

## Hotwheels: The Tumbler -- Camouflage Version

Retail Price: £1.25 (\$2)

Review by Jonathan Aird

A nice find in the Hotwheels toy car range is a version of the Batman's Tumbler vehicle (from the Dark Knight movies). The Tumbler is a Batmobile with a distinctly military look to it -- and although I like the pure black version as well, it is clear that in a splinter camouflage pattern this military look is accentuated. It's not an overly large model, being roughly 6cm long, 3cm wide and a shade over 2cm tall at the rear: the roof of



The Tumbler at the driving seats is a shade under 2cm. In principal these dimensions should make it useful for 1/72nd scale figures, but it looks better, to my mind, with 15mm figures, especially if they are raised up by being based. I am intending to integrate it with my 15mm Laserburn/Imperial Commander forces which I am slowly building up. As noted, it's quite small so I'll be using it with human-sized forces as a two-person reconnaissance vehicle with room only for light weapons carried internally (rifles/SMGs and sidearms). In the Batman films, The Tumbler was fitted with an array of concealed weapons -- but these are not really represented in any way on the

Hotwheels model and I'm inclined to ignore the potential of counting The Tumbler as a heavy weapons carrying platform -- that's all right in a superhero movie, but hardly for a serious Science Fiction wargame (said with tongue firmly in cheek).

The paint job is quite nice, but a little shiny -- especially the "chrome" of the engine visible at the rear of The Tumbler. That is definitely getting a black wash to tone it down, and the whole vehicle will get a thin wash of black as well -- just enough to take the sheen off and bring out some of the detail.



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I'll also fix the wheels in place with a drop of glue, and mount on a flocked base. Other than that -- and until I get around to it -- there's nothing to stop The Tumbler appearing on the table straight from the packaging in its "as is" state. I'll be keeping my eyes open for a couple more -- if I can find them then they'll form an armed patrol unit.