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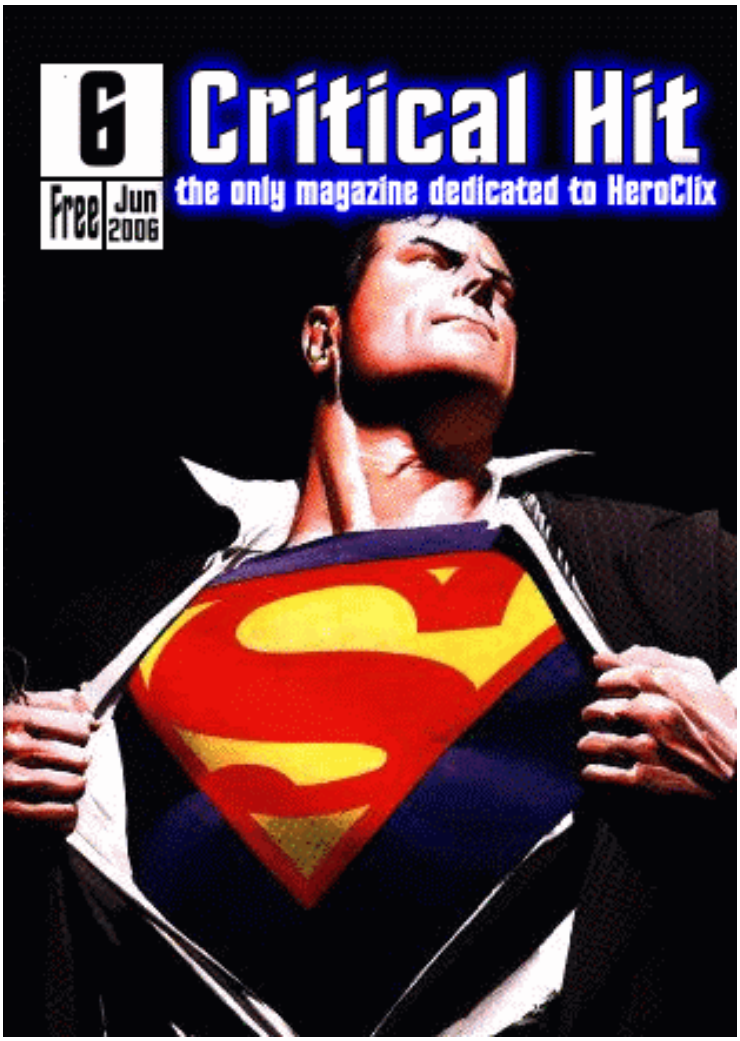

Letter From The Editor: Good day to all!! I hope I find you all in good health and good spirits. Wow, was it a busy month. I started out the month attending WWE, which was a blast and was able to gain some real experience as a judge. I then had a big move to Maryland near Baltimore and had some ups and downs in the life department. Moves are never easy and unfortunately they set the magazine back a few weeks, but we are back on track and ready to provide you with some great articles and insights into the game of HeroClix. With the release of this magazine we see the release of Sinister and the Danger Room and boy am I excited. The game is changing and it is going in a positive direction. While WIZKIDS has had some changing of the guard we need to keep our heads up and give them as much support as we can offer. This game will continue to grow as long as the players out there continue to have fun and help to keep the game on track. Remember your opinion matters with this game so let the company know what you want. If you like something let them know you like it, if you don't like something you need to say something. It is easy for me as I am one of the more notable voices out there in the HeroClix community, but one key thing to remember an opinion is not worth much if you don't voice that opinion. On the same note I have had a blast playing some games of HeroClix here in Maryland and I am having a great time. I was able to participate in a pre-release and was the first place winner in that tournament. The Unique Wolverine and the Experienced Shadowcat helped to put me over the top and provided me with a smooth victory (Irony there or what). I could go on and on as my month has been action packed and filled to the brim. Though you don't want to hear from me you want articles and they are here. Enjoy the magazine!

CRITICAL HIT

Issue 06 (June)

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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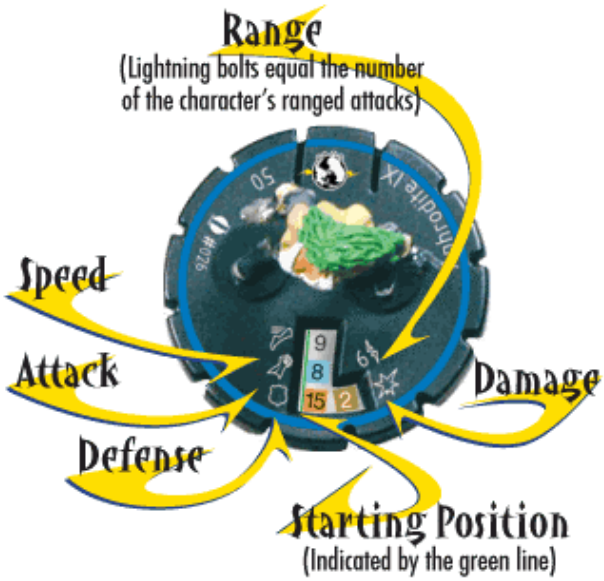
The Combat Dial

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.

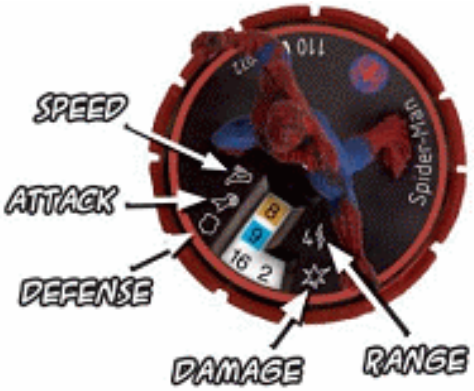
DAMAGE

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, http://www.WizkidsGames.com



Rock's SOHK (School of Hard Knocks) For Beginners

Breaking Down Superman

He is one of the most recognizable comic icons of our era. He has dominated in comics, video games, movies, and in miniature gaming. Superman has become a mainstay in our culture today. He is an ICON that is recognized throughout the entire world and there is not a person who could not tell you who Superman is and what he can do. Superman is the pinnacle of what we consider a hero to be and evildoers beware if you fall under his gaze. This stands to be the same situation in HEROCLIX today. Superman is and has been one of the most dominating pieces in the game. He has evolved with each new set and has garnered more praise and reprisal than any other figure. Superman is often the piece to get in a DC set and continues to be a must have for any collector of the game. Though with 16 Superman figures all that could have 4 different team abilities (Superman Ally, CSA, Kingdom Come, JLA) which one should you use?

School is in session Ladies and Gentlemen, and today's lesson is on the Man of Steel. We will examine which version of Superman shines and which one makes us cringe. Also, I will give you a few play tips with each figure (not that some of them even need play tips). So sit back, put the Kryptonite away and let's take a look at the boy in blue- SUPERMAN.

1) ICONS SUPERMAN VETERAN (251 points)-Officially the most controversial piece in the game today. Before the errata to hypersonic he was a piece that could move his full move and then attack somebody on the other side of the map. For 251 points many people thought he was actually undervalued, as he started with a 13 move with hypersonic, 12 attack with super strength, an 18 defense with impervious and a 10 range with a 5 damage. His starting click was amazing and many Superman enthusiasts thought him to be just what Superman should be, however at the same time there are always the comic accurate true believers who thought this was a little much. In all it does not matter, arguing what he should be or should not be does not change a thing. Currently the Veteran Superman from Icons is THE best piece in the game today. He is a very direct piece that needs very little actual experience or skill to use. A new player just learning the game could enter a tournament for the first time and dominate with a Veteran Superman that is just the type of piece he is. However, he is beatable. His high point total means that you can out action him, and with enough incapacitate the man of steel is not going to go very far. With the errata Superman WILL be a little more manageable to play against, *however*, he is still going to be the best legal version of Superman in the game.

1) KINGDOM COME SUPERMAN (265 points)-The only reason Kingdom Come Superman is not at the top is because of two reasons he is going to be retired on July 12th. 2006,and his two opening clicks of charge versus the Icons Superman's Starting clicks

of Hypersonic puts him a little behind for first damage dealing. This does not mean that he is not as an effective piece as the ICONS Superman, but it does make him a tad less desirable than the ICONS. This is not a comparative piece though, so lets dissect KC Superman. His opening click of 13 attack and 5 damage with a 10 range make him an opening offensive monster. Once he takes some damage he drops to an 11 attack, but gains range combat expert AND hypersonic (sorry folks they can not be used in conjunction). He retains 5 clicks of hypersonic and does not go below a natural 4 damage while he is moving fast. Be very careful after he loses his hypersonic while he is still very effective as an attacker his high defense make it so he is tough to heal him back to full. This is actually easy to get by; KC superman can be used in conjunction with a Veteran Dr Mid-Nite with LE Garth Ranz OR Rookie Live Wire. Use the JSA team ability to make Mid-nite's defense lower and then make use of defend, now the doctors 9 attack should have no problems hitting a 14 defense to heal (quick 400 point team suggestion KC Superman, rookie Live Wire, Veteran Dr Mid-nite, Batman Experienced starter-protected). Be sure to make use of the Kingdom Come ability as no figures may approach this version of Superman if they don't roll the KC (anything but a 1 or 2). Kingdom Come Superman is a straightforward bruiser. You are going to use similar tactics as the ICONS Superman, but you need to be a little more sensitive to his needs until he hits the sweet spot. Though don't waste those first two clicks by pushing 5 damage with a 10 range is still pretty powerful in this game, unfortunately for him it is going to be in unrestricted play.

2) New Guy Night SUPERMAN (211 points) - This is the most available Superman in the game. Any player that enjoyed the second new guy night received this superman. His Hypersonic and 5 damage with a 10 range is very familiar, but what makes him different than his two big brothers is his Batman Ally. Granted that Veteran Superman from ICONS does not really care about stealth it makes this version of superman very tough to be outwitted which means you shouldn't be using the points to take fortitude. Speaking of points, this version of Superman is much cheaper and because of that he is going to be bringing some friends or packing some feats. He only packs one click of Hypersonic, but if he pushes he can make use of a 10 move with running shot and 5 damage, so with the new errata to Hypersonic he will be able to stay a range piece and not have to move in so close to deal some damage to his opponent. Be very careful with this Superman as his attack value doe drop significantly after a few clicks (11, 10, 9, **8, 7**). His dial does stay diverse though as he grabs Psychic blast and Ranged combat expert on varying clicks. His low defense means that he is going to be able to be healed easily, but it also means that someone with a moderate attack value is going to make light work of him (Mockingbird anyone). Use this Superman the way he is supposed to be used he is a ranged attacker. Even though he has super-strength does not mean that that is his primary use, he is a Batman

Ally with a 10 range and dual attack that can sit in hindering and take pot shots. He may not be as abusive as the two above-mentioned figures, but he is still a fun piece to play and a tough foe to play against.

3) ICONS SUPERMAN ROOKIE (199 points)- I bet you never guessed that a rookie version of Superman would make the top 5 on anyone's list. However, as a rookie this version of Superman is stronger than some uniques or veterans combined. An opening click of 11 attack with a 10 range and 5 damage teamed up with running shot make him very effective and dangerous. Some may be saying that the experienced version is similar, but has a higher defense. You are very right if you are saying that, however it is his team ability that makes him very different than the experienced. The effective 16 range (running shot 6+10 range) and the ability to see anyone makes him much more dangerous than many other pieces. With the errata to Hypersonic this version of Superman may see more play as he does not need to get in close to deal damage. Even if a figure is hiding in soaring, he can running shot into soaring and take a shot at the soaring figure. The other good thing about him is his dial does not drop much when he takes damage. You don't see the only 2 damage slot on his dial until he is about to be KO'd. For 199 points he is very efficient, and because he is so cheap that means you can properly supplement him with other figures or feats to take on any opposing team.

4) Clark Kent LE (127 points)- He is a July prize and a must have for any competive player. This figure is a piece that is easily under estimated because of his low defense and lack of heavy-duty damage reducers such as Impervious and Invulnerability. What makes him very impressive is his low point value tied in with his Running Shot and Psychic Blast meaning a damage reducer is not going to mean much to him. The low point value means that he is not going to fight this battle on his own (300 point example Team: Clark Kent LE (ICWO), Shadow Lass Rookie, Sue Storm LE (Fantastic Four), Oracle (on card), Dr Mid-nite rookie(ICWO)(protected). A potential 13 range (5 running shot and 8 range) with the Superman Ally team ability means that no one is safe from him if they are within his range. Late shape change and phasing make it so that he can get to the medic on the double. His VERY late regeneration give him somewhat of a fighting chance, but truthfully if you have to use it at that point he does not have a very good chance of surviving if he is on this click. This is a figure that will make good use of feats since he can afford it. The key thing when playing him is to make sure you bring along some figures that are going to give him a helping hand. He is a perfect

piece to fit in a Wild Card abuse team at any point level as his team ability will be invaluable to other figures and they will be able to lend a hand where needed (see above example team). Have fun with this piece and adapt him to your play style where needed as he can be deadly when you learn to play him properly.

5) Collateral Damage SUPERMAN VETERAN (168 points)-CD Veteran Superman is a cheap and hard-hitting hypersonic piece. His twelve move and 10 range means that he is going to be harassing the opponent from anywhere on the board. If he decides to hold still for a minute his Psychic Blast and natural 4 damage mean that he is going to take down the big guns when needed. A very good combo with him is to use the Automatic Regeneration feat and Nanobots. This will keep him in fighting fashion even if damage is dealt to him. What makes him different and not as affective as some of the other figures is his JLA team ability. Yeah he can move for free, but when the rules change it is not going to be to his benefit. His damage and attack does drop very quickly, but his cheap cost and varying abilities make him unpredictable and useful. Get a good grasp of his dial before playing him so you know what to expect while you play with him or against him.

6) OWAW SUPERMAN LE (236 points) – Halfway through the list we find the ORIGINAL Hypersonic abuse piece. When this figure first appeared as a send away he was a must have figure that dominated the game (this was back when the only person with a 18+ defense and 5 damage was the Veteran Blastar). Still he continues to be a very effective piece. His 3 clicks of Hypersonic and 11 move with an 8 range mean that he is going to be a prime candidate for hit and run. The main things holding him back are his low damage (3) and a fairly low defense (16 with impervious). The Errata in HeroClix is not going to hurt him to badly, but the existence of Veteran Superman does. For 15 more points you can get a much more dangerous and affective piece. Still OWAW was innovative for his time and laid the foundation for the hypersonic figures we see today. When playing this version of Superman don't worry about packing on the feats; instead make sure he has lots of supportive back up (basic PIT crew-Con artist, Medics, Outwitters, TK). When you see this figure in unrestricted it is primarily going to be in high point games when someone wants to wax nostalgic.

7) ICONS SUPERMAN EXPERIENCED (222 points) –Very similar to the rookie Superman, but with an extra click of life and a higher defense to start with (18 to start). Still he is a very dangerous piece and will fit many high point JLA theme teams. The Experienced Superman is going to be the basic ranged beast with his running shot and long range. Team this figure up with a Hawkgirl Starter Experienced OR rookie Vixen and put Homing Device on them, this will make it so that Superman can target those pesky stealth pieces. With the errata on hypersonic many people will be turning to running shot to take on the opposition. The rookie and experienced version of Superman are cost effective enough to fit in 300-point teams and still be a major threat to the opposition, still because he breaks 200 points by himself he will be more affective in a high point game. Use him in a basic slingshot style of team throwing him up with TK and taking advantage of his running shot and long range.

8) LEGACY ULTRAMAN UNIQUE (242 points) –A low defense makes this Superman drop in the list, but still he is a very affective piece that can really harass the competition. His 8 range and 12 move with running shot should scare the opposition into hiding, but if they do get close enough his built in probability control (CSA) and 11 attack means that he is going to rarely miss. If he does not use his running shot he can dole out a nice 7 damage at range. His deep dial will mean that he has some staying power and can run to the medic when necessary. Dr Mid-nite can be Ultraman's best friend because of his willpower on lower levels. Also, be sure to take a Lian Harper pog or an Oberon so that you can always use his CSA team ability. Unfortunately, this figure is never going to really be used in theme teams except in HIGH point armies (400+) and is not very effective in the regular 300-point team build. Be very careful when he takes damage as he dips in his dial on all levels. Primarily when fielding him have fun. Using any CSA team member can be an adventure in itself on both sides of the board.

