CLIX ADDICT

CLIX ADDICT

Greetings and Salutations!

HeroClix World is constantly evolving to bring you the best experience possible. As part of that evolution process, today I'm happy to release **CLIX ADDICT --** a new online (PDF) magazine with a core focus on HeroClix. *And it's free!*

Like HeroClix World, **Clix Addict** will feature more than *just HeroClix*; after all, all of you readers out there are more than *just HeroClix players*.

Being the only HeroClix magazine *in publication* puts a lot of pressure on me to produce a high quality product, but I'm up for the challenge… and I'm certain **Clix Addict** won't disappoint you.

On an unrelated note, our friends at **Miniature Market** got word of our new Clix Addict magazine, and offered to produce a special **discount** code for all of our readers. How could we resist? See their awesome promotion below. (it's even clickable!)

Live Long and Be Fabulous!

-The Le, July 2011

Disclaimer: we are not affiliated with Miniature Market and don't see a single dime from any of their sales. They're just a cool company that likes our readers!

TABLE OF CONTENTS

- Clix Craves: TMNT
- Top 5 Annoying Things Players Do
- S.T.O.P.P.
- Exclusive LOKI Dial!
- Artist Spotlight: Geoffrey Borgonia
- Scenario: Warriors 3 vs Zombies
- Clix Addict Word Search

ClixCraves: TEENAGE MUTANT NINJA TURTLES

by The Le

ClixCraves is a series of articles discussing HeroClix figures we want to see in the future. Our selection criteria can be new never-before-seen figures, or it could be a request for remakes of old figures.

If there's just one comic book property that's been on everyone's HeroClix-Want list, that property would be the **Teenage Mutant Ninja Turtles**. Unfortunately, Nickelodean scooped up the rights to the TMNT, so getting a HeroClix license could be a daunting task, even for NECA.

For starters, a TMNT set would have to consist of the following:
•Leonardo (Leo)
•Michelangelo (Mike or Mikey)
•Donatello (Don or Donny)
•Raphael (Raph)
•Splinter
•Shredder
•April O'Neil
•Casey Jones
•Ninjas. Lots of Ninjas.

There isn't enough to justify a 60-figure set, but this could easily be broken down into 2-3 boxed sets (ala Blackest Night), 4-6 Battle Packs (ala Jonah Hex), a couple Mega Battle Packs (ala Armor Wars), or maybe a giant 25-figure super set (ala Watchmen). There's lots of possibilities here!

So now that we've identified what base figures we want, what kind of powers should they have? We've got answers for that too.

Turtles Team Ability
Right off the bat, Leo, Mikey, Donny, Raph, and Splinter should all be given a new Team Ability. We don't want an existing Team Ability and we don't want an ATA card.

If we're paying top dollar for a special set, then we deserve a new Team Ability. As such, here's a couple that come to mind…

(Brothers In Arms) Characters using the TMNT ability can replace their attack value or defense value with the unmodified combat value (of the same type) of an adjacent friendly character using the TMNT ability.

(Turtle Power) At the beginning of the game, put a TMNT counter on every friendly character card that possesses the TMNT ability. When two or more friendly TMNT characters are adjacent, each of those characters can remove its TMNT counter as a free action, allowing that character to use Perplex or Outwit until the beginning of your next turn. When a friendly character with the TMNT ability is KO'ed, palce another TMNT counter on every friendly character card that possesses the TMNT ability.

(I Got Your Back) If a character possessing the TMNT ability is adjacent to another friendly character using the TMNT ability, that character can use Super Senses.

Each of the examples I listed depends on two or more adjacent TMNT characters, which makes this more of a team effort. We *want* to play all four (or five) TMNT characters on a single team if we can!

I think it's also safe to say that all Turtles should have some sort of Toughness and/or Energy Shield/Deflection, to represent their built-in-shield. There's a reason they're called *heroes in a half-shell*!

Now Let's look at the specific characters.

Leonardo
Leo is leader of this bad of misfits, proficiently wielding two Katanas. Leadership and Blades/Claws/Fangs is a must, and higher combat values than the other since he is the oldest and most experienced. Leo may be a ninja, but he's learned a thing or two while training with his samurai swords:

Bushido Charge: Give Leonardo a power action; halve its speed value for the action. Move Leonardo up to his replacement speed value and then he may be given a close combat action as a free action. Alternatively, when you use this power you may move Leonardo up to its full speed value and then give him a close combat attack as a free action.

