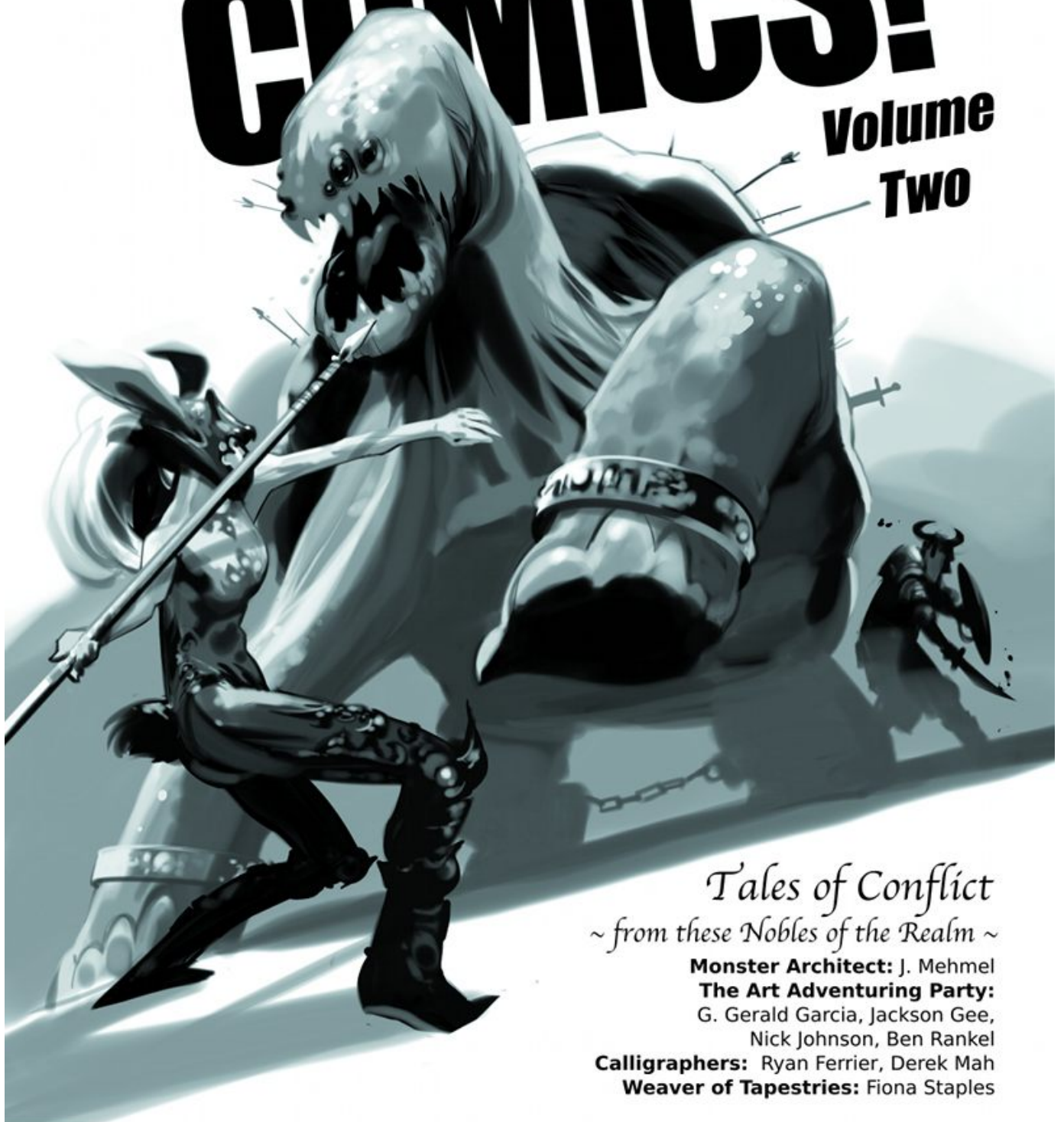


FRONT TWO COMICS!

Volume
Two



Tales of Conflict

~ from these Nobles of the Realm ~

Monster Architect: J. Mehmel

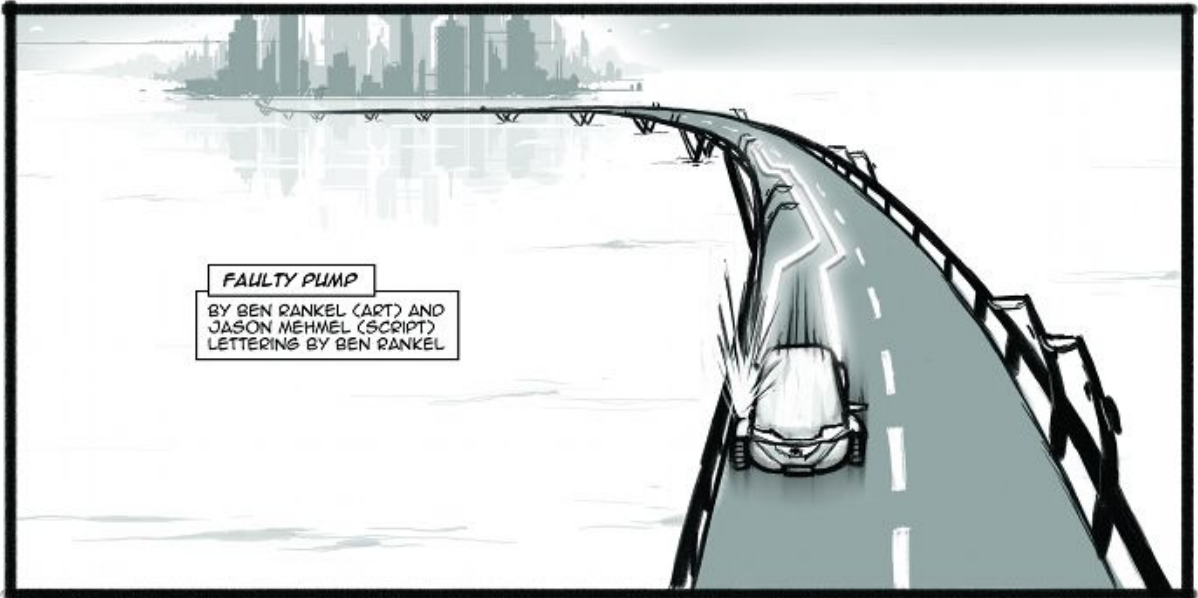
The Art Adventuring Party:

