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TALES OF HONOR

"ON BASILISK STATION"

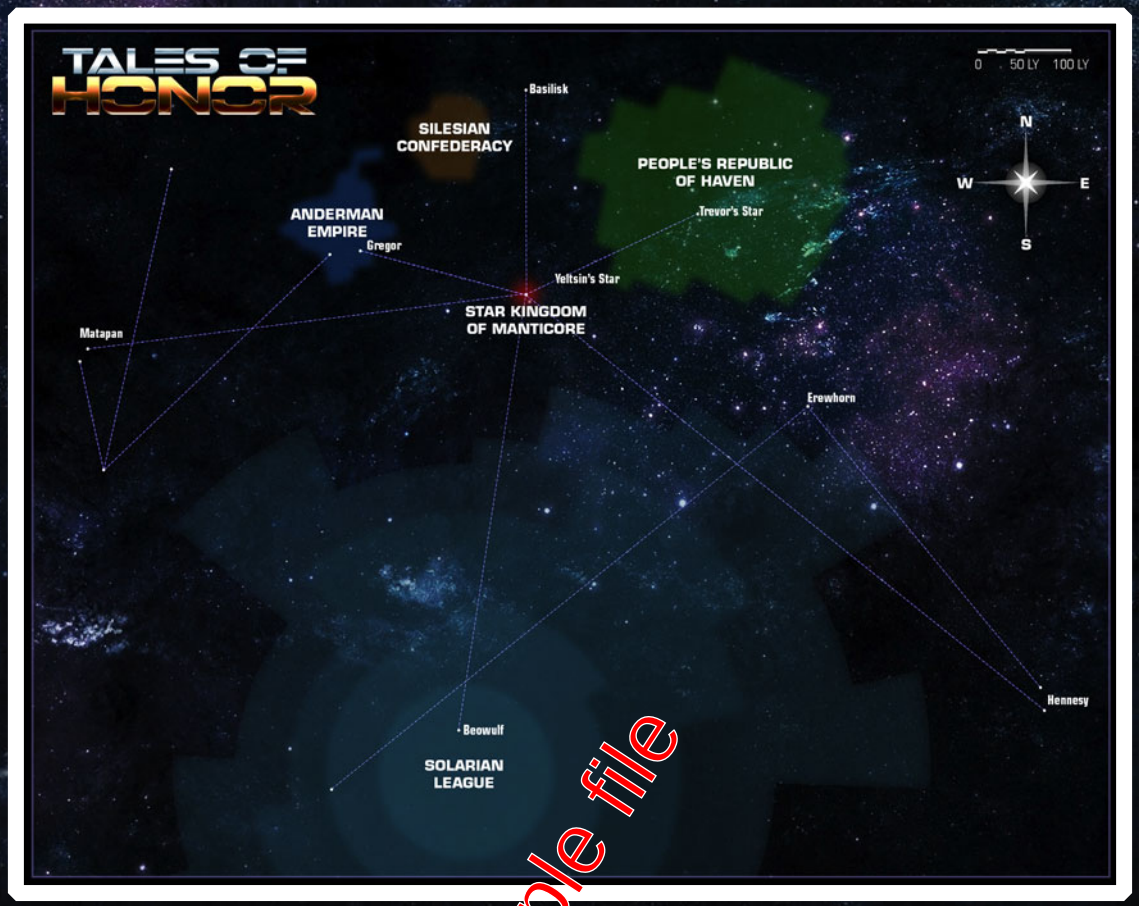
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Based on the novels written and created by David Weber.

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"ON BASILISK STATION"

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Hi —

Since this is the first issue of Tales of Honor, I thought I'd write a little something about how exciting this entire project is for the author of the novels upon which it's based. This is only the first stage of a cross-media project. Evergreen Studios intends to produce the graphic novels, mobile games, and cinematic release movies, and this is the very beginning of that process, the starting point. We invite comments as it evolves, grows, and changes, and we hope you'll come along for the entire trip.

About twenty years ago, my publisher, Baen Books, asked me to propose the concept for a series of science fiction novels, and I did, but neither Jim Baen nor I anticipated what that proposal was going to launch. No author can predict a series will take off the way the novels about Honor Harrington did; he can only be thankful after the fact for the many, many fans which made it happen.

When I began thinking about the series which eventually became the Honorverse, I was building on a lifelong interest in history — diplomatic and military, especially naval — and on my fascination with the themes of personal responsibility, integrity, and the willingness to sacrifice for the things in which one believes. In addition, I've always been attracted to strong, competent people, including the many strong, competent women I've known, and the fact that Honor Harrington is exactly the sort of woman who embodies those qualities of character, integrity, obligation, and sacrifice also allowed me to play with gender roles, which was icing on the cake from my perspective. And, of course, if the books turned out to be rousing good novels with lots of action, so much the better!

And thus the Honorverse was born all those years ago. I confess that I didn't expect to still be writing novels, both as solo works and as collaborations, in the same series twenty years later. I think that longevity is a testimony to the life the characters in the books have taken on in the hearts and minds of their fans, and I think those themes of responsibility-taking and sacrifice have resonated very strongly with my readers over the years. It's been a privilege to be the creator of stories which have generated such strong loyalty among their readers, and I've spent so much time in the Star Kingdom of Manticore, the People's Republic of Haven, the Silesian Confederacy, and on a planet named Grayson over the last two decades that they've taken on a life and a texture for me which is far deeper than I ever expected and which I have tried to share with my readers.

