

# CRITICAL HIT

GOD LOVES, MAN CRITICALS

APPROVED  
BY THE  
COMICS  
CODE  
AUTHORITY



ONE  
SHOT

Welcome to **Critical Hit: God Loves, Man Criticals**, our first one-shot! For this special, we are changing the format a bit, and we hope you'll like it. Unlike our previous issues, this one is significantly shorter, but the content is much more focused!

Sit back and enjoy the One-Shot. And don't forget to leave feedback! We'd love to know what you think of the articles and smaller format!

-The' Le

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# LE'S LAMENT

by The Le (pronounced Tay Lee)



As a HeroClix judge, I am constantly amazed at my players creativity when it comes to building teams. On that note, I am equally amazed at how many players only look at high powered figures to round out their teams. There are really a lot of great figures out there, and so I will focus on some of them for this article.

Today we'll focus on ten fine figures that are 52 points or less.

## Abbey Chase (Rookie) Indy

For 39 points we have an excellent figure to annoy the crap out of your opponents. One click of Stealth keeps her hidden while she disses' her enemies with outwit. However, unlike the over-used Black Panther, she sports a range of [6] with two damage and Energy Explosion. Sure her attack value is low, but she is excellent at hiding and staying out of danger.

Even if your opponents can see through stealth, they have to poke through her Danger Girl TA (which works like Skrulls) and her Super Senses, which more than makes up for her low defense.

She's a fine support piece that has a nice mix of defensive powers to keep her alive and some damaging abilities too just to spite your enemies.

## Black Cat (Experienced) Marvel Clobberin' Time

Here's an oldie but goodie. As Probability Control pieces go, she isn't as cheap as a rookie Destiny, but for 32 points she gets [2] damage for two clicks, then three clicks of [1] damage. Some Leap/Climb keeps her mobile, and late-dial stealth helps her hide. Her attack values start out decent with some medium defense, but no powers in either attack or defense.



|     | Cost: 39 Range: 6' <b>INDY</b> |    |    |    |    |    |
|-----|--------------------------------|----|----|----|----|----|
|     | 1                              | 2  | 3  | 4  | 5  | 6  |
| Spd | 8                              | 7  | 6  | 5  | 5  | KO |
| Att | 7                              | 7  | 6  | 6  | 5  | KO |
| Def | 14                             | 14 | 13 | 13 | 13 | KO |
| Dam | 2                              | 1  | 1  | 1  | 1  | KO |

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Cost: 32 Range: 4♣ **CLOBBERING TIME**

|     | 1  | 2  | 3  | 4  | 5  | 6  |
|-----|----|----|----|----|----|----|
| Spd | 8  | 7  | 7  | 6  | 5  | KO |
| Att | 8  | 8  | 7  | 6  | 5  | KO |
| Def | 15 | 15 | 14 | 13 | 12 | KO |
| Dam | 2  | 2  | 1  | 1  | 1  | KO |

However, this is offset with the powerful Wildcard TA thanks to her constant flirting with Peter Parker. This, of course, means endless possibilities for your team. This type of versatility makes her tertiary attacker with excellent support (probability control). If you want to upgrade to the vet (36 points) you will get four clicks of probability control, but you lose the all important wildcard TA.

### Kabuki (V) Indy

Forget about Batman teams, what we have here is Kabuki with the Kabuki TA (which is essentially Batman Ally). For 46 points we have a figure with [3] damage for three clicks, with Blades/Claws/Fangs if you want to take a chance to deal more. She has an excellent attack value for these clicks and Super Senses to make up for the mediocre defense.



Cost: 46 Range: 4♣ **INDY**

|     | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
|-----|----|----|----|----|----|----|----|
| Spd | 9  | 8  | 7  | 6  | 6  | 5  | KO |
| Att | 10 | 10 | 9  | 8  | 7  | 6  | KO |
| Def | 15 | 15 | 14 | 14 | 13 | 13 | KO |
| Dam | 3  | 3  | 3  | 2  | 2  | 1  | KO |

She then moves into her last three clicks where she still keeps a nice [2] damage for two of those, but that is easily offset with two clicks of Flurry and Incapacitate. She loses her Super Senses, but Willpower will keep her into the fight.

But don't think that she's just a close combatant – she has a range of [4], which is respectable enough, which can come in handy with Incapacitate later in the dial.

She is certainly a great secondary attacker and can do some serious damage if used correctly. Her Rookie and Experienced version are quite nice too, but won't pack as big of a punch.



Cost: 52 Range: 6♣ **COLLATERAL DAMAGE**

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

### MANHUNTER (Veteran) DC Collateral Damage

52 points gives you a great little fighter. She gets a full dial of Leap/Climb to let her get into position early (or run away later), and a starting click of [2] damage with Exploit Weakness with a very good [10] attack value. Don't worry about putting her in the front line because she sports an excellent starting defense of [17] and drops to [16] for two more clicks – all with toughness. Once she loses that, she drops to Combat Reflexes and Will

## Critical Hit: God Loves, Man Criticals

Power, which will come in handy if she is up close (or wants to run away). Her damage is very consistent, and even in the end she gets two clicks clicks of Exploit weakness again.

The real beauty of this piece, though, is her attack powers. Super Strength is okey, but two clicks of Incapacitate and two clicks of Psychic Blasts is just great! Don't forget that she has a range of [6], which gives her great flexibility. I love this piece.

She's a great secondary attacker, and would be great in multiples too (if your venue allows it). The LE, Kate Spencer, isn't too bad too, but won't have the lasting power of the Veteran (the LE goes for about \$4 on eBay).

