



The Halo Graphic Novel

By Lee Hammock, Jay Faerber, Tsutomu Nihei, Brett Lewis

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Marvel and Bungie team up to create The Halo Graphic Novel HC based on the best-selling video game. The graphic novel brings the Halo universe to life for the first time in the sequential art medium in a 128-page, full color, high quality, jacketed, hardcover graphic novel. Stories include: "Last Voyage of the Infinite Succor" by Simon Bisley and Lee Hammock. When communications from a Covenant agricultural support ship are mysteriously terminated, an Elite Commander and his squad of Special Forces are sent to investigate. In "Armor Testing" by Ed Lee and Jay Faerber, the only way to test Spartan armor, is to send a Spartan. The question is what's really being tested? In Tsutomu Nihei's "Breaking Quarantine," the untold tale of Sergeant Johnson's escape from the clutches of the Flood menace is revealed! Finally, Moebius and Brett Lewis' "Second Sunrise Over New Mombasa" tells of the subtler, more dangerous fights taking place on the streets of New Mombasa and in the hearts and minds of men. Cover by Phil Hale. Gallery art created a number of elite artists including Rick Berry, Geof Darrow, Scott Fischer, Sterling Hundley, Craig Mullins, George Pratt, Juan Ramirez, George Staples, Justin Sweet, John Van Fleet and Kent Williams.

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The Halo Graphic Novel By Lee Hammock, Jay Faerber, Tsutomu Nihei, Brett Lewis Bibliography

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