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Detective Comics

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...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!

... In Gotham City, the alien assault hits the hardest and the city falls to the brutal General Steppenwolf, but not before the Dark Knight Detective is able to smuggle out (with the help of Nightwing) the one man Darkseid wants the most: Scott Free, the vaunted Mister Miracle...

... Following the nefarious Virman Vundabar through a boom tube, the New Outsiders become stranded on Apokolips itself. And while part of the team launches a desperate mission to rescue one of their own from the clutches of the despicable Desaad, the rest of the team joins the Hunger Dogs in a bold uprising against Darkseid himself...

... At the same time, the Challengers of the Unknown also find themselves on the dark planet, battling Doctor Bedlam...

... Against all odds, Nightwing safely delivers Mister Miracle to his fellow New Gods in Metropolis... and the Teen Titans foil Dr Bedlam's plan to use the Forever People to discover the Anti-Life Equation! But it is Lex Luthor who, feeling his usefulness to Darkseid is at an end, breaks the truce and launches a preemptive attack against the occupying forces of Apokolips, bringing Metropolis into the war...

... In a lethal gambit, G. Gordon Godfrey seizes control of the US Government, but in a daring raid on the White House, the Suicide Squad face off against the Female Furies in a race against time to save the city from nuclear annihilation...

... Wonder Woman leads a desperate raid on Apokolips to rescue the Man of Steel— and in an act of selfless heroism, a hero makes his final stand against Darkseid himself...

... Enraged at the assault upon his stronghold, Darkseid commands his lackey Desaad to unleash the Infernal Machine, a doomsday device that would transform the Earth into a dark twin of Apokolips! In Keystone City, a hero gives his life to destroy the Machine!

... Nowhere on Earth is safe! The hordes of Apokolips lay seige to Atlantis, only to be driven back by Aquaman and his allies. But the climactic battle comes when the Deep Six launch a desperate assault on the New God's secret underwater stronghold. Aquaman leads the forces of Atlantis to the rescue of Supertown, winning a decisive battle— but not before Big Barda abducts Scott Free and escapes to Apokolips!

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

CRISIS: The Apokolips Imperative, Part 12!

The area had once been known as Robinson Park, but now it was simply called: the Gulag. A ten foot tall, chain link fence topped with barbed wire surrounded the area, which was also guarded by watchtowers, spotlights and dog soldiers with high-powered plasma-rifles. And there was one other security feature...

Once, after a prisoner managed to climb the fence, cutting himself horribly on the razor wire, but escaping the plasma-blasts of the chortling shocktroopers, the “dogs” were unleashed. The hellhounds came galloping from the guardhouse, slaving for blood. They took the fence in one leap, and were on the escapee in seconds. There was one sharp, blood-curdling scream— abruptly cut off by the sound of snapping bones and tearing flesh.

No one tried to escape after that.

Not that chances for survival inside the Gulag were any better. The steady influx of Gotham's citizens that were marched inside everyday were herded into pens that were not fit for animals, fed gruel and endlessly tormented. And those were the lucky ones. The unlucky ones were dragged into the ominous Chamber 13, and never seen again. But they were *heard*... Their screams and pitiful gibberings were broadcast over the speakers across the camp like some kind of macabre soundtrack, the background noise of everyday life that no one ever got used to.

It was commonly agreed that the Gulag was the closest thing to hell on

earth.

Her name was Justeen. She was a Desaadite— but not just any Desaadite: she was the concubine of the man himself, and his favourite disciple. She had a talent for cruelty, and a flare for creative depravity that endeared her even to Lord Darkseid. It had earned her the right to call herself Mistress of Chamber 13, a fact which she intended to affirm with every new test subject strapped to her examination table.

She ruled the internment camp through terror. Not even the Apokoliptian dog soldiers were safe from her wrath or whimsy (besides, they were so much sturdier than the frail human Earthlings...!). She toured the camp like a martinet, idly swinging her whipping crop, looking for a subject for her night's attentions.

