



Tales of the Green Lantern Corps #2
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Tales of the Green Lantern Corps

Issue 2: "The Legion Virus Saga, Pt. 2 Last Stand on Graxos IV!"

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Prelude

... 6 Months later:

The legion virus had all but decimated the Green Lantern Corps since its mysterious appearance in sector 1417. The Guardians knew very little regarding the virus's origin, but knew that it attacked only Green Lantern's, turning them against the Corps.

Sinestro, the first to fall victim to the virus, had cut a swath of destruction across dozens of sectors. The Corpsmen that he encountered in the process, were either destroyed or assimilated. Those that were infected, in turn, began infecting others starting a chain reaction unlike anything the Guardians had ever seen.

Within 6 months time, the Guardians lost contact with over 900 of their agents, with the number quickly rising. Something had to be done...

The Guardians believed, since the true source of the virus was unknown, that if Sinestro were to be stopped, the others may be cured. The theory, though plausible, was just that, a theory. All attempts to stop Sinestro had, so far, resulted in tragedy.

Though contact with the infected rings had been, for the most part, lost... the Guardians were still able to track them through the central power battery. Unfortunately, this had become a double-edged sword, for the infected could also track their uninfected brethren.

The Guardians began taking defensive measures against Legion by warning

Corpsmen when the infected were nearing their sectors... To this effect, Abin Sur, Green Lantern of Sector 2814, was dispatched to the nearby sector, 2815, to retrieve Fentara, Green Lantern of Sector 2815, and bring him back to OA...

Chapter 3: Last Stand on Graxos IV

Graxos IV, a mining colony in the farthest reaches of sector 2815. It was one of the few sources, outside of the Khundish & Dominion Empires, for Tridarium, the main power source for faster-than-light engines.

The planet itself contained hundreds of thousands of miles of mines. In fact, very few structures existed above ground, save for the planet capital of Graxon Prime. Graxon Prime was also the location of Green Lantern Fentara's citadel.

The Alert Claxon sounded early in the morning, not that there was a need for it. There had been an explosion, only seconds before, deep in a Tridarium mine that ran below Graxon Prime. The explosion was so strong that it threatened to sink the capital city, possibly creating a chain reaction that would collapse the entire mining system. In essence, the planet could very well collapse in on itself, destroying every sentient being on the planet.

Fentara went to work immediately, placing transparent green support columns in strategic points below the foundation of Graxon Prime. Being a native on the planet, and a former miner, his engineering skills were unparalleled.

As he did this, his daughter, Arisia, Green Lantern Alternate, located as many of the injured as she could, taking them to makeshift triage locations on stable ground outside city limits.

The emerald energy bubble flew from the entrance of the collapsed mineshaft. Inside the bubble sat rescued miners as Arisia flew them at best possible speed towards the nearest triage center.

"Father!" Arisia called into her power ring, "The main shaft is clear."

{Excellent, Arisia! Fentara replied, {The last of the support columns are up, and will hold until it they can be permanently replaced... My ring has notified me that there's been a minor collapse below here, I'm going in to help.

"Do you need help?"

{No dear, I can handle this... I want you to look into the cause of the blast. You are a much better detective than I.

"Understood, father," she replied with a smile.

Sector 2815, the airspace above planet Graxos IV

Abin Sur's star fighter reverted to normal space. It had been many cycles since he had last seen his dear friend Fentara and he hoped that he was not too late. Abin flipped a switch on the main computer console, opening a communication line with Graxon Prime.

"Graxon Prime control, this is Abin Sur of the Green Lantern Corps requesting permission to land."

There was no response. Abin tried several frequencies, all to no avail. Abin looked at the ring on his right hand and shook his head... it had been a long time since he last had to work without it. He flipped another switch on the console activating his tracking computer... standard equipment for Ungaran policemen and definitely helpful in situations like these.

"Computer, lock onto any energy signature that could be strong enough to match a Green Lanterns energy output." He commanded.

