



eternity

18 \$2.50  
\$3.15 Canada  
invid war

BILL SPANGLER • TIM ELDRED • ANTHONY CARPENTER

# ROBOTECH™

## INVVID WAR



the  
**GRAND  
FINALE**

# ROBOTECH INVID™ WAR



eternity

#### MALIBU COMICS ENTERTAINMENT, INC.

Scott Rosenberg/Malibu Comics President  
Bob Jacob/Malibu Interactive President

Dave Olbrich/Publisher  
Chris Ulm/Editor-In-Chief  
Tom Mason/Creative Director

#### MALIBU EDITORIAL

Dan Danko/Senior Editor  
Hank Kanalz, Roland Mann,  
Mike Brown, Mark Paniccia, Robert Conte/Editors  
Eileen Eldred, Kara Lamb,  
Steve Lowry, Diane Botta/Assistant Editors

#### MALIBU FILMS

Darren Doane/Director  
Ken Daurio/Technical Director

#### MALIBU DESIGN

Jim Chadwick/Art Director  
Kim Scholter/Design Editor  
Jerry Bingham/Art Consultant  
Bruce Lewis k.o.a.m./Publications Designer  
Edgar Carlos, Anne Chien, Ty Rulli, Jennifer  
Schellinger/Designers

#### MALIBU ART DEPARTMENT

Tim Eldred/Senior Artist  
Albert Deschesne, David Lanphear, Jason Levine,  
Patrick Owsley, Larry Welch/Artists

#### MALIBU COLORING

Jennel Cruz, Albert Calleros/Senior Colorists  
Foodhammer, Violent Hues, Family Fugue/Color Groups

#### MALIBU COLOR SEPARATIONS

Edd Hendricks/Computer Graphics Manager  
Richard Dodson, Eric Ulm, Mayn Edison/Output Technicians

#### MALIBU SALES

John Riley/Director, Sales & Marketing  
Alan J. Payne/Direct Marketing Director  
Penny Arévalo/Communications Manager  
Shawn White/Direct Sales Coordinator  
Paula Eisel/Advertising Liaison  
Ty Rulli/Advertising Manager

#### MALIBU FINANCE

Christine Hsu/Controller  
Kirk Patterson/Accounting Manager  
Anna Corsi/Accounts Payable  
Carolyn Ferrari/Accounts Receivable  
Rob Sutherland/Accounting Clerk

#### MALIBU ADMINISTRATION

Eric Senna/Manufacturing Manager  
Greig McGinness/Circulation  
Gerry Kline/Special Sales & Acquisitions  
Christine Jensen/International Rights  
Will Maguire/Senior Counsel  
Glenn Bell/Systems Administrator  
Carole Seymour/Executive Secretary

bill spangler  
writer

tim eldred  
letterer/penciller/ cover art

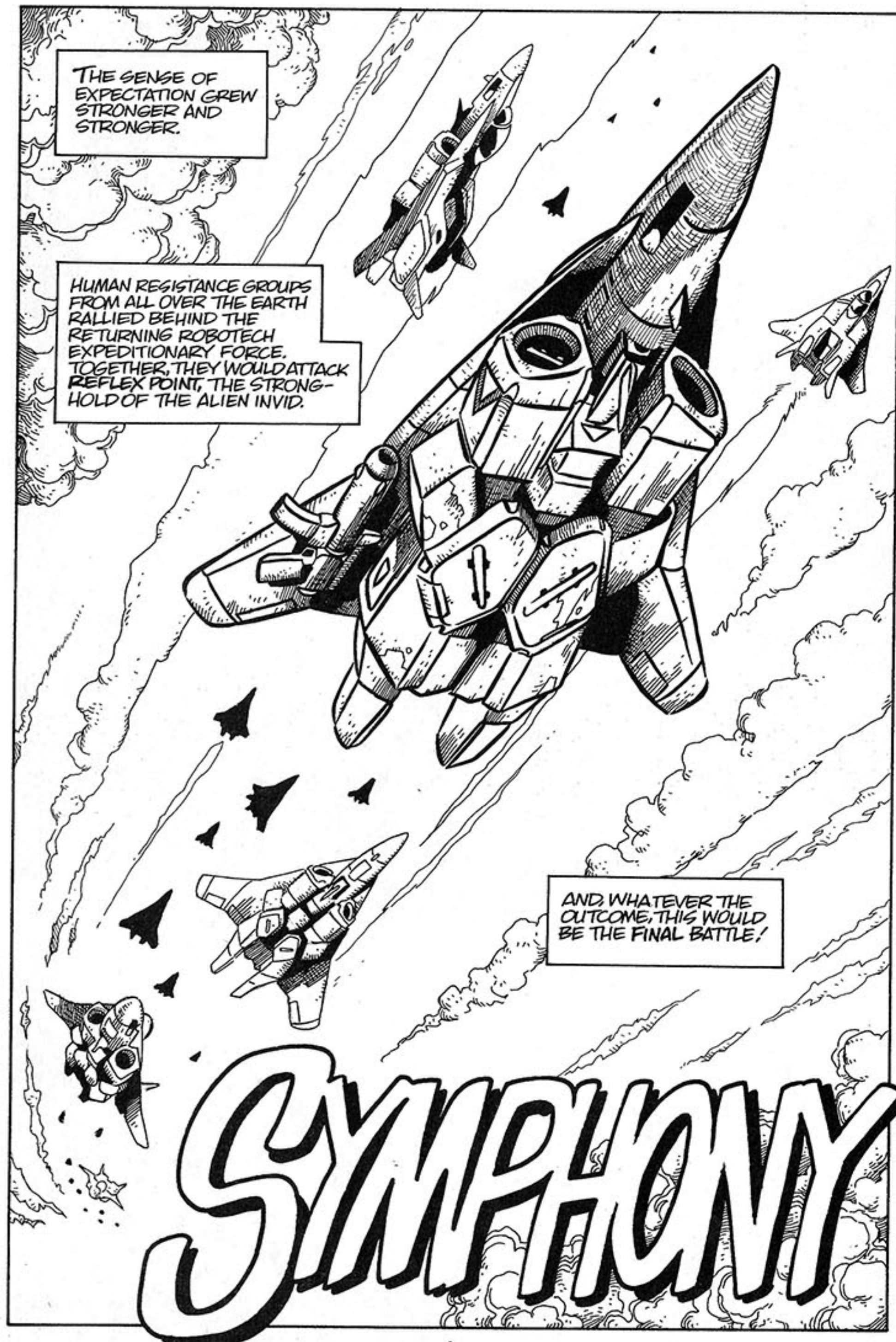
anthony carpenter  
inker

moose  
cover colorist

bruce lewis k.o.a.m.  
graphic design

kara lamb  
assistant editor

mark paniccia  
editor



THE SENSE OF  
EXPECTATION GREW  
STRONGER AND  
STRONGER.

HUMAN RESISTANCE GROUPS  
FROM ALL OVER THE EARTH  
RALLIED BEHIND THE  
RETURNING ROBOTECH  
EXPEDITIONARY FORCE.  
TOGETHER, THEY WOULD ATTACK  
REFLEX POINT, THE STRONG-  
HOLD OF THE ALIEN INVID.

AND WHATEVER THE  
OUTCOME, THIS WOULD  
BE THE FINAL BATTLE!

# SYMPHONY



THERE WAS A SENSE OF EXPECTATION AMONG THE SPLINTERS AS WELL, BUT FOR DIFFERENT REASONS.

LED BY JOHN CARPENTER AND BEKKA CADE, THE SPLINTERS WERE ARRANGING AN EXODUS TO MOONBASE ALUCE II. CARPENTER HAD PROMISED HIS PEOPLE A CHANCE TO ESCAPE THE FIGHTING AND HE INTENDED TO KEEP THAT PROMISE.

BUT THAT STANCE CREATED FRICTION, BOTH AMONG THE RESISTANCE GROUPS AND INSIDE THE SPLINTERS.

