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Madness combat hank deviantart

You may have been looking for an article about Hank from the game. -Psychopathic mercenary bandit on a take-no-prisoners mission to wipe out an all powerful agency... one that keeps emgling on Nevada with its seemingly unlimited supply of loyal and disposable soldiers. Hank is the main anti-hero of the series.- Madness: Project Nexus 2 Kickstarter Hank J. Wimblton is the main character and badass killing machine in the Madness Combat series. Hank has played a capital role in almost every Madness Combat episode. The only episodes of the main series where he's not the hero is Madness Combat 8: Inundation, in which his corpse appeared only appeared as a cameo in the foreground, Madness Combat 5.5, where he only appeared in less than a second, Madness Combat 6.5, and Madness Combat 7.5. In the last two parts, he was mentioned only and did not appear at all. In the animation, Hank has died seven times (three times Jesus, three times Tricky, once by suicide to finish off Jesus), and is revived again, with an unknown medium known as The Supreme Powers, and the tricky madness of Combat 6. In total, Hank has killed 640 people through a series that more than all the other main characters have combined, and it amounts to about 48% of the series's total kills. The personality hanks have been shown to care for a little without fighting and killing. Already in the first episode he is ready to beat people to death over the boombox. Hank is rarely phased in with anything, be it supernatural enemies appearing or being grievously wounded, and focusing his attention on killing his next target. Hank rarely shows pain no matter how battered he gets; it's seen in Madness Combat 5 when he's impaled, only to quickly kill The Tricky and drag the streetsign back from his chest. The closest Hank has ever shown a moment of weakness was Madness Combat 7 – Sneeze was more willing to accept death than the continually revived Tricky. Hank often grabs the weapon he can grab first, but when given time to choose he cuts weapons with some brutality on them, or he just grabs a weaker one to give himself a bigger challenge. In Madness Combat 5, Hank selects two Micro Uzis over a (possibly more practical) FBI-9 assault rifle equipped with an M203; in Madness Combat 7 Chipping selects a chainsaw over a closet full of firearms, and in Incident:001A he chooses to axe over a pistol and assault rifle. Despite this Sneeter is ready to take weaker, more subtle weapons such as fiber wire when the task is a secret approach. In Madness: Project Nexus 2 Sneezing is opposed to Sanford and Deimos in their motivations: although Sanford and Deimos seem to consider themselves heroes and want to bring justice to Nevada, Hank is only concerned with the destruction of the Science Tower and his contract with employers. When stuck at the obstacle, Hank fails to take a violent approach first. This is seen at an early level where he believes he is not savvy enough in computer hacking and Instead of. The powers and abilities, although Hank's powers and abilities changed from episodes, they were almost always the same. Hank is a great hand-on-hand combater capable of murdering dozens of enemies in close combat either using melee weapons or his bare hands and with great dexterity, even when they use firearms. One of his more notorious skills is his shooting, which is best seen in Madness Combat 5: Depredation, where he uses bullet time to shoot at a group of zombie agents in less than a few seconds while jumping. He also exhibits incredible dexterity, jumping several meters into the air and making flips and dodges with ease, all this during a battle with several opponents. His reflexes are fast enough to allow him to avoid or even deflect bullets and melee attacks with ease. He's apparently able to see (or at least detect, by sound or by some other method) enemies and projectiles behind him, seen when he fires a gun or swings a weapon behind him. Hank has shown extraordinary strength in most episodes, especially Madness Combat 6: Antipathy, where he easily ripped the agent's head out of his body, and accurately fired the P90 completely automatically and a large battle axe with only one hand each, and Madness Combat 7: confusion, he tore from the heart of the bottom and ripped off pieces of flesh from another grunt body. Hank's resistance to injury doesn't seem to take more than other characters from Madness Combat, but his resistance to pain is rather phenomenal; he has seen resisting big hits like Madness Combat 7 when he was clubbed far away by mag agent: Torture, or taking hits from Tricky in his demon form and when he throws him through a wall and burns him with his hand. Also, his fighting skills are almost never affected, even after being maimed or beside the deathly wounded, as seen in Insanity Combat 4: Apotheosis, when he slices his head into a zombified 1337 agent party with ease after being shot in the neck by the G36. In