



## **Detective Comics #18**

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*Detective Comics*

Issue 18: The Two Faces of Harvey Dent Pt. 2

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It was a dark and dank place. A cinder block basement, of an apartment building in one of Gotham's seediest parts of town. His pain had subsided some, but his anger was still building. He gazed at the coin in the palm of his hand. Good luck, he was told. It'll bring him good luck.

He looked around wildly and saw a small paper cutter lying on the dirt floor. He grabbed it and began to scratch the one side of the coin.

"Here you go Harvey," he mumbled to himself. "It'll bring you good luck."

He continued to carve an X into the one side of it. "All there is luck, Brucie my boy. Luck and chance, that's all life is about. Blind doodah luck."

"You burned me, you freakin' hood. You burned me bad, Maroni, and you're going to be the last person to do it. Good ol' Harvey Dent ain't gonna be so good anymore. He's taking what's his."

"However, should I really abandon all that I've strived for? Yes, it is true that I was manipulated and used, and eventually scarred beyond belief, but I still have a duty to the law that I have sworn to uphold. If I allow my basic instincts to overwhelm me, then I have become no better than those that I fought against my entire life."

"Oh to hell with it," he growled as his voice became a bit gruffer, again. "Let's leave it up to chance." He stated as he flipped the coin high into the air. He made a perfect catch in his fist and then opened it up, to find the scratched off head facing him. "Well there, Maroni, looks like your time is up. I'm going to take care of you myself."

It wasn't really a laugh that came from his throat, more of a guttural chuckle. It was so animalistic in nature that even the rats in the basement began to scurry away.

Detective Crispus Allen and Commissioner Gordon watched quietly as Batman surveyed the basement of Harvey Dent's home. The body of Gilda was still lying on the ground, the screwdriver still embedded into her head. The chalk outline had been drawn, but the corpse had not yet been removed.

"Isn't this a bit unorthodox, even for him," Detective Allen whispered to his boss.

Gordon nodded, "This isn't a normal case, Crispus. This is personal... for both of us."

Batman was looking at Gilda's hands, using a small metal baton to lift them up. He nodded to himself and then placed the hands down gently. He examined the floor on the far side of the room, and then looked up at his friend.

"Well?" James asked.

"It's the same acid that Maroni tried to use on Harvey in court. I'm taking a sample from the floor, with me, but I'm pretty sure there's tissue sample mixed in with this stuff. She got him, there's no doubt about that."

"I've got all the hospitals and clinics on alert. If he shows up anywhere, we'll find him."

Batman looked at Gordon solemnly, "I don't think he's going to show himself until he's ready, Jim. I think Harvey is in bad shape, and I'm not talking about just physically."

The Commissioner nodded in agreement. "I know, that's what scares the hell out of me."

Boss Maroni sat in his cell, watching as two guards and a young woman came up to it and walked through. He eyed them suspiciously. The guard he didn't recognize, it wasn't one of his. The woman, the woman he knew. She had been in the news, not to long ago. Her name was Sarah Essen and she was the new Deputy Commissioner.

"What da you want," The Boss growled.

"Just to talk to you, Maroni, about your daughter."

"I ain't got no daughter."

"Then I guess the fact that Gilda Dent was murdered last night, won't interest you at all."

Sarah watched as the color drained from Maroni's face.

"Yeah, that's what I thought. It's over, Maroni. All your plans and plotting, it all went up in a ball of acid. You're not going to get out of this one. You tried to assault a member of the court in front of three dozen witnesses. And here's the worse part, for you, Harvey Dent is out there, and no doubt ticked off at the way you've screwed up his life. So how about you and I have a talk."

Maroni put his head into his hands and began to sob.

Alfred Pennyworth made his way through the back acreage of the estate with a silence that would have even impressed his employer. Not that it should have, he thought to himself, but it would have. Master Bruce seemed to forget that he had a life before he went into the employment of Thomas Wayne. Alfred had also been a hunter of sorts, and right now he was hunting something that had been appearing on the grounds for some time now.

It was the trickiest of creatures, and this one was exceptionally good at covering its tracks. However, it wasn't good enough.

"May I help you, young sir?" Alfred asked the teenage boy who was

working his way towards the covered entrance to the batcave, which was long ago covered up.

The young man jumped at the sound of the voice and turned slowly, "Umm... hello Mr. Pennyworth. I was just, umm... taking a walk."

"Might I suggest, Mr. Drake, that you may want to keep your explorations to your own property. This area is fraught with sink holes and such."

