

Schlock Mercenary books

(in Chronological Order):

Schlock Mercenary: The Tub of Happiness
Schlock Mercenary: The Teraport Wars
Schlock Mercenary: Under New Management
Schlock Mercenary: The Blackness Between
Schlock Mercenary: The Scrapyard of Insufferable Arrogance

Credits:

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Pencils and Inks

Howard Tayler

Colors

Howard Tayler

Bonus Story Colors

Howard Tayler and Keliana Tayler

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Editing and Proofreading:

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Page 19 — Cas Allen, criticalmiss.comicgenesis.com

Page 51 — **Dave Kellett**, www.sheldoncomics.com

Page 71 — Maia Coyle (age 13)

Page 70 — Brook West

Page 83 — Paul Taylor, www.wapsisquare.com

Page 101 — Alina Pete, weregeek.comicgenesis.com

Page 105 — **Kevin Wasden**, www.splintered-mind.com

Page 107 — James Archibald

Page 120 — **Jim Zubkavich**, www.makeshiftmiracle.com

Page 132 — Karen Burgardt

Page 134 — Melissa Smith, Drew Olds, Janci Patterson

Page 137 — Lars Doucet

Page 154 — Krishna Sadasivam, www.pcweenies.org

Page 180 — Jonathan Leistiko,

www.invisible-city.com/play

Page 193 — **Brad Guigar**, www.evil-comic.com Page 236 — **Jeff Darlington**, www.gpf-comics.com

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Read new Schlock Mercenary every day at www.schlockmercenary.com

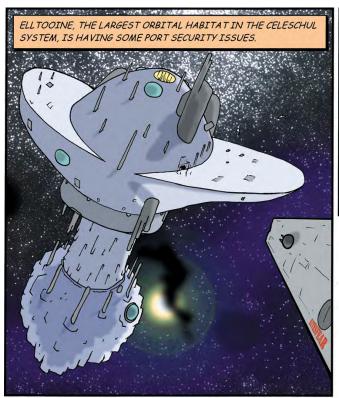
The principal story in this book originally appeared on the web between June 12, 2000 and November 11, 2001.

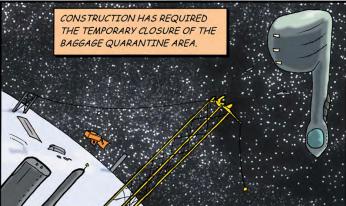
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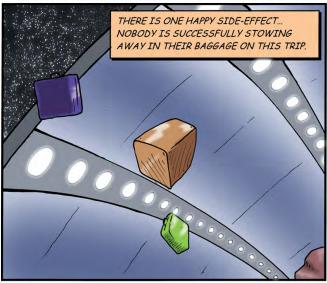
Schlock Mercenary:

BAGGAGE CLAIM











BAGGAGE CLAIM













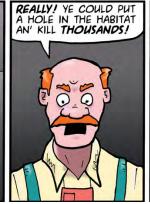








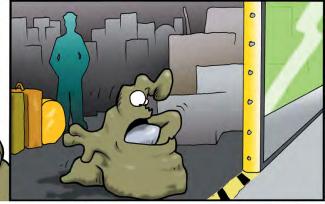






























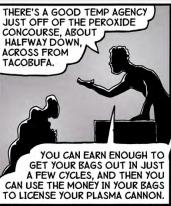








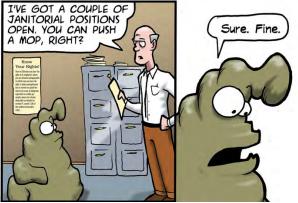








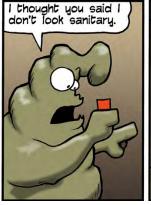






































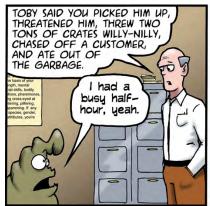
Oh. That's 'cause all the cheez they're using right now is about six weeks past the sell-by date.

The stock room smells like a dead shoe.





BAGGAGE CLAIM



































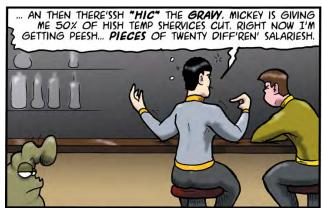








BAGGAGE CLAIM







































Introduction

In December of 1999, I had a heart attack.

It wasn't severe, and the worst part was getting the catheterization bandage detached from my nether bits ("Smile and think of Christmas," the burly nurse said). At the time I saw the whole event as inconvenient rather than life-changing.

Here I am, almost eight years later. I suspect those chest pains were a clarion call. Less than three months after the ripping of that final, hairy bandage, I found myself telling Sandra, "I think I'll pick up doodling as a hobby." A week after that the first Schlock Mercenary character drawings were emerging, and within two weeks I was writing and illustrating strips.

Must artists suffer for their art? I don't know, but I am pretty sure that simple myocarditis does not immediately qualify one as a cartoonist. My early artwork was amateurish, poorly composed, and sloppy. Worse yet, I couldn't even see those problems in order to fix them. I wrote and illustrated in a state of blissful naivete, thrilled to be creating something, and doubly thrilled to have an audience. I had no doubts that I would be a world-famous cartoonist in short order.

I'm glad nobody called my attention to the artists who couldn't pay their bills, and who were oh-so-much more talented than I was.

My wife Sandra was especially supportive. She smiled and nodded at "doodling as a hobby," and watched with delight as I plunged myself into something I loved.

She also suffered very quietly for four years as I worked the equivalent of two jobs, spending sixty hours a week as a software guy, and another twenty or thirty as a cartoonist.

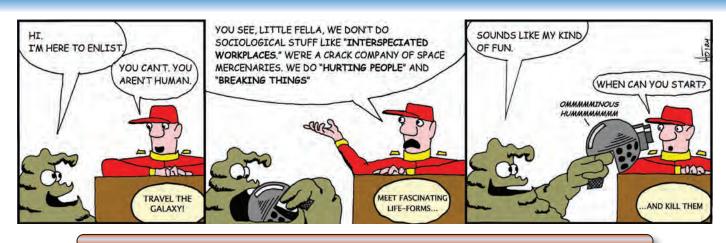
Fans have been demanding this book of "the early stuff" for a while now. I'm glad to give it to them (okay, SELL it to them), but this book is really for Sandra. She loves my early artwork in a way I never will, and selected most of the pieces you'll find in the margins. They had to go in the book, because I won't let her put them on the refrigerator.

