



Batman #0
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Batman

Issue 0: "Shadow of the Bat"

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I take a deep breath.

Standing atop the pit, wind rushing around me, the thick black cape billowing behind my back.

I stand, silent, waiting.

"No time like the present... " I take out the grapnel, swing it round hard, again and again, gain momentum, release... and watch as it flies over the chasm until it connects with the other side.

I take another deep breath, prepare myself... and I make the first jump, the line taking my weight, I feel weightless, as though flying... and I swing over the abyss that is Gotham City.

"This is for you, mom..."

*** EDITOR'S NOTE: THIS TITLE TAKES PLACE SIX YEARS BEFORE CURRENT DC2 CONTINUITY.**

Before:

"It's the first day off you've had in three months, Thomas! Let's do something for him..." Martha Wayne has her hands on her hips, a stern look across her face, dressed in one of her finer dresses.

"Darling... I know, I know... But the company has just started... And there are so many things I have to do..."

"Thomas. We are going to see the film, no matter what you have to do."

Thomas smiles. "I love it when you get annoyed. You look even more beautiful..."

"Not this time. Not getting out of this with compliments." He kisses her neck slowly, and she giggles quietly. "Even though they'll get you everywhere..."

"Alright, my beloved wife... I'll get my coat, and I hope that little Bruce is ready to go. Bruce? We're going!"

"Coming dad!" Bruce Wayne runs down the massive stairs in the centre of the reception area of the manor.

Alfred Pennyworth, loyal manservant of the Wayne's, smiles as he sees the lad jump down the last four steps. Martha gasps at this but Thomas smiles.

Alfred's smile vanishes for a moment, as he leans over to his employers' son. "Master Bruce, one of these days, you might hurt yourself doing such a thing..."

"But... Alfred... You showed me..."

Thomas let out a guffaw as Alfred put a finger to his lips. "Anyway, where are you headed tonight?"

"We are going to see a film of Bruce's choice..." Thomas picks up his son and smiles. "My how you're growing! What would you like to see?"

"Zorro! Zorro is on! Oh! Mom... Wear your pearls... Those nice ones..." Bruce smiles and laughs.

“Ok then, son... For you... I’ll only be a moment Thomas.”

“ Alfred, would you please warm up the car and meet us out front?”

“Yes, sir...” Alfred bows slightly then walks out the back door, into the garage.

“Now be good, son. And stay close.”

“Yes, dad.”

Now:

GCPD, Gotham City Police Department. Gotham’s Elite Police Force. 96% Dirty. And currently investigating a string of attacks...

“A scar. A question mark scar... Another one?” Detective Jim Gordon slowly removed his glasses and rubbed his eyes. “Who’s doing this?”

“The victim said he wore a mask. Couldn’t see his face.” Merkel flicked through his notes, and nods. “Nothing linking the victims as of yet.”

“Guy jumps these people on their way from the shops... the gym... and drags them into an alley... Drugs them... Paralyzes them... And carves a question mark into their foreheads!” Jim clenched his fist and shook his head. “Dammit... What did the plastic surgeon say?”

“He can fix them up sure... Psychological damage is another thing though, sir... They’re all pretty shook up.”
Gordon nods slowly at the words.

“Hey, Gordon...” A rough voice came from down the hospital corridor, and the two officers turned. Merkel let out a sigh and looked over to Gordon.

“Bullock. What you got?”

“Well, I went to all the victims homes... Looked around a bit... Guess

what I found?" Bullock pulled out a couple of evidence bags, and inside them... Letters from Enigma Technology. "They all received these. I'm thinking we should go give a mister.... Edward Nigma... A visit."

"You'd be right on that, Harvey. Merkel... You stay here and keep an eye on our victims. Me and Harv will go see this Edward character."

The cape flies through the air, slowing me slightly, but I still fly. I strain my arms, release the grapnel and roll onto the building, dragging the line as I go. I look up, and see it start to rain. Perfect. The rain from the heavens... Baptizing me into this new life I have chosen.

I smile.

The uniform is perfect, just like I planned it. The Bat. I am The Bat. More so than the Master wanted...

Ignore that thought.

Through my life... However short it's truly been... I have seen more than any. I died that night when my parents were shot on Park Avenue. Crime Alley. My soul died. I became unresponsive. No one was able to reach me. But Alfred Pennyworth... My best friend... My confidant... He helped me. Never gave up on me. Anyone else would have shipped me off to some asylum.

Arkham.

The Elizabeth Arkham Asylum for the Criminally Insane.

You may have heard the stories. A well-rounded, quite sane man, one Amadeus Arkham, set up the facility, named it after his beloved mother...

His wife and unborn child were killed by the first escapee.

So, obviously, in a bout of insanity... He killed him with some ill advised mass shock therapy. Burnt the guy right up. From the inside, out.

He was screaming all the way through it. And Amadeus did nothing. He just watched, smoking a cigarette.

Gothamites tell that story to their children. 'Be a good boy/girl or the Arkham residents will pay a visit to you in your sleep.'

No wonder Gotham City has the highest concentration of sociopathic, psychotic criminals in any urban settlement.

They never learn...

It's a wonder I'm as sane as I am. My parents must have really... Raised me... Well...

