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SEASON 29

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AXLE



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NICEWIGG
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EDITOR'S NOTE

On Transition, the ALGS off-season, and why we didn't wait for the meta to sit still.

THE EDITOR

There's a version of esports journalism that treats the meta as the whole story — patch notes, tier lists, win rates — and stops there. This issue was built to push past that. When we sat down to put this issue together, the throughline that kept surfacing wasn't a single legend or a single patch. It was transition — how a game, and the people inside it, keep having to become something new. Season 29: Overclocked didn't just introduce Axle; it forced an entire class system to renegotiate its identity, pulling power away from passive scouting and handing it to players willing to move first and think second. Recon got quieter. Assault got louder.

Alter reframed what it means to control space you can't even see. None of that happens in a vacuum, and none of it stays still for long — which is exactly why we wanted to document it now, mid-shift, rather than wait for the meta to settle into something safer to write about. That same idea of transition is why NiceWigg felt like the right center of gravity for

this issue. Most players who reach the top of the ALGS stage build their identity around staying there. He didn't. Stepping back from active competition to help build 100 Thieves from the inside is its own kind of high-risk play — trading a controller for a boardroom, mechanical skill for institutional memory. Talking with him, what stood out wasn't nostalgia for his playing days.

It was how directly that competitive background still shapes the decisions he makes now, from how he evaluates talent to how he thinks about what players actually need to survive a career in this industry.

That's the lens we tried to hold across every page — the pro scene, the meta, the broadcast desk, the front office not as separate beats, but as one continuous ecosystem where a single balance patch can ripple all the way up to how an organization builds its roster.

Thank you to 100 Thieves Media Relations and the ALGS Broadcast Team for the access and time that made this issue possible. And thank you, as always, for reading.

Aahil Khoja
Head Editorial Director

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THE APEX LEGENDS

FOUR LEGENDS, REWORKED
FOR THE META

By Aahil Khoja



Alter is a Skirmisher Legend with short, spiky cyan hair and black horns. She wears a black and white tactical suit with pink accents on her gauntlets and a utility belt. She is holding a pink and black Void Passage device in her right hand.

