



Rogues Gallery #1
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Rogues Gallery
Issue #1: "Hot Tin Roof..."
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STRING OF CAT BURGLERIES BAFFLE POLICE!
By Vicki Vale

The latest in a line of daring thefts occurred last night at the home of wealthy Gotham financier Geoffrey Buffington. At 3:32 AM, police responded to a call at his Robinson Hill estate to discover the mysterious burglar had struck again. The manor, protected by a certified WayneTech security system, had been expertly and unknowingly breached, and the theft discovered only after the millionaire broker found the jewel of his famed art collection, *The Chat Noir*, to be missing. Nothing else in the home was missing, and Mr. Buffington was not available for comment.

The Chat Noir, painted by Theophile-Alexandre Steinlen, is valued at 3.5 Million dollars, but some consider it a priceless reminder of the bygone salon-era and the licentious intellectual bohemianism of fin de siecle society in Montemarte, Paris.

Police detective James Gordon believes this latest job to be the work of the cat burglar responsible for nine other similar thefts in Gotham over the last three months.

"All the hallmarks are the same. A well-secured house, expertly infiltrated, and only the object of the burglar's desire missing: a painting, a diamond ring, priceless Spanish coins— He's very discerning! This guy isn't a looter; he knows just what he wants, leaves the rest and

conscientiously locks the door or windows behind him. But he's bound to slip up, and when he does, we'll be waiting for him..."

Selina Kyle stretched out in her tub with a luxurious sigh, allowing the bubbles to froth and float around her. Lazily, she sipped her glass of merlot and finished the front page article of the Gotham Gazette. A black cat walked delicately on the porcelain rim of the tub.

"He!" She sniffed. "Him!" She let the paper fall to the sparkling tile floor and set down her wine glass, causing the cat to leap away. Rising reluctantly from the steaming water, she wrapped a silken robe around her still-dripping body and padded gracefully across her top-floor penthouse apartment to her walk-in closet, searching for just the right outfit for the night's event.

"It never even occurs to them that 'he' might be a 'she'..."

On the polished wood nightstand, sat a gilded invitation, which read: *You are cordially invited to attend the Gotham debut of Prince Vikram of Bahdnesia, presenting the Bahdnesian Crown Jewels for a limited engagement, at the Randolph Hotel...*

Next to the invitation, curled up on the nightstand, sat a cat-of-nine-tails...

Later that night...

The Randolph was one of Gotham's oldest and ritziest hotels, founded in the heyday of the city and still the establishment of choice for elegant events. Tonight, its ballroom was host to a visiting dignitary from the tiny South Seas nation of Bahdnesia, Crown Prince Vikram, on the latest stop of his world tour to bring the culture of his home to other lands.

All the glitterati had turned out for the event. They were dressed in their finest, most magnificent clothes, sipping champagne and admiring the wonders of Bahdnesia. Vicki Vale wandered through the crowd, there on a press pass for the *Gazette*; Commissioner Loeb escorted the lovely

Silver St Cloud on his arm; billionaire playboy Bruce Wayne entertained *three* young ladies, their laughter tinkling musically. But undeniably, the star of the evening was Prince Vikram himself, a dashing young man, dark complected with a thin moustache and goatee; he had a loud booming voice and an ebullient personality to match. He cut a striking figure in his red turban and the uniform of the Bahdnesian Royal Army, complete with epaulettes and a decorative saber. With accomplished ease, he moved through his guests, chatting amiably and telling stories of his homeland, a place much misunderstood in the Western world.

“It’s true, Bahdnesia has a healthy respect for the ways of our past. My own father, the King, keeps a Council of Mystics and Astronomers to advise him, but at the same time, we have embraced modern science and medicine. I think the west has much to learn from our culture, and I am very glad to be apart of this new era of intellectual exchange...”

“Is it true that Bahdnesians revere cats?” Came a throaty, but feminine voice from behind the prince. He turned and smiled appreciatively at the exquisite sight that greeted him. Selina Kyle had chosen a slinky black dress that clung to her in all the right places, and shimmered when she moved. She held a glass of champagne up to her scarlet lips, but her eyes spoke for her.