Before:

The family got out the car, and Thomas Wayne leans over to the driver. "Alfred... The film finishes in two hours. Meet us over at the train station." He smiled.

Alfred turned at this, surprised. "Sir... I can easily pick you up at the multiplex itself..."

"No, no... It's a lovely evening... We'll walk." He laughs. "It'll be easier anyway. Traffic."

"Of course." Alfred frowned and waved goodbye to his employers. "Have fun, sirs and madam."

"Thank you, Alfred." Martha waved as the black car drove off. "Ok then Bruce! Do you want some popcorn?"

"Yes please, mom!"

My parents...

I miss them. I miss them so much.

But I'm beyond that. I traveled the world, put the past behind me. But everyone I trained under, everyone I met... They all said the same things.

"Broken..."

"Shattered..."

All true, I guess... Twenty years... And that wound hasn't healed yet.

Before:

"That was fantastic!" Bruce jumped and leaped in front of his parents, picking up a stick and pretending it's a sword. "He was amazing! Fighting, stopping the bad guys! He was a real hero..."

Thomas puts his arm around Martha and hugs her.

"Son, when you grow up... I want you to be a hero to people. I want you to be someone that people look up to. And respect..."

"I will! Just like Zorro! Like Rocky! Conan! That guy off Terminator..."

Thomas looked at Martha, who had a shocked look on her face. He smiled and then nodded, mouthing the word 'Alfred' rolling his eyes...

"Excuse me, sir..." A voice came from behind the family. "I would really appreciate it if you gave me your wallet... And those pearls... And I'll let you keep your lives, alright?"

A man stood in the alley; gun pointed at Thomas, slowly moving it to Martha, then back over to Thomas. "Hurry up..." He moved closer to the family, Thomas hurriedly rummaged through his pockets. "You're very pretty miss..." The man stroked the side of Martha's face with his gun, causing Thomas to crack.

"Get your hands off her!"

The rain floods the streets as I stand atop the building. I shake off the memories of that night, and look around. The night is dark... Darker than usual... I squat over the ledge of the building, magnify ambient sound in the vicinity through my 'ears'... (You thought they were there for show?) and concentrate,

disregarding natural occurrences...

Got something.

"You don't want me?! You don't want me?!" The mass of muscle pounds his way towards the cowering woman, her screams falling on deaf ears. He raises his fist slowly, deliberately, and brings it down hard... My batline cuts into his wrist as it pulls him back. I tether the line to a gargoyle, leap down, and land in a puddle, water showering everywhere. "You... She don't want me! She... Mine! Mine to do what I want! I wanna' cause some pain!"

"No. Here's what you're going to do. You're going to calm down. You're going to hand yourself over to the police for assault. Or you can charge me. And I'll share with you a thing or two about pain you never thought existed."

I stand tall, defiantly, the water falling down my cowl and cape. And await his answer.

"ARRRRRRRRRRRRRGHHHHH!" He runs at me. I nod slowly and grab his fist as he comes in close. He's strong. Clumsy. And easy for me to maneuver. I use his momentum against him, kick him in the shin and knee, causing him to stumble forward, into the wall I positioned behind me. He connects with it hard, causing a wet crunch to echo up. He doesn't stay down. I hit him hard in the knee and shoulder blade and watch as his arm goes limp to his side, and he collapses to the floor again. I watch from afar, an arms length away from him, but it doesn't stop him from trying. He swings his dead weight arm at me, and I step away, moving fluidly, and then I look over to his victim. "Are you alright?"

"Y-Yes..." She shakes her head slowly, and I nod.

"Call the police."

At this moment, the mass of muscle bears down on me, arms outstretched, ready to crush my bones. I tense my muscles as he grabs me, and then kick his knees, but to no effect. Damn. I push my hand down to my belt and press a button on it, causing a spark to fly through my suit, and gas to rush out my cowl. He goes down coughing, and I look down on him.

"I... I need my medicine.... Just... She wouldn't..."

I nod slowly. "I have your medicine right here." I raise my arms up, and bring them down on his neck with crushing force. The power of the blow causes him to collapse completely, and then I'm left standing there, waiting for the police to arrive.

I hide in the shadows for about three minutes, and then hear the sirens in the distance... I lean against the wall in the corner of the alley, shadows disguising me.

"Where'd she say the attacker was? And the Batman...?"

I recognize the voice. It's Sarah Essen. I wait for the ambulance to be called, and then flap my cape slightly, gaining her attention. She spins round, hand on holster, but then realization floods through her.

"This one of yours..?" She whispers slightly, out of earshot from her fellow officers.

"No. A new one. Keep an eye on him. He's strong."

"So the vic said. I'll tell Gordon you had this one." She turns to nod and quickly waves me goodbye. I nod slowly, and then throw up the grapnel, and vanish into the night, heading for home.

Before:

One gun shot. Blood everywhere.

Martha screams, but is cut off by another bullet.
More blood.

Bruce is silent, standing in the shadows.

"Shame... Pretty girl..." The man ran off, leaving a seven-year-old boy cradling the bodies of his beloved parents.

“Mom... Give him the pearls... Just... Give him the pearls...”

