

CHRONO CADETS



PROTECT THE PAST.
SAVE THE FUTURE.

Protect the Past. Save the Future.

LOGLINE

When humanity's future collapses into war and extinction, the last surviving scientists send a team of gifted students back through time—not to change history, but to protect it.

Because the only way to save tomorrow... is by rescuing yesterday.



GENRE & FORMAT

Action/Adventure

Time Travel

On-Going Series

VISUAL MOOD

Chrono Cadets is *X-Men: Evolution* meets *Bill & Ted's Excellent Adventure* with the heart of *Avatar: The Last Airbender*—a fast-moving, emotionally grounded, visually kinetic time-travel adventure about young heroes tasked with preserving the very events that define civilization.

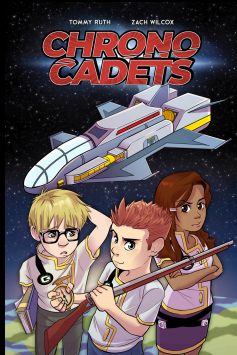
SYNOPSIS

Centuries in the future, society has fractured beyond repair. Civil wars, pandemics, revolution, and nuclear devastation reduce humanity to only a small group of survivors hidden on a remote island. There, a brilliant pair of scientists discover time travel—humanity's final chance at redemption. Their plan is bold: travel to the past to affect change to protect future generations against the danger of their future.

But Kastor, sees time travel as a weapon, not a responsibility. When he betrays them to hostile forces, the scientists destroy their work, flee to the past, and found a secret academy in early-21st-century America. Years later, Kastor follows—and now he is rewriting pivotal historical events to shape a future for himself.

To stop him, three exceptional students—Eli, Marah, and Dawson—along with their loyal robot companion JNKR, must travel into the past's most critical turning points. Their mission isn't to change history... but to make sure no one else does.

With each issues, the Chrono Cadets will face new challenges both in the past and the present as they navigate the timestream and school.



01. THE SHOT HEARD ROUND THE WORLD

The Cadets' first mission is to stop Kastor's agents attempt to alter a key event of the American Revolution. Eli must protect history from being rewritten—while learning that war is not a game. This issue introduces the team, the philosophy of the academy, and that the future is not the only thing at stake.

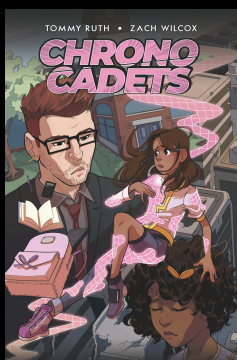
Cover by Zach Wilcox



02. ONE IF BY LAND

Back in the present, the Cadets are faced with the day-to-day challenges of being kids. But a new threat from Kastor has him returning to 1775 to finish the job. After an explosion damages their ship, the Cadets are on the clock as they set out to save Paul Revere.

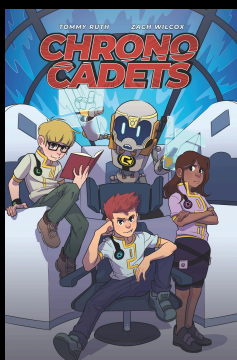
Cover by Zach Wilcox



03. THE QUADRANT

Eli and Paul Revere find themselves prisoners as Kastor's real plan comes to light. More of Marah's story is revealed, and with a little unexpected help, the Cadets rally and finally come together as a team!

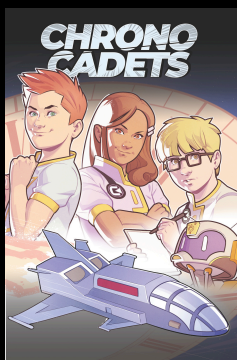
Cover by Zach Wilcox



04. ORIGINS

The Cadets' first mission is to stop Kastor's agents attempt to alter a key event of the American Revolution. Eli must protect history from being rewritten—while learning that war is not a game. This issue introduces the team, the philosophy of the academy, and that the future is not the only thing at stake.