# OF DARKNESS...



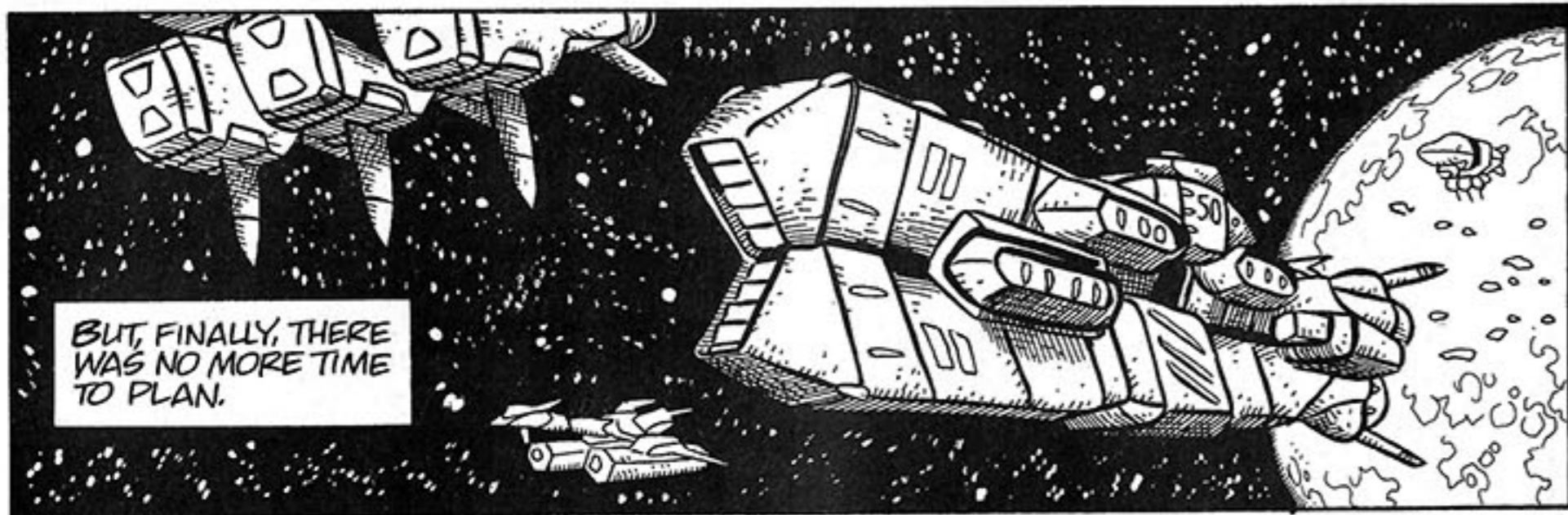
SOME OF THAT GROUP REALIZED THAT THEY WANTED TO BE PART OF THAT FINAL ATTACK AFTER ALL.

CARPENTER RESPECTED THAT CHOICE, BUT HE STILL REFUSED TO ATTEND THE FINAL STRATEGY MEETING WITH THE R.E.F. AND OTHER RESISTANCE GROUPS.

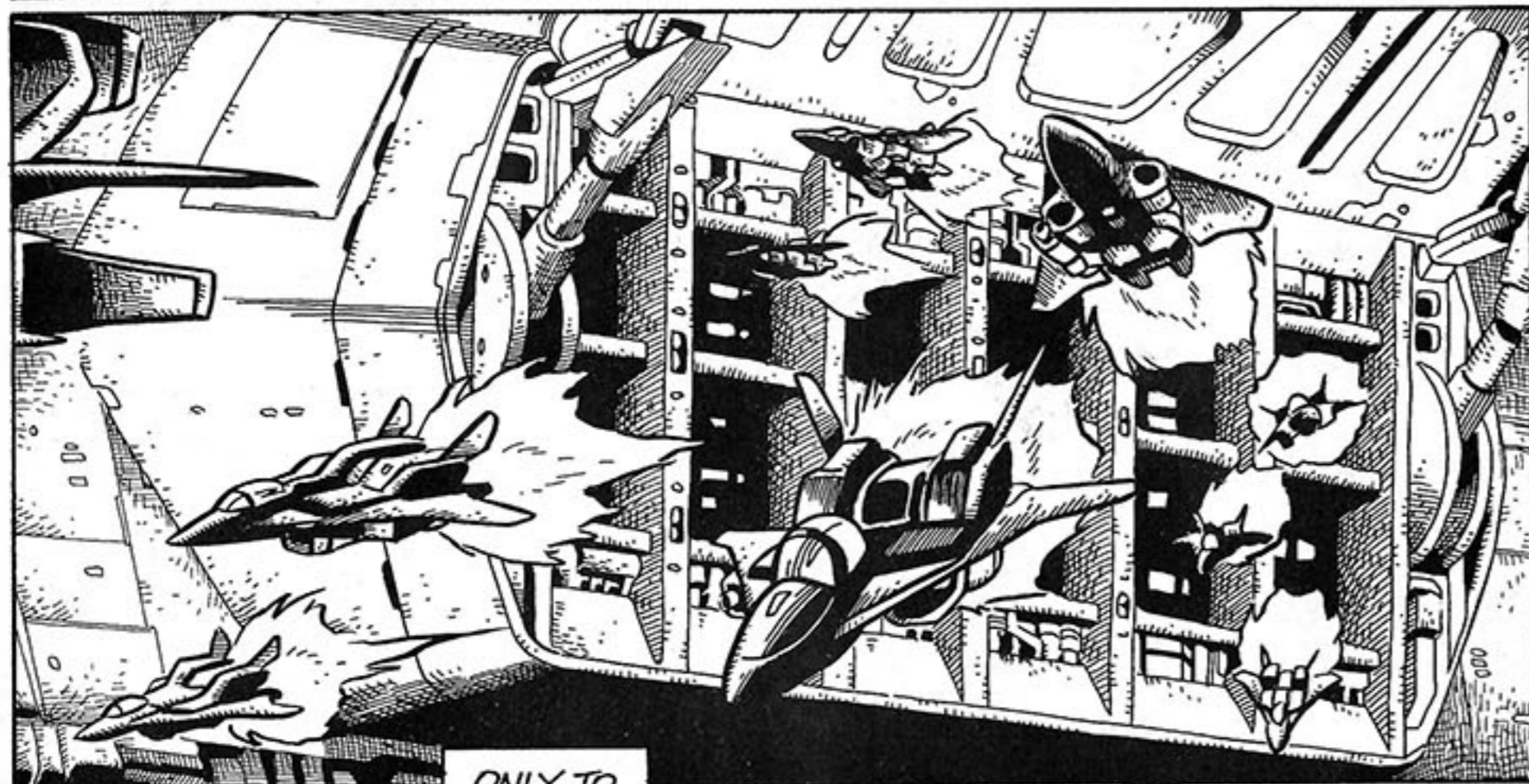
BEKKA CADE LED THE SPLINTERS DELEGATION. THEY NEEDED TO BE REPRESENTED AT THE MEETING, AND SHE WANTED TO SEE HER FRIEND YELLOW LANCER BEFORE THE ATTACK.

# AND LIGHT

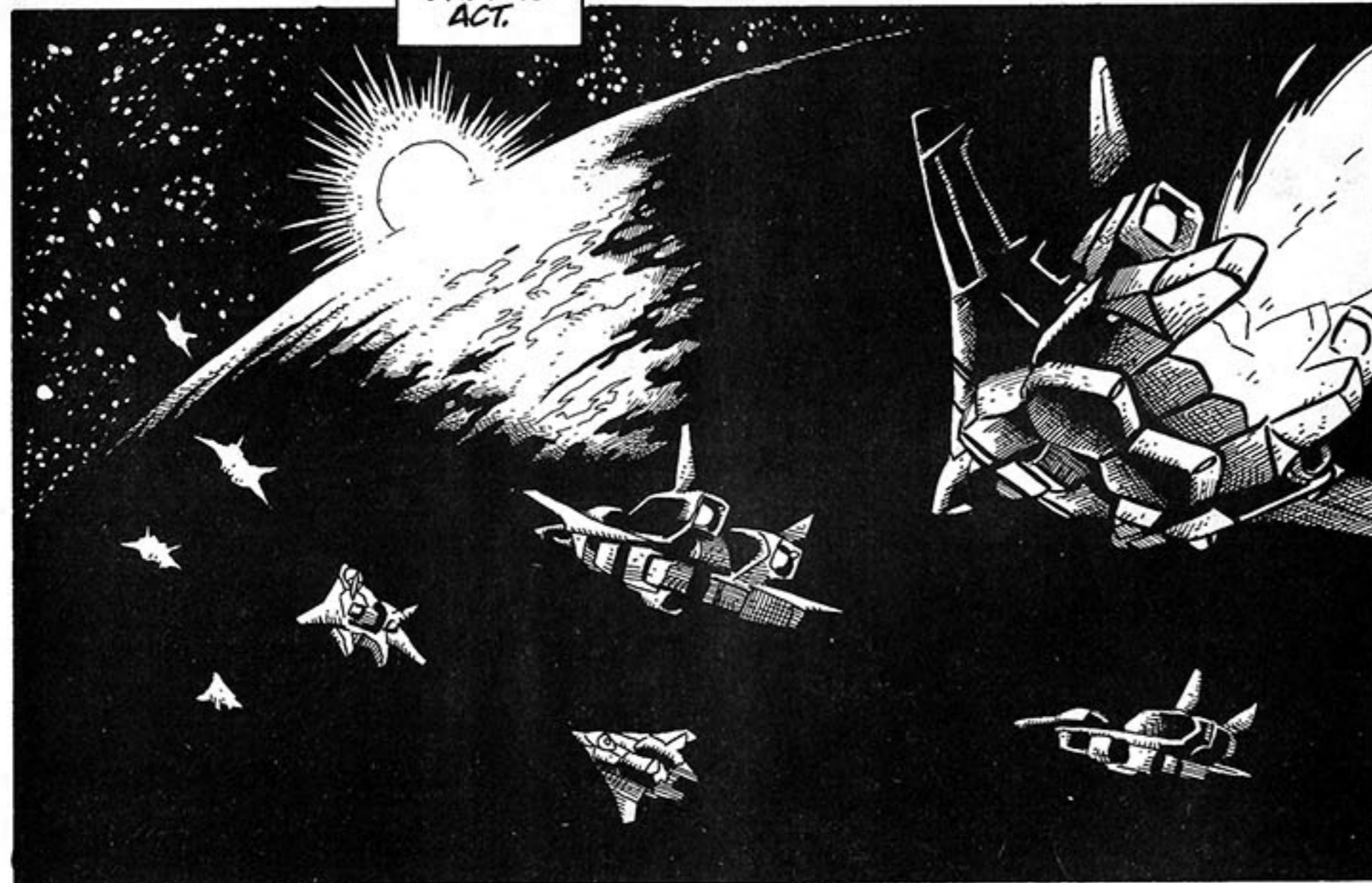
BILL SPANGLER  
WRITER  
TIM ELDRED  
PENCILLER/LETTERER  
ANTHONY  
CARPENTER  
INKER  
MARK PANICCIA  
EDITOR