G. Gerald Garcia, Jackson Gee,

Nick Johnson, Ben Rankel

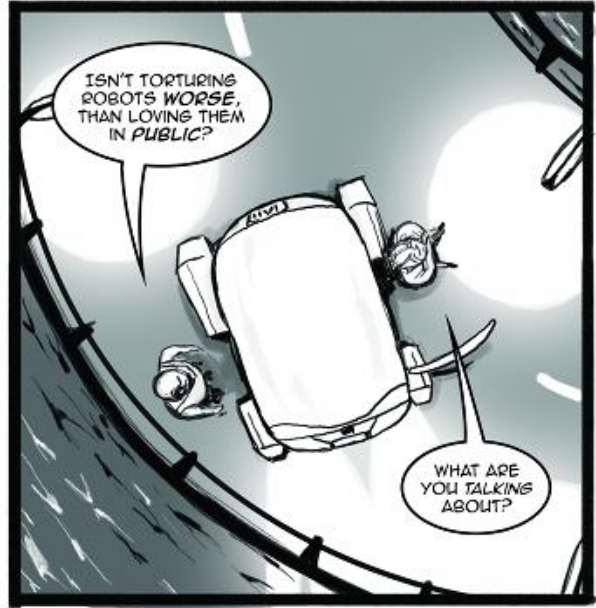
Calligraphers: Ryan Ferrier, Derek Mah

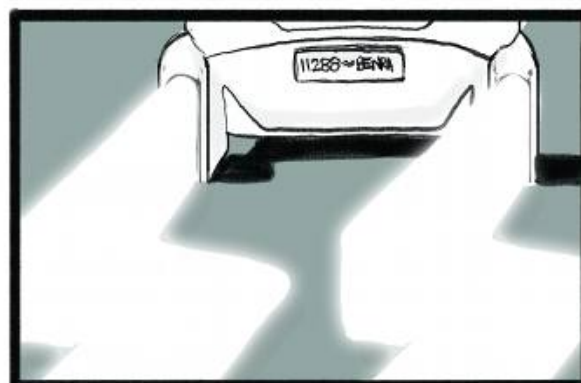
Weaver of Tapestries: Fiona Staples

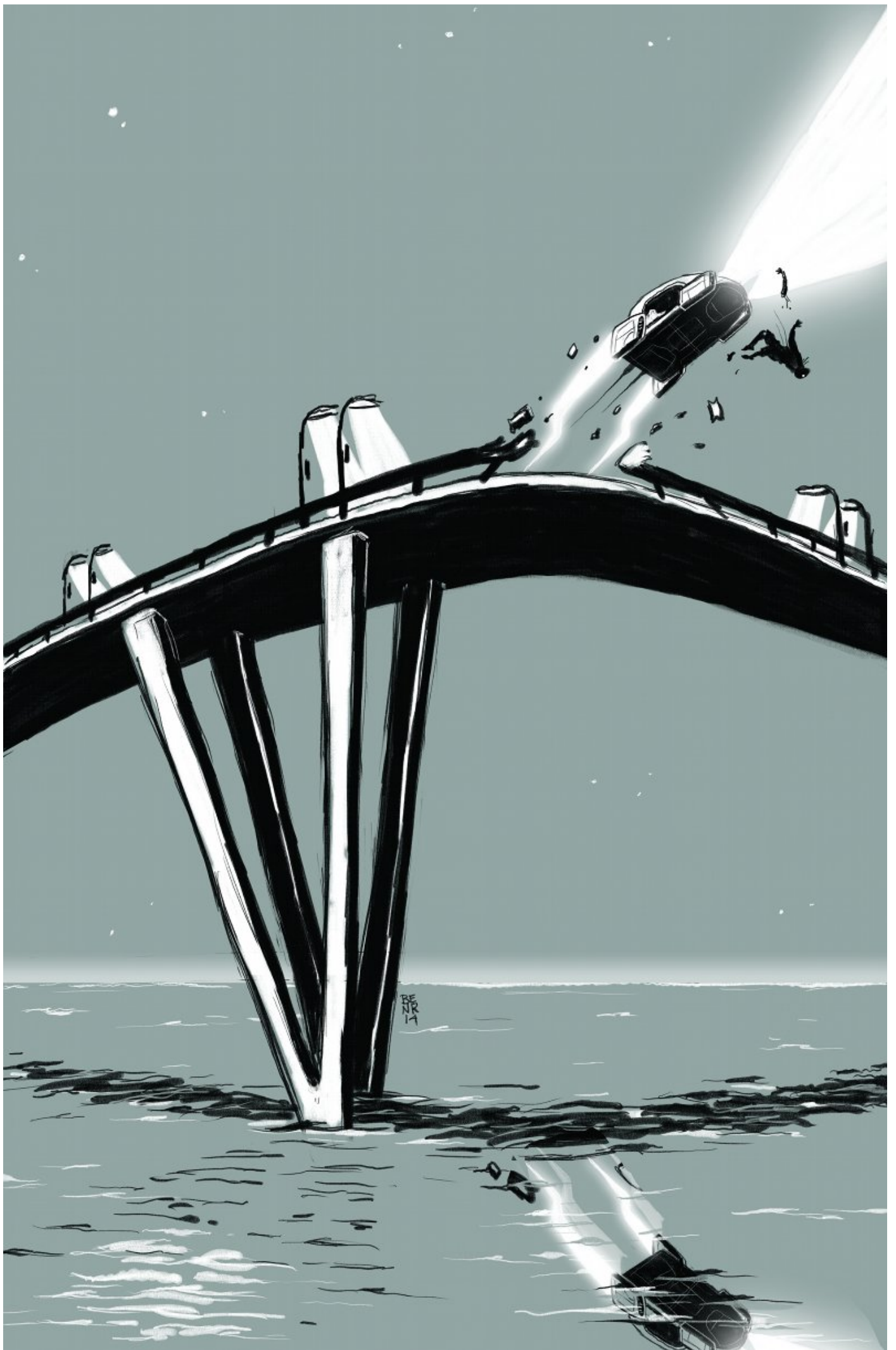












TITAN DREAMS

BY JACKSON GEE (ART)
AND JASON MEHMEL (SCRIPT)
DEREK MAH (LETTERS)

FINAL REPORT

To the Committee of Reclamation.
Elizabeth MacRae, Imperial Scout Brigade
As you likely already **know**, the mission
did not proceed according to plan.

I found local inhabitants, but also
activated something in their scavenged
technology. Something they never
expected to become operational.

CLUNK
CLUNK

TRACKING

I felt some responsibility
for **activating** the mechanoid.
It appeared to respond
to my **wireless** technology.

TO
HOOM

Perhaps this report
will **assist** you in
reconsidering your
agenda.



I promised the tribe that I would attempt to **appease** their Titan.



