

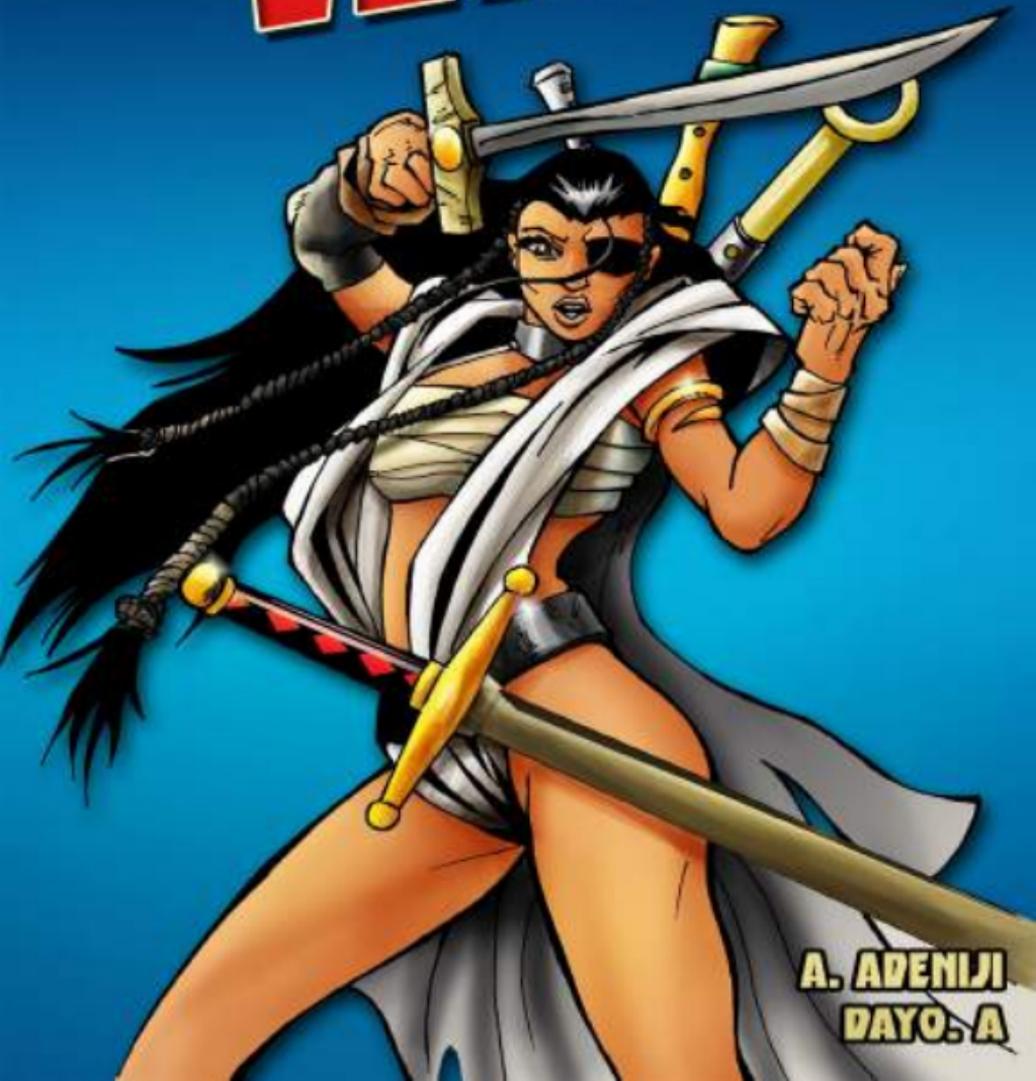
**COMIC
BANDIT
PRESS**

#9

TRUE WILL DEFIES BELIEF

VERSUS

VOL.1



**A. ADENIJI
DAYO. A**

TRUE WILL DEFIES BELIEF
VERSUS

ISSUE NINE

CREATED/WRITTEN/LETTERED BY
ADENIYI ADENIJI

PENCILS AND INKS
DAYO ANIMASHAUN

COVER ART BY: THE FREE COMPANY HD



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BOOM







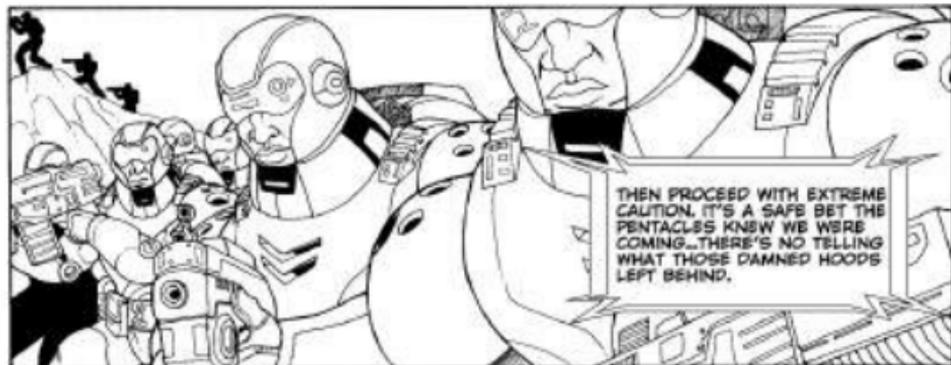
THE ZEROES

The Special Forces Arm of the Rimm Government, known as the Zeroes, have seen it all and done it all. But the Zero Ones, the Zero Sixty-Sixes (commonly called Sixers) and the Zero Eight's (known as O-Eights) are considered to be the Elite even amongst the numerous ranks of their elite fighting squads. However, the Zero Ones, led by Commander Rasmus Rouk are the most famous of the Zeroes, due in no small part to a former member of their unit, one Lieutenant J.T. Branegan, the Soul Saint who would one day come to be known as "BRAGG the WORLD CLEAVER".



COMMANDER "RASMUS" ROUK