### Pyro (Experienced) Marvel Infinity Challenge

Certainly a classic, Pyro drops in at just 35 points and gets three clicks of Ranged Combat Expert (RCE) to potentially deal 3 damage. His defense starts out very high with some Barrier, and some workable attack values. The Brotherhood TA gives him some free movement, but the real beauty of this piece is the [8] range with 2 ranged attacks, and



|     |    | Cost: 35 Range: 855 INFINITY CHALLENGE |    |    |    |   |    |
|-----|----|--|----|----|----|---|----|
|     |    | 1                                      | 2  | 3  | 4  | 5 | 6  |
| Spd | 8  | 6                                      | 5  | 4  | 4  |   | KO |
| Att | 8  | 7                                      | 6  | 5  | 4  |   | KO |
| Def | 17 | 16                                     | 14 | 12 | 11 |   | KO |
| am  | 1  | 1                                      | 1  | 1  | 1  |   | KO |

four clicks of Energy Explosion! Talk about crowd control! For 10 more points you could throw on some Armor Piercing, but that's really a tough call.

With the option of [3] damage (thanks to RCE) or double energy Explosion, and some free movement, what's not to like? Did I mention he's just 35 points?



|     |    | Cost: 30 Range: 04 INDY |    |    |    |   |    |
|-----|----|-------------------------|----|----|----|---|----|
|     |    | 1                       | 2  | 3  | 4  | 5 | 6  |
| Spd | 7  | 6                       | 6  | 5  | 5  |   | KO |
| Att | 9  | 8                       | 8  | 7  | 6  |   | KO |
| Def | 15 | 14                      | 14 | 13 | 13 |   | KO |
| am  | 2  | 2                       | 1  | 1  | 1  |   | KO |

### Scarab (REV) Indy

I'll just talk about the Veteran version here, because 30 points gives you quite a nice figure. Two clicks of [2] damage, four clicks of Blades/Claws/Fangs, two clicks of Super Senses and the Kabuki TA (ie stealth) – what else can you ask for? She is simply a fantastic tie-up piece for the cost and can potentially deal [6] damage with B/C/F. Too expensive? Then switch to the 20 point rookie figure, where she sports two clicks of B/C/F and one click of Super Senses (or the Experienced version for just 25 points).

You might consider her a “very light” version of V Kabuki that I talked about earlier, but V Scarab is also 16 points less! As it stands, Scarab is more of a tertiary attack piece, but is certainly an excellent tie-up piece.

## Critical Hit: God Loves, Man Criticals



|     |    | Cost: 47 |    | Range: 8 f |    | INDY |    |   |
|-----|----|----------|----|------------|----|------|----|---|
|     |    | 1        | 2  | 3          | 4  | 5    | 6  | 7 |
| Spd | 9  | 8        | 7  | 6          | 5  | 4    | KO |   |
| Att | 11 | 10       | 9  | 8          | 7  | 6    | KO |   |
| Def | 15 | 15       | 14 | 14         | 13 | 12   | KO |   |
| n   | 3  | 2        | 2  | 2          | 2  | 1    | KO |   |

### Shi (Veteran) Indy

Yet another Indy fig makes my list, but comic readers might be more familiar with this one. For 47 points, Shi has nearly a full dial of stealth and super Senses, and damage that only drops to 1 on the last click. B/C/F certainly makes her potent in close combat, but the real beauty of this piece is her range of [8]. She can just hide in the shadows and snipe at people all day for [3] or [2] damage.

Just to top that off, she has the Crusade TA, which means she deals knockback whenever she rolls doubles on an attack, even if the attack misses! So, who cares if Doomsday is next to you? The chances of rolling doubles is pretty darned high.

You could also bump her down to the Experienced version (34 points), which still gives you a nice combat figure, but a weaker range of [6].

She's an excellent secondary attacker, but could also be used as a primary attacker for more advanced players.

Want to make her a little more potent? Throw *Ambush* on her for 5 measly points.

### Ambush (feat) (5 points)

**Prerequisite:** Stealth

Choose a character. The character gets +2 to its attack value when it makes a close combat attack while occupying hindering terrain. After the attack resolves, the character's Stealth is countered until the beginning of your next turn.

### Stix (rookie) Indy

For 26 points, this figure is cheap and gives you a range of [6] with [3] damage thanks to Ranged Combat Expert (RCE). He has one click of stealth, but two clicks of RCE is just great for the cost. The 2000 AD TA also helps increase his attack value by +1 (it works similar to the Ultimate X-men TA), which helps his less than stellar attack value. He's a nice tertiary attacker that is dirt cheap.

Unfortunately, he was only available in the European IndyClix boosters, but that doesn't make him any less useful.



|     |    | Cost: 26 |    | Range: 6 f |    | INDY |   |
|-----|----|----------|----|------------|----|------|---|
|     |    | 1        | 2  | 3          | 4  | 5    | 6 |
| Spd | 6  | 6        | 5  | 5          | 4  | KO   |   |
| Att | 8  | 7        | 7  | 6          | 5  | KO   |   |
| Def | 15 | 14       | 13 | 12         | 11 | KO   |   |
| n   | 1  | 1        | 1  | 1          | 1  | KO   |   |

**Critical Hit: God Loves, Man Criticals**



**JLA** Cost: 44 Range: 0 ⚡ **COLLATERAL DAMAGE**

|     |    |    |    |    |    |    |    |
|-----|----|----|----|----|----|----|----|
|     | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| Spd | 9  | 9  | 8  | 8  | 7  | 6  | KO |
| Att | 9  | 9  | 8  | 7  | 9  | 7  | KO |
| Def | 16 | 16 | 15 | 15 | 13 | 12 | KO |
| Lim | 3  | 2  | 2  | 2  | 1  | 1  | KO |

**VIXEN (Veteran)  
DC Collateral Damage**

Vixen may not have any range, but she makes up for it with a nice hodgepodge of powers to pummel your opponents up close, all for a nice 44 points. She gets four clicks of Stealth and the JLA team ability to help her slowly move up to her opponents, and two clicks of [16] defense with Super Senses to annoy her opponents even more; and some very usable damage for those two slots too.