Cover by Zach Wilcox



05. TRAINING DAY

The Chrono Cadets are back at the Mayfield Academy trying to get through another day of school. As Marah struggles to cope with her encounter with Kastor, Eli devises a plan to break into the Headmaster's office so they can search for clues to the mysterious Quadrant.

Cover by Chris Evenhuis

VARIANT COVERS



ZACH WILCOX



ZACH WILCOX



TOM ROGERS



ZACH WILCOX

CREATIVE TEAM



TOMMY RUTH - WRITER

Tommy Ruth is a media producer, entrepreneur and lifelong storyteller from Tennessee with a love for myth, legacy, and epic characters. He has a MFA in Film & Television from Asbury University.

After years in video production, podcasting, and creative consulting, he turned his focus to building a business and creating original worlds that blend heart, and high-stakes heroism.

Chrono Cadets is his next step toward creating a universe that endures.



ZACH WILCOX - ARTIST

Zach is a Philadelphia based artist. He has a Master of Fine Arts degree in sequential art from Savannah College of Art and Design and a BS in Digital Media from Drexel University.

He specializes in all aspects of comic creation, illustration, conceptual art, story boards and animated GIFs. There is a unique quality to his work that reflects his multiple influences from video games to animation.

Zach's work was recently published by Scholastic's Graphix Imprint for his work on *Fearless* with Kenny Porter.

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LEXINGTON, MASSACHUSETTS
APRIL 19, 1775



MAN THIS IS INTENSE.



I MEAN, I'VE BEEN
IN PLENTY OF FIGHTS...



BUT NEVER ON THE
EDGE OF WAR.





MARAH WAS NOT HAPPY I
CAME DOWN HERE ALONE.



BUT THERE WAS NO WAY
I WAS GOING TO PUT
THEM IN DANGER ON OUR
FIRST MISSION.