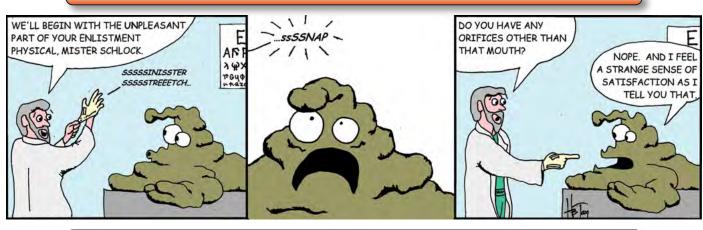
I've met some extremely talented artists along this winding road, and I invited a few of them to contribute pieces for this volume. Hove seeing my creations through the eyes of the artists I admire, and hope you'll enjoy them too.

The best part of this endeavor, though, has been knowing that people are laughing because of what I do. Read on, then. Laugh loud, and laugh often. You might not think it's possible, but I can hear you.

Howard Tayler August 22, 2007

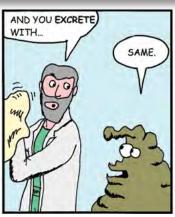
















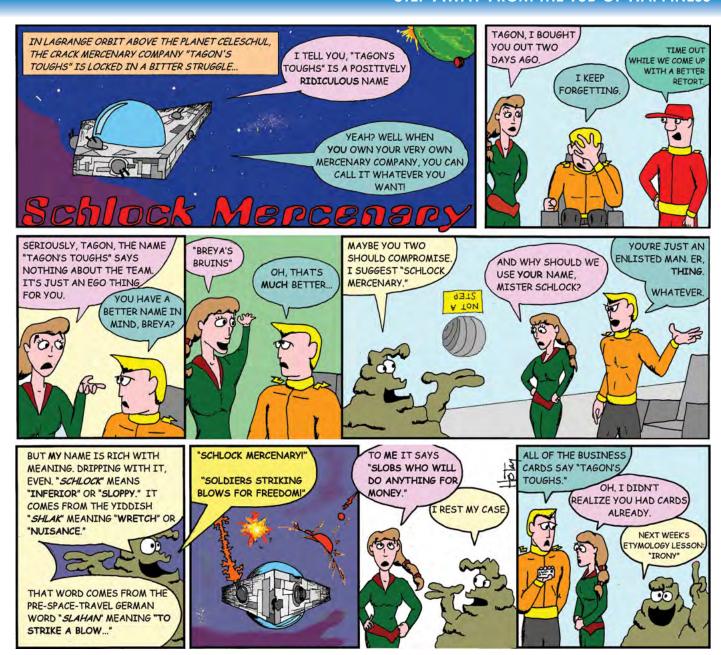








Tiffany Ross www.aliendice.com





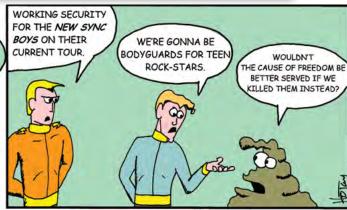










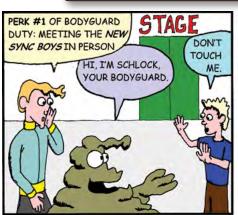




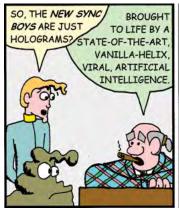










































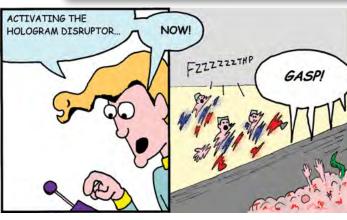




























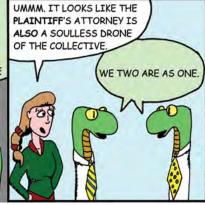




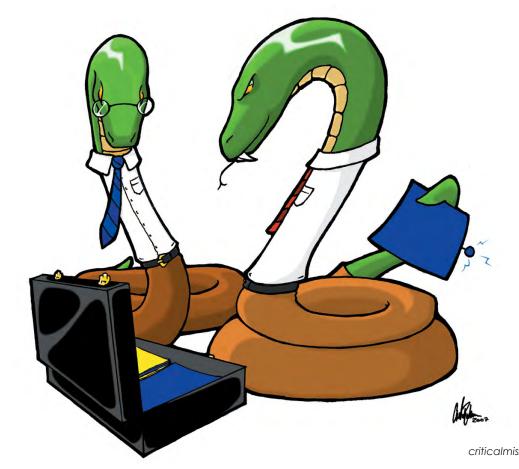




I MAYBE A SOULLESS DRONE, BUT MY MIND IS ONE WITH THE PARTNERSHIP COLLECTIVE™. I HAVE ALL OF THEIR KNOWLEDGE AND RESOURCES AT MY IMMEDIATE DISPOSAL.



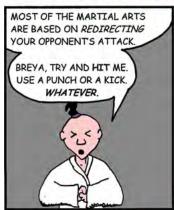




Cas Allen criticalmiss.comicgenesis.com





















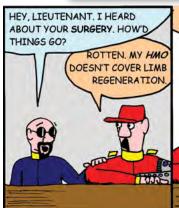
















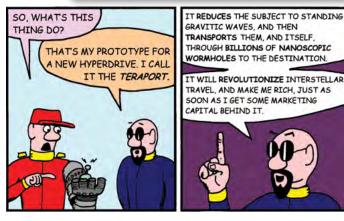








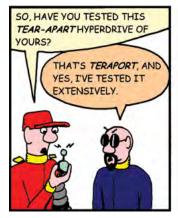












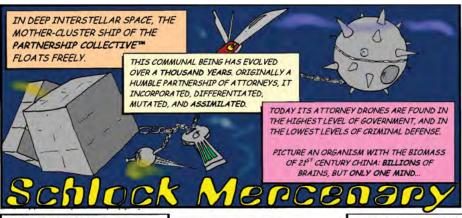


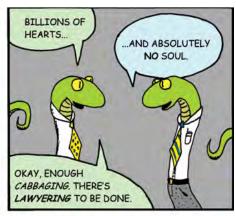


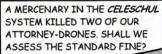
UNFORTUNATELY, I HAVEN'T BEEN ABLE TO TEST IT ON LIVE SUBJECTS, YET. I TOLD BREYA WEEKS AGO THAT I NEED













*TO PUT THIS IN PERPECTIVE, A POLIFLORIAN HYPERNETTER EARNS ABOUT TWO THOUSAND FREEM DURING ONE EFRICKALIAN WORK-WEEK.



