



**Batman #13**  
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*Batman*

Issue #13: "Too Many Santas Will Kill You"

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Cover by Adam Tupper

Edited by David Charlton

**Lacey Park Department Store:**

The shadows speak. "What have we got?"

"Good *God* man..." Gordon spins around, hand on holster, his eyes wide. "I wish you'd stop doing that! You're going to surprise the life out of me one of these days... Besides, isn't it quite early... Late for you? The sun will soon be up..."

"Sorry. I have time. But really, what have we got?"

"Little and nothing, Batman..." James Gordon shakes his head and paces the crime scene. "Goods stolen, sign of a forced entry, but forensics don't have anything yet, and we're just going over an inventory to discover what's been taken..."

"Any ideas?"

"It's Christmas time..." Gordon smiles as he turns away from the shadows, gazing over the shop floor. "Could have been the Grinch..."

"We'd be so lucky. I'll be in touch." The shadows fall silent, and then that is all.

Gordon nods slowly, not bothering to turn around, knowing that his old friend has vanished once more. "You say that now..."

*Snow drifts down from the sky slowly, and he can see his breath move out of his mouth and nose. The arcane structures of Gotham are white, covered in a layer of snowfall, and he knows that this is truly the first time that his city has looked*

*sane. The buildings twist and contort, reaching for the clouds above, and the usual red skies are purple, blue and black, a bruise upon the atmosphere. Gotham welcomes in winter the same time every year, be it tinted by radiation or monsters from another dimension, snowfall means that the season has arrived. Winter in Gotham, and Christmas coming up fast.*

**Below Wayne Manor, the 'Bat Cave', a night later:**

Bruce Wayne should be at a party or function right now, celebrating something, celebrating someone, but no, "the mission" is his priority. He types away at his computer, his cape and cowl hanging loosely over the chair, his grey uniform on, covered by a purple dressing gown.

"How festive of you, sir..." Alfred Pennyworth smiles sarcastically, and pulls the cowl out from Bruce's back, but it doesn't interrupt his flow of thoughts. "What is it that we are currently researching?"

"Lacey's was broken into five hours ago. They were able to get something out of the stock whilst the night watchman was distracted elsewhere." Bruce types something more, and then turns to Alfred. "Anything the matter?"

"No sir..." Alfred smiles slightly. "Any idea what was stolen?"

"That's just it, Alfred... I just found out." Bruce's eyes darken. "Twelve Santa costumes." He leans back. "Tomorrow is Christmas Eve. I fear that my night will be filled once more."

Alfred takes the cowl and places it over a mannequin head in the costume compartment to his right and then turns back to his employer. "But that has never bothered you, has it Master Bruce?"

Bruce turns back to the computer and continues typing. "I was supposed to see Vicki. And Dick might be coming up from New York."

"Hmm. Well. Dick will understand, and I assume that Vicki will too." Alfred begins to walk up the long stairwell to the Manor when he turns back to the man he raised since he was eight. "But remember what Victor said..."

"Hrm." Bruce stands. "What's the time?"

"I think you know the time, sir... But to take a guess... Time for patrol?"

Bruce smiles and nods. "You might be right."

### **An Unknown Location:**

He places guns in each pocket, and stuffs the inside of his shirt with ammo, and then beneath his white beard and blue eyes, he begins to laugh. "Ho-Ho-Ho..."

The other guys burst out laughing, but the leader, the man in charge, his hat and beard on the table, shakes his head. "Yeah, very funny Dillinger..." Twelve men in Santa costumes stand around a table. "But we've got a job to do. The Mistress brought us in for this job especially. Sensei trained us well. But the Mistress bought us time to organize ourselves, get the weapons we needed, but now, it's time for us to complete our solemn vow."

"For the Demon." Dillinger raises his hand and then places it on the table.

"For the Demon's Head." Another man places his on top of his.

"For the League!" The other men place their hands on the table, and nod in agreement.

"For honour."

The leader pulls a knife from his pocket and slams it down on a photo in the centre of the table. "Bring me his tongue." He releases the blade and it shimmers for a moment, vibrating slightly. In the photograph, Bruce Wayne smiles with a knife between his eyes. "Kill this... Bruce Wayne."

