

Part 1 : Gelida VI

Notes: The enemy are gonna be a more advanced version of the guy from the warlord mini series, As the story progresses we will learn that The Warlord is behind this all and has been sending out his minions to take over resources on other planets in preparation for a big move on the Alliance.

Page 1

Panel 1

Captain and team are coming out of a lander and heading towards a group of Gorillas from the Gelidian race and planet of the same name; Gelida. Gelida VI is a frozen planet so the surface is a layer of settled snow on top of a frozen ocean. Some places are more frozen than others. In the background is a mountain range with a cloud veil going a third of the way up but there is a part in the middle that is rising up almost seeming as if it is covering the whole mountain.

The focus should still be on the team in this panel. just need to hint at the background for in panel 3.

Panel 2

The leader of the Gelidian troop is addressing the Captain

LEADER: 'Greetings captain, thank you for coming'

CAPTAIN: 'I hear you are having trouble with some missing troops'

Panel 3

The leader is now pointing towards the mountain range. specifically at the middle part mentioned above.

LEADER: Ten days ago the evening shift of our fuel mine failed to come back home and ever since there has been that cloud emanating from the rift.

LEADER: So far we have sent in 6 teams and no one has yet to return....

LEADER: We can spare no more people this close to winter and we need to get the fuel mine up and running again otherwise we wont make it through the winter

freeze.

Panel 4

We are now looking face on to the captain, she has her team behind her.

LEADER: do not worry [leaders name]. We are here now, and we will sort this matter out.

Page 2

The team are all suited and booted in their finest cold weather gear. They are starting to head towards the mountain. The closer they get the colder & windier it will also get. like a blizzard.

Panel 1

The team are walking into the cloud. They are split up into 4 groups.

CAPTAIN: Ok lets go guys, 200 yard apart

Panel 2

The teams are moving in and team 1 are relaying a message back to the captain

TEAM 1 (P1): 1Alpha to Captain... We are now 1click inside the pass, visibility is now down to 10%.

CAPTAIN: We are 400 yard back... communications is all clear. Keep forward.

CAPTAIN: All teams switch to thermal. See if we can make out something.

Panel 3

The team have switched to thermal. It is working super well in the cold weather. We see this from the point of view of the second group. In the distance, you can see the outlines of two sides of the mountain (maybe some hot air vents are lighting patches up) The team ahead are in a line and in the distance, you can just make out some hot air (which is people hiding) behind some cover.

Maybe throw in a few birds as well just to have some more visual in the scene.

Panel 4

The next panel is back at the first group walking (back in normal view) but one of the group has been shot in the shoulder and is flying backwards (no blood just a kind of effect to show it hit them) and one has been hit in the leg so is falling forwards.

TEAM 1 (p3): 'Mayday, Mayday. Team 1 under fire'

Page 3 - 4

This I want to be a splash page of a mad battle of the teams taking on a variety of enemies from the cloud. You can go mad. All I want to guide you with is that it has to show progression further through the mountain pass so the next page makes sense, and I want the Captain to mention that they should use their stun setting (a nod to star trek) but also because they do not know if they are fighting the ones they are there to help.

Maybe throw in a couple of mountain slides. I do not know how hard this is but if we can flip between the normal view and the heat view would be cool. You can use it artistically. Only about 1 teams worth will make it to the next page, a combination of both groups. This means the group standing in the next page are not the same that are standing with the Captain when she walks into the cloud.

Page 5

Full page splash

The team are all standing in front of a massive entrance (small in comparison to its size) into a mine carved into the mountain.

It has steel structures snaking its way up either side, leading to smaller escape holes and standing platforms, pulleys are connected that are attached to platforms. Some of these platforms contain now broken crates. The wall is a cold grey rock.

At the base of the mountain appears to be broken wagons, broken crates, a few work stations that were used for cutting up stone and putting stuff into crates. A few weapons dotted around from what looks like a battle.

The entrance is the height of the mountain but dark. Leading into the mountain is a river or what seems to be molten metal being collected into a massive hole in the ground. Coming out of the mouth of the entrance way is a massive shrieking sound

effect. Also in a pile next to the entrance is a pile of the armour the native warrior's wear.

Team Member 1: 'That is not good...'