The mechanism was a fearful god to the locals, now wreaking **vengeance** on them.



I had a **different** theory.

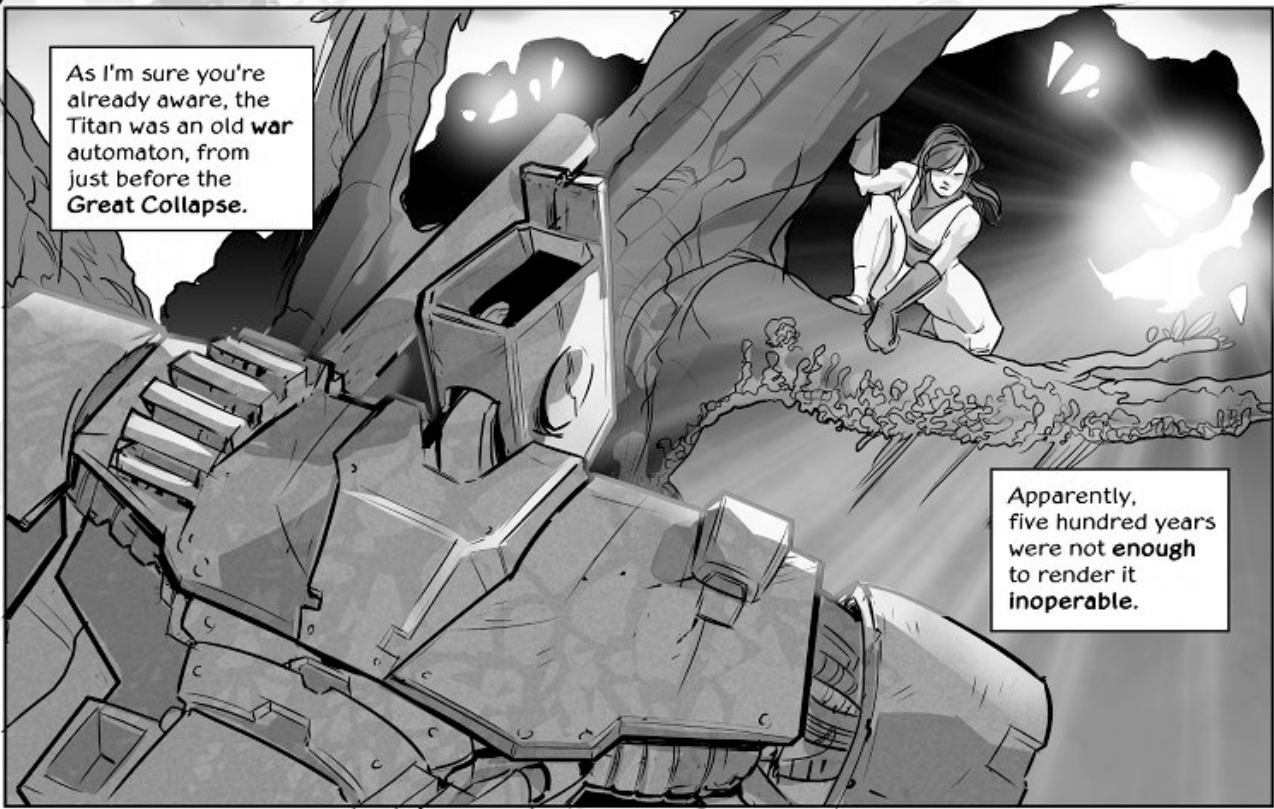


I could only hope that I was **correct**.

The next step seemed **simple**; close investigation of the mechanism in question...



As I'm sure you're already aware, the Titan was an old **war** automaton, from just before the **Great Collapse**.



Apparently, five hundred years were not enough to render it **inoperable**.

The real question was, what had **changed** to activate the previously-inert war machine?

It puts me in mind of my grandfather, another operative for the empire. Lost in these wilds, so many years ago.

I used to love hearing his stories.

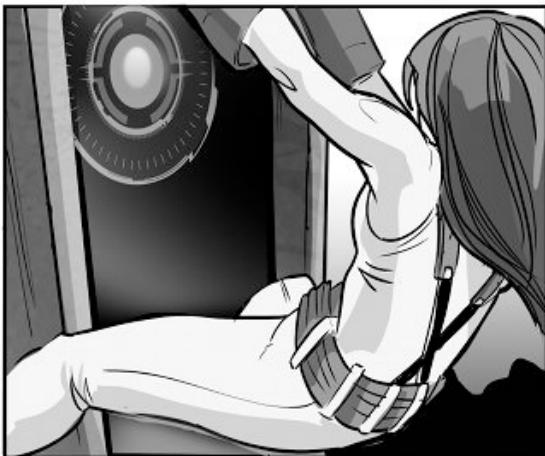


It's why I joined the Brigade.



SHHH.
SHHH.

Committee members, in that moment, I sincerely hoped that I was wrong.



GRANDPA?

GRANDPA!
IT'S US! IT'S ME!
LIZZIE!



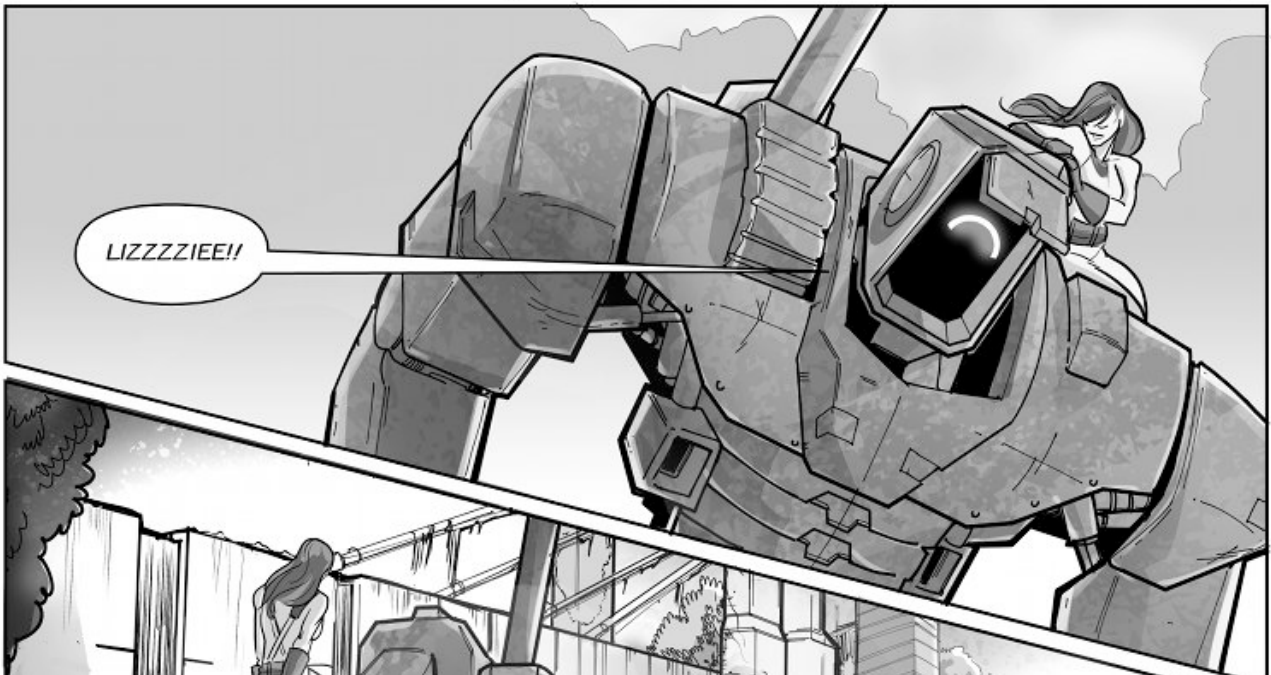
LIGHTNING LIZZIE?



