



MARVEL  
COMICS  
GROUP 12¢

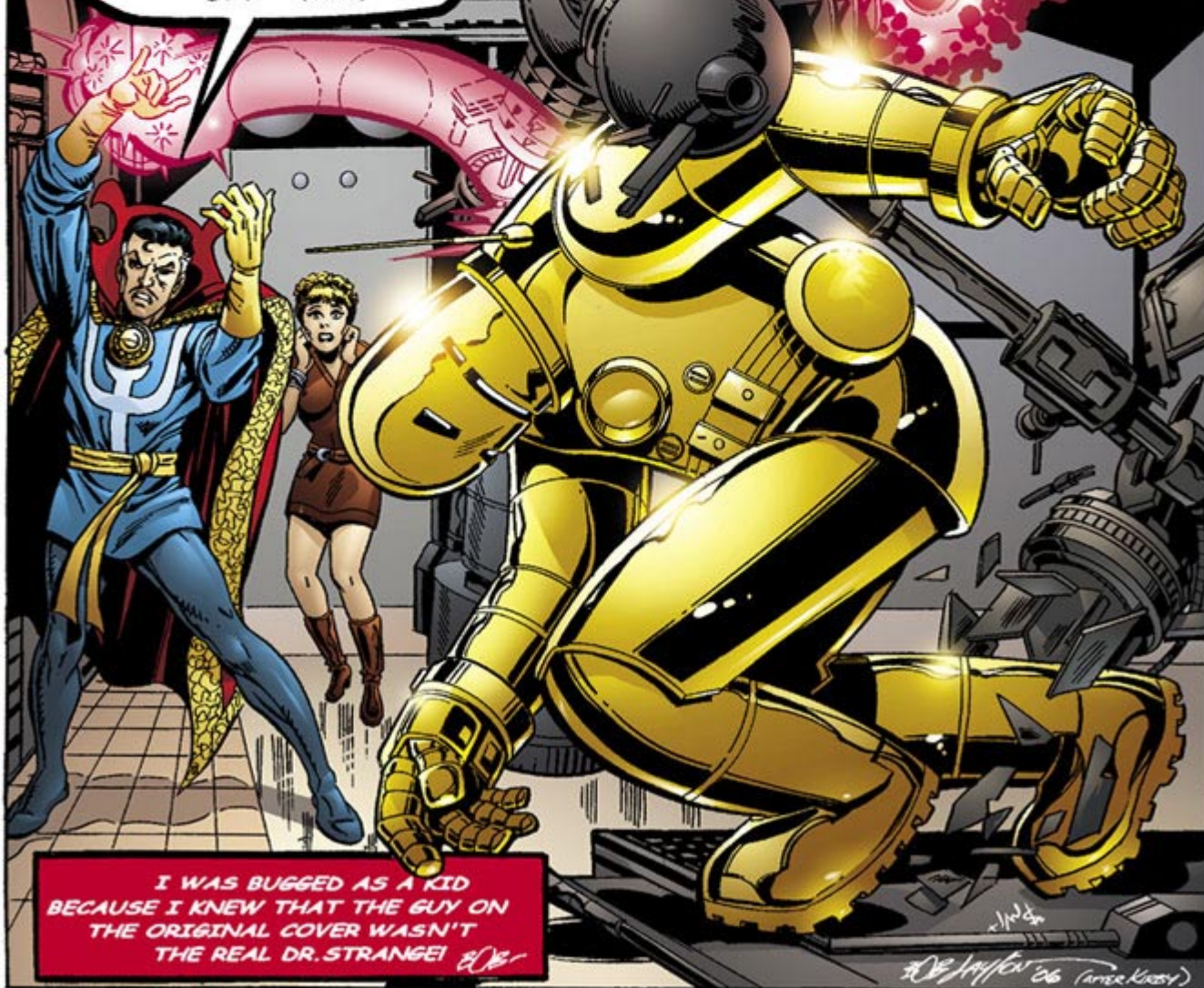
68

TALES OF SUSPENSE PRESENTS

# ADVANCED IRON

WILL IRON MAN MEET  
HIS DOOM, WHEN HE INVADERS  
"the STRONGHOLD of  
DR. STRANGE!"

NO MATTER HOW  
POWERFUL YOU ARE,  
IRON MAN, YOU'RE  
HELPLESS WITHOUT YOUR  
LIFE-GIVING ELECTRICITY!  
THE SAME ELECTRICITY  
WHICH I AM SHUTTING  
OFF--NOW!



I WAS BUGGED AS A KID  
BECAUSE I KNEW THAT THE GUY ON  
THE ORIGINAL COVER WASN'T  
THE REAL DR. STRANGE!

1/12/80  
#06/11/80/26 (ARIZ. KOSBY)



# MESSAGE FROM THE EDITOR

Greetings, Iron Fans, to yet another edition of **Advanced Iron**! As usual, despite my stressing over a lack of submissions, in the end some great stuff ends up being contributed by our loyal readers... and that would be YOU.

As I'm sure you've noticed, we have an unusual cover this issue, drawn in a particularly recognizable style. Out of the blue, long-time (and one of, if not THE definitive **Iron Man** artists) Bob Layton sent us a killer re-creation of the cover of *Tales of Suspense* #41. He provided pencils and inks and was kind enough to recruit Ian Sokoliwski to do the color work for the piece. A **huge** thank you to both of you for the one-of-a-kind cover for our 'zine!

On the inside, in addition to the original TOS #41 cover (for comparison) and the inked-only version, we have:

*Metal Head* - By the newly married Heath McKnight, with a quick update about what's going on in the world of superhero movies.

Another cool **Iron Man** rendering by Filipe Muffoletto, who seems to be turning into a regular contributor. :-)

Not two or three, but **four** submissions from Ironman John "I have too much time on my hands" Comerford. (Now John, you absolutely **know** I'm kidding!) John is fast becoming one of the key contributors to **Advanced Iron**. He brings us an **exclusive Zoom Suit** action figure preview along with an interview with John Taddeo, creator of the soon to be released *Zoom Suit* comic and award-winning short animated film. We also get part 3 of John's ongoing "Whacko Saga"... detailing the history of the *West Coast Avengers*. And finally he delivers a review of the *Armor Wars* Hero Clix series of toys. Whew!

Michael Napier, first time contributor, was kind enough to share with us his cool, homemade *War Machine* Diorama.

Jeff Pearson took some time from his busy schedule to write a mini-review of the first issue of Sentinel Squad One as well providing us with visitor statistics to the [Advanced Iron site](#) and his plans for the future in regards to the site.

From Robert Farrell we have an **Iron Man**-centric history of the short-lived comic book, *The Champions*.

For a Shellhead-fanboy **Iron Man** movie opening sequence that no doubt will put whatever ends up making it to the big screen to shame, you owe it yourself to read Chris Frye's awesome **Iron Man** opening sequence movie treatment.

And finally from Al Doshna (via Dave Huber) we have an essay comparing the external armor worn by Tony Stark to the "spiritual armor" mentioned in the Bible. To be honest I wasn't sure about including this piece. Some may be happy to read it and others may be annoyed, but in the end I decided that since **Iron Man** was the inspiration and is used to exemplify something within a real-life context, why **shouldn't** it be included?

Enjoy this issue and thanks for reading!

Vic Holtreman  
Editor, **Advanced Iron**

**Advanced Iron**  
Issue 68 - February, 2006

**Publishers:**

Jeff Pearson ([shadowwing@advancediron.org](mailto:shadowwing@advancediron.org))  
Vic Holtreman ([vic@advancediron.org](mailto:vic@advancediron.org))

**Editor:**

Vic Holtreman ([vic@advancediron.org](mailto:vic@advancediron.org))

**Contributors:**

Bob Layton ([bob@boblayton.com](mailto:bob@boblayton.com))  
Ian Sokoliwski ([vampiretwisted@hotmail.com](mailto:vampiretwisted@hotmail.com))  
John Comerford ([Toasty77@aol.com](mailto:Toasty77@aol.com))  
Filipe Muffoletto ([fcmuffoletto@xactware.com](mailto:fcmuffoletto@xactware.com))  
Heath McKnight ([heath@advancediron.org](mailto:heath@advancediron.org))  
Chris Frye ([ironjedi@yahoo.com](mailto:ironjedi@yahoo.com))  
Jeff Pearson ([shadowwing@advancediron.org](mailto:shadowwing@advancediron.org))  
Michael D. Napier ([michaelnapier@alltel.net](mailto:michaelnapier@alltel.net))  
Robert Farrell  
Al Doshna (via Dave Huber)

**WebMaster:**

Jeff Pearson ([shadowwing@advancediron.org](mailto:shadowwing@advancediron.org))

**Contact Information:**

**General Mailbox:** [shadowwing@advancediron.org](mailto:shadowwing@advancediron.org)

**Editorial:**

[vic@advancediron.org](mailto:vic@advancediron.org)

**Website:** [shadowwing@advancediron.org](http://shadowwing@advancediron.org)

**Advanced Iron** is published about 4 times per year by Pearson Multimedia Services, 830 South Lime, Anaheim CA 92805. All opinions expressed both in the magazine and the web site are expressly those of the individual contributor and do not necessarily reflect those of **Advanced Iron** or the other contributors. All works within are copyright of the individual contributors. **Iron Man**, and all related characters are trademark Marvel Entertainment Group. **Advanced Iron**, the site and the zine, although advertised in **Iron Man** several times, is not endorsed by Marvel Comics.

ADVANCED IRON

# METAL HEAD

By Heath McKnight

Another short article, as movie/TV/DVD/game news changes so fast. Make sure you visit our forums (<http://invincibleironman.com/forums/>) for recent news!

What's up with **Iron Man**? As you know, Marvel and Angry Films hired Nick Cassavetes (among other things, he had a supporting villain role in *FACE/OFF* and has directed many films) to direct. New Line Cinema, who are distributing, didn't like it, so there was a stalemate. As Marvel worked out their deal with Paramount to distribute their own productions (vs. Sony producing and distributing Spidey flicks, aka, less money, etc.), I began to speculate they'd pull out of Angry Films and New Line's deals.