BUT, FINALLY, THERE WAS NO MORE TIME TO PLAN.



ONLY TO ACT.



"JOHN, WE JUST GOT THE FIRST REPORT FROM REFLEX POINT."

"THE INITIAL WAVE OF SHADOW FIGHTERS CAUGHT THE INVID COMPLETELY BY SURPRISE."

THEY REALLY MUST BE INVISIBLE TO THE INVID'S PROTOCULTURE SENSORS.

WE'VE NEEDED AN ADVANTAGE LIKE THAT FOR A LONG TIME.



LET'S HOPE IT'S ENOUGH, DESMOND. WHAT ABOUT THE FIRST SHUTTLE FROM ALUCE?

"STILL THREE HOURS AWAY FROM RE-ENTRY, BUT NO SIGN OF OPPOSITION YET."

"MAYBE THE INVID HAVE OTHER THINGS ON THEIR MIND."

GLADIATOR SIX TO SKYWATCH... NO SIGN OF ANY INVID IN MY ZONE.

I HOPE YOU'RE RIGHT, BEKKA... BUT FRANKLY...

"I'M NOT COUNTING ON IT."

WE JUST MIGHT BE ABLE TO PULL THIS OFF.

WHEN WE SWITCH ON THIS RADIO BEACON, WE'RE PRACTICALLY GOING TO BE INVITING THE INVID TO DINNER.

"IT CAN'T BE HELPED, LYLE. THE SHUTTLE NEEDS SOMETHING TO HOME IN ON, AND WE HAVE ENOUGH PEOPLE PATROLLING THE SITE TO KEEP ANY OF THEM BACK."

"NO ONE'S GOING TO CRASH THIS PARTY!"

THEY'VE TURNED ON THE LANDING BEACON, COMMANDER SATORI. THE SHUTTLE SHOULD BE LANDING SOON.

THINGS HAVE BEEN CHAOTIC ENOUGH THAT WE WERE ABLE TO OBTAIN A PAIR OF BOARDING PASSES, BUT WE CAN'T UNDERESTIMATE CARPENTER OR CADE.

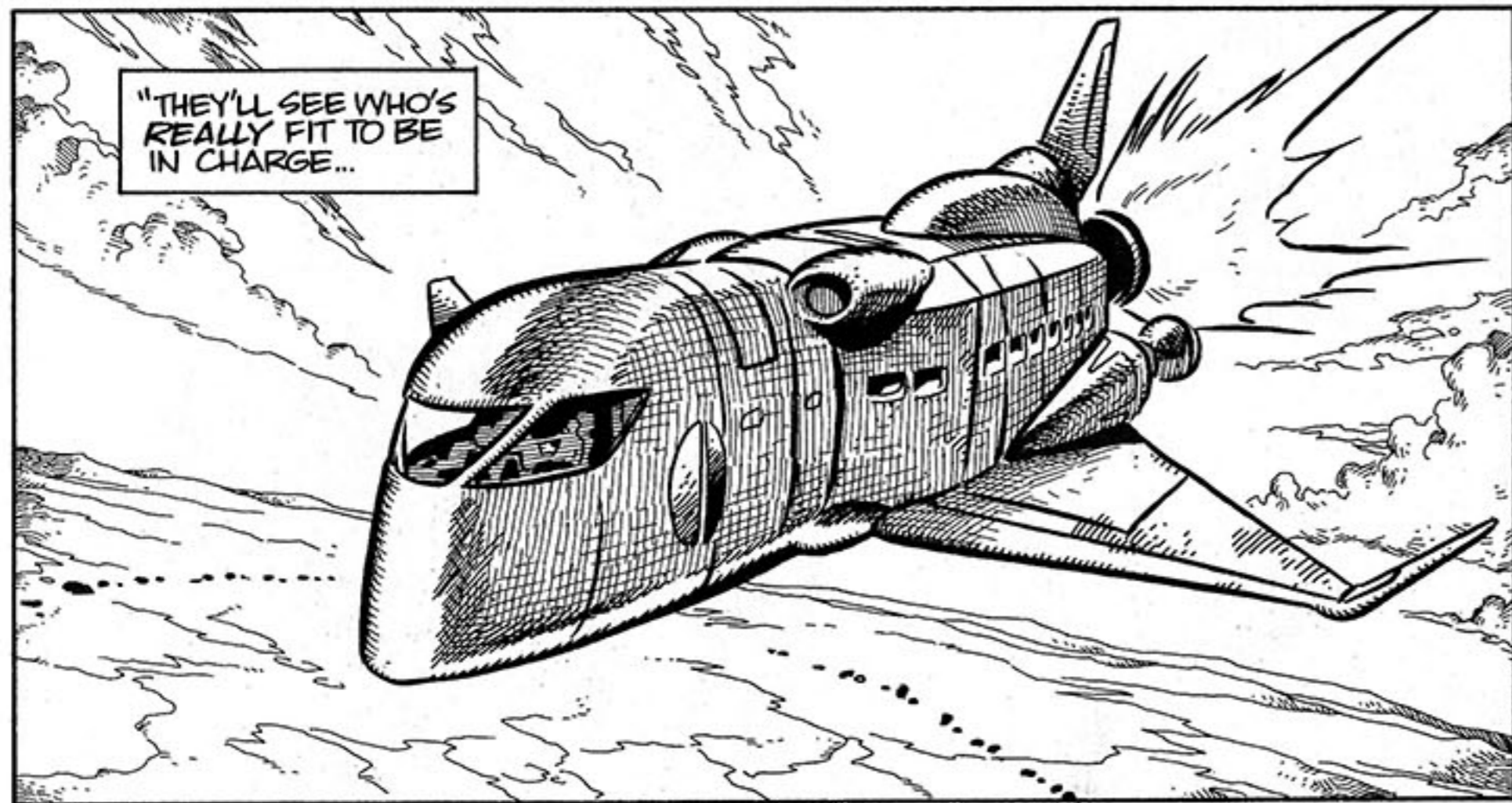
THEY THINK WE'RE WITH THE OTHER G.M.P. TROOPS, GUARDING THE PERIMETER OF THE LANDING ZONE.

KEEP YOUR HEAD DOWN, GRAU. WE CAN'T DRAW ATTENTION TO OURSELVES. NOT YET, ANYWAY.

