

**HEROCLIX  
WORLD**



**CLIX ADDICT #2**

# CLIX ADDICT #2

*The Wrath of  
HeroClix World...!*



## Welcome to Clix Addict #2!

Can you believe the first issue was released way back in July 2011? (**You can find [Clix Addict #1 right here](#)**). Not to worry, you can expect the same type of quality in this issue as you'll find in all HeroClix World articles (you can interpret that any way you want).

As the world's favorite HeroClix magazine, Clix Addict prides itself for keeping things fun and interesting, and issue #2 is no exception. Inside you'll find...

- School of Hard Clix
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- What Kind of HeroClix Player Are You?
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- HeroClix Crossword Puzzle
- Hypersonic Reviews (War of Light)

*Live Long and Be Fabulous!*

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# BILL ROCK'S SCHOOL OF HARD CLIX

The S.P.P.O.T. CHECK: OUTWIT

Welcome everyone to rock810's the **School of Hard Clix**. The purpose of the SOHC is to introduce new players to important meta elements of the game and help them improve as competitive players. Some may agree with the tactics I suggest; others may have strong discord with it. However, the purpose is to get you thinking of teams and keeping players as competitive as possible. When suggesting pieces and building teams please realize I am directing at newer and inexperienced players (although there are plenty of older players that need the refresher). With that I will be looking at easier accessible figures and staying away from hard to find things like convention exclusives and team bases.

## S.P.P.O.T CHECK REFRESH

The S.P.P.O.T. check is an old school acronym for Support, Probability, Perplex, Outwit and Telekinesis. These are the basic needs of an effective competitive team and most teams have at least 3 out of 5 of the abilities. Realize these are supportive powers in nature, but lead into an overall effective game play. Used correctly in combination with the right figures and you have a very formidable team.

For Clix Addict #2 we'll focus on one of the most effective these powers: **OUTWIT**.



**OUTWIT:** 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 range (minimum range 6) and line of fire to the target.



### Some important notes about Outwit:

- Outwit cannot be used to counter Traits. However, if the trait lets the character "possess" a power, then that "power" can be countered.
- Outwit can be used to counter the following combat abilities: Carry, Duo Attack, Flight, Giant Stride, Indomitable, Sharpshooter, and Swim.

With feats long gone and only seen in golden age, outwit has become a powerful force in the overall game. Most effective teams have at least some measure of outwit anymore to, at the very minimum, negate an annoying defense power or a move and attack ability.

As an overall ability outwit is amazing, but it can no longer be the *only* reason you choose the figure. A good outwit piece must now be offensive enough to cause problems, but defensive enough to protect itself. Also, a good outwit piece does not take up your entire team (it should not take up more than a third of a 300 point team). Its main purpose is to set up a big hitter and take out an opponent's defense or prevent them from using move and attack.

A big point to realize is that an outwit piece is going to be a target because your opponent knows what outwit can do to their team. When choosing your figures your best option is to pick a figure that has stealth as well. Protection from range is key at times (granted Avengers Initiative and Superman Ally will pick a figure like that apart), so be sure your figure can hide in the shadows.



**STEALTH:** When it is not your turn, hindered lines of fire drawn to this character are blocked.

## PLAYING THE PIECE

Remember, your outwit is a secondary piece and needs to be treated that way. Positioning is everything and be sure to make use of your environment. Use hindering terrain to your advantage to stop a close combat grounded charge or just to give you the +1 to defense against a ranged attack. Remember be smart with this figure and don't going charging in if the figure can't handle it. However, don't be afraid to use the figure to attack because the only way you will win is by taking out your opponent. While some heavy handed pieces will be front loaded with outwit, you are better off taking a nice beatstick that is accompanied by some support.

## THE BEST AT WHAT THEY DO

In today's HeroClix there are a ton of figures with outwit. Below is a list from Marvel and DC that really have the special advantage and fit into the mold of a true SPOTT check outwit figure.

### CAWS 011 Maria Hill

★ **PLAYING BOTH SIDES:** Once per turn, Maria Hill can use Outwit. When she does, she can be given a power action instead of a free action to count range and draw lines of fire from an opposing character.

For 60 points you can't ask for a better outwitter. The fact that she can draw lines of fire from any opposing figures makes her fantastic. Willpower makes her fairly decent as she can do her special outwit two turns in a row (or more with leadership

rolls). Her only drawback is her damage and the fact she only has two keywords. She should make a few SHIELD or Spy teams decent, but will still thrive in a mixed environment.

### Potential teams with Maria Hill

- Maria Hill (60 points)
- KG BEAST (82 Points)
- Winter Soldier (100 Points)
- Shield Agent (36 points)
- RESOURCE: Phoenix Force Dial with 3 Fragments

With KG Beast and Winter Soldier as your main attackers many will not see Maria Hill coming around for the kill shot. Even if you don't use her as a complete secondary piece she still can cause havoc as the other spy's take out the opposition.

## SPOTLIGHT: COBIE SMULDERS



Jacoba Francisca Maria "Cobie" Smulders is Canadian actress best known for playing Robin Scherbatsky on CBS's *How I Met Your Mother*. She was born in 1982, and her other rolls include:

- "Eye Candy" in *Walking Tall*
- Martina in *28 Weeks Later*
- Clair on *Grassroots*
- Carly Jo on *Safe Haven*
- Wonder Woman in the *Lego Movie*
- Shannon Bell in *Smallville*

In Geekville, she's best known as the actress who plays Maria Hill in the *Avenger* movie (and *Winter soldier* and *Avengers Age of Ultron*).

## CATWS 006 Steve Rogers

Steve Rogers fits the old school concept of what an outwit figure is supposed to be; Stealthy and dangerous at the same time. In all honesty he reminds me of the Experienced Black Panther from back in the day. He is a piece that does not have to stay back as he has a fair defense and his precision strike makes him effective versus damage reducers and any other defenses that may cause some trouble. If your opponent does hit him they have to deal with his swap click which is honestly much more dangerous than the original figure.

## WXM 021 Flatman

The Reed Richard wannabe who got benched in the *Great Lake Avengers* is really an under rated figure. He's not going to take out a Darkseid (or even Fantomex), but he is a nice figure that can take out secondary attackers and also neuter your opponent's back up. His defensive ability means he can survive most range attacks and with his Giant Reach Ability he can carry other figures into battle and pick apart some of your opponents more annoying figures.

### Potential teams with Flatman

- Mandarin (with two rings)
- AV Red Skull
- Lucius Fox
- Flatman

Most of your opponents will focus on the Mandarin, but it's really Red Skull and Flatman who will be their problems. Flatman can carry skull around while Lucius takes the tokens to build up Skull to get the +2 to combat values. At that point your opponent has two huge range attackers to take care of between the Mandarin and Red Skull. Lucius will actually help make Flatman a threat as well.

## Steve Rogers (CA Winter Soldier #009 ) | Cost: 65

Range: 0 ⚡

Keywords: Past, Soldier, Spy

👉	10	9	7	7	7	KO
👉	10	10	9	9	9	KO
🛡️	17	16	16	15	16	KO
★	2	2	2	2	2	KO
❤️	1	2	3	4	5	



👉 **NO MORE TIME FOR DISGUISES:** Give Steve Rogers a power action that deals no pushing damage and replace this character with CA:TWS #001 Captain America on its orange starting line. When you do, the replaced character may make a close or ranged combat attack as a free action. This power can't be countered.