### **Gotham Central:**

"It's been quiet for a few months." Gordon looks out across the buildings of Gotham, the snow falling, his lapels brought up across his face, his fedora covering his head. "Since Zsasz escaped, crime has been at a record low for two months. No Arkham escapes. That Firefly incident, sure, but apart from that..." He shivers, the cold getting to him.

"You found what had been stolen?" Batman steps out of the shadows, his cape flapping around him.

"I assume you did too? Santa costumes. Beards and all." Gordon rubs his hands together. "Aren't you cold?"

Batman feels a small smile grow across his lips, and then shakes his head. "Insulation. Twelve costumes. Tomorrow is Christmas Eve."

"Right." Gordon is about to say more when his radio buzzes to life, voices whispering in his headphone. "Wait..."

Batman places his fingers to his ear and then his eyes widen. "What..."

Gordon looks up, his own eyes wide. "Did you... Did you get that?"

Batman nods as he takes out a grapnel. "A man. In a Santa costume. In Wayne Plaza. With a bomb."

"See you there..." Gordon hurries into the stairwell as Batman leaps off the building, and heads to the crime in progress.

**Wayne Plaza, The Business District:**

"BRING ME WAYNE!" The man holds the trigger in his hand, his jacket open to show the explosives strapped to his chest. "BRING ME THE ONE YOU CALL BRUCE WAYNE!"

Men and women scream. Snipers are stationed on the rooftops, a cordon established. It's not enough.

"Where the hell is Wayne?"

“Who knows? Probably countin’ his money somewhere. I’m sick of that guy, what’s he ever done for us? Come on, really?”

Harvey Bullock shakes his head as he bits down on a donut. “Tha’s like sayin’ what did the Roman’s did for the British, Sipowicz... Now shur-rup and let’s think this through...” He picks up the megaphone connected to the police car he’s leaning on and turns it on. “BRUCE WAYNE IS ON HIS WAY SIR, PLEASE REMAIN CALM.” He turns it off and then nudges someone next to him. “Get the snipers ready. I ain’t dealin’ with some sicko. Not in my city. No today of all days.”

“Belay that order, Bullock.” The detective spins round as a black mass leaps over the patrol car and past the police cordon.

“The Bat!” He takes another chunk out of the donut and slams his fist against the car. “Now if there’s some SOB who ain’t brought nothin’ but trouble to this city, it’ll be tha’ guy...”

The man spins around as Batman crouches meters in front of him.

“Tengu...!Your accent is Middle Eastern. You have enough plastic explosive on your body to destroy this entire building and a half dozen around it.” He stands slowly. “Tell me this isn’t what it looks like.”

“I want Wayne. I want Wayne here. If he does not come, I kill his people. There has not been enough time for the building to be fully evacuated, we both know that hundreds will die. Including you if Wayne does not come.”

His hand tenses over the trigger, and Batman shakes his head, a hand on his belt, a button pressed of his own. “Who are you?”

“You know who I am, Detective...”

Bruce’s eyes widen. *Detective?* “You’re one of the League.”

“You would be correct. But this quarrel is not with you. It is with this Wayne man. The Mistress has plans for youuuuu...” The man suddenly

slumps over, his hand becoming weak, his muscles like jelly, and he falls to the ground, drool falling down his mouth.

Batman reacts like lightning, grabbing the man's hand and making sure the detonator doesn't trigger. "Your 'Mistress', whoever she is, would be disappointed. Act without thought, fight without word. You are a failure." He presses another button on his belt and the extreme muscle relaxant stops spreading. He puts his fingers to his cowl and speaks once more. "Gordon, this situation is contained, and I have a lead on who might have the stolen goods. You might want to get the bomb squad over here though." He examines the man's bomb and then grimaces. "Who is 'The Mistress'... And where is Ra's Al Ghul?"

*A mystery. An urban myth. A supposed immortal... If only that were true. He was just as any other man... And died just the same. But that's not a story for now. For later.*

"Master Bruce, why are these men after you?"

"It has something to do with the League of Assassins." Batman leaps over the edge of the building, snow crunching under foot.

"The... Who?"