Raphael
Raphael is the most aggressive of the turtle, sporting a couple sais, which are just as deadly as katanas... but with a much shorter reach. The beauty of the sai, though, is the ability of the wielder to use it defensively, and I think that's where Raphael could really stand out.

Blade Catching: Raphael can use Combat Reflexes. When an opponent that is attacking Raphael with close combat attack misses it's attack roll by 3 or more, the attacker's defense is modified by -1 until the beginning of the attacker's next turn.

Michelangelo
Mike is the relaxed "dude" of the group who sports a couple nunchakus that made its claim to fame in Bruce Lee's *Enter The Dragon*. Assuming he's taken some of his training from a master like that, I'd be comfortable seeing Mike with this kind of Special Power.

Whirlwind Attack: Michelangelo can use Flurry. When using Flurry, Michelangelo can use it normally or he can use it to make up to five attacks against five different opponents.

Donatello
Don's always been the "scientist" of the group. If there's a turtle that fits the pacifist criteria, it's probably him. Don carries a bo staff which is actually rather lame when used correctly. I prefer the wild staff wielding of Kilik from the *Soul Calibur* video games. As such, Don should probably just have a trait:

Far Reach: When Donatello is given an action that includes a close combat attack, Donatello treats other characters up to two squares away as if they were adjacent unless blocking terrain, elevated terrain or a wall would otherwise block the line of fire.

If that looks familiar, it's because it comes from the ability granted to Giants.

It's possible we may never see a TMNT set in the HeroClix universe, but I'm sure NECA is trying hard to make it happen, so keep hope alive!

DID YOU KNOW...?

The first issue of the Teenage Mutant Ninja Turtles was supposed to be a parody of The New Mutants, Cerebus, Ronin, and Daredevil... and, of course, ninjas.

In fact, most of the Turtle's origins have an uncanny resemblance to the origins of Daredevil!

TOP 5 ANNOYING THINGS THAT PLAYERS DO!

BY ERIC SCHAEN

No one is safe from these moments, so watch out! You could find yourself at the receiving end of these horrific habits or worse… *you* could be that guy!

#5 Rolling the dice off the table… again and again

Ok number 5 on the list is not all that big a deal; we have all done this before. But have you ever faced an opponent that does this almost every time they roll? I mean what are the odds? How annoying is it to stop turn after turn to look under table's chairs and whatever until that d6 is found. Ah, finally… the dice are found. So what does knucklehead go and do? He sends them flying off the table yet again, UGH! Someone install bumpers on the tables please.

#4 Phone calls or texting during the game

Ok your opponent just finished their turn and you're ready to retaliate, when suddenly their cell phone blares out that annoying song you hate. Oh no, could it be? Not the… significant other! (the same person can't believe you'd rather hang out with your friends and play with little plastic superheroes, than spend the day with them I might add). Next thing you know they start chatting while you are about to declare your action slowing up the game. What the hell man! I mean an important call is certainly ok, but listening to you finishing up your argument about "whose turn it was to do the dishes last night" is just annoying!

#3 Not declaring what powers / abilities you are using

When a player declares an attack but does not indicate what power/ability they want to use, it's nobody else's fault but their own. For example: If you make a ranged attack on an Impervious character but forget to mention that you are using Psychic blast, don't be upset when they make that Impervious roll. Suck it up buddy. It is up to you to declare what powers you are using; your opponent is not a mind reader and has enough to keep track of.

#2 Poor Hygiene

This can be a sensitive subject. But let's face it; some people still have yet to grasp the concept of showering on a daily basis. Man, there is nothing worse than sitting across for a player who smells like they crawled out of an elephant's backside. I mean come on really! I brought dice, tokens and characters; I did not bring a close pin for my nose. Shower and use deodorant. Your fellow players will appreciate this quality. Who knows, this concept may even lead to you getting a date some night.