{Acknowledged. Processing... Located.

"Excellent, display on the tactical monitor."

The tactical monitor lit up, covering the main view port.

"Quadrant 3 of the mining colony beneath Graxon Prime, Northern Hemisphere, two signatures... "

Abin began to plot a course to Graxon Prime when the tactical display beeped.

"Sprock it!" Abin shouted as he thrust the ship forward.

There was a third signature.

Arisia glided back through the mine entrance. According to her ring, the blast emanated directly below the center of Graxon Prime. Though young by Graxosian standards, she was quite an accomplished detective. And it was time to put her other skills to the test. She actually preferred to handle most problems without her power ring, but it did make one hell of a portable forensic lab.

She quickly located the exact location of the blast, now it was time to figure out the 'how & why'. She started collecting soil samples for analysis when she heard a voice.

"Well, my dear... you're not quite what I had hoped for... "

Arisia spun around, ring hand ready "Show yourself!" she ordered.

"But I suppose you'll have to do!" the voiced hissed, ignoring her order.

"Sinestro!"

Abin Sur's star fighter set down just south of the city.

As he lowered the ramp of his ship and gazed in horror at the destruction. The once beautiful grassy plains that completely surrounded Graxon Prime were now upturned. The city itself, though stabilized, wrested at an awkward tilt.

The destruction coupled with the third energy signature could mean only one thing... he was too late. Legion had struck.

"Abin?" called out a familiar voice.

"Fentara!" Abin breathed a sigh of relief... perhaps he had been wrong. "old man, I'm glad to see you... when I saw this I thought the worst."

"Abin, old friend, it's been a while! Your assistance is most welcome, and quite timely." Fentara said as he walked towards the ship.

"I wish I could say I was here to help... The Guardians sent me to collect you & Arisia. We must leave immediately for OA." Abin said as he went back up the ship ramp.

"Legion is coming for me, isn't it?" Fentara asked following Abin into the fighter.

"Worse, I fear they might already be here... I detected an arrant energy signature moments ago that matches a ring. It was moving towards the mines."

"Old friend! That was Arisia... she was going back in to investigate the blast... "

"There were two energy signals underground already." Abin interrupted.

"Arisia! Come in... " Fentara called into his ring.

There was no response. It was the closest thing to panic that Abin had ever seen on a fellow Green Lantern' face... he was suddenly reminded why he was glad Amon could never be a GL.

Fentara turned to go back into the mine for his daughter. Abin, grabbed Fentara by the arm to stop him.

"It's too late, Fentara! There's nothing we can for her now... " He said mournfully.

"Would you say the same thing if it were Amon or Marin?" asked angrily.

"Yes, Fentara... as much as it would hurt... the Guardians are coming up with a plan... have faith. Come with me to OA before it's too late."

"Oh, but Abin," came a familiar voice from just outside the ship, "It is too late!"

Abin & Fentara reflexively activated their rings the moment Sinestro spoke. They turned and saw Sinestro standing side by side with Arisia, she was now infected with the virus.

"And look at this, three for the price of one!" Sinestro goaded.

"Arisia, No!" Fentara called out.

"Oh yes... She show's such promise too... Actually put up quite a fight. Nothing I couldn't handle, of course."

"There's nothing we can do for her Fentara, we must go NOW!" Abin shouted throwing a protective bubble around the fighter.

Fentara ignored Abin, and flew through the protective shield straight at Sinestro & Arisia. Before he could reach them, he was struck down by a yellow energy beam. The flesh on his bones turned to ash as it burned through his rings protective aura.

Sinestro, shocked (and irritated), spun and looked over his shoulder at Arisia, who stood there holding a smoking yellow cannon produced by her ring.

"I wanted your father alive or, at least, I wanted the kill... you over zealous half-wit!" Sinestro scolded.

"Assimilate or destroy." Arisia droned in response as tremors began to rock the planet.

Taking advantage of the poor turn in events, Abin Sur launched his star-fighter, full throttle, into the Graxosian atmosphere.