"I never really spoke about them." He throws out a grapnel and it hits a grotesque, and with a running jump he swings onto an alcove, and with his cape flapping around him, he pauses for breath. "I trained with them during my absence from Gotham all those years ago. But the training went to a place I could not go, so I withdrew myself from it... But it seems their master, Ra's Al Ghul did not take kindly to those who wanted to leave his 'employ'... It took a great man to help me free myself from that man's grip... But a life was lost in the fight... Ra's Al Ghul fell on his own sword rather to face disgrace... He died in my arms." Bruce shakes his head, his fist clenched as the snow whips around him, the wind picking up speed.

"I'm... Sorry, Master Bruce." Alfred's voice seems weak, tense.

"I want you to lock down the Manor, I don't know who else is here in the city, but I think we can assume that there are another eleven of these madmen trying to kill me... But we must remember... They are as well trained as me... but they took that training to another level."

"Of course Ma—" The line goes dead.

"Alfred?" Bruce's eyes widen in surprise. "ALFRED?"

### **Below Wayne Manor, the 'Bat Cave':**

"Good Lord..." Alfred looks around the cave, bathed in darkness. The main generator powering the house and the cave, separate from the city grid, found deep below the cave floor, it's been disconnected. Impossible, unless it was by someone... Inside. Alfred grabs a pair of night vision lenses not yet placed inside a cowl and puts them to his eyes, and then looks around. There was nothing. Perfect silence. Silence is not something you expect in a cave full of bats. Hundreds of bats. It would take five minutes for the generator to reboot without a voice identification print from him or one of the residents of the house, Bruce or maybe Dick... He scrambles to his side, moving with an awkward grace, making sure he doesn't knock anything over or make any extra sound, and then finds what he's looking for.

"Only one of us were treated to the truth..."

A voice from the darkness emerges, quiet, yet clear.

"Only one of us deemed worthy of the secret..."

There it is again, but this time, not from the same place.

"The Detective..."

Alfred's eyes widen, and then places the object in his hand beneath his armpit.

"And Bruce Wayne. The same man. And all that protects his secrets... His fortress... Is a small man? An old, feeble man?"

"I always thought I was quite tall, sir." Alfred pulls the trigger, and a stream of ice blasts out of the muzzle of the gun, hitting the man behind him hard and sending him flying into the cave wall. He turns and smiles slightly as he sees the man frozen to the wall. "But when one's own ward speaks from the shadows on a regular basis, you get a handle on where one would have to be for it to work." The lights in the cave buzz back to life, and the line to the Batman's cowl activates once more. "Sorry about that sir, I was not fast enough locking down the grounds, but fear not, all is in hand."

"Alfred... Are you alright? What's happened? I'm on my way..."

"No need, sir. Just an offensive little man with too many big ideas. He'll be here when you get back I suppose, then we can decide on what to do with him." He pats the Freeze-Gun and nods to the man who's frozen to the wall. "Merry Christmas, old chap."

### **An Unknown Location:**

"We've lost Ahmed and Dillinger." The leader paces the room, surrounded by three of his men, all clad in the costumes. "We should have waited till tomorrow, where we would have blended in with the surroundings... And Ahmed with his outrageous ideas. We should have known that explosives would not have worked in this place. The Detective is too much of a threat not to be left out of our equations. Seven other of our number are still at large. Seven. Leroy is in charge of them, maybe we will have better look with them." He nods slowly. "The Mistress will be angry if not..."

### **Gotham Central:**

Sarah Essen sits at her desk and scribbles a number on her Sudoku. She bits the end of the pencil and thinks for a moment. Two? No. Wrong.

"Ess!"

She spins around as Merkel enters her office.

“The lights up on the roof, and Jim’s at a crime scene with Bullock!” He cocks the shotgun in his hand.

“That doesn’t seem right now, does it?” Sarah takes her pistol from her desk draw and checks the clip. “Come on.” She enters the floor and begins to bark orders. “Petite, you’re with me, we might have an intruder on the roof! Get your men ready for back up but we move now!”

Petite smiles and kicks his assault rifle from the floor into his hand. “It’ll be my pleasure ma’am...” He turns to an officer behind him and the man runs off. “Let’s move.”