Madness Combat 9: Summation, Hank was increased to a size close to that mag agent. In this form, his strength is high enough to successfully brawl with, and kill Mag Agent: V3. In Madness Combat 10: Abrogation, Hank is injured by an auditor, but then later temporarily acquires the auditor's halo. After contact with the halo, electrical surges are emitted by entering Hank with halo strength. With this new force, Hank is able to repair his arm injuries, and gains god-like force evident when he crushed the Mossberg 500 with his left hand. As a special capability, he can channel Halo's electricity through his hand and produce devastating lightning punches. They are strong enough to maim agents, kill Mag Agent: V4 in two punches, and can cause damage to the auditor. Appearances Madness Combat 1 first episode Of Madness Combat. In it Hank is called Our Hero, and physically looks nothing different from His first victim is a boombox man who listens to a remix of chicken dancing. This break causes riot and many people enter the scene to try to suppress Hank. He continues to kill 30 people (and 2 zombies) and even fights Jesus, who appears here for the first time. Hank appears victorious over the opposition and, just, dancing to the Chicken Dance remix (still playing in the background). Madness Combat 2: The Savior for unknown reasons, Hank is on a mission to kill the sheriff with the help of his Sheriff Tracker. Throughout the episode Hank follows Jesus, who is apparently under the work of the sheriff, or otherwise appointed as sheriff's high bodyguard. At one point, Tricky joins Jesus in attacking Hank, but without supernatural intervention, he quickly sends. Although the sheriff continues to try to keep the distance between himself and Hank, he is ultimately steered in his office. Hank aims at his dual PPKs at the Sheriff's head and is going to fire when Jesus comes up behind Hank and shoots him in the back of the head. The episode ends as Hank is dead and Jesus and the Sheriff stand unacclaimed. Hank kills 79 people in this episode (plus eight zombies). Madness Combat 3: Avenger Hank Madness Combat 3: Avenger. Hank has been given a second chance after being shot in the head, which is now wrapped in a pairing. He continues his hunt for the sheriff, and it has been proven that the sheriff and Jesus work together. When he kills several members of the A.A.H.W., Hank is caught in a security cell watched by the sheriff and Jesus. This causes the sheriff to panic and triggers the impossibility of the drive that causes unbelievable and insane events to occur. Hank falls into the abyss, ending in the streets of Actually in Nevada, next to Bakery. In the background, whales are seen going out of the sky, along with a giant marshmallow. In this warped version of Nevada, Hank fights and kills the Sun, which immediately causes the sky to turn from day to day overnight. Tricky comes soon after to fight Hank, but he too was quickly killed. Sneez impaled Tricky with a streetsign side of a giant marshmallow (silly to marsh-mellow-madness). After Hank left the scene, a close-up of Tricky's body shows that he was shocked by the electricity and revived like a zombie. Hank makes his way back into the complex he initially and again kills zombified Tricky. Everyone seemed to win when Hank cornered the Sheriff, just like the Savior. Jesus goes up behind Hank and stakes

him through the back with his binary sword. Refusing to fail twice, Hank uses the sword (still protruding through his body) to stab and kill the sheriff, then shoots both Jesus and the sheriff. After this split-second move, everyone falls dead to the ground and the episode ends. Hank kills 88 people in this episode. Madness Combat 4: Apotheosis Hank Madness Combat 4: Apotheosis. Now with a pairing that covers the wound on his In the field, Hank sets out to crash a party at Club M. This is an episode in which Hank J. Wimpton's name has been officially revealed because he was previously known by the functional name Our Hero. A tricky name has been revealed as well (alias NO DJ Tricky M Club M). Hank clenches one of his notorious weapons from a AHW-member in this episode. The very first 1337 agent ever seen in this episode, but quickly kills as the rest of A.A.H.W. At the end of the episode, Hank kills all the dancers at Club M (without Tricky). Jesus then enters the club with the 1337 zombie hank killed before. Jesus zombies all the dancers, and Hank kills them all again. After running to Jesus, he starts deflecting bullets from a zombie 1337 agent's G36, but gets shot in the neck. The zombie is going to shoot him again, but have its head sliced in half. He then engages in combat with Jesus, but is shot several times by Jesus The Desert Eagle. As a last resort, Hank detonas a suicide bomb, killing both him and Jesus. After all this is oversoeer, Tricky has left only one alive at Club M and decides to play his Chicken Dance remix and dance solo with the closing message and he danced..... Madness Combat 5: Depredation Hank