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[1.1] Game Biography

This is Colossus' Biography as it is given in the game (through the computer behind Professor Xavier's desk in X-Mansion).

"Real Name: Piotr Nikolaievitch Rasputin

"A native of Siberia, Russian, Piotr--or Peter as his American friends call him--was content to work the fields of a collective farm alongside his family. But then there was the fateful day when an out of control tractor raced towards his sister, Illyana. Without thinking, Peter threw himself in front of the heavy machine. Then suddenly, much to his surprise, Peter's body transformed into living metal of incredible strength and he easily stopped the tractor. Shortly thereafter, Professor Charles Xavier visited the farm and convinced the young Russian to join his team of X-Men.

"When in his metal state, his body is practically invulnerable; able to

withstand bullets, explosions of more than 400lb of TNT and heat up to 12,000 degrees Fahrenheit. He is one of the strongest X-Men, capable of battling even Juggernaut in hand-to-hand combat."

You first meet Colossus in the Boshnoy Nuclear Plant. Once you have rescued him from his predicament, taken his sister to Muir Island and then returned to X-Mansion, he is available for your teams. The first mission in which you can use Peter is the GRSO invasion of X-Mansion. Colossus is available for all missions once unlocked; but, is not required for any mission.

[1.2] Strengths and Weaknesses

Colossus is a tank, and the strongest X-Man. He's also the slowest. His A-power (Power Smash) is the most damaging attack in the game; but, it is very difficult to hit with it due to Colossus' inability to keep up with his opponents. Peter has a good personal shield and a devastating B-power (Concussion Slam) that make him really more useful as sort of a "ranged" fighter than a straight-up tank. Like the other tanks, he's not as effective against foes resistant to physical damage. As long as there are some energy-using and psychic X-Men on the team, Colossus will have no problems.

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[2] Powers and Skills

[2.1] Power Smash / Titanic Smash / Titanic Legend

Extra heavy lunge punch.

Power & Level	Effects	Energy Used	Required Level	Cost in Skill Points
Power Smash 1	25-31 physical damage, 5 destruction, 40 knockback	10	1	0
Power Smash 2	50-63 physical damage, 5 destruction, 120 knockback	15	3	1
Power Smash 3	80-100 physical damage, 5 destruction, 190 knockback	20	5	1
Power Smash 4	100-125 physical damage, 5 destruction, 245 knockback	25	7	1
Power Smash 5	125-150 physical damage, 5 destruction, 305 knockback	30	9	1
Titanic Smash 1	175-215 physical damage, 5 destruction, 370 knockback	40	15	2
Titanic Smash 2	200-250 physical damage, 5 destruction, 430 knockback	45	17	1

Titanic	250-310 physical damage,			
Smash 3	5 destruction, 500 knockback	50	19	1
Titanic	300-375 physical damage,			
Smash 4	5 destruction, 555 knockback	55	21	1
Titanic	360-450 physical damage,			
Smash 5	5 destruction, 620 knockback	60	23	1
Titanic	600-750 physical damage,			
Legend	10 destruction, 620 knockback	70	30	2

Power Smash isn't necessarily any slower to hit than any other X-Men's power; however, since it is normally directed against a single opponent and is performed while close by, your foe can easily dodge the punch. Rogue's Southern Strike and Psylocke's Psychic Slash have the same problem. Where Peter suffers is in catching up with his enemies. His slow movement speed makes it difficult for him to close with most foes. A Muscle Accelerator helps with this problem, though it does not speed up the mutant attack.

When it does connect, Power Smash dishes out a load of hurt. If you can catch two or three enemies in line, the lunge that accompanies the punch will carry Colossus right through the line and damage all of your foes equally. With enhancements (Power Enhancers, and the like), you can take down many opponents with a single blow. This is your offensive power of choice for a pure tank build of Colossus.

[2.2] Concussion Slam / Concussion Blast / Concussion Legend

A colossal clap that projects a blast arc.

