



Maximum Batman #2
Jay McIntyre

Published: 2008

Categorie(s): Fiction, Fan Fiction

Tag(s): Comics DC3 Batman

Maximum: Batman! # 2
War on Crime, part 2: "Law and Disorder"
Written by Jay McIntyre
Cover by Jina B

"The police cannot protect the citizen at this stage of our development, and they cannot even protect themselves in many cases. It is up to the private citizen to protect himself and his family, and this is not only acceptable, but mandatory." - Jeff Cooper

"Entirely too much energy of our state police force is [spent] controlling honest citizens, simply because it is something they can succeed in doing." - Robert W. Burke

James Gordon irritably slammed a fist down on his alarm. It seemed like he got less and less sleep these days.

He sat up in the darkness of his apartment and rubbed the bridge of his nose. It was early, too early, just like it had been every day of the past five years.

There were times when he found it hard to remember exactly why he had left Chicago behind for this. Oh, he knew objectively; to help clean up a corrupt city.

What a joke.

Gritting his teeth, he got up and went to shower.

The rest of the SWAT Squad greeted him. He raised a hand but spoke no word, as they bundled themselves into their armored van. Half of them

were on the take; the other half were overzealous nuts who would shoot someone for jaywalking if he let them. Inwardly, he sighed.

“Now, I know that we’re usually called in only to assist with crisis situations,” he began, “But this might be a situation of it’s own. Councilman Winick is corrupt as they come, and may very well have special weapons or some other trick up his sleeve.”

“You must have gone through a lot to get this warrant,” Sargent Bullock said, and there were nasty chuckles all around.

“Took some doing,” Gordon agreed. “But while we are prepared to use deadly force, the idea is to take him alive and, if possible, relatively unharmed. We want the charges to stick, and him to be in good enough shape to serve his time somewhere other than a prison infirmary. Am I understood?”

There were scowls on several faces, but they all nodded.

The SWAT van roared around a corner, and all of them shifted awkwardly, hanging on for dear life; when Devin was driving, anything could happen. Well, anything bad could happen.

The sad part was, this was the best crew he could gather in this sorry pit of a city. The zealots would follow his orders, and the the corrupt ones were only relatively so. In a city where some took the big payoffs, the corrupt cops under his command (like Bullock, for example) only took enough to make themselves quietly comfortable. Then there was Devin, the madwoman driving the van. As far as he could tell, she was neither zealot nor corrupt; she was simply a thrill-seeker. He couldn’t make up his mind if that made her better or worse.

But at the moment, he wasn’t thinking about any of that. He let his head hang and his eyes closed. His mind drifted back to the ex-wife he had left behind in Chicago... the baby girl he had only ever seen pictures of... .

“Yo, Captain!” Bullock slapped his shoulder. “We’re here, boss!”

Gordon nodded wearily and without apology, strapping into his body

armor, slipping on his yellow-lensed shooter's glasses. It was another article of the relative trustworthiness of even the bribed cops in his unit that he could fall asleep without one of them taking him out.

They had parked around the corner from City hall; not that Winick would be expecting any trouble. He thought he was untouchable, like most scum in this city.

He was in for a surprise.

Gordon grinned to himself. Even Bullock would enjoy this one, he thought.

Councilman Winick was not known for attending most council meetings, except for ones about pay raises, of course. Oh, he showed up occasionally otherwise, mostly for looks. But in a city of corrupt politicians, he was the worst of the worst. He absenteeism was the least of his crimes; what was more relevant was what he got up to when he was out on the town. To say that he had his fingers into everything was an understatement. He was on the short list of men who might one day replace Boss Thorne.

Gordon hoped to remove him from that list.

The SWAT squad quietly exited the van—even Bullock was keeping his mouth shut and his profile low for once—and swept towards the back of the building. Part of Gordon's psyche wanted to storm through the front, but this was not a movie, and they were pushing the limits of legality as it was. The last thing he wanted to do was let Winick walk on some kind of technicality.