### **Wayne Manor, the grounds:**

Darkness. How strange. The motorcycle roars to a halt at the main gates, and then the driver looks up to the Manor itself, as the lights flicker back on. How strange. Dick Grayson removes his helmet and spots movement heading towards the house, the kind of movement you’re not supposed to see, but only notice if you’ve been raised by the World’s Greatest Detective. How... He removes his jacket and shirt, and reveals his costume beneath it. It was the warmest thing in his wardrobe, and he didn’t want it to fill his duffel bag on his back with it.

He props up his bike and then leaps over the gate, and places a small radio transceiver in his ear. Nightwing lands with silent pause, and then looks around. He looks over to the snow covered grass, and notices soft footprints. This is getting eerie. If the gates were open, Dick would think *Carollers*, as Alfred has always been partial to allowing them up to the house to sing for them. He remembers that well, from his life at the Manor... But no. This was wrong. He begins to sprint up to the main building, thinking back to the footprints. Eight feet. Four people. Four men whose method is something that Bruce had trained him to notice. He had been trained to do that for a reason. Because there were only a few people in this world who truly worried Bruce Wayne. Only a few people that worried one of the greatest fighters in the world. Only a few people that worried the Batman for God’s sake. Three words filled his head.

*The League of Assassins.*

“Alfred.”

“Master Dick?” The voice on the other side of the line sounds surprised, confused. “What are you doing home so... Early?”

Dick smiles to himself. “Surprise. Something’s the matter... Fill me in?”

“Where are you?”

“On the front lawn.”

“We’ve got an infestation...”

“Of?”

“Assassins...”

Dick smiles slightly. “I count four. How many have you met with?”

“One. He’s... Indisposed at the moment.” Alfred smiles slightly. “I’m activating the camera system on the grounds.”

“You won’t see anyone, Al... They’re too good...”

### **The city:**

The city seems to sense his worry. It doesn’t make it easier for him, it’s just as gothic, just as crazy, just as dark. He looks to the sky and sees the signal in the sky. Strange. He checks the motion sensor on his utility belt and his brow furrows. No motion on the roof. Gordon is never still. His coat flaps. He paces. No... This is wrong. He throws the grapnel out and swings across the chasm of buildings, and rolls across the rooftop overlooking Gotham Central. Nothing but the light of the signal.

He presses a button on his cowl and the view magnifies. He sees the door leading to the roof opening slightly, a flicker of red. Essen. He activates his police band radio. “Detective Essen... Don’t move.” He sees the door stop moving. “There’s someone on the roof. Someone out of your

league." Bad pun. It's like the old days with Dick. "I'll handle it." The door slowly closes, and then a sound behind him alerts him to another presence.

A katana blade slams into the ledge beside Batman, nearly into his head but he rolls to the side and kicks up, taking the man by surprise and causing the blade to fly out of his hand. Batman swiftly grabs a batarang from his utility belt and throws it hard, catching the man's sword hand and gouging through his palm. "Hk." He slams his hand down hard at Batman's shoulder, attempting to dislocate it, but the caped crusader rolls with it, twists the man's wrist and kicks him hard in the head, causing him to collapse to the ground. "Hnt..."

Batman drags the man up by his lapels, and yanks the white beard away from his face. "Why are you here? Who is 'the Mistress'?"

"Hrm... Ah... Uh..." The man bites down hard, there's a loud crack, and the man goes limp in Batman's grip.

"Poison pill!" The man goes limp in his arms, and Batman turns as a loud bang fills his ears. "Dammit!" He turns to the police roof and his eyes widen. Petite!

### **Gotham Central:**

"Enough of this waiting, I don't hear a thing!" The SWAT team leader kicks the door to the roof and then leaps out, his weapon raised. "One way to find out..."

"Petite, no!" Sarah reaches out, and Merkel groans as he follows the aggressive cop outside, the snow still rushing about them. The two men look around and are immediately hit by the thickness of the snowfall. Sarah creeps out behind them, her gun raised, ready, the bat signal illuminating the dark sky. "Eyes open guys..."

"Eyes open?" Merkel smirks slightly. "We'd be so lucky in this weather! See anything Petite?"

"Nothing. Could have been a technical fault, I'm no engineer... But

then—”

“Petite?” Sarah tries to spot her colleague in front of her, but sees nothing past Merkel, whose weapon is raised. “Sam?”

