



Maximum Batman #5
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Maximum Batman
#5: Bad Business as Usual
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"Damn everything but the circus."

Corita Kent

"Time is a circus, always packing up and moving away."

Ben Hecht

Dick Grayson did a double flip in the air as he let go of the trapeze, and caught his mother's left hand, but not her right.

The resulting wrench on both their bodies was somewhat awkward, but eventually he lunged up with his other hand.

Staring up into her face as they swung to safety, he saw understanding, but also disapproval

As she helped him up, he hung his head in shame. There was no lecture; there was no need. He was a Grayson, not one of those foolish marks who came to the circus and was fleeced of their money. He was smarter, and more physically fit. He was supposed to be better. He needed to be better.

So his mother, seeing his head hung and shoulders bowed, understanding that he knew the lesson without it having to be spoken, simply said, "Again, with your father this time."

He looked up at her and nodded. They turned, pivoted, and launched anew.

The Consortium was still reeling from their utter failure to kill Batman, and Bane's rebellion and escape. Their profits were down, and several low-ranking thugs were actually challenging their authority!

The offenders would be killed, of course, but that didn't solve the essential problem of falling profits. In fact, it might exacerbate it.

Four of them sat unhappily in their main meeting chamber. Thorne and Commissioner Breyfogle were amongst them.

"Call whomever you need," one of the other two was saying. "Bane failed, and then betrayed us, but clearly he hurt the Bat."

"He'll have had time to heal since then," Thorne said morosely

"Yes, but the idea is sound," Breyfogle insisted. "Try again. Recruit more. Recruit as many as needed, until the Bat falls."

Thorne nodded. "I'll take him out, you can count on that." He knew what they weren't saying; that if he didn't kill Batman soon, they'd kill him and replace him with Breyfogle or Winick. He wondered how much time he had. No Consortium boss in Gotham had ever faced a challenge quite like this one. Uneasy lay the head that wore the metaphorical bloody crown. "Any other business?"

"The Haly Circus is coming to town," one of them said. "This might be a good opportunity to diversify and properly expand beyond the city, thus offsetting our losses."

"Strong arm them?" Thorne said thoughtfully. "Sounds good. Right, one of you take care of that while I focus on whacking the Bat."

Batman was still aching in almost every muscle, especially his ankles, but

he was on the mend.

He had actually not gone out tonight. Instead he was working on the car.

It had been "finished" for four days now... .by the standards of, say, a police department other than Gotham that had wanted a SWAT vehicle. But that was not, of course, nearly enough for Batman.

Naturally it had many special enhancements that no SWAT unit could even dream of... .but that did not mean it was ready for what Batman wanted it to do.

With some help from Alfred, he had been working on it for the last three days. Last night he had actually stayed in to further work on the car. It would not be ready tonight, but it would be soon.

"The main concern," Alfred said, looking up from a diagnostic readout," is that the nitrous boost engine still isn't stable. You could launch forward so fast you'd go smashing through a building before you could even turn."

"Like the old Darwin Award urban myth story," Batman agreed absently. "The mix will take several more days. And I'm not entirely happy with the pinpoint steering yet either... ." He sighed and slid out from under the car. "And aside from the battering ram front bumper, we've not even begun to install the weapons yet."

"There's no help for it, sir." Alfred sighed. "I project that it won't be complete for at least a week."

"If not two," Batman agreed. "More swinging from the rooftops."

"Can I persuade you to take another night off, sir?"

"Doubt it, old friend. But there's this; I think it will be a shorter and more circumspect patrol tonight,"

"Small mercies," muttered Alfred.

Gordon had taken a sick day; rare for him. But then, he wasn't really sick. This was more... ..fieldwork. Research.

He slipped into a modestly prosperous street shortly before the sun went down. He entered an office complex, took a flight of stairs instead of an elevator, and knocked on a glass-paned door with the words "Nashton Investigations" stenciled on it.

"Come in," a light, somewhat nasal voice answered.

Gordon opened the door and saw a small, thin man sitting behind a desk. He stood, looking perhaps half a size too small for the dark green business suit he wore. Beneath this was an unremarkable blue shirt and black tie, and similar dark green pants.

"Mister Nashton," Gordon said in roughly equal measures of relief and annoyance, "Your reputation precedes you."

"As does yours, Lieutenant Gordon," Nashton returned easily. "The most honest attack dog in this cesspool of a city. I take it this visit is official?"

"Just the opposite. You never saw me, I was never here, you have no idea where the money I'll be paying you is coming from."

Nashton frowned. "You have a plan of some sort?"

"More like the need of one," Gordon ruefully admitted. "An idea. Can I sit down?"

"Please, of course. Nothing but iced tea while I'm on duty, I'm afraid."

"Iced tea would be fine," Gordon replied honestly. "Sugar?"

"Pre-sweetened."

"Ah."

They sipped their drinks for a moment. "Now, to business. What idea is it exactly, that you have?"

"By now you've heard about the costumed vigilante."

"Ah yes, the Bat-man in our midst!" Nashton grinned. "You want me to track him down?"