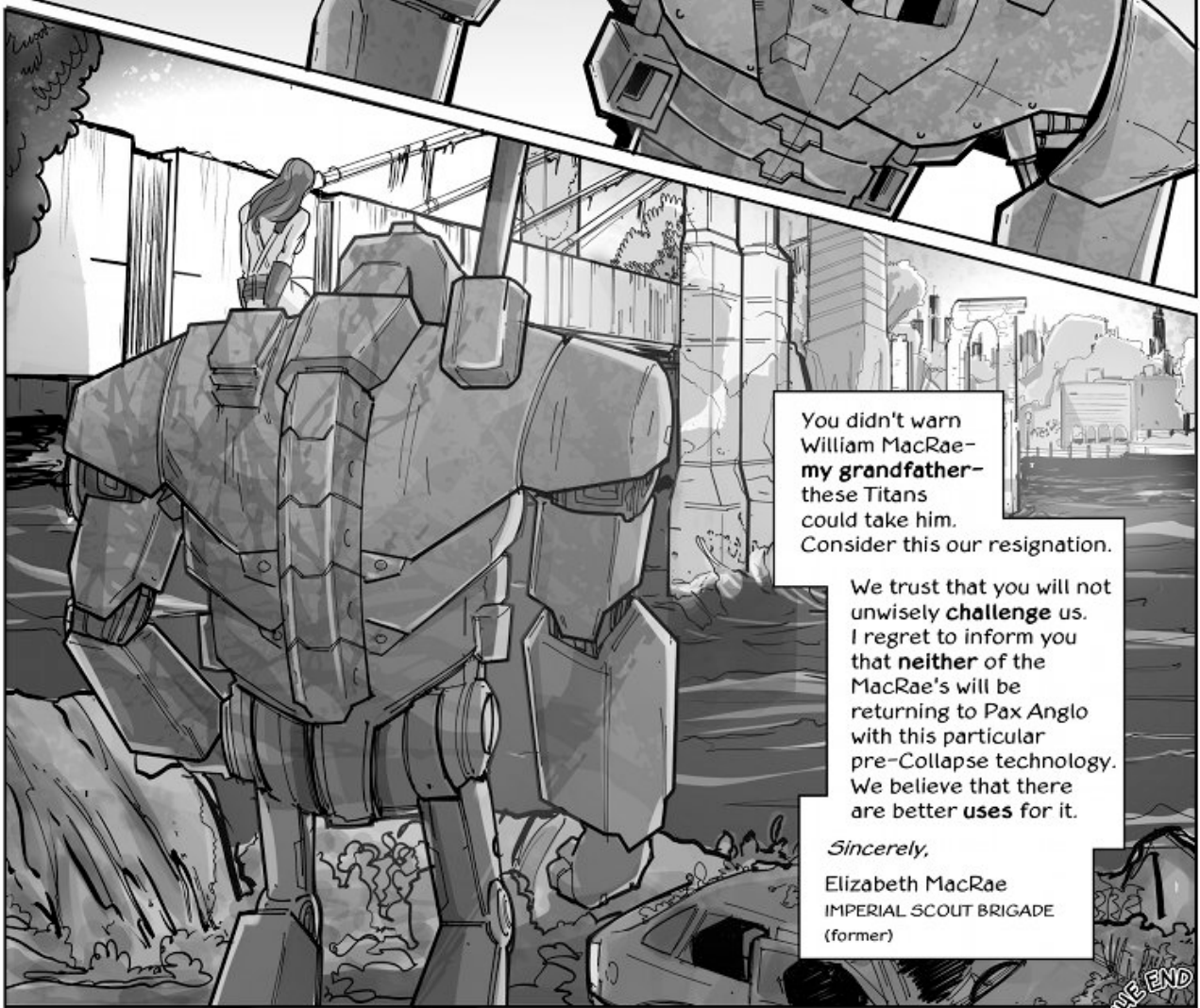
Grandpa?



FRZZ-SHOCK-LL LIGHT-N-NG?



LIZZIEEE!!



You didn't warn William MacRae-my grandfather-these Titans could take him. Consider this our resignation.

We trust that you will not unwisely challenge us. I regret to inform you that neither of the MacRae's will be returning to Pax Anglo with this particular pre-Collapse technology. We believe that there are better uses for it.

Sincerely,
Elizabeth MacRae
IMPERIAL SCOUT BRIGADE
(former)

THE END

JAMIE'S HILL

BY G. GERALD GARCIA (ART)
JASON MEHMEL (SCRIPT)
DEREK MAH (LETTERS)

A FROSTY JANUARY:
THE WEEKEND BEFORE
THE SURRENDER,
BACK TO SCHOOL
AND WORK...

SOMEONE
DECIDED TO CONTEST
THE RULE OF JERRY,
THE KING OF THE HILL.

JAMIE WAS HERE TO
TAKE IT FROM HIM.



I WAS HERE
TO WATCH.





THIS WASN'T THE FIRST TIME HE HAD BEEN CHALLENGED.



THIS WASN'T THE FIRST TIME HE'D DEALT WITH THEM HANDILY, EITHER.

ALL RIGHT, THEN.



LET'S DO IT.



SNOWMEN,
GO!



ICICLES,
GO!



THE REST,
YOU'RE WITH ME.



HE'D HAVE TO
ADMIT, NO ONE
HAD EVER TRIED
THIS HARD
BEFORE.