What he did want to do was scare the living daylights out of Winick. He could readily admit to drawing a small amount of satisfaction from that. Maybe that was why even Bullock was playing ball.

So they slipped around back, to a delivery entrance, and slipped in.

They startled a few secretaries and civil servants (more of an oxymoron in Gotham than anywhere else, even Washington), but they were cowed into silence. Gordon's SWAT Squad had its reputation, certainly. Though they'd never done anything quite like this before. Gordon was counting on the shock of that fact adding to the silence.

Winick was in his office, haranguing somebody on the phone. "I don't care what Pepcon says, they need that shipment out by the middle of next week! Talk to Bates, he's always been..." Winick trailed off, staring into the barrels of three shotguns. "Look... let me... let me call you back." Slowly he put the phone down.

Gordon admired the man's poker face, though the sweat gave him away.

"Captain Gordon," Winick said, trying to keep his voice level. "To what do I owe the honor of this... .visitation?"

With one hand, keeping the other on his gun, Gordon slid the warrant onto the desk. "You're under arrest for corruption, graft, bribery, and obstruction of justice."

"Please," said Bullock, "Please let us add resisting arrest."

Winick ignored Gordon for a moment. "Tell me, Bullock, why you of all people? You're no innocent."

"Half Gordon's crew ain't," Bullock returned. "But we ain't idiots, either. And you're not the only game in town."

"I see. Your loss."

"No," Gordon all but snarled. "The only loss is yours. Come quietly."

"Certainly," Winick agreed, getting up slowly, hands up.

"Sir!" a secretary nervously poked her head around the corner. "Are you all right? Do you want me to call—"

"Call who, honey?" Devin asked her, turning to cover her. "We're the police."

"It's all right, Miriam. I am confident this will all be resolved soon." Winick smiled thinly at her, and she withdrew slowly.

"Don't bet on it," Gordon said.

"You're not a betting man, Captain," Winick sneered. "I am."

"Turn around. You have the right to remain silent... ."

Two days later, Gordon stood in court and stared.

Unbelieving.

He knew this was Gotham. He knew that corruption was more than rife, it was a way of life. But even so... even so... .

"The arrest procedure was not on form," droned Judge Miligan. "The SWAT squad itself was unnecessary, but that in itself could be overlooked. However, the intimidation and threatening of both Councilman Winick and Miss Rothenberger was unforgivable. This was a corruption charge, not murder one. Such jackbooted tactics have no place in city hall. I am dismissing the charges, and before Captain Gordon decides to protest, he should count himself fortunate that there will be no reprisal against him. Really, this little stunt should cost him his badge."

The gavel banged.

Winick walked out with a smirk.

Gordon sat down, hard.

After what seemed like a long time, he turned his head to look at Bullock. That worthy made a sour face and shrugged. "He can bribe more higher ups than you can wrangle warrants."

Gordon considered, then discarded, the notion that Bullock was Boss

Thorne's pet spy on his team. He knew this town too well; Bullock was entirely too obvious. One of the zealots was play acting, or perhaps it was Devin. It didn't matter, really. Clearly they had shot his case full of holes before it had even begun.

He got up slowly, feeling every ache in his body. "I have to go back to the office. Still have to fill out the remaining paperwork on this case."

"Ah... ..you'll forgive me if I pass on helpin' out with that."

Gordon merely nodded. He was tired. He was so tired.

He walked through the headquarters of his precinct, past smirking beat cops, and snickering detectives at their desks.

With a heavy sigh, he threw his flack jacket aside and slumped behind his desk, turning on his computer to fill out the relevant forms before printing them out.

You'd think that a city so corrupt wouldn't bother with all the red tape, he thought, and sighed.

He had been typing away for perhaps twenty minutes when a shadow fell over his desk. Blearily he looked up, and was startled to see it was Commissioner Breyfogle.

"How can I help you," he asked, adding a sarcastic "Sir?"