And they did! I think Angry Films had the flick for five years at that point, though they may still be attached, I doubt it. I think Nick C. is still attached, but that's unknown, too. As of right now, don't expect an **Iron Man** film until 2007 or, more realistically, 2008.

Also, Mark Steven Johnson's *GHOST RIDER*'s release date shifted quite often this year, and finally they dropped it in 2007. Right near *ROCKY BALBOA*, Stallone's latest take on his classic character. No idea why it's changed so often, but I'm sure it may need some extra work. For f/x, story, etc., I'm not sure.

Tim Story will return to *FANTASTIC FOUR 2* with the original writer and with Doom returning, and will hit theatres in 2007.

*SPIDERMAN 3*, as of early 2006, only announced one villain officially: Sandman, with Thomas Hayden Church as the villain. Topher Grace (*THAT 70s SHOW*) is onboard, too, rumored to be Venom. But director Sam Raimi has said he hates Venom, so that might not be the case.

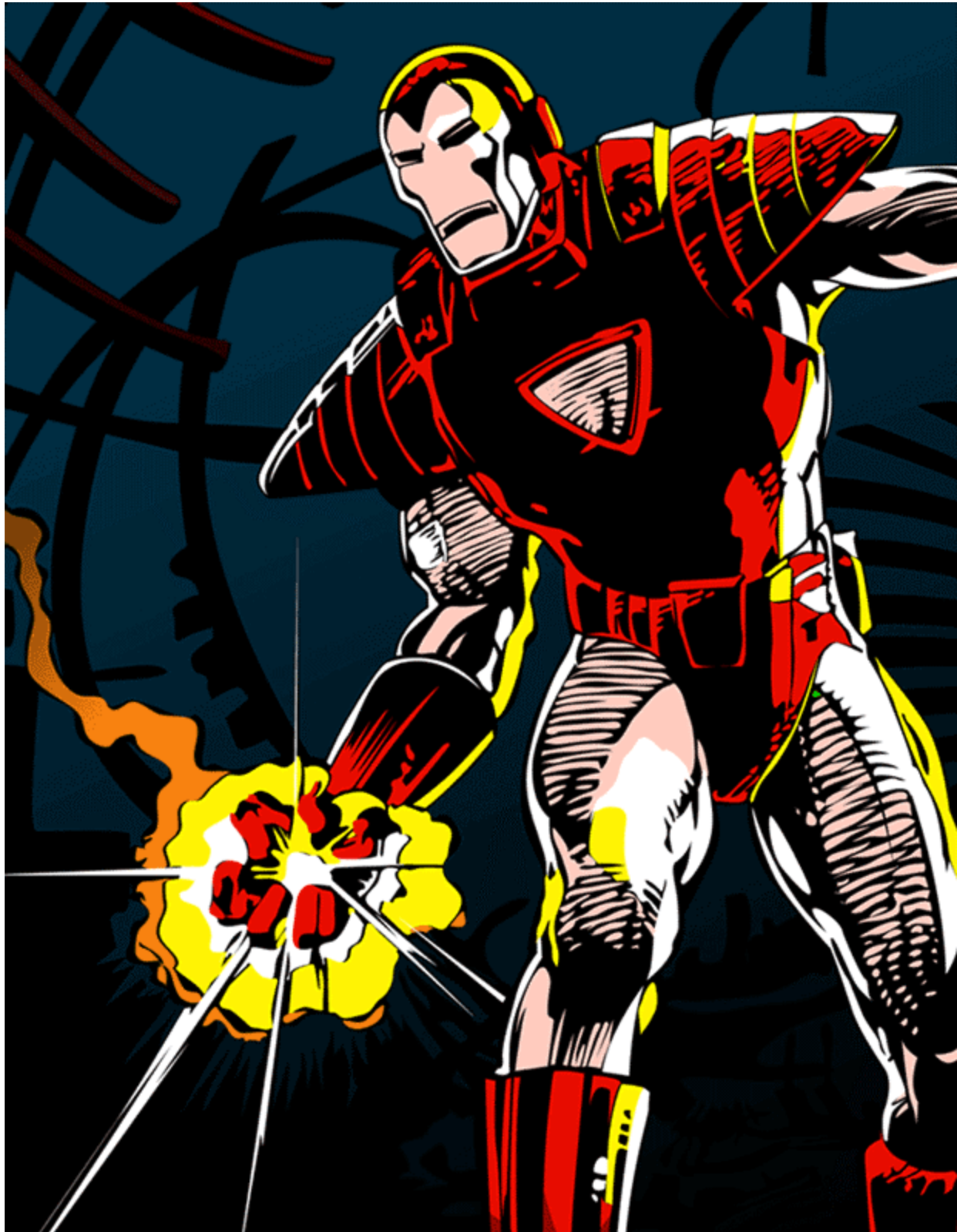
Superhero movies this year: *SUPERMAN RETURNS* on June 30 and *X3* around the beginning of May. And more, like *V FOR VENDETTA* this March.

See ya next time!

Heath McKnight  
[www.mpsdigital.com](http://www.mpsdigital.com)

ADVANCED IRON MAN

**IRON MAN**  
by Filipe Muffoletto





**Illustration Notes (from the artist):**

This is a Barry Windsor-Smith/Bob Layton interior illustration from one of the most interesting *Iron Man* comics ever: the post-Armor Wars nightmare issue (number 232), which was all the more nightmarish thanks to Windsor-Smith's interesting style. The issue featured amazing art, along with an interesting and very unique story that focused on Tony's fears, and the greatest armor Stark ever suited up into ... in my opinion, of course!

ADVANCED IRON





A new force is on the horizon in the comic book world! A new hero is on his way, and zooming right along beside him is comic book creator, marketing genius, fanboy, and all around nice guy, Mr. John Taddeo.

Coming in April is Taddeo's newest creation, . The animated short has been featured at nearly every major film festival and is winning awards across the country. The fan-supporting Taddeo has sent collectible copies of the film as well as limited card sets, to fans loyal to a comic book character that hasn't even been published yet! Who is JT? What is ? What's with all the hype when we haven't even seen the comic book yet? We'll find out the answers to these questions and more as we delve into.....

## TEA TIME WITH JOHN TADDEO!!

By Ironman John B. Comerford

On January 14, 2006 Mr. Taddeo and I sat down over tea and lunch for some interesting face to face conversation regarding his upcoming and heavily marketed superhero creation,  (okay so I don't know if he had tea, or even ate for that matter... because this was actually done over the internet, but I'd imagine he was at least hungry every step of the way... hungry, gracious and confused... read on).

**A.I.:** Mr. Taddeo, how would you summarize the concept of  to the few readers of **ADVANCED IRON** who may have not been exposed to the animated short or your campaign for the character?

**JT:** October 31st, Present day. A super hi-tech alien battle suit is stolen in a daring airborne robbery attempt, but the thief makes a deadly error: Aliens are small... the suit doesn't fit! Simon Bane and the Zoom Suit fall at terminal velocity to Earth. 8,000 miles below, a latch key kid is sulking because his Mom couldn't afford a Halloween costume. This year trick or treat is taking on a new meaning.



**A.I.:** Is  primarily a comic book, or is it a film endeavor?

**JT:** Originally it was neither. *Zoom Suit* was actually written 20 years ago in story form. When I saw *Iron Man* #118 I was very young. I rushed home to see if Tony would get the suit on in time. I thought, "Oh my God! If Tony dies, who will find the Iron Man armor?" (I don't want to ruin it for anyone, but he lived.)

So I was a little bummed. It wasn't that I was a sadomasochistic nut job 10 year old. I just wanted to see someone else... like a kid. All right, all right, I admit it. I wanted to find it. So I wrote this story of a kid that found the armor. It was all big and he was bouncing around inside. I think I wrote it on an Atari 400 computer. So fast forward to 2004, I had just finished my first short film called "The Inside Job". It was a mafia dark comedy that was profane, vulgar, violent and blasphemous... but in a nice way. So for my second film I wanted a complete departure. Something very classical in a Cinderella/Ugly Duckling type of way, but because I'm such a huge fan of comics I wanted it in a superhero universe. *Zoom Suit* fit what I was looking for perfectly.

**A.I.:** How is your tea, by the way?

**J.T.:** No idea what you are saying... No tea...

**A.I.:** Never mind, uh... you have been very vocal about the  character and it's wide appeal, but a great deal of focus has been time spent with specific groups of fans such as the Valiant Comics (and what a following there is!) and *Iron Man* guys. Why do you think  appeals to these groups?

**JT:** Well the *Iron Man* and X-O connection are obvious in the sense that you have a guy in an armored suit, but that is the only commonality.

I wouldn't say that "the *Iron Man* Guys" or "the Valiant Guys" have been the focus. I think it's just that you guys are die-hard, hardcore comic fans and I am as well so we hit it off famously. *Zoom Suit* is a comic that was written by a comic fan for comic fans. When you read *Zoom Suit* I want you to feel like your friend John wrote it for you. I think with all the inside gags and comic sensibility we achieved that goal. Check it out and let me know what you think. That said though, I do have to admit that the two groups you named have been particularly supportive, and I owe them a debt of gratitude for that.

**A.I.:** The [Superverse website](#) is a highly entertaining and encompassing one. It's been rumored online that this interactive theme will carry over into the actual comic book. What can you tell us about that?

**JT:** The comic is very interactive. I can't talk about that though because Joanne and Diana nearly killed me when Newsarama asked me about that.

All right, screw it... I'll just tell you. Careful readers will find a path out of the book and into the middle of an alien conspiracy. It starts with deciphering a phone number. There's also a unique code number on the cover of every issue. You can enter your code number at our website to see if you've won a **Zoom Suit** limited edition comic. Some of our limited editions are over 50X more rare than **Zoom Suit #1**. The Jim Starlin Armored Legends book was a 50 to 1 retailer incentive! By comic shop standards that's a \$150 book!