"Sure, but uh, could you not call me Mr. Drake? I don't think I'm old enough to be called a mister, yet. You can call me Tim."

"Very well, Master Tim it is."

Tim Drake rolled his eyes, "Sounds like I just inherited a genie."

Boss Maroni's men sat in their chairs, throwing out the poker chips and waiting for some kind of word from their employer. He had his ways of contacting them, but so far they had heard nothing.

The door to the back room of the pizza joint opened and they looked up, all of them unsure at exactly what they were looking at. He wore a suit that seemed to be of two designs, Armani on the right, and some kind of hideous checkered suit that seemed to belong to another time and place, on the left.

However, it was the face of this man that made them sit there in stunned silence. The left side of his face seemed to have been melted away; some of the tendons were even showing. His hair was burned off in spots, and in other places, its color was altered. The right side of the face was perfectly untouched.

"Is... is that... Harvey Dent," one of the henchmen whispered in both awe and disgust.

Dent grinned, "It was, boys. But you can call me Two Face, and I'm here to take over for Sal, since he won't be getting out anytime soon."

“But... but... you’re one of the good guys,” another thug said, confused. “In fact, how we know this isn’t some kind of setup?”

Two-Face seemed to consider that for a moment as he absently tossed a coin up into the air. It landed in the palm of his hand. He shrugged, whipped out his gun, and shot the man who had just questioned him, square in the chest.

“Cause if I was one of the good guys, would I have done that?”

The others jumped up and backed away. They didn’t dare draw their guns, since Dent’s was waving ominously in their direction.

“How... how come you’re taking over?” One of them whispered with curiosity.

Two-Face chuckled, “Cause Sal isn’t getting out anytime soon, and with his bitch of a daughter dead, that leaves me next in line. Boss Maroni just got everything he wanted.”

The crooks looked at each other uneasily, “I’m, ah, guessing the boss doesn’t know this, yet?”

Dent grinned, “He’s about to, pal. He’s about too. In the mean time, it’s up to us to let the crime bosses of Gotham know that there’s a new player in town.”

“How?” One of them asked.

“Well, I’m of two minds about that...”

Sarah Essen and Commissioner Gordon stood on the roof of police headquarters in silence. They were waiting. The signal wasn’t needed; they knew he’d show up eventually. This was big, way too big, for him not to.

“What have you got?” the raspy voice came out of the darkness.

The two officers turned to find Batman crouched on the edge of the

building, and for one split moment, Gordon couldn't help but think that he looked like some kind of gargoyle, perched and ready to spring into the air.

"Maroni confessed everything; still no sighting of Harvey, though."

"What is she doing here?" The Dark Knight asked abruptly.

"She's the new Deputy Commissioner, if anything happens to me, she'll be the one in charge. I figured she needed to get a feel for this."

"You figured wrong," Batman snapped. "She doesn't come up here again. We've had too many 'others' up here, already. It ends now. It's just you and me, the way it was suppose to be."

James bristled. "Now hold on one second! You can't dictate to me who I choose to involve in this. You had no problems allowing Dent up here."

"And you see where that got him," Batman growled. "Nobody else, Gordon, or it's all over." The last words were spoken as he sprung into the air and back flipped off the side of the building.

Sarah spoke for the first time, "Well he's a real charmer."

"He's hurting," James said simply as he headed towards the door. "We both are."

Lights went out at ten o' clock in the jail, with no exceptions. Sal "Boss" Maroni lay on his cot, his mind going a mile a minute. His beloved daughter was dead. All evidence pointed to Dent. There would be hell to pay, he swore that on his life.

The mob boss had just fallen into an uncomfortable sleep when he was suddenly grabbed and a piece of cloth was shoved into his mouth, blocking any attempt at calling out. Then some kind of cloth bag was draped over his head and before he could do anything else, his body was lifted, arms roughly tied behind his back, and he was carried out of his cell.

His heart was racing, this was it, and he knew it. The question was who

was doing the deed? Was it Falcone, or Black Mask? Rumors were swirling all around that the lunatic had survived and was still around. Whomever it was, it was a given that they had him where they wanted him. As much as he was a fighter, part of him couldn't help but feel a bit relieved. Maybe it was time to join his dearly departed wife and daughter.

After being carried for what felt like an eternity, he was finally tossed to the ground like a wet sack of potatoes and the bag was ripped off his head. The light was blinding and he shielded himself from it the best he could, until his eyes adjusted.