Breyfogle's smile was unpleasant. A portly man with thinning brown hair, his face became ratlike when he smiled. "It's how I can help you, Gordon. After today's events, you might be wondering why we keep you around."

"Is this when I officially get laughed out of town?" Gordon asked bitterly. He would almost welcome it.

Breyfogle shrugged. "If you wanna leave, you can. But if you did, we'd

just have to replace you.”

Gordon frowned, and his guts froze inside. “Replace me?”

“Even a town like this needs a poster boy. Especially a town like this. Any time the feds come sniffing—those we can’t buy off, which is most of ‘em but not all—we have to hold somebody up as a good example. As proof that our city is making ‘progress.’” Breyfogle’s voice dripped with disdain.

Gordon hung his head. “So, I’m actually helping you.” He felt sick.

Breyfogle leaned against the edge of the desk. When Gordon looked up again, Breyfogle’s smile was more honest, and not entirely unsympathetic. That made it even worse.

“Do you want to quit?” the Commissioner asked.

“I need to... .to go home and think about it,” Gordon said.

“Sure,” Breyfogle allowed graciously.

“Meanwhile, you can finish the damned paperwork,” Gordon said, and stormed out.

“... ..Councilman Winick was exonerated of all charges,” the newscaster said. “Strangely, the Councilman said no counter-charges would be filed against the overzealous SWAT squad who arrested him. In a public statement, he said they were only following through on a misguided sense of duty, and their vigilance should be commended—”

Gordon turned the television off. It took a great deal of effort not to throw the remote at the TV.

He returned his attention to the thin bean soup he was having for dinner. His mouth wanted it little and his stomach less, but he insisted. When it was finished he sat staring at the darkened television set for a long while.

Then he turned the lights out and went to bed. But for a long time he merely stared into the darkness of his bedroom, thinking.

Gotham was not merely a corrupt city; it hadn't just slowly gone bad. It had been bad from its founding. From an anchorage for pirate and privateering vessels, to a place of smugglers and those criminals on the run from other cities, to America's first true gangland town, long before Chicago, from whence he had come, was even attempting to claim that honor. He was a fool to even come here... .but he had been so full of certainty that if they could beat back organized crime in Chicago, they could do the same here. That was what he had made his reputation on; helping to break the Viti crime family's hold on the Windy City. But Gotham's Consortium was no simple mafia; it was far more organized and subtle, entrenched in the city's history and foundations. Today had been a real smack in the face; he was a fool not to have seen it coming... .

It was true that he was devastated by the day's events. But where else could he go? Not back to Chicago, that was for sure. He doubted his ex-wife would even let him see their child. And what other city would have him, now?

After a long time he drifted into an uncomfortable sleep, tears welling behind his closed eyes as he realized he would probably stay.

The next day he hadn't been at his desk five minutes before Bullock came up to him.

"What is it?" Gordon said wearily, taking off his shooter's glasses and rubbing the bridge of his nose.

"Got a weird one," Bullock said. "The powers that be want us to handle it. They seem to think it's the sort of thing that might be right up our alley. Extreme measures and all that."

Gordon raised a brow. Bullock looked puzzled, maybe even a little shaken. "What is it?" he asked again, more interested now.

“Apparently,” Bullock said slowly, as though he wasn’t quite sure if he believed his own words, “Someone is assaulting the scum and leaving them tied up for us to find. And they torched at least one major drug house in the last week.”

Gordon sat up straight. “New gang in town? Someone from Philadelphia or Metropolis making a move?”

“Maybe, but then why leave the mooks alive? Nobody knows what the hell is going on. That’s why we’re being asked to look into it.”

Theoretically, this wasn’t in a SWAT Squad’s purview or jurisdiction. But then, neither had been the raid on Winick’s office. That was one thin, dim thread of advantage in working in Gotham; one thing Gordon had never been called on was procedure. Paperwork after, yes. But no questions about how or why.

