RERI PARK

By the ICONS Fans & Dan Houser!



ACKNOWLEDGEMENTS



THE HEROES AND VILLAINS FOUND WITHIN ARE ALL THANKS TO THE COMMUNITY OF SUPERS GAMERS WHO KEEP THE GAMING INDUSTRY ALIVE WITH THEIR CONTINUED SUPPORT. EACH CHARACTER IS THE PROPERTY OF ITS RESPECTIVE OWNER, WITH NO RIGHTS ISSUED TO MYSELF OR ADAMANT ENTERTAINMENT UNLESS OTHERWISE NOTED WITHIN. THANKS AGAIN TO EVERYONE WHO PURCHASED A SLOT IN WAVE ZERO AND SUPPORTED A PROJECT I'M VERY PASSIONATE ABOUT.

DAN HOUSER LINE ARTIST, ICONS



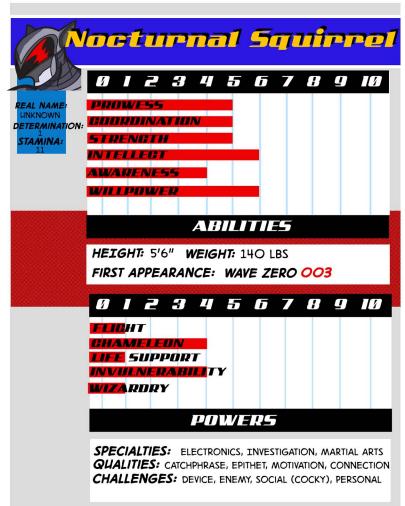












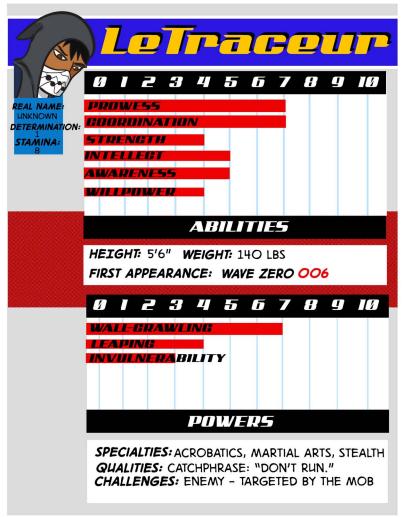




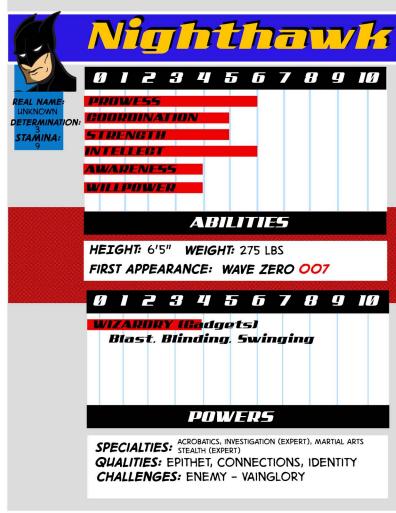




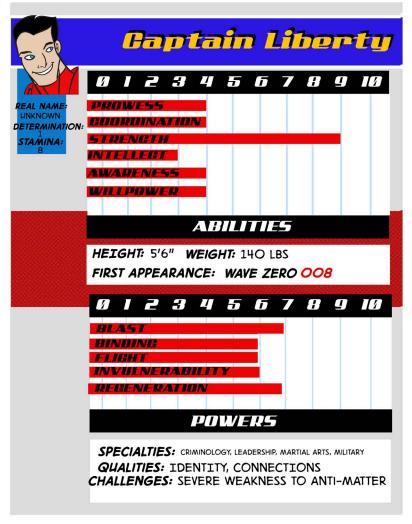








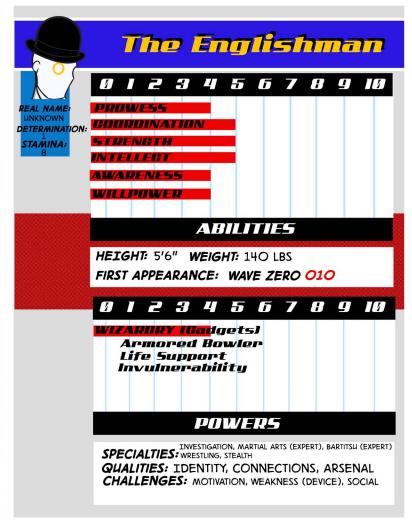




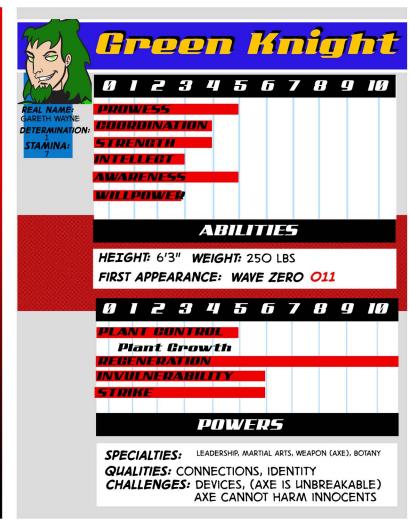




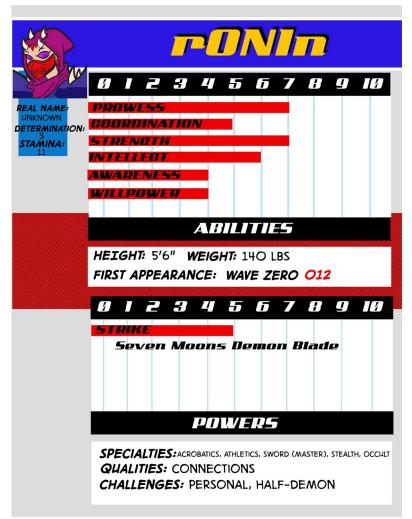








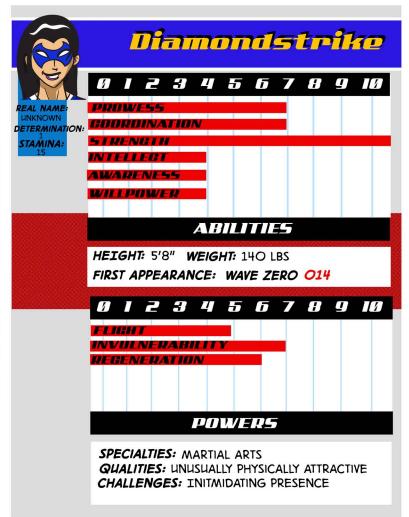


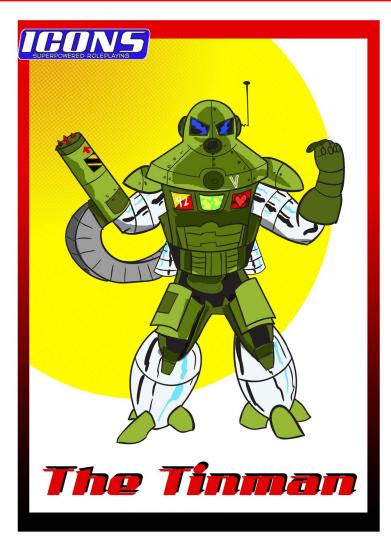


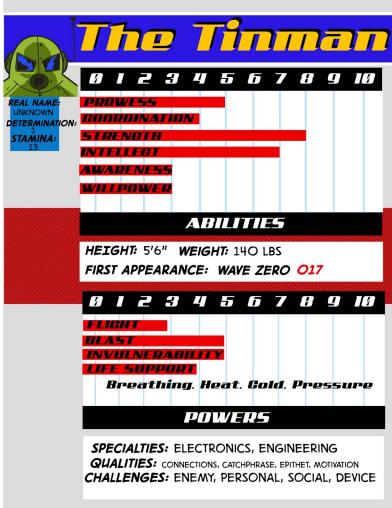




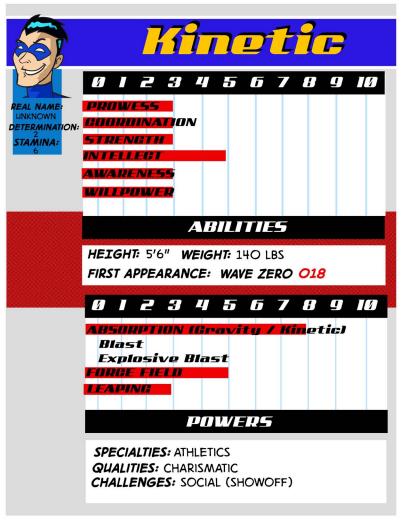