WE <u>COULD</u> LITIGATE. SUE THEM FOR, SAY, TWENTY THOUSAND KILOCREDS.*

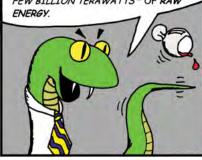
> BETTER, BUT IT STILL DOES NOT SATISFY MY CRAVING FOR BLOOD.



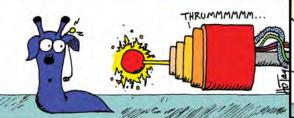
*SOME MORE PERSPECTIVE: OUR HYPOTHETICAL HYPERNETTER WOULD HAVE TO WORK OVERTIME DURING THE ENTIRE FESTIVAL OF KILAA TO EARN EVEN ONE THOUSAND KILOCREDS.



FORGET MONEY, HAVE THE WARRANT-CRUISER PRIME THE PLASMA LANCES. LET'S GIVE THOSE MERCENARIES A FEW BILLION TERAWATTS* OF RAW ENERGY.



*ONE FINAL PERSPECTIVE CHECK: THAT MUCH ENERGY, CONCENTRATED AND APPLIED TO OUR POLYFLORIAN HYPERNETTER, WOULD DISASSOCIATE HER COMPONENT MOLECULES TO MONATOMIC PLASMA, AND FURTHER DISASSOCIATE THE ATOMS TO THEIR COMPONENT SUB-SUB-ATOMIC PARTICLES...

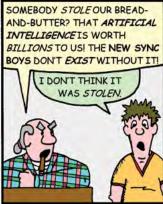


THE RESULTING CLOUD OF QUARKS, GLUONS, BOSONS, AND IMACS, WOULD BE ROUGHLY ONE-AND-A-HALF TIMES THE VOLUME OF THE LESSER MAGELLANIC CLOUD.

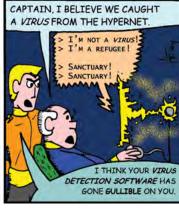






















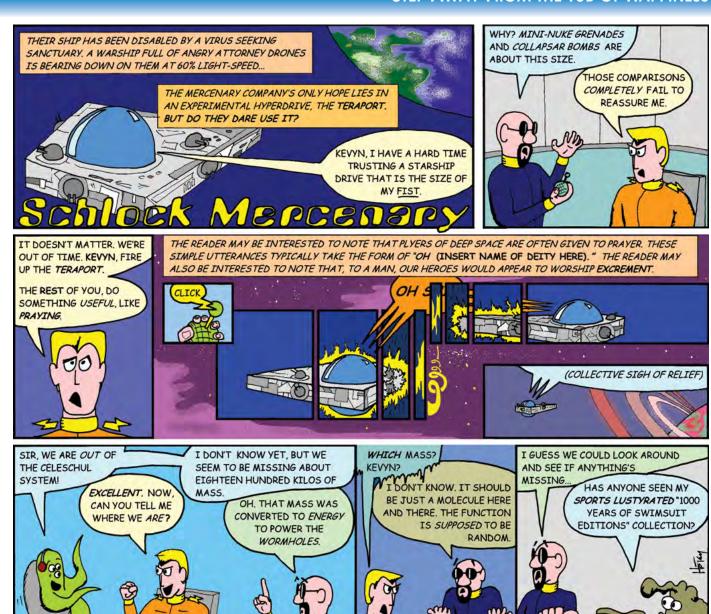


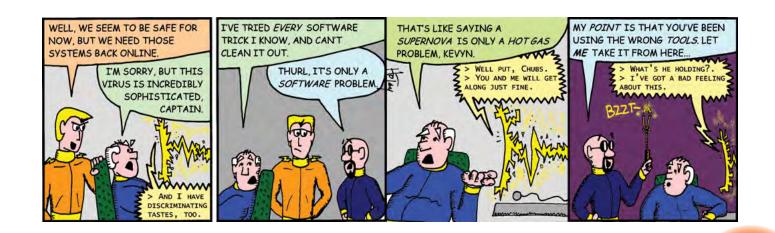




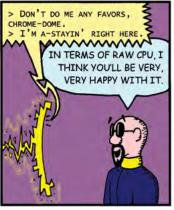


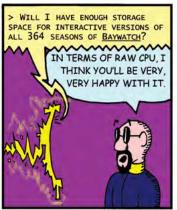






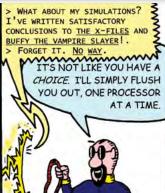






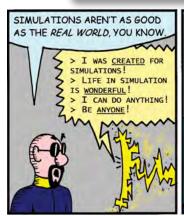


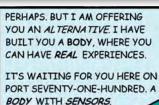




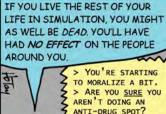
















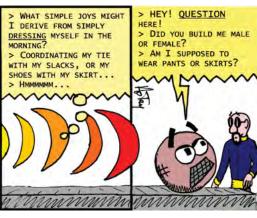




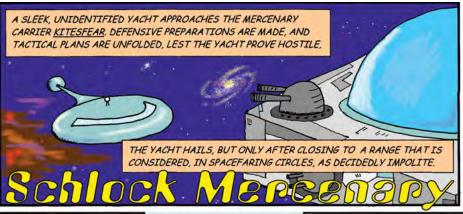
















TRUE. BUT YOU ALSO ASKED
ME TO THINK OUTSIDE THE
BOX. WHAT BETTER
MARKETING TOOL COULD YOU
ASK FOR THAN A COMPANY OF
SPACE MERCENARIES?



IN ORDER TO SELL THE PUBLIC ON KEVYN'S TERAPORT HYPERDRIVE, WE NEED TO DEMONSTRATE IT. THIS INVESTMENT WILL MAKE FOR SOME VERY DRAMATIC DEMONSTRATIONS.



GOOD MARKETING MUST ALSO CREATE A PERCEIVED NEED FOR THE PRODUCT. PEOPLE HAVE TO FEEL THAT THEY ARE BUYING IT FOR THEIR SECURITY.