The prince inclined his head and reached for her hand to kiss it, lightly brushing his lips across the tops of her fingertips.

“It is indeed true, Ms...?”

“Kyle. Selina, please.”

“Ah. A fitting name for one whose beauty would outshine the moon...” He stared boldly back at her. “It is said that cats are the agents of the gods come to earth to test the patience and wisdom of man. In Bahdnesia, it is illegal to own a cat. They must be allowed to come and go from any household, as they please.”

“Quaint.” Selina pronounced, like a challenge.

But the prince only laughed heartily, unoffended. Selina allowed herself a wicked smile, and suddenly, for the prince, only she existed in the

world. He excused himself from the bemused crowd around him, and gently guided her by the elbow, taking her aside.

"If you favor cats, I simply must show you this." He led her a little ways over to a glass case, in which a cat was carved of a single piece of jade, wearing a necklace of glittering diamonds.

"It is magnificent." Selina remarked, her eyes devouring the idol.

"She is called Rahasia, Goddess of Erotic Delight." He whispered in her ear, carefully monitoring her expression. "This idol has adorned the harem of my fathers for centuries. It is said that a true heir of Bahdnesia may not be conceived out of her gaze..."

A lump gathered in Selina's throat, the only indication that she was listening at all to the prince.

"I carry it with me on my journeys," The Prince told her, and smiled showing bright square teeth. "Just in case."

Selina eyed it thoughtfully, noting the spring-weighted stand it sat upon and the motion-detection laser inside the case.

"It must be worth a fortune." She mused.

With a shrug and a glint in his eyes, the Prince replied. "It is invaluable. But it is not the prize of the Crown Jewels... That is something else entirely, and not on display for all to see. But I would show it to you if you like...?"

Selina had to admit, that had to be one of the most original pickup lines she'd ever heard...

The Prince was staying in the penthouse suite at the top of the Randolph, his balcony affording a view of Gotham at night that was absolutely breathtaking. She stood by the railing, sipping the champagne he had just poured her, admiring the lights and activity far below, the sounds of the street far distant at this height.

He came at her from behind, and draped around her neck something that sparkled brilliantly. Selina caught it with her hand and turned to face him, admiring the ornament. It was a necklace of golden braids, studded with gems that varied in color from green to brown, and in the heart of each was a milky flaw that only accentuated the beauty of the stone.

“It is called the Tears of Astarte. It has been in my family for centuries. I have seen few mortal beauties to rival it. You, my dear, are one.” He leaned into her, his eyes drooping and his lips puckering.

With a deft movement, Selina removed herself from reach, engrossed in her study of the necklace, which she now held before her.

“These gems... They’re extremely striking. They’re chrysoberyl, right?”

Without losing his aplomb, Prince Vikram smiled urbanely at her, and took the precious royal heirloom from her hands.

“Yes, indeed. You have the eye of a gemologist.” He complimented her. “This is a priceless relic. It will only be on view for a few hours tomorrow, and then but to a privileged few... However, if you would like a special viewing— if you would like to wear it even, perhaps! — we could discuss it...”

Selina’s mouth pursed. “It doesn’t exactly go with my dress.”

“Then you shall have to take it off.” The Prince offered, extending the necklace to her once more, giving her a smoldering look.

Balancing gracefully on her stiletto heels, she stalked inside the penthouse, as he walked backwards, enticing her with the necklace draped across his hands. He stopped and she sidled slowly up to him, lightly raking first his thigh, then his torso and chest with her fingernails as she stared back at him.

She kept him quivering with anticipation for a moment, then said: “Not tonight, Prince. I have a headache.”

Her laughter mocking him, she showed herself to the door.

She returned to the penthouse much later that night, but not as Selina Kyle. She landed with feline grace atop the balcony, dropping from the ledge above. No light reflected off her black vinyl, form-fitting suit. The lock on the balcony door proved only a moment's hindrance to Catwoman— she padded quietly inside.

The suite was dark, but her yellow night-vision goggles allowed her to see in perfect detail. Everything was as she had carefully noted earlier. On the ruffled, four-poster bed lay a quietly snoring figure— two figures, it seemed, actually. Apparently the Prince's luck had improved after she had left him.

