

ADVANCED IRON 16





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Iron Fan, 10341 Loda Court #1, Cupertino, CA 95014.

Tony Stark Dies! Long Live Tony Stark!

To find out exactly what that means, check out the summer cross-over spoiler in Jason's Iron Mania Extra. Until then, let's just say that our cover is a hint to the events that lead up to THE event.

Speaking of Covers. . .

This month's cover is brought to you by the enigmatic Baron Karza (same guy who did the War Machine artwork on the back cover of issue #14. Baron Karza is really the AOL screen name for Troy Brian. .who has a few interesting? things to say in the "about Troy Brian" box, on the next page – after his tribute to Don Heck. I think you'll enjoy Troy's off-beat sense of humor, as well as his fantastic art!

Speaking of New Talent. . .

If you haven't heard already, the new team on Iron Man is. . .

WRITER: TERRY KAVANAGH of Web of Spiderman fame.

ARTIST: Adriana Melo of Deodato Studios (which presumably means that are will look like Mike's)

Then there's the Proven Talent. . .

Now I invite you to join your fellow Iron Fans in a journey of discovery, humor, and keen insights within the pages of Advanced Iron! This month:

Troy Brian's Tribute to Don Heck

Mike Kalibabky's Stark Remark's including the latest industry info and a letter from Malibu.

Fan Fiction!: EXECUTIVE GRAY MATTER by Mike Kalibabky

Jason Stephens' views on things Iron Man in Iron Mania (with Dave Huber's Shellheadisms)

Allen Bujak's Armor File including his full color FORCE illustration

and the regular features THINGS to COME, and IRON WARES.

IRON FAN ON-LINE

Join other Iron Fans on-line.

Here's some addresses to get started:

Iron Fan: IRONFAN@AOL.COM.

Allen Bujak: Shellhead@AOL.COM

Dave Huber: DHuber@dpi1.k12.STATE.DE.US

ABOUT THE COVER:

Iron Man is ready for action! But just what kind of action? The Evil smirk on Kang's face will probably tell you that he's enjoying the whole thing entirely too much. And, if it isn't my imagination, Iron Man looks almost "puppet" compared to "Kang" in this drawing. Had enough hints yet?

Invincible artwork courtesy of Troy Brian!

WHAT DON HECK MEANT TO ME

by Troy Brian

When I was five years old, I used to watch the old Marvel Super Heroes cartoon show from the 60's. Basically, the episodes were actual comic books transcribed into animation. Using actual artwork from the comics, the produced cartoons of such Might Marvel do-gooders as THE SUB-MARINER, THE MIGHTY THOR, CAPTAIN AMERICA, THE INCREDIBLE HULK, and the hero I was instantly transfixed with and still am to this day: THE INVINCIBLE IRON MAN. I was an instant IRON MAN fan before I ever picked up an IRON MAN comic. Heck! Before I could even READ!!

Since these cartoons utilized the artwork featured in the comics, this was my first introduction to some great artists, like Gil Kane, Jack Kirby and the first artist of IRON MAN: Don Heck.

A few years later, I discovered that super-heroes were NOT real! That they were works of fiction, created by grown-ups. Instead of being disappointed by the earth-shattering news, I said to myself "How do I GET this job?!" So, from that point on, when I read a comic book I began looking at the credits for the first time. In issues of IRON MAN and TALES OF SUSPENSE, the artists I recognized from the television program was none other than Don Heck. I decided that I wanted to be HIM!

When I heard recently that Mr. Heck had passed away, I felt a piece of my innocence went with him. Although I never met the man personally, he still impacted me with something that to this day I still strive to accomplish. Although I could never surpass him, I would be more than happy to bask in his shadow.

God bless you, Don Heck. You made a difference in my life.

ABOUT TROY BRIAN:

Troy Brian, the life-form that produced this month's cover, is a small fleshy animal usually found at the bottom of septic tanks in moist climate.

If cornered by a Troy Brian, sing show tunes. This will drive the creature insane and it will immediately start running in circles screaming the names of the entire Van Patten family.

The Troy Brian can also be seen clinging to drawing boards all across the America's. Usually preferring to work in black & white, it can be coaxed into working in color if a box of BOO-BERRY cereal is involved.

Although previously thought to be extinct, it just turns out - they were very lazy and stayed inside watching THE DISCOVERY channel and listening to Frank Zappa CD's for the last 56 million years.

Now sit back and enjoy this guided trip through the wonderful world of gastropods!!

June 1995

Don't just sit there and rust—*Armor Up!*

Stark Remarks

By Mike Kalibabky and Allen Del Caro

"We 'former Stark employees turned super heroes' gotta stick together!"

—Scott Lang to War Machine, *Thunderstrike* #21

Check out "Executive Gray Matter," a new Iron Man short story.

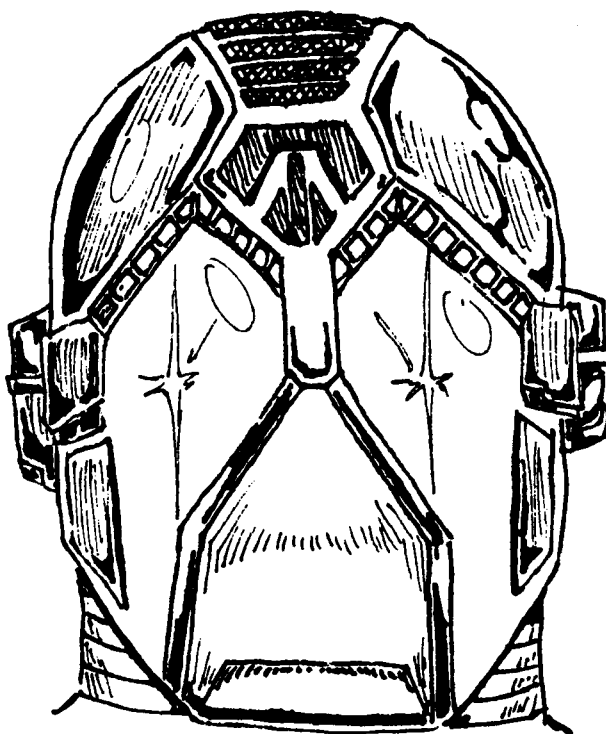
Gasp in awe over the exciting Avengers vs. UltraForce artwork by West and Pérez. See Prototype fire a repulsor at Iron Man (and miss)!

Let's Go! =>

If the Iron Man armor weighs in excess of 200 pounds, how can Tony Stark effortlessly carry it

"shake hands" with Marvel?

So how are we doing? From Capital City's Top Comics listing



Allen D

around in a briefcase? Does the case have some type of anti-gravity feature built into it or something?

Did Nel Yomtov veto the proposed blue and gold color scheme of the War Machine armor because he knew that at some point Prototype and the Ultraverse would

of the top 220 comics for May 1995:

- 82 - *Avengers* #388
- 87 - *Cap* #441
- 97 - *Iron Man* #318
- 113 - *Force Works* #13
- 132 - *X-O Manowar* #48
- 168 - *War Machine* #16
- 192 - *Fury of SHIELD* #4
- 199 - *UltraForce* #8

Got my six *Marvel*

Action Hour plastic drinking glasses at K-Mart. Iron Man appears on Glass #1 in Hydro armor; Glass #2, 4 & 6 in Standard armor; and Glass #6 in Stealth armor. War Machine appears on Glasses 2, 5, and 6. Also picked up my K-Mart *Marvel Action Hour* discount card.

Is it "K-Mart," "K-mart," or "Kmart"? I can't tell because on the logo the "mart" is inside the "K." One of my friends calls it "Came Apart." Is that a common expression throughout our great United States?

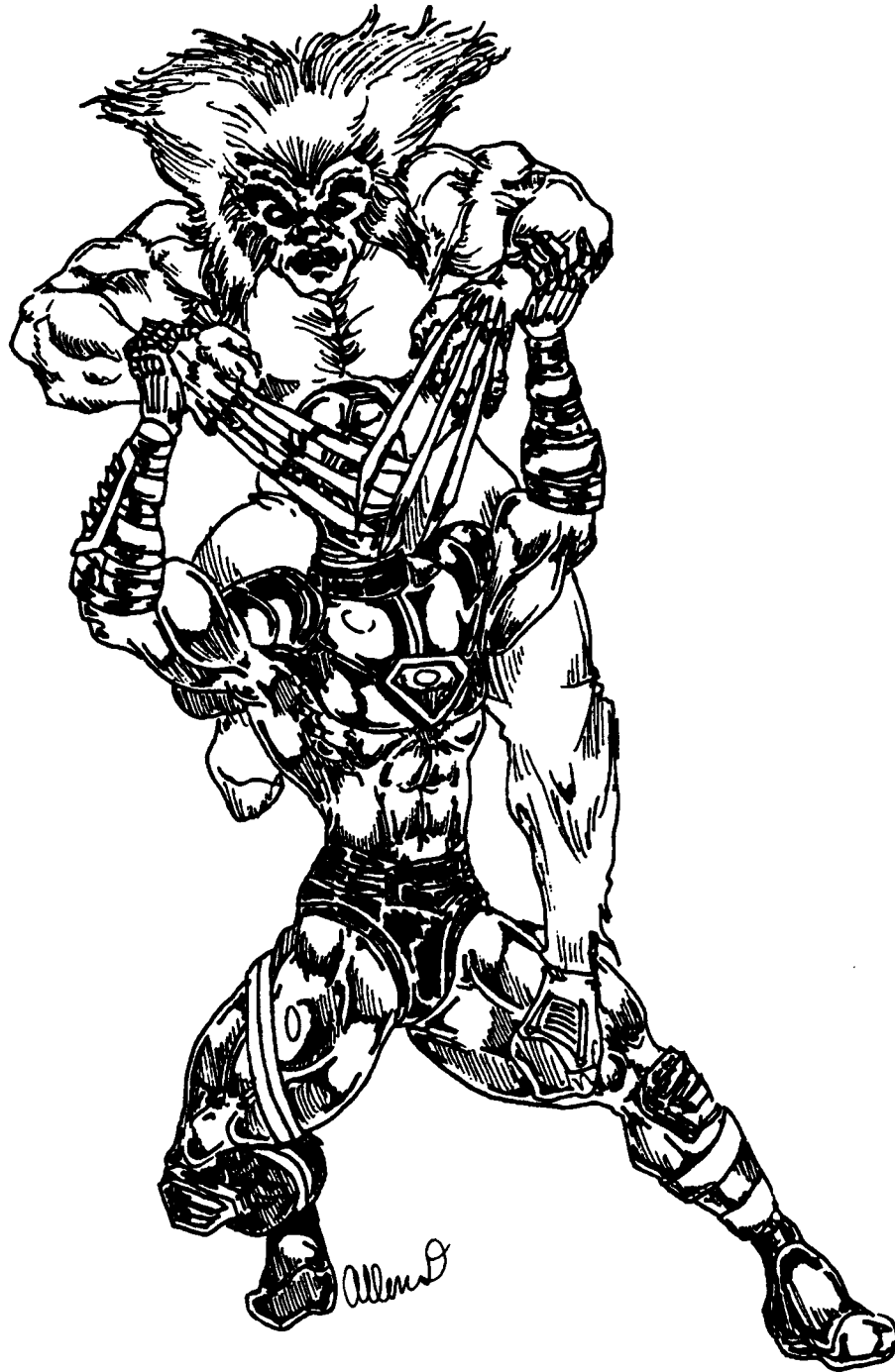
Did anyone see the special MAH 5" figurine sets at Wal-Mart? I got the Iron Man-Doctor Doom set, which included an Iron Man pin that I haven't seen anywhere else.

Too bad Warren Ellis isn't the new *Iron Man* scribe. His work on *Doom 2099* is wonderful. Ellis' writing is powerfully literary with a dark edge. I'm looking forward to his work on *UltraForce*, beginning with issue #12. Prior to that, Warren will be penning the

UltraForce/Avengers Prelude due out in July,

If anyone can replace Len Kaminski as my favorite comics

from Hank Kanalz, the editor of Malibu's *UltraForce*. It shows Thor, Iron Man, and Cap vs. Prime, Prototype, and Hardcase. He sent me



writer, it is (already?) Warren Ellis.