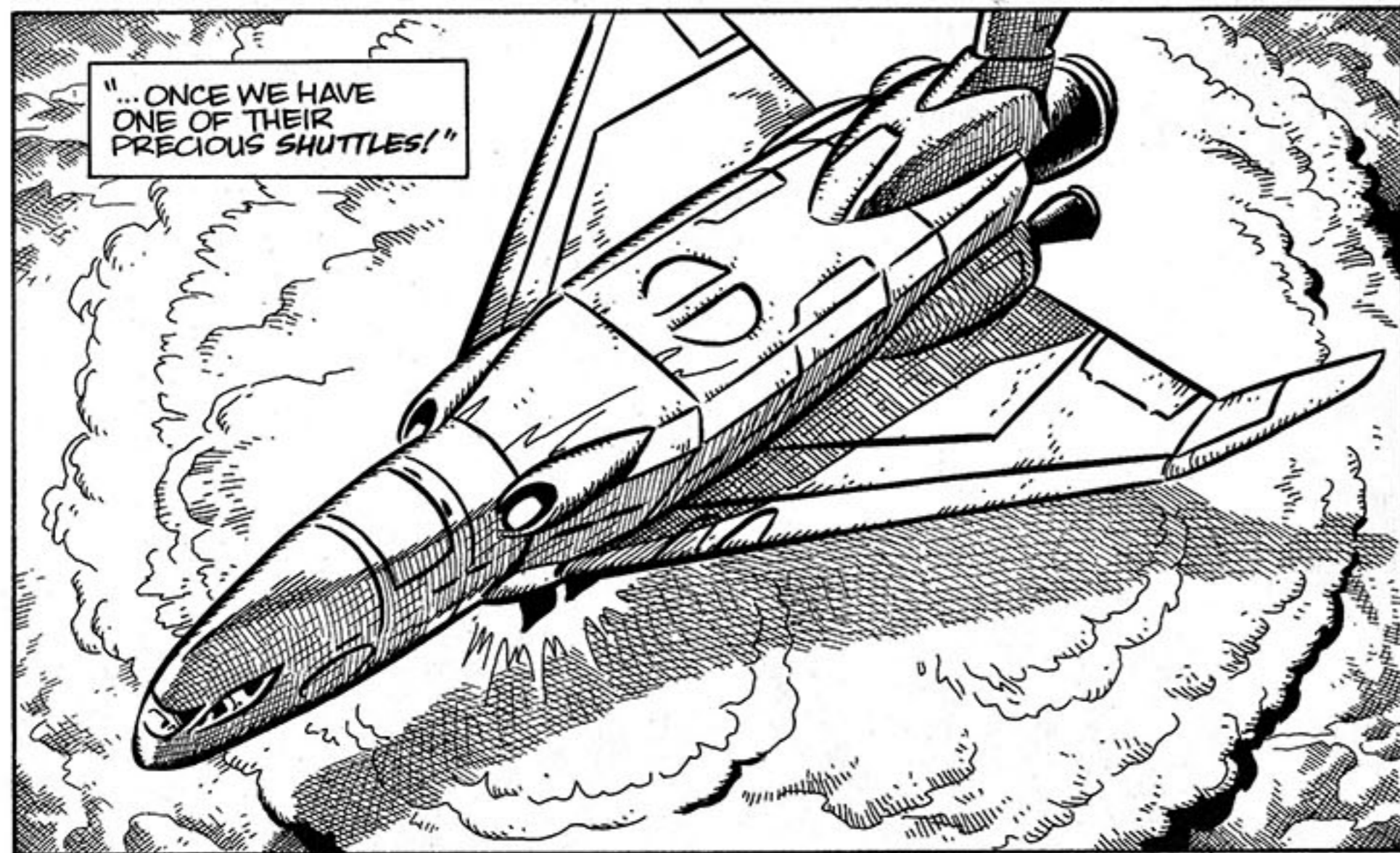
AND I WANT TO KEEP IT THAT WAY.



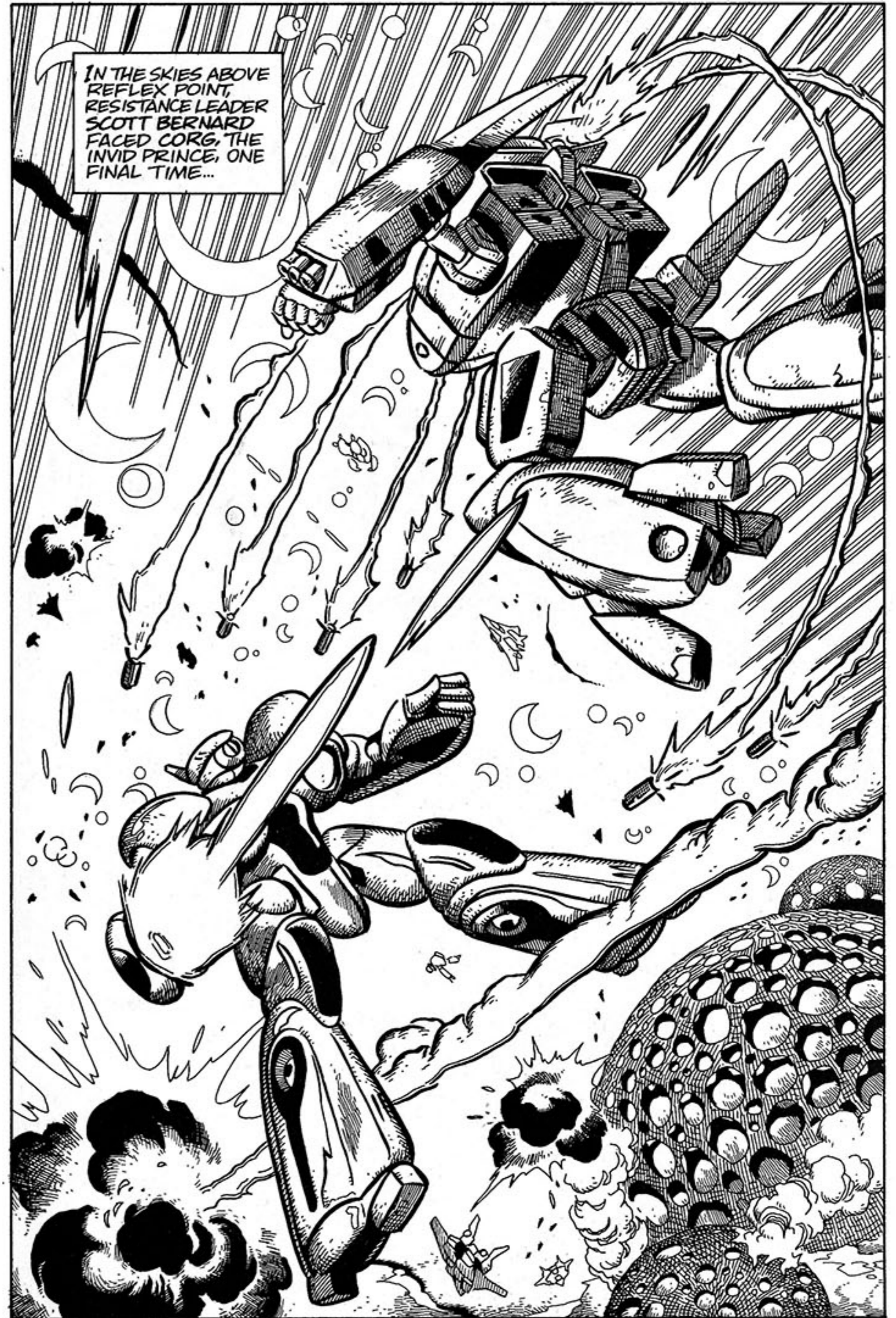
"I'M TIRED OF  
TAKING ORDERS  
FROM THOSE TWO."



"THEY'LL SEE WHO'S  
REALLY FIT TO BE  
IN CHARGE..."



"...ONCE WE HAVE  
ONE OF THEIR  
PRECIOUS SHUTTLES!"



IN THE SKIES ABOVE  
REFLEX POINT,  
RESISTANCE LEADER  
SCOTT BERNARD  
FACED CORG, THE  
INVID PRINCE, ONE  
FINAL TIME...

WHILE, IN SPACE...



...THE TIDE OF BATTLE TURNED AGAINST THE EXPEDITIONARY FORCE!

WELL, SIR?

I HAVE NO CHOICE.

I WANT ALL OUR NEUTRON MISSILES ARMED AND READY FOR IMMEDIATE ASSAULT ON REFLEX POINT!

MEANWHILE, THE SHUTTLE TO MOONBASE ALICE CLIMBED OUT OF EARTH'S GRAVITY WELL.



THREE MINUTES UNTIL TRANS-LUNAR INSERTION...

THERE'S LOTS OF INVID ACTIVITY AT THE SUBORBITAL LEVEL, BUT SO FAR NOBODY'S PAYING ANY ATTENTION TO US.

THAT'S WHAT I WANTED TO HEAR. LET'S DO IT, GRAU!