**A.I.:** Do you want some cream with that? I love cream....

**JT:** You going [BLEEP] on me? Tea? Cream? Crumpet?

**A.I.:** You've enlisted some real A-List talent for the upcoming project. How did you get together with guys like Bob Layton and Bart Sears?

**JT:** I was speaking to Bob when I was involved in the Valiant deal and I had mentioned that I was a big fan of his work. I told him how when I was 10 his cover to #118 inspired me to write a story. He was genuinely interested and insisted I tell him what **Zoom Suit** was all about. He dug it. Especially when the suit didn't fit Simon. A week later I received a very special ZS cover. Bob is really a spectacular guy.

Bart and I had a mutual friend in Rob Hunter who hooked us up. Gene Colan I bumped into at MegaCon - literally bumped into him, the poor guy. Tucci and I are friends from the mid nineties. I guess you can say it was just good luck.

**A.I.:** You've mentioned in the past that  will be a quality book, cover to cover. What is your idea of quality in the storytelling and in the product?

**JT:** Storytelling, I want meat on the bone. I want to give you a story where something happens. It shouldn't take six issues for a character to grow just so we can make the series into a trade paperback. In Issue 1 you're going to get action, intrigue, comedy, heroism, some serious plot twists and if you act now, I'll even throw in a cliffhanger.

In all fairness, **Zoom Suit** is 36 story pages, so I have 160% more room than other comic writers who generally have to keep it within 22. Quality in the product is easier. As a comic fan I want heavy covers, quality paper on the inside, the best artists, coloring that fits the book, plus I want more. I want bells and whistles. Comics are to read first, but they're also for collecting. I want to be rewarded for buying and reading your book. I want to be proud to make it a part of my collection.

**Zoom Suit** is a great package. The MetalFX - millions of metallic colors on the suit from cover to cover - it's sick.

**A.I.:** Is the series being distributed through Diamond? Will it be widely available, or will retailers who have not been referred to you not be eligible to order?

**JT:** It's available through Diamond. They've been great. They love the product, in fact, they gave us the highest recommendation that they give non-top four publishers - We're a Featured Item. It's under the heading Superverse in the catalog (Product code FEB063259 ZOOM SUIT #1).


Your comic shop will also have 5 variant Limited Editions. The TEAM ZOOM edition will be in shops early February. This is a special "First Look" for retailers. Ask to check it out.

Then there are four retailer incentive books. The Armored Legends Collection. The Bob Layton is an order 10 to get 1, Bart is a 20 to 1, Gene is a 25 to 1 and finally if you order 50 copies you get the Starlin 50 to 1 edition.

However, remember - every issue has a one in 10 chance of winning.

**A.I.: Hey can you hand me a spoon so I can stir this?**

**JT:** Yeah, here ya go... oh wait, that's my \$%#&... here ya go...

**A.I.: How long will it take for  to run its course? Are there any plans after the initial mini series is completed?**

**JT:** There are 13 issues written, and they were written all at one time, so things that you may glance over as cursory in issue #1 will have a profound meaning in later issues. I love it when comics are planned far in advance and clues are handed every issue. You get hints at the future in every issue.

**A.I.: Armored characters are a recurring theme in almost every comic universe. Why do you think this concept is so prolific in comics?**

**JT:** Hmm... Probably because of the "human" element. The concept that the guy isn't from Krypton, he's not a mutant, he wasn't bitten by a radioactive grasshopper. The armored character is an ordinary human that makes the conscious decision to put on a suit and be a hero.

That said though, I'm not doing a "universe" concept. DC and Marvel have a great "universe" concept. I'm just a guy doing a single cool limited series. I don't see myself ever doing more than one or two series a year, and definitely not a full line. I'd rather give you one killer four-issue series than six average ongoing books.

**A.I.: Do you have any plans to do a comic book version of your entertaining (and very funny, I might add) Coed Dorm series, currently appearing on the [Superverse site](#)?**

**JT:** That appeared in a college magazine for two issues. The fans loved it but the editor was such a tool that I just couldn't do it anymore. Once it's not fun I have to dip out. I love writing Co-Ed Dorm. It's risqué, but all in good fun. It's currently in negotiation for a television series.

**A.I.: It's established that you are an *Iron Man* fan, but are you actively an *Iron Man* fan? What are your personal top 3 superheroes in comics?**

**JT:** I hate questions like this because so much depends upon who's on the book. Miller on *Daredevil*, Michelinie on *Amazing Spider-Man*, Layton on *Iron Man*, Waid was on *Batman/Superman* right? That was awesome. Byrne or Clairemont on *X-Men*. Alan Moore on... well anything.

I'm active enough that I have a nearly 100 comic a month habit. Full Junkie Man... tap the vein every Wednesday.

**A.I.: What is your opinion on the state of comics today? What do you think of the current "Trade Paperback Formula" (which you briefly touched on earlier) that seems to be running rampant in today's storytelling?**

**JT:** As for the TPB "formula", I dig them. It's cool to grab a TPB and get a nice complete story in one shot. What I'm not into is when a publisher starts a four issue limited series; they do two issues and then tell the people that there won't be an issue 3 or 4, but there will be a trade. That's pretty effin weak.

As for the industry, I think we're out of the woods again. We went through a rough time there for a while, but we're making a comeback. There are some really good books on the racks right now. The only thing I might say to other fans to help improve the hobby is that they try to introduce our hobby to a new fan in 2006.

For years if a friend ever asked me about my comic hobby I would loan them *Daredevil: Born Again* or *Watchmen*. I've hooked many new fans over the years and if we all commit to bring in one fan in 2006 we can double our fan base. That would be cool... and it would drive up our back issue prices too!

**A.I.: Who would win in a fight, *Iron Man* or Zoom (careful man, you know how rabid we Iron Fans are....)?**

**JT:** No contest. *Iron Man* will kick the crap out of Zoom, probably while reading the business section and eating a sandwich. Myles is a kid. Iron Man is a certified bad ass.

The Zoom Suit is a FAR more advanced and more powerful weapon. It was built by an alien race that has mastered interstellar travel. Zeta Reticulans are millions of years more advanced than humans. Meanwhile, the Iron Man suit was built by . . . well, Tony.

The key to IM's easy victory would be that Myles is a kid and is totally clueless as to how the suit works. There's a touch of "Greatest American Hero" and a dab of "Smallville" in term of the sense of discovery.

**A.I.: What is the scheduled release date for  ?**

**JT:** April 26th. And I urge you to preorder if you want a copy.

In order to give retailers that "First Look" Team Zoom Edition we had to print the book before getting an indication of how many we would need. So with Diamonds help we made a "best guess" based upon sales of other Indy books.

Since then the response has been resounding! Over 2,000 people have signed up for free trading cards at our website. We're all over the net. CBG did a two-page article; Wizard has an article coming up. In other words, our best guess wasn't very good, and it looks like *Zoom Suit* will likely be allocated - maybe by as much as half! If that happens there won't be much in the way of shelf stock. So get it on your pull hold list. This way you're guaranteed it at cover price.

**A.I.: What can you tell the readers of **ADVANCED IRON** about the  action figure?**

**JT:** There's a deal in the works that may bring a ZS action figure to shops early 2007. In truth, I don't have much interest in the licensing stuff. I'm all about the comics and the films. However, there was one group that was willing to carve out a generous piece for the Humane Society - my weakness. So I agreed to "at least look at their proposal".

It's an interesting concept. This was one of the early models (Needs a lot of work, but for a first try it's not bad)

**A.I.: Thanks for your time during our interview, John! The character looks great, and you are a man of the fans. AND because the book will be so well received, you can pick up the bill this time, it's on the table, I've gotta run!**

**JT:** Curses. Foiled again.

Ironman John  
01/15/2006



# ZOOM SUIT TOY EXCLUSIVE

By Ironman John Comerford

Shortly after my interview with John Taddeo, I received some great preliminary images of the *Zoom Suit* toy! It looks great, and has that “classic action figure feel” to it. Furthermore take a minute to look at the card the toy will be released on! It’s a *Mego* swipe!! It seems that Taddeo’s fascination for pop comic culture has no end...

**Note to Toyfare Magazine: email us BEFORE you steal our action figure scoop!! ;)**



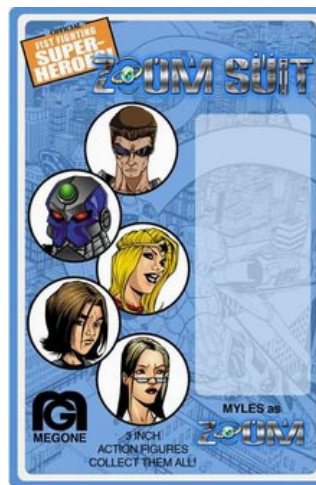
“To the front, to the front....”



“To the left, to the left...”



“To the back, to the back, now slide, baby slide...”



