

CRITICAL HIT

THE ONLY MAGAZINE DEDICATED TO HEROCLIX



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NOV
#10

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Letter From the Editor:

Welcome back to another addition of **Critical Hit**. Issue 10 is here and it is looking better than ever.

I am glad to be back and I hope you all missed me as I am coming back on the head of the Supernova release. Life is going easier for me and you can expect some of the best quality you could hope for from the magazine. The game is progressing farther and farther and so to is the magazine. Well without further ado let's get into the magazine and I hope you all enjoy it. Good day and good gaming!!!

--Rock



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Think you know your **HEROCLIX** and want to submit an article?

E-mail all submissions or requests to rock810@yahoo.com. All articles will be looked over, as will all requests to write an article. However, there are no guarantees that articles will be accepted.

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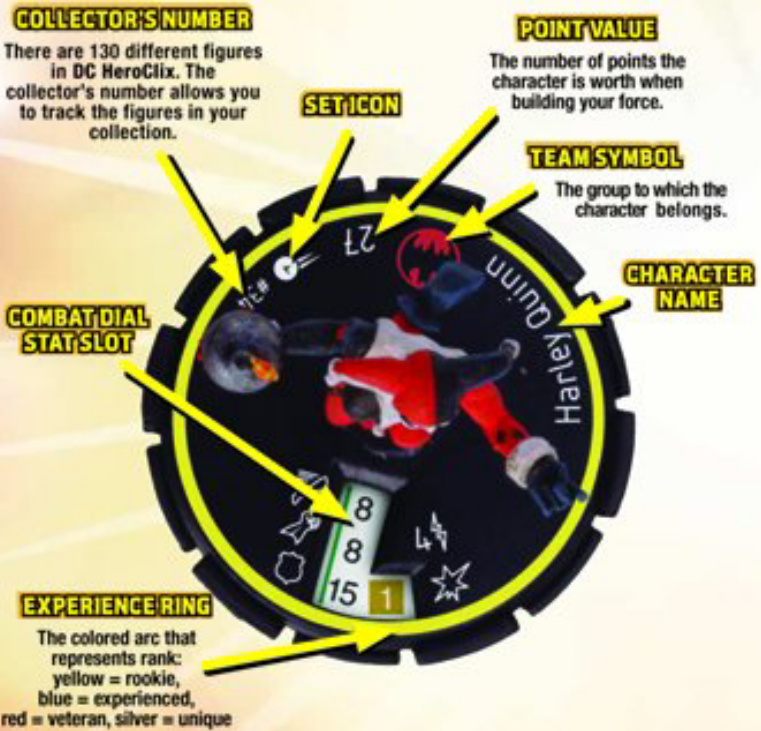
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Volume No. 1, Issue No. 10 • PRINTED IN THE USA

BASICS



COMBAT DIAL

The Combat Dial is what separates HeroClix from all other miniatures games. The Combat Dial is part of a base attached to each Marvel HeroClix: Infinity Challenge figure, it contains all of the figure's speed/move, attack, defense, range, and damage statistics. The figure's statistics change with every roll of the dice but you'll never look at a rulebook again. All the statistics you need are located on the figure itself, and in an easy to use Special Abilities Card.

SPEED/MOVE

The number next to the boot or wing symbol is a character's movement/speed number. This is the number of squares the character can move when they are given a movement action.

ATTACK

The fist icon is attack. This number is added to the roll of 2 dice to determine if an attack hits.

DEFENSE

The shield is defense. It represents how hard it is to hurt the character. An attack must be equal to or higher than this number to hurt the character.

DAMAGE

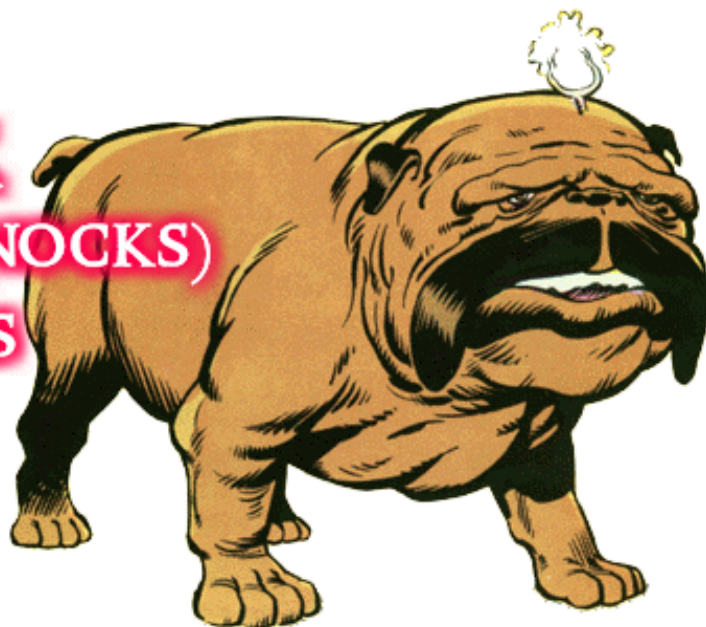
The blast icon is damage. This is the number of clicks of damage you do to a target when you hit with any type of attack.

RANGE

The lightning bolt or bolts are range. This is the number of squares you can shoot. If the value is zero, you have to be next to a target to hit them. If there are two or more lightning bolts, you can hit that many targets with a single attack.

Courtesy of wizkids website

ROCK'S SOHK (SCHOOL OF HARD KNOCKS) FOR BEGINNERS



TRANSPORTERS. They have become some of the most abused figures in the game since their introduction in **Fantastic Forces** and have literally show dominance at all the Wizard World conventions this year. Transporters bring quite a bit to the table and leave many options open to players who know how to use them properly. Where most players get stuck with transporters is using them purely as a transporter only. Many players forget to use the option 2 of transporters (Hypersonic-light) and the feat capacity that all the transporters have. Transporters by themselves are not really meant to be a “tent-pole” piece. Transporters are for the most part a secondary attacker and need to be used so. Though of course using them for their “transport” capabilities is fine as well.

Earlier you heard talk of the option 2 that does not get used often. Transporters allow you to move their full move and attack, but gain -2 to their attack value. Now you ask “what is the point” if they have such low attacks. The point is you are making an attack and with the use of perplex, In Contact with Oracle and a few other feats there are plenty of ways to counter the -2. If you are carrying someone into battle (i.e. classic Joker and Lockjaw combo) you may as well make an attack before just dropping a figure off. Remember to make use of the swing around as well with attacks and when dropping figures off. (Transporters have the capabilities to move ONE extra square by

swinging their back end around to any particular square the can fit).

A LITTLE CARDBOARD ASSISTANCE

Transporters are figures that benefit more from feats than any other figure as they allow the figure to deal more damage or assist with it's attack values. An obvious assist is the use of In Contact With Oracle (though what figure does not benefit by that card). Some figures benefit from certain cards individually and as we break down transporters we will go more into card SPECIFICS. For now let's focus on what cards will benefit ALL transporters.

Double TIME

Double Time is going to allow your figures to where they are going much faster. Double time is a feat card that was built for transporters as they take NO damage from using the card. Being able to move double your speed for 5 points is an excellent way to get in and out of combat. Though remember you can not do option 2 of the transporter ability when you use the abilities of this feat.

Shake-Off & Armor Piercing

Another card built specifically for transporters is the shake-off feat. (Granted giants can use it as well). Shake off allows a transporter or giant to deal damage to all figures basing the figure by breaking away. By adding armor piercing to this you are guaranteed to deal some damage as you scoot away (plus you are guaranteeing that when your figure attacks you do deal some damage). One key factor to put in this is you cannot use leap climb or phasing to break away or the card does not work. However, if you have a character that has a 17 defense or combat reflexes then you can equip them with the feat card Slippery and guarantee that you will break away (well a 5 out of 6 chance that you do, but those are good odds).

Back Alley Brawl

It may not be a feat, but the Back Alley Brawl Battle Field Condition is the best way to counter the -2 you get when using the move and attack ability of a transporter. Now before we hear some arguments on this the BFC reads as follows:

Back Alley Brawl (BFC)
 Characters who make close combat attacks using no powers, feats, or team abilities and who are not affected by the powers, feats, or team abilities of any friendly character get +2 to their attack values.

Now the Transporter option 2 attack is not a power, not activated by a feat nor is it activated by a team ability. This is the most sure-fire way to avoid that irritating -2 that your transporter gets when making this attack. THOUGH, you can only use it for one round of a tournament. Use it sparingly.

ON TO THE FIGURES

(in no particular order)

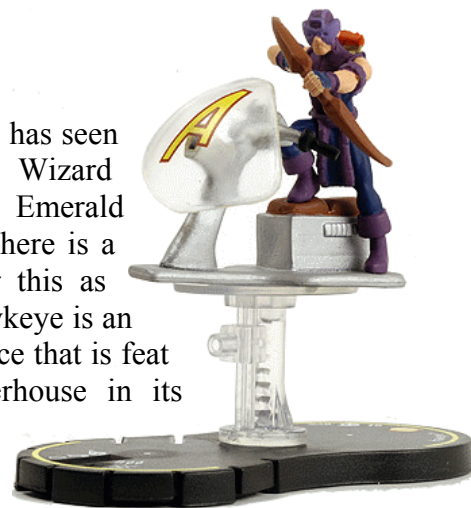
Before we start I must remark that I am not going to cover every single transporter out there. By giving advice on one version of the figure (as many transporters have an REV) you can get a general idea of how to use the others as well.

1) Hawkeye (Vet)

84 points

10 NNN

The Veteran Hawkeye has seen as much use at the Wizard World events as Emerald Empress and Flash. There is a very good reason for this as well. The veteran Hawkeye is an unbelievably good piece that is feat friendly and a powerhouse in its own right. His starting 11 attack and 10 range with three targets AND running shot mean that this figure is going to be able to attack anyone anyplace. His downfall comes with the fact that he has a shallow dial, but since he is so feat friendly he will live for a bit and be very annoying to your opponent. Hawkeye's ranged combat expert makes him a prime candidate for Trick Shot that will allow him to target figures anywhere anyplace. If you add armor piercing to that you can now deal damage to three different targets any place on the field.



Be sure to make use of his team ability by equipping him with Alpha Flight or Thunderbolts. In terms of defense you can give Hawkeye force field for a little not so built in toughness. Heightened Reflexes will allow him to have a little Super Senses against move and attack abilities. And last, but not least, you can equip him with Nanobots so you can choose to push

whenever you want, or so that you can heal back to near full life (make use of Debris to give you some extra objects to absorb).

2) Spider-man (Exp)

77 points

6 ⚡

Spider-man is one of the two non-double based transporters in the game today. He may be one of the more fun transporters to play as well (hey it is Spiderman). Spiderman is a transporter that can move ANYPLACE on the field due to his leap climb (yes leap climb works well with transporter). Spiderman is the traditional wildcard piece that will benefit from the following pieces the best:

Sue Storm with Fantastic Four Feat (who can argue with a 19 defense)

Any **Batman Ally** (stealth is always useful)

IC **Bullseye Veteran** or Experienced Icons **Joker** (a little boost to attack is great)

The great thing is Spider-man can carry around his friends to give them a little protection and to give him some protection as well (give Bullseye trickshot and have him provide some cover fire). The great thing about Spider-man is that he is VERY pushable as his attack value actually goes up when he gets pushed. Stunning Blow allows Spiderman to have a little more bang for his buck when he deals attacks. Adding pummel to this figure gives you some built in probability control to make sure that he is going to hit when you need him to. Then of course spend the best 6 points you can on any archenemy, that being vendetta. The +1 to attack and the possibility to getting some archenemy points make him that much more

useful. Then of course you have Nanobots to keep Spider-man healthy for a little while.

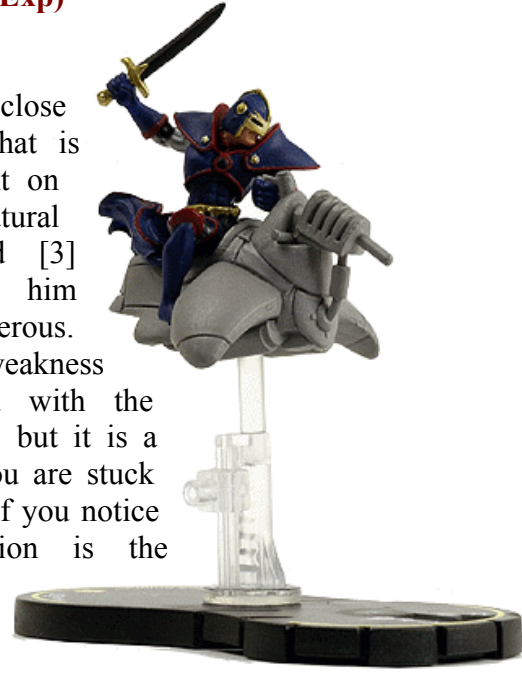
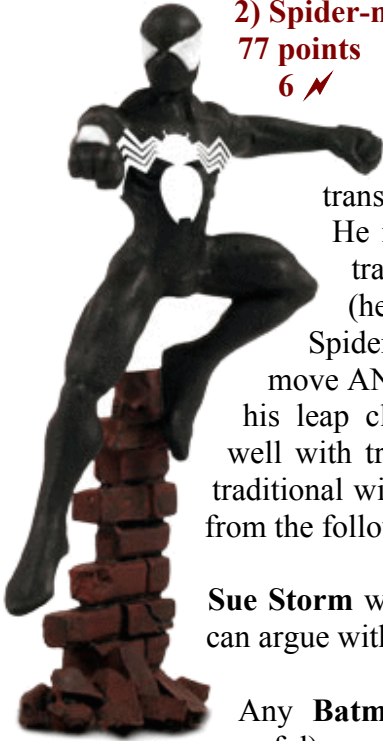
3) Black Knight (Exp)

64 points

0 ⚡

Black Knight is a close combat bruiser that is worth every point on his dial. His natural [10] attack and [3] damage make him extremely dangerous. His exploit weakness **cannot** be used with the transporter attack, but it is a good option if you are stuck in close combat. If you notice the better version is the Experienced, but mostly for the points that he saves you, as the gains in the veteran are marginal at best.

Black Knight is one of the few transporters that does **not** benefit much from feats (armor piercing is pointless because of the 3 damage through most of the dial, he does not get two damage until late so Nanobots is not helpful, and like most avengers of course he will benefit from the Two Avenger Alternate Team Ability. Your best bet with Black Knight is to carry a good tie up piece (the new **rookie Skrull** or the **Space Phantom** are excellent choices to take for tie up pieces). What you should do is run up with the tie up piece and base the intended victim with the tie up piece. Next turn you can choose to charge and push (not that his dial changes much) or you can wait a turn and let your tie up piece do all the work.



4) Ghost Rider (Vet)
102 points
8 ⚡

Ghost Rider is as much fun to play with as Spiderman because he is Ghost Rider and he looks cool. Still he moves 12 and has an 8 range that potentially allows him to hit someone nearly 20 squares away. Though you find more benefit from using his running shot with psychic blast so you can ignore those pesky damage reducers. (Ghost Rider should be one of the many pieces that can take out the new version of Thanos with ease). Ghost Rider in himself is NOT a close combat figure and should not be used so. He is designed to take pot shots at your opponent and take them down as he makes them pay for their misdeeds. In terms of feats this figure best makes use of Fortitude and Nanobots. Seeing as most big bricks hit for 5 his damage reducer will allow him to absorb some and put him on his mid dial 2 damage so that he can heal to near full power. The great thing about Ghost Rider is that when you do Nanobot with him you can eventually get to 3 damage. Ghost Rider's leap climb will allow him to get anyplace on the field you need to go and even take on some of those pesky soaring figures.

Ghost Rider (v)
(Fantastic Forces)

No Affiliation COST: 102 RANGE: 8

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|------|----|----|----|----|----|----|----|----|----|
| SPD. | 12 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | KO |
| ATT. | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | KO |
| DEF. | 17 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | KO |
| DAM. | 3 | 3 | 3 | 2 | 3 | 2 | 2 | 3 | KO |

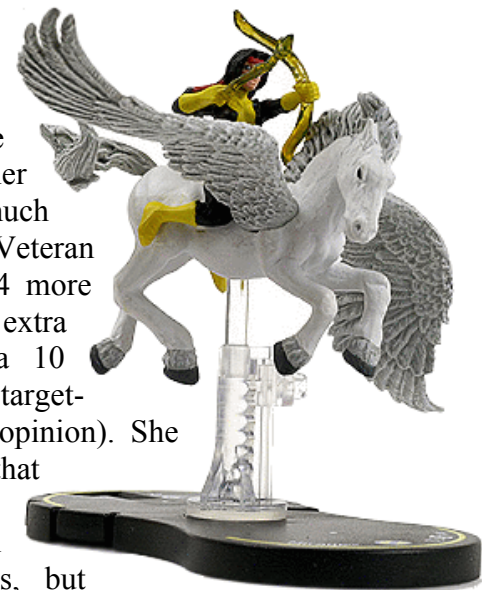
5) Robot (Vet)
92 points
4 ⚡

The leader of the Guardians of the Globe is designed to back up his friends (or some wildcards) by using Brilliant Tactician. Still his team ability makes him a useful attacker, as there is the chance that he will deal some damage and will deal a little incapacitate as well. To best make use of Robot make use of Darkness or Deep Shadows on the Space Map so that he is protected from range. In terms of feats we have already mentioned that Brilliant Tactician is a great choice for the Robot. Of course Nanobots works well on Robot as he has a consistent 2 damage. If you want to have some fun with the Robot use the following team: **Robot w/ Brilliant Tactician, Atom Eve, Invincible w/ Vengeance** (perfect thematic 300 point army)



6) Moonstar (Exp)
66 points
8 ⚡

Moonstar is a figure that is well worth her 66 points (She is much better than her Veteran version which for 24 more points gives you one extra click of life and a 10 attack with an extra target-not worth it in my opinion). She gives you a figure that not only fits thematically in with New Mutants teams, but can also handle some of the big baddies who benefit from their damage reducers. In many ways she is a mix between Hawkeye and Ghost Rider and needs to be used as a ranged combat sniper. Taking feats like



Heightened Reflex, Force Field and Nanobots mean defensively she is going to stay around for a little while longer. Pairing her up with the new rookie Jubilee gives her a line of site blocker to make use of and will give you a nice thematic spot that we all enjoy. Have fun with this piece, but be careful as her dial is shallow and her attack values drop. Make use of figures like Sunspot who can use Inspiring Command so that Moonstar can push without taking any damage.

**Theme Team:
NEW MUTANTS (300 pts)**

Moonstar Experienced
Jubilee Rookie
Sunspot Veteran
 -Inspiring command
 -Protected
Domino Rookie
Karma Veteran
Doug Ramsey

then breaks away and deals damage to all involved. The great thing is he fits in many different theme teams as well. He works with Avengers, Fantastic Four and of course with Inhumans. The real way to use Lockjaw is as a transporter (go figure). Have him carry around a brick and then base your opponent with the Brick figure right behind him so that next round the Brick can charge in and do some damage (using figures like The Thing or Karnak fit perfectly with theme).

