

## Preview/Review of BADGER GAMES Blixx and Clopsen

Badger Games sent me samples of some figures from a new range that will be sold under the RavenClaw banner. These are the forces of the Blixx Consortium. According to the background information provided by Badger Games, the Blixx are a small oligarchic alien race with big egos. They stumbled on a very primitive race of cyclopes (the "Clopsen") who they fostered, equipped and recruited into mercenary regiments in large numbers. Each Blixx family is its own business and owns the Clopsen regiments it commands. The officers and senior NCOs of a regiment are all from the same Blixx family, with a few low level Clopsen NCOs who show some promise. Each Blixx family tries to outdo the other family in regards to the number of Clopsen and mercenaries they control.

The Blixx figures have a very cruel and feral look to them that reminds me of the goblins in *Pathfinder Goblins!* who have been described as "psychopaths, wreaking havoc across the land." (Possibly a fitting description of the Blixx Consortiums.) Their coats and jackets have an oriental feel to them, possibly Chinese pirates. The officers wear plumed turbans and oriental frock coats, and are armed with chainswords and pistols.



Above: three Blixx officers from different command packs.

The senior NCOs wear sailor hats and oriental vests and are armed with poniards and light autorifles. The "Blixx Command" packs have five figures: one Blixx officer, one Blixx senior NCO, and three Clopsen junior NCOs, one of which has a radio set. (The handset is not directly attached to the main body of the radio set. It could be a wireless connection, but I think I will probably connect them with a wire when I work on the figures.)



Above: three Blixx non-coms from different command packs.

The Blixx are roughly 23 to 25 mm tall from their eyes to the bottoms of their feet.

The Clopsen are loyal mercenaries who look like they are capable of roughing it and prefer to work that way. They wear trousers (some torn) and heavy lace-up boots. Most of them have primitive necklaces and are shirtless or sleeveless. The figures have various amounts of head and facial hair, making them individuals. Only the special weapons packs seem to have any duplicate figures. Some of the Clopsen in the command sets have minimal, spiked skullcap helmets. Weapons include autorifles, with or without spike bayonets, rotary grenade launchers, flamethrowers, rotary shotguns and plasma rifles. Some Clopsen have blades or holstered pistols on their belts. One has a stick grenade and another has a crude flamberge.

One interesting question to consider is whether the Clopsen, lacking binocular vision and depth perception, should suffer a disadvantage in ranged combat.

Allowing for various poses, the Clopsen are roughly 30 to 32 mm tall from their eyes to the bottoms of their feet.





Above: five Clopsen with auto-rifles from one pack.



Above: four Clopsen with rotary grenade launcher, torch (flamethrower), automatic shotgun and plasma rifle, from four different packs.

The Clopsen are solid, realistic warriors for a gritty, deadly war zone. There are no exaggerated, twisted poses, no perches on broken pillars, no troopers with bent knees posed on convenient rocks or ammo boxes. I like the fact that the figures have integral bases because I was never a fan of slotted bases. The sculpting style seems similar to some of the work done for Sgt. Major Miniatures. All of the figures are one piece each so there is no assembly required.

The Clopsen are similar to Games Workshops' *Catachan* troops from *Warhammer 40K* in that they are muscular, shirtless or sleeveless, and heavily armed. I like the fact that there are so many different hairstyles, both on the heads and faces, giving them more personality and individuality. There is also a very broad range of weapons, allowing the creation of an effective fighting force. The spike bayonets and blade weapons, linked with well-manufactured firearms, create an interesting character for these troops and reflects their lethal environment.

Overall the Clopsen would work very well as a post-atomic race of mutants in a game based on *Fallout* or a similar theme. They could also be Catachan troops infected by Chaos in a *40K* game. While there may be more in the pipeline, with the range of figures already produced a wargamer could easily create a full platoon of Clopsen without even involving the Blixx figures.

Here is a listing of packs as I currently understand them:

**Blixx Command I      SSBLXT001**

1 Blixx officer  
1 Blixx noncom  
3 Clopsen: 2 autorifle, 1 radio

**Blixx Command II      SSBLXT002**

1 Blixx officer  
1 Blixx noncom  
3 Clopsen: 1 autorifle with spike bayonet, 1 radio, 1 with nothing

**Blixx Command III      SSBLXT003**

1 Blixx officer  
1 Blixx noncom  
3 Clopsen: 3 autorifle with spike bayonet, 1 radio

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**Clopsen Troopers I      SSBLXT005**

5 autorifles with spike bayonets

**Clopsen Troopers II      SSBLXT006**

3 autorifles with spike bayonets  
1 autorifle and stick grenade  
1 autorifle and crude flamberge

**Clopsen Troopers III      SSBLXT007**

5 autorifles with spike bayonets

**Grenade Launchers      SSBLXT008**

4 Clopsen with rotary grenade launchers [two poses]

**Clopsen with Torches      SSBLZT009**

4 flamethrowers [two poses]

**Clopsen with Shotguns      SSBLXT010**

4 rotary shotguns [two poses]

**Clopsen with Plasma      SSBLZT011**

4 plasma rifles [two poses]

[Sincere apologies for the poor quality of the photographs.]