When he was finally able to see, what stood in front of him repulsed him at first. The side of the face that seemed to be melted away, the puffed up lip on the right side that seemed to give a constant sneer. It was almost enough to make him lose what passed as supper in the joint.

It wasn't until he saw the other half of the face, that he realized who he was dealing with: Harvey Dent. The man who murdered his daughter. His revulsion became anger in an instant.

"I'm going to kill you!" Maroni screamed as the cloth was removed from his mouth.

"You know, from where I'm standing, I don't see that happening," Two-Face said with a small chuckle. "In fact, the question is, am I going to kill you? Cause to be honest with ya, there ain't nothing I'd rather do right now then bash your head in."

"You killed my daughter!"

"Yeah, right after she threw acid all over my face and scarred me for life! She's lucky I made it quick, for her."

Maroni stared at the gruesome face and then, even through his boiling hatred, he watched as the other side of Dent's face seemed to soften, and for a split second he could have sworn he saw the left eye begin to water.

"I loved her so much," Dent whispered. "Why did you do this too me?"

The crime boss sneered, "You were the perfect pansy. We would have had you in our pocket before you even knew what hit you. Then I could have gained power that would have rivaled Falcone, himself."

"You used your own daughter? What kind of monster are you?"

"Gilda wasn't being used, you idiot. She was in on it from the beginning. She wanted to see her old man rise to power in this city. In fact, she was the one who chose you, to begin with." He almost cackled at the last statement.

Dent's face tightened up, "Then she deserved everything she got."

"So what now, you going to kill me or not?"

"I should, I want too," Two-Faces voice had become gruff again, but that's not the way I operate. You know, in a way, you're getting exactly what you wanted, Maroni. I mean, let's face it, you're time has come to an end. Ain't no way you're getting out of prison anytime in the next twenty to thirty years, so it looks like your son-in-law's about to take over the family business for you. You really lucked out."

"You'll run my business over my dead body," Maroni growled.

Two-Face stared at him intently, shrugged, and then took a coin from out of his pocket and flipped it up in the air. It came down into the palm of his hand. He glanced at it, grinned, and pulled out his gun.

"You got that right," he said as he squeezed the trigger.

The batarang hit the gun in the split second before it went off. The gun flew from Dent's hand. Harvey looked around, not anxiously, like the four men with him did, but almost with a disinterest.

"Don't do this, Harvey," the deep voice said from the shadows of the basement. "Let him go and we can get you help."

"Well this doesn't come as a surprise at all. In fact, I pretty much expected you to show up. Sorry, Bats, but it's out of my hands now. The coin has chosen, and Maroni will die."

"The... the coin?" Batman's voice came back, slightly startled.

"A gift from an old friend," Harvey said with more than a hint of sadness in his voice.

"However," Two-Face continued. "Since you've crashed the party, I'll have to wait." He pulled from his jacket a small device, and quickly pressed down on it. "I was prepared for you, Batman. I know you too well. I've just started the clock ticking on two bombs; in two separate areas of the jail. You've got two minutes, think you can do it?"

Harvey turned to leave as Batman leapt from the darkness to block his escape. The four thugs pounced on him, but the dark knight was quick. Giving two of them swift kicks in the gut that sent them reeling back. He slammed his fist into the third one and barely dodged a gunshot from the fourth. He came down on the gun hand, knocking it away, and grabbed the man's arm, flipping him over and slamming him to the ground. He turned to where Harvey was, only to find him gone.

Batman hit the com link in his cowl. Almost immediately Alfred's voice came on the other end.

"We've got a situation, here, Alfred. Two bombs that are going to go off in the city jail in less than two minutes. I need you to connect me with Gordon, now."

Without a further word, Alfred did what was commanded of him. As Batman filled James Gordon in on what was going on, he was barreling down the hallway, his cape swirling out behind him.

They agreed that there was little time for an evacuation, and even though the bomb squad was called in, there just wasn't going to be enough time for a full search.

As they were speaking, Batman stopped. A single word sticking in his mind... two. Two minutes, two bombs, two locations. It was an obvious pattern. Batman put the Commissioner on hold and contacted Alfred again. He ordered him to bring up the schematics of the city jail; it took

less the ten seconds.

"Alfred, there are four floors to this building, not including the basement. If my memory serves me correctly, the guards locker room is on the first floor and it's considered room number 2."

"Correct sir," Alfred replied.

"Then on the second floor, there's an emergency armory located in the corner of that floor. The old room number for that one was 222."

"Again, you are correct, Sir."