9) Cosmic Justice Superman (aka Son Of Darkseid) UNIQUE (223 points)-The first figure that could LITERALLY make another figure's dial COMPLETELY spin back to the beginning (natural 5 damage +Soda Machine 3 damage + 3 perplex + critical hit-if knocked off a building there is potential for 14 damage). He was the first version of Superman to have a natural 5 damage to start and many later versions continued that trend. What keeps him low on the list is two issues; he is retired and he is a purely close combat piece. This is a figure that I call a death from above style of figure. Start him in soaring and stay that way until you are ready to charge down and obliterate the opposition. He has a very deep dial all of which are close combat threats, still once you start to see the toughness clicks and a defense lower than 16 run to the medic to give him a boost. He can be very easy to heal back up to normal, as his defense is only really high on his toughness clicks. With this figure get into combat early and let him beat on the opposition.

10) Collateral Damage SUPERMAN BLUE ROOKIE (105 points)-Not your regular run of the mill Superman here. All of the suggestions I gave you for other Superman go out the window here. This is the most cost effective version of Superman in the game and potentially the most lethal. He does not have any move and attack abilities so that hurts him some. Still since he is so cheap that means you can take a TK piece to put him into appropriate position. His natural 18 defense with Super Senses means that he can stand in plain sight and laugh at the opposition. His natural 4 damage with the Superman Ally team ability means no one can hide from him, his pulse wave means that those with damage reducers need fear this Superman as he is coming with a vengeance. Put Nova Blast on this figure and watch him really dish out the damage. After using nova blast he retains pulse wave and only drops down to a 17 defense, so he has staying power. That is not the only good part about him though. He has

mid dial running shot and pulse wave so if you want you can continue to dish out the pain while ignoring everything. His dial is long enough that if he is damaged he can get back to the medic make use of his phasing to get to where you need to, don't rely too heavily on the late regeneration though as by the point he is on that regeneration click it is too late and you are better off running to the medic at that point. All together he is an amazing and innovative piece that when used properly will win many a game.

11) Collateral Damage SUPERMAN RED EXPERIENCED (120 points)-This is one of the few Superman figures that is a true finesse piece. His starting psychic blast and Superman ally make him dangerous, but his lack of a starting move and attack ability leaves him wanting. This is a figure that you need to push to really get to his fun and shiny click. After he pushes he gains running shot and psychic blast making him very similar to the LE version. You want to use this figure very similar to using Clark Kent, but most probably you won't take Auto-Regeneration since he gets it only at the end of his dial and by that time it may be too little too late. This version of Superman is a straight range attack piece and is a very hard figure for many players to like, as his dial is so different when compared to his other counterparts. When deciding to play this version of Superman became acquainted with all the aspects of his dial so you can really know when to push and where he is most affective. This is also a figure that does benefit from feats and can really use them to his full advantage. Make sure his team is there to support him, as he will need the help and is not an individual beat stick. While he can stand his own in a fight a little help from friendly figures is always appreciated.

12) HYPERTIME SUPERMAN UNIQUE (125 points) – I like this version of Superman, but he is tough to field. While understanding that this is the version of Superman come back from the dead and he is a bit down powered, Superman should never have a 4 attack and an 11 defense EVER. He is Superman. This is a basic brick Superman. His charge and super strength can be taken advantage of by using unstoppable. Play this Superman indoors and make your way through the winding ways of corridors and strike at your opponent as the rest of the team contends with your foe. What hurts this figure is the fact that he is the beginning of what bricks would become. Look at this figure and then look at figures like Wonder Woman or Superwoman who are much more affective and cost around the same points. I personally do play this figure once in awhile, but only in low point games when I am playing a death of Superman theme team. (Steel, Superman and Lois Lane).

13) HYPERTIME SUPERMAN REV (155, 173, 219 points)-I had to team these three together as I hold the same opinion of them and play style on all three. My first suggestion for playing him would be DON'T, go find a Veteran Icons Wonder Woman who is more effective and stronger point for point. If you really had to play a Superman Ally even Krypto would be much better and is a better figure than these three guys. This is the first take on Superman when HeroClix was in its fledgling stages. Superman was still trying to find himself at this point in his career and would later improve. If you really are going to use this Superman use him as a straight up brick. His range is too short to use him as a sniper. His charge and super-strength makes him very direct as a beat stick, but not a very effective beat stick. He can be made better by making use of feats, pick up armor piercing and Nanobots to keep him in the game. Even Fortitude or protected will make him that much better, but still so many other figures are more effective and so much better. This version of Superman is an example of how the game has progressed since it first started and boy have we progressed.

Superman is a figure that will always depend on your play style when deciding to play him. He is for the most part a very straightforward figure in fairly easy to master. For many people he was the first figure they really learned to use and win with. With the upcoming errata Superman will be affected, but not severely. He still will remain as one of the most controversial and most playable figures in the game. As more sets are released it should be interesting to see what they do with Superman and how his dial progresses. There are many versions of Superman we have yet to see. For those of you who are wondering why I did not put the Robot Superman into this list is because he is not really Superman, but more a facsimile. Plus it is hard for me to write about a figure that is not going to be released for a month or more from now. When he does come out I do expect to see him used in much the same way as many versions of Superman are already played.

LE'S CORNER

George Reeves played Superman in the 1950s and *Christopher Reeve* played Superman in the four movies from the late 1970's to the late 1980's. Uncommon to popular belief, they are *not* related.

Remember, when playing it is always important to play with the figures you like. Superman is one of the most identifiable Super heroes in comics today, so he is the favorite for many people. Also, remember play to your play style. There are enough versions of Superman out there to present you with multiple options when choosing Superman. The most important aspect in all of this is to have fun. Until next time Good day and good gaming.

Stock Number: WZK3228
Title: Marvel HeroClix: Sinister
MSRP: $7.99
Expected Release: June 2006

Bring on the bad guys! **Marvel™ HeroClix®: Sinister** is the villainously evil expansion for the **Marvel HeroClix** game! With a cavalcade of corrupt criminals at your command like **Rhino™**, **Stilt-Man™**, **Bullseye™**, and **Trapster™**, your HeroClix game just got a little more sinister! More than a dozen debut villains not enough for you? **Marvel HeroClix: Sinister** also features the first special object tokens in the Marvel HeroClix universe, giving players even more options for their 3-D superhero combat!

Customers who "Buy It by the Brick" can mail in for an exclusive **Venom™** HeroClix figure. This Venom has a new, unique sculpt and dial, and it is available only to collectors who buy their Sinister bricks through a brick-and-mortar (non-Internet) retail store.

ClixBrick buyers are also eligible to purchase HeroClix Collector's Sets early and at a substantial discount! But the goodies don't stop there. The **Marvel HeroClix: Sinister** New Guy Night tie-in promotion offers an exclusive Limited Edition **Spider-Man™** figure!

Each Sinister Booster contains four preassembled, prepainted miniatures and one feat card, battlefield condition card, or bystander token.

Contents

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

Inside The Mox Box: Losing Control By The Hour

By Steve "Mox" Luzader

Superman's status transcended the comics many years ago. Going from mere superhero to icon of Americana. Superman's impact has been seen on television, clothing and, probably most notably, in music. While there are numerous songs in the last several years alluding to Superman in some form or another, I tend to recall a much older song. In the song "Land of Confusion" by Genesis, I'm reminded of the following verse:

Ooh Superman, where are you now?
When everything's gone wrong somehow?
Man of steel. Will of power.
Losing control by the hour.

So, what does that have to do with this month's article? Well, I'm dealing with the Superman Enemy faction this month. Those dastardly foes that have been the thorn in Superman since it seems time itself began.

Now, I'm no dummy. We all know about the inherent problems with any figure affiliated with the Superman Enemy faction. These figures tend to be overpriced by about the same margin because of their affiliation and you need at least two on your team in order for the faction's ability to work. But, you know, even all of that withstanding, there are still some moderately solid figures you could use on occasion. It took me a special house scenario a few months ago to truly appreciate just how much raw power some of these guys have.

Mongul (U): From arguably DC's strongest set, *Legacy*, Mongul comes loaded with raw, devastating power. Mongul begins with Phasing, which slides up the priority ladder as indoor maps become even more prevalent. He has most of the rest of the prerequisites for beefcake like Impervious and Super Strength. What he has that makes him so amazing is a starting attack of 12 and a pure 5 unmodified damage. Oh, did I mention a 8-square range for those

numbers? Mongul is also very push-friendly with a click of Charge to back up his Phasing and since he has only a couple clicks of Charge, he's better there than taking a hit through them. He packs a lot of damage reduction, maintains sturdy defense and attack values and has an agonizingly long dial.

Metallo (U): Metallo comes in at a more reasonable price than most of his allies, but he doesn't have the raw numbers of most of them. That doesn't mean he's terrible. Metallo takes some tact and the precise knowledge of how his powers work together. He's a close combat package, even with a short range. Plasticity will keep his target in that exact spot while you pummel away with Super Strength and Exploit Weakness. He's got several clicks of Toughness for the return punches he'll take, but one good opening object shot for 5 damage should leave little to punch back. If you want even more evil, pack a feat card like Entangle and just watch your opponent turn red if he can't even manage an attack on Metallo.

General Zod (U): Do not be fooled by this guy for an instant. For all intents and purposes, you should completely ignore the fact he has a value of 10 printed on his range. This guy is the nuclear warhead of close combat. He maintains lots of Super Strength and Close Combat Expert, so you really need two Outwits to fully lock him down. Even if you do, he starts with 4 base damage anyways. A couple of clicks of Charge only promote the fact that he should find an object and smash the first thing he sees and he starts with a blistering 12 attack. A long dial means if you can push for a key hit, do so. Plus, plenty of damage reduction makes for a really tiresome ride.

Brainiac (U): There aren't a lot of ranged combat powerhouses among Superman Enemies, but this guy is probably the best. The only frustrating thing is his packing of the team affiliation when he has Outwit already and is the highest cost enemy. However, he has a long range and Running Shot, 5 base damage and a starting attack of 11. If you really wanna get evil, pack a Nova Blast feat so his couple starting clicks of Pulse Wave can decimate an entire team on the first strike. Even sans Outwit, he packs Ranged Combat Expert, so at range, he still shells out 4 damage or more for most of his dial.

Maxima (R): Tired of the same old same old? Need just a pinch more support? Maxima can give you a little extra boost. Maxima's biggest boost is her Telekinesis, which she has just enough of to be useful. Have her toss one of your other Superman Enemies into the fight and then they'll Charge or Running Shot pretty much whatever they want. She's got a little Invulnerability and lots of Toughness, so she can take a hit. She's a short-range fighter, but she's got some good attack and damage values to go with it.

Intergang Medic (V): You're laughing. I know you are, but hold on a moment. Do you realize that Superman Enemy is one of the few factions in the game with their own medics? Makes sense on theme night, doesn't it. Plus, with the raw numbers most Superman Enemies pack, what other support do you need? Perplex and Probability Control should be nearly useless with numbers that high, and they bring their own Outwit, so what else is there? Yes, they're expensive at 29 points per veteran medic, but they are Superman Enemies, and that 29 point medic gives whichever ally he wants Outwit so they can remove that pesky Invulnerability before running a car door through the back of their skull. I mean, people pay 27 points for a Black Panther with one Outwit click that does nothing else, so what's the big deal for 29 points that gives permanent Outwit and does something like heal wounded characters?

The fact remains that Superman Enemies are typically not for more serious tournaments. You're going to want to play them when your army builds are about 500 points are more or maybe even on theme nights. They're good to try once or twice for casual play or just to see how they work. If these guys have one benefit it's that most of them play great two-way games. Many figures may have a long range, but none of them shy away from close combat and most of them hit just as hard equally. Many deal so much damage in a single blow that you could neutralize an army in one or two turns and seal the game from there. But, ya know, there's always something satisfying about finishing the match by being able to utter the phrase "Kneel before Zod!"

Out of the Limelight

By Jonny Flieger

I was challenged to a "fun game" last week. A game that wouldn't count for tournament points or as part of the HeroClix league I play in at my local shop. Just a game for fun. Great! I had just been to a convention, and I had a bunch of new and fun pieces I was dying to try out. I was looking forward to an exciting game, little used figures lined up, ready to duke it out, and not weighed down by the competitive grind. I grabbed some figures and started doing the math in my head. It was going to be great. A fun game! What zany figures will my opponent play? I looked up and watched him reach into his tackle box (I couldn't resist peeking). *Oh man! There's a Plastic Man mailbox in there! This game might be insane.* I watched his slowly pull out…Kingdom Come Flash. Followed by a con artist. Followed by another one. By the time he'd pulled out his third little perplexer I was already finished with that game.

Sigh.

Now, don't get me wrong. I like competitive clix. The tournament teams have their own elegance, an almost mathematical game for my competitive side *but KC freaking Flash in a fun game?*

One of the greatest things about HeroClix is the huge number of figures we have available to us as players, and I think that experience with the player at my store made me realize how much I love the variety open to us. My friend played a Mad Thinker against me the other day, and he completely swung the game. He's no rookie Destiny for points efficiency, but it sure was neat when he made me re-roll into a critical miss,

yelling "The Mad Thinker has anticipated your every move and outthought you at every step!"

It excites me when I see players reach into their boxes and pull out something unexpected, and then use it to great effect. Out of the Limelight, then, 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 whom I invite you to give a try next time you're digging around in the old tackle box. Flash has been running around all day, give the poor guy a break and reach for somebody else.

This looks like a job for…Superman?

Superman Blue Range: 8 Cost: 105

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

If you're looking to get away from cheese, the big blue cheddar himself seems like an unlikely source, since the Vet from icons and the KC version of Superman are probably as reviled as KC Flash. Combined with Collateral Damage's veteran seeing some tournament success recently and you might be wondering exactly what I'm talking about. I'm CERTAINLY not recommending playing the Hypertime Superman; this article is about diamonds in the rough, not figures that aren't played because they're just bad. No, there is a little used Superman figure that is good out there, just in time for the new Superman movie, I give you: Superman Blue. The rookie of Big Blue from Collateral Damage weighs in at 105 points, and starts off with a healthy 10 movement with phasing, an average attack of 9 with pulse wave, a huge defense of 18 with super senses, and no power for damage, just 4 beefy natural damage. He has a range of 8 with one target, and packs the awesome Superman Ally team ability. Further into his dial he some interesting powers, including running shot, psychic blast, toughness, and even a single click of regeneration to help lengthen his life span.

The first thing to notice with Superman Blue is that this guy is hard to hit. You're always going to have trouble pinning down a phasing figure with high movement, but when you throw in Superman's 18 defense and ability to roll out of attacks, this guy has the potential to absorb a lot of your opponent's actions, especially in a smaller point game. An attack of 9 is pretty much the norm by today's standards, and although I don't like to pay more than 100 points for a figure with only an average attack, there are couple of considerations here that make this acceptable. First, since Superman Blue sports the Superman Team ability, that attack is never going to be offset by a defense bonus because Superman's target is sitting in a bush. That phantom +1 is relevant a huge amount of the time, because really, when your opponent has a chance to increase their defense, they will usually take it. Havok or Blackfire are popular pieces because of their base 4 damage and a 10 attack. Against an opponent in hindering terrain, Superman Blue is just as likely to hit for a demoralizing 4 clix. Blue costs more than Blackfire and a lot more than Havok, so he's going to have to bring more the table, and he certainly does. Besides his annoyingly high defense, Blue is going to be a tough figure for your opponents to tie up. He's a flier, he phases, and if they get too close, they are dealing with SUPERMAN EXPLOSION.