Meanwhile, I received some cool art

both black & white and color versions. Hank also hinted that—and take it with a grain of salt—Jimmy Ruiz (Prototype)



WEST '85
PÉREZ

might try on the Iron Man armor. We'll see. I wrote to Mr. Kanalz, asking if Iron Man and Prototype will meet before the end of 1995. He replied to my letter of inquiry in less than a week! Yikes, is this man serious about comics?

From all indications, *Prototype* has been canceled. After the two issue *Prototype: Turf Wars*, I see no further solicitations for the book. Too bad. It had potential... I'm beginning to think the same thing is going to happen to *War Machine*. But that's just silly old paranoid me.

Excalibur #'s 59-60 feature the original War Machine armor, sans the uni-beam, worn by Jim Rhodes. Sigh—I love the original WM duds. The story arc that served as this armor's origin, *Iron Man* #'s 281-283, is one of my all-time favorites. I smile to myself when I think how far War Machine has come since the debut of the original armor back in 1992 (*Iron Man* # 281)!

Jeff Mariotte, my contact at Wildstorm Productions, wrote to tell me that the long-awaited *Brass* comic is still not scheduled for release! Interestingly enough, the new Dark Iron Man, decked out with ammo-belts and big guns, looks almost

exactly like Brass! Jeff sent me a poster last year of the then newly revamped Brass. Wild. I find the whole thing quite humorous! It seems that in the last year or so Marvel has been trying to copy everything that has gone right with Image: editorial decentralization, high-tech coloring techniques, high quality paper, and cool-looking characters with attitude. However, I don't like the fact that they are also taking what was once Image's lead in establishing a \$1.95 base price for their books. I know what you're thinking: this whole tirade is probably a weird coincidence—and you're probably right.

As I mentioned in a letter to Coach Dave Huber, I use my 10" Iron Man figurine to hold my black Flair markers. I have to use the lunky-looking, gravity-arsed chunk of plastic for something! At least he stands up and stays standing up. He does a good job of holding those markers, too!

Anyone remember the Mighty Marvel Fan Phone? It was a number you could call to obtain information about the current goings-on with your favorite Marvel characters and creative

teams. The info was updated weekly. I called the number for a while, hoping to hear about Len Kaminski and *Iron Man*, but I never did. I eventually lost interest and forgot about it. I haven't seen the number advertised for quite a while so I suppose that little deal is all over with.

Marvel has just released *Marvel Matinee*, a video starring Namor, Cap and Iron Man, each in his own cartoon feature from the 60's! The Iron Man segment was "Ultimo!" P-r-e-t-t-y cornball.

June's "Swift Kick in the Arse Award" goes to whoever made me wait until the fifth week of May for *Iron Man* #318! Assume the position... BOOT!

Mike Kallbabky
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Prime, Prototype, and Hardcase, are TM and © 1995 Malibu Comics.

**Special thanks
to Malibu's
Hank Kanalz.**

THINGS TO COME

Most of my preview information comes from Marvel's advanced sales magazine "Mega Marvel."

SPECIAL THANKS GOES TO MIKE KALIBABKY, WHO WAS ABLE TO GET THIS INFO TO ME JUST IN TIME FOR THIS ISSUE (my source seems to have dried up!)

IRON MAN #320 (ships 1 August)

by Terry Kavanagh / Adriana Melo

"Continued from AVENGERS: THE CROSSING! The Avengers and Force Works want the truth--and Hawkeye's taking a closer look! Anticipate increased fan interest as the new creative team of Terry (WEB OF SPIDER-MAN) Kavanagh and Adriana Melo (Deodato Studios) fuse IRON MAN to the events of the AVENGERS!"

FORCE WORKS #16 (ships 8 August)

by Dan Abnett & Andy Lanning / Jim Cheung/ Rey Garcia

"Continued from AVENGERS: THE CROSSING! A major catastrophe hits the divided Works HQ just as two major villains strike! FORCE WORKS is now plugged into the AVENGERS--a title that's under fire and making waves--so be prepared for the extra readers!"

WAR MACHINE #19 (ships 15 August)

by Dan Abnett / Fred Haynes / Johnny Greene

"The brand new War Machine tests his mettle against Lictor, a ferocious piece of extra terrestrial killware! Guest-starring Hawkeye! New penciler Fred Haynes ("Brothers in Arms") is throwing this rig into overdrive!"

IRON MAN #321 (ships 29 August)

by Terry Kavanagh / Adriana Melo

"AVENGERS: THE CROSSING continues! When hints of the true villain are revealed, Tony Stark points his armored finger at War Machine! The new creative team has given this title a high-voltage jump start!"

"AVENGERS: THE CROSSING—HISTORY IN THE BREAKING!"

"Avengers: The Crossing" comics

July

AVENGERS: THE CROSSING
AVENGERS #390 (7/25)

August

IRON MAN #320 (8/1)
FORCE WORKS #16 (8/8)
AVENGERS #391 (8/29)
IRON MAN #321 (8/29)

Other Force Works & Avengers-related books

ULTRAFORCE/AVENGERS PRELUDE #1

AVENGERS/ULTRAFORCE PRELUDE #1 (8/15)

ULTRAFORCE/AVENGERS #1

TALES OF THE MARVELS:

WONDER YEARS #1 of 2 (8/15)

HOT SHOTS: AVENGERS #1 (8/22)

In celebration of the Heroes re-launch: fully-painted pinups of the Earth's Mightiest Heroes by Bill Sienkiewicz, Michael Golden, Ken Steacy, Mike Zeck, Joe Jusko and a painted wraparound cover by Kieron Dwyer

Executive Gray Matter

by Mike Kalibabky

- => **SE User Name: STARK, ANTHONY**
- => **H.O.M.E.R. Database Security: ACTIVE, LEVEL 10 (MAXIMUM)**
- => **EYE-D Access: ACCEPTED**
- => **File Type: PRIVATE LOGS**
- => **Entry Number: CLASSIFIED/ENCRYPTED**

I know the re-acquisition of Stane International was a very bitter poison pill, one that already has caused me more than a lifetime's worth of money and misery, but this—this is unbelievable... If Stane were still alive, damn him, he would risk everything to possess the living(?) mass of semi-regenerated tissue down in MedLab 03.

I almost have to laugh. How could Stane, or Justin Hammer, for that matter, have overlooked what might hold the definitive answer to one of this century's most baffling mysteries?

- => **Entry Status: PAUSED**

"HOMER, how's it looking?"

"The regeneration process is nearly complete, Anthony. We will be able to up-load the data momentarily, provided an immediate link can be established."

"Very good. Anything else I should know about right now?"

"Not particularly. I will inform you immediately if I discover something unusual prior to beginning the data transfer. In the meantime, you can simply use your SE SureSeek Protocol to view my in-progress activities."

"Thanks, HOMER."

"You're welcome, Anthony."

This incredible scenario began in one of the secured storage facilities of Stark Enterprises-Houston, recently converted from Stane International. While logging the facility's contents, an inventory technician reported finding an unusual sealed canister to his supervisor. Unsure of what to do next and fearful of potentially ruining the canister's contents, the GM of SE-Houston contacted me.

I had the canister transferred here for examination, because the SE-Houston campus is currently without the benefit of a fully-equipped lab. Justin Hammer made sure the place was stripped clean before we took possession.

A preliminary assessment of the unopened canister was soon followed by a thorough series of scans administered and monitored by a team of SE technicians. They concluded that inside the canister was a gel-filled glass capsule containing organic matter, very likely human. On the capsule itself was a label or sticker with the date 11/63. The label also contained the seal of the President of the United States. My phone rang...

Once safe and secure inside the Armory, the capsule, its contents, and its markings were again analyzed, this time by HOMER and myself. The testing went rather quickly. It was the re-testing that took time.

Sure enough, the contents of the capsule was organic. And human.

The date on the label gnawed at me... 11/63. November 1963. Presidential Seal... 1963. November... Kennedy. JFK! The thought almost choked me. We ran another set of tests

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Mike Kallbabky, 5325 McNiven Road, Chisholm, MN 55719 • (218) 254-2174

on the human tissue—cerebral tissue. ***My God, had we uncovered the so-called missing portion of John Fitzgerald Kennedy's brain? We quickly set up shop in MedLab 03.***

I don't know what is more miraculous—finding the brain fragment or that the fragment might be viable after being in stasis for over thirty years...

But how in the *hell* did the brain ever fall into the hands of Obadiah Stane?

HOMER collected all available medical history on the late President in an attempt to somehow verify our findings. I cannot believe how successful Kennedy was, both as a man and as a President, with such poor health, particularly a chronic, incurable back problem (something I can somewhat identify with). HOMER noticed an interesting and startling issue that kept popping up—in light of his many medical ailments, how much longer would JFK have lived had he not been assassinated? Too bad the field of cryogenics was just in the fetal stage back in the early 1960s.

I paced the floors of the Armory for hours, uncertain just what to do about this. How the brain had stayed so well preserved for so many years was more of a question for Hank Pym, Reed Richards, or even Doctor Doom than for me. But I hesitate to involve anyone. Maybe at some point, if nothing happens in the next few hours, all of this will go away and be forgotten. For the first time in my life I'm frightened of success.

HOMER, and what would I ever do without him!, spent the next two weeks exhaustively seeking, sorting, and assimilating all known information networks for any data

fragment whatsoever pertaining to the assassination. Then from his findings, he created a number of through-the-eyes-point-of-view (TTE-POV) simulations of the motorcade—he spent three days alone taking the Zapruder film/tape apart frame by frame, pixel by pixel, in formulating the simulations. HOMER also used the various assassination theories—lone assassin, the cross-fire scenario, and multiple bullet/shot—in building his database.

It is our sincere hope that any stored images of the moments prior to the tragic November 22, 1963 assassination are stored in JFK's brain and somehow can be uploaded and then combined with HOMER's simulations. This digital overlay, if successful, might supply the missing elements essential in solving one of the most confounding and sinister crimes in American history.

In addition, the latest version of the cybernetic interface to my Iron Man armor has been modified and will be used to *pull* information—thoughts—from the brain rather than its normal function of *receiving* thoughts. I performed the modifications while HOMER was busy researching the assassination. The work was almost therapeutic; it kept my mind busy during this extremely exciting—and terrifying—experiment, one that could violently change the course of United States politics forever.

The mystery surrounding Kennedy's brain, from what I very briefly gathered from HOMER, is very strange and confounding. If the President's brain had been removed at Parkland Hospital in Dallas immediately after the assassination and substituted for another before the President's body arrived at the Bethesda Naval Hospital in Maryland, then which brain was given to the Kennedy family? The brain in their possession was supposed to have

been donated to the National Archives, but in reality was not. Conflicting reports indicate that after the autopsy on that fateful November day, a brain was fixated in formaldehyde and stored temporarily at Bethesda. Then in December 1963, the brain was transferred to the White House and shortly afterwards placed into the custody of Bobby Kennedy. Perhaps the Kennedy family somehow *knew* the brain they possessed was *NOT* that of JFK and, as a result, did not relinquish it to the National Archives. Only they know the true story...

And obviously the brain we are hoping to tap was fixated in a fluid other than formaldehyde. Analyzing that substance will be HOMER's next assignment.

"Anthony, I have something."

=> *Entry Status: PAUSED*

"Good boy, HOMER. Let's see what ya got."

"I have recovered a portion of the memories stored in the brain; however, it is a pure feed and may not show anything. But just the same I will run the data feed in tandem with the simulation. The duration of the feed is five minutes..."

