



## **New Outsiders #1**

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*The New Outsiders*

Issue 2: "House Rules: Luck be a Lady... "

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"Let him go!"

The sultry raven-haired girl in the short skirt aimed the crossbow squarely at Vigilante, her aim never wavering.

Gasping for breath, crime lord Vito Bertinelli's eyes widened at the girl's entrance.

"Helena...?"

Black-clad Vigilante twisted the nunchucks around Bertinelli's throat, shaking him silent. He faced the newcomer with no fear in his posture.

"This man makes a mockery of law and justice. He deserves whatever punishment I visit upon him." He growled, with a cruel yank.

"Yeah, he made a mess of my childhood, too, mister, but that doesn't mean I'm gonna let you kill him." Helena stared down the masked man.

Beneath his mask, a muscle clenched in Vigilante's jaw.

The standoff lasted one tense moment: the two glaring at each other, the mobster gaping up at his daughter. Then one of Bertinelli's men could take it no longer. He pulled a gun from a shoulder holster and took a shot at Vigilante.

It went wide, ricocheting off the plaster wall. Helena swore under her breath, snarling for the gunman to put his gun away, but the chain reaction had started: men were drawing their weapons all across the club.

"Go!" She snapped at the masked man, taking aim at a gunman who had

the Vigilante in his sights. Her bolt caught him in the shoulder, causing his shot to go awry as well, but by this time Vigilante had already thrown his hostage clear and sprinted for the window. He hit it with full force, tucking himself into a tight ball and exploding outside in a shower of glass. His somersault helped to control his descent, as did the awning he bounced off of, to land neatly near the black and red motorcycle waiting for him. In moments, he was screeching away, the gunman taking potshots at him from the smashed window he'd just leapt from...

"Helena," Coughed Don Bertinelli, pulling himself to his feet and rubbing his bruised throat. "You better have a damn good reason for coming here, young lady—."

She cut him off.

"Save it, Daddy." She sighed wearily. "I just came by to tell you I'm moving out of the house; I don't care much anymore for the company you keep."

She glanced meaningfully at the man she'd shot with the crossbow, then turned on her high-heel and walked away.

"Helena, come back here!" Yelled Don Bertinelli, his face purpling. "Don't you walk away from me, young lady. What the hell just happened here? Are you involved in—."

The only answer he received was his daughter's middle finger raised in the air as she strode off.

Jefferson Pierce had a migraine.

He sat on the floor of the plain, antiseptic room, rubbing the back of his neck, with what felt like the worst hangover of his life, without the benefit of having enjoyed himself for it! In fact, his memory of the events of the last few days was sketchy at best... He'd been at his home in Star City, and it was his ex's weekend to have Anissa, but— and this is where things got hazy!— he'd been ambushed while returning to his apartment late one night, after a carouse with Ollie... Everything after that was

even hazier. There had been a plane ride, and he had the vague recollection of bright neon lights.

He had the impression that days had passed, but he could barely recall eating or sleeping. He was drugged, of this he was certain, and he could not shake off the effects.

There came a time when the door to his cell opened and a beautiful but severe-looking woman walked in, followed by a lackey in a non-descript suit.

“Good evening, Mr. Pierce.” She said primly. “I trust you enjoyed your meal?”

Jefferson could not remember eating at all, but he was not hungry.

“Who are you, lady? Where am I?” He mustered the initiative to ask.

A smirk twisted her pert lips.

“I am your hostess. You can call me Roulette. This,” She gestured vaguely with one hand. “Is the House. And you, Mr. Pierce, AKA Black Lightning, are our main attraction tonight.” She snapped her fingers, and her lackey held up a familiar spandex uniform of blue, black and white.

Jefferson allowed himself to be led meekly through the halls, down a long tunnel, and to the entrance of a vast underground arena. Somewhere deep down, he rebelled against the electro-chemical manipulation that kept him docile, but the only outwardly manifestation of this was a clenching of his fists.

He emerged into the arena to the roar of an appreciative crowd. Tiers of bleachers were packed full of stamping, cheering people, many of whom were as fancifully dressed as he was now himself. Craning his neck, he thought he recognized Captain Cold, the Wizard and even the Joker with Harley Quinn on his arm, jeering maniacally.

Across the way from him, another figure emerged into the lights of the

arena, a slight, bald-pated man in powder blue Asian raiment, with gold trim— Jefferson thought he recognized him as one of those Global Guardians, the one from China, Thunderman or something like that.