"Idiot! Grab your father's ring, and follow me, we need to get Abin or his ring before he escapes."

Abin's fighter streaked through the upper atmosphere and outward into space. The planet below collapsed in on itself. Its moon was pulled down into it by the gravity well... the atmosphere dispersed into a cloud of gas and ice. Every man woman & child on the planet, dead, just so Sinestro... no, so Legion, could add more rings and warriors to their army. Sinestro would never have done anything like this, no matter what his methods were like in the past.

Abin put his head in his hands. *There was nothing I could do... Now I know how Tomar Re felt when Krypton was destroyed.*

His ship was violently jarred as it was hit with an energy blast.

"Computer, intensify aft shields... tactical display up!" He barked, at his computer. "If I can get to my own sector, at least I might be able to lose them," he said to himself.

He was thrown forward, the ship sent reeling as it was hit by a massive explosion.

{Shields at 10%. Failure immanent

Another explosion.

{Shields down, atmosphere at 80% and falling

Abin's power ring covered him in an emerald protective aura to compensate for the lack of atmosphere. There was no sound though, as the yellow spiked projectiles pierced the hull of the ship, and flew into the back of the pilot chair. Abin's body was struck multiple times, each wound more grievous than the next.

Wounded, alone, and unable to defend himself from Sinestro and Arisia. Each labored breath was more painful than the last, Abin knew he would

be dead within minutes.

The ring. The ring must not be taken...

{zz... now... zzz... ering... zz... ector 2814... zzzz

Abin's fingers moved across the computer console. The tactical screen before him showing systems status.

Enough fuel for one hyper-jump... no time... "urhn!" blood poured into his collapsed lung. *No time to plot a course. Blind jump...*

The crippled star fighter limped along an erratic path.

Sinestro smiled broadly at the damage Arisia had inflicted on the ship.

"Excellent shot child, there is hope for you yet... "

Sinestro beamed before turning back to the ship, his ring broadcasted his voice through the fighters speaker system, "ABIN SUR, YOU WILL SURRENDER AND HAND YOURSELF OVER TO LEGION, OR YOU WILL BE DESTROYED!!!"

There was no response. The ship turned end over end.

"Well... perhaps he's dead already!" Sinestro said to himself as he approached the ship.

Afterburners on the fighter suddenly lit steadying the ship, and in an instant, it was gone.

"NO!!!" Sinestro screamed as he smacked Arisia, perfectly aware that it truly was not her fault, but unable to contain his anger nonetheless. "YOU BLUNDERING IMBECILE!!! I will make you suffer for this!" Arisia just floated there expressionless.

"Your ring will take you back to our masters for the proper punishment, I now have the daunting task of tracking this fool." Sinestro spat,

knowing that even with a ring, following a blind hyper-jump was near impossible.

Unless of course, Abin used his ring.

Abin coughed up blood as he attempted to ease himself back into his seat. It would not be long now...

The fighter reverted to real space when the fuel cells ran dry. The tactical display showed that collision was immanent with the third planet in the Sol system.

Landing would have been preferred, but without fuel... there was no chance.

"... ring?... "

{Acknowledged came the familiar voice of Starkor, his predecessor.

"Find someone... to bear y.. * cough *... to bear you. Find them quickly... Sinestro will... "

{Acknowledged & understood, Abin Sur

Abin attempted a smile, knowing that soon it would be his voice that came from the ring. He willed his power battery to appear before him as the star fighter entered the Terran atmosphere. Without his deflector shields the heat began to tear the ship apart, only his ring protected him from the fire.

"In brightest day... in... blackest night." Abin began his oath as the fighter plunged to the planet below. "No evil shall... escape my sight... let those that... that worship evil's might... beware... my power, the Green Lanterns li... "

To be continued!