**Theme Team:
INHUMANS (400 pts)**

Karnak Unique
 -Pummel
Black Bolt Unique
 -Protected
Lockjaw Veteran
 -Armor Piercing
 -Shakeoff
Crystal Unique
 -Fantastic Four Alternate Team Ability
Medusa
 -Entangle
 -Fantastic Four Alternate Team Ability
Quicksilver Experienced
 -Alpha Flight

**7) Lockjaw (Vet)
38 Points
0 ⚡**



The controversial Inhuman has become one of the most used figures in the game. His low cost and extreme usefulness is well known by many. His long dial with damage reducers and his huge movement with phasing make him the BEST transporter in the game today. The Veteran Lockjaw is the best choice for his points as he does 3 damage naturally. Like most figure he benefits greatly from Nanobots, but Lockjaw is the figure that works the best with Armor piercing and Shake-off. This combo makes Lockjaw lethal as he bases his opponent and

**8) Sam Guthrie LE
113 points
0 ⚡**

Sam is a tough figure to use, as he is not the most efficient of all the transporters. His huge move and damage dealing abilities make him dangerous to your opponent. HOWEVER, his high defense makes him a target for your opponent. If you plan on using Sam make sure you use Nanobots with him as he loses that 3 damage early in the dial. His damage reducers make him hard to kill and he fits



well in many different themes that you can come up with. Sam can be a fun piece to play with, but he fills quite a few points in your team with that big 113-point number.

Transporters in themselves can be quite a bit of fun to play with and can make your team very competitive. Take the time to figure out which transporter best fits in your team, and

when you cannot decide just remember their name is meant to reflect their purpose. They are a transporter and don't be afraid to use them like that, however, don't be afraid to make that transporter attack when you can. Heck the worst thing that can happen will be that you could get a **CRITICAL HIT**.



Title: Marvel HeroClix: Supernova

Stock Number: WZK3231

MSRP: \$7.99;

Expected Release: November 2006

Packed full of intergalactic heavy-hitters, Marvel HeroClix: Supernova takes 3-D superhero action from your tabletop to the stars and beyond.

Relive classic battles from the Infinity War,

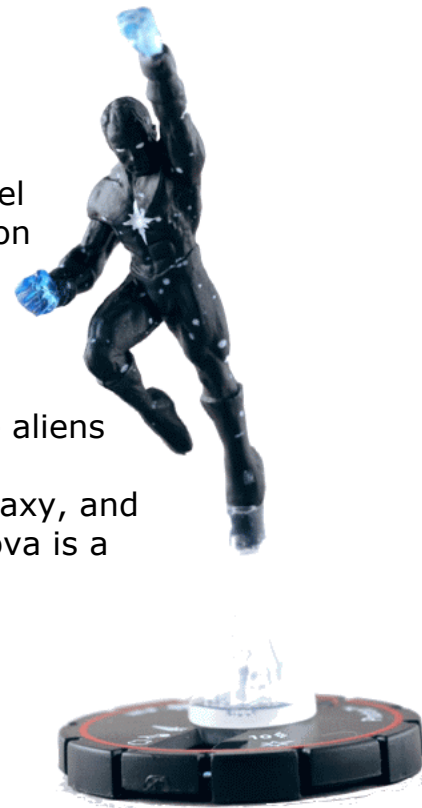
Secret Wars, the Kree-Skrull War, and more! With more Kree, Skrulls, Shi'ar and Badoons than you can shake a stick at,

Supernova expands the HeroClix galaxy by incorporating more aliens than any previous HeroClix set. Introducing the

Squadron Supreme, the Guardians of the Galaxy, and the New Warriors, Marvel HeroClix: Supernova is a must-have for any Marvel comics fan.

Contents:

- 4 figures
- 1 bystander token, battlefield condition card, object card, or feat card
- 1 rules sheet
- Complete rules



INSIDE THE MOX BOX: Beyond the Moon

By Steve "Mox" Luzader



So, by now, you've probably figured out this month's theme. Yes, we are heralding the arrival of Marvel's *Supernova* set by dealing with the biggest, meanest, deadliest foes in the known comic universe. If he's ever threatened to destroy a universe, fought an entire squadron of superheroes to a standstill, or refused to walk an old lady across the street, we're probably talking about them. We're talking about the biggest point costs, the largest values and so many powers they need their own ability card. However, let us remind ourselves that although there are some incredibly powerful villains, there are some incredibly powerful heroes to match. This month, we'll talk about both some cosmically charged characters as well as their celestial champion counterparts.

Darkseid (V): Let's begin with a classic name always associated with absolute destruction. The *Icons* set brought us a reprint of this villainous icon and he finally comes with the crushing power he's legendary for. Let's examine what 181 points gives us. A Phasing-powered 14 movement, a devastating 12 range, a sturdy 17 defense fueled by Impervious, and 4 damage with the option to Outwit. That's not too bad in itself. He starts with some Super Strength and an okay 10 attack. The problem is that he gets better. After two clicks, he decides no more fun and

games. That 12 range now becomes wicked when Psychic Blast shows up and his damage bumps to five. In addition, his attack gradually increases to 11 and maintains it for two clicks. He maintains Invulnerability for a few clicks before fading into Toughness to finish out his 11-click dial. He recovers some Super Strength again before showing off his final stunt. His dial ends in with two clicks of Phasing and a movement no less than 12. How's that for a quick getaway. Run off, heal up, and come back even more furious than before. With that kind of trick, who's going to tell you no?

Sinestro (V): Not every figure here is just born of the cosmos. Some have been granted phenomenal cosmic power...whether by good or evil. *Legacy* finally gave us a pint-sized version of Sinestro, but still gave him amazing power. While given powers similar to a Green Lantern, you'll find that he doesn't have a lot of the powers associated with most of them. Sinestro isn't about tricks. He's about



destruction. Starting offense consists of an 11 attack paired with 4 damage. He can Running Shot with his 12 movement, has a range of 10 and two targets. Defensively, he begins with an Invulnerability click and a solid 18 defense. Sinestro's powers vary little. He starts with Outwit and has it scattered among Ranged Combat Expert throughout his nine clicks. He has a nice three clicks of Running Shot and has an 8 or better attack for most of his dial. The lone Invulnerability clicks gives in to Toughness, then a little Barrier, and finishes with three Willpower clicks. He has hearty defensive values, even late into his dial. A lone final click of 14 defense is the lowest it gets. He'll set you back 146 points, which will seem like a good chunk to some players. Then again, he's got the numbers to be a solid centerpiece in any army.

scattered Psychic Blast clicks with which to wail on you. His starting click has it, along with a heart-stopping 13 attack. In fact, his attack never falls below 10. His defensive stats are phenomenal as well, starting with an 18 and not going under 17 for his first 7 clicks. Thanos' Phasing gets him into the fight first, and then helps him escape again at the end of his dial. Mix that up with still punishing damage values and you might begin thinking that price tag is a bargain.

THANOS (Unique)
 Super Nova
 COST: 267 RANGE: 10 ⚡

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
|------|----|----|----|----|----|----|----|----|----|----|----|
| SPD. | 9 | 9 | 8 | 8 | 8 | 8 | 8 | 8 | 7 | 7 | KO |
| ATT. | 13 | 12 | 12 | 12 | 12 | 11 | 11 | 10 | 10 | 10 | KO |
| DEF. | 18 | 17 | 17 | 18 | 17 | 17 | 17 | 16 | 16 | 15 | KO |
| DAM. | 4 | 4 | 3 | 4 | 5 | 5 | 4 | 3 | 4 | 5 | KO |

Thanos (U): *Supernova* brings us the much heralded and much anticipated return of the mad tyrant, Thanos. Now equipped with powers, Thanos is now a truly mighty threat on any table. Thanos doesn't come cheap. With a 267-point price tag, he's going to take some careful consideration. Let's begin with the reason number one he's a new top dog: Power Cosmic Team Ability. That's right. Not only can this guy push as though he had Willpower, but he is immune to Outwit. That means you have to deal with his 7 combined clicks of Impervious and Invulnerability and can't shut off those final two Regeneration clicks. Subsidiary powers include lots of Outwit, some Probability Control and a little Close Combat Expert. The madman's got a 10 range and some

Starhawk (V): Not every cosmic character has to come with a cosmic price tag. *Supernova* brings us several celestial champions of both Squadron Supreme and the Guardians of the Galaxy. Enter Starhawk. Starhawk only exists in a veteran version; his other ranks are his alter ego Aleta. Nevertheless, Starhawk shines. Starhawk's price is 144 points, but you're going to get a high-powered, constantly mobile ranged combat threat. Unlike most others, Starhawk doesn't begin with damage reducing powers. His Invulnerability clicks are in the middle of his dial. That's not all that unacceptable when his first three clicks have Energy Shield/Deflection and solid defense values. He packs two Running Shot clicks and two Hypersonic Speed clicks, so he'll spend a lot of early time at range. Speaking of range, a 12-square range will keep your enemies far, far away. He possesses a plethora of ranged combat powers, including Pulse Wave,



Psychic Blast, Energy Explosion and Ranged Combat Expert. He has a couple of Support clicks in the early dial, but at that time, he's still in prime offense mode and should have little use for them. His damage values suffer at the end, but he still has healthy attack values and some Willpower and Probability Control. If he's too weak, use his Phasing to retreat to safety. His end click shines with Pulse Wave, 8 attack and 4 damage...perfect for a end game Nova Blast. His powers do flux somewhat, but if you've got a handle on his dial, you've got a serious ranged powerhouse.

while. A 10-click dial is stacked full of damage reduction. Three Invulnerability clicks surround a starting defense of 17 and he'll flush the dial with Toughness afterwards. His attack and defense numbers will dip low near the end, but figure that is comic accuracy accounting for his eventual mortality at the hands of cancer. Even so, many players will find the first half or so of his dial more than formidable and Captain Marvel someone to be reckoned with.

Captain Marvel (Unique) (Critical Mass)

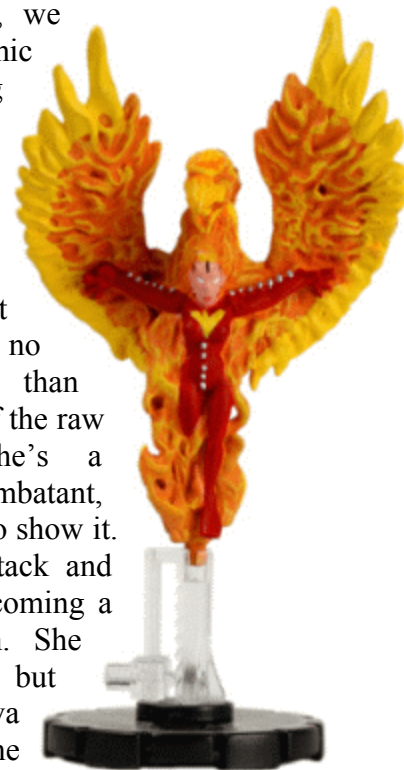
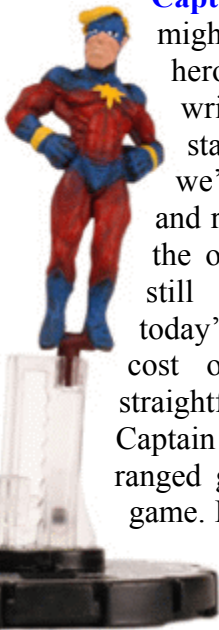
COST: 158 RANGE: 10

| No Affiliation | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
|----------------|----|----|----|----|----|----|----|----|----|----|----|
| SPD. | 12 | 10 | 10 | 8 | 8 | 8 | 7 | 7 | 6 | 6 | KO |
| ATT. | 11 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | KO |
| DEF. | 17 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | 12 | KO |
| DAM. | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | KO |

Captain Marvel (U): As there are mighty villains, there are mighty heroes. As of the moment of writing, I am unable to get full stats from the *Supernova* set, so we're taking a little trip in time and revisiting this gem. Still, I think the old Captain Marvel unique can still stand well against a lot of today's figures. A reasonable point cost of 158 points gives you a straightforward, but very strong figure. Captain Marvel plays both a strong ranged game and strong close combat game. He starts off with Running Shot at a 12 movement and a 10 range, giving him tons of effective cover. A starting

attack of 11 makes for solid offense and on the Running Shot alone, he can hit for three damage. Next action let the Ranged Combat Expert kick in for a total of five damage. He has a lot of Super Strength, so pick up an object and show your enemy that you're not afraid to mix it up either. He'll carry both the 3 damage and Ranged Combat Expert for three clicks before damage drops by one. On the fifth click, the power changes and he gains three clicks of Outwit, which will help maximize your damage or maintain control. Captain Marvel will also stay around a

Phoenix (U): Of course, we can't talk about cosmic entities without talking about what may possibly be the most destructive force in the known cosmos. No, it's not your Aunt Margaret's meatloaf. I'm talking about the Phoenix. Phoenix is no slouch. She can more than handle her own in terms of the raw offense department. She's a straightforward ranged combatant, and she's got the powers to show it. She starts with an 11 attack and Pulse Wave, which is becoming a nice utility power again. She does have three damage, but you won't want to Nova Blast it. On top of that, she still has Ranged Combat Expert to shell out a pure five damage. She has no damage reduction, so hope those Super Senses rolls are kicking in. After the



opening click, she'll have several slots of Psychic Blast to work with. Note that she has two targets, so when using the Psychic Blast and not the Ranged Combat Expert, always pick two. She stays in offense mode until her last couple of clicks where she'll gain Telekinesis and the Super Senses will fade into Energy Shield/Deflection. She fluxes between two and three damage, but is only the weakest at the very end. She does have a short dial, but she also has the X-Men team ability to feed off of the energies of her teammates and keep herself fresh. Remember that the damaged character, not the healed character, takes the action, so when possible, heal her up a click before having her take a shot. Yeah, she may not be quite the beating stick some of these other figures are, but you're only spending 86 points, which is far below what some other cosmic bombshells are going for. Trust me

when I tell you, she's worth it. I've seen this figure simply destroy everything in her way.

Superheroes and evil masterminds have come from all walks of life. Some begin merely as thugs while there are others born into an otherworldly power. We've had robots, aliens, humans and even galactic entities, so it's never a surprise when we run across one with power beyond that of human comprehension. This is merely a small cross-section of the cosmic universe, as *Supernova* has unleashed even more of these beings upon us. Even still, we rarely become disappointed when a higher being comes to our little clix universe, as that means we're in for some powerful figures with big surprises.

-Mox

CUSTOM CLIX THE WORK OF MICHAEL IAN DELA PAZ



THEMES LIKE A GOOD IDEA

By: Rob Peterson

Welcome back to a very cosmic installment of “Themes like a good idea.” As you’re all aware, November brings us the release of Marvel HeroClix: Supernova. This is the Marvel set that features a cascade of cosmic characters with some pretty hefty point values. This is the set for you players out there that like to go into the larger point totals when playing games. The set features a good amount of characters over 150 points, which means that this set is seriously crying out for an intergalactic slugfest. For those of you who don’t know me or have never seen me on the forums, I am a gigantic fan of all things cosmic, but more specifically, a fan of the Silver Surfer. It is that reason that I am selecting the Heralds of Galactus as my theme team this month. Unfortunately, we didn’t see any new heralds made in Supernova, but we did get an incredible remake of the previously made Silver Surfer who was left a little lackluster in the power department. The theme team is chosen, so next we need to set up the point total and the stipulations involved.

We will start out as every team does which is by setting a point total. To do justice to this team, the point total will be set at **1,000 points**. Some of you probably just gasped upon reading that. It can be quite overpowering and overwhelming to play such a high point game if you aren’t used to it. Fortunately, I am going to provide some pointers if you are a player who usually sticks to the smaller teams. I find that a great



way to avoid getting lost in your team is to limit the number of actions allowed per players turn. I find that for a **1,000-point** game, five actions sets a good pace. Another good thing to do is to put a time limit into effect. You could put a limit on the amount of time a player can take per turn, or you could put a limit on the amount of time a game can last in total. In some cases, putting a limit on both could be the best way to go. The best reasons to increase the pace of a game is to encourage pushing and risk taking and to discourage things like healing and slow play, which is affectionately referred to as turtling. I am personally not a

fan of either of the latter tactics mentioned. I am also not a big fan of pushing, but that's why I love the Power Cosmic team ability so much! In this particular game I've decided to go with a five-action allotment with an hour time limit. Now that the point total and stipulations are established, it's time to start building the team.

For those of you who are not as into the cosmic characters as I am, a little research might be needed to determine who will be in your theme team. At times, Galactus has gone through heralds like he does his planets, so your best course of action might be to do a search on "Wikipedia.com" for Galactus and/or Herald of Galactus. Not counting alternate reality stories, there have been a total of five heralds that have been produced so far.



For those of you who like options, some of the characters have several different versions or experience levels to choose from. Here is the complete list of options involved when making a Herald of Galactus team:

- **Silver Surfer** (Unique) (Critical Mass) = 173 Points
- **Silver Surfer** (Limited Edition) (Critical Mass) = 200 Points
- **Silver Surfer** (REV) (Supernova) = 121-265 Points
- **Norrin Radd** (Limited Edition) (Supernova) = 211 Points
- **Firelord** (REV) (Infinity Challenge) = 66-97 Points
- **Nova** (Unique) (Critical Mass) = 133 Points
- **Nova** (Limited Edition) (Mutant Mayhem) = 200 Points
- **Terrax** (Unique) (Critical Mass) = 172 Points
- **Human Torch** (REV) (Clobberin' Time) = 40-73 Points
- **Johnny Storm** (Limited Edition) (Clobberin' Time) = 56 Points
- **Human Torch** (REV) (Fantastic Forces) = 51-102 Points
- **Johnny Storm** (Limited Edition) (Fantastic Forces) = 109 Points
- **Johnny Storm** (Limited Edition Mail-Away) (Fantastic Forces) = 94 Points

You can adjust the team however you desire depending on the point total or how strict you want to get with your theme team. Due to point constraints and the desire to keep the team "pure" by only including Herald's that have lasted longer than one storyline, I am excluding Human Torch from the team. I know some of you are thinking, "How can you possibly need to cut one of the five available figures in a 1,000 point game because of point constraints?!" The answer is simple. I like using the most powerful versions of characters available. I then use feats to make the characters even better. Here is a list of feat cards that I will be using to make this supremely powerful team even more deadly with only four characters:

- Protected (8 Points) x 4
- Shell head (10 Points) x 2
- Fortitude (25 Points) x 2
- Repulsor Shield (25 Points) x 4
- In Contact With Oracle (10 Points x 4 characters = 40 Points)
- Trick Shot x 1 (20 Points)

Now we will talk about a simple yet deadly strategy that I use regularly with my Heralds of Galactus team. Nobody really needs for me to explain to them what cards like Fortitude, Repulsor Shields, or In Contact with Oracle are for. Trick Shot and Protected are pretty self-explanatory as well. The real backbone of the team and one of the reasons it is so effective are the combination of the Power Cosmic team ability and Shell head. You can use the Power Cosmic team ability to push without taking damage, and you get +2 to defense as a result of the Shell head feat card. With that feat card on both Silver Surfer and Nova, they are now running around the board causing major damage with a possible 21 and 20 defense respectively. When you throw in the Protected feat card, you can avoid an attack if your Impervious rolls don't turn out well and not have to worry about pushing because of the Power Cosmic team ability, and even if you do push, you get the +2 to your defense value due to Shell Head as a bonus. It really makes Silver Surfer and Nova hard to hit and will keep your opponent frustrated. Meanwhile, your opponent will be getting blasted from both Terrax and Firelord who aren't slouches either due to how powerful they will be with their assigned feat cards. You will most likely be outnumbered with this team, but it has the firepower to put up a spectacular fight. Here is the final line-up of the team:

-Veteran Silver Surfer (Supernova) = 318 Points

Feats: Protected, Shell Head, Repulsor Shield, In Contact With Oracle

-Limited Edition Nova (Mutant Mayhem) = 253 Points

Feats: Protected, Shell Head, Repulsor Shield, In Contact With Oracle

-Veteran Firelord (Infinity Challenge) = 185 Points

Feats: Protected, Fortitude, Repulsor Shield, In Contact With Oracle, Trick Shot

-Terrax (Critical Mass) = 240 Points

Feats: Protected, Fortitude, Repulsor Shield, In Contact With Oracle

GRAND TOTAL: 996 points

Not many things will be able to stand in the way of this team. The only thing you're going to really have to be careful about is the fact that your opponent will probably have more characters on his or her team. If you can overcome the numbers you will be facing, you should be able to overcome just about any adversary with this team. If you throw Human Torch back in and power him up with feat cards like the others, you could even play a 1,200 point game where the heralds revolt against the Mighty Galactus himself. Whatever type of game you play, make sure to have fun. Even if this team doesn't do as well for you as it has for me, don't give up. Theme teams aren't for everyone but can be very rewarding if you're a fan of the characters and the books that they come from. Keep trying different combos of characters and feats until you find something that fits your playing style. It is my honest opinion that there is a Theme team out there for everyone. If you need any help coming up with ideas, just keep joining me here monthly. There's a different theme every month, so you're bound to find something you like. Until then, I will remain...