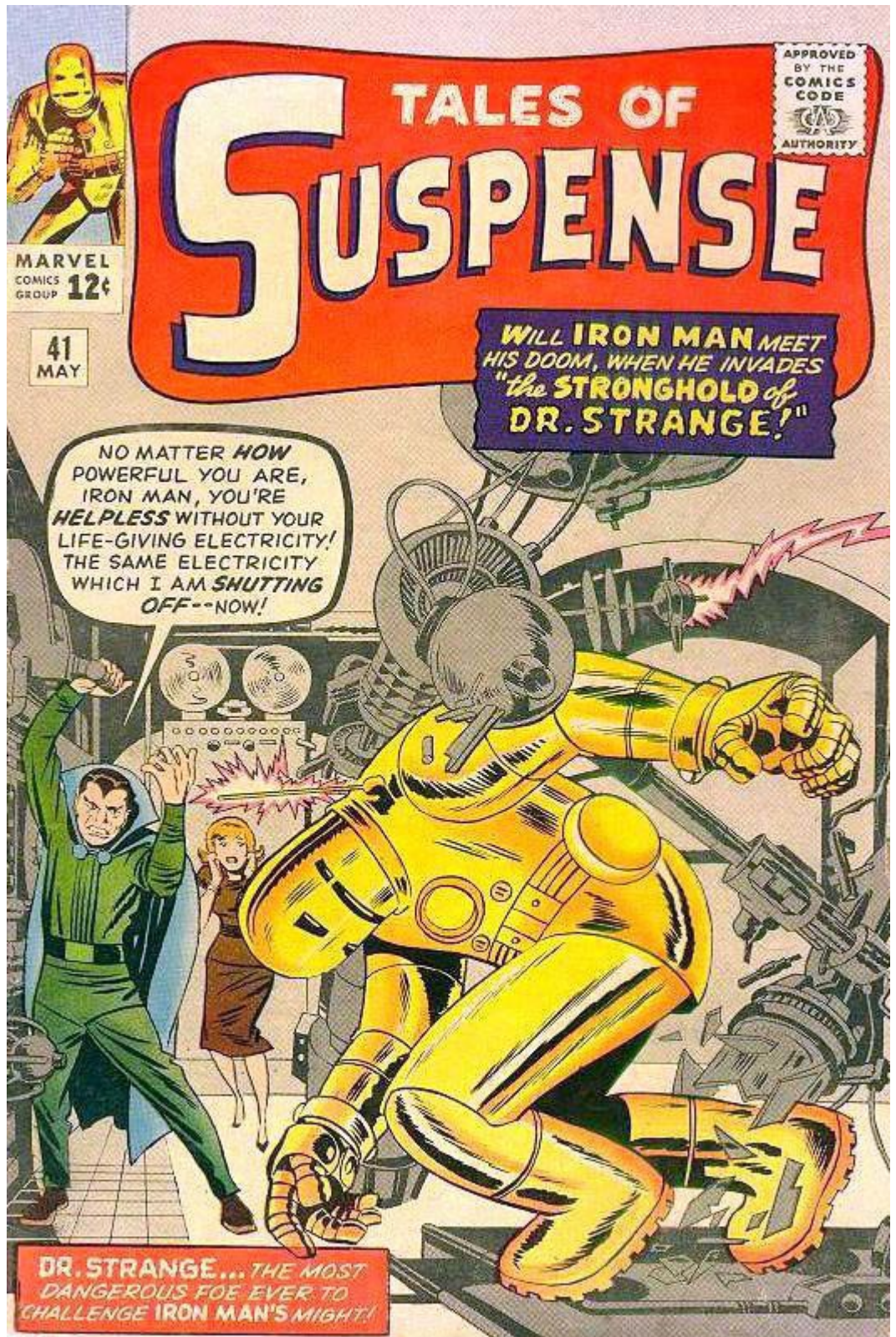
These images are prototype versions of the upcoming *Zoom Suit* toy! With vintage style and a Mego swipe card, this is bound to be a cool piece! You already know it’s going to wind up on your *Iron Man* shelf in the Hall of Armors....

Come to think of it, Zoom looks like a missing piece from the “Secret Wars” line from years back!

ADVANCED IRON TOYFARE



ADVANCED IRON





# TALES OF SUSPENSE #41 RE-CREATION

Penciled and Inked by Bob Layton



## Illustration Notes (by Bob Layton):

Tales of Suspense #41 was a comic that I wasn't able to purchase when it was originally published. About a year later, I found a copy but was confused that the Dr. Strange who appeared in that issue wasn't the Master of the Mystic Arts. I wondered why Marvel used the name for a villain... and a hero. So, in doing this recreation, I decided to set things right and put the REAL Dr. Strange on it. I rarely get an opportunity to draw the original gold *Iron Man*, so I had a blast coming up with this for the A.I gang.

ADVANCED IRON



# THE WHACKO SAGA

(AKA West Coast Avengers)  
Issues 51-75



By Ironman John Comerford

## Foreword

As we move into the third installment of the *Whacko* (note that in the actual *West Coast Avengers* title, the teams nickname are indeed the “Wacos”) *Saga*, I find it important to note that *Wizard Magazine* (170, December 2005, p. 130) has recognized *West Coast Avengers* 55, 56, and 57 as being market current market movers, most likely in response to the *House of M* mini series that recently wrapped up. This is interesting, as I’ve been hinting at this culmination of Wanda’s decent since a while back from the last issue of A.I. during *The Whacko Saga* parts 1 and 2! There you have it folks, we at Advanced Iron are ahead of even the famed *Wizard Magazine* in our reporting duties and have now effectively lead the market in a hot comic watch, months before a monthly publication noted the relevance of a certain comic! Needless to say, those issues are indeed part of this issue’s coverage of the *Whacko Saga*, comics we’ve been reading about in A.I. for months, and are quarter bin fodder no more (*essentially we told you those issues were key, so if you can’t find them now, it’s your own fault!*)!!

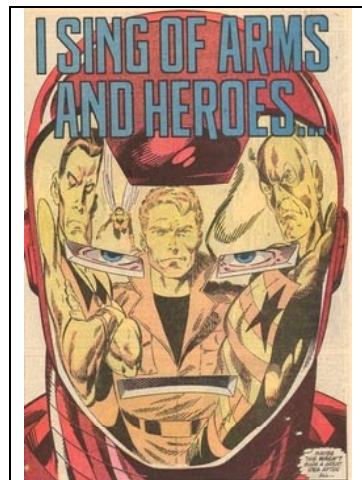
## The Series

As we said in *A.I.* 67, issue 50 of *Avengers West Coast* would be completely centered on Torch, if it weren’t for the awesome splash page of *Iron Man’s* return on the last panel. It’s a great lead into issue 51, which features an awesome Byrne cover of Shellhead metaphorically smashing back into the lives of the *Whackos*. This issue is a double whammy in that not only are the Iron fans satiated with *Iron Man’s* triumphant return from the *Armor Wars* event, but also by Master Pandemonium beginning his assault which is the direct catalyst of the events of the recent *House of M* story.

In issue 51 the fate of Scarlet Witch’s children is decided in an epic battle between the Whackos and Pandemonium in his hell-like realm. The story culminates with some great continuity ties, citing *Fantastic Four* 277 (which somehow I happen to own, which is odd considering I don’t remember buying a newsstand issue of *Fantastic Four* a day in my life). This is **the key issue** to the entire *Avengers Disassembled* storyline as well as the events of *House of M*. Here, on the last page of issue 52, the *Avengers* decide to wipe the memory of the loss of her children from the mind of the Scarlet Witch. It is this event that directly catalyzes the events of the *Disassembled* storyline, some 15 years later.

Issue 53 begins to explore the ramifications of their decision, and has some great *Iron Man* moments in it. There is a great moment where **IM** is pulled under ground by Ironclad from the U-foes. Retaliation is in order and is indeed delivered with a repulsor blast/punch combo, which sends Ironclad flying into the air to land **miles** away! This issue is the *West Coasters* first foray into the “Acts of Vengeance” plotline, which was the 1988 Marvel Event. Issue 54 continues the plotline, and showcases *Iron Man* lifting a huge monster, described by Wonder Man as being “big as an office block”, and tossing him in the nearby ocean. The AOV crossover concludes in issue 55, and begins the newest (at the time of the issues release) episode of the Scarlet Witch’s evil persona.

Issue 56 shows the Witch giving Wonder Man a handshake he’ll never forget (I can’t believe this was approved by the comics code authority, even by today’s standards I cringe when seeing it), and we get more of the Immortus back-story where he states that the *Avengers* are and always have been his pawns. By the end of the issue, Magneto, Quicksilver and the Scarlet Witch have banded together to destroy humanity.



Open the cover to issue 51 & you are treated to an amazing, glistening splash page of a highly polished Iron Man.

# ADVANCED IRON MAN

Issue 57 shows **Iron Man** trumping Magneto, but falling to the wiles of the Scarlet Witch. 58 and 59 are fill in issues of sorts with 58 showcasing some highly stylized art by Tom Morgan and an appearance by none other than... Vibro? The story is a nice depiction of conviction and heroism, but ultimately the entire Scarlet Witch issue is more or less occluded, and put off until issue 60. There, **Iron Man** puts Magneto down again in an orchestrated *Avengers* assault, designed to reclaim the Witch. In a true "comic book moment", Magneto plunges himself and **Iron Man** into a blast furnace as **Iron Man** exclaims "Holy Hannah!" -ugh- By issue 61, Immortus has made his move and taken the now highly confused Scarlet Witch into custody as his queen.

It's in issue 61 that the *Whackos* take on the Legion of Unliving and **Iron Man** is pitted against Arno Stark, better known as **Iron Man 2020!** The battle rages as **Iron Man** is victorious in his own battle-dedicated page 22. The issue is a great one for grudge matches between old or likely enemies, all while the plans of Immortus are unraveled by none other than Agatha Harkness. By now the *Whacko Saga* should be recognized for making prolific use of B tier characters as back-story or as in-and-out members of the team, while being glued together by mainstays like **Iron Man**, Wonder Man and the Scarlet Witch.

In issue 62, Wonder Man takes a beating, while the Scarlet Witch discovers that she is some kind of temporal nexus for the beings that Immortus serves. Ultimately, she rejects them and wraps up the Immortus plotline nicely. Issues 63-64 are generally Torch stories, but also begin a Wonder Man plotline developed in "*The Reaper and the Robot*" which ran in issues 65 – 68. These issues explore the relationship between Wonder Man, his brother, and Ultron. 69 shows U.S. Agent spending the entire issue mopping up the beach with Hawkeye's face, and issue 70 brings Spider-Woman into the Whacko fold.

