

High School DxD

COMIC
HIROJI MISHIMA

ORIGINAL
ICHIEI ISHIBUMI
CHARACTER DESIGN
ZERO MIYAMA

11



PARENTAL ADVISORY
WARNING
EXPLICIT CONTENT



HIGH SCHOOL DxD

11

COMIC
HIROJI MISHIMA
ORIGINAL
ICHIEI ISHIBUMI
CHARACTER DESIGN
ZERO MIYAMA

11



High School DxD

COMIC
HIROJI MISHIMA

ORIGINAL
ICHIEI ISHIBUMI

CHARACTER DESIGN
ZERO MIYAMA

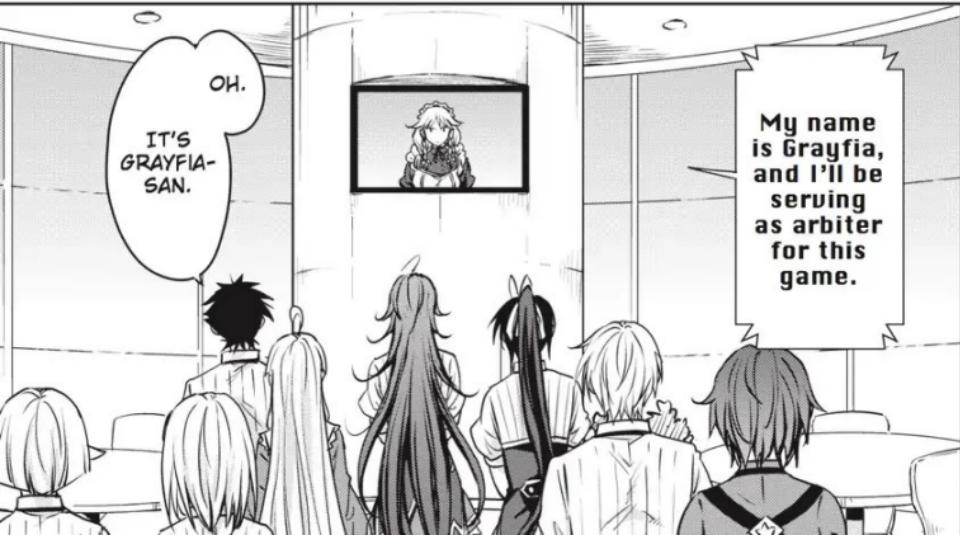
CONTENTS

LIFE.68	3
LIFE.69	21
LIFE.70	41
LIFE.71	59
LIFE.72	71
LIFE.73	89
LIFE.74	109
LIFE.75	127
LIFE.76	141



LIFE.68: PRESIDENT VS. COUNCIL PRESIDENT—
THE BATTLE'S FIRST HALF! (PART 1)





A pawn can achieve a promotion by reaching enemy territory.

ENON

Your respective territories are the areas you warped into.

The battlefield will be this shopping mall.

The following rule is in place—you may not destroy the building. If you do, you will not win.



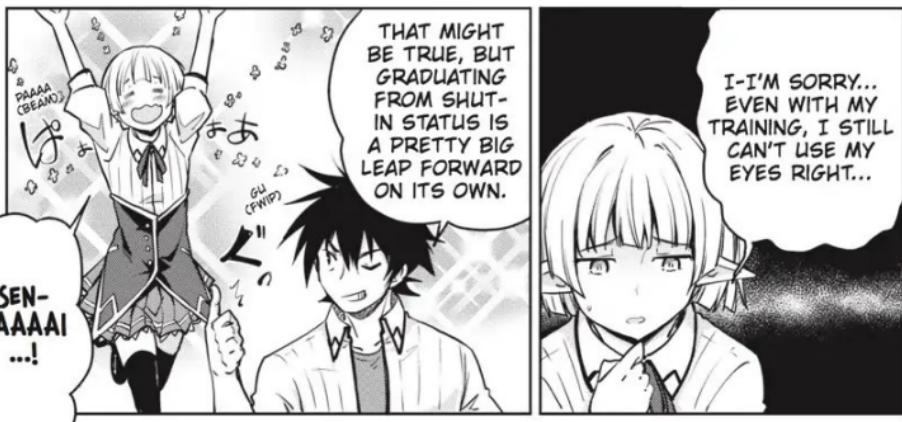
Each team is provided a single healing item—a vial of phoenix tears.