She went immediately to the *faux* Van Gogh in the sitting room, behind which, if she had done her research well, would be the standard Randolph Hotel safe. She tested the edge of the frame, rewarded when the picture pivoted on the side, swinging away from the wall to reveal the safe.

Was it really going to be this easy?

She had studied safecracking techniques from the infamous Swiss thief, Le Reynard, so this would be child's play to her. She began to turn the dial, her ear pressed to the cool metal, listening for the tumblers. In a moment there was a click, and the safe opened noiselessly. Her eyes alight, she reached inside...

The two figures from the bed sprang up, and she started, and stared at them in shock.

"Looks like you were right, Batman!" Robin pounded his fist into a palm, lightly bouncing on the balls of his feet. "The mysterious cat burglar just couldn't resist the lure of the Bahdnesian jewels!"

"Especially not a necklace of chrysoberyl..." The Caped Crusader himself stepped forward, rounding the bed. "Otherwise known as 'cat's-

eye'... And while Prince Vikram enjoys the hospitality of his sponsor, Bruce Wayne, we'll drop off this Catwoman to Lt. Gordon!"

Selina rolled her eyes. "Oh, just please don't say curiosity killed the cat." She groaned.

Robin abruptly clamped his mouth shut.

The Dynamic Duo leaped into action. Catwoman pushed away from the safe and somersaulted backward to give herself some space. She came up in a fighting stance, snatching the whip off her waist. It cracked viciously, causing Robin to flinch away at the last moment, but Batman came on, his cape expanding to fill her vision with darkness! In a blind panic, she lashed out with her taloned glove, getting lucky and catching Batman across the face. He hesitated only a moment, his cheek bearing three red trails, but it was long enough for Selina to make her break for the balcony. Without a second glance, she hurled herself off the balcony, kicking off the railing and sailing into mid-air!

She angled her body as if she were diving, aiming for the flagpole on the building across what seemed to be a vast gulf of space. But gravity and her momentum did their work, and she caught the metal pole, swinging up and around, launching herself at the closest ledge.

A quick glance up and behind her showed her pursuers, grappling lines out and in hot pursuit. Selina sighed. This was going to be a long night.

She led them on a merry chase across the rooftops of Gotham, and they seemed to be as intimately familiar with the roof-scape as she! But Catwoman was lithe, fast and daring; she managed to keep one step ahead of them, taking leaps and drops that they were hard pressed to emulate. She knew that the fast-acting toxin on her claws would be slowing down the Bat, making him dizzy and weak. She had only to evade capture for a little while longer...

After a frenzied scurry from the top of the Gotham Opera, she dropped to the roof of the First State Bank, dashed across its surface, then took a breathtaking leap to the steel framework of the new construction site on

Fifth Avenue. Her arms pin wheeled as she struggled a moment to regain her balance on the metal girder, then she skipped away, to the next girder and hid her slim frame behind the service lift.

She risked a peek behind.

The night was dark and quiet behind her. Had she lost them...?

No! Here came Robin, swinging around the Opera, his bright yellow cape fluttering in the wind, a broad smile on his face. The kid actually looked like he was having fun!

But there was no sign of the Bat. For now.

Selina pressed her back against the wall of the lift, and held her breath. She had no intention or desire to tangle with a kid, but surely he wouldn't risk searching the construction site...! To navigate the naked framework of steel girders one practically had to be an acrobat ...

Cursing under her breath, she listened as Robin landed with a clang nearby, balancing expertly on the beam. He hummed what she recognized as a circus tune, skipping from girder to girder, craning his neck, looking for some sign of her.

In a moment, he would reach the lift and find her.

Taking a gamble, she sprang out from her hiding place, cracking her cat o' nine tails!

Robin had been in mid-leap from one girder to the next, but her unexpected appearance caused him to start—and miss his footing. His eyes wide, the Boy Wonder slipped backward, and slammed the back of his head on a metal strut. He fell, senseless and head first, plummeting downward.