Gordon rubbed his chin thoughtfully. “Well, what are we supposed to do, hunt our mystery down?”

Bullock shrugged. “They never give me specifics, you know that.”

Gordon grit his teeth. “Let me guess, they told you we should ‘improvise’ and ‘keep our eyes open.’ Didn’t they?”

Bullock merely nodded.

Gordon sighed. “All right, we’ll put it on the to-do list.” He shook his head. “I really have been in this city too long.”

Bullock laughed, but there wasn’t much humor in it.

As it turned out, they didn’t have to wait long at all.

There had been an attempted bank robbery at the Guardian Bank on Morrison street, just after sundown. But when the cops arrived, it was

clear something else was going on.

Two crooks already lay unconscious and bleeding on the sidewalk, and as the SWAT team pulled up, another came flying through a window. The bank alarm shrilled, uselessly.

This was, Gordon supposed as he got out and drew his gun, because the door glass had already been smashed by the previous victims. He had to admire the style of whoever was in there, but what was going on? A falling out amongst the crew? A rival gang wanting a piece of the action? But if so, why no guns? The idea of the bank security guards actually fighting back did not occur to him. Not in Gotham.

Then, as he closed in on the door, gun at the ready... he saw Batman..

He had been shining his flashlight through the shattered front door frame in the ashen aftermath of twilight. For a moment he was chilled to the bone as he saw a humanoid bat shape. Then he realized he was looking at some idiot in a costume; a costume that was supposed to make him look like a bat.

Seriously, a bat?!?

He didn't know whether to laugh or curse the man out for being an idiot.

But said idiot looked like he knew how to fight. Even wearing that absurd getup. A crazy, dangerous idiot. A fanatic with muscle.

Captain James Gordon wasn't a detective by first choice, but it took no detective work at all to realize this was the man who had been stirring up the criminal hornet's nest of late.

He leveled his weapon. "Freeze! Don't move!"

For a moment, Batman smirked, and drew his cape in front of his face with one hand... ..then he was gone.

Gordon fired three shots... ..too late.

Now Gordon was angry. White hot fury coursed through his veins. On

top of everything else in Gotham, now he had to deal with a crazy vigilante!

He stepped carefully through the shattered door frame, maintaining situational awareness; there might still be some crooks up and about in here, though he suspected the mad vigilante would have taken care of that.

He suspected right. The lights were out (had the robbers cut the power, or the vigilante?), but it didn't take long to find terrified customers cowering on the floor, and several more thugs battered into unconsciousness. One had even sprawled over the tellers' counter, the defensive grill smashed.

Gordon reflected, with bitter amusement, that he and the crime bosses that ran this city now had something they agreed on.

Once he convinced them it was no joke, that was. But security camera footage should see to that. Cutting the power would not affect them, as they ran on their own separate power generator. Routine security precaution for most businesses in Gotham.

Whether they had recorded anything in the dark was another matter. Disgusted, Gordon turned back to the rest of his squad. "The emergency is over."

"Did you see that?" Devin asked, eyes wide.

"I sure did," Bullock agreed. He was pale.

Gordon sighed. He had said the emergency was over, but he knew things would only get worse from here.

Later that night, he returned to his office to deal with yet more paperwork. He was surprised to find a plain manilla folder on his desk. Frowning in puzzlement, he opened it, anticipating either a written re-monstration from Boss Thorne, or perhaps more "guidelines" on how to handle his job.

Instead there was all sorts of interesting—and incriminating!—photographs of various Council members, including Winick, and some interesting paperwork; including financial statements on how money had been strategically shifted around over the past few years....out-of-town dealings with more traditional mobs in other cities, and so forth.....

...and a note.

“Greetings, Captain. Judging by our meeting earlier, you think I’m just as much a problem as the corrupt bosses you are forced to answer to. I don’t blame you. But perhaps you will find this information useful. You cannot, of course, share it with anyone else in the GCPD; but there are several federal agents you might want to share it with, as well as the State DA, who is of sound reputation.”

