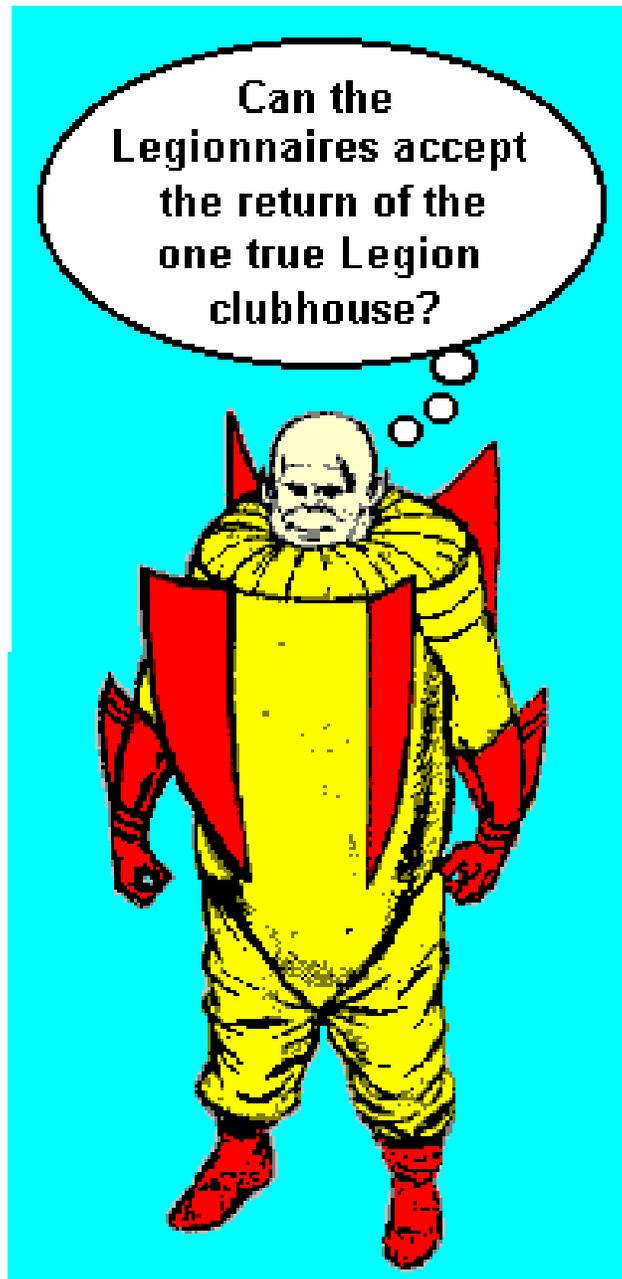


Legion Outpost II

number 10



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number 10 (v1.08)

September 1997

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The artwork used in the "Who's Who" section of this issue was scanned from work created by DC artists and modified only where necessary. *Gates* by Lee Moder. Cover artwork by Curt Swan and Ty Templeton.

References: 60 years of DC Comics,
The Amazing World of DC Comics # 9 (Legion Handbook) by DC Comics,
the Legion of Super-Heroes sourcebooks by Mayfair Games,
The Legion of Super-Heroes Index, volumes 1 through 5, by ICG

A message from the publisher:

Welcome to *Legion Outpost II*, an electronic fan magazine dedicated to DC Comics' *Legion of Super-Heroes* and *Legionnaires*. The original *Legion Outpost* was a popular fanzine published many years ago; this project is an attempt to continue that legacy. *Legion Outpost II* will contain regular features such as Who's Who pages and chronological listings of all appearances of the Legion of Super-Heroes. The real goal, however, is to involve the reader in helping to create the bulk of this magazine through the submission of letters and articles. I'm counting on you to help me publish this 'zine on a regular schedule. Send me your ideas, your letters, corrections ... any information you have which will help me put this all together. Please E-Mail all correspondence to outpost2@InfiniteEarths.org. The reboot of the Legion of Super-Heroes will all but disregard the original history. With *Legion Outpost II*, not only will that history be preserved, but younger fans will discover the same Legion that I fell in love with 20 years ago. Long live the Legion!

