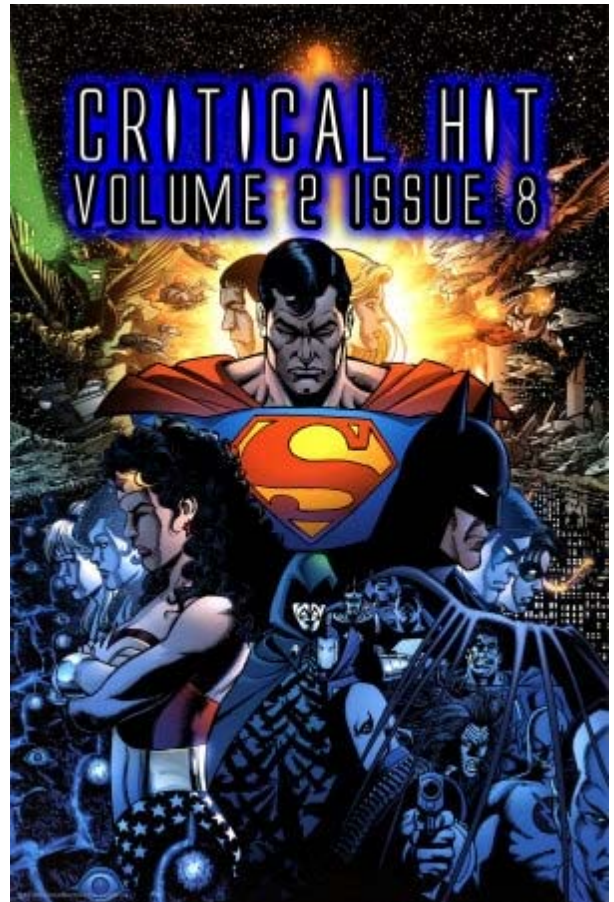


**Volume 2  
Issue 8**

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**LETTER FROM THE EDITOR**

Welcome back to another edition of Critical Hit dedicated to bringing you the best in gaming and gaming reviews. Well a summer ahead of us and school behind us we see a potential for new gamers and an entire new game of HeroClix available to us. With all the changes in clix I too will be seeing changes as I make the move to Texas and wait for my house to finish being built, so for the next few months I will be staying it out in a hotel. Not to worry though Critical Hit will be dedicated to bringing you what we love to bring. Well with that we have the biggest event in HeroClix with Wizard World East in Philadelphia. Critical Hit and HCREALMS will be showing up in a big way with an HCREALMS member appreciation dinner and the ever popular HCREALMS GRANDE BATTLE INVITATIONAL (there your invited now come!). This great event usually is the big one where you can meet the Wizkids staff as well. A big kudos goes to Becky Wilson and Jake Thesis for stepping up and including Critical Hit in the big events. It is greatly appreciated, and also a big shout to Brett White at Wizard for coming through big for Critical Hit and making sure we will be there. Waiting to meet you at Philly!

Good day and Good Gaming!

Bill Rock (rock810)

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THE LE GAMES

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# SECRET INVASION SNEAK PEAK ATTUMA AND RETURN OF THE GENERIC

By Bill Rock



In July the INVASION begins in HeroClix and not every invasion comes from above. Sometimes our worse enemies come from below our feet or below the tepid waters.

The archenemy of Namor the Submariner and future despot ruler of the Atlantean race Attuma is a constant reminder to all of the Marvel Super Heroes that sometimes the villains they really have to worry about are the ones closest to home. Attuma has been a boon to the Fantastic Four, Avengers and even Spider-man. He has more than once taken over the fabled city of Atlantis with his Atlantean Barbarians and kidnapped Namor's wife only to be foiled again and again.

		Keywords: Atlantis, Brute, Warrior							
<b>Veteran</b>									
<b>ATTUMA</b>	<b>028</b>	<b>PV=90</b>			Team: None				
<b>Speed (Dolphin)</b>	<b>8</b>	<b>6</b>	<b>6</b>	<b>7</b>	<b>6</b>	<b>6</b>	<b>5</b>	<b>5</b>	
Attack 0 (1)	<b>10</b>	<b>10</b>	<b>10</b>	<b>9</b>	<b>8</b>	<b>8</b>	<b>8</b>	<b>8</b>	
Defense	<b>17</b>	<b>17</b>	<b>17</b>	<b>17</b>	<b>16</b>	<b>15</b>	<b>15</b>	<b>15</b>	
Damage	<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	

In HeroClix Attuma is the true representation of a warrior and a ruler. His dial is pure close combat with his opening three clicks of 10 attack and three clicks of charge. His attack Special ability:

**Tidal Wave:** Attuma can use Quake and Super Strength. If Attuma uses Quake while occupying water terrain, compare the attack total to adjacent opposing characters normally and to all opposing characters adjacent (but not occupying) the area of water terrain occupied by Attuma. Characters adjacent to the water terrain are knocked back from Attuma in a direction of Attuma's choice away from him.

Attuma can make good use of the Super Strength or he can Quake those near him and knock everyone on the water's edge off the shoreline. His later Blades Claws Fangs means that Attuma has potential to do some big damage, that is if you don't want to just stick with his near full dial of 3 damage, meaning damage reducers mean little to Attuma.

As the game continues to evolve so does the addition to the figures with the dolphin symbol. Attuma makes good use defensively late dial as he is:

**Waveborn:** When Attuma occupies water terrain, he can use close combat reflexes and toughness. When Attuma does not occupy water terrain, he can use toughness.

Most likely by late dial Attuma is going to be in close combat, so a consistent 17 defense makes Attuma a dangerous late dial attacker. Granted by the time Attuma is Waveborn you have to get past his natural INVULNERABILITY and TOUGHNESS.

Though the thing that makes Attuma really special is when he is leading his hordes of Atlantean Warrior's since he is an:

**Undersea Conqueror:** Attuma can use leadership. He can use it normal, or on a result of 4-6 you can add two actions to your total for the turn but both of these actions can be given only to friendly characters that possess the Atlantis keyword.



While you might be thinking in a 300-point game how many figures are there really with the Atlantis keyword can you fit onto a team? Well that brings us to the next sneak peak and the **RETURN OF THE GENERIC** with the **ATLANTEAN WARRIOR**.

Rank	Keywords: Atlantis, Soldier, Warrior				
	007	PV= 35			Team: None
<b>Speed (Dolphin)</b>	8	6	6	6	0
Attack 0 (1)	8	8	8	7	0
Defense	16	15	15	15	0
Damage	2	2	2	2	0

For nearly 4 sets we have heard the fans shout for more low cost generic figures and with figures like Attuma who were truly effective with their hordes of followers.

The Atlantean Warrior is a nicely packaged 35 point close combat piece. While he is not going to be taking out Galactus on his own the Atlantean Warrior will be a nice tie up close combat piece. If you can get him into the water he can make use of charge and stealth with his:

**Aquatic Invader:** When Atlantean Warrior occupies water terrain he can use Charge and Stealth. When he occupies water terrain at the beginning of the turn, modify his speed value by +2 until the end of the turn.





If he can't get to you in the water on the land he can get you with his two clicks of Close Combat Expert. While the Atlantean Warrior is capable of holding his own he is going to need some help from characters like the JLA Aquaman who can perplex him or use Kang the Conqueror with Brilliant Tactician.

Be aware while using either Attuma or his warriors that they are close combat figures. They are going to rely on the Battlefield Conditions to really help you out. BFC's like Deep Shadows and Shrunk may be your best friend. However, the one you might want to bring with will of course be ATLANTIS RISING!

Look to the waters, look to the sky or look right next to you as the Invasion begins.



**ATLANTEAN WARRIOR™**  
Atlantis, Soldier, Warrior

**Aquatic Invader** When Atlantean Warrior occupies water terrain, he can use Charge and Stealth. When he occupies water terrain at the beginning of the turn, modify his speed value by +2 until the end of the turn.

**UNDERWATER ADAPTATION** (Toughness)

**BONESWORD** (Close Combat Expert)

POINT VALUE: 35

**MARVEL HEROCLIX**



007



**REAL NAME:** (Various)  
**FIRST APPEARANCE:** *Motion Picture Funnies Weekly* #1 / *Marvel Comics* #1 (1939)  
**BACKGROUND:** Many millennia ago a tragedy known as the Great Cataclysm sank the continent of Atlantis beneath the waves. The ruins of Atlantis were settled by *homo mermanus*, an offshoot of the human race with gills that allowed them to breathe underwater. Though the ocean kept Atlanteans and humans safely separated for thousands of years, the modern era has seen relations between the races become occasionally hostile, with Atlantean warriors always answering the call to gather their weapons and go to war against the "surface dwellers."

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# SECRET INVASION FEATS

## By William Rock

As the game continues to change and evolve feats have become an everyday source of pleasure and frustration with building teams. Now with the release of Fantastic Four the feat restriction in tournament play is now at 10% your build total. This makes picking your feats more difficult and the ones you pick had better be useful.

Secret Invasion as a set has many twist and turns. It takes some old dynamics and puts them on their head to make something completely different. The feats in this set are designed to frustrate your opponents and really supplement all of the figures on your team. Secret Invasion introduces us to some cost effective and efficient feats.

### SPOTTER F001

The game as a whole has become a ranged based game. When team building most of us scramble for at least one figure that has a 10 or 12 range so that we can have some ground cover as our close combat pieces make their way in for the kill. SPOTTER takes the place of those many cheap HYDRA and PD pieces we had in the past. No longer can we use a Hand Ninja or Easy Company Soldier to make our attack values go up. Spotter is a cheap way to give effective characters a bigger boost and ensure that they are going to hit. However, be sure to bring supplemental figures that combo stealth and ranged combat expert when using this feat. Figures such as Winter Soldier, Merlyn, Shield Sniper Experienced, Crisis Green Arrow and Experienced CD Speedy will be figures that will make the most out of this card as they can be more

## SPOTTER

**Prerequisites:** Ranged Combat Expert

Choose a character.

When another friendly character makes a ranged combat attack against a target opposing figure, modify the friendly character's attack value by +1 if this character has a clear line of fire to the target and the target is within this character's range.



than just a spotter themselves and have the range to see most anyone on the playing field.

### INFILTRATE F002

This is the first feat ever that has a base cost of 2 points. This feat is a cheap way to give some stealth pieces and shape change pieces easy access to your opponent. Look to combo this card with figures that have Charge and Shape Change to get the most out of it. The initial thought on this card does seem to be Clayface, Basil Karlo and Ultimate Clayface LE as all three are front loaded Charge and Shape Change while bringing to the table some big damage. However, these figures will soon see retirement, but figures like Warskrull, Batgirl and Animal Man Experienced will make excellent use of this feat on their way to conquering the opposition. In the end

## INFILTRATE

**Prerequisites:** Stealth or Shape Change

Choose a character.

This character can ignore other characters for movement purposes, but it must end its movement adjacent to an opposing character.



most of us bring a stealth or shape change figure with us to the table when building. At only a cost of 2 points this feat should fit into most any team out there.

### VENDETTA F003

We see the return of one of the most used feats in the game prior to the release of AVENGERS and the discontinuation of the archenemy base. We are now at a point in the game where this 6 point feat can be a true game turner. As the game is really about your KO points the ability to score double points on your opponent is huge. If you take out a 200-317 point figure you have almost guaranteed yourself a win in the tournament as long as you can stay undefeated. The trick with this card is to keep it on someone cheap like Winter

## VENDETTA

**Prerequisites:**  and  and 

Choose a character.

At the beginning of your first turn, choose an opposing character with a point value greater than this character. Modify the attack value of this character by +1 when it is making a close or ranged combat attack against the chosen character.

If this character defeats the chosen character, you score additional victory points equal to half the chosen character's point value. If the chosen character defeats this character, the chosen character's controller scores additional victory points equal to half this character's point value.



Soldier, Lester LE, or JLA Green Arrow to get the most effect out of it.

### LONER F004

In a game that has become reliant on keywords and THEME teams many of the figures that have no keywords are left out in the rain as they have no benefits to being played beyond what they bring to the table. Loner allows figures that have no keywords or that may share only one keyword to get a nice defensive boost when playing on the battlefield. Figures like Shadow Demon, Lambda Zero LE, Living Laser, Ghost Rider 2099, and Dark Knight Detective (Convention 2008) will enjoy the boost to their already substantial defenses. Bring to the table that all of those figures can hold their own in tournament play without this 5



## LONER

**Prerequisites:** Point value of 100 points or less.

Choose a character.

