



The Adventures of Superman #0
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El Faora Comics DC2 Superman

Adventures of Superman

Issue 0: "Lost Sons of Krypton, Prelude: Strange Visitors!"

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Lois Lane was onto something. Something big. She just wasn't exactly sure what it was yet, but all the questions she was asking were making all the right people nervous.

She absently blew a stray curl out of her eyes and continued typing furiously into her computer.

"You're going to ruin another keyboard like that." Came the bemused voice from the desk facing hers.

"Quiet, Smallville. And if you stay that way for the rest of the afternoon, I'll let you drive me to the ceremony to pick up my second Pulitzer this story is gonna win me."

Clark Kent shook his head and straightened his glasses on his nose. Six years working side-by-side (if not always together!) and she still called him Smallville. Yet, he took a certain amount of comfort in their sometimes not-so-friendly rivalry; it was the least of things Clark Kent usually had to worry about.

"Stupid bullpen... Can't wait 'till I have my own office..." Mumbled Lois.

Great Rao.

A giant red star many light years away from Earth. Seven planets once circled the massive sun, but only six did now. Where Krypton once was, there was only an irradiated cloud of particles and gases, all that

remained of one of the oldest, most advanced sentient civilizations in the universe...

Except that wasn't exactly true.

Forgotten long ago, in a tesseract folded into space where Krypton once existed, was a dimensional doorway to *someplace else*, a remnant of a civilization long dead, a phantom zone...

It was a psycho-receptive place of nightmares and horrors, warped by the imaginations and depravities of its denizens. It had been discovered by one Jor-El, and used as the repository for Krypton's unwanted detritus—and their vilest offenders.

Only three people were ever sent into the Phantom Zone. And together they remade it into a foul demesne of hellish proportions.

It was a prison without doors or bars, a vast, eternal state of mind from which there seemed to be no escape...

That is, until the surface of Great Rao flared and expanded, the thermo-nuclear furnace at it's core beginning to sputter in the beginning stages of its death throes. The remaining six planets that had once been Krypton's neighbors were almost instantly incinerated—and the tesseract that held the doorway to the Phantom Zone was sent spiraling across the galaxy, fundamentally compromised... in the ion-trail wake of a rocket ship that carried a baby to a far away blue planet under a *yellow* sun...

"Lane! Kent! Get *in* here!"

Lois and Clark hastened to their editor's office, the clock on the wall confirming their mutual suspicions that it was time for Perry's lunch-time meltdown for the evening edition.

But when the door had been shut behind them, they were shocked to see the office crammed with men in black suits and dark glasses, and one man in particular who seemed to grab all the attention just by being there: Lex Luthor sat calmly with one leg crossed over the other one,

with a faint smile on his face.

Perry White faced them from behind his cluttered desk.

"I'm sure you both know who this is," Perry eyed them sternly.

Lois recited, as if by rote: "Alexander Luthor, self-made multi-billionaire, businessman, industrialist and developer. CEO of LexCorp, the largest employer in Metropolis, and on the board of directors for dozens of companies across the United States, including GBS, the company that owns this paper. Metropolis' *second* favorite son." She finished with a self-satisfied smirk.

Lex had been listening to her drone on with a droll smile, and only a barely perceptible twitch of a jaw muscle indicated that her last barb had stung. He, nevertheless, graced her with a wolfish grin.

"Lois, it's so nice to see you again. A delight, as ever. Mr. Kent. I read your piece on the refugee problem in Rwanda in Sunday's edition. Very nice work. On Monday, LexCorp wrote a check to the Red Cross to help with the relief effort there."

"That's very generous, Mr. Luthor." Clark shook the offered hand, his face revealing none of the puzzlement he felt at Luthor's presence here.

"Enough with the small talk," Perry grumbled. "Mr. Luthor is here because he's been tipped off that a leak in his organization has been feeding a *Daily Planet* reporter potentially damaging misinformation about LexCorp's operations, and he thinks it's one of you." Perry looked like he had a bad taste in his mouth. "What you may not know, Lois Lane, investigative reporter, is that Mr. Luthor and I go way back together, to our days in Suicide Slum, and that as of this morning, he owns a controlling interest of GBS stock."