Commander Rasmus Rouk is a legend amongst the Military personnel of the Galactic Alliance and their enemies. As one of the first members of the Rimm Special Elite Force- then only known as the Zeroes- he would become one of the most influential figures in the Rimm Army. As the leader of the Zero Ones, his exploits (along with that of his second in Command and most trusted friend, one J.T. Branegan) would become legendary. His most notable exploits would come at the end of what has now become known as the "Lost Wars".



THEN PROCEED WITH EXTREME CAUTION. IT'S A SAFE BET THE PENTACLES KNEW WE WERE COMING...THERE'S NO TELLING WHAT THOSE DAMNED HOODS LEFT BEHIND.

THE SPECIAL FORCES ARM OF THE RIMM GOVERNMENT, MORE COMMONLY KNOWN AS ZEROES, ARE WELL VERSED IN THE ARTS OF ESPIONAGE AND WAR...



...BUT AMONGST THE ZEROES, THE ZERO ONES ARE THE ELITE.

FOR THIS REASON...ONLY THE EXCEPTIONAL ARE BROUGHT INTO THEIR RANKS.

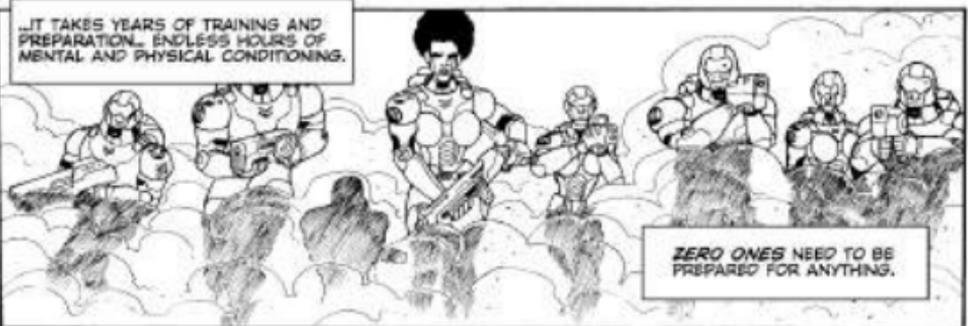


LIKE LIEUTENANT LEBTA FOR INSTANCE.