IT TAKES AN ARMY
TO TOPPLE A KING.
SOMETIMES,
NOT EVEN THEN.



HE'S TOO BIG!

C'MON!



IT SEEMS GERRY WOULD KEEP HIS HOLD, ON SNOW AND POWER.



COME ON...



FALL!





THE SNOW, SHOCKINGLY
COLD ON HIS FACE-



THOSE EYES,
SHINING WITH
AMBITION-



WHEN DOES
A KING SEE
BEYOND THEIR
CROWN?



WHOOOOAAAH-





THAT SUNDAY, THEY HAD VICTORY IN THEIR HEARTS. SOMETHING TO LIFT THEM DURING THE TRUDGING RETURN TO CLASSROOMS AND HOMEWORK.



WHY LET HER WIN?



EXIT INTERVIEW

BY NICK JOHNSON (ART)
JASON MEHREL (SCRIPT)
RYAN FERRIER (LETTERS)



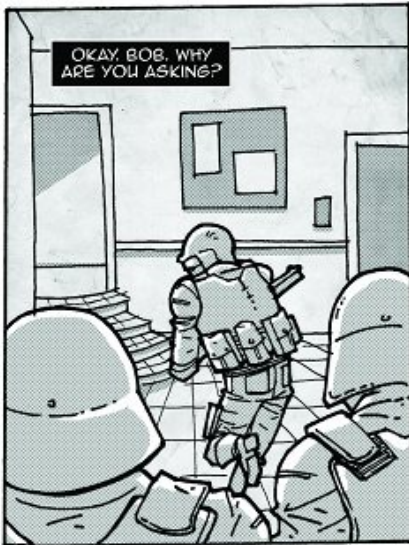
TRANSCRIPT RECORDED
ON DATE [REDACTED]

WELL, HERE
WE ARE.

WHAT'S THE
MATTER, LANCE?

I'M NOT SURE
I KNOW, MISTER
BREECH.

CALL ME
BOB.



OKAY BOB, WHY
ARE YOU ASKING?



WELL, YOU'RE A
GOOD OPERATIVE,
AND YOU'RE
LEAVING THE TEAM.



IT'S A BIG
HIT FOR US.

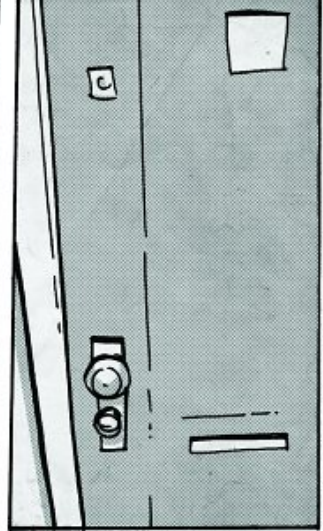
I THOUGHT I
ALREADY WENT
THROUGH THIS.

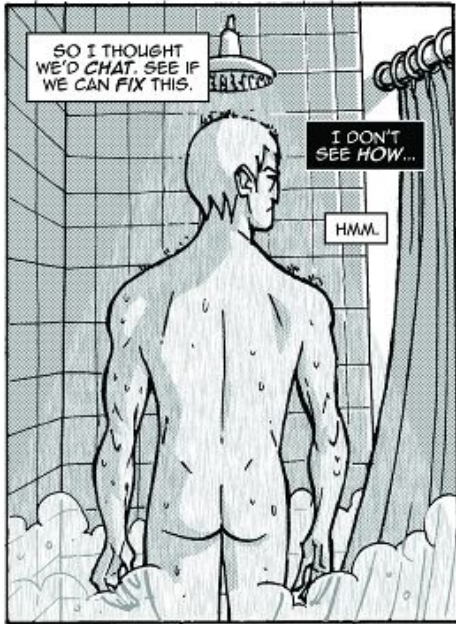


WELL, YES,
YOU TALKED
TO STEVENS
ABOUT IT.



BUT WE STILL
HAVE SOME
CONCERNS.





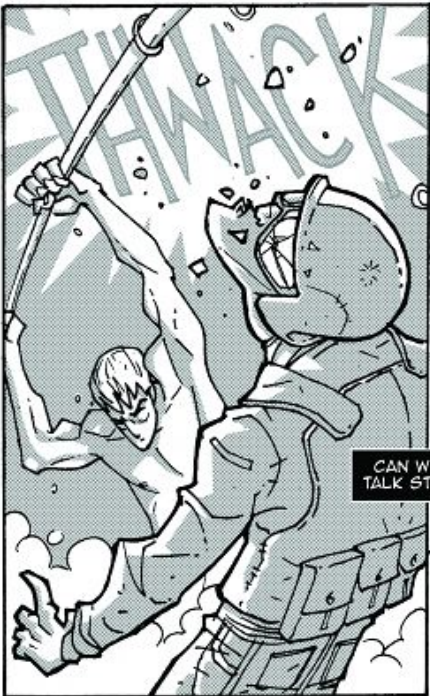
SO I THOUGHT WE'D CHAT. SEE IF WE CAN FIX THIS.

I DON'T SEE HOW...

HMM.



I THINK YOU ALREADY GUESSED THIS, BOB.



CAN WE JUST TALK STRAIGHT?



WELL YOU HAD ACCESS.