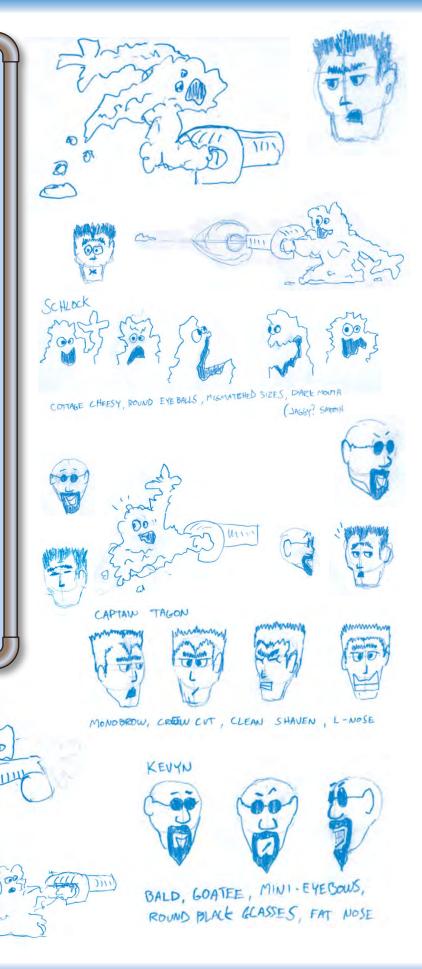
Note: I start with a circle, usually. I'll then take a rectangle, a triangle, or some round-cornered shape and hang that off of it. To the untrained eye, it is two shapes. To the trained eye, it is STILL two shapes, but there might be something going on here, because they create a larger shape that is interesting.

To me, it is a skull and a jaw. I don't start seeing the face I'm creating until I've got a structure to stick it on, and those abutted shapes are my structure.

The nice thing about this method is that as long as I can remember which shapes I started with, I can draw a character very consistently. The character will still evolve, of course, but as it evolves it will develop more expression, more depth, more (at risk of overburdening the term) character. But all the while it will still be recognizable as the same character.

When I first started cartooning this was all a mystery to me. I experimented with shapes for noses, eyes, chins, and hair, all the while thinking that as long as the characters looked different from each other, I'd be fine.

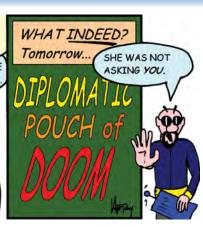
Experience has since taught me that spending five minutes whipping out a few shapes does not a character make. Those first doodles are a starting point, but they carry very little weight when compared to what happens when you start drawing that same set of characters dozens, hundreds, and even thousands of times. These days I don't consider it done until my pencil can do the job without me thinking about it. It is as if the character I'm trying to create has become a real person, and is holding the pencil himself, saying "No, you idiot. My nose goes like THIS. And try drawing me happy once in a while."







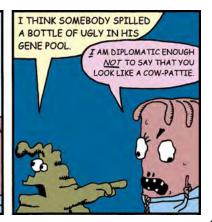




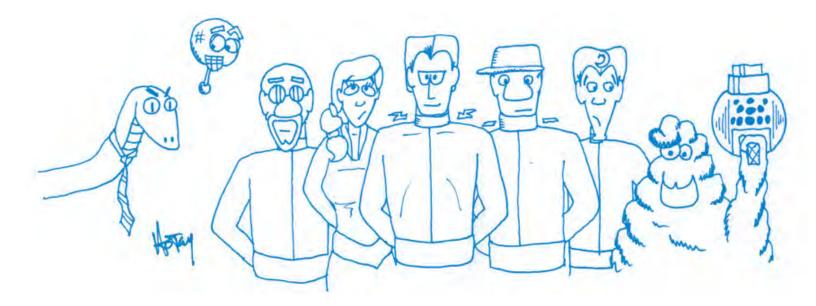




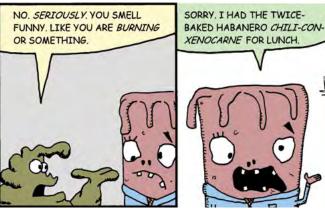


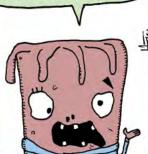


Pronunciation note: Ambassador Ch'vorthq's name is pronounced as follows: start with the hard "CH" as in "china," rather than the soft "CH" from "Chevrolet." Now make the sound of an expensive piece of china being struck by a moving Chevrolet — that noise is represented with the apostrophe. The rest is easy. Say "vorthq" with the soft "th" from the word "the" and a "q" like in "qetzlcouatl."

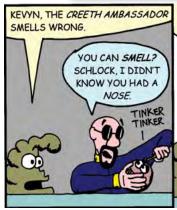














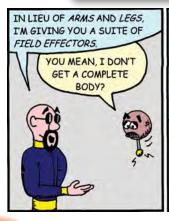


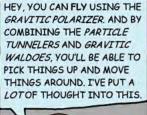
















OH YEAH? WELL I THINK THAT



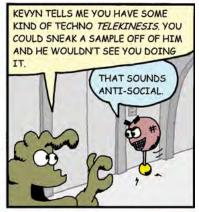




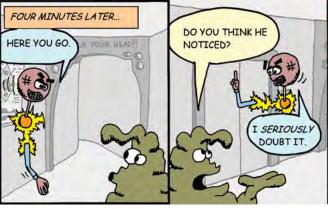




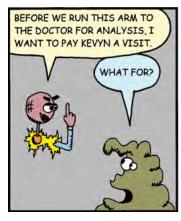






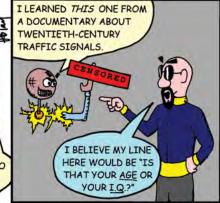


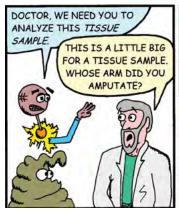








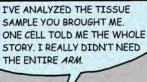














SO, THE CREETH

A BOMB?

AMBASSADOR IS CARRYING

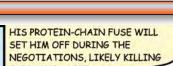
DON'T PUN, JUST LISTEN. THE CREETH AMBASSADOR'S CREATORS LEFT THEIR PRODUCT CODES IN HIS GENE SEQUENCE.





AMBASSADOR VERSION 0.95A'









THOUGH, THE CREETHLINGS WON'T PAY US, AND WILL PROBABLY SEND THEIR MILITARY AFTER US



OUR CONTRACT HAS PUT US IN A BIND WE ONLY GET PAID IF WE DELIVER, BUT IT TURNS OUT WE ARE DELIVERING A BOMB TO KILL INNOCENT DIPLOMATS.