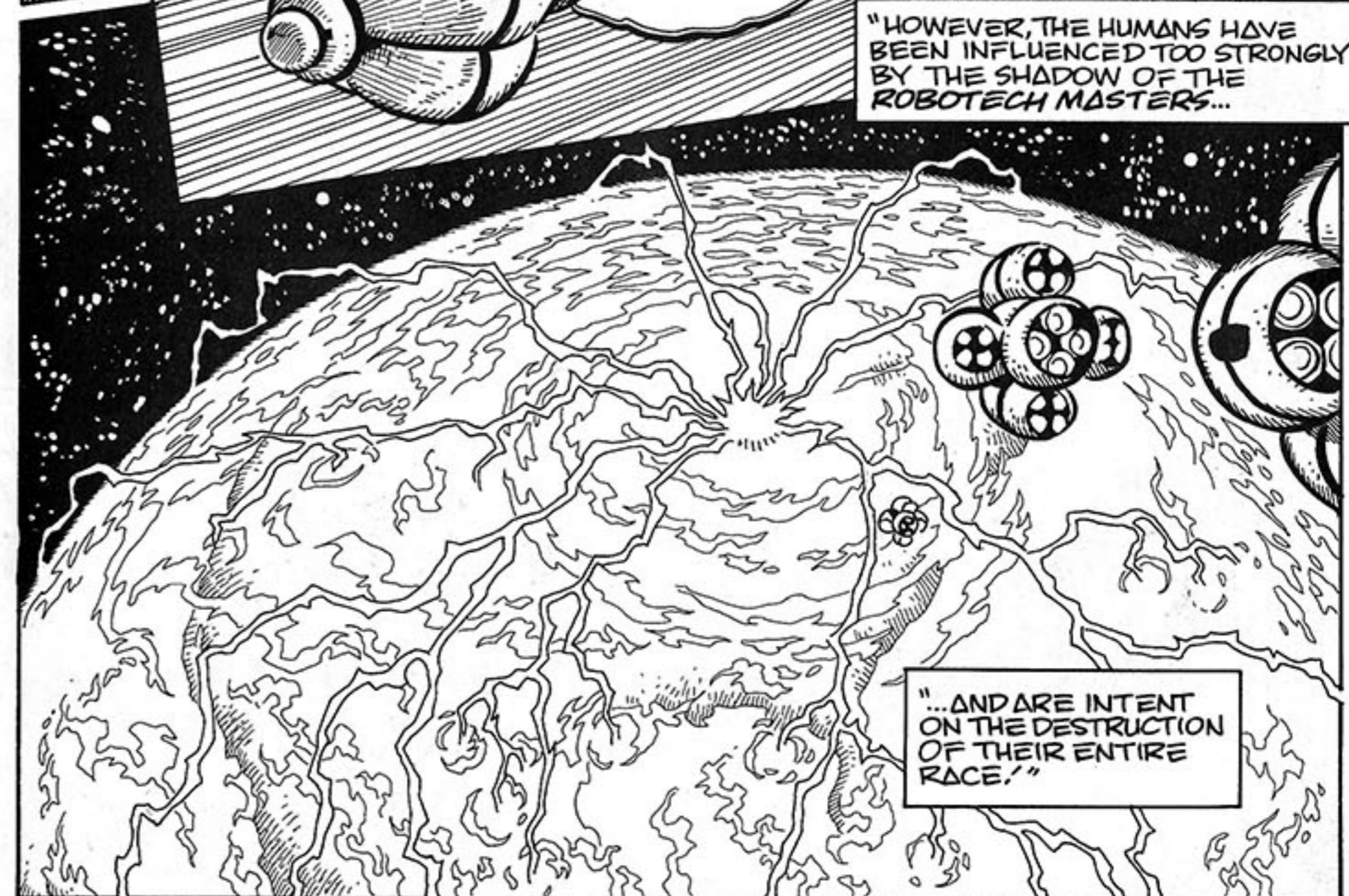
I'M READY, COMMANDER.

ALL RIGHT, NOBODY MOVE! I'M IN CHARGE NOW! I WANT THIS SHUTTLE TO GO BACK TO EARTH NOW--

-AND IF IT DOESN'T, I'M GOING TO PUT A HOLE THROUGH THIS PRETTY LITTLE HEAD!

OH, MY GOD!

SOMEBODY STOP HIM!







"IT SHALL NOT BE!!"

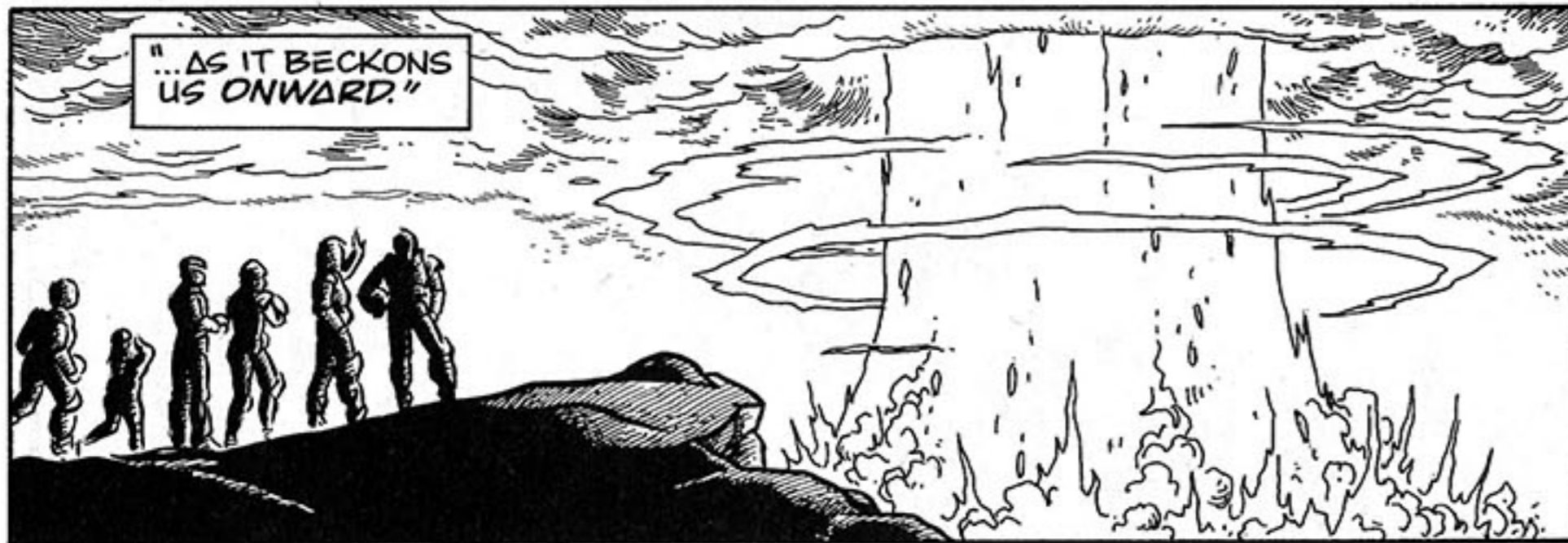




"WE SHALL CONTINUE OUR EVOLUTIONARY DEVELOPMENT ELSEWHERE..."



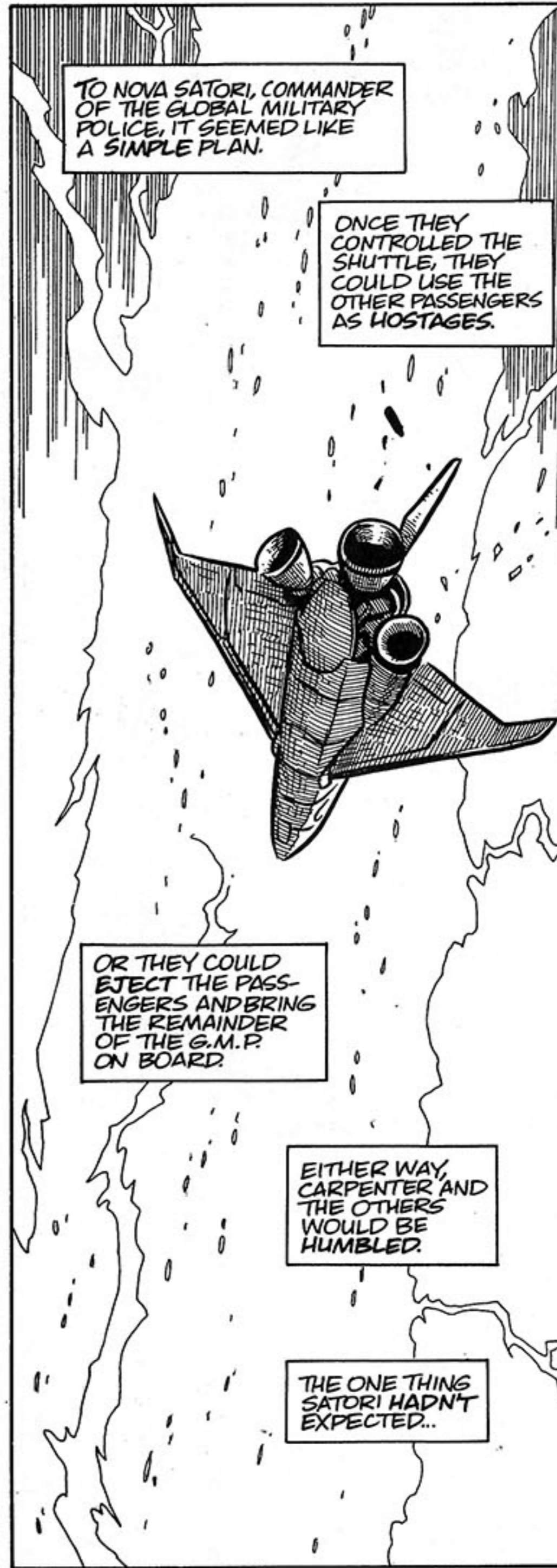
"...DISCARD THIS WORLD AND FOLLOW THE SPIRIT OF LIGHT..."