The next several issues revolve around a hulking 6-month-old baby villain, Spider-Woman and Dr. Demonicus. Issues 71 and 72 carry the Demonicus story further as the Avengers deal with some obscure villains, but on a side note, the pencils by David Ross are just awesome. Issue 72 in particular has a LOT of **Iron Man** in it, and every panel looks just amazing (don't be fooled by the less than stellar Tom Morgan cover). Think Alan Davis, but with crisper lines and better inks. It's also in this issue that Iron Man reveals himself to be Tony Stark to Tigra, which begins to bring him back into the fold as the teams powerhouse character. Issue 73 finally explains that Demonicus is attempting to raise his own island-country out of the sea, after subduing the entire team. Issue 74 is unique in that it brings Living Lightening into the fold, who plays an Avenger role on and off over the next several years, and in a humorous turn, Cybertooth takes actually bites through **Iron Man's** armor!



The back-story contains some tensions between Hank Pym and Janet, and Tigra leaves the team for a while as well. Issue 75 is a Giant Sized Blockbuster issue featuring the Fantastic Four, and an appearance by Conan-lite, Arkon! The Whackos and the FF decide to take the kids to the amusement park (in full costume, none the less) where they are magically transported to the lair of Thundra (this issue has He-Man written all over it) through a magical... rollercoaster!! There is a page where **Iron Man** is put

down by Hawkeye's arrows, as Hawkeye justifies the success stating, "*He could've repelled it magnetically... but I was counting on his reactions being slowed by his condition!*" (hooray for the classic mind control formula). In the end the *Avengers* win out and the evil Arkon makes loving amends with the evil Thundra and all is evil no more...

# ADVANCED IRON JOURNAL

Issues 51 – 75 are pretty typical examples of superhero slugfest comics, but in today's glut of action in the books, these are still relatively entertaining reads. Highlights of this 25-issue segment include art by Byrne and later on, artist David Ross. We are also given a ton of important continuity events in this 25-issue cluster. **Iron Man** is brought back into the fold and is featured frequently in this part of the run. We also find some real key issues here, with the Scarlet Witch regarding the *Disassembled* story as well as the *House of M* series. Some of these issues are also relatively hot on the back issue market as well, with periodicals like *Wizard* noting an increase in price in their guides for *Avengers West Coast* #'s 55, 56 and 57 (although these are the issues where she's temporarily evil, the real background for the story is in issues 51 and 52... go figure). Be here next time for The *Whacko Saga*, part 4, where we cover the end of the run as well as the ground work for Marvel's huge 90's push for **Iron Man** with *Force Works* and *War Machine*!!

Ironman John

\*\*\*\*\*

01/14/2006



# MINI-REVIEW: *SENTINEL SQUAD ONE*

By Jeff Pearson

\*\*\*\*WARNING: Contains spoilers!! \*\*\*\*



A few weeks ago, I was at a birthday party for a friend. While at the party, I started chatting with another attendee. It turns out, he was not only a huge comic fan, but also happened to work in a comic store. The store? None other than Metropolis Comics (see my other article for more info). We pretty much spent most of the rest of the evening chatting. During our conversation, I brought up *AI* and my ideas of where I wanted to go with the site, but how I had problems finding a store that was open to setting up that affiliate relationship. He mentioned his might be.

So last weekend, I found myself in the store speaking with the owner. After we finished speaking, what self-respecting comic fan wouldn't look around to see what goodies he could buy? I came across *Sentinel Squad One*. It's a five issue limited series. I hadn't heard anything about it, but glancing through it, it immediately found a place in my purchase stack.

Once I got it home to actually read it, I wasn't disappointed. It brought me back to the good old days of *Iron Man*. I always thought it would be interesting to mix Stark Technology with Sentinel technology. I even wrote a small fan-fic centered around this idea (see past issues of *AI*) called *Pandora's Box*.

The story is basically this: the *House of M* teaches the government it REALLY needs some kind of defense from the super human community. They finally figured out that the Sentinels SUCK at what they are supposed to do because they seem to always go out of control. So they decide human pilots are the perfect answer. As such, they take tech from all kinds of different sources including Stark, who is specifically mentioned as a contributing designer and build a whole new generation line of Sentinels.

Now, who would be the PERFECT person to lead this rag-tag group of adventurers? Why James Rhodes OF COURSE!!!! I have to admit, when Rhodey is first introduced, the only basic flaw in the whole book is also given: somewhere along the way, Rhodey somehow "...[knows] just about everything there is about modern robotics, cybernetics, and mech-tech...". Since when did he learn all of that? That is one REALLY cool night school he goes to while he is not running Rhodes Salvage Company AND being a pilot. I know, he learned it through osmosis from Stark just hanging around him.

Anyway, the story has grabbed me from the first issue... which is what is SUPPOSED to happen. The art is back to a more traditional style (I absolutely HATE the shift to this painted crap that passes for art in the current runs).

I hope this short run finishes as strong as it started.

Jeff Pearson

ADVANCED IRON AGE

# ***CUSTOM WAR MACHINE DIORAMA***

By Michael D. Napier

The following is a custom diorama I just finished using a small Toybiz War Machine I got for \$1 out of a junk box. I used a broken piece of tile, some wood, and an old Flag patch I had.

The theme or title is "Cold War".



ADVANCED IRON



# ADVANCED IRON





# THE WORLD STILL NEEDS CHAMPIONS

By Robert Farrell

**Iron Man** was a founding member of the Avengers. During the 1970s his appearances were consistent and he was even the chairman during one of their more tumultuous periods. Among the Avengers many allies during this time was an unusual team of heroes who met **Iron Man** twice, battling once with him and once against him. This team was called The Champions, also billed as the team for the common man.

The Champions were two former Avengers (the Black Widow and Hercules), two former X-Men (Angel and Iceman), and one loner, Ghost Rider. Unlike other super-groups of the era, the Champions had no unifying factor. The Avengers and the Invaders were initially “called into service” by Rick Jones and Winston Churchill respectively. The Fantastic Four and the Inhumans were all members of their respective families. The X-Men and the Eternals were part of unique societies. Even the “non-team” of the Defenders was based on the concept of outsiders banding together because of their inability or unwillingness to join regular society. But the Champions were none of these.

Their origin was indicative of a lack of focus. Each member “just happens to be” at the same place at the same time: the UCLA campus. There they each encounter an evil minion of Olympus seeking to find Hercules and Venus, the goddess of love. Individual battles ensue until the five characters and Venus meet. (Interestingly, in its 17-issue run, eleven issues had guest stars). By the third issue their initial adventure is concluded but they don’t consider themselves a group until the end of issue #4 where the Angel states,

“There is evil in the world... but there’s good as well... and we’re part of that. Like it or not, folks, we’re unique. We’ve got power... and I hope the responsibility to use it wisely... to help those who can’t help themselves, the innocents. Because the world still needs Champions...”

Apparently, however, the world didn’t need Champions, as seen by its run of fewer than a dozen and a half issues. The last issue stated: “They said it would never work, and it didn’t.” Though they fought villains who represented inflation, Communism, and other evils of the day, there was no real marked difference between their enemies and enemies of other Marvel heroes, such as the Stranger, Karmó Tharn, or the shadowy Warlords of Kaa. Their most interesting villain was Rampage, who represented the economic recession of the time.



They teamed with **Iron Man** twice. The first time was in **Iron Man Annual #4**. In this story **Iron Man** battles M.O.D.O.K. in the desert. M.O.D.O.K. escapes, so being relatively close by, **Iron Man** jets off to Los Angeles, where the Champions reside. Running out of steam (or more accurately, solar power) **Iron Man** makes a crashing entrance into their headquarters, enraging Ghost Rider who begins fighting him. The obligatory battle between superheroes is ended quickly by the command of the Black Widow. **Iron Man** apologizes and explains the situation. When he is done the Widow comments, “It’s never easy, is it, old friend?” indicating an unmentioned bond between the two. This seems curious because there are few recorded interactions between these two characters (other than when they were enemies).

**Iron Man** flies off, as do the Champions into two teams. **Iron Man** battles a souped-up android named Stryke who almost defeats the fleeing Avenger. The Black Widow, Hercules, and the Angel battle agents of A.I.M (Advanced Idea Mechanics) and it is here that a romance between Hercules and the Black Widow begins. Ghost Rider, Iceman, and Darkstar (not an official Champion, but a character who stays to the last issue) battle a giant monster that injures Darkstar. Eventually the heroes reunite and **Iron Man**, in a sheer display of power, seemingly destroys M.O.D.O.K. as the Champions look on in awe.

ADVANCED IRON MAN

# ADVANCED IRON



Their next encounter, in Avengers 163, takes place at roughly the same time in the real world and perhaps only a few days or weeks in Marvel time. This story opens with Iron Man dive-bombing the Champs-craft. The Widow skillfully maneuvers the ship so that the passengers, Iceman, Hercules, and she are only dazed. *Iron Man* then attacks Hercules and the battle goes on leading to Avengers Mansion. Here the reason for *Iron Man's* attack is revealed. Typhon, an enemy of Hercules, was holding his fellow Avenger, the Beast, hostage. Typhon, realizing he cannot defeat both the Champions and the Avengers flees. The story ends with the Beast ruminating about how his life needs to change, which it does dramatically in the next issue.

The lives of the Champions change too. Within a few months the group actually disbands and, uncharacteristically for Marvel, permanently. The breakup is documented in Spectacular Spider-Man #17. The Black Widow and Hercules stay together for a while until a careless comment by Hercules during the Korvac saga ends that romance, and a revamped Ghost Rider teams up with Angel in the early 90's but no mention ever made of the Champions. There is a one-time reunion in X-Force Annual, but otherwise the Champions as a group are never heard from again.

# ARMOR WARS HERO CLIX REVIEW

## A Review of the Set



By Ironman John Comerford



Highly Detailed Miniatures



Fan Favorite Firebrand Shows Up!