Tales of the Green Lantern Corps

"Carthag, Pt. 2"

Written by Wounded Trojan

Edited by David Charlton

Open, dark, infinite space. In one of it's coordinations flies the newly recruited Green Lantern: Carthag. His destination is a star and the thick bunch of planets hanging around it, shining like candle lights.

Carthag: "Activate mental messaging"

His ring, one of the most powerful weapons in the universe responds with mental messaging: "Activated"

Carthag: "Update: Sector 2306"

Ring: "Sector 2306. Many populated planets. Their civilizations are in an advanced level compared to the average known ones in the galaxy. A large number of these planets are under the rule of the Throneworld Empire. A regime that has been established hundreds of cycles ago. Throneworld reigns by the might of the Doomsday Machine, a tool that has been developed by an ancient civilization. It holds the power to turn planets within a 100 light years radius into space dust.

The ruling dynasty of Throneworld kept a stabilized empire with fair rule, until the last empress died and left it to her brother: Prince Gavyn who tried to establish democratic method of ruling that ended up with galactic chaos. And chaos led to a civil war. The new prince is facing the pressure of establishing peace in his empire, which has been approached by its outside enemies and their shock troops.

Current situation: Civil war within the Empire. Advanced enemy attacks from the outside."

Carthag: "Update: Domsday Machine"

Ring: "Unapproachable by known means. Battery power has a 30% chance to survive physical contact by the Corps. The Machine is at the core of the Empire's sun"

Carthag: "Update: Outside enemies"

Ring: "They are known by many titles, one of them is WarWorld, a movable world which governs many civilizations that spent time, effort and resources to feed their own war machine. War keeps WarWorld getting larger and more powerful. WarWorld is ruled by its tyrant named Mongul"

Carthag: "Update: Initial mission"

Ring: "To establish peace by defending the empire from its outside enemies using extreme measures if needed. And then by providing a helping effort to Prince Gavyn, who approached OA asking for the Corps help, to establish peace within the Empire."

Carthag: "Teleport to the lines of fire!"

During one moment of time, Green Lantern Carthag gets teleported from his calm space coordinations, into the middle of a fierce space battle.

Many ships attacking many other ships, energy bolts whizzing through the surroundings, battle cries of hundreds of different languages fill the radio waves.

Carthag: " Analyze weapons damage factor and activate protecting shield"

Like magic, and out of nothing, a see through green colored sphere starts

to shape around the Green Lantern.

Carthag: "Detect WarWorld fleet ships"

The Green Lantern looks around following the mental coordination his power ring is providing him with. A giant, ancient designed hammer starts to develop out of the power ring. The Green Lantern, advances toward his targets, with the giant green hammer attached to his fist by a green chain.

Within an instant Carthag starts a full frontal attack against the enemy ships. Moving his hammer smoothly around him in a spheric path causing extreme destruction within enemy lines.

Explosions, more explosions, war cries, emergency cries, fires, derbies, and injured ships swaying all around the emerald warrior while he moves toward the middle of the enemy fleet.

Carthag: "Identify leading ship"

The emerald warrior heads toward a gigantic battle ship, terminating everything that exists on his path.

The fleet starts gathering troops and concentrate on the new and sudden menace that started to cause havoc among their forces, they all shoot at this one floating green warrior, but nothing they can hit him with, it seems, can stop him, or even sway him out of his path.

Green Lantern reaches the ship, while thousands of energy bolts and laser bullets speed around him, many deflected by his awesome green shield.

Carthag: "Analyze battleship structure, show captain's quarters"

A second later the Emerald warrior points his fist against one of the battleships' sides, and a titanic energy bolt comes out of his ring, hitting its target with an enormous blast, causing a massive hole that would let an earth made space shuttle go through it.

Debris and personnel start pouring out of the hole, while the Green

Lantern heads towards it with accelerating speed.

The extremely shocked sailors of the ship regain their gravity when the hole in their ships' wall gets locked by a giant green block. And within the smoke and fires they start to recognize a standing green humanoid shape.