THE SLVRSR4!

Pick a Card!!!
by Eric "slade wilson" Schaen

In this article, we will be looking at a figure and picking feats and battlefield condition that increase the characters' playability. Now, there *are* many cards that could be used with a figure. However, our goal here is to pick some options that work best with the character.



This time up its veteran **Invisible Woman** of the Fantastic forces set. The fantastic four have always had experience in dealing with characters of a cosmic nature. Let's briefly look at veteran Susie's combat dial.

6

Fantastic Four

| | | | | | | | | |
|--|----|----|----|----|----|----|----|----|
| | 7 | 7 | 6 | 6 | 6 | 5 | 5 | KO |
| | 9 | 8 | 8 | 7 | 7 | 6 | 6 | KO |
| | 18 | 17 | 16 | 16 | 15 | 14 | 13 | KO |
| | 2 | 2 | 2 | 2 | 2 | 2 | 1 | KO |

As you can see Sue is not going to be your first pick as an attacker, but what she is great at is supporting her teammates. So, let's see what some well-placed feats can do for her.

First up the Fantastic Four feat! With the FF feat in play all of her fellow team members and any wild cards will be able to benefit from Sues strong defensive values for a cost of 0 points! Try to keep her out of harms way with her stealth and cover your team.

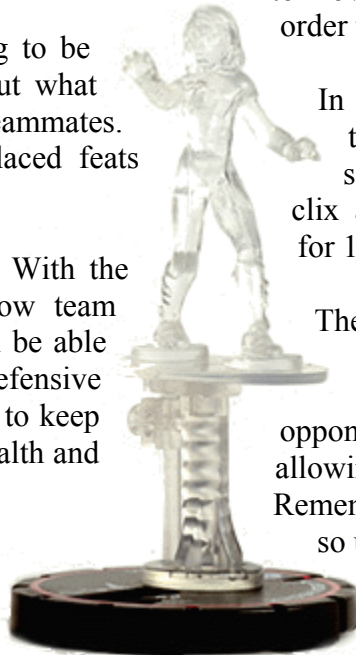
Next up she is loaded with Barrier. Hmmm.... isn't there a new feat called CONSTRUCT

available? With the construct feat any time Sue places a Barrier token adjacent an opponent they are going to have to risk a break away in order to move. This is a well spent 14 points in order to tie up your opponent effectively.

In terms of giving her some defense the Force field feat will allow her some protection thru all 7 of her clix as it provides her with toughness for 10 points.

The Protected feat is a great way to represent her invisible shields and a great way to protect against an opponent who actually lands a hit allowing her to take zero damage! Remember Protected adds a action token, so use it carefully.

As her damage never rises



above a 2, Nanobots can really help her to keep the defense value in play for her teammates. It allows her to absorb an object and heal 2 clix.

Battle Field Conditions can be very beneficial for Sue to protect her from your opponent. Cards like Darkness, Deep Shadows and of course ordinary day give Sue a little helping hand

With Invisible Woman and some good feats she should be ready to help her other FF

members handle cosmic threats that the new supernova might send their way. A key thing to remember is that Sue is NOT a centerpiece figure. She is in every sense a support figure and must be used so. Don't worry about getting her into the fray TOO early unless you really have to. It is her defense that is going to be used in most games.

That is all this time true believers take care and until next time, happy gaming!



Title: **Marvel HeroClix: 2099**

Stock Number: PP621

MSRP: \$30.00

Expected Release: November 2006

It's the end of the 21st century and the Marvel Universe has a whole new cast of heroes and villains! Some continue the legacy of the heroes of old while others represent a new generation. And one is an evil long-thought defeated who appeared from the whispers of the past. The age of heroes has long ended. It's now...2099!



Contents:

- 7 Prepainted HeroClix Miniatures • 1 Feat card

CLIX WISH

By: Brian Hitsman

Welcome to Clix Wish. This issue circles around Cosmic Characters so I put some of the more favorite cosmic characters that haven't been made yet or need a redo. First off is Beta Ray Bill. For those that don't play duplicates and want to use 2 Thors. This is as close as you can get without playing duplicates. Beta Ray Bill, is one tough cookie. Funny thing is I made him up before I saw the Supernova Thor. There is a lot of similarities. The starting clix of Running Shot, 8 range and Charge comes after running shot. Impervious, Invulnerability, and Toughness are all there. Exploit Weakness and Close Combat Expert, I thought I would show Beta Ray Bill's power with his hammer without going overboard on the damage. The Quake and Force Blast show his ability to cope with fights around him. He comes out to 168 points of Power.



Beta Ray Bill

| | | | | | | | | | | | | |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|
| 8 ⚡ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 👉 | 12 | 10 | 10 | 10 | 9 | 9 | 9 | 8 | 8 | 8 | KO | KO |
| 👊 | 12 | 11 | 11 | 10 | 10 | 10 | 9 | 9 | 8 | 8 | KO | KO |
| 🛡️ | 17 | 16 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | KO | KO |
| ★ | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 3 | KO | KO |

Points: 168

Grandmaster, one of the most powerful characters in the Multiverse. The Elders originally were immortal because they were so obsessed with one thing that they wouldn't die. Then Grandmaster won a bet with Death and was forever not allowed to die. One thing you notice right away is the Power Cosmic Ability. Which means he can keep up with just about anyone in the game, thanks to his 12 Move Phasing. His Starting clix of Range Combat Expert show his Death Bolt. These Bolts can pretty much kill any human. His Impervious and Toughness shows that he is one Tough Elder of the Universe. After a hit or two he gains Super Senses, Psychic Blast, Outwit, and Probability Control. These show his Cosmic Power and his one true love that keeps him alive. Grandmaster is not a powerhouse but he is a force to be reckoned with. You can't take him lightly when he is on the field of battle.



Grandmaster

Team Ability: Power Cosmic

| | | | | | | | | | | | | |
|------|----|----|----|----|----|----|----|----|----|----|----|----|
| 10 ⚡ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 👉 | 12 | 11 | 8 | 8 | 8 | 7 | 7 | 12 | KO | KO | KO | KO |
| 👊 | 11 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | KO | KO | KO | KO |
| 🛡️ | 17 | 16 | 16 | 16 | 15 | 14 | 13 | 12 | KO | KO | KO | KO |
| ★ | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | KO | KO | KO | KO |

Points: 154

Morg, one of the toughest Heralds that Galactus has ever created. This guy is very loyal to Galactus because of how powerful Galactus is. Morg, respects power. Morg is unlike his other heralds as he has no morals. This guy has a lot of defensive powers and a very high damage. He has 3 18 defenses and 3 17 defenses along with Impervious, Invulnerability, and Toughness. His Exploit Weakness with high damage shows he can hurt just about anyone. I haven't even got to the great part. This guy has the Power Cosmic Team Ability. So he can hit you and smile and hit you again. He comes in at 242 points. Which is just crazy high but how could you not play this guy.



Morg Team Ability: **Power Cosmic**

| | | | | | | | | | | | | |
|------|----|----|----|----|----|----|----|----|----|----|----|----|
| 10 ⚡ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 🦋 | 12 | 10 | 10 | 10 | 9 | 9 | 9 | 9 | 8 | 8 | 8 | KO |
| 🦋 | 12 | 11 | 11 | 11 | 10 | 10 | 10 | 9 | 9 | 8 | 8 | KO |
| 🛡️ | 18 | 17 | 16 | 18 | 17 | 16 | 18 | 17 | 16 | 15 | 14 | KO |
| ★ | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | KO |

Points: 242

I just had to do this for an unknown reason. I had to make Starfox. No there is no crazy Starfox fan twisting my arm to do this. This guys origins comes from cosmic setting. I really didn't want to do a super powerful guy as my last character creation this issue. This guy is not the toughest guy around but he is interesting. He is very good at handling certain situations. There is not really to many Avenger perplexers. How could you forget about his Mind Control. He seems to be able to persuade certain people to do what he wants to do.



Starfox Team Ability: **Avengers**

| | | | | | | | | | | | | |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0 ⚡ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 🦋 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | KO | KO | KO | KO | KO |
| 🦋 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | KO | KO | KO | KO | KO |
| 🛡️ | 17 | 16 | 16 | 15 | 15 | 14 | 13 | KO | KO | KO | KO | KO |
| ★ | 3 | 3 | 2 | 2 | 2 | 2 | 1 | KO | KO | KO | KO | KO |

Points: 103

Now for something new to Clix Wish. A feat that's not too powerful but can be used for any characters that are on the same team. This is pretty much what a sidekick should be. So many characters would be improved with this. This card would keep things comic accurate. Just think if you put this on Hungary Galactus and Veteran Silver Surfer.

Undying Loyalty

Choose 2 characters with the same team ability. The first character must cost at least twice as many points as the second character.

As long as the characters are base to base they may act accordingly.
 The first character can transfer any attack to the second character but the damage becomes unavoidable.
 The second character gains a +1 to any combat value that has not been modified.

20* *Per Character Chosen

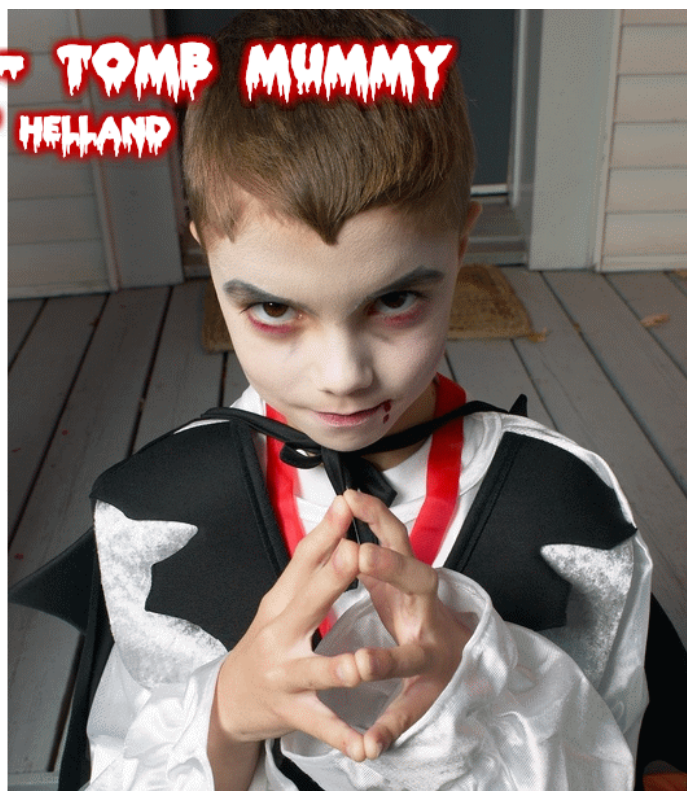
EAT Y'SELF FITTER + TOMB MUMMY

BY: D "LUDDGANG" HELLAND

By now, if the **HorrorClix** bug has bitten you as badly as it has myself, I'm betting you have played almost every figure in your collection. By the time the Lab gets here, your Hairspray Blowtorch will have squishy white edges and your Dire Werewolf will be worn to nubbins. The time has come, my fellow fanatic, to look deep in the cursed corners of your tackle box where the dust bunnies frolic and light seldom peeks. There amid the amassed impotence of Skeletal Maidens and Rookie Brine Witches, you will find a lonely figure staggering from his coffin of gold. "If only I had extra plot twists," he grumbles. "If only my green and red lines were switched. If only I could legally team up with Professor X..."

Although the Tomb Mummy may absolutely shine in a match against a Dr. Jekyll that cannot stay sane, any other battle usually proves too vigorous for our crumbly pharaoh. Many players believe if they just rush him into the fray, they might catch an unwary Constrictor for the Mummy to Murder before he departs his Intangible clicks. Nope, not happening. Count the turns: Turn 1 move 5 spaces then tombstone. Turn 2, move again and Tombstone. Turn 3, clear and tombstone. Yay! You've got a 15 defense, sitting plum in the heat of the battle with only 1 click of life left. A gas-soaked bag of bottle rockets at a Boy Scout jamboree has a better chance of survival. For all of you non-Boy Scouts, those odds aren't good.

Still, if he can Murder one monster, Mummy is an awesome force to behold. He gains Trap that means he's going to eventually choke something to death. If something manages to punch through his high defense



and Invulnerability, he can Grave back to the first half of his dial, shifting into an Intangible Pain-slinging terror, this time in the middle of the battle. It's that first Murder that is the stickler, and unfortunately, until Mind Control debuts in Horrorclix, the best Mummy can do is skulk the outskirts of the conflict in the hopes that a heavily wounded foe gets 2 action tokens, and then rush in to eat. We just need a kitchen crew to prepare the meal.

R Nosferatu: Wrangling supper for our Charmin-quilted will not be easy. Not only do we want our main dish held securely, we want don't want it getting all wiggly and knocking over our feeble friend right before he gets to dine. For this reason, the action-denial of Venom exceeds Trap.

So, let's screen our applicants for Chef... Brine Witch? Too salty and pretty much useless. Constrictor? Wow, Trap AND Venom, but apparently too



busy sweet-talking his candelabra to have worthwhile combat values. Mr. Fright? Seriously jeopardized if your opponent plays R Runaway, and that's just sad. Tickler? If he's attacking when he has Venom, he's going to starve by the next turn. That leaves us with the 19 D plus Dodge of R Nosferatu. Yeah, "duh" says it all.

When playing Nosferatu, there is a temptation to try to yield some combat threat from him pre-Change, but doing so incurs the risk of the victim pool running dry before he can Change. Even pairing him against small opponents, odds are he'll take enough damage that he has to waste victims trying to snack his way up to his Change clicks. You really need him in his blooded bat-form to immobilize foes for the fragile Mummy, so I recommend Changing him as soon as possible.

Between Nosferatu and the Mummy, roughly a third of our army won't deal any significant damage until the late game. That's okay, because unlike HeroClix, the maps of HorrorClix are conducive to lurking. Still, with our remaining points we must concentrate on recruiting some efficient heavy hitters to soften up our foes during the mid-to-early game.

of successfully tagging her in half without even factoring in her phenomenal 18 D. The only problem is that she is so strong that we are essentially using a jackhammer to tenderize a steak, so you will want to know opposing dials well enough that you don't inadvertently kill a monster that you plan to use for Mummy Chow.

Vampire Hunter's dial has a bit of a ski-slope effect, so keeping her on her minty fresh first click is paramount. She only benefits marginally from being blooded, so don't use her to rescue until an opponent has an empty, *Paranoia*-free, crypt. Also, use her to skirmish; Keep her mobile and don't give her a second action token unless all immediate threats would need a 9 or better to hit her.

V Hook: Since neither the Mummy nor Vampire Hunter requires bleeding, we have some victims to spare for other army members. Hook's high victim consumption precludes him from going into just any old army, but in an army that can afford the blood, he offers the most consistent frenzied damage of any other REV. Additionally, his Stamina prevents him from taking damage from any of the Plot Twists currently in the game. In fact, I would argue V Hook is the best figure in the base set.

Like the Mummy, Hook will skulk outside of the battle during the early game. However, by turn 5 he should have 3 victims on him letting him frenzy for 4 damage.



V Vampire Hunter: When it comes to early-game aggression, the hard-to-hit Vampire Hunter packs high attack and damage values with just enough range so she can Leap/Climb into position and sniper foes. Martial Artist is ridiculously good, cutting odds



E Chainsaw: Arguably the most under costed way to debilitate figures in the game, Chainsaw's only drawback lies in his lack of defense. Pure and simple, Chainsaw's lack of defense is largely irrelevant. Scare gives him an effective 11 attack that edges out any advantage Lucky offers with Seal and Dodge. You will definitely want him blooded, so when you consider Hook's Spree and Noseferatu's Change, our ideal victim consumption tallies to an attainable 5 victims.

Victims and Plot Twists:

Victims (1 of each): Prom Queen, Teacher, Psychic, Starlet, Girlfriend, Counselor:

I choose these victims because they are slow and easy for Hook and Chainsaw to catch. Also, aside from the Cheerleader, they are not available in the starter and therefore not as likely to be candidates for a *Chosen Few* or *Bitter Hatred* that my opponent may play.

Cold Spot: This card restricts movement almost as reliably as *Frozen with Fear*. Allowing 1 square of movement is a more than fair trade for the added bonus of a reroll effect. Don't hesitate to pop the *Spot* if chilling a victim will fuel Hook's Spree.

Broke a Heel: Featuring another re-roll effect, even if your opponent tows an all-male victim pool, this will have no less than a 50% shot of freezing a victim. Given the prevalence of *Bitter Hatred* and *Chosen Few* and the fact that those subplots prefer the slower moving female tokens, I think this card is inherently more reliable than *Trip*.

Take My Hand: This steals your opponent's Suspense Phase 100% of the time. Seasoned players often will not choose a victim that they actually want to move if

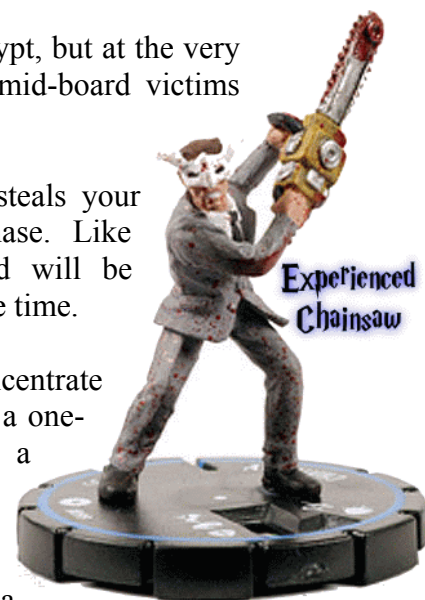
you are sporting a full Crypt, but at the very minimum you can herd mid-board victims towards Hook.

Mesmerized: This also steals your opponent's Suspense Phase. Like *Broke a Heel*, this card will be useable at least 50% of the time.

Bug Spray: I always concentrate my twin aerosol cards as a one-two punch to punish a single monster. Ticklers are exceptionally vulnerable to this tactic, and a Nosferatu can have a devil of a time Snacking its way back to a Change click. Bane Wolves and Dog Soldiers can be taken down to their last click, but just make sure they don't transform after you've spent your cards hurting them! And every click you can whittle off of a Chainsaw while keeping him unblooded is golden. The only time damage cards are going to be dead in your hand is against Guardian armies.