“SARAH!” The shotgun explodes in Merkel’s hands, and Merkel falls to the floor, his hands burning. “Sonofa... Sonofa...”

Sarah is about to grab her radio and call for immediate back up when two figures clad in red approach her slowly. “What the hell? STOP WHERE YOU ARE. I WILL BE FORCED TO OPEN FIRE IF YOU DO NOT STOP.” She raises her weapon, but the two men don’t stop moving, but instead pick up the pace, and she can see their smiles beneath the white beards they wear. “Warned you...” She fires her weapon, and one man stumbles back, but does not fall. “What the...?” The two men stick their hands beneath their jackets and pull out a katana each, and then suddenly there is an explosion of light and smoke, and a man stands between the cop and assassins.

“No more.” Batman stands up from crouching, and flicks two batarangs into his hands. “How many are you left?”

“KILL THE DETECTIVE!” The two men charge the caped crusader and he immediately springs into action, deflecting blade strikes with the metal batarangs in his hands, pushing them back towards the signal, always deflecting, always fighting back. “KILL—” A gunshot fills the men’s ears and the assassin Sarah had shot before falls to the ground, silent, a hole in his forehead.

“ESSEN!” Batman spins around, shocked, and then kicks the final assassin hard, pushing him to the ground.

“You’re not the cop, Batman...” She raises her smoking weapon again, and points it at the other man. “Stand down! Don’t make me shoot!”

### **Wayne Manor:**

“Haiee!” A man flies from the trees above and strikes Nightwing in the back, but the young hero rolls across the ground, taking his weapons

from his back and rising them up. "The younger one. The sidekick!" The man dressed as Santa shakes his head. "The Mistress never mentioned his presence!"

"How rude, talking about me as if I'm not here..." He spins his weapons around in his hands and smiles. "Beides, your Mistress..." Dick dives at the man, striking his collar bone and then the side of his face, causing him to buckle, and then hits him hard in the elbow and knee, causing the assassin to grit his teeth in pain. "Is out of the loop! It's not SIDEKICK..." He punches the man in the face, sending him flying back. "It's PARTNER!" Dick's eyes open wide as he's about to knock them an out, as the man raises his hand, catching his final blow in his palm.

"My Mistress... Is all."

Dick uses his other hand to chop the man's wrist, and then kicks the man hard, staggering him once more.

"Whatever." Dick throws his weapon at the man's face, breaking his nose and sending blood spraying down his white beard. The man groans and collapses to the ground. "Not so tough..." He handcuffs the man and then turns around, to see a man breathing directly in his face. "But surprisingly quiet. Holy Halitosis, Batman!" He knees the man hard in the crotch, and then kicks him across the side of his face, knocking him out. "But God, could you be any cornier...? What's with the costumes?"

"We could ask the same of you..." A man stands at the front door of Wayne Manor, and shakes his head. "Playing dress-up like you do." He tears off his beard and throws it to the side. "The League trains to fight whatever the weather. Whatever the conditions. We know no weakness."

"I could argue that." Dick motions to the fallen men, a twinkle in his eye.

"Weak. They shall be punished." The man unbuttons the red jacket and removes it, revealing a well muscled physique and a long snake tattoo wrapping around his arm. "But you... The Mistress shall thank me for this." He dives at Nightwing, only for a loud noise to strike them all.

"AAAAAIEEEE!" The man falls short, his body smouldering.

“And I’d thank you to vacate the premises. Trespassers... It’s usually the paparazzi...” Alfred smiles, a tazer in his had. “Sir must stop leaving these things around, don’t you think Master Dick?”

“Am I glad to see you... But no time for hellos, how are yous, there’s still one of these guys running around.”

“Good point.” Alfred pulls his trusty blunderbuss from the inside of the Manor outside, and then loads it. “Time for some hunting, I’d say...”

### **Gotham Central:**

Batman throws a batarang at the other man, slicing through the hood of his jacket.

Batman turns back to Essen and raises his hand. “No more.” Sarah’s eyes open wide as Batman dives at the man and punches him hard in the face, pulls his arm to his back and causing a loud pop to emanate from there, and the two of them fall back against the Bat-signal. He pulls the man back and sticks his fingers in his mouth, and after a moment of struggling, yanks them out again, holding a tooth. “And no escape with your tricks.”