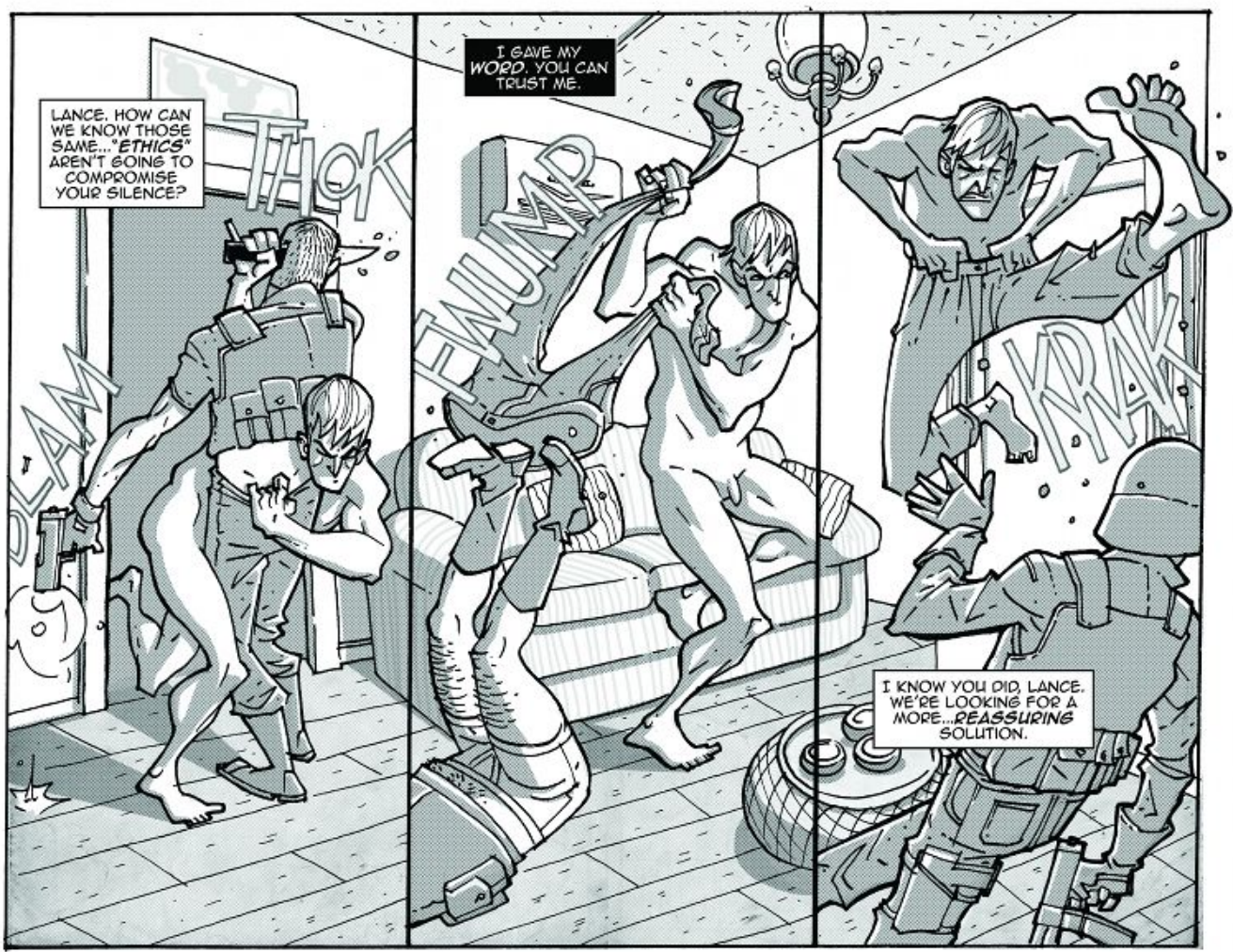
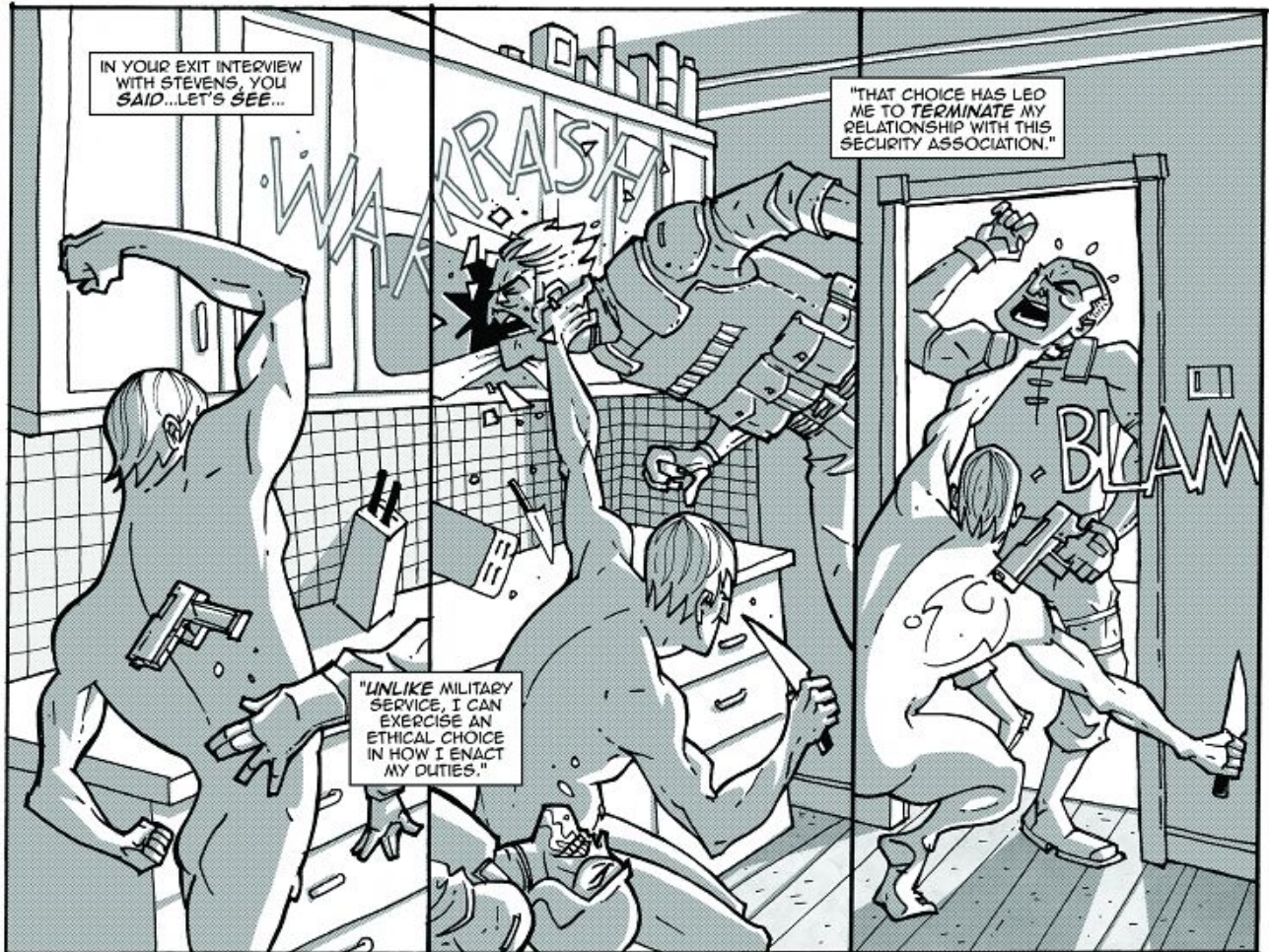


ACCESS TO SENSITIVE INFORMATION.