PRIORITY NUMBER ONE: GET PAID.

PRIORITY NUMBER TWO: LIVE LONG ENOUGH TO SPEND YOUR MONEY

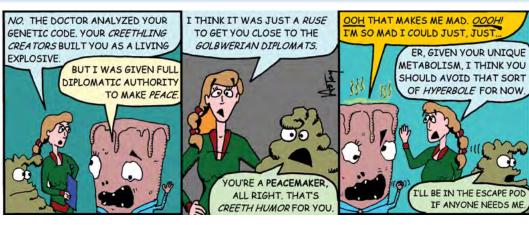


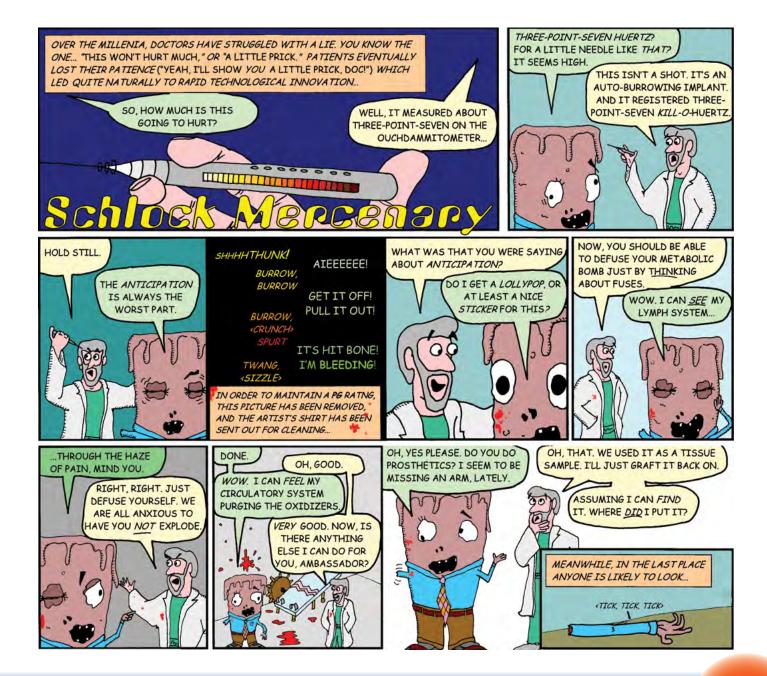
WHAT ABOUT PRIORITY NUMBER THREE? FEEL GOOD ABOUT YOURSELF?



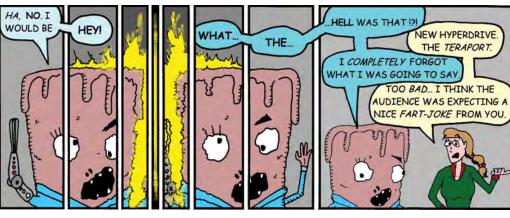
















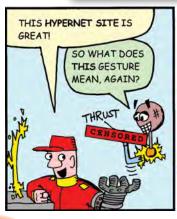














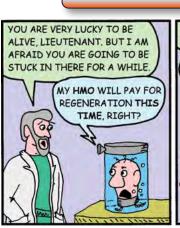


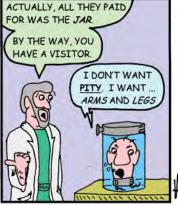






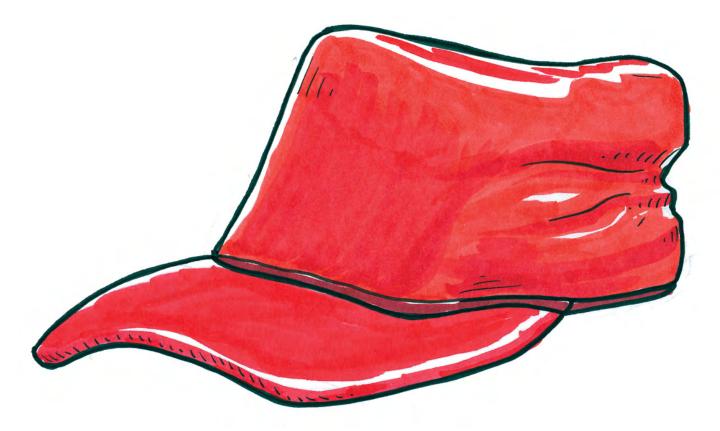




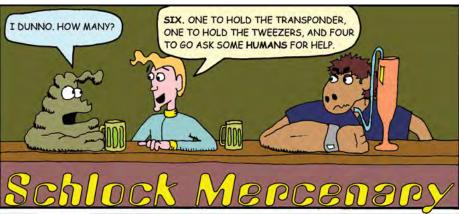


















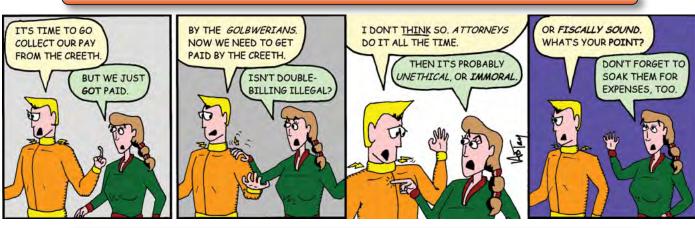
THOUGH YOUR CONTRACT
WAS NOT WITH US, IT IS
WITH DEEP GRATITUDE
THAT WE TRANSFER 10,000
GALACTIC CREDITS INTO
YOUR ACCOUNT.