Power & Level	Effects	Energy Used	Required Level	Cost in Skill Points
Concussion Slam 1	4-5 physical damage, 10 ft, 2 destruction, 40 knockback	25	5	2
Concussion Slam 2	9-11 physical damage, 10 ft, 2 destruction, 40 knockback	30	7	1
Concussion Slam 3	15-18 physical damage, 10 ft, 2 destruction, 120 knockback	35	9	1
Concussion Slam 4	25-31 physical damage, 10 ft, 2 destruction, 190 knockback	40	11	1
Concussion Slam 4	50-63 physical damage, 10 ft, 2 destruction, 245 knockback	45	13	1
Concussion Blast 1	80-100 physical damage, 20 ft, 5 destruction, 305 knockback	55	20	2
Concussion Blast 2	100-125 physical dmg, 20 ft, 5 destruction, 370 knockback	60	22	1

Concussion	125-150 physical dmg, 20 ft,			
Blast 3	5 destruction, 430 knockback	65	24	1
Concussion	150-165 physical dmg, 20 ft,			
Blast 4	5 destruction, 500 knockback	70	26	1
Concussion	175-215 physical dmg, 20 ft,			
Blast 5	5 destruction, 555 knockback	75	28	1
Concussion	200-250 physical dmg, 30 ft,			
Legend	10 destruction, 620 knockback	85	30	2

Colossus' "ranged" attack ranks right up there with Betsy's Psychic Bolts for most damaging and most useful. It does as much knockback as Cyclops' Optic Sweep, but (at Legend level) dishes out twice as much damage and 25% more destruction. It has more range than Beast's Propeller Kick, Magma's Lava Fissure or Gambit's Staff Slam.

Perhaps the only multiple-foe-affecting ranged attack that beats Concussion Slam is Storm's Chain Lightning. And even then, the knockback of Colossus' power should not be ignored. Coupled with the Knockback skill, Colossus can lay waste whole levels (and the enemies inhabiting them) just by clapping.

Concussion Slam + Power Enhancer + decently-high Focus = One man riot squad. The other X-Men on the team will be fighting over the leftovers after just one or two Slams from Peter.

[2.3] Steel Skin / Titanium Skin / Osmium Skin

Colossus generates steel armor around his body.

Power & Level	Effects	Energy Used	Required Level	Cost in Skill Points
Steel Skin 1	15 seconds, -8 physical dmg, -33% pain	60	5	2
Steel Skin 2	16 seconds, -10 physical dmg, -33% pain	70	7	1
Steel Skin 3	17 seconds, -13 physical dmg, -33% pain	80	9	1
Titanium Skin 1	20 seconds, -13 physical dmg, -8 beam dmg, -66% pain	100	14	2
Titanium Skin 2	22 seconds, -16 physical dmg, -10 beam dmg, -66% pain	110	16	1
Titanium Skin 3	24 seconds, -20 physical dmg, -13 beam dmg, -66% pain	120	18	1
Osmium Skin 1	28 seconds, -30 physical dmg, -13 beam dmg, Pain immunity, 20% chance deflect physical	140	23	2

		32 seconds, -30 physical dmg,				
	Osmium	-16 beam dmg, Pain immunity				
	Skin 2	35% chance deflect physical		150		25 1

		36 seconds, -50 physical dmg,				
	Osmium	-20 beam dmg, Pain immunity				
	Skin 3	50% chance deflect physical		160		27 1

Colossus has, perhaps, the best personal shield in the game. Rogue's shield makes her immune to knockback, but absorbs less damage and has a lower chance of deflecting damage. Emma's shield + Hardness is exactly the same as Colossus'; but, you have to spend those extra points on the Hardness skill to get the damage deflection ability.

On the other hand, Steel Skin only protects against physical damage. If you have Storm or Jean around with their upgraded shields, you get similar damage protection from all types of damage. And, if using Concussion Slam, your enemies are never really going to get close enough that you need the pain decrease or damage deflection.

