

Triptych o' Trouble One == The Right Panel

There is a lot of “weird” in this “Weird Western,” but the one character from *The Sixth Gun* who I think personifies this best, is featured in this panel of the game screen. Let me introduce you to Asher Cobb, the legendary “9-Foot Mystery Mummy” who is not only a physical force to be reckoned with, but who also finds himself saddled with prophetic visions. I love drawing this character for his design and presence but, to me, he really came alive (no pun intended) in the pages of the comic when we learned his tragic backstory.

Asher is facing off against our classic villains from the series, the Horsemen. Each of these outlaws has been in the possession of one of “the Six” (the set of infernal weapons that each contain their own terrible power) for several years at this point. The prolonged exposure to these supernatural weapons has left these characters transformed—somewhere between man and monster. I have a special place in my heart for these villains—they were some of the first characters I designed for the comic series and I love revising them when I can. My personal fave is probably “Filthy” Ben Kinney (the guy with the bag on his head). His gun spreads a fast-moving, flesh-eating disease through the wounds it causes.

The pale rider in the mortician-looking digs is Silas “Bitter Ridge” Hedgepeth. Through his gun, he can call up the spirits of those he’s slain. They animate themselves through manipulation of the dirt, dust, mud and debris of the local environment. These are the golem-like mud creatures we see attacking en masse.

The Widow, Missy Hume, is the psychotic wife/widow of the undead Confederate General, Oliander Bedford Hume. She’s such a fun character because she is so evil and off her rocker. She also possesses one of the Six which gives her the ability to heal or regenerate from any wound—making her exceptionally dangerous.

And what’s with all those chains whipping through the air? We’ll get to that later in this “Triptych o’ Trouble!”

--Brian Hurtt