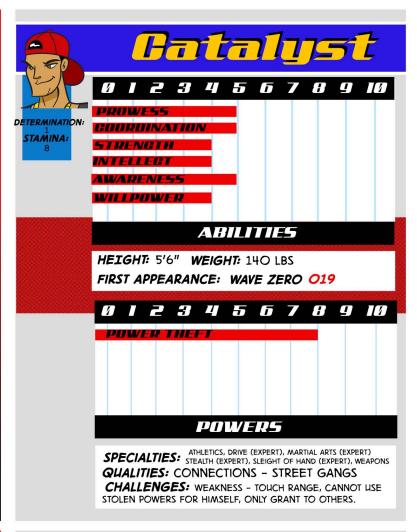




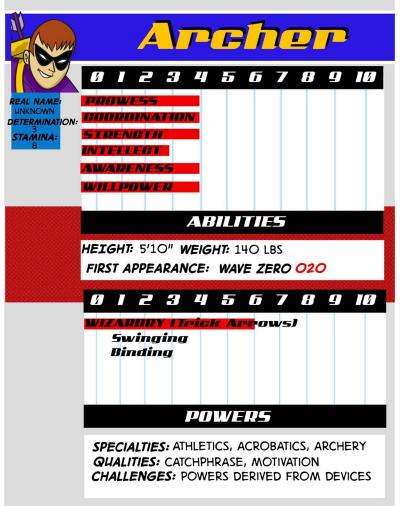








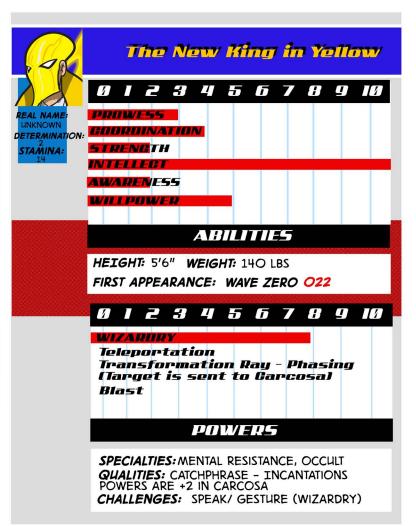












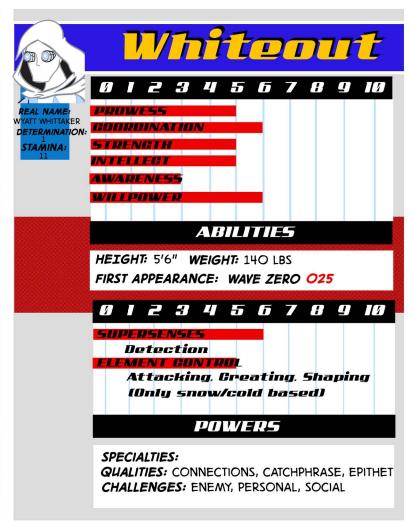


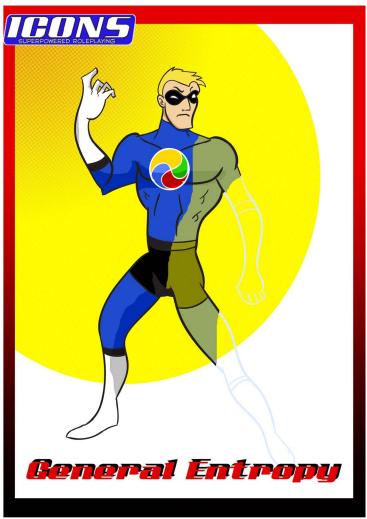


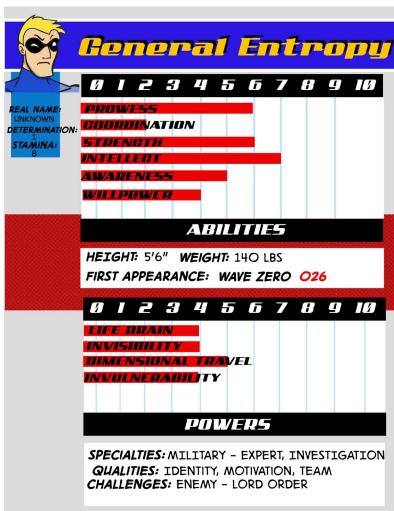




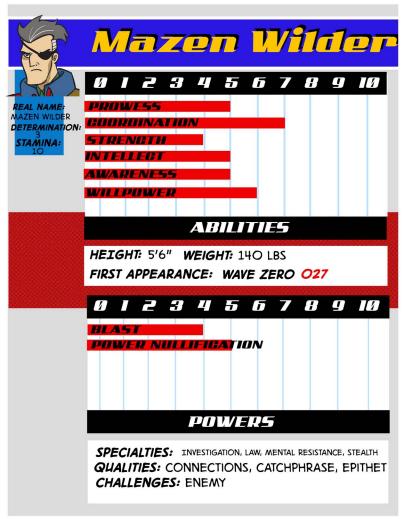




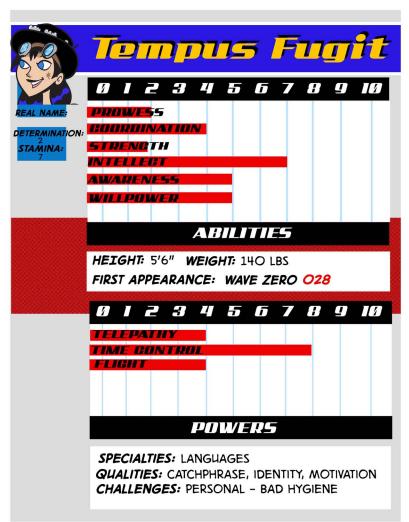












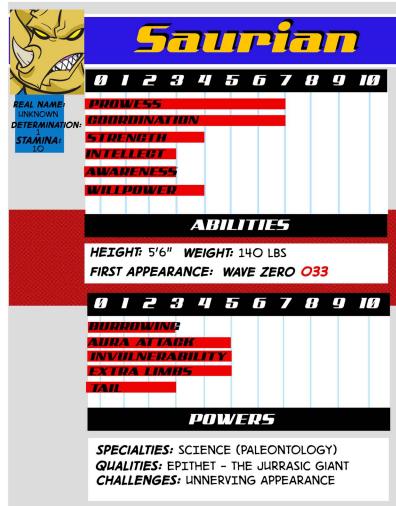




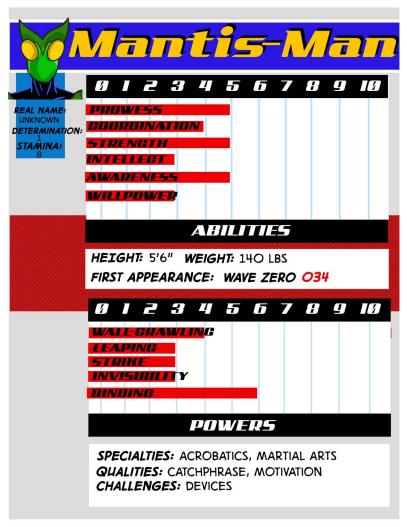








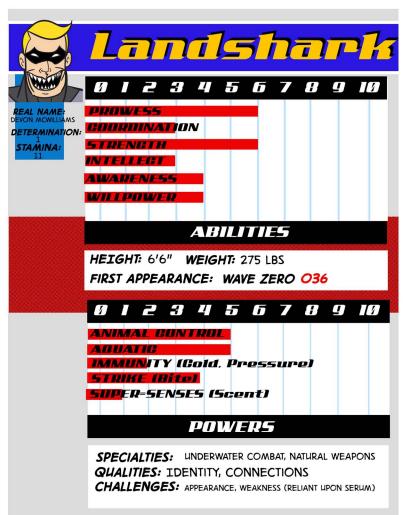








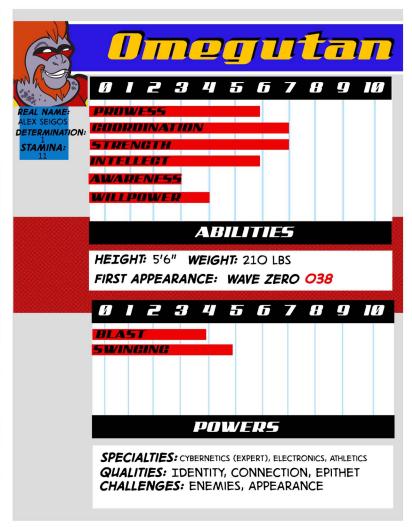




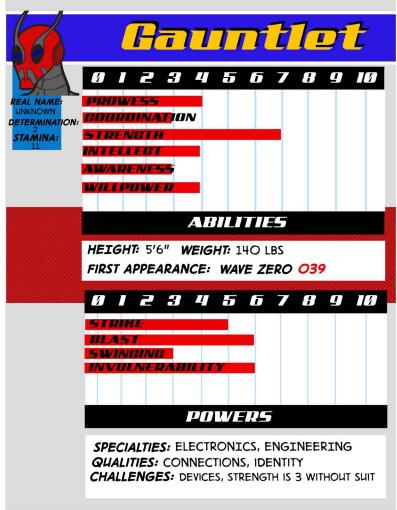




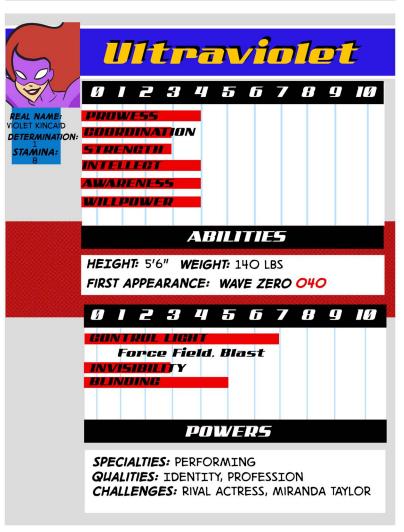




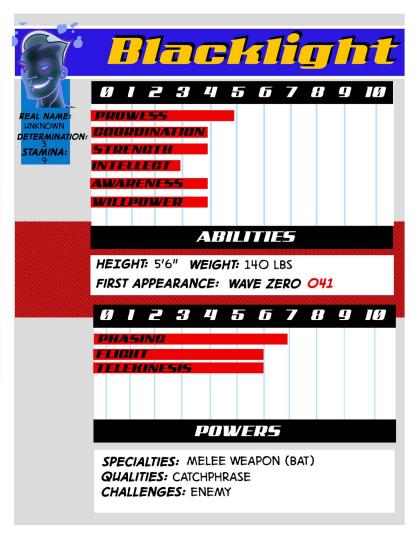








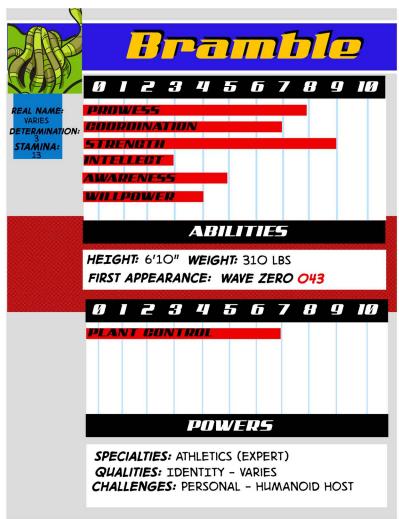




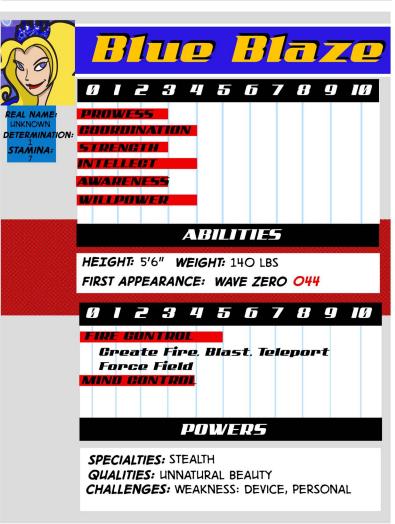






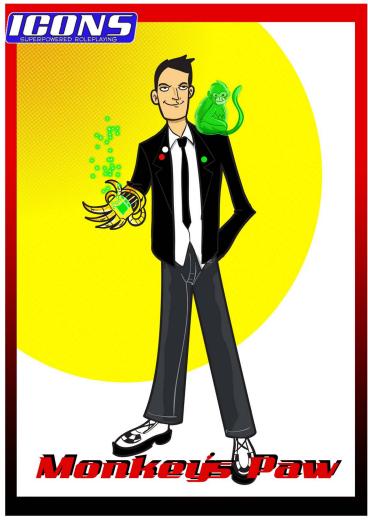


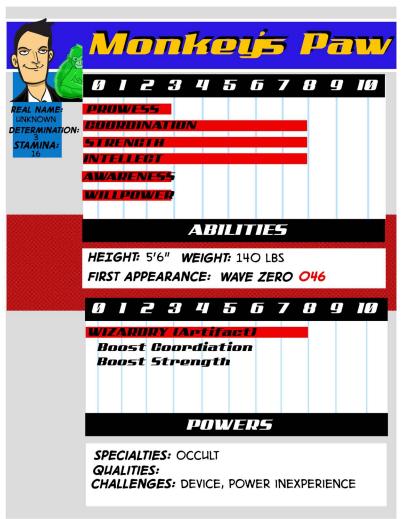


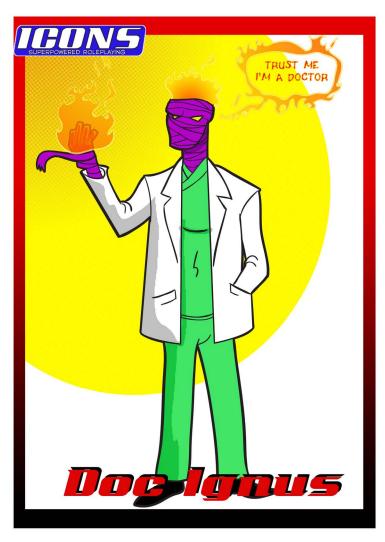


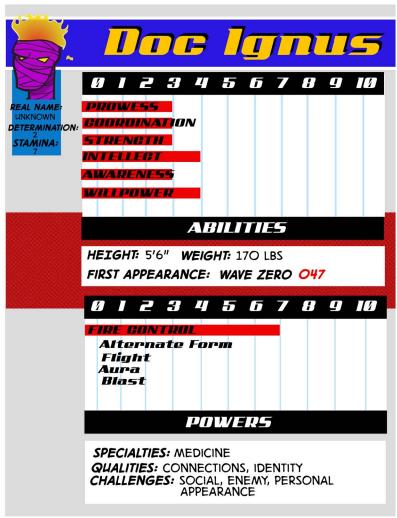