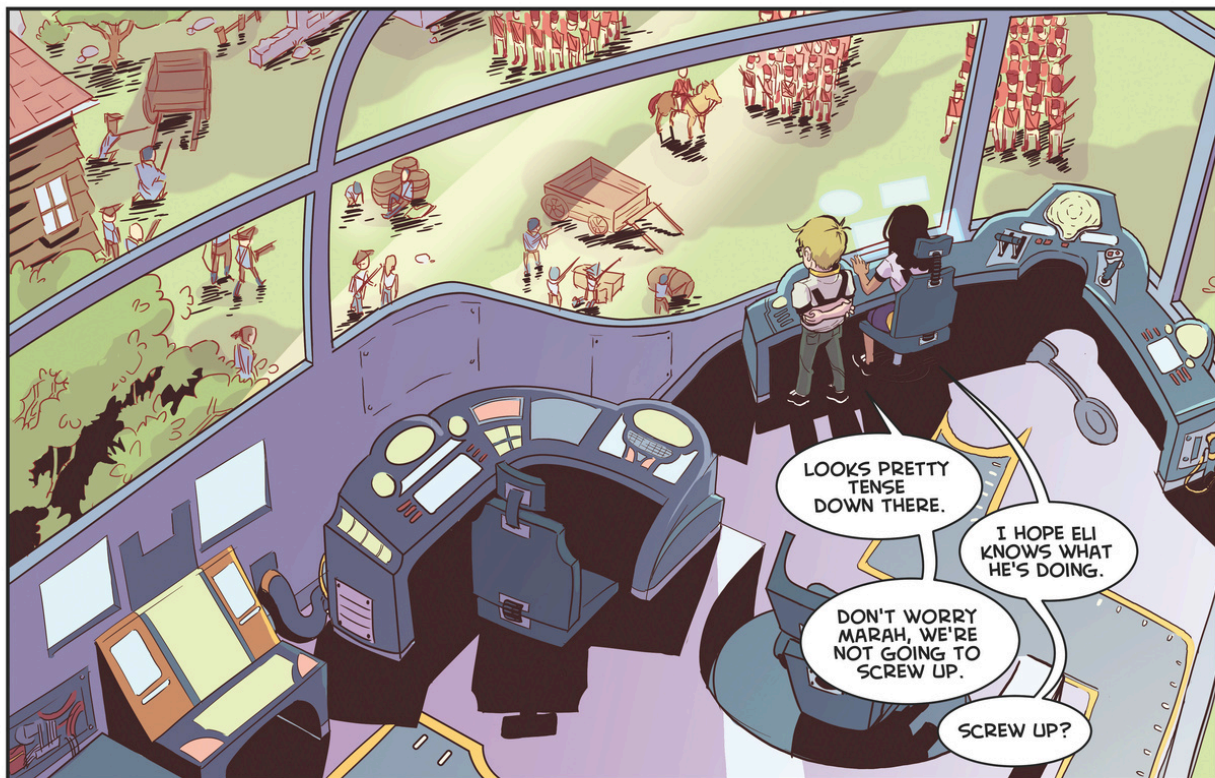


IT'S MY JOB TO PROTECT
THEM AND IT'S THE
REASON THEY CHOSE ME
TO LEAD THIS TEAM.



AND AFTER EVERYTHING
ELSE, I CAN'T AFFORD TO
SCREW THIS UP.



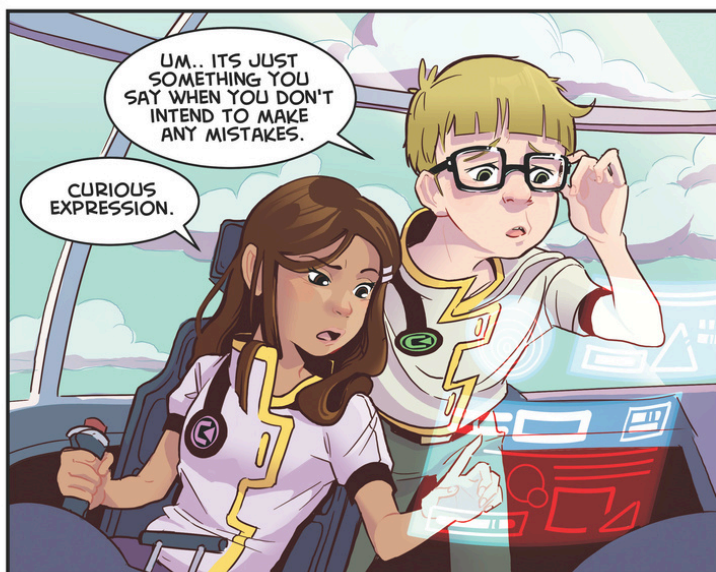


LOOKS PRETTY
TENSE
DOWN THERE.

I HOPE ELI
KNOWS WHAT
HE'S DOING.

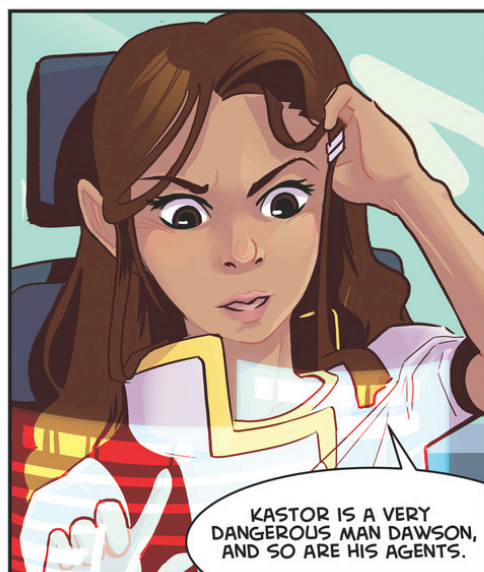
DON'T WORRY
MARA, WE'RE
NOT GOING TO
SCREW UP.

SCREW UP?