Now Honor and I are moving into entirely new media, and I feel confident Evergreen and Top Cow will introduce Honor and her friends — and enemies — to an even larger audience, with a few new, exciting wrinkles of their own as my literary creations are given a strong graphic look and the characters are brought to life on the screen.

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I really like the art of Jung-Geun Yoon which brings a stunning, painterly style to portraying all of the Honorverse's complexity, and Matt Hawkins has done a remarkable job of staying faithful to the original story and the science while adding his own unique perspective to it. I don't think that should surprise anyone, given Matt's works like Think Tank and Aphrodite IX, both of which explore stories with real grounding in scientific fact in thoughtful, yet highly entertaining ways. In the case of Tales of Honor, his decision to create a story in which Honor reflects on her past creates a focused perspective on these characters and stories which should be exciting for new readers while offering longstanding fans fresh insights into stories they may have read long ago.

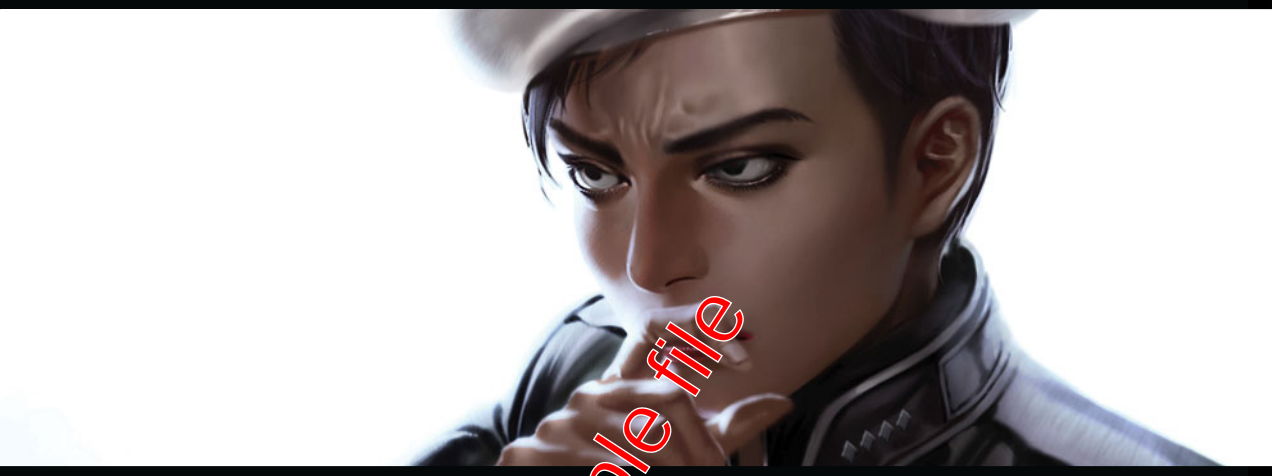
For those of you who are first-time visitors to the Honorverse, I think this is a very good introduction to it. The characters, the star nations, the politics, and the conflicts which drive the novels are fully represented here. I hope you'll enjoy your visit, and that you'll be a repeat offender and join us in future issues as they, too, are released.

For those of you who are longtime fans of the Honorverse, and who will inevitably encounter aspects of Tales of Honor, which don't mesh smoothly with your vision of the books, I invite you to look at them from a different, possibly expanded perspective. By their very nature, comic books are highly collaborative works. The artist, the writer, and (in this case) the original author all have to combine their efforts into the final product, and along the way that opens the opportunity for fresh viewpoints and angles. The real trick in adapting an existing story to a new format is to find ways to make it stronger without sacrificing the critical elements — especially the characters — which made the original work. While some of the characters may not look exactly the way I've always visualized them, they are all the people they were in the original novels, and I'm very, very happy with the outcome so far.

So you're invited to join us for a brand new ride though the Honorverse. We're excited about all the new stuff we've got to show you . . . and we won't be brokenhearted if you have a good time along the way.

Thanks,
David Weber, Creator of the Honorverse

TALES OF HONOR



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CHAPTER ONE

In the year 2130, a colony ship left Old Earth with the mission of interstellar colonization, launching the largest diaspora in the history of mankind. A new calendar system was born that year with 1 PD commemorating the “post-diaspora” era.

Sublight colonization allowed like-minded individuals to populate and govern new Star Nations however they deemed appropriate. Theocracies, monarchies, communist states, democracies and fringe groups all flourished. Initially a source of great peace, technological advances in transit speed and further expansion shrunk the distances between star systems, bringing about an inevitable clash of ideologies.

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One of these Star Nations, The People’s Republic of Haven, is on the surface a democracy, but in practicality a central party controlled dictatorship. Wasted economically by its welfare state, Haven embraced an expansionist policy of military conquest to sustain its bloated system.

Conquering system after system, Haven finally set its sights on the Star Kingdom of Manticore, home to our hero Honor Harrington...