★ **NOT JUST A SOLDIER:** Steve Rogers can use Outwit and Shape Change.

Created by HeroClix World Dial Generator v0.7.5

## GREAT LAKES AVENGERS



The Great Lakes Avengers is a superhero team that first appeared in *West Coast Avengers Vol 2*, #6 (1989). They were created by John Byrne.

Its founding members include Mr. Immortal, Dinah Soar, Big Bertha, Flatman, and Doorman.

## Flatman (WXM #021 ) | Cost: 28

Range: 0 ⚡

Keywords: Great Lakes Avengers, Scientist

👉	8	7	7	6	KO
👉	9	9	9	8	KO
🛡️	17	17	17	17	KO
★	1	1	1	1	KO
❤️	1	2	3	4	



★ **I'LL JUST SLIP UNDER THIS DOOR:** Flatman ignores walls for movement purposes.

👉 **STRETCH ATTACK:** Flatman can use the Giant Reach ability.

★ **THE SMARTEST MAN... IN THIS CLOSET, AT LEAST:** Flatman can use Outwit, but may only target characters of 100 points or less.

Created by HeroClix World Dial Generator v0.7.5

### WXM 204 Shadowcat

If you haven't played against this Shadowcat in the current AvX storyline I am very surprised. *She is one of the best support pieces for both X-Men and S.H.I.E.L.D. teams.* Her Stealth alone makes her a valuable asset and if you couple that with Phasing Teleport you have a figure that cannot be tied down easily. The best part about her is her special ability to move and then make a close combat attack using incapacitate at the end of the move. She is a figure meant to be teamed up with Cyclops or Magneto, but will hold her own as she supports them throughout the game.

### SLOSH 007 Shrinking Violet

The Superman and the LEGION of Super Heroes gave us a plethora of amazing figures. Shrinking Violet ranks up there as one of those pieces. Many tournaments have seen her paired with a Mr. Majestic who zooms around with her and then allows her to hold up the opposition with a sweet 19 defense. The only issue she does have is that she is a bit glass jawed and will be quickly disposed of by figures with poison. Be sure to try and get her a LEGION ring early and share that glorious 19 defense!

### BMAO 015 Black Mask

At first glance Black Mask is your atypical hide-in-the-shadows and outwit figure. While he does seem pricey for 100 points it is his other abilities that REALLY make him shine. Up-front he doesn't look like a damage dealing monster, but later his dial really kicks into high gear. Surround him with Assassins and he has them moving for free during your turn -- causing all kinds of mischief.

### 400 Point BLACK MASK TEAM

- Black Mask 100
- TT Deathstroke 148
- TT Gizmo 78
- Astral Strangex2
- Splitlip
- Book of Skulls (with 7 hammers)

At first glance this is a mish mash of a team, but it really shines and has potential to neuter your opponent really quickly. The premise behind it is to get Gizmo to a Heavy object and give all figures perplex. Then have Deathstroke move for free using Black Mask's special ability and go all the way across the board for a kill. (I have seen this team run with two more Astral Strange figures and no Splitlip before as well). Later on it is Black Mask who really surprises you as everyone focuses too much on Deathstroke.

### **Shadowcat** (WXM #204 ) | Cost: 70

Range: 0 ⚡

Keywords: Excalibur, S.H.I.E.L.D., X-Men

9	9	8	8	8	KO
10	9	10	9	8	KO
16	16	17	16	16	KO
2	2	2	1	1	KO
	1	2	3	4	5



**INTANGIBILITY:** Shadowcat can use Phasing/Teleport and Stealth.

**DISRUPTION:** Shadowcat can use Incapacitate. When Shadowcat is given a move action, after actions resolve, she can use Incapacitate as a free action to make a close combat attack, and she targets all opposing characters occupying a square she moved through that have the Armor, Robot, or Vehicle keywords.

Created by HeroClix World Dial Generator v0.7.5

### **Black Mask** (Arkham Origins #015 ) | Cost: 100

Range: 6 ⚡

Keywords: Arkham Asylum, Gotham City Underworld

8	8	8	7	7	7	7	KO
10	10	10	10	9	9	9	KO
16	16	17	16	16	17	16	KO
2	2	3	3	3	2	2	KO
	1	2	3	4	5	6	7



**VAST FORTUNE:** Give Black Mask a power action and all adjacent friendly characters that have the Assassin keyword or share a keyword with him may immediately be given a move action as a free action.

**DETERMINED TO BREAK YOU:** Black Mask can use Toughness and Willpower.

Created by HeroClix World Dial Generator v0.7.5

### MOS 005 Jor-El

It's not just Jor-El's outwit that makes him dangerous, nor his front loaded 3 damage with Energy Explosion. It's really his ability to outwit team abilities. Many tournaments are plagued by figures with the Mystic team ability and having a figure that can neuter that team ability is highly invaluable. Your best bet is to team him up with a high point beat stick and use him to turn off powers or Team abilities... then allow the beat stick take your opponent out. Being a Kryptonian and scientist gives him lots of possibilities (and he is really a fun piece to play).


### 300 Point TEAM JOR-EL






- 05 Jor-El
- 102 Jor-El
- 102r Jor-El
- Kryptonian Warrior


At first glance the team is amusing. It has double outwit and double probability. I really love the starter Jor-El to be paired up with his main set figure as both are really fantastic pieces. The team is all about positioning and divide-and-conquer. Use the Warrior to be TK'd and tie up any problematic figures that might cause grief later. With double outwit there is a chance that the Warrior might swing for 6 (dare I say 7) damage and with all the probability is not likely to miss.


### SOG 013 Batman

While many would consider this character as a main attacker I really feel he is best suited as a secondary piece. Not only does he have outwit, but he also has Leadership and Perplex as well. Tie that in with Built in Stealth and Flight and you have an amazing piece. In essence he's his own back up. Pair him up with a nice range attacker to give ground fire and get Batman in close to cause some damage.


**Jor-El** (Man of Steel #005 ) | Cost: 75   
 Range: 6 ⚡  
 Keywords: House of El, Kryptonian, Scientist






	9	9	9	8	8	KO
	10	9	9	9	9	KO
	17	17	16	15	15	KO
	3	2	2	2	2	KO
	1	2	3	4	5	





 **CUNNING SCIENTIST:** Jor-El can use Outwit. When he does, he may be given a power action instead of a free action to counter a team ability instead of a power or combat ability.


Created by HeroClix World Dial Generator v0.7.5

**Batman** (Streets of Gotham #013 ) | Cost: 128   
 Range: 5 ⚡  
 Keywords: Armor, Batman Family, Batman Inc, Detective

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



 **I HAVE MISSIONS FOR ALL OF MY ALLIES:** Batman can use Leadership and Perplex, when he uses Perplex, he can only target friendly characters possessing the same team ability or keyword as Batman.