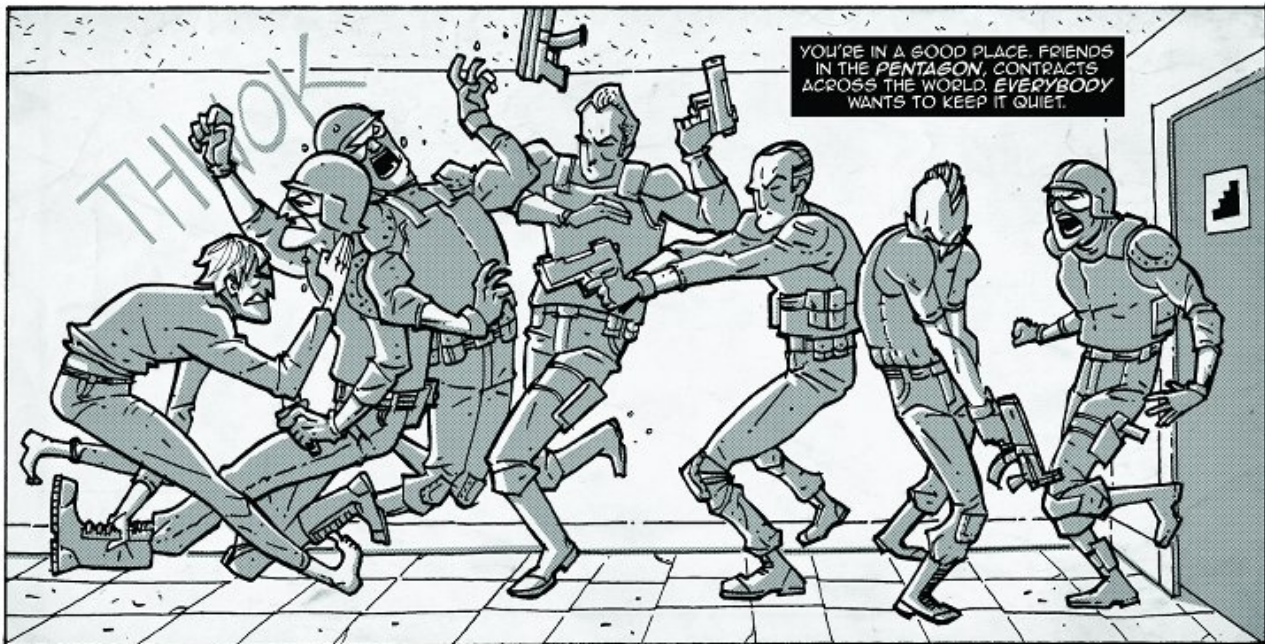
AND I SIGNED THE NON-DISCLOSURE.

WE'RE CONCERNED THAT WE NEED MORE INSURANCE THAN THE NDA PROVIDES.









YOU'RE IN A GOOD PLACE. FRIENDS
IN THE PENTAGON. CONTRACTS
ACROSS THE WORLD. EVERYBODY
WANTS TO KEEP IT QUIET.



AND I'M NOT
INNOCENT. I KNOW
WHAT I'VE DONE
WITH YOU GUYS. YOU
UNDERSTAND?

I DON'T WANT TO TALK
ABOUT IT. I DON'T WANT
ANYONE TO KNOW.



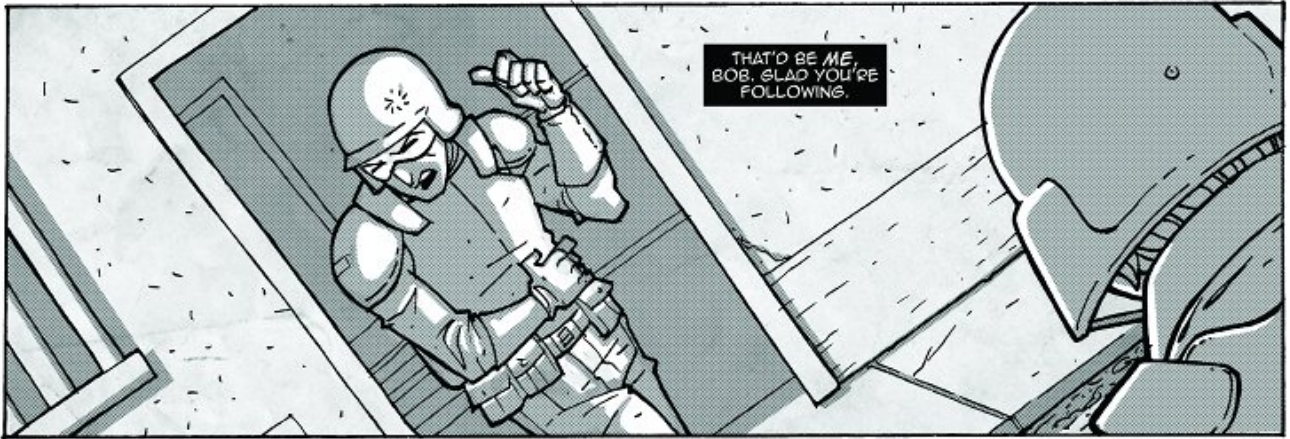
BUT IF YOU TRY TO
ARRANGE A SOLUTION
THAT YOU FIND MORE
"REASSURING" THAN
TRUSTING ME?



YOU'RE GOING TO HAVE MORE CONCERNS, NOT LESS.



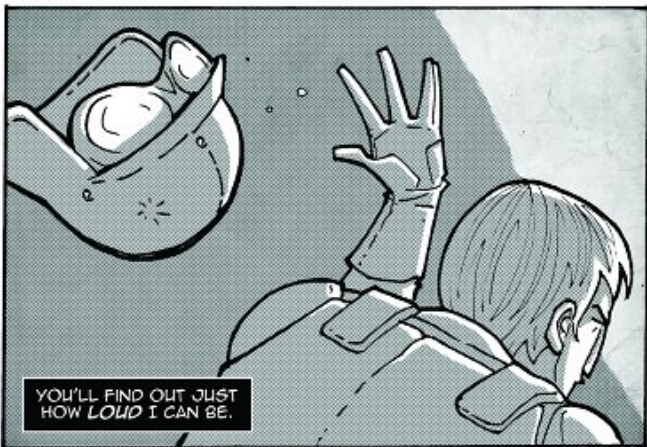
NOW, LANCE...WHO'S THE ONE THREATENING?



THAT'D BE ME,
BOB. GLAD YOU'RE
FOLLOWING.