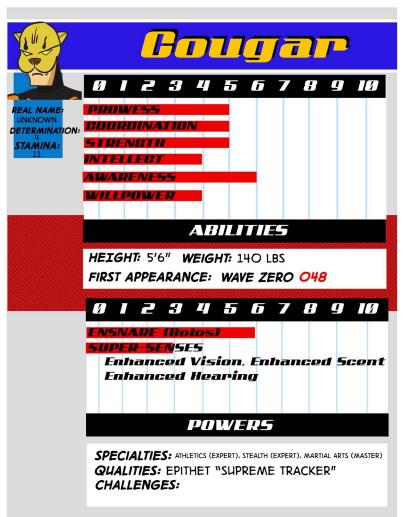


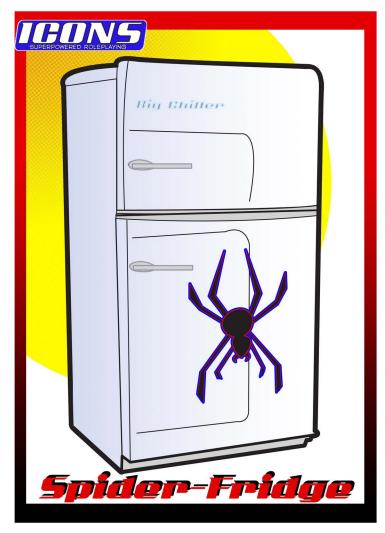


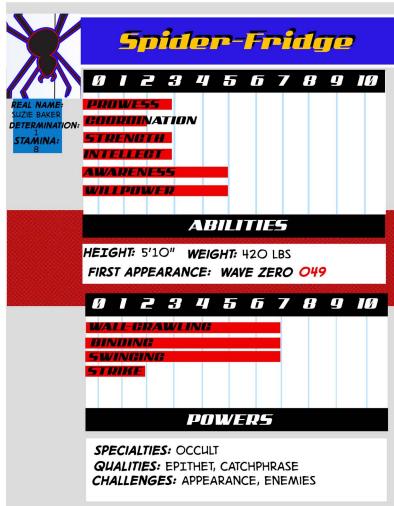




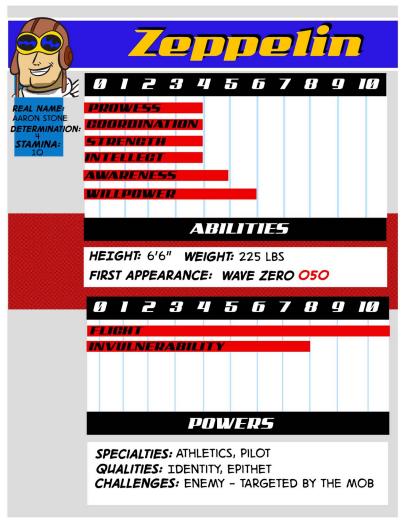




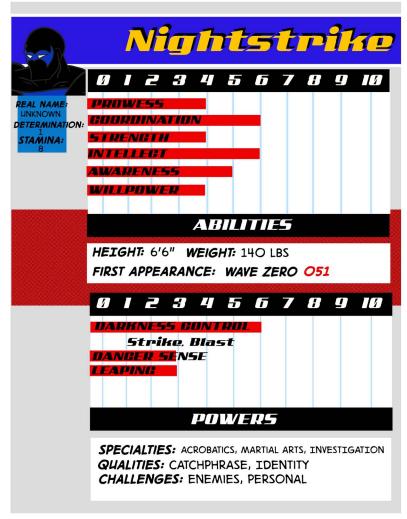




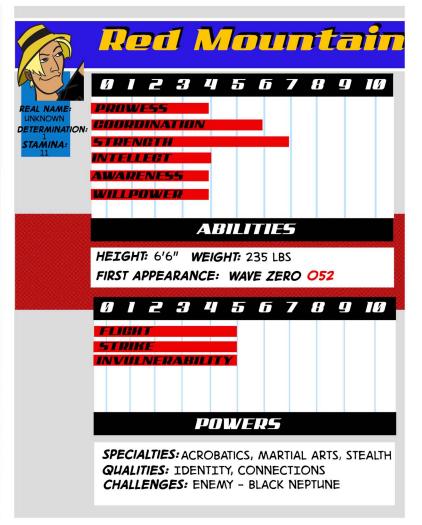




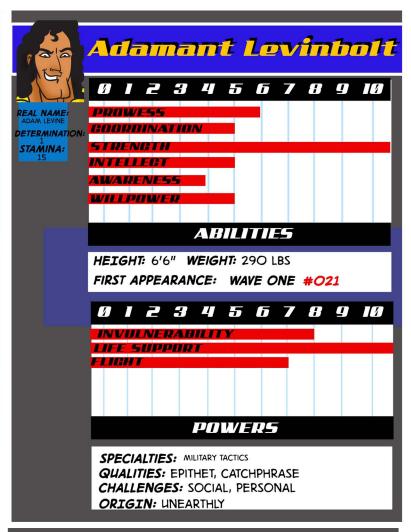




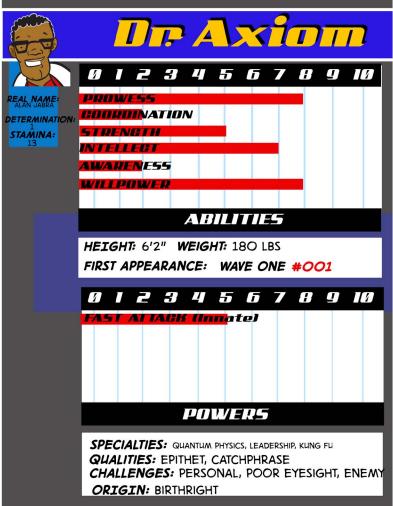




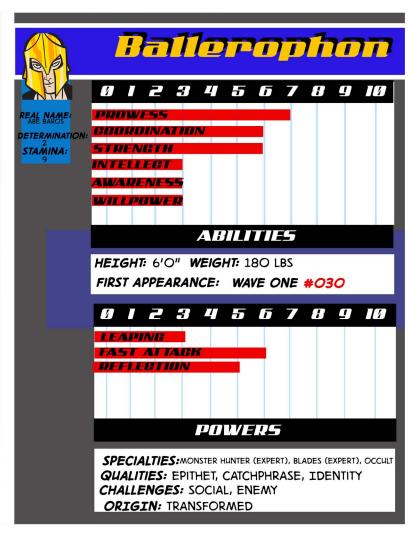




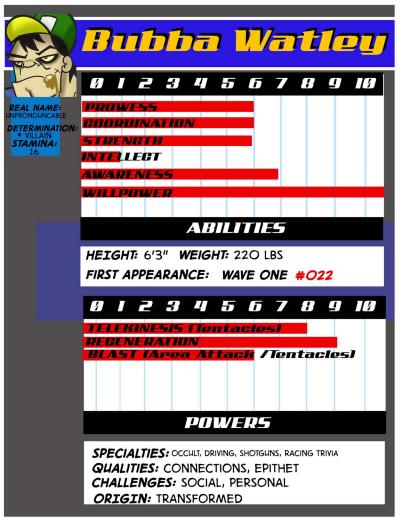




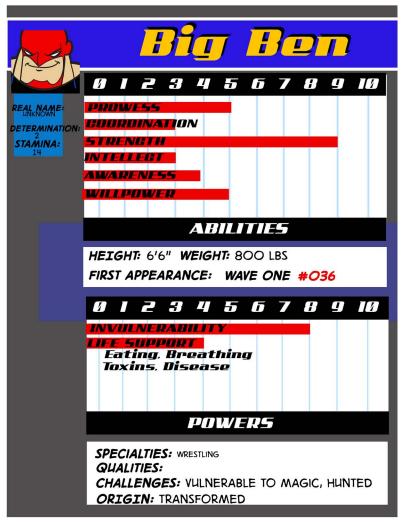




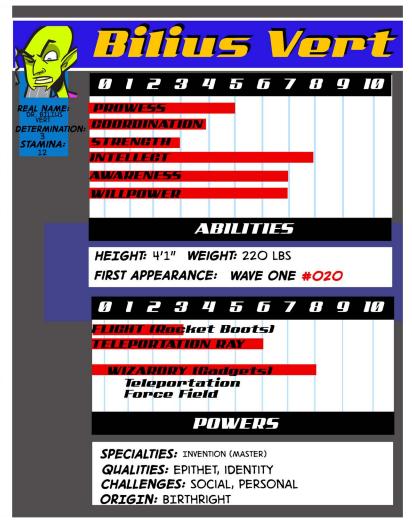




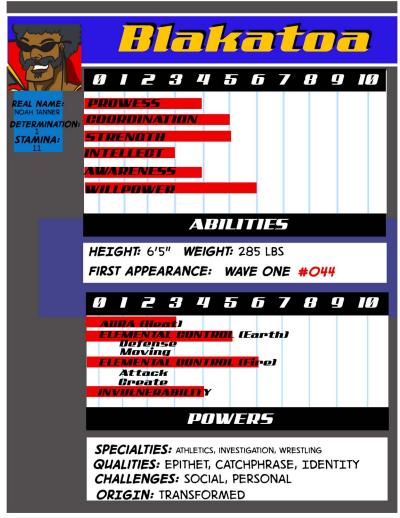




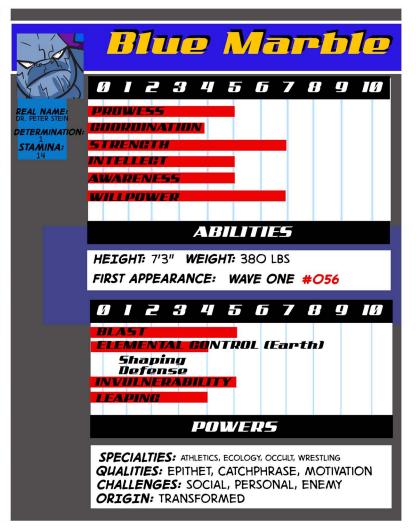




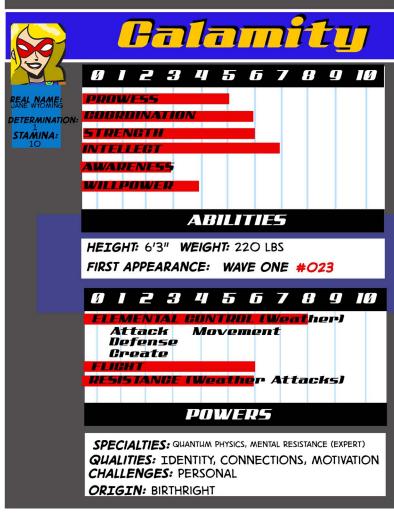








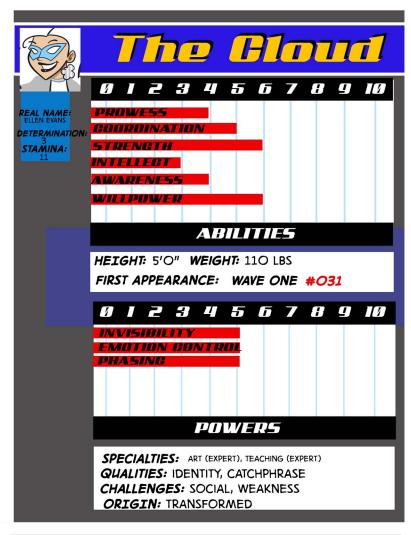












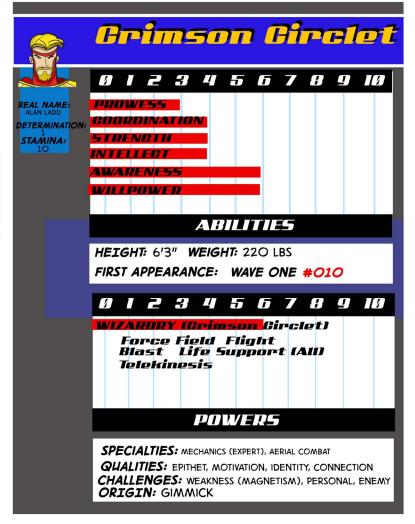




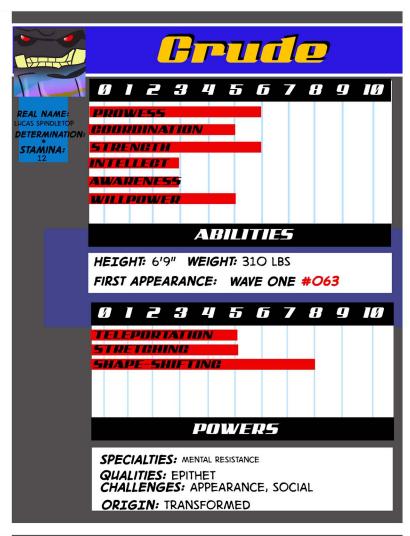




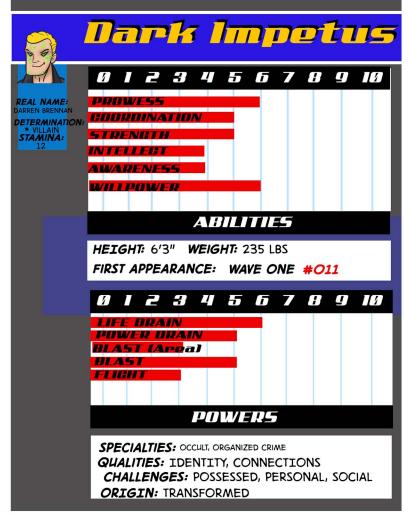




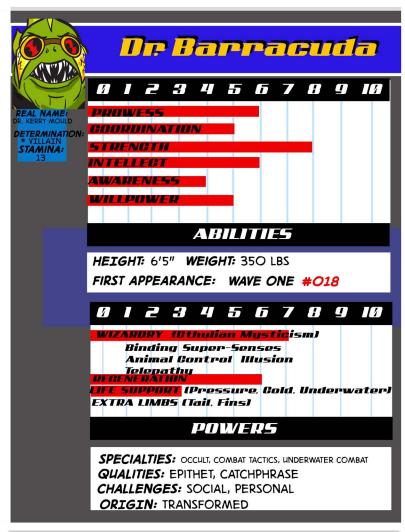








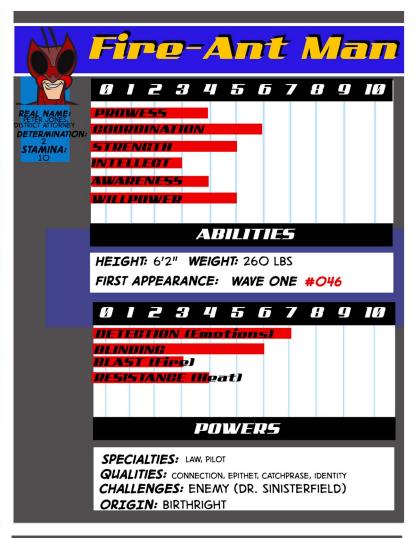




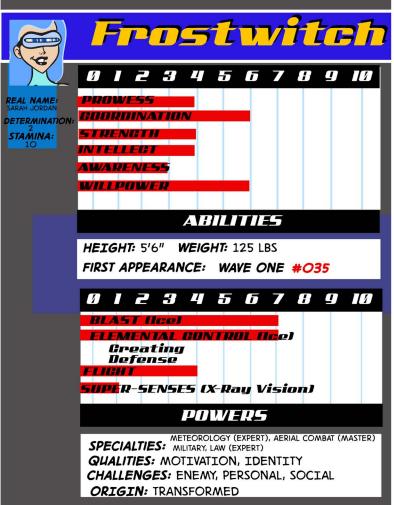




