



Maximum Batman #3
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Maximum Batman!
#3: "Anger Born of Fear"
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"The basic difference between an ordinary man and a warrior is that a warrior takes everything as a challenge while an ordinary man takes everything either as a blessing or a curse"

-Carlos Casteneda

"Poverty may be the mother of crime, but lack of good sense is the father"

-Jean de la Bruyere

Three more days had passed. Word was spreading in the criminal circles of Batman's activities.

The early response was hard to define, but from what Alfred's listening posts and monitoring of police bands could discern, they seemed to view Batman as a rival; a new gang lord, trying to control them.

Batman lashed out with a brutal kick into a punching bag.

"I don't BELIEVE this!"

Punch.

Kick.

Headbutt.

"You just headbutted the punching bag," Alfred noted with more than some concern.

“They—” punch “see—” kick “me” kick “as” punch “one of them!” headbutt.

“You said it before, you will teach them fear. Does it really matter if they see you as a boss rather than an enforcer of justice?”

Batman was half crouched, knees bent, fists at the ready. He hissed out a breath between clenched teeth. “Yes, it does matter. They have to understand what I mean. What I am.”

Alfred raised an eyebrow. It occurred to him to make a wry remark; but in truth he understood all too well what Bruce meant. And he understood that what Bruce needed right now was support, not sarcasm. Growing up with Bruce as he had, he felt the quest almost as keenly as Bruce did.

“It may be suitable, for the time being, for them to view you in such a way.” Alfred said carefully. “It is hard for many criminals to understand any mindset other than their own. As time goes on, they will come to understand the truth. Until then, any kind of fearful respect is better than none at all.”

“Especially the contempt I experienced at first,” Batman nodded thoughtfully.

“You have always known patience in your quest. Now is not the time to waver in that regard. They will learn, in time.”

“Meantime,” Batman cracked his knuckles, “There is work to do... .”

Captain Jim Gordon had found Batman’s information useful, but he was of two minds on whether to report him or not. Yes, he certainly wanted to use Batman’s knowledge; but he also wanted him under control. Having him in custody and being able to pump him for information struck him as an ideal arrangement.

But as he sat down at his desk, he realized the logistical difficulties of

that. Batman would be put into the prison system, which was as corrupt as they came, like everything else in this city. Oh, to be sure, he would be in GCPD custody for a while first, but even that was no protection. The top brass would undoubtedly pay some officer—or group of officers—to finish him in his cell.

Gordon was mulling some sort of secret prison, then shook himself. What was he considering, kidnapping? Would he be any better than the scum that ruled this city if he did that? Gordon was no idealist; the ends sometimes did justify the means, if you wanted to get any results. But at the same time, the morality of such an act did concern him. Plus, it would be a logistical nightmare.

But he had to have some sort of hold over the vigilante...

His musings were interrupted by the shadow of Bullock looming over him.

Gordon looked up, waiting.

Bullock was expressionless, a sure sign of unhappiness with him.

"Well?" Gordon finally asked.

"We've been ordered to go after the Bat," Bullock said simply.

Which simplified matters for Gordon. He knew he couldn't take Batman in now, he'd never survive. He'd have to find some other way of getting leverage on the vigilante. Yet how could he disobey orders to capture or kill Batman if the opportunity arose? "We'll do what we can," he said aloud.

"... and the police have been instructed to hunt this vigilante down as well," Boss Thorne said into the phone. "Yes, I'm told the specialist we're looking for has already arrived. I'm expecting him momentarily"

"Sir?" his secretary said nervously over the intercom.

“Yes?” he said patiently.

“Your... guest... .he’s... .he’s arrived..”

“Excellent. Send him in.”

He came in, looming over six feet. His musculature was formidable. There was an animal musk in the air; pheromones perhaps, or the system of supersteroid injection tubes wired into his body.

He looked somewhat to Boss Thorne like a professional wrestler. But then, many costumes, metahuman or otherwise, looked that way. He knew the man’s reputation well enough not to underestimate him. There was a brain to match that brawn, and well he knew it.

“Bane. You come highly recommended.”

“I understand you have a vigilante problem,” Bane answered without preamble. His Caribbean accent was thick, yet the words were still clearly understandable, with precise diction. People hearing it for the first time were often surprised. Thorne wasn’t.