BUT BEING THE BEST IS NO EASY TASK...



...IT TAKES YEARS OF TRAINING AND PREPARATION... ENDLESS HOURS OF MENTAL AND PHYSICAL CONDITIONING.



ZERO ONES NEED TO BE PREPARED FOR ANYTHING.



LEETA: TAKEN FROM THE NAME 'LETA' OF AFRICAN ORIGIN MEANING 'BRING'.



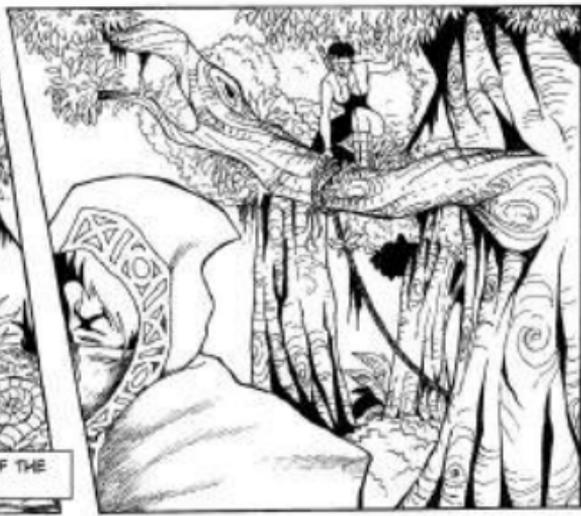
...BY SURPRISE.



TEAM
LEADER
TO BRIDGE
...

...COMMANDER
I THINK WE
HAVE A
PROBLEM
...

Planer Cest.

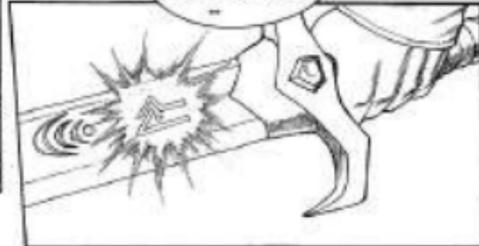




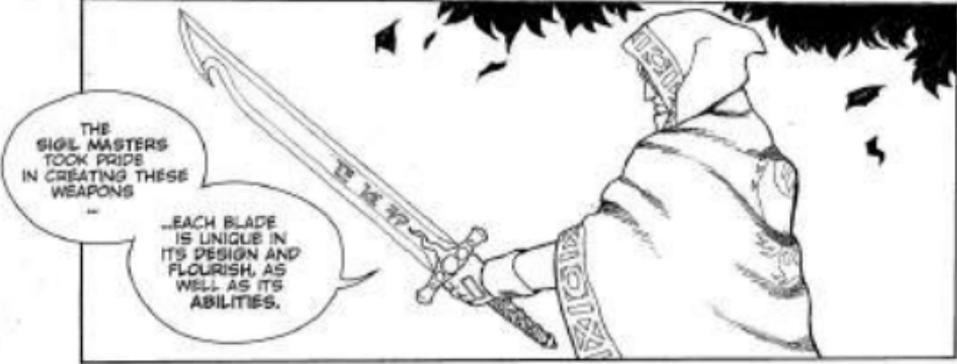


YOU REALLY
DIDN'T THINK
IT WAS
GOING TO BE
THAT EASY,
DID YOU...



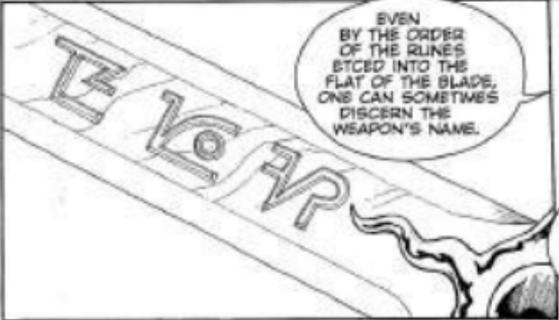


SEKAI: NAME FROM ZIMBABWE MEANING "LAUGHTER".