"...AS IT BECKONS US ONWARD..."



IT'S FINALLY OVER.



TO NOVA SATORI, COMMANDER OF THE GLOBAL MILITARY POLICE, IT SEEMED LIKE A SIMPLE PLAN.

ONCE THEY CONTROLLED THE SHUTTLE, THEY COULD USE THE OTHER PASSENGERS AS HOSTAGES.

OR THEY COULD EJECT THE PASSENGERS AND BRING THE REMAINDER OF THE G.M.P. ON BOARD.

EITHER WAY, CARPENTER AND THE OTHERS WOULD BE HUMBLLED.

THE ONE THING SATORI HADN'T EXPECTED...



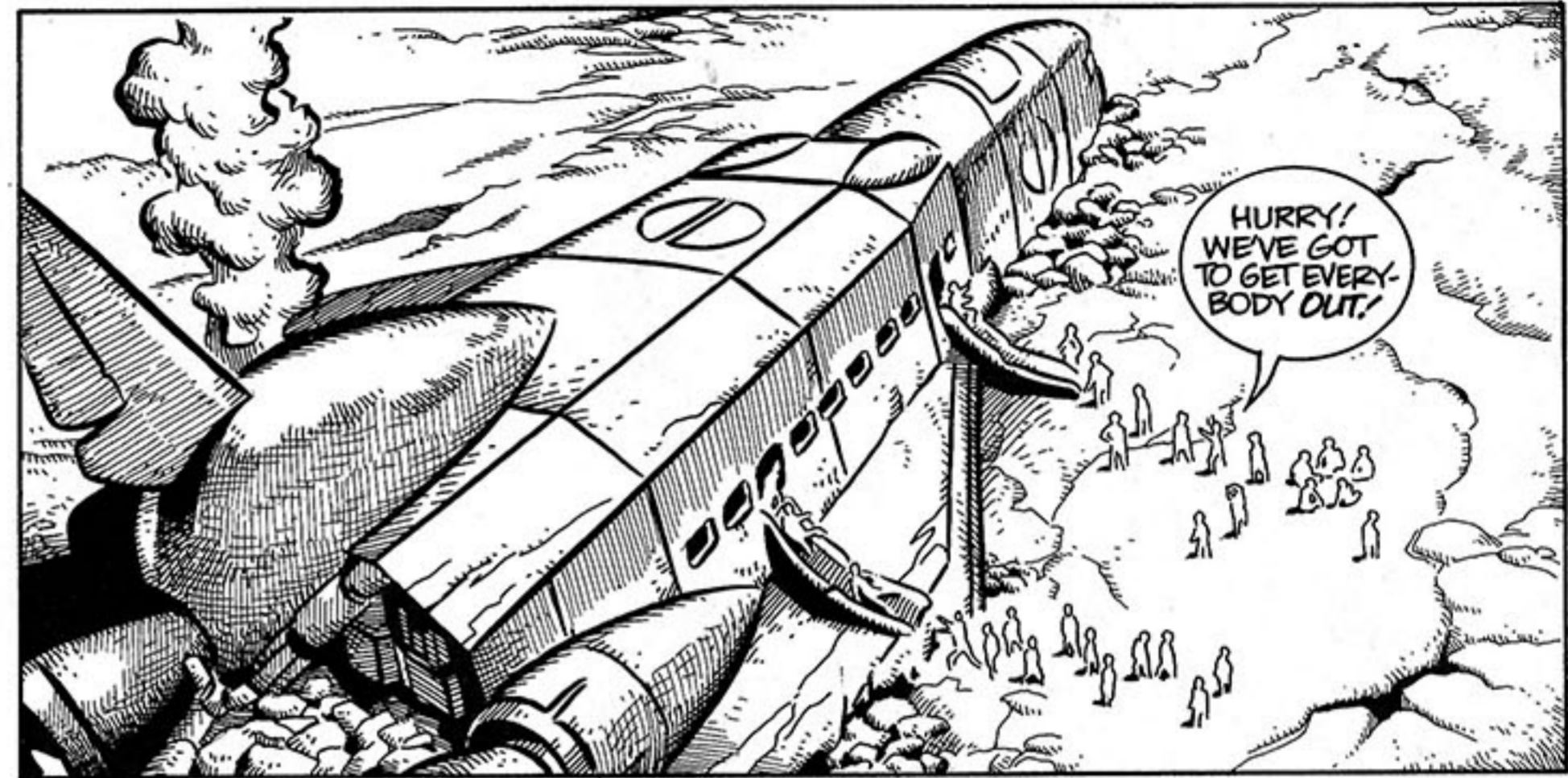
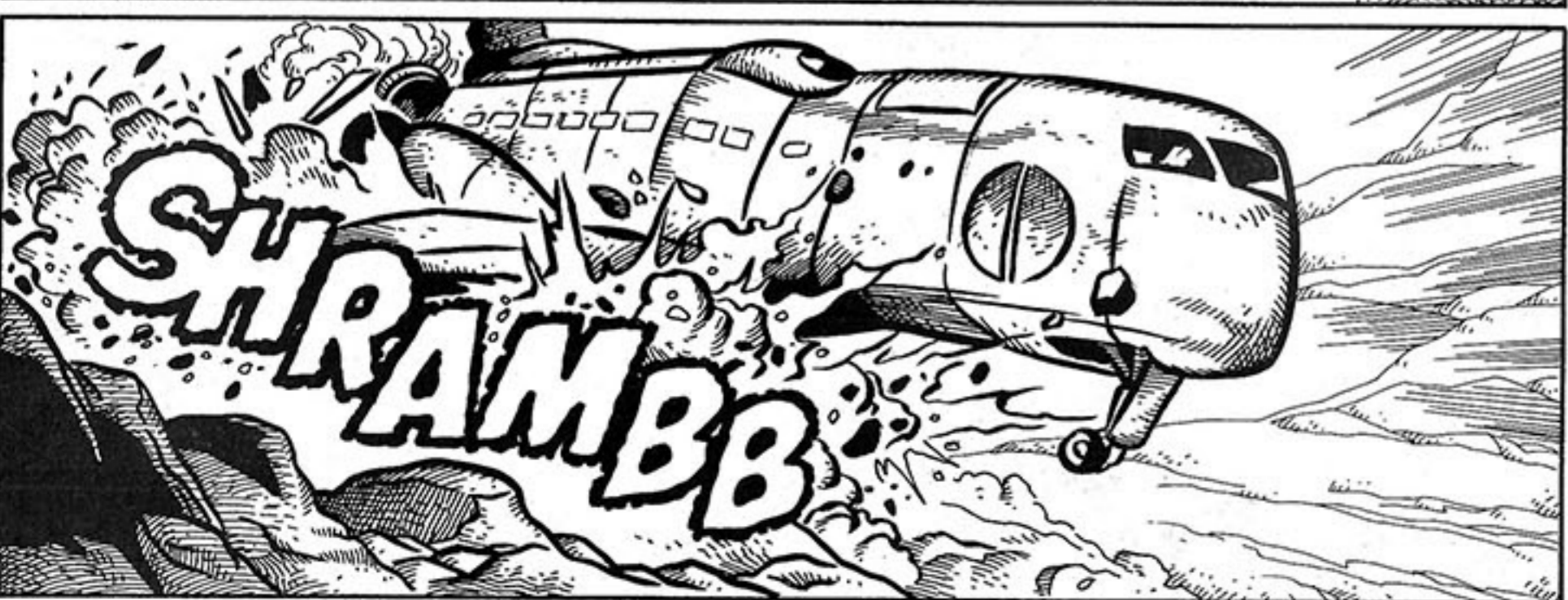
...WAS THAT THE SHUTTLE WOULD BE BRUSHED BY THE ENERGY OF THE DEPARTING INVID!

WHAT THE HELL-?!

GET HIS GUN!