=> *H.O.M.E.R. PRESIDENTIAL MOTORCADE SIMULATION - CROSS-FIRE SCENARIO 01.01: PLAYBACK CONCLUDED*

"I didn't see it, HOMER. Unless I missed something, the second set of data did not appear. Can I assume there was nothing to upload? All I saw was your motorcade simulation, which, by the way, was beautiful. But obviously, our overlay process didn't work. Could there is a problem with the interface?"

"The upload from the brain fragment was successful, Anthony. And from what I can tell, your modified armor interface is working perfectly. However, the information I have extracted may not be what

you or I expected.”

“What do you mean, HOMER?”

“From what I can interpret from the data, Anthony, the President’s last thoughts before he was shot were not of the motorcade procession through the streets of downtown Dallas, Texas.”

“How did you arrive at that conclusion?”

“Quite simply, from what we assume, the data overlay should show Kennedy’s TTE-POV from where he sat in the Presidential limousine. For example, we should be able to see the backs of John and Mrs. Connally’s heads; the backs of the limousine driver’s and assistant’s heads, Secret Service agents William Greer and Roy Kellerman; people waving from the sides of the streets; the face and body of Jackie Kennedy seated next to him; and whatever else might have crossed his field of vision. None of these things appear in the overlay. ”

“And why don’t they, HOMER? I’m confused.”

“I think—and this is just my hunch, Anthony—that the President was either daydreaming or thinking about another event unrelated to his Dallas visit.”

“Unrelated event... Like what, HOMER?”

“Hopefully, we’ll know momentarily. I’m reading to run the simulation again, but without the overlay. Stand by, please...”

**=> H.O.M.E.R. PRESIDENTIAL MOTORCADE SIMULATION -
CROSS-FIRE SCENARIO 01.02: PLAYBACK CONCLUDED**

“Something’s still wrong, HOMER. Other than some traces of faint yellow haze in the middle and at the bottom of a black frame, we don’t have anything.”

“Let me enhance that last segment and try to ‘tighten’ the haze...”

“Roll it when you’re ready, HOMER.”

**=> H.O.M.E.R. PRESIDENTIAL MOTORCADE SIMULATION -
CROSS-FIRE SCENARIO 01.03: PLAYBACK CONCLUDED**

“Better. It’s better, HOMER. I can see an outline of something. A person? Can you take the best image from the clip and put it on the

monitor?"

"Certainly, Anthony. On screen is Frame 473 at optimum clarity and resolution."

"Display pixel edit options, HOMER, and please surrender image maintenance control to me."

"Done. Total control is now yours, Anthony."

"Thanks, partner. Give me a second or two... I have a couple of ideas... There. Okay. Now the image definitely looks like a person, standing... Standing in front of... in front of, what? Wait. Let me try this. Okay, now look. The person isn't any clearer, but the person's shape appears to be brighter and the outline somewhat more distinct. It almost looks like... a woman standing in the headlights of a car? HOMER, run a pattern recognition search on the image and substitute it throughout the clip."

"Search in progress. Shall I display any matches, if found, Anthony?"

"No, HOMER, just insert the best-fit image and run the clip. I trust your judgment."

"Search complete; image found. Substitution performed. Please watch your monitor, Anthony."

**=> H.O.M.E.R. PRESIDENTIAL MOTORCADE SIMULATION -
CROSS-FIRE SCENARIO 01.04: PLAYBACK IN PROGRESS**

"Oh... my... God... Unbelievable... *Marilyn*? In a spotlight? No..."

"Anthony? Are you ill?"

"I'm not sure, pal, but I think I might be. Is there audio for this clip?"

"Yes, Anthony. Would you like to hear it?"

"Please. But play it with the visual."

"Ready, Anthony."

"Roll it..."

"Hap-py birth-day to you... Hap...py birth...day to you... Hap-py birth-day, M-i-s-t-e-r Pres-i-dent. Hap-py birth-day to youuu..."

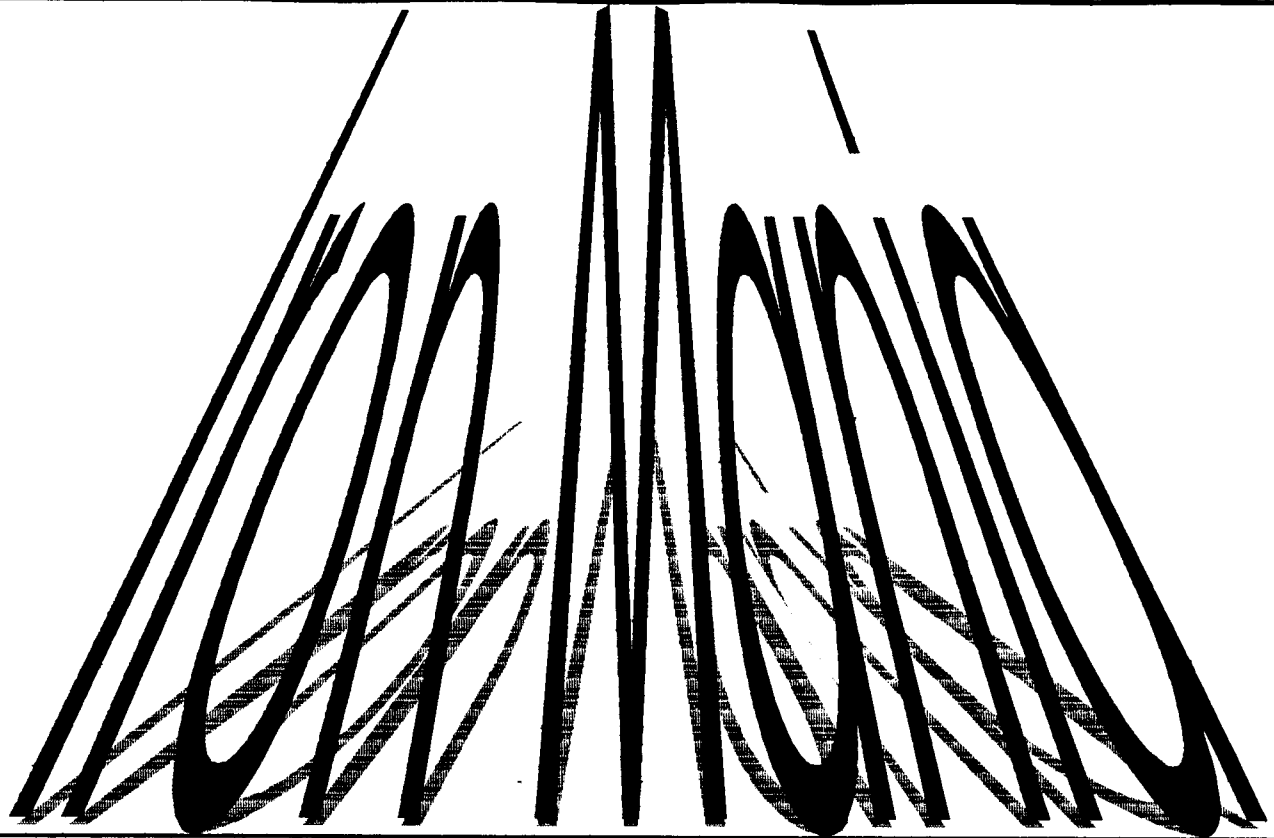
*I came up with the idea for "Executive Gray Matter" way back in February 1992. However, being much too lazy to write a more detailed and realistic story based upon properly and fully researched story elements (which would take a lifetime), I decided instead to just kiss the surface of the concept and simply share it with you here in the pages of **Advanced Iron**. My goal was to relate the story and this brief explanation in no more than eight pages. Mission accomplished. The original story idea had no connection whatsoever with Iron Man, but I fixed that.*

A slightly intoxicated Marilyn Monroe, wearing a "nude" designer gown that she was literally sewn into, sang "The Happy Birthday Song" to JFK on his 45th birthday, May 19, 1962, at New York's Madison Square Garden, before 15,000 people. The birthday party for Mr. Kennedy was also a Democratic fund raiser, with a per-plate charge of \$1,000.00.

*Obviously, as it pertains to the story, Monroe had held the President's interest **and thoughts** even a year after her own death on August 5, 1962. And, in my opinion, any additional reader knowledge of Marilyn's "flings and things" with JFK and his brother Bobby—who died knowing the secret of JFK's "missing" brain—adds further irony to "Executive Gray Matter."*

Artist Allen Del Caro offered to illustrate the story, but I decided to keep it as is, with dialogue only.

—Mike



THIS MONTH IN IRON MANIA....

JASON FINDS SECRETS ON THE UPCOMING "IRON MAN" STORYLINE THAT LEN REFUSED TO BE A PART OF, AND SHOWS HOW THE CRIMSON DYNAMO SHOULD BE BROUGHT UP ON SEXUAL HARASSMENT CHARGES, WHILE DAVE SOCKS IT TO "PRINTED CIRCUITS," AND BART NEY CALLS A BRAINSTORM SESSION, AND YOU'RE INVITED!

Iron Mania • Off The Top Of My Head • Iron Man In The Near Future • Other Iron Man Projects • The Latest Iron Man Issue(s) • Your Responses • Iron Quotes • Sheinheadism's • What's In A Name Dept. • No No Prize Dept. • Do We Have The Same Issues? Dept. • Off The Top Of My Head-Shots Dept. • Tough Guy Dept. • Has Anybody Seen George? Dept. • The Latest Dept. • Your Opinion Dept. • Jason Stephens • Dave Huber • Bart Ney • Mike Kalibabky • Iron Man • Crimson Dynamo • Time Travel • Why are you reading this? • Sock It To Sheinhead • The Black Widow • Marvel: Portraits Of A Universe" • "Comic Shop News" • Dave Michelinie • Chly tek copies Quesada for the last time • Iron Mania redux • and More!

THE FUTURE OF IRON MAN

While it happened to Thor, we Iron Fans laughed ... we were being captivated by gut-wrenching stories in our own favorite comic, and had no time to worry about just what was going on with the new "Eric Masterson Thor" who later became Thunderstrike. While *Moon Knight* and *G.I. Joe* were canceled, we were being treated to the middle of the Len Kaminski Era, still high on Iron Man's growing popularity. While Spider-Man's life was torn apart, while the Punisher went on his "Suicide Run," while the Black Knight and Sersi disappeared into an unknown and dangerous alternate reality to stop Sersi's insanity, while Daredevil killed off his secret identity and had his life shredded yet again, while Captain America's body deteriorated, and while the X-Men were torn apart by the death of Professor Xavier, we were **soaring** with relatively tame Iron Man stories. And why not?! We had already paid our dues a hundred times over by having the most picked on Marvel hero as our favorite. Tony's been through alcoholism twice, Rhodey's been Iron Man twice, Tony's been shot and paralyzed, lost his company, and you know all the rest. Iron Man deserved a break for awhile....

Well, grab on to your seat, and buckle up little campers, because it's **our** turn all over again! Something is definitely about to happen to our favorite character. Len Kaminski quit over "creative differences," and Marvel is doing nothing but throwing every single one of their titles into a creative frenzy. Have you noticed recently how every single Marvel comic has been turned upside down?! Marvel's new policy is to jumpstart all of their characters for a new generation, and they are definitely not kidding around. They have canceled nearly half of their entire line to put a greater emphasis on quality. The end of all of the *Punisher* titles in favor of a single new one, the "Spider-Clone," the "After Xavier"

storyline, the turmoil in Captain America's life, the "Atlantis Rising" storyline, and all of the other changes going on are just some examples of Marvel's "reorganizing." Now, it's the "Marvel Universe" line's turn (the line made up of the Iron Man, Avengers, and Fantastic Four families of titles).

In the last *Advanced Iron*, you saw the letter to Mark Gruenwald from Ralph Macchio, and all of the sketches of new Avengers costumes which accompanied it. There were quite a few Iron Man armors in that grouping, and they were all quite different. One of these is either going to be a new suit, or an armor from the past, or an alternate reality armor, or all of the above! It's quite possible that the big Avengers summer storyline will contain an entire slew of alternate reality Iron Men! But, I'm getting ahead of myself.