“Ladies and gentleman, welcome to the House and tonight’s main event!” Boomed the voice of Roulette over the arena’s loudspeakers. She stood in her private box, watching from on high, and speaking into a headset mic. “For your refined delectation, we have tonight two equally matched do-gooders, ready to tear each others’ hearts out! Pumped full of neural aggressors, you can be sure that what you are about to witness will be a death match!”

Roulette had to pause while the crowd went wild. When they settled down enough, she continued.

“The challenger tonight is Black Lightning of Star City, a lethal livewire, with the ability to discharge electrical energy!”

More cheers.

“He faces our reigning champion, that titan from Taiwan, Thunderlord! That brutal master of concussive force, with three kills under his belt. Will he make it four, tonight?”

The serene-looking Asian man in the flowing robes bowed his head, his cheeks wet with tears.

Jefferson struggled to shake off his stupor, to wrest control of his will back, but the more he did, the more his migraine throbbed.

“A savage fight to the finish!” Roulette worked the crowd. “Entertainment like only the House can provide! So place your bets, ladies and gentlemen, and let the games begin!”

It was like a switch had turned on in his head. One moment Jefferson was feeling calm and passive, and in the next a red hot murderous rage was coursing through him. The crowd surged to their feet, so as not to miss a moment. Black Lightning looked across the arena, snarling, as Thunderlord barreled towards him.

The fight was no hold's barred: no quarter asked, no quarter given. Drunk near to insensitivity on adrenalin and violence, Jefferson Pierce did his best to kill his foe, a man he dimly acknowledged he may have called a friend if they lived to know each other. But all he could think about now was ripping him to shreds, sizzling his flesh and melting his internal organs.

It was a glorious bout, Roulette had to congratulate herself as she sipped champagne and watched on her monitor screen as the betting got heavier and wilder. Out of the gate, Thunderlord was the favorite, slapping his hands together and aiming concussive blast after blast at his foe, cracking the arena floor and keeping Black Lightning off balance. Then the betting swung the other way when a crackling electrical bolt hurled the Asian superhero across the arena, his clothes smoking. The odds shifted crazily as each opponent briefly grabbed the upper hand, but Roulette hardly cared: whatever the outcome, she thought as she smugly eyed the grosses steadily rolling in, she was the true winner...

Thunderlord, bleeding from his eyes, a smoking patch of burning flesh on his chest staggered over to his foe, preparing to deliver the double hammer blow to the head that had shattered the skulls of three previous opponents. With one eye swollen shut, and a bone in his left arm shattered, Black Lightning refused to stay down and die. He tried to pull himself to his feet, electricity crackling around his body.

The crowd held its collective breath.

An insane rage in his eyes, Thunderlord hovered over his foe and swung his arms wide, as if to embrace Black Lightning in his fury, his palms pulsing with crushing force, angling to meet at the temples of his opponent's head.

At the last moment, summoning every ounce of energy and rage within him, a vision of his daughter Anissa flashing in his head, Jefferson grabbed Thunderlord with both hands and poured wave after wave of electrical energy into his body.

Thunderlord screamed, a hideous, piteous noise, but Jefferson would not let him go, using his own body as a conduit to electrocute his opponent.

At last, Thunderlord fell, breaking contact, his flesh burnt and steaming, his eyes melted down the wreck of his face.

The bloodthirsty crowd thundered their applause and appreciation. They were all on their feet, maddened by the display.

Jefferson's rage had not abated, though somewhere he was howling in protest. He looked down at the breast of his defeated foe, which was still heaving with breath, then up to the glass-fronted box of Roulette.

Distinctly, she raised her fist, thumbs down.

Unable to do otherwise, Jefferson Pierce sent bolt after bolt smashing down onto the jerking, sparking form of the hero who had once been Thunderlord...

"Ladies and gentleman, our new champion... *Black Lightning!*"

On the sun-dappled campus of UNLV, Barbara Gordon was walking to her next class, hugging her books to her chest, when her cell phone rang.

"I heard you were here in Vegas now." Said a familiar voice, which nonetheless took Babs a moment to place.

"Mr. *Queen?*"

"Please, Barbara, Ollie." Came the jocular response. "After all, you did date my ward for almost a year."