The pens of humans always grew quiet as she approached, and most of the animals within cringed away from the bars, cowering in the filthy straw as far back as they could. But one steel-eyed and steel-haired woman returned Justeen's look, without fear.

Justeen stopped in front of the cage, intrigued.

"You are not afraid?" She lightly tapped her crop on the palm of her hand. "You must be new. When did we bring you in?"

The older human woman said nothing.

"Do you know what vivisection is?"

A muscle in the human's face clenched. "I'm a doctor. I know what vivisection is."

"A doctor!" Justeen raised an eyebrow. "I have heard of this Earthling vocation! You heal the sick and wounded... Aren't you afraid of allowing their weaknesses to encourage others? On Apokolips, the weak and infirm perish. Only the strong survive. It is why we cannot be beaten: we do not tolerate weakness."

The human just glared at her.

This thrilled Justeen. “You have spirit, human doctor! It will be a pleasure breaking you. What is your name?”

“Leslie Thompkins.”

“Leslie Thompkins.” Repeated Justeen, savouring the word, even as she gestured at a dog soldier to fetch the prisoner from the cage. “I shall make of you a masterpiece of pain! I shall carve a monument to agony out of your flesh— and because you are ‘doctor’, I will keep you alive as I do it, because I’m sure that’s what you would want.”

Justeen laughed, profoundly amused by her own joke— and so did not hear the engine of the car until it was too late.

The shocktroopers in the watchtowers saw it first, roaring out of a side-street, the flames of its exhaust lighting up the night. It was black, and angular, sitting high off the ground and covered in plate armor. On the hood was a shining silver ornament in the shape of a bat...

The dog soldiers fired on it, but the shields absorbed the blasts and didn’t even slow it down. The batmobile hit the fence at full speed, tearing down a huge section, and skidded into the compound with a screech of rubber tires. A plasma canon (stolen from an Apokoliptian battery and modified in the secret labs of Wayne Tech) atop the roof of the car swivelled and burst into life, systematically taking down the hellhounds that came galloping from their pens.

“Kill it! Kill it!” Justeen wailed, spittle flying from her mouth, even as she sprinted towards the safety of Chamber 13.

The shocktroopers concentrated their fire on the batmobile, which was starting to take a beating. But it was only a distraction. Through the hole in the fence it had made, came rushing in a phalanx of GCPD, armed with stolen Apokoliptian weapons and armor and led by Lt. James Gordon!

“Let’s go! Take down the hellhounds first, but watch those towers!” He cried, laying down cover fire as his men poured into the camp. “Let’s close this place down, boys!”

Overhead, and unseen by all but Gordon, a dark shape swung over the fence, headed for Chamber 13...

Justeen locked herself in the laboratory, casting about desperately for a weapon. She settled for a particularly vicious-looking hooked instrument, still crusted with blood from her last 'patient'.

It was the Bat. He was coming for her. She had heard rumors about him. General Steppenwolf was on edge about the trouble he was causing, and had on many occasions reported that he had killed the nuisance. But the Bat seemed to be unkillable. Striking everywhere, severally hampering Apokoliptian operations in the city. Now he was coming for *her*...

The cold, neon lights of the lab abruptly went out.

Justeen gasped, slashing the knife around her wildly in the dark.

"You can't escape me..." Came the throaty, almost sensual whisper.

She turned about, trying to pinpoint where the voice had come from.

"I've come for you, Justeen. You think you can come to my city, and do the things you've done and just walk away...? I'm going to take you to a hell even Lord Darkseid is afraid of..."

There was a breath of air on the back of her neck, and she spun, flailing out with the knife. She felt the familiar and satisfying 'thunk' of a blade driving home into flesh! In exuberant panic, she jerked the knife up, cutting a killing gash and feeling the soothing warm rush of blood on her hand...!

There was the sound of a heavy body hitting the floor, and Justeen exhaled in relief. She had done it! What not even the great General Steppenwolf could do! *She had killed the Bat!*

Then the back-up lights came online, flickering dully in the lab, and she could see again. On the floor in front of her, laying in a pool of its own blood was her parademon bodyguard, her knife buried in its chest. Panic

welled within her again like a geyser, and she turned without hesitation to run— but her way was blocked!