 **JETSUIT:** Batman can use Charge and the Flight ability.

Created by HeroClix World Dial Generator v0.7.5

## BM007A Catwoman

Most people pass Catwoman up for her counterpart Selina Kyle. Catwoman, however, can be a much more annoying piece – not only does she have outwit, but she can mess with your opponents action tokens (and has the ability to neuter a figure that your opponent was getting ready to push anyways). She really is a figure your opponent has to decide if they really want to attack, as her late Blades Claws Fangs makes her very efficient. Leap/Climb and Built in Stealth makes her able to go any place on the map she wants to go. Team her up with Batman or a Birds of Prey figure and Catwoman is going to ruin someone's day really fast.

### 300 Points Birds of Prey

FFSOG 001 Oracle

FFSOG 003 Huntress

BM011 Katana

BM007a Catwoman

This team is really about close combat, and any person that has faced Katana knows to go for her first. If they do they're going to get side swiped by either Huntress or Catwoman who can get into position easily with Oracle doing the footwork. Or just for fun have Catwoman base your opponent, mess with the tokens and then use Oracle to bounce her away. Sounds fun to me.

## FINAL THOUGHTS

In the last 14 years HeroClix has seen many changes (heck it even died once, but it got better), but one thing has remained the same: outwit is one of the most annoying abilities and one of the most powerful. Whenever a cheap outwitter comes around they are guaranteed to make it on a team very quickly.

Until next time, *Good day and Good Gaming!*

-Bill

## Catwoman (Batman #007) | Cost: 71

Range: 0 ⚡

Keywords: Birds of Prey, Gotham City Underworld

	9	9	9	8	8	8	KO
	10	9	9	9	8	8	KO
	17	17	16	16	16	15	KO
	2	2	2	1	1	1	KO
		1	2	3	4	5	6



**WE LEAVE THE MASKS ON:** Catwoman can use Stealth. When Catwoman is adjacent to a friendly character possessing the Batman Ally team ability, she can use Plasticity and Shape Change.

**MISDIRECTION:** Catwoman can use Outwit. Give Catwoman a free action and remove an action token from an adjacent opposing character. If she does, she may place an action token on any other opposing character within 6 squares and line of fire

Created by HeroClix World Dial Generator v0.7.5

## HEOCLIX POP QUIZ

- 1) Batman and Robin is a duo figure with Exploit Weakness. **True or False:** When this character makes a Duo Attack it can also use Exploit Weakness as part of that attack?
- 2) On your turn, your Warblade makes a successful Exploit Weakness attack against an opposing Superman for 5 damage. Superman attempts an Impervious roll and rolls a 1. An opposing Jynx has Probability Control. **True or False:** Jynx force Superman to reroll his Impervious roll?
- 3) Nimrod has a range of [5], Pulse Wave, the {fist} symbol, and is adjacent to 3 opposing characters. **True or False:** Nimrod can use Pulse Wave to potentially deal 1 damage to each of those characters.

ANSWERS: F, F, T





# CORNER ARCADE



Playing HeroClix is always fun, but sometimes you need a break from all the monotonous dice rolling. Here are some recommended video games to help pass the time until your next tournament.



## INJUSTICE: GODS AMONG US (tablet)

For you Touch/Tablet owners, *Injustice: Gods Among Us* is the way to go. Similar to the console game of the same name, *Injustice* on Touch screens is a pure fighting game pitting you against the a.i. Like the console game, it features a plethora of DC characters, but that's where the similarities end.

Combat is handled with taps (light attack) and swipes (heavy attacks), and there is no movement whatsoever. The combatants always come back to the middle, removing the need for movement controls.

Add in some power attacks, a character coin-purchase system, and free coins after every match, and you've got the best fighting game ever made for a touch screen. Oh, and **IT'S FREE.**



## AVENGERS ALLIANCE (Facebook)

For those on a PC or Mac, *Avengers Alliance* is a fast play that pits your three avengers in a series of battles with super villains. Unlike *Injustice*, *Avengers Alliance* plays more like old school RPG combat (think *Final Fantasy*). You earn coins after each battle and can buy upgrades and new characters. *Avengers Alliance* is good for a dozen hours of play, but no more – that's about when you'll realize the game is badly rigged to never give you a good prize (even though the prize selection *appears* random, it's not). Still, it's not a bad game to pass the time, and like *Injustice* **IT'S FREE.**

## MINECRAFT (all platforms)

I'm not going to lie to you – I don't like *Minecraft*. Mining for blocks and building structures one brick at a time sounds awful, but I'm one of the only ones that feel this way. *Minecraft* is popular across all platforms: all my geek friends love it, their kids love it, and it can be a fun time waster.

One of the most appealing aspects of *Minecraft* is its low system requirements and cross platform support; you can play it on a PC, Mac, Xbox, or even a Kindle Fire. It's also pretty cheap (as low as **\$20** on Xbox and **\$27** on a PC). If you are going to play *Minecraft*, we highly recommend the superhero skins!

-The' Le



# SLADE FILES: ORION

## Slade Files: Orion, by Eric Schaeen

When you're nicknamed "The Dog of War," you better be one rough and tough customer. In Orion's case, it's a fitting moniker.

For the longest time, if you wanted to field Orion as part of your force players were limited to just one golden age version. Luckily, with the release "Superman & the Legion of Superheroes HeroClix," Orion got himself a modern age upgrade; character card and all.

### The Upside

Orion certainly is a beast. From impressive combat values and powers, to a trait that would make Wolverine a little green-eyed, there really isn't much not to like about Orion. Best of all, he's playable at two different point totals (200 red line, 150 blue line).

**Orion** (Superman LOSH #043) | Cost: 200 / 150  
 Range: 6 ⚡  
 Keywords: Brute, Justice League, New Gods, Warrior

👊	11	10	9	8	7	7	6	6	KO
👊	11	10	11	10	10	9	10	9	KO
👊	18	17	17	18	17	17	16	15	KO
★	4	3	4	3	3	3	3	4	KO
❤️	1	2	3	4	5	6	7	8	



At a glance Orion comes across as a capable bruiser. However, his **ASTRO-HARNESS** power easily separates him from characters like Hawk or Grundy. This allows Orion to use Phasing/Teleport, Running Shot, and the Flight ability. Combined with his range value of 6, this turns him from a bruiser to a flying shooter.

Defensive powers like Invincible and Invulnerability make him pretty durable as is, but when you combine his durability with his trait "PING! PING! PING!" will keep him healing up throughout your games; he becomes a whole lot harder to take down.

If Orion takes his lumps, his late dial **DOG OF WAR** Special power grants him close combat options like Flurry or Exploit Weakness to return the favor.

It's well known that Orion has his Daddy issues. This is represented by a second trait named **WE ARE AT WAR** and grants him a bonus when battling characters that hail from Apokalips (and he gets even better when confronting Daddy dearest).

Orion possesses keywords that will allow him to join forces with members of the Justice League or his fellow New Gods. With the latest Theme team rulings; this should make it very feasible to build solid teams for Orion to work with.

### The Downside

There really isn't much to gripe about. Orion's medium range of 6 will bring him into striking distance when he attacks and stealthy characters can be a nuisance. Keep in mind his ability to fly comes from his **ASTRO-HARNESS** power. Once that's gone so is his flight ability.

★ **PING! PING! PING!:** At the beginning of your turn, if Orion has any action tokens, you may give him a free action and heal him of 1 damage.