Below the note was a crudely-drawn bat symbol.

Gordon sat unmoving in his chair for several moments after he had finished, eyes wide beneath his shooter’s glasses.

A fanatic, yes. But not so foolish as he had believed. And perhaps, in the short term at least, a useful fanatic.

For the first time in years, Gordon felt a spark of hope in his mind.

Across town, a meeting of the criminal Consortium was being held. Boss Thorne was there, among others. The Mayor and Commissioner Breyfogle were also present.

“Clearly, we have a problem,” Breyfogle was saying. “I’ve sicced Gordon and his dogs on this costumed freak, and they eagerly accepted the job; but I dunno if they can take him down by themselves.”

“Gordon might try to capture the punk alive, to find out what he knows, too.” Thorne frowned thoughtfully. “We’re gonna have to deal with this

ourselves.”

“With what?” one of the other Consortium members asked him. “It’s clear our regular soldiers are no match for this psycho. And I’d rather not ask some other city for help.”

“Agreed,” Thorne said heavily. While the Consortium did business with the more old school “families” of other cities, and street gangs of various ethnicities as well, that was not to say there was any love lost. Nor did Thorne want to owe them any favors. “But there are other kinds of help we can pay for. A specialist.”

Another Consortium member, a sad man with tired eyes, frowned. “A sniper?”

Thorne shook his head. “This nutjob ain’t the only costumed crazy on the block. Plenty of those guys are into our kind of work. We’ll see if we can’t hire one or two of them to take care of this little problem.”

“Set a freak to catch a freak?” the sad-eyed man asked.

Thorne smiled thinly. “Pretty much, yeah. Look into it. Between Gordon and whatever costumed muscle we can come up with, I’m sure we can take this “bat” down.

What none of them understood was this; when dealing with the Batman, it would be better to leave bad enough alone.

To Be Continued

If you enjoyed this story, you can find more alternate universe tales of your favorite DC heroes at DC3 Multiverse.

All characters are (c) DC Comics and no infringement on their copyrights is intended. Support DC Comics by buying their monthly comics and graphic novels.

From the same author on Feedbooks

Batman #18 (2007)

Batman: Feline Persuasion, Part 1 (of 2).

Batman #19 (2007)

Batman: Feline Persuasion, Part 2 (of 2).

Suicide Squad #13 (2007)

Suicide Squad: Who Do You Trust? (A Justice League vs. America tie-in)

Suicide Squad #15 (2007)

Suicide Squad: New Blood, Part 2.

The Squad find Wilkerson and Malthus' lair, but things only get worse from there as the mad scientists release their nightmarish prisoner...

Suicide Squad #16 (2007)

Suicide Squad: New Blood, Finale.

The Parademon is on the loose! The Mad Scientists make a mad dash for freedom! And Killer Frost's friendship with Terra takes a turn that Terra doesn't like at all...

Suicide Squad #17 (2007)

Suicide Squad: Africa, Part 1.

When one of the few US-friendly nations in Africa nearly loses their leader to an assassination attempt, the Squad is sent to deal with the problem. But there is more going on than would first appear...

Suicide Squad #18 (2007)

Suicide Squad: Africa, Finale.

The Squad's trip to Africa concludes as the attempts on the lives of King Twaba and his Queen reach a fever pitch, and Terra faces an uncomfortable truth about herself.

Teen Titans #23 (2007)

Teen Titans: Not of This Earth, Part One.

Dagon returns to Titans Tower just in time to confront an alien consciousness. Starfire finds it familiar but doesn't know why; Cyborg is haunted by it, and Dagon himself is tempted by it. And that doesn't even begin to describe what it does to Raven...

Teen Titans #24 (2007)

Teen Titans: Not of This Earth, Part 2.