A battle cry comes out of the captain of the ship and all sailors and soldiers available surround the sole attacker, and then hit him all at once with all they have got.

Within an instant, Carthag develops a green staff and starts showing his enemies his awesome physical techniques and fighting abilities.

Minutes later and it is all done. The enemy soldiers are scattered around what is left of the captain's quarters, many of them without hope to regain the ability to walk straight again.

Only two men left standing. The captain, who grabbed a gun, and the Green Lantern who starts to approach his enemy with steady steps.

The captain shoots many desperate shots at the advancing green warrior, which get deflected by cylindrical shaped green shield.

With his staff, Green Lantern Carthag disarms his enemy. He stands and looks at the fleet captain, and then hits him with the back of his hand, throwing the defeated captain many feet away.

Carthag starts a speech with a cool steady tone: "This sector now is protected by the Green Lantern Corps. All your hostile activities in this sector is to be ended immediately and all warships and their personnel are to become prisoners in this sector's judicial system. You witnessed what I can do to your fleet and to you. Resistance is wasting your lives and my time, I recommend you give the surrender instructions instantly."

The humiliated captain stands up and talks through an instrument hanging on his neck: "All warships and warriors of the beta-78 fleet, drop your weapons and surrender immediately"

Carthag: "Good. Now you are to be left with one ship and its crew to go

back to your leader and deliver him the same message I gave you."

Captain: "You don't know who you are dealing with! You don't know how big and strong our WarWorld is! My fleet is only a scouting fleet. You and your guardians can not even fathom the horrors my Emperor is going to unleash on you all. You all just wait!"

Carthag just stands there and looks at his enemy in the eye.

The captain turns around and orders an escort ship for him to leave.

Space, empty and calm again. Carthag Looks at a convoy of ships heading toward the center of the hundreds of planets forming ThroneWorld.

Carthag: "Stage accomplished, report to OA"

He follows them.

OA, the Guardians council room.

Guardian 1: "Very notable"

Guardian 2: "Highly effective"

Guardian 3: "Green Lantern: Carthag. Good job. Continue your work"

Colu, head quarters of commander Vril Dox.

Dox stands in the middle of the room reading reports on floating screens. Then he whispers: "Impressive, friend. Quite impressive"

Space, WarWorld spaceship.

A Warlord stands by a pool of purple blood coming out of a gushing-now defeated captain.

Warlord: "So the Guardians of OA are involved now? Never mind. Don't even bother the Emperor with these news. I will handle the matters with my own hands!"

He bolts out of his spaceship into the open space heading to wards ThroneWorld.

Warlord: "All Beta troops advance toward Throneworld. Stars know that I needed some first hand action myself for a while now, and this new Green Lantern cub seems to be perfectly fit!"

To be continued!

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From the same author on Feedbooks

Superboy & the Legion of Super-Heroes Special (2005)
Superboy and the Legion of Super-Heroes Special

Tales of the Green Lantern Corps #0 (2005)
Tales of the Green Lantern Corps: In the Beginning...
From the planet Maltus to the skies above Coast City, California...
the Guardians of the Universe created the Green Lantern Corps to
protect and serve sentient life for over three billion years. Why?

Tales of the Green Lantern Corps #1 (2005)
Tales of the Green Lantern Corps: The Legion Virus Saga, Part 1
(of 8).
The Weaponers of Qward have long planned the fall of the Green
lantern Corps. With the Legion virus, they may well have suc-
ceeded! Sinestro alone stands to defend the Universe against this
new threat!

Aquaman #6 (2006)
Aquaman: Hail to the King.
Aquaman finds his stolen Trident of Neptune and more than he
bargains for! THRILL, to a deadly fist fight between Aquaman and
a new enemy! SEE, Aquaman's adventure as a teenager!
EXPERIENCE, the first thrilling appearance of the Aquacave! All
this and more in this month's Aquaman!