Hairspray Blowtorch: Even if my opponent fields all male victims, I prefer this card to *Bug Spray* because I will always know the outcome before I spend it. That said, I usually use the *Bug Spray* as my first punch so that I can plan *Blowtorch's* use according to how the dice fell with that card.

One last tidbit of advice: If you game with hardcore Scooby Doo purists (which describes 97% of all HorrorClix players), remember that Mummies intersperse their moans with a nasally demand of "Coin! Coin!" whereas zombies just groan meaninglessly. The first time I played this army I got a bag of oranges in the back alley and they took my *Tangled Webs* too. And for all that is holy, never I repeat, NEVER bring up Scappy Doo.



| Monster | Points | Rarity |
|----------------------|--------|-----------------|
| Tomb Mummy | 80 | Unique |
| Vampire Hunter | 75 | Veteran |
| Hook | 65 | Veteran |
| Nosferatu | 45 | Rookie |
| Chainsaw | 35 | Experienced |
| Victims | | |
| Psychic | 0 | Limited Edition |
| Starlet | 0 | Limited Edition |
| Cheerleader | 0 | N/A |
| Counselor | 0 | N/A |
| Girlfriend | 0 | N/A |
| Teacher | 0 | N/A |
| Plot Twists | | |
| Hair Spray Blowtorch | 0 | Unique |
| Mesmerized | 0 | Unique |
| Take My Hand! | 0 | Unique |
| Broke a Heel | 0 | Unique |
| Bug Spray | 0 | Limited Edition |
| Cold Spot | 0 | Unique |

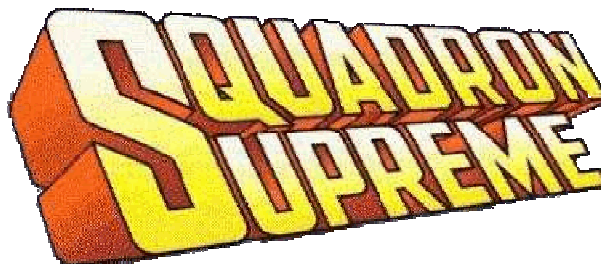


CUSTOM CLIX THE WORK OF MICHAEL JAN DELA PAZ



Between the Pages

Jon Loftus



I'm a nut for themed teams. I'll often times pick a super group or a story that was enjoyable to read and start from there when building for any casual or competitive event. I will admit that while there is a certain pleasure to be had from using clix to recreate teams from the actual pages of my comics, it's not always that easy. There are still some key characters, and a slew of supporting cast missing from clix line ups. That's when I have to get creative and find clix that are all ready out there and will fit the description and powers of the missing characters and bring those pieces out from "Between the Pages!"

Marvel HeroClix: Supernova gives players, the first members of the fabled alternate reality super team the Squadron Supreme. Though first imagined as an informal crossover between publishing houses, Squadron Supreme has proven to be one the fan favorite guest stars in all of Marvel. Their appearances in the Defenders, Avengers and most recently the reality hopping Exiles is always a fan favorite story. Even though these characters unabashedly started out as "rip offs"/homage to the members of DC Comics Justice League, the past 30 years has given a deal of depth to these characters. The landmark Squadron Supreme "maxi-series" by Mark Gruenwald is a must read, of the likes of the Watchmen, Crisis on Infinite Earths and the first Secret War.

This edition of 'the Pages, is going to build the mega team shown in that 12 part series, but rather than give a lot of background on

the group, I'll jump right into to the individual characters. I'm also not going to worry about the total point build, when this is done they will be a team worthy of Clix foes like Galactus and Spetre, or an objective to defeat in a multi-player game.

First, I'm taking care of the four that we have included in Supernova, Hyperion, Dr. Spectrum, Power Princess and the Mail-away exclusive Skymax. As you may be able to guess Hyperion is an analog for Superman Dr. Spectrum for Green Lantern, Power Princess for Wonder Woman and Skymax for the JLA's own resident alien Martian Manhunter. From the preview that Wizkids gave us all, we know that the E Hyperion is the appropriate representation for this time period. With Power Princess and Skymax we only have the one choice. Dr. Spectrum and Skymax, at the time of writing, has only the limited information available.

E Hyperion

Team: **Defenders**

Range: **8 /**

Points: **191**

| | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|----|----|----|
| | 12 | 12 | 10 | 10 | 9 | 9 | 9 | 8 | KO | KO | KO |
| | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | KO | KO | KO |
| | 17 | 17 | 16 | 16 | 15 | 15 | 14 | 14 | KO | KO | KO |
| | 4 | 4 | 3 | 3 | 2 | 3 | 3 | 4 | KO | KO | KO |

U Power Princess

Team: **Defenders**

Range: **0 /**

Points: **107**

| | | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|----|----|----|----|
| | 10 | 8 | 8 | 6 | 8 | 7 | 7 | 6 | 6 | KO | KO | KO |
| | 10 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | KO | KO | KO |
| | 17 | 17 | 16 | 15 | 15 | 14 | 14 | 16 | 16 | KO | KO | KO |
| | 4 | 4 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | KO | KO | KO |

V Dr. Spectrum

Team: **Defenders**

Range: **10 /**

Points: **95**

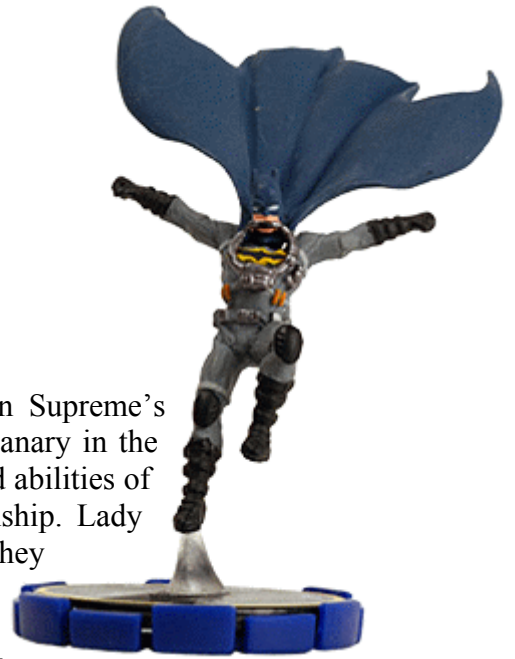
| | | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|----|----|----|----|
| | 10 | 8 | 6 | 10 | 9 | 8 | 8 | 7 | KO | KO | KO | KO |
| | 10 | 9 | 9 | 9 | 9 | 8 | 8 | 8 | KO | KO | KO | KO |
| | 17 | 16 | 16 | 16 | 15 | 15 | 15 | 14 | KO | KO | KO | KO |
| | 3 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | KO | KO | KO | KO |



Now comes the part I like, swapping out the existing pieces for ones that don't exist yet. Since this is almost a swap it will be easy. Nighthawk of the Squadron Supreme world is their version of Batman, not the Nighthawk familiar to current readers of The New Thunderbolts. As such we'll need middle to maximum ability Batman figure, with plenty of fighting skills. He's a detective as well, so a modest amount of Outwit could be used, but he doesn't warrant the Outwitting monster that V Icons Batman is. His cognitive skills could be showcased in other ways though, like the Probability Control, perplex or the Outsiders Team Ability. With that in mind I'll select the shorter dialed Rookie from Legacy, for the Outsiders Team Ability and three clix of Outwit.

Nighthawk: R **Batman**
 Team: **Outsiders**
 Range: **6 /**
 Points: **85**

| | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 🗡️ | 9 | 9 | 8 | 8 | 7 | 7 | 7 | KO | KO | KO | KO | KO |
| 👉 | 10 | 9 | 9 | 8 | 8 | 8 | 7 | KO | KO | KO | KO | KO |
| 🛡️ | 16 | 16 | 15 | 15 | 14 | 14 | 13 | KO | KO | KO | KO | KO |
| ★ | 3 | 2 | 2 | 2 | 2 | 2 | 2 | KO | KO | KO | KO | KO |



A rather famous couple that is copied from DC's to Squadron Supreme's world is the long time relationship of Green Arrow and Black Canary in the form of Golden Arrow and Lady Lark. Not only do the powers and abilities of these two follow each other, but so does their ill fated relationship. Lady Lark's powers differ slightly from Black Canary though in that they are more powerful, for this reason I'm going to add Armor Piercing (AW) to her before this is through. In addition, I'll also put Ambush (CD) on her since that will both increase her Attack value and negate the somewhat inaccurate Stealth from her dial when she uses it. For Golden Arrow, I'll augment his Incapacitate with Stunning Blow (Lg). Other than that, swap out the JLA Versions of the Green Arrow and Black Canary for these two.

Lady Lark - E **Black canary**
 Team: **JLA**
 Range: **4 /**
 Points: **36**

| | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 🗡️ | 8 | 7 | 6 | 5 | 4 | KO | KO | KO | KO | KO | KO | KO |
| 👉 | 8 | 7 | 7 | 6 | 5 | KO | KO | KO | KO | KO | KO | KO |
| 🛡️ | 15 | 14 | 14 | 13 | 12 | KO | KO | KO | KO | KO | KO | KO |
| ★ | 1 | 1 | 1 | 1 | 1 | KO | KO | KO | KO | KO | KO | KO |



Golden Arrow - E **Green Arrow**
 Team: **JLA**
 Range: **8 //**
 Points: **42**

| | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 🗡️ | 8 | 7 | 6 | 6 | 5 | 4 | KO | KO | KO | KO | KO | KO |
| 👉 | 10 | 9 | 8 | 7 | 6 | 6 | KO | KO | KO | KO | KO | KO |
| 🛡️ | 15 | 15 | 14 | 13 | 13 | 12 | KO | KO | KO | KO | KO | KO |
| ★ | 2 | 2 | 1 | 1 | 2 | 2 | KO | KO | KO | KO | KO | KO |

Yet another duo from DC was done up as Squad members, but the relationship wasn't nearly the same. I'm referring to the longtime friendship of the Atom and Hawkman. Tom Thumb and Blue Eagle, their counterparts in the Squadron were not the bosom buddies that Ray and Carter were. Thom Thumb doesn't shrink like Atom, but he's as smart, if not more resourceful. America Eagle is akin to the silver age Carter Hall, who flies with a flying harness and is very strong and resilient, but unfortunately not invulnerable.

Tom Thumb, being one of the loosest “copy cats” can be substituted with another super smart guy, like Forge, Mad Thinker or the like. I’ll use the E The Brain (CD) for the Mastermind and the small Movement values, which should similar Tom’s battlefield adaptability and small stature. For Blue Eagle, I’ll use the more powerful (Damage alone) V Hawkgirl from Unleashed. Her starting 3 Damage and Charge will help getting rid of the lower level figures on the map, but with not much in the way of Defense, I’ll have to add Protected (AW) to simulate the toughness that Blue Eagle has exhibited.

Tom Thumb - E **The Brain**

Team: **No Affiliation**

Range: **8 /**

Points: **70**

| | | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|----|----|----|----|
| | 4 | 3 | 2 | 2 | 2 | 1 | KO | KO | KO | KO | KO | KO |
| | 9 | 9 | 8 | 8 | 7 | 7 | KO | KO | KO | KO | KO | KO |
| | 15 | 15 | 14 | 14 | 13 | 13 | KO | KO | KO | KO | KO | KO |
| | 2 | 2 | 2 | 2 | 1 | 1 | KO | KO | KO | KO | KO | KO |



Blue Eagle - V **Hawkgirl**

Team: **JLA**

Range: **0 /**

Points: **51**

| | | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|----|----|----|----|
| | 10 | 10 | 8 | 8 | 7 | 7 | KO | KO | KO | KO | KO | KO |
| | 9 | 8 | 8 | 7 | 7 | 6 | KO | KO | KO | KO | KO | KO |
| | 15 | 15 | 14 | 13 | 12 | 12 | KO | KO | KO | KO | KO | KO |
| | 3 | 2 | 1 | 1 | 1 | 1 | KO | KO | KO | KO | KO | KO |

The JLA continues its homage with Whizzer and Amphibian, the Squadron universes answer to the Flash and Aquaman. The Whizzer happens to have two Marvel-616 counterparts as well; the Squadron Sinister member and Thunderbolt Speed Demon and the World War II hero also called, but not directly connected, the Whizzer. Whizzer moves fast and hits hard, and seems to be a bit more adept than the Marvel-616 version of his namesake, so I’ll use the Icons Flash to represent him. The Amphibian, while not as wholly fishlike as Aquaman, is described as the third strongest hero on the planet and can actually speak the language of marine mammals. The Experienced Aquaman from Icons should showcase this character well, even though you will have to look past the Leadership that.



Amphibian - E **Aquaman**

Team: **JLA**

Range: **4 /**

Points: **56**

| | | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|----|----|----|----|
| | 7 | 7 | 6 | 6 | 6 | 5 | 5 | KO | KO | KO | KO | KO |
| | 10 | 9 | 8 | 8 | 7 | 7 | 6 | KO | KO | KO | KO | KO |
| | 16 | 15 | 15 | 14 | 14 | 13 | 13 | KO | KO | KO | KO | KO |
| | 3 | 2 | 2 | 2 | 2 | 2 | 2 | KO | KO | KO | KO | KO |

Whizzer - U **The Flash**

Team: **JLA**
 Range: **0 /**
 Points: **99**

| | | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|----|----|----|----|
| | 14 | 13 | 12 | 11 | 10 | 10 | 9 | KO | KO | KO | KO | KO |
| | 10 | 9 | 9 | 8 | 8 | 7 | 6 | KO | KO | KO | KO | KO |
| | 19 | 18 | 17 | 16 | 15 | 14 | 14 | KO | KO | KO | KO | KO |
| | 2 | 2 | 2 | 2 | 2 | 2 | 1 | KO | KO | KO | KO | KO |

This almost completes the team. The last two members of the Squadron Supreme are later additions and are the Squadron counterparts to Zatanna and Firestorm, Arcana and Nuke. For Arcanna I'm staying away from the Mystics version of Zatanna, and will stick with the Experience JLA version. Like Lady Lark, though I'll have to add some FEATs to bring her more in line with Arcanna's more aggressive abilities. Force Field (FF) and Stunning Blow (LG) will do just that. Nuke will be a straight swap for Experienced Firestorm.



Arcanna - E **Zatanna**

Team: **JLA**
 Range: **8 /**
 Points: **40**

| | | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|----|----|----|----|
| | 6 | 6 | 5 | 5 | 4 | KO | KO | KO | KO | KO | KO | KO |
| | 8 | 7 | 7 | 6 | 5 | KO | KO | KO | KO | KO | KO | KO |
| | 15 | 14 | 13 | 12 | 11 | KO | KO | KO | KO | KO | KO | KO |
| | 2 | 2 | 2 | 1 | 1 | KO | KO | KO | KO | KO | KO | KO |

Nuke - E **Firestorm**

Team: **JLA**
 Range: **8 /**
 Points: **75**

| | | | | | | | | | | | | |
|--|----|----|----|----|----|----|----|----|----|----|----|----|
| | 10 | 8 | 8 | 7 | 7 | 6 | 6 | KO | KO | KO | KO | KO |
| | 9 | 8 | 7 | 7 | 6 | 6 | 6 | KO | KO | KO | KO | KO |
| | 15 | 15 | 14 | 14 | 13 | 13 | 12 | KO | KO | KO | KO | KO |
| | 2 | 2 | 2 | 2 | 2 | 2 | 2 | KO | KO | KO | KO | KO |



This finishes off the Squadron. Now you can decide whether or not to add the "reformed/reformatted" villains of the Squadron universe to the team based on classic foes of the JLA, have them duke it out with the Avengers or just go after a big bad Colossal figure by themselves.

Squadron Supreme – From the 1985 miniseries of the same name

| | |
|--|-----|
| E Hyperion (SN) | 191 |
| V Dr. Spectrum (SN) | 95 |
| U Power Princess (SN) | 107 |
| LE Skymax (SN) | 120 |
| <i>Nighthawk</i> – R Batman (LG) | 85 |
| <i>Lady Lark</i> – E Black Canary (CJ) | 36 |
| Ambush (CD) | 5 |
| Armor Piercing (AW) | 10 |
| <i>Golden Arrow</i> – E Green Arrow (CJ) | 42 |
| Stunning Blow (LG) | 10 |
| <i>Tom Thumb</i> – E The Brain (CD) | 70 |
| <i>Blue Eagle</i> – V Hawkgirl (UN) | 51 |
| Protected (AW) | 8 |
| <i>Amphibian</i> – E Aquaman (Ic) | 56 |
| <i>Whizzer</i> – U The Flash (Ic) | 99 |
| <i>Arcanna</i> – E Zatanna (CJ) | 40 |
| Force Field (FF) | 10 |
| Stunning Blow (LG) | 10 |
| <i>Nuke</i> – E Firestorm | 75 |

1120 points Total!



**HorrorClix™: The Lab Expansion Pack
Science Gone Wrong!!!**

Product Information

Title: HorrorClix: The Lab Expansion Pack

Stock Number: WZK0676

Display MSRP: \$7.99

Expected Release: January 2007

Product Information:

Science has gone terribly wrong! **HorrorClix: The Lab** is the first expansion to the insanely

popular HorrorClix CMG. Combine bizarre creatures from across sci-fi horror worlds, including Alien Greys, Dinosaurs, Misshaped Experiments, and everyone's favorite - Zombies! The set also features exciting new Plot Twist Cards and Victim Tokens. There are 96 **HorrorClix: The Lab** creatures to collect.

Each case of **HorrorClix: The Lab** boosters includes enough prize support for four weeks of in-store events with an additional 12 weeks provided FREE from WizKids if ordered from the WizKids In-Store Play order website. Weekly kits include two premium foil-stamped Plot Twist cards and eight participation Plot Twist cards. The **Buy It By the Brick** purchase incentive figure is the **AVP™ Cloaking Predator** and is sure to drive sales for **HorrorClix: The Lab** in your store!

Contents

- 4 pre-painted, random miniature game figures.
- 4 Character Cards, 1 Plot Twist Card, 1 victim token.

LEFT FIELD

BY WILLIAM ROCK



Beyond the scope of the competitive environment we get the other aspect of the tournament scene that breaks heroclix down to its core. This being thematic team play. The great thing is Wizkids continues to come out with new sets and seems to be more sympathetic to the needs of theme in the sets. The great thing is as time goes by we are getting more and more competitive theme with every set. With Supernova we were given many of our cosmic theme teams filled in and a few others. So sit back relax as Critical Hit builds some of your favorite themes for you and makes tournaments easier for you to build for. ENJOY.