The Dark Knight flung out both arms, his cape billowing so that it seemed to her to fill the whole room! His eyes flashed at her, and he growled one word:

“Boo.”

Then his fist smashed into her face, and Justeen dropped.

Batman ran from Chamber 13, Justeen trussed-up and slung over his shoulder.

“Get back!” He yelled to the squad of GCPD mopping up the last of the Apokoliptian shocktroopers. They all took cover, and Chamber 13 went up like a roman candle on the 4th of July! The explosion resounded across the city, and the resulting fireball that rose into the night sky briefly took the form of a bat.

“Now *how* the hell did you do that?” Jim Gordon asked in amused exasperation, as the Caped Crusader unceremoniously tossed Justeen to the ground.

“I studied pyrotechnics in China.” Said Batman, with the faintest hint of a smile that made Gordon wonder if the Dark Knight was putting him on.

Batman glanced over at the burning husk of the batmobile, and grimaced.

“Looks like I’m going to need a new car...” He sighed.

“Need a lift home?” Gordon asked, his moustache cocked. All around them, Bullock was leading the effort to free the captives, and usher them to safety, while others were planting devices across the compound.

“I can manage. Just make sure that you get out of here before

Steppenwolf arrives with reinforcements. And that you close this place down for good.”

“Don’t worry. We have enough C4 to blow this place to kingdom come.” Gordon told him. “And we’ll be back at the safe house before the General even knows what happened here!”

But he was speaking to the empty air. Batman had already thrown his grappling-line into the air and was swinging away...

The Apokoliptian motorcade wound its way through the streets of downtown Gotham, lines of battlewheels, hovertanks and jet-cycles, all bristling with armament. General Steppenwolf stood in the lead transport, arms crossed and scowling at the bombed out buildings and crater-pocked streets.

“The city has fallen, but has proven difficult to pacify.” He remarked to his fancifully dressed comrade, who lounged in his seat, carefully cleaning his fingernails. “A kind of underground resistance has risen up, led by some human bogeyman who takes the form of a bat... He has thus far evaded all our efforts to capture him...”

“And that’s why Darkseid sent me.” His goateed companion yawned, glancing idly at the faces watching from the windows facing the street. “To kill the Batman.”

Steppenwolf’s scowl deepened, his lips curling around his oversized fangs.

“I know your reputation, Kanto. You are Darkseid’s own personal assassin. But I assure you, this Batman is unlike any prey you’ve ever hunted. Not even Devilance was able to kill him.”

Kanto adjusted the beret on his head and straightened his cravat. “Devilance is a tracker, not a killer.” Kanto noted. “And I have *never* failed... Besides, Steppenwolf: the harder the hunt, the sweeter the kill.”

There was a disturbance near the front of the convoy. It halted for a

moment, Steppenwolf fuming at the delay. In a moment, a parademon can flying back to report to the General.

“Sir, there was a raid on the Gulag... Many casualties... Chamber 13 has been destroyed! It was the Bat!”

Steppenwolf whirled on Kanto with a low growl, as if to say: *See! I told you!*

The master assassin rolled his eyes and gave a disinterested sigh. He stood, checked his rapier and said: “Oh, very well. I suppose it’s time I got to work...”

There was someone following Batman. He could feel it in his bones. The city was like his second skin, and there was something alien prancing around on the rooftops behind him. He doubled back every now and then, batarangs in hand, but nothing was there when he searched. His night vision picked up nothing but the smoke rising from the debris of the Gulag, and as the night deepened, the ghastly hordes of Apokolips came out in force, their floodlights searching the shadows for him.

What a wicked, wicked turn of events! Bat-Man can feel my presence but my devices and tricks allow me to run my gauntlet with him unseen. I’ve been ordered to follow, not act, not until I can be sure of the kill. This hellhole, much like Armagetton if you think about it, is important to the master. Desaad wanted laboratory rats, and this city was to be his...