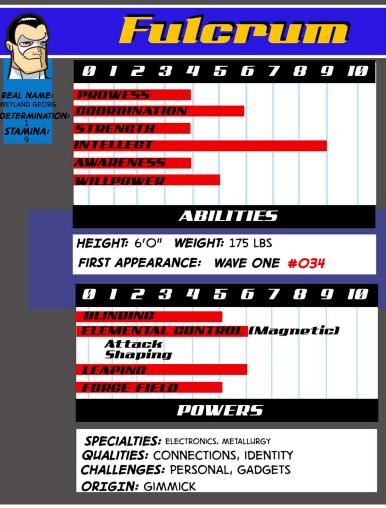




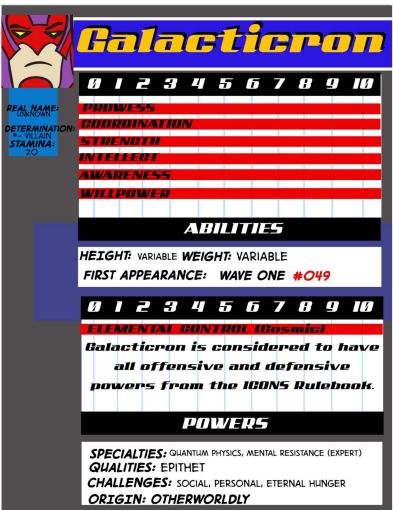












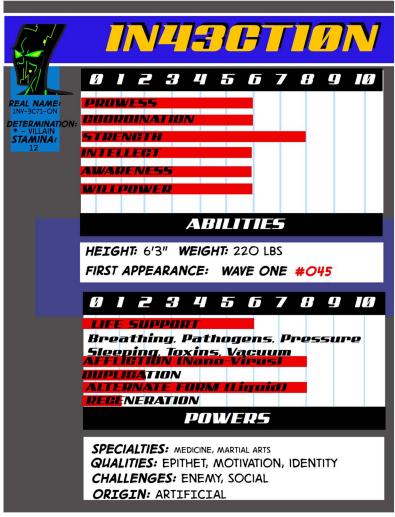


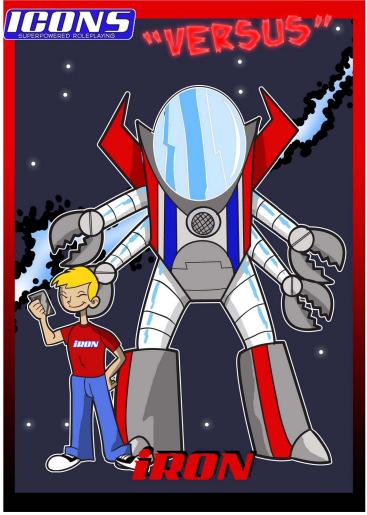


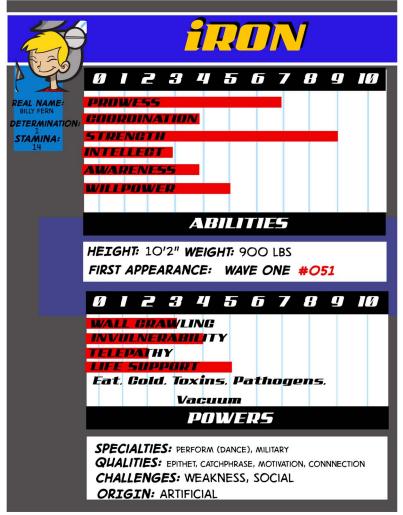




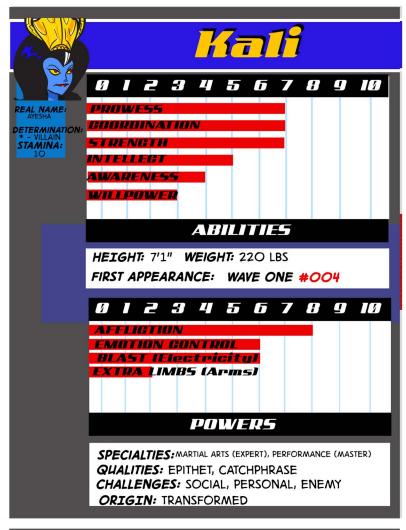








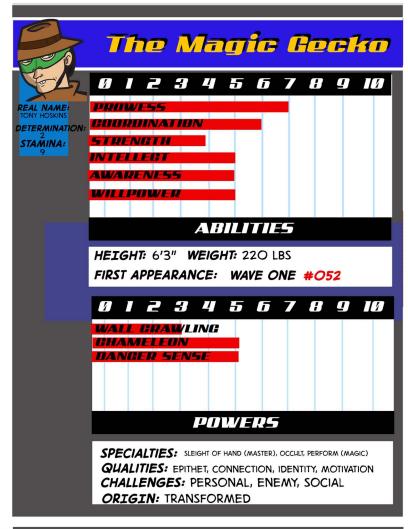




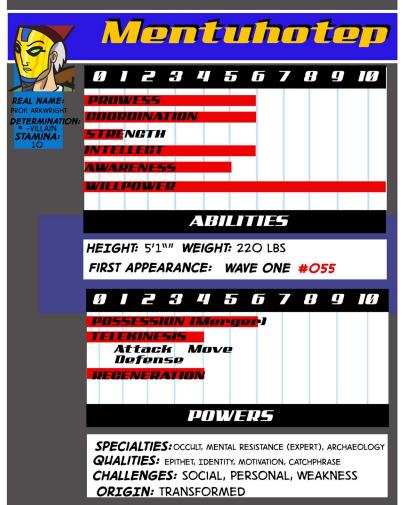




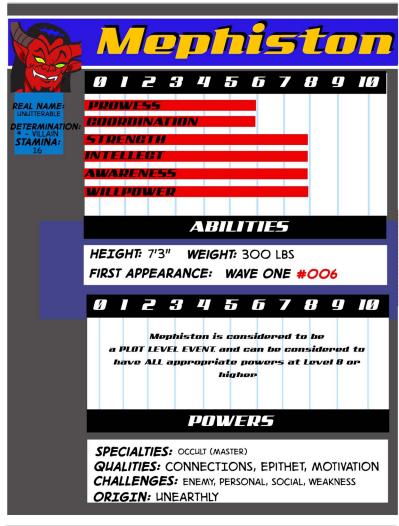




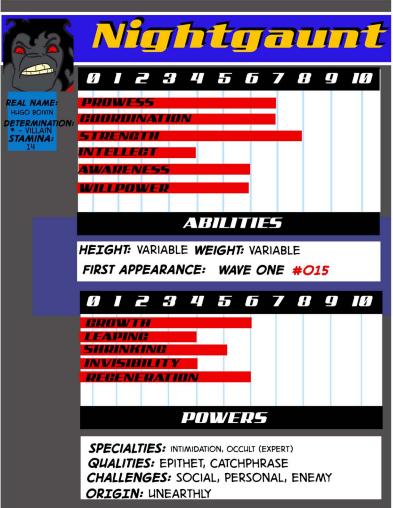




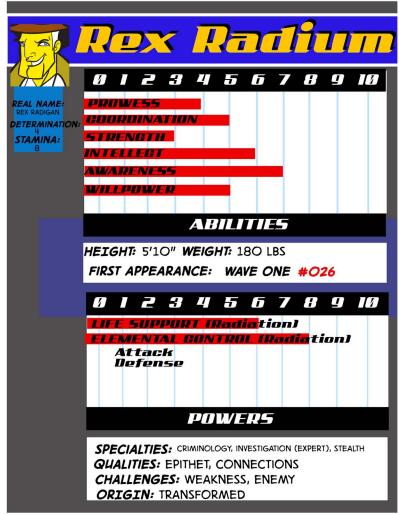




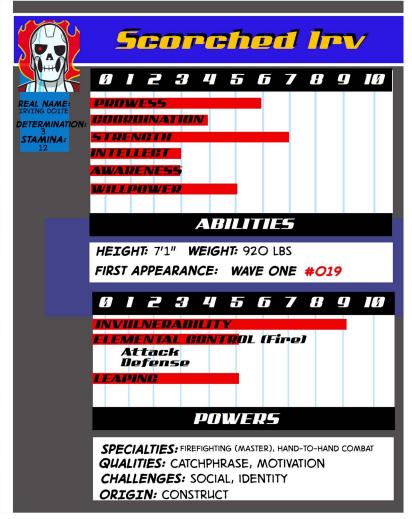








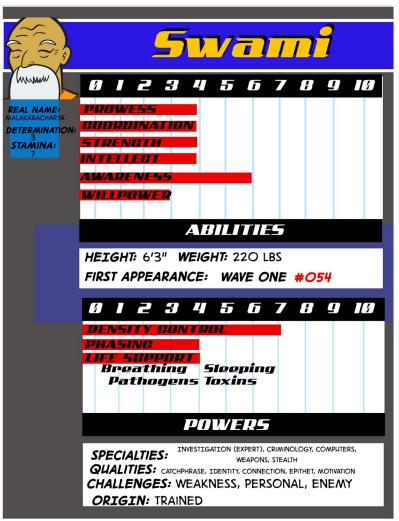




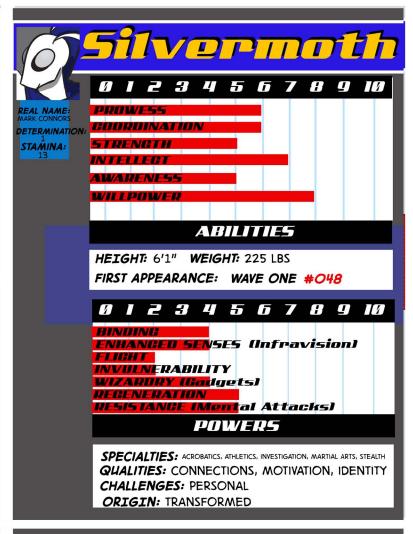




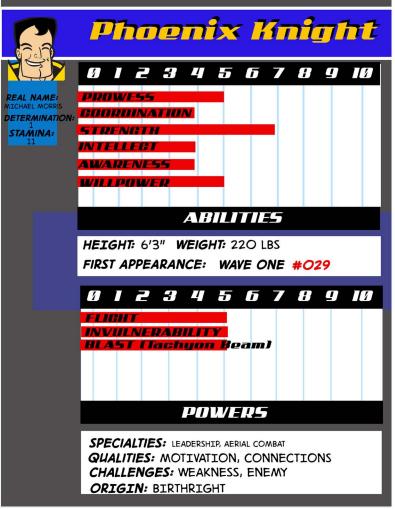




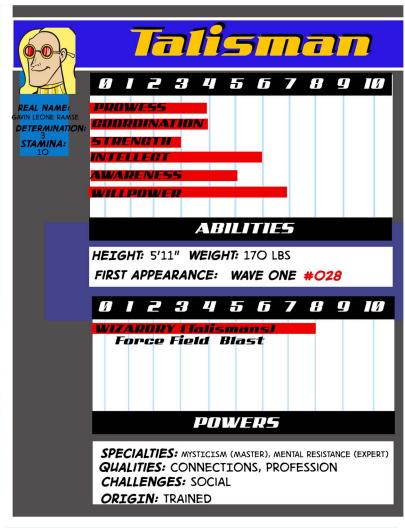




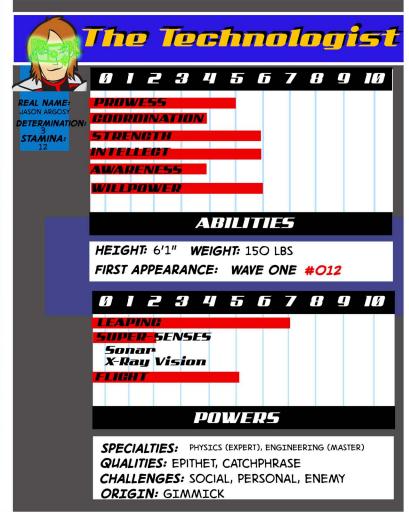




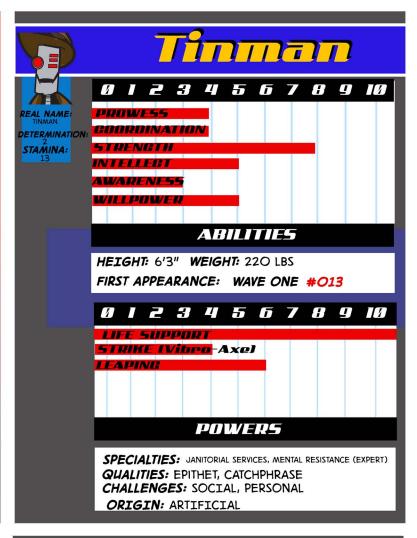




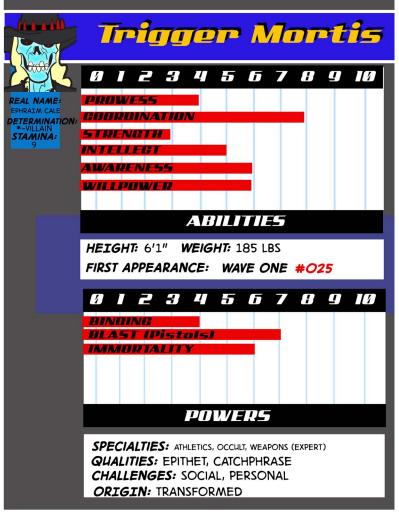




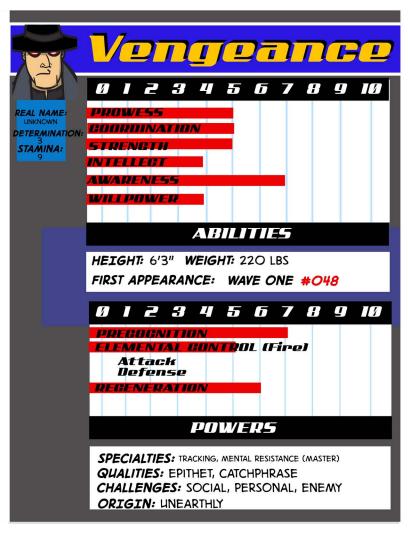




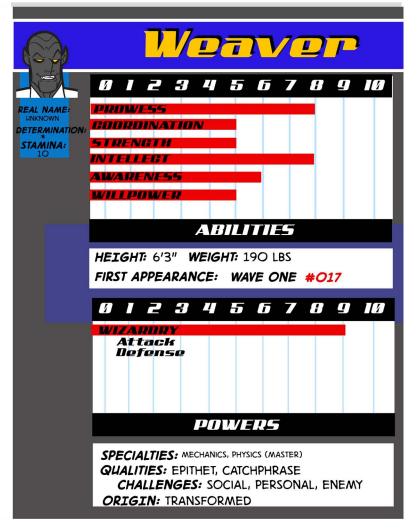




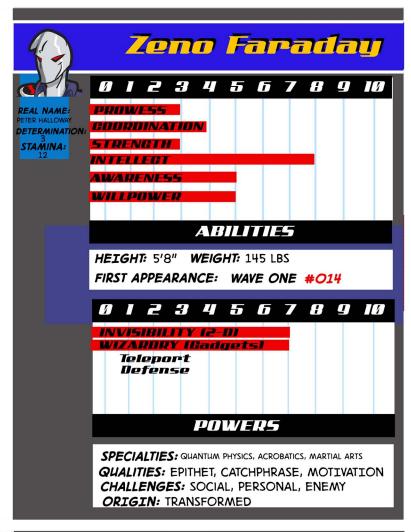