I awaken from the dream. Same as always... But each time... Details... Changing... Two shots... But then again... Other times... Four... Five... Seven shots... I wipe my brow and go downstairs wrapped in a dressing gown.

The television is on, as always at this time, Alfred catching up on his soaps... I creep past him, and open the secret passage into the cave. A barren, rocky chamber, with a massive computer set up against one of the cavernous walls. I tap the control pad, type in my password... And have access to everything: Pentagon databases, CIA networks...

I review the latest front pages.

Gordon Gets Gangsters in Gangland Crackdown. Simplistic headline... Gotham Star. Yup. Tabloid rubbish. And below that... Batman Sighted: Urban Legend, Vigilante or Hoax? You Decide...

Interesting... They think I'm an urban legend?

Good.

*Falcone Free on Bail. I bookmark this. Sofia Falcone.
Damn.*

Sofia Falcone is the daughter of the biggest crime lord on this side of America, and a giant of a woman.

Carmine “The Roman” Falcone. He knew my father.

I... I remember things.

I put her behind bars, and I don't think she'll keep to the straight and narrow.

I continue my browsing, read the occasional hack column... Vic Sage always gives me a laugh... Only because I know... That all these crazy things he reports ... There all true. The headline for today's article? Green Rocks Cause Mutations in Kansas Town....

*I skip today's and go to the Daily Planet, hoping for an article by Clark Kent.
But instead I sit staring at the front page.*

Superman Sighted.

I turn off the screen.

I lean back in my chair. This... This sounds interesting...

A Superman... ?

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heroes at DC2 Universe.

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From the same author on Feedbooks

Tales of the Green Lantern Corps Special: Facets (2005)

Tales of the Green Lantern Corps Special: Facets.

There are 3600 Green Lanterns in existence throughout the universe and there are the seconds, the people ready to take on the mantle of Green Lantern when their predecessor falls. Moving away from Sector 2814 with this one shot, we focus the spotlight on Jar Kell, Green Lantern of Sector 3598, who is having the worst day of his tenure in the Corps!

Batman #1 (2005)

Batman: The Smoking Gun, Part 1.

Something stirs beneath Metropolis and Batman comes a-calling for the first meeting of the worlds greatest heroes!

Batman #2 (2005)

Batman: World's Finest?

The Worlds Finest team unite to defeat the unstoppable monstrosity discovered last issue, and to defeat it, Batman must join forces with... Lex Luthor?

The Flash #0 (2005)

The Flash: Time Flies, Prelude.

Barry Allen was struck by a bolt of mysterious lightning, and then discovered he had the power of super speed! Follow this series to read the trials and tribulations of the Scarlet Speedster! See the Rogues gallery form and a mysterious villain put into motion a scheme that could destroy the history of the Flash!

Blood will run!

The Flash #1 (2005)

The Flash: Time Flies: Ice Cold Man...

Barry Allen is the happiest man alive! Oh sorry... Barry Allen is the fastest man alive! Everything 's falling into place for the scarlet speedster...

So obviously...

Something has to go wrong!

The Flash #2 (2005)

The Flash: Time Flies: Whispers.

It's Flash Day in Keystone city, and the entire city has come out to celebrate!

And what better time for a Rogue to pop up his head and try and kill them all?

Secrets will be revealed, new mysteries will be woven and one character is going to be changed forever in the latest part of Time Flies!

The Adventures of Superman #4 (2006)

The Adventures of Superman: Black Zero, Part 2: War on Solitude. Second in the biweekly crossover running through Adventures of Superman and Action Comics!

In the rebuilt Fortress of Solitude, Superman battles his greatest, most evil foe... It's not General Zod, Lex Luthor or Metallo and not even Braniac or Parasite... Who exactly?

Action Comics #2 (2006)

Action Comics: Black Zero, Part Three: Fearful Symmetry.

Third in a biweekly crossover running through Adventures of Superman and Action Comics!

Now that the threat has been revealed, and the Man of Steel has been removed from the picture, just what does the evil villain have in mind for Metropolis?

You won't believe the answer!

And is the man who defeated Superman just a pawn in a much greater game?

The Adventures of Superman #5 (2006)

The Adventures of Superman: Black Zero, Part 4: Men of Steel.

Fourth in a biweekly crossover running through Adventures of Superman and Action Comics!

Superman and Green Lantern Jar Kell reach Metropolis, but an evil lurks on the inside as well as on the outside, awaiting the two heroes and setting a deadly ambush.

Action Comics #3 (2006)

Action Comics: Black Zero, Part 5: Endgame.

The fifth and final chapter of the biweekly crossover running through Adventures of Superman and Action Comics!

Superman learns the true nature of his people in the conclusion of
BLACK ZERO!

The Adventures of Superman #10 (2006)

The Adventures of Superman: Doomsday.

THIS IS THE FINAL ISSUE OF THE ADVENTURES OF
SUPERMAN

Crisis: The Apokolips Imperative, Part 1!

This is it! The greatest crisis the world has ever faced is upon the
heroes of the DC2, and nothing will be the same ever again!

The plans of the evil god Darkseid have come to fruition at last!

It's all-out war as Apokolips invades Planet Earth: heroes will rise-
-- and some will fall before it's done!--- and unlikely allies will be
made! And not even Superman is safe when Darkseid sets his sites
on the Man of Steel! You won't believe how this one ends!