After pausing momentarily on a building overlooking flagship of General Steppenwolf, Batman reaches the outskirts of the perimeter line, and surveys the scene, trying to see a weak point in the cordon... And if he doesn’t see it soon... I might as well strike! But that would ruin my little game that I have so lovingly set up, and do we really want that? I’ll give you an oh-so obvious answer. No. We want to play the game. And I want to see his life... Ooze out of his heart by my blade.

Light shone on the ship, and the Parademons swung their weapons towards the light source, a massive shadow of a bat projected onto the front of the large metallic dome of the *Annihilator*. They muttered and cringed at the sight of it, and then lifted off the ground, a wave of the creatures heading off to investigate the strange occurrence.

Batman smiled. The makeshift bat signal did its job. He crept through the shadows and climbed into the ship, no one to stop his infiltration.

“Just a flash lamp!” The lead Parademon snarled, and then smashed it with his gloved fist, only to have a massive surge of electricity travel through him, and then pass outwards as their jetpacks attracted the almost sentient energy through them, and when the entirety of the hordes are thoroughly shocked, they begin to fall from the sky, and hit the ground like rocks. Batman smiled at the thought and continued his search.

He heard it in his mind first, a strange feeling rushing into his head as a gentle beeping became louder and louder as he moved deeper and deeper into the battleship. He recognised it slightly, and as he stalked down the corridors, hiding in alcoves as Parademons trudge past him, the beeping became clearer, and he realised it wasn't a beeping, but a pinging, a familiar pinging that he had heard once before.

“Mother Box!”

He followed the noise as it got louder, and entered a dark room with the living machine on a light-filled pedestal in the middle.

Batman picked up the Mother Box and strapped it to his arm, then ran into the centre of the ship, the alien device telling him where the bridge was located. They gasped as he entered the large control room, a squad of Parademons at the end of the long room turning their weapons on him.

“Fall down. Stay down.”

The Parademons looked at each in amusement and surprise and then scream alien obscenities, and without any more words hurtled towards Batman. He dodged the attack of the first creature and then grabbed him by the jetpack, swinging him around into the others, causing them to scatter to the floor. He grabbed an electro-baton from one of the fallen and jabbed him hard in the gut, causing the creature to scream and fall unconscious.

“Fall down. Stay down.”

He twirled the weapon around in one hand, and took out a batarang with the other. A Parademon grimaced and dove for him Batman jammed the weapon between metal and armour and hit soft flesh, the electricity of the tip rushing through the creature and knocking him out. With his other hand he slashed down on the armour of another creature, and then elbowed him hard in the face. He threw the batarang hard at the head of another, and then wrenched out the electro rod, and hurled himself at the last parademon, leaping up and using it as shaft to spring him forward and plant both of his booted feet in the face of the surprised creature.

He surveyed the scene, Mother Box pinging as it revitalized him. He turned to the stunned Apokoliptian officers, frozen in fear at their stations.

“Y-You’re real!” One of them gibbered

“I never said I wasn’t.” He snarled, then took out a plasma charge, and held it up for them to see. “Now if any of you want to survive to explain this to Steppenwolf, I suggest you run like hell.”

Taking the measure of his mark, Kanto watched from an abandoned courthouse as an explosion ripped through the bridge of the *Annihilator*. The blast crippled the flagship, turning it into nothing but a flaming hulk.

Steppenwolf was going to be very angry, Kanto almost giggled to himself.

The sharp eyes of the god picked up a dark shape fleeing the scene. Kanto perked up, smiling. *Ah, there you are, mine enemy! I think it's time to see what you are truly made of...*

The cave was quiet, the bats eerily silent as Batman removed his cowl, exhausted from the night's battles. Mother Box sung silently in his mind until he removed it, and placed it on the desk next to the computer, along with all his weapons and utility belt. He needed a second wind before he went back out there. Steppenwolf was bound to launch a counter-offensive against the attacks tonight, and Batman had to be there to stop it.

He removed his cape and sat down in front of his computer, and then turned to the entrance to the Manor upstairs. Alfred normally appeared about now with a sarcastic remark and a cup of tea. Something was wrong.