Her defense drops off pretty dramatically after she loses her Super Senses, but what she gains is a nice selection of offensive powers to make up for it. She gets two clicks of Poison and two clicks of Exploit Weakness with [2] damage, which really makes her a threat. For her fifth click she drops to [1] damage with Battle Fury, but her Attack jumps to [9] and she gets Flurry and Blades/Claws/Fangs!

Yes, you can use Flurry and B/C/F together since Flurry requires a Close Combat Action, which activates the B/C/F ability.

On the last click she loses Flurry and Battle Fury, *and* her attack drops back to [7], but she keeps her

B/C/F and picks up some Combat Reflexes with her lower defense of [12].

She certainly has a glass jaw, I admit, but she is extremely dangerous for her entire dial. No one will expect Poison in the middle of her dial or Blades/Claws/Fangs at the end (with Flurry if you can land there), and so that makes her an excellent secondary attacker!

**WONDER WOMAN (LE)  
DC Origin (New guy Night)**

She's a 51 point Limited Edition figure, but as a New Guy Night figure she is very easy to find (you can get it for less than \$1.00 on eBay). With 8 clicks of life, it comes to an average of 6.6 points per click of life, which is very good.

She has a power in every slot, with excellent starting clicks. The drawback is the lack of move + attack powers, but that is a small penalty for such an excellent piece.

She more than makes up for this with a very respectable attack value, and some nice powers to keep her in the thick of battle. A Range of [4] gives you attack options, and she keeps a minimum of [2] damage for five clicks (and deal [3] damage for

Cost: 51 Range: 4 ⚡ **ORIGIN**



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

two clicks and another two clicks later thanks to Close Combat Expert).

The best way to use her is to bring her up close. Her defense certainly drops off, but five clicks of Combat Reflexes means her defense never drops below [14] in close combat. Her two clicks of Flurry and three clicks of Incapacitate really helps too. All and in all she's a fantastic tie up piece that can deal some good damage.

In conclusion, we have a great 51 point figure that is an excellent secondary attacker for the more advanced player.

-The Le

To send comments, go to: <http://www.TheLeGames.com> and click the "Contact The Le" link.

**Custom Feat By The Le**

**JUSTICE LEAGUE ELITE**

**Prerequisite:** Justice League Team Ability

All friendly characters with the Justice League team ability have the following team ability instead of the Justice League team ability:

(optional) Once per turn, on your turns, you may put a counter on this feat and increase a member of this team's range value by X until the end of the turn, where X is equal to the number of counters on this feat. At the end of your turns, if there are 3 counters on this feat, remove all the counters.




**Title:** DC HeroClix®: Justice League  
**Stock Number:** WZK4226  
**MSRP:** \$9.99  
**Expected Release:** Available Now!

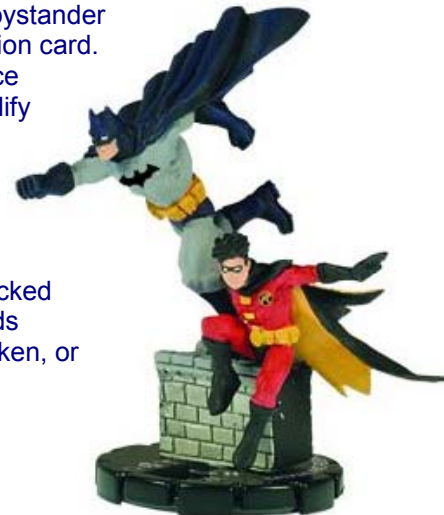
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# LE'S LITURGY

by: The Le (pronounced Tay Lee)



Sealed Justice League tournaments can be a lot of fun, but also stressful when it comes to team building time. 300 points, the most common point total for sealed, isn't a whole lot to work with. What is a player to do?

Here's a small list of gems you might want to consider using in your Justice League sealed games, if you pull them.

## AQUAMAN (common)

Don't laugh. For 68 points, he has a very nice seven clicks of life and [2] or [3] damage for his entire dial! He has no range, so close combat is where he will be the most useful. Parry gives him Super Senses against close attacks, and Telepathic Communication can perplex all dolphin symbol allies, which is useful since this set contains several of such allies. A few clicks of charge helps, and those four clicks of Blades/Claws/Fangs

means he's a threat to even the likes of Superman and Doomsday. Don't pass him up!

### Aquaman Special Powers:

**(defense) PARRY:** When hit by a close combat attack, Aquaman can use Super Senses.

**(damage) TELEPATHIC COMMUNICATION:** Aquaman can use Perplex, but can target only characters with the (dolphin) or (dolphin transporter)speed symbol; he can't target himself. When Aquaman uses Perplex to target friendly characters, he can target all friendly characters with the (dolphin) or (dolphin transporter) speed symbol within 10 squares to which he has a clear line of fire.

| No Affiliation   |    | Cost: 68 |    | Range: 0 |    | DC JUSTICE LEAGUE |    |    |
|------------------|----|----------|----|----------|----|-------------------|----|----|
|                  | 1  | 2        | 3  | 4        | 5  | 6                 | 7  | 8  |
| <b>Spd</b>       | 8  | 8        | 6  | 6        | 6  | 6                 | 6  | KO |
| <b>Att</b>       | 9  | 9        | 8  | 8        | 7  | 7                 | 7  | KO |
| <b>Def</b>       | 16 | 16       | 15 | 15       | 15 | 15                | 14 | KO |
| <b>AQUAMAN</b> m | 3  | 3        | 2  | 2        | 2  | 3                 | 3  | KO |