#1 Being a poor sport

As the Joker said, "Why so serious?" At the end of the day Heroclix is supposed to be a good time, it's all about the fun here people. Taking the game too serious is not a good thing. We all like to win, but getting upset with the outcome and acting like a little baby is just weak sauce man. Take a breath, relax, and enjoy that you have a group that is willing to tolerate you. Leave the diaper at the door, and remember it's just a game; the fate of the universe does not actually hang in the balance.

Luckily for me, I play with a pretty good group and don't see this behavior too often. Until next time players, now go have some fun.

S.T.O.P.P. by The Le

Many moons ago we were introduced to the S.T.O.P.P. strategy for HeroClix team building. It's still a pretty safe way to go today, and so Clix Addict is happy to introduce it to those who don't know.

S.T.O.P.P. basically follows this formula: when building your team, make sure it has **S**upport, **T**elekinesis, **O**utwit, **P**robability Control, and **P**erplex.

That's a fairly simplistic way to build a team, and is actually an excellent model for new players or those who don't want to think too hard about their team. Let's take a look at the specific reasons for each.

Support - More advanced teams won't need Support, especially if you're working with a high damage output team. But a more balanced team will always have need of Support, especially if your attack and damage values are teetering on the "average" column. On the other hand, if your prized E2 Superman is taking a beating, a well-timed retreat to your local healer would ruin your opponent's day.

Support (Power): Give this character a power action and make an attack roll (that is not an attack) against an adjacent friendly character as though making a close combat attack. When using this power, neither this character nor the target can be adjacent to an opposing character; ignore all combat value modifiers for this action. If the attack roll succeeds, roll a d6 and subtract 2 from the result, minimum result 1. The target is healed of damage equal to the result

Telekinesis - First Turn immunity and the obscene amount of move and attack-like powers doesn't reduce the importance of this power in any way. In fact, with the current wording it's almost a must on any team. TKing a friendly character into positing to Charge an opponent isn't nearly as fun (in my opinion) as TKing a friendly ranged + stealthed attacker onto a rooftop in hindering.

Telekinesis (Power): Give this character a power action and designate a target character or object (A) and a destination square (B). This character, A, and B must all be within 8 squares and line of fire of each other. Place A in B. If A is a character, it must be a single base character and possess the Starburst symbol. If A is an opposing character, make a close or ranged combat attack that deals no damage against A, and only place the character in B if the target is hit. If A is an object and B is occupied by an opposing character, this character may make a ranged combat attack against B, dealing object damage and destroying the object.

Outwit - There's a lot of damage reduction out there these days, and Outwit is necessary for low damage teams. On higher damage teams it may not be necessary, but a team full of Impervious opponents can ruin anyone's day. Outwit is also a good way smack down Tent-Pole teams (i.e. less balanced teams that put all their points into one primary figure).

Outwit (Power) Give this character a free action to counter a power or a combat ability possessed by a single target opposing character until the beginning of your next turn. Any game effects with a duration specified by the countered power or combat ability are removed. A character using this power must be within 10 squares and line of fire to the target.

Probability Control - This should be one of the easiest kind of figures to field since Probability Control can be found in low cost or high cost figures. If you can get in range of your own figures, you're odds of making a successful attack increases tremendously. Consider this: you have a 41% chance of rolling an 8 or higher when making an attack roll. With Probability Control (assuming you always fail your first roll), you now have a 66% chance! Heck, the chance of rolling a "10" goes from 16% to 30% with a single Probability Control.

Probability Control (Power) Once during your turn, this character allows you to reroll one of your rolls, ignoring the original roll. A character using this power must be within 10 squares and line of fire to the character for which the original roll was made. Using the same rules, once per round during an opponent's turn, this character allows you to force that opponent to reroll one of their rolls, ignoring the original roll.

Perplex - This is probably the least needed of the S.T.O.P.P. formula, but it's certainly become more powerful now that it lasts until the beginning of your next turn. In general the best use of Perplex is to increase your character's damage output.

Perplex (Power) Give this character a free action to modify by +1 or –1 any combat value of a target character until the beginning of your next turn. A character using this power must be within 10 squares and line of fire to the target. If a target character is damaged or healed, the effect of Perplex on that character ends immediately.