PASSIVE



GIFT FROM
THE RIFT

TACTICAL



VOID
PASSAGE

ULTIMATE



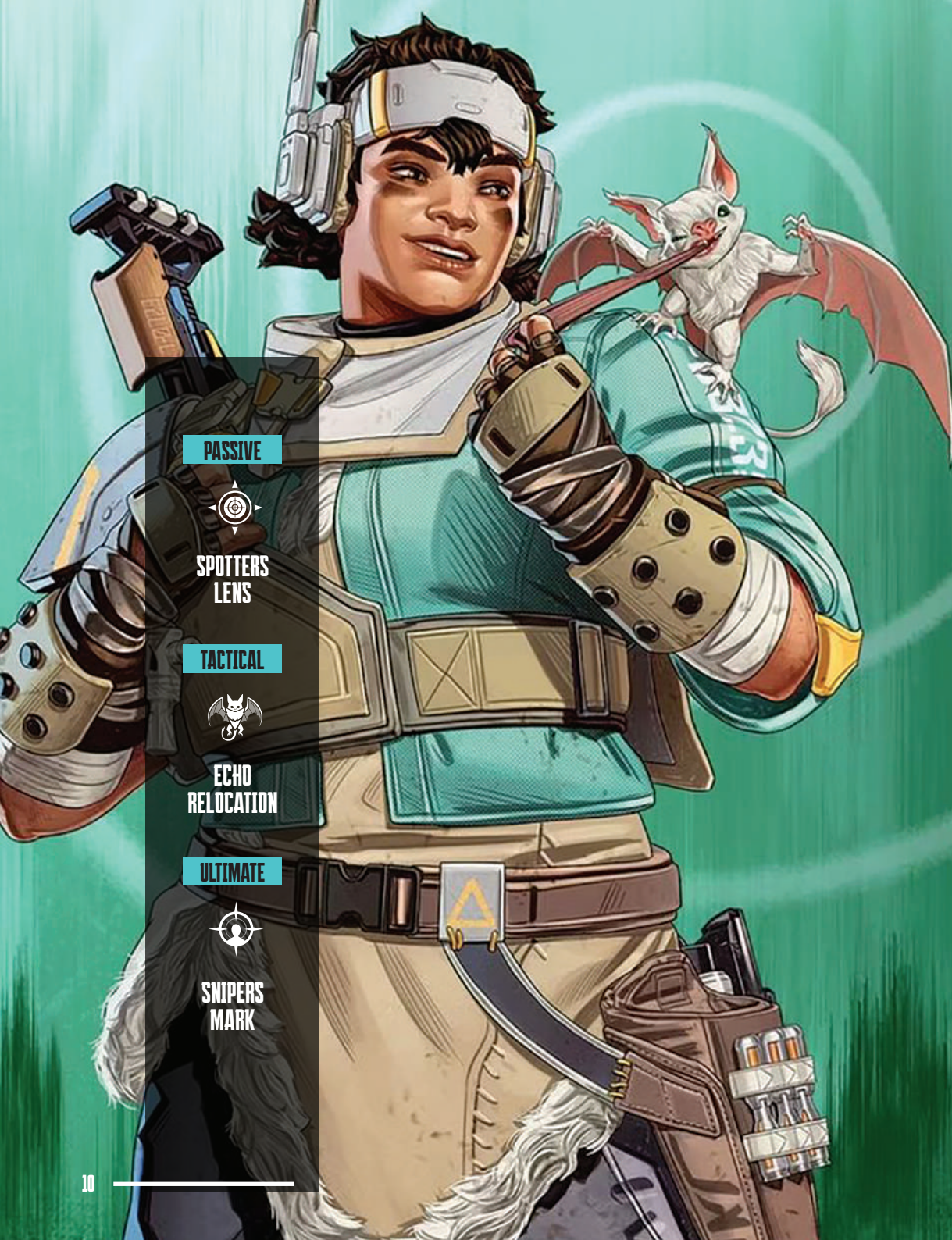
VOID NEXUS

ALTER

Alter is a Skirmisher Legend who was introduced in Season 21. A master of the Void, she can open a portal through a solid surface with her Void Passage and use Gift From The Rift to snatch an item from a distant Death Box. When in a tough spot, her Void Nexus device allows her teammates to teleport back to a safe point in a certain distance.

DETAILED INFORMATION

- While within 250 meters of the device, interact to travel in phase to the device's location. Activating the phase takes 3s.
- Players that use the Nexus leave a Relay portal behind after taking the portal.
- Fires a projectile that sticks to a surface and connects to the opposite side, up to a depth of 30 meter distance.
- Can interact with Death Boxes within 75 meters. Also allows to freely loot Death Boxes through walls.
- Available Death Boxes can be seen through walls. Death Boxes are marked with a symbol if their contents have not yet been looted.



PASSIVE



SPOTTERS
LENS

TACTICAL



ECHO
RELOCATION

ULTIMATE



SNIPERS
MARK

VANTAGE

Vantage is a Recon Legend who was introduced in Season 14. She excels at using sniper rifles thanks to her Spotter's Lens, and can weaken enemies from afar with shots from her Sniper's Mark. She can also use Echo Relocation to cross long distances while running away or travelling far.

Vantage can be unlocked using digital currency: either Legend Tokens 12,000 or Apex Coin 750.

DETAILED INFORMATION

- Tapping the tactical button is used to deploy and reposition Echo to a specific location
- Holding the tactical button to launch to him if he is out.
- If Echo is not out: holding the tactical button will deploy and prep a launch toward Echo, who will be about 50m ahead of initialization position.
- Deploying, repositioning and recalling Echo can be done simultaneously while performing other actions (e.g. shooting, reloading, healing), except reviving.
- Echo will automatically start following Vantage if she moves farther than 65m.