“Take off the mask for our discussion. I would rather behave in a civilized manner.”

Bane laughed, but there was no humor in it. “Civilization is a lie. We are all animals in the same jungle. Just smarter. In any case, I can’t remove the mask.”

“Why ever not?”

“It has to do with the Venom injection system.”

“... ..That must be very unpleasant.” Thorne shifted uncomfortably in his chair.

Bane shrugged. “I have grown used to many unpleasant things in my life.”

“Yes. I’ve read your file. Growing up in the Santa Prisca prison system, being injected with the Venom super-serum, becoming a criminal strategist of the first order... ..but that is what makes you so perfect for us. Won’t you sit down?”

Bane sat down without comment. “My rates are quite steep.”

“Yes, I know. Just getting you here was a bit taxing. But the Consortium is prepared to pay to deal with our problem.”

“Good.”

“The problem is his unpredictability. We never know where he will strike.”

“He is certainly well funded as well,” Bane pointed out. “His training alone must have cost a small fortune.”

“But how does that help us find him?” Thorne leaned forward in his chair. He struggled to conceal his irritation. It wouldn’t do to upset such a specialist, but all the same he wanted results, and he wanted them fast. The entire Consortium was bearing down on him; as leader he had to deal with this particular problem, and he had been feeling the pressure even before Bane brought his monstrous presence into the room. He was Boss, yes, but there had been others before him, and he could be replaced if this problem went on for too long.

It was impossible to tell, but the tone of Bane’s voice made it sound as though he was smiling under the mask. “Finding him will be the easy part. There is no need to go chasing after him; he will come to us, with the right lure.”

“That sort of thing has been tried before with other costumed ‘heroes’ in other cities; what would make it any difference this time?”

“Firstly, that the trap will weaken him.”

“And second?”

“Second... ..I will be there.”

Batman swung out into the night once more.

He wanted to leave more information with Gordon, but the simple fact was it was too risky so soon. He did not specifically know, yet, that the GCPD had been ordered to take him out, but it was something he was expecting sooner or later.

So he looped up and around a radio communications tower, a favorite trick of his lately. It was time to take the Consortium head on.

They had a number of safe houses across the city, of course. But it was not enough to take out their goons. He had to hit them in the only place they understood, the wallet.

He had already hit a drug lab; now it was time to hit one of the warehouses where they stockpiled the stuff.

These places had always been heavily guarded, and his activities had caused the Consortium to double the regular guards and add a pair of snipers on the roof. Which only meant it went from easy to something that would take him a few minutes.

To their credit, the snipers were looking up and around at the skyline, peering around for him through their night scopes. He saw this from a distance, with his own night binoculars. So he came from below.

He came walking into the dirty, dingy parking lot of the warehouse, skulking between the cars. There were several old wrecks down there in addition to the ones the thugs used.

He approached the corner of the building where a sniper was perched. He was still looking up and out. Checking the ground level guards, Batman took a batarang from his belt, aimed carefully, and hurled it upwards.

One of the many things he had practiced during his years of training was

throwing these. His aim was true, but the sniper was moving. So instead of knocking him out and back onto the roof, the batarang hit his hand. He yelled, and dropped his sniper rifle.

It did not go off, nor did it break; a well made weapon. But it did clatter noisily on the pavement. There were shouts and guards came running.

“He’s out there!” the wounded sniper shouted from the rooftop. “That vigilante freak is out there!”

Now the other sniper was panning over the pavement, looking for him. Guards had their guns out and were looking for him. While Batman was frustrated with his own near miss, he was still focused. This moment had been prepared for.

From his utility belt he pulled three different capsules. Throwing the first resulted in a smoke screen, disrupting any attempt by the remaining sniper to target him. The second and third were concussion-inducing explosives. The twin bangs took out some of the guards; there were three left.

He leaped through the fog, using more punches than kicks. The three remaining guards had been least effected by the concussion bangs. Two of them had held on to their weapons, and the last could still fight. They were no match for him, of course, but he was taking no chances.

The remaining sniper couldn’t see properly through the slowly dissipating smoke screen, but he knew that Batman was down there. He gave no thought to the thugs on his side; taking out Batman was the priority. Aiming as best he could, he fired down into the smoky confusion.