"Who didn't?" Babs shot back with an embarrassed laugh. "What can I do for you, Mr.— Ollie. Is this official business?"

"Capes and masks and batarangs." Ollie acknowledged.

Barbara sighed. She could afford to miss her computer sciences class (hell, she could have taught it!), and was surprised to realize she was feeling a little antsy for some excitement.

"Where are you?"

"Across the street."

Babs looked and saw a vintage green convertible parked on the curb outside her dorm, Ollie Queen in the driver seat waving to her. She walked over, grinning despite herself at the memories the car summoned.

"This is my friend Dinah." He introduced the blond in the front seat next to him, who smiled genuinely and waved.

"Hi." Babs smiled back, then chuckled as she looked over the green convertible. "The Arrowcar, huh?"

"I know." The girl named Dinah rolled her eyes good naturedly.

"Don't you start, too." Ollie growled, motioning for her to get in the back seat. "Hop in, kiddo."

"Ah, the backseat of the Arrowcar..." She said wistfully. "It's like I'm sixteen all over again..."

Dinah laughed and Ollie grumbled something about his wayward ward as they pulled away from the curb.

Buck Fiddy, or just Fiddy as he liked to be called now that his sophomore CD was a hit, sat in the back of his long white stretch limo, cruising down the Vegas strip, doing lines of coke off the naked chest of the prostitute giggling at his side, his latest single blaring on the speakers, the bass making the windows tremble.

"Hurry up, fool." He called to his driver. "I gots more honeys waitin' fer me at XS, n' dis 'ho back herr is outta coke."

The driver rolled his eyes, attempting to navigate the gridlocked traffic on the strip, turning down a side street, hoping to find a short cut for his notoriously unreasonable employer.

The road was empty but for a single bike that pulled in front of the limo suddenly, but it was going too slow. The driver beeped his horn, but to no avail. The motorcyclist did not speed up, in fact, seemed determined to delay him. Bright lights in his rear view mirror alerted the driver that another bike had pulled up behind him.

Then, out of no where, the driver saw something green arc out of a nearby fire escape, and slam into his tire. He jammed on the brakes, his tire shredded, just as the bikes stopped, too, their riders dismounting.

*This is a hit*, was the first thing the driver thought of. The Bludhaven Killaz were finally making good on their threats after Fiddy left them for L.A.

Not wanting to be caught in a hail of bullets, the driver threw open the door and fled into the night.

Fiddy was not so lucky. Still stoned out of his mind, he barely realized what was going on. The hooker was screaming as the passenger door was thrown open. A dark gloved hand shot in, snatched Fiddy by his thick gold rope necklace, and hauled him into the alley.

He cried out, finding himself in a deep bat-shaped shadow, tossed against the side of the limo.

He kept screaming about the Bat, the Bat! until he was shaken into silence.

“What’s the password, Calvin?” A silky feminine voice demanded, using his real name, the one he’d abandon after he left the gang scene in Gotham. But the Bat had followed him! The Bat said he would leave him alone if he left the gang, and he did, but the Bat had come to Vegas to take him back!

But wait, the Bat wunnint no ‘ho, wuz he...!

“Calvin, if you don’t give me the password to XS in the next five seconds, I’m going to email your address to the Bludhaven Killaz website...”

“Babylon!” He cried, feeling a warm trickle down his leg...

Not the tallest casino in Vegas, L’Inferno was certainly the most interesting one on the skyline: the most exclusive fetish club in town, known simply as XS, crowned the building, and was surrounded by a ledge of fire. By a series of carefully contrived pipes and jets, tongues of flame shot up into the air, wreathing the tip of the casino, and giving the illusion that the club goes cavorted amidst their own damnation in a garden of hellish delight.

Which was just what most of them were doing. Accessible only by a locked elevator and a jealously guarded password, XS catered to only the most outrageous and extreme proclivities. Money or prestige did not gain one entrance to XS; that was bought only with the coin of one’s own soul.