Madness Combat 5: Depredation. In this episode, Hank's body and most of his head are covered in faces (due to blowing himself up in the last episode). He wears a black jacket, bandana, and red glasses. He fights 1,337 agents, Jesus and his several zombie 1,337 agents until Tricky comes out of the abyss and mixes everything up. The conflict between Jesus and Hank is over when Tricky intervenes, allowing Hank to shoot a few rounds into Jesus' chest, after which Tricky rips off the top of Jesus' head. At the end, Hank kills Tricky by slicing the top of his head off, but the clown is revived instantly and kills Hank also ripping his head off and smashing it against the ground until his jaw is completely destroyed, with the text omfg! YOU DON'T KILL A CLOWN! Clown kills you! Screen. Madness Combat 6: Antipathy hanksu MC6. Hank looks mostly like the last episode, but he has teeth sticking out, and a metal plate in his jaw, as she beheading the end of the MC5 along with a metal plate on his chest because of being impaled on a warning sign. He chases and fights tricky (not Jesus, who only makes a cameo while raking the leaves) throughout this installment. He kills many agents and some spoils until he reaches the room where The Non-Jagged Drive is located. As he reaches to deactivate it, the train drives around the room, and he fights along it until it crashes (thus severely damaging Hank after the crash), and he is forced to fight more people until he finally reaches The Tricky. He manages to put a battle axe in Tricky's head and shoots him several times in the P90, but his death records as useless, and he comes back as a giant fiery demon version of himself. During this episode , the posters say is now looking to distort reality, felony evasion, public urination, and crime. Madness Combat 7: Confusion revived, Sneeter looks similar to his last look, except that he has his coat zipped up, a bandana around his messed-up mouth, fingerless gloves, and wears black goggles with red lenses. He spends most of the episode running from demon Tricky. He also finds Mag Agent: Torture, the first of the mag agents and first encountered BYP engineers. At the end of the episode, Jesus staked him with his binary sword and executed him with his S∓W 500. This version of Hank is the most commonly used version of Hank's non-canonical series, which is seen in a series of incidents, artwork, and the Project Nexus series. Insanity Combat 8: Inundation Hank's body appears as a cameo at the very beginning and very at the end is next to the dead A.A.H.W. units. Madness Combat 9: Summation of Mag Hanks, as seen in Insanity Combat 9 Despite the fact that it is present on much of the animation, for most of his appearance he is a corpse. However, Hank eventually revived and given a new look; he is about twice his original size, has no cross on his face, a robot looking at his head, and has a crustacean-looking hand with a claw like a hand. Since his increase in agent build-up in the cell, he became a Mag agent, and Deimos increased his fighting skills by allowing him to kill mag agent: V3 without weapons. He was last seen on the fight auditor, who has also picked up cellphone since sucking in several dead agents. During the magnification process, Hank's force-to-intelligence ratio is shown as 43:50:3. Deimos also upgraded and expanded Hank's magnification, explaining his greater strength and dexterity, but he was also stopped and shot to death before he could complete the upgrade that explains Hank's new hand. Hank's jaw will be pulled out of the retainer. Insanity Combat 9.5 Hanks was first seen floating in space, After a moment of text, He falls and disappears. He later emerges from the Grunt body, and slaughters many people in the field, mocking Soldat in the process. Then he looks at the distance and an unknown voice speaks to him, warning him that something is coming for him, the voice then asks if he is going to complain about it, addressing Hank in a familiar way. The body of the Grunt next to The Sneezing begins to decompose and twitch, while red hair forms from the ground. Tricky then emerges from the ceiling and immediately engages In The Hank fight with Nightstick, but Hank unfairly defeats the clown with a deagle. Then he goes to the next area where he kills a lot of A.A.H.W. units and looks out the window, seeing Tricky again, who doubts where he is. Hank then jumps down and kills all A.A.H.W. units there before confronting and killing the clown, who then disappears into the red orb. Hank then kills the remaining A.A.H.W. units and handles the door. Hank kills A.A.H.W units until Retainer comes down the elevator and confronts Hank, who kills the last remaining I337 agent and shoots retainer with a shotgun, only to teleport behind him and punch him through the door. Hank is thrown into the next area, where he kills more and more agents, Soldats, and engineers. Retainer then teleports over Soldat, crushing it and manipulating Hank's hand, shifting shots from his Browning Hi-Power