

# Hotwheels Batcopter

## £1.75 (about \$3)

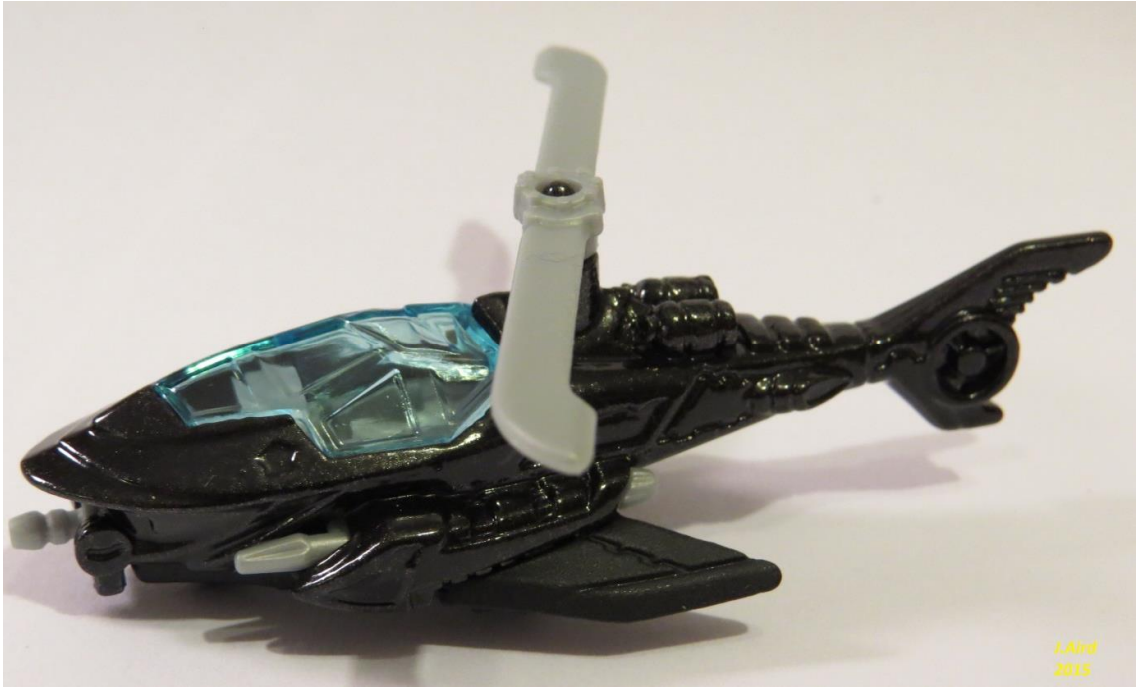
Review by Jonathan Aird

Mattel have added several new items to the Hotwheels range as part of a Batman-themed set of collectible vehicles. Disappointingly, this collectible aspect is being exploited by these being on sale for about half again the price of a normal Hotwheels vehicle. This line of Batman's transports ties in with the 75<sup>th</sup> anniversary of the first appearance of the Caped Crusader. The Batcopter is a very sleek and stealthy looking aircraft, sporting an intimidatingly large nose cannon and some missile launchers on the stub-wing roots and it measures approximately 60mm in length. It looks very impressive in its glossy all-over black, but the weapons could do with a little paint to bring them out more. The most disappointing aspect is the plastic rotor which just looks too short, and could use some repainting (or replacing) to make it look less like a bit of plastic.

This model could be used in a variety of ways & it would be an impressive large armed transport for 6mm figures, and is about the right size for an attack helicopter with 10mm. At a pinch, it could be used with 15mm figures & particularly if it reverted to its original role as the transport of a super hero! A more radical option would be to use it with 25mm/28mm Science Fiction figures in a large skirmish game as a substantial battlefield drone sporting a variety of support weapons. For such a use, the canopy should be painted over in order to maintain the illusion of being unmanned & the cockpit is basic, but it's clearly a cockpit.

Although it is a nice enough model, it is a bit limited & there are some 10mm Science Fiction figures, but off-hand I can't think of any 15mm super heroes (I await to be informed !). I'm quite taken with the 25mm drone idea and that's probably how mine will end up now that I've destroyed the intrinsic 'Mint In Box' value of the model.





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