Marvel's put the details of this story under wraps, and what we know and can tell you is what has already been printed in letters pages and in magazines such as *Comic Shop News*. I keep up on *The Avengers*, and if you don't, then now's the time, because the Iron Man family and the Avengers family of titles will be crossing over this summer. The letters pages of *The Avengers* have been buzzing for the past few months over nothing else but the "big summer storyline." It involves a door that is located deep within the basement of the Avengers mansion. The big, high-tech "bunker-like" structure that the Avengers used to have as their headquarters is no more. At the end of a recent two-year-long storyline which involved alternate realities, the base was destroyed (along with most of the city, because of Sersi), and the alternate-reality Watcher tried to set things right after the dust finally settled. He did a pretty good job, but when he replaced the mansion, he replaced it with the one he knew from his reality (the older, more "homely-

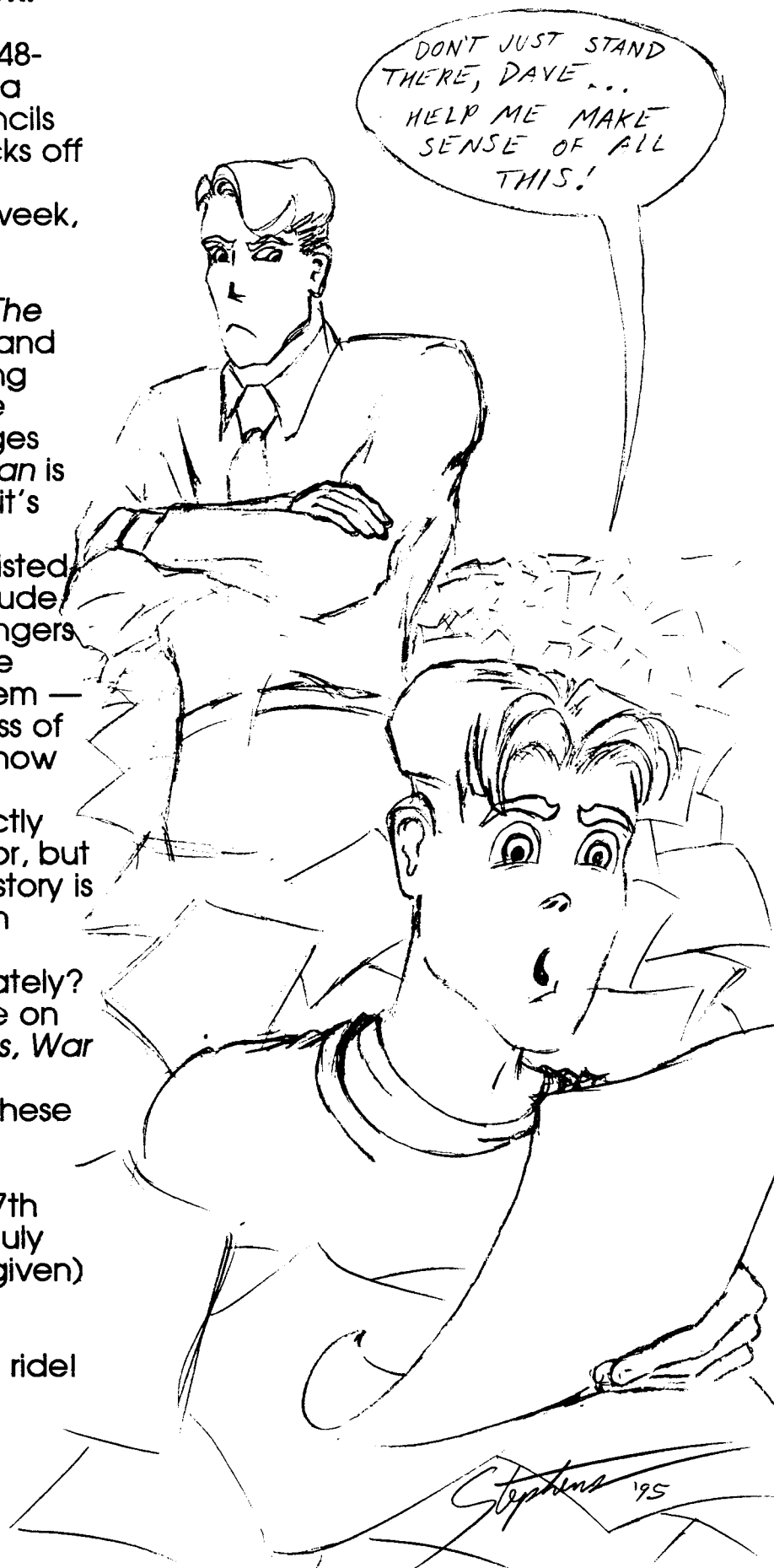
looking" mansion). However, the Avengers have found that not everything in this restoration of their former headquarters is like they remembered it. Bizarre security measures and computer programming aren't even the half of it, and the aforementioned "door" is the main concern. This door in the mansion's sub-levels has been discovered to be a containment unit, and they have no way of getting inside. Vision can't phase through it, and they can't open it by either physical means or remote means. What's more is that something in the mansion is sucking the power dry, and is moving systematically through the mansion's power sources. Once it reaches the door, whatever power is keeping it shut tight will be removed, and what's inside will be set free! In the letters page of a recent issue, the editors said that when it is opened, very bad things will happen, and people will, indeed, die! Is Kang behind that door (since he figured in to the new costume sketches)?! We'll have to wait and see. Also, in the "CSNsider" section of *Comic Shop News* #407 (where prime gossip and failed secrets are printed), there was a line which stated, **"Iron Man gets a major revamp in a time-travel storyline beginning later this year."** The same section in issue #411 had this to say, **"At least one Marvel hero will die in the Black September Marvel/Malibu crossover."** In the *Mega Marvel* catalog for July's books, there is a listing for *Avengers: The Crossing* one-shot. This issue is where that door is opened, as revealed in *The Avengers* letters pages. It's probably one of those storylines that begins with a "one-shot" like this one, and ends with another one in ... say ... September?! Does "September" sound familiar to anyone?! Hmmmm ... perhaps something to do with September was mentioned above.

Okay, to the point.... The description for *Avengers: The Crossing* is as follows, "**One of Earth's Mightiest Heroes is slain — by one of their own!** Now the Avengers must earn their name! Just like *X-Men: Alpha*, this 48-page milestone has no ads, sports a cool chromium cover, features pencils and inks by Mike Deodato, and kicks off a storyline that will change Marvel history! — \$4.95." The very same week, *Avengers #390* is released, and the description for that book is, "Pulse-pounding preamble to *Avengers: The Crossing!* Where the heck is Cap, and what's up with Thor?! Plus: unfolding events lead to *Avengers/Ultraforce Prelude #1* from Malibu! Big changes are brewing! — \$1.50." No *Iron Man* is listed for the end of July, because it's another one of those bizarre "skip-weeks," and two issues should be listed in the August catalog! In that prelude to the crossover between the Avengers and Ultraforce, Sersi returns with the missing Infinity Gem (the Reality Gem — readers of all that "Infinity" madness of the past three years will know just how major this event is)!

So, I wish I could tell you exactly what to watch and what to look for, but we just don't know what form this story is going to take. Is it a crossover with Malibu also? Or, is the *Avengers/Ultraforce* crossover running separately? In any case, keep a very close eye on these books: *Iron Man*, *Force Works*, *War Machine*, *The Avengers*, *Captain America*, and *Thor*. And, look for these individual books on these dates:

Avengers #390 — July 27th
Avengers: The Crossing — July 27th
Avengers/Ultraforce Prelude — July
(no exact date is given)

And ... hope for the best!
Because, we're in for one hell of a ride!



DAVE HUBER'S "SHELLHEADISM'S"

WHAT'S IN A NAME? DEPT.

Hey guys, "Printed Circuits" has been the name of the *Iron Man* letters page for almost 20 years. What was the previous title of the letters page? Newer fans may not know it was called "Sock it to Shellhead." In a letter to Jason I joked about going back to *that* title as the present one is getting stale. The funny thing is, I actually **do** prefer the old title. Nevertheless, why go back to something old when something fresh and new could be just as good?

I henceforth open up the "Huber Hotline" (not literally — just written suggestions!) for any new and inventive titles for the *Iron Man* letters page (and *Force Works* and *War Machine* for that matter). Remember, the *I.M.* creative team monitors our efforts in these publications. But also remember — as Jason Stephens suggested — a new name is going to have to be *very cool* to replace "Printed Circuits." Some "suggestions:"

- "Stark Remarks" (gee, where'd that one come from?)
- "Ferrous Fanmail" (well ...!)
- "Seeing it From Stark's Side" (hmmm ...!)
- "E-Coli Correspondence" (the armor's coated with bacteria deposits, right?)

Ouch! But seriously ... eventually I'll think of something legit. Anyway, let's make a contest out of this. Since I'm a recent Iron Fan contest winner (thanks Jason!), I'll start thinking of a cool prize for the best new letters page title (hey Jase, are you listening — could you help me out here??!). *Hey, I like "Printed Circuits" right where it is! I'll promise a drawing, but the winner has to know that it's entirely possible that he won't get it until Christmas!!! I'm extremely backed up, but like I said, I'll contribute a personal, commissioned drawing to the winner.*



NO NO-PRIZE DEPT.

In March's *A.I.*, I wrote a couple of tidbits that I deemed worthy of a no-prize. Jason S. rightfully informed all of us that the no-prize was discontinued a number of years ago by Marvel. The reason why? Too many "nit-picky" fans writing in and requesting no-prizes for errors that, for the most part, were honest mistakes (i.e. coloring bloopers, misspellings, and the like). Check out the portion of former *I.M.* editor (now editor-in-chief) Mark Gruenwald's column specifically dealing with the no-prize. It's from the "Printed Circuits" page from *I.M.* #208, meaning it's about nine years old.

I must say that I agree with Mr. Gruenwald in large measure. I can recall many times reading a fan letter that would be something like, "Hey! On page 15, panel 2, Iron Man's boot is *purple!* Where's my no-prize?!" If I were an editor, I would probably get a bit pissed off about letters like this. For God's sake, maybe there was a problem in printing or something, OK?! If I received letters like these "en masse" I admit I would get nutty. Would *my* no-prize suggestion in *A.I.* #13 (dealing with the I.M./W.M. battle from *I.M.* #310) be considered "nitpicky?" A reference was made to a past issue with a footnote from the editor. However, the reference was *completely incorrect*. A quick examination of the referred to issue shows this. It therefore presents a sizeable gaffe in the current plot as a result.

If Mr. Gruenwald would consider this "nitpicky," look at the bottom of his column excerpt. He wanted "overall critiques" of books, like "the Serpent Society is boring and we'd best get rid of them." Huh?! *That* would sound like one of those "gushy" letters that occasionally plague the *I.M.* books! Gruenwald's plan (mentioned later in his column, but not reproduced here) was to replace the no-prize with a "letter of the month" for *I.M.* I have no idea how this idea worked out, but it would be nice to re-instate it in an expanded letters page! Or, why not revive the no-prize and keep it just *that*? If a letter writer spots a good plot error for example, or just plain writes a brilliant letter, have the editor state that the person won a no-prize.

Get it — *no prize!* Marvel doesn't have to send anything to anyone — just say, "you win." The real no-prize era has indeed passed, and if you never saw what one looked like, check it out now. No, it isn't mine! I wish! It's also from *I.M.* #208.

MARK'S REMARKS THE NO-PRIZE (Part Three)

Concluding our examination of the no-prize begun in WEST COAST AVENGERS #10 and continued in AVENGERS #269...

