



Batman #10
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Batman

Issue 10 "Apokolips History X"

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With thanks, and in memory of Jack Kirby

...And there came a day, unlike any other, when the world's greatest heroes faced their greatest threat... Coveting the legendary Anti-Life Equation that would make him the Master of the Universe, the evil god Darkseid brought death and destruction to Earth... Now, the fiery, black planet Apokolips hangs above the Earth and the two worlds go to war! Separate and taken by surprise, the heroes of Earth struggle just to survive!

... First blood was drawn in Metropolis. Striking a deal with Lex Luthor for the comatose body of Superman's half-brother Kru-El, Darkseid's chief scientist Desaad transforms the Kryptonian into the rampaging killing machine called Doomsday! A fierce battle ensues and for the first time, Superman falls in battle! Dragged in chains to Apokolips, the Man of Steel is Darkseid's prisoner...

... On Oa, the Green Lantern Corps is sabotaged and betrayed by an agent of Apokolips. The Central Power Battery is destroyed and the Manhunters, ancient enemies of the Guardians of the Universe have launched a successful assault on the planet. Oa falls, and the mysterious new Manhunter Grandmaster sends a prisoner to his ally Darkseid— the Guardian Appa Ali Apsa!

Meanwhile, on Earth, Green Lantern Hal Jordan finds himself, inexplicably, in possession of the only working power ring in the universe, and uses it to save Coast City from a massive tidal wave threatening the Pacific seaboard— and to soundly defeat Kalibak, the son of Darkseid in a

fearsome brawl!

... As the captured Guardian Appa Ali Apsa is taken to Apokolips, he escapes briefly before he is recaptured over Metropolis— but not before he can bathe one particular Earthling in a weird emerald light... changing Kyle Rayner's life forever!

Heroes will rise and heroes will fall. And the DC2 will never be the same again...!

CRISIS: The Apokolips Imperative, Part 3!

“What is going on out there?” Batman turns and growls at Scott Free, looking from the computer screen in the cave, and then to the colourfully garbed man behind him. “What is Apokolips and who is... *Darkseid?*”

“Mr. Wayne... You have no idea how serious this is... Apokolips is the darkest, foulest most hopeless place in the multiverse... And Darkseid... he's the devil. Evil incarnate.”

Alfred Pennyworth slowly walks down the steps to the cave, and Batman looks up, seeing the tray the man carries. “Thanks heavens you're alright, sir. It looks like London during the Blitz out there...”

Batman nods, taking the cup of tea from his loyal manservant, and taking a sip, then continuing to type away at the computer console. “I just fought a God, Alfred... It was... surreal.”

“Television and radio communications are out, and the manor is on back-up generators, with most of the power diverted to the cave networks, but if we could possibly...”

Scott pulls off his mask and looks at both men, his eyes wide. “How can you be so calm? I tell you Darkseid is coming! We both saw the Parademons fall from the sky and begin to attack, and yet you've brought us back to this place, and we're drinking tea? How can you be so calm?”

“Calm?” Batman stands, and shakes his head. “This isn’t my calm face, this is my worried face. They’re very similar. I’m calculating how long the GCPD, with all their firepower, can withstand this assault. I’m calculating how we can take down these Parademons, and I’m thinking...Of how to get you out of here.”

“Out of here? What do you mean? You can use all the help you can get! Devilance was only defeated by cunning, and a moment of enlightenment from Mother Box, but he will be back! And there will be others!”

“I have more than ‘cunning’ up my sleeve, Free.” He shakes his head. “I’ve made the call. Someone is coming to the manor as we speak, but I have to go to the streets. I need to help my city.”

“I’ll come with you—.”

Batman slams his fist on the computer console, and shakes his head. “No. You’ll stay here, and tell Alfred everything you know about what is coming, and we’ll see if we can use this to deal with it.”

“I—I can’t argue with you, can I?”

“You could try, but you wouldn’t win, Scott.”

Batman removes his cowl as he enters a small chamber in the cave, and then takes out a new costume, and then continues to remove his torn and ripped uniform and replace it with a new one. He attaches another belt across his back, fills up the pockets with grenades and batarangs, and then looks up at his reflection in the mirror in front of him. He might live to win this day. He knows that. But if he is to survive... Bruce Wayne has to go away. He slams his fist into the mirror, and watches as the shards of glass fall. He saw only Batman.