**Critical Hit: God Loves, Man Criticals**



|                |    |                      |    |                   |    |    |    |    |    |
|----------------|----|----------------------|----|-------------------|----|----|----|----|----|
| No Affiliation |    | Cost: 100 Range: 0 ⚡ |    | DC JUSTICE LEAGUE |    |    |    |    |    |
|                | 1  | 2                    | 3  | 4                 | 5  | 6  | 7  | 8  | 9  |
| Spd            | 8  | 8                    | 8  | 7                 | 7  | 7  | 6  | 6  | KO |
| Att            | 10 | 9                    | 9  | 8                 | 8  | 9  | 8  | 7  | KO |
| Def            | 18 | 17                   | 16 | 17                | 16 | 16 | 15 | 15 | KO |
| Dam            | 3  | 3                    | 3  | 2                 | 2  | 3  | 3  | 3  | KO |

**AUGUST GENERAL IN IRON (rare)**

For 100 points he is quite the beast. As a flyer, he can carry AQUAMAN if you have him, and two clicks of Charge means “smackdown,” and the two clicks of flurry is very nice too. His attack values are fairly consistent and his defense is excellent, sporting three clicks of invulnerability, two clicks of toughness. Better yet, when he’s on his last two clicks, he gets Regeneration, which can be deadly in a 300 point game. Even more impressive is his damage, which is [3] for most of the dial. The enhancement at the end can be useful, but what you really want to take advantage of are the four clicks of Exploit Weakness, nearly all front loaded! For 100 points, he is very impressive.

**BLACK CANARY (common)**

She only has a range of [4], but she’ll be an excellent secondary or tertiary attacker thanks to Canary Cry. With this useful ability, she can



|     |    |                     |    |                   |    |    |    |    |  |
|-----|----|---------------------|----|-------------------|----|----|----|----|--|
| JLA |    | Cost: 50 Range: 4 ⚡ |    | DC JUSTICE LEAGUE |    |    |    |    |  |
|     | 1  | 2                   | 3  | 4                 | 5  | 6  | 7  | 8  |  |
| Spd | 8  | 8                   | 7  | 7                 | 7  | 7  | KO | KO |  |
| Att | 10 | 9                   | 9  | 9                 | 8  | 8  | KO | KO |  |
| Def | 16 | 16                  | 16 | 15                | 16 | 17 | KO | KO |  |
| Dam | 2  | 1                   | 1  | 1                 | 2  | 2  | KO | KO |  |

use Energy Explosion or Incapacitate, all the while her attack value is [10] and [9]. I’m a big fan of Incapacitate, which I refer to as “the Hulk stopper”. So for 50 points, go ahead and put her on your team and make your opponent’s Lobo or Doomsday stop in his tracks. You’d rather do damage? No problem – take advantage of that [2] damage or [1] damage with Close Combat Expert!

**Black Canary Special Powers:**

(Attack) CANARY CRY: Black Canary can use Energy Explosion and Incapacitate.



|     |    |                     |    |                   |    |    |    |    |  |
|-----|----|---------------------|----|-------------------|----|----|----|----|--|
| SS  |    | Cost: 60 Range: 0 ⚡ |    | DC JUSTICE LEAGUE |    |    |    |    |  |
|     | 1  | 2                   | 3  | 4                 | 5  | 6  | 7  | 8  |  |
| Spd | 8  | 7                   | 7  | 7                 | 6  | 6  | 6  | KO |  |
| Att | 11 | 10                  | 10 | 9                 | 9  | 8  | 8  | KO |  |
| Def | 18 | 17                  | 16 | 16                | 15 | 15 | 14 | KO |  |
| Dam | 2  | 2                   | 2  | 3                 | 3  | 2  | 3  | KO |  |

**BRONZE TIGER (uncommon)**

I’m a big fan of the original Suicide Squad, and I am thrilled to see BRONZE TIGER make an appearance here. For 60 points you have an excellent secondary attacker, but I would argue that he is an excellent primary attacker. He only has one click of charge, and no damage reduction, but his defense starts at a very high [18] [17] [16] with will power, and then kicks in with Combat Reflexes the rest of the way. The early clicks are the best with [2] damage and Close Combat expert, but his damage increases to

[3] later, and four clicks of Flurry throughout the dial is great too – this means he is dangerous for his entire freakin’ dial! Oh, and did I mention he has the Suicide Squad team ability?

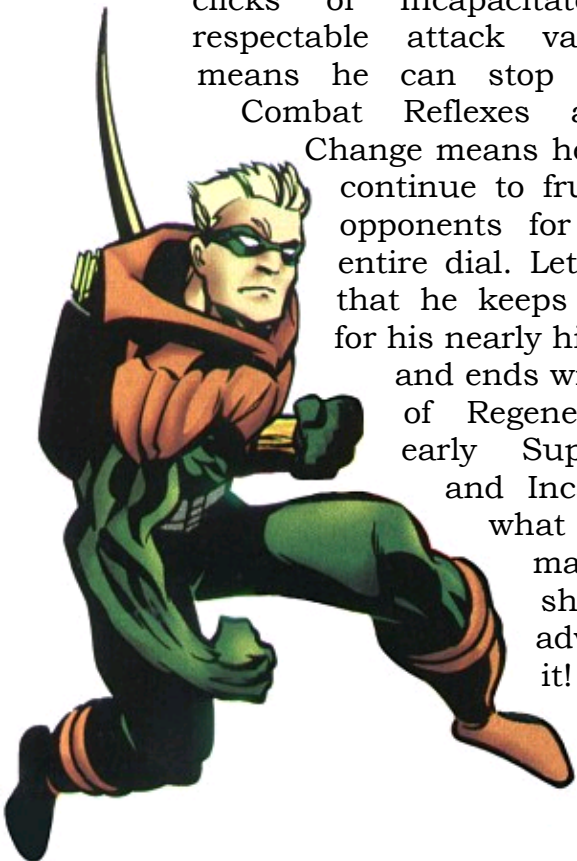


| Cost: 45 Range: 0 → DC JUSTICE LEAGUE |   | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  |
|---------------------------------------|---|----|----|----|----|----|----|----|----|
| No Affiliation                        | 2 |    |    |    |    |    |    |    |    |
| Spd                                   |   | 9  | 9  | 8  | 8  | 8  | 7  | KO | KO |
| Att                                   |   | 9  | 9  | 9  | 8  | 8  | 7  | KO | KO |
| Def                                   |   | 16 | 16 | 16 | 15 | 14 | 13 | KO | KO |
| Stun                                  |   | 2  | 2  | 2  | 2  | 2  | 1  | KO | KO |