THE
SIGL MASTERS
TOOK PRIDE
IN CREATING THESE
WEAPONS

...EACH BLADE
IS UNIQUE
IN ITS DESIGN AND
FLOURISH, AS
WELL AS ITS
ABILITIES.



EVEN
BY THE ORDER
OF THE RUNES
ETCHED INTO THE
FLAT OF THE BLADE,
ONE CAN SOMETIMES
DISCERN THE
WEAPON'S NAME.



DO YOU
KNOW THE
NAME OF
THIS BLADE



SADAKA...
"DEATH'S
HEAD..."



...IS THAT
SUPPOSED TO
FRIGHTEN
US?



ACTUALLY



IT
FRIGHTENS
ME A LITTLE



...WHAT?
I'M JUST
BEING
HONEST?





WE WILL SEE.



THIS IS SHOSHAN "THE ROOT BLADE".



BUT AM GUESSING YOU ALREADY KNEW THAT.



KESI!!
LET'S GO!!!

WHATEVER

MEANWHILE, BACK ON *GRUUL*...



COMMANDER!!!
IT APPEARS THE
CREATURE IS A
BIO-MECHANICALLY
ENHANCED KIMERA
!!!

A
KIMERA.
PP

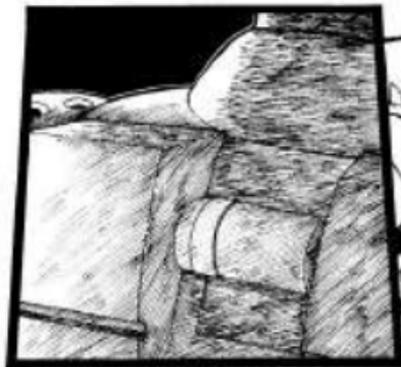
...WHAT'S
THE DAMAGE
REPORT
LIEUTENANT?

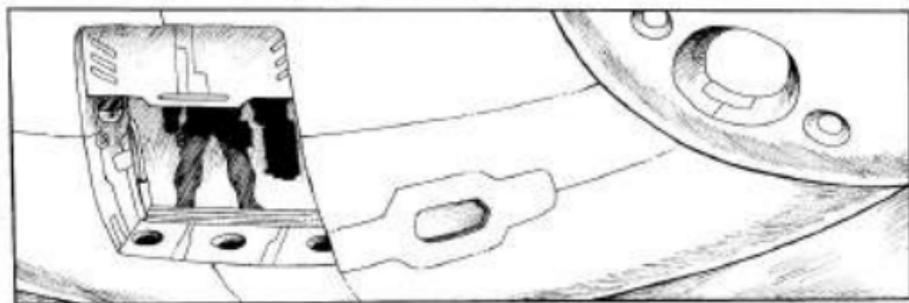
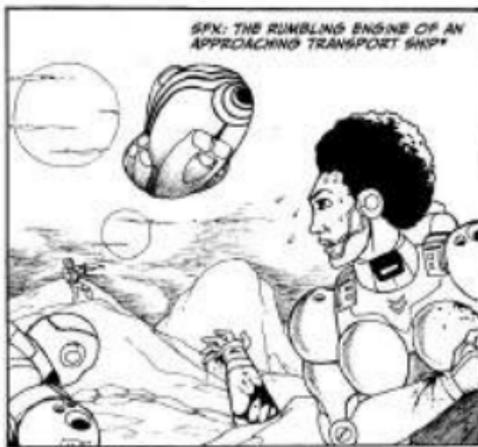
WE'RE LOSING
MEN FAST!!!
AND OUR
WEAPONS SEEM
TO BE HAVING
LITTLE EFFECT
ON THE CREATURE!!!