If no other friendly character on the battlefield shares any of this character's keywords (or this character has no keywords), modify this character's defense value by +1 when this character has a clear line of fire to an opposing character 6 or fewer squares away.

Only one character on a force can be assigned this feat.



point feat you have a nice and dangerous combination on your team.

## CAMOUFLAGE F005

Another reprint of a great card, Camouflage used to be teamed up with the Enchantress from Legacy and cause all kinds of Chaos. As this card is soon to see retirement it's re-release will allow figures like Cyborg Superman, Iron Lad, and the Unique Purple Man to see more game play as they stand next to a wall and snipe at your opponent. Most figures with Shape Change already were dangerous pieces. Once you give them some Pseudo-Stealth they become that much more dangerous. With the new rules allowing special powers to equip feats figures like Proteus and Apocalypse just got that much more dangerous.

## CAMOUFLAGE

**Prerequisites:** Shape Change

Choose a character.

When the character is adjacent to a wall or blocking terrain, any line of fire for a ranged combat attack drawn to the character is blocked.





## ALIAS F006

In a game that is all about avoiding your opponents attacks the ability to give yourself even a 33% chance that your opponent can miss you can be huge. Alias allows a nice cheap way to give you that chance and battle it out with your opponent. Granted it is only a one shot card that does not guarantee a miss, but unlike cards like Protected there are no drawbacks to using this card. Most of us when team building have 3 points open on the team, the ability to give a figure with a high defense shape change even for one turn can be a true game turner.



## ALIAS

Prerequisites:  and 

Choose a character.

(Optional) This character can use Shape Change, if it cannot already.

After this feat is used, remove it from the game.



3  
COST

  
F006

## HEALING FACTOR

Prerequisites: Regeneration

Choose a character.

When this character uses Regeneration, it doesn't count toward your available actions for the turn.



6  
COST

  
F101

## DISASSEMBLE

Prerequisites: Force Blast or Energy Explosion or Exploit Weakness

Choose a character.

When this character is given an action and begins or ends the action adjacent to or in the same square as a target special object or standard heavy object, you may remove the target object from the game and replace it with a standard light object from outside the game.



3  
COST

  
F102

### HEALING FACTOR F101

Back when feats were first presented to us we were given the oft-used Automatic Regeneration. Since that cards retirement many fans have been calling for it's reprint. However, this is not that card. Healing Factor allows for your figures with Regeneration to take the action for Regen without having it count towards your total allotment of actions. While this does not give you a free regeneration it is similar to JLA or Brotherhood as you don't have to worry about what you have to do next with those few remaining actions.

### DISASSEMBLE F102

In a game where adding a little bit of extra heft through objects or trying to turn the tide with Special Objects has become an everyday occurrence the ability to get rid of

## IMPROVISE

**Prerequisites:** Close Combat Expert or Perplex or Ranged Combat Expert

Choose a character.

Once per round, when one of the character's combat values would be modified such that the modified value is higher than the unmodified value, you can ignore the modifier and put an Improve token on this card, if there are fewer than three tokens on this card.

If there are three tokens on this card when the character makes an unsuccessful attack roll where the result of the roll is doubles, you can remove all tokens from this card and automatically hit the target of the attack (though this is not a critical hit.)

**7**  
COST Remove all tokens from this card when the character makes a critical hit.



## INVIGORATE

**Prerequisites:** Support

Choose a character.

When the character uses Support, remove one action token from adjacent friendly characters (maximum three total tokens removed.) Characters that have action tokens removed from them can't be given non-free actions the same turn this feat is used.



these objects has become important. While many people make use of the Structural Integrity Field and the Laser Turret some us don't want to see those objects on the field for very long. Disassemble is a nice way to get rid of all the Heavy objects and the Special Objects that may do us harm or annoy us later in the game. Figures like Shadow Demon, Mantis or Lightning Ladd that see there way onto some teams will enjoy the little boost to take out anything that could harm them or their friends.

### IMPROVISE F103

Often times at the end of the round you realize you haven't used your perplex or you brought the HYDRA figure and seem frustrated with it's use. IMPROVISE allows you to make use of "wasted" modifiers and

save them for later. While this does not up your ability to hit it allows you a guaranteed hit as long as you roll doubles. I know a long shot here on the chance you roll doubles, but think of all the double 2's and double 3's you have rolled in a game and missed. Improve allows you a guaranteed hit on the basis that you rolled doubles and missed. Nice trade off, but a little expensive at 7 points.

### INVIGORATE F104

Every set has a must have Feat card that every player wants and desires to add to their cache of cardboard. In Secret Invasion INVIGORATE is that card. This card allows for your character with Support to take on a much more important roll on the team beyond being the character that brings you back to life. The ability to remove a

token is huge especially if you are using protected or warbound. Figures like The Chief, Doctor Mid-nite, and Wiccan who would see their way onto most teams anyways will turn out to be the most dangerous figures on the board as they are allowing their friends to attack every single round. In order to get the most out of this card look to use Support at the END of your turn and take all the actions away.

SECRET INVASION as an expansion that excites and thrills all players new and old.

We already envision all the twists and turns that could come as WizKids works directly with Marvel and gives us a new and innovative set. Often times it is the feat cards and other additional cardboard, which can make or break a sets use. If there is only one card that is useful fans will be upset as it is hard to collect, or if the useful ones are too expensive they may be unusable in the current restriction. Lucky for us Secret Invasion gives us very cost effective and efficient cards that should see their way onto most teams.

## CLIX WISH: DALEK! BY THE LE



**Exterminate!** : Dalek's damage is penetrating, Dalek can use Ranged Combat Expert, Energy Explosion, and Incapacitate. Dalek's damage becomes 0 against characters named "Doctor" or "K-9".





# WINNING WITH THE ANTI-MONITOR


## BY WILLIAM ROCK

Nearly 20 years ago DC comics created the Anti-Monitor and sealed the fate of many Super-Heroes and Super Villains alike. The Anti-Monitor destroyed multiple realities and was the doom of some of our favorites in the DCU. In a few days WizKids will release the Anti-Monitor into the HeroClix universe. This comes just in time for the final CRISIS events and may seal the fate for many a HeroClix player.

### OVERVIEW

Much like the other Colossal figures in the WizKids universe the Anti-Monitor is a destructive and powerful force. He is very mobile with a 10 move with PHASING which allows him to go anyplace on the map. He will not be restricted to where he can walk and where he can fit as he can make his way to anyplace on the map that his base fits. His rather significantly high attack value (12 attack to start with that never goes below a 9) will allow the Anti-

Monitor to hit nearly any defense value and with **ALL THE POWER AT MY COMMAND SHALL BE USED TO DESTROY YOU!** The Anti-Monitor can either see through the hardiest defense with Psychic Blast or knock away all the figures basing him and deal full damage as he knocks them back. The Anti-Monitor's large defense (18) will protect him and since he has INVULNERABILITY he will always be protected in some manner. Make use of the fact that none of your powers may be outwitted and that you can push every single round with out any worry. Once your opponent gets inside the 12 range of the Anti-Monitor their fate may be sealed. If that does not do them in the Anti-Monitor's **I WILL NOT DIE UNTIL YOU DIE WITH ME!** will keep him in the game for a long time as he heals at the end of every turn that he does not KO an opponent.

★★★★★	12 ⚡	Quintessence	1000 Points																								
<b>Keywords:</b> Ruler																											
 <p>Sculptor Painter</p>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
	✋	12	11	11	10	10	10	10	10	10	9	9	9	9	8	8	8	7	7	6	6	6	16	16	16	KO	KO
	✊	14	14	13	13	13	12	12	12	11	11	10	10	10	9	9	9	9	10	10	11	12	12	13	13	KO	KO
	🛡️	19	19	18	18	18	18	18	18	17	17	17	17	17	16	18	18	17	17	17	16	16	16	15	15	KO	KO
	👣	6	5	5	5	4	4	4	4	4	4	4	3	3	4	4	4	4	4	4	5	5	5	6	6	KO	KO
<b>Special Powers</b>																											
<p>★ The Anti-Monitor can use the Multiattack ability.</p>																											
<p>✊ <b>ALL THE POWER AT MY COMMAND SHALL BE USED TO DESTROY YOU!:</b> The Anti-Monitor can use Psychic Blast and Quake; when he uses Quake, do not replace his damage value.</p>																											
<p>👤 <b>I WILL NOT DIE UNTIL YOU DIE WITH ME!:</b> Once per turn, the Anti-Monitor can use Exploit Weakness. At the end of the round, if no character opposing the Anti-Monitor was defeated or eliminated, roll 2d6 and subtract the Anti-Monitor's unmodified damage value, minimum result 1. Heal the Anti-Monitor of damage equal to the result.</p>																											

## PICK YOUR SPOT

While HeroClix is a game that for the most part relies heavily on dice rolls, it is also a game about strategic positioning. The Anti-Monitor is a Colossal figure which in the long run makes him a Colossal target for any figure with a large range. However, with a 12 range your opponent is going to do their best to stay out of range and to jump into a large target. It will be then that your opponent takes a realization of how long the dial of the Anti-Monitor actually is. The entire point of this is you want to centralize the Anti-Monitor with a cone of blocking terrain (whether outdoor or indoor does not matter). Make use of the Time-Zones if you can especially the Canyon. The key to positioning with the Anti-Monitor is going to be keeping your flanks protected so that you can be protected from all sides. You must limit the space your opponent has to target you at all costs. The map that the Anti-Monitor comes with is actually ideal for this type of positioning. Try and limit the amount of hindering terrain you give your opponent as well. The Anti-Monitor can not see through stealth, so while you want blocking terrain to protect you hindering terrain can become your enemy quickly.

## CHOOSE YOUR TARGETS

From the time the tournament starts to the last action taken it is always hard to tell what target you should face when facing multiple targets. While the initial obvious to take out key figures such as Earth-2 Superman and Worlds Finest is an obvious strategy it might not be the correct one. Often the figures that cause the most problems are the back up figures that may have probability or perplex which give the

heavy hitters the extra strength they need to win the day. Still, pick your spots on this one. Even Earth-2 Superman is going to eventually get within range of the Anti-Monitor whether he hits or not. If the big figures get to close let them know who you are and what you are capable of doing. Though in the end remember the Anti-Monitor is a colossal with two targets and it would be a smart idea to make use of those multiple targets whenever possible.

## CONTROL THE CONDITIONS OF THE BATTLEFIELD

The Anti-Monitor as a single force is going to have problems as he is not a keyworded theme team and most likely will be facing more than one theme team at the 600 point level. Since he is at this disadvantage Battlefield Conditions are going to be very important to the person wielding the Anti-Monitor. There are specific BFC's that are going to be beneficial to the Anti-Monitor as you take on the opposition. The biggest advantage a theme team has is the THEME TEAM IGNORE, since the Anti-Monitor can't ignore a theme team be sure to pack an ORDINARY DAY to make sure that it is not an ordinary day of any sort. With most teams you face your opponent is going to depend on figures that modify attack values and damage values as they come after their colossal opponent. COMMUNICATION BREAKDOWN will allow you to prevent your opponent using object or being perplexed to high. Besides modifiers the most inconvenient thing to face in a game are the feats that can be turning points in a game. Taking the BFC DE-FEATED will give you the possibility that they will not be a turning point at all. Other BFC's of significance will be SHRUNK (this will turn the game into a close-combat fest) or CRITICAL STRIKE (dealing 6 damage on a critical hit is never a bad thing). Choosing

your BFC in this game has become almost as important as the team you pick. Take some time to think about what the opposition may be playing and what their play style is like, this will assist in what you choose to bring to the board.

Most likely you are going to play the Anti-Monitor in a 600 point play environment. Because of this you are most likely going to face much larger teams than you would normally face. The biggest thing to do is to

pay close attention to what your opponent has decided to play and what combinations of figures they think is going to win them the day. In the end the Anti-Monitor should be able to outmuscle most teams as long as you play intelligently and make use of the resources available to you. Though the most fun you will when playing the Anti-Monitor will be turning on his eye and chest lights as you go to make your attacks and shout ARGH!

## CUSTOM CLIX

**Domino™**

*the custom in different angles*



*Myke dela Paz*





The second annual New York Comic Con, the upstart spring geek migration that genuflects to the mother of all comic book cons, San Diego, enticed even his Holiness the Pope to come to the Big Apple. All of the major players in the comic industry were present: Marvel, DC, Manga and even the young Independents were present to wow even the geekiest of the comic genre.



The Con opened with a entrance line a mile long and packed with spandex, but I was prepared this year and applied for my educators pass in advanced and walked in the side door.