**CREEPER (common)**

For 45 points, I would argue that you should play two or three of them if you pull that many. A full dial of leap/climb lets you go anywhere and two clicks of Super Senses means he will be very frustrating to take down. Three clicks of Incapacitate with a respectable attack value of [9] means he can stop any beast.

Combat Reflexes and Shape Change means he is going to continue to frustrate your opponents for nearly his entire dial. Lets not forget that he keeps [2] damage for his nearly his entire dial and ends with one click of Regeneration. His early Super Senses and Incapacitate is what really makes him shine, so take advantage of it!



**GREEN ARROW (common)**

For 70 points this figure is just beast! I’m calling it right now – I think this bad boy is going to be the star of sealed tournaments, thanks to that massive [10] range and damage that never drops below [2]. Fusillade lets him deal [2] damage to two different targets, or make use of that Range Combat Expert to deal [2+2] damage to a single target instead! His defense will certainly keep him alive with Energy Shield/Deflection, then Super Senses, then some Combat Reflexes if he is based with someone. Running Shot keeps him mobile and Flurry in the middle lets him stay viable if he is based. All this with an excellent attack value through the entire dial? Play two or three if you pull ‘em!

Green Arrow Special Powers

(attack) FUSILLADE: Give Green Arrow a power action. He makes two separate ranged combat attacks as free actions (making two separate attack rolls against two different target opposing characters). Resolve the first attack before making the second; if he loses Fusillade before making the second attack, he can't make the second attack.



| Cost: 70 Range: 10 → DC JUSTICE LEAGUE |  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  |
|--|--|----|----|----|----|----|----|----|----|
| JLA                                    |  |    |    |    |    |    |    |    |    |
| Spd                                    |  | 8  | 8  | 7  | 7  | 7  | 6  | 6  | KO |
| Att                                    |  | 10 | 11 | 10 | 9  | 9  | 8  | 8  | KO |
| Def                                    |  | 17 | 17 | 16 | 16 | 15 | 15 | 15 | KO |
| Stun                                   |  | 3  | 2  | 2  | 2  | 2  | 3  | 3  | KO |



**JLA** Cost: 44 Range: 0 ⚡ **DC JUSTICE LEAGUE**

|     |    |    |    |    |    |    |    |    |
|-----|----|----|----|----|----|----|----|----|
|     | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  |
| Spd | 7  | 7  | 6  | 6  | 5  | 5  | KO | KO |
| Att | 9  | 9  | 8  | 8  | 8  | 7  | KO | KO |
| Def | 17 | 17 | 16 | 17 | 18 | 19 | KO | KO |
| ... | 2  | 2  | 2  | 1  | 1  | 1  | KO | KO |

**GYPSY (common)**

For 44 points you get a high defense, Super Senses, and Defend (with a 19 defense). 'Nuff said!

**MERLYN (uncommon)**

A little less costly than the excellent GREEN ARROW (GA), this puppy would be an excellent supplement to GA. An excellent starting range of [10] with two clicks of Stealth and Ranged Combat Expert means he can hide and snipe people for [2+2] damage all day. Opponents can see through your Stealth? No problem, because he has Energy shield/Deflection to keep him viable. Assassin's Training lets you increase that attack or damage up, but I think it will be most useful to increase your range to [11] – many of my opponents will often stay one square out of range of my figures, so being able to extend range by just one is very useful. He also keeps [2] damage for his entire damage and ends with three clicks of Psychic Blast, letting you get past even Impervious! MERLYN and GREEN ARROW would be a deadly combo in my opinion.



**IL** Cost: 55 Range: 10 ⚡ **DC JUSTICE LEAGUE**

|     |    |    |    |    |    |    |    |    |
|-----|----|----|----|----|----|----|----|----|
|     | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  |
| Spd | 8  | 8  | 7  | 7  | 6  | 6  | KO | KO |
| Att | 10 | 10 | 9  | 8  | 8  | 8  | KO | KO |
| Def | 17 | 16 | 15 | 16 | 17 | 17 | KO | KO |
| ... | 2  | 2  | 2  | 2  | 2  | 2  | KO | KO |

Merlyn's Special Powers

(Damage) ASSASSIN'S TRAINING: Merlyn can use Perplex, but can target only himself and modify only his attack, damage, or range value.

--The Le  
To send comments, go to: <http://www.TheLeGames.com> and click the "Contact The Le" link.


**Custom Feat By The Le**

**Justice League Unlimited**

Prerequisite: Justice League Team Ability

All friendly characters with the Justice League team ability have the following team ability instead of the Justice League team ability:

When a member of this team takes damage from an attack, roll 1 die. On a result of 4, the attacker is dealt 1 damage; on a result of 5 or 6, the attacker takes 1 unavoidable damage.



0 cost custom feat

# LE'S LUXURY



I've heard that playing HeroClix is quite a lot of fun. Unfortunately I can't experience this for myself since I am too busy judging all the time. Since I don't have time to play, I will often do the next best thing – I build teams.

Honestly, who hasn't spent an entire evening building ten different theme teams? I am certainly guilty of that, much to the anger of my wife.