The bullet actually came quite close; ricocheting off the ground less than six inches from Batman’s left foot. He ducked back, then slammed two of the thugs’ heads together. Whirling out with a kick he took down the third.

Another sniper bullet whispered past his right shoulder. Reaching down to his utility belt once more, he took a compact, cutting-edge taser gun from it, raised it, and fired.

He was a little concerned about the sniper falling off the roof, but instead he jerked and spasmed, and tumbled backwards onto the rooftop.

The original sniper, the one with the batarang stuck in his hand, was no real threat now. Batman considered tasing him as well, then decided against it.

He had given thought to setting the building on fire and the money inside, then discounted it as too risky to lives, however guilty they might be. An “anonymous” tip to Gordon also presented a risk that he might be tracked by the overzealous cop.

So he settled for burning one of the abandoned hulks in the parking lot, then calling the fire department.

He had once again taken flight over the city when a call from Alfred came through.

“There is a gang conflict on the outskirts of the city, south side,” Alfred reported. “It’s all over the police scanners.”

“A gang war? Now? That’s odd.” Batman frowned.

“It appears to be several rival biker gangs involved in a meeting gone wrong.”

Batman’s frown deepened. “Something’s not right about this.”

“You’re checking it out?” Alfred asked.

“Of course. But let’s see what we can find out from a distance first.”

He could really have used the car for this. He cursed the fact that it wasn’t nearly ready, as it took him more than a half hour to swing over

to the run down location on the outskirts of town.

Sure enough, there were three separate gangs brawling. He recognized one as the local Demonz gang, the other two were biker gangs he recognized as well. What the other two were doing here now puzzled him, as did the turf fight.

And why, for that matter, were they brawling in such large numbers by a construction site? A much smaller bar brawl would make sense, or perhaps a much more contained rumble in a parking lot.

And why three gangs at once? Unplanned brawls or formal rumble challenges alike were usually one side against another, almost never a three way brawl. Not this sort of fight, anyway. Shootouts were another matter.

It might be some kind of trap for him. But if so, why were they putting so much enthusiasm into fighting each other?

Well, if it was a trap for him he was more than capable of fighting his way through it.

He waited a few minutes more, perched on the half-constructed building, resting from his "flight". He watched the fight go on, recovering his own strength... .

... and then he judged the time was right.

He launched himself into the fray.

The trap, whatever it was, was designed to be realistic. The gangs did not turn to face him en masse. Instead, they continued to fight amongst them selves, only those nearest turning to face him as he took down his first by landing on him.

One drew a knife, brass knuckles on his other hand; across from him another swung a chain. Behind them a scarred and bleeding man drew

guns from holsters on each hip.

Batman lashed out with his left leg, taking down the first. But that one struck his leg with the brass knuckles before he went down. Surely a bone bruise. He grit his teeth against the pain, and ducked as the chain from the other whipped through the space where his head had been.

The guns went off with stereo barks of power. Batman didn't quite duck in time. The bullets ripped over the shoulders of his costume; the ballistic armor only helping a little. He'd have scars in the morning... ..if he survived.

He kicked the chain wielder in the gut, then grabbed him and threw him into the gunman before he could fire again. Both of them started to get up, and he slammed their heads together.

He stood tall, preparing to intimidate the others, when a wooden board smacked into his back. He whirled, and faced the two-by-for wielder. The man's eyes were dilated, obviously hopped up on something. He swung again and again, unnaturally fast. Batman blocked with his arm gauntlets, then kicked out, knocking him down. Immediately the man started to get up. Batman kicked him in the head. Still he tried to get up, so Batman slammed fists into both sides of his head. But whatever drug he was on—probably PCP—kept him going. On shaky legs he rose, nose bleeding, eyes blazing.

So Batman targeted the nervous system with careful selective strikes that he had learned in his training; one strike... ..two... ..three. Finally the man stayed down, body slumping into unconsciousness despite the virulent chemicals in his system.

Batman turned. He counted as a blessing the fact that the gang members were still focusing on each other. But as it was his shoulders ached and his left leg pulsed with pain. And there were still over a dozen of them standing.