#88, Unique Iron Man



Titanium man stands out as one of the most incredible sculpts of the set

Wiz Kids Games have been bringing us the great Hero Clix game for several years now. Finally, on the ninth wave of Marvel releases, the fans of Iron Man get what's advertised as an **Iron Man** dedicated set. But is this set really all it's cracked up to be for fans of the greatest armored hero ever? The title of the set, "Armor Wars", certainly rings of success for Wiz Kids and Ferrousfreaks alike. But as with everything Iron, this Wiz Kids Games release has its ups and downs, and unfortunately for Iron Fans, it may not be all it's cracked up to be...

At a glance, Armor Wars appears to be an **Iron Man** collectors dream come true. Although there have been many gripes about past sets, Wiz Kids has indeed made a notable attempt for the hobbyist with this release. Everything from the sculpts to the engineering of the pieces have improved, and Wiz Kids has made a very risky claim that the "Armor Wars" set is now two times easier to collect than any previous Clix release. This is quite a claim, but I have seen online tests dictating quality case assortments and great insertion rates of Unique characters which look very promising. I can also personally testify that with the purchase of 2 Clix-Brix (the equivalent of 24 Booster Packs) I personally amassed 70% of a complete set including Uniques. The price of boosters and brix are still a lot of money to spend on Clix, but it truly is a better ratio than ever before.

Wiz Kids has also begun a mail in redemption offer for people who buy a brick with their "Buy It By The Brick" program, which is great for Iron Fans! Those who buy a brick receive a coupon for a highly limited edition **Iron Man** Clix featuring Shellhead in his original Grey armor, which is not available anywhere else. The promotion is a great nod to the 80's toys days of mail in offers, and is only available through a Clix-Brick purchase from a brick and mortar retailer as opposed to an online discounter. The LE click itself is a great collectible for gamers and for Iron Fans alone, not to mention the other Iron Men in the set. Although the set in of itself is a great compilation, it's not all it's touted to be in regards to Shellhead!

The set itself contains a total of 96 Clix, comprised of 28 progressive 3-level characters and 12 individual uniques. The unfortunate truth however, is that for an "Armor Wars" set, this set is severely lacking in true **Iron Man**, or even Armored characters.



# ADVANCED IRON



Spy Master's  
"Inevitable" return



He had a hole in  
his head... he got  
better...

(Note to Kids: You do NOT get better from a hole in your head, so leave your head alone. -IMJ)



Dynamite  
Dynamo!

Simply put, an "Iron Man Set" should have more *Iron Man* in it. In this set there are only TEN, count 'em, TEN truly "*Iron Man*" related characters, which is simply a terrible showing by Wiz Kids. Of course the argument on Wiz Kids part would probably be something of how they had to round out the set so it appealed to more than a focused *Iron Man* audience. But even so, there are so many other characters that could have made an appearance to round things out. *Iron Man* storylines such as the Crash And Burn could have been pulled from, which featured Hulkbuster, Hulk, and the New Warriors. I personally would have been more accepting of characters such as the New Warriors who have only a tiny iota of an *Iron Man* connection over Lorie or Wendigo! At least Night Thrasher is armored!!

It's a rather disgusting ploy to create an Armor Wars set with such an awful range of Armor Wars characters! The reality is that Wiz Kids could have accomplished their goal of diversity simply by going through *Iron Man* volume one or three and made some better choices. This would have made even more sense considering the Wiz Kids Website itself is touting future themed and focused sets... apparently without much focus!!

There are redeeming factors however! For example, figures that have some flight ability typically come with elevated bases, which previously contained a locking mechanism from the figure to the base that wasn't very sturdy. This mount has been improved on to near perfection (I haven't bought a Clix set since Xplosion, so it's entirely possible that this redesign was engineered before Armor Wars, but it's here now and it works!), and all the sets dials seem to turn with relative ease.

The sculpts of these miniatures are great! Highlights include *Iron Man* himself, Titanium Man who simply looks incredible, and Ghost whose Rookie click is pictured in the sidebar, although all I'll say is wait until you get your hands on his red ringed Veteran Version!! Other nice additions include cards which add attributes to characters, many of which are indeed Iron Themed (Pepper Potts actually makes an appearance!), making a nice addition to the collectibility of the set for an *Iron Man* hobbyist, and a great game addition for the role player.

Overall, the Hero Clix Armor Wars set has some fun characters included in it, but is only a slight nod to our Armored Avenger. Beware, because although it's called Armor Wars, it is lacking in volume of *Iron Man* characters, but is completely successful in those that it does offer. For a Clix fan or gamer, I'd recommend the entire set, but for the casual Iron Man collector, you might be better off buying *Iron Man* hero clix out of *Iron Man* lots from eBay. I'm looking forward to Wiz Kids future releases, and they are a company who do actually make improvements on the things they claim they'll work on. The sculpts in this set are great, and the pack ratios are truly better than past boosters. I'm happy to have the set, but I hope that in the future when Wiz Kids follows a theme, they stick to it like a graduate student sticks to a college thesis...

Ironman John  
November 21, 2005



War Machine!!



Jocasta: Iron  
Man's "Unique"  
Operating  
System!



If you think the  
Ghost look great  
here, check out  
his Veteran  
incarnation!

# ***IRON MAN MOVIE TREATMENT***

By Chris Frye

## ***IRON MAN***

### ***Act 1: Scene Descriptions***

#### **Synopsis:**

Introduces us to the character of Tony Stark, the supporting cast and the world of high finance, corporate intrigue, extravagance and thrill-seeking lifestyle that he inhabits.

#### **Opening Credits:**

Using fast cuts, multi-layered cross fades, a monochromatic color scheme and creative camera angles, the viewer sees a montage of scenes involving the protagonist in a variety of high profile and extreme sport events (i.e. black tie affairs, hi tech corporate board rooms, scuba diving, rock climbing, parachuting, snow boarding, etc.). With each progressive scene, a back lit, animated etching of circuitry appears more and more pronounced as part or superimposition over the protagonist's body. The final scene is an almost DaVinci-like image of Tony, his entire body etched with circuitry and half concealed by armor. The titles themselves are hi tech; assembled in an animated, machine like manner using a back lit, molten, laser-like, etched metallic font.

#### **Scene 1:**

We see a prototype "***Iron Man***" engaged in a variety of "heroic situations (i.e. rescuing someone from a wrecked car, helping fire crews extinguish a burning skyscraper, bursting in to subdue a group of hi tech terrorists, etc.) in a montage of scenes. Music is techno, maybe guitar driven bordering on industrial. The "S.E." (re. Stark Enterprises) Logo appears and a voiceover begins to describe the evolution and R & D of the "***Iron Man***" armor concept from idea to current state (crude exo-skeleton with a magnetic deflection field) and projections for beyond. Viewer becomes aware that they are watching a hi tech, CGI enhanced business presentation.

Camera pulls back to show the end of the presentation on a souped-up PDA in the hands of Tony Stark. Tony is watching this, carrying on multiple conversations, including one on a cell phone, with multiple people including two personal assistants, a scruffy Colonel with an eye patch and cigar, and several lab tech types. All this is happening on the rooftop of an impressive building, as the entourage heads to a VTOL craft idling in the background. Tony is making decisions in a no-nonsense, rapid-fire manner interspersed with sardonic and dry witticisms; (i.e. "I've half a mind to call George and tell him if his Mickey Mouse FX house can't do a better job on the CGI of my presentations, I might just have to buy him out and show him how it's done!"); arguing with Colonel Fury about the appropriateness of a "civilian" accompanying his team on a mop-up operation to field test some "framiwhatzit" technology that his covert ops team probably doesn't need to begin with, etc.

The entourage boards the VTOL and Tony excuses himself and escapes to the cockpit where we find Jim "Rhodey" Rhodes, the pilot. The two trade several comments and a joke. Their familiarity and jocularly establishes the two have a relationship that goes beyond employer and employee, despite Rhodey referring to Tony as "The Boss."

As the scene cuts to an exterior shot of the VTOL preparing to lift off, the action and sound slow and the scene fades to black. The beating of the VTOL blades take on the rhythm of a heartbeat. A faint, indistinct, gray light appears in the middle of an otherwise black screen with a hint of movement surrounding it. A wizened, vaguely oriental and distorted voice indicates, "He may not last much longer," before the scene fades to black again.

ADVANCED IRON



## Scene 2:

A buzz of activity swirls around the interior of a SHIELD hanger. It is centered on a group of special ops commandos, including Colonel Nicholas Fury. Scientists and techs make last minute adjustments and take readings on the exo-skeletons the spec-ops wear. We see Tony nonchalantly watching from a corner. He wears something similar to the troops but it is sleeker and the armature, while bulkier, appears more advanced. Tony makes a comment to himself about how the government needs to hire better designers- the Goth look (re. basic black) is so passé/retro.

As the techs scurry around, Col. Fury begins to outline the group's mission- "We're the mop up crew... and civilian baby sitter (eyeing Tony, meaningful). We shouldn't encounter any hostile yahoos, but we need to be prepared for anything. We're also supposed to test these new magnetic filed deflectoframistatsits..."

Fury comes over to Tony as he concludes his briefing, glowering at him.

"Did you pay attention to anything I said," he demands.

"Of course," Tony replies. "We're going to blah, blah, blah- kick @\$\$ and yadda, yadda, take names if anybody's around. Otherwise we're just going to walk around looking tough in the new toys Mr. Stark's boys and girls have us all dolled up in."

"Stark..."

"Look Colonel Fury. I know you don't want me to personally accompany the mop-up team but if your sweeper team did their job, this will be a walk in the park. Not necessarily Central Park at midday, but a leisurely stroll nonetheless."

"Stark... Tony, what you don't seem to understand is that your brains are a valuable asset to this country. Despite the fact that you can be an arrogant S.O.B. most of the time, I don't have a problem with ya' personally. This mission is not a field exercise where I can control everything that's happenin' and I don't want the hell that'll come from upstairs if anything happens to ya'. Hell, I wouldn't let one of those uptight G.O.A. bureaucrats that are always bothering me in on this mission."