He hung up on Alfred as he began to push police officers aside, scrambling for the main steps up to the second floor. At the same time he once again contacted Gordon to let him know that the first bomb was in the locker room, and that he, himself, was on the way to get rid of the second bomb.

He reached the second floor in seconds and sprinted down the long corridor. The people in the hallway were moving quickly to get out of his way, most of them shocked to see the mythical figure running so quickly down their work place.

Batman reached the armory to find that it was locked. He looked up at where the old room number would have hanged, only to find two of the plastic numbers missing. Only one two remained. He was right.

"Jim," Batman called into his cowl. "I need the code into the armory, now!"

Gordon gave it without hesitation, letting him also know that the bomb in the locker room had been found, and was being disabled.

Batman unlocked the door and moved quickly through the stock of weapons that were on the wall. He looked around wildly, trying to figure out where Harry would have set the device. Optimum damage, he thought to himself.

He walked over to the far wall, where several drawers housed several

types of grenades. Opening it carefully, he found exactly what he was looking for, with only twenty five seconds to go.

His mind began to work overtime as he examined all the wires that were connected to the plastique. There were too many wires. Then he realized the pattern. There was two of every color. Two blue, two red, two green, two yellow. It was becoming obvious to Batman with each passing second that Harvey had gone over the bend in a very big way.

Pulling out his wire-cutters from his belt, he examined each wire. Something was still not right. Logic was telling him to cut the green wire. This was not a hard bomb to figure out. The question was, which green wire? Or both?

He carefully took both green wires in his gloved hand and placed them together. The word two was still wringing in his head. It had to be both of them together... it just had to be.

He gritted his teeth and cut them both at the same time. The clock stopped at four seconds.

"Jim," Batman called into his cowl. "Make sure they cut both green wires at the same time. The exact same time."

"Copy," Gordon replied shortly.

Batman stood there for a second, waiting, anticipating the explosion that never came. Finally he relaxed a bit and headed down the corridor again. He was uncomfortable to begin with. He was out in the open; too many people had seen him. Yet his work there wasn't done yet. He had to double check on Maroni, make sure that Gordon's men had gotten to him on time. His plan had been flawed from the beginning, but he had been in a situation where the old adage, "the good of the many outweighs the good of the one".

"The bomb's been neutralized," came Gordon's voice into his ear piece.

"Good. I'm heading back to the basement to get Maroni."

"No need to," came Gordon's reply, and by the tone of voice, Batman

knew what was coming next. "He's gone. By the time my men got down there, the entire place had been cleared out. We lost Maroni."

"Understood," was Batman's short reply. He changed direction and headed for the stairs up to the roof. He stood there for a moment, looking over his city. He felt weary, but he wasn't sure if it was more physical or emotional. The only thing he knew for sure was that Harvey Dent was lost to them. Another good man, lost to this city.

He fired his line and swung off into the night.

Alfred had warmed up a plate of beef stroganoff for Bruce as soon as he had heard that he was coming back in. He walked it down into the cave, not surprised to find his employer studying several books at once. All of them were of the psychology variety, two in particular that seemed to deal with multiple personality disorders.

"Nourishment, Master Bruce?"

"Thank you Alfred," he replied absently as he continued to pore over the books.

"Do you truly believe that Mr. Dent's psyche has broken in two?"

"I'm afraid so."

The upstairs phone interrupted anymore conversation, and Alfred picked it up with his usual greeting. After informing the other party that the master of the house was indisposed at the moment, he listened and then told them to wait one moment while he got Bruce Wayne.

Bruce, his cowl hanging behind him, looked up sharply, "No phone calls, Alfred."

"It's Mr. Dent, Sir. He's insistent that he speak to you right away."

Bruce took the phone and motioned for Alfred to get on the extension. Then he flipped a switch, creating a trace.

“Harvey?”

“Bruce.”

It was Harvey’s voice. “Harvey, I’ve heard what’s going on. You need to turn yourself in, Harvey. There are people who can help you. I promise you, I’ll do everything in my power to help you, myself.”

“I can’t do that, Bruce,” Harvey replied, and there was a tiredness in his voice that made him sound much older than he was. “Everything has already been played out, my friend. The good guys don’t win in this city. The best that we can hope for is a new regime. A better one. Thorne is gone, and so is Maroni. Two-Face, Black Mask, The Penguin, we’re all stepping up to the plate, as it were. Now it’s our turn. Even Falcone’s time is limited. He may be the most powerful of us now, but his time is coming, too.”

“Where are you, Harvey? Let me come to you. Let me help you.”