Spandex highlights: White Queen and the Dark Phoenix, nice.

Spandex disappointments: Nightwing – got his knee caps continually bashed by some ninja dude in a suit. Came to a point where Nightwing was hopping around on one leg holding his knee and crying like a baby, pathetic

After taking in the morning panels I met with Iron Man 49 for the First Annual HCRealms, New York Comic Con: Comic Brawl I. Rules: 500 point unrestricted, not After taking in the morning

panels I met with Iron Man 49 for the First Annual Hero Brawl I. Rules: 500 point unrestricted, not more than one theme and have a good time. (Disclaimer: the teams are not the feats; most everyone had a lovely protected or two – don't.)

The winner won a trophy – rookie shield trooper and supplied by Iron Man 49. Six heroclix players registered for battle royals of three players each. Winner determined



**Battle Royal I consisted of:**

Player: Honduras Al  
Theme: Teen Titans

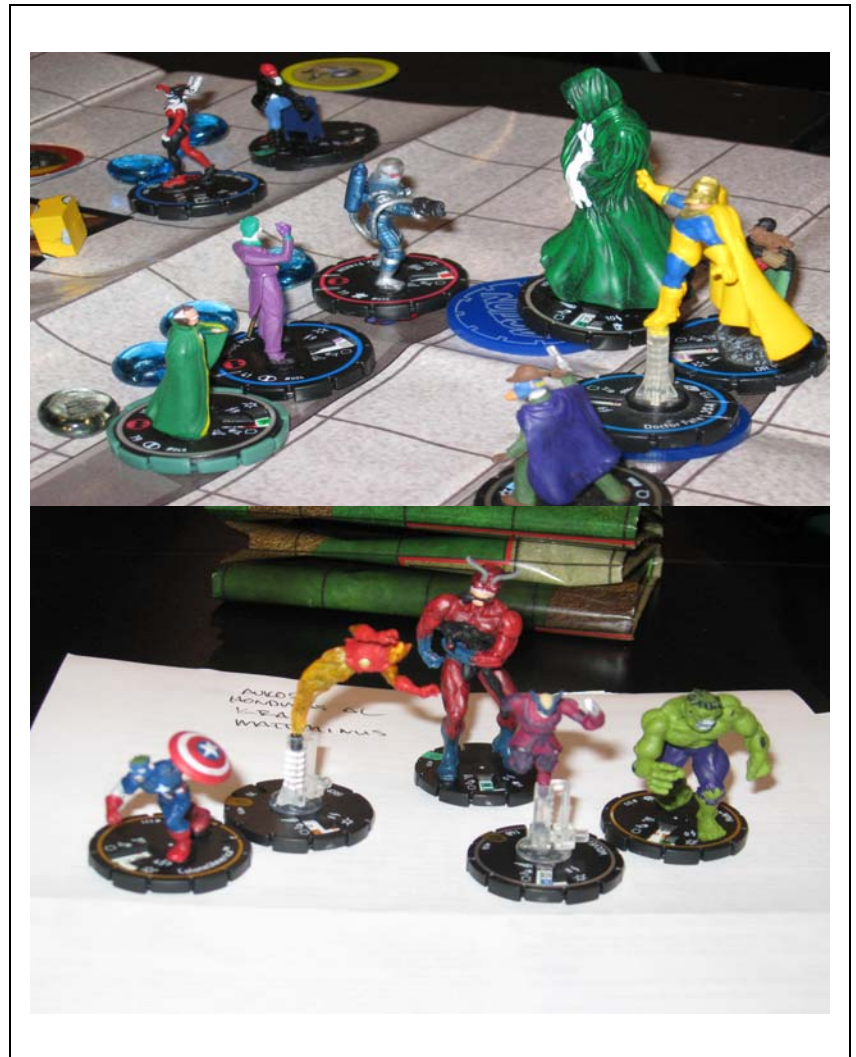
Nightwing and Starfire  
Jason Todd  
Speedy  
Kid Flash  
Wonder Girl  
Hawk and Dove  
V- Raven

Player: KRAD  
Theme: Skrulls

Super Skrull  
Warskrull  
Skrull infiltrator x2  
Skrull Warrior x3  
Skrull General

Player: 4P Depends  
Theme: Suck

rookie blob  
rookie haweye (ff)  
rookie skrull  
rookie boomerang  
rookie blakcat  
iron, ace (crisis)  
charcoal  
rookie thug  
rookie manthing



**Battle Royal II**

Player AUKOS  
Theme: Zombies

- z- wolverine (mm) shellhead
- z- giantman (mm)protected
- z- hulk (sn)lucky break
- z- captain america (sn)
- z- ironman (mm)

Player: MattMinus  
Theme: JSA

- Spectre
- Batman (golden age)
- Sandman
- Dr. Fate – e
- Dr. Midnight – e

Player: Ironman49 (NYCC event sponsor)  
Theme: Bat Enemy

- Joker (starter)
- Blockbuster – v
- Freeze – v
- Mento
- Manbat (starter)
- Harley Quinn (starter)
- Ra's al-Ghul (icon) lazpit

*Unique Sandman*

**JSA** COST: 59 RANGE: 6 ⚡ DC ORIGIN

	1	2	3	4	5	6	7	8	9	10	11	12
SPD.	7	7	6	6	5	5	5	KO	KO	KO	KO	KO
ATT.	9	10	9	8	8	7	7	KO	KO	KO	KO	KO
DEF.	17	17	16	16	15	15	15	KO	KO	KO	KO	KO
DAM.	2	2	2	2	1	1	1	KO	KO	KO	KO	KO



**Battle Royal I**

Summary

Skrulls ruled the game. Team Teen Titans had no “T” or any other letter in the word team. They could not make a team attack or any other roll to save there young clix life. And, when they did the skrull made their avoidance roll. It was an ugly day to be a Titan, first team out of the tourney. Team Suck (look at his team for the theme) surprisingly held their own. Poison is an antidote to shape change, but - eventually team Suck lived up to its’ name.

Winner – Skrulls



### Battle Royal II Summary

It's hard to be a giant and even worse to be the undead. Batman Enemy and team JSA came out swinging. Crazy Joker sent his minions into the JSA fray on the first round. Spectre responded and missed. Meanwhile, the zombies crept forward. Team JSA and Joker kept battling and the zombies crept forward. Mr. Freeze went down first to the JSA and the zombies crept forward. JSA and the Joker's minions cleared and the zombies crept forward. Protecteds were burned by team JSA and Batman Enemy and FINALLY z-wolverine smacked Spectre. Manbat swooped in and applied the killing/winning blow. Moral of the story – zombies are too slow.

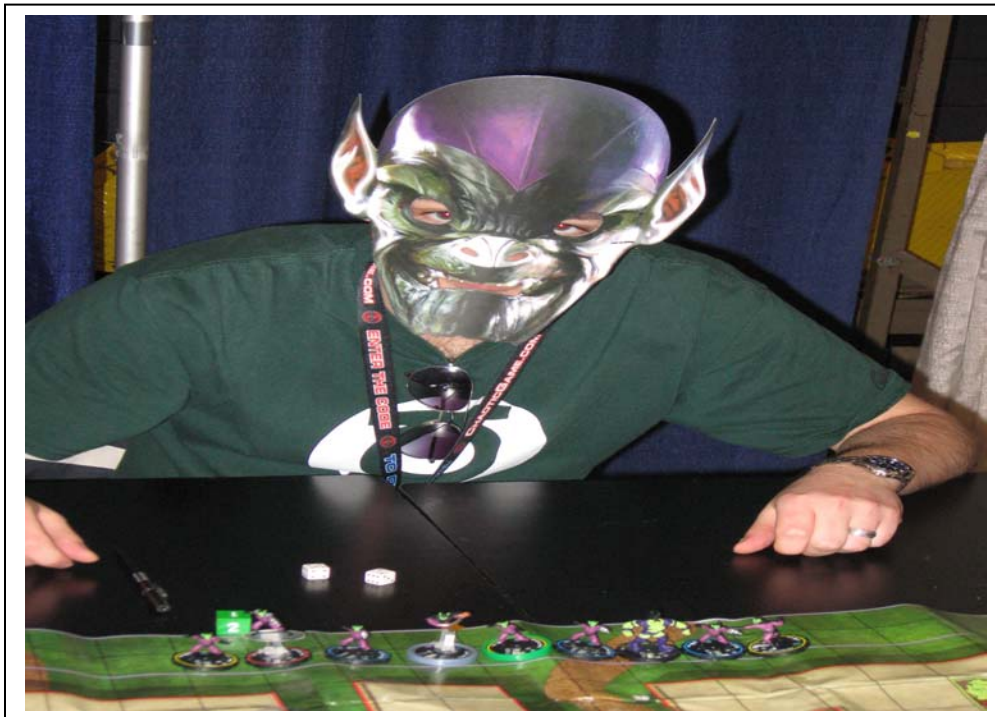
Winner – Batman Enemy

### Final round

Batman Enemy vs. Skrulls. Didn't see much of the game; bathrooms were far from the gaming area and there was beer to drink. However, the turning point of the game was when Ra's fell into his Lazarus Pit and came back at full health to wreak havoc upon the skrulls. However, in the end it was a skrull warrior and the skrull general that provided to be too much shape change for Batman's nemesis to overcome and the skrulls won the day.

Winner of the First Annual HCR realms New York Comic Con: Comic Brawl I:

KRAD and his army of SKRULLS!



## WWE OR BUST GAMING AND SHOPPING AT Wizard World East

Well Wizard World East is soon upon us and the gaming hall tends to be packed and the exhibition hall is a daunting task indeed. For many of us WWE is a return to a place of friends and gaming while for others it is a brand new experience that will be remembered for years. So, for you a little advice and an idea of what is going to be at WWE.

1) **BRING CASH:** Many of us live off our Debit and Credit Cards and a place like WWE is a place that can be very expensive if you are not paying attention to what you are doing. Give yourself an allowance of what you want to bring and what you expect to spend. Remember Battle Royals are usually 5-7 dollars and then you have to add in food. Most years I bring 80-100 dollars with me for spending money and have a list of things I would like to buy and also what I figure I might eat and drink.

2) **HYDRATION:** One thing many gamers forget to do is drink enough water while they game. It is not going to be a cool day out and while the halls are air-conditioned 6-8 hours and only a drinking fountain sip is a nice way to make yourself sick or put yourself in the hospital. The smartest thing to do is bring a water bottle with you and fill it up throughout the day. Honestly water out of the tap is no different than the one you pay 1-5 dollars for. Also, stay away from soda's or any drinks that are high in sodium.

3) **GO IN WITH A PLAN:** WWE has an unbelievable amount of games going on throughout the day and tons of clixing to be had by all. The problem is that many of us want to play games that are going on at the same time. Make a list of the things you want to do and how much you want to visit the Exhibitors hall. It will make it easy on you and allow you to have the most fun throughout the day. You have to decide what kind of gamer are you. Do you want to hardcore clix and go for the top 32 or do you want to Battle Royal all day and challenge yourselves against 7 other players. The number one thing is remember you are there to have fun, no point in going if you don't have fun.



#### 4) THE SCHEDULE

##### **FRIDAY: MARCH 30<sup>th</sup>, 2008**

Battle Royals all day long

1:00 PM HeroClix North American Championship Qualifier 2 booster Sealed 300 points

2:00 PM 3 Booster Sealed, 500 Points Battle for the Sinestro Corps Anti-Monitor

7:00 PM HCRéalms **Member Appreciation Night**

Announcing HCRéalms Member Appreciation Night!

For several years, Wizard World East (Philadelphia) has been a convention with a large HCRéalms representation. This year we're doing a little more to show *our* appreciation for our members, and to make sure the con is as much about meeting up with friends as it is about clix and comics!

For this gathering, HCRéalms has arranged with the Field House Restaurant for our own semi-private area, drink specials, and Free Food!

Everyone is welcome! The get together (and drink specials) starts at 7, with snacks coming out around 8.

##### **SATURDAY MARCH 31<sup>st</sup>, 2008**

BATTLE ROYALS ALL DAY

10:00 AM **HeroClix** North American Championship Qualifier 2 booster Sealed 300 pts

1:00 PM Battle for the SINESTRO CORPS ANTI-MONITOR 3-Booster Sealed, 500 pts

##### **SUNDAY JUNE 1<sup>st</sup>, 2008**

BATTLE ROYALS ALL DAY

11:30am **HeroClix** North American Championship Qualifier Final 300 point Constructed

12:00 pm Event Dials! Restricted, 300 points + 200 points reinforcements\*

\*Reinforcements can be drawn only from the Restricted environment, and none can be greater than 40 points.