Tony pauses, nods "cheers" to Fury and takes a swig of something from a small gold and crimson flask.

"Nicholas, I have a signed contract with your boss... both of them. Obviously they don't have a problem with my presence on this team."

Tony waves his PDA in front of Fury's nose. The Presidential Seal and signature is visible as well as another signature and the NSA Seal.

Fury throws up his hands in disgust and stalks away from Stark, muttering about bureaucrats and playboy dilettantes that don't know their places.

As the camera pulls back to follow Fury and reveal the huge scope of the hanger, the action and sound once again slow and the scene fades to black. The hubbub of the hanger takes on the rhythm of a heartbeat. A faint, less indistinct, gray light appears in the middle of an otherwise black screen with a hint of human movement surrounding it. An ominous, vaguely distorted voice indicates, "You will do whatever is necessary to keep him alive... Your continued existence depends on his continued existence," before the scene fades to black again.

## Scene 3:

Fury and the SHIELD team are boarding a SHIELD jump jet. Colonel Fury looks around for Tony as he distractedly motions for the pilot to wind up the engines. The camera pulls out to show Tony lounging near a pair of opening bay doors. The whine of the jump jet is deafening. Fury impatiently motions for Tony to get into the jump jet. Tony motions he can't hear and feigns ignorance. We see Rhodey, surrounded by a group of Tony's personal techs/inner circle, motion to Tony, including a thumbs-up signal.



Fury grumbles and switches on his headgear. We hear some technical talk from the air traffic controller, including a “release” for the jump jet’s departure before Fury starts yelling at Stark to get his “pampered, Armani covered @\$\$ into the jump jet.”

Tony again pantomimes he can’t hear, shrugs, flicks Fury a jaunty wave and then jumps out of the opening bay doors as the colonel looks on in horror. His cigar drops from his gaping mouth but he unconsciously catches it before it gets too far. He wedges it back between gritted teeth, as we hear Tony’s voice come from his headset, “See you on deck, Colonel.” Fury slams the door of the jump jet and we hear him mutter something about a “damn showboat.”

The scene cuts to an exterior of the bay doors as Tony dives out. A faint aura surrounds him and we see that the armature he is wearing has morphed somewhat, as well as sprouted some aerodynamic surfaces. As the camera continues to follow Tony’s descent it has been pulling back to reveal the immensity of the SHIELD Helicarrier. We see Tony falling toward the earth a considerable distance below and the jump jet leaving the hanger and following him down.

The scene cuts to an interior of the hanger and focuses on the senior group of techs and includes Rhodey, Tony’s two personal assistants and an older gentleman identified by a nametag as Abe. Abe and Rhodey are watching a separate bank of screens and equipment that are obviously monitoring Tony and his armor. Other techs continue to monitor the SHIELD team members in the background.

“I sure hope he knows what he is doing.”

“He does... He always does.”

“I don’t know... field testing the beta like this...”

The action and sound once again slow and the scene dissolves to black. The conversation of the group takes on the rhythm of a heartbeat. A faint, less indistinct, gray light appears to fill more than the middle of an otherwise black screen. There is the hint of human movement, like a person looking up at a group of faces surrounding a prone figure. An ominous, electronically distorted voice indicates, “Do not let Stark die. Do whatever is necessary to see that he recovers... at least until he reveals the secrets that remain locked in his head. The information you have sent from his PDA for analysis is interesting but incomplete,” before the scene fades to black again.

#### **Scene 4:**

Tony continues to fall toward earth. Via a split screen, we see Tony falling, the wind whipping through his hair as he is talking to Abe and Rhodey via a headset with a hi-tech retina projected HUD apparatus.

“Magnetic field strength is nominal,” he reports to the duo.

“Preparing for field harmonics alignment and output boost.”

“Boss, you remember to pack a back-up chute for this drop?” Rhodey asks.

“No, but I thought we would go ahead and test the kinetic dispersion aero-gel dispenser.”

“Shoot man, you might as well go ahead and sign the McLaren and the Lear over to me,” jokes Rhodey.

“Field’s aligned and synched,” intones a tech.

“Always knew you had a thing for the McLaren. They’re yours.”

“Secondary generators online. Tertiary power grid, flow regulators and onboard Geomagnetic Field Stabilizer standing by.”

“Coming up on two thousand feet.”

“Inertial dampers online.”

“Standby to engage G.F.S... Engage!”

Cut to Col. Fury and the SHIELD team aboard the SHIELD jump jet watching Tony's fall. Colonel Fury has chewed his cigar down to a stub, but otherwise shows no concern for Tony's predicament. The camera pulls out to show the jump jet approaching Tony. Suddenly the aura around Tony's form shifts and the jump jet overshoots his position. Tony continues to fall, but at a much more leisurely rate, almost as if he has a parachute.

The jump jet slows its descent, allowing it to come alongside Tony again. He snaps a salute off to Fury, who is visible in one of the jump jet's window before returning his attention to Abe and Rhodey.

"Altitude sixteen hundred feet and falling at a rate of 70 kph."

"G.F.S. Alignment and synch nominal."

"Any sign of ionizing friction or degaussing?"

"Not on my end. It's like a smooth ride on a para-sail." Tony grins.

"Dang, man. Looks like I'll never get that McLaren now... Congrats Chief."

"We are reading a twenty degree temperature differential surrounding the deceleration field. All other readings within projected ranges." Abe Zimmerman reports to Tony.

"Preparing to go to 125% output of field generators for delta v plus 10 kph at z minus 500 feet. 5% stages."

"Output up."

"105%... 110%... 115..."

"Sir, fluctuations in the G.F.S. integrity..."

"Secondary and tertiary flow regulators decompensating..."

"Gentlemen, it's getting a little warm up here. What's the problem?" Tony asks, as he is jolted and begins to fall a little more rapidly. Several pieces of his armature are glowing hotly.

"Tony, the G.F.S.'s integrity is fluctuating causing feedback through the flow regulators," reports Abe.

"I'm bringing the aero-gel dispensers online but I'm going to try to bypass the G.F.S.'s mains and reinforce it with the output of the magnetic field 'deflectoframistatsits' as the good Col. called it.

"Abe, tell the R&D crew to contact Mac Hudson up at Dept. H in Canada and tell him his design still needs some more work... Knew I should have refined his design, but the Guardian Project specs looked optimal.

"And Rhodey, the spare keys for the McLaren are in Peppers' desk, she keeps them there because Happy keeps losing them."

The action and sound once again slow and the scene dissolves to black as the ground rushes up to meet Tony. The sound of the rushing wind takes on the rhythm of a heartbeat. A bright, almost blinding light appears to fill most of the otherwise grayish screen. There is the hint of human movement, like a person moving around a prone figure, from the prone figure's perspective.

The first voice (wizened and oriental) indicates, "I've done what I can. He will live... for now."

The second voice replies, "Then you will continue to do so, Professor... For now." The scene fades to black again.



## Scene 5

Tony continues to fall toward earth. We see him rewiring connections and hard-points on his armature. The ground is incredibly close and growing closer at an alarming rate.

Scene cuts to Col. Fury in the SHIELD jump jet chewing on what little is left of his cigar. We can tell he is silently goading Tony on to pull a rabbit out of his hat and save his bacon.

Cut to a close up of Tony making a final connection. Then the camera pulls out to show the aura around the armature intensifies and Tony stops, hanging motionless about ten feet from the ground. He smiles and waves at the astounded jump jet crew as they are preparing to land, when his armature's aura flares to a blinding intensity and Tony is unceremoniously dropped on his backside to the ground.

***There you have it fellow Ferrophiles. My take on how an Iron Man Movie should start. Hope you enjoyed it. Maybe I'll get the time to complete it before ol' Shellhead reaches the silver screen and we can compare notes.***



# ***SPIRITUAL ARMOR***

## ***The Armor Without, The Spirit Within***

By Al Doshna

**The Gospel According to Iron Man – Comic Book Series Inspires a look at spiritual armor**



One of the most popular comic book heroes published by Marvel Comics, which include ***Spider-Man***, the ***Fantastic Four*** and the ***X-Men***, is the high-tech, armor-clad super hero "***Iron Man***".

In his origin story, brilliant industrialist Anthony "Tony" Stark, while inspecting one of his installations in Asia, is chased through the jungle by the henchmen of a local Warlord, and after being near-fatally injured by an exploding land mine, is then taken captive. With the help of a fellow captive, a benevolent scientist, they construct not only a metal chest plate to treat the injuries to Tony's heart, but a suit of armor that enables him to escape captivity.

On arriving back in the U.S., Tony decides to use the armor for the benefit of mankind and the protection of others, as kind of a modern "knight in shining armor", and continues to upgrade its capabilities. In an analogy, the Apostle Paul tells us as Christians to put on the spiritual "armor of God", comparing it to the type worn by a Roman Centurion (Ephesians 4:11 -18).

Unlike ***Superman*** or ***Batman***, who came upon their powers either naturally or through intensive training, without his ***Iron Man*** armor, Tony Stark, for all of his brilliance, due to his heart condition, is like the proverbial "turtle without a shell".

Like the Apostle Paul, after being struck down on the road to Damascus (Acts 9: 3:20), through the land-mine blast, Tony ultimately finds his greatest strength, in a physical sense, by first being made weak (2 Corinthians 9:10).

As Christians, without our "spiritual armor", we too become like a turtle without a shell, having to face up to the dark spiritual forces of this world with our own limited physical strength (Eph. 4:12-13).

The Bible uses the human heart as a symbol of the source of human behavior (Matthew 12:34). In his early stories, Tony needed to "recharge" his magnetic chest plate to strengthen his weakened heart, or else he would lose his ability to function, and come close to dying. So too, do we need to be renewed (Eph. 4:23 -24) and strengthened (Philippians 4:13) in and through our relationship with God and Jesus Christ, including prayer and Bible study.