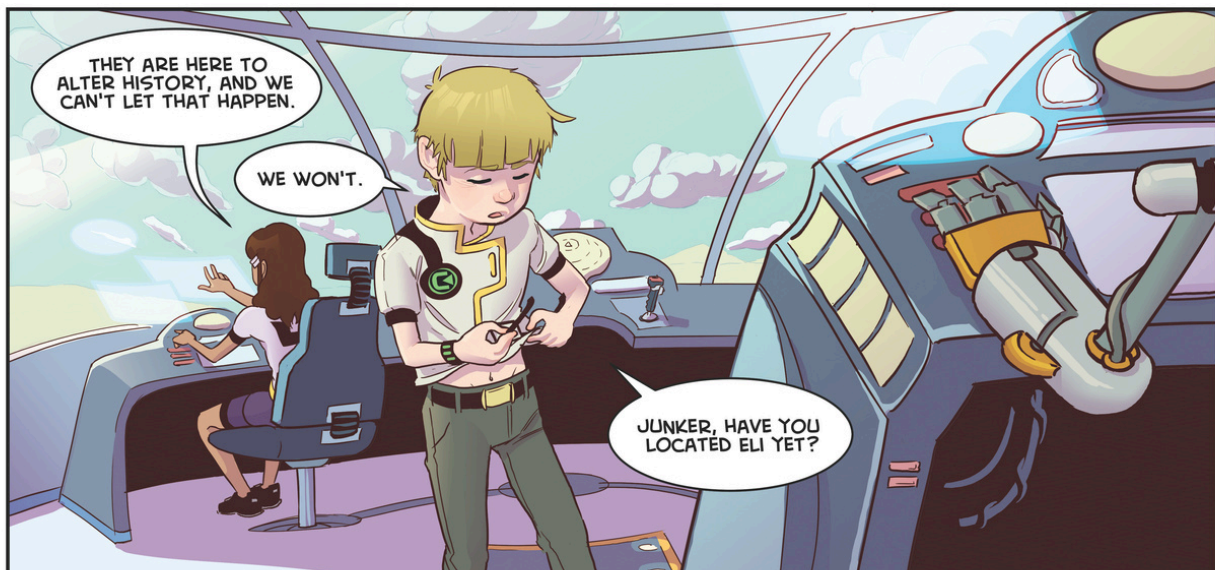


UM... IT'S JUST
SOMETHING YOU
SAY WHEN YOU DON'T
INTEND TO MAKE
ANY MISTAKES.

CURIOUS
EXPRESSION.