★ **WE ARE AT WAR:** When Orion targets a character with the Apokalips keyword, modify his attack value by +1. When he targets a character named Darkseid, modify his damage value by +1 and ignore any defense powers the target can use.

👊 **ASTRO-HARNESS:** Orion can use Phasing/Teleport, Running Shot, and the Flight ability.

👊 **DOG OF WAR:** Orion can use Exploit Weakness and Flurry.

## Playing Orion

When Playing Orion, the last thing you want to do is leave him fending for himself against multiple characters so it's a good idea to keep teammates in close proximity. This way he's not left hanging once he attacks.

Use Running shot to gain the high ground against grounded characters, is another good way to keep him from getting swarmed. Don't forget to grab a heavy object as you maneuver about, it's helpful for making the opposition think twice before basing Orion. Orion hits fairly hard, and is very durable. He also heals as long as he has an action token so don't be shy about using his indomitable ability to keep the pressure on your opponent.

## Combating Orion

Getting Orion to take 3 or more damage when you attack is key. This will cause him to lose his ASTRO HARNESS power and makes him easier to pin down. Powers like Outwit and Pulse Wave are your best bet to soften him up quickly. If you do manage to land the first hit, keep the pressure on. Letting this guy recover for a round or two can put you back to square one.

## Recommended Relics

Mother Box - M. Box goes great with New Gods and grants some attractive powers to the character.

Wonder Girl's Lasso – Giving Orion Steal Energy makes him incredibly annoying and it works with ranged attacks too.

Legion Ring – A great way to ensure Orion keeps flight for the extent of the game.

## Conclusion

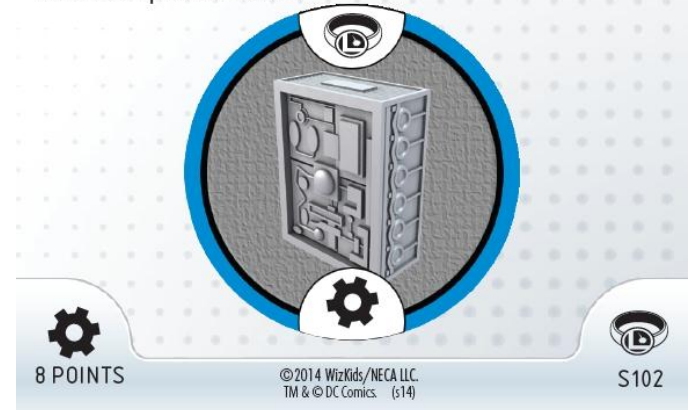
At a cost of either 150 or 200, Orion is a bit pricey. In 300 point games I would most likely stick to the 150 pointer and save his 200 point version for 400+ formats. That being said, I think Orion is capable at either point value, and will pull his weight on the battlefield.



## DC COMICS MOTHER BOX

### Relic: 5-6

Characters with the New Gods keyword modify their relic rolls for this object by +2. When this character is given a second action token, and actions resolve, choose a power that was not chosen last time: Perplex, Phasing/Teleport, Probability Control, Pulse Wave, or Regeneration and this character can use the chosen power until a new power is chosen.



## WONDER GIRL LASSO

### Relic: 5-6

This character can use Steal Energy, but is also healed when its ranged combat attack causes an opposing character to take damage.

## LEGION OF SUPERHEROES RING

### Relic: 3-6

Your force may include up to 3 of this relic regardless of its type. While this relic is assigned to a character, it can't roll to be assigned any other relic. This character has the Legion of Super Heroes keyword, {wing symbol}, and may carry friendly characters regardless of their speed symbol. This character can use Defend and Toughness.

Additional Slade Files strategy articles (and other Eric Schaeen works) are available at [www.heroclixworld.com](http://www.heroclixworld.com)

# 7 Rules for Full Grown Men

by Kyle from Kansas

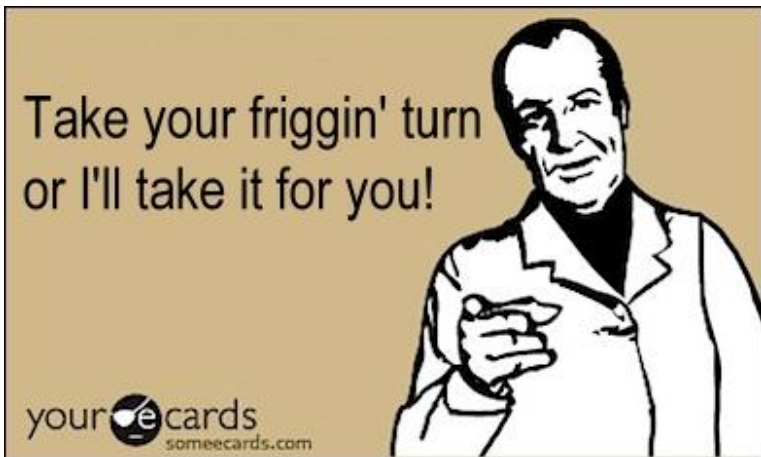


I want to establish some rules of courtesy (or perhaps honor) for your average Heroclix match. There are certain courtesies that are to be extended to make the game as enjoyable as possible and also ensure I don't have a burning desire to urinate in your gas tank afterwards. If you think these suggestions are ridiculous and decide to ignore them, that's fine but don't be surprised when you don't make the invitation list for a beer afterward.

Before I get into my list of rules for full grown men, I want to go over some exceptions. First off this list is for full grown men, I would not expect a 13 year old to follow them and I wouldn't lose any respect for them for not doing so. Also if your blessed enough to be a lady, don't worry about this list, we're just happy you're there. One other big exception I would allow, if you choose to not play like a grown man because the prize is of an extremely high value (let's say over \$50 USD) its excusable. I still may call you names and give you dirty looks but I think we'll all understand.

## 1. Thou shall not retreat with a point advantage.

Obvious exceptions for support/healing purposes. If you are winning a game point-wise and decide to run around the board for the rest of the match to avoid the chance of losing, your being weak. I feel like the game is designed to answer the ancient nerd quandary: who would win in a fight, Batman or Superman. I can tell you this much: Superman wouldn't pot shot Robin then think "I can win this on a technicality because I'm more valuable... UP UP AND AWAY!" As with all things when in a grown man grey area, ask yourself "What Would Superman Do?"



## 5. Thou shalt not take for-friggin-ever on consecutive turns.

This doesn't apply to newbies, and I realize everyone needs a few minutes during a turn here and there. This applies if you take 3 minutes to plan out your move, then I clear, and you need another 3-5 minutes for the next move. You should have an idea what you want to do unless something drastically changes on the other end. Clearing all my pieces is not a drastic move.

## 2. Thou Shalt use no more than one Cheesy piece at a time.

I'm not going to grind my teeth when you whip out night crawler for a match. Even a tough piece like Cosmic Spidey is beatable on his own... But pull out Nightcrawler, Professor X and a few researchers and I'll call for castration.

## 3. Thou shalt not throw dice.

We all get bad rolls. We all lose perfectly winnable matches by not being able to roll over a 5. If you believe in dice karma and decide to switch out dice... well, it's a free country so have at it. However, there is no need to toss these dice at near supersonic velocity for not performing. It doesn't intimidate your opponent as much as make them put a strait jacket service on speed dial.