Selina took one look at the hundred foot drop and acted without thinking. She threw her body forward and flung out her whip. With one hand she grabbed at an iron chain used to hold up a girder, even as the length of her whip wrapped itself around Robin's ankle. She slid down the chain, the dead weight of Robin dragging them both down and almost

tearing her shoulder from its socket. But she had arrested his fall, and could only cry out in relief when he had crumpled, not hard, to a temporary wooden platform.

She dropped to the platform at his side, checking the knot on the back of his head. No blood. Not a serious injury, but he'd probably have a concussion. A sigh escaped her.

Then, a shadow deeper than the night fell over her.

"What have you done to him?"

She rolled away just as Batman landed heavily, sluggishly, on the platform only feet from where she had just been. He was a bit unsteady, the mild toxin still coursing through him, but he was still Batman, and for a moment, she froze.

They faced each other over Robin's unconscious body, both crouched in fighting stances. There was the subtlest flick of his wrist, and suddenly a batarang was hurtling towards her.

She arched herself backward, the batarang sailing past her, but the angle made it impossible for her to maintain her balance, and she tumbled off the platform, free-falling. But like every cat, she twisted in mid-fall and landed on her feet. Her hands caught a steel girder on the way down, which she used to swing herself safely to the level below— which was close enough now to the ground for her to hang for a moment, and then drop, feet first.

With a last look up at Batman, glaring down at her, but bearing Robin in his arms, she melted into the shadows of Gotham's backstreets.

The next morning, Prince Vikram found with great relief that the Tears of Astarte remained safely in his possession— however, shortly before the attempted theft in the penthouse; there had been a break-in in the exhibit hall. It had been an expert job, completely overlooked in the hubbub surrounding the fight upstairs... conveniently. As if someone had

intended that. The only thing stolen was the priceless jade idol of Rahaasia, cat goddess of Bahdnesia...

Months later...

Catwoman sat atop the gargoyle of St. Thomas, her goggles up, catching her breath after her last job. The Falcone Family was having a very lucrative month with their extortion rackets; they would hardly miss one delivery from their midtown shakedown boys, who were probably only now coming to their senses in the back alley she had left them in.

The view from that height was spectacular, and she could be assured of a moments' peace and quiet as she counted her haul.

In most cities, that would be true. But Gotham was not like most cities.

"Nice payday." Came the raspy whisper.

She whirled, stuffing the cash into one of her belt pouches, and replaced her goggles to face the man on the roof behind her. The wind stirred his cape, and he stood in the shadow of the belfry, but he had not yet made a threatening move.

She poised herself to jump, to leap to the ledge below and swing in through the stained glass window panel of the Virgin Mary.

"Not bad. I've had better." Her hand inching towards the whip on her waist belied her casual tone.

"Don't." Was all Batman said, still unmoving. But something about his stance said that he was tensed to act.

The look they exchanged was long and measuring. It was Selina who broke the silence.

"How's the kid?"

It was a moment before Batman responded.

“Robin’s fine. He told me what happened. How you saved his life.”

Catwoman shrugged. “I’m a thief, not a murderer.” She glanced below, seeing the rush of cars and glow of lights. But the sounds of the city did not reach to the dizzying height of her position.

“I also know what you did with the stolen Bahdnesian idol.” Batman continued. “My sources tell me it was sold to a private collector here in Gotham named Cobblepot, for a cool million. That same day there was anonymous million dollar donation to the Leslie Thompkins Clinic. But banks keep a very scrupulous paper rail. The cashier’s check was purchased by one Donna Delgado. Lady of the Cat.”

Selina was impressed. He had almost got it right. Actually, Oswald had paid significantly *more* for the idol. But she wasn’t about to tell *him* that...!

“I owed a debt. I now consider it discharged.” She bit off, as if to say: *And the rest is none of your business.*

His only response was a noncommittal grunt.

Loosing her patience, Selina said, with some exasperation: “So, are we going to do this or what? I don’t have all night....”

“You’re in a precarious situation out on that gargoye, Catwoman.” Batman pointed out with something that sounded like amusement. “I wouldn’t want to see you fall. Come on in.”

“Not a chance, Batman.” She sneered. “I have no intentions of being taken in tonight, or any other night.”

“I am *going* to catch you eventually.” He stated, mater of factly.