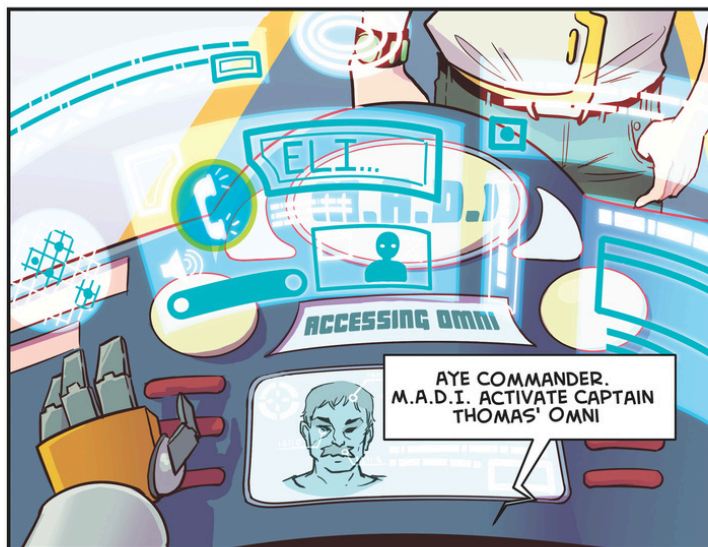
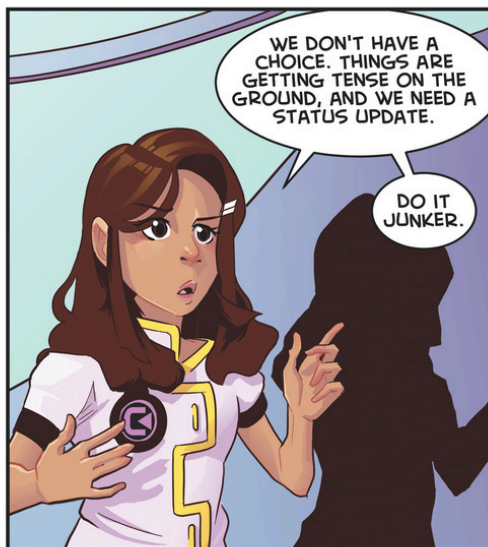
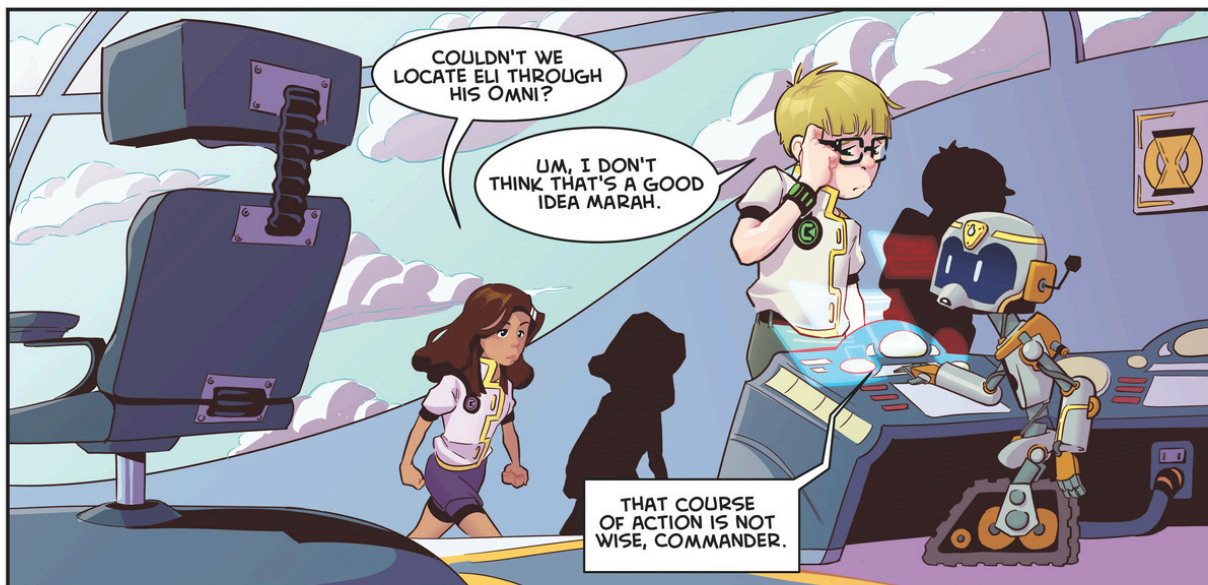
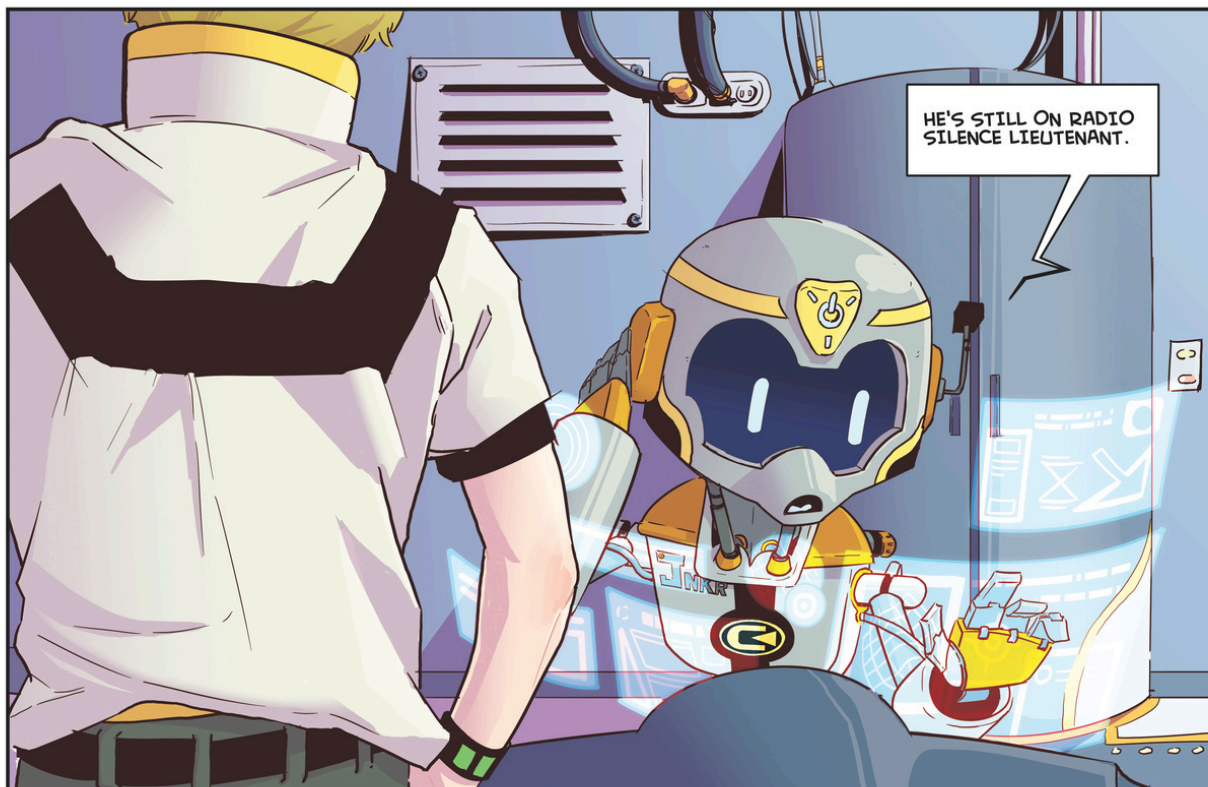
KASTOR IS A VERY
DANGEROUS MAN DAWSON,
AND SO ARE HIS AGENTS.