Remember the Superman cartoon from a few years ago? At least once an episode there would be a scene where there would be a giant, screen-filling explosion that came to be known among my friends as the Superman explosion. The biggest kind of explosion is a Superman Explosion. We'd all wait with baited breath to see if Superman was all right. Then of course the smoke would clear, he'd be fine we would all remember "oh yeah, he's Superman". Well, the Superman Explosion is back, and Blue is bringing it. Pulse Wave is a dirty, dirty ability, with a lot of fun ways to use and misuse it. The current cheese is to put Nova Blast on a Pulse Waver with high damage and TK bomb them into a cluster of enemies. Emerald Empress is used for this quite a bit because of her 4 damage and 10 attack. Of course, Blue also has 4 damage. And his Superman ability gives him the same attack against any figures that would be shot through terrain (remember when blasting away, pulse wave ignores character bases and powers, but treats terrain normally). Hmmm…Superman Bomb? Sounds like a plan to me. After taking the two pushes from Nova Blast, Superman Blue would still have an impressive 17 defense and is still phasing, so there's a good chance he can get out of there and back to a healer. I guess that strategy is kind of cheese, but it's with a less cheesy figure, so I leave it up to your discretion.

Personally, I like to take Superman blue in to where he can only draw line of fire with Pulse Wave to one figure. As long as the line of fire isn't drawn to multiple figures, pulse wave acts like a better psychic blast. Not only does it cut through impervious, invulnerable and toughness like a hot knife through butter, but characters won't be rolling super senses or boosting their defense with energy shield. Big Fantastic Four defenses on the table? Who cares? Superman Explosion…err…pulse wave ignores team abilities, too. Taking a quick, unavoidable 4 clix off of a big hitter can be pretty game breaking for a 100-point range figure. In a low point game, they may not even be able to strike back effectively against Blue's huge defense after that. Your opponent might not think much of a yellow ringed Superman's hitting the table, but he's going to think twice when he smacks a more expensive figure a third of the way down his dial, while still sitting pretty on 18 defense with super senses.

Quick tips for playing Superman Blue:

That 9 attack can be dicey. If you positively have to land that hit, pack some perplex and probability control in your support figures. If you're using him as a Nova Blast bomb, you especially want that attack to go off, taking two clix for nothing isn't fun.

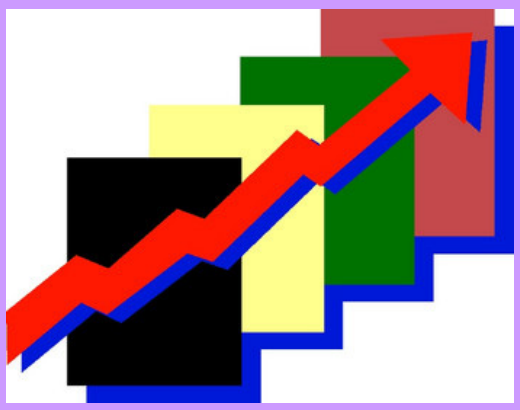
In a small game - Blue can take a click or

two, but if you can help it, don't push him. The damage and defense Blue offers on his first couple of clix are just too good to give up. He doesn't offer up as much mobility as other figures, starting on his phasing instead of running shot, but Superman doesn't necessarily have to make the first attack, as a lot of opening salvos are just going to plain miss him in a smaller game.

In a big game, a little misdirection goes a long way. A Superman Blue with Nova Blast standing next to a TK piece looks like something you're going to throw at their brick(s). Psyche them out and toss superman into their *support*, not their offence. His average attack is more than sufficient to wipe out medics, con artists, Black Panthers, Destinys, etc, and if you can take out their plan b in one fell swoop, go for it. Dealing 4 damage to a gaggle of pieces not meant to absorb the beat down is seriously going to throw off your opponent's game. Then bring in your other hitters to deal with their bricks while Blue retreats back to your support for some TLC.

I hope you give Superman Blue a try. He's a nice little piece, and when you don't feel like spending the big points (or bucks) on some of his super-brothers, he's a great alternative.

LE'S CORNER



The Biggest *Winners* (eBay price update)

Figure	Price	Change
Hypertime Superman (V)	2.00	+0.10
Cos. Jus. Superman (U)	20.40	**+4.20**
KC Superman (U)	43.60	+1.40
Icons Superman (R)	1.45	+0.20
Icons Superman (E)	2.25	+0.65
Icons Superman (V)	8.30	+1.00
NGN Superman (LE)	8.15	+1.20
Coll. Dam. Superman (V)	12.30	+1.70
Cos.Jus. Lex Luthor (U)	5.85	+1.05
Unleashed Magog (U)	20.20	**+3.50**
Unleashed Metallo (U)	6.45	+1.95
Icons Darkseid (V)	3.75	+0.75
C.D. Ambush Bug (U)	4.20	+0.90

eBay prices based on changes from May -to- June. Prices compiled by Bill Rock.

Title: Marvel HeroClix: Days of Future Past Action Pack
Stock Number: WZK3310
MSRP: $24.99
Expected Release: October 2006

This is the mission your X-Men have been training for. In the brutal dystopia of Days of Future Past, mutants are herded into concentration camps by towering Sentinels—giant robots bent on the eradication of the mutant genome. Rachel Summers is the new keeper of the Phoenix force—manifesting the genetic legacy of her mother Jean Grey and the resilience and determination of her father Scott Summers, the X-Man known as Cyclops, both long dead. Wolverine is among the few mutants still free—a Canadian resistance fighter dedicated to a world long past. Join forces with the heroes of a sad and terrible future against mutant kind's greatest enemy, the Sentinel.

The **Marvel HeroClix: X-Men Days of Future Past** Action Pack includes one colossal Sentinel, one Rachel Summers figure, and one Wolverine figure; one feat and one battlefield condition card—the perfect gift for any X-Men fan!

Contents:

- Colossal Advanced Sentinel figure
- Rachel Summers – The Hound figure
- Wolverine – Colonel Logan figure
- 1 Battlefield Condition card
- 1 Feat card
- Rules insert, Powers and Abilities Card.

SMELL OF DE-FEAT

by GreenLantern1973

"Feats can sometimes be both game breaking and intimidating to players. There are some that completely understand how to use feats and use them to complement their teams. However, not everyone understands how to use feats, and not all feats are that clear on how to properly use them. The purpose of this article will be to inform you how a feat is played and hopefully give you some good tips on throwing a feat into your army and make it competitive." -- Written by Rock810 in the 1st Smell of De-Feat article from last issue

Hi, I'm GreenLantern1973, the new writer of "Smell of De-Feat" taking over this series of strategy articles from Rock810 as of this issue of "Critical Hit". I've played HeroClix since the game first came out 4 years ago & have been an Envoy for about 2 years. The purpose of "Smell of De-Feat" will stay the same - that is why the 1st paragraph has been quoted verbatim from lat issue. What will change is the viewpoint. I intend to look at a feat, explain for new players how the feat works (I'll use layman's terms as much as possible) and analyze both strengths and weaknesses of the feat for both new players and "graybeards" alike & show some ideas on how that feat can be applied to either theme &/or competitive teams.

The feat I'm looking at for this issue is Inspiring Command. Inspiring Command reflects the ability of leaders in battle to be able to get their troops to give 110% effort to achieve an objective, complete a mission or fight harder to win a battle. Some leaders can motivate subordinates by providing an example and inspiration (let's say Captain America) while other leaders can motivate subordinates by providing intimidation and

fear (let's say Doctor Doom). Inspiring Command brings this flavor to HeroClix while providing a much-needed boost to theme teams built using all members with the same team symbol/affiliation.

Here's how Inspiring Command works in layman's terms: Only characters with Leadership or Mastermind (please note there are some characters that have both powers on their dial) can use this feat. We'll call this character a "field leader". Other friendly characters (or "subordinates") that have a lower point cost than the "field leader" AND are adjacent to the "field leader" when you start an action (e.g. declaring which

Inspiring Command (cost: 15)
Prerequisite: Leadership or Mastermind
Choose a Character. Characters with the same team symbol as the character and a lower point value than the character are not dealt pushing damage when a second token is placed upon them if they are adjacent to the character at the beginning or end of an action.

character you are assigning an action to) or end an action (e.g. resolving any damage dealt and placing an action token on that character) won't take a click of unavoidable "push" damage. To sum things up the "subordinates" gain Willpower from the "field leader" and if they both have the same team symbol AND meet both the point cost and adjacency conditions. If at least one of these conditions isn't met, the effect from Inspiring Command doesn't work.

Here are some facts about using Inspiring Command that you should know.

1) You need to have at least 2 figures that have the same team symbol on your team for the feat effect to work so Inspiring Command is not a feat you can use if you "splash" in a figure for Leadership in a min/max team. For example, the LAMP (Lockjaw/Armor Piercing/Mastermind/Poison) team combo of Lockjaw & Viper can't take advantage of Inspiring Command.

2) There are 140 figures from 32 team affiliations that Inspiring Command can be assigned to however there are some characters that won't be able to get the best use from the feat's effect. For example, Hydra Operative # 128 (my favorite LE character from Infinity Challenge) has Leadership on his 1st click but with a point cost of 16 points, only "subordinates" with the Hydra team symbol costing 15 points or less could use the effect.

3) If you assign this feat to Oracle as part of a Batman Ally theme team, Oracle needs to be on the map in order to use the Inspiring Command effect so you can't use this and the 2nd paragraph effect (removing Oracle from the map in order to use a power action to turn Oracle's dial and give a character assigned to ICWO either Outwit, Leadership or Perplex) from the ICWO feat at the same time.

4) A "field leader" and teammate(s) that are adjacent at the end of your turn are going to be susceptible to attacks from Energy Explosion, Pulse Wave &/or Quake by your opponent.

5) Inspiring Command will not prevent a character from taking clicks of push (or unavoidable) damage due to powers (e.g. Incap), feats (e.g. Passenger, Pounce) or abilities (e.g. Mystics) or from critical misses.

The most important thing to keep in mind about using Inspiring Command during a game is positioning of the "field leader" and his "subordinates"! If the "field leader" is back in the starting zone while the "subordinates" rush into the battle, the other friendly figures won't get to take advantage of the effect and you will be wasting 15 points. While you should try to keep your "field leader" on the map as long as possible to keep Inspiring Command in play, the "field leader" will also need to be kept close to the action. If your "field leader" &/or the "subordinates" have good movement because of powers/abilities like flight, Leap/Climb, Phasing, HSS (Option 1), Charge or Running Shot, Superman Ally TA, Ultimates TA, Serpent Society TA or giant figures, getting that positioning to use Inspiring Command is easier than if the "field leader" lacks good movement-more on this below.

Team: Inspired Allies (600 pts)

LE OWAW **Superman** (HT) - 236 pts
(Inspiring Command) - 15 pts
(Fortitude) - 25 pts
LE **Superman Robot** - 100 pts
LE **Krypto** – 100 pts
R **Superboy** (LG) - 97 pts
(Fortitude) - 25 pts

Total - 598 pts

When I looked at Inspiring Command, I came up with highlighting the one Superman figure that has Leadership for the entire dial: Our Worlds At War (OWAW) Superman. Yes, I know that OWAW Superman isn't legal for Restricted Constructed play and I know that no one even has a Superman Robot LE yet but hear me out first before you start throwing verbal daggers my way. With 8 clicks of Super Strength, 4 clicks of Impervious, 6 clicks of 3 damage & 5 clicks of at least a 9 attack value PLUS Flight AND 3 clicks of Hypersonic Speed, you get a "field leader" that is a beatstick and can get around the board easily for the positioning that you need with Inspiring Command. I had to resort to building a 600 point team just so I could show you a team built using OWAW Superman. Basically, OWAW Superman's job is twofold - 1) use HSS & Super Strength as a main attacker against your opponent's team especially by using objects and 2) use HSS Option 1 & Flight to move around the battlefield to grant the Inspiring Command effect to Superman Robot & Superboy who are secondary attackers. However to paraphrase a basketball term, the offense has to run through OWAW Superman.

Make sure that Superboy starts an action adjacent to and in front of OWAW Superman so that he can attack an opposing figure with Charge followed up by moving OWAW Superman adjacent to and behind Superboy so that Superboy can use Close Combat Expert during his next action against that opposing figure. Potentially, Superboy can deal 8 clicks of damage over 2 turns and Exp Destiny is here to back up Superboy with Probability Control to make up for his 9 attack value. Superman Robot is more versatile having HSS, Charge & Running Shot so the Robot can either start his action adjacent to OWAW Superman (works best for using Charge or HSS option 2) or HSS option 1 & Running Shot (either start adjacent before moving or end adjacent after moving). Krypto has 3 clicks of Charge & 6 clicks of Super Strength and can be played just like Superboy or held back and used as a shooter. Also, since this team only has 5 figures, you may have to be judicious about when to push if you couldn't use the Inspiring Command effect on a character that turn since this team forsakes numbers for power. Use the Debris BFC with this team to get 6 more objects on the map so that OWAW Superman, Superboy & Superman Robot have plenty of objects to pick up and use with Super Strength-get rid of Aerial Baffler as soon as possible by picking it up and attacking with it.

Team: Inspired Evil! (400 pts)

U **Baron Zemo** (ULT) - 90 pts
(Inspiring Command) - 15 pts
(Protected) - 8 pts
(Shellhead) -10 pts
E **Shocker** (FF) - 51 pts
R **Goliath** (FF) - 94 pts
R **Moonstone** (CM) - 68 pts
E **Beetle** (SIN) - 64 pts

Total - 400 pts

For the other team being highlighted today, I came up with an EVIL combo for Inspiring Command from the upcoming Danger Room PAC card for the EVILEST of teams getting a new team ability in Danger Room, the Masters of EVIL. (Here's a quick recap for those that didn't read the School of Hard

Knocks article in "Critical Hit" issue 4: "A Masters of Evil team member may be given an action when it has two action tokens on it. If it does, do not place an action token on the team member after the action resolves; instead, deal it 1 unavoidable damage. At the end of your turn, do not remove action tokens from a member of this team that has been given an action during that turn.") With the new team ability, a character with the Masters of Evil team symbol may be given an action even when that character already has 2 action tokens placed on it. However the character will start to take 1 click of unavoidable damage after the 2nd consecutive action that character has been given. By using Inspiring Command, you can delay taking push (or unavoidable) damage until the character is assigned a 3rd consecutive action thus keeping some of your characters near or at full health a little longer.

MASTERS OF EVIL™ A Masters of Evil team member may be given an action when it has two action tokens on it. If it does, do not place an action token on the team member after the action resolves; instead, deal it 1 unavoidable damage. At the end of your turn, do not remove action tokens from a member of this team that has been given an action during that turn.

With the exception of Shocker, all the other characters on this team were members of the Masters of Evil that invaded Avengers Mansion in the "Under Siege" storyline in Avengers (Vol. 1) # 273-277 and later helped found the 1st lineup of the Thunderbolts after the Onslaught storyline. Baron Zemo already has Willpower so he can take advantage of it plus the MoE TA while the rest of the Masters use the Inspiring Command feat. As you can see, I used characters with Running Shot (E Shocker, E Beetle, Baron Zemo), Phasing (R Moonstone) and Giant characters (Rookie Goliath) to make the team as mobile as possible. Since Beetle, Goliath & Moonstone all have Super Strength, Debris again works well to get extra objects in play and this team can benefit from Assembled until a character is KO'd. Try to protect Baron Zemo as much as possible because he only has Leadership for the first 2 clicks on his dial because as before you need to "run the offense" through Baron Zemo.

As you can see, Inspiring Command is another great tool for team symbol-based theme teams to use but will probably not see as much use in min/max teams because of the build, cost and positioning conditions that need to be taken into account when designing a team with this feat and most min/max players will look for another character or feat to use that has more versatility. However, in a scenario or environment where theme teams are required, Inspiring Command can give one theme team an edge over the others with its Willpower-granting effect.

I would like to send a quick thanks to SuperGENE for the Inspiring Command list I was able to consult as part of my research for writing this article. I would also like to thank Rock810 for giving me this chance to write for "Critical Hit" and Malchyor and Brother Magneto for their invaluable editing advice. I hope that after reading this article that you will feel "inspired" to give Inspiring Command a chance when you build your next theme team.

As Rock810 would say, until next time, **Good Day and Good Gaming**!!