This issue I'm going to focus on one team that can be fairly expensive to acquire. Note that I have no idea how well this team will play, so if you do play it please contact me and let me know how it turns out so I can post it in the next issue. You can contact me at:

<http://www.TheLeGames.com>

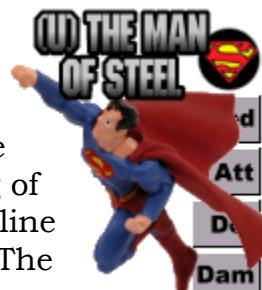
## Hush Team

For those of you willing to shell out the big bucks, we have a great little team consisting of exclusive figures:

- 200 pts **The Man of Steel** (U)
- 100 pts **The Dark Knight** (U)
- 100 pts **Krypto** (U)

Total: 400 points

All three figures sport the Superman Ally TA and all three were prominent in the opening of the Batman Hush storyline (the one with Jim Lee). The



story itself was less than spectacular, and the artwork was inconsistent, but don't let that deter you from this fantastic 400-point team.

The **Man of Steel** was a WK exclusive that you could buy on their website, so they were easy to come by and was reasonably priced (I do wish they'd do more of those). He's exactly 200 points and starts out with that fine [18] defense with Defend, which is great for protecting the entire team. He's a powerhouse made for ranged and close attacks – his attack values are very good but his defense is simply excellent. His damage never drops below 3 and he's got powers all over the place. Even at the end he gets 3 clicks of Defend again, with a defense that pops up to [19] on the last click.

|     |  | Cost: 200 Range: 8' |    |    |    |    |    |    |    |    |    |    | COLLATERAL DAMAGE |  |  |  |  |  |  |  |  |  |  |
|-----|--|---------------------|----|----|----|----|----|----|----|----|----|----|-------------------|--|--|--|--|--|--|--|--|--|--|
|     |  | 1                   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |                   |  |  |  |  |  |  |  |  |  |  |
| Def |  | 12                  | 10 | 10 | 10 | 9  | 9  | 9  | 8  | 10 | 12 | KO |                   |  |  |  |  |  |  |  |  |  |  |
| Att |  | 11                  | 12 | 11 | 11 | 10 | 10 | 9  | 9  | 8  | 8  | KO |                   |  |  |  |  |  |  |  |  |  |  |
| Def |  | 18                  | 18 | 17 | 17 | 17 | 16 | 15 | 17 | 18 | 19 | KO |                   |  |  |  |  |  |  |  |  |  |  |
| Dam |  | 5                   | 4  | 4  | 5  | 4  | 3  | 3  | 3  | 4  | 5  | KO |                   |  |  |  |  |  |  |  |  |  |  |

## Critical Hit: God Loves, Man Criticals



|     |    | Cost: 100 |    | Range: 6 |    | COLLATERAL DAMAGE |    |    |    |   |
|-----|----|-----------|----|----------|----|-------------------|----|----|----|---|
|     |    | 1         | 2  | 3        | 4  | 5                 | 6  | 7  | 8  | 9 |
| pa  | 8  | 8         | 7  | 6        | 6  | 9                 | 9  | 8  | KO |   |
| Att | 11 | 11        | 10 | 10       | 9  | 9                 | 8  | 8  | KO |   |
| Def | 17 | 16        | 16 | 15       | 14 | 14                | 13 | 12 | KO |   |
| Dam | 3  | 2         | 2  | 2        | 2  | 2                 | 2  | 1  | KO |   |

**The Dark Knight** is a 2007 convention exclusive, which came at a pretty high price. There's one thing you will notice right off the bat (no pun intended) – he's got a power in every single slot. His leadership is fairly useless for this particular team, and he loses stealth after the first click, but he makes up for it with a smattering of power that lets him incapacitate or deal [2+2] damage with Close Combat Expert. He only has a range of [6], but he does have 2 ranged attacks for double-incap. His late dial is also quite dangerous thanks to four clicks of outwit, so don't be afraid to push.



|     |    | Cost: 100 |    | Range: 6 |    | COLLATERAL DAMAGE |    |    |   |
|-----|----|-----------|----|----------|----|-------------------|----|----|---|
|     |    | 1         | 2  | 3        | 4  | 5                 | 6  | 7  | 8 |
| Spd | 10 | 8         | 8  | 8        | 7  | 6                 | 6  | KO |   |
| Att | 9  | 9         | 8  | 7        | 10 | 9                 | 8  | KO |   |
| Def | 17 | 16        | 16 | 15       | 17 | 16                | 15 | KO |   |
| Dam | 3  | 3         | 2  | 2        | 2  | 1                 | 3  | KO |   |

Lastly, we have **Krypto**, who can hold his own. He keeps a fairly high defense throughout his dial and can deal quite a bit of damage throughout. Use him or Man of Steel to carry The Dark Knight around, and take full advantage of his [2] and [3] damage clicks.

Of course, if you go to a 500 point game, you can do add some feats to the mix. The team is an excellent candidate for **In Contact With Oracle** (which stays within the universe theme). I personally hate mentioning feats like this but honestly, if you can afford these three figures then you can certainly afford to get this feat. And don't forget that he has two ranged attacks!

**Stunning Blow** would work great for The Dark Knight, to go with his three clicks of Incapacitate.

### Stunning Blow (feat) (cost: 10)

Prerequisite: Incapacitate  
Choose character. When the character makes a successful attack with Incapacitate, in addition to the effects of Incapacitate, the character may deal damage equal to its unmodified damage value. Divide the attacker's damage value any way you choose among the successfully hit targets.

**Swingline.** While less useful in combat situations, it feels very much like a "Batman Utility Belt" ability, which makes it pretty cool in my opinion. Then again, it could be very useful with the two ranged attacks, and coupled with incapacitate (and Stunning Blow) too!

### Swingline (feat) (cost: 10)

Prerequisite: boot symbol  
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.