THEY ARE HERE TO
ALTER HISTORY, AND WE
CAN'T LET THAT HAPPEN.

WE WON'T.

JUNKER, HAVE YOU
LOCATED ELI YET?



I HAVE TO FIND THIS GUY.
KASTOR'S AGENTS ARE AS
SMART AS THEY ARE DEADLY.



THERE HE IS.



WHAT IS HE DOING?



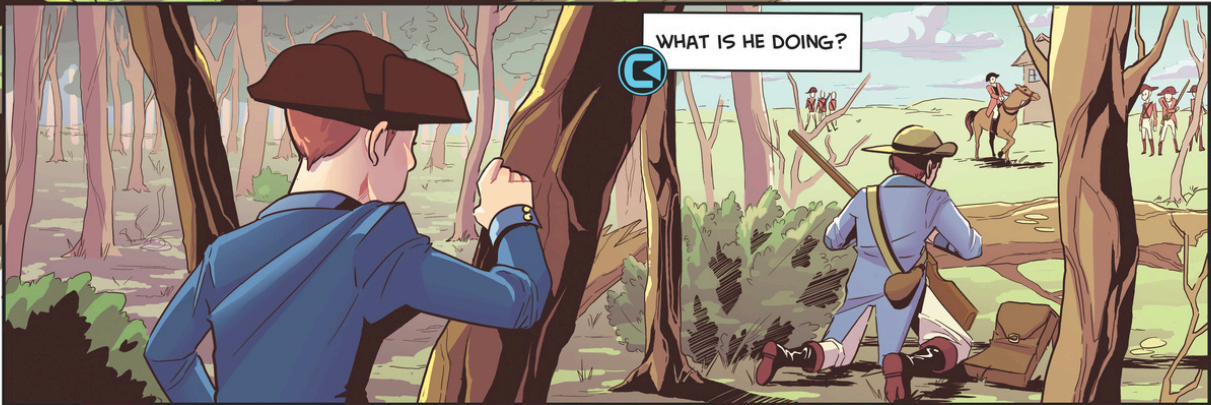
THIS IS NOT GOOD. NO WAY
THIS DOESN'T END IN A FIGHT.