AXLE

Axle is a Skirmisher Legend introduced in Season 29. She can deploy a Nitro Gate to give anyone that steps on it a massive speed boost that also forces them into a slide. Her sliding control and duration are improved by her Passive Drift. She can also deploy Kickstart, an enemy-seeking drone that displaces and stuns enemies.

Axle can be unlocked using digital currency: either 12,000 Legend Tokens or 750 Apex Coin.

DETAILED INFORMATION

- Throws down a gate that sticks to horizontal surfaces.
- Any player that steps on it is given a massive speed boost and is granted an effect that improves sliding control and forces them to slide faster.
- The slide can be cancelled prematurely at any point.
- Speed boost velocity is 750.
- The effect lasts for 0.25 seconds minimum and 5 seconds maximum.
- The slide is also cancelled if the slide reaches below 100. Also affects knocked players.

PASSIVE



DRIFT

TACTICAL



NITRO GATE

ULTIMATE



KICKSTARTER

CONDUIT

Conduit is a Support Legend who was introduced in Season 19. She can use Radiant Transfer on herself and a teammate to generate shields for both, and can use her Savior's Savior's Speed to catch up with distant allies. Her Energy Barricade can be used to slow enemies in a wide area.

Conduit can be unlocked using digital currency: either 12,000 Legend Tokens or 750 Apex Coin.

DETAILED INFORMATION

- The transfer has a range of 50 meters, and can go through walls, as long as you are in range of the target.
- This ability is always applied to Conduit when used, but can also be applied to one of her allies, provided that they are in range and Conduit is hovering over them when the ability is activated. The range of this ability is 50 meters.
- If recovering shields would cause your total shields to exceed the maximum that your evo shield can provide, excess temporary shields are LOST.
- Temporary shields act like normal shields, except that they ALWAYS take damage first before the main shield. ⚠



PASSIVE



SAVIOR'S
SPEED

TACTICAL



RADIANT
TRANSFER

ULTIMATE



ENERGY
BARRICADE



THE CORE EVOLUTION

UNDERSTANDING AXLE'S MOVEMENT KIT

By Aahil Khoja

The arrival of the Skirmisher legend, Axle, changes the pace of engagement in the Overclocked seasonal update. At the center of her tactical toolkit is a high-speed movement mechanic built around Nitro Gates. By putting down these specialized gates, Axle and her squad can slide significantly faster to push past limits, take risks in the Ring, and escape dangerous crossfires. This utility provides a massive mechanical advantage during intense matches when squads must cross open ground without getting pinned down by enemy marksmen. Learning exactly when and where to drop these speed lanes is the first major step toward mastering her fast-paced playstyle.

The acceleration gained from a well-placed gate lets a squad rotate across the map with incredible efficiency. Instead of relying on predictable movement paths, teams can create brand-new engagement angles that catch opposing defensive squad's completely off guard. It alters the fundamental spacing required during a standard engagement. Because players can slide at much higher speeds, close-range weapons like shotguns and submachine guns become significantly more dangerous, allowing players to close gaps instantly before an enemy team can properly adjust their line of sight.

TRACKING TARGETS WITH THE ULTIMATE

While her tactical ability handles horizontal speed, her ultimate ability focuses on aggressive crowd control. Axle can deploy a specialized homing drone that autonomously tracks down a target enemy player. Once the drone reaches the designated player, it detonates on impact, dealing a small amount of damage to the target while simultaneously knocking them up into the air and leaving them stunned. This crowd-control effect makes her ultimate one of the most potent initiation tools in the entire game.

“Put down your nitro gates to slide faster, then deploy your homing drone to knock up and stun your target.”

The drone bypasses standard defensive barriers by seeking out its target automatically, meaning camping inside buildings becomes far less viable. When an enemy is knocked into the air and stunned, their movement velocity drops to zero, making them an easy target for coordinated team fire. Professional teams look for these exact windows to break stalemates, using the ultimate to target the anchor player of an opposing squad.