"Not exactly. He's... already contacted me and offered some unofficial help."

Nashton blinked three times. Then he drew a breath and said, "I see... so what do you need me for, then?"

Gordon grimaced. "I can't turn him in... they'd kill him in seconds. In fact that's our standing orders, though you didn't hear me say that either. But he's a loose cannon, dangerous, and out of control. I want to be able to reign him in somehow."

Nashton frowned thoughtfully. "How do you plan on doing that?"

"That's where you come in. With your investigative skills, and your ability to work outside even my rather lenient remit, you can get me some leverage on him."

The private investigator's frown deepened. "What, some incriminating dirt? How am I supposed to find that out if I don't even know who he is?"

"Exactly. The only 'dirt' I need is that one incriminating piece of information. Uncover his secret identity, and that will give me leverage enough. Then he'll have to toe the line and work for me, not his own agenda."

Nashton sat back and whistled. "Wow. What makes you think I wouldn't sell that information once I got it, assuming I can get it?"

"Like I said, your reputation precedes you. It's no accident I picked you for this."

"Well... .." Nashton rubbed his chin thoughtfully, "I'll give you this much; it should be a very interesting riddle to solve... "

The next day, Consortium representatives visited the newly-arrived Circus.

"This isn't how it's supposed to work," Haly explained patiently to the two strong, grim men who visited him in the trailer that served as both his office and his home.

"Oh really?" one of them cracked his knuckles.

"Yes, really." Haly sighed. "I give you a cut of the profits for the privilege of performing in Gotham, and you leave me alone. The end. That's the way it's worked for four generations."

"Times change, old man. The price has gone up. We need to you to give a bigger cut, and help us with our business outside of town."

"Because of this bat-man, I presume," Haly smiled thinly. "Cutting into your profits eh? Too bad for you. Go tell your bosses I will pay the regular fee and no more. Or maybe I'll just cut Gotham out of my tour from now on. I hear Star City is lovely this time of year."

One of the thugs made a move, but the other held him back. "Oh, we'll tell the bosses, all right. After that your life won't be worth spit."

Haly shrugged.

As the two moved away from the trailer, the younger thug was fuming. "We can't let old fools push us around like that!"

"I know, man. You're right. But we're gonna handle this our way. We're gonna make Haly pay, all right. But not by hurting him personally."

The younger thug frowned. "Whaddaya mean?"

The older, more experienced criminal grinned unpleasantly, showing

several silver teeth. "Like you said, he's an old fool. He's so old, he knows he ain't got too many years left. His own achin body ain't a big concern anymore. Guys like that, all they have left is their legacy. So we hurt his business. Then he'll see reason."

"So what do we do, whack some of his carnies?"

"Yeah, but not the way you mean. We get inside help... .."

"A circus?" Bruce asked incredulously.

"The Haly Circus," Alfred said softly. "I believe your father was fond of it."

Bruce looked at Alfred with honest puzzlement. No irritation, but simple confusion. "Alfred, I have to fix the Batmobile. I have to go out on patrol. We've made a good start, but we can't ever let up."

"I agree sir," Alfred said. "And I also agree with something your father once said; 'A man should never lose himself in his work, or he forgets what that work was for.' And you can always go on patrol or work on the Batmobile afterwards. I wouldn't ever ask you to let up. I also wouldn't ask you to burn yourself out to the point where you cannot continue your fight."

A light began to dawn for Bruce. "This is your way of making sure I don't go out on patrol every night, isn't it?"

"I said you could go after sir, and I'm sure you will. Your father... .didn't he take you to the circus? This particular one?"

"Once or twice," Bruce admitted. "Of course, things were different then."

"Gotham wasn't," Alfred reminded him gently.

"No, you're right. If it were, we would not be here now, and my parents would still be alive." Bruce blew out a sigh. "All right, I'll go."

The two thugs had to be careful. You couldn't approach just anybody. If they went up to random carnies, they would get ratted out. The cops wouldn't do anything, not in this town, but they would leave empty handed, and Haly would pack up his tents and never come back. And that just wasn't an option. You had to know who to look for, someone who was both tough and desperate. Fortunately in their business, they knew that look well.

They found what they were looking for in the Chief Clown, a man who was tired and haggard under his make up. He was slowly going fat, and his smile had lost some of it's lustre.

"Yeah, I'll help you," he said, and breathed out a sigh. "I owe some people money. Not here in Gotham, thankfully."

The two thugs chuckled. "Yeah, or we'd know about it, and we wouldn't be asking, either," the older one said. "We'd be telling. But it's one thing to say you'll help us, another to actually do it. Cuz if you don't... .." he left the threat hanging.

The Chief Clown nodded. "Tell me what it is."

They told him what they had come up with. The Clown blinked once... .then nodded slowly. "It's them or me. I need the money."

"So you'll do it?"

The Clown nodded. "Tonight." His expression hardened. "I was never that fond of them, anyway."