## 4. Thou shalt not text whilst playing.

I was accused of this recently because I had forgotten my PAC and was using my smart phone to look up a rule. I was mortified and wanted to die, I explained what I was doing and I could visibly see the anger fade from my opponents face. Texting during a HeroClix match is a great way to get me to think maybe you should go back to the Pokeman league for a few seasons, because you're clearly not ready for The Show.

## 6. Thou shalt not penalize others for not declaring powers pre-roll.

If you forget to call Psychic blast pre-roll but mention it when telling me the damage amount, I'll take it, because I'm a full grown man and not a weasel. This however is a courtesy and has a limit, which is the end of the turn. If you don't remind me to take a mystic damage after a successful attack, or any time during that turn, don't expect me to take it in the middle of the next turn when you realize your mistake.

## 7. Thou shalt not feat carded figures.

This may be a controversial stance, but the general argument is that the feats were designed to make pre-card figures more comic book accurate. Now with special powers on cards feat are not necessary for this purpose. There is enough to keep track of in a friendly game without stacking 3 feats on each figure.

Now you don't have to follow these rules if you're a snarky weasel who no one trusts (or maybe you're just a psychopath). Just don't be surprised when I am less than enthused going into our next match. These are my guidelines, not house rules, and I don't consider them definitive or complete.

If we keep these things in mind I think we can keep matches out of the ditch-of-suck and start speeding down the highway to Awesomeville. These rules shouldn't become mandatory because you should allow someone to act like a child if they so desire – it's a good way to get to know if you're dealing with Bruce Wayne or Jean Paul Valley.

*(Kyle from Kansas is a freelance writer; look for his "Of Dice and Plastic Men" articles at [HeroClixWorld.com](http://HeroClixWorld.com))*

# WHAT KIND OF HEROCLIX PLAYER ARE YOU?

What kind of Player are you? Simply answer A, B, or C to the following questions, then count up the results – at the end check and see what kind of player you are!

## When you go to HeroClix games, you:

- a) Show up on time
- b) Show up early
- c) Show up late

## When you roll your dice, the dice:

- a) Rolls normally
- b) Sometimes fall of the table
- c) Usually gives you the result you want because you “threw” them lightly.

## Your team consists of:

- a) A balanced set of figures
- b) A single Tentpole and supporting figures
- c) As much cheese as possible

## When a game allows Bystander Tokens, you:

- a) Don't use them
- b) Use them as part of your theme
- c) Stack your team with Lian Harpers, Alfreds, or Mary Janes

## When you forget to take damage on one for your characters, but remember later, you:

- a) Inform your opponent and offer to take the damage now
- b) Don't tell your opponent and take extra damage next time to compensate
- c) Tell no one

## You buy a case of HeroClix, which contains two bricks.

### You open one brick and pull the chase figure you wanted. What do you do with the other brick?

- a) Split it with a friend explaining that you got the chase that you were looking for.
- b) Open it to increase your collection and team building options
- c) Sell it without telling the buyer you already got the chase



Above: custom terrain by toychop ([see more](#))

## When you play against an opponent who's clearly new to the game, you:

- a) Help her make an informed decision to make her a better player
- b) Offer tidbits of advice to keep her in the game, but not enough seriously challenge your edge
- c) Tell her nothing, knowing it's an easy win

## RESULTS

Now count up your results and determine what kind of player you are...

### RESULT: MOSTLY A

You're a player that's in it for fun. You take the game seriously but you're aware that losing is part of the fun. Your teams are often whimsical, yet challenging, and often well themed. You never play with resources, vehicles, or team bases because you know they're kind of broken and un-fun. You're more concerned about you and your opponent having a good time than winning.

### RESULT: MOSTLY B

You're a more serious player that likes a winning team. You're happy to take a loss to a good opponent, but it still stings. You get annoyed when you roll more than one critical miss in a game, but you accept that it's all part of the game and move on. Your teams usually have a Tentpole character with supporting characters and sometimes use a resource like the Utility Belt if the prize justifies it. You always push the attack and never turtle because you'd rather lose by pushing forward than win by doing nothing.

### RESULT: MOSTLY C

You're a jerk.

CLIX BEAT:

# L.A.M.P



by The' Le

**Lockjaw** (Fantastic Forces #003 ) | Cost: 38

Range: 0 ⚡

Keywords: Animal, Fantastic Four, Inhumans

🌀	14	12	12	11	11	10	10	10	KO
👉	9	8	8	7	7	6	6	5	KO
🛡️	14	14	13	13	13	12	12	12	KO
★	3	2	1	1	1	1	1	1	KO
❤️	1	2	3	4	5	6	7	8	



Created by HeroClix World Dial Generator v0.7.5

**Joker** (DC Icons #038 ) | Cost: 88 🦇

Range: 6 ⚡

Keywords: Celebrity, Gotham City, Injustice League

👉	8	7	7	6	6	5	KO
👉	10	9	8	8	7	6	KO
🛡️	17	16	15	15	14	13	KO
★	3	2	2	2	1	1	KO
❤️	1	2	3	4	5	6	



## DOUBLE-TIME

**Prerequisite:** Transporter or 🏎️ speed mode

Choose a character.

When the character is not adjacent to an opposing character and is given a move action, it may move up to double its unmodified speed value; it may not make attacks during this move action. At the end of the move, if the character is not a transporter, deal it 1 pushing damage that ignores Willpower and team abilities.

## ARMOR PIERCING

Choose a character.

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



10 COST

F007

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Clix Beat is a series of HeroClix strategy articles for new players and veterans alike. Today, we're revisiting a oldie but goodie – a powerful Golden Age strategy/team known as **L.A.M.P.**

In short, **L.A.M.P.** stands for

- Lockjaw
- Armor Piercing
- Mastermind
- Poison

Here's how it works...

### Team Build

First you need the 38-point Veteran **Lockjaw** from the Fantastic Forces set (the rookie/experienced version would work too). Next, we need to add the **DOUBLE TIME** feat to Lockjaw.

Now you just need another character that has both **POISON** and **MASTERMIND** on the same first click (and this character must be a higher point than Lockjaw). The 88-point Experienced Icons **Joker** is always the favorite. Now add the **ARMOR PIERCING** feat to the Joker.

### How it Works

On your first turn you're going to use Lockjaw to travel across the entire board (thanks to Double Time) and carry the Joker. When you finish your movement, place the joker next to as many opponents as you can.

At the beginning of your next turn, The Joker can use his Poison and Armor Piercing to deal 1-damage to all adjacent opponents! If the Joker gets attacked before that can happen, his Mastermind will keep him fully protected!

(After using Poison, you can make use of the Joker's Outwit and natural [3] damage to lay down some serious pain!)

More Clix Beat articles available at [HeroClixWorld.com](http://HeroClixWorld.com)

5 COST

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# SHUT UP AND TAKE MY MONEY!

by The' Le

The internet sure is a wonderful place; I mean it's a wonder place if you don't have a toy habit. As a former toy addict, I know what it's like to walk into a store and buy a toy that has "clearance" on it... even if I don't need it.

Fortunately my lovely wife broke me out of the habit, and now I just window shop... mostly on the internet. So let's take a look at some of the cool stuff out there that I don't need... but I sure as heck want.