Action Comics #4 (2006)

Action Comics: Must There be a Superman, Part One: Fragments
and Facets.

Superman has left Metropolis? Lex Luthor targeted for death?

Metropolis invaded by aliens? The return of a threat from the
past? A revelation that will leave you reeling and... Joey from Ad-
ventures of Superman #3?

Action Comics #5 (2006)

Action Comics: Must There Be A Superman? Part 2 of 2: War
Crimes and Amnesty (Or, the One with all the Action).

Tomar Re will make sure Lex Luthor stands trial for the murder of
Jar Kell if it's the last thing he'll do! The only man standing in the
way of his fury? A Superman wracked with insecurity, who must
overcome his fear of the unknown once more to save his arch foe!
Will he pull through to save the day?

Action Comics #6 (2006)

Action Comics: Full Circle and the End.

A forgotten hero, kidnapped in his hey day and trapped in an in-
escapable prison is released by a freak accident after the death of
one of his wretched captors... How will this man react to a world
not his own?

Batman #3 (2006)

Batman: A Riddle Wrapped In E. Nigma, Part 1 (of 2).

He's here! The Count of Conundrum! The Prince of Puzzle himself... The Riddler! Edward Nigma has arrived in The Batman's world, and Gotham City won't ever be the same again! Continued from the events of #0, Batman is about to have the worst night in his short career...

Detective Comics #9 (2006)

Detective Comics: Escapism.

Someone has arrived in Gotham, someone who's very existence could bring about the end of humankind as we know it. So when someone is sent from his home to pursue and drag him back to the fiery hell he escaped from... You can bet Batman will be on the scene!

Batman #8 (2006)

Batman: Half [A] Life.

Two villains make their DC2 debut in this issue, as one reflects on his life before villainy in Arkham, and another emerges from the shadows to destroy the city! Will Batman stand a chance against this deadly double threat of devilry? Not without a little help from the one man he wouldn't expect assistance from!

Batman #4 (2006)

Batman: A Riddle Wrapped in E. Nigma, Part 2: Clueless?

The conclusion to The Riddler story arc and also the conclusion of Charlie's run on the book! Expect some major twists and turns as Batman and Harvey Bullock race against time to rescue Gotham's elite computer programmers from being murdered by a mysterious villain known only as "The Question Mark Slasher"!

What's wrong with Edward Nigma? What happened all those years ago that changed Michael Hughes into a so called Crime Prince of Conundrum?

Batman #9 (2006)

Batman: Crooked Smiles.

There are rumors circling in Gotham that the Crown Prince of Crime has returned! Are the whispers true? Or is someone trying to scare the inhabitants of the city? Batman intends to find out...

Batman #10 (2006)

Batman: Apokolips History X.

Crisis: The Apokolips Imperative, Part 3!

The hordes of Apokolips continue to overrun the planet, and in Gotham City Batman protects the one man that Darkseid wants the most, the only man to ever escape from his clutches: Scott Free, Mister Miracle! As Jim Gordon and the GCPD form a desperate last line of defense, the Dark Knight makes his plans to get the son of the Highfather out of the city before its inevitable fall!

Detective Comics #10 (2006)

Detective Comics: Duel.

Crisis: The Apokolips Imperative, Part 12!

Battered and besieged, Gotham City is occupied by the forces of General Steppenwolf, as the rag-tag forces of the GCPD lead a guerrilla resistance and the Dark Knight Detective himself is stalked by Darkseid's own master assassin Kanto! It's a battle royale in the Batcave, the winner take Gotham!

Batman #11 (2006)

Batman: From the Pit, Part 1 (of 2).

As The Batman patrols the night, an old friend rolls into town, and an old foe escapes from Arkham Asylum and begins to wreak havoc in Gotham City!

Batman #12 (2006)

Batman: From the Pit, Finale.

The body count builds as Batman and his new ally fight through the night, and as the Dark Knight finds a survivor from Zsasz's killing spree, he hands the dying victim over to the one woman he thinks can save her, but then paints a target on her back! That woman? Leslie Thompkins!

Batman #13 (2006)

Batman: Too Many Santas Will Kill You.

Batman uncovers a deadly plot to kill one of the wealthiest businessmen in Gotham... Bruce Wayne! And on Christmas Eve of all nights, with a legion of assassins after him, all with murder on their minds, how will the Caped Crusader save the day?

The Flash #3 (2006)

The Flash: Time Flies: A Conversation with my Predecessor...

After the events of last issue, Barry Allen is confronted by Jay Garrick, who has many things to tell the new Speedster...

And not all of them good!

And behind the scenes, new Rogues are born!

The Question Quarterly #1 (2006)

The Question Quarterly: The Death of Vic Sage, Part 1.

Vic Sage is a unique entity in Hub City... A famous journalist who tells the truth in a city of lies and deceit, who becomes an enemy of every criminal in the city with his latest expose! So when corruption and evil crawl beneath the skin of the Hub, and only one man dares fight the never-ending battle for justice, when Vic Sage dies... Who is The Question?

The Question Quarterly #2 (2006)

The Question Quarterly: The Death of Vic Sage, Part 2.