Before Alfred and Scott can speak he’s gone, vanished into the shadows without a word, and then they hear the rumbling from the caverns below, and then nothing, an eerie silence. “He’s pretty intense, isn’t he?”

“Yes. On his good days.”

I'm barely near the city when the car is suddenly engulfed by these so-called Parademons. They scratch and spit and bite their way towards me, each trying to tear the roof off the vehicle and drag me out, but I smile, accelerate, and head for Gotham. I see radar images on the device on my car, see the masses head for the city, see the explosions rip and rend the buildings, and I know it's time to act. I pull the lever, throw the switch, and the car electrifies, a thousand volts of electricity tearing through the Parademons hanging on the car. The good thing is, their uniforms contain enough metal to amplify the electricity, resulting in the current being passed outwards, taking down as many of the demons that are in close proximity... Bad news... They fall into my path, and I have to swerve to avoid crashing. Not good.

"So. What are we going to be talking about, Mister Miracle?"

Scott takes a sip of the tea and shrugs. "I don't know. Everything I guess... But I'm thinking that the best place to start would be... With the beginning."

Alfred smiles, and nods. "Always a wise decision, sir..."

"Um, Alfred... Could you call me Scott? I don't want anyone siring me, you understand?"

"Of course... Scott. So, the beginning."

"Apokolips and Genesis coexisted together for millennia, a planet divided so... Precisely, a perfect balance of good and evil. Genesis was a peace loving place, full of green grass and blue seas, mountain ranges and valleys, and the one shining glory on the planet was the Celestial City, a floating city where all Genesis New Gods resided. The land below was theirs, but the below was also property of the 'Bugs', a highly evolved race of humanoid insects that were originally released by Queen Heggra of Apokolips as micro life biological weapons... But that scheme ended when Izaya the Inheritor brokered peace with the evolving creatures, and the two races co-existed on Genesis without trouble."

Alfred nods slowly, and sips his own tea, intrigued. "This Genesis

sounds like a paradise.”

“Hmm. Apokolips on the other hand was hell. Born out of its ruler’s insane hatred for all free spirit and peace between brethren, it was a place that was perpetually burning, fire pits belching flame and ash outwards into space, and hundreds perish every day at Darkseid’s hand. But that’s not where Apokolips begins...”

The city is a wreck when I get into it. Buildings have been torn down, flames lick at the open wounds of the once beautiful gothic architecture, and people run through the streets, screaming as the Parademons pick them off one by one. The creatures drag a strange machine through the war-zone, a device that belches green fire onto buildings, causing the concrete and stone to erupt and melt, destroying everything it touches.

I push the car to its limits, and then pull the eject seat, and fly into the air as the machine collides with my vehicle, and topples over. I throw the grapnel high, and the line connects with one of the creatures above, and I swing up, and kick the creatures nearest me down, causing them to hurtle to the ground. The creature struggles to release the grapnel around its leg, but I yank down hard, causing him to fall slightly, then I pull a device from my back, and snap it onto the line, then press the button on it, release my grip on the rope, and watch as electricity streaks up, hits the creature, then rushes outwards and hits the other ‘demons.

I land on the ground, spring back up and round house kick one of the fanged, grey skinned creatures running at me. I duck down as more head for me, and then sprint for cover, throwing down a grenade as they swarm after me. The city is a wreck, smoke rising up everywhere, and then as I watch, explosions rip through the atmosphere, and MORE of these creatures arrive, firing their weapons madly, slaughtering without indiscriminately.

Why was this happening?

“Apokolips was ruled by Queen Heggra, and she had two children, Drax and Uxa, who continually plotted and schemed, trying to gain the throne

for themselves. Uxa was the more cunning of the brothers, and in one fell swoop he murdered Drax, and then married the dread sorceress Suli against Heggra's wishes, and they bore a son, Kalibak. Heggra discovered this and slaughtered Suli, and then ordered Uxa to marry Tigra, with whom he had another son, this one called Orion. When Heggra was at her weakest, when she came to visit her new born grandchild, Uxa slit her throat, and as she died he evolved into a new being, Darkseid, and when this happened the war between Genesis and Apokolips came to a head, and Highfather and the newly evolved Darkseid forged a pact, and they traded their sons to create a peace between the two ways of life."