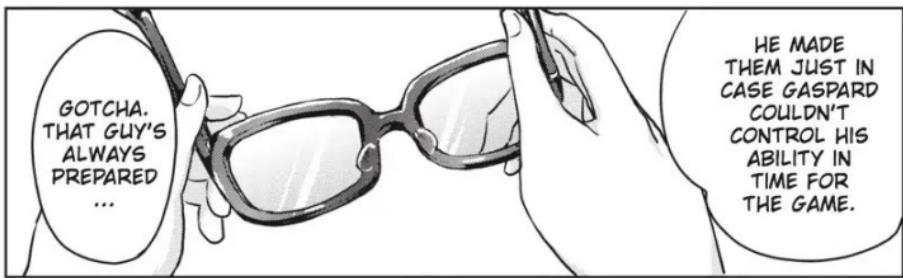
You now have thirty minutes to plan your strategies. Interacting with the opponent is prohibited at this time.

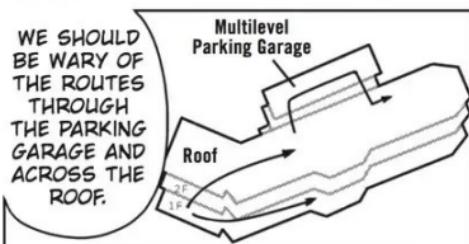
WE CAN'T RELY ON BRUTE FORCE ALONE IN SOME BIG, FLASHY BATTLE...

EH!? SO BY THAT, SHE MEANS...









STILL,
EVEN WITH THAT
RESTRICTION,
WE CAN FOCUS
ON OUR GOAL,
GIVE IT OUR
ALL, AND
WIN—

THERE'S NOT
MUCH WE CAN
DO ABOUT IT.
THAT SPECIAL
RULE IS REALLY
WORKING
AGAINST US.

LIM,
PRESIDENT...?
I TRAINED LIKE
CRAZY TO MAKE
MY BALANCE
BREAKER
HAPPEN, BUT
I DIDN'T WORK
ON HOLDING BACK...

THAT IS
WHAT WE
HAVE TO
BECOME.

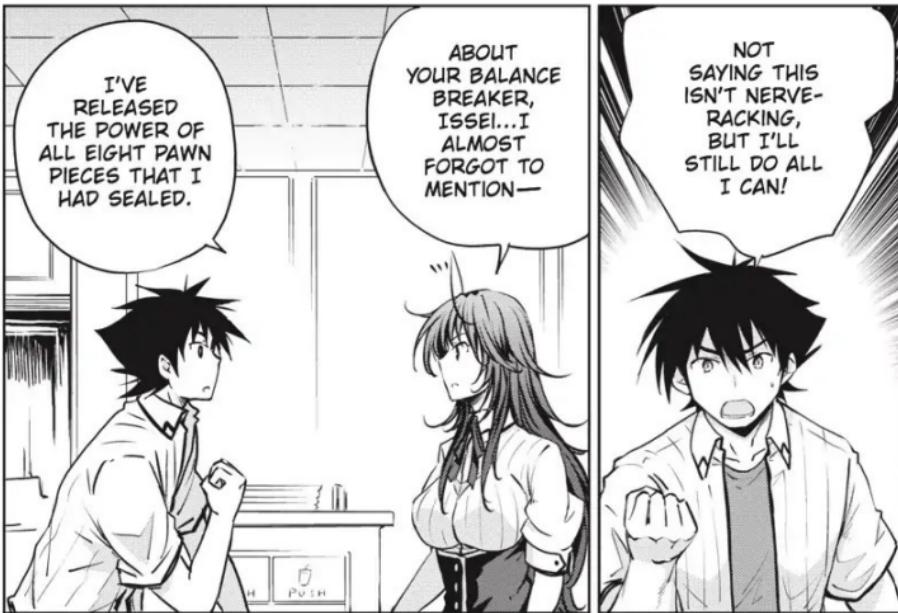
THAT'S
THE MARK
OF A
STRONG
TEAM.

THAT'S
HOW
RATING
GAMES
WORK.

EXACTLY.
IT'S A SYSTEM
WHERE INFERIOR
TEAMS CAN BEAT
STRONGER ONES
BY CLEVER
STRATEGY
AND NOT JUST
BRUTE
STRENGTH.

THAT'S
A BASIC
PRINCIPLE IN
ALL RATING
GAMES.

"PAWNS
AND KINGS
ALIKE CAN
TRIUMPH"
—







SIGNS RIGHT TO LEFT: SELL US YOUR BOOKS AND VIDEO GAMES, DEVIL PALACE BOOKS, SECONDHAND STORE