Clark was taken aback. He was about to retort, but Lois beat him to it.

"I won't kill a story just because some muckety-muck puts some pressure on—."

"I'm not asking you to kill the story!" Perry yelled over her. And for the

first time, they could see he was really mad, but not at them for once. "I brought you in here because I want you and Mr. Luthor to know that the power and privilege of the press cannot be bought or influenced, or that trading in on old friendships can't stifle the truth!" Here he turned to Lex, whose face was getting stormier by the second. "Though, really Lex, can you call what we had a friendship? You used me, like you've used everyone around you to get where you are. But you won't this time. Not while I'm the editor-in-chief of this great Metropolitan newspaper!"

Clark felt a surge of pride for the man he worked for, and Lois wore a smile from ear to ear. Lex recovered his aplomb with startling alacrity, though.

"Which may not be for much longer." He smiled pleasantly at Perry and rose to his feet. "I guess you can take the boy out of Suicide Slum, but not Suicide Slum out of the boy. Good day, Ms. Lane, Mr. Kent."

And with Perry glaring at his retreating back, Lex and his entourage left the office.

After the door had closed behind them, Perry snapped: "Great Caesar's Ghost, what are you two waiting for! *Get that story!*"

S.T.A.R. Labs. The observatory of Dr. Kitty Faulkner...

The brilliant, if somewhat perpetually distracted scientist was peering into the lens of a remote satellite spectroscope, and was becoming increasingly puzzled by what she saw there. After a quick recalculation of her readings, she called a colleague in Japan, Dr. Kimiyo Hoshi, and confirmed that she, too, was seeing the same thing.

She had never seen photons behave in this manner before... It was as if light was *folding* in and out upon itself, on an infinite, razor-edged plane, tumbling towards earth...

Specifically, towards Antarctica...

Drawn by latent Kryptonian soliton radiation, the compromised tesseract descended upon another quite like it at the very bottom of the Earth, a multi-dimensional fortress of solitude for the last son of Krypton. And when the two tesseracts collided, there was an enormous release of energy, akin to the detonation of a high-yield nuclear weapon.

The face of the Antarctic continent was almost instantly transformed. The blast, which was felt as far away as Argentina and Tasmania, leveled the surrounding mountains and the covering ice sheet for miles in every direction, creating a city-wide crater. And that crater was a chaotic swirl of demonic activity. Burst open like a ripe peach, the Kryptonian fortress of solitude lay exposed, the relics and mementos of the dead world sprawled out upon the Antarctic plain. Engulfing it, the tesseract that imprisoned it destroyed, the pandemoniac realm of the Phantom Zone, stretched far and wide. Flames danced crazily in an otherworldly wind, and steam from melting ice filled all the air... Howls went up from creatures never dreamt of in sane imagination...

And out of this hell, strode it's very own Lucifer and two archangels.

Clark hurried to catch up to Lois as she strode swiftly down the bustling city street, talking on her cell phone and checking her watch.

"Lois, Perry said we should work this story together! Wait up!"

With a sigh of annoyance, Lois snapped her phone shut and stopped, turning on Clark, who was forced to draw himself to a sudden halt to avoid running into her.

"Look, Smallville, nothing personal, but this is *my* story. I found it, the source will only talk to me, and frankly, I don't need anyone's help."

"But Luthor's on to you." Clark explained reasonably. "And you know as well as me, the lengths he's willing to go to. I could watch your back..." "

A crooked smile quirked her lips.

"Why, Smallville, I'll just bet you would. In fact, you can watch it now."

She stood up on her tip toes, planted a playful kiss on his suddenly blushing cheek, then twirled and was off with a smile and a wave.

Deflated, and smiling despite himself, Clark could only stand there and do as she predicted.

Spiked boots trod heavily upon the slushy, steaming ground, and a mailed glove swept low to retrieve a glowing green Kryptonian isobar. It illuminated a face that was humanoid, but twisted in wide-eyed madness and gleeful cruelty.

"What is it?" He snarled.

The woman, clad in skintight leather, her head shaved clean, recognized it immediately, and snatched it out of the brute's hand.

"General! A memory cell."