It's pretty depressing when you're a comics writer, artist, or editor who is looking for real feedback from your readership (either positive or negative), and all you get are letters demanding no-prizes for the minor slip-ups you made. It makes you wonder if the only enjoyment your readers get out of your stories is pointing out to you the places where you (or one of your creative cohorts) made fools of themselves. Now don't get the idea that your favorite creators don't want to hear about our mistakes at all! We are all very concerned with the little details. We do want to know every place where you the reader felt let down by the job we've done. But somehow I think the no-prize as it is presently regarded has geared the thinking of many of our readers toward *petty nit-picking* rather than *overall critiquing*. Nits are usually one-time-only errors—a misspelling, a coloring mix-up, a costume inconsistency—that we can't fix once it's in print. But an overall critique of a book—telling us, for instance, that the Serpent Society is boring and we'd best get rid of them—that we can do something about if enough of you so opine.



HAM
WITH
CARA

DEPT. DEPT.

In conjunction with Nel Y.'s reference gaffe from *I.M.* #310, what's up with this next one? In #316, page 29, panel 1, the Crimson Dynamo says to Iron Man, "Since we learned each other's identities* I have kept your secret out of respect for your courage, if not your politics." The asterisk notes that the two became aware of each other's identity in *I.M.* #256. Uh, sorry again Nel. *Nowhere* in #256 is there anything about the Crimson Dynamo. It was when I.M. was trapped in his old space station due to an AIM corrosive bomb. Do we have the same issues of *I.M.* Nel? (Maybe my issues are from an alternate reality?!) I'm not gonna ask for another non-existent no-prize, but I will ask that Nel be more careful. Accurate references are important to all Iron Man fans, but to new ones especially. I know I was always anxious to go out and get "referenced" issues to magazines I really liked (i.e. *Iron Man*). It builds more interest in the title. I'd be a little ticked off if I bought #192 (the reference from *I.M.* #310) or #256 and found either a blatant error or absolutely nothing at all from the editor's note! Am I overreacting? Probably. But hey, I'm a true blue Iron Man aficionado (to quote a certain Mr. Kalibabky)!! However, Nel obviously gets most of his footnotes correct — if he's reading this he's probably saying, "Gee, thanks a lot! Now you mention it!" — but what fun would I have by pointing out, "Hey! Nel got all his references right! Great job!" As Jason stated in a previous column, "I bet he loves us!"

Ever-generous Jason recently sent me back issues I didn't have of *A.I.* In #6's "Stark Remarks," Mike Kalibabky had a great question: Why doesn't Iron Man have some sort of weapon built into his **helmet** so he can just move his head to aim it instead of his hands (repulsors) or chest (uni-beam)? Mike asked for comments but I never saw any response. So, here's one: You're right, Mike! It doesn't make any sense that Shellhead doesn't have anything like that! Hell, even the "outmoded" (as Tony himself said) Titanium Man armor had at least **two** helmet-mounted weapons (see *I.M.* #315, & #316). And if I'm not mistaken, I believe the pentagon right in Iron Man's forehead was used at least as a spotlight in the *I.M.* cartoon. So, how 'bout it, Marvel?? *You guys can debate and/or discuss this all you want. I, however, will stand firm in my belief that Iron Man would look like a supreme idiot firing something from his head. Tony is very egotistical and worries about his image enough to put up with whatever handicaps palm and chest-mounted weapons might give him. And, I highly doubt that those handicaps would be too great. The armor's got plenty of tracking systems built into it, and the strength to take a couple of extra hits for the sake of waiting to get the right shot with "conventional" weapons — although, you wouldn't know that by the way Abnett and Lanning write him.*

Speaking of Mr. Kalibabky, I noticed in *A.I.* #13 that he mentioned *Iron Man* #217 and the old "chameleon effect" of the red and silver armor. Y'know, I initially liked the effect, but I saw some problems. Check out #208: *I.M.* is virtually invisible for

Tough Guy DEPT.

HAS ANYBODY
SEEN GEORGE?

DEPT.

half the issue. And in #214 he even lends the technology to Spiderwoman so she can clandestinely visit her daughter (this issue was drawn by current *I.M.* artist, Tom Morgan, by the way). The point is that the effect could be easily overused and could make Shellhead's job too easy. That's probably why they came up with an excuse to get rid of it. But what about this idea: Remember in #200 when Tony was going over all of the new suit's capabilities? Remember that suit's *force field*, and that it could operate for *no more than six seconds*? Why not establish some similar limit on the "chameleon effect?" A limited effect would be a great enhancement to *I.M.* without making his job too easy! In #217, Tony did say he would have to study the effect more closely, so...? *Right on the money, Dave. In one of Dave Michelinie's older plot synopses that Bill and I have (which should be printed in the perpetually late publication, "Iron Fan"), Michelinie has a note to the editor during the part where he describes the degeneration Tony's body was experiencing. The note says, "... this is how I'm going to get rid of that chameleon effect that I find so annoying." So, yes, writing problems abound with that particular idea. Lets all put ourselves in the writer's shoes and say, "It's the mid-1980's and I'm still high off of Predator!"*

I love it when Tony gets pissed off and really lays it on his enemies, verbally, but especially physically! I understand that Stark must go through the vicissitudes of life, but I love *Iron Man* most when Tony is on an *upswing* and the writer lets us know it! 'Ol Mike Friedrich was a master at this. *I.M.* scribe Mike was around quite a clip ago (before ish #100), but it's more than worth checking him out. Just a few examples to make my point: Check out #71, very last panel — Mike writes, "... the iron can only **get it on** when the man inside is **together** ... and brother, now he's **to-GETHER!!**" Also in #66, page 18 — "This is power personified: The greatest fighting machine ever made — yet powered inside by one of mankind's sharpest brains ... truly the perfect wedding of flesh, blood, rivets, and steel into one cause — and that is **power** — and that, friends, is **IRON MAN!!**" Don't you feel your adrenaline flowing? Alright, maybe I don't either, but I certainly did when I *first* read those words many years ago! By the way, the latter Mike F. quote was written on a page where Shellhead was smashing his way through a Dr. Spectrum-generated robot! The page is all-around Iron-Fantastic! *I sure hope so, Dave. That guy's writing seems pretty "dated!"*

Since I'm being all nostalgic bringing up one of my favorites, Mike Friedrich, what about his sidekick in those early *I.M.*'s, George Tuska?! In my very first letter to Jason S., I mentioned that George was a first-rate action artist (he's *still* the best *I.M.* action artist in my book), and in the next installment of my column, I'll reprint some of the George T. "signature" *I.M.* action poses. But anyway, has anybody seen George's work lately? Is he still around? Is he **alive** for that matter? Would someone let me know?

THE LATEST DEPT.

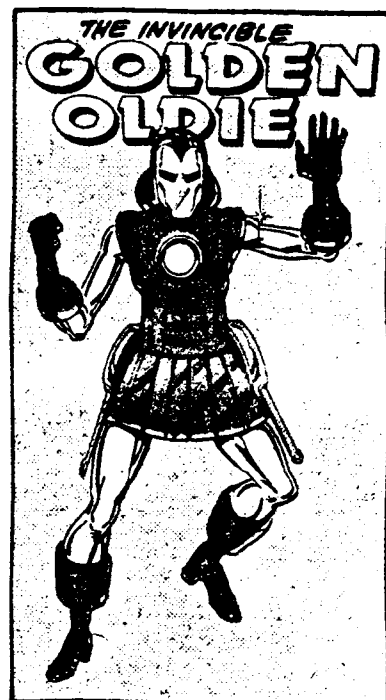
Iron Man #316 was OK (no, I can't think of a better adjective!) in my opinion. As you may or may not know, Tom Morgan is not a big favorite of mine. Nevertheless, I give credit where credit is due. His action scenes were pretty solid this time around, and his new Crimson Dynamo was darn cool! I also liked the keen "Power Rangers" pose he gave the Dynamo on the cover! I look forward to a new corporate scuffle between Roxxon and Stark — and learning more about that voluptuous babe from pages 14 and 15 (well drawn, Tom)! And as usual, Len's story was enthralling. I definitely can't wait to see Tony poking around in the Dynamo armor! But, if I can be so bold, let me skip my usual "C'mon Already Dept." and just keep it to a sentence or two: I.M. and the Black Widow **together** could not bring down Titanium Man?! Then the Dynamo joins in, *gets a broken leg*, and T.M. still battles and gets away?! **C'mon!!** At least the cover read, "3 Against the Unstoppable **Fury** of the Titanium Man!" **That's** believable I guess!

By the way, what's the deal with Shellhead's "ears?" Hopgood's I.M. had *no* ear protrusions and neither did Morgan's until #314 as far as I can tell. And are they square or circular? It seems like they're constantly in flux with Tom M. If you care, I prefer *no* ears. I believe this adds to the futuristic evolution of Iron Man's entire outfit.

ALTERNATE ORIGIN DEPT.

I stumbled upon something very interesting while sifting through some *real* old titles at a local comic shop. It was from the old Marvel magazine, *FOOM*, meaning "Friends Of 'Ol Marvel (does anybody remember this mag?). Apparently, believe it or not, Stan Lee and Jack Kirby originally wanted Tony Stark to develop his armor for a **senior citizen!** It was to be in memory of Stark's loving grandmother and would give Marvel comicdom's first *real* "old" superhero! Below is a preliminary drawing of this new hero, at that time tentatively dubbed "The Invincible Golden Oldie."

What's that? You don't believe me?! OK, OK, you got me! No, Lee and Kirby had no such silly idea! But I will not let on as to where this panel came from, at least not yet!! Because I have some additional material for next month's column that comes from the same source! Can you guess who drew this panel? He's definitely an *Iron Man* noteworthy! *Anyone else out there think that it might be drawn by George Tuska, or is it just me? Dave sure talks about that guy enough! Perhaps I have something to add here, or perhaps I'm just filling up some wasted space, being the graphic design student that I am! No one wants empty, wasted space!*



THE "EYES" HAVE IT DEPT. -- PART II FORCE WORKER DEPT.

In *War Machine* #8's letters page, the response to the first letter writer included information about an *Iron Manual*-type book for Force Works. It said that Nel Yomtov and Mike Marts were in the preliminary stages of developing this technical manual, and Eliot Brown would reprise his role as plotter. It said, "look for it sometime in '95." Well, since the year is about half over and since this mag is called **Advanced Iron**, has anybody heard anything more about this? I loved the *Iron Manual* and would love to see Allen Bujak's own *Iron Manual*-type book! I've weighed in with several suggestions for a title for Allen's book, but so far he has rejected every one — with good reason in most cases (a lot of them were ridiculous)!

Alright, alright, just *what* is the deal with Shellhead's eye ports? In my April "Shellheadism's" I quoted some of the *Iron Manual* dealing with this subject. Mike Kalibabky, in his May column, agreed with me that losing the eye slits would be "damn weird." True enough. Again, Stark himself "said" in the *Iron Manual* that he hasn't looked at anything directly in years! So why not a suit without the eyes? Mike K. also referred to Jason Stephens's March cover featuring the green I.M. without eyes. I personally thought that the suit was fantastic, even without the eyes!

However, Allen Bujak of "Armor File" fame has a different tack on the subject. He e-mailed in, saying, "Trust me, they're (the eye slits) openings. It doesn't make sense that there would be a whole camera and screen apparatus in the small space in the helmet." He has a good point. If, as Tony says in *Iron Manual*, he doesn't use the eyes, then why do the sensors/camera/screens always seem to appear *just* in the eye port area? *That's entirely the artist's "fault," if you ask me, Dave.* Allen also states that the open eye slits provide a good psychological edge. It gives Tony a link to the outside which isn't dissimilar to why fighter pilots insist on transparent cockpits even though we have the technology to make them opaque and provide 3-d imaging on the cockpit screens inside.