12:00 pm HCREALMS GRANDE BATTLE INVITATIONAL 200 points plus booster



THE RULES

HCREALMS GRAND BATTLE INVITATIONAL

200 Points unrestricted army PLUS the full contents of a booster

DATE: Sunday June 1st, 2008

TIME: 12:00 pm NOON

SCENARIO

Bring your best 200 point army and add the FULL CONTENTS of the booster to your team. Winner will be decided by last-man standing.

200 Point Unrestricted PLUS Buy a booster and add it's full contents to your team (pick a booster ANY booster)

NO Battlefield Conditions

No FEATS

NO EVENT DIALS

NO THEME TEAMS (not possible anyways with the booster)

GIANT MAP BATTLE w/ 8x8 square starting area at each corner of a map and the middles of each side. (if you would like to bring a map please feel free)

The persons to your right and left have two turns of immunity from you (they may not be the target of any attacks or abilities)

**COSMIC CONTROL RODS:** Every fourth Person will have something that will signify it is THEIR TURN. This gets passed to their immediate right upon completion of turns. After every two people are eliminated a Control Rod will be removed.

Every Fourth person from the first player goes at the same time; until the table starts to shrink with personnel. You cannot attack someone who is in the middle of an action, but may declare an attack during those players TURN. Much like comic books the action does not wait for anyone.

When Turns begin to get TOO cluttered (a player getting multiple control rods at once) the Judge or Judges can distribute them where needed. Once more people become eliminated Control Rods will be eliminated as well.

If you have a control rod and another is passed to you, that control rod skips you and goes to the next person.

**LAST PERSON STANDING-**Game ends when only one person has figures.

After 1 HOUR all maps will be given a RANDOM Battlefield condition that will last for 15 minutes.

After 1 full hour of play all END maps will begin to implode, kind of a reverse "shock the turtle"

SEE YOU AT WIZARD WORLD PHILDELPHIA!!!

## LET THE WOOKIEE WIN: A LOOK AT COMPETITIVE GAMING IN STAR WARS MINIATURES By Angie Nothdorf



Generally thought of as a casual game, Star Wars Miniatures (SWM) does have a competitive side. There are tournaments available and worldwide rankings to be earned.

First and foremost, there are local options. A game shop may run monthly tournaments or weekly league events, awarding prizes to top players. Local gaming usually conforms to whatever the local players want. Want to play a 500-point theme tournament where Rebels and Ewoks take on Stormtroopers? It's perfectly fine.

The Internet has the option of Vassal. Vassal is a downloadable program that allows for real-time SWM play against opponents anywhere in the world. Players sometimes run their own tournaments via Vassal, with a single tournament spanning days or weeks, in order to give individuals enough time to participate. To download the SWM module for Vassal, visit:  
<http://www.vassalengine.org/community/index.php>

However, for official competitive gaming and tournaments, SWM (like all Wizards of the Coast games) uses the DCI system. DCI provides for everything from floor rules to tournament reporting software. An official DCI tournament is set up by a Tournament Organizer and is listed on the Wizards website.  
<http://webapp.wizards.com/tournaments.aspx?brandid=32>

### SEALED AND CONSTRUCTED

There are two basic options for DCI tournaments: Sealed and Constructed.

A Sealed tournament means new boosters will be purchased and opened for the event. Generally, each tournament player will buy two boosters and construct a 100- or 150-point squad from the figures inside. Faction rules don't apply in Sealed tournaments, so Luke Skywalker could very easily be in the same squad as a Stormtrooper.

Sealed tournaments are often "luck of the draw" situations. A fortunate player may pull one or two powerful Rares and have the potential to sweep the tournament. However, Sealed also allows players to show their true skill. Handed a couple lousy Rares, a truly excellent player can still hold his own, if his squad building and play techniques are superior.

A Constructed tournament means players bring a pre-constructed squad to the

tournament. Depending on the type of game being played, squads usually are 100-, 150- or 200-points. Faction rules do apply to Constructed tournaments, so Han Solo can't be in the same squad as Darth Maul.

Constructed tournaments are the most competitive, as people have plenty of time to prepare in advance. Players can fine-tune their squads based on what they think their opponents will be playing. Constructed favors preparation over luck.

### SOME DIFFERENCES

As mentioned before, DCI provides some specific floor rules that don't appear in the general SWM rulebook. Squad totals, map options and Gambit are three such things that often catch new DCI player's off-guard. The DCI Floor Rules for SWM can be found here:

[http://www.wizards.com/dci/downloads/SWM\\_FLR\\_10\\_April07\\_EN.pdf](http://www.wizards.com/dci/downloads/SWM_FLR_10_April07_EN.pdf)

### SQUAD SIZE

While casual players may run 300-point squads or local game shops may run 175-



point tournaments, there are only three point totals that are currently legal in DCI. Those are: 100-, 150- and 200-point builds.

### MAPS

There are numerous maps produced by Wizards of the Coast for SWM, and even more fan-produced maps, but only some of the Wizards maps are legal for DCI play. And even their legality depends on the points being played.

In a 100- or 150-point tournament, the current legal maps are:

- Rebel Storm starter Tractor Beam Reactor Coupling
- Clone Strike starter Grand Plaza
- Revenge of the Sith starter Power Regulation Chamber
- Rebel Storm Ultimate Missions Cloud City (updated Organized Play version only)
- Rebel Storm Ultimate Missions Mos Eisley (updated Organized Play version only)
- Clone Strike Ultimate Missions Nightclub
- Clone Strike Ultimate Missions Arena Pit
- Revenge of the Sith Ultimate Missions Throne Room
- Revenge of the Sith Ultimate Missions Plateau
- Attack on Endor Commander's Office
- Attack on Endor Hall of Judgment



- Attack on Endor Rancor Pen

There are currently only three maps legal for 200-point games. They are:

- Revenge of the Sith starter Power Regulation Chamber

- Attack on Endor Rancor Pen

- Revenge of the Sith Ultimate Missions Throne Room

### GAMBIT

The most significant DCI floor rule is Gambit. Rule 622 in the DCI Floor Rules for SWM awards points for when a character is sitting in designated spaces on the center of the map at the end of a round. (It's important to note that players have named Rule 622 Gambit, but that name is not official.)

Originally conceived to counter "turtling" -- a situation where a player would kill one of his opponent's low-point figures, then lock a door and not come out for 10 rounds, thus ending the game -- Gambit allows players to gain points without making kills.

Sometimes lauded and sometimes abused by experienced DCI players, Gambit is almost always a shock to new DCI players. Thus, reading and understanding not only the basic SWM rules, but also the DCI Floor Rules prior to an event is critical to all players.

### THE TOP DOG

At GenCon 2007, the first official SWM Championship was played. A Boba Fett /R2 /Jedi Weapon Masters squad took the top spot. Squads with San Hill/Aurra Sing /Boba Fett and Han/Leia/Obi-Wan were also very competitive.

As with any collectible game where new sets are constantly introduced, the winning combination for a tournament is always in flux. Will the Vong finally be tournament-worthy? Will "Super Stealth" be king? Will the Rebels win? The only way to find out is to build a squad and play.

Even with this year's SWM events at GenCon currently in question due to GenCon's recent bankruptcy and Wizards of the Coast's reluctance to commit to the convention, plenty of players are still getting ready in hope of taking that top spot in the 2008 Star Wars Miniatures Championship.



# CREATING A CLIX COMMUNITY

## The Three Basic Steps to start a Clix Community in Your Area

The venue that I have Judged at for several years is located just a mile and a half away from the University of Notre Dame. Every year it seems that we pick up a few new players in the fall, just to see them go in the spring. Often times they leave commenting that Clix at home just isn't as good as it is on campus.

To help alleviate that burden of the happy player returning home to barren Clix landscape I offer these few helpful steps at getting a Clix Community established.

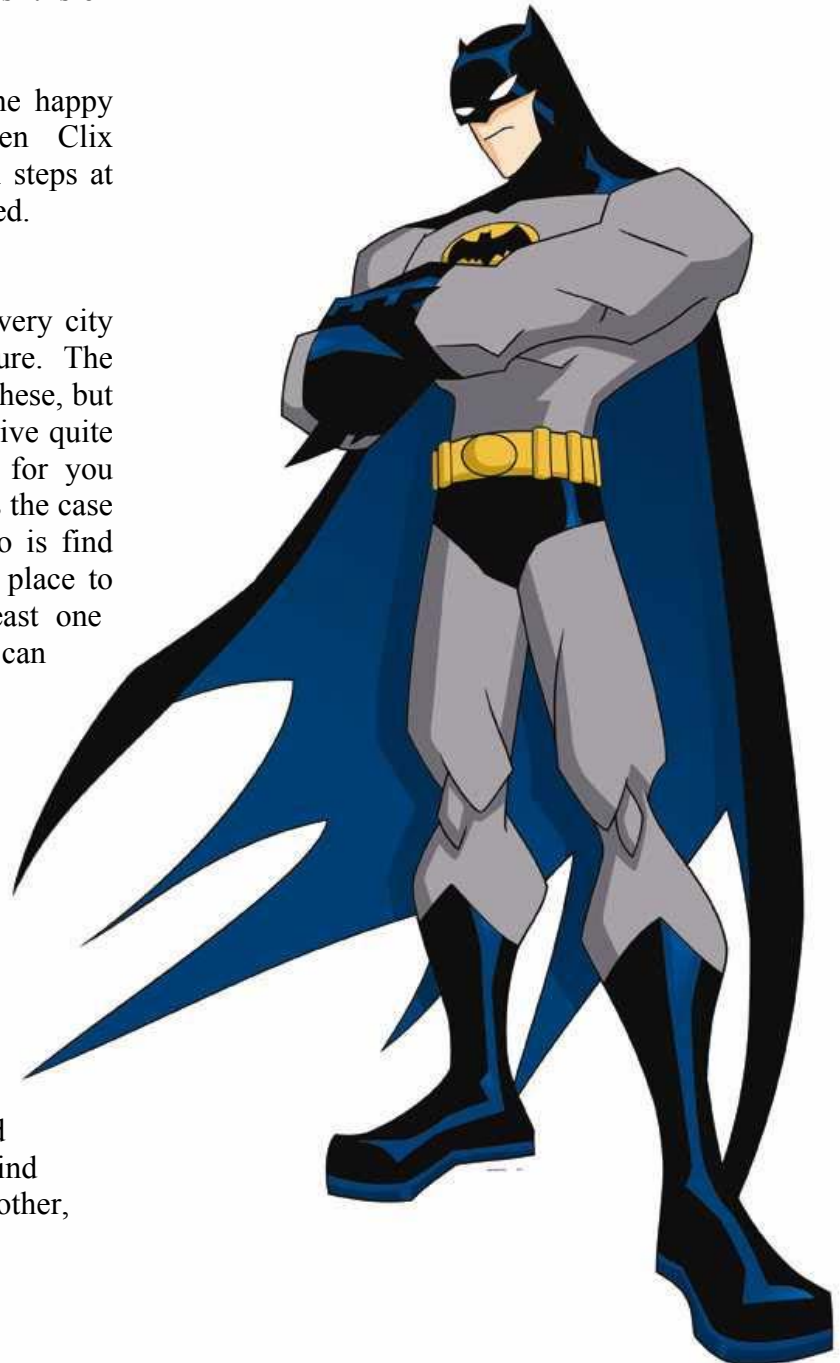
### Step 1: Getting players together

It does unfortunately go that not every city has an active gaming or comic culture. The bigger the city the easier one finds these, but in some cases you either have to drive quite a while or depend on mail-order for you comic and Clix needs. When this is the case the very first thing you need to do is find more players. Friends are a good place to start. Friends usually share at least one common interest, so maybe they can enjoy HeroClix as much as you do.

Beyond your own friends, you can post notes at your local library, or independent bookseller if they have a "community board." It also pays to turn to the internet. Social networking sites like face book and MySpace, discussion sites like HCR realms, or personals and meeting notices such as found on Craigslist and Yahoo groups are good places to find people that may not know of each other, even in a smaller town.

### Step 2: finding a place to play

Once you have some players to attend regular games, you need a place to play. If the group is close-knit group of friends, this is pretty easy. Playing at a different friend's house each game night gets you one place



for a game, and not too much wear and tear on the nerves of everyone else that lives there. But what about the next step up, when you've found 6-10 players that may or may not know each other.