Early in the game, before Storm or Jean can cover the team with their shields, a few levels of Steel Skin can be a big help. But, you won't want to max level this power unless you're building the tank version of Colossus, or are power-leveling to level 45.

[2.4] Seismic Smash

Xtreme power: An xtreme concussion attack. Requires level 15, 2 points; uses one Xtreme icon.

Like any Xtreme power, this is a very powerful attack. This is a radial, area-of-effect power that is best used against large numbers of foes. Colossus slams his fists on the ground, knocking nearby enemies up in the air and doing about 350-400 points of physical damage each. The wind-up for this power is very, very slow.

[2.5] Colossus Charge

A heavy charge attack that can be performed from a jump.

- 1: 9-11 physical damage, 2 destruction, 190 knockback, 30 energy, requires level 2
- 2: 15-18 physical damage, 2 destruction, 190 knockback, 30 energy, requires level 7
- 3: 25-31 physical damage, 5 destruction, 245 knockback, 40 energy, requires level 12
- 4: 50-63 physical damage, 5 destruction, 245 knockback, 40 energy, requires level 17
- 5: 80-100 physical damage, 10 destruction, 305 knockback, 50 energy, requires level 22

Like the "Tracks" powers of Iceman and Magma, this is little more than a toy. It acts like a third offensive mutant attack, and benefits from mutant attack damage enhancements; but, it is very hard to control and almost impossible to aim, much like Beast's Pinball move. You're better off just ignoring this skill and spending the points elsewhere.

[2.6] Knockback

Adds extra knockback to all physical knockback attacks.

- 1: +40 knockback
- 2: +120 knockback
- 3: +190 knockback
- 4: +245 knockback
- 5: +305 knockback

Colossus does so much knockback with his mutant attacks, you may wonder if this skill is worth it. The first time you defeat an enemy by slamming him into a wall, you will understand why knockback is so important. Peter's powers are greatly enhanced with this skill, and it should be a part of any Colossus build.

[2.7] Might

Increases lifting strength, damage of melee attacks, and damage level of melee attacks.

- 1: +5% damage, Heavy objects, +3 destruction
- 2: +10% damage, Massive objects, +6 destruction
- 3: +15% damage, Gigantic objects, +8 destruction

Like Beast and Rogue, Peter begins the game with one point of Might--essentially at no cost. You will definitely want to max this skill.

[2.8] Toughness

Increases Maximum Health

- Level 1: Raises Max Health by 10%, requires level 10
- Level 2: Raises Max Health by 15%, requires level 12
- Level 3: Raises Max Health by 20%, requires level 14

As long as you have the ability to shield yourself, Toughness isn't worth much. Perhaps one level, soon after you acquire him, before his shield or the party's shield is able to absorb most damage.

[2.9] Mutant Mastery

Increases Maximum Energy

- Level 1: Raises Max Energy by 10%, requires level 10
- Level 2: Raises Max Energy by 15%, requires level 12
- Level 3: Raises Max Energy by 20%, requires level 14

Colossus needs a lot of mutant energy; but, as a tank, he's also dependant on having a pretty good Strike stat. A level or two of Mutant Mastery can help with the fact he won't have quite the Focus score of Cyclops or Jean.

[2.10] Critical Strike

Increase chance of criticals for melee attacks.

Level 1: +2% chance
Level 2: +4% chance, requires level 7
Level 3: +6% chance, requires level 12
Level 4: +8% chance, requires level 17
Level 5: +10% chance, requires level 22

Critical Strike is, normally, a must-have skill for any tank character. However, it won't affect Peter's mutant attacks, and you probably won't be fighting hand-to-hand with him that much. This skill can wait until later in the game, once you have the more important powers and skills maxed out.

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You can safely ignore Agility and Body. Peter gets natural increases to his Body stat, and neither stat is really important considering how much shielding he can have layered on at once. Split your points up between Focus and Strike: 2 points Focus for each 1 point Strike. If you really want to spam mutant powers (especially if you are going to use Concussion Slam a lot), use a 3:1 ratio, Focus to Strike instead of 2:1.