"Who is Highfather?" Alfred shakes his head, confused.

"Highfather... Was..." Scott gathers himself, tears filling his eyes. "Highfather had evolved too. He was Izaya the Inheritor, and he too was married and bore a child. During the Uxa/Tigra debacle Heggra sent Steppenwolf, Darkseid's uncle, to murder Izaya, but instead the Lord of Terror and general of the Parademon Hordes, killed Izaya's wife, and this drove Izaya to evolve into Highfather, man at one with the Source. He saw that the war would get each world nowhere, and therefore accepted the pact that was offered between Genesis and Apokolips. He gave up... His own son... For his world." Scott spits the words. "And then Darkseid destroyed Genesis, murdered its residents and took complete control of the planet, fire pits emerging over once fertile lands, and then Apokolips had become the dominant empire, and Genesis was all but gone from the universe."

"Good god..."

"I was raised on Apokolips, tortured daily by Granny Goodness at her orphanage, just like every other child on the planet. I lived in constant pain and terror every day, trapped beneath the wretched thumb of the dread mother of every child on the planet. It was only a few months ago when my downfall began... I was in my prisoner torture class, and they gave me a living specimen, a young girl... and I allowed her to escape..."

MONTHS AGO IN ANOTHER DIMENSION: APOKOLIPS:

“HEADS UP TO DARKSEID!”

“HEARTS OUT TO GRANNY GOODNESS!”

The old woman strolls into the room, her demon dogs on a long leash, snapping and biting at the assorted men in the chamber. “What else, boys!? Tell Granny the rest!!”

A man stands rigid in the centre of the room, standing atop a small square and looking upwards, awaiting Granny to meet him.

“THE PUNISHMENT BLOCK IS THE THRONE OF TRUTH!”

“SCOTT FREE MUST BE FREED OF LIES!”

A small man stumbles towards Granny Goodness, and smiles sickly, and takes the leash from her, never stopping that sickening smile. “I’ll take your darling demon dogs, Granny!”

She looks at him, disgust in her eyes, and nods slowly. “Be careful, dear boy! Their teeth have been newly filed!” She turns to man on the block and shakes her head, then begins to speak again. “Report, Scott!”

The man on the block never takes his gaze off the ceiling above, and shakes his head slowly, regretfully. “I was derelict in duty and a traitor to the tradition! When I was given a living specimen for my lesson in prisoner interrogation, I allowed her to overcome me and ESCAPE.”

Granny spits black saliva at the man’s feet, and takes out her electrokinetic shock baton, and shakes her head, anger flaring in her eyes. “LIES! LIES! The truth is—that you’re jelly bellied! weak kneed! Spineless! Gutless and soft! These living specimens populate Apokolips to breed for Darksied!” She jabs Scott in the chest, but he does not flinch, but a look of pain flashes across his face. “To work for Darkseid!” She slams the baton in his face, and blood seeps from between his lips, but the man called Scott does not flinch, only keeps looking upward, his eyes never taken off the ceiling. “TO BE KILLED FOR DARKSEID!”

Scott spits blood, the oozing liquid dribbling down his face and onto his uniform, but then his eyes slowly fall, and meet with Granny Goodness’

“B-But they look likes us! They’re weaponless! They cry under torment!”

Granny smiles wickedly, and nods. “And that’s the truth of it!” She places her hand around a small device on Scott’s chest and her wicked smile contorts into a sinister grin. “All of my words on the chest recorder have gone unabsorbed! Undigested!” She tears it away, laughing manically.

“No, Granny! Don’t take my recorder! I love your voice! IT gives me comfort!”

Granny slaps him across the face, the blood falling upon her fingers. She smiles and licks it off her digits, and then looks up at the man called Scott. “You don’t deserve to hear my voice constantly whispering in your ears. You’ve denied me. You’ve rejected Granny!”

Alfred looks up at Scott, who shakes his head, and pulls his mask back on. “That is truly horrific... Like a Hammer film.”

Scott looks at the man servant and then arches an eyebrow beneath his mask. “Hammer?”

Alfred smiles slightly, then scratches his lip. “It’s nothing, continue, please...”

