cause trouble while she's there. Her Speed Value stays at 8 for the next click before falling to three 7s and a 6. Her Attack Value gets a boost to 10 on click three, and then trickles 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.

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.

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

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



(E) MEGGAN
Cost: 63 Range: 4 **Marvel Sinister**

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|--------------------|----|----|----|----|----|----|----|----|----|----|----|----|
| Blades/Claws/Fangs | 8 | 8 | 7 | 7 | 7 | 6 | KO | KO | KO | KO | KO | KO |
| Attack | 9 | 9 | 10 | 9 | 8 | 7 | KO | KO | KO | KO | KO | KO |
| Defense | 16 | 16 | 15 | 15 | 16 | 17 | KO | KO | KO | KO | KO | KO |
| Speed | 2 | 2 | 3 | 3 | 2 | 2 | KO | KO | KO | KO | KO | KO |

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 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, doesn'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!

Secret Skrull Invasion

by DragonGamer



Setup: Each player builds a 600 point 6 figure team. All characters should be heroes (allow borderline characters such as Venom or Trickster and Pied Piper). This is to be an all-on-one, all players on one battlefield against a common enemy. No Battlefield Conditions allowed to be brought.



















































Scenario: Each player is a team from the 50 State Initiative. They have been called together for an emergency meeting, it has been discovered the Skrull have infiltrated the program and accusations fly about who is a Skrull. Suddenly there is a bright flash and an invading group of Skrull appear on the battle field; their once hidden comrades join them as the battle begins.

The Twist: Each Player lines his team up from greatest to least cost and rolls a die. On the result of 2-5 the character that is in that position counting from the lowest cost up is a Skrull, on a result of 1 the judge or Skrull player selects one of those four characters to be a Skrull, on a result of 6, the player may pick one of those four to be a Skrull. Any character deemed a Skrull gains the Skrull TA in addition to its normal TA and is placed up to its full movement away from that players starting area and is considered to be a part of the Skrull force.

Skrull Force: In addition to the gained player pieces the Skrull force may consist of the following, all of which gain the Skrull TA if they do not already possess it: Xpl U Elektra (gains the Skrull TA), M&M Warskrull, Vet Supernova Skrull General, Exp Supernova Skrull Warrior, Rookie Skrull Infiltrator, Avengers Rookie Hulkling, Sinister U Black Bolt (gains the Skrull TA), Clobberin' Time U Superskrull, Supernova U SuperSkrull and/or LE Skymax. Add Mental Shields to Elektra, Armor Piercing on Skymax, Protected on either SuperSkrull, Nova Blast to Black Bolt, older Skrull Generics and their LEs, and if need be, Badoon generics from Supernova. Build to have about 500 points per player.

Victory Condition: Whoever has KO'ed the most points worth of the Skrull force when time runs out or no Skrulls remain is the victor.