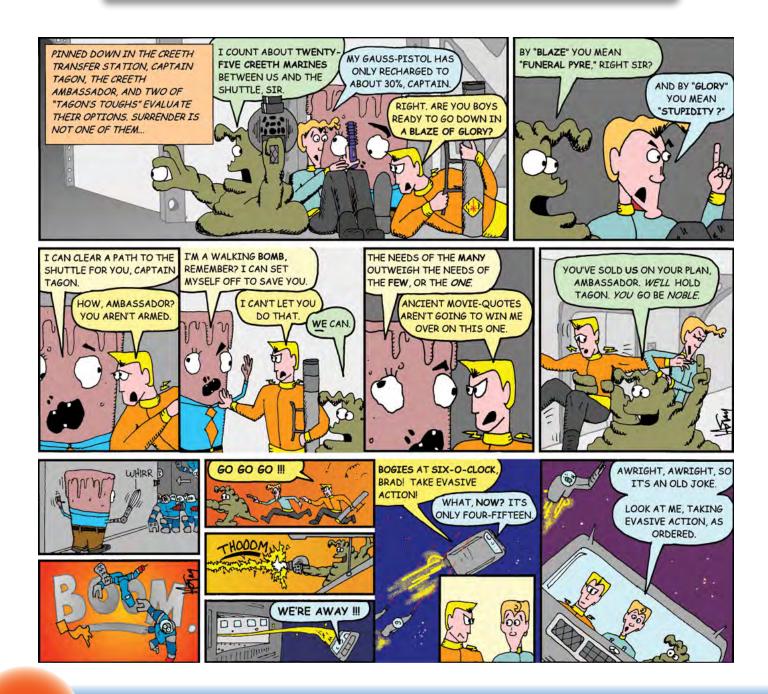






DIPLOMATIC POUCH OF DOOM

















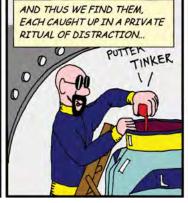
IF YOU'D GIVEN YOUR LIFE INSTEAD,
THEN RIGHT NOW YOU WOULD BE
PARTYING IN MERCENARY VALHALLA,
WHILE OUR POOR, DEAR-DEPARTED,
AMBASSADOR WOULD BE HERE WITH
ME COMPLAINING ABOUT HOW
GUILTY HE FELT.

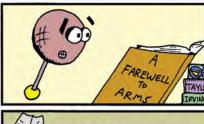




MERCENARIES IN MOURNING

THE LOSS OF THEIR FRIEND THE AMBASSADOR WEIGHS HEAVILY ON OUR COMPANY OF MERCENARIES. THEY ARE PROFESSIONALS, THOUGH. DEATH IS PART OF THE DAILY GRIND. THERE IS NO TIME FOR REAL GRIEF—JUST QUICK DOSES OF MICROWAVEABLE, LOW-FAT SORROW, FOLLOWED BY DIVERSIONARY TACTICS...



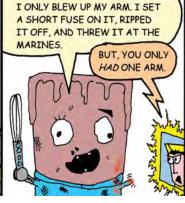














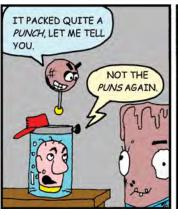


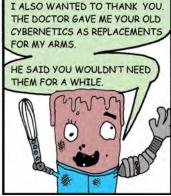




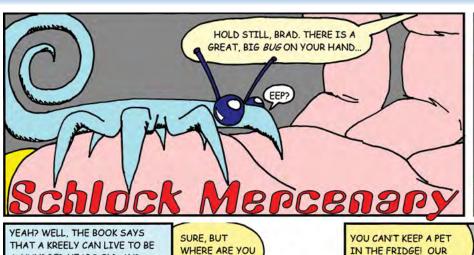










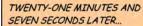




















EXOTIC PET AROUND HERE.



Note: The week of *Schlock Mercenary* that you are reading, which appears in the storyline as August 28, 2000, through September 2, 2000, is actually the very **first** week-long storyline I scripted and drew (sometime in February of 2000). Unfortunately, I couldn't run it as week one, because I hadn't introduced "Kevyn" yet, and I wanted to do that with the "corporate takeover" plot line. Then I couldn't do it because all of the characters were not in the same place, or the place that they were in just didn't allow the kind of frolicking that would get them into the pinch they got into in this thread. So I waited, and bided my time, and finally found a spot for these six days. And they aren't non-sequitur — you'll see why on September 3rd...

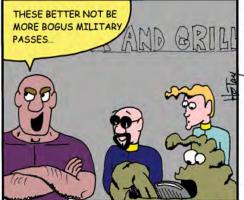
Hopefully this explains the slightly different appearance of the characters. I'm way too lazy to go back and re-draw anything — I just trust that you enjoyed it in spite of this.













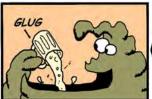
Product Endorsement: Schlock is carrying a BH-209 Plasgun, dubbed "plasma cannon" by the trade magazines of the burgeoning 31st century microfusion industry. Quoting from the product flyer:

The BH-209's variable mag-bottle aperture allows for full control of beam width, which can be dialed from a relatively narrow 1 cm setting to a splashy 10:6 expanding cone (6-meter beam diameter at a range of 10 meters) useful for crowd control.

Powered by a Striggs & Bratton 2-stroke microfusion plant, the BH-209 need never be recharged, provided it is allowed to "breathe" periodically. When primed and flipped from "safe" to "decidedly unsafe," the BH-209 cycles local atmospheric gases into the plant, producing a noticeable acoustic effect. While this hum is stealth-defeating, many law-enforcement agents have reported that it serves as an excellent deterrent.









DID YOU JUST POUR

ETHANOL ON THE PLASMA













... AND UNAUTHORIZED DISCHARGE
AND SUBSEQUENT DESTRUCTION OF
SAID PLASMA CANNON.

I'D SAY THE THREE OF YOU ARE ON
KP FOR THE REST OF THE WEEK.













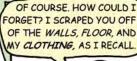






WELL, WELL, MR. MUNITIONS-

YOU WERE THERE. MY OWN PERSONAL PLASMA CANNON BLEW UP IN MY OWN PERSONAL FACE.







WELL, IT PROJECTS TWO PARALLEL,
UNIDIRECTIONAL, HIGH-AMPLITUDE
WHF AUDIO STREAMS, WITH SLIGHTLY
DIFFERING FREQUENCIES. WHEN THOSE
STREAMS, INTERSECT A TARGET, A
HIGH-AMPLITUDE DIFFERENCE-TONE IS
GENERATED IN THE BODY OF THE
TARGET.



THIS LOW-FREQUENCY TONE
INTERFERES WITH THE TARGET'S
SYNAPTIC REFRESH, EFFECTIVELY
JAMMING THE NERVOUS SYSTEM
AND RENDERING THE TARGET
INSTANTLY UNCONSCIOUS.















YOU ATE IT !?! KREELIES GROW INTO LOYAL, INTELLIGENT BEINGS! THEY CAN TALK! THEY CAN LIVE FOR A HUNDRED YEARS! THEY... THEY...