Nevertheless, to deal with this situation, why not give I.M. an eyeless helmet, and on the inside provide said 3-d imaging over the **entire** area of the interior of the helmet? Let's go further and say why not give I.M. the ability to make the eyeless helmet transparent, or partially so, to give him that "psychological" link to the outside? Allen B. says something like "transparent aluminum" from Star Trek fame would allow this. He also states that *he'll* have the whole story told the *right* way in his "Iron Manual" (which, he says again, he needs a new name for). I look forward to it. *So do I. However, I thought all this eye slit controversy was solved in the Iron Manual, or maybe it was mentioned in one of the comics themselves. Somewhere — and I don't have time to look it up right now — it was said that Iron Man's eye slits are lined with microscopic cameras which project the images right onto his retinas. There are already VR systems which do this for real!*

IRON DEPT. FLICK

In April's *AI*, Heath McKnight told us all why there was no Iron Man movie. During my long hours of proctoring boring 8th grade assessment tests, I came up with a plot for just such an Iron Man flick! I e-mailed the following to Jason, and he seemed to get a kick out of it, so I hope y'all do too!

Armor featured: the Silver Centurion

Actors: Tom Selleck - Tony Stark/Iron Man
Nicole Kidman - Bethany Cabe
Wesley Snipes - Jim Rhodes/Firepower
Susan Ruttan - Mrs. Arbogast
Michael Ironside - CIA badguy

Plot: Stark would be his present age. He is *still* dependent on the armor for his heart problem (he has a smaller chest device for when he is out of armor). The Silver Centurion armor would be ideal for a movie as it is bulkier. This might be easier for new or non-fans to conceptualize, instead of the sleek version fans have come to expect. Stark's heart problem can offer a good subplot.

The enemy would be Firepower, who would be a government agent gone rogue. The person inside the Firepower suit would be — hold your breath — Jim Rhodes! Rhodey was chosen by the gov. to be Firepower because of his excellent record in Vietnam. This here would provide the link to I.M.'s origin, which could be done via flashback when Tony finally realizes F.P.'s true identity (Tony and Rhodey would still share their 'Nam relationship). Now, why does F.P. go rogue? Two possible reasons:

One would have Rhodey as an unstable individual since the Vietnam War. He gets drunk with the power of the F.P. suit and challenges the military to stop him. Only I.M. has the know-how and power to ultimately stop him, but he needs goading by the military to get involved.

Or — the one I prefer — Rhodey, as Firepower, accidentally stumbles upon a government plot to use the F.P. armor for "dubious" purposes (similar to the "Blue Thunder" movie plot — anyone remember that flick?). The gov. then dupes Stark into conflict with F.P. after Rhodey "goes rogue" trying to get the secret info. out to the public. As I.M. defeats F.P., he learns his true identity and the truth about F.P.'s real intended use. Stark could then get even with the rogue (I love that word) arm of the CIA that had the unscrupulous plans for the F.P. armor.

Well, wad'ya think? Jason had a great plot as well, which he e-mailed me in return, but I'll leave it up to him whether or not he wants to share that, since he's putting it into novella form! But, Jason did have a great suggestion for the villain ... Alan Richtman of "Die Hard" fame! **Vastly** superior to my choice

GORGEOUS GEORGE DEPT.

of Mike Ironside (who has portrayed various baddies ranging from "Scanners" to "Total Recall"). He also liked my suggestion of Rhodey as Firepower. He said I have no problem altering the comic book version, so I'm already thinking like a Hollywood director! Thanks ... I think! *You're welcome, Dave! By the way, my choice to play Tony Stark is Alec Baldwin (he could grow a mustache). Anyone who doesn't think Alec can play Tony Stark hasn't seen the movie, "Glengary Glenn Ross."*

As promised, this month I'm featuring my favorite I.M. action artist's "signature" pose! The artist is, of course, George Tuska, and these poses are taken from various issues just to show ya' how much George as enamored with this angle!



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Very nice, Dave! Your favorite Iron Man artist as far as action poses go is a good choice, and those examples are terrific! All of this makes me want to come up with a "signature pose" of my own!

THE LATEST LEFT.

Well, *Iron Man* #317 had decent art from Tom Morgan (for a change)! His Black Widow at the end of the book was, well, fairly arousing! The overall plot from the last three issues, however, did not impress me a whole lot. Mike Kalibabky reasoned in a recent letter, "Why would Tony Stark put on the Dynamo armor to fight the T-Man when he could wear his regular red and golds and use a holographic image projector to make it look as if he were wearing the Dynamo armor?" Yeah! How come?! There was *no* need to carry on the whole T-Man story over three issues.

I picked up *Force Works* #13 after a long hiatus. Why? Well, for one it featured the Avengers and I was anxious to see the two teams together after *Avengers West Coast* #102 (which Senor Stephens so graciously found and mailed to me)! Second, it didn't have any of that goofy "mystical" crap that turned me off to the book in the first place. Third, it dealt with paying back the Kree who killed Wonder-Man in issue #1. The story was great and the art was fabulous. If this keeps up, I'm hanging with the book for sure! One question I had about the Vault — when the computer system went awry thanks to the Recorder, all of the Guardsmen were shut down. If Tony Stark is responsible for the design of the Guardsmen, then someone altered the suits' programming. Why? Check out *I.M.* #200. When Tony was in battle with Stane (Iron Monger), he picked up some weird E.M. transmissions and reasoned that they were from a computer. This ultimately enabled Tony to beat Stane, because when Tony blew up the computer, the Iron Monger suit froze up. Tony said that his basic design of the suit would cause it to freeze if it were controlled from an outside source. Stane, Tony said, used the computer to give him an edge since he had no combat experience. Apparently this situation happened to the Guardsmen. If the Guardsmen suits follow Tony's basic design, then they should be autonomous units and *not* be subject to problems if there's computer tampering. At least that's the way I see it! Opinions?

War Machine #15 and #16 gave me mixed opinions. I *really* like the plot; hell, anything with time travel is not likely to disappoint me. The story reminds me of the Nazi's-getting-help-from-the-future plots from the *Fantastic Four Annual* (I believe it was #6) and *The Thing Annual* #1 from the mid-seventies. Those stories dealt with a missing cylinder of vibranium that found its way to Nazi Germany, thus enabling them to vastly modify their missile program. I remember the F.F. watching a screen connected to Doc Doom's time machine and seeing Nazi troops in Cleveland ... in 1946! There were also swastika flags flying in New York! As a 13 year old kid, I was riveted to my seat! So far, the *W.M.* story isn't quite the same caliber, but hopefully #17 will change my mind. I was happy to see some computer-generated scanner graphics in *W.M.* #16, but they're *still* not as

good as they were in War Machine's early days! Why not? Mr. Florea's art is okay, and that's about it. He needs to shrink down the distance between W.M.'s eye and mouth slits. Rhodey's head isn't *that* long! By the way, why does the W.M. armor have a mouth slit at all? In the original design there wasn't one. I'm also interested in what'll happen to Fury. *That* ought to be interesting!

I wrote in to *W.M.* to request an issue dealing with W.M.'s arsenal. I hope I get lucky like Heath McKnight did in the recent *Iron Man!* Way to go, Heath!

I've already included a good portion of the feedback I've received in previous departments. Still, Allen Bujak had some more comments on my April column. Regarding my inquiry about Arno Stark's time travel mishap in 2015, Allen says, "In five years why couldn't he (Arno) build another time machine — he could go back and advise himself against going back or warn about the bomb or some paradoxical thing." Yeah ... why not? Allen also thought I was too hard on *Iron Man #315* regarding the chunk of roof dazing Tony. He didn't think it was too unbelievable that this could happen. I *still* think it was silly! Think about this — getting hit on the back of the head by someone swinging a pillow at you *really* hard. You're momentarily stunned, but it didn't hurt or anything, right? That's how I.M. should have reacted to that chunk of roof. Well, at least that's *my* opinion! I also want to thank Mike Kalibabky for his kind words about "Shellheadism's" — he really enjoys it! Muchas gracias, Mike!

A quick note: July's "Shellheadism's" will be written direct from the Central American paradise of Costa Rica! I'm gonna see if there are any Iron Fans this far south. I'll let you know in about a month!

Please feel free to contact me anytime! Since I'm a teacher, I have *a lot* of free time in the summer!

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YOUR FEEDBACK DEPT.

OTHER IRON MAN PROJECTS:

NOT IN *MARVEL: PORTRAITS OF A UNIVERSE*

Anyone else out there pick up the limited series, *Marvel: Portraits of a Universe*? It was a very cool compilation of paintings of pivotal events in Marvel history as chosen by the painters themselves, and each issue featured reflections on each of the paintings by a different writer. Was Iron Man featured? Nope! The only painting Iron Man appeared in was one of the Avengers when they first met the Vision, and he was shown from the back! What a waste! Oh well, I still highly recommend this series to anyone who's "in to" painted artwork. An entire slew of different and bizarre painting styles was presented in this series.



THE BESTEST, BADDEST POSTER EVER MADE ... EVER!!

Scott Easley, a three time Emmy award-winner for computer animation, has been commissioned to design the most awesome Marvel Press Poster ever ... Iron Man!!! The picture I've poorly reprinted in black and white on the right side is a shameful mockery of what this thing looks like in gorgeous, full-blown color! It is simply **UNREAL!!!** There's no other way I can describe it! Iron Man, if you can tell from the bad photocopy, is standing in the wreckage of robot drones he has just ripped to shreds! The robots are carefully reflected in Shellhead's muscles and armor, and the entire work of art is a veritable **MASTERPIECE** down to the very **FINEST** detail!! If any of you Iron Fans miss this poster ... you will simply never forgive yourselves. Marvel is **FINALLY** promoting Iron Man, and giving him the biggest shove of his life out into the forefront of the comic book world, and this poster is just the beginning! Buy it buy it buy it!!! I'm getting two ... one to hang, and one

to laminate and keep in perfect condition for ever and ever and ever! The poster will sell for only \$4.95, and should ship on July 18th, 1995! Most stores will have it on Thursday, July 20th! This photocopy is blown up from Marvel's new catalog, *MegaMarvel*, which, by the way, is now the *only* source for Marvel product news, since they recently acquired their own distributor ... formerly Hero's World. The only way to see this thing in color is to grab a copy of a retailer's edition of *MegaMarvel*, and they are very scarce!



Poster art from Iron Man Press Poster #191

WAR MACHINE IN THE NEAR FUTURE!

NEW ARTIST, AGAIN!

Well, in *War Machine* #14, page 13 and page 22 contained more blatant rip-offs of Joe Quesada, but I'll spare you the pictures, you can look them up yourselves if you wish, because I don't have enough paper to waste on Dave Chlystek's miserable art. The first copy was a blatant copy of Ash's eye from Quesada's *Ash* #1 comic, and really ticked me off, because there was no need to have a close-up of an eye on that page in *W.M.* in the first place. Chlystek was just looking for something to steal! The second copy (at the top of page 22) was a Joe Quesada perspective all the way, and I spotted it in *Ninjak*. Anyway, worthless Dave Chlystek was replaced by Sandu Florea, who had worthless detail, and worthless fight scenes, but he sure got the job done. He told the story in an uncluttered fashion, and there was no confusion between panels, and he certainly showed that he was not a lazy artist. Florea kept drawing and drawing, and drawing, hardly ever skimping on the backgrounds and all the action. And ... he didn't copy. Although, maybe he should have experimented with some copying early on in his practice, because he wasn't good enough to stay. He has already been replaced by Fred Haynes! This was the very cartoon-styled artist who drew the three covers and two installments of the recent backup story in the *I.M.*, *F.W.*, and *W.M.* flipbooks. He's a rather lazy artist with his backgrounds, but at least he has quite a bit of lair and excitement to him, and he'll definitely get better and better. Haynes takes over on *War Machine* #18 in July.

IT'S ALIVE!!!

Here's a new twist ... *War Machine* discovers that his armor is alive! Can we say, "X-O Manowar?!" The *Mega Marvel* description for July's *War Machine* #18 is as follows: "**WAR MACHINE'S ARMOR IS ALIVE!** A whole new direction begins as Jim Rhodes journeys to uncover the origins, potentials, and dangers of his morph-suit!" Gag me with a beta-particle generator! God, this sounds pathetic! Oh well, too many things are going to be happening to Tony Stark and Iron Man this summer for *this* particular little camper to give a squirt of (you know what) about what happens to *War Machine*! I think you'll agree when you get to my "Iron Mania EXTRA" section in this very magazine ... but DON'T FLIP TO THAT SECTION, YET!!!