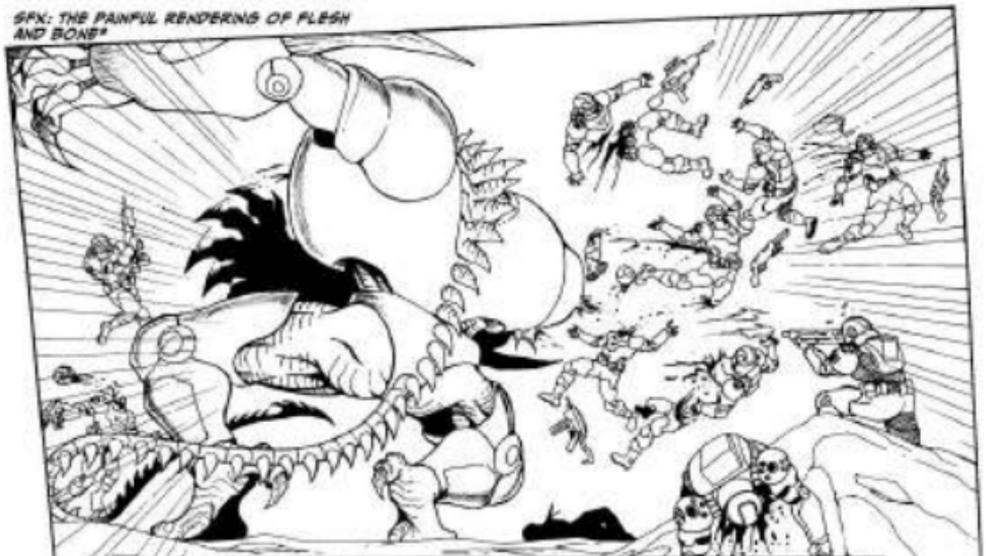


HANG IN
THERE
SOLDIER!!
HELP IS ON
THE WAY!

SFX: THE SOUND OF WEAPONS FIRE, EXPLOSIONS
AND SCREAMS*







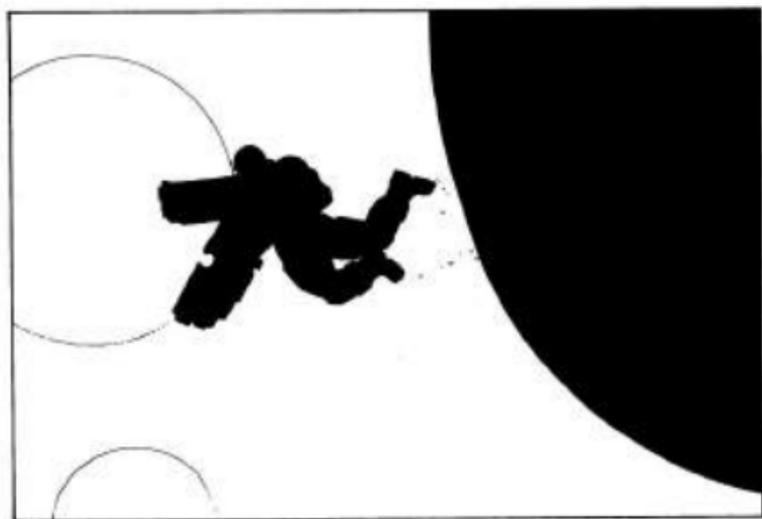
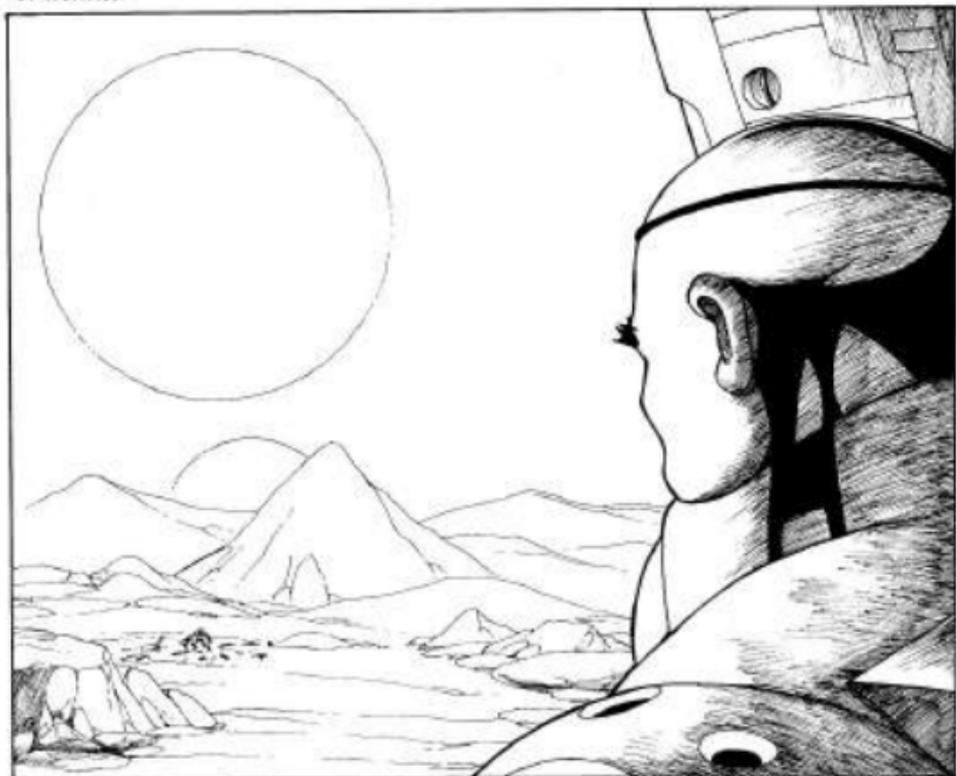
COMMANDER...
THIS IS LANCE
TEAM...
CARGO IS
IN PLAY...
I REPEAT...
CARGO IS IN
PLAY...