STARJAMMERS 400 POINTS

Major Christopher Summers LE
Hepzibah LE
Raza Veteran
-Auto Regeneration
Binary Unique
Liliandra Unique
Ch'od (Abomination Veteran)
IC Professor Xavier Rookie
Special Objects: Meteorite, Aerial Baffler

The Starjammers leave quite a bit open in terms of theme. The great thing is that Supernova filled in almost all the gaps that we had beforehand. The only one that we are missing so far is Ch'od. Still Ch'od is an easy enough fix as we use either Abomination or Killer Croc. In my opinion, Abomination not only fits the person of Ch'od, but he looks the most like him. Double leadership from Professor Xavier

and Liliandra should allow you to move your entire team and some beneficial extra actions. The trick with this team is to make use of the Supernova map and the half range. Have Binary carry Hepzibah and use Hepzibah as a line of site blocker. Major Christopher Summers can come up around your opponent and deal some damage as Raza charges in and does the same. You can really make use of Professor Xavier and Mind control someone to get close to Ch'od when he is carrying the meteorite special object. If you want with this team you can use Emil Blonsky instead of Abomination Veteran and then put Protected on the Major. Yes the team is not dealing any major damage and is missing a little bit of move and attack abilities, but once the team gets in close it has a good shot at taking on your opponent. Making use of extraordinary day and Darkness will make this team really effective. As well as making use of the new Supernova map will make your opponent get close to your figures and deal with some close combat action.



GUARDIANS OF THE GALAXY
500 POINTS

Starhawk Veteran
Rita DeMara LE
Hollywood (Wonder man Experienced)
 -alpha flight
Major Victory Veteran
Aleta Rookie
 -alpha flight
Killraven (Kazar unique)
Replica (skrull Infiltrator rookie)
Special Objects: Meteorite

While some of the Guardians of the Galaxy were filled in with the Supernova set (the major ones at least). We still need to fill in some of the members. Easy enough to do; a rookie Skrull Infiltrator makes a good spot for Replica, and Kazar and Killraven are very similar when it comes to comics, so Kazar fits nicely. Hollywood is Simon Williams so using the Wonder man Experienced works out well. The team is pretty basic. Have Aleta sling out figures at your discretion. You have enough bruisers on the team that this team is going to remain pretty competitive. Make use of Major Victory's leadership to get the extra actions. Though set up your opponent with Major Victory. If your opponent decides to go up on a roof then throw Victory onto the roof

next to them and throw them off the building. Push the Skrull Infiltrator early to get that 17 defense and Blades Claws Fangs for when he ties up your opponent. He may end up being the most lethal piece on the team in the end.



STARMASTERS 600 POINTS

Beta Ray Bill Unique
Quasar Unique
 -alpha flight
Silver Surfer Veteran
Firelord Rookie

The Starmasters are not a well-known team and had a short lived comic series. They consisted of Beta Ray Bill, Quasar, Silver Surfer and then around the final issues Firelord joined. The team in itself has enough damage dealers on the team to really do some damage to your opponent. Make use of Quasar for positioning purposes to get Firelord in close; then clean up with Silver Surfer and Beta Ray Bill. This team has potential to be competitive, but it is going to be out actioned in a 600-point game. Could it take on a 600 point Galactus? It is possible, but doubtful. Be very wary of Incapacitate armies as they could way lay your team.



INFINITY WATCH (1000 POINTS)

- Adam Warlock** Unique
- Moondragon** Unique
- Auto Regeneration
- Drax** Veteran
- Auto Regeneration
- Protected
- Thanos** Unique
- Auto Regeneration
- Protected
- Gamora** (SN She Hulk Veteran)
- Thunderbolts
- Pip the Troll** (Red Ghost unique)
- Maxam** (Atlas Veteran)
- Thunderbolts

Finally, what Space theme would be complete without an **Infinity Watch**? We have 4 out of 7 of the Infinity watch and it should be easy enough to fill in where needed with some figures. This team has potential to be extremely powerful (as it should be), but faces being out actioned. You need to have fun with this army.

Well let's build shall we? Adam Warlock, Drax, Thanos and Moondragon have already been given to us so filling in the gaps is very important. Gamora is easy, as you need a woman with green skin who is super-strong (I don't know who fits. Could it be She-Hulk?) Pip is a little harder as you need someone with Phasing and outwit or probability control. The initial thought is to use Ambush Bug as he fits the mold. Though I am more preferable to the Red Ghost as he brings some more offensive capabilities and even looks some like Pip.



The final member of the watch is very difficult to replicate. We need a giant figure with Impervious. Though we don't have any that fit the look (easy enough with a mod). For all terms the Veteran Atlas will fit the mold the best. His starting click of Impervious and 4 damage are perfect for Maxam (I do wish Supernova would have included ONE giant with Maxam as it would have fit the Supernova theme so well). Now that we have our team we have to play around with it. Using Moondragon to her full capabilities as a TK piece will be very important to getting into combat early. She Hulk and Drax should be able to make short work of people early on in the game with their close combat capabilities. Make use of Thanos to range attack your opponent to death while you position Pip where necessary. Adam Warlocks leadership is not going to mean much in this game, but his huge movement and ability to get other figures into the fray early will be important. Don't worry too much about Hypersonic

figures as you should be able to get in close enough early to make short work of characters like Superman or Hyperion. If possible play on the Supernova Space map, as your team is predominately a close combat army.

Theme teams can be fun to play with, but are hard to build. Hopefully, the general guidelines I have given you here will help you with your future space themed endeavors.

--Rock

The New Hotness

By Jonny Flieger



Q: What costs more points than Superman, can't be outwitted and killed just about everyone in the Marvel Universe that one time?

A: THANOS

THANOS is back and he is angry. He is angry at you. This new monster due out in Supernova is 267 points of *nasty* and he's going to be one of the most fun pieces to play, and one of the hardest to deal with.

He's 267 points and he doesn't have a move and attack power, which is going to turn a lot of cheese players off immediately, but one thing to keep in mind is that Thanos doesn't necessarily need to move and attack. With a 13 attack (a lot of the 9 attack 17 defense whiners on message boards have apologies to make to the designer), you can just use telekinesis to toss Thanos out and drop first strikes like atomic bombs. The lack of a move and attack power is lessened by Big T having a 10 range. With both psychic blast AND outwit, Thanos is going to chew directly through bricks. Remember when 18 and 19 defenses were high? That's a less than average roll for Thanos. Ouch. Take four.

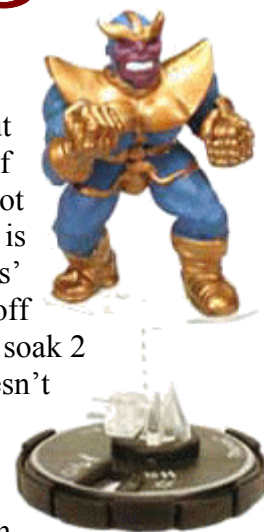
Thanos' own defense is a reasonable 18 (this set really does redefine the grading for unrestricted figures- 18 is only *reasonable*) but more importantly, it's backed up by impervious. Combined with his team ability that makes him immune to outwit, Thanos can use his psychic blast to get through defense abilities while saving his own outwit to get rid of an opponent's physic

blast...whew. Complicated, but when you've got the power of Thanos at your disposal, you've got a lot of options. The end result is that with some smart use of Thanos' powers, he's going to laugh off attacks a third of the time, and still soak 2 full clix of damage when he doesn't make his roll without wasting points on feats.

The other thing the power cosmic does for skull-face is give him perma-willpower. How should you use this ability while playing? Push the jerk, push the jerk, and push the jerk. He can still only take two actions before he has to clear, but when you don't have to worry about pushing damage with this kind of power level, you can really do an insane amount of damage.

Thanos' opening dial is reminiscent of the old school beaters from the first few clix sets. Unlike the old guys, however, Thanos isn't very top heavy. His attack stays high-never dipping below a 10. His damage hovers around 4 and 5 and only drops to 3 on a single click. On this click he has close combat expert, though, so even at his low point Death's Suitor can dish out 5 damage in the right situation. Thanos even picks up probability control halfway through his dial, to make sure those attacks for huge damage are always going to hit. If a 12 or 11 attack isn't good enough already, you can have two shots at it. I'm fairly disgusted by that, but I'll let you draw your own conclusions.

Like many bricks Thanos has the impervious to invulnerable to toughness progression, but unlike a lot of big beats, Thanos only keeps toughness for a single click before going to



regeneration. This is a very interesting power for such a high point figure to have, especially combined with phasing and the permanent willpower. After taking a beating, Thanos can phase out and try to heal himself back up. Of course, even on his last click Thanos has a 10 attack and does 5 massive damage, so you have choices between making a safe play or rolling the

dice to try and end things once and for all. Death would be pleased. Or she wouldn't. She's kind of cold like that. Poor Thanos.

Have fun opening Supernova boosters. This is one of the pieces I know *I'll* be crossing my fingers for.

Good luck!



DC HeroClix: Origin Product Information

Title: DC HeroClix: Origin Booster Pack

Stock Number: WZK4219

MSRP: \$7.99

Expected Release: February 2007

Product Description:

Everyone has an Origin. **DC HeroClix: Origin** unveils a new Golden Age of 3D superhero gaming. Relive classic battles or build your own myths in the epic DC Universe—the possibilities are endless! Exploding with cool retro costumes, sharp new looks, and the hottest heroes and villains, **DC HeroClix: Origin** is a must have for any comic book fan. Demonstrating yet again that HeroClix is the

must have game for real comic book fans, **DC HeroClix: Origin** brings both the latest characters from the current 52 storyline and the Golden Age appearances of your favorite superheroes together for the first time on the field of battle. **DC HeroClix: Origin** encompasses almost 70 years of comic book adventures, including the first appearance of many sought-after characters like Alan Scott, the original Green Lantern! **DC HeroClix: Origin** kicks off the 5th Anniversary of HeroClix in a big way!

Contents

- 4 Figures
- 1 Bystander Token, Battlefield Condition Card, Object Card or Feat Card



Power Cosmic/Quintessence & Mockingbird Swarm by Joel "joeldad" LaPresta

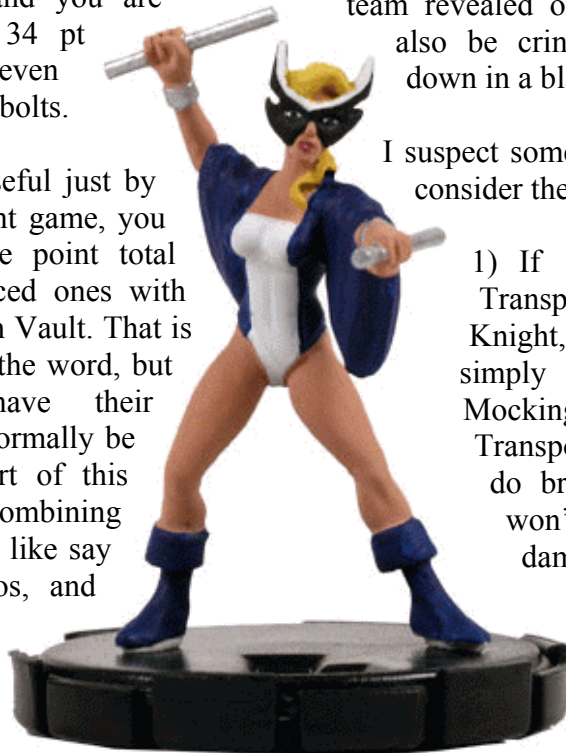


The latest cheap tactic out of the vault of evil strategies is also the newest, the **Mockingbird Swarm**.

There are many potential components to this brand of, well, let's just say Cheddar cheese. It features multiples of quite possibly the most cost effective character all around in the game of HeroClix today: Mockingbird.

This mistress of distress is particularly effective when used in swarms of 3 or more, and in some cases, an entire team of her can be made. Overrunning an enemy position with a bunch of 18 or 19 defenses in close combat combined with their push-friendly dials and their high starting damage of 4 plus a 2 range, and you are talking about a 27 or 34 pt terror, and that doesn't even take into account Thunderbolts.

Mockingbirds are also useful just by themselves. In a 300 point game, you can get as many as the point total allows, i.e. 11 Experienced ones with Alpha Flight and one with Vault. That is deadly in every sense of the word, but even Mockingbirds have their shortcomings, which can normally be fixed with the other part of this fondue of destruction; combining her with a high stat brick like say Ganthet, the new Thanos, and even figs like BBB Doom and the new Veteran Silver Surfer, or combine the MBs with one or two



around 100 point extremely high mobility attackers that can benefit from the swarm.

Brick (Definition): A high damage, damage reducer-laden, often high point piece made solely for destruction of other figures.

The trick is to create balance with a seemingly unbalanced philosophy, spend around 50-75% of your points on a really expensive brick (this is particularly effective if they are Power Cosmic/Quintessence TA) and throw on like 100 or 150 points worth of Mockingbirds. Not only will your opponent be shocked when they see this particular team revealed on the map, but they will also be cringing as their team goes down in a blaze of non-glory.

I suspect some of you are skeptical, but consider these points:

- 1) If your opponent is using Transports like Hawkeye, Black Knight, Spidey, etc, you can simply base them with the Mockingbirds and they have no Transporter attack. Then, if they do break away, they probably won't be able to do enough damage to your swarm to effectively end the game.
- 2) When your opponent is preoccupied with fighting off the

Mockingbirds, your brick of choice (especially if it's Ganthet or Thanos) can then simply move in and KO any non-stealthed figs still based with your opponents or just barely broken out of the formation. The reason Thanos and Ganthet are the best for this is their phasing. The ability to not be tied up by enemies movement wise combined with their TA make them quite a force to be reckoned with when your opponent isn't basing them with trash every round. Also, since all the Bricks I mentioned above have at least 4 damage most of the time, you can shoot and either KO an enemy figure in one shot or just have the Mockingbirds finish them off before they can retreat or heal.

- 3) Transporters and HSS also work wonders alongside Mockingbird. A Hawkeye of your own with Trick Shot or a few HSS harassers makes this tactic very powerful especially in around 300 or 400 point games, where usually the defenses and attacks aren't drastically high unless you are in a highly competitive venue.
- 4) This tactic is great on the new Supernova Map. With the high range and mobility of the bricks and the sheer stat line of the Mockingbirds, all of them could potentially be anywhere on the map whenever the need to be.

Now, I know a lot of players hesitate to use 250+ point figures in 400 or even 500, but the sheer cost effectiveness of the Mockingbirds make up for any potential out-actioning your team may or may not have to deal with.

I would rank Ganthet as the best overall high point partner to use with the Mockingbird

Swarm because of his high speed value with Phasing and his TK can be used to actually carry one Mockingbird around with him and strategically hide behind her or just TK one of them into the fight to finish off a particular enemy.

A 500 Pt Team w/ Ganthet:

U-Ganthet w/ Auto Regen, Protected, and Shellhead

4xE – **Mockingbird** w/ Thunderbolts

2xV – **Mockingbird** w/ Thunderbolts

Total: 390

Simple, to the point, and VERY powerful Ganthet's TK and Leadership make this team shine, especially if all the Mockingbirds T-Bolt Batman for a mass of stealthed high defense ladies dishing out 4 with every hit. There is 10 pts left over for any number of things, Suicide Squad with the Mockingbirds is a great tactic against enemies who don't have a lot of ranged attackers. Just put in 10 pts of pogs and carry a few around with Ganthet and have him TK and push them to heal a cluster of MBs. Pogs also aren't actually a necessity since many of the Mockingbirds will probably die before the end of the fight and if one dies next to her twins the adjacent ones get the healing roll.



Thanos is 2nd in overall usability with this tactic. His extremely high stats in all categories combined with the nice phasing power makes him a great candidate to team up with the ladies. However, he is not a flyer, nor does he have move and attack to capitalize on near-beaten enemies. So, I

would suggest that if you do use him, pack a cheap Taxi along with him and the girls like a Rookie Green Flame or Rookie Lockjaw.

A 500 Pt Team with Thanos:

U-Thanos w/ Auto Regen, Lucky Break, Protected, and Shellhead

R-Lockjaw (Tie up/LOF blocker to Thanos, and emergency Taxi)

4xE-Mockingbird w/ Thunderbolts and Vault on one of them

V-Mockingbird w/ Thunderbolts and Vault

Total: 499

Again, for T-Bolts Batman works excellently, but Mystic or Masters of Evil is also a great usage for them since their first 3 clicks are all extremely deadly. One tactic with this team is to use Poor Teamwork and really make your opponent mad.

V Surfer is very mobile and doesn't have to rely on phasing or TK to get around and protect himself, but he also is easily tied up for all but his HSS clicks and would have to roll breakaways fairly often. KOing Mockingbirds isn't that hard to do if your opponent is packing a lot of HSS or Ultimates/Trick Shot pieces to shoot the Mockingbirds.

A team with him is really up to your personal taste, multiple Mockingbirds with him would pretty much never be a bad idea, and again, he has plenty of move and attack powers, as well as that nice support to heal his 'cheerleaders'.

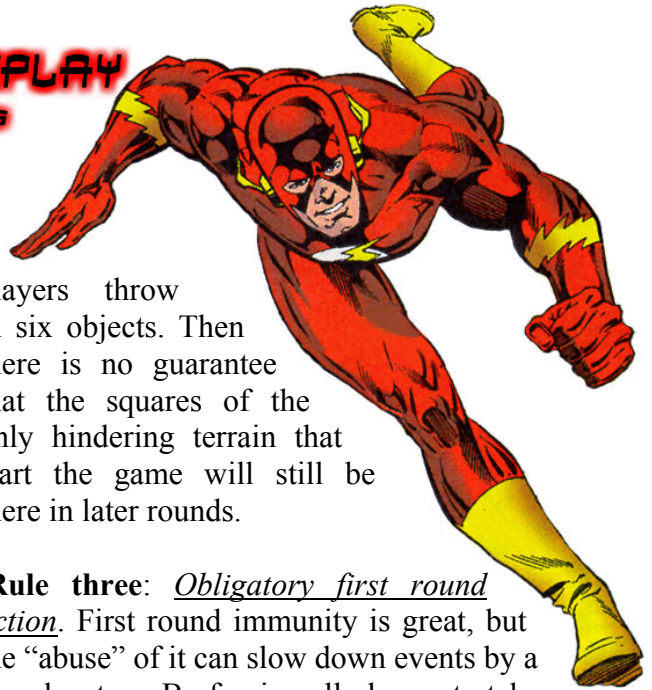
Overall, Mockingbird is definitely one of the most deadly figures made in the game at any time period, and with help from some bigger guns a happy marriage between numbers and power can be reached.

CUSTOM CLIX THE WORK OF MICHAEL JAN DELA PAZ



HOUSE RULES FOR FAST GAMEPLAY

BY: JON "LOFCUTUS" LOFTUS



Many of us play at venues that have restricted schedules, be it too many competing games to fit in, or just not enough hours in the day. In order for my venue to fit in all the Clixy goodness it can in a month long gaming cycle we schedule one, or rarely, two HeroClix events on Thursday evenings, even though the store closes at 8PM and we can't start until 6PM. For this reason we have implemented four simple "House Rules" that are specifically designed to help speed up game play for these events, while keeping the fun factor set on high.

Rule one: *35 minute rounds.* By shortening the length of the rounds from the tournament standard to just 35 minutes, players are challenged to play aggressively and move often. You still get three rounds, even in a two hour time period, but the games have a faster pace and more action than some regulation length games.

Rule two: *Smaller Maps.* Using the 24" x 36" maps instead of the 36"x36" maps narrows the pathway for the players. With less room to run away, certain tactics that exploit wide open spaces become inhibiting instead of enabling. "Turtling" and "Hit and Run to Soaring" become somewhat less effective when there is a limited amount of space to get away or to surround your figures with meat shields. Occasional use of 18" x 18" Universe Starter Maps can also add a quick, if not chaotic, element to the game.

Another alteration to Maps is to use the blank side of a 24"x36" map and have moth

players throw in six objects. Then there is no guarantee that the squares of the only hindering terrain that start the game will still be there in later rounds.