He wielded his taser again, and fired. A bald man with a dagger shivered and dropped. His opponent, a bloody cleaver raised high, shouted, "The Bat!"

The remaining mob stilled their conflict and looked around. The grace period was over. They rushed him en masse.

With one hand, he hurriedly flicked a concussion pill at them. The shock-wave knocked two thugs down and staggered a third. Then they were on him; the taser gun was knocked from his other hand. He lashed out with punches and kicks, defending himself as best he was able, but primarily concerned with taking as many of them out as quickly as possible.

His left fist broke a nose, and the man went down, rolling around in agony. Not that Batman could see him that well, he barely blocked a kick aimed at his throat, and several punches landed on his midsection.

A knife came whistling in from his left; he grabbed the man's wrist and broke it in one fluid movement, then grasped his arm with both hands and slammed him into his fellows. He was relieved to have breathing room again. He wasn't exactly afraid but certainly there had been a sense of claustrophobic urgency. He spat a little blood out of his mouth. He rather thought a tooth was loose. He didn't remember a blow connecting with his jaw or mouth, and that was bad. Worse than the injury itself, perhaps, at least in the short term.

Next was the man with the cleaver. He slashed with it, and Batman ducked, almost losing the ears off his cowl. He launched forward and headbutted the man in his solar plexus. He was amused, in a distant sort of way, that his headbutt to the punching bag earlier had not been an entire waste of time after all.

His smile disappeared as a boot connected with the side of his head. He went down and rolled, and came up to face a man smiling through broken and missing teeth, gun drawn. To his left was a man with a baseball bat with a similar grin.

The first man fired as Batman ducked and rolled, the bullet sizzling through the place where he had been. He lashed out with a kick at the end of his roll, but the man too had dodged, stepping to the side and firing again. But he was not that good of a shot; his own movement and panic had spoiled his aim. His bullet missed Batman's torso and thunked into his cape instead.

The baseball bat wielder had used this opportunity to close, however, and swing his bat overhand. Batman blocked it with his left arm. Fortunately the bat was wood and not aluminum, and broke. Batman hit him with a sweeping sidekick as the other man fired again; the bullet drew a line of fire across the left side of Batman's ribcage before also expending its energy in the ballistic armor of his cape.

Grimacing in pain, Batman threw a batarang at the gun wielder which connected with his skull. The man's last shot went wild, up into the half-constructed building.

The baseball bat wielder was trying to get up from where Batman's kick had put him, and not succeeding. Truly seething with rage now, Batman stalked over to him and yanked him up by his shirt. "What was the meaning of this fight? Why here? Why three gangs at once? What was the nature of the dispute?!?"

For a long moment the man didn't answer, dazed and half conscious.

Batman shook him again. "ANSWER ME!!" he roared.

"Thuhhhh... ..the Consortium paid us all to fight it out h-here." The man spat up blood. "They tuh... .they told us to just go at it, w-we all got p-paid in advance and they p-promised to pay our hhhh... .hospital bills, t-too."

"Why?"

A massive fist came sailing towards his head. He detected it with only a fraction of a second to go before it struck. He dodged as best he could, but it still caught a glancing blow. He staggered away, wondering how on Earth whoever it was had snuck up on him.

"Because I knew you would come," Bane answered his question. "The Consortium will no longer tolerate your interference... ."

If you enjoyed this story, you can find more alternate universe tales of your favorite DC heroes at [DC3 Multiverse](#).

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From the same author on Feedbooks

Batman #18 (2007)

Batman: Feline Persuasion, Part 1 (of 2).

Batman #19 (2007)

Batman: Feline Persuasion, Part 2 (of 2).

Suicide Squad #13 (2007)

Suicide Squad: Who Do You Trust? (A Justice League vs. America tie-in)

Suicide Squad #15 (2007)

Suicide Squad: New Blood, Part 2.

The Squad find Wilkerson and Malthus' lair, but things only get worse from there as the mad scientists release their nightmarish prisoner...

Suicide Squad #16 (2007)

Suicide Squad: New Blood, Finale.

The Parademon is on the loose! The Mad Scientists make a mad dash for freedom! And Killer Frost's friendship with Terra takes a turn that Terra doesn't like at all...

Suicide Squad #17 (2007)

Suicide Squad: Africa, Part 1.