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It is popular to believe Colossus needs a Muscle Accelerator; but, that is just not the case. Yes, an MA would help Colossus move faster--but the game will "jump" teammates to you if they get left behind (assuming Peter is under AI control). Yes, an MA would help Colossus punch and kick faster; but, you're primarily going to be using mutant powers--and a Muscle Accelerator does not affect the speed of Peter's mutant attacks.

What Colossus should use is anything that increases the damage of his mutant powers. Though he is already one of the most damaging X-Men in the game, with his unique item (Soul of the Gladiator) or a Super or Ultra Power Enhancer, he is a monster.

Give him the best Focus Enhancing belt you can get and your best Nanofiber Armor and let him go to town.

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These builds assume Peter will be at least 14th level when he is unlocked.

[5.1] Tank

This is not a recommended build. Yes, it can be effective, because Peter makes a lot of one-hit kills with Titanic Legend. That is, he makes a lot of one-hit kills *if* he connects with his target. Even though, technically, Power Smash is no slower than any other mutant power, Colossus *is* slower and harder to position and aim in the right direction. This is the real problem with Peter's A-power: it's not the speed of the attack, it's the difficulty in catching up to the bad guys to deliver the punch.

Still, one-or-two-hitting mini-bosses and even some boss characters can be fun; so, if you want a melee-monster build, try this one.

You start this build by concentrating on Power Smash, Knockback and Steel Skin. Along the way, you want to throw in some levels of Concussion Slam in case you get mobbed. For this character, you might want to consider using a Muscle Accelerator, just so you can chase down your faster-moving foes.

Level	Stat	Power/Skill
1-14	Focus +10	Power Smash +4
	Strike +5	Concussion Slam +1 (2 points)
		Steel Skin +3 (4 points)
		Mutant Mastery +1
		Knockback +2
		Critical Strike +2
15	Focus +2	Titanic Smash +1 (2 points)
16	Strike +1	Might +1
17	Focus +1	Titanic Smash +1
18	Focus +1	Knockback +1
19	Strike +1	Titanic Smash +1
20	Focus +1	Titanium Skin +1 (2 points)
21	Strike +1	Concussion Slam +1
22	Focus +1	Critical Strike +1
23	Focus +1	Titanium Skin +1
24	Strike +1	Titanium Skin +1
25	Focus +2	Osmium Skin +1 (2 points)
26	Strike +1	Titanic Smash +1
27	Focus +1	Concussion Slam +1
28	Focus +1	Titanic Smash +1
29	Strike +1	Titanic Smash +1
30	Focus +2	Titanic Legend (2 points)
31	Strike +1	Might +1
32	Focus +1	Osmium Skin +1
33	Focus +1	Knockback +1
34	Strike +1	Concussion Slam +1
35	Focus +2	Seismic Smash (2 points)
36	Strike +1	Concussion Slam +1
37	Focus +1	Knockback +1
38	Focus +1	Critical Strike +1

[5.2] Riot Squad

This build is Peter at his most effective. When using his "ranged" Concussion attack, Peter's slow speed is a non-issue. Concussion Slam works through walls (even non-destructible walls)--at Legend Level you can clear out the *next* room, not just your current room. Slam also works up or down stairs--the blast arc appears to go from floor to "ceiling", catching every destructible item in its path. With Power Enhancers to beef up the already formidable damage, and enough Focus to keep spamming the attack, you almost

don't need any other powers or skills.

Peter's personal shield is not as high a priority in this build, as your enemies should rarely get close enough to beat on you. You want to max out Mutant Mastery, so Peter can keep pace with the likes of Storm or Cyclops without having to equip a DNA Generator. Add in a few levels of Power Smash to take on the really tough enemies.