Tales of the Green Lantern Corps #6 (2006)
The Tales of the Green Lantern Corps: The Legion Virus Saga, Part
6 (of 8): Hell on Earth.
The Legion Virus Saga continues! Hal Jordan's first fight since the
arrival of Kilowog on Earth! Is he up to the task? It's Green Lan-
tern vs. The Tattooed Man with the fate of the world hanging in
the balance!

Tales of the Green Lantern Corps #5 (2006)
The Tales of the Green Lantern Corps: The Legion Virus Saga, Part
5 (of 8): The Training Begins.
The Legion Virus Saga continues! Lt. Hal Jordan barely survived
his encounter with Sinestro... now he comes face to face with an

even tougher challenge: His trainer! Also, now that he knows Hal Jordan's secret, just what does DEO Director King Faraday have up his sleeve?

Tales of the Green Lantern Corps #4 (2006)

The Tales of the Green Lantern Corps: The Legion Virus Saga, Part 4 (of 8): The Rogue!

The Legion Virus Saga continues! As Lt. Hal Jordan learns how to use his amazing ring of power, he becomes the target of Guy Gardner & Sinestro! If that weren't enough to contend with, DEO Director King Faraday & agent Chloe Sullivan continue their investigation into the crashed alien spacecraft... and Hal's inexplicable survival.

Tales of the Green Lantern Corps #3 (2006)

The Tales of the Green Lantern Corps: The Legion Virus Saga, Part 3 (of 8): Fire in the Sky.

Air Force Pilots Hal Jordan and Guy Gardner are nearly obliterated when an alien spacecraft crashes in Death Valley. For both men, life will never be the same...

Tales of the Green Lantern Corps #7 (2006)

Tales of the Green Lantern Corps: The Legion Virus Saga, Part 7 (of 8): The Corps.

The Legion Virus Saga continues! Lt. Hal Jordan ties up a few loose ends on Earth as he retires from the Air Force and DEO Director King Faraday decides it's time to take a more active role in Hal's life. Then it's off to OA with a fateful meeting with the Guardians of the Universe and the Green Lantern Corps Elite!

Tales of the Green Lantern Corps Special: Vidar #1 (2006)

Tales of the Green Lantern Corps Special: Vidar, Part 1 (of 3).

Welcome to the 30th Century! Vidar, Green Lantern of Sector 2814 embarks on an adventure that will change the face of the 30th century. Just who are these space pirates, what are they carrying & where are they going?

Tales of the Green Lantern Corps Special: Vidar #2 (2006)

Tales of the Green Lantern Corps Special: Vidar, Part 2 (of 3).

From OA, to the Hawaiian province on Earth, Vidar tracks the illegal weapons being trafficked through space. Just who is responsible and why? The answers may prove fatal to Vidar and those he loves!

Tales of the Green Lantern Corps Special: Vidar #3 (2006)

Tales of the Green Lantern Corps Special: Vidar, Part 3 (of 3).

The name says it all... Vidar reacts to the tragic events of the last issue without regard to what or who gets in his way. Questions are answered & more questions are posed. And the United Planets makes a fateful decision regarding the Green Lantern Corps that will change the face of the 30th Century forever! And it's just the beginning...

Tales of the Green Lantern Corps #8 (2006)

Tales of the Green Lantern Corps, The Legion Virus Saga, Part 8 (of 8): The Source!

The Legion Virus Saga Concludes! It's all-out Intergalactic War as the Green Lantern Corps Elite, lead by Kilowog, infiltrate the Anti-Matter Universe of Qward to destroy the Source of the Legion Virus! Hal comes face to face with Guy Gardner in the grudge match to end all grudge matches and neither mans life will ever be the same again!

Tales of the Green Lantern Corps #9 (2006)

Tales of the Green Lantern Corps: Prelude to Disaster.

It's action on two separate fronts as Hal battles Dr. Polaris in the streets of Coast City, Kilowog & Katma Tui struggle to retrieve lost GL rings... with horrible consequences! This issue leads directly into the Apokolips Imperative!