Dick swung back and forth on the trapeze, wider and wider swings each time. He was determined not to fail his parents again, and make them look bad in front of all the foolish marks down there. His parents were pleased with his renewed energy and angry enthusiasm.

None of them saw the Chief Clown quietly sneaking around below.

He had to work quickly, and more importantly he had to sabotage their ropes without suspicion, and in a way they wouldn't notice until it was too late. But that was hard to do with them still up there practicing. So he waited. They would have to leave the ropes up for the actual marks tonight. In the meantime, he could sabotage the safety net... ..

For the circus, Bruce had brought with him a rather smarter "high society" date than usual. Doctor Chase Meridian certainly looked the part; a stunning redhead. But she was also a criminal psychologist.

Bruce was... uneasy in her presence. He kept up the sad rich orphan act that had served him his entire life; that he was a lonely, tired man who had never recovered his nerve since the death of his parents. She was sympathetic, but her eyes were probing, as if wondering if he was hiding something. It made him uncomfortable.

They sat in seats close to the floor, about three rows up. It had been a long time... ..a long time since he had been here. Since he had done anything like this. Pretending to be some kind of normal... ..yes, that he could do... ..but to do one of the things he had done as a child with his parents before he had died... ..that bordered on the intolerable.

Relax, Alfred's voice said inside his head. And Bruce forced himself to. He could enjoy this, and he would.

"I'm told the acrobats are particularly good," Chase Meridian said.

Bruce nodded, looking upwards. "The Flying Graysons. They go back four generations."

"You know?" Chase raised an eyebrow at him.

He offered a sad smile that was partly genuine. "My parents took me to this same circus as a child. Before... .."

"Oh, Bruce, I'm sorry." She put a hand on his shoulder.

"No, it's all right. It's an old pain, and many have suffered more than I."

She looked closely at him. "No pain should be discounted."

"Of course not."

Chase looked like she wanted to say more, but she sighed and settled into her chair. Bruce was relieved it wouldn't do for her to get too curious about him.

The Circus began.

Dick felt much better about his performance tonight, and his parents did too. His spirits were up. Everything was looking much better now. His young heart soared in his chest.

This was how it was supposed to be! Life burning like lightning bolts in his veins as he jumped and leapt from one side of the big top to the other, with only his parents and the trapeze and the sound of his heart pounding in his own ears.

The crowd? The marks? They were important only that they give him a stage to do what he did. Of course they are impressed, that's what they're there for. Like the gypsies he was distantly descended from, they exist to serve people like him, however much they might view it otherwise. People like him, and his parents; people who really lived.

This time he grabbed both of his mother's hands, solidly and firmly. They came to the platform, stood proud for a long moment, and then they were off again. Now it was Dick's turn to carry his mother, instead of the reverse.

He heard an odd creak, and frowned, but was determined not to make another mistake like that morning in practice, so he kept going. His flung

his mother into his father's waiting arms.

Another, louder creak.

As he landed on the platform, he looked over at his dad, who frowned and shrugged. The routine wasn't that long; and they couldn't stop in the middle of a show. And if something did go wrong, well, that was what the safety net was for.

Which is not to say they weren't worried. But like all professionals, they went on with the show.

There are moments that stand out in every person's life for Dick Grayson, this was such a moment.

As his father tossed him his mother for what must have been the ten thousandth time, there was a terrible noise behind him.

SNAP!

It was a horrible sound, and what it meant was distressing. But even so Dick was sure his father would survive. He stared into his mother's worried face as they swung back towards the platform. As they did, there was another terrible noise below them.

THUD!

His mother screamed. The entire circus screamed. The marks in their seats stood up and screamed.

Dick stared down.

At his father lying in a pool of blood and the collapsed safety net.

Dick could not scream.

He opened his mouth, but no sound came out.

They had almost reached the platform, but Dick was barely aware of the fact; all he knew was his father was dead.

Then the SNAP repeated himself.

Now he and his mother were falling, and there was no net to save them.

Even though his brain had shut down from shock, Dick's body still knew what to do. His feet kicked out desperately for the ledge, his hands tried to grab his mother again.

But while his feet successfully anchored him to the ledge, all his hands grabbed was a single glove.

A single glove.

His mother fell.

And still Dick could not scream.

The THUD repeated itself also.

For the last time.

Two other people did not scream.

One of them was the Chief Clown. He cringed back and did his best to feign a look of horror; an angry grimace was the best he could muster. Nobody else noticed.

The other person who wasn't screaming was Bruce Wayne.

He stood, frozen, rooted to the spot, already knowing it was too late.

Two words chased each other through his brain, over and over.

Not again.

But it had happened again.

He turned and stared upwards at a boy, the child of the Grayson family. Not at the weeping mother standing next to him, but at the boy.

Looking at him, Bruce saw himself.

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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 #2 (2008)

Maximum Batman: War on Crime, part 2: "Law and Disorder."

James Gordon is a tough-as-nails SWAT squad captain, best cop in a city where almost every cop is bad. His efforts to fight corruption are frustrated at every turn....and then he meets....the Batman!

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 Electrocuter'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 #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...



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