OFF THE TOP OF MY HEAD:

CRIMSON DYNAMO CAN'T DO THAT!!

Iron Man #316, page 29, panel 1 ... did the Black Widow **want** Crimson Dynamo to touch her there?! I doubt it! I guess the whole sexual harassment thing hasn't hit Russia, yet! Now, is Natasha the type of woman who would sue, or would she settle to just beat the crap out of Dynamo?! If that were Iron Man, how would Natasha react? Now, how would she react to USAgent doing that?!

YOUR RESPONSES: BART NEY AND DANNY DUARTE

Before school let out for the summer, Bart Ney and I had several conversations through the e-mail. He had a couple of ambitious ideas for summer projects involving anyone who wants to get involved. If you would like to help brainstorm and come up with a decent and acceptable plot and script for an Iron Man movie, get in touch with Bart Ney. Also, he would like to come up with an outline for an Iron Man simulator which could be submitted to Marvel and/or a very ambitious video game company. Some of his ideas included a game where the the main module would be Stark Enterprises, and the player, as Tony, would be able to go to different area like the armory, lab, office, etc. You could be able to choose your armor from the entire historical catalogue of armors, or design your own. You would have to be careful on your missions, though, because if Iron Man's image got tarnished, S.E.'s stocks would fall, and you would have less resources to arm yourself with, build new suits with, or repair with. You could play the game from inside the armor, like a VR-type game with a "Doom"-like feel, or you could actually see the armor executing the moves in arcade mode! I would add a third mode ... a fighting mode where you could pit any of Tony's or your armors against each other! The first-person mode would enable full armor capabilities, and the arcade mode would be more straightforward. Bart and I both agreed that we want this game **NOW!!!** And, even though we are realistic, and realize that Marvel would probably ignore these ideas, and that it would take a **very** ambitious game company to even consider them ... we both agreed that it sure would be fun to see what the Iron Fans would come up with. Send your suggestions to either myself or to Bart Ney. Bart's address will be printed at the end of "Iron Mania."

Also, I just want to apologize to Danny Duarte that I haven't had time to respond to him personally, yet. Thanks for the picture, Dan. Danny sent me a picture of Iron Man standing next to Storm, from the Universal Pictures theme park. They look kind of dorky, yes, but you can tell that at least quite a bit of effort was put into their costumes. Iron Man's helmet is huge, but that's what you get with normal human proportions, instead of comic book abstractions.

IRON QUOTE (MIKE KALIBABKY):

"Hey, why isn't there an Iron Man Starters jacket? Well, I mean besides for the obvious reasons?"

— *Advanced Iron #14*

IRON MANIA EXTRA!!!

IRON MAN IN THE NEAR FUTURE:

NEW EVERYTHING (WRITER, ARTIST, TONY, AND ARMOR)

I'm going to go to full page text here, to maximize space. There's a lot to tell. Where to begin.... Well, Iron Fan has learned, from a reliable source, exactly what the new *Iron Man* plot will be! Before you read this section, make sure you read the very first part of "Iron Mania" in this issue, entitled "The Future of Iron Man." It's going to be revealed that Tony Stark is actually, and has always been, a thrall of Kang, the Conqueror!!! Yes, at some time back when Iron Man was in his earliest days, Kang secretly either made Tony one of his legion, or somehow seized him with mind control. Regardless, Stark has become a secret "mole" of Kang. And now, Kang has decided to "activate" his spy and send him on a killing spree of the Avengers! Will Iron Man *kill* Captain America?! It very well could happen! So far, I believe Marvel has let slip that Yellowjacket, at least, will be one of the Avengers killed! Now, whether the means is cross-time, or an alternate dimension, the Avengers find a way to go back and get an alternate-reality Tony Stark, before Kang got his clutches on him. **This** Tony is nineteen years old! Maybe the Avengers need him to have an edge on how the older Tony's mind works, or some clue as to how the armor works, I don't know. For whatever reason, this young Tony is an integral part of the plan to stop the original Tony. There is a huge battle, possibly involving alternate reality Iron Men, and most certainly involving Kang. More alternate realities may be involved, too, seeing as how the storyline will give all the Avengers new costumes!

The climax of the story — ***don't read ahead if you don't want the ending spoiled ... this is a highly guarded secret of Marvel, and Iron Fan is the first to break it to the world*** — is a battle between the two Starks. Someone **KILLS** the original Tony Stark, and the younger one's heart is badly damaged. He has to wear the Iron Man chest plate to keep his heart beating, and becomes our new Iron Man!!! In one fell swoop, Marvel Comics has jump-started our character for a new generation, just as I predicted they would (they've already done it to everyone else)!!! Before you get all upset, just remember that the current trend was going against Tony Stark, and that some future writer was bound to kill off Tony forever. We should be thankful that Marvel at least gave the character of Tony Stark a second chance ... to be young once again, and to wipe away the slate for a new age of fans.

Well, I think it's safe to assume that this is the storyline that Len Kaminski was adamant against working on. Also, don't blame the new writer for this. There is reason to believe very strongly that this is not the new writer's doing. The new writer is only someone Marvel found who agreed to write the new direction, and who will add his own twists to it ... **NOT** the man who originated the idea! So, don't everyone try to kill the new guy, he's just taking up the burden ... someone has to.

APOLOGY TIME

WOW!!! That was an article and a half!!! Thanks for sticking it out. Dave Huber had two sections in this month's "Iron Mania," since I've been out of it recently. When I say, "out of it," I really mean it! My work schedule has hit hard this summer. We recently had the former assistant manager return as our new manager, and he always did do a better job than the last one. I'm his favorite employee, and the hardest worker, so he's giving me the most hours and I really can't say anything against it. We also had a couple people quit, which means I'm being worked to death, and that's why my version of *Iron Man #315* is **STILL NOT DONE!!!** I owe everyone the biggest, most sincere apology I can give. It's getting close, but the thing will be over a month later!

Breaking promises is not something I make a habit out of, and that's why, to make it up to everyone, I'm sending everyone who has already ordered, a free 11x17 color reprint of a cover to *Advanced Iron* signed in gold ink. I hope this will help restore confidence from the people I've let down. I just recently cashed the checks, because I needed to go ahead and purchase the special paper that I will be using to print the comics on, so don't freak when you get your check statements from your bank. I haven't, and **WON'T** forget anybody! And Mike Kalibabky, I still haven't forgotten the extra you sent so that you can get advanced photocopies and copies of my thumbnail sketches ... you WILL get them as soon as there's a sizable amount worth the postage to send out. The pages are coming together more quickly now that I have revised my weekly schedule, and we have finally hired another person at Babbage's Software, so don't worry. My life is slowly coming back to some semblance of order, and I'll keep everyone updated on my progress. It won't be long.

Also, you'll be seeing my covers again starting next month. Also, you'll hopefully be seeing an additional drawing next month ... a tribute to Don Heck. This issue was supposed to have Dave Huber's tribute article on Mr. Heck, but there just wasn't any space left whatsoever. Expect to see both tributes next month.

Thanks for your patience. I'm doing the best I can.

Sincerely,


JASON STEPHENS

Jason Stephens
3606 N.E. 78th St.
Kansas City, MO 64119

Bart W. Ney
401 Rollingwood Dr.
Vallejo, CA 94591

(And, of course, Bart said it was okay to print his address)

IRON WARES

Most of my preview information comes from Marvel's advanced sales magazine "Mega Marvel."

AGAIN! SPECIAL THANKS GOES TO MIKE KALIBABKY, WHO WAS ABLE TO GET THIS INFO TO ME JUST IN TIME FOR THIS ISSUE

IRON MAN PRESS POSTER

"Computer Generated Iron Man by 3-time Emmy award-winner, Scott Easley! Straight from Stark Enterprises, this realistic looking Shell-Head is done entirely in computer graphics!" And it looks hot!!----->>>



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Poster art from Iron Man Press Poster #194

From *TOY BIZ*

IRON MAN CD ROM!!

". . . the Iron Man CD-ROM reproduces Iron Man #149-150. This two-issue story featured a confrontation between the golden Avenger and Dr. Doom in the age of King Arthur. Both Bob Layton and David Michelinie wrote this classic which was penciled by John Romita Jr. and inked by Layton.

"The Iron Man CD ROM features technical displays on Tony Stark's variety of armors and their workings. They have the capacity to hold 100 pages of information, so each one is full of features."

IRON MAN 5" ACTION FIGURE ASSORTMENT CASE

"Choose your weapons carefully! When you're facing some of the most sinister villains around you can't afford to be unprepared. Whether your battle takes you to outer space or just next-door, Iron Man understands that you need the right kind of armor to get the job done! Figures feature Snap-On interchangeable armor! 7 fully posable and articulated action figures, each featuring dedicated character actions, detailed weapons and accessories! This assortment contains: IRON MAN HOLOGRAM (with Power Missile Launcher), BLIZZARD (with Ice Fist Punch), WHIRLWIND (with Whirling Battle Action), MODOK (with Energy Brain Blasts), IRON MAN STEALTH ARMOR (with Flight Action Module), HAWKEYE (With Bow and Arrow Arsenal), and IRON MAN SPACE ARMOR (with Power Lift Space Pack)."



IRON MAN DELUXE 10" ACTION FIGURE ASSORTMENT CASE

"Super-sized for full-on battle action! Iron Man and War Machine share the secret of Stark's super hero identity, and a passion for protecting the security of America and the World. The Mandarin won't rest until his mystical maneuverings defeat Iron Man and friends for good! Check out the true-to-character detailing of these classic Iron Man action figures, facing off in a new larger than life size, Assortment contains 3 figures: WAR MACHINE, MANDARIN, and IRON MAN. Each figure features dedicated character actions, weapons, accessories, and super-size!"

NOTE: a 10" Iron Man with SPACE ARMOR is available in the MARVEL 10" ACTION FIGURE ASSORTMENT CASE

IRON MAN DELUXE DRAGONS 7" ACTION FIGURE ASST. CASE

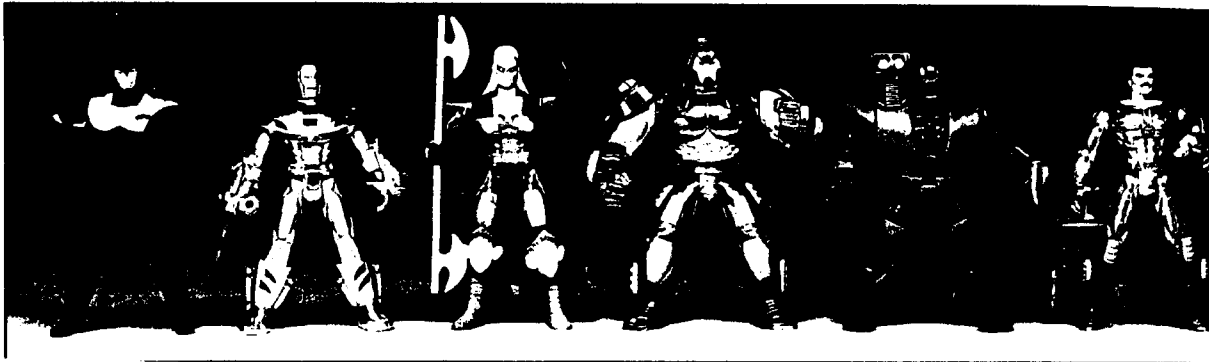
"Fin Fang Foom--the lethal dragon of legend, awakened from his ancient slumber to wreak havoc for Iron Man! the Mandarin's rough housing robotic accomplices -- called Aureaus the God Dragon and Argent the Silver Dragon, are also on hand to test Iron Man's precious metal! Assortment contains 3 different fully possible deluxe dragon figures each with special features: FIN FANG FOOM (with Wing-Flapping Action), AUREUS THE GOLD DRAGON (with Fireball-Spitting Action) and ARGENT THE SILVER DRAGON (with Arm-Firing Action)."