COMPETITIVE EXECUTION TIPS

In matchmaking, timing your push with the ultimate drone is important. Because the drone knocks up and stuns the enemy player, it leaves them completely vulnerable for a brief window. Teams should deploy the homing drone to target a key opponent, use the tactical Nitro Gates to slide into position at maximum velocity, and eliminate the stunned target before the crowd-control effect wears off. This sequence represents the ideal combat loop for an aggressive squad composition, blending high horizontal speed with vertical enemy displacement. Mastering this combination will consistently yield high-kill matches and rapid victories and rank point gainage.

Furthermore, managing your tactical placement is important because the max in-world count for the Nitro Gate is restricted to two. Additionally, opponents can shoot them down easily now that the gates have had their total health reduced from 150 HP down to 100 HP. Teams should coordinate their pushes through the purple energy field to overwhelm enemy sights before the barriers can be destroyed by target fire. If a gate is placed too early, a smart opposing squad will destroy it before your team can even initiate a slide, completely reset your momentum and waste a critical cooldown period during a firefight.

To survive in this landscape, squads must adjust their legend choices immediately to capitalize on the modern perks. In updates like Season 24, Assault Class legends and their teammates even get temporary speed boosts, faster reload speeds, and enemy highlights when cracking an opponent's armor. Transitioning your main roster toward combat-heavy characters is now mandatory for climbing the ranked ladder. Usage of the assault class characters have helped with this situation a lot in multiple different battles. 🔥





THE DEATHBOX REVOLUTION

HOW CHAIN HEALING CHANGED THE END-GAME

By Aahil Khoja

The latest updates introduce a fundamental shift to standard match strategy by completely reworking how players interact with eliminated opponents in Core modes. The old loop of taking a banners-only approach or ignoring eliminated teammates has been replaced by a direct revive mechanic. You can now revive allies right at their deathbox by interacting directly with the box on screen. This adjustment means that recovering a squad mate no longer requires running away to a distant respawn beacon, allowing squads to maintain their ground and defend their immediate territory directly after winning a tough engagement.

By centering the revive mechanic on the deathbox itself, the game drastically reduces the standard downtime associated with losing a teammate. Players no longer have to wait out long delivery animations or watch a dropship give away their exact location to the entire lobby. Instead, a successful combat encounter provides the immediate opportunity to bring your full team back into the match instantly. This speeds up the macro flow of every match, keeping more players alive into the final rings and raising the competitive tension during late-game scenarios where space is limited and every small detail matters the most in this situation.

THE STRATEGY OF CHAIN HEALING

The addition of chain healing changes how you can use medical items during a sequence. You can now queue up another healing item before your last one is completely finished, meaning you can use items back-to-back without severe delay. This change heavily favors fast resets during intense third-party engagements where every second counts. Instead of opening your inventory menu repeatedly between every single shield cell, the automation handles the sequence smoothly, keeping your focus entirely on your surroundings and allowing you to track approaching footsteps while recovering your health resources.

This streamlined healing process drastically alters the math behind close-quarters combat. When push tempos rise, the ability to smoothly transition from a shield cell into a large syringe without manual input prevents costly interface mistakes. It eliminates the clunky delay that previously left players vulnerable when trying to execute multiple fast heals back-to-back. Aggressive players can now confidently take high-risk trades, knowing they can duck behind cover and execute a precise string of small heals seamlessly before the other squad can push up.

BREAKING DOWN THE NEW SQUAD CADENCE

This mechanical adjustment changes how final-ring scenarios play out in high-tier lobbies. Because resetting shields and health cells takes less downtime, the cadence of continuous combat is faster. However, keep in mind that the more a teammate is downed, the longer it takes before they can be revived at their deathbox again, though the cooldown resets gradually over the course of a match. This balancing factor ensures that while recovery is fast, reckless play is still punished heavily during prolonged engagements where resources wear thin.

“You can now queue up another healing item before your last one is finished, meaning you can use items in a sequence.”

Teams must learn to balance this high-speed recovery system against their remaining inventory supplies. Since healing items can be executed in rapid succession, teams will burn through their shield cells and syringes much faster than in previous updates. Managing your team's total economy becomes a core skill. If you commit to an extended long-range peek battle and burn through your queued heals without securing an opening elimination, your squad will find themselves completely out of resources when the ring begins to close and forces a final, chaotic close-quarters rotate. That shift is already showing up in how top teams draft their early rotations.