SPOILER SPACE

Picture from left to right: Kara, Mae, 70's Kara, new Kara, Linda, Powergirl, 80's Kara

Supergirls

Back when the DC Universe was, as Linda Danvers put it, "Disneyland" Superman found out that he wasn't alone in the universe. He in fact had a cousin named Kara Zor-El who crash-landed on Earth after escaping the dying city Argo.

And it was good.

Now here we are decades later and we have gone through many versions of the Girl of Steel from the Kryptonian orphan, to protoplasmic being, to Earth Angel, to typical emo girl.

Supergirl. A household name. And one of my personal favorite superheroes to boot.

So of course I was overjoyed when I found out that HeroClix was getting the silver age MAID OF MIGHT! My GOD! It's a silver age character. Heroes where GODS back then, especially the super-family. And that's where the trouble began.

Silver Age Supergirl – Not many people know this but Kara was NOT the 1st Supergirl. The 1st was actually created by Jimmy Olsen. He used a magical idol to summon a companion for Superman. At the

end of the adventure she went back into the ether from whence she came. Some time later the one true Supergirl crash landed and joined her cousin on his adventures. Her secret ID as mild mannered orphan girl Linda Lee. Eventually Kara was adopted by the Danvers and grew into a woman.

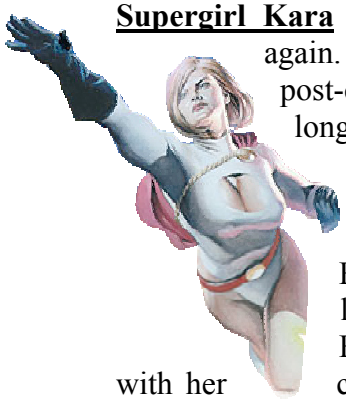
Eventually tragedy would strike, as the Crisis on Infinite Earths would rain havoc down upon the heroes. And Kara would sacrifice her life to save the multiverse. And the DC Universe mourned… until they were made to forget she ever existed… BAH!

So how was this Silver Age Goddess interpreted into clix form? "Poorly" is an understatement. She could travel faster than light. See into distant galaxies. Move whole planets. So of course this translate into charge with a 9 attack and 3 damage and a 15 def. Tragic. Really tragic. JonL had failed me. But heck, that was just one of many poorly done figs in that set.

Supergirl Matrix – Years would pass before another rose to take Kara's place. In an alternate universe a "good" Lex Luthor has created a Protoplasmic Being designed to help him fight injustice. This Being would eventually take on the form of a statue-esc blonde and wears the colors of Superman, whom took her under his wing. Thus Matrix "Mae" was born. Yet, Mae was not "complete" she missed something in her life that she couldn't define. She began to question her role as a hero. And so happened on one of her more downer days she came to the rescue of a teenage girl named Linda. Unfortunately Mae was to late to save the girl who had been burned alive. She had failed as a hero, but there was still hope. Mae "joined" with the girl. Combining both into one new being, an amalgam of both.

Supergirl Linda – At first Linda was confused, as she seemed to have the combined thoughts and memories of another being inside her. She also learned she could "transform" into Supergirl. Going from a skinny brunette, into the Amazonian Maid of Might. Eventually she gained powers that Mae never had. The ability to shoot out "flames" from her eyes. And grow "flame wings" from her back. These mystical flames could only harm the most evil of sinners. Linda would come to find out that when Mae combined with her they formed a special heavenly bond that made her one of three Earth Bound Angels. Unfortunately, as Angels sometimes do, she grew to prideful and had to take a fall. This in part caused her to be split from Mae, though she still retained some of her superpowers. Linda donned a new costume (and a blonde wig) and went on a search for her soul mate. Little did she know that Mae was held captive by a powerful demon. Eventually Linda confronted the demon and her kin and freed Mae, but it cost Linda and her companion, a girl who could raise the dead, their lives. Mae then combined with the new girl and found that they were a perfect match. The new Angel used its powers to raise Linda and let her retain her superpowers. Linda then returned to her home to continue being Supergirl. Where she soon found the Silver Age Supergirl Kara Zor-El had crash-landed. It would seem a powerful being had wanted to try to save Kara from her fate in The Crisis. But they came to find out that you can't cheat fate. Kara had to go and die so that the future could exist. Linda took pity on the young girl and chose to go in her place. There back in the Silver Age she and Superman fell in love and had a child named

Arella. Soon the Crisis came and Linda prepared herself to meet Kara's fate, but The Spectre arrived to tell her that it wouldn't work. Only Kara could set things right. Kara had to die. Linda dealt with Spectre telling him that if he keeps Arella safe she will go back and make Kara come to the Silver Age. Spectre sent Arella million years into the future. Linda returned to her time where she saves Kara from a dimension-hopping maniac who likes to kill Supergirls. She then knocks Kara out and sends her into the past. In less then an day, Linda had lost her husband, her daughter, and sent a young girl to die. She had failed (in her opinion) in everyway as a hero. She quit as Supergirl and disappeared. Some say she became the Fallen Angel over in the Fallen Angel series (up until the new origin in the new IDW series).



Supergirl Kara – Everything old is new again. Turns out Kara did exist post-crisis. She just took a lot longer to arrive. Her ship was trapped in a chunk of Kryptonite that slowed the travel time. Eventually she crash-landed in Gotham Harbor. Eventually she meets up with her cousin and Batman. And is soon sent of to Paradise Island to be trained by Wonder Woman. She son discovers that she has a "darkness" inside her that makes other heroes edgy. She gets into a lot of fights, which frankly I chalk up most (not all) of her stuff up until now as emo crap. If you want to read the NEW Supergirl and actually truly enjoy her, read "Supergirl and the Legion" she's GREAT in that.

Power girl – Is she Atlantean? Doxemite? A Legion member? A part of the CSA? Ever since the Crisis her origin had been nothing but smoke and mirrors. As it turns

out she was one of a few of the heroes/villains to survive the Crisis, she just didn't remember. She was actually the Earth-2 Superman's cousin. She is/was Kara Zor-L! And now she knows. In fact she seems to spend most of her free time hanging out with this universes Kara Zor-El. Perhaps a sister-like bond? And of course we got a keen Power girl figure. I'm not a fan of the front loaded Quake. I'd rather have super strength up front then quake in the middle, more damage- efficient in my opinion.

So figure wise that leaves us with 3 more Supergirl characters to create into clix. Mae, Linda, and new-Kara.

Now Mae and Linda can easily be combined into and REV set. Mae would be the Rookie, the combined form as the Exp, and Linda by her self as the Vet.

Lets take a look:

Rookie Mae – The sculpt is of the leggy blonde Supergirl Mae. Shape change a MUST. Pretty much down the dial. And of course add in to invulnerability, super strength, maybe some CCE later when she entered "battle mode". Charge is also a must. No range or anything. I could see a 8 speed, 9 attack, 17 def, and 3 damage. Probably coming in at around 100 points.

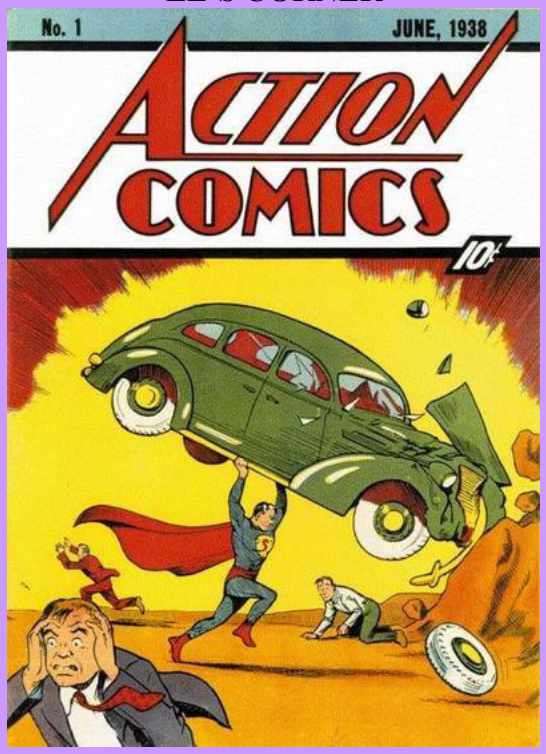
Exp Linda/Mae – Sculpt is like the rookie except instead of a cape she has flame wings. Psychic Blast to represent the Holy Fire she shoots out. Impervious in there as is Super strength somewhere in the middle, though when that happens I'd give her Exploit Weakness for the flame wings. Running shot or charge frontloaded. I could see a 10 speed, 10 attack, 17 def and 3 or 4 damage with a range of 8. Probably with a cost of 120 or so.

Vet Linda – The white shirt and blue skirt new costume. Back to having just invulnerability and super strength. She'd get charge as well. And some perplex and/or outwit. Back down to an 8 speed, 10 attack, 16 def, and 3 damage. She wasn't as strong as "The Angel" but she tended to out-think her foes. Probably cost around the same as the Exp if not at ad more for the perplex and outwit.

REV New-Kara would be what Silver Age Kara should have been in clix. Here is the Vet: 12 speed with HSS. Going into Running shot (when she gets Psychic blast), to charge (regains Super strength). 11 attack Super strength that goes into Psychic Blast back to Super strength. 17 Def with Impervious for a few clicks, into invulnerability and into toughness. 4 Damage with RCE for about 4 clicks going down to 3 (psychic blast) for about 4 more. Then 2 near the end (back to RCE). Why such high stats? Unlike her cousin she hasn't learned the need to hold back yet, plus she has anger-management issues. Not to mention, she was trained by the Amazons. She should be a TERROR. All she's done so far is beat the heck out of other hero teams and an evil version of her self.

But not like that last fig will ever happen. Make the female fig better than the male? BWAHAHAHAHA. Oh well, I can dream right?

LE'S CORNER



Superman first appeared in **Action Comics #1**, June, 1938.
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SUBLIMINAL MESSAGES

An In Depth Look At Three Superman Enemies

Greetings one and all! After a month-long hiatus I am returning to you, dear reader, to write an article based on a subject that is not only near and dear to this month's theme, but also near and dear to the typical topics covered in Subliminal Messages—that being, using powers/abilities/figures not usually considered part of the HeroClix "mainstream".

Yes, sadly it is true that many (but not all) typically don't employ the Superman Enemies, as they are sometimes (oftentimes) very costly and often tricky to use. Here is where I come in: I will breakdown 3 Superman Enemies in an attempt to show that not only can one play with these figures and have a good time; but also show that they do indeed have potential and one can win as well when using the Enemies of Superman.

To start, I'll begin with the quintessential Superman Enemy: Lex Luthor.

Lex Luthor (Unique)
Cost: 212
Set: Icons

Lex is a powerhouse capable of dealing massive quantities of Damage on any unlucky opponent; however, he is also a somewhat fragile powerhouse—especially for his point cost. His offensive capability does not really need any help, it is his Defensive ability—or lack thereof—that he could use some help with. Here are a few quick ideas to help alleviate this cheaply and effectively.

First, Lex should use his Super Strength not to grab a Heavy Object to bash an opponent with; rather, he should use this ability to pick up the Desk in order to gain the +2 Defense whenever he needs it. This is especially useful as he can use his Running Shot to pick up the Desk and move onto a square of Hindering Terrain, thereby granting him a total of +3 to his Ranged Defense if you choose to employ the Desk for Defensive purposes. Anyone who has played against Galactus or even a KC Flash with Oracle knows how difficult it can be to connect with a 21 Defense—the above tips grant Lex that same massive Defensive Value when needed.

Protected is well worth the points on Lex, as he has Impervious at the top of his dial, allowing him to roll for a 5 or a 6 and avoid Damage altogether, then use Protected if that misses. Additionally, a 9 click dial is somewhat shallow for a character that costs 212 points—one should protect that investment by any means necessary.

Lex should never Push off of his first click, unless the outcome of

that Push means that the game will end, or essentially crush the other team so mightily that they will be unable to recover. The rationale for this is obvious—Lex has only one click of Running Shot, Impervious, and 18 Defense; therefore, Pushing him off of that click is foolhardy unless a great advantage can be attained by doing so.

Protected (cost: 8) (Feat)
(Optional) If this character does not already have two tokens on it, damage dealt to this character as a result of a single action is ignored. Place a token on this character. If the character already has one token, placing a second token deals pushing damage normally. After the action is resolved, remove this feat from the game.

Furthermore, one should make every attempt to keep Lex away and at Range from his opposition in order to further help him defend himself. This allows him to take full advantage of the Hindering Terrain defensive bonus; this also allows him to stay mobile and able to attack whom he pleases instead of having him based and only possessing one or perhaps two options to attack.

Fortitude is a nice addition to add to the mix if you can afford it (especially in high point games), as Lex is very vulnerable to Outwit—his Impervious, Super Strength, Running Shot, and the Outwit granted by his Superman Enemy Team Ability are all very costly to have countered.

Fortitude (cost: 25) (Feat)
Choose a character. The character ignores other character's Exploit Weakness and Outwit.

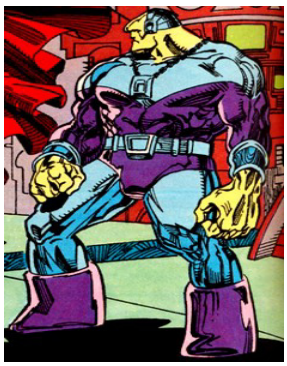
One last addition is the obvious fact that in order to take full advantage of his Superman Enemy Team Ability, Lex needs to have another member (or Wildcard) next to him in order to gain the Outwit provided. For thematic purposes, as well as playability purposes, LE Hope works very well in this capacity. She can be carried via Lex's Flight so that he is never without his Outwit; she is a capable attacker which provides him a very useful bodyguard (I told you she was very thematic); and she is one of the cheapest Superman Enemy figs in HeroClix, keeping the cost relatively low. One thing to keep in mind is that many opponents will gun for her in order to eliminate Lex's Outwit quickly, so keeping her positioned and protected well should be considered when building a team around the two and when positioning Lex during the course of a game.

Now onto Mongul, the Warlord bent on avenging his father's humiliation at the hands of the Man of Steel:

Mongul (Unique)
Cost: 200
Set: Legacy

Mongul possesses a long dial full of great stats and some useful powers, and can be an absolute beast under the right circumstances.

Mongul has a nice 12 Movement with Phasing, so moving around the board with ease is no problem. One of my favorite Tactics which exploits this ability is to hold him back somewhat until your opponent Pushes one of his characters, then Phase Mongul immediately into base contact with that fig, hopefully with a Heavy Object in hand. The new Sinister map is



a Phaser's dream, and Mongul should be an absolute monster on it.

The above Tactic is especially deadly because Mongul is very Pushable and one needs not worry if he takes some Damage from elsewhere, as he maintains great Attack and Damage Values throughout his dial; therefore, don't be afraid to Push him immediately after Phasing next to your opponent. This brings me to the next aspect of Mongul that I would like to point out—Mongul not only deals Damage well; he takes Damage well, so don't be afraid to use him as a pure front-line attacker.

There are several ways to use Mongul's Superman Enemy Team Ability that can be quite fun: The first is to use a ThunderBolted (Superman Enemy, of course) Experienced Black Knight to carry Mongul around formulating an incredibly potent 1-2 punch that your opponent cannot ignore. However, if Mongul is being carried by Black Knight, he cannot be carrying an Object. Haymaker is a good way to get around this drawback and also a great way to get him unto his Charge clicks more quickly.

One other way to ensure that Mongul stays next to a fellow team member (and therefore takes full advantage of his Team Ability) is to equip him with the Passenger Feat. This not only allows him to carry someone with him—such as the above mentioned LE Hope—it also allows him to carry an Object as well. An additional benefit is that he will be Charging after he takes the Damage for using Passenger.

Also, with such awesome hand-to-hand capabilities, it can be easy to forget that Mongul possesses an 8 Range—don't hesitate to use this to blast your opponent for 5 straight Damage whenever your opponent strays too close.

All in all, Mongul is a pretty straightforward piece that can cause a massive headache for your opponent—unless he can't hit a roll, as my friend JohnnyA64 will tell you.