The figure stepped out of the mists. He was tall, towering over both his underlings, and clad in ornate armor, studded with spikes. His warmask hid a face long ago blackened with the perfidy of his sins— but no one living had ever seen it. He had with him, chained to an iron leash, a vulpa, a leonine creature, covered in scales, with a ridged back; it slavered and drooled, its red eyes hot as murder.

"Excellent, Faora. There is a dataport over here." Came the hollow, stentorian voice.

The three went to a console, still operational due to the remarkable sturdiness of Kryptonian soliton power cells, and the woman named Faora activated the isobar.

"... due to the peculiar effects of the radiation from a yellow sun upon Kryptonian physiognomy, your body will become a living solar battery capable of amazing powers..."

Clark decided he didn't need Lois' approval to follow the story, and set out to uncover it on his own— unfortunately he had no idea where to start! So he decided to attack the problem head on. He went to the LexCorp Building.

Stepping out of the taxi, he was struck again by the hubris of Lex Luthor. The headquarters of his corporate empire was the tallest building in the world, towering over every other structure in Metropolis. Clark was almost to the front door when he saw the nervous-looking man staring at him, half a block away. Clark frowned, and the man gestured vaguely for him to approach. But when he did, the man ducked into an alley.

His hackles raised, Clark followed the man down the alley, which was shaded from the sun by the immense height of the LexCorp Building. The man waited for him halfway down, waving him onward.

"You're being followed!" The man hissed urgently. "You've had a tail on you since you left the *Daily Planet*!"

"What? Why?" Clark stepped as close as he dared to the skittish fellow, holding up his empty hands disarmingly.

The man's demeanor changed suddenly. A cold smile spread across his face, and he drew a gleaming pistol, silencer screwed into the muzzle, out of his jacket.

"You were warned, fella!" He shrugged and fired the weapon point blank into Clark's chest.

Faster than the would-be killer's eyes could follow, Clark's hand darted out and snatched the bullet out of the air so it didn't ricochet, then let himself fall, as if shot. He waited until he heard the man's unhurried footsteps recede down the alley before he sat up.

He took off his glasses and tore open his shirt, revealing a big red "S".

Lois!

In a flash, he was streaking across the Metropolis skyline.

"Zod." Commanded the General, his beast straining against its spiked collar.

"Zod, self-proclaimed general, and would-be conqueror of Krypton," The voice of the memory cell dead-panned. *"Responsible for the death of millions during the Last Kryptonian Civil war, and ultimately Krypton itself when the self-perpetuating nuclear device he detonated to destroy Kandor burrowed down into the world's core and began a chain reaction that would ten years later, tear the entire planet apart..."*

This elicited a gasp from Faora and a stunned grunt from the brute. The General was emotionless beneath his helm.

"... after his capture, and prosecution by Jor-El, Zod was sentenced to eternal exile in the Phantom Zone by decree of the Council. With him went his two loyal followers, Kru-El, known as the Hound of Zod, and Faora Jax-Ur, both of whom—."

"Enough." Came the cold, hollow command of the General. "How is it that there is an outpost of Krypton on this distant planet?"

"In the last days of Krypton, Jor-El sent his infant son rocketing to Earth, with this last repository of our civilization. Kal-El has dedicated his life to protecting his adopted planet as—."

"The House of El survives?" Growled Kru-El, his savage face purpling. "Where is this last son of Krypton?"

"Metropolis, North America, latitude 41 degrees north, longitude 75 degrees west..."

Rage welled within the breast of the brute that was impossible to contain. With an instinctive surge of passion and an animal yell, he shot straight up into the sky, arcing north with the curve of the world.

Faora gaped at the display, and then looked down at her own clenched fists, a wild smile curling her sensuous lips.

"Then it's true! I can feel the power welling up within me, too! We have become gods!"

The General nodded slowly, thoughtfully, and even the vulpa cackled in maniacal glee.

"Kru-El!" Faora exclaimed. "He is going after—."

The General held up one mailed hand, silencing her.

"Let him go, my Tigress. We have much to think about. And after all, he has family business to attend to... "

Hoping desperately he was not too late, Superman circled the skyscrapers of Metropolis, extending his super-hearing for some sign of Lois.

He caught snatches of hundreds of conversations, which he frustratingly attempted to filter through!