before throwing Hank into the pit beneath him. Hank falls into the room and is stuck in the floor. The royalty sends stones to Hank, harassing him. Retainer teleports to the room and pulls Hank from the floor, revealing the more brutal injuries he suffered from impaled by stones, most of his clothes being torn, revealing bandages and his trademark metal plates replacing his mand knee, retainer then grabs him with his jaw, on tear it again as spikes grow from the ground. Madness Combat 10: Abrogation at the beginning of insanity abrogation. Hank and auditor engage in melee combat while Sanford tries to join the fight as well. However, the Sanford attacks are useless because the auditor is immune to bullets. Soon after, the auditor gets fed up with how the battle is going, and thrusts light black fire into sneezing skull, immobilizing him, but a quick burst of flame has shot his face, stunning him and leaving giant burn marks across his head. Then, part of Hank's mutated arm is shot by an auditor with an OA-93, ripping off Hank's insanity abrogation. his nail. Intense pain manages to stun Hank for a while. However, he underestimates Hank's speed of recovery. While the auditor is trying to kill Sanford, Hank comes from behind and forces the auditor to choke hold. While choking, Hank sees an opportunity and steals the auditor's halo, then the auditor moves out of his grasp and Hank pulls the halo away from him. Then, perhaps unlucky, that the halo has been deprived of its evil power, the halo releases electrical energy without compromising power from within the halo and shocking Hank with an explosion of that energy, sending Hank and the halo flying in the opposite direction. When Hank becomes, the mysterious increase in power from this energy flows out of his body, gives him electrical powers, and repairs damage to his arm, growing his hand to replace his claw. His newly grown hand allows him to fight more effectively. Hank also regains the ability to properly control two-handed weapons, and gets extra pack with his punch, dissipating energy through his arm and releasing it after contact. It is possible that this energy is in fact the same energy as that used during normality restoration, and as a result will be able to great damage to an auditor who is made only from the energy of improbability. Every time Hank blows an auditor with his mutated fist, the energy stakes into the auditor, leaving blood marks. The auditor is even stunned when punched at some points. Hank goes Kill many agents and engineer, and kill Mag Agent: V4 with your bare fists. After getting a mag-sized M-249, he used it to tear both other Mag Agent V4 and several agents. He then fights the auditor with his energy punches. They successfully spoil the auditor when nothing else could, forcing him to have to absorb more and more bodies to compensate. It creates a climax where he collapses completely when he absorbs Tricky. The episode ends ominously with the auditor's body apparently being overcome by Tricky's consciousness as a result of the explosion. Madness Combat 11: Exurgation Hank with his right hand torn off as Hank and Sanford finish climbing down stairs to get away from the bang, they attacked Tricky in his new skeletal form, sending his new skeleton minions to attack the pair. After Hank and Sanford kill all its minions. Tricky unveils his new skeletal shape and tears Hank's crustacean right arm off and slams Hank against the wall several times before sending Hank after Sanford to a new hellish dimension. In this dimension, Hank and Sanford fight a small A.A.HW unit summoned by Tricky, after killing the group and is told to GET OUT he is then separated from Sanford. When Hank lands he encounters the auditor, who will see Hank on the spikes and pulls them both into the ground. While Sanford battles with Tricky, Hank reappears with his injury-healed and newly acquired black arm, which gives him a level of control in the realm and dukes it out with Hank with his new Black hand clown. Both battle each other in a dead end until Hank is tossed across a large gap and is reunited with Sanford. The two begin to fight their way through the stronger variants of Tricky's skeletons, including an enlarged skeleton, until they reach the pillar of light, which Hank punches tricky through to return to the real world, causing the tricky monstrosity to finally die. Hank and Sanford's bodies then surface pools of blackness flowing from skeletal creatures to the corpse as the auditor appears to recover his Halo, leaving Hank's fate unknown. Sacrifice.fl, after Deimos kills the last enemy outside Bakery!, a chain and seemingly unconscious person identical to the appearance of Hanks Madness Combat 3 fall to the ground in front of him. When Deimos touches the body, he is bombarded with red static and images from Madness Combat 3, including sheriff observing Hank with improbability Drive security feed, Tough turns into a zombie after being impaled on a marshmallow with streetsign, and Hank struggling