Last but not least and at the behest of our illustrious Publisher, rock810, I'll cover the enigmatic LE Eddie Carlin.

Eddie Carlin is the Limited Edition of the Lex Corp Battlesuit and, according to "WhoClix" (thanks boneyard!), his name is a combination of the names of two Superman Editors: Eddie Berganza and Mike Carlin.

LE Eddie Carlin
Cost: 59
Set: Cosmic Justice

When most look at Eddie, they don't really see much there, as he possesses only one power—Toughness—and average stats.

However, Eddie has several nuances that make him quite useful when properly "tricked-out".

First, as with all Superman Enemies, he must have a second member of the team to use his Team Ability—for now let's use the V. Intergang Medic as his partner in crime.

As Eddie is a Flier, he can carry the Medic around as much as 10 total spaces—a solid number indeed.

This combination now gives you, for all intents and purposes, a Flying medic with

Outwit possessing a Range of 8. The beauty of this is that you can get practically anywhere to Support your other various characters while Outwitting any potential threats along the way; meanwhile, Eddie can take pot-shots using his Range to keep the offensive pressure on you opponent. For 88 points, this combination is actually quite a potent mix of support and offense—a true "Swiss army knife", if you will.

Well, there you have it. I hope that this has given you one or two ideas and perhaps even gotten you to consider using one of the Superman Enemies somewhere along the way.

There are plenty of other Strategies and Tactics one can employ with the Superman Enemies, so don't pigeonhole yourself; never say never; and give them a chance—they are actually quite fun and nasty at the same time.

Thanks to everyone as always for your readership—it means a lot and Crit Hit wouldn't be here without you.

So, until the next time you read the series that gets inside your head without you even knowing it, I say this: Have fun, good luck and take care…

-Sublime
(Player of HeroClix)

Did you bring your crackers? Because the *Cheese is here*!!! Each week we divulge into the HeroClix world and dissect that which can be considered the clichéd "Cheese." These are the teams that see tournament play day in and day out. These teams require little actual skill to play, and sometimes may offer an instantaneous win. They are also not always the most fun to play. Anyways, on with the show and this weeks Cheese:

THE HIT AND RUN

During the days that we could use Black Adam the hit and run team was one of the most popular teams out there to date. It also continues to be used in competitive play with the Legacy Flash Unique and Icons Flash. The coming of the Robot Superman means that this play style is here to stay as we get a 100-point beat stick that is going to dominate the tournament scene. The basics of Hit and Run does not really tie into a type of team build as much as it is a tactic used by players (generally players using a Hypersonic or Transporter piece). Generally this team makes use of a flying hypersonic figure (or Transporter) in an outdoors map. They run in and attack and then run away up into soaring so they can only be based by other soaring figures and so that range is at half when targeting them (outwit is a ranged attack and will be halved as well). If they are indoors they will charge in and deal some damage and then run away behind a wall or series of walls. These teams are very direct in their style of build as they focus on one central piece and build around it. (The Robot Superman will most probably see the beginning of dual centralization as for 200 points you will get two figures that will destroy the opposition).

TEAM 1

Robot Superman (E)
·*Rip it up*
·*ICWO*
·*Nanobots*
·*Shellhead*
Red Tornado (V)
Mockingbird (E)
·*Thunderbolts*
·*ICWO*
·*Vault*
·*Hydra Technician Experienced*
Oracle (U) - on card
Special Object-Seperation Field Generator

The Robot Superman is soon to be one of the most abusive figures brought to us in the game since Black Adam Veteran. His opening click of 10 Move and Hypersonic make him deadly to begin, but add in a 10 attack value (super strength) and a natural 3

damage and Black Adam has been replaced one way or another. On top of all that he is only 100 points so he is going to fit on ANY team size (of course we focus more on the 300 point teams here in the cheese market). With him being so affective and so cheap he can bring some back up which every team needs to be formidable.

Superman Robot Cost: 100 Range: 8

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

Red Tornado Cost: 67 Range: 6

	1	2	3	4	5	6	7	8
Spd	11	10	9	9	9	8	8	KO
Att	9	9	8	8	8	8	7	KO
Def	18	16	16	15	15	15	14	KO
Dam	3	3	3	2	2	2	2	KO

This team makes use of a basic slingshot idea, but mixes in the **HIT and RUN** technique. For all purposes the Veteran Red Tornado is an awesome piece to choose for Telekinesis almost purely for his defensive abilities alone. However, he is a great secondary attacker that can take some pain and dish out the pain. No need to fear pushing him either since he has willpower. Next is going to be the controversial piece on the team, this being Mockingbird. I know many of you are saying just take the Experienced Superman, but this is a hit and run article and personally whenever I have played Batman he is the first to get smacked. We are going to use Mockingbird in a few different ways here. First she is going to be our primary outwitter as she takes the action to gain outwit, and uses thunderbolts to take the Batman Ally team ability. Secondly, she is an unbelievably good close combat unit. Her natural 9 attack and 2 damage with close combat expert make her a VERY effective clean up unit. Not to mention the fact that in close combat she will have an 18 defense. The HYDRA Tech is an obvious choice for the late healing, if needed. You can keep him back and push him to where he needs to go for his purpose. With all this team building commotion we cannot forget about the special object. Superman Robot has Nanobots and Rip it up on him for a reason (read the later article to fully understand this combo). If the Robot pushes late in the game or gets hit at an inconvenient time he can Rip up an object and saunter over to the Separation Field Generator and drop the object so he can heal. If you play your cards right you will push Superman into his first click of 2 damage and heal up to full damage. If you do this the Shellhead you should have equipped will give Superman a 19 defense (20 in hindering against range).

First round, notably Superman Robot can go the full length of the map after being TK'D and make short work of the opposition, but he is out in the open (so let's not do that right away). Instead have Mockingbird take the action to gain outwit. Now have Tornado carry Mockingbird (be very careful of positioning, you don't want to be left out in the open for a first turn strike). Now have Superman Robot follow Tornado and position adjacent. End turn. Second turn is going to be option loaded. First turn primarily you are going to give an action to

the technician and start to push him towards a greater good. If your opponent gets too close you can TK out Mockingbird and tie them up OR you can push the Robot. The key thing here is to not be afraid to push the Robot. He is a figure that has been equipped with the most high tech feats to work to maximum efficiency. If he does push off his first click shellhead will give him an 18 defense for your opponent to handle. Then if he pushes again you can make use of Nanobots and go right back up to full. This team is not a stall team at all; it is a team that benefits by hitting fast and hard and tucking tail only when necessary. Yes it is a small team in terms of figure count, but the amount of damage it can deal in a short time is remarkable.

TEAM 2

Jeanne Marie Beaubier (LE)
-Thunderbolts
-Nanobots
Photon (E)
-Thunderbolts
-Nanobots
-ICWO
-Lucky Break
Jean Grey (V) (Sinister)
Hive Trooper (V) (ICWO)
Oracle (U) - on card

Team 2 is one of my favorite styles of HYPERSONIC teams. Originally, I made this team using Hypertime Flash Experienced and Northstar with plenty of con artists and other support pieces. However, with Flash retired and Northstar lacking range I would go with the girls as they can do a much better job. If your opponent is not playing Trick Shot or a Superman/Ultimate figure than the obvious choice to this team is the Batman Ally. If your opponent can't see them they cannot hit them. This team works in a very simple fashion. Use Jean Grey to TK up one of the girls and have them fly in and do some damage. Next turn push Jean Grey and throw out the other young lady. From here you have the choice to push the one you did not use and make use of Nanobots.

Fairly simple, but you don't want to be as aggressive as I am stating this. This is not a one-two punch team. There are too many deep dialed figures out there that can withstand a barrage from the girls and then dare them to push so that they can have a turn (Ares anyone). Instead you want to be a bit more strategic in your planning and it all comes down to positioning. Make use of the Hive Trooper to position Jean Grey and then have the girls follow.

If your opponent gets too close you can have the Hive Trooper push and make use of his willpower. Once everyone has cleared you can start throwing people out into battle, but remember to hit your opponent and try and run back to the TK piece if possible. If you were able to make use of the Batman Ally go ahead and hide in some hindering terrain OR use the most efficient technique of running up into soaring so it will be a little

harder for your opponent to hit. An unexpected key member here is the TK piece, Jean Grey. Feel free to push her and get into that nice Mind Control slot. From here she can now help you take advantage of your opponents team by making use of the Hive Trooper for positioning purposes.

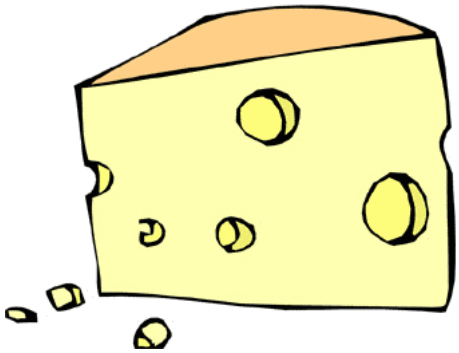
Team 3

Lockjaw (V)
-ICWO
Lockjaw (V)
-ICWO
Lockjaw (V)
-ICWO
Lockjaw (V)
-Double Time
Domino (R)
-ICWO
Hydra Technician (E)
Shield Sniper (E)
Oracle (U) - On Card

Lockjaw may currently be one of the most used and most abusive pieces in the game today. His ability to move 14 and go completely unhindered is insane. Add on top of that the fact you can make use of his Transporter ability and pick away at your opponent. This is a VERY basic team that benefits the most by playing on an indoor map as their phasing and 14 move make them very effective inside. The extra pieces that are added onto the team are more helpers and line of site blockers. Domino rookie is a great PC piece who can take the oracle action and become a dual support unit for the lockjaws. The Shield Snipers are very cool as they have an 8 range with stealth and ranged combat expert, so they can help clean up the mess when the dogs are done playing.

First turn, you want to give Domino an action to gain outwit or perplex. Now have one of the ICWO Lockjaws carry Domino and another carry the Sniper so they can block line of site. Next turn have the other ICWO Lockjaw follow the others or flank around the map so there are multiple targets. As is always fun you now want to give the Technician an action and continue to give him actions until he gains healing. He is going to be the chew toy of the Double Time Lockjaw who will tote him to anyone in need of a medic. The basics of this team after you gain position are to ICWO your attack value and then use a transporter attack and go after your opponent. Now run around a corner so that your opponent cannot just take pot shots. You have 4 Lockjaws on the team so you will never be short an attacker who is going to use Hypersonic-light (Transporter ability). If you get in any real trouble you can have Lockjaw run to the medic or have the medic run to him. Your extra low point back up with the Shield Sniper can give you cover fire if you need to run. Remember though, if you want to PC the Sniper turn off her Stealth and even though she can do 3 damage at range she cannot destroy walls. Under the new rules ranged combat expert and close combat expert only activate when targeting an opposing figure.

CUTTING THE CHEESE



Hypersonic attack remains to be one of the most complained about and most controversial abilities in the game, and truthfully you won't gain any argument from me. It is VERY powerful. However, it is defeatable as all team strategies are. Sinister gives us the Feat Heightened reflexes so now there is a large set of figures that gain Super Senses against move and attack abilities. Playing the BFC Inertial Interference will also put a damper on a team that uses hit and run tactics, as they cannot do the big damage they were hoping to do. Mostly when facing a team like this it is all about strategizing against this kind of team. Mystic and Arachnos teams will do very well against a Hypersonic team as figures do not keep hypersonic forever and once they lose it they tend to be sitting ducks. Even transporters will have a hard time against a Mystic or thunderbolted Mystic team as their attack values drop so low (I personally think a team of Thunderbolted Mockingbirds would destroy most teams as they are very mobile and can do some major damage, but that is cheese for another time). A Hypersonic team is easily cut down as long as you keep your wits about you. You don't want to go charging full on into a hypersonic barrage, instead force them to push. You may have to sacrifice a figure so that they take an action. Then use the rest of your force to go against them. Don't be afraid to push either. The key thing to beating a HIT and RUN army is to take them off their clicks of Hypersonic. (This is next to impossible to do against the Flash figures). IF you do face a flash team or transporter team high defense can tend to win out the day. Even the KC Flash with his 12 attack will have some trouble with a 19 defense as he needs to hit a 7 to deal damage. If you notice in this article I did leave out the figures who make the most use out of this strategy (these being the Ground Hypersonic figures Speed Demon, Flash, KC Flash and Quicksilver). I mostly wanted to make some teams that make use of lesser known or lesser-used hypersonic figures. Also, I am very excited with the release of Sinister to make use of many of their new figures.

With the release of Sinister we gain some new hypersonic figures and lose quite a few as well (goodbye Black Adam). We also have a complete errata to the Hypersonic ability which neuters it somewhat for figures that have range, however, figures such as ICONS Flash, KC Flash and Quicksilver will claim their reign of this era of HeroClix until we get the next release of figures or the next changing of the rules. Make sure to have fun when making these teams and don't get stale by just recreating the same team with one or two different figures. Yeah it may work, but someone will figure out how to counter your strategy soon enough if you are not careful.

Remember all playing a cheese team is choice. These teams are meant for one thing winning and can be hard to have fun with. Try not to bring the same team EVERY tournament. As much fun as it is to win, it is not any fun if you are the only person playing at the venue. Cheese teams will always see play in tournaments especially when a high stake piece is available, but try to keep games fun. Well until next time, you bring the crackers and I will bring the cheese….

Title: Marvel HeroClix: Supernova
Stock Number: WZK3231
MSRP: $7.99
Expected Release: October 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

ENEMIES OF THE STATE: TAKING ON THE SUPERMAN ENEMY

With the *Superman* movie hitting the theatres worldwide and children, teenagers, & adults alike are swept up in S-Mania, it's nigh time to showcase a tournament-winning team featuring Superman's lifelong and infamous enemy, Lex Luthor.

First of all, a review of the Superman Enemy TA might be necessary. After all, this is one EXPENSIVE TA and there are very FEW useful Superman Enemy figures. Personally, I've abused the Lexcorp Battlesuit over the years and still continue to do so; it's in the higher point pieces where the Superman Enemies really pack a punch.

==========

Superman Enemy: When two friendly Superman Enemy team members are adjacent; the character with the highest point value gains the Outwit power. If that character already has Outwit, then this team ability has no effect. If two adjacent friendly Superman Enemy team members have identical point values, the controlling player chooses which character receives the Outwit power. Once this choice is made, it cannot be changed until the chosen character loses Outwit. This team ability is cancelled at the end of an action in which the two Superman Enemy team members are no longer adjacent.

==========

Whew, that was quite a TA description, wasn't that? But in reality, the power works quite simply: be adjacent to another Superman Enemy and the figure with the higher point cost gains Outwit. With that in mind, we'll proceed with one team I've run with utmost success, swathing a path of fear through my opponents. With the impending Sinister/Danger Room release and the new Feat Entangle, this team has only gotten better.

Lex's Rise (499 points)

U Lex Luthor (Icons) w/ Fortitude (212 + 25)
U Metallo w/ Entangle & Unstoppable (149 + 8 + 5)
E Lexcorp Battlesuit 39
LE Hope 33
V Intergang Medic 29

Now, this might not look much for a 500-point squad, but in the right hands, this is a very deadly team, especially with up to FOUR figures having the potential to have Outwit. Most teams carry ONE Outwitter. Starting to see the difference?

First of all, in a 500-point team, there are going to be pieces that can hurt your big gun, so the Fortitude is pretty obvious on Lex. It protects his Impervious, but most of all, the 18 Defense click with Running Shot at 8 range with 5 damage is going to be key to leading this crew to victory. A beast of a figure with high Defense and Damage, along with a very respectable Attack of 11, Lex is more than capable of laying down the hit

and making sure it hurts. With a 9 click dial, Lex sports Running Shot & Charge to get him into the fray early until his battlesuit takes a beating and he starts taking shots as well as dealing them as his entire dial has a damage reducer. Lex also drops to 2 damage only on the LAST click; his 3+ damage ensures he can still dent Impervious/Invulnerability figures. His Defense does not drop below 14, making it quite difficult in the late stages of the game to lay down a hit, especially when you're attacking with a 6 or 7 AV and 2 or 1 damage.