I GOT IT! I GOT IT!!





SEVERAL DAYS LATER...

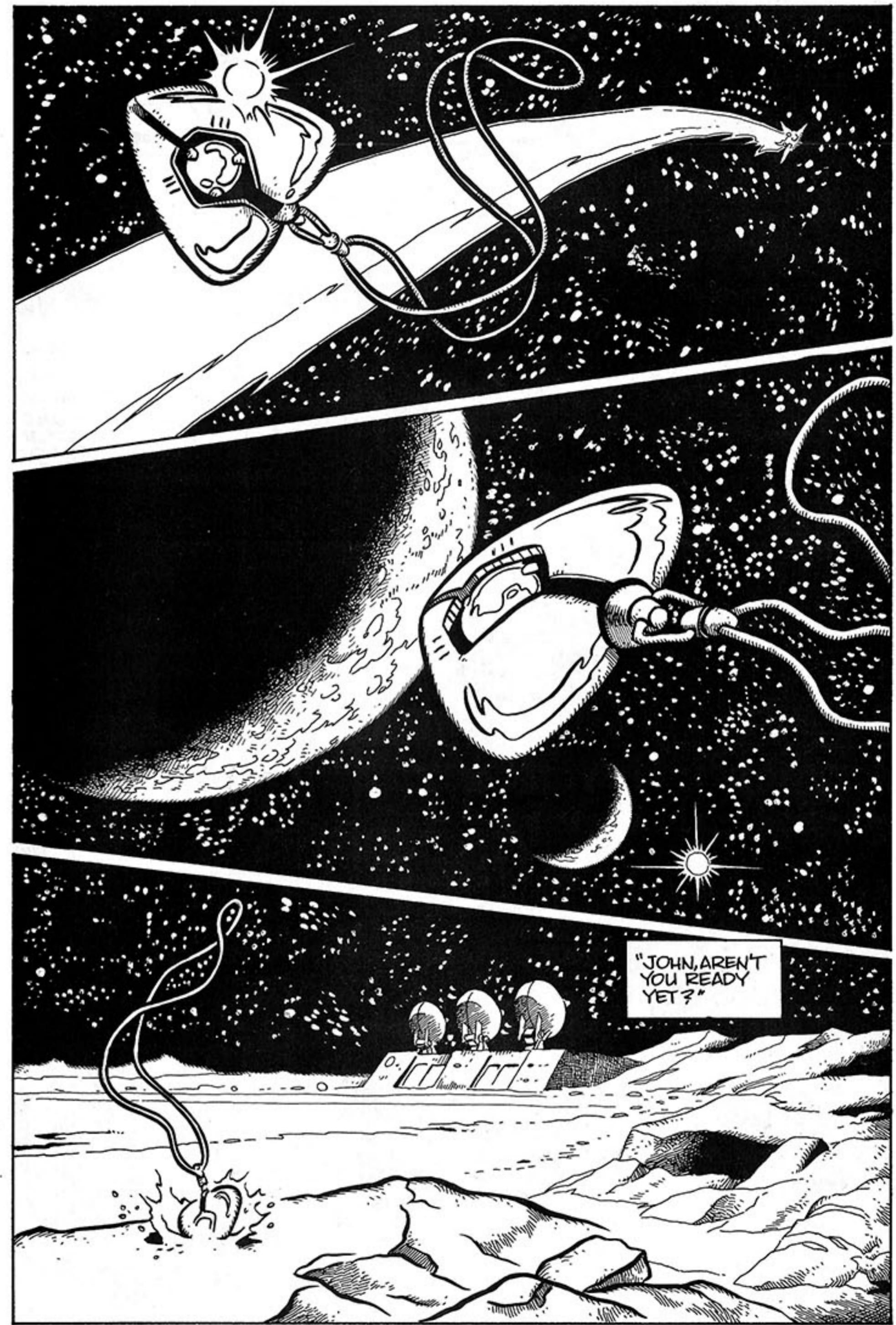
YOU'VE MADE YELLOW DANCER'S FINAL CONCERT THE BEST EVER! THANK YOU ALL! YOU'RE WONDERFUL!

AND NOW, ONE LAST NUMBER-- I WANT TO DEDICATE IT TO A VERY SPECIAL GROUP OF FRIENDS, AND ONE IN PARTICULAR!

HE'S LEAVING THE EARTH BEHIND, AND WITH IT THE MOST PRECIOUS OF POSSESSIONS...

...HIS FRIENDS, THE PEOPLE WHO LOVE HIM MOST.

BUT WHEN HE COMES BACK, WE'LL BE HERE TO WELCOME HIM WITH OPEN ARMS!



"JOHN, AREN'T YOU READY YET?"

MOONBASE ALUCE, LEVEL FIVE.

THEY'RE NOT EXPECTING US IN FULL DRESS UNIFORMS.

JUST AS WELL. I WORE OUT MY LAST UNIFORM TWO YEARS AGO.

BUT YOU'RE RIGHT, WE'D BETTER GET GOING. I GUESS I'M STALLING.

I STILL DON'T UNDERSTAND WHY THEY WANT TO GIVE US MEDALS. ORGANIZING THE SHUTTLE FLIGHTS TURNED OUT TO BE THE MOST FUTILE GESTURE IN THE ENTIRE WAR.

WE NEVER DID COMPLETE A FLIGHT BEFORE THE INVID WITHDREW, AND AFTER THEY DID, NEARLY EVERYONE WANTED TO STAY ON EARTH.

...ALTHOUGH I HEAR THAT DESMOND NOBUTU AND THE REMAINING ZENTRAEDI WILL BE STAYING HERE ON THE MOON.

YOU'RE THE ONLY ONE WHO THINKS THE SHUTTLES WE'RE FUTILE, JOHN.

ULTIMATELY, THEY WEREN'T NEEDED, NO. BUT THE MERE IDEA OF THEM KEPT PEOPLE MOTIVATED. DREW THEM TOGETHER FROM HUNDREDS OF MILES APART. IT GAVE THEM ALL A REASON TO LIVE.

THINK ABOUT IT-- EVER SINCE THE FIRST ZENTRAEDI INVASION, PEOPLE HAVE HAD TO PUT UP WITH A STEADY STREAM OF CORRUPT WARLORDS AND METROBOSSSES.

PEOPLE LIKE ANATOLE LEONARD, ARON RAWLINS, AND JONATHAN WOLFF

THE FACT THAT WE WERE ABLE TO KEEP ALL OF OUR PEOPLE ALIVE AND FREE WAS A REMARKABLE ACCOMPLISHMENT.

BUT THEN AGAIN, MAYBE THEY'RE DECORATING YOU FOR HAVING SUCH A SEXY BEARD.

HAHAHA! I'LL NEVER GET THROUGH THIS CEREMONY WITH A STRAIGHT FACE NOW!

GOOD!



Dear Bill and Tim:

I just finished reading issue #14 and thought it was great. I have been following *Robotech* since the beginning in 1985. When your sister comic *Robotech II: The Sentinels* came out, I thought, "Oh no! Not another pathetic attempt to resurrect my beloved TV show!" However, I learned that you were doing a fantastic job of recreating a not so ill-fated sequel. I've been hooked ever since.

Your series on what happened between the two *Robotech* wars was something that I have always wondered about. However, there have been some things that are bugging me:

1.) In what issue is it that the Invid surround the town after Scott and his team leave? I didn't quite catch what was happening.

2.) Are there going to be more mini-series?

Well, thank you for receiving my letter. I'm looking forward to the rest of the *Invid War* series.

David Siano  
Long Beach, CA

*Other Robotech projects?* Well, *Return to Macross* is going strong; *The Sentinels* recently started *Book III* and at least one other series is in development. Thanks for asking (we're not going to turn down a chance to plug the other *Robotech* books).

As for question #1: *The Invid* arrived in *Soldiertown* in issue 16. They would have been there sooner, but they got caught in traffic.

To the Esteemed Mist'ers Eldred and Spangler:

I appreciated the "behind-the-scenes" look at *Robotech: Invid War*, and I am grateful for the opportunity to have my opinion heard. I have been quite impressed with the directions you've been taking this book. Your re-interpretations of the *New Generation* era have really been great, seeing as how I always felt that generation's episodes never had the strong continuities to it that the *Macross Saga* and *Southern Cross* had. I'm glad to see someone "filling the gaps" as it were, and tying that storyline together more tightly.