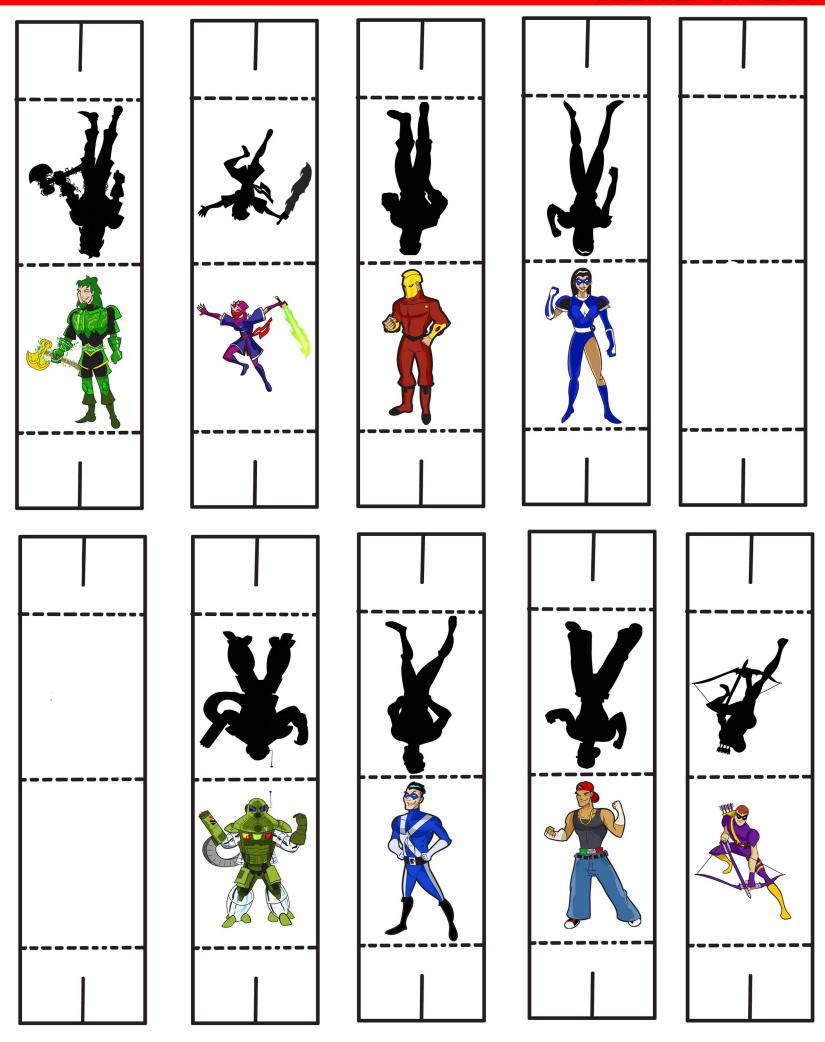


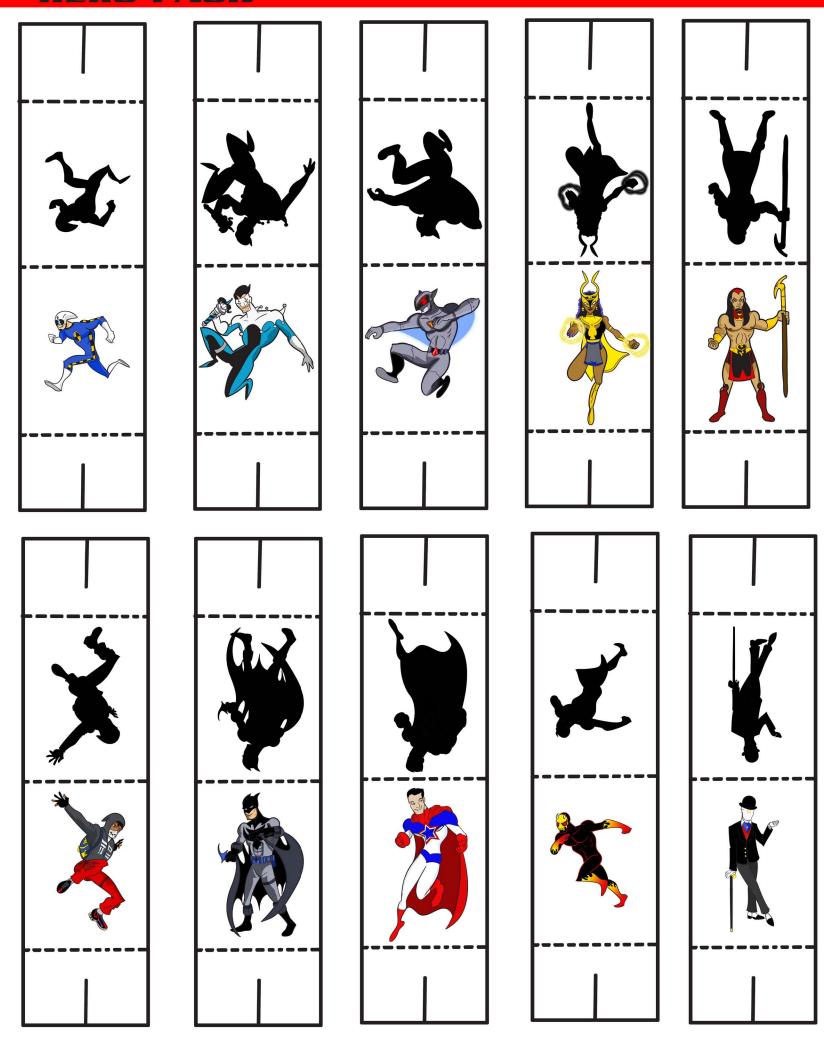


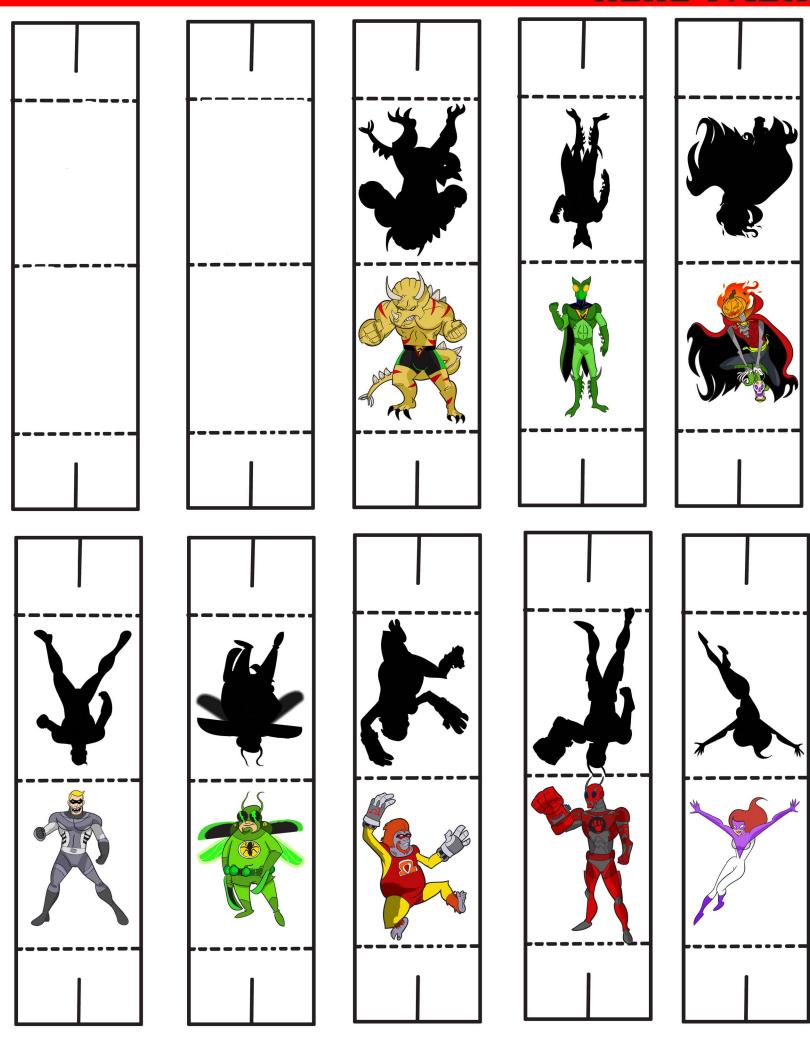


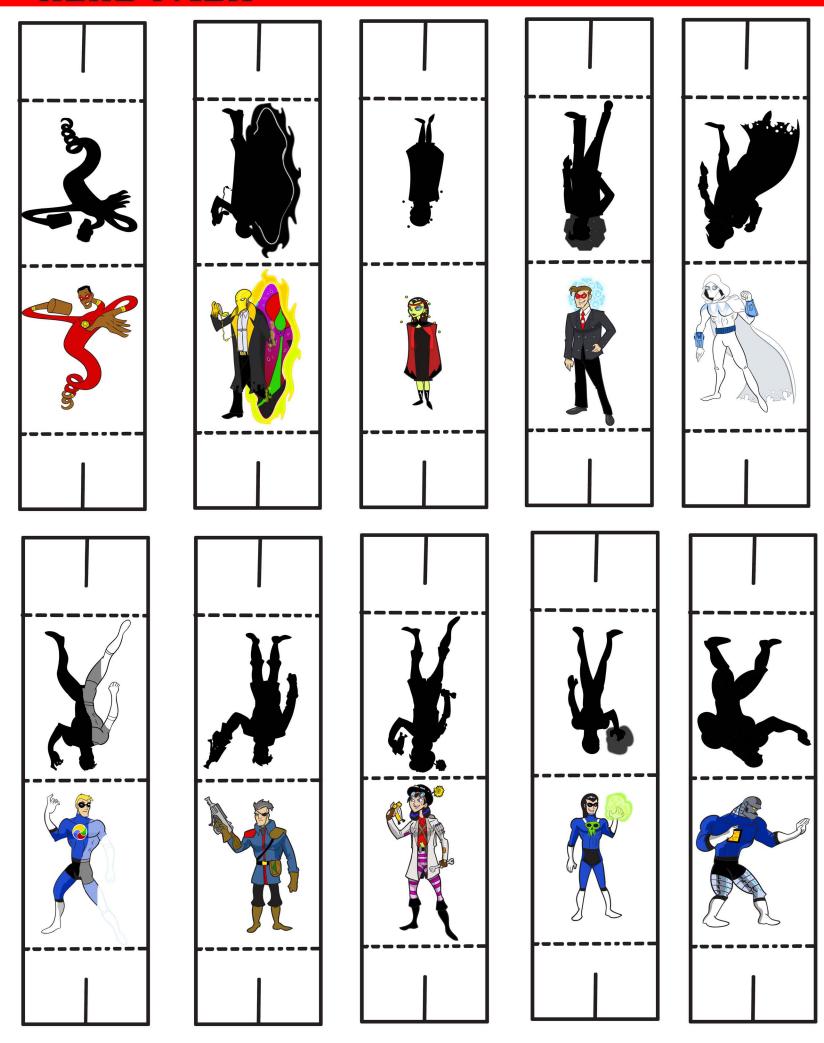


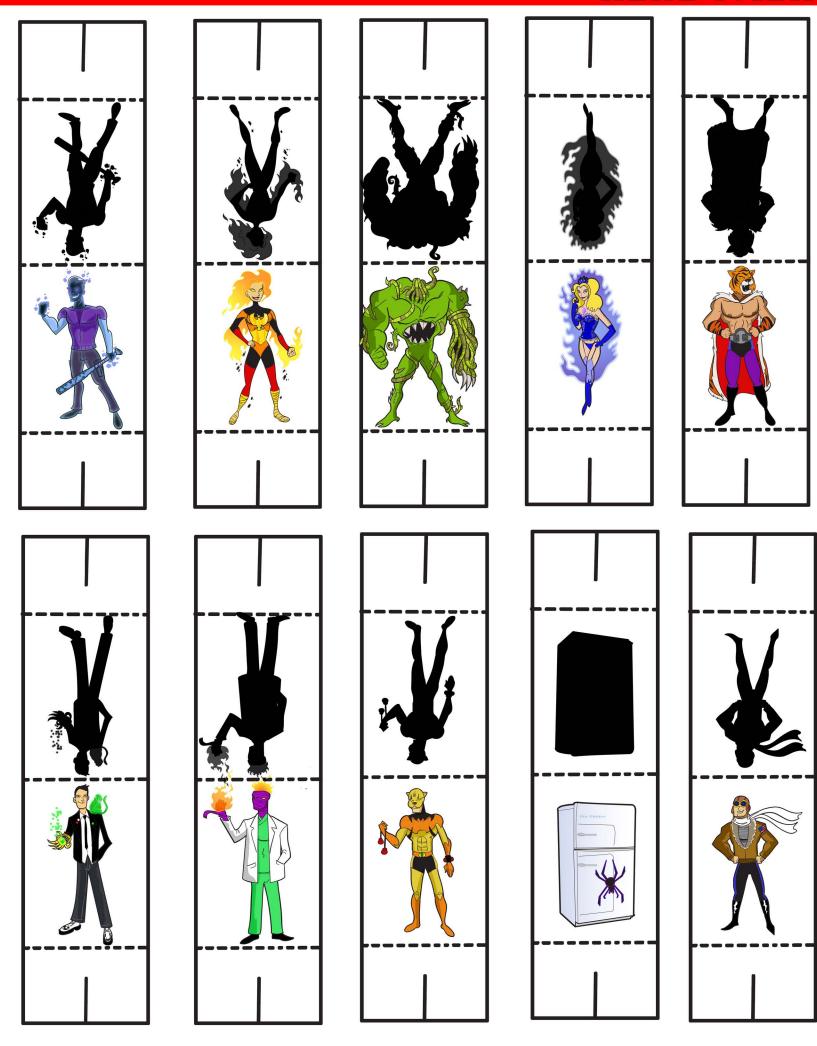


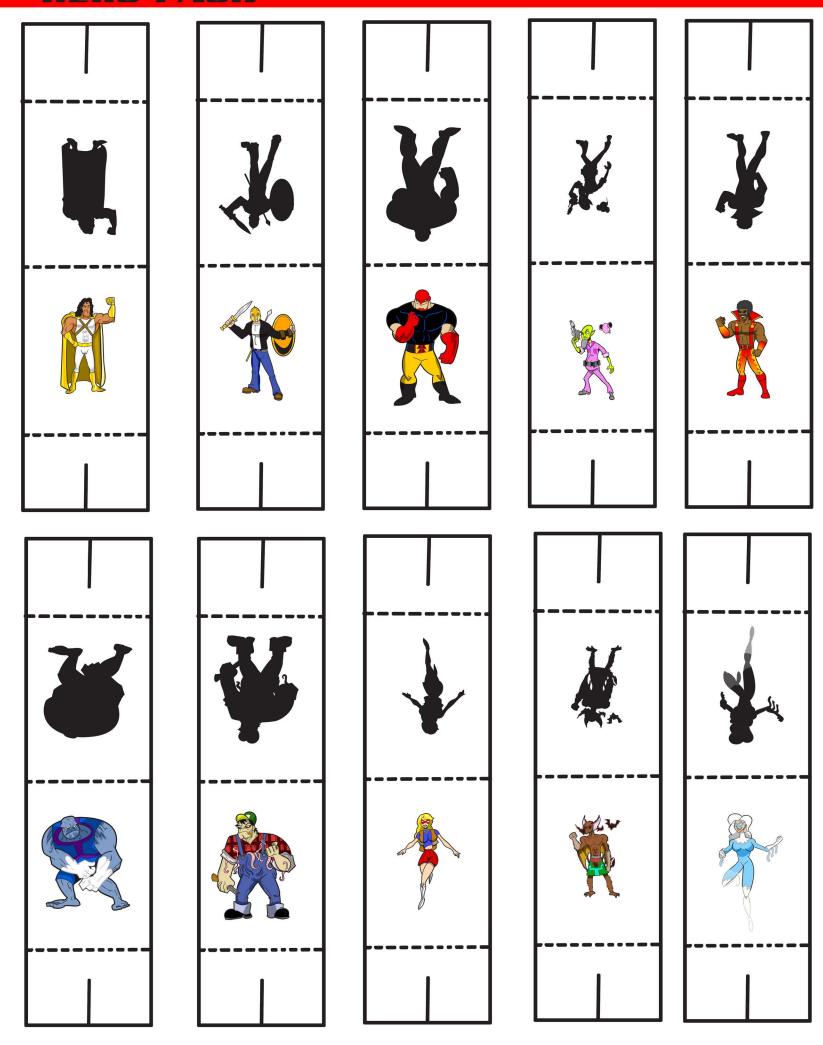


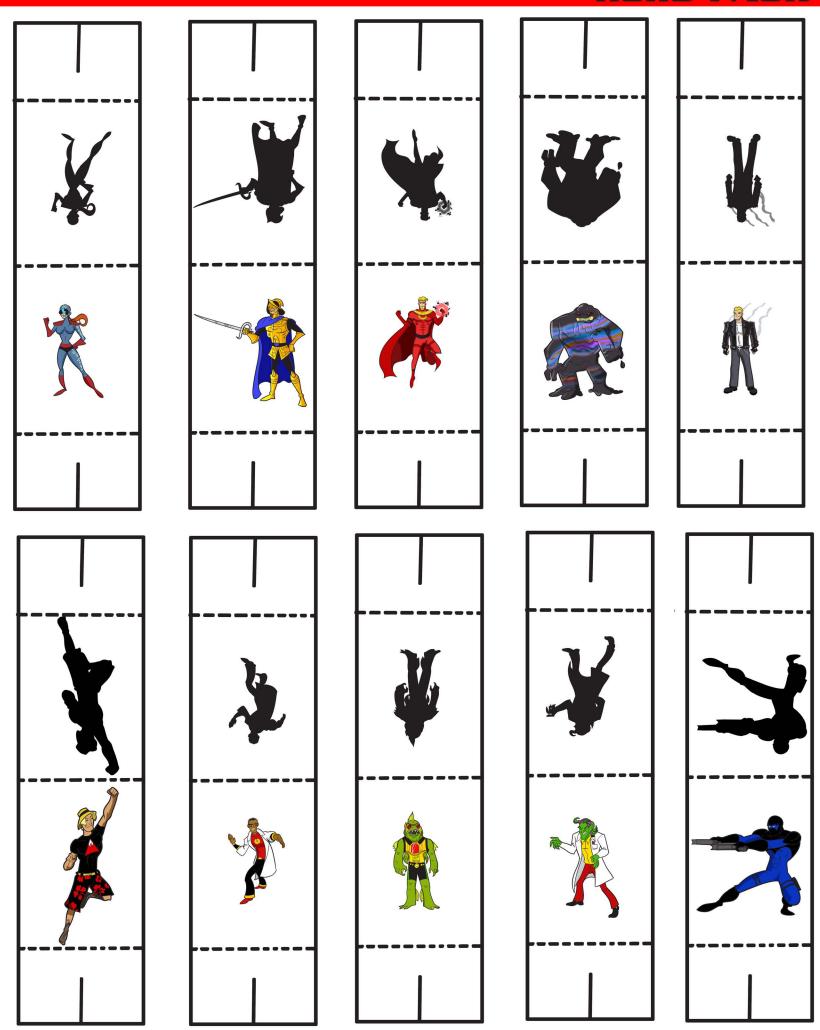


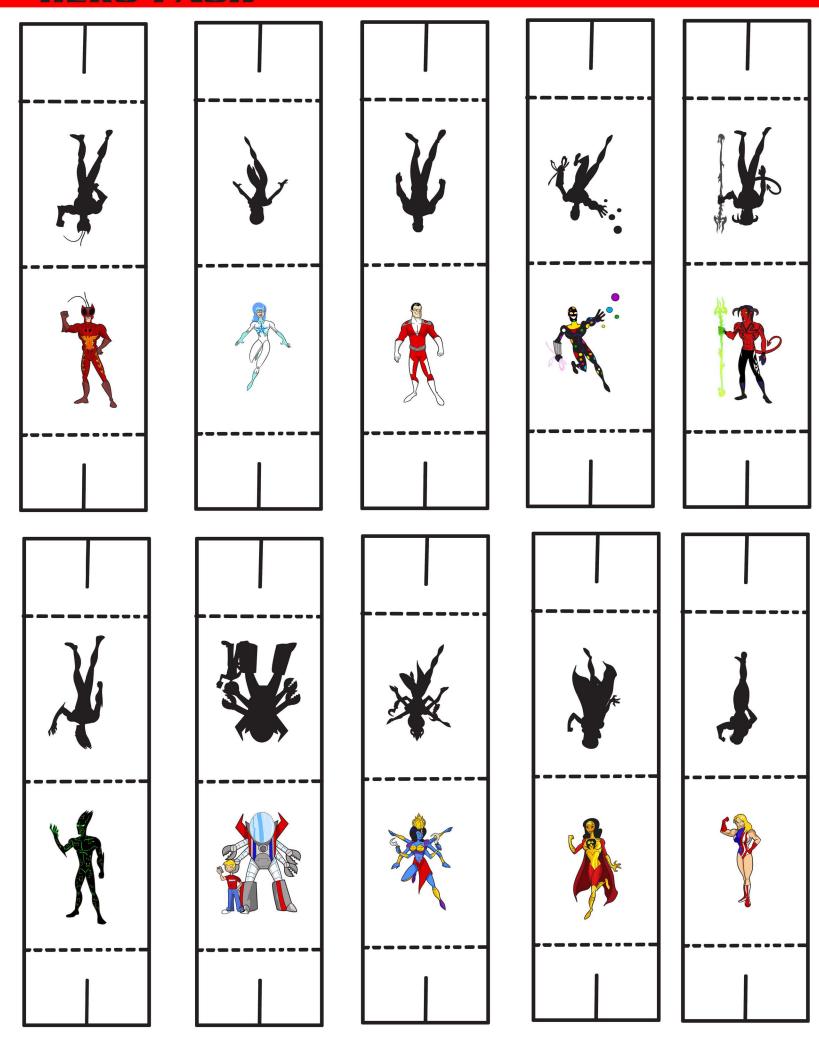








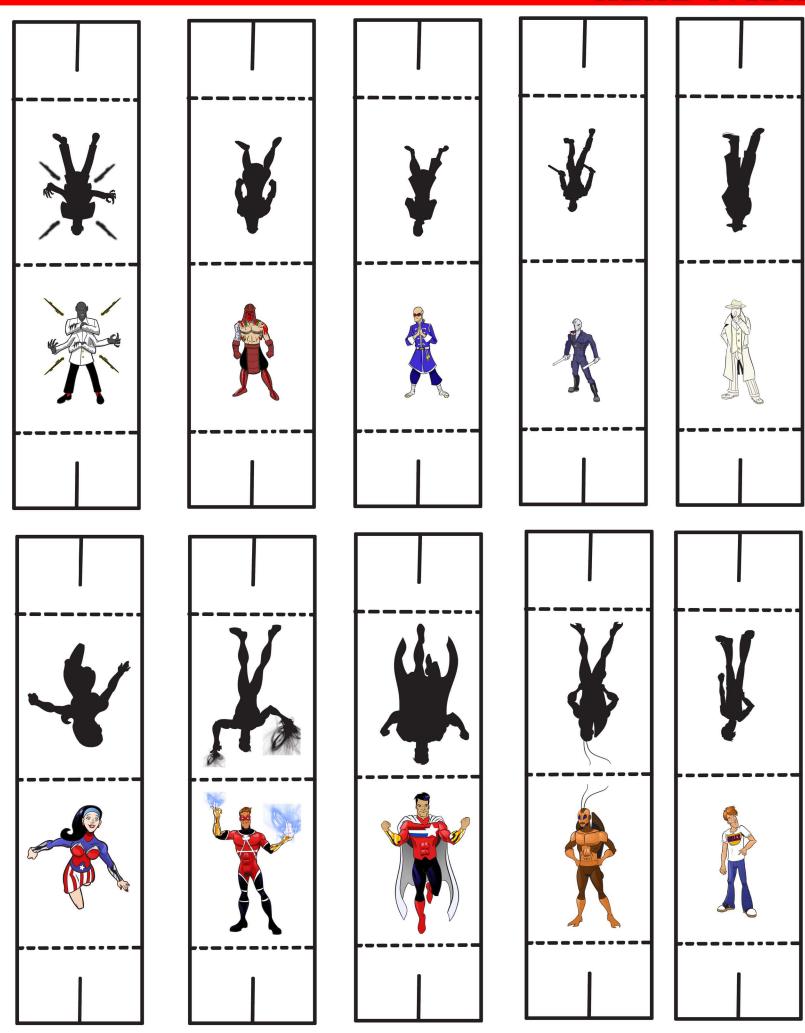




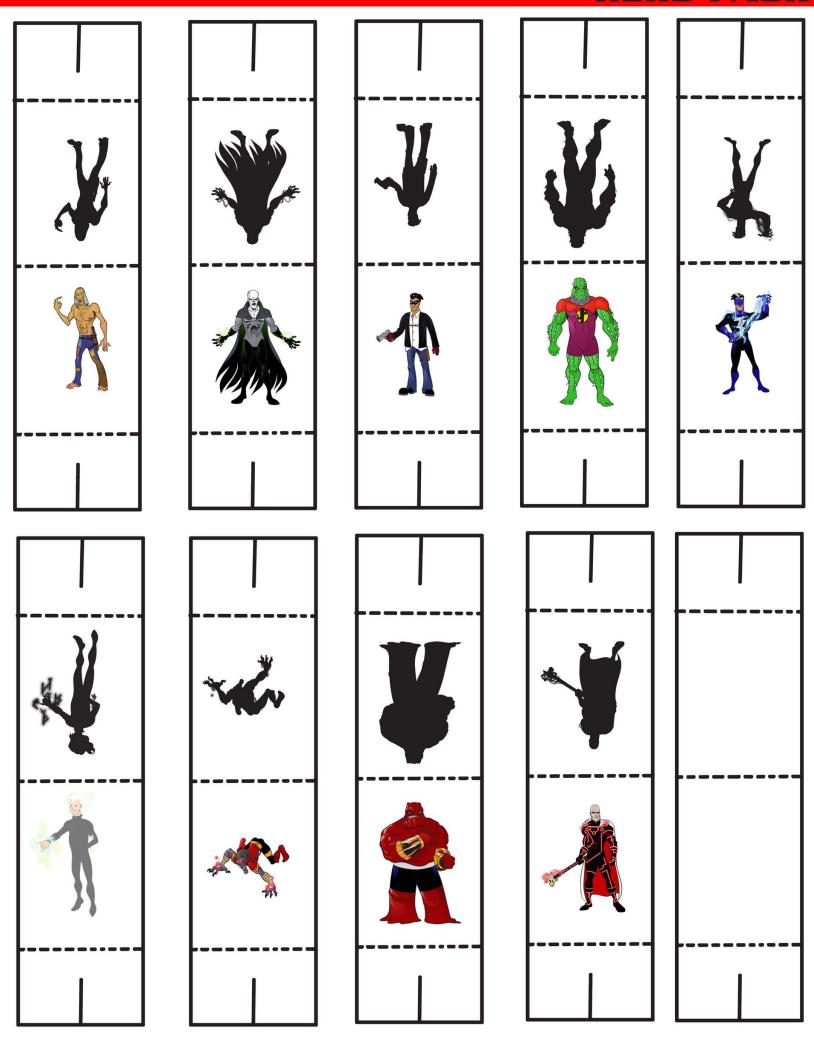
WAVE ONE











BONUS HERD SECTIONS

WELCOME, ICONS FANS, TO THE BONUS SECTION! WITHIN THESE PAGES YOU WILL FIND BOTH FAN-MADE HEROES, ENTERED INTO THE ICONS PANTHEON, AS WELL AS TRIED AND TRUE ICONS FROM THE MAIN ICONS SOURCE MATERIAL, INCLUDING THE FIRST PUBLISHED STATS OF A CERTAIN GIRL PATRIOT!

THE FAN WORKS INCLUDED HERE ARE FROM THE FOLKS WHO PRE-ORDERED THE HERO PACK AT THE ANNOUNCEMENT, AND ARE SOME OF THE MOST FUN CHARACTERS I'VE HAD A CHANCE TO DRAW!

WITHOUT FURTHER DELAY....LET ME INTRODUCE YOU TO SOME NEW HEROES!