On the flip side, a 14 isn't too terribly difficult to hit with an 8 for the Intergang Medic, whose sole duty is to be toted about by Lex and heal him as necessary, especially to keep him on his Running Shot click. Not only does the Medic serve as a personal doctor, he also provides Lex with the Outwit that is un-Outwittable, thanks to Fortitude. So, at all costs, keep the Medic alive to support Lex and only Lex. Heal the other members of the team if you can afford to, but reserve his services to the one and only Lex Luthor, if possible. Just mind the new aspect to Support as of Sinister/Danger room: -2 to whatever roll you get for Support, going no lower than 1 healed click.

The next two figures apparently play nothing more than a filler/tie-up role. That couldn't be much further from the truth than it gets. The Battlesuit and Hope are going to be CRUCIAL to keeping Lex on the move and lethal. It all lies within the TA and Hope's ability to Incapacitate and slow down the opposition, especially when they're ready to attack. The Battlesuit plays a huge part on this team with a certain piece, who is about to be reviewed.

The dark horse and crucial element of this team is...Metallo. This castaway from Legacy has new life breathed into him, thanks to an excellent game play mechanic brought by Entangle. This 8-point feat is one of the most devastating and game-changing mechanics brought to HeroClix, albeit at a 33% clip.

Entangle (cost: 8) (Feat)
Prerequisite: **Plasticity**
Choose a character. Opposing characters attempting to target the character with a close combat attack must roll one six-sided die before making the attack. On a result of 1 or 2, the opposing character may not attack the character. It is not given an action token, but it cannot be given another action or make another attack that turn.

A 1-in-3 chance of your opponent not being able to attack or do anything else the rest of the turn, at the crucial moments, can easily swing the tide of battle. With the most clicks of Plasticity anywhere in HeroClix, a whopping total of NINE consecutive clicks of this wrap-up power, Metallo will frontline this Superman Enemy army. Exploit Weakness also highlights one of Metallo's strength, his Kryptonite heart. Metallo has 5 clicks of EW along with 7 clicks of Super Strength to augment his damage dealt through EW. Unstoppable enables Metallo to break down walls for Lex to snipe through and ignore Hindering on movement so he can move from spot to spot and keep the opposition wrapped up. Simply pair him up with the Battlesuit and witness the havoc Metallo can wreak.

This 5-man army, in most cases, is quite shallow to take on another 500-point army,

but thanks to Entangle, specific support pieces, and the TA itself, Lex and this band of misbegotten tyrant-wanna-be's can hold their own. Strategically, you want to set yourself up for a 2-turn blitz on your opponent with the Battlesuit and Metallo. Even though the Battlesuit might be fragile after a push, you should probably be able to move in the Medic a turn or so later to heal it back up. When pushing, go for a cluster of figures that Metallo can hold down, allowing Lex strafe and attack from the perimeter. The opponent will need to hit a six to break from Metallo or attempt to attack him and run a 33% chance of not being able to do anything, at all.

A nefarious set-up would require some sort of tactical maneuvering, but it's quite possible for the 4 highest costed figures to have Outwit all at once. The set-up would be as such:

Lex--------Hope--Battlesuit--Metallo

-----Medic-----

This set-up allows Metallo to get Outwit from the Battlesuit; the Battlesuit gets its' own from Hope, with her getting it from the Medic. Finally, Lex also gets Outwit from the Medic or any other member on this team. Another tactic is using Outwit, losing it, and gaining it again for someone else, outwitting something else. An example of this would be:

Hope is adjacent to Metallo. Metallo uses the Outwit on, say, Shape Change to ensure he can get his attack past the new 5, 6 prevention of Shape Change. After the attack, hope then runs over to Lex, giving him Outwit on another power. Keep in mind, Lex can Outwit movement powers and not worry about his Outwit being outwitted, thanks to Fortitude.

LE'S CORNER

Lex Luthor was created by Jerry Siegel and Joe Shuster. Luthor first appeared in Action Comics #23, 1940, seen above. Yes, he's still evil (and lovin' it).

Despite the expensive costs associated with the Superman Enemy TA, it is one of the most powerful TAs in the game, when used in the right hands. As I mentioned earlier, I've abused the Lexcorp Battlesuit quite a bit in my time, running with E Taskmaster. The pair has fueled a few of my tournament-winning runs locally. I hope you've enjoyed this article and found a new insight into the Superman Enemies.

SWARM FRONT

(Or How I Learned To Love The Swarm)

by Chance Kirchhof, SunDevil

Everybody knows about generic swarms. HYDRA, SHIELD, Skrulls and several others are fun to play and are personal favorites of many Clixers. But there is another swarm, one that angers as many players as not. One that inspired it's own house rule - the Highlander. A type of team reviled by theme team purists and power gamers alike. I am referring to, of course...The **Named-Dupe Swarm**!

What is a Named-Dupe Swarm?

Though there are lots of swarm-types, we will be discussing a singular version. A pure named-dupe swarm is comprised entirely of duplicates of the same figure. Different levels (R,E,V,LE) and feats may be used but no figures other than the swarmed character. Fair enough? I used to play a team with several Jinxes and some figures whose wildcard TAs the lovely ladies could copy. I called the Jinx team a swarm, but it no longer fits the definition. Sure, there were 4 or 5 but they were joined by Sue Storm, Alfred, Pouncing Uni-Spideys, etc. So that was really more of a wildcard-abuse team with some dupes.

Top 3 things to consider

When deciding on a figure to swarm, three things should be considered above all else - Cost, Mobility and Damage...in that order!

1. Cost - I love Man-Thing. Awesome piece, rarely wins but is a blast to run with. However, I could only get 3 of them in a 300-point game. Not much of a swarm. Swarm candidates should start in the 40-50 point range and fall from there. The 30s are even better and anything lower than that is cake. You want at least 6 in a 300-point game and 8 in 400 point matches. You need twice as many figures as you have actions in a turn so that half can rest while half move, next turn half can rest while half attack, etc. I know this formula has also been used for regular Clix teams but it is even more vital when swarming because a swarm's aggression is one of its greatest weapons. You will most likely be using every action every turn to press to attack so numbers are key.

2. Mobility - You may think attack or defense would rank #2 since Clix is all about attacking and hitting defenses. However, you can't overrun your enemies (a swarm's main goal) while worrying about hindering or being tied up with chump blockers before dragging down V Superman. Look for figures with Leap/Climb (R Iron Fist, V Lizard) or Phasing (E Jinx, R Cloak) to allow you access to just about everywhere on the map. This will help you chase down that wounded tank before he makes it to the medic, outrun him to base the healer, clog up line of sight from a heavy hitter to his PC/Outwit/Perplex buddies and just basically gum up the works like sand in an engine. A good swarm needs to be everywhere at once or at least seem to be. That said, move/attack powers are probably a pipedream for most swarms. Charge and Running Shot are too expensive although REV Echo is a notable exception. We may see more cheap Chargers and Runners in the future but, for now, Leap/Climb and Phasing are the way to go.

3. Damage - This pretty much has to be a main concern for any Clix team. Swarms, though, need to specifically address the ability to damage Invulnerable or Impervious characters.

A normal Clix team may have some that can and some that can't but a named-dupe swarm is, in essence, one figure (with multiple copes of that figure) so that one figure had better be able to hurt the bruisers! I once lost my entire Armor Wars Marquee team to a V Thunderball because I foolishly forgot to include anyone capable of hurting him! Swarm figures have several options to pick apart the tanks...

- 3 damage (Skullbuster) - Simple and direct.
- CCE (E Echo, Mockingbird) - Great against the tanks and devastating against the support pieces.
- Exploit Weakness (V CD Manhunter, R Cloak) - Forget those Impervious rolls with this ability! This is great when your swarm only has 1 or 2 base damage. - RCE (V Spymaster, Scourge)
- Helps you attack sooner than a no-range swarm but don't get based! - Psychic Blast (Jinx) - See RCE. - Blades/Claws/Fangs (Cheetah, Kobra Fanatic) - High risk, high reward.

Other Considerations

Now that you have some swarm ideas, there are some other things to consider before testing them out in battle! Team Symbols - Individual TA's (meaning TAs that a figure can use on it's own without an adjacent ally) like JLA or Ult-XMen are fine but may be cost- prohibitive when looking for cheap swarmers. Team TA's (meaning TAs that require an adjacent ally to work) like Superman Enemy or Hydra will almost certainly price a non-generic figure out of swarm range. Plus, they require you to keep your figures bunched up which restricts their ability to swarm the board. Wildcards are no good because they need other TAs to make them effective and now you have a WC-abuse team instead of a swarm. Figures with no TA at all work best - that way, you know all your points are going right into the dial. I will point out that E Vixen may prove the exception to the no-TA rule with her Suicide Squad TA for only 38 points!

BFC's - The good news here is that named-dupe swarms are often immune or at least indifferent to most BFC's because the teams are, again, basically just one figure. The bad news is that the BFCs that hurt at all tend to hurt a lot. Try to practice your swarms as if the worst possible BFC had been played and have a backup plan ready. For example, a Jinx team (not a pure swarm but the example holds) is killed by Earthquake and loses Phasing, PC and Psychic Blast. But they gain Pulse Wave and become little bombs! Obviously, if Quake goes off the first turn then the game is most likely over. The point is to have a Plan B in case that monster BFC finds you without your O-Day.

Feats - Usually, the fewer Feats on a swarm, the better. Sure, Armor Piercing would be great on all your figures but then their cost would skyrocket. If you have leftover points that can't be filled with another duplicate, try AP on one character and hold him back for special attacks. Problem with hindering terrain? Try Swingline or Unstoppable. On a Pouncing Uni-Spidey swarm, it may be wise to skip the Pounce on one and give three others Unstoppable so that after one punches a hole in a wall, the rest can fly through unhindered. Sure they can't pounce through the hindering but they could all rush through in one turn and overload your opponent's defenses. This again speaks to mobility being more important than everything but cost when building a swarm team.

Pros and Cons

Pros - Strategy is boiled down to the essential - move forward, attack, repeat. - Very few dials to memorize, sometimes only 1! You will quickly learn when and where taking damage actually helps you and knowing when to push/not push becomes easier. - All of your figures are expendable, making swarms more aggressive than most teams, with the possible exception of LAMP. Of course, that would be a Con to some players. - Cheap. Since Uniques and LEs cannot be duped, easy-to-acquire REV's are the ones that makes the best named-dupe swarms.

Cons - Certain BFCs will kill you. - Might anger players that love the Highlander rule. - Slow. Can you catch Superman before he gets a point lead and runs away? In conclusion, named-dupe swarms can be a fun diversion from standard Clix teams and, once in a while, you might find one that is so good it may be the first one to win a Wizard World event!

LE'S CORNER

Tim Daly, who starred in NBC's *Wings,* was the voice of Superman in the *Superman* cartoon series (late 1990s). When the *Justice League* cartoon started up years later, he was unable to reprise his voice-over role because he busy with other commitments (he had signed up to star in the CBS series, *The Fugitive*).

CLiX WISH

By MANCHINE

All players of the game HeroClix desire for more in the game; there are obvious figures that we want that have yet to be made. Through **CLiX WISH** we will be able to show the makers of the product *EXACTLY* what we want right down to the last power. So, toss in a penny and make a wish….

Doomsday

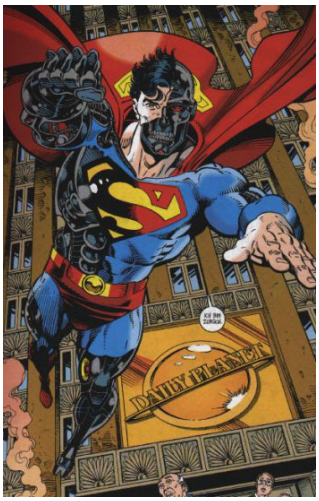
Points: 220
Range: 0

#	1	2	3	4	5	6	7	8	9	10	11	12
	12	10	10	9	9	9	8	8	8	7	7	KO
	13	12	12	11	11	10	12	11	10	9	9	KO
	18	17	16	18	17	16	18	17	16	18	17	KO
	5	4	4	3	3	3	5	4	4	3	3	KO

Since we haven't seen a Doomsday since Hypertime here we are. I think it's about time we get a new one. One of the more difficult things about Doomsday is he will be compared to Icons Superman. I for one would rather have one made right instead of one who could fight Vet Icons Superman. Charge is a given for Doomsday. He has lots of that. His defenses are so great that he doesn't drop below 16 defense and has 4 clicks of 18 defense. His Damage NEVER drops below a 3. Battle Fury and Super Strength are a must for Doomsday. He has double digit attack value for 9 of his 11 clicks. Needless to say he is one TOUGH Character. Also Doomsday doesn't play well with others and it wouldn't be in character to have the Superman Enemy TA. At least not on the Vet.

Continued…

Cyborg Superman



Points: 182

Range: 8

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

Now for a completely new figure to the world of HeroClix. Let me introduce Cyborg Superman. His TA being a Superman Enemy represents him perfectly. A relatively straight up figure 8 range with charge. Super Strength is a must but the Range Combat Expert shows his ability to do transform his arm into a huge cannon. His earthbound clix shows him where he has taken enough damage where he cannot fly away.

Supergirl

Points: 198

Range: 6

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

Now for someone that needs to be redone and made RIGHT! KARA! First off Running Shot, Charge, Super Strength, Impervious, Invulnerability, and Toughness is a must. Without it she's just not a Kara. One of the main things she needs is Hypersonic Speed and it is a great addition to Supergirl. This literally shows her speed and powers. She is pretty much slightly weaker Superman.

SCENARIO OF THE MONTH

By Steve Coblentz

Superman Returns!

Introduction:

In a desperate struggle with Lex Luther and a squad of his super cronies, Superman was injured slightly because of a Kryptonite amulet. Superman was able to easily defeat Lex and have him imprisoned. Feeling the world finally safe he decided to travel the Universe looking for hints clues of his lost homeworld. Unknown to Superman, Lex broke out of prison and devised a plan to clone Superman, using DNA taken from their last battle. Upon hearing that the Earth was in trouble because of Rampaging Supermen, the real Superman has RETURNED!

Set Up:

Players can roll to decide who will be the Lex team and who will be the Clark Kent team. Each player builds a 400 point team with at least one version of Superman on it. The Lex team can have as many Supermen that 400 points will allow, this team does not have to have Lex Luther on it. The Superman team can only have 1 Superman on it.

Rules:

- Game play is per normal WizKids rules.
- Lex's team can <u>not</u> use feat cards.
- <u>No</u> Battlefield Conditions.
- Victory: Victory is determined by victory points.

Cramcompany's Competitive Corner

For The Advanced Clicker Looking to Improve his Game.

HOW TO GET LUCKY. (OR HOW I WON THE 2006 PHILADELPHIA WORLD CHAMPIONSHIP) PART 2 THE TEAM

(FOR PART 1 VISIT WWW.POJO.COM OR WWW.HCREALMS.COM)

The Story goes something like this; I drove from Michigan with three other clickers (Jim, Jamie and Brian) to chase a dream that I just happened to catch. It involved a little luck, a bit of skill and 5 months of play testing, but I achieved my dream. Now let's look at how you can achieve this too.

The Team is the biggest part of winning. A lot of people were surprised at my team and viewed them as underdogs, but in most match-ups that was not the case. That statement is not from bragging, but from simply testing my team against other skilled players in Grand Rapids. Making tweaks and changes until my team won nearly every game it played against almost any typical strategy. Now let's take a look at this team, why I played these characters and how they work together.