"... if my husband catches us here... "

"... stupid train, always late... "

"... Wilkins, if you don't get me those reports on time... "

"... and pick up some beer on your way home, too... "

"... I'm tellin' you, there's no way the Comets are gonna lose this year... "

"... tell me all you can about Project: Cadmus, Dr. Hamilton... "

There! That last one! He honed in on the area where he'd heard Lois' voice, sweeping in with his x-ray vision. She was in a parking garage, in the passenger seat of a car with tinted windows, talking to a scruffy-looking man with thick glasses. Neither of them noticed the man lurking by a nearby support pylon, watching them, his hand tucked suspiciously inside his coat...

"Well, if this doesn't look like a job for Superman, I don't know what is!" Relieved he had found her in time, Superman rolled in mid-air, and angled himself downward.

And then a piercing shriek reached his ears!

The commuter rail that wound its way all through the city was suddenly plunging off its track, and right over a crowd of school children in Centennial Park!

Veering sharply, Superman was nothing but a blue and red blur as he dove for the runaway train, the panicked shouts of the passengers and children below ringing in his ears. He caught the train just as it brushed the tree-tops of the park, balancing it on his back and outspread arms as he flew it back up to its track, setting it securely back down on the rails. He immediately saw the cause of the "accident"— a portion of the track had been removed, smashed to pieces on the ground below. But, how—?

"Son of Jor-El!"

Shock ran through him at the sound of his Kryptonian father's name. Who on earth... ?

Something struck him at a blindingly fast speed, a blur of a man hitting him a flying side-swipe. He found himself sailing through the air, his progress only arrested by the side of an apartment building. He hit the brick face, rattling it, and sat on the ledge, shaking his head groggily.

The blow *hurt*. He gingerly touched the side of his face and winced. He looked up in time to see his attacker barreling headlong for him, fists extended. The Man of Steel launched himself back into the air, just as the super-powered flying madman slammed into the side of the building, drilling through it like a hot knife through butter!

Gaining altitude, Superman prepared himself to meet the next onslaught of his sudden foe. He dared a quick glance back towards the parking garage where he'd last seen Lois, relieved to see she was okay, but the

would-be assassin was on the move, creeping from shadow to shadow, towards their car... If he didn't intervene soon—

The momentary distraction was all his opponent needed. Superman was hit hard from behind, the madman pouring on speed and momentum, hurling the Man of Steel violently to the ground in Centennial Park. His impact left a twenty foot groove in the grass, and more than a few toppled trees. Picnickers fled the scene, screaming.

"Pathetic." Spat a brutish voice.

Shaking his head to clear his vision, Superman saw his attacker touch down a few feet away. He was a thick, wild-eyed man with long unkempt hair, dressed in strange dark armor which bore a stylized image of a dog.

"I had expected more from the last son of Krypton," Sneered the brute as he advanced.

Superman got unsteadily to his feet.

"Is that all you've got, Son of Jor-El? I'm going to crush every bone in your body and mash your flesh into paste!" Spittle flew from his mouth. There was something familiar about his wide, wild eyes, but Superman had no time now to figure it out.

"Well, at least I can take a punch." The Man of Steel clenched his fist and cocked his arm, his teeth gritted. "Can *you*?"

The blow landed solidly on the madman's chin, hurling him as if cannon-shot straight up into the stratosphere! After a moment to recover, Superman took off after him, knowing he wouldn't be out of commission for long. He realized, with some desperation, that this madman would just keep coming, putting untold numbers of innocents in jeopardy, until one of them was dead or senseless.

But if he didn't get to Lois in a matter of seconds—!

In the upper atmosphere, the blue and red streak met the black one. The two powerhouses collided again with a sonic boom that shattered glass,

miles below. Hand to hand, the two grappled, faces pressed close to each other.

"Runt! Weakling!" The crazed man with the familiar eyes snarled, the veins of his neck pulsing as he struggled against Superman. "I will drop your broken body at the feet of my lord and master, Zod!"

The name sent a thrill of dread down Superman's spine. He knew of only one being with that name. A boogeyman, used to frighten Kryptonian children to sleep. A monster, thought long exterminated...

"Zod? *General Zod*, the destroyer? Who *are* you?" Gaspd Superman, straining with all his might against his foe.

Through twisted lips came his answer.