MONTHS AGO IN ANOTHER DIMENSION: APOKOLIPS:

“On Apokolips—to disobey a master indoctrinator is close to capital crime!! But Granny chooses to be merciful!!”

Scott is marched off the punishment block, his face covered in blood, his uniform missing a vital piece on his chest, but his resistance growing, his determination increasing. “To the combat field—March!”

Granny smiles and raises her hand, and watches as young Scott Free is escorted from the room. “Run him through the gauntlet THREE TIMES!” And outside is the grim and dismal world of Darskeid!—Where life is

subservient to conflict and death!

“Pick up those feet, Scott! PICK ‘EM UP!”

There are noises everywhere, the clashing of electro rods, the explosions of the artillery filling the air, and the voices of the instructors bellowing out instructions to the young grunts who battle each other on the fields, ultimately pleasing Darkseid and his ultimate goal. “JAB THOSE ELECTRO RODS!! JAB!! JAB!!”

Scott is marched to the centre of the field, and then yanked between two groups of the trainees, each holding weapons, each wearing a sinister smile on their faces. “Here comes mushy bottom! We’ve been waiting for you, mushy bottom!”

“We’ll harden you up!”

“Let’s go, let’s go, run him through!”

Scott is thrown in the centre of the formed circle, and then crouches, ready. “Take your stinking kicks, you rats!”

They engulf him, slamming down their weapons, breaking his bones and tearing his skin, blow after blow after blow after blow, all raining down on him, all slamming down on his back and neck and limbs, crushing his uniform and ripping his clothes. “Don’t let him get by! HA HA! That’s nailed him!”

“Look out! I want a good whack at him!! MAKE WAY!”

The beating continues for what seems to be hours, but Scott never cries out, even after the pain reaches its zenith point and then increases after each blow, he just stands, bleeding over the training ground, his upper lip kept stiff, his blood pouring out of his wounds, he doesn’t let his face show emotion, taught by the ways of Darkseid, emotion the enemy! Savour your pain! He blacks in and out, and then that one final time he feels the attack end, and a smile creep up on his lips. He’s dragged upwards, and then thrown into a cell.

“You’re in here until Granny says you’re out!! – And don’t bother the

guards by whining!”

“Death to the enemy!”

“Death to Genesis!”

As Scott lies still, his body slowly healing, his blood slowly sealing his wounds, he hears the voice, as it is then that the solid walls give way to a visitor who conquers barriers! “So you’re the young once called Scott Free!!”

Scott turns, his eyes red with blood, his body black and blue, and when he turns he sees a man clad in blue and white, sat atop a green throne that floats atop the air. “I didn’t know they allowed two in a cell! Who are you?”

“I’m Metron! And among other things.—I’ve always wondered about your existence!” He leans forward, studying the man who staggers upwards under his sight.

“I’ve never seen your kind before. You must be one of Darkseid’s hierarchy...”

Metron is hardly that! He is the supreme meddler! The seeker and wielder of cosmic knowledge!! His appearance is the beginning of a new dimension of the life of Scott Free, and with three words, he begins the downfall of all that is in the universe. “Have you ever heard of... the Anti-Life Equation?”

I hear the shouts, the explosions not from the otherworldly artillery. I’m in Normandy, Stalingrad, Berlin, Poland... The city is war-torn, a mess of debris and fallen buildings, but as I grapnel through what’s left of the buildings, I reach my destination, and land inside a makeshift blockade created hastily, Jim Gordon organising the officers, Harvey Bullock barking at his side, a makeshift army unit made up of the GCPD, holding off the creatures for as long as they can.

“Batman! You’re alive!” Batman walks up to the police officer, cigarette in his moustached mouth, his white shirt torn and specks of blood covering his chest.

"After that fiasco with that creature on downtown... I feared the worse..."

"I escaped, but had to regroup... But I see that may have been a mistake looking at Gotham now..." Batman shakes his head. "What have you got?"

"Commissioner Loeb is MIA, the snivelling fool leaving us without a figure head, someone to rally behind... Probably locked himself in his office and if we're lucky he got blown up in the initial attack..." Gordon shakes his head, and takes a long drag on his cigarette. "I shouldn't have said that."

"Jim, we both know that the only figurehead needed right now is you. You're in charge, do what you think is best."