| | | | | | | | | |
|--|--------------------------|------------------------------------|---|-----|---|--------------------------|--|-------|
|  | <input type="checkbox"/> | 001 Robin | R | 35 | <input type="checkbox"/> | 053 Black Adam | U | 254 |
|  | <input type="checkbox"/> | 002 Kid Flash | R | 45 |  | <input type="checkbox"/> | 054 Alex Luthor | U 113 |
|  | <input type="checkbox"/> | 003 Wonder Girl | R | 60 | <input type="checkbox"/> | 055 Sinestro | V | 146 |
|  | <input type="checkbox"/> | 004 Aqualad | R | 40 |  | <input type="checkbox"/> | 056 Supergirl | V 178 |
|  | <input type="checkbox"/> | 005 Speedy | R | 45 |  | <input type="checkbox"/> | 057 The Flash | U 123 |
|  | <input type="checkbox"/> | 006 Shimmer | E | 49 |  | <input type="checkbox"/> | 058 Nightwing & Starfire | E 125 |
|  | <input type="checkbox"/> | 007 Jericho | E | 126 |  | <input type="checkbox"/> | 059 The Spectre | U 234 |
|  | <input type="checkbox"/> | 008 Mercury | E | 25 |  | <input type="checkbox"/> | 060 Monitor | V 249 |
|  | <input type="checkbox"/> | 009 Gold | E | 60 |  | <input type="checkbox"/> | 061 World's Finest | U 500 |
|  | <input type="checkbox"/> | 010 Liberty Belle | V | 84 |  | <input type="checkbox"/> | 100 Superman | U 317 |
|  | <input type="checkbox"/> | 011 Klarion | R | 76 |  | <input type="checkbox"/> | 105 Superman | U 238 |
| | <input type="checkbox"/> | 012 Supernova | E | 122 | | | | |
|  | <input type="checkbox"/> | 013 Robin | V | 79 | | <input type="checkbox"/> | B001 Matter-Eater Lad | 11 |
|  | <input type="checkbox"/> | 014 Batgirl | E | 70 | | <input type="checkbox"/> | B002 Adeline Wilson | 9 |
| | <input type="checkbox"/> | 015 Iron | E | 70 | | <input type="checkbox"/> | B003 Dolphin | 6 |
|  | <input type="checkbox"/> | 016 Ace | R | 66 | | <input type="checkbox"/> | B004 Lois Lane | 5 |
|  | <input type="checkbox"/> | 017 Red Hood | E | 81 | | <input type="checkbox"/> | B005 Congo Bill / Congorilla | 15 |
|  | <input type="checkbox"/> | 018 Red Arrow | V | 73 | | <input type="checkbox"/> | B006 Kamandi | 14 |
| | <input type="checkbox"/> | 019 Batwoman | R | 40 | | | | |
|  | <input type="checkbox"/> | 020 Dr. Sivana | U | 111 | | | | |
|  | <input type="checkbox"/> | 021 Rip Hunter | U | 97 | | <input type="checkbox"/> | BF001 Skyscrapers | |
|  | <input type="checkbox"/> | 022 Dawnstar | E | 60 | | <input type="checkbox"/> | BF002 Isolation | |
|  | <input type="checkbox"/> | 023 Green Lantern | V | 157 | | <input type="checkbox"/> | BF003 High Gravity | |
|  | <input type="checkbox"/> | 024 Karate Kid | V | 63 | | <input type="checkbox"/> | BF004 Ordinary Day | |
|  | <input type="checkbox"/> | 025 Jack & Ten | R | 60 | | <input type="checkbox"/> | BF100 Antimatter Universe | |
| | <input type="checkbox"/> | 026 Green Arrow | V | 103 | | | | |
|  | <input type="checkbox"/> | 027 Trickster & Pied Piper | R | 133 | | | | |
|  | <input type="checkbox"/> | 028 Deathstroke | U | 156 | | <input type="checkbox"/> | E001 The Judas Contract | |
|  | <input type="checkbox"/> | 029 Nightwing | V | 79 | | <input type="checkbox"/> | E002 Identity Crisis | |
|  | <input type="checkbox"/> | 030 Blue Beetle | V | 65 | | <input type="checkbox"/> | E003 Infinite Crisis | |
|  | <input type="checkbox"/> | 031 Mammoth | E | 118 | | <input type="checkbox"/> | E004 52 | |
|  | <input type="checkbox"/> | 032 Hawk & Dove | R | 88 | | <input type="checkbox"/> | E005 Dial H for HERO | |
|  | <input type="checkbox"/> | 033 Psimon | E | 94 | | <input type="checkbox"/> | E006 DC One Million | |
| | <input type="checkbox"/> | 034 Lead & Tin | E | 100 | | <input type="checkbox"/> | E100 Crisis on Infinite Earths : Supergirl | |
|  | <input type="checkbox"/> | 035 Uncle Sam | U | 140 | | | | |
|  | <input type="checkbox"/> | 036 The Chief | R | 63 | | | | |
|  | <input type="checkbox"/> | 037 Kyle Rainer | V | 182 | | <input type="checkbox"/> | F001 Monster Society of Evil | 0 |
|  | <input type="checkbox"/> | 038 Wonder Girl | V | 94 | | <input type="checkbox"/> | F002 Cannonball | 4 |
|  | <input type="checkbox"/> | 039 Harbinger | R | 50 | | <input type="checkbox"/> | F003 Opportunist | 10 |
|  | <input type="checkbox"/> | 040 Forerunner | E | 73 | | <input type="checkbox"/> | F004 Sidestep | 10 |
| | <input type="checkbox"/> | 041 Mary Marvel | V | 149 | | <input type="checkbox"/> | F100 Giant Stride | 9 |
|  | <input type="checkbox"/> | 042 Mordru | U | 245 | | <input type="checkbox"/> | F101 Fall Back | 5 |
|  | <input type="checkbox"/> | 043 Monarch | E | 156 | | <input type="checkbox"/> | F102 Manoeuvre | 8 |
| | <input type="checkbox"/> | 044 Accomplished Perfect Physician | R | 61 | | | | |
|  | <input type="checkbox"/> | 045 Trigon | U | 263 | | | | |
|  | <input type="checkbox"/> | 046 Star Sapphire | V | 119 | | <input type="checkbox"/> | S001 Trapped Dumpster | |
|  | <input type="checkbox"/> | 047 Tempest | V | 116 | | <input type="checkbox"/> | S002 Mass-Absorber | |
| | <input type="checkbox"/> | 048 Darkseid | V | 210 | | <input type="checkbox"/> | S003 Opened Hydrant | |
| | <input type="checkbox"/> | 049 Will Magnus & Platinum | E | 75 | | <input type="checkbox"/> | S004 Dynamostat | |
| | <input type="checkbox"/> | 050 Captain Marvel Jr. | E | 157 | | <input type="checkbox"/> | S100 Kinetic Accelerator | |
|  | <input type="checkbox"/> | 051 King & Queen | R | 89 | | | | |
| | <input type="checkbox"/> | 052 Psycho-Pirate | V | 70 | | | | |