LIEUTENANT...
ORDER YOUR
MEN TO FALL
BACK...

...OMEGA
ONE
IS IN PLAY.

UNDERSTOOD
COMMANDER!







SFX: THE WHISTLING SOUND OF
SOMETHING FALLING*





ULTRA KIMERA

The ULTRA KIMERA was created by Pentacle scientists and left on a planet known as Gruul, as a trap for the Rimm Alliance forces, who had been sent after the Pentacles and former Alliance hero Iyan'gura. By using high-alloy armoring and cybernetic enhancements to increase its already formidable power, the "Ultra Kimera" is a highly efficient killing machine, knowing no remorse or regret.

The Kimera...one of the most feared and revered creatures in the known universe. It is believed that there is a Kimera on every habitable planet in the known Galaxies; a fact which has often led to the Kimera, being worshipped as gods. These ancient and primal beings are made even more mysterious by the somewhat unusual fact, that no two Kimera are alike in appearance or form. Only by studying their D.N.A and the tragic event known as the "Cleansing" has the relation between the Kimeras been established. However, while all Kimeras share a large part of their genetic structure in common, their highly adaptable bodies have often mimicked traits from the indigenous life of the planets they have come to inhabit. However, it has been common knowledge for eons that the Kimera did in fact possess a highly functional intellect and the innate ability to communicate with each other and other sentient life forms, through a crude form of telepathy.

Not much is known about where the Kimera originally came from, and for centuries academic scholars from all over the Galaxies argued that these creatures- in spite of their presence on most of the known inhabited worlds- couldn't possibly be of the same specie, citing the fact that the Kimera- possessing no technology of their own- had no feasible way of traversing through space. But then, came the Cleansing.

"THE CLEANSING"

The tragic tale of the Cleansing began with two races, known as the Prudd and the Kalah'Sar. For centuries the Prudd and the Kalah'Sar had been mortal enemies. Locked in decades of war and bloodshed, all attempts to find a peaceful resolution to the conflict had only resulted in escalating their hatred for each other. At the height of the conflict, the Kalah'Sar developed a new weapon, one which would not only destroy their enemies, but the Prudd homeworld as well. After the destruction of the Prudd planet, the Kalah'Sar Armada made the long journey home, victorious and rejoicing in the demise of their long time foes. But they had made one fatal mistake. They had destroyed a planet, that a Kimera called home.