ALL-STAR

PROWESS 4
COORDINATION 3
STRENGTH 10
INTELLECT 3
AWARENESS 4
WILLPOWER 5

STAMINA 15 DETERMINATION 1

SPECIALTIES

Journalism

POWERS

Blast 7 (star-blasts)

Flight 8

Invulnerability 8

Supersenses 6 (Extended Hearing, Extended Vision, Infrared Vision, Microscopic Vision, Ultrasonic Hearing, X-Ray Vision)

QUALITIES

• Catchphrase: "I'll do my best."

• Epithet: Paragon of Power

• Motivation: Fighting for truth and justice.

CHALLENGES

Enemy: The Ultra-Mind

• Personal: "It's my responsibility."

• Weakness: Invulnerability doesn't affect magic.

• Weakness: Radioactive quartz (removes all powers, reduces Strength to 2).



ALL AMERICAN GIRL

PROWESS 5
COORDINATION 4
STRENGTH 7
INTELLECT 3
AWARENESS 4
WILLPOWER 6

STAMINA 13
DETERMINATION 3

SPECIALTIES
Acrobatics
POWERS
Flight 7
Invulnerability 7

QUALITIES

All-American Girl Don't Give Up

• Epithet: Princess of Power

Former SidekickMotivation: Patriot

CHALLENGES

• Personal: "I can handle this on my own."