"I am Kru-El, the Hound of Zod, bastard son of the House of El— *and your long-lost brother!*"

TO BE CONTINUED...

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The Adventures of Superman #1 (2005)

The Adventures of Superman: Lost Sons of Krypton, Pt. 1: A War of Brothers!

Zod, the Destroyer of Krypton, has come to Earth, and with his Tigris and Hound, the bastard son of Jor-El, at his side, can even Superman stand against him? Meanwhile, Lois plays a deadly game to get to the bottom of the sinister machinations of Lex Luthor!

The Adventures of Superman #2 (2005)

The Adventures of Superman: Kingdom of Zod.

Superman leads a desperate assault on the Antarctic Kingdom of Zod. But even with the aid of an unexpected ally, can the Man of Steel overthrow the might of the Destroyer and his Doomsday Bomb?

Wonder Woman #0 (2005)

Wonder Woman: A Game of Gods and Men, Prelude.

Meet the Amazing Amazon as she hosts a summit of world leaders at Themyscira House--- but danger stalks the hallowed halls as a familiar foe lurks, thirsty for the blood of her enemy Wonder Woman! Meanwhile, on Paradise Island, former USAAF Colonel Steve Trevor becomes embroiled in the deadly affairs of gods and men--- and learns that sometimes they are one and the same!

Detective Comics #0 (2005)

Detective Comics: Lustmord, Prelude.

A wicked new serial killer with a bloody history stalks the nighttime streets of Gotham, and no one is safe! Reeling from personal crises, the Dark Knight must confront hidden dangers from his own past and new enemies laying in wait for him... From Crime Alley to Arkham Asylum, Batman is tested by a diabolical mastermind!

Detective Comics #1 (2005)

Detective Comics: Lustmord: Shadows and Fog.

The mystery of the Gotham Ripper deepens as his murderous rampage continues. Batman haunts the streets and shadows,

determined to bring the lunatic to justice, but in Arkham Asylum, plots are laid for the Dark Knight's demise!

Detective Comics #2 (2005)

Detective Comics: Lustmord: An Uncommon Fondness for Blood. With Vicki Vale in the clutches of the Gotham Ripper, Batman must contend with a foe who has studied him for years--- and discovered his secret identity! This is the gruesome conclusion to the Lustmord storyline!

The Immortal Legend of Hawkman #0 (2005)

The Immortal Legend of Hawkman: Under Ancient Stars.

In the days of the pharaohs, in the land of the pyramids, is born a hero for all time! Defying the will of men and gods, Prince Khufu and his beloved Chay-Ara embark upon a destiny filled with triumph and tragedy, sacrifice and murder. With the wizard Nabu and the champion of Shazam who will one day be known as Black Adam at their side, they must use the power of the otherworldly Thanagarian Nth Metal and the gifts of the hawk-god Horus to defeat the villainous immortal tyrant known as Vandal Savage! Born in the fires of war, undying passion and treacherous betrayal, this is a definitive retelling of the ancient origin of the hero who will be known as--- Hawkman!

The Immortal Legend of Hawkman #2 (2005)

The Immortal Legend of Hawkman: Wings of Destiny, Part 2.

The two part origin arc of the Golden Age Hawkman concludes as Carter Hall takes up the mantle of the immortal hero and races against time to save Shiera Saunders from the clutches of the villainous Dr. Anton Hastor! But first he must survive the attack of the undead Sons of Anubis, and defeat the man who is destined to slay him!

The Immortal Legend of Hawkman #1 (2005)

The Immortal Legend of Hawkman: Wings of Destiny, Part 1.

"Wings of Destiny, Pt. 1" First in a two part origin arc! It is 1938, and the world hovers on the brink of war... Troubled by dreams of past lives, museum curator and archaeologist Carter Hall receives a mysterious package from a lost colleague that sends him across the globe to Egypt, where he will be reunited with an immortal

love and encounter an enemy that stalks him through the ages! A hero discovers his destiny as the Golden Age Hawkman is born!

Wonder Woman #1 (2005)

Wonder Woman: The Swords of the Amazons!

As Wonder Woman hunts the Cheetah, Doom's Doorway opens and Themyscira is besieged by the horrors of the underworld! Diana must contend with a deadly and secret mastermind determined to destroy her and all she holds dear!