Level	Stat	Power/Skill
1-14	Focus +12 Strike +3	Concussion Slam +5 (7 points) Steel Skin +3 (4 points) Mutant Mastery +1 Knockback +3
15	Focus +2	Titanium Skin +1 (2 points)
16	Focus +1	Might +1
17	Strike +1	Power Smash +1
18	Focus +1	Knockback +1
19	Focus +1	Mutant Mastery +1
20	Focus +1 Strike +1	Concussion Blast +1 (2 points)
21	Focus +1	Power Smash +1
22	Focus +1	Concussion Blast +1
23	Focus +1	Might +1
24	Strike +1	Concussion Blast +1
25	Focus +2	Seismic Slam (2 points)
26	Focus +1	Concussion Blast +1
27	Strike +1	Knockback +1
28	Focus +1	Concussion Blast +1
29	Focus +1	Power Smash +1
30	Focus +1 Strike +1	Concussion Legend (2 points)
31	Focus +1	Titanium Skin +1
32	Focus +1	Power Smash +1
33	Focus +1	Titanium Skin +1
34	Strike +1	Mutant Mastery +1
35	Focus +2	Titanic Smash +1 (2 points)
36	Focus +1	Toughness +1
37	Strike +1	[save]
38	Focus +1	Osmium Skin +1 (2 points)

[5.3] Level 45 Options

When power-leveling to the maximum 45th level, your first priority is to max out Peter's shield if the build hasn't already filled it. Then max out his other offensive power. Use leftover points wherever you please. A reasonable order of preference for filling skills would be Mutant Mastery, Critical Strike, Toughness and Colossus Charge. Continue the stat point progression from the build you are using.

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[6] Tactics

Battle tactics with Peter vary depending on which mutant power you will be using. With Power Smash, you have to get close enough to your enemies to

hit them, and that can be difficult. While the lunging punch does have some range to it, once you commit yourself, you can't change the direction, making it easy for your opponent to dodge the attack.

Your personal shield is very helpful for getting in close to your enemies, especially those that have a touch-damage shield around them. Try to keep your shield on, close in on your foes and unleash your punch. It works even better if you can punch into the middle of clumps of opponents as you may damage two or three with the same blow.

Peter is far more effective, and easier to play, when spamming Concussion attacks. Concussion Legend blows whole rooms to smithereens, along with all the enemies inside. It is a devastating power, especially considering how easy it is to hit combos with it, which just increases the damage (by as much as 300% if both Storm and Cyclops are on the team and have maxed Leadership skills). There really are no tactics to this style of gameplay at all--just sit back and spam Concussion attacks and blow everything up.

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[7.1] Comic Book

You can pick up Colossus' comic book from Muir Island during the Juggernaut invasion. After Juggs leaves the lab to chase down Forge, run around the large circular room until you find the comic; then chase after Juggernaut. The comic adds +2 to Peter's Strike and Body stats.

[7.2] Danger Room Challenge

The Danger Room scenario disc, Challenge - Colossus, is located in the Overflow Reservoir stage during the second mission to the Morlock tunnels. As you enter the stage, you'll enter a room with a pair of walled-off rooms in the center. Blast down the walls to get the disc.

In the Challenge, Peter must destroy four alarms, defeat 20 enemies and defeat Pyro within two minutes. It is a Senior-level course. If you're at the recommended level of 24 or higher, this should be a piece of cake. Concussion Slam works great in this scenario, as it can blow your enemies away from you, keeping you from being crowded in the small rooms in which you have to work. It also easily destroys the alarms; otherwise, you have to position yourself right in front of each alarm and hit it with Power Smash.

The reward for completing the Challenge is Soul of the Gladiator: a backpack which adds 5 points to Colossus' Body stat and 20% to his mutant attack damage. For Titanic Smash or Titanic Legend, this is a good item; otherwise, Super and Ultra Power Enhancers give you a larger damage bonus.

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Thanks to pgw, freac and cablepuff of the GameFAQs X-Men Legends message board for build tips, tactics and lots of other great info

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