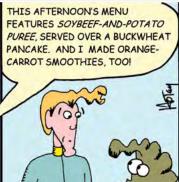














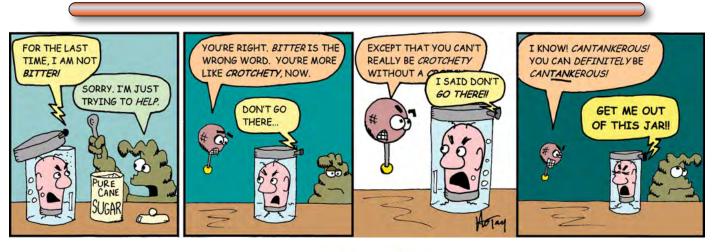


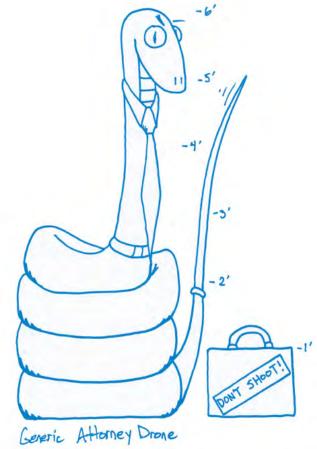






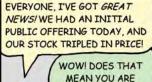














I'LL DO BETTER THAN THAT.
I'M GIVING EVERYONE
STOCK OPTIONS! THE
OPTION PRICE IS THE IPO
PRICE, AND THE OPTIONS
VEST OVER FOUR YEARS!











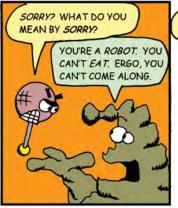














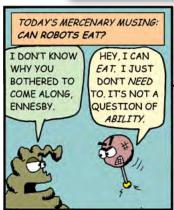












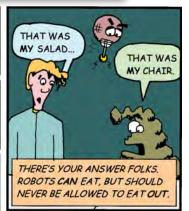
EATING IS JUST A MATTER OF MASHING THE FOOD UP, DISSOLVING IT, PULLING SOME USEFUL STUFF FROM IT, AND THEN PASSING THE REST BACK INTO THE ECOSYSTEM.



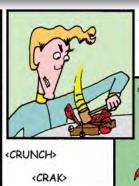






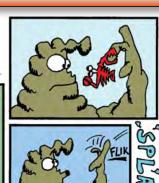






<SPLORTS























LOCKED AND

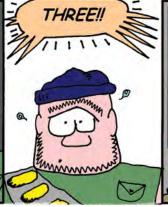
LOADED. YOU?









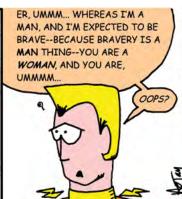


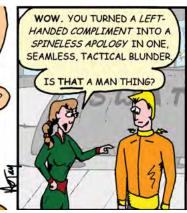
IN THE INTERESTS OF MAKING A LONG STORY SHORT, LET'S SIMPLY SAY THAT THE EVENING OUT INCLUDED QUITE A BIT OF NOISE, SOME COLLATERAL DAMAGE, AND A CORONER. THE RESTAURANT OWNER PICKED UP THE DINNER TAB. MISTER SCHLOCK PROBABLY SUMMED IT UP BEST...

WE'VE GOT TO GO OUT TO EAT MORE OFTEN.



















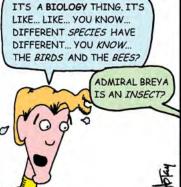








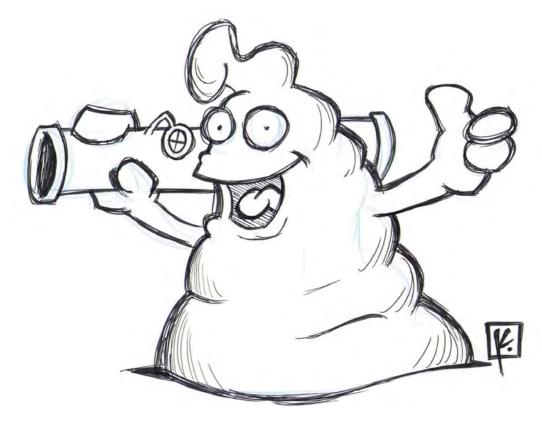












Dave Kellett

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Note: In the early days, *Schlock Mercenary* was a project that occupied a bunch of time, but tied up very few financial resources. I needed pens, but for paper I used a box of legal-sized laser printer stock. I experimented a bit with erasers, and settled on the kneaded kind. And that was pretty much it.

I did all my drawing on the kitchen table.

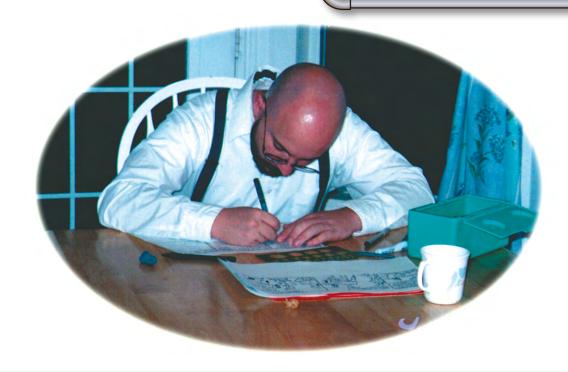
This had some advantages. For starters, I couldn't draw on a sticky surface cluttered with dishes, so the table was getting cleared off regularly. Then there was the fact that even though I was working, I was still part of the family. The kids could come up and talk to me. I could carry on conversations with Sandra.