A smile spread across Selina’s face, as she readied herself for the jump.

“In your wildest dreams... ” She said, and dove off the gargoye.

He had let her get away. She was almost sure of it. No matter. When she was sure that she had shaken him, she returned to her penthouse, to the mewling delight of her many feline companions.

It was an interesting development. Batman was no doubt aware of the origin of her latest haul, and he seemed to have formed an opinion of her. Perhaps an erroneous one. Selina Kyle was many things: a liar, a thief, and a rogue. But she was no Robin Hood, robbing from the rich and giving to the poor. And she was certainly no “good Samaritan”. She *owed* Leslie Thompkins. It was the compassion of the doctor that had brought Selina back from a dark brink, when her fiancé had left her for dead on what was to have been their wedding day. It was then that she had vowed to never be a victim again, to wear the mask and fend for herself...

But still... There had been a queer feeling in the pit of her stomach when she realized what the Batman was thinking. A regret, perhaps, that she was not the woman he thought she was...

After putting down fresh milk for the cats, she unzipped her vinyl suit, and studied her open neck in the mirror.

The Tears of Astarte glittered darkly against her skin. This was the *real* necklace; no one had suspected that she had substituted a fake as soon as she had opened the safe, a quick sleight-of-hand trick that most stage magicians could duplicate.

All pangs of conscience forgotten, she admired her reflection and the shimmer of the gold across the swell of her breasts. Not even Oswald knew she had this. *This* she would keep for herself.

After all, she reasoned, a girl should have nice things...

The End

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

The Adventures of Superman #0 (2005)

The Adventures of Superman: Lost Sons of Krypton, Prelude:
Strange Visitors!

A strange visitor from another planet comes to Metropolis--- and Superman is all that stands in his way! It's a battle royale in the skies and streets of the City of Tomorrow as a mistake from Jor-El's past comes back to haunt his son. And intrepid reporter Lois Lane is onto the story of her career, but can the Man of Steel save her when she goes too far?

The Adventures of Superman #1 (2005)

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

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

The Adventures of Superman #2 (2005)

The Adventures of Superman: Kingdom of Zod.

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

Wonder Woman #0 (2005)

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

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

Detective Comics #0 (2005)

Detective Comics: Lustmord, Prelude.

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

Detective Comics #1 (2005)

Detective Comics: Lustmord: Shadows and Fog.

The mystery of the Gotham Ripper deepens as his murderous rampage continues. Batman haunts the streets and shadows, determined to bring the lunatic to justice, but in Arkham Asylum, plots are laid for the Dark Knight's demise!

Detective Comics #2 (2005)

Detective Comics: Lustmord: An Uncommon Fondness for Blood.

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

The Immortal Legend of Hawkman #0 (2005)

The Immortal Legend of Hawkman: Under Ancient Stars.

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

The Immortal Legend of Hawkman #2 (2005)

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

The two part origin arc of the Golden Age Hawkman concludes as Carter Hall takes up the mantle of the immortal hero and races against time to save Shiera Saunders from the clutches of the

villainous Dr. Anton Hastor! But first he must survive the attack of the undead Sons of Anubis, and defeat the man who is destined to slay him!

The Immortal Legend of Hawkman #1 (2005)

The Immortal Legend of Hawkman: Wings of Destiny, Part 1.
"Wings of Destiny, Pt. 1" First in a two part origin arc! It is 1938, and the world hovers on the brink of war... Troubled by dreams of past lives, museum curator and archaeologist Carter Hall receives a mysterious package from a lost colleague that sends him across the globe to Egypt, where he will be reunited with an immortal love and encounter an enemy that stalks him through the ages! A hero discovers his destiny as the Golden Age Hawkman is born!

Wonder Woman #1 (2005)

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

Teen Titans #0 (2005)

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

Wonder Woman #2 (2005)

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

Teen Titans #1 (2005)

Teen Titans: Serpent's Tooth, Part 1 (of 2).
As the team comes together, Wally West is seduced by a mysterious girl with a dangerous secret. The Titans must infiltrate the

church of a fanatical ancient cult to rescue one of their own, but a fierce enemy awaits them: Enter Brother Blood!