Possessed scientists run amok in STAR Labs, the Titans fighting back as best they can. Cyborg and Kid Flash each work on their own plans to resolve this nightmare. Will their ideas conflict, or does each have a part of the puzzle?

Teen Titans #25 (2007)

Teen Titans: Not of This Earth, Part Three (of Three). The "Not of this Earth" saga concludes! Cyborg's technical know how is put to the test against the alien menace, whilst Kid Flash is in a literal race against time to save Raven's soul!

Maximum Batman #1 (2008)

Maximum Batman: War on Crime, Part 1: The First Night

Maximum Batman #3 (2008)

Maximum Batman: "Anger Born of Fear."

The Consortium has had enough of Batman's interference; they send Bane, who lays a trap from which Batman, bruised and battered and exhausted, may not be able to escape.....

Maximum Batman #4 (2008)

Maximum Batman: "The Bat Rises."

Batman and Bane square off in a brutal fight to the finish, with Gordon waiting in the wings....

Suicide Squad #19 (2008)

Suicide Squad: Enchanted.

We learn much about the secret history of the Enchantress as she offers June a dreadful bargain she may not be able to refuse...

Suicide Squad #22 (2008)

Suicide Squad: Live for the Hunt.

Catman goes on a solo mission in order to re-establish his credibility, and runs headlong into Catwoman! But this will most definitely not be a friendly meeting of costumed felines...

Teen Titans #34 (2008)

Teen Titans: Mission to Zanda, Part One (of Three).

While Dick is away in Gotham being Batman, he sends Robin to the Titans to further Tim's training. But what neither Dick nor Tim could expect is that Speedy would come to the Titans with a top secret Checkmate mission to Zandia...

Suicide Squad #27 (2008)

Suicide Squad: Hurricane, Part Two (of Two).

The power of the living hurricane is finally unleashed and Katana and the Squad may have to worry more about survival than winning...

Teen Titans #26 (2008)

Teen Titans: Strategy.

The Titans go about their daily business, but the HIVE has targeted them....so who else would they hire for the job.....but Deathstroke?!

Teen Titans #27 (2008)

Teen Titans: Shifting Loyalties, Part Two (of Four).

The Suicide Squad/Teen Titans cross-over continues!

Following on from the events of Suicide Squad #20, the Teen Titans come face to face with the Suicide Squad as Cyborg tracks down his father. But this is not the only problem, as one of the old man's experiments is in the hands of a bitter Markovian king, and Speedy is torn between his loyalty to the Titans, his orders from Checkmate, and a ghost from his own past....continued next month in Suicide Squad # 21!

Suicide Squad #20 (2008)

Suicide Squad: Shifting Loyalties, Part One (of Four).

The Four part Suicide Squad/Teen Titans Crossover begins here! Assassination in Markovia calls Terra back to her unwanted home, dragging the whole Suicide Squad with her. The situation is more complicated than it first appears, with enemies on every side; a

recalcitrant new King, a shifty pair of scientists, a group of dangerous insurgents, a sentient killing machine, and not least another super powered team on the way.....Continued in Teen Titans # 27!

Teen Titans #28 (2008)

Teen Titans: Shifting Loyalties, Part Four (of Four).

The "Shifting Loyalties" Titans/Squad crossover concludes as Terra, Cyborg, and Speedy must each face their personal demons; and King Gregor is confronted with the reality of the monster he's helped create. Battle rages on, for Cheshire and her soldiers are determined to conquer all...

Suicide Squad #21 (2008)

Suicide Squad: Shifting Loyalties, Part Three (of Four).

Cheshire steps forward with her troops and her plan to take Markovia. Speedy is haunted by her, and King Gregor unleashes his weapon...but there may be consequences he does not expect... concluded in Teen Titans #28!

Teen Titans #29 (2008)

Teen Titans: Wickersham Isle, Part One (of Three).

Wonder Girl first feels a terrible pain, and then vanishes. Who has taken her, and for what sinister purpose?

Teen Titans #30 (2008)

Teen Titans: Wickersham Isle, Part Two (of Three).