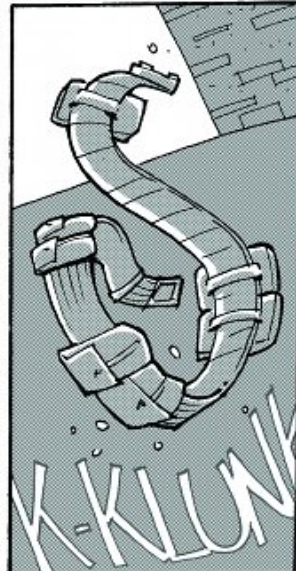
THIS ISN'T JUST GOING
TO BE ME SCRAPPING
WITH YOUR SQUADS.
FROM TIME TO TIME.



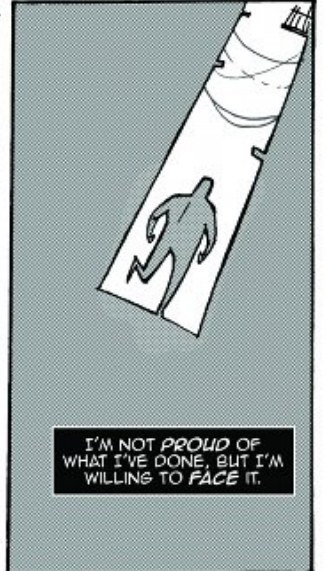
YOU'LL FIND OUT JUST
HOW LOUD I CAN BE.



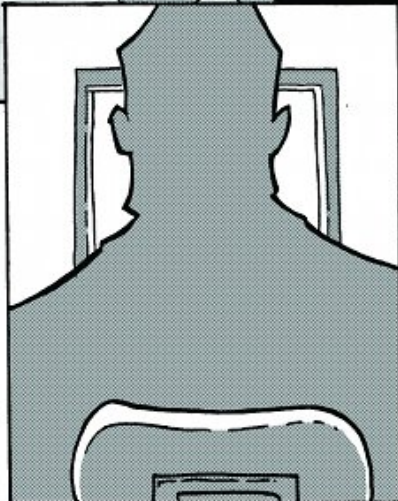
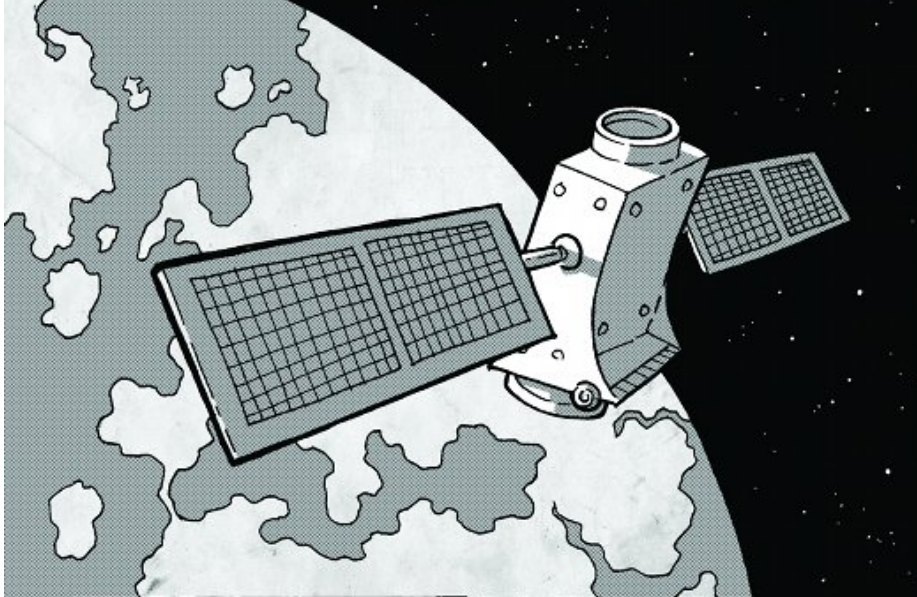
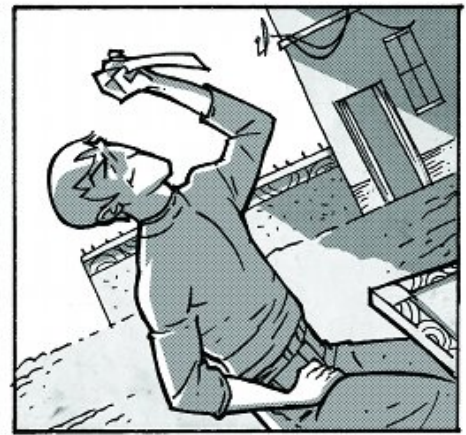
YOU'LL FIND OUT
WHAT HAPPENS, WHEN
EVERYTHING YOU WANT
COVERED UP, ISN'T.



K-KLUNK



I'M NOT PROUD OF
WHAT I'VE DONE, BUT I'M
WILLING TO FACE IT.



The Fight Comics Tapes

Volume 2. This is kind of exciting... Volume 1 contained stories that I'd had in my head for a while, and involved me finding the artists and working with them to make it real. It was definitely writer-driven.

Volume 2 is artist-driven. These stories all came from conversations I'd had with artists as they flipped through Volume 1, or as I started thinking of artists I wanted to work with, and asked them what they wanted to draw. From an idea bounced around over pub tables after a convention to a finished page, these ideas have grown into an entire story, albeit a short one.

FIGHT COMICS!

It's been wonderful to collaborate with these artists. Nick and I have been friends for years now, and each story we do together seems to take it up another level. (And I think the previous ones were actually pretty good.) Jackson is a dynamo of comics energy, turning out pages that are exciting and captivating. Ben's brings the acting out of our characters; I can see his work inside their emotions. Gerald's work has such an inky innocence to it; he represents children how they see themselves, not how adults imagine, or vaguely remember, children to be.

Fiona's work on the cover was borne out of a shared appreciation for Final Fantasy and its various incarnations. I leave it to you to find out what's being referenced here. Her art is always evocative yet human, but I have a soft spot for illustrations of fantasy parties fighting monsters. (Fiona and Ben are both in a local D&D campaign that I run.) I'm also teasing a little bit of Dale Berry art on this page... I'm still proud of the story we did in Volume 1! Go give that story a read, and check out his work at myriadpubs.com

Ryan Ferrier and Derek Mah are both skilled artists on their own, as well as skilfully lettering here. Ryan's writing is hilarious and intelligent. Derek brings such grace and skill to his work, as well as giving the gift of wonderful long conversations.

Fight Comics Volume 1 was a concept album for me. Specifically telling stories that I'd wanted to tell, arranging them show to off my work in a bunch of different styles and genres. Volume 2 looks similar on the outside, but this was a jam session; a bunch of us having fun in the studio. Listen closely, you can hear us laughing with joy between the tracks.

~J. Mehmel 2014

Visit www.fightcomics.ca for more stories and information!

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