One storyline that seemed to recur from time to time was when a criminal would break into Tony's laboratory and steal one of his older suits of armor, leading to a seeming confrontation between the "old" and the "new" ***Iron Man***. As Christians, we are constantly having to resist and fight our "old man" or "old nature" (Eph. 4:22 -24), and to become a "new creature in Christ" (2 Cor. 5:17).

On the other hand, sometimes the criminal would make off with the "new" suit of armor, forcing Tony to don one of the older suits, and to use his resourcefulness, in order to defeat the superior technology. Sometimes Christians can become "puffed up" with pride, thinking of themselves more highly than we should, due to our own works or "special knowledge" and need to return to the humility of our first calling (1 Cor. 5:6, 10:12)

When I was 9 years old, my (single) mom had to undergo a serious operation. However, I couldn't go up to visit her in the hospital, as I was too young, so I had to wait in the lobby. My brother Don gave me money to buy something to read, in the gift shop, so I bought two comic books, both of which had ***Iron Man*** stories in them. In one of them, some circus animals had broken loose, and Tony put his armor on to help restore order. However, to his shock and amazement, some children nearby became more afraid of him, in his original grey armor, than the animals running free!



# ADVANCED IRON

Occasionally, even while wearing our "spiritual armor", our actions can be taken wrong, or challenged, by others, who respond in a way that catches us off guard (2 Cor. 6:5-7) and we become distracted and disoriented, perhaps losing our frame of reference. **Iron Man's** awareness of his sudden isolation reminded me of my own at that time, and, although I never really cared for him that much to that point, from then on, I felt a special bond to him.



We are told that Satan is a "roaring lion, seeking whom he may devour" (1 Peter 5:8), and catches us when we least expect it. Significantly, just as **Iron Man** became distracted, a leopard nearby began to crouch down, preparing to attack an audience member running for safety. Letting go of his own concerns, **Iron Man** quickly moved between them and caught the leopard in mid-air, hurling it over to an area where it would not be able to do any harm. So too, our spiritual armor is for the protection and safety of others besides ourselves (Galatians 5:13).

As we are made in the image of God (Genesis 1:27), superheroes like **Iron Man** are a source of fascination to human beings, as they provide a kind of "bridge" between "normal" and superhuman abilities. Similarly, putting on our "spiritual armor" is a comparison to putting on the divine nature of God, through his Son, Jesus Christ (Romans 13:14 ).

– By Alan Doshna. Al is an actor in the [New Hope Christian Fellowship](#) congregation pictured here in his Iron Man costume.

# ADVANCED IRON WEB SITE STATS

August 2004 through January 2006

Provided By Jeff Pearson



Unique Hosts Served (53,880)  
Total Data Transferred (262.91 gigabytes)  
Ave Data Xferred per Day: 510.08 MB

## Readership:

Issue 67: 4572  
Issue 66: 2462  
Issue 65: 4708  
Issue 64: 10,104  
Issue 63: 7308  
Issue 62: 626  
Issue 61: 869  
Issue 60: 681  
Issue 59: 538  
Issue 58: 1072  
Issue 57: 709  
Issue 56: 684  
Issue 55: 684  
Issue 54: 709  
Issue 53: 13,088  
Issue 52: 861  
Issue 51: 683  
Issue 50: 1200

These numbers are very interesting to me. Issue 63 is where the issues were actually released during this time. It tells me that our readership is pretty much in the thousands every issue (note: I am wondering if our readership actually exceeds the book... wouldn't that be something?) with an average readership of just under 6,000 (5,803 to be exact). It also tells me that you like the 'zine enough to go through the effort of getting the back issues (especially issue 53. What's up with that?).

The visitor numbers are also interesting to me. For the past 18 months, we have had visits from 53,880 UNIQUE hosts. This does not include repeat visits from the same host. This breaks down to just under 3,000 unique hosts per month or an average of 100 unique hosts per day.

Now, I don't know how this compares to other fan sites, but I'm pretty proud of this. Of course, it's not all me. Many people have donated their blood, sweat, and tears to bring you the finest information about our armored Avenger (or New Avenger as the case may be). I would like to thank all of them.

Since this is the first issue for 2006, I thought I would share what has been going on with the site for the past year, and what I have planned for the coming year. During 2005, my life finally got into a state where I could turn around and focus on *A.I.* again. You may have noticed some things changing and some things just plain breaking. I apologize for this and thank you for bearing with me. The site has grown to where maintenance is not a happy experience. The biggest issue is that each page has been manually created as a static html file. It makes any look and feel changes almost overwhelming to try to apply to all of these hundreds of pages (quite literally).

ADVANCED IRON



The first thing I have begun doing is to start moving dynamic data into a database and using this database to create dynamic pages. This first page completed was the Links page, followed by the vault. The next thing I noticed was there is a lot of info in the vault that is duplicated on Wikipedia. In case your not 'in the know', Wikipedia has become pretty much a defacto standard for encyclopedia type information. My thoughts were, "why are we spending cycles duplicating information? Let the many fans out there be the ones to keep these entries up to date". So, many of the vault pages link to wikipedia entries, if the entries exist. Once I get a little more handle on things, I will submit entries for the pages that are missing.

For 2006, I have a LOT of changes/upgrades in store for the site. I have enlisted the aid of a graphic designer to assist with a face-lift for the site. I should also be completing the data entry for the databases for the dynamic data. There are four main areas I will be focusing on this year.

1) The Zine area. I am in the middle of indexing the contributor info of the issues of **Advanced Iron**. My plans then are to create a sub-application where you can browse the issues, like now with the contributor info listed for each issue. The cool factor gets kicked up a notch with the next. I will be creating a search application. For example, you want to see all of the artwork that Bob Layton has contributed across the issues. So you search for Bob Layton and up comes a list of the issues where they appear.

2) The Armory. I want to kick this area up for a few reasons. The first is that it is my favorite section. I readily admit, this section has fallen into disrepair and I hate seeing this. Also, I would like to kick up the graphics with interactive 3D models. I have been trying to pull this together for quite a few years. I am determined to get this working this coming year.

3) The Back Issues. Dave Huber has done an INCREDIBLE job listing every issue of Iron Man creating the ULTIMATE guide to the comic. This too, I want to kick up a notch with features mirroring those planned for the zine area... yes you read it right. My plans include a full search index for contributors of each issue as well as characters appearing in each issue. So, you could search for all issues where Spymaster appeared. How cool is this.

The last feature for the Back issue section goes along with a pretty cool announcement. Over this last weekend (Jan 28,29), I was able to come to a verbal agreement with Metropolis Comics (<http://www.metrohero.com/index2.php>) to link to their inventory and ordering systems. So not only will you be able to search and retrieve information on your favorite back issues, the plan is to see right on that page, a current price and a link right to their store to order that issue... HOW AWESOME IS THAT?????!!!!

4) The last area that will be coming online is the Iron Man Shopping section. Currently, this section is a mess. The plan is to clean up this area. You will be able to drill down to get a description of each item. I will also be adding a review section that will let YOU ADD YOUR OWN REVIEWS of the item.... a la Amazon reviews. What other source of review can you trust more than the voices of our fellow Iron fans?

I am debating about adding forums to the site. I don't want to butt heads with the ones on [invincibleironman.com](http://invincibleironman.com) though. Let me know if you would like to see forums added to the **A.I.** site.

As you can see, my goals have been set pretty high. I think this can be the most incredible site in the world, all dedicated to our favorite Avenger.

The last little tidbit: You may have noticed a slight increase in the mailers sent out. Part of the last few changes I have been working on, is that I have picked up the list for the AIMailer into a local database... AND I'M USING IT!!!!

You will see an increase in mail from it. I hope to use it to keep all of you in better touch with what is going on with **A.I.** and the world of Iron man. For example, over the next few months, some really cool products are being released; the Ultimate Avengers DVD and the **Iron Man** statue. Once they are released, or shortly before, I'll send out and mailing giving you details about it as well as links that you can use to purchase them. If you purchase them through the links, **A.I.** will make referral commissions that go directly to the maintaining the site. Just think, you will be able to get your **Iron Man** fix and help support **A.I.** at the same time with no money out of your pocket... you were going to buy all of this stuff anyway, right? No self respecting **Iron Man** fan would NOT buy these... so help support **A.I.** and use the links!!!!

## ***HELP SUPPORT ADVANCED IRON***

**Advanced Iron** is an all-volunteer effort. Many people graciously donate their time and effort to bringing you the best information about our favorite armored avenger. Any expenses incurred in bringing you Advanced Iron have been completely absorbed by those same volunteers. In an effort to keep **Advanced Iron** the leading **Iron Man** fan site, Advanced Iron is now accepting donations.

All of us at **Advanced Iron** thank each of you for your generosity. All monies received go directly back into supporting Advanced Iron. Donations are accepted for any amount. Donations are accepted online at [www.AdvancedIron.org](http://www.AdvancedIron.org) through:



Otherwise, check/money orders/etc can be sent to:

**Advanced Iron**  
830 South Lime  
Anaheim, CA 92805

If you don't want to send liquid money, we would certainly accept hardware/software to support us. Currently I am looking to add:

Firewire to IDE Bridge Cards ([http://www.granitedigital.com/catalog/pg42\\_fw800bridgeboards.htm](http://www.granitedigital.com/catalog/pg42_fw800bridgeboards.htm))  
1GB Stick of DDR400 (PC3200) DIMM  
40 GB IDE Hard Drive (to mirror the server's internal drive)  
2 300GB IDE Hard Drives (to add mirrored external storage).  
Formac Studio TVR ([http://www.formac.com/p\\_bin/?cid=solutions\\_converters\\_studiodvtv](http://www.formac.com/p_bin/?cid=solutions_converters_studiodvtv))--We would love to be able to start streaming some **Iron Man** video but need to be able to get it into the machine.....

Thanks.  
Jeff Pearson  
WebMaster

ADVANCED IRON