“It’s way too late for that. I just wanted to call and tell you that we probably won’t be running in the same social circles anymore, and that you were a good friend to me, Bruce. You’re a rare breed in a city like this. You keep doing good things, and who knows, maybe your side might just win, someday... but I doubt it.”

Bruce went to reply, but the line went dead. He looked at Alfred who had been watching the tracking equipment. He looked up and nodded. They had a location.

Bruce made his way into the Dent’s home, well after dark. He had chosen not to come in the suit. In case the house was being watched, or the remote possibility that Harvey might still be there.

He turned on his flashlight and wandered the hall, looking from room to room. It was apparent from the beginning that even though he had made the call from here, he was long gone.

When he entered into Harvey’s office, where he assumed the call had

been made, he found a perfectly cleaned off desk, except for one item. It was a recent picture of Harvey and Gilda with him and Vicki Vale, at a dinner they had had not too long ago. All four of them were smiling, oblivious to the tragedy that was only days away.

To the left of the picture was a name scrawled on a white sheet of paper. A letter opener had been driven through the middle of that name. It had said: Apollo.

Bruce leaned back in the chair and stared at the picture for almost half an hour. Finally he got up and left, his heart as dark and depressed as the empty room he was leaving.

He had lost his friend. He had lost...

*The End*

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If you enjoyed this story, you can find more tales of your favorite DC heroes at DC2 Universe.

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## From the same author on Feedbooks

All-Star Comics #4 (2006)

All-Star Comics: Plastic Man.

A day in the life of DC2's most malleable hero. Join him and his partner, Woozy Winks, Jr. as they stop a bank heist, confront a mad scientist, and rip on Booster Gold!

New Outsiders #3 (2006)

New Outsiders: The Full House.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

Introducing the all new Royal Flush Gang!

When the New Outsiders bust up a seemingly routine drug shipment, they find that the weapons being used on the street are anything but normal. Can they discover who is behind this new technology before every mob family becomes acquainted with the new weapons?

New Outsiders #4 (2006)

New Outsiders: Nothing Beats a Royal Flush.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

The New Outsiders and The Royal Flush Gang clash for the first time. Lines are drawn, enemies are made, searches continue, and Joker makes his presence known in a big way!

New Outsiders #5 (2006)

New Outsiders: To the Victor...

PLEASE NOTE THIS IS A MATURE READERS TITLE.

The New Outsiders vs. The Animates

The Royal Flush Gang vs. The Animates

The New Outsiders vs. The Royal Flush Gang

The Royal Flush Gang vs. The Joker

When the dust settles, who will be left standing?

New Outsiders #6 (2006)

New Outsiders: Broken Arrows.

PLEASE NOTE THIS IS A MATURE READERS TITLE.

The search for a fourteen year old runaway sends Green Arrow, Black Canary, and guest star Speedy, into a dark, disturbing, and

all to real world that will open old wounds and takes Ollie and Dinah's relationship to a new level.

*New Outsiders #7 (2006)*

New Outsiders: Preludes and Nocturnes.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

A day in the lives of Batgirl and Zatanna as they are confronted by old friends, lost family, and the dangerous mob enforcer, Skorpio, who has arrived in Las Vegas to work for a new employer.

*New Outsiders #8 (2006)*

New Outsiders: For Unlawful Carnal Knowledge.

PLEASE NOTE THIS IS A MATURE READERS TITLE.

The Scarapellis...

The Bertinellis...

The Huntress...

Two shocking revelations...

One crucial decision...

...and Adrian Chase's world will never be the same again...

*New Outsiders #9 (2006)*

New Outsiders: On the Horizon.

PLEASE NOTE THIS IS A MATURE READERS TITLE.

The gang is back together as they discover exactly who Mr. Wonderful really is. Does he have anything to do with the looming Crisis? You better believe it! What role do the New Outsiders have in the big event? It all starts here, folks!

*New Outsiders #10 (2006)*

New Outsiders: Riders on the Storm.

Crisis: The Apokolips Imperative, Part 4!

As the war rages, the Outsiders find themselves stranded on Apokolips, searching desperately for a lost teammate. But as the Hunger Dogs rise in revolt, will it be too late for one of the Outsiders, trapped in the clutches of Darkseid's depraved torturer, Desaad?

*New Outsiders #11 (2006)*

New Outsiders: Aftermath, Part 1.

The Crisis may be over, but The New Outsiders find that the aftermath will be just as devastating as they return from Apokolips to find that Las Vegas is under martial law, and the Joker is spreading chaos everywhere.