Everything is falling apart in the Hub. Lives are ending, lies have been revealed and the truth... Is the one thing that keeps one man, our 'hero', going. But when the truth is at last revealed, and the implications of that fully understood... The one sane man in Hub City might conform to the general taste in insanity...

The Question Quarterly #3 (2006)

The Question Quarterly: Desolation Row.

For our final issue we have a change of pace as things get dark and gritty in Arkham Asylum. Think you've seen Vic Sage at his lowest? You'd be wrong. Think this is the end? Only for now, as The Question faces a darker threat than he has ever before, as Arkham Asylum suffers a jailbreak at the hands of two dastardly DC2 villains who make their debut in this issue... So when the inmates run free... Where is The Question?

The Flash #7 (2006)

The Flash: Time Flies, Conclusion! Part One: Everyone, Run Fast!

Flashback! We return to the past, two months since Issue Three, and The Flash is facing one of his greatest challenges... The Rogues have formed before their time, a leader clad in yellow showing

them the way to destroy Barry Allen's life... With a loved one lying paralyzed in bed, and his friends falling all around him, what hope has The Flash got?

The Flash #8 (2006)

The Flash: Time Flies, Finale.

Professor Zoom, The Reverse Flash, stands revealed to Barry Allen and Jay Garrick... Who is he? How is he? And why?

The Flash #9 (2006)

The Flash: Speed Demon.

A malevolent figure appears in Titans Tower, confronting Wally West AKA Kid Flash, and then vanishes, leaving the young speedster with a foreboding prophecy that comes true almost as suddenly as he appeared! With Kid Flash taken over by some mysterious entity, who you gonna' call?

The Flash #10 (2006)

The Flash: Flashes of Lightning.

Crisis: The Apokolips Imperative, Part 10!

The body count continues to rise!

The hellbores are falling and soon the earth will be remade in the image of Apokolips! But not if the Flash can help it! It's a battle to the death as the despicable Desaad and Darkseid's own bastard son Gravyn plant the doomsday device called the Infernal Machine in Keystone City. Can the Flash outrace destiny--- or will the Black Racer be waiting for him at the finish line?

The Flash Annual #1 (2006)

The Flash Annual: Eulogies.

Jay Garrick, the Golden Age Flash, is dead, and two months later, with the world healing, it's time for his funeral. 'Nuff Said.

The Question #1 (2006)

The Question: The Devil's Fingers.

The Question #2 (2006)

The Question: See No Evil.

The Question is still heading for Las Vegas when he drives into the wrong city at the wrong time, where the citizens are gripped

with terror as a new, horrific serial killer is murdering women left and right with no discernible pattern... Until the right pair of eyes gaze onto the problem...

The Question Annual #1 (2006)

The Question Annual: Fear and Loathing in Las Vegas.

The Question is in Las Vegas and a mystery has caught up with him from a friend of the past (is there any other kind?) and two heroes in his way.

The Question #3 (2006)

The Question: A Night In Their Arms.

The lights of Las Vegas welcome a lone traveler onto its streets. Yes, after so many months, The Question has arrived. Why is he here? What is so important to him? What is so important to the whole DC2? The conspiracy continues here.

Powers, Inc. #6 (2006)

Powers, Inc.: Life During Wartimes.

Steel wakes up a new man in the first part of this story, and in the second, Prysm discovers her true identity among the stars, and everything falls apart for her new life as her father is betrayed!

Action Comics #17 (2007)

Action Comics: The Linear Man Is Our Only Hope.

Action Comics #18 (2007)

Action Comics: Doomsdays, Part 1 (of 3): The Tide

Action Comics #13 (2007)

Action Comics: Convergence, Part 1 (of 2): The Thing That Should Not Be...

Something's coming to Smallville, leaving a trail of corpses in its wake! Clark Kent enjoys some down time from his responsibilities with a game of catch, while Lois Lane has to babysit a new reporter at the Daily Planet... But what has the DEO got to do with all this?

Action Comics #14 (2007)

Action Comics: Convergence, Part 2 (of 2): With Teeth!

Action Comics #19 (2007)

Action Comics: Doomsdays, Part 2 (of 3): Shadow On the Sun

Action Comics Annual #2 (2007)

Action Comics: Doomsdays, Part 3 (of 3): Burein Sukuracchi.

DC2 Special #2: World's Finest (2007)

DC2 Special: World's Finest.

Batman #14 (2007)

Batman: Instinct.

The topside of Gotham City has been rebuilt over the past year thanks to Wayne Enterprises and their charitable efforts, but the sewers are another problem entirely... So when sewage workers are vanishing into the darkness, who does Batman think is the number one suspect?

Batman #15 (2007)

Batman: Masks, Part 1 (of 4).

Bruce Wayne is having a good day. Too bad he hasn't been in the Cave since he got in last night with Vicki Vale. Because when he gets down there and logs on, he's going to discover the terrible fate that has befallen James Gordon. And he isn't going to be happy. Not by a long shot.

The Flash #21 (2007)

The Flash: Ride the Lightning.

Lightning strikes once more in the Twin Cities, and you won't believe the consequences!

Batman #17 (2007)

Batman: Hizzoner, The Joker!