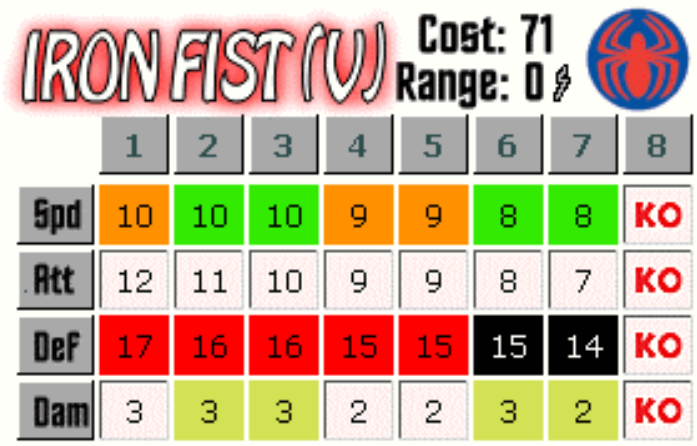
Kill Girl Squad

71 **(V) Iron Fist** + 10 Incontact with Oracle + 8 Protected + = 89 Points
38 **(V) Lockjaw** + 10 Incontact with Oracle + 5 Double Time= 53 Points
67 **(LE) Aurora (Jeanne-Marie)** + 10 Incontact + 8 Protected + Thunderbolts (usually Suicide Squad) = 89 points (same as the Fist)
27 **(U) Oracle** = 27 Points
1 **(BT) Lian Harper x 3** = 3 Points
8 **(R) Paramedic** = 8 Points
31 **(R) Jean Gray** = 31 Points

Total = 300 Points

Iron Fist was played by one person in Philly and that person was me. So why do I think he's so good? First off, without Lockjaw he's not all that good, but with Lockjaw being able to place Iron Fist anywhere on the board, The Fist rocks. Simply look at his stats.

He has a high defense, with Super Senses and that means that the other teams Outwit is spent on your Super Senses and their Perplex is spent on their attack instead of damage. This makes those 7 clicks of his all the more powerful. But truly what makes him a 5 star character is his twelve attack. For 71 points he starts with a twelve attack, most 150-point characters do not have a twelve attack. Make no mistake, missing is the most devastating thing that can happen in a game. Iron Fist need to roll a four to hit the average defense. When you Oracle and Perplex up his attack it only takes a six to hit



IRON FIST (V) Cost: 71 Range: 0

	1	2	3	4	5	6	7	8
Spd	10	10	10	9	9	8	8	KO
Att	12	11	10	9	9	8	7	KO
Def	17	16	16	15	15	15	14	KO
Dam	3	3	3	2	2	3	2	KO

KC Flash for 3 clicks; that changes the odds against Flash. The rest of the time you can focus your Oracle on damage, 4 damage without the possibility of missing is fantastic. If you push him he gains Exploit Weakness and Charge, but believe it or not most of the time Exploit Weakness did not prove to be useful at Worlds. Oh and don't forget that Iron Fist copied Suicide Squad that LE Aurora Thunderbolted, those two clicks of Regeneration and Protected mean that if you do not kill him in one turn you'll he'll probably be back up to full by your next turn.

Le Jeanne-Marie has one of the longest reaches in the game. Movement is usually the most important part of HeroClix, if it was about anything else Parallax and Aries would be good.

As you can tell her first click is her money click and the rest is just okay. But that click is really, really money. The tradition is; if you're under100 points and have Hyper Sonic Speed you are probably grounded and definitely have 2 damage. Jeanne snaps that tradition and winds up on the other side of broken. She also has Avengers so you can Thunderbolt whatever hurts your opponent the most. Oh and if you were like me and did not know when you declare Thunderbolts, it is declared as the absolute last thing before you start.

Veteran Lockjaw is not really a character I should have to explain playing, because he's ridiculously good. I did move up to playing a Veteran instead of a Rookie and was surprised by what an effect attacker he is. Usually he'd have an 8 attack, because of In contact, when making his Hyper Sonic/Transporter Attacks and when he hit for that three damage it was game changing. He's also great to push to gain that very sudden Outwit or Perplex from Oracle.

Oracle was one of the most played figures in at Worlds and the reason is versatility. Fortitude has the ability to make any Outwitter completely pointless. 27-point rookie Black Panther is not much good against Icons Superman with Fortitude and in that trade off YOU are down the effective points. However with Oracle you just use Perplex and really are not down many points at all. Oracle is the way around **The Fortitude Bluff**. The Fortitude Bluff starts with you playing an Outwit figure and an opponent running Fortitude, because of Fortitude your Outwit is effectively canceled. If this happens to you a few times, you stop running an Outwitter, because they prove to be ineffective in the games. Now that you don't run Outwit, your opponent stops running Fortitude, thus **The Fortitude Bluff**. If that did not make sense think of it as nuclear arms, because everyone has a nuclear bomb nobody will use

one. Oracle allows you a way around all of this by her simple versatility, she's 27 points which is basically Black Panther, but she can give anyone Outwit OR Perplex, plus it's not like everyone isn't already running Incontact on all their figures anyway.

Jean Gray is the obvious TK only, 4-string attacker of the team. However, a lot of questions were raised during play testing of why do I need her. Iron Fist has Lockjaw and Jeanne-Marie had an 18 reach, so did I need her. The reason sadly was an 18 reach is just not good enough, in HeroClix the person that can get in first attack is a huge thing. With a 28 reach, that person is always going to be me. The next use for her was launch my suicide POGS into the battlefield. Any free actions I had I would put tokens on Lian Harper and if I needed to I could throw her into 10 squares into battle and have her push and die 4 squares even further away. Thus I could have 14 square reach for instant guaranteed healing for Jeanne-Maria or Iron Fist.

Rookie Paramedic was put on the team for two reasons. The first was so Disbanded was not as powerful against me. The second was as the best bait in the game. Your opponent will push and run into deadly territory just to kill an 8 point Paramedic, because any really competitive person knows nothing is more dangerous then healing. Except for Hunting Man, that is more dangerous then healing, because hunting man is THE MOST DANGEROUS GAME! Okay, got a little carried away there, but I think you get my point.

Lian Harper is the most broken figure every made in HeroClix. There I said it and I can let the emails roll in. Sure she has the worst stats in the history of the game.

But her stats are not that important, because she costs one point and counts as a figure. Just being a figure is a very under-rated ability. Figures have to be broken away from if you're next to them, they cannot be seen through, if they die they activate Suicide Squad and they can be used as a great Green Lantern Protective Wall. This means for 1 point you can have a piece of moving barrier that you do not mind getting killed. For 1 point you can tie up Icons Superman once he gets off Hyper Sonic Speed. For one point you can guaranteed heal a Suicide Squad person for a minimum of one click or up to 4. That is the same amount of healing you get under the new rules if you were running a healer and a healer has to roll to hit. If you use this form of healing all you have to do is kill a little girl. See Simple. ☺ There will be a time that everyone realizes that a 1-point pawn is a ridiculously broken strategy, until that day I hope that you will learn to whoop your friends with Little Girl Kill Strategy.

The Team Plays with two separate strategies, the simple *Slingshot* style and the *Lockjaw runs Iron Fist into the Fray* style. The Sling shot strategy is simply TKing Jeanne-Marie 10 having her shoot and then move back in the same turn to the same spot. This is good for an opponent that wants you to come to him or an opponent that is slow playing you. By doing this and even killing one of their POGS you're forcing them to come to you. This is commonly used against teams that have large armies and not just one

big figure. The second style is used against big figures like Icons Superman, Black Adam, Aries, KC Flash and sometimes-even Emerald Empress. The key is to wait for them to move or put an action token on their character, then you run Iron Fist next to them with Lockjaw and have Iron Fist Outwit any move and attack abilities, IF the opponent does not run Fortitude or Outwit. If your opponent runs Outwit always outwit their Outwit. If your opponent cannot be outwitted, because of Fortitude of Outwit (KC Flash) they'll have one of two options to run against you. Option one; they hit you and run away (Hyper Sonic Speed), but they also take a push. Options two; they stay and definitely get hit the following turn, because of Iron Fist's really high attack. If they take option one and hit you, then you use your Protected card. Then push Lockjaw to move Iron Fist next to where ever they ran away too. Iron Fist will clear and your opponent pushed so he'll have to clear and that next turn you get a free shot on a character that already pushed once. If they choose to stay and get hit, then hit them as hard as you can and if they hit you back hard, push and use Protected. They key here is that Iron Fist always hits and never has to use an action to move. If you are playing a single person without Hyper Sonic Speed then the strategy is all the more easy; they'll probably not roll break away to move so they'll attack you. If they hit past your high defense and Super Senses, use Protected and have Iron Fist push to hit the following turn.

The secondary strategy is how you use your POGS. I almost always had one move up four squares every other turn from the beginning. She usually wound up in the middle of the field by the time I got hurt. When Jean Gray is not doing anything have her launch a POG ten squares to start getting them to where the battle is taking place. The most important thing is using all your actions each turn, by putting tokens on the POGS, so the following turn they can push and die if you need them too.

Last but not least, I put my Oracle towards attack most of the time. Perhaps I was being paranoid, but unless I had to roll a three or less I usually put it towards attack. This paid off big in the fist round; I was attacking Icons Superman on his last click of Hyper Sonic Speed. I had played Armor Wars at the beginning of the game so I knew I would hit for at least one click and I only had to roll a four. Yet I was so paranoid that I In contacted my attack and to my nightmares' fulfillment I rolled a three. Then a smile crept on my face, because I was soooo paranoid that three hit Superman knocking him off Hypersonic Speed and making him fairly easy to kill.

So that is how my team worked. While there was a lot of strategy involved and this is "COMPETETIVE CORNER" remember that I won because of luck as well and many others great clickers lost for that same reason. I played a remarkably nice and cunning bunch of guys (and of course never saw a girl) and always remember if it is a game involving dice there is luck too it.

Overall, play your best, but have a lot of fun with it. Fun is the reason you started.

Cramcompany.

"Good, bad, I'm the Guy with the Clix",

PULLING SINISTER

Good day ladies and gentleman,

Sinister is here and I am sure that many of you have already opened your respective bricks and boosters. I hope you all have pulled some great stuff. Though that still leaves us with the up coming marquee. Marques always are a lot of fun as they are sealed events and sealed events are where the truly skilled players shine. Granted much of a sealed event has to do with luck because if you don't pull well you may not do well (3 boosters full of rookies could leave you hanging in the dust). However, it does not mean that you shouldn't have a plan going into the marquee. Below will be listed the top 10 figures to pull and how you should use them to win the valued Limited Edition figures that can be gained in the up coming marquee.

1) Shadowcat (E) - In this marquee unlike many others defense is going to be a huge factor. Notably 9 attack has been the average attack value in this set, so anything that could be considered a relatively high defense could make a huge difference in a sealed event. That is where Shadowcat comes in. Her experience version prices at 54 points and lends a helping hand to her comrades. Her 17 with defend makes her a valuable asset to your team, add the fact that she also has the capability to defend herself with a 2 damage and exploit weakness (with that infamous 9 attack). Still keep her in the back and don't plan on her being a main attacker. Your opponent will get frustrated quickly as he or she has trouble hitting a consistent high defense.

2) Hydroman (E) - Shared defense is the name of the game and at 57 points that is going to mean you have some points to fill. His 17 with defend is a big deal, and the fact that he has a little range capability make him a little tougher than Shadowcat. In a game where there are quite a few more Spiderman Enemies that means there is quite a bit of possibility to share attack values and defenses. If you can pair him up with Veteran Beetle or Veteran Kraven, heck maybe even the rookie Jack O'Lantern.

3) Baron Von Strucker Unique-He is one of the original villains that appeared originally in the Captain Savage comics. For many of us HYDRA fans his coming notes a new beginning. He is also one of the key

figures to pull in the sealed events. His first click is nothing to scoff at. He starts out with stealth and a high defense, however he has leadership to start which in a sealed event is not always a huge factor. It is his second click that shines. He loses some super strength and his leadership. BUT…he gains outwit and blades/claws/fangs and retains similar stats to start. Outwit is going to be huge in the marquee to turn off defensive abilities or even offensive ones. Once the Baron is pushed get him into combat and let him take out the opposition with his Blades. Then let him stick around with his high defense and his mastermind. For your opponent to kill him they have to kill his back up first, by that time it might be too late for them.

4) Daredevil (V) - Outwit, stealth and super senses are the name of the game when using daredevil. His natural 10 attack and 3 damage mean that he has a better chance to hit anyone in this game of high defense and low attack. His stealth helps him out a little as there are no Ultimates in this set so he is safe from range attacks. His relatively low point value will make it so that he is going to have some help from his friends.

5) Wizard (E) -The Wizard is not the most impressive piece by himself. However, his telekinesis and perplex make him a valuable support piece in the game. In a world of 9 attacks and high defenses perplex may be the deciding factor that wins the game. His telekinesis is ultimately important as it gets your force into battle quickly and with many of the pieces in this set being close combat figures that can be hugely important. If you do push him he becomes an offensive piece gaining some running shot and retaining his TK and Perplex. Still make use of him as a support piece and jump into the battle only if you need to.

6) Pulsar / Photon (E) (V) - Hypersonic may be slightly neutered, but any character that can move 12 squares and still hit you for three damage from four more squares away is dangerous to the opposition. Pulsar/Photon is one of the few pieces in the game to be equipped with front-loaded Hypersonic and a natural three damage. What makes her more of a threat is the fact that she is relatively cheap so you can fit in some back up to help her out.

7) Kraven (V) - Much similar to Daredevil his 10 attack, stealth and 3 damage with outwit are what put Kraven high on the list. He costs 79 points so there is room for some support here. His range attack tied in with his incapacitate make him an even bigger threat to your opponent as he not only steals there powers with outwit, but he steals there actions. Keep Kraven healthy and away from the close combat monsters and he may win you the marquee.

8) Spiderman (E) - He is the first single based transporter in the game (there is a misprint on the dial, he is indeed a transporter). He has a 17 defense and a 3 damage (getting rhetorical here). The fact that he has hypersonic light means that he can move and attack while carrying a friend. The great thing is that while using the transporter ability you can use his Leap/Climb and get anyplace you need to go (wait so if your opponent goes into soaring you can base them and deal damage ☺). Feel free to push Spiderman as he goes up to a 10 attack and retains his 3 damage, he also loses barrier and gains Super Senses. Spiderman is not going to guarantee you a win, but he will give you a fighting chance.

9) Wolverine (U) - Wolverine's natural 4 damage and 10 attack to start is amazing. The fact that he has charge means that this damage-dealing beast is jumping into battle. His 17 defense with invulnerable makes him even more dangerous. If they do manage to hit the man who is the best at what he does they need to be careful as he may jump onto his sweet spot (flurry, blades/claws/fangs and willpower). He then later gets regeneration that may help him stick around a little longer to dish out some pain.

10) Black Bolt Unique-This sealed event is about defense and Black Bolt is one of the three pieces that has defend so he adds a little help to his friends. His defend is not what makes him shine though. His HUGE attack value and damage that never goes below three make him a force to be reckoned with. His pulse wave makes him even more dangerous as he ignores defenses. The only reason that black bolt is not up higher on the list is his glass jaw. He does get defensive abilities, but once he does he may not be around for much longer. Use Blackbolt to take out the big threats on your opponent's team and then let him support the rest of your team while they clean up.

Notable Mentions

- Arkon Unique
- Valkyrie Veteran
- Hydra Technician
- Trapster Veteran
- Electro Veteran

Remember even if you don't pull the above figures you still have a fighting chance. Sealed events are all about intelligently using your figures and strategically out thinking your opponent. HeroClix does have many similarities with chess and stratego and are all about how you play the game. The key thing is to have fun while playing the game. If your not having fun why play? Well I hope you all pull what you want in the marquee and in your boosters (personally I am hoping for a Veteran Spiderman and a Forge Unique). Good day and good gaming!!!

Odds on the fly

By: D Helland (A.K.A. ludd_gang)

Now I would never encourage any of our impressionable young readers to partake in gambling, but if I did, I would hope they would steer clear of the mind-numbing slot machines and head straight for the Backgammon table. It's a much better game.

What? You say they are no Backgammon tables at your local floating casino? That's because if a player understands the odds generated by a pair of dice, Backgammon is more a game of skill than a game of luck. And let's face it; skill eliminates the need for persistence. So while persistent people fund casinos, skilled people don't, and are liable to get beat with a bag of oranges in a hidden back room by angry thugs.