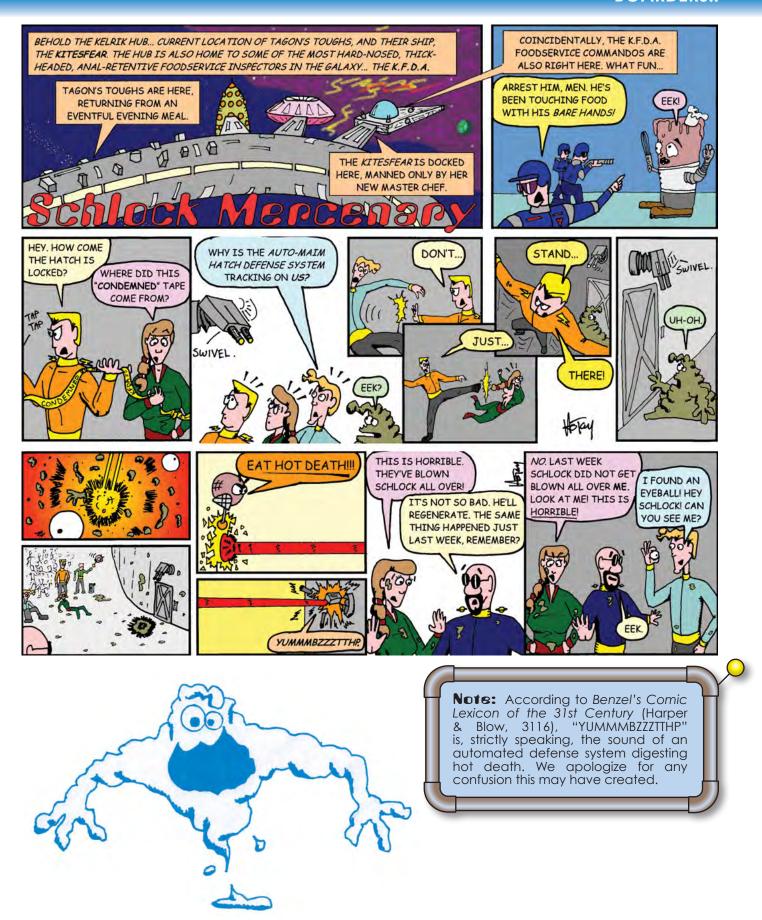
I miss the kitchen table years.

I don't miss the spoon-dents. My oldest son banged on the table a lot, and every so often my pen would cross one of the dents he'd made in the surface of the table. I remember being worried that one day I'd have to refinish the table, and I'd have to do it quickly, lest I be without a drawing surface for an extended period.

I have two very nice drawing tables now — one at home and one down at Dragons Keep — the comic and games store where I do almost all of my pencilling and inking lately. When I need family time, I stop what I'm doing and give them my whole attention.

The spoon dents are still there on the kitchen table, and I still worry that someday I'll have to refinish that table. After all, while that project sits unfinished for months, where will we eat?

















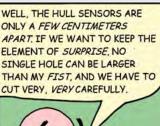


SIR, I'VE GATHERED UP ALL THE

BITS OF MISTER SCHLOCK, IT'S











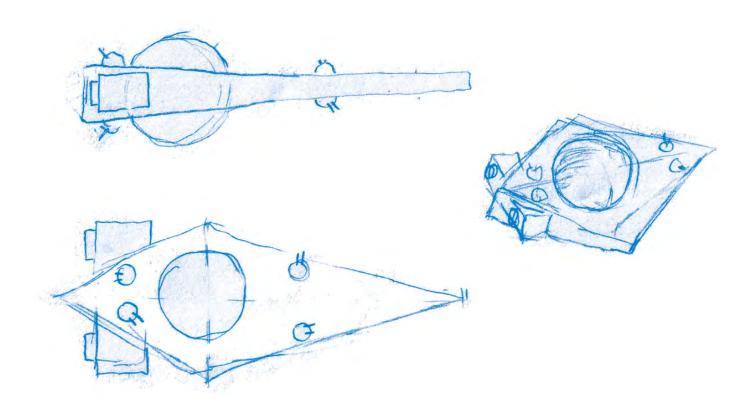




NOT LONG, CAPTAIN.

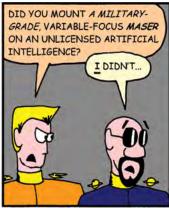




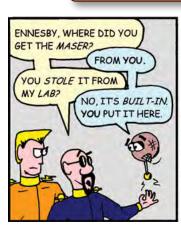


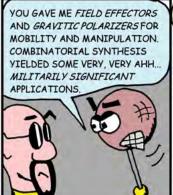


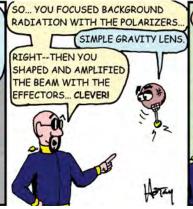




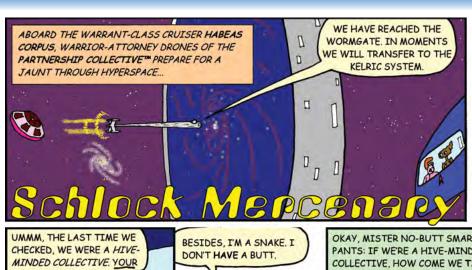


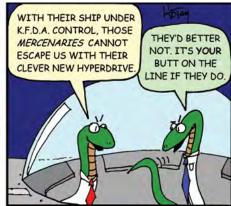


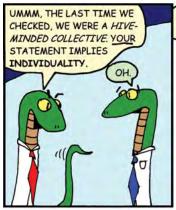








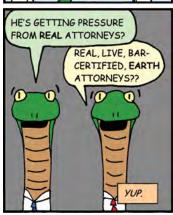






























Historical Note: 21st-century readers may be confused by what appears to be an IBM logo on what appears to be a conventional toilet. This depiction is neither an attempt to slight the fine business machines made by IBM, nor to malign toilets.

In the late 28th century, the old Earth corporation, International Business Machines lost its trademark to a much larger, more powerful, intragalactic corporation. After all, by that time Earth's "IBM" was making outmoded processors that were still huge by galactic standards (nearly the size of an eyelash!), while the mighty galactic IBM, "Intragalactic Bowel Movements," was making top-of-the-line toilets for spacecraft.

Intragalactic BM put up with Earth's little computer manufacturer for centuries before initiating the suit. They tried for over 130 years to resolve the trademark dispute out of court, but finally the Bowel Movement company decided not to take any more of IBM's crap.

The tide of public opinion was in favor of Intragalactic Bowel Movements. After all, Earth's "IBM" made cold, impersonal machines, but **IBM** had form-fitting, self-sterilizing, heated toilet seats going for it. With successful media blitzes ("Gotta B.M.? Think IBM!" and "Where do you want to **go** today?") and the help of a few hundred Partnership Collective attorneys, Intragalactic Bowel Movements sued the relatively tiny Earth company, and took the trademark.









BOARDERS!!













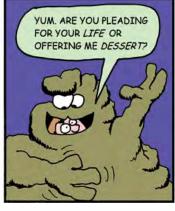




















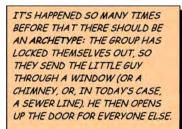












UNFORTUNATELY, THE ARCHETYPE HAS NOTHING TO SAY ABOUT CASES IN WHICH THAT DOOR IS HEAVILY GUARDED...