**Sidekick** can really come in handy here, especially since The Dark Knight's defense drops off so significantly. If you always keep him next to Man of Steel, this feat would certainly help.

**Sidekick (feat) (cost: 10)**

Choose two characters: The first character must have a point value at least twice that of the second character. The two characters must be adjacent in order to use this feat. Neither character may carry the other.

(Optional) The second character uses the first character's defense value instead of its own when it is attacked by an opposing character.

**Pounce** is a little expensive in my opinion, but would work very well for The Dark Knight since he has [3] damage for only his first click. But if you have the points to spare, this could come in handy. He also gets some great powers later on (like the four clicks of outwit), so taking 1 unavoidable damage while using Pounce might be a good strategy for you.

**Pounce (feat) (cost: 15)**

Prerequisites: Leap/Climb and Damage Value 1 or 2.

Modifiers: +1 (attack value), +1 (damage value)

Choose a character. Give the character a power action. Move the

character up to its speed value and make a close combat attack as a free action. After resolving the attack, the character takes 1 unavoidable damage.

**Armor Piercing** is pretty standard for a lot of people, but can be especially useful on The Dark Knight thanks to two ranged attacks. Couple that with Stunning Blow, you could easily Incapacitate 2 figures and deal 1 damage to each of them with this feat. It's also cheap enough where you may want to put it on all three figures, which is especially useful since both The Man of Steel and Krypto get flurry later in their dials.

**Armor Piercing (feat) (cost: 10)**

Choose a character. Damage dealt by the character may not be reduced below 1.

Damage Shield is an excellent way to spite your opponents too. All three characters are eligible for it most of their dials, so it can really make your opponent think twice (many people are afraid of taking spite damage). And its cheap too.

**Damage Shield (feat) (cost: 10)**

Prerequisite: Close Combat Expert, Combat Reflexes, Energy Shield/Deflection, Flurry, Hypersonic Speed, Impervious, Invulnerability, or Poison

Choose a character. When the character is the target of a successful close combat attack, the attacker is dealt 1 damage after the attack resolves.

**Coordination** is especially useful for all three figures, and is perfect for theme. 'Nuff said.

**Coordination (feat) (cost: 6)**

Prerequisite: Any team symbol  
Choose a character. Lines of fire to and from the character are not blocked by characters with the same team symbol.

Well, there you go. I think I've said enough. At the 400 point level I think this would be a very interesting team to try out. At the 500 point level you could round out the edges quite a bit with the right selection of feats. At 600 points, however, I think this team would suffer quite a bit without more teammates, so I wouldn't try it.

Give it a try and let me know how it turns out!

To send comments, go to: <http://www.TheLeGames.com> and click the "Contact The Le" link.

Custom Feat By The Le

Justice League Task Force

Prerequisite: Justice League Team Ability

All friendly characters with the Justice League team ability have the following team ability instead of the Justice League team ability:

When a member of this team takes damage from an opposing attack, put a counter on this feat. On your turns, once per turn, as a free action you may remove 2 counters from this feat to increase a combat value of any friendly member of this team by +1.



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

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

Available Now!





# The Gremlin's Rant

an op-ed by LaughingGremlin

Many moons ago, Games Workshop asked the question, “Wouldn’t it be cool to imagine the year 40,000, with high fantasy races (orcs, elves, etc.) existing amongst humans in a Star Trek environment?” And, of course, they answered their own question. If this sounds like your idea of fun, then you would agree that the background or “fluff” of Warhammer 40K is excellent – so go buy the novels depicting the 40K Universe from the “Black Library” website, or buy the a Codex (ie rule book) for a particular army; the Codex contains the histories of a particular race.

Whatever you do, don’t waste your time playing the game itself, which is one of the worst strategic games... ever. Anyone who plays both 40K and the fantasy version of Warhammer will tell you, “Fantasy is a much better strategy game.” So if you like the look of the 40K miniatures, collect and paint them to use as book ends to compliment all of the wonderful 40K reading material which will satisfy your Sci-Fi genre needs.

That being said, lets look into the deeper question – *is Warhammer for you?*



Images: Warhammer: Mark of Chaos

Games Workshop is a miniature company first and foremost, which made a brilliant marketing strategy move one day: “People tend to buy a few miniatures to represent their characters or antagonists in role-playing games. If we made a tabletop game of epic proportions which required the player to purchase many figurines, then we’ll sell more.”

**Warhammer Fantasy Battles** (WHFB) is not just a three to four hour form of evening entertainment like other strategy games – it is a time-consuming hobby of constructing and painting many

miniatures; so if you already have a serious hobby, you won't have time to field a nicely painted army with which to thrash your opponent (who hopefully also has a decently painted army). War is less glorious when your beautiful rank and file soldiers with gleaming weapons and glorious banners defeat grey, lifeless bits of plastic or metal, so don't expect an opponent to have much fun playing against your pathetic excuse for an army either – taking time to paint your miniatures is all important in this hobby.

I understand that there are a number of women out there who win Golden Demons Award at conventions for having the best painted armies, and some lasses are great field marshals, but the remainder of this article is aimed at the guys who keep Games Workshop afloat. You girls already know that you are exceptional (and better than any of us men).



Men, if you have already made the decision to invest in this game and plan on getting a girlfriend, you better be a heck of a great guy; because she'll have to share you with your Warhammer mistress. She needs to be able to say to you, "Honey, I don't mind the permanent 6x4' playing table and all of these display cases full of half-painted toys in the living room. When my mother visits, she can stay sleep in the bathtub since the spare room will be used for Warhammer armies and painting supplies! "

If you do not find an understanding woman, then you have a difficult choice ahead of you: a Woman or Warhammer? Tough one...

I have a better suggestion: *make* her understand. (*Editor's note: good luck with that!*) Simply explain to her, "These are not toys. They are not sold at Toys R Us. This is an art form, and I am an artist!"