In the abysmal emptiness of space, the Kalah'Sar Armada suddenly found itself surrounded by hundreds of thousands of Kimera spawn, and much to their terror, the seven Arch-Kimeras. With the Kalah'Sar Armada besieged and ripped to shreds, the Kimera would continue their vendetta. For once the Kimera had identified their enemy; there was no place they could not find them. The great Cities and Colonies of the Kalah'Sar fell within hours; its people wiped from the very face of the universe. A harrowing tale for all who understood, that the Kimera did not attack the Kala'Sar simply because they killed one of their own, but rather, because they had done the unforgivable...they had destroyed a planet.

"The Cleansing" would become a cautionary tale for any who sought to destroy the habitable planets of the universe and confirmation that the Kimera could indeed traverse the great expanse of space, but not with technology- as most space-faring races of the universe did- but by an innate ability to open inter-dimensional portals.

MEANWHILE ON BOTSWANA II...





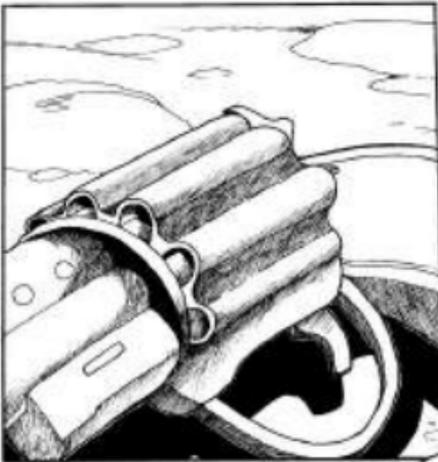




IT'S BEEN A
LONG TIME
COMING...



SO...
WHICH ONE OF
YOU MOOKS
HAS ONE OF THOSE
FANCY SWORDS
I KEEP HEARING
ABOUT?



COMON NOW...
DON'T BE
SHY?

SFX: OF THE BANDITS
LAUGHING*





THERE ARE
TWO THINGS YOU
NEED TO KNOW
ABOUT ME...
ONE...I HATE
BANDITS!!!

TWO
I'VE SPENT
HALF MY LIFE
GETTING MY ASS
KICKED BY A
CRUISTY OLD
MIDGET TO BECOME
A *DEATHLY*
SAINT!!!