Straight from Batman: Arkham Origins, this **Batman** is 18 inches tall, has over 25 points of articulation, a real fabric cape, a Batarang, a grapnel gun, and more! But it ain't cheap -- this thing will set you back about \$100.00!



(right) Next up is an **Iron Man Mr. Potato Head!** Armed with the traditional red and yellow armor, this potato will set you back about \$20.



Any self-respecting Doctor Who fan should already have a **sonic screwdriver**. If you don't then you're just not as cool as the rest of us. Above is the 11<sup>th</sup> Doctor Sonic Screwdriver. There are a few versions available, but my favorite is the working toy (it has the lights, the sounds, and extension button/spring) that'll run you around \$35. I have two of these.



(right) For those budget conscious geeks we recommend the **mini Bat-Signal**. For under \$10, this baby takes just one battery (CR1632) and is about 2.5 inches tall.



And finally... yes, they made a Fart Gun. Go get it now for \$40. (it gives off a banana smell when you fire it). There's a smaller one for \$20 too! 'Nuff said!



# WE WANT BOWSTRINGS!

## A HEROCLIX MOD BY BOBE'S HOBBY HOUSE



Here at Bobe's Hobby House, we've always been bothered by the fact that all these HeroClix archer sculpts don't have strings on their bows! Of course we understand the limitations of mass manufacturing; sculpts with strings just don't come out right! A while back on HeroClix World there was a nice article on adding an arrow to figures with bows. We'll take that to the next level now and add the bow string too.

There are a variety of materials that can be used for this project. Modelers may be familiar with stretched sprue. This is a process where the plastic sprue pieces from a model kit are heated over a candle and stretched until they are very thin. This makes a beautiful thin piece of plastic, but it is very fragile and brittle. Some people use wire, bristles, or other stiff material. This can also work, but can bend out of shape or break. Other people use thread, which can have a good look, but often frays or gathers dust over time.

Today we're going to show you what we think is a better material, called **EZ Line**. EZ Line is a very thin elastic material that can stretch to 700% of its size without breaking. It superglues easily, doesn't fray or sag over time, and looks great!



Here is the step by step process that to use. Today we're going to use the Arrowette figure from the Teen Titans set, but this can be done with any number of figures. First, select a brass rod to represent the arrow. You can eyeball it for size, and use what looks right to you. Then cut this rod to length and file the end to be

the arrowhead. You could always take this a step farther and use green stuff epoxy putty to sculpt an arrowhead and fletchings, but that is a bit more advanced, and not covered in this simple tutorial.

Then select the EZ Line. EZ Line comes in 2 sizes. Fine is .003", and heavy is .006". Honestly fine is probably more true to scale for this size figure, but the heavier line is easier to see, and just looks better. Start by cutting a piece of EZ line that is too big for your project (this gives you some flexibility and leeway).

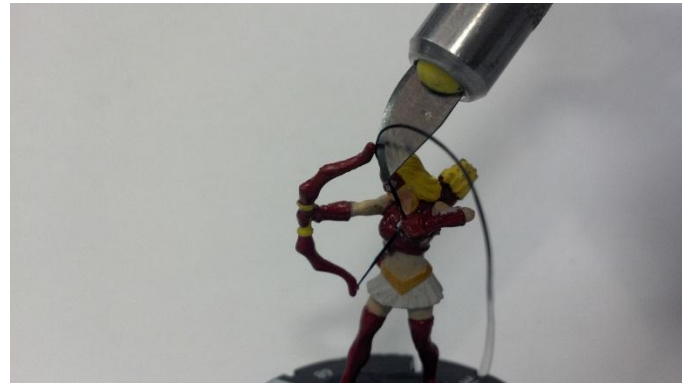


1. (above) Using superglue, attach the EZ Line to one end of the bow. We're starting at the bottom. Self-closing tweezers are handy for this part of the job. Simply grip the EZ Line in the tweezers to place it where you want it on the bow. (Continued on next page...)

### TERRIBLE JOKE #289

**Q: What's the difference between a robber and Batman?**

**A: Batman can go into a store without robin!**



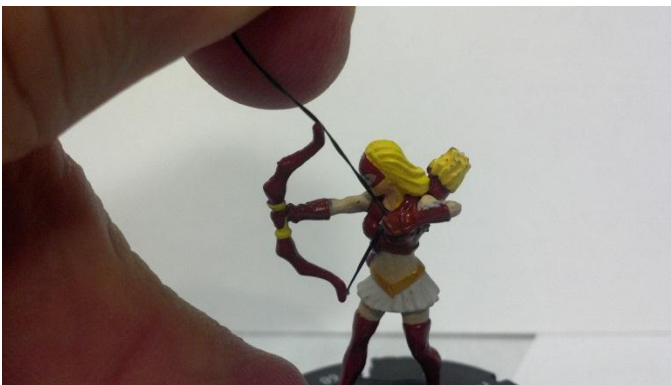
4. (above) Trim the excess line with a knife or scissors. Voila! The bowstring is done! Now add glue points on both hands and add the brass arrow we created earlier.

And that's it! (to round it out, we recommend you put the brass rod back in!)

EZ Line is available from Bobe's Hobby House. It's only \$1.99 for a 6' sample pack. And it comes in a variety of colors. Shipping is only \$1.00 for up to 6 packs anywhere in the US, and only \$2.00 for overseas orders. So give it a try and improve those figures!

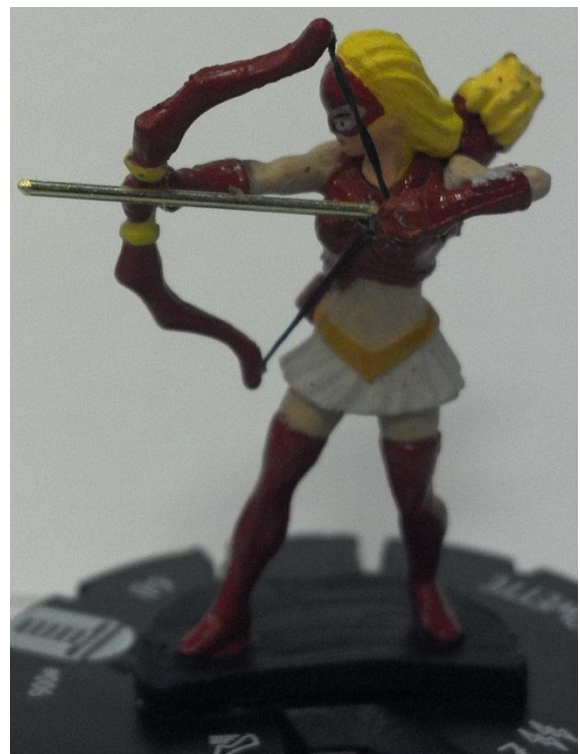


2. (above) After tacking down the first point, add glue to the second point, where the hand grips the string. Stretch the EZ Line to put tension on it and attach it to this glue point.



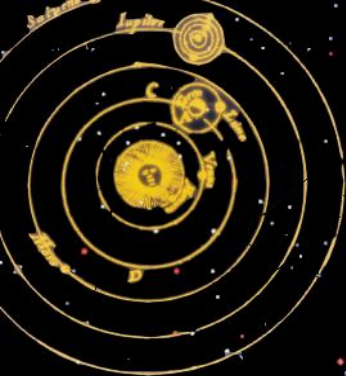
3. (above) Then add glue to the top of the bow, stretch the EZ Line and attach it.