“The Mistress... Was correct... You truly are the greatest...” The man yanks his spare arm into Batman’s cowl, and digs his fingers into the eye slots, dragging the mask down over his face. “But I’m not your normal opponent!” He slams his hand into the Batsignal, a loud shattering of glass followed by the sound of electricity coursing through a body. The man screams as his body shuts down, and Batman barely gets away before the man is a smouldering corpse.

“My God...” Batman rearranges his mask, and then shakes his head, his eyes wide. “Insane.”

“Eurgh...” Sarah and Batman turn to Merkel, whose hands are bleeding, bits of metal stick into his fingers. “Ah... Ah... Ah some help... Would be welcome...”

Sarah turns back to Batman but he's gone, vanished. "Damn... I'm coming Sam... Now where's Petite?"

**Christmas Night, Wayne Manor, in the cave below:**

Dick sips hot chocolate and looks over his adopted father's shoulder as he works on the computer underneath the house. "Took care of the wall decoration then, and the trespassers?" He motions to the spot where the man was frozen to the cavern wall.

"They woke up in Gotham hospital. They knew nothing but their mission... And J'onn couldn't pluck an image out of their minds of her... So we've got nothing." Bruce grunts. "And with a little more help from J'onn means that whenever they think of Bruce Wayne, Gotham or anything connected to me..." His voice trails off. "They'll be uncomfortable, for sure."

"Whose idea was that?"

"Hal's." He shakes his head. "I had to call the Justice League in on this. A vendetta against Batman is one thing, but against Bruce Wayne, and KNOWING his secret? That could jeopardise the team..."

"So you mind wiped them? Isn't that a bit... Unethical?"

"Hmm." Bruce grimaces again. "I would do anything to protect you, Alfred, or anyone. If knowledge of my identity was something that someone could use against me, then I have to make sure no one knows." He looks around. "It was a unanimous vote from the League though, not my sole decision. And we have the ability to make sure nothing like that ever happens."

Dick takes another sip. "Anything else about the men who came after you then?"

"Hrm." Bruce types something into the keyboard and a photo is dragged onto the screen. "Four Santa costumes found in Gordon's office."

"Four?" Dick shakes his head. "Alfred and I searched the grounds

thoroughly, there was nothing, no one... Shouldn't there be five... If twelve were stolen?"

"You'd think so, Dick..." Bruce shakes his head. "Nothing about this case makes sense, but we do know one thing..."

"That being?"

"The League of Assassins is back." Bruce leans on his hands and grimaces. "And that means nothing good for Gotham, especially if whoever is running the organization is sending people after Bruce Wayne, and not me..."

"Why would anyone come after you, though? What has Bruce Wayne, what have YOU, ever done to the League of Assassins?"

Bruce's eyes darken. "I..."

"Mistress Vale has arrived, Master Bruce." Alfred's voice comes out loud and clearly through the intercom, and that causes Dick to smile.

"So, this Vicki Vale character, eh?"

Bruce puts his hand up. "Don't." He shivers. "I had enough of that from Vic last week."

"Did he tell you about how he called me?" Dick laughs. "That guy..." Dick's laugh fades. "That guy thinks outside the box." His memories hearken back to the No Man's Land. To the zombies. To what Vic did. "Really out there." He changes the subject. "Let's go up and say hi to Vicki."

### **Wayne Manor:**

"Vicki!" Bruce smiles and embraces her, and as their hug lingers, Alfred clears his throat and takes the reporter's coat. "It's... It's nice to see you..."

"You too, Bruce." She smiles. "And Dick Grayson, what a pleasure!"

Dick scratches the back of his head and smiles. "Yup. Heh... Sorry about the last time we met... With the whole... Drunk thing."

"It's ok, I know why you did it." She smiles. "It's... Good to know that Bruce isn't alone in what he does."

"Eh... Yeah." He looks around. "I'm sorry... It just feels so awkward talking about that stuff outside of costume..."

Bruce smiles. "Please come through to..."

"WAYYYYYYYYNE!" The foursome spin around as a man clad in a Santa's uniform stands atop the banister of the stairs, sword in hand. "TIME TO DIIIE!"

Bruce moves in front of Vicki and feels his mask slip down.