The Titans track Donna to a remote island off the coast of the Carolinas, but are not even remotely prepared for what awaits them there...

Suicide Squad #23 (2008)

Suicide Squad: Ride the Lightning, Part One (of Three).

The team gains two new members, but the spotlight is on the Electrocuter as his past comes back to haunt him...

Teen Titans #31 (2008)

Teen Titans: Wickersham Isle, Part Three (of Three).

Donna's fate hangs in the balance as the Titans fight the malevolent old wizard of Wickersham Isle.

Suicide Squad #24 (2008)

Suicide Squad: Ride the Lightning, Part Two (of Three).

More flashbacks into the Electrocutioner's past, as he leads the team to Baja California and makes a shocking discovery!

Teen Titans #32 (2008)

Teen Titans: Choices, Part One (of Two).

Some time passes. Nightwing struggles to deal with recent events in Gotham as they put an additional strain on him. As Terra settles in with the team and her relationship with Beast Boy deepens. But just as all seems to be going so well, she receives a mysterious and threatening email that will put her Titans membership to the test...

Suicide Squad #25 (2008)

Suicide Squad: Ride the Lightning, Part Three (of Three).

The Squad chases the shadowy supremacist organization to Curaco, where a bloody final reckoning is at hand!

Teen Titans #33 (2008)

Teen Titans: Choices, Part Two (of Two).

Terra confronts the man who sent the blackmailing email, and must make a decision that will affect not only her future, but that of the Titans as a whole as well...

Suicide Squad #26 (2008)

Suicide Squad: Hurricane, Part One (of Two).

A terrible force is unleashed when someone is granted the power of nature's most nightmarish storms. Katana from Global Guardians guest stars.

Teen Titans #35 (2008)

Teen Titans: Mission to Zandia, Part Two (of Three).

Tim Drake is exposed to superhero action on the big stage for the first time, as the Titans experience the criminal paradise that Zandia has become first hand...

Suicide Squad #28 (2008)

Suicide Squad: Down With the Sickness, Part One (of Two).

Malthus' past comes back to haunt him, and the team splits in two to deal with a viral outbreak and those behind it...

Teen Titans #36 (2008)

Teen Titans: Mission to Zandia, Part Three (of Three).

The situation in Zandia comes to a head but the Titans aren't fully aware of what's going on...

Suicide Squad #29 (2008)

Suicide Squad: Down With the Sickness, Part Two (of Two).

The conspiracy behind the virus is more convoluted than anyone thought and Malthus makes a personal decision.

Suicide Squad #30 (2008)

Suicide Squad: Fracture, Part One (of Four).

The magical pact that June made with Enchantress finally moves center stage. Enchantress goads June on a quest to make her hold on Mitch permanent. What neither of them realizes is the consequences of this decision may very well tear the Squad apart...

Teen Titans #37 (2008)

Teen Titans: The White Rose, Part One (of Five).

The Titans discover Deathstroke's own mysterious daughter, Rose. But what is truly going on between father and daughter?

Maximum Batman #5 (2009)

Maximum Batman: "Bad Business as Usual"

Maximum Batman #6 (2009)

Maximum Batman: Change, Not All of it Good.

Teen Titans #44 (2009)

Teen Titans: When Circe Comes Calling..., Part Three (of Three).

As the female Titans must battle their mind-controlled male counterparts, Wonder Girl must face Circe alone...and neither of them will be the same again afterwards.

Teen Titans #40 (2009)

Teen Titans: The White Rose, Part Four (of Five).

The Titans' conflict with the Lord of Time comes to a head....and they've barely had time to recover from that before Deathstroke makes his next move.

Teen Titans #38 (2009)

Teen Titans: The White Rose, Part Two (of Five).

Rose has had some small amount of time to settle in as a team member. But now comes the first real test, as the Titans face the return of...the Mad Mod?!? And they must do it without the help of a battered and bruised Kid Flash!