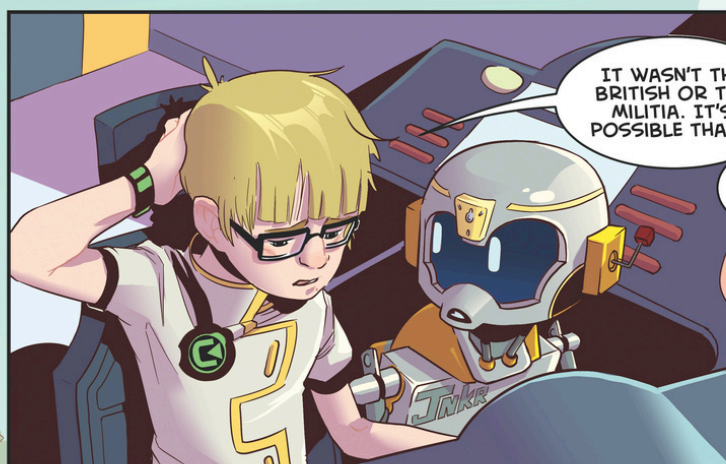
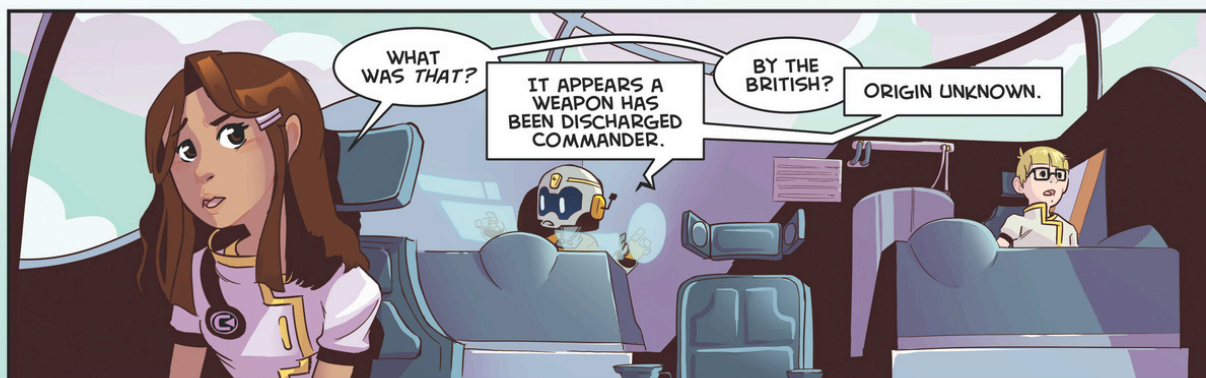
IF I CAN BE QUIET.
GENTLY NOW. ONE
FOOT IN FRONT OF...