• Standing in All-Star's Shadow

• Weakness: Invulnerability doesn't affect magic.

• Enemy: The Recluse



ALCHEMIST

PROWESS 3
COORDINATION 4
STRENGTH 3
INTELLECT 5
AWARENESS 4
WILLPOWER 4

STAMINA 7
DETERMINATION 4

SPECIALTIES

Athletics Languages Leadership Science

POWERS

Material Duplication 8
Transmutation 9 (Weakness: must be in physical contact with target)

QUALITIES

• Identity: College Student

• Catchphrase: "Nothing is constant."

• Connections: Academy Next

• Motivation: To become a great superhero

CHALLENGES

· Personal: Low self-esteem



ATOMIC ROACH

PROWESS 5
COORDINATION 5
STRENGTH 8
INTELLECT 3
AWARENESS 2
WILLPOWER 6

STAMINA 14
DETERMINATION 1

SPECIALTIES

Driving Military Science (Radiology)

POWERS

Affliction (radiation) 7 Mind Shield 2 Radiation Control 10 Swinging 2 Wall-Crawling

QUALITIES

• Connection: Dr. Henry Midas

• Identity: Billy Hopper, Chauffeur for Dr. Midas.

CHALLENGES

• Weakness: Loses powers in lead-lined areas.

• Weakness: Needs to eat at least every few

hours or loses powers



BILLY POWERS

PROWESS 3
COORDINATION 3
STRENGTH 3
INTELLECT 3
AWARENESS 3
WILLPOWER 3

STAMINA 6
DETERMINATION 5

SPECIALTIES

Dodging Mastery Sidekicking Mastery

POWERS

Alter-Ego 10 (serial alter-ego, unlimited random alter-egos).

QUALITIES

- Connections: The Junior Super Gang
- Connections: Sparky, the Dharma Dog
- Motivation: Be a real super-hero!

CHALLENGES

- Assuming and losing alter-egos is not under conscious control
- Bad Luck
- Personal: Goofy kid sidekick/teen adventurer



PROWESS 6
COORDINATION 6
STRENGTH 6
INTELLECT 5
AWARENESS 3
WILLPOWER 4

SPECIALTIES

Archaeology Expert Military

DETERMINATION

POWERS

Alternate Form (Liquid) 7 (Sand)

*Invulnerability

Elemental Control 6 (Earth/Sand)

*Attacking (Earth/Sand Blast)

*Defending (Earth/Sand Force Field)

Burrowing 4

QUALITIES

- Ephithet: The Wall of Living Sand
- Connection: General George Rand, US Military
- Motivation: The Sands of Time Eventually

Reclaim All

CHALLENGES

- Weakness: Water
- Appearance: Weird-looking Sand Man
- Personal: Obsessed with once again finding

Irem, the Lost City of PIllars



SPARKY, THE DHARINA DOG

PROWESS 2
COORDINATION 2
STRENGTH 2
INTELLECT 4
AWARENESS 6
WILLPOWER 2

STAMINA 4
DETERMINATION 4

SPECIALTIES

Criminology Mastery Investigation Mastery Sidekicking Mastery

POWERS

Danger Sense 8
Probability Control 10 (good and bad luck).

QUALITIES

- Catchphrase: "Dharma Dog Does Daring Deeds!"
- Connections: The Junior Super Gang
- Connections: Billy Powers
- Wacky Cartoon Wonder Dog

CHALLENGES

- Bad Luck
- Appearance: Wacky Cartoon Wonder Dog



DR. ADHARMA

PROWESS 5
COORDINATION 5
STRENGTH 6
INTELLECT 4
AWARENESS 2
WILLPOWER 6

STAMINA DETERMINATION

SPECIALTIES

Languages Expert Occult Expert

POWERS

Invulnerability Device 7(armor)
Life Drain 7 (ranged, can add to Stamina)
Probability Control 7 (bad luck)
Power Theft 7 (ranged).

10

* - VIllain

QUALITIES

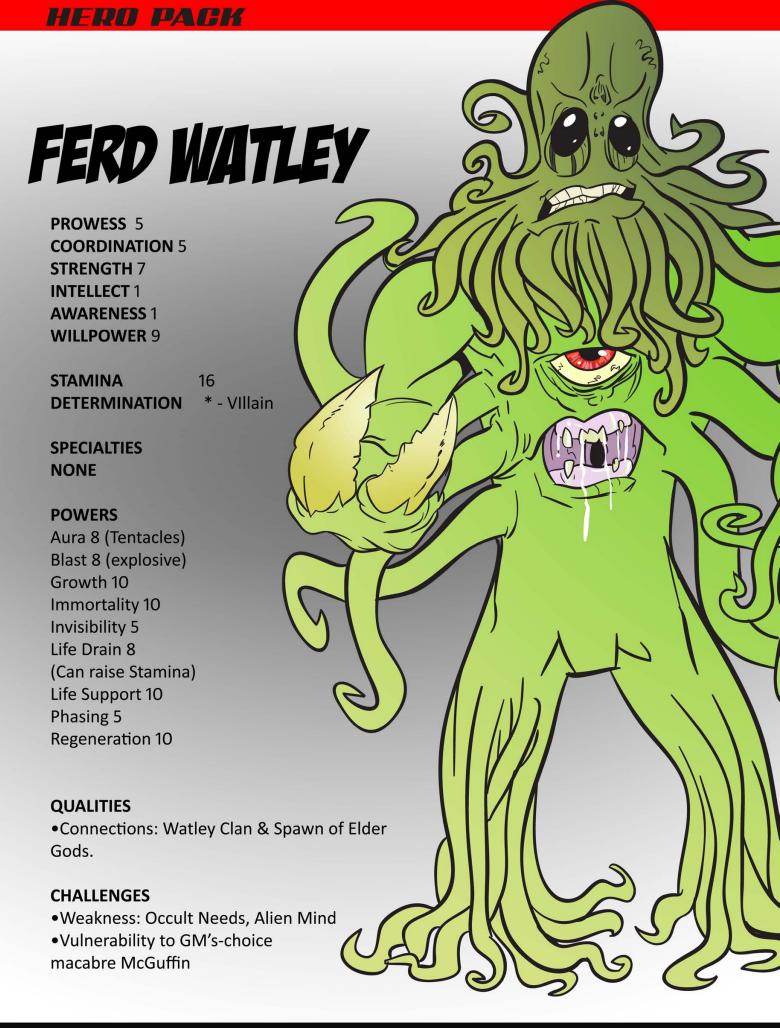
•Identity: Ruler of Agharti.

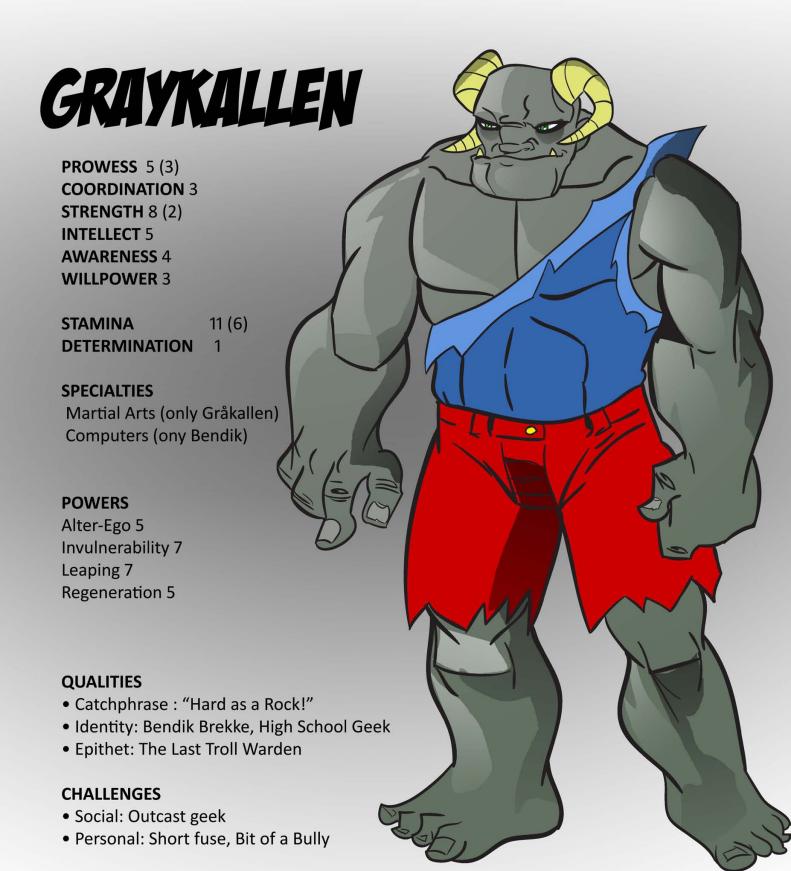
CHALLENGES

• Weakness: Dependent on Armor

• Personal: Completly unbalanced.







THE WHITE WITCH

PROWESS 3
COORDINATION 3
STRENGTH 3
INTELLECT 6
AWARENESS 5
WILLPOWER 7

STAMINA 10 DETERMINATION 1

SPECIALTIES

Occult
Languages
Science Expert (Anthropology)

POWERS

Possession 6
Probability Control 6 (Bad Luck)
Phasing 4
Wizardry 7 (Magic (Willpower))
Postcognition (Spirits talk to her)
Detection (Spirits)

QUALITIES

• Identity : Diana Leach, Professor of Anthropology

• Connections: University Faculty, The Dead

• Epithet: Mistress of the Spirit World

• Motivation: To solve life's mysteries

CHALLENGES

• Personal: Sees dead people.

Social: Eccentric

• Weakness: Powers do not work on Consecrated

ground



THE HANGMAN

PROWESS 6
COORDINATION 5
STRENGTH 3
INTELLECT 5
AWARENESS 4
WILLPOWER 5

STAMINA 8
DETERMINATION 4

SPECIALTIES

Acrobatics
Investigation
Law
Martial Arts
Stealth
Weapons (Whips

POWERS

Binding Device 7 (Noose of Judgment)

Swinging

QUALITIES

• Catchphrase: "Hangman, Hangman, who is he, for whom you raised the gallows-tree?" and "I did no more than you let me do."

Connections: Police Chief

Epithet: Grim Guardian of the Gallows

• Identity: Crusading Attorney

CHALLENGES

• Motivation: Justice Must Temper Judgment

• Personal: Loner

Social: Grim and Scary



LANDSPATRIOTEN

PROWESS 6
COORDINATION 6
STRENGTH 6
INTELLECT 4
AWARENESS 5
WILLPOWER 6

STAMINA 12
DETERMINATION 4

SPECIALTIES

Athletics Expert Martial Arts Expert Leadership Expert Stealth Survival

POWERS

Danger Sense 8
Probabilty Control (Good Luck) 4

QUALITIES

Reputation

Catchphrase: "For NORWAY!"

• Motivation: Protect Norway and its people

CHALLENGES

Enemies: Tidens and BittyngenSocial: Hopelessly outdated

• Weakness: Powers only work in Norway



LULABELLE WATLEY

PROWESS 3
COORDINATION 3
STRENGTH 3
INTELLECT 4
AWARENESS 4
WILLPOWER 6

STAMINA 9
DETERMINATION * - VIllain

SPECIALTIES
Occult Expert

POWERS

Astral Projection 5 Possession 8 Telepathy 8

QUALITIES

- Beautiful Yet Disturbing
- Connections: Watley Clan

CHALLENGES

• Social: Combines Lovecraftian and Redneck stereotypes.



MISS TIKAL

PROWESS 2
COORDINATION 3
STRENGTH 3
INTELLECT 4
AWARENESS 5
WILLPOWER 7

STAMINA 10 DETERMINATION 3

SPECIALTIES

Occult Expert Power Expert (Magic)

POWERS

Wizardry 7 (Magic)

- Blast
- Force Field
- Teleport

QUALITIES

- Catchphrase: Dramatically spoken spells
- Connection: The Council of Sacred Skulls
- Epithet: Secret Sorceress of the Sixth Sun
- Identity: Fantasy Novelis

CHALLENGES

- Enemy: Lord Kisin (Mayan Death-God)
- Motivation: Power Means Responsibility
- Weakness: Needs proper rituals and tools to use Magic



NECROMANCER

PROWESS 4
COORDINATION 5
STRENGTH 4
INTELLECT 6
AWARENESS 5
WILLPOWER 8

STAMINA 12 DETERMINATION 1

SPECIALTIES
Occult Master

POWERS

Wizardry 8 (Magic)

- Binding
- Flight
- Force Field
- Detection
- Dimensional Travel

QUALITIES

• Epithet: Master of the Mystic Arts

• Connections : The Occult Community

 Catchphrase: "Nothing is Impossible with Magic!"

• Motivation : Protect this Dimension from the

Unspeakable Horrors

CHALLENGES

• Social: Dismissive of the Masses

Personal : Arrogant

• Enemy: The Black Pharoah

• Weakness: Can only perform Stunts while he

carries his focus (The Book)



OLD MAN WATLEY

PROWESS 2
COORDINATION 5
STRENGTH 2
INTELLECT 6
AWARENESS 2
WILLPOWER 5

STAMINA 7
DETERMINATION *- Villain

SPECIALTIES

Occult Mastery
Power Mastery (Transformation Ray)

POWERS

Fast Attack 1 Mind Control 8 Transformation Ray 8

QUALITIES

• Connections: Watley Clan

CHALLENGES

• Social : Combines Redneck and Lovecraftian stereotypes

• Weakness: Powers only work as a unit

• Weakness: Must use phrases and gestures to use powers.



REVENANT

PROWESS 4
COORDINATION 5
STRENGTH 3
INTELLECT 4
AWARENESS 4
WILLPOWER 7

STAMINA 10 DETERMINATION 2

SPECIALTIES Criminology

POWERS

Flight 6 Life-Drain 8 Phasing 6

QUALITIES

• Catchphrase: "Feel the chilling touch of .. the Revenant!"

• Connections: Ex-partner on the police force.