Green Lantern #8 (2007)

Green Lantern: Brave New World, Part 1.

A threat from the stars descends from the Heavens, searching for a battery to power the most devastating weapon known to all existence! Hal Jordan, Green Lantern, is all that stands between this villain and his target, and you won't believe the conclusion!

The Question #4 (2007)

The Question: Sneaking Mission.

The conspiracy deepens as a new player enters the game, and the puppet-master reveals himself to one of the cast! With more from the Agents of the DEO, and two buddies from another book making an appearance, you won't want to miss this as this arc continues!

The Question #5 (2007)

The Question: The Double-Edged Sword.

The con is on as The Question and his superfriends infiltrate "Hell" and search for what they're looking for. But as they delve deeper and deeper into Area 15... They realize that something is terribly terribly wrong in this government run complex!

The Question #6 (2007)

The Question: Knocking on Heaven's Door.

Blind, defenseless, lost in the bowels of hell and at the mercy of a master of torture. The Question meets Dr Moon... And witness the return of four characters you'd never thought you'd see again, spinning out of The Question Quarterly...

The Flash #20 (2007)

The Flash: Random Flashes.

In one day, a man's world can be turned upside down. Barry Allen is about to have one of those days. And you won't believe the consequences...

The Question #7 (2007)

The Question: Here With Me.

An Extra Sized Finale Issue!

You've seen The Question taken to his lowest by Steel Hand, you've seen him in Arkham Asylum, you've seen him on the road and you've seen him tortured at the hands of Dr. Moon. Travis Clevenger and Bill Nodell find their way to Area 15, only to be confronted by a very powerful someone who doesn't have The Question's best intentions in mind, and inside "Hell" itself... People are dying... But by whose order? And what familiar face makes his "welcome" return to the world of the DC2? All these questions

answered and more... Including the most important one asked!
What is it? Who asked it? And why?

Wonder Woman #23 (2008)

Wonder Woman: Day of Champions.

Wonder Woman battles a close friend, and then is given another task by Athena! With the balance of the world at stake, the Greek Gods aren't the only ones who have noticed, and another champion joins the battle against the greatest threat to humanity since... Forever!

Nightwing #26 (2008)

Nightwing: Boy Hostage.

Nightwing is in deep when a confrontation with an old foe goes awry, and he ends up more than six feet under inside a metal casket in New York harbor!

Action Comics #28 (2008)

Action Comics: Family is Like...

Superman returns home to find his cousin Kara confused and bewildered, and she's not the only one! Lois and Clark a couple? Who is the NEW Clark Kent? Plus another family member finds Superman, and it's not a happy reunion!

Action Comics #29 (2008)

Action Comics: Sons & Daughters of Krypton.

After the shocking final moments of last issue, Superman faces the challenge of a lifetime, and a foe he never thought he'd meet in combat?

It's Father Vs Son across the world, as Jor-El battles his son for his subjugation of the Planet Earth...! You can probably guess Lex Luthor has had a hand in this!

Green Lantern Corps: Liberation #1 (2008)

Green Lantern Corps: Liberation: Invasion.

Our intrepid squad of heroes are on their way to Oa for the last stand against the Manhunters and their mysterious Grandmaster! Who is underneath the hood of the robotic killing machines master? What could possibly go wrong if the Green Lanterns go past Rann? What indeed...

Detective Comics #33 (2008)

Detective Comics: Trial by Fire, Prologue.

A new creative team and a new direction!

Dick Grayson has adopted the mantle of the Bat and has to face all the evil that comes with it! Seeds are sown for months to come as Batman is stalked by an unseen foe, battles against the citizens of Gotham itself, and is targeted by a familiar team! Meanwhile, Harvey Bullock and the GCPD are drawn into a horrendous murder mystery, one that shakes Bullock to his very core!

Also featuring a back-up feature written by Charlie Wilkins & Samantha Chapman!

Detective Comics #34 (2008)

Detective Comics: Trial by Fire, Part 1.

Lucius Fox returns to Wayne Manor and Dick Grayson makes a big decision about Gotham City! The Batman continues his nightly patrols, only to run into a little trouble, the kind offered by... The Suicide Squad!

Batman Vs the Suicide Squad! It begins here!

Detective Comics #35 (2008)

Detective Comics: Trial by Fire, Part 2 of 3.

The calm before the storm. The Suicide Squad nearly had him, he wasn't prepared, and if Bruce was something, he was always prepared. So with Dick fighting for his life beneath the cowl of the Bat, he needs to rethink his approach. He needs to draw up battle plans. But when push comes to shove, will he really be able to defeat the Suicide Squad, even with a little help from his friends?

Detective Comics #36 (2008)

Detective Comics: Trial by Fire, Part 3.

Batman, Batwoman, Blue Beetle and Robin vs. the Suicide Squad! As the Squad launch their attack during a Wayne Enterprises ball, nobody will come out on top! Be here for the extra-sized finale to this arc!

Wonder Woman #26 (2008)

Wonder Woman: The Dead-Beat.

In the aftermath of her battle in the Underworld, Wonder Woman returns home to recuperate, but meanwhile, across the world, danger rises and chaos looms...

Wonder Woman #22 (2008)

Wonder Woman: Day of the Dead.