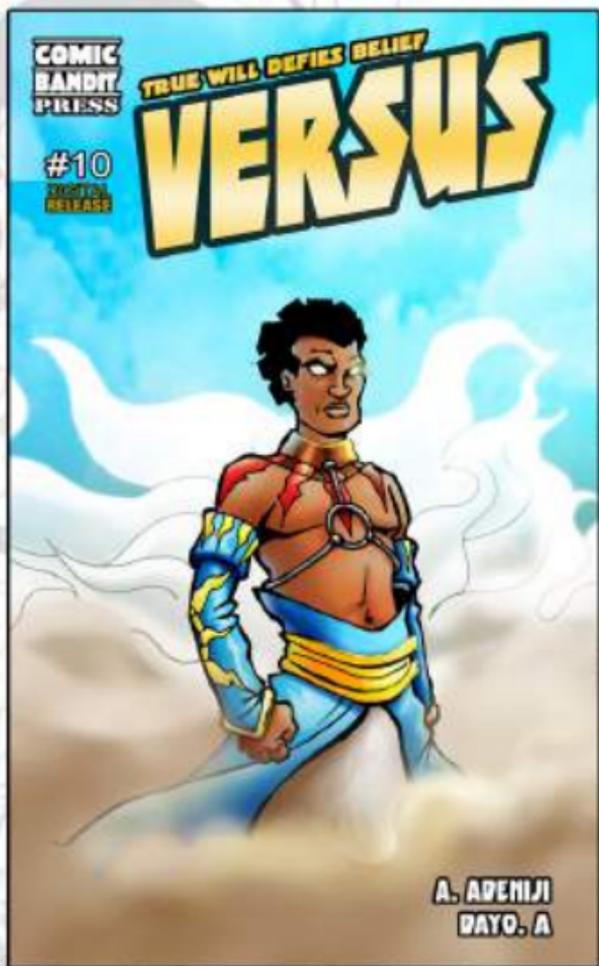


DO YOU
REALLY THINK
I'M GOING TO
DRAW MY SWORD!!
FOR A BUNCH
OF LOW-LIFE
SCUM
LIKE YOU!!!

SPIN: THE RAGING OF BIKING AGAINST THE EVILS OF MODERNITY



TO BE CONTINUED...



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SIGIL SWORDS

The Sigils/Runes/Symbols on Sigil Swords are taking from the Ranghoul race's ancient language. Each symbol represents the embodiment of a fundamental law or element and grants the User of the weapons access to a pre-programmed manipulation of the element in question. The Swords themselves aren't magical, but a highly evolved form of technology. Technologically created conduits for a Saints massive psychic energy, programmed to replicate the synaptic process a Saint would otherwise have to learn through training or natural processes. Normally a Soul Saint would have to be taught specifically to control one or the other of these elements or would naturally attune themselves to one (or sometimes more) of these elements in question, often due to the nature of their environment. In other words, a Sigil Sword/Weapon does the brainwork for the Soul Saint and gives him/her access to fundamental or elemental forces they would otherwise spend a lifetime trying to master. This highly advanced synaptic replication has caused the Sigil blades to develop a sort of sentient intelligence of their own, as they record and mimic the brainwaves of their various Users. It has often happened, where Sigil Blades choose their Masters rather than just being giving to a Soul Saint. However, even with this, a Soul Saint/Deathly Saint, can often force or bend the blade to their will, if they know how.

The Power level of the symbols on a Sigil blade is determinant on the arrangement of the Sigils on the flat of the blade (as well as the power of the User). With the symbol close to the hilt being the weakest and the one at the top, towards the point of the blade being the strongest. The range and power of the elements the Sigils are able to access are also determinant on this arrangement. For instance, a Sigil sword with a "Force Sigil" at the top of the blade would be able to summon far more powerful attacks and a wider range of techniques, than one with the "Force Sigil" at the hilt. Also, the way a Sigil User combines the abilities of the symbols is also limited by this hierarchy. The position of the sigils on the blade also indicate the level or amount of Will a Soul Saint would have to muster to activate them, the least tasking of which being the weakest symbol at the hilt and the symbol above it, going up to the tip of blade, requiring the most psychic energy to activate. In order to activate the sigils, most Saints use "keywords" or "Mantras". In truth, these Mantras aren't really necessary, activating the symbols has nothing to do with the spoken word, but is initially used to train Saints through the mental process of unlocking the power of the Sigils.

Most Sigil Swords have three to two symbols. There are, however, Sigil weapons with only one symbol. These are often amongst the rarest Sigil Blades, due mostly to the great difficulty it took for the Ranghoul Sigil Masters to craft a single symbol weapon of any real worth or power. However, single sigil weapons are amongst the most powerful of the Sigil weapons, with legendary blades like Sutekh, Ista, Mongo and Shani, to name a few. It is also said that the most powerful Sigil weapon in history was also a single sigil weapon. Its ability was so feared, even by the Sigil Masters, that all record of its name was expunged from the Ranghoul archives.

It is also important to note that no civilization has ever been able to successfully replicate the technology of the Sigil Blades. Only the Order of Priests on a planet known as Brail ever came close.

"...and much to our combined dread, he called out the name of his sword and then his opponent...and his enemy was no more."

-ISHAK, SIGIL MASTER OF THE RANGHOUL.



TIME



SOUND



MOON



FORCE



ICE



LIGHT