Teen Titans #0 (2005)

Teen Titans: Friends and Heroes.

Reeling from recent harrowing events in Gotham, Dick Grayson struggles with the decision to hang up his cape and mask forever as he goes off to college in New York City. Joined by Roy Harper and Wally West, the trio have a fateful meeting with the girls who will forever change their lives! Guest starring Wonder Woman!

Wonder Woman #2 (2005)

Wonder Woman: The Rage of Angels.

As the Minotaur leads the Sons of Uranus against the walls of Themyscira and Wonder Woman does battle with Typhon, the Father of Monsters, a more devastating threat comes to Olympus... Nothing will be the same after this issue!

Teen Titans #1 (2005)

Teen Titans: Serpent's Tooth, Part 1 (of 2).

As the team comes together, Wally West is seduced by a mysterious girl with a dangerous secret. The Titans must infiltrate the church of a fanatical ancient cult to rescue one of their own, but a fierce enemy awaits them: Enter Brother Blood!

Teen Titans #2 (2005)

Teen Titans: Serpent's Tooth, Part 2 (of 2).

The Titans have fallen to Mother Mayhem and a dark messiah is on the brink of awakening! Only Dick Grayson and his new ally, the mysterious and dangerous girl known as Raven, stand in the way of the resurrection of the dreaded... Brother Blood!

New Outsiders #0 (2005)

New Outsiders: What Happens in Vegas...

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

A gritty and realistic look at vice, corruption and superheroing in Sin City! Meet the New Outsiders---Green Arrow, Black Canary, Huntress, Batgirl, Zatanna, and a driven District Attorney named Adrian Chase, the Vigilante!--- an unorthodox team of heroes banded together to stand against a sinister conspiracy and depraved foes!

New Outsiders #1 (2005)

New Outsiders: House Rules: Luck be a Lady.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

Things heat up in Vegas as the Vigilante and Huntress face off against each other, and Green Arrow and Black Canary enlist the aid of young college prodigy Barbara Gordon to break into L'Inferno and rescue an old friend from the clutches of the criminal organization, the House, and its cruel mistress, Roulette--- and only Zatanna stands in their way!

New Outsiders #2 (2005)

New Outsiders: House Rules: The Most Dangerous Game.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

With Black Lightning's life at stake and Green Arrow and Black Canary in the clutches of the House, Batgirl looks for some unlikely allies as she plays a dangerous game with Roulette in the conclusion of the New Outsiders origin arc!

JSA: Legends of the Golden Age #0 (2005)

Justice Society of America: Legends of the Golden Age: The Society, Prelude.

In the dark days before WWII, A Secret Society of Super Villains unleash a masterplan to seize the world in its iron grip of tyranny! But, in the gathering shadows of war, there is a glimmer of hope! The emerging mystery men of America--- Hawkman! the Flash! Hourman! the Atom! Starman! Dr. Fate! the Sandman! and the Amazing Amazon, Wonder Woman!--- rise up in a Justice Society to oppose the evil oppressors! But can even they withstand--- the Spear of Destiny!?!

All-Star Comics #1 (2006)

All-Star Comics: Captain Marvel, Part 1 (of 2).

At last! The history of the World's Mightiest Mortal in the DC2 is finally revealed! The ancient wizard Shazam recalls the career of his champion, even as foes from the past regroup to threaten the world once more. But will there be a Captain Marvel to stand against them?

Action Comics #7 (2006)

Action Comics: Hostile Takeover.

What is Genesis Corporation? Clark and Lois want to know--- and so does Lex Luthor! The Countdown to the Crisis heats up as some major players are revealed and a three-way brawl erupts in the skies over Metropolis!

Action Comics #8 (2006)

Action Comics: For All Mankind...

Crisis: The Apokolips Imperative, Part 9!

Darkseid has assembled nearly all of the components to complete the Anti-Life Equation. Now, Wonder Woman leads a daring mission to the very gates of Darkseid's palace to rescue the Man of Steel and bring hope to the war-torn planet Earth! Don't dare miss this pivotal chapter, as one man shows just what it means to be a hero! You won't believe the shocking ending!

