

















LIKE SOMETHING
THE COLLECTORS WOULD
HAVE DONE? WE DON'T KNOW
WHAT THEY WOLLD HAVE
DONE, LIARA--



THE **BOSS** IS MORE HOPEFUL ABOUT SHEPARD'S PROSPECTS. WE'RE WILLING TO SPEND EVERYTHING WE'VE GOT --

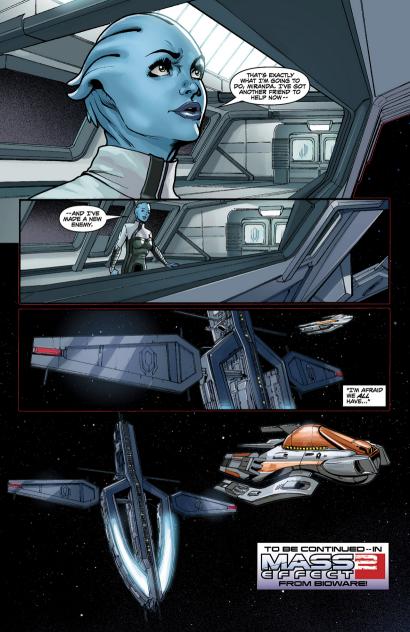
"-BUT IT

WILL STILL TAKE
A VIEY LONG TIME,
IF IT WORKS AT ALL.
I WOULDN'T SIT
AROUND WAITING
HERE.

WHAT WILL YOUR BOSS -- THE ILLUSIVE MAN --DO ABOUT FERON?

THE DRELL KNEW THE RISKS WHEN HE OFFERED TO HELP. WE WON'T BE GOING AFTER HIM. IF YOU WANT TO, THAT'S YOUR BUSINESS --

-- BUT I'D FOCUS ON SOMETHING ELSE IF I WERE YOU. DO SOMETHING YOU WANT TO DO.





REDEMPTION

When one of Earth's greatest heroes, Commander Shepard, is lost in a surprise attack, the intrepid asari Liara T'Soni hunts for the remains of her friend. But minions of the mysterious Shadow Broker are searching, too-and get to Shepard first.

The deadly Tazzik delivers the body to a Shadow Broker base on the magnetically shrouded planet Alingon, where the enigmatic Collectors wait to take delivery. Feron, a Broker minion concerned about the Collectors' interest in Shepard, helps Liara break into the base.

While Feron obtains data detailing the Broker's plans, Liara destroys the center linking the Broker with forces on Alingon. It'll take both of them together to keep Shepard out of the Collectors' clutches—presuming Feron doesn't have yet another secret to reveal about his loyalties. Which, of course, he does . . .

STORY MAC WALTERS

COLORS

MICHAEL ATIMEN

JOHN JACKSON MILLER

LETTERING MICHAEL HEISLER OMAR FRANCIA

COVER ART DARYL MANDRYK



DESIGNED STEPHEN REICHERT ASSISTANT ENITRE BRENDAN WRIGHT EDITOR DAVE MARSHALL PI IRI ISHEP MIKE RICHARDSON

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## *Millihorsepower!*

IN 2004 I WROTE METRO GIRL, a story about Sam Hooker and Alexandra Barnaby. Barnaby's brother steals Hooker's boat, and as a result Barnaby and Hooker embark on an adventure that involves yacht explosions, a vintage bomb, and giant spiders.

In 2006 Barnaby and Hooker returned in Motor Mouth, and they were joined by Hooker's newly adopted St. Bernard, Beans, who helped steal an eighteen-wheeler, find a dead guy, and destroy a motor home.

When Dark Horse asked if I would like to take Barnaby and Hooker to the world of comics, I jumped at the opportunity. How could I not? After all, I if it hadn't been for Carl Barks sending Scrooge McDuck and his family off on treasure hunts, I probably wouldn't be hooked on adventure stories. And if it hadn't been for Little Lulu and the elusive beebleberries (where did they come from?), I might never have fallen in love with a good mystery.

The problem was, I wasn't sure I had the skills to write a comic. It takes a special talent to be able to visualize each frame and page turn. So I went to my daughter for help. Alex's house is filled with comics. Everything from boxes of comics she read when she was five years old to stacks of manga she read last week. I knew Alex's passion and understanding of comics would help make the project come alive.

We dove headfirst into the writing of Troublemaker, the first Barnaby and Hooker graphic novel from Dark Horse. Immediately, Alex and I decided we didn't want it to be a comic version of Metro Girl or Motor Mouth. We wanted it to be an original story that was every bit the third book in the series, made even better by butt-kicking pictures by Joëlle Jones.

We hope that Troublemaker delivers everything a good adventure needs. It's

set in the seedy underbelly of Miami (including, but not limited to, the South Beach nightclub scene, botanica shops in Little Havana, and the Everglades, where petro voodoo rituals are taking place), and filled with gift-wrapped body parts, a deadly swamp chase, 5t. Bernard drool, a Porsche GT3 RS versus a Nissan GT-R, and the biggest challenge Barnaby and Hooker will ever face . . . Hooker's mom.

It has been an incredible, rewarding experience to see a written story take on a whole new life. We couldn't have asked to be part of a better team. So here's a big thank you to Dark Horse for allowing us the opportunity. We love you!



## 



Comics writer—including the upcoming Star Wars: Knight Errant—John Jackson Miller still owns every comic he's had since age six. A real-life "comics archaeologist," he tracks bits of history for his research site, comichron.com. His first SW prose novel, a new Knight Errant adventure, is set for 2011.



If it's the kind of creepy that's cute and quirky—or if it's anything to do with Scotland—you can be sure that she'll love it. Cara Niece, our director of scheduling, is someone without whom our company might perish. You are a hero, Cara! So, please don't get mad that we've announced it to the world . "K? Okay.")





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