New Outsiders #12 (2006)

New Outsiders: Aftermath, Part 2.

PLEASE NOTE: THIS IS A MATURE READERS TITLE!

The New Outsiders and The Teen Titans join forces to bring down The Royal Flush Gangs!

Meanwhile, Nightwing and Batgirl hunt down The Joker, but to confront the Crown Prince of Crime, they must first confront that horrific night that still haunts their memories.

New Outsiders #13 (2006)

New Outsiders: Forsaking All Others.

You are cordially invited to attend the wedding of Oliver Jonas Queen to Dinah Laurel Lance. But where is Adrian Chase, and why won't he be attending the wedding?

Justice League #6 (2007)

Justice League: Public Enemy Number One.

Aquaman is wanted by the American Government for crimes against America. He has been branded a terrorist and President Maxwell Lord has demanded that the Justice League bring him in. What will they do?

You don't want to miss this one! This year's Crisis starts here!

Detective Comics #22 (2007)

Detective Comics: Opening Salvo.

As three of Gotham's most powerful underground figures begin their rise to the top, Batman faces three seemingly unrelated mysteries; but are they as random as they appear to be?

Detective Comics #16 (2007)

Detective Comics: Masks, Part 4 (of 4).

Detective Comics #14 (2007)

Detective Comics: Boiling Point.

Gotham is becoming a war zone! Mob bosses are looking at each other with more than a little suspicion. The GCPD is stretched thin, and a new Commissioner is needed. Who will the Mayor choose? Who is pulling all the strings? Who is trying to take over Wayne Enterprises? Revelations abound. With an ending that will leave you speechless.

Detective Comics #15 (2007)

Detective Comics: Masks, Part 2 (of 4).

With James Gordon's life hanging in the balance, and Gotham City in an all out war, three heroes gather together to keep him alive. But can even Batman, Nightwing, and Batgirl keep James safe from the assassin that Black Mask has hired to finish the job?

Detective Comics #17 (2007)

Detective Comics: The Two Faces of Harvey Dent, Part 1 (of 2).

Detective Comics #20 (2007)

Detective Comics: The Enemy of My Enemy.

Detective Comics #19 (2007)

Detective Comics: Helpless

Detective Comics #21 (2007)

Detective Comics: First Impressions

Bruce Wayne meets Tim Drake! James Gordon meets Renee Montoya! And just wait until you see who Two-Face meets...

Detective Comics #23 (2007)

Detective Comics: The Falcone and the Snowman.

Detective Comics #24 (2007)

Detective Comics: Would You Like Fries With That?

Batman's battle with Mr. Freeze continues, and the mysteries of Karen Walker and Jack Todd intertwine. The dangerous trio of Two-Face, Penguin, and Black Mask make a bold move, and before it all ends, betrayal will lead to murder!

Detective Comics #25 (2007)

Detective Comics: Wheel in the Sky.

Is Alfred dead? Are Penguin and Two-Face dead? Why is the DEO in Gotham? And who murdered Karen Walker? Questions begin to be answered as we focus our attention on Detectives Renee Montoya and Crispus Allen. Also a confrontation you never thought you'd see in the DC2 Universe: Chloe Sullivan vs. James Gordon!

New Outsiders #20 (2007)

New Outsiders: Shattered.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

As the Checkmate Super Soldiers are taken over by a deadly threat, it's up to Batgirl and Zatanna to find a way to switch them off and help the Justice League and the rest of the Outsiders. But what Zatanna finds at Cadmus will send her reeling, and the rest of the Outsiders face the fact that they may never be together again.

Justice League vs. America #4 (2007)

Justice League vs. America: Fade to Black.

The penultimate chapter of this year's huge event! The secret of the super soldiers is revealed, but can they be defeated? Martian Manhunter sends a small force to face the threat that has put America on the brink of destruction, and, when all hope is lost, help comes from the most unexpected of people... but is it too late? An ending that's guaranteed to send shivers down your spine!

New Outsiders #14 (2007)

New Outsiders: Same Thing In Reverse.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

Sister vs. Sister

Black Canary vs. Black Canary

Secrets are revealed. A year-long plot is exposed. And two Outsiders' lives will begin to spiral out of control.

Justice League #3 (2007)

Justice League: Mystery in Space, Part 1.

With the threat of destruction looming over the citizens of Thanagar, Carter Hall's son has come looking for his long-lost

father. The Justice League stand ready to aid him, but will they be able to help save his home planet?