• Epithet: Risen Avenger of the Night

• Motivation: "I will accomplish in death what I could not in life.

CHALLENGES

• Enemy: Dark Specter

• Personal: Tempted by dark powers

• Social: Ghost

• Weakness: Ghostly vulnerabilities



THE MIGHTY SAGUARO **PROWESS** 3 **COORDINATION** 3 **STRENGTH** 9 **INTELLECT 2 AWARENESS** 3 **WILLPOWER** 6 **STAMINA** 15 **DETERMINATION SPECIALTIES Athletics** Wrestling

POWERS

Aura 4 (sharp spines) Leaping 5 Life Support 2 (doesn't eat, drink, or sleep)

QUALITIES

• Catchphrase: "Desert plants are survivors!"

 Connection: Tom Crow, Navajo medicine man and mentor.

 Motivation: Changed by Man, Chosen by the Spirits

CHALLENGES

Appearance: Weird-looking cactus-man

Enemy: Gila-Master

· Personal: Denied human contact.

 Personal: Burden of destiny and responsibility to his people.



REX MONDAY

PROWESS 6

COORDINATION 6

STRENGTH 6

INTELLECT 6

AWARENESS 6

WILLPOWER 6

STAMINA 12

DETERMINATION *- Villain

SPECIALTIES

NONE

POWERS

Probability Manipulation (good and bad luck) 9

QUALITIES

- Arsenal
- Minions

CHALLENGES

• Social: Arrogant



SHOCK VALUE

PROWESS 3
COORDINATION 8
STRENGTH 4
INTELLECT 8
AWARENESS 4
WILLPOWER 5

STAMINA 9
DETERMINATION 1

SPECIALTIES

Sleight of Hand Drive

POWERS

Flight 5

Blinding 4

Elemental Control(Electric) 5

- Creating
- Attacking
- Defending

QUALITIES

- Live Fast, Try Not To Die (Motivation)
- Snide Remarks Are My Forte (Catchphrase)
- Coffeeshop Drone (Identity)

CHALLENGES

- Social: Bad Reputation
- Enemy: Captain Justice
- Personal: Can't Resist A Challenge



SKROMTET

PROWESS 4
COORDINATION 5
STRENGTH 2
INTELLECT 5
AWARENESS 5
WILLPOWER 8

STAMINA 10 DETERMINATION 1

SPECIALTIES

Occult Expert Stealth

POWERS

Phasing 5

Precognition 5

Wizardry 6 (Magic (Willpower))

- Flight
- Astral Projection

Elemental Control 7 (Darkness)

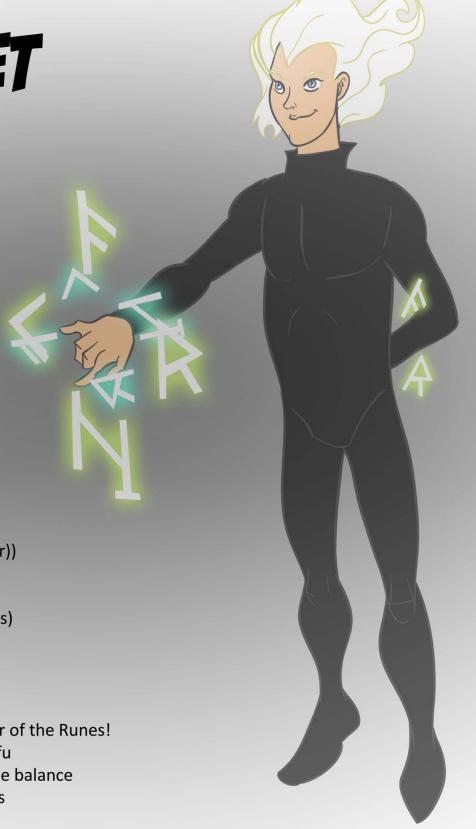
- Attacking
- Defending

QUALITIES

- Catchphrase : By the power of the Runes!
- Epithet : Grim Ghost of Gyfu
- Motivation: Mantaining the balance between light and darkness

CHALLENGES

- Bad Luck
- Social: Immaterial Ghost





• Connections : The Underground People

Motivation : To enslave or destroy humanity

CHALLENGES

• Enemy : Landspatrioten

· Weakness: Sunlight and other bright light

• Personal: Hatred towards humanity

VOLCANO

PROWESS 6
COORDINATION 4
STRENGTH 8
INTELLECT 4
AWARENESS 5
WILLPOWER 8

STAMINA 16
DETERMINATION 1

SPECIALTIES

Military Wrestling

POWERS

Aura 6 (volcanic heat)
Emotion Control 5 (fear)
Fast Attack 3
Life Support 4 (heat, pressure, pathogens, toxins

QUALITIES

• Catchphrase: "Great Terra!"

• Connection: Jesse Zhu, blind teen hacker

• Identity: Volcun, exiled prince of the

Molten Men

CHALLENGES

• Appearance: Weird-looking Molten Man

• Enemy: Warlord Gorn

• Personal: Exiled from his people



THE WHISPER

PROWESS 4
COORDINATION 4
STRENGTH 5
INTELLECT 4
AWARENESS 6
WILLPOWER 9

STAMINA 14
DETERMINATION 3

SPECIALTIES

Acrobatics Martial Arts Occult Psychiatry

POWERS

"Mask of Malvado" Mental Blast Device 5 Telepathy Device

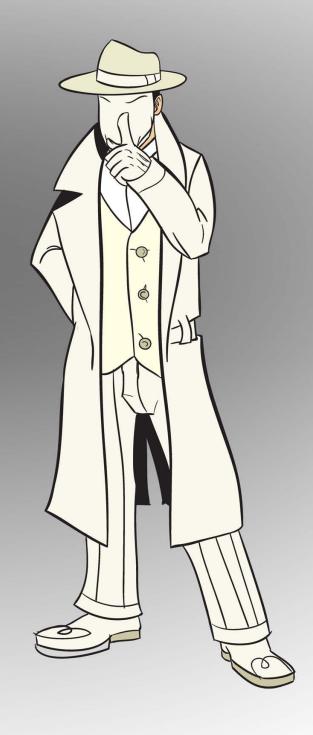
QUALITIES

- Connections: network of informants
- Identity: world-renowned psychiatrist
- Motivation: to make the world a better place

CHALLENGES

• Enemy: Malscion

Personal: Mask of responsibility



ZEITGEIST

PROWESS 5

COORDINATION 4

STRENGTH 4

INTELLECT 8

AWARENESS 6

WILLPOWER 8

STAMINA 12

DETERMINATION * - Villain

SPECIALTIES

Leadership Expert

Computers

Electronics

Medicine Expert

Science (Physics)

Science (Biology)

POWERS

Wizardry 8

- Dimension Travel
- Power Theft
- Time Control
- Transmutation
- Mental Blast

QUALITIES

• Epithet : The Spirit of the Age

• Motivation : To rule this age

CHALLENGES

• Personal : Arrogance

• Social: Out of time, out of place



CREDITS



- 1 CRASHMAN (ANDREW FIX)
- 2 JESTER (REZCAT@RPG.NET)
- 3 NOCTURNAL SQUIRRELL (GLENN WILLIAMS)
- 4 Y'NIGMA (RON FRAZIER)
- 5 D'BAT-SET (RON FRAZIER)
- 6 LE TRACEUR (ANDERS SMITH)
- 7 NIGHTHAWK (JON BALDRIDGE)
- 8 CAPTAIN LIBERTY (JON BALDRIDGE)
- 9 SPEED DEMON (COLIN CHAPMAN RADIOACTIVE APE DESIGNS)
- 10 THE ENGLISHMAN (COLIN CHAPMAN)
- 11 GREEN KNIGHT (COLIN CHAPMAN)
- 12 RONIN (COLIN CHAPMAN)
- 13 CENTURION (CHRIS ALLISON)
- 14 DIAMONDSTRIKE (ALAN DUMLING)
- 15 LADY AMERICA (ALAN LEGROS)
- 16 BRONCO (ALAN LEGROS)
- 17 TINMAN (WAYNE RATLEY)
- 18 KINETIC (JUSTIN PETERS)
- 19 CATALYST (JUSTIN PETERS)
- 20 ARCHER (CHRIS HUFF)
- 21 DOC PLIABLE (CHRIS HUFF)
- 22 THE NEW KING IN YELLOW (ADAM KRUMP)
- 23 LADY BUG (ADAM KRUMP)
- 24 BODHIVAJRA (KIRBY ARINDER)
- 25 WHITEOUT (RICK HULL)
- 26 GENERAL ENTROPY (ADAMANT ENTERTAINMENT)
- 27 MAZEN WILDER (PAUL VOGT)
- 28 TEMPUS FUGIT (ADAMANT ENTERTAINMENT)
- 29 GRAVEDIGGER (ADAMANT ENTERTAINMENT)
- 30 BLACK BOX (ADAMANT ENTERTAINMENT)
- 31 BATTLE CZAR (MIKE LAFFERTY)
- 32 ROMULUX (MIKE LAFFERTY)
- 33 SAURIAN (JEFF ZITOMER)
- 34 MANTIS-MAN (JEFF ZITOMER)
- 35 JACK OF THE LANTERN (JEFF ZITOMER)
- 36 LANDSHARK (BILL DOWLING)
- 37 BOMBARDIER BEETLE (DOUG LAEDTKE)
- 38 OMEGUTAN (DOUG LAEDTKE)
- 39 GAUNTLET (MIKE OLSON)
- 40 ULTRAVIOLET (MIKE OLSON)
- 41 BLACKLIGHT (WILLIAM OLANDER)

- 42 PHOENIX (WILLIAM OLANDER)
- 43 BRAMBLE (WILLIAM OLANDER)
- 44 BLUE BLAZE (WILLIAM OLANDER)
- 45 TIGER TOM (JOHN POWELL) 46 - MONKEY'S PAW (LIAM JACOBS)
- 47 DOC IGNUS (MATHEW AQUINO)
- 48 COUGAR (TOM HISE)
- 49 SPIDER-FRIDGE (JON FINN)
- 50 ZEPPELIN (ERIC EDWARDS)
- 51 NIGHTSTRIKE (JASON SUNDAY)
- 52 RED MOUNTAIN (JOSEPH MEYER)
- 53 DR. AXIOM (JOEL HLADKY)
- 54 HELLBRAND (COLIN CHAPMAN)
- 55 GUMBALL (DAN HOUSER)
- 56 KALI (ALYSON OLANDER)
- 57 MEPHISTON (COLIN CHAPMAN)
- 58 ZEN TAO (DECLAN FEENEY)
- 59 CRIMSON CIRCLET (DECLAN FEENEY)
- 60 DARK IMPETUS (DECLAN FEENEY)
- 61 THE TECHNOLOGIST (ANDERS SMITH)
- 62 TINMAN (STUART ALLISON)
- 63 ZENO FARRADAY (STUART ALLISON)
- 64 NIGHTGAUNT (STUART ALLISON)
- 65 CAMAZOTZ (STUART ALLISON)
- 66 WEAVER (STUART ALLISON)
- 67 DR. BARRACUDA (STUART ALLISON)
- 68 SCORCHED IRV (KIRBY ARINDER)
- 69 BILIUS VERT (KIRBY ARINDER)
- 7O ADAMANT LEVINBOLT (KIRBY ARINDER) 114 OLD MAN WATLEY (KIRBY ARINDER)
- 71 BUBBA WATLEY (KIRBY ARINDER)
- 72 CALAMITY (TOM HISE)
- 73 COLLIDER (JUSTIN DUNNUCK)
- 74 TRIGGER MORTIS (JUSTIN DUNNUCK)
- 75 REX RADIUM (JUSTIN DUNNUCK)
- 76 GREY (STEVE KENSON)
- 77 TALISMAN (ERIC EDWARDS)
- 78 PHOENIX KNIGHT (LON BRAIDWOOD)
- 79 BALLEROPHON (PAUL VOGT)
- 80 CLOUD (ANDREA VOGT)
- 81 CONQUISTADOR (TOM HISE)
- 82 LADY OMEGA (CHUCK VOGT) 83 FULCRUM (CHUCK VOGT)
- 84 FROSTWITCH (BRYAN HITCHCOCK)
- 85 BIG BEN (KEVIN MAYZ)

- 86 SPLIT IMAGE (BOB MITCHEL)
- 87 WILDSIDE (BOB MITCHELL)
- 88 BLAKATOA (JUSTIN DUNNUCK)
- 89 SILVERMOTH (KEVIN MAYZ) 90 INFECTION (ERIC EDWARDS)
- 91 FIRE ANT MAN (KEYES)
- 92 DR SINISTERFIELD (KEYES)
- 93 VENGEANCE (AYSEZ)
- 94 GALACTICRON (AYSEZ)
- 95 SPARKLE (DECLAN FEENEY)
- 96 IRON (DECLAN FEENEY) 97 THE MAGIC GECKO (DECLAN FEENEY)
- 98 THUNDERBIRD (DECLAN FEENEY)
- 99- SWAMI (DECLAN FEENEY)
- 100 MENTUHOTEP (DECLAN FEENEY)
- 101 BLUE MARBLE (ROB BARRETT)
- 102 CRUDE (TOM HISE)
- 103 ALCHEMIST (RUNE RENAIS)
- 104 BILLY POWERS (KIRBY ARINDER)
- 105 DESERT STORM (JOE BARDALES)
- 106 SPARKY (KIRBY ARINDER)
- 107 DR. ADHARMA (KIRBY ARINDER)
- 108 FERD WATLEY (KIRBY ARINDER)
- 109 GRAYKALLEN (RUNE RENAIS)
- 110 THE WHITE WITCH (JOHN POST)
- 111 LANDSPATRIOTEN (RUNE RENAIS)
- 112 I LUI ABELLE WATLEY (KIRBY ARINDER)
- 113 NECROMANCER (JOHN POST)
- 115 REX MONDAY (KIRBY ARINDER)
- 116 SHOCK VALUE (CHRIS MARTZEN)
- 117 SKROMTET (RUNE RENAIS)
- 118 UTBURDEN (RUNE RENAIS)
- 119 ZEITGEIST (RUNE RENAIS)