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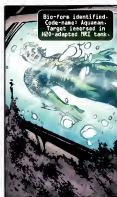


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RATED T TEEN 7-13

**INSPIRED
BY THE
BEST-SELLING
GAME!**







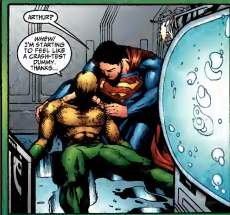
DON'T
EVEN THINK
IT.

SKRAAAK

Alert: Attack in progress:
Code-name: Superman. Identifier
32-32-1: defense imminent.
Will be taken offline in-

THREE MINUTES

Written by **Mary Wollman**
Art by **Mike S. Miller**
and **Adriana Mielu & Norman Lee**
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Associate Editor - **Kristy Quinn** Editor - **Don Abernathy**



ARTHUR?

WHY?
I'M STARTING
TO FEEL LIKE
A CRASH-TEST
DUMMY THING.



...LEIN
CHAW.

YOU
DON'T



I WILL BE... BUT I
CAN STILL HELP.

NO WAY
JOHN'S BARELY
RECOVERED
AND HIS RAG ONLY
ATTACHED
ONCE.

THIS
IS THE
SECOND
TIME IN
24 HOURS
YOU'VE
BEEN
HIT.

I'LL BE
FINE.



NO, YOU'RE NOT
ARTHUR. THOSE
THINGS ABSORB
POWER. EVEN CLING
I NEED YOU AT FULL
STRENGTH.

SO IF IT
MEANS STAYING
IN THAT TANK FOR
ANOTHER HOUR,
YOU'RE GOING
TO DO IT.

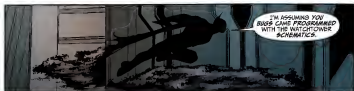
I'M USED
TO OBLIVING
ORDERS, CLARK.
NOT TALKING
THEM.



THIS
TIME YOU
WILL FOR
ME.
STAY
SAFE.













...OR PERHAPS
YOU'VE FORGOTTEN
WHAT WE'RE LOOKING FOR
IS STILL IN ONE OF THOSE
ELECTROMAGNETIC
"BOTTLES?"

THIS
WAY.



HOW MUCH
LONGER BEFORE
BRANIAC KNOWS
WE'RE HERE?

I'VE ALREADY
EXPLAINED HIS ENFORCERS
HAVE CIRCUITRY BUILT
INTO THEM TO BYPASS
SECURITY.

AND SINCE MY
FACORIES CONSTRUCTED
HIS ROBOTS FOR HIM--IN
HINDSIGHT A *OBVIOUS* ERROR
OF JUDGMENT.



I OUTFITTED US WITH THAT
SAME CIRCUITRY AND FEW
SPECIAL MODIFICATIONS
OF MY OWN.

WHAT
BRANIAC
DOESN'T SEE, HE
DOESN'T FIND
CLEVER.

THAT
I AM.

BUT IT
WOULD HAVE
BEEN REALLY
CLEVER IF YOU
HADN'T BUILT
HIS ROBOTS IN
THE FIRST
PLACE.



THIS IS INCREDIBLE.

INDEED. MILLIONS OF "BOTTLES"... STOLEN FROM JUST AS MANY WORLDS. AHH... THAT DIRECTION.



CAN YOU IMAGINE THE UNFATHOMABLE INTELLIGENCE WE'D DISCOVER IF WE COULD TAKE THE TIME TO EXAMINE THEM?

WE RAN OUT OF TIME LONG BEFORE WE GOT HERE, LUTHOR.



BECAUSE OF YOU AND YOUR CYBERNETIC BUDDY OUR WORLD'S BEEN PRETTY MUCH DESTROYED.

I ADMITTED WORKING WITH HIM TO KILL SUPERMAN.

BUT ONLY BECAUSE I BELIEVED THE EARTH WOULD BE SAFE.



AND IN YOUR CONTROL?

IT WAS SUPPOSED TO HAVE BEEN A MUTUALLY BENEFICIAL DEAL. I WAS LIED TO.



AND HERE I THOUGHT THERE WAS HONOR AMONG THIEVES.

THINK WHATEVER GETS YOU THROUGH THE DAY, PALMER.

WE'RE HERE



Alert.
Gross weight
anomaly detected.
Analyzing! Movement
sensors activated
by multiple life
forms.