CRITICAL HIT MAGAZINE PRESENTS

DC HEROCLIX: CRISIS CHECKLIST

| | | | | |
|-----|--------------------------------|---|-----|---|
| 001 | Robin | R | 35 | T |
| 002 | Kid Flash | R | 45 | T |
| 003 | Wonder Girl | R | 60 | T |
| 004 | Aqualad | R | 40 | T |
| 005 | Speedy | R | 45 | T |
| 006 | Shimmer | E | 49 | |
| 007 | Jericho | E | 126 | T |
| 008 | Mercury | E | 25 | |
| 009 | Gold | E | 60 | |
| 010 | Liberty Bell | V | 84 | |
| 011 | Klarion | R | 76 | |
| 012 | Supernova | E | 122 | |
| 013 | Robin | V | 79 | |
| 014 | Batgirl | E | 70 | |
| 015 | Iron | E | 79 | |
| 016 | Ace | E | 66 | |
| 017 | Red Hood | E | 81 | |
| 018 | Red Arrow | V | 73 | |
| 019 | Batwoman | R | 40 | |
| 020 | Dr. Sivana | U | 111 | |
| 021 | Rip Hunter | U | 97 | |
| 022 | Dawnstar | E | 60 | |
| 023 | Green Lantern | V | 157 | |
| 024 | Karate Kid | E | 63 | |
| 025 | Jack & Ten | R | 60 | |
| 026 | Green Arrow | V | 104 | |
| 027 | Trickster & Pied Piper | V | 133 | |
| 028 | Deathstroke | U | 156 | |
| 029 | Nightwing | V | 79 | |
| 030 | Blue Beetle | V | 65 | |
| 031 | Mammoth | E | 118 | |
| 032 | Hawk and Dove | R | 88 | |
| 033 | Simon | E | 94 | |
| 034 | Tin & Lead | E | 100 | |
| 035 | Uncle Sam | U | 140 | |
| 036 | Chief | R | 63 | |
| 037 | Kyle Rayner | V | 282 | |
| 038 | Wonder Girl | V | 94 | |
| 039 | Harbinger | R | 50 | |
| 040 | Forerunner | E | 73 | |
| 041 | Mary Marvel | V | 149 | |
| 042 | Mordru | U | 245 | |
| 043 | Monarch | E | 156 | |
| 044 | Accomplished Perfect Physician | R | 61 | |
| 045 | Trigon | U | 263 | |
| 046 | Star Sapphire | V | 119 | |
| 047 | Tempest | V | 116 | |
| 048 | Darkseid | V | 210 | |