Bobe's Hobby House  
5719 North "W" Street  
Pensacola, FL 32505  
Phone: (850)433-2187  
<http://www.bobeshobbyhouse.com/>



### DID YOU KNOW...?

Stan "The Man" Lee was just 38 years old when he helped create the Fantastic Four (and 39 years old when he helped create the Hulk and Spider-man)!



# GAMER'S HOROSCOPE

## ARIES

March 21 - April 19

You're a good communicator, but your opponents have learned to use that against you on the game table. Always speak your mind, but stop telegraphing your moves ahead of time and you won't lose so often.

## TAURUS

April 20 - May 20

Figures under 100 points is the key to your future success. On your first attack of the day, blow on your dice for luck.

## GEMINI

May 21 - June 21

You're good at building teams around your favorite character, but your opponents are doing the opposite. Mix it up next time by bringing multiple teams and then randomly choosing one of them to play. The key to success will be unpredictability.

## CANCER

June 22 - July 22

There's a fine line between playing competitively and being a jerk, and you're starting to cross that line. Do something about it.

## LEO

July 23 - August 22

Your judge might be cheating by giving away the fellowship prize to the same person at every tournament. Your best defense is to make cheese teams in order to win that first place prize.

## VIRGO

August 23 - September 22

Two words: Probability Control. You're just not playing enough of it. Next time try playing a team where every figure has it! Your probability of winning in the future is suddenly looking better.

## LIBRA

September 23 - October 22

Seriously, stop using the same figure every week. Other players are sick of it.

## SCORPIO

October 23 - November 21

Something dramatic happens this year that will turn your life around. Supporting HeroClix may become difficult; don't be afraid to walk away completely in order to get your life back in order.

## SAGITTARIUS

November 22 - December 21

You're not crazy, your dice really do hate you. Throw them away and get some new ones. Make sure the new ones and old ones never meet (you can't be too careful).

## CAPRICORN

December 22 - January 19

Your losing streak isn't going to end anytime soon at the rate you're going. Now's a good time to take a couple weeks off and stay away from the game; when you come back you'll have a brand new perspective that will help you win.

## AQUARIUS

January 20 - February 18

It's a good time to buy some Gravity Feed boosters. If you have a loved one with you, let him or her choose them.

## PISCES

February 19 - March 20

Gaming is great, but only if you're around to actually do it. Get your cholesterol checked as soon as you can.



# HEROCLIX WORLD SCENARIOS

## WAR OF THE GEMS

By Eric Schaen

400 points – (No: feats, battlefield conditions, resources, objects, vehicles, or team bases.)

**Special Rules:** Instead of placing objects each player picks 3 of the 6 infinity gems. Player 1 picks a gem then player 2 picks a gem; repeat until all six are in each player’s possession.

The gems are placed on the map at a minimum of 7 spaces from the players starting area and must be placed in clear terrain. During the game the gems may be picked up by giving the character a power action. Once picked up, place the gem on the characters card. The character may use the gem’s abilities accordingly. When a character is defeated, the gem remains in the square that the character was KO’ed in and may be picked up again by a new character.

Characters may pick up more than one gem.

**Victory:** When one player is defeated.

**Auto-Victory Condition:** When any player has all of the gems in their possession, the gauntlet is assembled and the game is now over.

**TITAN**

TITANS cannot be make ranged combat attacks.

When a TITAN has two action tokens on it, it may still be given a non-free action. If you do, deal it one unavoidable damage after the action resolves. At the end of your turn, do not remove action tokens from a character that used this ability this turn.

TITANS can use Energy Shield/Deflection, Willpower, and the Move-and-Attack ability.

## ATTACK ON TITAN

By The Le

600, 800, or 1000 points. No bystander tokens allowed.

**Special Rules:** This can be played with up to 4 players. Player 1 is always the TITAN team. All characters lose their keywords.

**TITAN TEAM:** Your team must consist of only Giant figures. If you are facing more than 1 opponent, you get an extra 200 points per opponent. (i.e. if you have 3 opponents, you get an extra 600 points to build your team)

TITAN characters gain the benefit of the TITAN card.

**HUMAN TEAM:** All other teams are considered Humans. At the beginning of the game, each team chooses just one of following cards to apply to their entire team: Garrison, Military Police, or Survey Corp.



**GARRISON**

GARRISON members possess Defend and Sidestep



**MILITARY POLICE**

MILITARY POLICE members can use perplex, but only on themselves.



**SURVEY CORP**

When a SURVEY CORP member makes a close combat attack against a TITAN, an unmodified result of 10, 11, or 12 is considered a critical hit that increases the damage dealt by +3 (rather than +1).

More HeroClix scenarios available at [HeroClixWorld.com](http://HeroClixWorld.com)

# CROSSWORD PUZZLE

## DOWN

1. Give this character a close combat action. Damage from the attack is penetrating damage.
2. Very strong
3. Questionable Batman casting
4. Faster than a Sound
5. Best HeroClix Website Ever
8. Iron Will
11. Chemical X girls
12. Son of Bruce Wayne
13. Total Figures in a standard Booster
14. Double Sixes
23. Neca home State



## ACROSS

6. Cancelled NBC HeroClix set
7. Damage from second action
9. This Magazine
10. The Tick's Warcry
15. HeroClix Control Freak
16. Damage dealt to this character is reduced by 1
17. Relic Symbol
18. Extraordinary Senses
19. KO'ing this type of HeroClix character will give you double victory points.
20. Each time an opposing character takes damage from a close combat attack made by this character, heal this character of 1 damage.
21. Two Attacks
22. Power, Close Combat, Ranged Combat, Move, Double

The HeroClix **WAR OF LIGHT** set is upon us, so we've asked master HeroClix freelancer **Eric Schaen** to pick out 7 random War of Light figures to review (one from each spectrum).

## Mongul (War of Light #023) | Cost: 165

Range: 7 ⚡

Keywords: Brute, Ruler, Sinestro Corps

✖	12	11	10	9	9	9	8	8	KO
✊	11	11	12	12	11	10	10	9	KO
🛡	18	18	17	17	17	17	16	16	KO
★	4	4	3	3	3	2	3	2	KO
❤	1	2	3	4	5	6	7	8	



### MONGUL

#### Pros:

A major upgrade from the DC 75th version, Mongul has high attack and damage values. A range of 7 is pretty sweet these days and his trait offers a free attack to characters he manages to mark with a Black Mercy token anywhere on the map.

Fear him!

#### Cons:

Not many. He's susceptible to Psychic Blast and Outwit. Since he doesn't start with the Black Mercy's Bite special power (as cool a power as it is), Mongul may not get a chance to use it.

**Grade: B+**

★ **THRALL OF THE BLACK MERCY:** When a character with a Black Mercy token would have one or more action tokens removed, remove the Black Mercy token instead. Give Mongul a free action and make a close or ranged combat attack targeting an opposing character with a Black Mercy token regardless of range or line of fire, if he hasn't already attacked that character this turn.