New Outsiders #15 (2007)

New Outsiders: Eye for an Eye.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

The truth is out and Adrian Chase is determined to make the people who were involved with his wife's death pay. Meanwhile, Huntress searches for her man, all the while being hunted by a mob informant with a grudge of his own. Can the rest of their team find them before tragedy strikes?

Justice League #4 (2007)

Justice League: Mystery in Space, Part 2.

The Justice League has been divided! While one team races to aid Thanagar, another team helps Katar Hol in preparing his people for the inevitable. And the only thing standing between Despero and the great planet of Thanagar? The Martian Manhunter!

New Outsiders #16 (2007)

New Outsiders: And So It Goes.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

This is it! The story of Huntress and Vigilante ends here. And when the dust settles, nothing will ever be the same for this group of heroes.

Justice League #5 (2007)

Justice League: Mystery in Space, Pt. 3 (of 3): Sacrificial Lamb.

The final battle between the Justice League and Despero is here! But exactly how will they defeat the alien powerhouse? And how much sacrifice will one hero endure to end the threat? Action and intrigue abound in this pulse-pounding conclusion!

New Outsiders #17 (2007)

New Outsiders: Divergences.

PLEASE NOTE THIS IS A MATURE READERS TITLE.

The tragic events of last issue are felt by all as each remaining member of the team consider where they are going to go from here. Zatanna returns, and a new mystery begins.

New Outsiders #18 (2007)

New Outsiders: T.O. Morrow Never Dies.

The mystery surrounding The Red Tornado's origin comes to an explosive conclusion as he and Batgirl discover the truth surrounding his "birth".

Justice League #7 (2007)

Justice League: Laying the Foundation.

Like a phoenix from the ashes, the Justice League rises from the Crisis, stronger then before, and with more members... but who?

New Outsiders #21 (2007)

New Outsiders: That's a Wrap.

PLEASE NOTE THIS IS A MATURE READERS TITLE.

The crisis is over, and so are the New Outsiders, by the looks of it. Who will stay, and who will go? And who lurks in the shadows, waiting for the right time to strike.

Plus, a turning point in the life of Kate Spencer!

New Outsiders #24 (2007)

New Outsiders: Letting it Simmer.

PLEASE NOTE THIS IS A MATURE READERS TITLE.

Kate Spencer's world is turned upside down in more ways than one when she meets her real mother, and finds out what has happened to The Squealer. What exactly is going on with Batgirl? Who are the mysterious hooded figures?

Plots thicken and the final member of The New Outsiders is revealed! A new threat is revealed! All this and a battle royal between Manhunter and Huntress!

New Outsiders #22 (2007)

New Outsiders: Red or Black.

PLEASE NOTE THIS IS A MATURE READERS TITLE.

Roulette is back! Huntress and Black Canary face off against their mentors in a battle for Batgirl's life. Kate Spencer comes to a very big crossroad in hers, and Grace stumbles upon some unexpected help from a very unexpected hero.

New Outsiders #23 (2007)

New Outsiders: Breaking the Rules.

PLEASE NOTE THIS IS A MATURE READERS TITLE

As Black Canary and Huntress fight for their lives as well as the life of Batgirl, help is about to come from three very different heroes... in fact you could even call them... outsiders.

Detective Comics #26 (2008)

Detective Comics: When One Door Closes...

The thrilling conclusion as Batman faces off with Two-Face for the first time! Tim learns the full truth about his father and his mother. And the fate of Black Mask and The Penguin! With an ending that will... well... you'll see!

Detective Comics #27 (2008)

Detective Comics: The Remains.

Bruce Wayne is the main focus of this issue as he deals with the newest member of his household, the news that the Clown Prince of Crime has become a... mob boss??? And with Vicki Vale gone he finds a new companion by the name of-- Selina Kyle. All this and the fate of the Penguin!!!

Detective Comics #28 (2008)

Detective Comics: In the Still of the Night.

Batman finds that control over his city is slipping away from him as Gotham's underworld continues to be flipped upside down, and unbelievable alliances are being made. But who's pulling the strings?

Detective Comics #29 (2008)

Detective Comics: Walking the Line.

As things begin to go from worse to critical in Gotham, Batman reluctantly turns to help from the most unlikely of sources. But just how far will the Dark Knight go to bring down one of his greatest enemies?

Plus, The Demon loses his most powerful pawn, and all of Gotham may pay the price!

Detective Comics #30 (2008)

Detective Comics: The Punchline.