Harvey stumbles over towards the duo, his shoulder bleeding. "We've established a beeline to Crime Alley, boss man. We've got some men setting up a make shift hospital. Leslie Thompkins at the clinic... She's there." Batman's eyes widen. "We're trying to set up Park Row as a base of operations... Headquarters is already a ruin, and most of the city is already overrun with those winged creatures..."

"Get the men and women going... We need to keep this tight and secure if we're to survive the night... I only pray that we can get everyone to safety..."

Batman clenches his fists and smiles slightly. "Get going. You need a diversion and I'll get you one. GO."

Jim nods and Harvey and the rest of the GCPD start moving off, leaving Batman alone in the blockade. He pulls out two large batarangs from his belt, and flings them at the two buildings on either side of him, and then he leaps over the large blockade and starts screaming, drawing the attention of the Parademons towards him. He takes out another device from his belt and attaches it to his wrist, then looks up, smiling.

"COME ON!"

The Parademons see him, and they smile their wicked smiles. They holster their energy weapons, and then proceed to dive toward Batman. What happens next is tight, even for the Dark Knight. He draws them towards him, and before they hit him he kicks open a manhole, and waits. He has his finger on the trigger of his gauntlet and then when they near him, he presses down, and the buildings

erupt, and collapse downward onto the vigilante and his attackers. As he stands, the Parademons claw their way towards him, the shadow of the building approaching speedily, and as the rock and rubble nearly touches him, he leaps down into the sewers below, and then rolls out of the way, the building slamming down on the street and rocking the sewer system beneath. He smiles and then starts to run towards Crime Alley, the safest route the one beneath the city!

“That sounds like an interesting story...” Alfred and Scott spin around, and then their eyes widen, a new player in the cavern beneath Wayne Manor.

Alfred struggles to speak, but a smile forms on his lips, and he shakes his head in surprise. “You!”

“Yeah, I’m back... Now what’s the story?”

He can hear the bombardment above, the sewers holding for now whilst the attacks take place above. He can’t fight on the streets, he’d be engulfed, torn limb from limb, but if he can reach Crime Alley, start the fight from there, then he’d be able to do something, and ensure that Leslie Thompkins is safe!

He sprints to the right spot, the layout of the twisting and winding tunnels stored in his head, and then pushes himself up the ladder, and pops up in a small dark area, walled off from the rest of the city. He smiles, and then opens the door to chaos, entering the Clinic and watching as medical personnel from all around the city tend to the wounded, and make sure that they’re helping those who need it.

“I need some A neg for a transfusion over here, come on people, we need to hurry it up!”

Batman searches everywhere for the familiar voice, drifting slowly past everyone, his cape wrapped around him, people turning as he passes. He smiles grimly at those who nod in recognition of him, and then stands behind the small, elderly lady who works incessantly to tend to peoples’

wounds. She shouts orders at the nurses and doctors around her, and only when the man she is working on looks up in a daze and slowly points behind her does she turn, and see Batman stand behind her.

“Br-.” She stops herself, the entire room going silent. “B-Batman!”

“Miss Thompkins. Leslie. The GCPD are attempting to get here... They have wounded, and we both know of the bomb shelters beneath this building...”

Leslie nods in surprise. “Y-Yes...” she turns from him, and then looks around. “We’re expecting company people! Floyd, start moving people into the shelter in the cellar, alright? We’ll need as much room as we can get.” A man in a set of bloody scrubs nods and tears them off, and begins ushering people into the cellar at the back of the building. Leslie turns to Batman, and then whispers quietly. “What’s going on out there?”

“We’ve been attacked by an overwhelming force from another dimension.”

“Good lord...”

“I know, Leslie. But my job isn’t done. I need to make sure Jim Gordon gets here with his men. He’ll help you, alright?”

Leslie nods, and then places her hand on Batman’s shoulder. “Batman. Bruce.” She smiles weakly. “Be careful.”

Batman places his hand on his chest, and smiles. “Moi?” He winks. “I’ll try.”

He runs out of the building, leaving Leslie and the moving masses heading for the bomb shelter, and then jumps out into the street, and presses a button on his gauntlet, and feels the lens over his eyes magnify. He sees the GCPD in the distance, using the buildings as cover, and then nods. He throws the line, and then shoots up onto the rooftops, and then sees the sheer scope of the invasion. Thousands of these creatures, all flying up into the sky, blotting out the sun, firing their lasers down at the men and women below, destroying the buildings.