Rule three: *Obligatory first round action.* First round immunity is great, but the "abuse" of it can slow down events by a round or two. By forcing all players to take some sort of action during the first round, action starts immediately. Plus, both players and Judges get to be surprised with all the possible actions that can be taken in the first round that don't just include setting yourself up to be hit in round two.

Rule four: *Play the Clock.* The Judge should announce time frequently. Players that are aware of the time actually tend to take quicker turns, rather than "milk" the clock. It may just be that they are self conscious and don't want to be accused of stalling, or it may be a sense of fair play that just wants their opponents to get the same chance to play that they do.

Judges and venues should always consider the players before and after implementing any changes like this. If game play is not as rewarding as it should be then you may need to get more creative than these quick and easy adjustments.

OUT OF THE LIMELIGHT

BY JONNY FLIEGER

Out of the Limelight is about figures you might not see played in every tournament. They're not the new cheese, and they're not the game breaking figures, they're unsung heroes (and villains) who are just a blast to play, and who I invite you to give a try next time you're digging around in the old tackle box.

Kyle Rayner, folks. He's the torch bearer. He's got the most powerful weapon in the universe and he has been a *god*. Do not mess with Kyle Rayner. He'll make a giant green robot out of energy and it won't even attack you. It'll just stare you down. Kyle Rayner will *mess with you*. Kyle Rayner has Chuck Norris on speed dial...

Okay, enough of that. Collateral Damage's V Green Lantern is a fun piece. I don't see him played all that often competitively, and that's likely largely due to his point cost and the fact that he requires more than a little finesse to play. For 167 points he's very good, but for 19 more points you've got guys like Ultimate Thor. Thor smash. Thor kill. Thor retired, and that's a good thing.

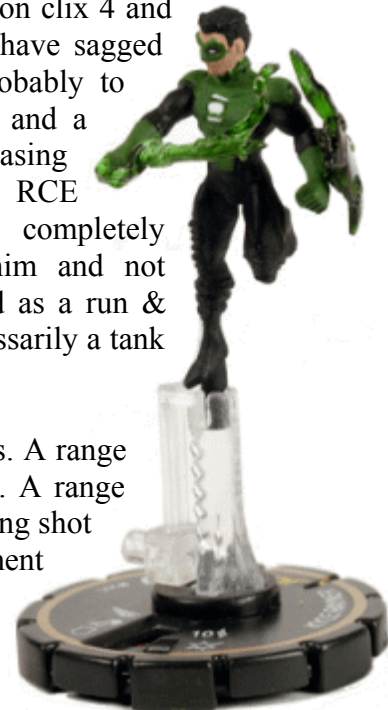
So what do you get for 167 points besides a great looking sculpt (green sword and shield AND a snazzy costume!)? Well, you get the Green Lantern team ability, which lets Kyle use his power ring to air-lift eight of his closest friends about with him.

Combined with the trick shot feat, the Green Lantern ability has been used before in a "GL Tank" where the Green Lantern sits



behind the blocking line he's carried with him and uses his ranged combat expert to smash for huge damage at range while his chumps, er...friends, block retaliatory fire. Guys with stealth dropped into hindering terrain? Cheap defend pieces to stand behind and loan their ability to most of the tank? There's lots of ways to break the GL tank, and it's a fun strategy to employ every now and again, but this Green Lantern is not the best candidate for it, for the simple reason that he loses ranged combat expert after his first click. He gets it back on clix 4 and 5, but by then his values have sagged and a stronger play is probably to phase him back to safety and a medic since he picks up phasing at the same time he gets RCE back. Unless you're completely dedicated to protecting him and not pushing, Kyle is best used as a run & gun finesse piece, not necessarily a tank driver.

Oh and what a gunner he is. A range of 12 is really really good. A range of 18 is crazy. Kyle's running shot with a 12 movement combined with his great range give him the ability to basically move wherever the heck he



wants to and blast. You'll be tempted to let Kyle sit and blast with Ranged Combat Expert, but his movement and range are just too good. Unless you're in a situation where they have to come to you and you can afford to sit back, Kyle is best on the move. He wants to keep out of range, and he wants to keep far out of melee. Kyle is a shooter, plain and simple. His defences are better at range and his damage is better at range. Wizkids made it pretty easy on you by printing a 12 range on his base, so just give the guy what he wants- room to blast.

While I normally prefer guys with stable dials who are infinitely pushable for these reviews, Green Lantern is definitely a top heavy figure. His great running shot movement falls off over his first three clix, from 12 movement to 10 to 8. He gets a movement spike back to 10 on click 4 and gains phasing. This should be your cue to zip back to a medic and get Mr. Lantern some TLC. The end of his dial is fairly dismal, with horrible numbers and few powers. He does combine his low defence values with willpower, allowing him to double time back for some much needed healing. His attack is pretty stable, gradually declining with two clix of 10, two of 9, two of 8, and finally two of seven before he dies.

Kyle Raynor

Cost: 135 **Range: 10** ⚡



| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|------------|----|----|----|----|----|----|----|----|
| Spd | 10 | 10 | 8 | 8 | 8 | 7 | 6 | KO |
| Att | 10 | 9 | 9 | 9 | 8 | 8 | 8 | KO |
| Def | 18 | 17 | 16 | 16 | 15 | 15 | 15 | KO |
| Dam | 4 | 3 | 2 | 2 | 3 | 2 | 2 | KO |

He has front loaded telekinesis, so he can huck a brick (if you can afford another high point figure) or a little beater like Havok or Cheetah or Blackfire to soften up the

opposition before he starts his run & gun. The two clix of energy explosion and a further two of telekinesis are good in specific situations, but easily ignored. Some late dial incapacitate can be nice to tie up bricks you don't otherwise have an answer for, but if possible you really do want the Torch-Bearer back up his dial. The defensive numbers on Kyle start great with two clix of 18 before steadily declining to the horrible numbers that sport willpower. Since he flies, keeping Kyle in hindering terrain is going to make him very hard to hit at range, especially as he picks up energy shield/deflection after losing his 18 defence.

Since Kyle has Barrier or ES/D for his first six clix continuously and doesn't have any damage reducing powers, he's an excellent candidate for force field. 10 little points go a long way in just making this guy *better* with his high movement, damage capabilities, and defences backed by the ability to soak a little off of every attack. Between RCE and Perplex, V Green Lantern is able to do 3 damage on six of his eight clix without any outside help. Shooting for 5 with RCE or 4 with Perplex early in the game will do a lot to help swing the tempo of the game in your favour. Don't let the potential of 5 damage with that RCE tempt you into leaving Kyle in a dangerous position, though.

If you're caught between blasting and running, running is often the right decision, especially if it puts Kyle out of retaliatory fire range. It's a running, thinking game with Kyle, and pushing decisions are important with this piece. Unless of course you set up a good healer, since this Lantern loves him some support. He didn't save the Green Lantern corps just to go it alone, so give the man a little teamwork and watch your squad high five their way to victory.

Lady Luck

By Michael Jones

Who do we use to manipulate Lady Luck?

The Game of HEROCLIX does have some higher point figures with Probability Control such as Doctor Fate and Photon or those who gain it mid-dial like Mr Terrific however when building a team most of us look for a low cost figure who start with the light blue power which give us a chance to ignore that critical miss that could ruin the day.

How many slots of PC?

Ideally we want more than a single slot of Probability Control (PC). A figure with two slots can afford to push once thus ensuring our main attackers are able to benefit should they miss an attack. Those figures with three or more slots can also take a minor hit and still offer us the power for which they were chosen.

Choosing a character for Offensive or Defensive purpose?

Since there primary roll is to be a supporting character in the Pit Crew and not offensive figures we value enhanced mobility and defence more than aggressive ability. Most of the figures we have available offer either enhanced mobility such as Leap/Climb or have damage avoidance from Stealth or Super Senses. Some also have high defence values to help protect them. Team Abilities that allow Free Movement are also very useful as we will never have to waste actions just to reposition our PC for the best line of sight.

Several of these figures have the ability to harass the opponent raising them from being pure support figures in the pit crew to the level of tertiary attackers. This is especially



true of the higher cost figures who need to be able to attack to justify there costs.

Who Should I choose?

There are a number of figures that give us what we want. Balancing out the utility that these figures offer beyond there keynote power against point cost the following is my Top Ten recommendations for Probability Control Figures. I will look at each figure in detail afterwards.

-
- 1 ~ **Domino** (Rookie 35 Points, Mutant Mayhem)
 - 2 ~ **Scarlet Witch** (Rookie 35 Points, Fantastic Forces)
 - 3 ~ **Destiny** (Rookie 20 Points, Xplotion)
 - 4 ~ **Elongation Man** (Expert 58 Points, Collateral Damage)
 - 5 ~ **Scarlet Witch** (Veteran 62 Points, Fantastic Forces)
 - 6 ~ **Black Cat** (Expert 32 Points, Clobbering Time)
 - 7 ~ **Jinx** (Expert 48 Points, Legacy)
 - 8 ~ **Longshot** (Unique 66 Points, Mutant Mayhem)
 - 9 ~ **Raven** (Rookie 54 Points, Icons)
 - 10 ~ **Nemesis** (Rookie 63 Points, Indy)
-
- Domino (Rookie 35 Points, Mutant Mayhem)

Domino

(Rookie 35 Points, Mutant Mayhem)

While my personal preference is for **Wanda** who occupies second place on this list it can clearly be seen from the Champion teams at Wizard World that **Rookie Domino** occupies the top slot as the PC figure of choose.

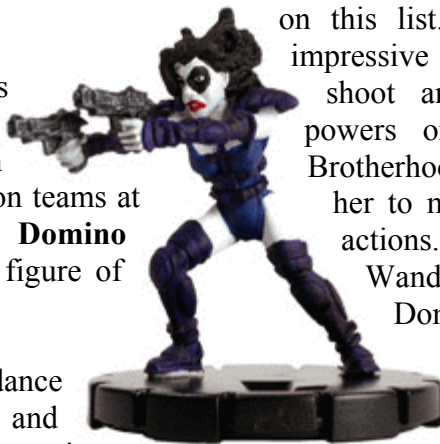
Her powers are damage avoidance with two slots of both Stealth and Super Senses. She also has a range of six with a nine attack, which is impressive for a Support figure as well as three slots of PC and five points of life. She also keeps a damage value of two for her entire dial. In fact the only thing she lacks is a Team Ability. The combination of all these together with her low point cost is what makes her the top choice for the roll of Probability Controller.

Scarlet Witch

(Rookie 35 Points, Fantastic Forces)

The Scarlet Witch premiered with HEROCLIX in Infinity Challenge and Fantastic Forces gave us her Ultimate counterpart. Now many fans were upset that the sculpt used is the costume from Ultimate X-men rather than Ultimates I was very happy as she looks right for using on my Brotherhood and Avengers themed teams. I find that the benefits over the IC figure of extended range, stealth and higher damage make the whole IC REV redundant. For an extra five points the IC Vet can use Thunderbolts but as that would make her ten points more so I do not see her as a contender.

The FF Rookie offers us an impressive four slots of Probability on her five life dial which is the most of any of the cheap figures



on this list. She also has an equally impressive ten range allowing her to shoot anyone she could use her powers on and has the converted Brotherhood Team Ability allowing her to move without using up your actions.

Wanda just falls second to Domino because defensively she only has a single slot of Stealth and no Super Sense dodge as well as offensively having a lower attack and lower damage after she has pushed. She compensates by gaining increased range and a Team Ability so she is more likely to be able to attack and once Mutant Mayhem is retired I predict she will be taking a starting roll on winning Wizard World teams.

Scarlet Witch

(Veteran 62 Points, Fantastic Forces)

I am taking the next character out of order as it seems more appropriate to discuss the only character duplicated on this list at the same time as her counterpart. For all most twice the cost of the Rookie many people were not certain the Veteran Wanda offered value for points. Numerically she has a slight increase to an attack value of nine and an impressive six slots of PC. The main power she brings to the table is the combination of these with her Ultimates Team Ability allowing her to ignore the opponents' stealth together with her range of ten makes the Ultimate Sniper. She also has the ability that Wild Cards can borrow her Team Ability to gain the same benefit.



Now while all of this is impressive her high cost, while justified, means she has to operate as a tertiary attacker or she will not be pulling her weight on the team. This is why she only rates half way down the top ten.

Destiny

(Rookie 20 Points, Xplotion)



Compared to most of these figures Destiny has a lot of flaws, no attack or damage capability and a low defence. What she offers is free movement due to her Brotherhood Team ability, Damage Avoidance with Super Senses but most importantly she is cheap, close to half the cost of any other figure we could choose and she gives us the recommended two slots of PC.

She is another controversial choose with many players dismissing the figure as worthless. She is incapable of being anything more than mobile blocking terrain after she has been injured however when you are desperately trying to squeeze extra utility onto a tightly build team then she can be just the asset you need.

Black Cat

(Expert 32 Points, Clobbering Time)

By the numbers she is very similar to Domino and Scarlet Witch with five life and similar values across the dial except for range which is below average at four. Where she differs is with the power she starts with Leap/Climb rather than Stealth giving her mobility rather than the defence. She ends her dial with Stealth allowing her to run and hide hopefully denying opponents any victory points for defeating her. Her advantage is the Wild Card Team Ability and it is this that will see her being picked before others on our list.

Although many players hate cross-universe teams Batman is Black Cats best ally. Gaining Stealth without losing her mobility is a great asset. As with any Wild Cards Mystics, Defenders and Alternative Fantastic Four Team Ability are all good choices to give this little lady some protection.

Jinx

(Expert 48 Points, Legacy)



Jinx brings both Phasing for mobility and Psychic Blast to enable her to damage any opponent she hits along with an average nine attack. After being injured Jinx offers us the glory of Pulse Wave allowing her some chance at revenge. Her Versatility and potential defence are the Wild Card Team Ability she brings to the table. She has more offensive potential than Black Cat so may gain some benefit from Ultimate/Superman Team Ability as well as all those listed for Black Cat.

The Expert is the most economical however there is only ten points separating the Rookie from the Veteran figure so all of them can be useful on a team. Rookie Jinx suffers from only a single point of PC so can not afford to push. The first four slots of the Veterans dial are practically indistinguishable to the Experts apart from the increase to an eight range.

At almost fifty points Jinx will often be called upon to act as an aggressor not just a passive observer. Fortunately being equipped with powers that will do penetrating damage her mere presence may limit what your opponent does as they will not want to leave a character with damage reducing powers within her line of fire.

Elongation Man

(Expert 58 Points, Collateral Damage)

Elongation Man offers us mobility with his Leap/Climb and has a high 17 Defence together with Super Senses for protection meaning opponents often have to dedicate resources if they wish to deal with him. He also has the unique trait that if he does take damage to remove his PC he gains the

equally annoying Outwit and Incapacitate while retaining a good defense value.

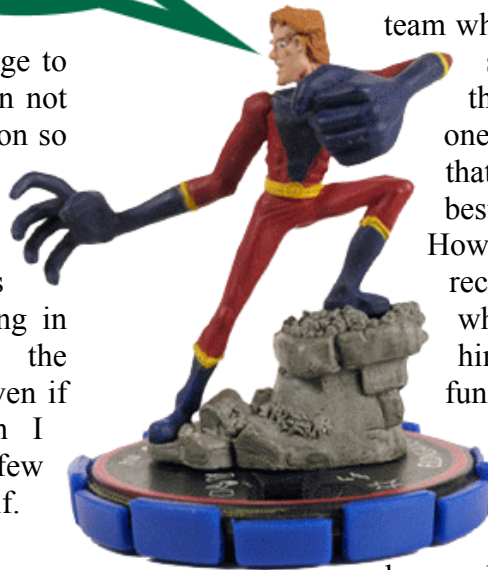
Eat your heart out, Mr. Fantastiturd!

Elongation Man does not have the range to be a sniper and at over fifty points can not afford to hang back and watch the action so he is best used as more of a tie-up piece and distraction rather than a real attacker. His mobility means he is good at running interference and his mix of mid dial powers, finally ending in Plasticity allows him control on the battlefield throughout his entire dial even if he never actually attacks. Although I would recommend he throws a few punches if the opportunity presents itself.

Longshot
(Unique 66 Points, Mutant Mayhem)

Currently starring in the Exiles Longshot had a tenure with the X-Men for several years and his figure has there Team Ability. As the most expensive figure on this list he was generally ignored until the change to Combat Reflexes gave him a 19 Defence in close combat. He also stands out due to having an attack value of ten and two targets at range.

As such he can be dangerous both in close and at range. While he only brings the minimum two slots of PC once injured he still has a decent defence with Combat Reflexes and gain Perplex (another useful support power) and finally Exploit Weakness. He is also another mobile figure with Leap/Climb for all of his six slots of life.



Longshot is a skirmisher with utility powers. For three points more I could put Veteran Mockingbird and Rookie Domino on my team which would give me separate figures for these two rolls so no one can really claim that Longshot is the best strategic choice. However I would recommend players who have ignored him to try him out for fun especially on themed teams. I think you will be presently surprised with how well he performs.

Raven
(Rookie 54 Points, Icons)

If all you want is PC then Raven having only a single slot of it is a poor choice. However as an overall support figure she brings healing, Barrier and Incapacitate with an eight range to the team. She has a full dial of Phasing giving her good mobility and regeneration so she has a chance to come back into play if no one finishes her off. Like most of the figures here she only has five clicks of life so is fairly fragile.

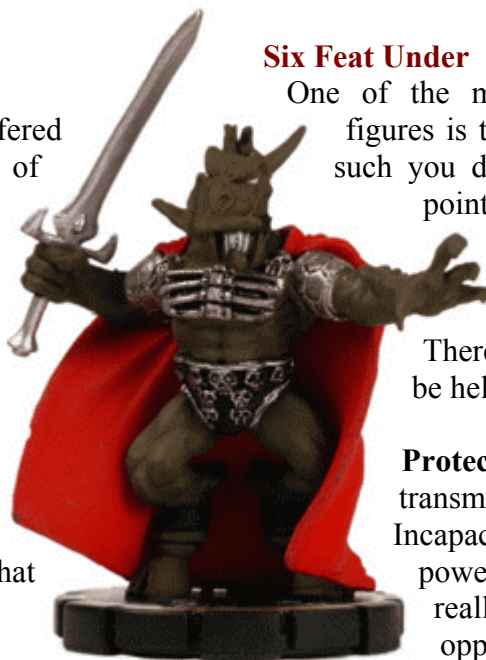
Having the Titans Team Ability also allows her to exchange life with other Titans and Wild Cards on your team. This gives a measure of control as to which power she has without needing to push her to reach them. For example if she is on her second slot she could heal a team-mate and if successful they would then be able give Raven back one of those points of life putting her back onto Probability Control.

Nemesis

(Rookie 63 Points, Indy)

Independent Heroes were offered little choice in the ways of controlling Probability. Given that the set itself had almost half the figures sporting B/C/F Rookie Nemesis was often the best choice if you wanted an all Indy team. The Expert Nemesis has the benefit of being the only figure to have both PC and B/C/F on the same slot. Generally Nemesis is far too many points for what little he brings to the table.

Like Jinx, Nemesis has Psychic Blast unfortunately he only has a four range so it is easy for enemies to retaliate against him. He stands out as being the only figure here with damage reduction, as opposed to damage avoidance, powers. After being injured he offers either Blades or Poison with an impotent attack value so he does have limited potential to menace anyone basing him.