The Joker has been used... and he's not happy! The battle between Batman and The Demon may be for nothing, if The Joker has his

way! A double sized explosive issue that will end as all Joker tales end... in death and destruction!

*Detective Comics #31 (2008)*

Detective Comics: Beneath the Rubble.

After The Joker's massive destruction, Gotham City is under Martial Law! Villains and mob bosses are making last ditch efforts to solidify their positions, and James Gordon must stand alone against one of his former friends and allies.

*Detective Comics #32 (2008)*

Detective Comics: Cape and Cowl.

This is it, folks! Tim Drake puts on the mask, the cape, the uniform! His first official appearance as Robin, the new Boy Wonder! Just don't let Alfred and Dick find out...

Guest Starring: The New Outsiders' Batwoman!

*Teen Titans Annual #1 (2008)*

Teen Titans Annual: Thicker than Water.

A picnic between Nightwing and Starfire on a sunny New York afternoon turns into a nightmare as some very familiar aliens appear to take their Princess, and Kory and The Titans come face to face with Starfire's sister!

*Teen Titans West #1 (2008)*

Teen Titans West: I Left My Heart...

Not seen since the Teen Titans Annual #1; Bumblebee, Risk, Golden Eagle, and Speedy are now joined in San Francisco by Omen, Hawk & Dove, and Aqualad as a new chapter in the history of the Teen Titans begins.

An adventure that will reveal not only the origin of at least one member of this new team, but also change the life of someone else in the DC2 Universe!

*Teen Titans West #2 (2008)*

Teen Titans West: United We Stand.

Continuing where it left off, the team of heroes continue to battle the creature in the San Francisco Bay, and all seems lost... that is until Golden Eagle and Aqualad show up to help save the day!

Action Comics #39 (2009)

Action Comics: Kon-El, Part Three

There's a new, and younger, Superman up for bid, but which insane genius will get his hands on him? Lex Luthor? Dr. Ivo? Dr. Sivana? Or will Superman, Supergirl, Captain Marvel, and Mary Marvel be able to stop this potential weapon from falling into the wrong hands?

Action Comics #40 (2009)

Action Comics: Kon-El, Part Four

This is it! The conclusion to DC2's first appearance of Superboy! Featuring: Dr. Ivo, Amazo, Captain Marvel, Supergirl, Lois Lane, Lex Luthor, Dr. Xadu, and uhhh, oh yeah... Superboy!

Rogues Gallery #16 (2009)

Rogues Gallery: ?

He knows not who he is, or where he came from. Fragmented memories envelope him, but only to the point of confusion. A scar that he does not know how he received is his only clue to his past. He is an enigma wrapped in a mystery, and he's about to be... reborn!

Wonder Woman #35 (2009)

Wonder Woman: A Parting Gift, Part One (of Two).

The Gods are gone, but for Diana, there is still one more little detail that has been left behind. Wonder Woman is in for the surprise of her life - possibly a very short life!

Wonder Woman #36 (2009)

Wonder Woman: A Parting Gift, Part Two (of Two).

Who is Cassandra Sandsmark and why does she want to kill Wonder Woman? Who is Dr. Doris Zuel and why does she want Cassandra so badly? Join us for the conclusion to the story that introduces not one, not two, but three new characters to the DC2!

Teen Titans West #3 (2009)

Teen Titans West: The Enemy of My Friend.

What is Speedy's mission for Checkmate? This issue reveals that, as well as the nemesis that the TTW are up against! And if that's

not enough, there's a revelation that will have lasting effects for two major DC2 characters!

*Teen Titans West #4 (2009)*

Teen Titans West: When Doves Cry.

The Thanagarians and the Rannians battle over the city of San Francisco while the Teen Titans West (with the help of Katar Hol, Cyborg, and Starfire) try to stop the plans of Kanjar Ro. By the time this issue is over, a shocking revelation will rip apart two members of this non-group group!

*Teen Titans West #5 (2009)*

Teen Titans West: And Away We Go.

The stunning (and really long-awaited) conclusion to the first arc of the West Coast Titans! Hawkman and Golden Eagle have just discovered they're brothers; but will they embrace as family? And the machinations of Kanjar Ro and Byth come to a head! Will The Titans West survive their first adventure together!

*The Flash #36 (2010)*

The Flash: Impulse Control.

With the historic first meeting of Tim Drake, Conner Kent and Cassie Sandsmark having happened during the holidays, it's no surprise that Bart Allen would finally appear in the DC2. But it may come as a surprise when we reveal just how long he's been here...



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