He looked around and picked up his dressing gown, wrapping it around his body and then went up the steep steps upstairs, pressing the code into the door that was hidden behind the grandfather clock in his main hall. The door swung open and he stepped out, only to be confronted by a strange sight.

"Batman! I've been watching you tonight, and I must say, bravo!" He raised his fists, a strangely dressed man with a long sharp blade in his hand and a smile on his thinly moustached lips. "I am Kanto, and if you'll excuse me, I did you a fairly large favour." He slammed the blade into the carpet, and the razor sharp weapon penetrated through cold stone until it didn't move, and then the flamboyant assassin turned and dragged Alfred Pennyworth into view.

"I didn't kill your help! Nice chap and all, but I didn't want to kill him." He threw him at Bruce and the unmasked vigilante caught him, gently placing him on the floor, concern in his eye.

"That bruise on his head?" He pulled his weapon out the ground and motioned to the butt of his sword handle. "This." He smiled. "I'm afraid you're on the kill list, though. I'm afraid I'm going to have to gut you,

Batman.”

Bruce looked at Alfred, who wearily looked up and nodded as his employer winked at him. Batman looked at Kanto.

“Kanto, is it? You come into my house. You threaten my family and then you threaten me?”

“Yes I do, to be blunt.” Kanto smiled slyly. “And with your lack of weaponry, I don’t see how you’ll have a chance of stopping me, you know?”

“Lack of weaponry?” Bruce smiled, and flicked his hand forward, a batarang appearing instantly in his grasp. He hurled it at the master assassin, who flicked his sword up and cut it in half.

Before the man could spring to the attack, Bruce grabbed Alfred and dragged them both behind the clock. He slammed it shut, scrambling the entrance code.

“Come on, old friend, let’s get moving!” He hurried down the steps and reached the base of the cave, and then looked around desperately. “We thought of the contingencies, remember? In case this ever happened?” He hurried into the steel chamber that contained his many variations of uniform, and then sealed the door shut, trapping them both inside. He looks out the one-way mirror and sees Kanto slide his knife through the door and then cut it open, and step into the cave, smiling widely.

“Computer...” Bruce pressed a button on his gauntlet, activating the direct AI link into his earpiece. “Activate stage one cave defences.”

Alfred looked up. “M-Master Bruce?”

“He crossed a line, Alfred. He invaded my house. He hurt you. This guy’s going down.” Bruce grabbed another cowl from the rack, and then stared at it for a moment. “There’s no real need for you now, face.” He threw it to the floor and flexed his neck.

Kanto strolled down the steps to the cave, smiling all the time. "Yoo-hoo? Batman?" He placed his foot on the cold stone floor and then looked around. "Hiding? You're hiding?" He shook his head, and then the entire cave burned red with light.

"Intruder, plea—"

Bruce whispered into the computer link, and smiled as he did so. "Bypass warning system, automatic reaction unless to specified personnel."

"Intruder." The computer voice reaffirmed, and the entire floor was suddenly electrified, catching the assassin totally unawares. He didn't scream, the electricity not really hurting, only catching him by surprise, and as he leaped up off the ground, breaking the circuit and freeing himself of the grasp of the electricity, he looked around for mere moments, and then found the cause of the attack, a small blue box beneath the first stone step down to the cave. He threw his sword at it and the electricity stopped, and silently he landed.

"Bravo, Batman. You'd make a great master assassin. But you're just a petty little vigilante, and I'm going to skin you and have your handsome visage as MY cowl."

He heard a whirring of mechanics, and then spun around, only to be hit square in the face by something green. A massive tyrannosaurus rex trudged after him, red eyes tracking the assassin's movements.

Bruce smiled and pressed a button on the cowl rack, and stepped inside, spinning to the other side of the room and back into the main cave. "Go get him, Bruno." He ran over to his trophy rack and grabbed a sword, tied it around his waist, and then strapped Mother Box on his shoulder. He looked over to Kanto and the two men's eyes connected, and the assassin smiled.