Six Feat Under

One of the main advantages of these figures is their low point cost and as such you do not want to be wasting points adding Feat Cards to these characters when they could be better used elsewhere on your team. There are a few cards that can be helpful.

Protected ~ The Ability to transmute any attack into an Incapacitate for eight points is a powerful one and if you really, really do not want your opponents eliminating your

PC then this card can be helpful. It works well on figures that are going to be engaging in combat like Elongation Man who you will be trying to force the opponent to attack. It is less useful for Wanda who is going to be staying as far away from combat as possible.

Running Start ~ Many of these characters protection comes from Stealth. If they are in terrain then their movement will be reduced so spending five points to have full movement can assist with getting the character where you want to be.



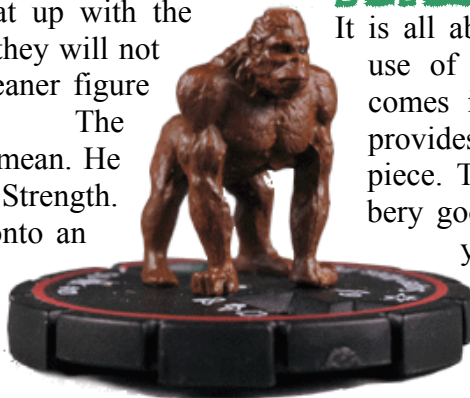
PREPARING: SUPERNOVA MARQUEE

BY WILLIAM ROCK

Get ready ladies and gentleman as the Supernova Marquee rolls into your town and takes over venues across the world. This upcoming marquee may prove to be one of the most most competitive and fun tournaments we have had in a long time. This tournament may not so much be decided on any particular piece pulled (granted a Veteran Hyperion won't hurt you), but more on the fill in piece you can put on the army. Most of the armies you are going to see built at your marquee are going to be traditional tent pole armies, but positioning is going to be a HUGE deal when playing with these armies and there are very specific figures you want to look to pull.

1. SKRULLS ROOKIE & EXPERIENCED

The Skrulls may be the best tie up figures in the game today. The skrull team ability coupled with shape change is just a NASTY combo. If you pull the cheap 25 point rookie make sure to push him early as he gets Stealth, Blades/Claws/Fangs, Combat Reflexes AND Shape Change. Any figure with a 17 defense, and can do possibly 6 damage is nasty. Couple that up with the fact that you have two shots they will not get hit you have an even meaner figure (Skrullverine anyone?). The experienced figure is just as mean. He starts with Stealth and Super Strength. This means that he can go onto an object to hide and then pick the object up to go and bash you with it. If he gets



the Meteorite object he may be doing 6 damage to you early on. When he gets hit he goes down to plasticity and shape change which means your opponent is going to be tied up for awhile.

2. BADOON VETERAN

The Badoon Veteran is a figure that is going to make many teams in the near future. His built in stealth and enhancement make him an excellent addition for any ranged combat piece. He is also going to be valuable in swarm armies as he offers some extra damage to those figures that don't do so much to begin with.

3. SUPER APES: PEOTER VETERAN

It is all about Telekensis when making use of this Ape. The Veteran Ape comes in at a cheap 50 points and provides you with a fairly decent TK piece. The only problem is he is not very good with attacks. Make sure if you use him you have some back up and not just a few figures on the team.

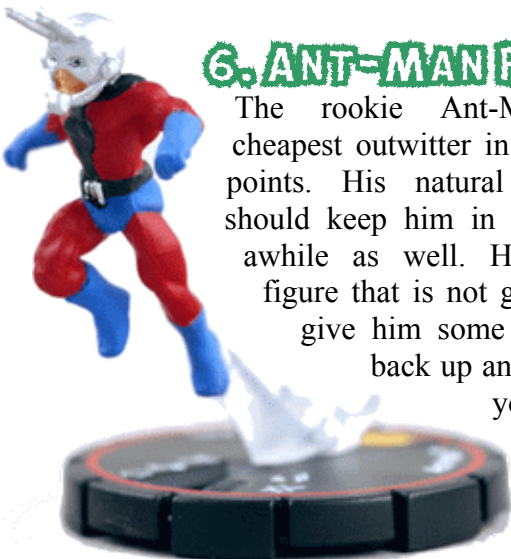
4. ALETA ROOKIE

Aleta is going to be a figure that will be making MANY teams in the near future. She is the epitome of what a support piece is supposed to be. Her Telekensis and 8 range with barrier will allow you to sling your friends into battle and hide them behind a wall of barrier. If she does end up taking some damage her late ranged combat expert and pulse wave will make her very dangerous to your opponent.



5. SAGE EXPERIENCED

Sage is another figure that is purely designed as a support piece. Her early outfit makes her dangerous as there are only three figures in this set that can ignore outfit because of team ability (Kronus, Silver Surfer and Thanos). The good thing is she is pretty cheap and very mobile. Her 6 range should allow her to protect herself for quite awhile. Your opponent needs to be careful when they do attack her as she has a click of 18 defense and super senses along with Probability control. After that she gets a little perplex and can harass her opponents with some mind control. Similar to Ambush Bug in many ways, but SO much better.



6. ANT-MAN ROOKIE

The rookie Ant-Man is the cheapest outwitter in the set at 48 points. His natural 18 defense should keep him in the game for awhile as well. He is another figure that is not great solo, but give him some company for back up and he will help you rule the board.

Ant-Man

Rookie - Super flovo



COST: 48

RANGE: 4 ⚡

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---------|----|----|----|----|----|----|----|
| Speed | 6 | 6 | 6 | 5 | 5 | 4 | KO |
| Attack | 9 | 8 | 8 | 7 | 7 | 6 | KO |
| Defense | 18 | 17 | 16 | 16 | 15 | 15 | KO |
| Damage | 2 | 2 | 1 | 1 | 1 | 1 | KO |

7. HYPERION VETERAN

The figure that is Superman minus one. Hyperion's first click resembles the Veteran Superman from ICONS in many ways except that most of his stats are minus one different. Still he is a Hypersonic beat stick that can deal 5 damage naturally. Combine him with the Meteorite and he has the potential to take figures out in one shot. What makes this figure even more dangerous is that he is just 224 points. This means he IS going to have a little back up at some point. Team this figure up with some Skrulls or other figures with stealth so that you block line of site. Though based on the pre-releases the Veteran Hyperion is one of the rarest pieces in the set to pull (almost as rare as the zombies)

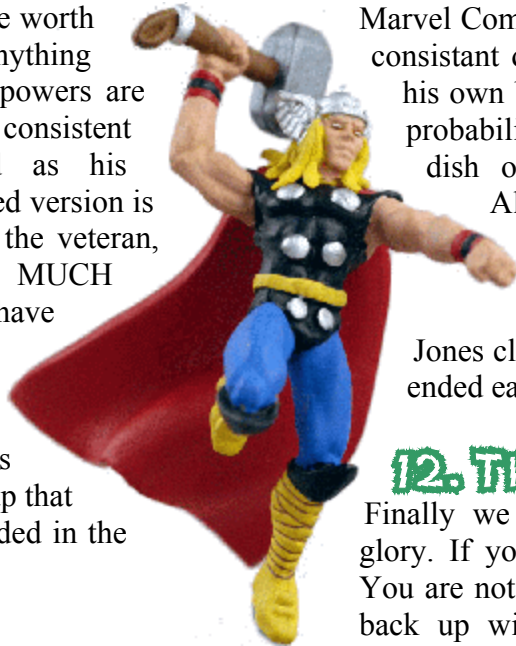


8. SILVER SURFER VETERAN

Any figure that can push in a game and take no damage is fine by me. Couple with that the fact that he can not be outwitted and he is even better. The Silver Surfer is a ranged combat monster, and if he gets hit he gets better as he gains Hypersonic. A dial full of damage reducers doesn't hurt either. Be very careful about getting based though and tied up long enough for your opponents to bring in the heavy artillery. Figures like Thanos and Captain Mar-vell may be very dangerous to the Surfer as they can see through his defense and deal some massive damage.

9. THOR EXPERIENCED AND VETERAN

Thor is both a beat stick and a ranged combat monster. His high defense and high attack powers make him a threat to anyone. His 8 range makes him extremely dangerous plus the fact that he never reduces to less than a natural 3 attack and can deal 5 damage one way or another all along his dial. The veteran is a little pricey at 235 points, but will be worth it if you don't pull anything else useful. His attack powers are much better and more consistent than the Experienced as his damage. The Experienced version is 72 points cheaper than the veteran, and can do JUST AS MUCH damage. Honestly, if I have to pick during the marquee which version to take it is the experienced as he allows me to bring more back up that may be much more needed in the long run.



THOR (Vet)

A COST: 235 RANGE: 8 ⚡⚡ (SUPER NOVA)

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

10. KARNAK UNIQUE

Karnak is 79 points of mean. He is cheap enough that you can build around him, but strong enough that he can even take out the Mad Titan Thanos single handedly. His long dial of close combat attacks, exploit weakness and high attack values makes him a threat. Get him in early when possible. If you pull a Veteran Skrull have the Skrull bring him into combat (base with the Skrull first and then charge in to do some damage). Karnak is a piece that every team needs to look out for as he is worth every single point.

11. CAPTAIN MAR-VELL

Captain Mar-Vell makes the list because...well he is one of my favorite Marvel Comic characters. Still he has a very consistent dial and much like a Mog he is his own best friend. A dial of outwit and probability control means that he can dish out the damage when needed. Also, his high attack and fairly high defense make him a threat to most on the map. Just be careful of that Rick Jones click towards the end as he can be ended early if hit just right.

12. THANOS UNIQUE

Finally we get the Mad Titan in all his glory. If you pull Thanos be very careful. You are not going to be able to bring much back up with him and he has to defend

himself for most of the game. Still his High attack that never drops below 10 and high damage that never drops below 4 make him extremely dangerous. Be very wary of swarm armies that tie him up long enough for the big guns to pick apart at him. My own personal experience against Thanos was I knocked him out in 4 rounds using a veteran Hyperion. As long as no one else pulls a big figure like Karnak, Thor or Hyperion you should be ok when using Thanos, but if you pull something else save Thanos for the larger point games in constructed play.

13. ZOMBIE WOLVERINE LE

What would be a Supernova primer without talking about one of the zombies? The best of all of them is of course the Zombie Wolverine (granted if I pull the Spiderman I won't argue). The Zombie Wolverine give you a figure for 50 points that has an 11 attack and Willpower which means that he can deal some major damage when needed. He does major damage through his entire dial and even with one army may be one of the more dangerous pieces on the board.



Above: Solicited cover for *Marvel Zombies vs. The Army of Darkness #1*

| | | | | | | | |
|---|----|----|----|----|----|----|----|
| ✈ | 7 | 6 | 6 | 4 | 5 | 6 | KO |
| ✋ | 11 | 10 | 10 | 9 | 8 | 7 | KO |
| 👤 | 17 | 16 | 15 | 15 | 14 | 14 | KO |
| ★ | 3 | 3 | 2 | 2 | 3 | 4 | KO |

The Zombies and the Marquee are coming whether we like it or not, and I wish all the luck in the world. May your boosters be full of zombies and beat-sticks. Good day and good gaming!!!!



Above: LE Zombie Wolverine. Each LE Zombie from *Supernova* comes with a HorrorClix card, allowing you to play these figures with HeroClix *or* Horrorclix. There are 4 Marvel Zombies: Colonel America, Spider-man, Hulk, and Wolverine. They can be found in *Supernova* boosters, with a rarity of 1 zombie per 100 boosters.

Ladies Night Part II: Earth Girls Are Easy

by: Steven "Sucrebo" Brooks

According to Jeff Goldblum, Jim Carrey, and Damon Wayans, Earth girls are easy. For that reason and that reason alone, this month's team is composed exclusively of alien women. This month's cosmic theme may have something to do with it as well, one can never be certain.

This team is 600 points worth of female heroes not of this Earth, destined to protect the galaxy. It's a mixed-universe team, so they have to be able to handle any threat that they might encounter, be it Thanos, Darkseid, or just an out of control meteor shower.

The basic premise of this team is that Green Lantern Corps members Arisia and Katma Tui have been assigned a mission with which they will surely need assistance, and as such have also been granted the task of assembling the right team for the job.

First off, they need a tank, someone who can withstand a beating and still dish out some punishment. Power Girl has a click of Impervious and two of Invulnerability all paired with a decent defense, so she should be able to stick around for a while. Quake, Close Combat Expert, and Super Strength give her plenty of options for doing plenty of damage up close.

Being Green Lanterns, Arisia and Katma Tui are both capable combatants, but decide to bolster their offense with a straight-up blaster. Who better than Starfire? With a 12 move Running Shot and a 10 range, she can hit two targets for up to 4 damage! Her



defense is somewhat lacking, so the GL's decide to watch Starfire's back more closely, represented by Protected. Starfire will almost certainly have a personal grudge against someone, or just feel that she really needs to prove herself, so she also gets protected.

Part of controlling the space ways is deterring opposition from coming into your sector. I've always found giant blasts to be a good deterrent. The GL ladies decide to get a living bomb to serve this exact purpose. Crystal, the periodic ally of the Fantastic Four, has just the explosive power necessary, represented by Nova Blast.

Someone else is needed to get in the fray and mix it up, and help take the pressure off of Power Girl. Arisia suggests Marrina, the unpredictable aquatic alien. After all, with Flurry, Blades/Claws/Fangs, Plasticity, and up to an 18 defense, she can cause quite the headache.

Lastly, someone who can help the team get into battle as well as offer protection will complete this puzzle. Aleta's Telekinesis and Barrier fit perfectly. One she's fairly damaged she picks up Pulse Wave and Ranged Combat Expert to help her go out with a bang.

Team: Ladies Night

- V **Power Girl** (120 pts) (Legacy)
- V **Arisia** (103 pts) (GL Corp)
- V **Starfire** (110 pts) (Icons)
- +Vendetta (6)
- +Protected (8)
- E **Katma Tui** (89 pts) (GL Corp)
- U **Crystal** (72 pts) (Armor wars)
- +Nova Blast (10)
- V **Marrina** (55 pts) (Armor Wars)
- R **Aleta** (51 pts) (Supernova)

Total: 600 pts

Strategy with this team is pretty straightforward. TK whoever needs to be TK'd (probably Power Girl first) with Aleta, and put down Barriers when she's not TK'ing. Power Girl, Starfire, and Katma Tui will be the main sources of offense, with Marrina tying up, blocking Line of Fire, and doing whatever damage she can. Crystal is mostly a decoy to keep opponents from getting somewhere you don't want them. If she does happen to get an opportunity for a Pulse Wave - let 'er rip. Then she can help out with Quake and Barrier. **Arisia** is your versatile support piece. Make full use of her starting Enhancement and following Perplex. Her Telekinesis and Barrier can come in handy if Aleta is tied up or KO'd,

or even for some double/triple (w/Crystal) barrier action. She also gets Energy Explosion with a 10 attack mid-dial, which could come in very handy.

All in all this is a fairly versatile and fun team. Close combat, ranged combat, and support (not the Support power) is all covered. An abundance of fliers and some Telekinesis provide good mobility, and the . . . extra assets that Power Girl brings to the table can never be ignored. I believe this team could work especially well on the Supernova Space map. Best of luck to you if you decide to bring the impromptu Hyper Orbital Tactical Troop (H.O.T.T) for a spin!

--Sucrebo



WHERE DO YOU PLAY? A GUIDE TO VENUES IN YOUR AREA

Alabama

hobbytown in auburn, AL
The DeeP Comics and Games in Huntsville, AL

Alaska

Arizona

Heroes & Villains Tucson, AZ
Hardcastle Cards & Games Tucson, AZ
Amazing Discoveries Tucson, AZ
Pop Culture Paradise Tempe, AZ
Game Depot Tempe, AZ

Arkansas

Galaxy Comics and Games Jonesboro, AR
Imagine! Sherwood, Arkansas

California

Great Escape Games in Sacramento, California
Collector's Ink (Chico, CA)
Comic Cult I in Torrance, CA
Play With Bob Paradise California
Knightware in West Studio City, CA
Gator Games in San Mateo, California
Game Empire San Diego, CA
Legacy Comics and Cards Glendale, CA
The Game Zone in Pasadena CA
All Ways Gaming Chatsworth, CA
The Bullpen, Los Angeles, CA
Bases Cards & Comics Lancaster, Ca
Comic Cult II Norwalk, CA
Comic Quest (Lake Forest): Lake Forest, CA
Artifex in san diego california
Players dugout Riverside California
Players Dugout Moreno Valley CA
Kings Comics and Cards in Burbank, CA
The Realm in Brea, CA
Comic Madness in Chino, CA

Colorado

Time Warp Boulder in Boulder, Colorado
Time Warp Longmont in Longmont, Colorado
Collecting Unlimited Westminster Colorado

Collecting Unlimited is in Westminster, Colorado
Digital Dungeon Greeley, Colorado
Compleat Games and Hobbies, Colorado Springs CO
Dalez Cards and Comics, Colorado Springs CO

Connecticut

DJ's Comics in Wallingford, CT
Arkham Asylum Norwich CT
Sarge's Comics in New London, CT
wonderland comics in Putnam CT
Delaware
The Comic Book Shop Wilmington, Delaware
Between Books Claymont, Delaware
The Days of Knights Newark, Delaware
Captain Blue Hen Comics & Entertainment Newark, Delaware

Florida

Pop! Comics Sarasota Florida
MC Collectables Bradenton Florida
Wizard's Wall Melbourne FL
Anime Pavillion Melbourne FL
Skip's Baseball Card Clubhouse Tampa, FL
Cool Comics and Games Cape Coral FL
Coliseum of Comics in the Fashion Square Mall Orlando, FL
Cool Stuff Inc in Winter Park, FL
Sci-Fi City in Orlando, FL
Bobe's Hobby Shop Pensacola, FL
TBS Comics Pensacola, FL
Acme Superstore Longwood, FL
Cosmic Cat Comics & Games | Tallahassee, Florida
Sunshine Roleplayers Miami Florida
Past, Present & Future - in Lauderhill, Florida
Tates Gaming - Lauderhill, Florida
TBS Comics - Ft. Walton Bch., FL.
Comics Direct - Niceville, FL.
Coliseum of Comics - Orlando Florida
Coliseum of Comics - Kissimmee Florida

Unity Entertainment Clermont Florida
Action Games and Comics Clermont Florida
Past Present Future Comics Lauderhill (Fort
Lauderdale), Florida

Georgia

Player One Games Alpharetta, GA
Xavian Games and Books Roswell, GA
Heroes and Villains in Warner Robins, GA
Comics Plus in Macon, GA
coca-cola space science center in columbus,
GA
Game Corner Lagrange, GA
Odin's Cosmic Bookshelf Liburn, GA
Atlanta Game Factory Atlanta, GA
Classic City Comics & Games Athens,
Georgia
Gamer's Getaway in Douglasville, GA
Quest in Carrollton, GA
Player One Games Alpharetta, GA
Bunjee's Comics Griffin GA
Champions Austell, GA
The Dragon's Horde Stone Mountain GA
Odin's Cosmic Bookshelf Lilburn GA

Hawaii

Gecko Books & Comics Honolulu Hawaii
Other Realms Honolulu Hawaii
Jelly's Aiea, Hawaii

Idaho

Magic Dragon Boise, Idaho

Illinois

The Play Zone Jacksonville, IL
Hero Headquarters in Buffalo Grove IL
Games Plus in Mt. Prospect, IL
Dark Tower comics (formerly Watchtower),
Chicago IL
Astro City comics, Schiller Park IL
Springfield Game Store Springfield, IL
Sleeping Dragon Games Matteson, Illinois
JUST FOR FUN PEORIA, IL
Acme Comics NORMAL, IL
Acme Movies, Music, Comics and Games
Peoria, IL
HobbyTown USA Peoria, IL
G.O. Games Lansing, IL
Elsewhere Comics in Blue Island, IL
Danville book world Danville, IL

Valahalla Games - Champaign, Illinois

Indiana

Reader Copies in Anderson, Indiana
Wizard's Keep in Muncie, Indiana
Galactic Greg's in Valparaiso Indiana
BuyMeToys.com in South Bend, IN
Downtown Comics West, Indiana--
Indianapolis
Downtown Comics Castleton Indiana--
Indianapolis
NE Indy Game Club Indiana--Indianapolis
Comic Carnival East Indiana--Indianapolis
Comic Carnival North Indiana--Indianapolis
Jim's Sports Cards and Collectibles E
Camby Indiana
Downtown Comics South Indiana--
Indianapolis
Book Broker Evansville Indiana

Iowa

Mayhem Comics Ames, Iowa
Alter Ego Comics Marion, IA
Friday Night Fights Kirkwood Community
College Cedar Rapids, IA
Battlezone Games Hiawatha, IA
Hawkeye Game Club Iowa City, IA
Mid-American Hobbies North Liberty, IA
Kansas

Astrokitty Comics and More Lawrence, KS
31st Century Games Olathe, KS
TableTop Games Overland Park, KS
Agents Comics and Games Wichita KS
Prarie Dog Comics Wichita, KS

Kentucky

The Rusty Scabbard, Lexington, KY
A+ Comics & Collectibles, Lexington, KY
Page-3 in Pikeville, Kentucky
Heroes Realm in Lexington, KY
moonlite comics Frankfort, Kentucky
Warlords Unlimited, Richmond, KY
Sam Goody 6129, Morehead, Kentucky.