HOW MANY
OF YOU ARE
THERE?



INTRUDERS?
SHOW ME

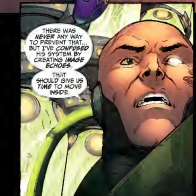
"DEPLOY ENFORCER BATTALIONS
SEVEN THROUGH TEN."



ANK AS EXPECTED
BRINIAC'S SECONDARY
DETECTION SYSTEMS
HAVE DISCOVERED
OUR INCISSION.



HE KNOWS
WE'RE HERE? BUT
YOU SAID...



THERE WAS
NEVER ANY WAY TO PREVENT THAT...
BUT I'VE COMPUSED
HIS SYSTEM BY
CREATING IMAGE
ECHOES.

THAT
SHOULD GIVE US
TIME TO MOVE
INSIDE.



NOW? ELECTROMAGNETIC
FORCE FIELD.
REMEMBER?

WHICH IS MY
PROOF THAT YOUR
ACCIDENT WASN'T
INTENTIONAL.

ONE DOESN'T
TOSS AWAY THE
KEY BEFORE
THE DOOR IS
UNLOCKED.





WHAT IS
TAKING YOU
SO LONG,
PALMER?

SHUT UP,
LUTHOR... WE
CAN'T AFFORD
MISTAKES.



BRINGO.



I INCREDIBLE

SHANNON,
GET DOWN,
QUICKLY!

DID THEY
SEE US?

SENTRIES ARE
PROGRAMMED WITH A
LEVEL-TWO INTELLIGENCE.
THEY'LL GIVE US POINT
AND SHOOT.

THEY
NEEDN'T WAIT
TO ANSWER.



THEY'RE LEAVING. MINDLESS AS EVER.

WHAT PLANET ARE WE ON?



KORUGAR...

NONE
WORLD OF THE
SINESTRO
CORPS.

TH- THEY'RE DEAD.



AND WE'LL JOIN THEM IF WE DON'T MOVE QUICKLY.

GATHER UP THEIR RINGS. WE NEED ALL THE POWER WE CAN GET.

THIS IS GRAVE ROBBERY.



BETTER TO ROB A GRAVE THAN BE BURIED IN IT.

NO... THIS IS WRONG. LANTERN RINGS DON'T WORK THIS WAY.



HAL ALWAYS SAID THE RINGS CHOOSE THEIR BEARERS. NOBODY ELSE CAN USE THEM.

THOSE WEIR GUARDIAN RULES. SINESTRO PREFERRED THAT HIS WARRIORS HAD TO BATTLE TO KEEP THEIR PRIZE. KEPT EVERYONE ON THEIR TOES.



IT'S WHY WE CAME HERE INSTEAD OF OA.

NNNN. GOOD FIT. I'LL TAKE NINE MORE...

IN BLACK.



DON'T LOOK LIKE THOSE RINGS PROTECTED THEM. WHY DO YOU THINK WE'LL DO BETTER?

THEY WERE TAKEN BY SURPRISE AND DESTROYED BEFORE THEY COULD MOUNT A DEFENSE. WE'RE INITIATING THE ATTACK.

THEY DIDN'T KNOW HIS TACTICS OR HIS PLANS.

BUT I DO.

AND ALL YOU NEED TO DO IS FOLLOW MY ORDERS AND WE'LL SOON BE LITTLE MORE THAN NUTS AND BOLTS.

YOUR ORDERS? WE'RE GIVING YOU LEBANON, BUT YOU'RE NOT IN CHARGE, AND WE'RE NOT YOUR LITTLE SYCOPHANTS READY TO DO YOUR BIDDING.

MMMM. YOU'RE RIGHT, MISS DRAKE. THAT REMARK WAS RUDE. I APOLOGIZE.

BUT IN MY DEFENSE, WE HAVE BEEN ON OPPOSITE SIDES MUCH LONGER THAN WE'VE BEEN ALLIES.

WHATEVER, WE'RE HERE. NOW WHAT?

ASSUMING THE COORDINATES I DOWNLOADED FROM BRAINAC'S COMPUTERS ARE CORRECT...



--WE'VE
ARRIVED.

THE SOURCE
OF ALL THE
SINISTRO CORPS'
POWERS--

THE
CENTRAL POWER
BATTERY.