Teen Titans #2 (2005)

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

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

New Outsiders #0 (2005)

New Outsiders: What Happens in Vegas...

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

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

New Outsiders #1 (2005)

New Outsiders: House Rules: Luck be a Lady.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

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

New Outsiders #2 (2005)

New Outsiders: House Rules: The Most Dangerous Game.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

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

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

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

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

All-Star Comics #1 (2006)

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

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

Action Comics #7 (2006)

Action Comics: Hostile Takeover.

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

Action Comics #8 (2006)

Action Comics: For All Mankind...

Crisis: The Apokolips Imperative, Part 9!

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

Action Comics #9 (2006)

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

In the wake of the crisis, the greatest tragedy of his life brings Clark Kent home to Smallville. But can you go home again? A new

era in the life of the Man of Steel begins here! New dangers await, an old romance is rekindled--- and you won't believe the shocking ending!

Action Comics #11 (2006)

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

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

Action Comics #10 (2006)

Action Comics: Return to Smallville, Part 2 (of 4).

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

All-Star Comics #2 (2006)

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

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

Wonder Woman #8 (2006)

Wonder Woman: Hell Hath No Fury...

All-Star Comics #5 (2006)

All-Star Comics: Martian Manhunter.

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

beautiful dame walks into his office with legs to kill for and a fiery disposition...

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

DC2 Special: An Arkham Christmas Carol.

Wonder Woman #4 (2006)

Wonder Woman: The Eye of the Storm.

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

Wonder Woman #5 (2006)

Wonder Woman: The Quest for the Syrinx.

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

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

Wonder Woman #3 (2006)

Wonder Woman: Horns of Doom.

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

Wonder Woman #6 (2006)

Wonder Woman: The Isle of the Witch.

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

Game of Gods and Mortals hurtles towards it's epic conclusion next issue!

Wonder Woman #7 (2006)

Wonder Woman: Down the Widening Gyre.

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

Wonder Woman #9 (2006)

Wonder Woman: Armageddon Aria.

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

Wonder Woman #10 (2006)

Wonder Woman: Darkseid Is.

Crisis: The Apokolips Imperative, Part 13!

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

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

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

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

This is it! The birth of the JSA!

Teen Titans #10 (2006)

Teen Titans: Forever and Never, Amen!
Crisis: The Apokolips Imperative, Part 7!
The city of Metropolis teeters on the edge of an uneasy peace as the truce between Lex Luthor and Darkseid begins to break down. Who are the Forever People and what happens when they turn the city of refugees against the Titans? Bedlam ensues!

Justice League #0 (2006)
Justice League: Justice Falls.
Crisis: The Apokolips Imperative, concludes!
This is it! The final battle between Earth and Apokolips as the World's Greatest Heroes take the fight to Darkseid! Don't dare miss this issue--- one year in the making!--- and the senses-shattering conclusion to this epic storyline!

Justice League #1 (2006)
Justice League: A League of His Own, Part 1.
It's finally here! The World's Greatest Heroes have come together as one! But not everyone is happy about that... It's the grand opening of the Hall of Justice, and all of Metropolis has turned out to honor their saviors. But hatred and jealousy lurk in the heart of one man as he schemes to destroy the newly-formed League! And this time, the League has met its match!

Justice League #2 (2006)
Justice League: A League of His Own, Conclusion.
The most powerful members of the Justice League have fallen to Amazo. Now, only Batman stands against the villainous Professor Ivo and his killer android, with all the powers of the World's Greatest Heroes at his disposal...

World's Finest #1: Batman (2007)
Join us on Earth-X for the re-imagined Batman and his new adventures.

World's Finest #1: Superman (2007)
Join us on Earth-X for the re-imagined Superman and his new adventures.

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

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

All-Star Comics Annual #1 (2007)

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

All-Star Comics #10 (2007)

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

All-Star Comics #11 (2007)

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

All-Star Comics #12 (2007)

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

All-Star Comics #13 (2007)

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

The Flash #23 (2008)

The Flash: Flash of Infinite Worlds!

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

Adventure Comics #11 (2010)

Adventure Comics: Stranger New Visitor.

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



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