Show her the intricacies of swapping the heads of your halberdiers, the fineries of dry brushing and highlighting, and how you get super glue removed from your fingertips (skin graft), as she is trying to snuggle with you at the same time.

Have an extra brush laying there and some pretty dark elves. If you're lucky, she'll paint a war band just so she can be close to you. One of my ex-girlfriends actually did this, but I dumped her anyway (for different reasons). Boy, am I picky! I am now engaged to a sweetie who appreciates the hobby and she won't try to change me. *(Second editor's note: keep dreaming!)*

In closing, Warhammer will not ruin your life if you can afford the habit *and* be willing to accept the fact that some people will never understand it. That's really OK, because Warhammer is about pleasing yourself and appreciating the genius of the other poor bloke across the table from you.

Good luck and Good Dice Rolling!

--LaughingGremlin

"This model won the 2002/2003 Golden Mushroom at MCMP, and also a bronze Demon at the 2004 Los Angeles Gamesday!"

<http://www.blackmoor.ca/>



WizKids announced an agreement with Disney to produce Disney's **Pirates of the Caribbean PocketModel** trading card game, set to release in October. The agreement allows WizKids to use content from all three movies and the PocketModel format allows players to build 3-D pirate ships

from pieces punched out of a styrene card and use movie characters and action scenes on the cards to play the game. Each game pack (MSRP \$3.99) will include two ships to build, one island/terrain card, a treasure or crew card, a rulebook and a die. The Disney's Pirates of the Caribbean PocketModel game will be available through hobby retailers, Target, and Wal-Mart. The Pirates of the Caribbean PocketModel TCG follows on the heels of the recently released Star Wars PocketModel TCG which launched in June (see "Star Wars PocketModel TCG") and both games follow in the wake of the popular Pirates Constructible Card Game which has sold 20 million ships since 2004.



# Avengers

**CRITICAL HIT**  
THE ONLY MAGAZINE DEDICATED TO HEROCLIX

- 001 Captain America
- 002 Iron Man
- 003 Captain Britain
- 004 Gargoyle
- 005 Guardsman ○○○○
- 006 Moon Knight
- 007 Crossbones
- 008 Wonder Man
- 009 Hulkling
- 010 Patriot
- 011 Stature
- 012 Shang-Chi
- 013 Piledriver
- 014 Stingray
- 015 U.S. Agent
- 016 Luke Cage
- 017 Living Laser
- 018 Blazing Skull
- 019 Darkhawk
- 020 Dragon Man
- 021 Toro
- 022 Iron Widow
- 023 Lionheart
- 024 Black Panther
- 025 Quicksilver
- 026 Scarlet Witch
- 027 Vision
- 028 Wasp
- 029 Taskmaster
- 030 Iron Lad
- 031 Ronin
- 032 Red Skull

- R 95
- U 154
- R 119
- V 58
- R 32
- V 38
- E 47
- V 117
- R 72
- R 38
- R 50
- E 58
- V 140
- R 29
- V 75
- V 85
- V 91
- V 68
- R 56
- E 130
- R 64
- E 118
- R 85
- V 92
- R 63
- R 72
- R 98
- E 49
- U 140
- R 75
- R 55
- U 123

- 033 Abomination
- 034 Baron Zemo
- 035 Bucky
- 036 Falcon
- 037 Thin Man
- 038 Giant-Man
- 039 Spitfire
- 040 Namor
- 041 Union Jack
- 042 Starfox
- 043 Molecule Man
- 044 Grim Reaper
- 045 Thunderstrike
- 046 Namorita
- 047 Wiccan
- 048 Yondu
- 049 Two-Gun Kid
- 050 Winter Soldier
- 051 Spider-Man
- 052 Citizen V
- 053 The Colonel
- 054 Ares
- 055 Hulk
- 056 Hawkeye
- 057 Scarlet Witch
- 058 Quicksilver
- 059 Wasp
- 060 Cap and Bucky
- 061 **Mandarin**
- 100 Silver Surfer
- 101 Terrax the Tamer
- 102 Firelord
- 103 Stardust

- R 150
- V 95
- R 30
- E 75
- V 63
- R 82
- V 68
- U 151
- E 60
- E 121
- U 113
- V 65
- V 100
- E 98
- R 54
- V 53
- V 50
- V 70
- V 111
- V 58
- R 118
- U 275
- U 187
- U 56
- R 35
- R 49
- R 37
- U 60
- U 156
- U 231
- U 218
- U 176
- U 171



**Week 1:** 7/12-15 for the LE Silver Surfer  
**Week 2:** 7/19-22 for the LE Terrax the Tamer  
**Week 3:** 7/26-29 for the LE Firelord  
**Week 4:** 8/2-5 for the LE Stardust  
**Week 5:** 8/11 for the a change to win the brand new Galactus himself

**Bystander Tokens**

- B01 Edwin Jarvis 5
- B02 Jimmy Woo 10
- B03 Ken Hale 14
- B04 "Frenchie" Duchamp 8
- B05 Everett K. Ross 5
- B06 Kat Farrell 5
- B07 Duane Freeman 5
- B08 Thug ○○○○ 7

**BFC**

- BF01 Ordinary Day
- BF02 Wasteland
- BF03 Exhaustion
- BF04 Inferno
- BF05 Atlantis Rising

*Buy the Brick Special Tournament*

|   |
|---|
| <input type="radio"/> Common              |
| <input checked="" type="radio"/> Uncommon |
| <input type="radio"/> Rare                |
| <input type="radio"/> Super Rare          |

**FEATs**

- F01 Stunning Blow 10
- F02 Telekinetic Reach 12
- F03 Fortitude 12

**Special Objects**

- S01 Force Field Generator
- S02 Dark Cauldron Immobile