Suggested S.T.O.P.P. figures (Golden Age)

- **Support:** Veteran Paramedic (Xplosion). 12 points. 4 clicks of Support.
- **Telekinesis:** Rookie Mandarin Armor (Clobberin Time). 28 points. Only 1 click of TK, but still useful afterward thanks to the SHIELD TA.
- **Outwit:** Experienced Abbey Chase (IndyClix). 45 points, Danger Girl TA, 6 Range, Energy Explosion, and 2 clicks of Stealth, Super Senses, and Outwit.
- **Probability Control:** Rookie Destiny (Xplosion). 20 points, Brotherhood TA, 2 clicks of Super Senses and Probability Control.
- **Perplex:** Experienced Mystique (Xplosion). 43 points, Brotherhood TA, 6 range, 2 clicks of Stealth and 3 clicks of Perplex.
- **Total Points for above:** 143!

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MARVEL HEROCLIX
HAMMER OF THOR: Fast Forces
Exclusive Preview: LOKI

Wizkids was nice enough to give HeroClix World an exclusive look at the **Hammer of Thor: Fast Forces** HeroClix set, available July 6th.

Five of the Six figures were previewed on our main site, www.HeroClixWorld.com. Closing out our preview exclusive, Clix Addict is happy to give you the dial and cards for **LOKI** (god of lies).

Loki
Cost: 150 Points
Range: 7 (1 ranged attack)
Trait: Deceitful One: Loki can use Shape Change

LOKI

Geoffrey Borgania is up and coming artist whose primary work has been on the Bayan Knights. We sat down to inteview Geoffrey as part of our new Artist Spotlight series.

The Le: So what kind of work have you done?

GB: I've been a contributor to the Philippine comics industry for much of the last decade. I hooked up with Gerry Alanguilan (X-Men, Stone, Superman: Birthright, Ultimate Avengers) and together with like-minded individuals, formed an informal organization called the "Komikero Artists Group".

In the early years, I was simply behind the scenes, helping out when I can, though I did release a mini-comic for my original character, "Servant" sometime in 2003.

In 2008, the group released a quarterly anthology comic of which I have been a collaborator with short stories featuring Servant.

In the same year, Gilbert Monsanto (Hellcop, Tales of the Darkness, Houdini) recruited creators like myself to form the first "shared universe" superhero comics title in the country which became Bayan Knights ("bayan" meaning "nation" in the vernacular). I have contributed writing, art, and editing duties to the title as well as its spin-off IndieXclusive books which spotlight teams under the Bayan Knights banner.

In 2010, I released a limited run of a full issue of Servant (colored covers/black & white interior). I'm in the process of finishing the second issue and re-releasing the first issue in full-color as a webcomic.

The Le: Tell me about Bayan Knights.

GB: Bayan Knights, at its core, was created to protect the copyrights of creators in the Philippines who have wonderfully rich characters but do not have the means to do so on their own. Gilbert Monsanto, a long-time comics professional, chanced upon some of these in Deviant Art and saw the potential.

Bayan Knights was originally an idea for a comic about ordinary people defending against the superhuman threats. After discovering these characters by other Filipino creators, Gilbert revamped it into a 'Justice League/Avengers'-like team where characters work together against threats they can't handle on their own. More importantly, it secures the rights of the creators to their characters while providing a means to spotlight them.

Currently, Bayan Knights is working on the 6th issue (due October) with the climax of the first storyarc where Servant betrays them to the enemy… or does he?

Additional Bayah Knghts Info:
http://www.bayanknights.com
http://bayanknights.blogspot.com
http://bayanknights.deviantart.com.

The Le: What comic artists influenced you?

GB: When I was a kid, I was enamored with the local "komiks" out here. I was first exposed to artwork by Nestor Redondo, Alfredo Alcala, Alex Nino, Rudy Nebres, among others through these komiks. I was not aware they had also done international work until I saw a story in Batman Annual by Nino.

The other great artists who have been a huge influence on me are George Perez, Jerry Ordway, John Byrne, Alex Ross, Frank Cho, Art Adams, Masamune Shirow, Tetsuo Hara, Moebius, Frank Quitely, and others too many to mention.

The Le: What kind of pens/pencils do you use?