Like Backgammon, HeroClix uses two dice. There are thirty-six possible combinations between those two dice. Exactly one combination of the dice results in a two: 1 + 1. Meanwhile, I can roll a 7 with six different combinations: 1 + 6, 2 +5, 3 + 4, 4 +3, 5 +2, 6 + 1. That means I am more likely to roll a 7 (6/36 combinations) than a 2 (1/36 combinations).

Okay, I see your eyes glazing over. My point is that many HeroClix players do not appreciate the complexity of the two dice interaction. They think that it is almost as easy to roll a 7, as it is to roll a 6. But check out this chart and tell me, which sounds better: A 58% or 72% chance of hitting?

Roll needed to hit	Odds of Hitting
12	3%
11	8%
10	17%
9	28%
8	42%
7	58%
6	72%
5	83%
4	92%
3	97%

As a player with a propensity to build crappy armies and rush my figures into the fray, I rely on knowing the odds in order to compete. Yeah, I may finish my turn in less than 45 seconds and leave Kitty Pride sitting right in front of your big gun, but if you take time to do the math, your big gun actually has less than a 50% chance of hitting. The fact of the matter is, by memorizing the chart above, it is a breeze to tabulate and account for a multitude of factors on the fly. Within seconds, I can estimate within 3% what the odds of an attack are, and I'm not nearly as smart the other guys at our venue. Here's how I do it:

Super Senses: Super Senses is one of the cheapest yet most potent powers in the game. Add in a bit of Stealth and a decent offensive threat and you've got first tier attack material. The Super Senses' 67% effect is also extremely easy to calculate on the fly if you estimate using a rounded 66%. Let's say an attacker only needs a 3 to hit Daredevil. Actual odds: 97% x 67% = 65% chance of hitting. My on the fly estimate: 100% x 66% = 66% chance of hitting.

Shape Change / Impervious: Although we haven't seen the sacred WK point formula, I think it's safe to say that Shape Change is even cheaper than Super Senses while Impervious is more expensive. With the new Danger Room rules though, they both have an identical effect on the odds.

Probability Control (PC): There are two ways to use PC in combat defensively and offensively. Defensively, PC can force an attacker to roll a successful attack twice. In this circumstance, square the attacker's odds of ***hitting***. So if they have a 72% chance of hitting, actual odds 72% x 72%= 52%. On the fly estimate: 70% x 70% = 49%.

Offensively, PC can allow an attacker to strike twice should the first attack miss. In this case, square the odds of ***missing*** and subtract from 100%. So, a 72% chance of hitting translates into a 28% chance of missing. Actual odds: 28% x 28% = 8% chance of missing = 92% chance of hitting. On the fly estimate: 30% x 30% = 9% chance of missing = 91% chance of hitting.

Blades / Claws / Fangs (BFC): When HeroClix was young; BCF was sometimes cited as one of the powers to combat *Invulnerability*. In reality though, using BCF on a character with damage reducers made successfully damaging a foe hinge even more on the odds.

If you want to try it though, if you use BCF on Toughness multiply your odds of hitting times 83% and against Invulnerability multiply times 67%. With Impervious, even if you only need a two to hit, your odds of actually damaging the foe is less than half; Multiply your odds of hitting times 44%!

Mind Control (MC): Mind Control has a less obvious yet quite negative impact on the odds if you're using it to inflict damage on opponents. Basically, whenever you try to MC an enemy to pummel their buddy, you have to roll two successful attacks, effectively donating a defensive Probability Control privilege to the character you actually want to damage. To calculate odds, multiple the odds of hitting with MC times the odds of the MC fig hitting the target. For example, if I have an 83% chance to MC a fig, and that fig has a 72% chance of hitting the character I really want to hurt, 83% x 72% = 60% chance to hit. That's a pretty stout dip in the odds. That's not to say MC doesn't have uses, but not as a primary method of inflicting damage.

Break Away: So Lian Harper has decided to hang on to your tennis shoes, but you really need to Running Shot her best buddy in the DC Universe, Doomsday. Multiply your odds of hitting times 50%. Yeah, I'd say that in this case Lian is worth her point.

Continued…

Break Away from Plasticity: Let's take the Lian example from above and give her Plasticity. Multiply your odds times 17%. Yeah, you're not going to hit.

Circumstance	How to figure your odds of hitting
Skrull/Dangergirl OR Toughness vs. BCF	Odds x 83%
Super Senses/Impervious/Shape Change OR Invulnerability vs. BCF	Odds x 66%
PC Offensively	100 - your odds of missing squared
PC Defensively	Square your odds of hitting
Impervious vs. BCF OR Shape Change + Super Senses/Impervious	Odds x 44%
Mind Control	Odds of MC x Odds of MC fig hitting target
Break Away	Odds x 50%
Break Away from Plasticity	Odds x 17%

Example: I have a 9 attack facing an 18 defense. My odds of rolling a 9 or better are 28%. However, I have my PC buddy eyeing the attacker. My odds of missing are 72%, so on the fly I estimate 70% x 70% = 49% chance to miss, leaving me with a 51% chance to hit. Unfortunately, the defender also has Super Senses, so I estimate 50% x 66% = 33%."33% chance of hitting," I mutter to my sweating opponent and all the babes watching swoon.

LE'S CORNER

To **B/C/F** or not to **B/C/F**, that is the question? I'm a big fan of **Blades / Claws / Fangs**, and you should be too! However, when should you use it? Well, odds are that you should use it whenever your Damage Value is [1 – 3]. Here's why:

Result of B/C/F roll:	Chance:
6	16.6%
5 or higher	33.3%
4 or higher	50.0%
3 or higher	66.6%
2 or higher	83.3%
1 or higher	100.0%

There are 6 sides, so the chance of you getting *any* value randomly is always 16.6%. But since higher numbers are better, this % adds up as you go up. Let's assume you have a Damage Value of [3]. Well, clearly you want to roll for B/C/F since your chances of getting [3] *or higher* is a fine 66.6%. If your Damage Value is [2], then you *definitely* want to roll for B/C/F since your chances of getting the same value *or higher* is a whopping 83.3%! Remember, if you're playing HeroClix, odd are you'll have fun!

THIS MONTH'S COMBO

Rip it Up + Nanobots + Separation Field Generator

Welcome everyone to this month's Combo of the Month section. Each week we review a particular combination that could be considered game breaking or maybe just plain fun. This week we are looking more to the competitive nature of the game.

Rip It Up (cost: 20) (feat)
Prerequisites: Super Strength
Before a target character begins a move as part of a move, power, or free action, give it a light object token from outside of the game.

Nanobots (cost: 10) (feat)
Prerequisite: Damage value of 2 or less
Choose a character. when this character is the only character adjacent to an object not being carried by a character, give the character a free action and remove the object from the game. Heal the character of 2 damage.

Separation Field Generator (object)
A character carrying an object or a character immediately drops it into an adjacent square when 3 or fewer squares from this object. The carrying character may continue to move.

As the paramedic says her last hurrah (Retirement July 12th, 2006) and with the new changes to support we find it more difficult to adequately heal a figure. Not to fear Nanobots is here. Currently, **Nanobots** is one of the most used cards as it is so proficient at what it does. Being able to absorb an object and heal two damage make it a must have on many teams. However, make sure your figure has only a two-damage or there will be no healing for him.

However, the downfall of **Nanobots** is late in the game it does get a bit difficult to find an object on the board to take advantage of. That is where **Rip it Up** and **Separation Field Generator** come into play. If your figure has super strength they can walk over to the **Generator** pick up an object on the way and stop for some healing love. Obviously, this combo is not meant for a big figure like Superman who never gets less than a damage of 3. This is more for the supporting cast of figures that can now shine a little brighter with this combo. It also opens up some more doors for a combination of cards making some figures more dangerous than they already were. Throughout the magazine you have seen examples of this combo and it has proven to be very reliable. Below you will find two teams that are variant and make use of this combo very effectively.

Spiderman (E) (Sinister)
-*Double Time*
-*Nanobots*
-*Rip it up*
-*Lucky Break*
-*Vault*
Sue Storm LE (Fantastic Four)
Daredevil (V)
Mockingbird (V)
-*Thunderbolts*
Hive Trooper (V)

Special Object=Separation Field Generator

Mach 3 (E)
-*Thunderbolt (Masters of Evil)*
-*Shellhead*
-*Rip it up*
-*Nanobots*
Hawkeye (V)
-*Thunderbolt*
-*Heightened reflexes*
-*Nanobots*
Speed Demon (V)
-*Thunderbolt*
-*Armor Piercing*
-*Nanobots*

$ Comparative Shopping $

DEAL(s) OF THE MONTH

Sometimes everyone becomes very focused on particular pieces and those are the big money takers. However, just because a piece is cheap does not mean it is not valuable. In this section you will get some advice on the pieces that will give you the most bang for your dollar.

OBSIDIAN REV (LEGACY) Less than 2.00

Obsidian at any level is a dangerous piece. A fairly inexpensive figure with phasing, psychic blast, and super senses makes him a threat to any team. His rookie is a decent piece that fits a JSA theme team and should be an annoyance to your opponent as you chip away at them with his Psychic blast. His experienced version is truly a great piece that gives you a character with an 8 range and doles at 3 damage with psychic blast. His 17 defense with Super Senses is not to shabby either, this version of Obsidian will be more than an annoyance to the opposition, he will be downright deadly. His Veteran version is an awesome piece. Many people stay away from him because of his 110 point cost. However, he cost that much for a reason. He is a figure that sports the Mystic team ability and has a 10 attack with Psychic blast and 3 damage. One way or another he is going to deal damage to your opponent. His fairly deep dial and late phasing mean that he is also going to be able to get back to a medic to come back and dish out more pain. However, the version of him that often gets left to the wayside is his LE version (LE Todd Rice=2.15 average). For 64 points you get an amazing piece that is similar to the Experienced, but costs 8 points less and is a JLA member. Team him up with Atom Smasher, Vet Dr Midnite, and Jennifer Lynn Hayden LE for a fun theme team (Infinite INC.). All around he is a piece that is a lot of fun to play and a very competitive figure. The only reason that his price has dropped is because of the low print of legacy and the fact that he has been slightly forgotten and people stay away from him because of his high point value not realizing he is worth EVERY point.

POLARIS REV (Mutant Mayhem) Less than 2.00

She is one of the few figures that is a 200 point unto herself. Polaris may be one of the best support pieces in the game today. Her rookie version chimes in at 50 points to give you TK and a figure that deals 4-damage naturally. She is one of the few support pieces out there that can protect herself and hold her own. At the experienced version she becomes a brick. She loses flight but gains super strength and invulnerability, but still maintains that 4 damage. Her Veteran is one of my personal favorites jumps up to 76 points and reflects the rookie, but with better range and a better attack value. All together she is a steal going for less than 2.00 for a set and a great addition to any team whether it be competitive or theme. She does have an LE version that goes for around 20.00 dollars, but this is primarily due to rarity. However, her le is an awesome figure and

was one of the original Nova Blast Bomb figures. In the next few months expect her value to drop some as more people take interest in Black Bolt and Emerald Empress as they will be more readily available and more playable.

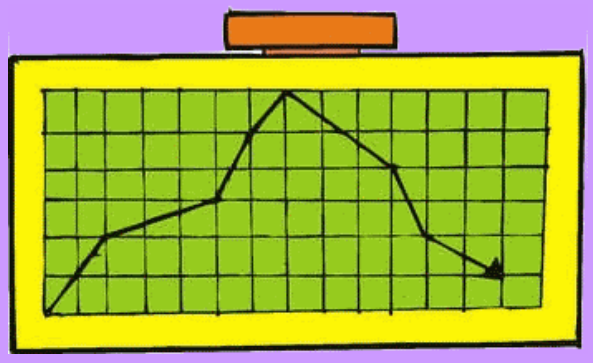
PICK IT UP NOW

Some figures drop in price due to disinterest or even because of a flooding of the market. This is perfect time to take advantage and pick the figure up as fast as you possibly can.

Baron Mordo Unique (Fantastic Forces) Less than 4.00

One of the most underrated uniques from Fantastic Forces Baron Mordo seemed to have been forgotten about. His lack of move and attack abilities make players look past him and go onto bigger game such as Superman or Iron man. His low defense makes players wince and wonder what will happen when he gets based. However, this figure is a dangerous addition to any collection and any team build. Many of the flaws people see in him are easily amended. His opening click of Mind Control and dual targets (8 range) make him a figure to be feared. Add the fact that he also packs a 3 damage with perplex AND psychic blast makes him more of a force to be reckoned with. Feel free to push him as he gains probability control and retains his mind control. Add him to a force with the experienced Shadowcat to up his defense and throw on Heightened Reflexes and make light work of your opponents armies.

LE'S CORNER



The Biggest *Losers* (eBay price update)

Figure	Price	Change
Hypertime Superman (E)	1.65	-0.35
Hypertime Superman (U)	4.30	-2.20
OWAW Superman (U)*	6.00	-0.60
Ultraman (U)	16.00	**-3.40**
Clark Kent (LE)	21.90	**-3.10**
Hypertime Darkseid (U)	2.60	-0.05
Eddie Carlin (LE)	3.60	-0.95
Icons Braniac (U)	11.70	-1.70
Kalibak (U)	5.05	-.95

*Our Worlds At War

eBay prices based on changes from May -to- June. Prices compiled by Bill Rock.

Name: HorrorClix Booster Pack
Stock Number: WZK0667
MSRP: $7.99
Expected Release: August 2006

Get ready for wicked fun! HorrorClix is the new Collectable Miniatures Game from WizKids, and the collectable gaming market will never be the same. Combine monsters from across the horror spectrum, including werewolves, vampires, and zombies, to assemble a ghoulish army for a gore-filled romp! HorrorClix boosters expand your creepy collection, and are the only places to get the incredible unique figures – including the Headless Horseman and Jack the Ripper! There are 96 HorrorClix monsters to collect in the first release.

Each case of HorrorClix boosters includes enough prize support for four weeks of in-store events. Weekly kits include two premium foil-stamped Plot Twist cards and eight participation Plot Twist cards.

Contents

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

WHERE DO YOU PLAY

Looking for a fun place to get your game on and test yourself in tournament play? Look up your state and see if there is a venue near you. Also, if you have a great place to play and it is not listed here please post on the Where Do You Play Thread on Wizkids Forums and Hcrealms.

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
Collecter'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

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
Plan B 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
Maine
Games, Comics and Stuff Glen Burnie MD
Monkfish Books Standish, ME
Crossroads Games Standish, ME
Greenhouse Games in Gardiner , ME
Maryland
The Mystikal Keep Hagerstown, MD
Comics MD in Accokeek (sp) MD
"Comics to Astonish" in Columbia, MD
OCmindgames Ocean City, MD
Other Realms in Gaithersburg , MD
Illusions in Salisbury, MD
"House of Pop Culture" in Waldorf, MD
Dream Wizards in Rockville, MD
Hobbytown USA Frederick, Maryland
Other Realms in Gaithersburg, MD
Legends Games Comics & Anime Towson Maryland
Alternate Worlds Cockeysville Maryland
Cockeysville Maryland
Massachusetts
TJ Collectibles in Milford, MA
Hobby Bunker, Malden MA
Magic Dragon, Arlington MA
Your Move Games, Somerville MA
Complete Strategist, Boston MA
LOONY TOONZ – New Bedford, Massachusetts
Scholars' Bridgwater, 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
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
Solinvictus 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
Mississippi
Missouri
Gamer's-Pair-A-Dice in Sedalia, MO
Alpha Comic in Warrensburg, MO
Valhalla's Gate Columbia, MO
Meta Games 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

Dreamland Hobbies Las Vegas, Nevada
Kool Koolectables Las Vegas, Nevada

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
Stonehendge 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

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

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, Tennesee
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

Vermont

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

Virginia

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 Headquaters, 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

West Virginia

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

Wisconsin

Misty Mountain - Madison, WI
Pegasus Games - Madison, Wi
Adventure Games Plus in West Allis, WI
Victory Games in Sheboygan WI

Wyoming

CANADA AND ROW

CANADA

Treasure Chest Games Lethbridge, Alberta,

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 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

GERMANY

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

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

MEXICO

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