When one of the few US-friendly nations in Africa nearly loses their leader to an assassination attempt, the Squad is sent to deal with the problem. But there is more going on than would first appear...

Suicide Squad #18 (2007)

Suicide Squad: Africa, Finale.

The Squad's trip to Africa concludes as the attempts on the lives of King Twaba and his Queen reach a fever pitch, and Terra faces an uncomfortable truth about herself.

Teen Titans #23 (2007)

Teen Titans: Not of This Earth, Part One.

Dagon returns to Titans Tower just in time to confront an alien consciousness. Starfire finds it familiar but doesn't know why; Cyborg is haunted by it, and Dagon himself is tempted by it. And that doesn't even begin to describe what it does to Raven...

Teen Titans #24 (2007)

Teen Titans: Not of This Earth, Part 2.

Possessed scientists run amok in STAR Labs, the Titans fighting back as best they can. Cyborg and Kid Flash each work on their own plans to resolve this nightmare. Will their ideas conflict, or does each have a part of the puzzle?

Teen Titans #25 (2007)

Teen Titans: Not of This Earth, Part Three (of Three). The "Not of this Earth" saga concludes! Cyborg's technical know how is put to the test against the alien menace, whilst Kid Flash is in a literal race against time to save Raven's soul!

Maximum Batman #1 (2008)

Maximum Batman: War on Crime, Part 1: The First Night

Maximum Batman #2 (2008)

Maximum Batman: War on Crime, part 2: "Law and Disorder."
James Gordon is a tough-as-nails SWAT squad captain, best cop in a city where almost every cop is bad. His efforts to fight corruption are frustrated at every turn....and then he meets....the Batman!

Maximum Batman #4 (2008)

Maximum Batman: "The Bat Rises."

Batman and Bane square off in a brutal fight to the finish, with Gordon waiting in the wings....

Suicide Squad #19 (2008)

Suicide Squad: Enchanted.

We learn much about the secret history of the Enchantress as she offers June a dreadful bargain she may not be able to refuse...

Suicide Squad #22 (2008)

Suicide Squad: Live for the Hunt.

Catman goes on a solo mission in order to re-establish his credibility, and runs headlong into Catwoman! But this will most definitely not be a friendly meeting of costumed felines...

Teen Titans #34 (2008)

Teen Titans: Mission to Zanda, Part One (of Three).

While Dick is away in Gotham being Batman, he sends Robin to the Titans to further Tim's training. But what neither Dick nor Tim could expect is that Speedy would come to the Titans with a top secret Checkmate mission to Zandia...

Suicide Squad #27 (2008)

Suicide Squad: Hurricane, Part Two (of Two).

The power of the living hurricane is finally unleashed and Katana and the Squad may have to worry more about survival than winning...

Teen Titans #26 (2008)

Teen Titans: Strategy.

The Titans go about their daily business, but the HIVE has targeted them....so who else would they hire for the job.....but Deathstroke?!

Teen Titans #27 (2008)

Teen Titans: Shifting Loyalties, Part Two (of Four).

The Suicide Squad/Teen Titans cross-over continues!

Following on from the events of Suicide Squad #20, the Teen Titans come face to face with the Suicide Squad as Cyborg tracks down his father. But this is not the only problem, as one of the old man's experiments is in the hands of a bitter Markovian king, and Speedy is torn between his loyalty to the Titans, his orders from Checkmate, and a ghost from his own past....continued next month in Suicide Squad # 21!

Suicide Squad #20 (2008)

Suicide Squad: Shifting Loyalties, Part One (of Four).

The Four part Suicide Squad/Teen Titans Crossover begins here! Assassination in Markovia calls Terra back to her unwanted home, dragging the whole Suicide Squad with her. The situation is more complicated than it first appears, with enemies on every side; a

recalcitrant new King, a shifty pair of scientists, a group of dangerous insurgents, a sentient killing machine, and not least another super powered team on the way.....Continued in Teen Titans # 27!

Teen Titans #28 (2008)

Teen Titans: Shifting Loyalties, Part Four (of Four).

The "Shifting Loyalties" Titans/Squad crossover concludes as Terra, Cyborg, and Speedy must each face their personal demons; and King Gregor is confronted with the reality of the monster he's helped create. Battle rages on, for Cheshire and her soldiers are determined to conquer all...