outside bakery!. Deimos steps away from what may or may not be twisted, and kills more chains. Dissenter Hank Appears as a wanted poster. Incident: 001A Hank appears in his MC7 attire as he does the rest of the incidents he appears in. His killing spree begins with him jumping out of the box with dual Beretta 92s and moving on eventually comes across a giant blender in which he gleefully throws several agents and stomps Mag Agent: V2 into. Incident: 010A In this incident, Hank rescues civilians from zombies and I33t agents, eventually fighting mag agent: V4 that, in a twist, rips Hank in half and repeatedly stakes his lifeless body with his sword. Incident: 100A Hanks plays a small role in what appears at the end of the incident getting fined from a vending machine when Sanford and Deimos arrive with a captured civilian. Hank checks him and declares him the wrong guy, and leaves him alone as a duo to drive away. Incident: 1000A Hank is the first hero to appear short, killed Jesus after clearing two rooms. He reappears in his MC10 form later and gets revenge on Jesus, but shortly after being killed by the M203-wielding Tricky. Madness: Project Nexus (classic) Hank is a playable character madness: Project Nexus. He can play in the first and last level of Episode 1. At the beginning of the cutscene, Hank can be seen reading a note demanding that he rescue Sanford and Deimos, get unknown hardware, destroy Project Nexus, and wait for further orders. Then he continues to destroy the prison walls using rpg-7, and the level begins. After saving Sanford and Deimos, he is no longer seen until the last level. During this time, he most likely purchased the requested hardware. He is also available for hire in Arena Combat mode; he starts at level 30. Gallery Artwork Add a photo to this gallery of Commission artworks Add a photo to this gallery Trivia Sneeze is the only main character not appearing in Madness Combat 6.5. Because of his claw, Hank is the only character to have a visible hand, not just a floating hand. The only episodes Hank has never seen dead are Madness Combat 1, Madness Combat 10: Abrogation, and free canon madness episodes, Incident: 001A and Incident: 100A. The only episodes where Hank didn't die after being revived are Madness Combat 6: Antipathy and Madness Combat 9: Summation. Madness Combat 2: The Savior and Inundation are the only episodes in which Hank's appearance remains the same from previous episodes. According to poster Madness Combat 6: Antipathy, Hank's phone number is (719) 555-4259. Interestingly, the 719 district code is in the Colorado Springs area of Colorado, not the Nevada setting. Hank's Claw Hand Madness Combat 9: Summation and Lightning-Like Madness Combat 10: Abrogation is a reference to the video game Die with the Sword and infamous respectively. Hank is the only main character to appear in each of the episodes 1-11. It does not include .5 episodes. Despite being dubbed mentally retarded, in his new Mag form, only with a third of the intelligence he had before he still used a corpse as a pacifier and used a pipe bomb to kill advanced ATP engineers easily, but they gave Sanford and Deimos a hard time, which seems to be quite intelligent However, he may have regressed to a kind of scientist-like country where in his field of choice, he is quite intelligent but is incomplete elsewhere. For example, he might come up with stratagems, such as making a pipe ball, but lacking math skills after counting bullets, or any knowledge that doesn't need to kill. This may also be because his previous level of intelligence was high enough not to completely make him intellectually challenged. It's possible that he might have gotten his intelligence back when he took the auditor's halo. Magnified Snee, Mag Agent: V3, Sun, Demon, Sanford (in ANAMNESIS.fl), and auditor are only characters without a face cross. Krinwell said on Twitter that Hank is naked. As Krinkel was asked if any version of Hank possessed a beard, he said that Hank is 100% free of hair. As Krinkel was asked what inspiration for Hank he replied: Blade, The Terminator, a Grammarton Cleric has a major influence on who Hank is. Hank has gone through the most costume changes in the series. As Krinkel was asked what the inspiration for Hank's claw was, he said that there was a game called Die with the Sword, and it featured an enemy with one hand bigger than the other, and was very powerful as he simply swings it back and forth in front of him to clear the way. In addition, Krinkel said that he has always liked asymmetrical character design. Rinkel said hank, Sanford, and Deimos, Deimos, would be the shortest, but Hank is the tallest. Krinwell has stated that Hank has dabbled in real estate. Krinkel said Hank, along with everyone, is ambidextrous. Hank is the only character with a full name. When Krinkel was asked if Hank would kill Sanford, Deimos and 2BDamned when he was asked, Rinkel replied: Hank is very good at his job. Work.

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