

PREVIOUSLY ON THE ADVENTURES OF

ARCHER 6 ARMSTRONG...

MEET ARMSTRONG. Since the ancient city of Ur, this immortal adventurer has spent the last 6,000 years drinking and carousing his way through history alongside some of the greatest merrymakers the world has ever known.

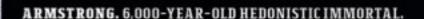
MEET ARCHER. A sheltered teenage martial arts master and expert marksman that was raised for a single purpose: to kill the devil incarnate. Little did he know that this undying evil was actually Armstrong (he's actually a pretty good guy...once you get to know him). Since hitting the road together, the two have become great friends and even better partners.

The road-trip through Clowntown came to its final destination:

Andromeda's house! But she isn't exactly how Armstrong remembered...

PLUS: Mary-Maria triumphant! She and her group of Sisters of Perpetual Darkness survived the mayhem, and now plan their vengeance!

You have no idea what you're in store for with this one, gang! Just look at that first page!



ARCHER. TEENAGER. EXPERT MARTIAL ARTIST AND MARKSMAN.

MARY-MARIA. ARCHER'S SISTER. HEAD OF THE NINJA-NUN ASSASSINS, A.K.A. THE SISTERS OF PERPETUAL DARKNESS.

ANDROMEDA. ARMSTRONG'S LONG-FORGOTTEN WIFE.

GUB GUB. YOUR NEW FAVORITE CHARACTER.

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"My friends SLAUGHTERED EACH OTHER, RUINING THE CREATOR BEINGS' PLAN BUT INSPIRING COUNTLESS MYTHS AND LEGENDS.