Squads are treating deathbox proximity as a positioning priority in its own right, holding fights near cover that keeps a downed teammate's box within sprinting distance rather than defaulting to the safest disengage. A trade that would have been abandoned last season is now worth finishing, because keeping the economy intact matters more than playing it safe. 



FROM THE MAIN STAGE TO THE CO-OWNER'S DESK

NICEWIGG ON LIFE AFTER THE
PRO SCENE, THE SEASON 29 META
SHAKE-UP, AND WHAT IT TAKES
TO SURVIVE ESPORTS' NEXT ERA

By Aahil Khoja



LIFE AFTER THE PRO SCENE

AN INTERVIEW WITH NICEWIGG

The transition from a professional competitive player to a business executive is a path rarely traveled successfully in esports. Jack “NiceWigg” Martin stands as a definitive exception to the rule. Having originally carved out his legacy as a fierce controller player on the main stage of the Apex Legends Global Series (ALGS), NiceWigg built a reputation based on elite mechanical skill, deep tactical positioning, and an infectious, high-energy presence that captivated the community. When the time came to step away from active roster competition, his journey within the Apex Legends universe did not come to a halt.

Instead, it evolved into an entirely new chapter of industry leadership. Today, NiceWigg commands the competitive space from a different vantage point, serving as the premier official watch party host for the global pro leagues while simultaneously stepping into a corporate leadership role as a co-owner of the elite lifestyle and esports organization, 100 Thieves. Sitting down to discuss the modern landscape



of esports management. NiceWigg reflects heavily on how his competitive roots directly shape his approach to building a gaming brand.

FORMING A FUTURE FOR 100T

“When you spend years down in the trenches playing at the highest level, you develop an eye for team chemistry and talent that you simply cannot learn from a business textbook,” he explains. The shift from managing your own individual crosshair to overseeing the macro growth of a multi-million dollar organization requires a massive mental recalibration.

For NiceWigg, the core philosophy remains anchored in supporting the player experience first, utilizing his corporate platform to ensure the next generation of professional competitors receives the infrastructure, mental backing, and brand visibility required to achieve long-term career sustainability in a notoriously volatile industry by allowing his viewers to react to smaller streamers to help them achieve their dreams in getting into the ALGS, a place where not everyone can get into, the top 20 teams to battle it out in front of thousands of people.

Balancing both roles simultaneously is no small feat, and NiceWigg is candid about how demanding it can be. On any given weekend, he might spend Saturday behind a broadcast desk breaking down a match his own signed roster is playing in, then pivot Sunday morning to reviewing scrim footage as an owner deciding on lineup changes. He’s quick to point out that the two jobs actually sharpen each other: casting keeps him plugged into the meta shifts and player tendencies that inform his roster decisions, while his ownership perspective gives him a level of tactical insight most broadcasters simply don’t have access to. It’s a rare vantage point, and one he doesn’t take for granted. Few people in the scene straddle both sides of the desk this way.

THE ALGS

APEX LEGENDS GLOBAL SERIES

Under his guidance, the organization's approach to talent acquisition and roster management has undergone a distinct evolution. Rather than merely chasing top-tier statistical players during transfer windows, NiceWigg emphasizes the long-term value of content creation, personality, and mechanical dedication. He understands that modern esports longevity relies on building a cult-following around the athletes themselves, rather than just celebrating tournament victories. By teaching active players how to build their individual digital footprints while competing at the highest level, 100 Thieves establishes a sustainable ecosystem where players are set up for a successful career path long after their mechanical reflexes begin to slow down.

"The hardest part wasn't retiring from the competitive stage; it was figuring out how to reinvigorate the next generation from behind a desk."