A neutral place like space at a union or VFW hall, or an apartment complex community room may work. Meeting rooms at hotels can work out as well, and may be pretty affordable when split between 10 or so people. Plus, you can get the benefits of having them set up tables, chairs, and finagle coffee and some snacks out of them.

Another option may be to strike up a deal with a retailer that may or may not be able to get Clix. Independent Booksellers, music stores, video and video game resale shops; all have the potential to host a small group once ever week or so. And that could lead directly to...

### Step 3: Starting up Organized Play

If you can find a retailer who would be interested in selling Clix as well as hosting local game play, and they can obtain a Diamond or Alliance account they can register as a Wizkids Venue. Registration could be done with help of the regional Envoys that service your area. A list of these can be found at the Wizkids Message Board.

Being a Venue carries more of an obligation than just hosting games. The Venue must comply with all of the terms of operating, they have to hold the events in the prescribed manner and they are responsible for receiving and securing Prize Support for monthly tournaments.

But those obligations come with many benefits. Prize support for games, to further entice players to attend and have fun are the immediately thought of benefit. However, a huge benefit to becoming a registered Venue is that events will be listed on Wizkids Events page. This can lead to even more fans of the game finding each other.

The other half of Organized Play will be an Envoy. For HeroClix these are Judges. The Level 1 and 2 Envoy is the backbone of Wizkids' Organized Play Program. If one of the players in the group volunteers to be the Judge, he or she must realize that they will no longer be playing the game as often. They will have to be versed in the rules, able to pass periodic tests on their knowledge and willing to keep up with updates. There are rewards to be sure, but they only come with competent and faithful compliance to Wizkids Organized Play rules.

These steps, while simply put and not addressing the various complexities involved with finding places to play outside of a private residence, can be useful for individuals who are trying to grow a Clix playing community from the ground up.

### Jon Loftus

Level 3 Envoy for Northern Indiana





# Who Needs Keywords?!

## (BWAH-HA-HA-HAH)

by: Juan Miguel Santos (hcrealms id: jmz4lyf)

Welcome back to Who Needs Keywords. Theme teams just endured a major hit with the release of Crisis. No more Bizarro ignore BFCs that really made some awfully powerful combos. Sure pogs can get into theme teams now. I'm guessing that means we'll see Detective Chimp in Shadowpact teams every time now.

(noise of crickets...)

BWAH-HA-HA-HAH.

Ah.. Speaking of bwahahahas, seen that awesome Blue Beetle SP from crisis? Man, we should build a team around that! See where I'm going with this? Uh.. Never mind.

### Blue Beetle and Booster Gold

Roster:

Blue Beetle  
Booster Gold

Fire  
Ice  
Elongated Man  
Captain Marvel  
Power Girl  
Metamorpho  
Green Lantern (Guy Gardner)  
The Flash (Wally West)  
Captain Atom  
Dr Light  
Mister Miracle  
The List of Allies Simply Goes On  
and On....

Teams like these are much easier to build with a 400 or more point cap.

That being said, I think Blue Beetle and Booster Gold have a diverse enough pool of allies from both comics and clix in unrestricted, or even restricted, to build a decent 300 point restricted team around. Obviously we have our UC Blue Beetle from DC Crisis. But which Booster should we be looking at?

UC Blue Beetle 65  
R Booster Gold 48  
Subtotal = 113

We have 3 distinct versions of Booster Gold available for restricted from his REV set in DC Origin. The Vet is probably the best offensive version of Booster. That 10 range is very good although opening with charge



as opposed to running shot makes him not that good. The Exp is a really bad piece. Damage tops out at 2 with 8 range, two targets and Incapacitate on the SECOND click. The Rookie actually makes the most sense for the tandem. You want that JLA TA since Booster is probably going to lug Blue Beetle around for the majority of the game. 7 clicks for 46 points is actually a pretty decent deal considering the piece gives you Outwit via BWAH-HA-HA-HAH and flight for all 7 clicks. The duo comes in at a very light 113 points, which is barely over a third of our build total. Plenty of room for some more muscle since those 2s and 1s on the damage slots probably won't win you too many games.

UC Blue Beetle 65  
R Booster Gold 48  
Subtotal = 113

REV Hawkman 59, 90, 135  
C Crimson Fox 44  
R Shazam! 105  
REV Animal Man 46, 59, 75  
REV Mister Miracle 64, 98, 145

Those are just a handful of the different close combat figs that are readily available and are all useful in their own right. Right now I am really digging that R Hawkman from Origin. Charging for 2 damage with the potential to do 4 damage with CCE on the next turn is a great way to force the issue on your opponent. It's also good for him to carry someone around to force your opponent to make a choice between Hawkman or the grounded attacker he just brought with him. C Crimson Fox from DC Justice League with her BCF seems like a perfect fit for a pretty potent 1-2 punch as opposed to the various Animal Men. R Mister Miracle is another great utility piece that can tie up the opposition and also function as a taxi and perplexer. We all

know how great R Shazam is but maybe we can try to walk without it as a crutch.

UC Blue Beetle 65  
R Booster Gold 48  
R Hawkman 59  
C Crimson Fox 44  
R Mister Miracle 64  
Subtotal = 280

REV Fire  
REV Ice  
C Dr Light  
REV Martian Manhunter  
REV Elongated Man  
U Orion  
Green Lantern  
Flash

More options. You always want to draw out as much options as you can when you build



teams. The best Flash you could get in a supporting role for 300 pts would probably be C Kid Flash from Crisis. E Elongated Man can also be a great asset in games with his Probability Control. It basically comes down to what we actually need for the team. We already have outwit, 2 perplex makes everybody better and 3 close combat hitters will provide the firepower. 3 fliers also provide much needed mobility. If you have LE Carter Hall though from Origin, definitely try to use him instead of the R Hawkman. Let's run with the close combat version of the team.

- UC Blue Beetle 65
- R Booster Gold 48
- LE Carter Hall (Origin) 70
- C Crimson Fox 44
- R Mister Miracle 64
- Subtotal = 291

9 points left for various cardboard. I'll just go with Streak of Luck for Carter Hall and Inside Information for Blue Beetle. Deep Shadows is actually a great BFC for this

team despite the lack of stealth because of Energy Shield/Deflection. Your 2 ESD characters can potentially have 20 def anywhere in the map with Deep Shadows. Ordinary Day could potentially help out against Poor Teamwork or High Gravity. You may consider using Skyscrapers to negate high ground in certain maps but still provide ample cover as you creep slowly towards your opponent.


- UC Blue Beetle 65 + Inside Information 4
- R Booster Gold 48
- LE Carter Hall (Origin) 70 + Streak of Luck 5
- C Crimson Fox 44
- R Mister Miracle 64
- Total = 300
- BFCs: Deep Shadows, Ordinary Day, and Skyscrapers

**Strategy and Tactics:** 5 characters in a 300-point squad is a pretty well balanced team. Try to base your opponent quickly with Carter Hall, which should be carrying around Crimson Fox for your 1-2 punch up

# BLUE BEETLE

cost: 65 Range: 6 ⚡

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



**Special Powers** **DC CRISIS**

✋ **BB GUN:** Blue Beetle can use Force Blast and Incapacitate. He can also be given a power action to make a ranged combat attack targeting a single opposing character (ignoring friendly characters for line of fire purposes). If the attack succeeds the target is dealt no damage; instead, roll a d6. The target is knocked back a number of squares equal to the result -2 (minimum 1 square); the target breaks away automatically, can move through squares adjacent to opposing characters, and can be dealt knock back damage.

★ **BWAH-HA-HA-HAH!** Blue Beetle can use Perplex. When Blue Beetle is adjacent to a friendly Booster Gold, he can use Outwit.



close. Blue Beetle will naturally pair up with Booster to take advantage of BWAH-HA-HA-HAH and keep Blue Beetle in front. Carter Hall on the other hand, will want to stay in front of Crimson Fox when moving around the board to take advantage of that opening 17 DEFENSE + Energy Shield Deflection. Mister Miracle can be used to support from behind with perplex or to phase in and keep key opposing characters occupied with that crazy 18 defense +Super Senses click. Try to push Carter off that starting click when you charge in to get toughness up and to move on to your flurry clicks. Flurry and Perplex are best friends. If you can set that up, you can potentially swing with Carter Hall for 8 clicks of damage in one round by perplexing his damage to 4 on those flurry clicks.

Pack Dark Cauldron and Tombstone if you have them. Have Booster carry Tombstone along with Blue Beetle. This will raise his pathetic 15 def to a respectable 17. Don't forget about his mid-dial enhancement which Blue Beetle and Carter could potentially take advantage of.

Positioning will be easy with your high movement fliers and 2 perplex. Don't be shy on using that perplex on movement if necessary. Don't worry about pushing Booster Gold if you need to. Mister Miracle is also great bait since he's got phasing so you can dangle him in front of opposing figs anywhere in the map and he's got a great dodge. Have your opponent choose between hitting Carter or Crimson Fox when you charge in. BCF always have great damage potential. I don't see you using the ranged

knock back effect of BB-gun over incapacitate or even force blast itself, which doesn't require an attack roll.

**Tricks of the Trade:** Always check for compatible keywords to get the most out of Inside Information on Blue Beetle. Scientist is a fairly common keyword. When Booster lands in his barrier clicks, try to keep Blue Beetle in front and put barrier tokens up whenever Booster doesn't need to taxi. This can also serve to protect your outwit piece while allowing Blue Beetle to attack before you put up the barrier. Crimson Fox ends with BCF so don't think of running away when it gets hit and just keep on the offensive. Although more of a psychological trick, try to have your opponent see you are using Blue Beetle and Booster Gold before the game starts. You could have them think you built your team around those two while your main attacker is actually Carter Hall.

**Epilogue:** Did you get any ideas? Try to incorporate them into your own personal team building style. Now that keyword teams have been slightly depowered, there's even more reason to explore other team building options. Have fun with the metagames and observe what people frequently bring to your games. The element of surprise could win you games, if it doesn't then just have fun with your opponents' reactions. Playing unexpected teams keeps the game fresh.

**-Juan**

# Inside The Mox Box: Wordplay

By Steve Luzader

Well, as we all know the summer tournament season is finally upon us. That wonderful time of year where we put away the kid gloves, whip out our game faces, and carve a path of domination on the road to a championship. We have seen a couple of Wizard World championships already and have an idea of what's winning these days. It appears to me that one concurrent theme among nearly all competitive teams is the theme team, as now an incorporated staple since the Avengers set last year. You can't really deny the efficiency of this. Theme teams allow some significant advantages to the game. Although the benefits are plentiful, the bonus of the extra Probability Control rolls seems to be nearly the most pivotal. Also, we're noticing many of these theme teams are taking full advantage of the elusive Warbound feat card, which is certainly a massive advantage when you consider your biggest weapon can shake off action tokens to other figures and go all day and all night. So, in typical fashion, I always want to stay with the theme of the issue, but I wondered how I'd do that this month? I thought since keywords were the soup du jour, I spend my article this month examining a few keywords that can build some very formidable forces.

**Spy:** Probably one of the biggest theme teams I've gotten wind of is the Spy team, and when you break things down, it's no wonder why. Any team that can bat leadoff with **Winter Soldier(V)** has got to be in good shape. With his great opening stats,

solid attack values, mobility, long range and low cost, he's a great figure for any team. If you prefer more direct procedures, **Warskrull(V)** is a solid option as well. He's a little more short range than Winter Soldier, but he offers up more close combat powers like Super Strength and Blades/Claws/Fangs. Protected by a constant double barrier of Shape Change and the Skrull team ability makes him hard to hit. When you add a little Stealth and some high early defense values, he's a solid contender. The little bit of Outwit he gets through his Megamorph special ability gives him a little more utility. **Mockingbird(R)** is still legal and still a ridiculously cheap and ridiculously solid piece.

For more support options, **Nick Fury(U)** and **Agent Brand(E)** both provide valuable powers like Leadership and Outwit. While Fury has more firepower, Agent Brand is a little cheaper. **Bronze Tiger(E)** offers some of the best up front close combat power available with those great attack and defense values, Willpower, Charge and Close Combat Expert. **Iron Widow(E)** is able to carry other figures, which does seem to be a small weakness, and has oodles of firepower with various amounts of Psychic Blast and Ranged Combat Expert. She also defends herself well with Invulnerability, Mastermind and some late-dial Stealth when her attack values skyrocket again. Plus, Ultimates team ability is good for Stealth-heavy teams...like this one. You can flush out the small points with figures like

**Spymaster** or **S.H.I.E.L.D. Agent(V)** from *Sinister* and **Green Flame(R)** saw so many tournament teams it was insane, but you can't be a cheap flyer that moves for free and carries the spy keyword.