"He must have hidden in one of the spare rooms." Alfred clears his throat. "My mistake for not inspecting them more thoroughly..."

"No problem, Alfred..." Bruce looks to Dick and smiles at his partner's words.

"What, they don't even take Christmas off...?"

"Crime knows no holiday, chum. Let's get him."

The two men dive into action, grim smiles on their faces.

**The End!**

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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!

Detective Comics #10 (2006)

Detective Comics: Duel.

Crisis: The Apokolips Imperative, Part 12!

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

Batman #11 (2006)

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

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

Batman #12 (2006)

Batman: From the Pit, Finale.

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

The Flash #3 (2006)

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

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

And not all of them good!

And behind the scenes, new Rogues are born!

The Question Quarterly #1 (2006)

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

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

The Question Quarterly #2 (2006)

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

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

The Question Quarterly #3 (2006)

The Question Quarterly: Desolation Row.

For our final issue we have a change of pace as things get dark and gritty in Arkham Asylum. Think you've seen Vic Sage at his

lowest? You'd be wrong. Think this is the end? Only for now, as The Question faces a darker threat than he has ever before, as Arkham Asylum suffers a jailbreak at the hands of two dastardly DC2 villains who make their debut in this issue... So when the inmates run free... Where is The Question?

The Flash #7 (2006)

The Flash: Time Flies, Conclusion! Part One: Everyone, Run Fast! Flashback! We return to the past, two months since Issue Three, and The Flash is facing one of his greatest challenges... The Rogues have formed before their time, a leader clad in yellow showing them the way to destroy Barry Allen's life... With a loved one lying paralyzed in bed, and his friends falling all around him, what hope has The Flash got?

The Flash #8 (2006)

The Flash: Time Flies, Finale.

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

The Flash #9 (2006)

The Flash: Speed Demon.

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

The Flash #10 (2006)

The Flash: Flashes of Lightning.

Crisis: The Apokolips Imperative, Part 10!

The body count continues to rise!

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

The Flash Annual #1 (2006)

The Flash Annual: Eulogies.

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

The Question #1 (2006)

The Question: The Devil's Fingers.

The Question #2 (2006)

The Question: See No Evil.

The Question is still heading for Las Vegas when he drives into the wrong city at the wrong time, where the citizens are gripped with terror as a new, horrific serial killer is murdering women left and right with no discernible pattern... Until the right pair of eyes gaze onto the problem...

The Question Annual #1 (2006)

The Question Annual: Fear and Loathing in Las Vegas.

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

The Question #3 (2006)

The Question: A Night In Their Arms.

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

Powers, Inc. #6 (2006)

Powers, Inc.: Life During Wartimes.

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

Action Comics #17 (2007)

Action Comics: The Linear Man Is Our Only Hope.

Action Comics #18 (2007)

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

Action Comics #13 (2007)

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

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

Action Comics #14 (2007)

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

Action Comics #19 (2007)

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

Action Comics Annual #2 (2007)

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

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

DC2 Special: World's Finest.

Batman #14 (2007)

Batman: Instinct.

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

Batman #15 (2007)

Batman: Masks, Part 1 (of 4).

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

The Flash #21 (2007)

The Flash: Ride the Lightning.

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

Batman #17 (2007)

Batman: Hizzoner, The Joker!

Green Lantern #8 (2007)

Green Lantern: Brave New World, Part 1.

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

The Question #4 (2007)

The Question: Sneaking Mission.

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

The Question #5 (2007)

The Question: The Double-Edged Sword.

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

The Question #6 (2007)

The Question: Knocking on Heaven's Door.

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

The Flash #20 (2007)

The Flash: Random Flashes.

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

*The Question #7 (2007)*

The Question: Here With Me.

An Extra Sized Finale Issue!

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

*Wonder Woman #23 (2008)*

Wonder Woman: Day of Champions.

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

*Nightwing #26 (2008)*

Nightwing: Boy Hostage.

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

*Action Comics #28 (2008)*

Action Comics: Family is Like...

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

*Action Comics #29 (2008)*

Action Comics: Sons & Daughters of Krypton.

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

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

Green Lantern Corps: Liberation #1 (2008)

Green Lantern Corps: Liberation: Invasion.