Beyond his executive responsibilities at 100 Thieves, NiceWigg has fundamentally revolutionized how modern esports broadcasts are consumed globally. His official ALGS watch parties—frequently referred to by fans as the "B-Stream"—have grown into a massive cultural phenomenon that routinely rivals the viewership metrics of the main analytical broadcast. By removing the rigid, overly corporate style of traditional sports commentary, NiceWigg introduces



a raw, high-energy, and deeply analytical viewing experience that treats the audience like close friends sitting together on a couch. His broadcast style blends rapid-fire play-by-play casting with an unyielding enthusiasm that captures the sheer chaos of top-tier professional lobbies.

This unique broadcast model succeeds because it relies entirely on a deep, unscripted understanding of high-level micro-mechanics. When a team executes a flawless, high-velocity rotate through a dangerous chokepoint, NiceWigg can immediately break down the specific decision-making process, ability cooldown management, and inventory status that made the play possible. This level of insight provides immense educational value to casual viewers looking to improve their own ranked ladder performance, while maintaining an entertaining, hype-driven environment that keeps viewers engaged through hours of intense tournament play. He has turned esports broadcasting into an interactive community hub, proving that authenticity will always outshine over-produced corporate media formats.

As a prominent analyst and team owner, NiceWigg keeps a close eye on the dramatic balance shifts introduced in Season 29: Overclocked. The arrival of the new Skirmisher legend, Axle, along with major reworks to the class systems, has forced professional organizations to rethink their mechanical strategies from

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scratch. "Season 29 is completely breaking the old, passive playstyles that teams relied on for years," NiceWigg notes during our discussion. The introduction of Axle's tactical Nitro Gates has turned the competitive landscape into a race of pure speed, forcing squads to adapt to high-velocity horizontal pushes that punish defensive setups instantly.

From an organizational perspective, these frequent meta shifts require a high degree of roster flexibility. Players who excel purely at holding down static buildings with defensive traps are finding themselves falling behind the curve as aggressive, assault-driven compositions dominate the leaderboards. NiceWigg emphasizes that the teams finding the most success in the current pro league circuit are those that embrace calculated risks, utilizing Axle's ultimate homing drone to isolate key targets and execute rapid, highly coordinated wipes. To stay at the top of the competitive ladder, professional athletes must possess the mental adaptability to abandon long-standing comfort picks and master these high-octane mechanics seamlessly as soon as the patch notes drop.

Recent game-balance updates have officially reshuffled the legend class system to shift power away from passive scouting. Key adjustments to Recon legends mean that tracking tools are heavily regulated. For example, Ash had her ability to scan deathboxes to reveal killers removed entirely from her tactical kit, meaning squads can no longer gather free tracking data across the map. This regulatory shift forces teams to rely on spatial awareness and visual scouting rather than automated scanning tools to gather information.

ADVICE FOR THE NEXT GENERATION

Concluding our interview, NiceWigg offers essential advice for aspiring players and graphic design students looking to break into the hyper-competitive esports industry. He stresses that whether you are trying to secure a spot on a professional academy roster or aiming to work behind the scenes as a brand designer, consistency and community visibility are your most valuable assets. The industry moves at a relentless pace, and standing out requires showcasing a unique perspective that cannot be replicated by automated tools.

For players, this means grinding the ranked ladders while actively building an authentic personal brand through streaming and content curation. For creators and designers, it means embedding yourself deeply within the culture of the games you love, understanding the specific visual languages, UI motifs, and community trends that drive engagement. Breaking into esports is no longer just about hitting your shots or having a clean portfolio; it is about proving that you understand the heart of the community and possess the drive to elevate the scene as it enters its next major era of cultural growth.

That same drive is something NiceWigg still applies to himself daily. Even from behind an executive desk, he maintains the competitive discipline that defined his years on stage—reviewing scrimms, breaking down the Overclocked meta alongside his analysts, and staying close enough to the game that his advice never feels secondhand. It's that refusal to disconnect from the mechanics of Apex Legends, even as his responsibilities have expanded far beyond them, that keeps him credible to a fanbase quick to call out anyone who's lost touch. 

Editorial Head

Aahil Khoja

Special Thanks

NiceWigg,
100 THIEVES

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PRECISION HAS NO LIMIT



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