"Oh you're showing your face now, are you?" Kanto was stomped by the massive mechanical monstrosity, and then vanished from view, only to hold the foot up with a wicked grin on his face. "You're offering me a challenge, Batman!" He slipped a weapon from his sleeve and sliced the reinforced titanium mesh limb clean off, and then threw it at the robot T-

Rex's skull, shattering the internal processing system and causing it to fall down into the abyss below the cave system beneath Wayne Manor. "I like that! You get bonus points form making the kill fun!"

"I don't intend to die." Bruce sprinted over to his computer console, put his fingers to his ear, and whispered a word. Kanto dove at him, no weapon in hand, and grabbed the hero around the neck, gripping his throat tightly.

"Batmite— Hrk!"

"Can you feel how little effort I'm putting into this? How my strength is so far above your puny mortal standards that... If I didn't concentrate I'd snap your neck? See how I'm enjoying this?"

"Hrk... See... How I enjoy... This..."

"Holy molestation! What are you doing to my hero?"

Kanto froze as a strangely shaped imp appears on the computer screen above him. "Oh no, we can't be having that! No no no!" The computer image shook a pixelated finger. "I'm playing now!"

Kanto was hit by a small missile fired at his back by a concealed rocket launcher, which caused him to fly over Batman and land in a pile by the rail that prevented one from plummeting into the bottom of the cave.

"Sorry boss, did I catch you?"

The hero picked himself up and then shook his head.

"No Batmite, it's all good." Bruce smiled and unsheathed his sword, Mother Box pinging into his mind. "Inform A of contingency four, will you?"

"No problemo, boss man!" The image vanished.

"Trickery! Oh points DEDUCTED, Batman!" Kanto unsheathed his own weapon, and then charged for the caped crusader. He slammed his weapon down on Batman's chest, only to be surprised by the resistance

offered by Batman's own weapon. "How is this? Your weapon is human... Mine is forged from the firepits of Apokolips! How could your weapon withstand a blow from mine?"

Bruce smiled. "You've obviously never met... Ra's Al Ghul!"

He shoved hard, causing Kanto to stumble over, and then Batman followed through with a slice that cut the assassin's ear, causing him to wince in pain.

"I offer you an ultimatum, Kanto... Stand down and Boom tube out of here, or I will end this. This is the only chance you will get."

"I'm enjoying this, can't you see?" Kanto lowered his weapon and dove for Bruce, who flicked his weapon up and cut the assassin's fingers off at the hand.

"You... You cut me! This is excellent! I've not felt pain for an age, and you've cut me open!"

Bruce stared at the twitching fingers on the floor and then was backhanded over the ledge of the bat cave, sliding down the steep rock face.

"Hrnt..." He jammed his weapon into the rock and it passed effortlessly through, springing him back up slightly. "Oh hell..." He felt his shoulder pop, and then hang loosely by his side as he quickly grabbed the sword handle with his other hand. "Oh... HELL..." Mother Box pinged again, and Bruce got his bearings, speaking into the receiver in his ear. "Batmite, I need you to—"

"ARE YOU ALRIGHT DOWN THERE?" Kanto smiled as he removed his flamboyant costume to reveal the metallic armour beneath it. He stretched out his kinks and placed his fingers back onto the stumps, and watched as the flesh knitted back together. "I MIS-JUDGED MY HIT, I APOLIGISE!"

A loud explosion filled the bottom of the cavern, and then a sound like an aircraft carrier began to get louder and louder as Kanto watched in

amazement. Bruce stood atop one of the Batwings, the computer systems controlled by the computer AI named Batmite. He saluted Kanto, and then rockets burst from the jet's arsenal, catching the assassin square in his armoured chest, sending him flying back into the massive computer screen of the computer.

"He flies now... What a wonderful game!"

"Batmite, continue barrage. Cryomissiles." The computer program complied and then a blue warhead fired at Kanto, and then the air molecules stopped moving, and ice begins to form in the immediate area, freezing Kanto against the computer console.

"Good work." With that he popped his shoulder back in, and Mother Box repaired the damage done, and as he watched from atop the floating jet he saw cracks form over the icy prison.