Louisiana

Gamer's Haven - Lafayette, LA

Maine

Games, Comics and Stuff Glen Burnie MD
Monkfish Books Standish, ME
Crossroads Games Standish, ME

Greenhouse Games in Gardiner , ME

Maryland

Big Monkey Comics in Washington, DC
The Mystikal Keep Hagerstown, MD
Comics MD in Accokeek (sp) MD
"Comics to Astonish" in Columbia, MD
Family Game Store Savage MD
Jack in the Box Toys in Edgewater, MD
Other Realms in Gaithersburg , MD
Illusions in Salisbury, MD
Dream Wizards in Rockville, MD
Hobbytown USA Frederick, Maryland
Legends Games Comics & Anime Towson Maryland

Alternate Worlds Cockeysville Maryland
Cockeysville Maryland

Massachusetts

TJ Collectibles in Milford, MA
Hobby Bunker, Malden MA
X-9 Games Hadley, Massachusetts
Magic Dragon, Arlington MA
Your Move Games, Somerville MA
Complete Strategist, Boston MA
LOONY TOONZ – New Bedford, Massachusetts
Scholars' Bridgewater, Massachusetts
Collectors' Guild is in Mansfield, MA
Stillpoint Comics Somerset, MA
Greenfield Games/Griffon Games
Greenfield, MA
Federation Comics Brockton Massachusetts

Michigan

Pandemonium , Garden City, MI
Comic Relief flint michigan
Adventurer's Guildhouse in flint michigan
Clems in Lansing, Michigan
Legends Sports and Games, Grand Rapids Michigan
Whitecap Comics, Comstock Park Michigan
Goldmine Comics, Wyoming Michigan
RIW Hobbies , Livonia Michigan
Green Brain Comics , Dearborn Michigan
GAMERS HUB Lake Orion Michigan
Vault of Midnight Ann Arbor Michigan
Fun4All2 in Ypsilanti, MI

Fortress Comics and Games East Lansing Michigan

Rider's Hobby Shop, Flint Michigan
Hero Quest in Howell Michigan
Green Dragon Comics & More in Escanaba MI
Fanfare Sports and Entertainment
Kalamazoo Michigan
Cashman's Comics (Bay City, MI)
Sweet Lou's Collectables (Millington, MI)
The Stadium (Bay City, MI)
WhiteCap Comics, Comstock Park MI
Rider's Hobby Shop, Flint Michigan

Minnesota

John's Total Entertainment morris minnesota
Robin Goodfellow Company Duluth Minnesota
Solinictus Comics N Virginia Minnesota
Roy's Comics & Games Hibbing Minnesota
Dreamers cards games & collectables Saint Louis Park Minnesota
Outpost 2000 & Beyond Coon Rapids Minnesota
The Gamers Den Cambridge Minnesota
Unicorn Games Oakdale Minnesota
Card Emporium-Golden Valley, MN
The Source- Falcon Heights, MN
Monster Den- Minneapolis, MN
Twin City Comics - Columbia Heights, MN (Twin Cities)
Eagle Hill Stamps and Coins, Presque Isle Maine
Air Traffic Kites and Games Burnsville, MN

Mississippi

Missouri

Velocity CD's & Games Moberly Missouri
Gamer's-Pair-A-Dice in Sedalia, MO
Alpha Comic in Warrensburg, MO
Valhalla's Gate Columbia, MO
Meta Games Springfield, Missouri
Dragon's Lair Springfield, Missouri
Games to Order Springfield, Missouri
A-Z COMICS Lee Summit, Missouri
Battle-Zone Raytown, Missouri
The Neutral Zone in St. Peters Missouri

Montana

Nebraska

Krypton Comics in Omaha, NE
Questworld, Grand Island, NE
Ground Zero Bellevue Bellevue, Nebraska
Coliseum Gaming Lavista, Nebraska
Gamestop 72nd and Dodge Omaha
Nebraska
Ground Zero Omaha, Nebraska
Tenthpenny Bellevue, Nebraska
Dragon's Lair Omaha, Nebraska
Comic World in Lincoln NE

Nevada

Kool Koolectables Las Vegas, Nevada
Hosehead Hobbies, Las Vegas NV

New Hampshire

The Wizard's Tower, Nashua NH
Secret Hideout Keene NH
More Comics Keene, NH
Double Midnight Comics in Manchester NH
Paperback Bazaar Somersworth New
Hampshire

New Jersey

Hall of Heroes in Echelon Mall located in
Voorheese, NJ
Amazing Stories in Shrewsbury, NJ
The Game Room Store in Bricktown, NJ
The Danger Room (Aka. Avelino's Pizza) in
Toms River, NJ
The Collectors Den Paramus, NJ
Little Shop of Comics in Scotch Plains NJ
Bad Moo Comics in New Providence NJ
Time Warp Comics, in Cedar Grove NJ
Superhero City in Sewell, NJ
All Things Fun! Berlin, NJ
Comics Plus in Mount Holly, NJ
TimeZone Gaming in Edison, NJ

New Mexico

New York

Kings Games in Brooklyn NY
Eden studios/Zombie Planet Albany New
York
Neutral Ground New York New York
Sanctuary Comics Watertown New York
The Games People Play Elmira New York
Stonehenge Cards & Comics New Windsor
New York

Alterniverse Salt Point New York
Let's Play! @ TSPT in Waverly NY
Comics Etc in Rochester NY
Altered States Game and Hobby
SYRACUSE, NY
Centerfield Card & Comics Endicott, NY
Family Hobby and Crafts Vestal NY
Fat Cat Books Johnson City NY
Archway Comics Little Neck NY
Who's on First Collectibles Merrick, Long
Island, NY
Comic Book Depot Wantaugh, Long Island,
NY
Grasshopper's Comics Williston Park, Long
Island, NY
Captain Comic West New Hyde Park, Long
Island, NY
Best Comics New Hyde Park, Long Island,
NY
Mark's Comics Valley Stream, Long Island,
NY
Captain Comic East Plainview, Long Island,
NY

North Carolina

SciFi Genre, in Durham NC
Hypermind, Burlington NC
Hit Point Hobbies in Southern Pines NC
Silver Bullet Comics in Winston-Salem,
North Carolina
DJ's Cards & Stuff in High Point, North
Carolina
Nostalgia Newsstand-Greenville, NC
Mind Games -Greenville, NC
A&H Hobbies in Clemmons NC
Craftishgeeks asheville nc

North Dakota

Ohio

Alter Ego Comics, Lima Ohio
Recess Games in North Olmsted, OH
Gamers Haven in Middleburg Heights, OH
Compendium Collectables in Rocky River,
OH
Bell, Book and Comic, Dayton, Ohio
Schumer's Baseball Cards and Comics
Dayton, Ohio
Bookery Fantasy Fairborn, ohio

Universe of Superheroes (Comic & Gaming Shop) Athens, Ohio

Diversions Newbury, OH

Chardon Cards and Comics Chardon, OH

The Soldiery columbus, OH

Finders antiques and sports shop Newark, Ohio

Comic shop plus Newark, Ohio

The Bookery, Fairborn (Dayton east side), OH

Bell, Book, & Comic, Dayton, OH

Ground Zero Comics, Galloway (Columbus west side), OH

The Guardtower, Columbus, OH west side

Ravenstone, Columbus, OH, west side

Comic Town, Columbus, OH, north side

The Armoury, Columbus, OH, east side

Sci-Fi Cincinnati, Ohio

Comic Book World, Inc. Cincinnati, Ohio

YottaQuest Cincinnati, Ohio

Heroes for Sale, Vandalia, Ohio

Mavericks, Kettering, Ohio

Oklahoma

The Cave, in Ada, OK

The Original Game Shop Tulsa, OK

Speeding Bullet Comics - Norman, OK

Wizard's Asylum Tulsa, OK

Mammoth Comics Tulsa, OK

Wizard's Asylum in Norman OK

Dragonfyre comics in Oklahoma City, OK

New World Games and Comics in Midwest City, OK

Edmond, Oklahoma Al's Sports Cards

Oregon

Glenwood Comics & Cards - Eugene, OR

More Fun Comics, Ashland, Oregon

Another World (Hollywood store)' in Portland, Oregon

JJ's Hobby Shop Roseburg, Oregon

Neverland Comics Roseburg, Oregon

Rainy Day Games in Aloha, Oregon

Mind Candy - Aloha OR

Alternate Universe - Portland, OR

Pennsylvania

Showcase Comics- Bryn Mawr, PA

The Compleat Strategist- King of Prussia, PA

Showcase Comics in Bryn Mawr, PA

6 feet under games, Lancaster, PA

Venue Six Feet Under Games Lancaster, PA

Venue Comic Store West York, PA

Event New Dimension Comics Butler Pennsylvania

Hobbymasters Pittsburgh Pennsylvania

D&D Sports Cards in St. Marys, PA

Skye Enterprises in Oil City, PA

The Kid in Me at the Lebanon Valley Mall in Lebanon, PA

Bagged and Boarded Bensalem, PA

Comics and More (In Plymouth Meeting Mall) Plymouth Meeting, PA

Phantom Of The Attic Allentown, PA

Comics World in Chambersburg PA

Comix Connection in Mechanicsburg PA

Comic Connection Mechanicsburg, PA

Cosmic Comics Harrisburg, PA

Infinite Quests Blue Bell, PA

Montgomery County Community College Blue Bell, PA

Golden Eagle Comics at the Fairgrounds Mall in Reading, PA

Phantom of the Attic Pittsburg, PA

New Dimension Comics Pittsburg PA

HobbyTown USA Pittsburg PA

The Unknown. Scranton PA

Rhode Island

he Incredible Pulp in Narragansett RI

Disposable Heroes – Johnston, RI

The Game Keeper – Providence. RI

Your Move Games – Warren RI

South Carolina

Comic Nirvana Lexington, South Carolina

Borderlands Games (Greenville ,SC)

The Clemson Newsstand (Clemson ,SC)

Tangled Web (Spartanburg , SC)

Green Dragon Inc North Charleston, South Carolina

Hobbytown Charleston South Carolina

South Dakota

Tennessee

The Barony, in Oak Ridge TN

Rick's Comic City Nashville, TN
Grand Adventure Murfreesboro TN
Collector's Universe Knoxville, Tennessee
Grand Adventures Comics Murfreesboro, TN
The Dragon Caves - Chattanooga TN
Alley Cat Comics & More - Chattanooga TN
Comic Hound - Chattanooga TN
Hobbytown (memphis) in memphis, TN
Grand Adventures Comics in Murfreesboro, Tennessee
Comic City - Madison, Tennessee
The Dragon Caves Chattanooga Tennessee
Comic Hound Chattanooga, Tennessee
Alley Cat Comics Chattanooga, Tennessee

Texas

Strike Zone houston Texas
Hobby House in Kingsville, Texas
Armchair Commandos in Corpus Christi, Texas
Bee Cave Comics also in Austin. TX
Dragons Lair Austin, TX
TNT Comics Lewisville, Tx
Madness Games Plano, Tx
HobbytownUSA Dallas, Tx
Comic Asylum Plano, Tx
Game Chest Dallas, Tx
Hobby House in Kingsville, TX
Armchair Commanders Games & Hobbies in Corpus Christi, TX
Y2Komics, Fort Worth
HobbyTown USA, Fort Worth (Hulen)
Lone Star Comics (Central Arlington)
Lone Star Comics (Dallas)
Lone Star Comics (Irving)
Lone Star Comics (Hurst)
Lone Star Comics (Mesquite)
Lone Star Comics (southwest Arlington)
Dragon's Lair - Round Rock, Tx
Book Stan' Killeen, TX

Utah

Endzone, Trolley Square, Utah
Endzone, Clearfield (salt lake city) Utah
Endzone Trolley Square - Salt Lake City, UT
Game On! in Spanish Fork, UT

Cache Game and Hobby St. Logan Utah
The Black Rose Inc Murray Utah
Game Den West Valley City Utah
Phoenix Games and Comics LLC Logan Utah

Vermont

Quarterstaff Games of Burlington, VT
Heroes Kingdom St. Albans, VT

Virginia

Nova Comics and games Springfield, VA
Atlantis Comics, Portsmouth, VA
Dominion Comics Lynchburg, VA
Fun-N-Games, Blacksburg, Virginia
Atlantis Comics in Portsmouth, VA
Fantasy Escape Virginia Beach, VA
Comic Chest Virginia Beach, VA
Richmond Comix - Midlothian VA
Atomic Comics Emporium, Hampton VA.
Campaign Headquarters, Norfolk VA
Star City Comics & Games NW Roanoke Virginia

Game Parlor 2 in Woodbridge, VA

Washington

House of Games in Spokane, WA
Vista Comics and Sports Cards Longview, Washington
Games Matrix in Tacoma, WA
Book and Game Company in Walla Walla, Washington
Comic Book Ink Tacoma, WA
The Comic Stop in Lynnwood Washington
Arcane Comics and More here in Seattle Washington
Games and Things in Bellingham, WA
Cosmic Comics Bellingham, WA
Eagles Games Bellingham, WA
Olympic card and comic Lacey, Washington
Docking Bay 93 in Burlington/Mt. Vernon, Washington
Phoenix Games & Gifts - Lynnwood Washington
Genesis Games and Gizmos - Redmond, WA
Games Plus - Woodinville, WA and Smokey Point, WA

West Virginia

All About Games Beckley West Virginia
D&S Collectables Fairmont, WV
Hobby Exchange Huntington WV
Treasures charleston,wv

Wisconsin

Gamer's Haven Eau Claire, WI
Misty Mountain - Madison, WI
Pegasus Games - Madison, WI
Adventure Games Plus in West Allis, WI
Victory Games in Sheboygan WI
The Board Game Barrister Milwaukee, WI
Lost World of Wonders Milwaukee, WI
Fortress Games Menomonee Falls, WI
Netherworld Games Madison, WI

Wyoming

CANADA AND ROW

CANADA

Eye Opener Bookstore, in Brandon, MB
(Canada)
Treasure Chest Games Lethbridge, Alberta,
Canada
The New GME, Chatham ON Canada
Showcase Comics Lethbridge, Alberta,
Canada
Comic Warehouse brampton ontario,
Canada
Third Eye Blind Dartmouth, Nova Scotia,
Canada
Carta Magica in Montreal, Quebec, Canada
Check Swing Sportscards Brossard, Quebec,
Canada
La Bete Noire, in Drummondville, Quebec,
Canada
Stadium Comics - Shopper's World in
Brampton, Ontario
Image Collections - Queen St. Streetsville
Mississauga, Ontario Canada
Untouchables - Hwy 10 & Burnamthorpe
Rd. Mississauga, Ontario Canada
Havoc and Chaos Comics and Games
Victoria British Columbia Canada
Gamezilla, Moncton Moncton, NB
CANADA
Gamer's Lair Edmonton, Alberta, Canada
All Star Sports Cards and Collectables
Edmonton, Alberta, Canada

Metropolis Toys, Games & Gifts Edmonton,
Alberta, Canada
Happy Harbor Comics & Toys Edmonton,
Alberta, Canada
DUELING GROUNDS, Toronto Canada
The Dragon Guelph Ontario
Retro Rocket" in Cambridge ON, Canada
Triple-play Collectibles in Surrey, BC,
Canada
Drexoll Games Vancouver British Columbia
Canada
Lucky's cards and comics Vancouver British
Columbia Canada
Hourglass Comics Port Moody British
Columbia Canada
Wally's Prosportscards vancouver British
Columbia Canada
Elfsar Collection Ltd Vancouver British
Columbia Canada
Imperial hobbies Richmond British
Columbia Canada
Tazmania Comics Burnaby British
Columbia Canada
Heroes World" from Markham, Ontario,
Canada
Rogues Gallery Comics- Windsor, Ontario,
Canada

CHILE

Salo Chile, South America
Micromega Antofagasta Chile
Mundo Hero Viña del mar/Valparaiso Chile
MUNDOMIX illa Alemana Chile

NORWAY

Avalon Trondheim, Norway
Outland Trondheim, Norway

UK

Gamers Guild - Rainham, Nr Gillingham,
Kent, UK
Phoenix Games in Leicester, UK
GAMERS St. Neots, Cambridgeshire,
United Kingdom
Fanboy - Milton Keynes, UK
Legion games club, shepherds bush
london,uk
Fanboy 3 Manchester, UK
GamesWorldUK, Middlesbrough, UK

GameStuff, Middlesbrough UK
Magic Labyrinth Shop ~ Leicester, England
O'Neills (Pub) - Leeds City Centre
University of Leeds

AUSTRALIA

Unlimited Hobbies, in Blacktown, Australia
Sydney Games Centre Sydney Australia

GERMANY

Spielplatz - Peine, Niedersachsen, Germany

SPAIN

Templo y La Torre - c/ Princesa,6 Ppal.
(Barcelona), Spain

Sweden

Clix-Sweden
Spel på Djäknegatan Malmö, Sweden-no
link

MEXICO

NETHERLANDS

Elf Fantasy Shop, Utrecht Netherlands

RUSSIA

CHINA

JAPAN

KOREA

PHILLIPINES

Neutral Grounds Glorietta (Makati City)
Neutral Grounds Robinson's Galleria
(Mandaluyong City)
Neutral Grounds Alabang Town Center
(Muntinlupa City)

Brazil

Comics
Rua Goitacazes 436/442
São Caetano do Sul - BRAZIL
Centergames
Rua Pedro Carvalho de Oliveira,71
São Paulo - BRAZIL

VENEZUELA

Comicland
Centro comercial galerias Los Naranjos,
Nivel 2, Local M-38
Caracas
Venezuela