Suicide Squad #21 (2008)

Suicide Squad: Shifting Loyalties, Part Three (of Four).

Cheshire steps forward with her troops and her plan to take Markovia. Speedy is haunted by her, and King Gregor unleashes his weapon...but there may be consequences he does not expect... concluded in Teen Titans #28!

Teen Titans #29 (2008)

Teen Titans: Wickersham Isle, Part One (of Three).

Wonder Girl first feels a terrible pain, and then vanishes. Who has taken her, and for what sinister purpose?

Teen Titans #30 (2008)

Teen Titans: Wickersham Isle, Part Two (of Three).

The Titans track Donna to a remote island off the coast of the Carolinas, but are not even remotely prepared for what awaits them there...

Suicide Squad #23 (2008)

Suicide Squad: Ride the Lightning, Part One (of Three).

The team gains two new members, but the spotlight is on the Electrocuter as his past comes back to haunt him...

Teen Titans #31 (2008)

Teen Titans: Wickersham Isle, Part Three (of Three).

Donna's fate hangs in the balance as the Titans fight the malevolent old wizard of Wickersham Isle.

Suicide Squad #24 (2008)

Suicide Squad: Ride the Lightning, Part Two (of Three).

More flashbacks into the Electrocutioner's past, as he leads the team to Baja California and makes a shocking discovery!

Teen Titans #32 (2008)

Teen Titans: Choices, Part One (of Two).

Some time passes. Nightwing struggles to deal with recent events in Gotham as they put an additional strain on him. As Terra settles in with the team and her relationship with Beast Boy deepens. But just as all seems to be going so well, she receives a mysterious and threatening email that will put her Titans membership to the test...

Suicide Squad #25 (2008)

Suicide Squad: Ride the Lightning, Part Three (of Three).

The Squad chases the shadowy supremacist organization to Curaco, where a bloody final reckoning is at hand!

Teen Titans #33 (2008)

Teen Titans: Choices, Part Two (of Two).

Terra confronts the man who sent the blackmailing email, and must make a decision that will affect not only her future, but that of the Titans as a whole as well...

Suicide Squad #26 (2008)

Suicide Squad: Hurricane, Part One (of Two).

A terrible force is unleashed when someone is granted the power of nature's most nightmarish storms. Katana from Global Guardians guest stars.

Teen Titans #35 (2008)

Teen Titans: Mission to Zandia, Part Two (of Three).

Tim Drake is exposed to superhero action on the big stage for the first time, as the Titans experience the criminal paradise that Zandia has become first hand...

Suicide Squad #28 (2008)

Suicide Squad: Down With the Sickness, Part One (of Two).

Malthus' past comes back to haunt him, and the team splits in two to deal with a viral outbreak and those behind it...

Teen Titans #36 (2008)

Teen Titans: Mission to Zandia, Part Three (of Three).

The situation in Zandia comes to a head but the Titans aren't fully aware of what's going on...

Suicide Squad #29 (2008)

Suicide Squad: Down With the Sickness, Part Two (of Two).

The conspiracy behind the virus is more convoluted than anyone thought and Malthus makes a personal decision.

Suicide Squad #30 (2008)

Suicide Squad: Fracture, Part One (of Four).

The magical pact that June made with Enchantress finally moves center stage. Enchantress goads June on a quest to make her hold on Mitch permanent. What neither of them realizes is the consequences of this decision may very well tear the Squad apart...

Teen Titans #37 (2008)

Teen Titans: The White Rose, Part One (of Five).

The Titans discover Deathstroke's own mysterious daughter, Rose. But what is truly going on between father and daughter?

Maximum Batman #5 (2009)

Maximum Batman: "Bad Business as Usual"

Maximum Batman #6 (2009)

Maximum Batman: Change, Not All of it Good.

Teen Titans #44 (2009)

Teen Titans: When Circe Comes Calling..., Part Three (of Three).

As the female Titans must battle their mind-controlled male counterparts, Wonder Girl must face Circe alone...and neither of them will be the same again afterwards.

Teen Titans #40 (2009)

Teen Titans: The White Rose, Part Four (of Five).