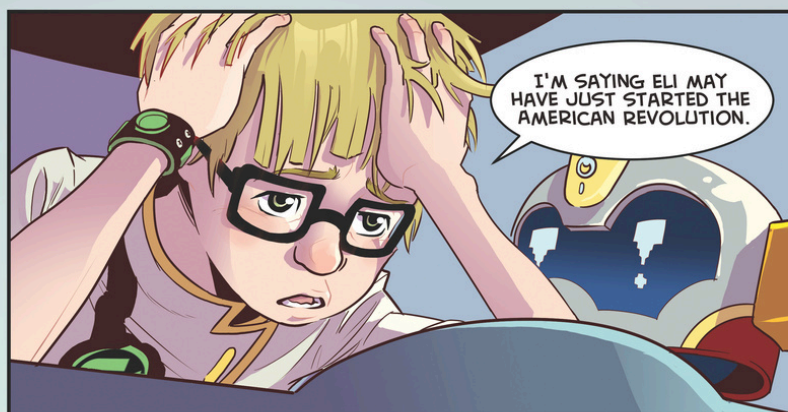
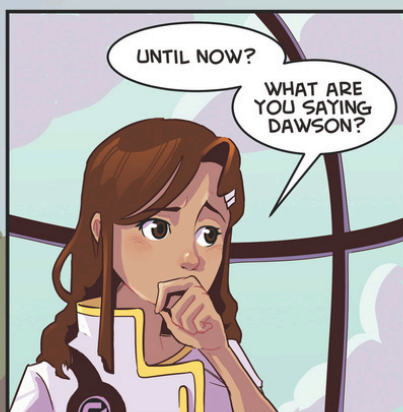
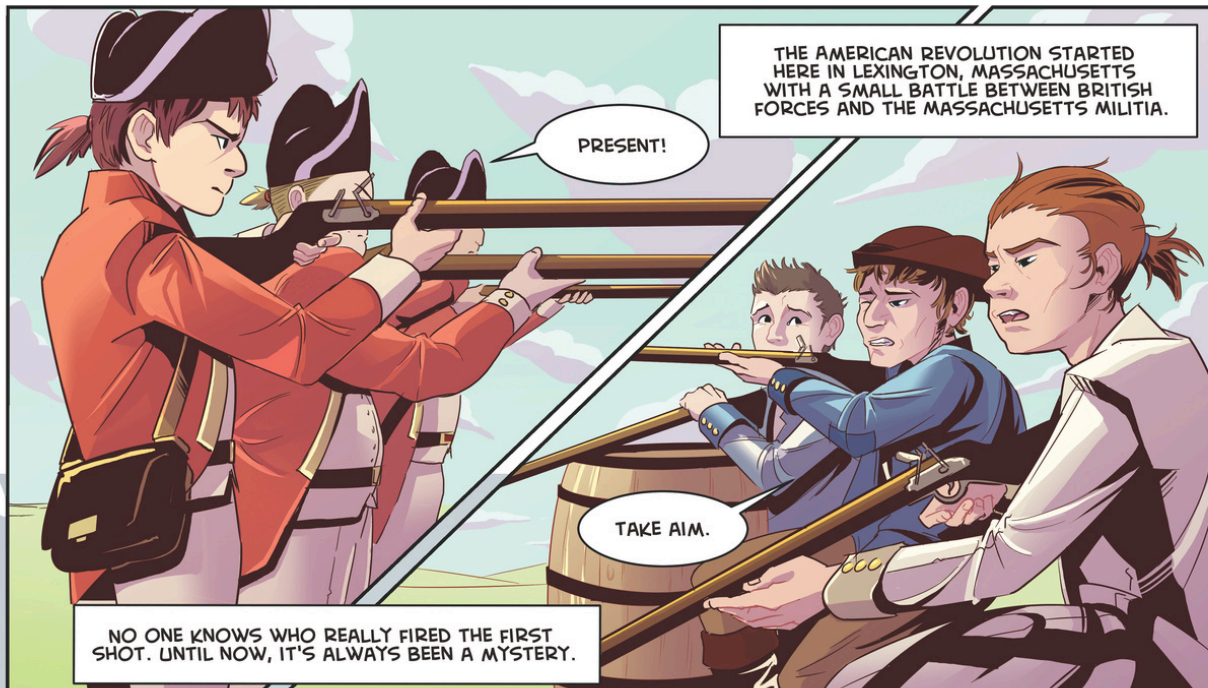


OH CRAP.











**THANK YOU FOR YOUR
CONSIDERATION!**

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