Would I like to see more? Absolutely! Ironically enough, what I

had really wanted from this series is exactly what Tim Eldred had in mind and Eternity rejected! I wanted to see Jonathan Wolff's arrival on Earth, his meeting Dana and her hijacking his ship. Instead I just got a flashback. I felt like I had missed all the action! *Robotech* has always been about people first and mecha-battles second, in my opinion. Perhaps after you're finished with the *New Gen* parallels, you could jump backwards in time/continuity once again. Don't get me wrong, I absolutely love the way Bill Spangler handles this book—he's so complete in his story telling of the *Robotech* universe; it's like he knows every nook and cranny intimately. I've been a die-hard fan since the show's debut in March of 1985, and I can be a real stickler for continuity. And Bill Spangler always makes me feel like I'm in good hands.

But I've digressed. I was just really looking forward to seeing Wolff arrive and meet Dana.

Something else I'm hoping you plan to cover is bridging the largest gap inside the *New Generation*—the one between episodes 83 and 84, *Reflex Point* and *Dark Finale*. In one episode the most recent fleet from Tirol has been destroyed and Lancer still knows little about Sera. But, in the next, Scott's hooked up with some successfully arrived reinforcements and Lancer knows Sera by name! There could have been a whole episode in between those two. This is the chance for there to be! I realize that as you read this, issue #18 has probably already been finished, but I wanted to share my request anyway.

Incidentally, I'm a little saddened that once *Invid War* stops publishing, the original *Robotech* logo will disappear. Granted, it is eight years old, and the new logo is rather fresh and looks cool. But, I've always loved the old one. (Maybe it's that three line "E".)

Anyway, keep up the great work. Don't go anywhere, Bill. In my opinion you're right up there with Carl Macek, Jack McKinney and Markalan Joplin as the architects of the *Robotech* universe. *Invid War* has been a testament of that.

Prela-na-ma,  
Christopher Goodnough

West Chester, PA

I'm flattered to be compared to the people you mentioned. One of the things I liked about the late Markalan Joplin's work was the obvious affection and respect he had for the *Robotech* characters. I hope some of that comes across in our stories, too.

As for the subplot with Wolff and Dana, all I can really say is that when we were doing those early issues, we didn't know that *Invid War* was going to be an ongoing series. So we tried to cram as much as we could in the space we thought we had.

Dear Bill and Tim:

I would like to start off by commending you and everyone involved in *Invid War*. You took a blank hole in the *Robotech* timeline and filled it. You filled it with a great story, great characters and great art. The art is just as good, if not better, than any other *Robotech* project (including *The Sentinels* itself).

I'm a college student and have followed *Robotech* since its American debut in early 1985. I've also played the role playing game just as long. Every person in the group agrees that *Invid War* should go on past the 18th issue (that's eight votes!).

Having played the game for so long, I know of the endless possibilities for a *Robotech* story. One idea I always wished would be turned into a story was another group of Freedom Fighters during the *Invid* occupation much like Scott Bernard and Co. There had to have been more than just one group fighting the *Invid*, don't you think?

To answer your questions, you handled the characters perfectly. I didn't have any problems believing the characters. The thing I like the most about the series, is its "gloomy darkside." The way everyone is tired of war but must go on fighting. My favorite scene is in *Invid War* #1 on page 18-21, where the *Invid* first appear and Col. Wolff's reaction. I could picture that as if I was there and I could relate to the desperation.

As for surprise, the inclusion of Nova Satori and Louis Nichols was definitely a surprise.

Your other project, *Return to Macross* is great. The art is great and the story line is superb. I should put an

end to this very long letter, but in closing I would like to say thank you for bringing *Robotech* to life and to keep up the good work.

Your loyal fan  
Colin Cochran  
Houston, TX

*Tim and I were wondering about other freedom fighters, too. That's one reason we introduced John Carpenter and the Splinters.*

Dear *Robotech: Invid War*:

Hi! I am glad to see the *New Generation* back. I do have complaints though. I began *Robotech* addiction when I first saw *Robotech Art 1*. I refused to buy *Art 2*, and didn't have any interest in *Art 3*. Why? By the time that came out I was no longer interested. The characters of season 2 and season 3 were my favorite. I didn't like most of the season 1 stuff, nor do I like or enjoy the *Sentinels*. I did try to collect the *Genesis* as I like the character of Zor a great deal. However, there were two covers for one issue and I never knew when issue 6 came out. Then there were more series and still more. When I saw issue 13 containing the NG I decided to try it and wasn't disappointed. However, that old confusion regarding timelines and all was on my mind. I read your back article and was even more confused. When is all of this taking place and is it in between episodes or adaptations of existing ones? I did like the Comico version as flawed as it was sometimes. It really introduced me to the whole story of RT. I think a timeline laid out with all the stories detailed on it would help this confused fan. In any event, I would like to try to figure out where I stand at any given point in the whole universe.

Thanks,  
Charles Mento  
Deer Park, NY

*Tim and I did try to cross-reference this last bunch of stories with the New Generation TV episodes. Here's the way we see it:*

*Issue #13 adapts Eulogy, with some new scenes taking place immediately before and immediately after the episode.*

*Issue #15 takes place immediately after the episode The Fortress. The Invid invade Soldiertown at approximately the same time.*

*Nova Satori and the GMP join forces with John Carpenter and The Splinters (as seen in issue 16), between the TV episodes The Midnight*

*Sun and Ghost Town.*

*Issue #17 is set between the episodes Frost Bite and Birthday Blues.*

*Issue #18 starts with some scenes that take place just before the episode Dark Finale. (We know that Scott Bernard's group joined forces with Jupiter Division before Dark Finale, so we're saying that there was a final council of war at that point.) The bulk of that issue, though, adapts scenes from Symphony of Light and adds a couple of new scenes at the end.*

*Now, aren't you sorry you asked!*

Dear Bill and Tim:

I have to say that *Invid War* is the best *Robotech* series out right now. While all the other Eternity series focus on the Sentinels, I prefer the stories based on the original series I saw on TV as an adolescent. I also like the text about how the series came about and how you had to alter your story around editorial restrictions. I can understand that you guys want to end the series so you can focus on other comic books (like *Return To Macross*), but it would be nice to see all the *Robotech* characters in an aftermath story. The problem with all these side stories (like *Invid War*) is that we already know what's going to happen. An aftermath story would surprise and interest everyone since we wouldn't know what happens next. My only other suggestion is that you try and make the last episode with the Invid make a little more sense in terms of why the characters turn on the REF. This has always annoyed me.

Peace,  
Dominick Mattero  
Brooklyn, NY

P.S. How does Tim draw so many comic books a month?

*He's crazy. As for an aftermath story, read on!*

Dear All Folks at Eternity:

Now that you have given the green light for all of us who are fans of *Robotech: Invid War*, and in general, *Robotech*, I will write in. Now, as far as your question concerning the fate of *Invid War*: I am all for it. I have nothing but kind words for Anthony Carpenter's inking abilities. To me it gives the etched-in-stone pencilling of Tim Eldred a carefully sculpted Middle-Age look to it.

You also wished to know what I felt whether or not you have handled the characters clearly enough. In my opinion you have done an excellent job. There is still one glitch I am curious

about: In issue #14, of the *Invid War*, at the very end when Jonathan Wolff is dying his last words are, "Catherine... Johnny...Carpenter...I'm sorry..." Now what I'd like to know is why wasn't Lynn-Minmei's name included as shown in book #10 of the *Invid Invasion* by Jack McKinney?

Other than that I am perfectly happy with what you guys are doing for the *Robotech* Universe. Tim Eldred touched upon an interesting point when he was discussing how to improve the *New Generation* material, and I would like to make a request that if possible to please, please! make an updated adaptation of the *Southern Cross* material! After watching the series and then reading the Comico comics-ick!-and finally reading the novels by Jack McKinney, I fell in love with the idea of how it connected with the *New Generation* material; plus on top of that, all of the subtle plots instigated by Dr. Lazlo Zand his attempts at awakening Dana's alien side and Rolf Emerson's rescue of Dana and his nearly killing Zand. All of this plus even meatier detail as shown in the novels by Jack McKinney that Comico missed or simply did not grasp. Now all of this to me is as unforgivable as the mass-edits found in the six volume video series of the *Macross Saga*. As I've said before, I am sure that Bill Spangler, Tim Eldred and of course Mr. Anthony Carpenter would be perfect for this title (especially Anthony Carpenter who, as I've said before, can bring a bit of the Ol' Middle Age touch to the already superb artwork of Tim Eldred—not forgetting the great scripture of Bill Spangler) Well, I guess that is about the tip of the iceberg of what I have to ask about (for now). As one of the many fans, I'd like to say thank you for all your time and efforts and especially reading and responding to this letter.

I'll keep in touch.  
Sincerely,  
Calvin Bailey  
Seattle, WA

*As you probably know by now, Bruce Lewis and David Lanphear take over Invid War after issue #18. The title will become Invid War: Aftermath, and numbering will begin again at #1. The war is over, but the struggle goes on...*

*Thanks to all for writing in. —Bill Spangler*