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

Detective Comics #33 (2008)

Detective Comics: Trial by Fire, Prologue.

A new creative team and a new direction!

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

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

Detective Comics #34 (2008)

Detective Comics: Trial by Fire, Part 1.

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

Batman Vs the Suicide Squad! It begins here!

Detective Comics #35 (2008)

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

The calm before the storm. The Suicide Squad nearly had him, he wasn't prepared, and if Bruce was something, he was always prepared. So with Dick fighting for his life beneath the cowl of the

Bat, he needs to rethink his approach. He needs to draw up battle plans. But when push comes to shove, will he really be able to defeat the Suicide Squad, even with a little help from his friends?

Detective Comics #36 (2008)

Detective Comics: Trial by Fire, Part 3.

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

Wonder Woman #26 (2008)

Wonder Woman: The Dead-Beat.

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

Wonder Woman #22 (2008)

Wonder Woman: Day of the Dead.

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

Wonder Woman #24 (2008)

Wonder Woman: All Hope...

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

Wonder Woman #25 (2008)

Wonder Woman: Era.

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

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

Wonder Woman #27 (2008)

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

Wonder Woman #28 (2008)

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

Wonder Woman #29 (2008)

Wonder Woman: Twilight.

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

Wonder Woman #30 (2008)

Wonder Woman: Potential.

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

Wonder Woman #31 (2008)

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

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

Batman #34 (2009)

Batman: Don't Say a Word.

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

Batman #35 (2009)

Batman: The Big Heat.

Black Mask returns to the streets of Gotham City with a whole lot of darkness in his heart and a massive wanting to inflict pain on every single living person that walk the streets. Batman and Robin come face-to-face with the Grey Ghost, and discover the murderous vigilante's true identity... a man with ties to Bruce Wayne's dark past! All this, and The Dark Knight rises as the scarlet hooded girl and the big bad white wolf with his ruby red lips stalk the Narrows and circle the mysterious man into what could be his demise! Intrigued? All this, inside!

Batman #37 (2009)

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

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

Detective Comics #39 (2009)

Detective Comics: What Are You Afraid Of?

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

Batman #39 (2009)

Batman: Surface Tension.

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

Batman #40 (2009)

Batman: Confinement.

Dick Grayson fights for his life against the villainous Nicholas Lucian, the devilish madman who holds him captive, all the while edging closer and closer to the darkness that consumes the city he vowed to protect! Batman comes faces-to-face with his arch-foe, and it's not who you think! Batwoman joins the search for the missing Dick Grayson, racing against time, unsure if he's even alive!

Green Lantern #20 (2009)

Green Lantern: Secret of the Star Sapphire.

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

Batman #41 (2009)

Batman: Until Death.

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

Green Lantern #21 (2009)

Green Lantern: Infect, Part 1.

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

Batman #42 (2009)

Batman: Fear of the Dark.

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

Green Lantern #22 (2009)

Green Lantern: Infect, Part 2.

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

Green Lantern #23 (2009)

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

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

Wonder Woman #32 (2009)

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

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

Wonder Woman #34 (2009)

Wonder Woman: The Good Old Days.

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

Batman #46 (2010)

Batman: The Way Things Will Be.

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

Shazam! Special #1 (2010)

Shazam!: Sons of their Fathers.

Action Comics #47 (2010)

Action Comics: Heart Of Kryptonite, Soul On Fire.

Green Lantern #27 (2010)

Green Lantern, Love Lost, Part 2.

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

Green Lantern #24 (2010)

Green Lantern: A Day Like Any Other.

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

Green Lantern Annual #2 (2010)

Green Lantern Annual: The Rise and Fall of Sinestro.

Sinestro has been a presence since the earliest days of the DC2--infected with the LEGION virus, enraptured by Parallax, used and abused and made a pawn in a game he never wanted to play in. But what happens when Sinestro is freed from all the possessions and the mind control? What happens then? What happens when Sinestro roams the universe once more?

Green Lantern #25 (2010)

Green Lantern: Requiem.

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

Green Lantern #26 (2010)

Green Lantern: Love Lost.

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

Green Lantern #28 (2011)

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

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

Green Lantern #29 (2011)

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

Heroes live, heroes die.



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