"Oh, no."

Kanto burst out of his imprisonment and smiled. "Good show for a human, but hardly terrifying, you know?" He pressed a button on his armour and a small tube fell from his arm, and with the flick of a switch a small laser bursts from the end, hitting the engine of the craft and causing it to spin over, throwing Batman back down into the abyss. "Oh, I did it again. This isn't good; he'll probably have a planet down there if I keep this up... Surprises surprises!"

This was getting me nowhere, thought Batman as he plummeted downwards. "Batmite, you know the drill." A small alcove suddenly sprang outwards from the wall, and Bruce sprang off it to the side of the wall, and then watched as his second lift arrives. He leaped into the Bat Gyro, and then pressed down hard on the lever, and felt himself rise back up to the base of the cave.

"Now, where are you, Mr Pennyworth?" Kanto stalked back over to the base of the cave, and then smiled as he pressed a button on his wrist that caused a light to be projected onto the floor from his chest emblem, illuminating footsteps into a small steel room. "I won't kill you, but as an assassin, I could use some leverage killing *him*..." He smiled and then heard another noise, again from the pit.

"Oh come on..." Kanto spun around and was his hit square by the Gyro that crumpled on impact against the New God's chest. "You can't stop me, Batman!"

"I can." Bruce stepped out of the shadows and threw a small vial onto the villain that caused his armour to fizz and melt away. "And I will."

"Chemical warfare? Physicality and brains didn't work so you use chemicals and potions?" Kanto's laugh became a hearty bellow. "I'm impressed."

"And you just gave me an idea." Batman threw another vial and a noxious black gas spread over the assassin that caused him to choke. With his fingers to his ear Bruce ran deeper into the cave, until he reached a glass room.

"Alfred, use the secret exit, get out of here. Batmite prepped the jet; it'll take you to safety."

A voice replied on the other end of the line. "What about you?"

Bruce smiles as he removed his glove and pressed his palm against the red sensor that locked the room. "I have a plan."

"You always say that, sir... I want to stay, want to help..."

Bruce shook his head as he entered the room. "No. Go, for my own safety and for yours. Promise me Alfred."

Bruce heard a door open on the other end of the line, and then Alfred replied sadly. "Yes sir."

"Thanks, Alfred." Bruce closed the line and then spun around, only to be caught in the jaw by Kanto's fist, his armour now totally dissolved by the metal dissolving compound he threw on him moments ago.

"Nice trick there, with this... This disease you've wrought upon my armour. Nice indeed, what is it that you've used to ruin my battle armour?"

“Anti-Metallo.” Bruce smiled and then threw another vial in Kanto’s face that caused him to gasp in surprise.

“What in— Oh. Heh. Heh this is funny stuff you’re doing, Batman. Funny in... Indeed... Hehahahah... Ha! HAHAHAHAHAHAHAHHA!” Kanto doubled over in pain as his skin began to fade in colour, only to be replaced by a chalky white tint. His black hair fades to a sickly green and his mouth started to stretch in a ghastly grin.

“HAHAHAHAHAHAHAHAHAHAHHA!”

“That’s Smilex. I know how painful the transformation is, no matter the laughter. You’ll be dead in moments if you don’t surrender to me and allow me to give you the antidote.”

“DON’T YOU GET IT, BATMAN?” Kanto jerked up, his hair returning to its black colour and his skin flushing with colour once more. “You’re chemicals don’t work on a GOD! I FEAR NOTHING YOU THROW MY WAY!”

He grabbed Bruce’s throat and squeezed hard, flesh tearing beneath his fingertips and muscles ripping. Batman gagged, the life being squeezed out of him. He slammed his hands down on Kanto’s neck, but the blow did nothing.

“I’ll enjoy this.”

Bruce’s eyes darkened as his flow of oxygen was cut off, and then he felt the strangely shaped vial behind his back. A smile flowed over him as he pulled in front of Kanto.

“Is that a skull?” Bruce squeezed down on the contraption and a puff of green gas erupted from the skull’s open mouth Kanto’s eyes widened as he inhaled a deep breath.