She was clad in skin tight vinyl, her long red hair pulled behind her in a pony-tail; oddly enough, she wasn’t out of place in the slightest. Barbara was glad the club was dark and smoky; it covered the deep blush in her cheeks. It was full but not crowded, the discordant sounds of a Euro-Goth industrial-metal band pumping over the loudspeakers. The lighting was surreal and appropriately dim for the kinds of things that were going on in the many rooms and stages. As she passed a side room, she caught a glimpse of a stiletto-heeled dominatrix, clad only in straps of leather and chain link that left her pierced nipples exposed, wielding a cat o’nine tails on a man who was naked, bound and gagged; another room, which stank of incense was covered in satin cushions, soap bubbles and such a mass of writhing naked limbs that she could not tell one body from another... The main stage show was as garish a display of sado-masochism as she’d ever witnessed: two men in loin cloths stood on either side of a nude woman, who’d been shaved completely hairless, and were poking hooks through the folds of her skin, in some extremely sensitive areas, until she was pierced in dozens of places. The hooks were then attached to chains, and the woman was pulled into the air,

dangling by the hooks in her flesh, her face a mask of agony and ecstasy, to float like some weird and bloodied archangel over the stage.

“Now, that is just sick.” Babs muttered to herself.

“I’ve seen worse,” Dinah’s voice came to her from the receiver in her ear-ring. “I studied for a while with a sensei in Bangkok...”

“How’re you holding up, Batgirl?” Ollie’s voice replaced Dinah’s, sounding concerned but steady.

Swallowing, she made her way across the club.

“I’ll be fine. Take more than this to freak out a Gotham girl.”

Since they’d been made by Roulette, it would have been impossible for Green Arrow or Black Canary to get into L’Inferno, not to mention XS. Babs had volunteered for the mission, using Buck Fiddy’s password and a whole lot of bravado she prayed wasn’t false...

“Remember, the man you’re looking for is French, goes by the name of Michel.” Green Arrow told her, for the third or fourth time, despite the fact that she had reminded him of her photographic memory. “He’s one of Roulette’s scouts, and the only way I know now of buying our way into the House, but if he suspects that you’re not—.”

“Ollie, I got it.” Babs muttered, looking around the club for her mark.

She found him in a private dining alcove, which she had to pay to enter, handing over her American Express credit card newly inflated with a wire transfer from an untraceable Bahamian account funded by Queen Enterprises. She ducked past the gauze veils and took a seat on the floor, Asian-style, opposite Michel just as they were setting the “table”. Babs did her best to hide her shock. The “table” was a young woman, stretched out on the floor with her hands at her side and a red silk cloth covering her eyes and nothing else. The only indication that she was even alive was the steady rise and fall of her breast as the kimonoed servers artfully arranged various bits of food atop her body, pouring little pools of dipping sauces in strategic cavities and dimples. She and Michel were the only diners, and he eyed her through a heavily lidded

gaze, his graying hair swept back in the typical French disdain for traditional grooming.

When the servers had gone, Michel picked up his chopsticks and deftly plucked a morsel from the girl's abdomen. Babs picked up her own utensils and hesitated, trying to find a bite that didn't involve committing molestation.

"Your first time?" Michel spoke, his accented voice soft in the secluded alcove, but challenging.

Babs blew a stray hair out of her eyes, facing the Frenchmen defiantly.

"No." She chose some sushi, swirled it in the puddle of wasabi that was the girl's navel, and popped it in her mouth.

Michel licked his finger and grinned at her.

"She's a pro." Dinah whistled softly, watching and listening from the window of a hotel room across the street.

Ollie came up behind her, arms crossed over his chest.

"She was trained by Batman." He said as if that was enough explanation. "She'll get the intel. What are they saying now?"

Dinah pressed her hand to the receiver, frowning.

"I don't know, they're speaking French. I don't speak French, do you?"

"Only the naughty words, prettybird." He leered down at her.

She swatted at him playfully.

"Please, Mr. Queen, that was a one-time thing, a heat-of-the-moment moment. You won't seduce me again so easily!" She teased.

*"Voulez-vous coucher avec moi?"*

*"Ollie! Focus!"*

The next night, Zatanna was personally overseeing the stage sets for her new show in the Hellfire Room at L'Inferno, happily directing the grunting workmen, when Victoria Sinclair paid her a visit.

"I see you're getting settled in quite nicely, Ms. Zatarara." She glanced over the top of her omnipresent square-rimmed shades, nodding approvingly.

"And we will have no problem coming in under your very generous budget, Ms. Sinclair." Zee stroked the white, lop-eared bunny she cradled contentedly in her arms. Basil was more than a pet; he was a gift from her mother Sindella, and he'd been with Zee since she was a child. "We should be able to open in a few days. You'll see, L'Inferno will have the best magic show on the strip—."