Wonder Woman faces the challenge of a lifetime on the first of three days that will shape her world for the months to come! Featuring the return of two DC2 villains, Wonder Woman is tasked by her patron Gods to take down a threat powerful enough to destroy even them!

Wonder Woman #24 (2008)

Wonder Woman: All Hope...

Wonder Woman descends into the Underworld, and as the world above waits with baited breath... Down below... Something rises!

Wonder Woman #25 (2008)

Wonder Woman: Era.

One tiny event can change everything, and for Wonder Woman, former princess of the Amazons and current defender of the dead isle of Themyscira, currently situated where New York used to thrive, that is a fact she knows too well. With the world in ruins due to something that happened in the world a century ago, during the modern age of superheroics, Wonder Woman is the last Amazon.

With a chance to change the world for the better... Will she take it?

Wonder Woman #27 (2008)

Wonder Woman: The Herald, Part One (of Two). Dreams haunt Wonder Woman that aren't hers, leading the Queen of the Amazons on a mission to save a lost soul, and battle a threat that she could never dream possible!

Wonder Woman #28 (2008)

Wonder Woman: The Herald, Part Two (of Two): Hands Bound. "She is coming!" he screams, and rightly so too, as Wonder Woman is hot on the heels of the someone, or something, that haunts the dreamscape of all of humanity.

Wonder Woman #29 (2008)

Wonder Woman: Twilight.

Twilight over Paradise Island. Beautiful dark blue skies streaked with orange and yellow, running together like an oil painting. The majority of the island slept. Doom's Doorway stood loomed on the outskirts of the city, the imposing mountain silent in the receding darkness of the coming morning, and the guards stood as vigilant as ever. None were expecting what would emerge from the twilight.

Wonder Woman #30 (2008)

Wonder Woman: Potential.

The Cheetah returns, and Wonder Woman must deal with the chaos rout! President Jeb Stewart visits Themyscira House, and so does the White King of Checkmate! That's right, Steve Trevor returns into Queen Diana's life, and the Gods take note!

Wonder Woman #31 (2008)

Wonder Woman: Dystopia, Part One (of Three).

Things start falling apart. Donna Troy is haunted by dreams of her past, Diana is confronted by a shocking new destiny, Mt. Olympus suffers a crisis of its own, and Steve Trevor is not left untouched by the growing evil that spreads across the world. This is only the beginning...

Batman #34 (2009)

Batman: Don't Say a Word.

In this issue, Commissioner Gordon, Sergeant Bullock, Black Mask, Wildcat, Hush, Robin, Alfred Pennyworth and even Batman! The mysterious bandaged man known as Hush strikes in Gotham, but what is he up to? And why does he have his sights set on James Gordon! Robin gets some training from one of the elite fighters of the DC2, and Batman can't catch a break... all that, plus who is the stranger that stalks the Narrows?

Batman #35 (2009)

Batman: The Big Heat.

Black Mask returns to the streets of Gotham City with a whole lot of darkness in his heart and a massive wanting to inflict pain on every single living person that walk the streets. Batman and Robin

come face-to-face with the Grey Ghost, and discover the murderous vigilante's true identity... a man with ties to Bruce Wayne's dark past! All this, and The Dark Knight rises as the scarlet hooded girl and the big bad white wolf with his ruby red lips stalk the Narrows and circle the mysterious man into what could be his demise! Intrigued? All this, inside!

Batman #37 (2009)

Batman: When The Man-Bat Flies..."

A murderous villain stalks the Narrows, emulating Jack the Ripper! Is history repeating itself once more? The Dark Knight intends to find out, in his own imitable way! And meanwhile, an old foe resurfaces on a murderous rampage that the Batman will struggle to stop-- and you won't believe the final scene!

Detective Comics #39 (2009)

Detective Comics: What Are You Afraid Of?

Arkham Asylum has been replaced by a bigger, better institution, spearheaded by Wayne Enterprises. During the prisoner transfer, an old enemy escapes-- but in twenty minutes, what can one mad man do? A lot, it seems, as secrets and horrors from Jonathan Crane's past haunts Gotham City as a living embodiment of fear runs free!

Batman #39 (2009)

Batman: Surface Tension.

Jason Todd is Batman?! Dick Grayson is missing, presumed insane?! This issue, Black Mask makes a move against the city, prompting the new Batman and Robin team to launch an all out offense on the Gotham Underground, all the while Hush and Constantine Drakon make their presence known in Gotham City, and while two "old" players appear on the scene, promising many nights of mayhem for the city of Gotham!

Batman #40 (2009)

Batman: Confinement.

Dick Grayson fights for his life against the villainous Nicholas Lucian, the devilish madman who holds him captive, all the while edging closer and closer to the darkness that consumes the city he vowed to protect! Batman comes faces-to-face with his arch-foe,

and it's not who you think! Batwoman joins the search for the missing Dick Grayson, racing against time, unsure if he's even alive!

Green Lantern #20 (2009)

Green Lantern: Secret of the Star Sapphire.

Hal Jordan, Green Lantern of Sector 2814 faces a threat from the past as the Star Sapphire of the Zamorans barrels down on Earth, to test the Oan representative of Earth! It all begins here, as a new era for Green Lantern begins!