**Detective:** While this may not be top tier, the fact that this keyword contains a couple of high-level tournament figures makes this a keyword to be mindful of. The guy at the top of this list is **Batman(V)** from the *Justice League* set. Already a nuisance of tables everywhere, his solid values, team ability and Outwit makes him oh-so-useful. Oh, yeah, and there's that Out Of The Shadows special power that makes him nearly impossible to pin down. And with a 75 point price tag, it may not be surprising to see two of these on a team.

Also playing for this team is **Question(R)**, who was one of the most pivotal figures of last year's teams. He's still not to be overlooked; 40 points for easily accessible Outwit and the Batman team ability and Combat Reflexes to keep him well protected. Not great offensive values, but just enough to fight back. The *Crisis* set introduces two more very powerful characters into this mix with **Robin(V)** and **Nightwing(V)**. Robin provides more utilitarian options while Nightwing can flat-out press the offensive because of his near-undefeatable defenses. If you still need more, the *Origin* **Batman(U)** does fit this team and brings a solid, low-point figure into your mix, although devoid of a typical Batman's utility. A heavy dose of Stealth and plentiful

Outwit can be enough to frustrate your opponent heavily, but figures like this are still notoriously fragile. Thankfully, Bright Lights is not currently legal.

**Martial Artist:** Martial Artists are not about clever tricks. Their job is to get in your face and punish you. Some of the best close combat options include **Shang-Chi(E)**, **Karate Kid(E)**, and the aforementioned **Nightwing(V)** and **Bronze Tiger(E)**. **Ronin(R)** is a low point piece and does have some good damage values. **Green Arrow(V)** from the *Crisis* set plays one of the best ranged combat games out there and does add a second dimension to your offense.

**Deathstroke(U)** not only gives you a little bit of Outwit, but has some phenomenal numbers in all the departments and always seems to have the right power right when you need it. Still great role players are **Robin(V)** and **Batgirl(E)** from the *Crisis* set. Much like Detectives, with all the Batman team ability and wild cards floating around, you can your team hard to deal with since you almost always should win a close combat contest.

UNCOMMON COST: 156 RANGE: 8'

# DEATHSTROKE

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

**Special Powers**

**MASTER TACTICIAN:** Deathstroke can use Outwit. Modify Deathstroke's attack value by +1 for each adjacent opposing character. When Deathstroke makes a close combat attack, he can compare the attack roll to the defense value of any number of adjacent opposing characters (minimum 1); the damage dealt by the attack can be divided in any way among the successfully hit targets provided that all damage dealt is divided among them.

DC CRISIS



**Teen:** While probably not a championship level team, there are certainly enough teens around there to mix and match some solid teams. Now, you're going to find that most teens fall in two groups: Titans and Legion of Super Heroes. However, this is not a bad thing. There's still a nice chunk of solid Legionnaires from the starter set like **Lightning Lad(E)** and **Cosmic Boy(E)**. If you don't mind the extra points, even **Timber Wolf(E)**, **Ultra Boy(E)** and **Young Superman(R)** are all really solid offensive threats.

**Dawnstar(E)** from *Crisis* is becoming a tournament staple with her flight, Willpower and her special abilities, which grant limited Hypersonic Speed and allows you to target a single figure for systematic destruction. Looking at some of the Titans the new **Kid Flash(R)** is absolutely ridiculous for his 45 points with his ridiculous Hypersonic Speed/Phasing combo power and his mixture of Charge and Flurry around the dial. Plus, he still sports 17's and 18's for defense. **Klarion(R)** can bring the Mystic team ability, but is also a remarkably solid piece in both offense and utility. We can still add *Crisis's* **Robin(V)** and **Batgirl(E)** or go back to *Origin* and grab the really powerful, but really expensive, **Supergirl**.

On the Marvel side, I've often toted the praises of **X-23(R)** and we all know how dangerous **Cuckoo(R)** is in large groups. **Bucky(R)** is a fantastically solid piece and many have underestimated the utility of **Wiccan(R)**, including myself. You can get a myriad of low point figures, which means lots of Probability Control, but watch out for that tank, as many of these figures aren't fully developed yet and do lack some longevity.

So many other keywords exist, but so many of them do lack a wide variety of figures from across the point spectrum and the utility spectrum. Hopefully, as we see future sets releasing, more and more options will be available to make more average keyword teams into more formidable teams. Nothing is worse than a stale tournament environment, as illustrated in other games a hundred times over and I don't think a tournament dominated by two or three keyword themes is good for the game either. Still, it is a valid part of the system, and I accept it for what it is.

Me? I'm holding out for some good celebrities. After all, what fun is building a Hollywood Squares theme team without enough celebrities? Until next time!

# X-23

(Uncommon)

	<b>Cost: 35</b>	<b>Range: 0</b>										
	1	2	3	4	5	6	7	8	9	10	11	12
	8	7	7	6	6	KO	KO	KO	KO	KO	KO	KO
	9	9	9	8	7	KO	KO	KO	KO	KO	KO	KO
	16	15	15	14	14	KO	KO	KO	KO	KO	KO	KO
	1	2	2	1	1	KO	KO	KO	KO	KO	KO	KO

**Special Powers** Marvel Mutations and Monsters

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

# Pick a Card

By Eric "Slade Wilson" Schaen

I'm Baaaack!! Hey all time for another rendition of pick a card where I look at a character and suggest feats and battlefield conditions to use with them.

This time up its one of my favorites, Deathstroke from the crisis set!!

(Gee ya couldn't see that coming, huh)

**MASTER TACTICIAN:** Deathstroke can use Outwit. Modify Deathstroke's attack value by +1 for each adjacent opposing character. When Deathstroke makes a close combat attack, he can compare the attack roll to the defense value of any number of adjacent opposing characters (minimum 1); the damage dealt by the attack can be divided in any way among the successfully hit targets provided that all damage dealt is divided among them.

What's not to love here? At 156 Deathstroke may be a little expensive but he is priced fairly for what he is capable of. The famous stealth outwit combo on his first clix is mandatory for a character like Deathstroke. But let's look at what else he's got going for him. Speed wise he starts with a 9 and wont drop below a 7, but more importantly he also gains charge and leap climb for mobility. Attack wise he's got solid numbers with a starting 11 attack, and stays strong with 10's and 9's all the way down the dial till his last clix ending with an 8, not bad at all. Defensively he has a superb starting defense value of 18 and doesn't drop below a 16, ya got to love it! What about damage values you ask, a 3 damage for 4 clix Blades/claws mid dial for when stroke decides to go for the broadsword, late dial psychic blast add in his outwit, master

tactician and perplex means Deathstroke will be capable of hurting just about any character in the game. Deathstroke can really but the "Ou" in Ouch.

Ok so what feats will make Deathstroke even more threatening? First I like "Swingline"

## Swingline:

Choose a character.

The character ignores hindering terrain for movement purposes. If the character succeeds at a ranged combat attack against a target opposing character with the wing symbol speed symbol, the target gains Earthbound until the beginning of its controller's next turn.

This would allow Deathstroke to ignore hindering terrain when moving and give him a +1 to his speed value. This will allow Stroke to not half his movement value while on his first clix of stealth when he is in hindering terrain and the +1 will give him a movement of 10 on that clix. The next 3 clix he has charge, the swingline will allow him to charge at a speed of 5 instead of the his normal 4 and he wont have to stop if he crosses hindering terrain while charging. The final perk of this feat allows him to target a flyer with a ranged attack that if successful grounds the flyer until the beginning of its controllers next turn. All at a cost of 10 points, I can live with that.

**Lucky break:**

Choose a character.

When you make an attack roll for the character, if the result on either of the two dice is a 1, you may reroll one die before determining the attack roll result. You may reroll only once per attack roll.

If you use this feat, remove this card from the game after the attack resolves.

This is pretty straight forward if Deathstroke should critical miss or just misses by a small margin he can reroll one of the dice to obtain a new result. At 5 points it's never a bad choice.

Last up I like "Nanoarmor"

**Nanoarmor:**

Choose a character

The character ignores damage dealt by objects as well as all modifiers to damage dealt to or taken by this character due to objects.

With this feat Deathstroke wont have to worry about being attacked with objects, this will allow him to not fear those pesky super strong types running around with dumpsters and generators and effectively neuter a super strength form hurting him. Charge right up to that bruiser with the object and give him some blades and claws!

Other feats I like were **Auto regeneration, thwart, outsmart, and dissent** but they are all rather expensive in a 300 point game.

Now it's on to battlefield conditions for Deathstroke!

The two I recommend are deep shadows and Pacification.

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

**Pacification:** When 4 or more damage would be dealt, reduce damage dealt by 1.

Deep shadows will ensure that no one has more range than Stroke and will also allow him to make the most out of that first clix of stealth. Pacification will help to bring down damage from heavy hitters a little closer to Deathstroke's level.

That's it for pick a card right now, grab your clix call a buddy up and go have some fun!

UNCOMMON COST: 156 RANGE: 8

# DEATHSTROKE

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

**Special Powers**

**MASTER TACTICIAN:** Deathstroke can use Outwit. Modify Deathstroke's attack value by +1 for each adjacent opposing character. When Deathstroke makes a close combat attack, he can compare the attack roll to the defense value of any number of adjacent opposing characters (minimum 1); the damage dealt by the attack can be divided in any way among the successfully hit targets provided that all damage dealt is divided among them.

DC CRISIS



# Role With The Punches

Knowing Who Does What On Your Heroclix Team.

by bill4935

In Heroclix strategy, one way to build your team is to think about the role each piece on your team will play. I know the famous line is, "no battle plan ever survived first contact with the enemy" - so it's wise to stay open-minded and ready to adapt... but you have to start somewhere.

I've written this article to describe one method I use for team building, and I know there are more out there. I've given names to the various jobs needed on my Heroclix teams, depending on my playing strategy. Am I going to make an all-out attack? I might want my team to be all Attackers and Mobility pieces. Am I going for a swarm team approach? I know I'll need Harassers, Tie-Ups and lots of cheap Cannon Fodder. Whether or not you choose to build a team by first choosing a figure you want to play, or by choosing a strategy you want to use, it's good to know the tactics that might come up when your opponent's team is revealed.



## 1. Attacking.

First things first, you need someone that can dish out serious damage, whether it's by Charging right in to give the bad guys a face full of metal claws or by a long-distance laser beam from across the board. Or perhaps at medium-range, using the unstoppable Pulse Wave. Attackers can range from a "tentpoles" like Superman or Green Scar all the way to 3rd or 4th-string pieces like Colleen Wing, who costs only 10 points, but threatens any piece in the game with her B/C/F power.

A sub-category of the Attacker is the

Harasser - a piece that your opponent hates to waste an action attacking, yet has an Attack Value or power (like RCE or CCE) that lets them be a threat to anyone. Scourge and low-cost Exploit Weakness pieces like R Mano fit this bill. Don't forget exceptionally mobile harassers like the Vanisher: while weak, he can move easily to your opponent's back ranks and give trouble where he doesn't want it. Harassers won't win you the game, but putting a thorn in your opponent's side and splitting their fire is a good tactic.



## 2. Support.

A great philosopher once said, "I get by with a little help from my friends". If your friend happens to be telekinetic then all the better. The must-have power for all of my Heroclix teams is and always has been Probability Control, but you might demand Outwit or Perplex. Support pieces who provide powers like these often have little else going for them, so that power is cheaper than if you chose an Attacker figure with the same power, and you can keep those Supporters safe in Stealth or away from the front lines. The healing power "Support" has dropped in demand lately along with Defend, mostly due to recent sets giving us figures that can still fight well near the end of their dials. Don't bother adding a medic to your team for Rookie Supernova Thor, he can hammer just as hard at the end of his dial as at the start!

You **can** choose a supporter with a bit of fight in them like Icons Starter Batman,

Ray Palmer or Mr. Mind (a personal favourite of mine, on the right team he can give you Outwit and Perplex at the same time). Notice that a lot of the best support/attack figures have good defences and Stealth. This option is expensive, but you'll be glad you did if your Attackers are KOed sooner than you expected. If your last piece left is a Cuckoo, you've got better odds of winning than if it were Destiny.

Or else you can have a single-purpose Pit Crew member like Destiny, Jean Grey, IC Black Panther, Paramedic and the Con Artist give you just the power you need for the minimum of cost. Don't forget supporting Team Abilities like Police/Hydra, Crime Syndicate, Outsiders and X-Men/Titans!