He takes out a handful of batarangs, and takes aim, a new purpose overtaking him. Not a quest for vengeance, nor a search for justice, but the need to survive. He must survive to save the day, because the never ending battle... Was heading for a conclusion.

He throws the batarangs, one after the other, his aim always shifting, hitting the creatures and then detonating, causing scores of them at a time to fall to the streets below, causing a forced respite in the fighting. The Parademons see the new attacker, and screech in rage, and then tear down upon him, screaming for his blood.

"Jim!" Harvey points up to the rooftops, and the two police officers spot Batman as the Pardemons hit, and then he shakes his head. "This is it. He's dead meat..."

"Harvey, we're nearly there, COME ON!" The men and women pick up their pace, the sound of Batman's screams above causing them to gain a second burst of energy!

They're biting through his uniform, trying to tear the flesh from his bones! The promethium-nomex protection was holding, preventing them from ripping the meat from his bones, but by god did it hurt! He struggles to find his utility belt, blinded by the masses of creatures covering his body, but when he finds his belt he flicks a switch, and the black symbol on his chest flaps open, and shoots out a green gas that spreads like wild fire, clinging to the creatures and causing them to fall to the floor.

He springs up, those who escaped the chemical attack diving blindly at him, but are easy to take out with a quick chop to the neck or a punch to the solar plexus. Whatever these creatures, they are basically humanoid, albeit in the guise of horrible red creatures from hell...

Batman smiles, only for a massive fist to crash into his back, and cause him to go sprawling across the rooftop. Batman rolls up, two batarangs in his hands, ready for this new battle. It's a massive creature, like a

mutated version of those Parademons who have chased him over the rooftops and attacked him constantly.

‘What are you waiting for?’

The creature lunges forward, its fists raised, only to collapse on the floor, a black piece of metal in the back of its skull. Batman steps forward, and pulls it out, revealing a batarang.

“Couldn’t let you hog all the glory, could I boss?”

Bruce looks up and then his eyes widen. It’s him.

“You made it then.”

Nightwing smiles, and rubs his chin, Mister Miracle behind him, fiddling with the mechanisms on the back of one of the Parademons felled by the gas. “It took me longer to get here than expected...”

“Did the jet I left you help?”

Nightwing laughs, and then shakes his head. “You leave enough Batwings in warehouses around the country, Bruce, some are bound to come in handy.”

“Good. I need you to get Mister Miracle to safety, it’s too dangerous for him to remain in Gotham.”

Scott looks up, shaking his head. “What? No! I can help you!”

“No. You don’t belong here...” Batman takes out a small piece of paper from his utility belt. “I think this might intrigue you.”

Scott takes it, and his eyes widen. “What... What is this?”

“Scott... Your New Gods... They didn’t die. They’re here. On Earth.”

The Genesis Corporation
Building a better world.

"Your father is alive, Scott."

Scott looks up confused. "My father?"

"Mother Box told me, Scott. Highfather was... Is your father. He traded you with Darkseid so he could bring peace to the universe, but he was betrayed... He paid a high price..."

"I... I..."

"Go to Metropolis, that's where you'll find The Genesis Corp. Go with my... My protege..."

Nightwing smiles. "Partner."

"Go with my partner and find them. That's all that matters."

"I...I don't know what to say but..." Scott looks at his hands and then clenches them, and looks up to Batman. "I have something for you." He takes out a device from his belt, and passes it to the caped crusader. "The command ship from Apokolips that contains Steppenwolf and his hordes will land in the city. That is how Apokolips approaches war. You must find something in the base and install this..."

"What something? What can I use to end this?"

"You'll hear her."

Batman arches an eyebrow, and takes the device. "I'm sure this all makes sense to you Scott... And after what we've faced..." He places the device in his belt, and then nods. "I'll give you the benefit of the doubt. Get going."

Epilogue

Night had fallen on Gotham, but the skies were lit by tracer-fire and the constant bombardment from the low hanging battleships.

The bridges leading out of the city had been destroyed, effectively cutting Gotham off from the rest of the world, and the US Army divisions hoping to retake the city.