“Nothing you can use can make me...” Kanto’s eyes widened even more as he dropped Batman. “What is this? Sir... Master, I’m sorry...” He fell to the floor in front of the fallen vigilante, and then grabbed his hand. “Your greatness I didn’t...” He pulled his hand into the air, as if pushed

away. "Oh, I know... You don't..." He stood, and stumbled back into a cabinet.

Bruce looked up, his neck aching from the agony of the vice-like hands that had just been strangling him. He looked at the skull in his hand and smiled slightly, and then turned, grabbing all of them behind him. *Crane patented fear gas*. He stumbled over to the cowering Kanto and released more and more in his face, not knowing how long the affect would last.

"Darkseid! No!" He cowered as a shadow reaches over him. "Not your omega effect, anything but— Bunnies!" He screamed as nothingness touched him, and then collapsed to the floor, his eyes rolled up in his head, his mind blank.

"My God... He..." Bruce shook his head. "He drove himself to insanity with fear... Drove himself to catatonia. To coma... to death..." Bruce looked at the fresh corpse on the floor and then at the skulls on the ground around them, and then he fell back onto the table where he kept his chemicals.

"I killed him!"

"Master Bruce!" Alfred Pennyworth, antique blunderbus in hand, entered the room and saw Kanto on the floor. "Are you... Are you alright?"

"I killed him!" Bruce coughed, Mother Box slowly repairing the damage to his throat. "I... Drove him to death by fear..." He looked over to Kanto, who laid on the floor in a heap.

Alfred looked at the fallen villain and then to Bruce again. "But—"

"YOU CAN'T KILL ME!" Kanto jerked up, his arms raised, and Alfred fired his weapon into the man's head, causing blood to spatter everywhere.

"Bloody hell!" Alfred wipes his brow, trembling. "Startled me!"

"He didn't... Die?" Bruce shook his head, and then looked to the villain's hand. "Healed..." He placed his hand on his chin and thought for a moment. "His fingers are healed back on... And this means... He regenerates! He'll keep coming back!"

Bruce took a breath of relief, and then one of severe panic and looked at the Mother Box on his shoulder.

"Help me get him up." The duo dragged the man to his feet as the hole in his head slowly began to seal together. "He's regenerating brain matter, look—" Bruce pointed to the disintegrating brain matter on the floor. He pressed a button on the man's belt, and an explosion wracks the cave as a boom tube appeared, breaking any remaining glass from the battle. The two men heaved the man over to it and then toss him in, the assassin's particles transferring from this dimension to the other, back to Apokolips.

"We survived."

"Barely." Alfred motioned around him. "I'm the one who's going to have to tidy this up, remember that."

Bruce looked at Alfred and then to himself. "I thought I killed him. It... Wow. It scared me."

"Good." Alfred nodded. "Now change costume, that one's a mess."

"Boss man! Are you alright?" The two men turned to a small hologram that appeared from the computer screen, projected onto the small worktop next to the computer console. "What happened? I was rebooting and I got mega-worried!"

"Don't worry Batmite. You did good today."

Batmite smiled. "Oh really, really?"

"Yes. We'll talk later about an upgrade, alright?"

"Sure thing boss man! Etimtab!" The sentient computer virus vanished back into the computer screen, and Alfred turned to Bruce, confused.

"I thought you trapped that devilish creature into some kind of computer paradise?"

Bruce nodded. "I did, but I needed an advanced AI to set up the security system last month, and seeing how well he handled it before, giving ME a run for my money..."

"You're a very idiotic man, Bruce Wayne."

"It'll bite me in the ass some time down the way. I know." Bruce removed his shirt and threw it to the floor, and then examined his already closing wounds. "Wow, this Mother Box works wonders." He flexed his arm. "That kink from wrestling Killer Croc down in the swamps is gone."

"Good—" Alfred paused and then nudged Bruce as he noticed something weird on the computer monitor screen.

It was a satellite feed, showing something unusual streaking towards earth. A green comet...

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...

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!

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, dur-
ing 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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