### 3. Mobility.

Just as important as Support is transportation. Taxiing with a friendly flyer or transporter has become the second-best option for moving a combat piece after Telekinesis (since after taxiing you can't give that figure an action until next turn). But it has two distinct advantages: first, it is much cheaper. The cheapest is the Parademon Scout at 13 points. A JLA/Avengers taxi like Wasp or Green Flame can move and carry without using one of your actions for 17 or 19 points. Secondly, it is cheaper in actions used. Carrying moves two pieces into battle for the price of one. Pieces like Wiccan and the Green Lanterns are even more attractive, if you have big armies and few actions to spare.

Best of all, flight is so common and inexpensive (it only slightly increases the point value of a flyer compared to a non-flying figure of equal ability) that you rarely need to add taxi specialists to

your team. There are some great flyers/transporters out there, and often they fill more than one role. Case in point is one of the greatest pieces in the game: Lockjaw, who can act in four different roles if you need him too.



### 4. Bricks.

It's often a good idea to have someone on the field that's there to take the brunt of things, someone big and tough that can act as a wall or shield behind which your archers, martial artists and mind controllers can cower. Usually it's a piece with lots of damage reducing powers like Invulnerability or Impervious or protective feats like Fortitude or Repulsor Shield. Not only does this waste your opponent's attacks, but if near the end of a game you still have Invulnerability and your opponent can't deal more than 2 damage... you're sitting in the catbird seat!

There are many good bricks in HeroClix, too many to list here - but check out hidden gems like Junkpile, V Diamond Lil and Supernova's Experienced Drax. One thing to look out for - make sure your brick can do damage. Your opponent can safely ignore some tough-but-ineffectual pieces like Unus the Untouchable or R Diamond Lil while they trash your expensive figures with Telekinesis and Psychic Blasters.

It doesn't have to be damage that your brick shrugs off. If you have a high Defense Value figure like LE Yellowjacket, Gypsy or Living Laser then shrugging off attack rolls is as good as shrugging off damage. Just watch out for Poison, Copsicles or other dice-free dangers.

Those are the four basics, but there are lots more tactics out there than just Telekinesis 'ing your Perplexed Wildcat up into battle. Heroclix as a game is all about positioning. Being in the right place to launch an attack, or being just out of reach of your enemy will help you win more games than loaded dice (well, almost). The next five roles are all about making sure you have the higher ground, or putting your opponent off balance.



### 5. Bait

One of my favourite tactics - advance an attractive target into the middle of the map. Many opponents will pounce on it, letting you spring your trap - his pieces are now in range of your counter attack! If he doesn't take the bait, then your bait piece should be strong enough to do some damage while he's out there. Cheap yet dangerous is the idea here. I've had good luck using high AV Energy Explosion pieces as bait, so I'll throw out a Danger Room Cyclops or E SHIELD Sniper (Stealth is great for forcing the enemy to move in close!) If they don't strike, you're in range to fire. If they do, you're ready to Charge!



### 6. Cannon Fodder

Whether you've got a swarm team or need minions for your Mastermind, lots of warm bodies was the recipe for success in battle from 5000 BC to about 1862 AD (the year the machine gun was invented). The Skrulls will always be my favourite swarm force, but even lesser species like SHIELD or Kobra Fanatics can be fun. Don't forget ol' faithful tuning-fork-dog Lockjaw here!

Cannon Fodder pieces can slow your opponent down, force him to waste actions attacking your cheap lackeys instead of your leader, and generally get

in the way. Since you can move through your own forces (and feats like Coordination and Trick Shot let you shoot through them too) it's easier for you to make the attacks you want than for him to get you!



### 7. Tie-Up

Lock your opponent's forces down, and what can they do?

Many a battle plan has been lost to a failed Breakaway roll or two. This tactic has seen some recent improvements to standard powers like Barrier and Incapacitate by Icicle and Iron Spidey. Feats like Flashbang and Construct help here too.

The other tactic here is using highly mobile figures or figures with Plasticity and Giant-ness to keep your opponent's characters where you want them. I'm no expert with Giants (mine keep getting blasted off the map), but anything that increases the enemy's frustration factor can't be all-bad. This is a good role for figures with Leap/Climb and Combat Reflexes like REV Spoiler or figures with deep dials and Phase/Teleport, like... you guessed it, Lockjaw.



### 8. Blocker/Mobile Terrain

Another role that Lockjaw performs well is blocking enemy line of sight to your

more valuable figures. And of course having a cheap pog or Moloid for your Hypersonic flying tentpole brick to carry, as a defence against enemy fire is a very useful, but not exceptionally heroic tactic. I like using JL Plastic Man in the Blocking role, since he also can be a taxi, tie-up and secondary attacker with his Close Combat Expert.

Plastic Man: the triple threat. Who would have guessed?



Recent sets have given us the ultimate in mobile terrain: Bystander tokens with Stealth like Joe Chill and Val Cooper. They cost about the same as a Moloid, but they're tournament legal and they fit in your pocket better!

save your actions for getting knockouts. Tip for sneaky players: these powers are great for pushing Stealthed figures out of hindering terrain and disrupting the adjacency needed for Defend, Cuckoo Powers and many Team Abilities.

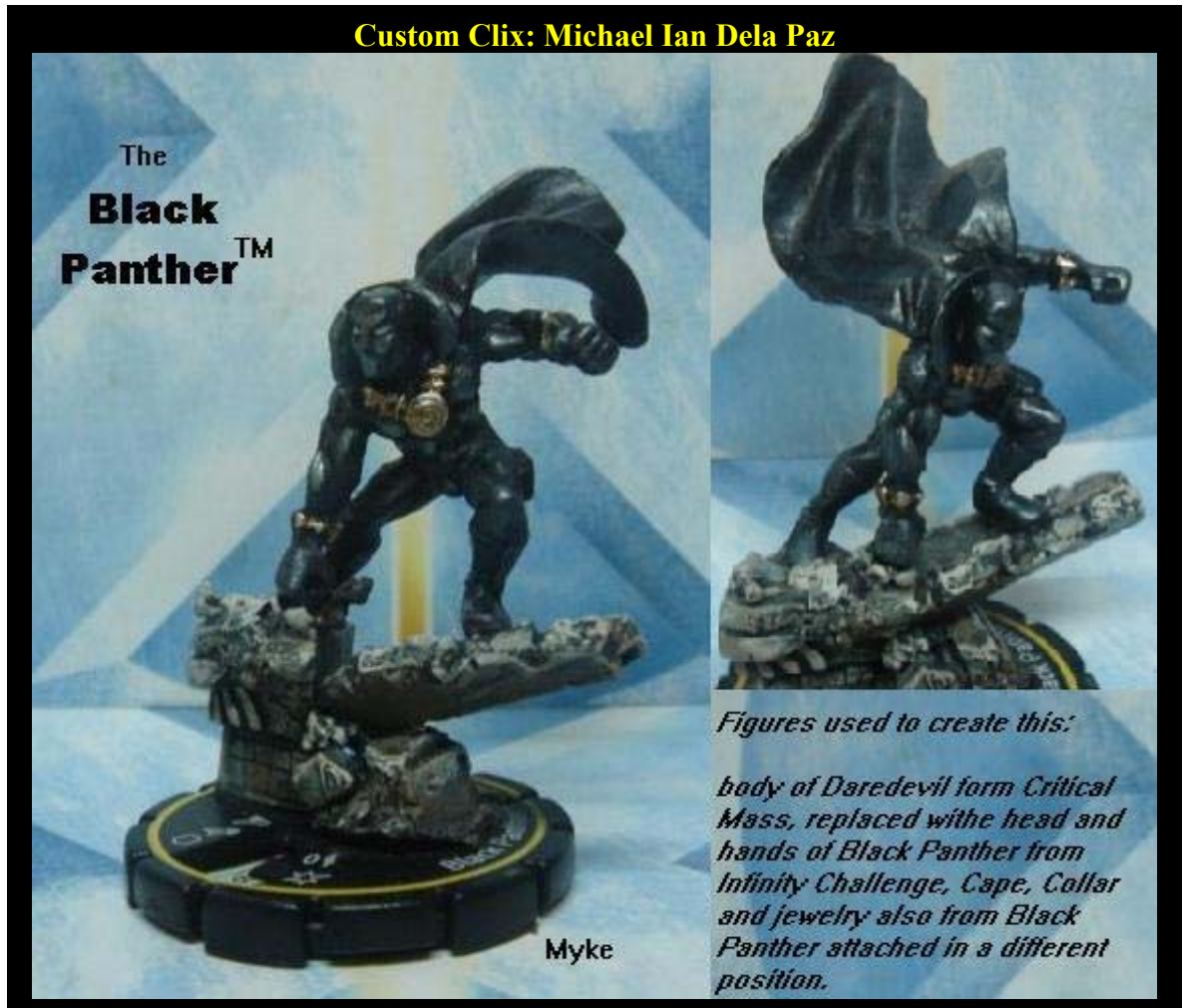


**9. Formation Buster**

Now this last role is something I think we will see grow in the years to come, as new tactics develop. New feats like Drag and Terrify and new powers like Crisis Kid Flash's Human Tornado and Crisis Supernova's Phantom Zone Projector let you move your opponent's pieces around. Sure, you could do that with Force Blast, but it costs a whole action! Free actions are better for tactics like this, especially when you aren't dealing any damage. Unless you're playing a scenario, it's best to

I am positive that there are more strategies and roles out there, just waiting to be discovered and shared. I hope this has given you some food for thought on team building and deployment. When you find a new tactic or a new use for a forgotten character, let us know!

Bill4935 started playing HeroClix with Xplosion, and is a frequent poster on HCR realms.com. He can be reached at [bill4935@yahoo.com](mailto:bill4935@yahoo.com).



# HeroClix i x A to Z

## Feats don't fail me now

By: Aaron Schantz

The introduction of Feat Cards to HeroClix significantly changed the face of the game. The game mechanic means you're not limited to playing a figure with just what is printed on the dial. You can tweak figures to fit specific strategies, or fix small shortcomings on otherwise playable pieces. One of the most exciting aspects of Feat Cards is that they also reinvigorate older figures. Prior to Pounce, Spider-man sat on the sidelines while more obscure figures grabbed the spotlight. But with one small card, the wall crawler's playability came back swinging.

Each new HeroClix expansion introduces a few more cards to the game. Sometimes these cards are revolutionary and break existing strategies apart - Fortitude for example - broke players of their over-reliance on Outwit. Other cards simply serve to make a small segment of figures better, or help expand on a particular strategy. Some even create entirely new metagame strategies, such as LAMP (Lockjaw, Armor Piercing, Mastermind & Poison.)



With so many cards to choose from, and new ones coming out all the time, how do you pick which cards to play? And more importantly, how do you avoid bogging down figures with too many cards?

Adding a Feat Card to a figure can change an OK figure into a good one. So some might think that adding several cards will make that figure great! But at some point the excess of cards, and the accumulation of additional points, starts to offset the basic value of the figure. An easy example can be found in Fortitude and Repulsor Shield. These cards are 25 point each, and both are good for protecting an important figure on your team. Each one has its advantages, so you might think it is good to play both. But then you are adding a whopping 50 points to an already pricey figure. And a figure that might be worthwhile at 175 points may not have the same value for 225!

Those two cards are extreme examples, but with so many great cards to choose from, most at about 'only' 10 points each, it is easy to get carried away and suddenly tack 30 or 40 points onto a figure that started out under 100!

Things that trip up your Feats -

If you are adding a Feat Card to a figure to improve on some shortcoming, look to see if there is another figure that is a few more points but has what you are looking for without needing a card. For example, if you are using Pounce so that a figure can move and attack, is there another figure with

Charge or HyperSonic Speed for about the same cost?

Or if you are using In Contact with Oracle on your whole team, could you instead play Brilliant Tactician on one figure and save a lot of points?

Within the scope of your entire team, is the Feat Card even necessary? Back to the Pounce example; if you have enough *other* figures on the team with move & attack abilities, or figures with TK, do you even need Pounce to make this figure more mobile?

Consider also how the card works on the character and in the game overall. Take Vendetta for example; If you play Vendetta on Veteran Green Lantern (Origin) you can use it to help his otherwise average AV. However, what are the chances your opponent will have a figure over 214 points on their team that you can even declare as his Arch Enemy?