Action Comics #9 (2006)

Action Comics: Return to Smallville, Part 1 (of 4).

In the wake of the crisis, the greatest tragedy of his life brings Clark Kent home to Smallville. But can you go home again? A new era in the life of the Man of Steel begins here! New dangers await, an old romance is rekindled--- and you won't believe the shocking ending!

Action Comics #11 (2006)

Action Comics: Return to Smallville, Part 3 (of 4).

The mystery villain stands revealed and the truth about Connor finally comes out! Superman stands alone against friend and foe alike and the surprises keeps coming in this penultimate chapter of the new adventures of the Man of Steel!

Action Comics #10 (2006)

Action Comics: Return to Smallville, Part 2 (of 4).
Reeling from Lana Lang's recent revelation, Clark is forced to re-evaluate his future--- unaware that a secret enemy is lurking and waiting to destroy him! Meanwhile, Lois Lane shows up in Smallville on the trail of the biggest story of her career: the secret identity of Superman!

All-Star Comics #2 (2006)

All-Star Comics: Captain Marvel, Part 2 (of 2).

Billy Batson has no time to adjust to his new role as Captain Marvel as the Monster Society of Evil unleashes their attack upon Fawcett City! And not even the wizard Shazam is safe when the villains storm the Rock of Eternity and a new, deadly fiend is born!

Wonder Woman #8 (2006)

Wonder Woman: Hell Hath No Fury...

All-Star Comics #5 (2006)

All-Star Comics: Martian Manhunter.

Snatched across time and space by the machine of Dr. Erdel, J'onn J'onzz is the Last Son of Mars, a dead planet wasted by a telepathic plague created by his own brother. On Earth, he is the Martian Manhunter, a crusader for justice in the years after the JSA retired and before the advent of Superman. Now, hoping to at last find his place on his adopted homeworld, he is John Jones, Private Investigator--- but his quiet retirement is at an end when a beautiful dame walks into his office with legs to kill for and a fiery disposition...

Rogues Gallery #1 (2006)

Rogues Gallery: Catwoman: Hot Tin Roof.

A wave of cat burglaries sweeps through Gotham's elite society! But as the Crown Jewels of Bahdnesia come to the city, can the beautiful socialite Selina Kyle resist the lure? Sparks fly when Batman comes face to face for the first time with the deadly feline fatale, Catwoman!

DC2 Special #1: An Arkham Christmas Carol (2006)

DC2 Special: An Arkham Christmas Carol.

Wonder Woman #4 (2006)

Wonder Woman: The Eye of the Storm.

The true enemy is at last revealed, and the gods of Olympus discover there is a traitor among them! Meanwhile, the war on Paradise Island comes to a turning point as mysterious new arrivals appear--- but are they friends or foes? And in the end, Diana must set out upon a new quest to save everything she holds dear...

Wonder Woman #5 (2006)

Wonder Woman: The Quest for the Syrinx.

Nemesis is awake, and destined to bring about the end of the cosmos! Only the Syrinx, the Pipes of Pan, can stave off the inevitable fate of the universe, and now Diana, Hippolytus and Steve Trevor set off on a quest to the isle of the witch to find the legendary artifact. But will Circle prove Wonder Woman's most implacable foe yet?

As the traitor to Olympus makes his next move, the gods brace themselves for the final assault of the Furies!

Wonder Woman #3 (2006)

Wonder Woman: Horns of Doom.

Both Olympus and Paradise Island are reeling from the cataclysmic events of last issue, and the true enemy is at last revealed! Be here when Wonder Woman and the Minotaur face off at last under the walls of Themyscira!

Wonder Woman #6 (2006)

Wonder Woman: The Isle of the Witch.

The Quest for the Syrinx continues! As Wonder Woman confronts her old enemy, the witch Circe, the plots and machinations of all the players start to become known: friends are not who they seem and the true plans of the Olympian traitor are revealed as the Game of Gods and Mortals hurtles towards its epic conclusion next issue!

Wonder Woman #7 (2006)

Wonder Woman: Down the Widening Gyre.