GB: I generally use a mechanical 2H pencil for initial sketches then switch to an HB for finishing. I use a variety of pens from a 0.7 down to a 0.05 for inking. Recently, I've done some digital inking but the results are sometimes unsatisfactory so I just use Photoshop for clean-ups. I also use PS for digital coloring but I generally forgo fancy stuff like vectors and just stick with flats. Call me old-school, but I feel something special is lost when the original linework is gone.

The Le: Did you take any official Art classes?

GB: If you mean to an actual school, then no. I just had a knack for it since I was a toddler. However, I did receive training from a good friend who was a fine arts grad and attended Whilce Portacio's L.E.A.R.N. program back in the nineties and,

coincidentally, mentored by Gilbert Monsanto. Since then, I've received some more instructions from Gerry and Gilbert and other professionals in the industry.

I also have books from both Marvel and DC in drawing "their way", as well as the "How to Draw" stuff from Antarctic Press. Moreover, with the internet, you basically have access to an infinite resource ranging from the works of Andrew Loomis, to Burne Hogarth, to Scott McCloud.

The Le: What advice do you have for aspiring artists?

GB: Don't give up on your dreams! Accept the realities that getting where you want to be in life is not going to be an easy path. It may take a lifetime to get there, but the rewards that await you are worth it.

Geoffrey Borgonia is a freelance artist that can be contacted at geoffrey.borgonia@gmail.com

Additional info can be found here:
http://komikerokomiks.blogspot.com/search/label/Geoffrey Borgonia/

THE WARRIORS THREE vs ZOMBIES

A SOLO HEROCLIX SCENARIO by The Le

Introduction
The Zombie Horde is on the rainbow bridge and is headed towards the city of Asgard. With the Asgardian Army away fighting the frost giants, only the Warriors Three and a handful of other warriors are left to defend the city. Can you defend the home of the gods?

Players / Points / Actions
1 players, 600 point teams, 4 actions per turn (This is a SOLO GAME!)

Figures
Your figures must have the Asgardian Keyword and must be less than 110 points each. If you do not have enough Asgardian figures, you can use figures with the Warrior keyword as long as it is less than 110 points and have a range of 3 or less.

Cards
No BFCs allowed.

Player 1 (Asgardians)
You start your characters as you would any other game – in the normal starting area. You have no special rules.

ZOMBIE HORDE

When a Zombie Horde character is given an Action, do not give it an action token (it is treated as a free action)

Zombie Horde Characters always have the following stats:

	5
	8 0
	13
	2

Zombie Horde
The Zombie Horde consists of any 40 HeroClix figures. Ignore all of the stats, powers, and abilities on those figures.

Instead, give each Zombie Horde figure exactly 3 clicks of life and they gain the stats found on the ZOMBIE HORDE card.

Note: Zombies can <u>only</u> be given one action (of any kind) per turn

Zombie Horde (solo)
When playing a solo game, follow these rules. At the beginning of the Zombie turn, the 5 Zombie figures closest to any Asgardian will move towards that Asgardian at full speed. These 5 Zombies will always use Charge (and/or Exploit Weakness) if their target is close enough. ALL OTHER ZOMBIES MOVE 1 SPACE CLOSER TO THE ASGARDIANS.

Zombie Horde (Multiplayer)
If there is a second player available, follow these rules for playing the Zombie Horde. You may give any 5 Zombies an action. All other Zombies can be moved 1 square as a free action.

Asgardian Death
When an Asgardian is KO'ed, give it exactly 3 clicks of life and it becomes a member of the Zombie Horde, but it cannot be given any actions until the next Zombie Horde Turn.

Optional
Having a hard time with this scenario? Try some or all these options:

- Reduce total zombie count to 30
- Reduce total zombie life to 2 clicks
- Asgardian figures can be under 150 pts

CLIX ADDICT WORD-SEARCH

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H C M F E Z I S T N A I G T S A V P I V J A A E I L Z S Q X
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CHARGE
CLIX ADDICT
DUO ATTACK
EXPLOIT WEAKNESS
GIANT SIZE
HEROCLIX WORLD
HYPERSONIC SPEED
MIGHTY MAPS RULES
INCAPACITATE
OUTWIT
PERPLEX
PSYCHIC BLAST
QUAKE
RANGE
SUPER SENSES
SUPER STRENGTH
TEAM ABILITY
TOUGHNESS
TRAIT
WHERES TUTTLE

GOT FREELANCE?

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