✊ **BLACK MERCY'S BITE:** Mongul can use Incapacitate. When he does, hit characters are also given a Black Mercy token if they don't have one already.

★ **FEAR: HOPELESS:** Mongul can use Perplex, but only to decrease combat values. When he does, also modify the target's attack value by -1 until your next turn.

## Sister Sercy (War of Light #033)

Range: 6 ⚡ Cost: 66

Keywords: Blue Lantern Corps

✖	9	9	8	8	8	KO
✊	10	10	9	9	10	KO
🛡	17	17	16	16	14	KO
★	2	2	2	2	1	KO
❤	1	2	3	4	5	



✊ **HOPE:** Sister Sercy can use Perplex, but only to increase combat values.

✊ **INSPIRATION:** At the beginning of your turn, you may choose Empower or Enhancement. Sister Sercy can use that power this turn.

★ **HEALING BLUE ENERGY:** Sister Sercy can use Support. When an adjacent friendly character misses with an attack roll, Sister Sercy can use Support as a free action this turn, but only to target that character.

### SISTER SERCY

#### Pros:

In the tradition of characters like Scarlet Witch and Enchantress, Sister Sercy offers an amazing little blend of support powers at a low cost.

#### Cons:

No defensive powers and only 5 clx of life make her an easy target to KO'. A defense value of 14 with Defend? Really?!?

**Grade: A**



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### John Stewart (War of Light #042b)

Range: 8 ⚡⚡ Cost: 130

Keywords: Indigo Tribe, Soldier



	10	9	8	7	7	10	10	KO
	10	10	10	10	9	9	9	KO
	17	17	16	16	16	15	15	KO
	3	3	2	2	2	2	2	KO
	1	2	3	4	5	6	7	

#### JOHN STEWART

##### Pros:

Running Shot and Pulse Wave is one of the best power combinations in the game. The Sharp Shooter ability is always a great way to surprise your opponent by ignoring his characters for line of sight purposes.

##### Cons:

The lack of Indomitable and/or Willpower make pushing damage a problem. Also, his combat values aren't all that spectacular considering the 130-point cost.

Grade: C+

**COMPASSION:** A QUICK END: When a non-adjacent friendly character with 6 squares takes 3 or more damage, after actions resolve, if that character hasn't been healed this turn, you may place John Stewart adjacent to that character and heal that character of 1 damage.

## Hal Jordan (War of Light #102) | Cost: 160

Range: 8 ⚡

Keywords: Green Lantern Corps, New Guardians



10	10	10	9	9	9	10	KO
11	11	10	10	9	9	9	KO
18	17	17	17	16	16	17	KO
4	3	4	3	3	3	3	KO
1	2	3	4	5	6	7	

☆ **CONSTRUCT:** When building your force, you may attach a construct (Lantern) to this character by paying its point cost. Give this character a power action and replace the construct with any other construct, up to 2 points higher than the original construct. If this character has no action tokens and the new construct is a lower point value than the original construct, this is a free action instead.

☆ **POWER RING MASTERY:** Hal Jordan can use Telekinesis as a free action, if he has no action tokens.

☆ **WILL: LIMITLESS RESERVE:** Hal Jordan can use Willpower, and opposing characters can't use Perplex to modify his combat values. When a second action token is placed on Hal Jordan, roll a d6. On a result of 3-6, heal Hal Jordan of 1 damage.

### HAL JORDAN

#### Pros:

Running Shot with an 8 range makes for a long reach of 13 squares for Hal's ranged combat attacks. Free TK and a four in six chance to heal when using Willpower... yes please! That construct trait should offer some interesting options too!

#### Cons:

Stealthy characters are going to present some real issues for him, and the Justice League Keyword would have been a welcome addition.

**Grade: B**

### STAR SAPPHIRE

#### Pros:

With a good mix of range and close combat powers, Star Sapphire starts strong and ends strong. Her special power combines Shape Change with the Mystics Team ability, making the decision to attack her potentially a costly one.

#### Cons:

Like Hal Jordan, stealth can be an issue for her. Close combat characters with high damage output can really put a hurtin' on Star Sapphire.

**Grade: B**

## Star Sapphire (War of Light #114)

Range: 8 ⚡ Cost:100

Keywords: New Guardians, Star Sapphires



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

☆ **LOVE: THE GRANDEST EMOTION:** Star Sapphire can use Shape Change and the Mystics team ability. When a friendly character with the Star Sapphires keyword uses the Mystics team ability, give the attacker an action token.



**Larfleeze** (War of Light #109) | Cost: 200  
 Range: 7 ⚡  
 Keywords: New Guardians, Orange Lantern Corps



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

☆ **CONSTRUCT ABSORPTION:** Opposing characters that can use Barrier or have a (Lantern Symbol) or (Ring Symbol) attached to them or on their card modify their combat values by -1.

✈ **GREED: BARRICADING:** Larfleeze can use Barrier and Plasticity. When Larfleeze uses Barrier, after actions resolve, he can use Quake as a free action as if he occupied all blocking terrain markers placed by friendly characters with the Orange Lantern Corps keyword.

✋ **SUMMON THE ORANGE LANTERN CORPS:** Give Larfleeze a free action to place a WOL #H001 Orange Lantern Absorbed into an adjacent square. Give Larfleeze a power action to place a WOL #001 Orange Lantern Construct into an adjacent square. Use these abilities only if no more than 3 total friendly characters, including tokens within stacks, with either name are on the map.

**LARFLEEZE**

**Pros:**  
 For Larfleeze, his trait and special powers are where it's at. Quake from multiple squares at once can really be effective against characters that lack damage reducing powers. With Invincible and eight clix of life, Larfleeze can really take a hit.

**Cons:**  
 200 points is a lot to spend on a character without indomitable or the ability to move and attack on their starting clix. Quake won't be very useful against characters with damage reducers.

**Grade: C-**



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# Superboy Prime (War of Light #057b)

Range: 6 ⚡ Cost: 190

Keywords: Kryptonian, Red Lantern Corps

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



## SUPERBOY PRIME

### Pros:

Let's see, Hypersonic Speed, Super Strength, Invincible, Range Combat Expert and Indomitable. Yeah, I'd say that's one hell of a starting clix. Later he gains penetrating Poison and best of all -- his Daybreak power can possibly heal him back to full.

### Cons:

Superboy Prime is a bit pricey at 190 points and his defense value nose-dives after he's taken some damage.

**Grade: B+**

**RAGE OF A PETULANT CHILD:** Superboy Prime can use Poison and deals penetrating damage while using it. Opposing characters can't counter Superboy Prime's other powers and abilities or modify his combat values.

**DAYBREAK:** Superboy Prime can use Regeneration and Toughness. When he occupies outdoor terrain and uses Regeneration, don't subtract 2 from the d6 roll.

Created by HeroClix World Dial Generator v0.7.9



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(contest expires 12/31/2014)

Well, that's it for this edition of Clix Addict! We hope you've enjoyed it. Special thanks goes to all the freelancers who contributed to this awesome HeroClix Magazine, and a very special thanks goes out to all of you, the readers and fans that have made HeroClix World a great place.

Seriously, we wouldn't be here today if it weren't for all of your support over these many years... and we hope to have many more years to come! The HeroClix World is a better place because of all of you (see what I did there?)

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