| | | | | |
|-----|------------------------|---|-----|--|
| 049 | Will Magnus & Platinum | E | 75 | |
| 050 | Captain Marvel, Jr. | E | 157 | |
| 051 | King & Queen | R | 89 | |
| 052 | Psycho-Pirate | V | 70 | |
| 053 | Black Adam | U | 254 | |
| 054 | Alex Luthor | U | 113 | |
| 055 | Sinestro | V | 146 | |
| 056 | Supergirl | V | 178 | |
| 057 | The Flash | U | 123 | |
| 058 | Nightwing & Starfire | E | 125 | |
| 059 | Spectre | U | 234 | |
| 060 | Monitor | V | 249 | |
| 061 | World's Finest | U | 500 | |
| 062 | Boy Wonder | E | 40 | |
| 100 | Superman | U | 317 | |
| 101 | Wally West | | | |
| 102 | Donna Troy | | | |
| 103 | Garth | | | |
| 104 | Roy Harper | | | |
| 105 | Superman | U | 238 | |

Common
Uncommon
Rare
Super Rare
Limited Edition

Buy the Brick Chase Tournament LE



Event series

Check your local Venue for details

- 2/29 - 3/6 Wk 1, 300 pt. Sealed - F100
- 3/7 - 3/13 Wk 2, 300 pt. Restricted - F101
- 3/14 - 3/20 Wk 3, 300pt. Floor:50% - F102
- 3/21 - 3/28 Wk 4, 300 pt. Restricted - S100
- 4/4 - 4/10 Wk 5, 400 pt. Floor:50% - 101
- 4/11 - 4/17 Wk 6, 400 Restricted - 102
- 4/18 - 4/24 Wk 7, 500 pt. Floor:50% - 103
- 4/25 - 5/1 Wk 8, 500 Special Restricted - 104
- 5/9 - 5/15 Wk9, 600 pt. Floor:75% - BF100
- 5/16 - 5/22 Wk 10, 600 pt. Special Restricted - 062
- 5/23 - 5/25 Wk 11, 600 pt. Restricted - ED100

Bystander Tokens

| | | |
|-----|-----------------------|----|
| B01 | Matter-Eater Lad | 11 |
| B02 | Adeline Wilson | 9 |
| B03 | Dolphin | 6 |
| B04 | Lois Lane | 5 |
| B05 | Congo Bill/Congorilla | 15 |
| B06 | Kamandi | 14 |

BFC

| | | |
|-------|---------------------|--|
| BF001 | Skyscrapers | |
| BF002 | Isolation | |
| BF003 | High Gravity | |
| BF004 | Ordinary Day | |
| BF100 | Antimatter Universe | |

Event Dials

| | | |
|------|--------------------------------------|--|
| E001 | The Judas Contract | |
| E002 | Identity Crisis | |
| E003 | Infinite Crisis | |
| E004 | 52 | |
| E005 | Dial H for Hero | |
| E006 | | |
| E100 | Crisis on Infinite Earths: Supergirl | |

FEATS

| | | |
|------|-------------------------|----|
| F001 | Monster Society of Evil | 0 |
| F002 | Cannonball | 4 |
| F003 | Opportunist | 10 |
| F004 | Sidestep | 10 |
| F100 | Giant Stride | 9 |
| F101 | Fall Back | 5 |
| F102 | Maneuver | 8 |

Special Objects

| | | |
|------|---------------------|--|
| S001 | Trapped Dumpster | |
| S002 | Mass Absorber | |
| S003 | Open Hydrant | |
| S004 | Dynamostat | |
| S100 | Kinetic Accelerator | |



CHECKLIST BY JON LOFTUS FOR CRITICAL HIT MAGAZINE