Suicide Squad #31 (2009)

Suicide Squad: Fracture, Part Two (of Four).

Enchantress, June and Mitch head towards South America in their search, unaware that they are being pursued...

Suicide Squad #33 (2009)

Suicide Squad: Fracture, Part Four (of Four).

Fracture reaches its conclusion. Neither June nor Enchantress nor Mitch nor the Squad as a whole will be the same again.

Suicide Squad #35 (2009)

Suicide Squad: War in the Corridors of Power, Part One (of Four).

"War in The Corridors of Power" begins, the last story in this era of the Suicide Squad. A conspiracy is brewing in the Pentagon, and former Squad member Malthus and his ally Wilkerson are swept up in it...

Teen Titans #39 (2009)

Teen Titans: The White Rose, Part Three (of Five)

With Kid Flash still injured, the Titans come across one of the most dreaded villains ever, a man who has crossed swords with the Justice League...the Lord of Time! What does he know about Rose's future?

Suicide Squad #32 (2009)

Fracture, Part Three (of Four)

Enchantress has found the staff. Now the Squad fractures....and June and the Electrocuter must both make difficult, terrible choices.

Teen Titans #42 (2009)

Teen Titans: When Circe Comes Calling...

With Dick Grayson away in Gotham, Wonder Girl leads the team....just in time for Circe to show up. It seems that events in Donna's life are coming to a head...

Teen Titans #41 (2009)

Teen Titans: The White Rose, Part Five (of Five).

It all comes to a head as Deathstroke and the HIVE capture the Titans. Who are the people waiting in the shadows and what is their connection to Rose? And what secret is Rose hiding from Titans, Deathstroke and HIVE alike?

Suicide Squad #34 (2009)

Suicide Squad: Debriefing.

Amanda Waller has the unhappy task of making sense of the mess left behind in the wake of Enchantress, Frost, and Resurrection Man's departure....and must also face a hidden threat within the walls of Belle Reve itself.

Suicide Squad #36 (2009)

Suicide Squad: War in the Corridors of Power, Part Two (of Four).

The final story of this era of the Squad continues as they must battle their way out of the Pentagon, when every soldier and officer present believes them traitors....but they may get help from an unlikely source...

Teen Titans #43 (2009)

Teen Titans: When Circe Comes Calling..., Part Two (of Three).

As the battle drags on, Circe makes a vital discovery that shifts the balance of power in her favor against Wonder Girl!

Suicide Squad #37 (2009)

Suicide Squad: War in the Corridors of Power, Part Three (of Four).

As Knockout and the Parademon take on the conspiracy's secret weapon, the rest of the team encounters the third and final conspirator. The revelation of that person's identity is something that Waller and Steel can barely believe...

Teen Titans #46 (2009)

Teen Titans: The Time That Shouldn't, Part One (of Two).

Who is the Professor? Why are Joseph and Grant Wilson working for him? Where did Lillith come from? Where did the girl with red wings come from? What does Checkmate have to do with it? Where are the Titans? What is going on?!?
What is wrong with this picture?
A lot.

Teen Titans #45 (2009)

Teen Titans: True Heroism.

What makes a hero? How do you define a hero? The Titans, who are, met two who think they are, but are not.

Suicide Squad #38 (2009)

Suicide Squad: War in the Corridors of Power, Part Four (of Four).
The conspiracy's full extent is revealed, the Squad moves into action.....and a chapter closes in the annals of Squad history.

Nightwing Special #1 (2010)

Nightwing: Family Motive.

Suicide Squad #14 (2010)

Suicide Squad: New Blood, Part 1.

The exciting new Squad era continues here with a dramatic new story arc and an intriguing new team roster...

The Squad recruits a new member just in time to deal with the theft of a top secret weapon from the Pentagon. But of course, as usual, the Squad doesn't know everything they should about their target, or who stole it...



www.feedbooks.com
Food for the mind