At midnight, the Apokoliptian dreadnought, *Annihilator*, arrived like a huge carrion bird of prey, setting down in Robinson Park, scarring the landscape with its thrusters and landing equipment. Aboard the command ship, General Steppenwolf, Supreme Commander of the Parademon Hordes, surveyed the prize-city laid out before him on the massive view screen. He saw the fires burning in the distance, saw the crumbling, bombed-out buildings and the rotting corpses, and smelled the sweet ozone smell of laser-fire.

This was what he lived for...

"General Steppenwolf, this city called Gotham is ours." A dog soldier reported. "The last pockets of resistance will fall before dawn."

"Excellent!" Steppenwolf rumbled. "My nephew will be well pleased. We will use this cesspit as a staging area for the rest of the invasion. Have all the citizens rounded-up and brought to—."

He was interrupted by an incoming communication on the giant viewscreen. Expected to see Darkseid himself, or at least Desaad, with congratulations for a swift beachhead, he was taken aback by the strange image on the screen: it was a human, his face covered by a cowl with long pointed ears...

"People of Earth, this is Batman. I come to you from Gotham City, where the invaders only think they are in control..."

"WHAT IS THIS?" Steppenwolf roared, whirling on his communications officer. "Cut him off! Trace his location and vaporize him!"

The Apokoliptian officer worked frantically on his console, sweating profusely.

"Never before in our history have we faced such a threat..."

"I can't, sir! He's hijacked the entire network from a remote and untraceable location in orbit! He's beaming it on all available channels, all over the pla—."

Unhappy with this response, Steppenwolf drew the sword at his waist that was most assuredly not for show and beheaded the offending incompetent officer, the bloody stump slumping to the bulkhead.

"YOU!" The General pointed to the stunned officer at the next console. "YOUR TURN! FIX THIS!"

"Invaders from another dimension have brought war and death upon us with overwhelming force..."

Star City:

"We stand on the verge of extinction..."

Tokyo:

"But we are still standing!"

London:

"They can bomb our cities, they can destroy our homes and they can kill us..."

Metropolis:

"But as long as just one of us lives, as long as one of us defies their grinding desire to crush our spirit, there is hope."

Bangkok:

"And where there is one of us willing to take a stand, a multitude shall rise up behind him..."

Las Vegas:

"I defy them! Apokolips and its cruel tyrant will never put me in chains or make me bow down! I will spill every last drop of my blood to throw them off our world and make them rue the day they set their sites on Planet Earth! I defy them! Who's with me?"

And all across the world, from the largest war-torn city, to the smallest village in Asia, a weary but mighty cry of defiance rose up and the people of Earth were in that moment united in their purpose against a common foe...

On the bridge of the *Annihilator*, Steppenwolf stood amidst a pile of fresh corpses, looming over the fourth officer to sit at the communications panel, blood from the sword hanging over him dripping on his neck. The sobbing, frantic man gave a sudden cry of triumph, and Batman's visage finally vanished from the viewscreen.

"*FINALLY!*" The General bellowed furious exasperation. But his troubles were not over.

Outside, there was a brilliant flash of light, as if a bomb had gone off—but there was no sound of explosion. The viewscreen was flooded with light, as someone were shining a light on them.

"External view." Steppenwolf barked. "Remote camera!"

The light disappeared as the viewscreen changed to show them an image of the *Annihilator* from the outside. What the General saw made him scream with unsurpressed rage.

Projected from a hidden device that must have been closeby, on the side of the Apokoliptian flagship shone the bat-signal!

And across the city, people saw it and hope blossomed in fearful hearts...

And they knew... This was all *far* from over...

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

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From the same author on Feedbooks

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 #0 (2005)

Batman: Shadow of the Bat.

Meet Bruce Wayne. Business man. Playboy. All public masks... But the one beneath it all, the one, true mask... is cloaked in the shadow of the bat!

Meet Batman. Masked vigilante, master of the rarest disciplines of martial arts that grace this earth, mysterious protector of Gotham's streets.

Live his earliest years in this book!

In this issue, Bruce Wayne takes to the streets in the guise of Batman for a quiet night of patrol, and gets more than he bargained for...

Jim Gordon, Harvey Bullock and Sam Merkel investigate seemingly random, but seriously violent, attacks on computer programmers all hired by Enigma Corporation...

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 *Adventures 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 inescapable 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...

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 DC2--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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