Section I - The untold origin of the Legion Clubhouse:

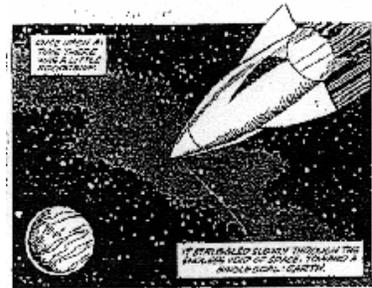
A few months back, a die-hard Legion fan did me the favor of sending me a copy of an unpublished tale of the origin of the Legion clubhouse. This story, written by Gerard Jones and drawn by Kurt Schaffenberger and Ty Templeton, tied into the Superboy legend and was sure to cause trouble with the continuity police. A new page was even substituted in order to reconcile it with the “Byrne” Superman, but it was killed nonetheless by the Superman editor. The artwork eventually made it into the Interlac zine, and thus was preserved for posterity. Jones did a total rewrite of the origin, with Curt Swan as penciller, and the new tale saw print in *SECRET ORIGINS [second ongoing series] #46*. Although I wish I could have scanned the artwork for this issue, the resulting file size would have been prohibitive. Instead, I have transcribed a panel-by-panel breakdown of the original thirteen page story.

SECRET ORIGINS - LEGION OF SUPER-HEROES CLUBHOUSE

by Gerard Jones

(c) DC Comics Inc.

Page 1, panel 1: A strangely familiar rocketship heads towards 30th century Earth. The caption reads: “Once upon a time there was a little rocketship. It struggled slowly through the endless void of space, toward a single goal: Earth.”



Page 1, panel 2: Two space patrolmen spot the ship approaching the planet. The caption reads: “Earth’s Orbit Authority tried to hail its occupants, but there were no occupants. The little rocketship, they decided, must be just more of the interplanetary junk that had been clogging Earth’s spaceways for a thousand years.”

Page 1, panel 3: The patrolmen blast the ship. The caption reads: “So they zapped it ... but its hull was invulnerable to zapping.”

Page 1, panel 4: The rocketship heads towards North America. The caption reads: “Suddenly the little rocketship’s directional nodes began to click ... its light-tracers locked in on the landmass below ... its retrorockets gave a final, feeble blast ... and it dropped.”

Page 1, panel 5: Citizens of Metropolis scatter in panic as the ship approaches. The caption says: “Dropped straight toward a suburban district of the mega-community called Metropolis ...”

Page 1, panel 6: The rocket heads straight at a stone marker. The caption reads: “... Straight toward a long-neglected historic marker.”

- Page 2, panel 1: A shot of the plaque on the marker reads: “On this spot in 1960 crashed the rocket bearing Kal-El of Krypton later known as Superman”.
- Page 2, panel 2: The rocket crashes nose-first on the site, knocking nearby observers off their feet.
- Page 2, panel 3: The caption reads: “The administrators of the district wanted the rocket removed, but ...”. A slick showman argues with an administrator, pointing to the inverted rocketship and saying: “You’re *crazy!* What good is Kal-El Memorial Park? Who even *remembers* the guy? You sell me that parkland and I’ll turn it into a tourist attraction that’ll put Smallville back on the holo-map!”.
- Page 2, panel 4: The caption reads: “The rocketship’s hull was impenetrable, its doors unopenable. But great showmen turn adversity to triumph.”. People line up to see the new attraction, the “mystery rocket”, as the grinning showman looks on.
- Page 2, panel 5: The caption reads: “For a few years the little rocketship became a sensation.”. A small boy looks down at his shirt and says “My grandma saw the Mystery Rocket and all I got was this crummy orbo-suit!”.
- Page 2, panel 6: Three costumed individuals approach Smallville. The caption reads: “In fact, it became the only good reason to visit Smallville ... for most people.”.
- Page 3, panel 1: Splash page (Title: Secret Origins - Legion of Super Heroes Clubhouse; Credits: story-Gerard Jones, pencils-Kurt Schaffenberger, inks-Ty Templeton, letterer-Albert DeGuzman, colorist-Tom McCraw, editor-Mark Waid). Marla Latham, the Legion advisor, stands in front of the parked Legion rocketship, pleading with Lightning Lad, Saturn Girl, and Cosmic Boy. Lightning Lad says “I can’t believe it! At long last - - