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REVIEW: Spin Master's STORM HAWKS 4 Inch Figure Assortment

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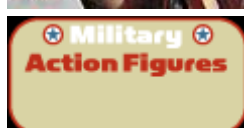


Take flight with the Storm Hawks!

Storm Hawks, the hit show on Cartoon Network, comes to life with brand new figures from **Spin Master**. Unfortunately infamous for the recent Aqua Dots debacle, the toy company should have a success on its hands with its new lines of Storm Hawks, including toys, action scales, vehicles, role-playing items, and more.

Storm Hawks is a Canadian cartoon that takes place on the world of Atmos, where the Terras break up the endless sky. Small bands of Sky Knights patrol the airways to protect civilians from the depredations of Master Cyclonis and her Cyclonians. The newest group of freedom fighters is the Storm Hawks, five brave souls equipped with sky flying carrier, crystal weaponry, and more. Opposing them are Cyclonia's elite warriors (Ace, Snipe, Ravess, and the Master herself), along with other dangers throughout the world.

Appearing in stores now are the first Storm Hawks figures, in both 4 and 7 inch scales.



Reviewed here are **Aerrow**, **Finn**, **Junko**, **Stork**, and **Dark Ace** (not pictured is smaller line).



The small Storm Hawks figures come packed on standard cards, with a relatively cardback. The huge bubble shows off the figure next to character art and a descriptive action feature. The card behind the figure is bright blue with electrical explosions matching Storm Hawks logo is front and center above the figure. At the bottom of the figure's name, and on the left side is the symbol of the figure's affiliation and Hawks motto "The sky is never the limit!"

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The back of the card has the same electrical blue background, and features a profile of the figure in action. To the side is a display of the figure's action feature. At the bottom of the card is the complete lineup of 4 inch figures.



AERROW & RADARR

Aerrow is the hero of the show, a true Sky Knight and the leader of the Storm Hawks expert pilot and swordsman, despite his young age and relative inexperience. Join his adventures with his trusty best friend/pet Radarr.

Aerrow's twin energy swords and action feature provide him with "Spring-Loaded Blasts!" The back of his card shows off his arms' pull back and release movement "Energy Blasts!" and "Double-Destructive Mega Weapon!"



The Aerrow figure really captures the essence of the cartoon character. With a wide face and twin swords in his hands, the hero is ready for anything. Aerrow wears the outfit of the Storm Hawks, not quite a uniform and not quite armor, but something in between. It's basically a blue jumpsuit with brown patches and armor plates overlaid in strategic locations. While the jumpsuit is flat, the "metal" plates are nicely sculpted and overlapping sections. On the left shoulder plate and back is the Storm Hawks' great bird.

Aerrow has good articulation representative of the entire line. He has a ball-jointed head, ball-jointed shoulders, rotating and hinged elbows, rotating wrists, waist, V-cut hips, rotating and hinged knees. The figure can achieve a good range of poses, and is only limited by his action feature and not having ankles.

Aerrow's action feature is the "hurling energy blasts." Both arms are spring-loaded. Pull them up, let go, and they spring back down.



The Storm Hawks hero comes with all the accessories he needs, his twin swords : companion Radarr. His weapons can best be described as identical short swords, handles and a jagged, almost feathered wing-like appearance. The swords fit very well in Aarrow's hands. At the base of one is a post that fits into the base of the other, to hold the weapons into one. The real power up, though, comes through the translucent blue sheaths for each blade. These mimic the look of the weapons in the show when the striker crystals are activated. When Aarrow's action feature is enabled, the motion "shoots" the blue energy off of the swords.

The other "accessory" included is Radarr. Something like a nearly humanoid rabbit, he is Aarrow's silent partner and co-pilot for Aarrow. The Radarr figure is one solid piece of plastic with a good sculpt and paint job. Radarr, like Aarrow and the rest of the figures, has holes for his eyes. He is a great addition to an already excellent figure.



FINN

Finn is the playboy of the Storm Hawks, a laidback blonde who'd rather hang out than fight Cyclonians. He is, however, the squad's long-range expert, deadly accurate crystal-based firearm, both personal and artillery.

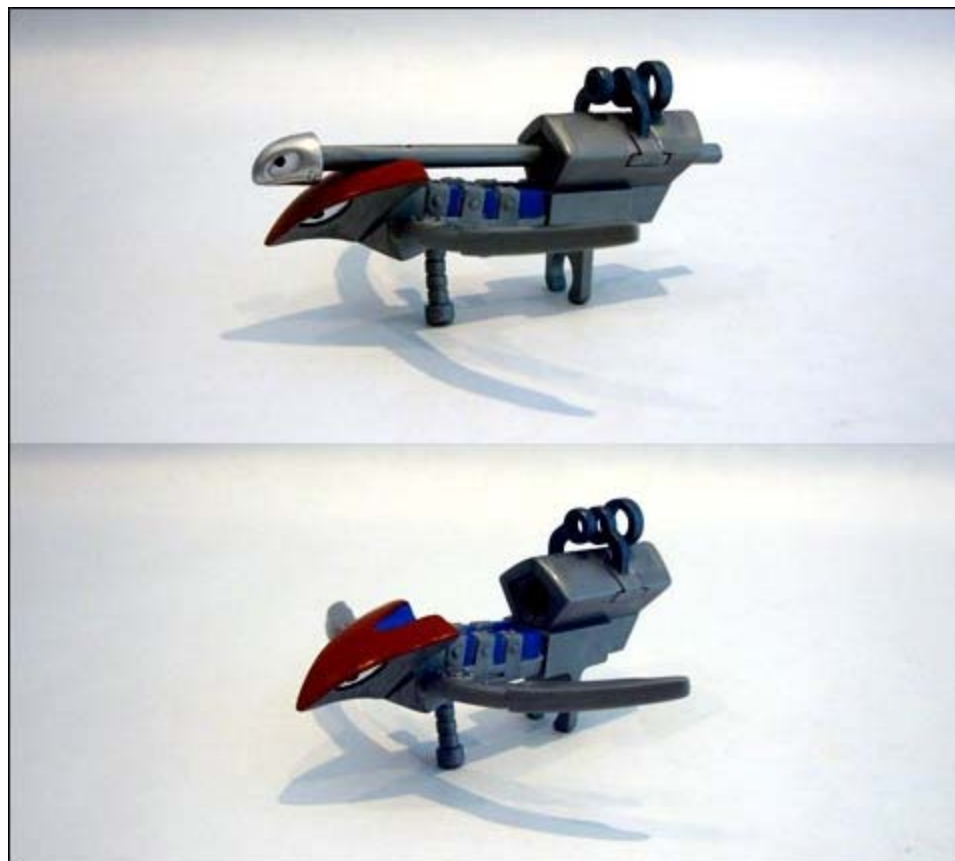
Finn's bubble touts his "Spring-Loaded CROSSBOW!" while the back of the card says "Action Crossbow!" and how to "Pose for Sky Fu action!" Finn's action feature is a right arm. Pull it down and let go, and the arm flips up.



Skinny and tall, Finn is similar in body shape and size to Aarrow. He is fairer than Aarrow, with blue eyes and spiky blonde hair. Finn's face is dominated by a huge grin, which is often shown as the smooth-talker tries to get out of sticky situations.

Finn dresses like Aarrow too. His favorite color is clearly blue, shown off on his shirt and gloves. Over this clothing is a wide array of armor plates, patches, and other accessories. Silver plates cover long brown boots, and smaller ones decorate his knees, upper shoulders, chest, and forearms. All of these plates are silver with small rivet details. Patches decorate Finn's chest, and straps wrap around his thighs and shoulders. There are some neat stitch details where these sections overlap. On Finn's back is a large S logo.

Finn has the following articulation: ball-jointed neck, ball-jointed shoulders, rotating elbows, rotating wrists, waist, V-cut hips, and rotating and hinged knees. Finn's right arm is stiff and has limited range due to the action feature. Pull down Finn's right arm and the crossbow will extend. This is supposed to be used in conjunction with the crossbow, mounted on that arm.



Finn's one accessory is an enormous crossbow representing his signature weapon. The crossbow is as long as Finn's arm, and attaches to the bicep with a clip while in the open fist. Along with the crossbow is one quarrel that fits inside the crossbow, fired by pushing hard on the end of it. The quarrel, like the front of the crossbow, has a painted face.

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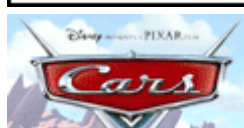


Junko, Stork and Dark Ace...

JUNKO

Epitomizing brawn over brains, Junko is the heavyweight of the Storm Hawks. While strong by nature, Junko is further empowered by his crystal-charged Knuckle family heirlooms and devastating weapons.

The mighty Junko features "Spring-Loaded FIRE Burst!" On the back of his card you can see how to twist his waist to "shoot" his fireball. Other features include "Fire Knuckle Busters!" "Round-H" and "Pose for Sky Fu action!"



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Junko the Wallop figure looks like a powerhouse. His upper body is enormous, with a barrel chest and heavily muscled arms. In contrast, Junko's legs are short and comically small. Junko's head is pure Wallop, with brown skin, a pointed tiny nose, large eyes, a tuft of blue hair, and enormous back-swept ears. Junko also has four-fingered hands and exposed two-toed feet.

Like the other Storm Hawks, Junko wears a hodge-podge of clothing and armor pieces. He wears blue pants and a green shirt. However, his lower legs are "clothed" in brown armor guards. On his chest, shoulders, and back are brown patches and more armor. Covering the warrior's back is a large Storm Hawks logo. Junko's forearms are like great knuckle busters over blue-gloved hands. With all of the different overlapping sections, Junko has a high level of detail.

Junko is articulated at the following joints: ball-jointed neck, ball-jointed shoulders, hinged elbows, rotating wrists, waist, V-cut hips, and rotating and hinged knees. Junko's knuckle busters rotate from back against his forearms to out in front of his hands. The figure is decently poseable, especially in the upper body. His tiny lower body makes it more difficult, however.

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Junko's one accessory is a pair of translucent green energy balls that fit over the representing the activation of the crystal charges in the busters. These orbs are r and fit looselyenough that they fly off easily when Junko's action feature is activa his waist and letting go causes the figure's upper body to spin back to its centerli



STORK

A Merb, Stork is paranoid and pessimistic, and those are his good qualities! The captain commands the Storm Hawks' carrier The Condor, forever frustrated by breaking gloomily announcing "we're doomed."

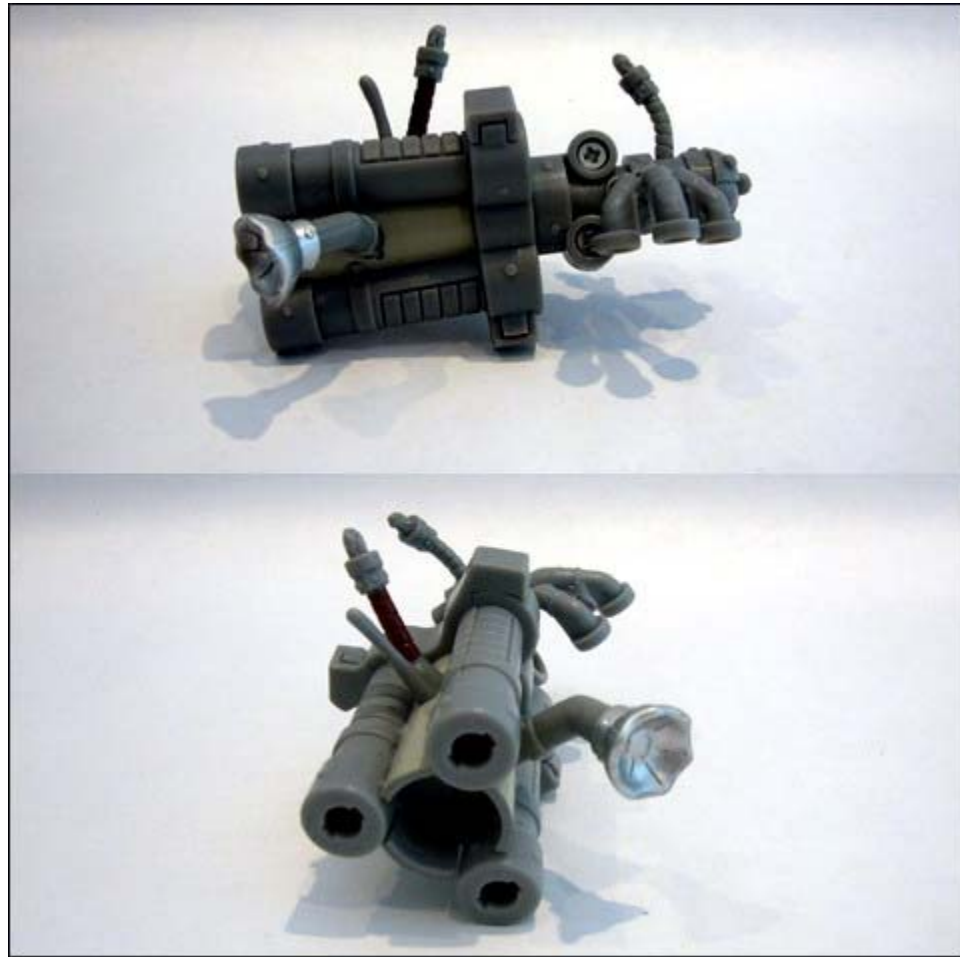
The front of Stork's bubble advertises his "Spring-Loaded FIRING Net!" The back shows the giant net launcher in action, with the phrases "You can't escape the net" and "Triple-Firing Action!"



Merbs are another humanoid race of the Atmos. They have green skin, strange faces, and somewhat lagomorphic heads. Stork's feet end in three toes, and all nails are blue. He is extremely thin and lanky, with stick-like limbs and a very long neck. Stork's face has a nervous smirk and hugely round eyes peeking out from under his long black hair. His pointy ears reach back behind his head.

Stork's clothing has all of the variation of the other Storm Hawks, without the bulky armor. His basic suit is brown, with sections of blue strips around his lower legs, waist, shoulders, and forearms. Among all of that brown are some sculpted patches and stitches, and the armor parts have some silver details as well. On Stork's chest is a large silver "X" and the Storm Hawks logo.

The Merb is articulated with a rotating neck, ball-jointed shoulders, rotating and hinged wrists, waist, V-cut hips, and rotating and hinged knees. While Stork lacks a ball-jointed neck, his works fine on his extended neck. In addition, because Stork is an action figure, none of his joints are impeded in any way.



Stork's accessory is a HUGE net cannon. The gun is like Stork's ship, the Condor: and bulky. There are two handles on the top, and the business end culminates in barrels. In addition, there are pipes, vents, knobs, and protrusions. Finally, a large side firing mechanism fires the projectiles, three identical blue missiles fitted through a triangular net. (Note: Stork had trouble standing up while holding his loaded gun. He's helped by a Star Wars stand.)



DARK ACE

Leader of Master Cyclonis' elite Talon squad and former member and traitor of the Storm Hawks, the man known only as the Dark Ace rules the skies. A wicked war strategist, the Dark Ace is Aerrow's arch-enemy.

The malevolent soldier's package has the symbol of the Cyclonian Talons, and his is "Spring-Loaded ENERGY Blasts!" The back of his card shows how to connect his arm "pull back and release" feature with "Hurl Energy Blasts!" and "Super-Evil Sword!"



The evil Cyclonian warrior is physically similar to the other human males, tall and Dark Ace stands taller than the others, which makes sense since he belongs to the generation of Sky Knights. The Dark Ace figure screams "villain," especially with his slanted eyebrows, and wide, bright red eyes. Above, Dark Ace's spiky black hair protrudes menacingly in all directions.

Being in the Cyclonian air force does have its privileges, such as a much nicer clothing. Dark Ace's uniform is an olive green jumpsuit with reinforced brown patches and burnished sections. He wears large knee-length boots, above which are triangular holster-like armor plates cover Dark Ace's chest and back, with a bracer on his right forearm. His right arm is a mechanical/hydraulic joint, presumably to give him a boost when fighting Sky Knights. On the chest armor is the red symbol of the Talons. Finally, Dark Ace wears a headpiece that frames his face and extends back along the sides of his head, projecting the hair out of his face when flying.

Dark Ace is articulated with a ball-jointed neck, ball-jointed shoulders, rotating at the elbows, rotating wrists, waist, V-cut hips, and rotating and hinged knees. Just like other figures, this figure has a good amount of articulation that allows for good posing. Of course, as with all action feature-equipped figures, Dark Ace suffers a little in his articulation because of it.



Dark Ace has not one but two weapons, a dual-bladed sword and mace/grappling sword, like Arrow's, is a metallic weapon with a translucent crystal-powered over it's a large red piece that looks really cool. In Dark Ace's other hand he carries a terminates in a length of cord with a grappling hook at the end. In addition, the e mace and sword attach to make one large weapon. With Dark Ace's action featur swing down when pulled up, allow the figure to "shoot" the sword's energy sheath



This first wave of Storm Hawks is a pleasant surprise. It's always a crap-shoot what comes out for a cool TV show. In this case, Spin Master hit a happy medium between articulated and detailed figures and fun toys for kids. While the sculpts are decent, they have the detail of higher-end collectibles. Instead, they highlight each character's psychological feature: Arow is brave and excited, Finn is care-free, Stork is insouciant, Ace is malevolent.

Articulation is good, especially for such thin-limbed figures. While they aren't supposed to, the Storm Hawks are equipped with the means to stand up straight, as well as to the hands of enthusiastic kids. Action features are useful and not overly impeding, and they are very cool.



Coming soon are Storm Hawks sky cycles, which should be the perfect complemer figures. Every figure has holes in his feet, which will come into play with the vehi sets. Hopefully more waves of figures will follow, including some much-needed fe characters. Considering how important women are in the show, it was disappoint none of them were immortalized in the plastic of the first wave.

Storm Hawks 4 inch figures are popping up in major toy stores everywhere, for a each.

Follow the link below for a Storm Hawks photo gallery tour!

*Review and Photos by **Scott Rubin***

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Posted By:

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