MARVEL 7" PROJECTOR FIGURE ASSORTMENT CASE

"See the light! These incredible action figures feature built-in projectors with blast-out action scenes from the animated TV series! . . . Let Iron Man prove he's the world's heavy metal hero, while the X-Men send you into uncanny mutant conflicts-- in living color! Contains 5 fully posable action figures with built-in picture projectors and animated series styling. An assortment of 3 different action disks come with each figure. All fully posable with articulated hips, shoulders and neck. Requires 2 "AA" batteries (not included). Figures are: "CIVILIAN WOLVERINE, BEAST, LIZARD, IRON MAN and THE THING."

IRON MAN ACTION FIGURE ASSORTMENT III CASE (\$115.00)

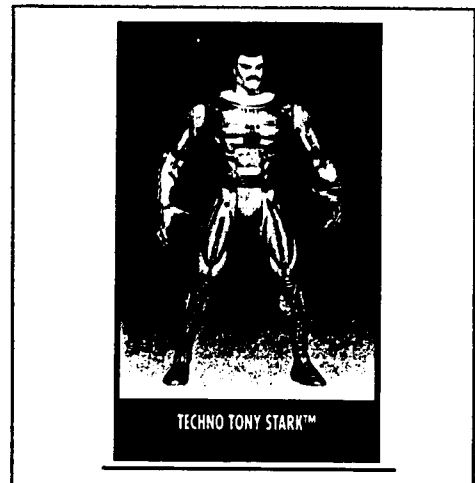
"With these action figures at their command your customers will be able to create their own episodes of the Marvel Actin Hour any day of the week! Seven fully posable and articulated figures each with its own special actions designed specifically for that hero. Contains US. AGENT with shield-firing action, IRON MAN ARCTIC ARMOR with removable Arctic camouflage armor & launching claw action, CENTURY with cape and battle staff Parallax, HULKBUSTER IRON MAN with removable Hulk-smasher armor, TITANIUM MAN with retractable blade action, TONY STARK with armor carrying suitcase, and DREADKNIGHT with lance, firing action."



™ and © 1995 Marvel Comics

MARVEL 10" ACTION FIGURE ASSORTMENT II CASE

"More action, more excitement, more hero! These super-powered, pulse-pounding 10" figures combine all the articulation, posability and detail of the smaller action figures only in a giant size!" Contains six figures including TECHNO TONY STARK and five non-Iron Man related characters.



The ARMOR FILE

Welcome to another installment of The *ARMOR FILE*. Since the focus of this column is armor, I'd like to take a few lines to address the preview information that was in the last *AI*. Some of the designs were pretty interesting, I thought, but I can't say any of them impressed me. The heavy firepower designs to me seemed ridiculous - way too many guns and what's the deal with the ammo belts????? Another thing I thought was funny was the presence of rivets - RIVETS?????? This is the 90's - somehow I doubt rivets are the best method of attachment for a suit of armor. For one thing - they'd be way too heavy. I was even dubious of the palm-back repulsors. Ask yourself, assuming you can only run power to one emitter per hand, where is the emitter more useful. My answer is in the palm of your hand. If you look at the motion of the wrist, if you want to fire straight ahead with a palm-top emitter, you need to bring your hand down 180°. If it's a palm-bottom emitter, you need to rotate your hand 180° up which is a more natural motion. Of course all of these comments are meaningless considering that I don't even know what the story is. A good story can usually compensate for a device that seems odd or simply doesn't make sense. And naturally, I'd be lying if I said that I was against seeing new sets of armor - so I'll just wait and see.

My focus for this month is the hero *FORCE*. Given the formation of Force Works, it's ironic to have an armored hero called Force (get it - ironic :D Sorry). We haven't seen Force himself for quite a while, though Clay Wilson did make some recent appearances (like issue #300). The reason I chose Force was that when I envision an armored team, he seems like he'd be a good member.

I've tried to infuse a great deal of new technology into the suit, all the while upgrading key design features. The first of these is the shoulder support. These supports can be replaced with weapons mounts, but even without weapons they're pretty useful. The interface between the torso piece and the shoulder blades is a sensitive area - a few dings in the right place and you can't move your arm. A guard would help protect this interface surface. In fact, with the guard in place the shoulder blade and torso section no longer touch.

The second major improvement is a re-design of the old gauntlet energy shields. In the old days (issue #231) the generator was integral to a gauntlet. In this design I decided to separate the generator by putting it into a blade like projection coming off each gauntlet. Because of the power taken by the shields, there is no room for attachable weapons on the gauntlets themselves. Given the other hardpoints on the armor, I didn't think it'd be a problem.

The third major improvement was that of the larger uni-beam emitter. Unlike my past two designs, which have used multi-emitter uni-beams, I opted to go a different route with Force. This suit, instead of multiple emitters, uses one large emitter. I prefer the multi-emitter design based on its flexibility; but the redundancy could be a problem. It is possible that one large emitter will be more reliable - needs more study.

The last feature was incorporated into my first design. It's not really new technology, it's more like an old-fashioned solution. When someone hits you, you have to block it. The physical armor sections down the middle of the torso are the blocking for impacts of any kind. But, if the need arises, they can be swapped out individually or en masse with weapons or sensor pods. In theory, these centerline pods could be linked to weapons modules on the shoulder guards and form one massive weapon. At this point I have no idea what could require such power - but the flexibility is there.

Those are the major changes, but there are minor improvements as well. For example, the imaging array on the helmet has been increased in size. They look like openings to look out of, but they are Plexiglas shields on which information is displayed. With the larger area a wider range of information can be displayed for a longer time. Another improvement is the power system of the armor. While waist pods can be considered "old-technology" at best, they return here as a redundant power supply for the primary system, which is in itself more powerful.

Basically, that's the rundown on Force. You'll note the mission modules on the legs and arms - each of these points is a hardpoint and has limited access capabilities to various suit systems. For example, the right arm hardpoint may have an interface to the targeting system where the left arm would have an interface to the sensor system.

One other little tidbit, I've designed what I think is a better Force Works logo in the lower right corner. The words Force Works don't need to go with it, but I think it looks great. Another point I wanted to bring up is my version of The Iron Manual. First of all, I need a different name. Secondly, I'm considering doing the whole thing on disk. It would probably be Windows based, with a graphic front end and would contain all the images on a disk (possibly more than one). I'm not sure what specifications would be considered "universal" so write and let me know what you think is fitting. It seems like doing disks would be cheaper than trying to print a full-color book of designs. In fact, just so I could get the printing quality up I've upgraded my format to 1024x768 resolution. At any rate, the Black and White images are what you get to see every month - color images of all would be a real treat. And considering color copies are about \$0.70 per page in bulk around here, the disk idea seems better. Besides, I think it's cutting edge.

Well, if you would like to let me know what kind of computer you have and if you'd like to see an Iron Manual disk instead of paper please let me know:

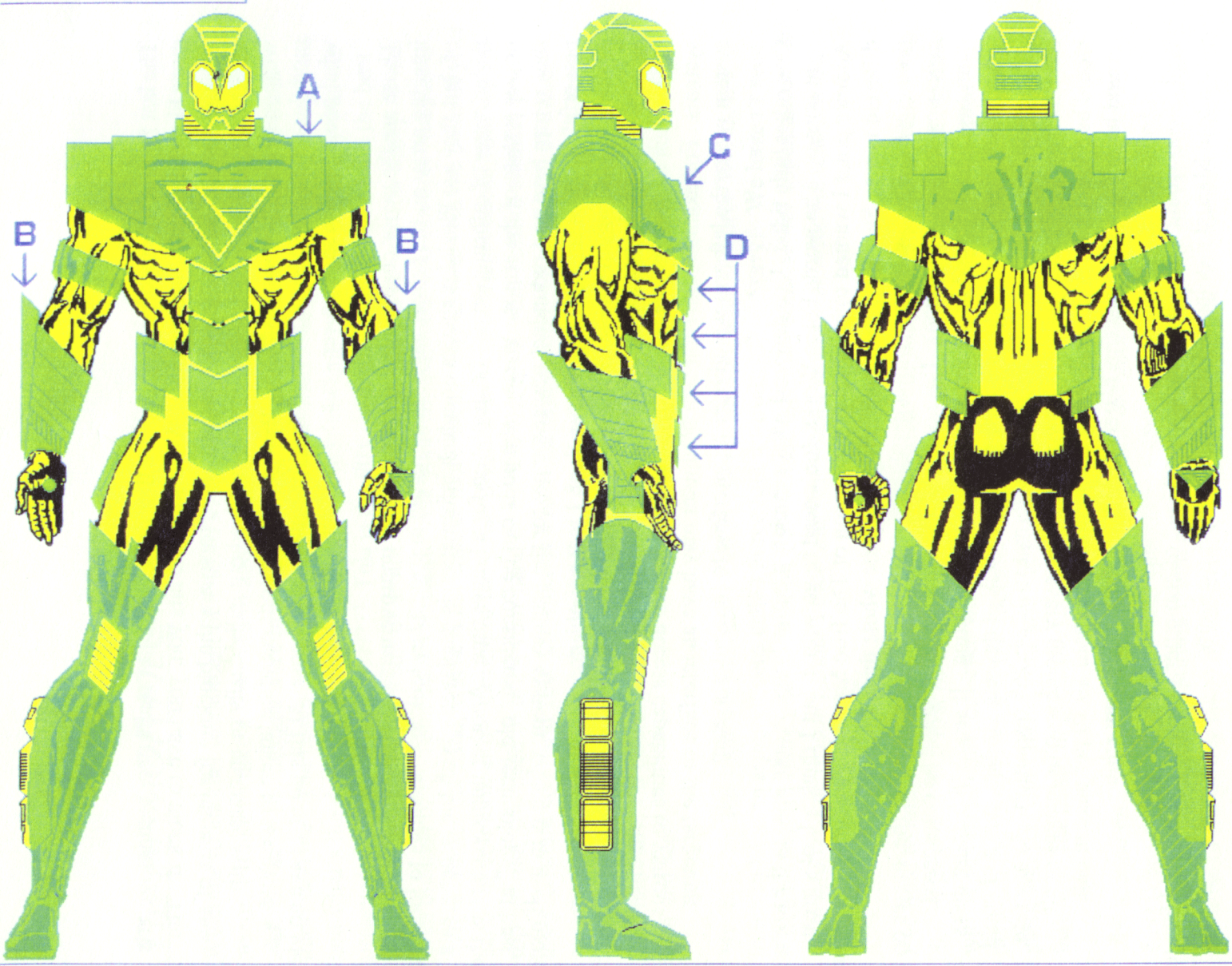
**Allen Bujak
70 Beeson Rd.
Niles, MI 49120**

or electronically at:

Shellhead1@aol.com

Have you ever wondered what Arno Stark did to replace his suit? Since the Graphic Novel I've been wondering that myself. You'll see my answer in the next Armor File.....

FORCE MODEL II MK I



MODIFICATION LOADOUT

A SHOULDER SUPPORT SHEATH

Multi-Configuration Structural Support. Protects Shoulder/Torso Joint.

B DUAL SHIELD GENERATORS

Gauntlet Deflector Shield Generator. Can Be Used As Offensive Energy Weapon As Well

C UNI-BEAM EMITTER

Single Uni-Beam Emitter With Larger Emitter Area. Capable Of Extended Wide-Spectrum Blasts

D TORSO STRUCTURE SUPPORT

Centerline Torso Structural Support. Each Section Can Be Swapped Out With Mission Specific Weapons Modules.



SUMMARY

The Force Armor has always had a unique design. The latest model stresses the unique nature of the suit. Among the most unique features are the higher defensive shield output and larger uni-beam emitter. Both changes seem to deny a concentration in either offensive or defensive abilities. This all-around upgrade continues to manifest itself in structural and power system upgrades as well. Force, overall, is a well-balanced highly flexible armor.....