Tales of the Green Lantern Corps #10 (2006)

Tales of the Green Lantern Corps: The End of an Era.

THIS IS THE FINAL ISSUE OF TALES OF THE GREEN LANTERN CORPS

Crisis: The Apokolips Imperative, Part 2!

Picking up after the cataclysmic events of last issue, it's a struggle to survive for Hal and the Green Lantern Corps! The Corps has been betrayed and sabotaged--- the Central Power Battery is no more and Oa has been invaded by the allies of Darkseid! But the

deadly Manhunters have their own agenda, and not even the Guardians of the Universe are safe, as their first and gravest mistake comes back to haunt them in a big way! Meanwhile, on Earth, the Crisis escalates! The presence of Apokolips in Earth orbit has caused all kinds of natural disasters, and it is all the new Green Lantern of Earth can do to save his precious Coast City from destruction.

And just when Hal thought his hands were full enough, enter the bestial son of Darkseid--- Kalibak!

Don't miss this last monthly issue of Tales of the Green Lantern Corps!

Green Lantern #1 (2006)

Green Lantern: Fear, Part 1 (of 3): The Disappearance.

One year after the Crisis... An explosion in a top secret government facility brings DEO Agents King Faraday and Chloe Sullivan back into Green Lantern's life. Just what does the explosion have to do with Hal and what will the ramifications be?

Green Lantern #2 (2006)

Green Lantern: Fear, Part 2 (of 3): Fear Itself.

It's the rematch a year in the making: Hal Jordan vs. Sinestro! Chloe Sullivan has been taken by the rogue Green Lantern, will Hal Jordan and King Faraday arrive in time to rescue her? And just who is the mysterious being pulling Sinestro's strings this time?

Legion of Super Heroes #0 (2006)

Legion of Super Heroes: Hope.

Welcome to the 31st Century! Three extraordinary teenagers, with nothing in common, find themselves in an unusual situation! Will they be able to work together to save the richest man in the United Planets from certain doom? If not, this'll be the shortest series in DC2 history!

Legion of Super Heroes #1 (2006)

Legion of Super Heroes: The Calm.

It's been two years since the formation of the Legion of Super-Heroes and the world is a much safer place! Or it was. At the dawn of a new year the United Planets is rocked by an unspeakable act of

terrorism, that the Legion is helpless to stop. Who is responsible and where will they strike next? The Legion intends to find out!

Legion of Super Heroes #2 (2006)

Legion of Super Heroes: Siege on Colu.

Querl Dox, chief scientist on the planet Colu makes a stand against a ruthless and seemingly unstoppable enemy! Will he be able to stop them before his latest invention falls into enemy hands?

Green Lantern #3 (2007)

Green Lantern: Fear, Part 3 (of 3): The Torch Bearer.

Hal Jordan races across the country to save the Green Lantern Corps only hope from the clutches of the Corps oldest enemy! Will Hal be the savior, or will Hal be part of the problem?

Legion of Super Heroes #3 (2007)

Legion of Super Heroes: The New Guy.

The Legionnaires come to terms with their new member, Brainiac 5, and the Dark Circle strikes again, this time a little too close to home. Will the Legion learn how to stop them from their new prisoner before it's too late?

Legion of Super Heroes #4 (2007)

Legion of Super Heroes: The Revolution.

Legion of Super Heroes #5 (2007)

Legion of Super Heroes: Things Change.

Legion of Super Heroes #6 (2007)

Legion of Super Heroes: Cataclysm.

FINAL REGULAR ISSUE! The Conclusion of the Dark Circle Saga is here! A random act of horrible violence sends the Legion of Super-Heroes on a collision course with the Dark Circle. Will the Legion stop the Dark Circle before it's too late? The world shattering conclusion of this series sets the stage for the future of the Legion of Super-Heroes!

and if it weren't bad enough: THIS FINAL BATTLE WILL CLAIM THE LIFE OF AT LEAST ONE FAN-FAVORITE LEGIONNAIRE!



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