Dwayne McDuffie (1962-2011):

CREATOR OF A DIVERSE UNIVERSE OF HEROES



A master storyteller, Dwayne Glenn McDuffie always believed that everyone should have the opportunity to play the hero. For close to 25 years, he wrote a collection of powerful stories and developed a colorful array of memorable characters. I had the privilege of seeing his craftsmanship at work each day when he served as Editor-In-Chief of Milestone Media, Inc., the company he founded with me, Denys Cowan and Michael Davis. It was 18 years ago – February 23, 1993, to be exact – that Milestone unveiled the Dakota Universe and with it, characters such as **HARDWARE**, **BLOOD SYNDICATE**, **ICON**, **XOMBI**, **SHADOW CABINET** and **STATIC** to comic book fans across the globe. Operating from our small, hip offices in downtown Manhattan, Milestone was revolutionary in so many ways: the largest black-owned and -operated comic book company; an independent that structured one of the most unique distribution, marketing and licensing agreements in comic book history with DC Comics; and an entity with a diverse employee and talent pool that mirrored its collection of multicultural characters.

To me, Dwayne was a brilliant creator, champion of diversity, a loyal business partner and, most important, a close friend. He was the soul of Milestone. Nothing would give Dwayne more pleasure than assembling his crew of editors, writers and illustrators to plot out a year's worth of adventures, finding new, inventive ways to thrill fans and evolve the superhero mythology. When Dwayne held court (and it was often) and discussed the fine art of storytelling, he would receive rapt attention from whoever was in his proximity, whether it was novice interns or seasoned pros. Over the years, I became a big fan and learned a great deal from him about the art of storytelling as he created dramatic tension, off-the-charts excitement, touching pathos or side-splitting humor with each panel he scripted. He had some hard-and-fast rules: reveal the qualities and motivation of characters in action; offer intellectual nourishment or emotional context without sacrificing entertainment value; and always reveal the dignity and humanity in your characters.

Dignity and humanity were not only major themes of Dwayne's work but his life mission. Although he was a tough, demanding editor, the cornerstone of his relationships and collaborations with writers and illustrators was respect and camaraderie. His unyielding commitment to diversifying and dignifying images in comic books and entertainment made him a powerful advocate for change within the industry. Growing up in Detroit, he rarely saw any characters that looked like him and when he read a comic book with an occasional African American, Asian American, Latino or female character, they tended to be one-dimensional, lacking depth or intelligence. In a New York Times interview, he said that "there was no diversity and almost no accuracy among the characters of color at all." Dwayne wanted to change all of that – and he did.

In 1987, he entered the comic book industry by gaining a position as an assistant editor for Marvel Comics, where he conceived and launched the company's first line of superhero trading cards. His first major work was the development of **DAMAGE CONTROL**, about a company that cleaned up after the battles of superheroes and super villains. As a freelancer, he worked on various titles for DC and Marvel including **THE DEMON**, **DEATHLOCK** and **CAPTAIN MARVEL** prior to the development of Milestone.

Dwayne brought the same sensibilities and dynamism when he served as story editor and writer for "Static Shock," the animated series based on Milestone's most popular character and originally broadcast on the WB television network from 2000 to 2004. His other screen credits included writing and producing mainstream television series such as "Ben 10: Alien Force" and "Justice League," adding ethnic and female heroes to the group. He wrote the recently released epic "All-Star Superman" – among his most powerful works – which was released one day after his death.

His accomplishments earned him the Humanitas Prize in Children's Animation for the "Jimmy" episode of "STATIC SHOCK" about gun violence in 2003, and he was among those nominated for daytime Emmy awards for his work on the series in 2003 and 2004. He was also nominated for the Writers Guild of America in animation, with Rich Fogel and John Ridley, for the "Star-crossed" episode of the Justice League animated series. In 2008, McDuffie won Comic Con International's Inkpot Award, one of the highest honors a creator can receive.

At 49, Dwayne left us too early. We all wonder what other characters or universes he would have created with his brilliant, creative mind. In talking with him, two days before his untimely death, I know he was in the process of conjuring up more tales of adventure and excitement. One thing is certain: all his fans – including me – will keep his legacy alive by sharing his life and work with generations to come.

—Derek T. Dingle
President
Milestone Media, Inc.

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