The Titans' conflict with the Lord of Time comes to a head....and they've barely had time to recover from that before Deathstroke makes his next move.

Teen Titans #38 (2009)

Teen Titans: The White Rose, Part Two (of Five).

Rose has had some small amount of time to settle in as a team member. But now comes the first real test, as the Titans face the return of...the Mad Mod?!? And they must do it without the help of a battered and bruised Kid Flash!

Suicide Squad #31 (2009)

Suicide Squad: Fracture, Part Two (of Four).

Enchantress, June and Mitch head towards South America in their search, unaware that they are being pursued...

Suicide Squad #33 (2009)

Suicide Squad: Fracture, Part Four (of Four).

Fracture reaches its conclusion. Neither June nor Enchantress nor Mitch nor the Squad as a whole will be the same again.

Suicide Squad #35 (2009)

Suicide Squad: War in the Corridors of Power, Part One (of Four).

"War in The Corridors of Power" begins, the last story in this era of the Suicide Squad. A conspiracy is brewing in the Pentagon, and former Squad member Malthus and his ally Wilkerson are swept up in it...

Teen Titans #39 (2009)

Teen Titans: The White Rose, Part Three (of Five)

With Kid Flash still injured, the Titans come across one of the most dreaded villains ever, a man who has crossed swords with the Justice League...the Lord of Time! What does he know about Rose's future?

Suicide Squad #32 (2009)

Fracture, Part Three (of Four)

Enchantress has found the staff. Now the Squad fractures....and June and the Electrocuter must both make difficult, terrible choices.

Teen Titans #42 (2009)

Teen Titans: When Circe Comes Calling...

With Dick Grayson away in Gotham, Wonder Girl leads the team....just in time for Circe to show up. It seems that events in Donna's life are coming to a head...

Teen Titans #41 (2009)

Teen Titans: The White Rose, Part Five (of Five).

It all comes to a head as Deathstroke and the HIVE capture the Titans. Who are the people waiting in the shadows and what is their connection to Rose? And what secret is Rose hiding from Titans, Deathstroke and HIVE alike?

Suicide Squad #34 (2009)

Suicide Squad: Debriefing.

Amanda Waller has the unhappy task of making sense of the mess left behind in the wake of Enchantress, Frost, and Resurrection Man's departure....and must also face a hidden threat within the walls of Belle Reve itself.

Suicide Squad #36 (2009)

Suicide Squad: War in the Corridors of Power, Part Two (of Four).

The final story of this era of the Squad continues as they must battle their way out of the Pentagon, when every soldier and officer present believes them traitors....but they may get help from an unlikely source...

Teen Titans #43 (2009)

Teen Titans: When Circe Comes Calling..., Part Two (of Three).

As the battle drags on, Circe makes a vital discovery that shifts the balance of power in her favor against Wonder Girl!

Suicide Squad #37 (2009)

Suicide Squad: War in the Corridors of Power, Part Three (of Four).

As Knockout and the Parademon take on the conspiracy's secret weapon, the rest of the team encounters the third and final conspirator. The revelation of that person's identity is something that Waller and Steel can barely believe...

Teen Titans #46 (2009)

Teen Titans: The Time That Shouldn't, Part One (of Two).

Who is the Professor? Why are Joseph and Grant Wilson working for him? Where did Lillith come from? Where did the girl with red wings come from? What does Checkmate have to do with it? Where are the Titans? What is going on?!?
What is wrong with this picture?
A lot.

Teen Titans #45 (2009)

Teen Titans: True Heroism.

What makes a hero? How do you define a hero? The Titans, who are, met two who think they are, but are not.

Suicide Squad #38 (2009)

Suicide Squad: War in the Corridors of Power, Part Four (of Four).
The conspiracy's full extent is revealed, the Squad moves into action.....and a chapter closes in the annals of Squad history.

Nightwing Special #1 (2010)

Nightwing: Family Motive.

Suicide Squad #14 (2010)

Suicide Squad: New Blood, Part 1.

The exciting new Squad era continues here with a dramatic new story arc and an intriguing new team roster...

The Squad recruits a new member just in time to deal with the theft of a top secret weapon from the Pentagon. But of course, as usual, the Squad doesn't know everything they should about their target, or who stole it...



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