"Yes, I have no doubt. Zatanna," Sinclair interrupted her, all business. "You remember how we discussed that I will have other, side jobs for you to take on from time to time?"

Zee nodded.

"Well, the first one will be tonight. I run a very exclusive, very private, high-stakes game in a secret location, and I want some added security for the festivities tonight. I expect complete discretion."

"Of course, Ms. Sinclair." Zee hastened to comply, ignoring an inconvenient tinge of conscience.

"My driver will pick you up at six."

Sinclair left without another word, and the bunny in her arms looked up and twitched his nose at Zee.

*"What?"* She asked in whispered exasperation.

It all went down hill from there.

What she had expected to be a closed-door card game in a penthouse suite turned out to be some sort of gladiator match, an hour's drive outside of town in the desert, in a deep underground installation.

She watched on a monitor screen in her security booth as two garishly dressed metahuman fighters brutally slugged it out, much to the delight of the roaring crowd, hoping someone would call an end to it before someone got killed.

What the hell had she gotten herself into?

"Give me five bills on Seraph." One of the dark-suited guards that watched with her spoke into the mic at his mouth.

"You kiddin' me?" The other snorted. "I'll bet you twice that that Red Star takes him out in the next ninety seconds."

"You're on."

But none of them had an opportunity to watch the end of the match. An alarm chimed in their security booth, and a serene automated voice droned: "Level 1 breach in progress. All available personnel report to Alpha Level..."

"C'mon, witch." One of the guards called to her, drawing his gun as they hurried out the door. Zee held her top hat on with one hand, and followed the clamor of running guards.

The commotion was in a hallway that led to the arena, and by the time she had arrived, there was a tense standoff in play. A man she recognized from the newspapers as Green Arrow stood stock still with his bow trained on Ms. Sinclair. Zatanna's employer, however, did not look overly worried; in fact she seemed downright smug. A dark haired and fierce-looking Asian woman was standing over the still and bleeding form of a woman in fishnets and black leathers, holding her up by her long blond hair; the girl moaned, her eye lashes fluttering but she had

been clearly beaten into unconsciousness.

“Drop her, Shiva, or Roulette dies right here.” Green Arrow gritted through his teeth, his eyes darting to the numerous guards that had gathered, their guns all drawn on him.

“On the contrary,” Lady Shiva countered, knotting her fist in Black Canary’s hair. “If you don’t lay down your weapon right now, I will snap Ms. Lance’s neck like a dry twig.”

“If you hurt her, Shiva, I swear I’ll—.”

Sinclair seemed to be enjoying the exchange, but she had finally noticed that Zee had arrived, and her smile grew even more smug. She fixed Zee with a meaningful stare, and said: “This is all very suspenseful, but I have a business to run here. Zatanna, end this.”

Zee already had the spell on her lips. She threw out her hands and wiggled her fingers in Green Arrow’s direction, mumbling: “Llaf peelsa!”

The Emerald Archer glanced at her over his shoulder, his eyes already drooping, his bow arm falling.

“No, goddamnit...!”

He hit the floor, snoring.

“Thank you, Zatanna. You just earned your first bonus.”

The woman called Lady Shiva tossed Black Canary atop the sleeping Green Arrow, as the guards cautiously put up their weapons.

“They broke in through the ventilation system, but somebody must have leaked the location.” Roulette mused, as if there had not just been a life-or-death confrontation. Her nerves were solid as steel. “I had a feeling about that red head Michel brought in... Find her, Shiva, and eliminate her.”

“Shall I finish these two off, first?”

Zee gasped involuntarily, but no one paid her any attention.

“No.” Roulette said after a moment’s consideration. “Green Arrow is no meta, but he may prove entertaining in one of the preliminary bouts. Black Canary on the other hand, may prove quite formidable with her sonic scream and her martial arts skills... I think we have our next challenger for Black Lightning!”

Zee swallowed heavily and wondered just *who* she had gotten herself involved with...

*To be concluded!*

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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 #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'onn 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...

Rogues Gallery #1 (2006)

Rogues Gallery: Catwoman: Hot Tin Roof.

A wave of cat burglaries sweeps through Gotham's elite society! But as the Crown Jewels of Bahdnesia come to the city, can the beautiful socialite Selina Kyle resist the lure? Sparks fly when Batman comes face to face for the first time with the deadly feline fatale, Catwoman!

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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