Wonder Woman must journey into the Underworld to retrieve the Mask of Hecate for Circe, as time is running out! Even the Gods of Olympus prepare to meet their end as Nemesis, She Whom None Can Escape finally rises to work her terrible will, and the final moves of the Game of Gods and Mortals are played out! The Olympian traitor is revealed--- and his masterplan at last is clear!--- in this penultimate chapter of the epic storyline that began in Issue 0!

Wonder Woman #9 (2006)

Wonder Woman: Armageddon Aria.

The war is over and Wonder Woman is faced with a host of new problems: what to do about the war-like Lost Amazons, who will rule Paradise Island--- and who wants her to get... married?!? And Godfrey's Glorious Crusades reaches fever pitch as a deadly new foe is unleashed upon Diana--- and leads directly into next month's crisis!

Wonder Woman #10 (2006)

Wonder Woman: Darkseid Is.

Crisis: The Apokolips Imperative, Part 13!

At long last, the Anti-Life Equation is within the grasp of the Lord of Apokolips! The world's greatest heroes come together for the first time--- to destroy each other! Don't miss the epic battle as Wonder Woman stands alone against a world turned against her!

JSA: Legends of the Golden Age #1 (2006)

JSA: Legends of the Golden Age: Attack of the Giant Nazi Robots!

It's mayhem at the 1939 Worlds Fair in New York, as Baron Blitzkrieg attacks the greatest gathering of scientific minds in the world, and the Secret Society of Super Villains continue their quest for the Three Holy Artifacts!

This is it! The birth of the JSA!

Teen Titans #10 (2006)

Teen Titans: Forever and Never, Amen!

Crisis: The Apokolips Imperative, Part 7!

The city of Metropolis teeters on the edge of an uneasy peace as the truce between Lex Luthor and Darkseid begins to break down.

Who are the Forever People and what happens when they turn the city of refugees against the Titans? Bedlam ensues!

Justice League #0 (2006)

Justice League: Justice Falls.

Crisis: The Apokolips Imperative, concludes!

This is it! The final battle between Earth and Apokolips as the World's Greatest Heroes take the fight to Darkseid! Don't dare miss this issue--- one year in the making!--- and the senses-shattering conclusion to this epic storyline!

Justice League #1 (2006)

Justice League: A League of His Own, Part 1.

It's finally here! The World's Greatest Heroes have come together as one! But not everyone is happy about that... It's the grand opening of the Hall of Justice, and all of Metropolis has turned out to honor their saviors. But hatred and jealousy lurk in the heart of one man as he schemes to destroy the newly-formed League! And this time, the League has met its match!

Justice League #2 (2006)

Justice League: A League of His Own, Conclusion.

The most powerful members of the Justice League have fallen to Amazo. Now, only Batman stands against the villainous Professor Ivo and his killer android, with all the powers of the World's Greatest Heroes at his disposal...

World's Finest #1: Batman (2007)

Join us on Earth-X for the re-imagined Batman and his new adventures.

World's Finest #1: Superman (2007)

Join us on Earth-X for the re-imagined Superman and his new adventures.

World's Finest #1: Wonder Woman (2007)

Join us on Earth-X for the re-imagined Wonder Woman and her new adventures.

All-Star Comics Annual #1 (2007)

All-Star Comics Annual: Justice Society of America: The Time of Their Lives.

All-Star Comics #10 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 1 (of 4)

All-Star Comics #11 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 2 (of 4)

All-Star Comics #12 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 3 (of 4).

All-Star Comics #13 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 4 (of 4).

The Flash #23 (2008)

The Flash: Flash of Infinite Worlds!

When Barry Allen agreed to help his good friend Ray Palmer with an experiment, he never thought he'd find himself in another reality! The Cosmic Treadmill takes the Scarlet Speedster to a parallel Earth, and just may give him a glimpse at his own tragic destiny! Can even the Flash fight the future? Find out in this first ever DC2/DC3 crossover issue as we enter the Multiverse!

Adventure Comics #11 (2010)

Adventure Comics: Stranger New Visitor.

The long-awaited return of the DC2's original Superman book, by its original creative team! Springing from the pages of last month's "Action and Adventure" Annuals, the new era for the Man of Steel continues here, as Lois investigates the sinister Evil Factory, a strange figure in a familiar costume arrives and a threat from beyond the stars strikes in the heart of Metropolis... A huge storyline for the Man of Tomorrow begins here!



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