Batman #41 (2009)

Batman: Until Death.

Meet The Flesh-Monger. Meet The Prince of Lies, and his loyal aide-de-campe Milo Vesuvius. Meet the Gun-Moll. Meet Boss Synth. Meet the new breed of villainy that Gotham City must accept as her own-- even if she doesn't want to. How will a Batman and Robin team survive if they can't trust one another? And will Dick Grayson survive the night?

Green Lantern #21 (2009)

Green Lantern: Infect, Part 1.

In the aftermath of last issue, Hal Jordan is pulled across the universe for a debriefing by the Guardians of the Universe-- and is briefed on the secret history of the Zamorans! All this, and Guy Gardner returns-- and he's not entirely himself...

Batman #42 (2009)

Batman: Fear of the Dark.

Beneath Gotham City, Batwoman, The Dark Knight, Robin and Batman are at the mercy of Brimstone and his cohorts Charaxes and Killer Croc! The torture of Dick Grayson comes to a head, Jason Todd and Barbara Gordon are exposed to a mind-altering substance that shifts their perceptions from sanity to madness, and all the while, a greater threat looms over Gotham City as the gangs move toward war!

Green Lantern #22 (2009)

Green Lantern: Infect, Part 2.

All-out-war over Coast City's skies as Hal Jordan battles Guy Gardner, with the safety of the entire universe at stake! Chloe Sullivan returns, as these two ring-wielders slug it out, and you won't believe the events that unfold!

Green Lantern #23 (2009)

Green Lantern: Infect, Part 3 (of 3).

One man heads to Oa, triumphant, whilst another finds himself trapped on Earth -- and the Green Lantern Corps shut down their home-base and issue a kill-on-sight order to ensure that they do not fall!

Wonder Woman #32 (2009)

Wonder Woman: Dystopia, Part Two (of Three).

The pieces fall into place as Themyscira is besieged by the entire world, Donna Troy steps up and Zenobia follows, Athena's plan begins to unfold and Ares takes the fight to Kronus on Paradise Island! Diana's fate is revealed and Steve Trevor and Apollo begin their own counterattack, and below, in the Underworld, Persephone raises an army of the dead, and begins their march to the world above!

Wonder Woman #34 (2009)

Wonder Woman: The Good Old Days.

In the future, the world is a different place, all thanks to one woman. In the past... Wonder Woman faces a blast from the past, a long forgotten secret from *The Apokolips Imperative!*

Batman #46 (2010)

Batman: The Way Things Will Be.

Bruce Wayne is back, so what does that mean for Gotham city? Jason Todd is about to find out.

Shazam! Special #1 (2010)

Shazam!: Sons of their Fathers.

Action Comics #47 (2010)

Action Comics: Heart Of Kryptonite, Soul On Fire.

Green Lantern #27 (2010)

Green Lantern, Love Lost, Part 2.

Hal Jordan takes his daughter and Chloe Sullivan to Rann, where the ringslinger teams up with Adam Strange to face some demons, and Chloe shares a heart-to-heart with Alanna. Meanwhile, people close to Hal Jordan are visited by a strange apparition, and not all of them make it out intact, and Guy Gardner pays a visit to Carol Ferris, who is still seeing visions of a dead man as plain as day!

Green Lantern #24 (2010)

Green Lantern: A Day Like Any Other.

Green Lantern 2814.2, Hank Henshaw, returns to Earth, and takes on all the duties of his partner, Hal Jordan, in the aftermath of Infect! But with Mongul prowling on the outer fringes of the solar system, and Coast City in his sights, how will one of the greatest, most talented Green Lanterns perform? The ultimate test for Hank Henshaw begins!

Green Lantern Annual #2 (2010)

Green Lantern Annual: The Rise and Fall of Sinestro.

Sinestro has been a presence since the earliest days of the DC--infected with the LEGION virus, enraptured by Parallax, used and abused and made a pawn in a game he never wanted to play in. But what happens when Sinestro is freed from all the possessions and the mind control? What happens then? What happens when Sinestro roams the universe once more?

Green Lantern #25 (2010)

Green Lantern: Requiem.

Across the universe, chaos begins to unfurl. Mongul hurtles away from Earth, hoping to avoid the colossal rage that the Green Lantern Corps is aiming to unleash, Hal Jordan and Guy Gardner at the forefront of the tidal wave of emerald might that wants the yellow-skinned intergalactic terrorist's head! Meanwhile, just because the world is looking one way, doesn't mean that the rest of the galaxy stops ticking over-- something is looming on the horizon, and it means nothing but trouble for the Corps and beyond!

Green Lantern #26 (2010)

Green Lantern: Love Lost.

Guy Gardner inducts John Stewart into the Green Lantern Corps, whilst Hal Jordan receives a phone call from an old flame-- Carol Ferris is back on the scene, and is she seeing things, or is an old face really back? Will this spell trouble for the burgeoning relationship between Hal and Chloe Sullivan?

Green Lantern #28 (2011)

Green Lantern: Love Lost, Part Three (of Four).

One year later... and we're back. The story continues.

Green Lantern #29 (2011)

Green Lantern: Love Hurts, Part Four (of Four).

Heroes live, heroes die.



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