Also look at the role of a particular figure on your team. Oftentimes players will use a lot of cards to try and make a secondary figure into a front line attacker. But a figure with mediocre stats is never going to be a front man, and by the time you stick on 30 extra points you could just get a figure that was made to be a bruiser. One easy example is the Flash from Icons. He has good defense and great move and attack ability, but also just average attack numbers. Swingline is a great Feat that will help ignore terrain.

Nannobots allows for easy healing after pushing. Protected avoids a lucky attack that hits, and Armor Piercing is a card that pierces Invulnerable figures. All these are good cards, but they also push Flash to nearly over 140 points! Not nearly worth it for a figure that only does 2 clicks of damage! Not in comparison to other figures you can get for 140 points.

Instead of bogging Flash with *every* card he can use, see what you want to use him for on your team and then play cards that specifically help your strategy. If the Flash isn't meant to go up against Superman, you don't need Armor Piercing. If you can move back to safety after an attack then you also don't need Protected or Nanobots. Now you're back down to just Swingline, and back to a reasonable extra cost for his abilities. A good rule of thumb is 20%, don't add more than 20% more to a figure's cost. So a 100 point fig can justify about 20 points of cards.

As more cards keep coming out, figures and strategies will continue to evolve. But as long as you don't try to make a figure into something its not, and don't bog it down with too many cards, then Feat Cards will continue to be an asset, not a liability.





# CUSTOM OLIX

By Prof. Aragorn

Everybody wants that new Superman that's 317 points or that Superman with 5 damage and the special power that grants charge and flurry. I agree that a powerhouse Superman is necessary, but what about those times when you want to team him up with his fellow Justice Leaguers or you just want to play a game with a low point build? That's the basis of this dial – the Rookie version of Superman. This particular Superman has been streamlined so that he still serves a purpose on your team, but at an efficient cost of 165 points (approximately).

When it comes to streamlining Superman, the necessary thing is to showcase his strength, his speed, and his durability. In the comics, Superman tends to throw punches, not shoot lasers. Though he can do so. This means that range should be an option on Superman, but not the purpose of playing Superman. The Man of Steel opens up with MORE POWERFUL THAN A LOCOMOTIVE (Charge), Super Strength, and Invulnerability, which eventually gives way to MAN OF STEEL (Toughness). His 10-speed with the charge also matches his 6-range. Not to mention the Superman Ally Team Ability so that the option of range is the same roll for the option of close combat, unless of course you want to deal more damage in the event Superman's carrying an object. Of course, if the opponents aren't close enough, Superman can close the gap with his Transporter ability granting move-and-attack his entire dial. The transporter ability also serves the purpose of

keeping Superman from being knocked back. This hero never backs down from a fight. And then after he loses charge, Superman gains SUPER BREATH (Force Blast) to knock opposing figures away. Then, afterwards he can pursue villains that still pose a threat.

Super Strength the entire dial also allows him to bust down walls like no tomorrow no matter what his damage value is. That's why this Superman starts out at a fair, yet powerful 3-damage and works his way down to several 2-damage values. Of course, to compensate for the lower damage, Superman either has FASTER THAN A SPEEDING BULLET (Flurry), SUPER-POWERED PUNCH (Close Combat Expert) or HEAT VISION (Ranged Combat Expert) so that he can always bring the fight to someone even on his last click that sports Willpower. Of course, the thing to keep in mind with this Superman is also the Unstoppable feat card. Since the Transporter move-and-attack ability activates on a move action, Superman can destroy a wall or blocking terrain for free when he does so. What better way than to simulate the stalwart hero busting down the wall of a villain's headquarters to begin busting baddies?

This Superman may not be that high-point tent-pole figure, but he does play well on a team of Super Heroes and yet still manages to provide the role of Superman – the defender of Truth, Justice, and the American Way.

#038 R **Superman**, Team: **Superman Ally**

Range: **6**, Points: **165**

AE Base: **Lex Luthor Unique (Blue)**, Keywords: **Metropolis, Reporter**

10	10	10	9	9	8	8	8	7
10	10	9	9	8	8	7	8	9
17	17	17	16	16	16	15	15	15
3	3	3	3	3	2	2	2	2

# DE-FEATED

## By Kurt Barr



You strut into your favorite gaming establishment carrying your ginormous tackle box filled to the brim with a cornucopia of heroclix goodness. Your head is held high as you start to acknowledge those around you, giving winks and pointing your fingers like they were imaginary guns. You rock. If you were going in slow motion, a cool Cars or Boston song would be playing in the background. You start to unload your gear when you realize that something is missing. Oh no...where are they...WHERE ARE THEY?! After all your gear is strewn about around you, it finally sets in. You left your feat cards at home on your dresser between your Captain Reynolds Action Figure and Dumbledore Alarm Clock.

What are you going to do?! You look around the room at the different teams and you start to feel woozy at the sight of the sea of orange-bordered cards that surround you. It's okay...breath. Here, take some drammamine. Stop freaking out. It's unbecoming and children are starting to cry.

You can still make some nasty teams without the little orange buggers. Heck, some Clixers hate feats and refuse to use them and week in and week out still manage to make highly competitive teams. Now, nine times out of ten a 'pure' figure team facing a 'feated out' team is facing an uphill struggle, but there are some surefire ways to level the incline.

To play competitively without cardboard, you've got to be prepared to face the big guns, namely Protected and Fortitude.

Protected. The 8 point juggernaut that has become a staple for tournament players over the years, gives a figure a 'free pass' when the victim of a successful attack. When constructing your team, don't rely on one or two high cost 'tanks.' Instead, try to evenly disperse your points on a good mix of lower cost pieces that can dish out a ton of damage when they gang up. You're also looking for figs that can support as well as dish it out. You want a good mix of the old standbys; perplex, probability control, telekinesis, charge and running shot. If you're playing a higher point game, the newest Green Lantern (Hal) is a great anti-feat figure. He's got TK, perplex, willpower and he kicks major booty. Also, try to put some leadership on your team. You're going to need all the actions you can use on every turn to come away the victor.

Before you start playing your game, really study, which figures have 'Protected' on them. The more you face, the harder the game's going to be, but sometimes there's

just one or two. Patience is the key. If your opponent uses ‘Protected’ on a big close-combat fig like Green Scar, one technique is to use some of your figures as bait. Since your team consists of numbers, think of all of your pieces as expendable. If you lose one or two, it’ll be worth it to not only get rid of the 8 pt. card, but take out the fig as well. Remember, this is all about timing and every game is different, so there’s no exact science to this method. Every time the ‘Protected’ fig gets closer to your bait, the bait does its job. The goal is to set up triangulated fire on the ‘Protected.’ When the ‘Protected’ gets close enough to your liking, you want to base the figure with one of your own, whether your target has leap climb, phasing, hypersonic speed or not. The reason for this is when you gang up on the figure, it might lose the movement ability and be unable to get away from your tie-up piece. A figure with Flurry or CCE is good for this. The Starro Flash is a perfect figure for this. Perplex his damage up to a 4 and he can force the opponent to choose between the ‘Protected’ or taking the damage with just the first attack of Flurry.

If the game is ‘unrestricted,’ dig around some of your old tackle boxes and pull out an experienced Hercules. If he picks up an object and takes 5 damage, he can then dish out 5 more to his attacker. Not too shabby for the 67 pt. ol’ fella. The overall goal is to use multiple attacks on the figure in one turn, so the ‘Protected’ becomes sort of a non-issue. That is, of course, if you make all of your attack rolls and the Green Scar doesn’t annihilate your entire team. Hey, anything’s possible.



If the ‘Protected’ is on a fig with a high range, try to focus on the rest of your opponent’s team. If you take out some of his/her pieces and try to stay out of range of the ‘Protected,’ your opponent will probably keep moving him closer...just where you want him.

MUAHAHAHAHAHAHAHAHA!!!

Sorry.

Also, if the ‘Protected’ is on a figure with an impressive first click, try to get your opponent to use the card when it would give that figure pushing damage. Push it real good. Again, sorry. Recently, I’ve seen a lot of games where ‘Protected’ was used on the latest Green Arrow (Ollie). If he pushes to use the ‘Protected,’ it takes him out of stealth and that can be a killer. Outwit can also be very useful in ganging up on a ‘Protected’.....unless....

Ah, ‘Fortitude,’ the card that keeps on giving...and taking away; 25 points that can render Batman useless and end marriages. Okay, so maybe not the marriage part, but Batman really hates this card. He told me. We’re boys.

# EXP. HERCULES

cost: 67 range: 0 ⚡ **Marvel Infinity Challenge**

	1	2	3	4	5	6	7	8	9	10	11	12
🗡️	8	8	7	7	6	6	6	5	KO	KO	KO	KO
👊	11	10	10	10	9	9	9	8	KO	KO	KO	KO
🛡️	15	15	14	14	13	13	12	11	KO	KO	KO	KO
★	4	3	3	3	3	3	2	2	KO	KO	KO	KO

‘Fortitude’ makes sure that the figure equipped with it can’t be the target of Exploit Weakness or Outwit. What do you mean I can’t outwit Bizarro?! He’s an idiot! Whilst Exploit Weakness can’t be used against ‘Fortitude,’ the card says nothing about Psychic Blast or Pulse Wave. As you’ve already made a team of smaller feat-killers, try to include these 2 powers. Felix Faust is great for this, as he’s got Perplex, Energy Explosion, later gets Psychic Blast and on his last click, Pulse Wave. He’s also a Mystic in case you’ve got a few friendly wild cards on your team.

When building a team, try to make a ‘Theme’ team. Not only does it give you a certain amount of Probability Control and lets you ignore a single Battlefield Condition once per tourney, but most importantly it gives you map choice. On the Supernova Space Map, a character with Running Shot and Pulse Wave and a range of 8 can isolate a single target with Pulse Wave for full damage from only 2 squares away. Emerald Empress and Banshee are two figs that come to mind. Also, don’t rule out Force Blast. Force Blast can manhandle a ‘Fortitude’ fig without a damage-reducing defensive power. A good dose of knockback damage or a nice shove off of elevated can really ruin a figure’s day. The Crisis Blue Beetle can be a ‘Fortitude’ nightmare, as he can do this from range and through friendly figures. On top of that, he’s Blue Beetle. Blue Beetle rocks.

Of course, there are other feats out there that can ruin an un-feated team’s day. ‘Saboteur’ is one for you wild card lovers out there. DC’s Crisis set really fed the wild card appetite with nasty Mystic, Batman and Legion of Superheroes figs. ‘Saboteur’ can make your reliance on team abilities fly out

the window along with your win. So make sure if your team has wild cards, they’re more of a bonus than the backbone of your squad.

‘Nanobots’ is another little bugger with some power behind it. Sometimes that one good hit can turn the tide of a game...until, that is, your target heals back to his starting position just by performing a move action. STUPID OBJECTS! I’ve seen the ‘Debris’ battlefield condition played with a ‘Nanobots’ team and it ain’t pretty. Here’s just one more reason to make a ‘Theme’ team and give you a chance to ignore a battlefield and get out of a sticky situation.



The last one I’m going to mention is ‘Armor Piercing.’ This can be a difference maker if you rely too heavily on damage reducers, but there are plenty of great defensive powers out there that won’t make ‘Armor Piercing’ too big a deal. Combat Reflexes can be great, especially for a tie-up piece. Check out the Hydra TA Jessica Drew from Armor Wars: Charge, Super Strength and Combat Reflexes with a 17 defense on her first click. She’s 65 points of butt-kickery...and sexy. OOH and she’s Hydra! Hail Hydra!

Most of the time when you win a game against a cardboard team, luck is going to play its part. However, there’s nothing wrong with making your own luck. Take your time and don’t feel the need to rush into the battle. When playing just for fun, try to practice your positioning. Good positioning is the key to ramming head first into a feat team. Run some drills. Try ‘First Hit.’ That’s when the winner is the first to successfully attack an opposing figure. There’s so much ‘cat and mouse’ going on



in one of these that after a few games, before long you're going to be a positioning master.

Be patient, use finesse and for the love a' Pete, be creative. If feats are the only cardboard you oppose, there's always the Battlefield Condition 'De-Feated' and some great bystander tokens. SPACE PHANTOM! Respect. If you get completely fed up with the feats but want to fight fire with fire, there's always 'Thwart.'

Batman told me he likes that card. Boys, remember?

So don't sweat it, big spender! Turns out all you need is your dice. You've got plenty of figures in that behemoth of a tackle box to help you climb the mountain of orange cards blocking your path to glory and the prize at the end.

Wait...the prize today is what? A feat card? Nuts.

### Custom Clix: Michael Ian Dela Paz

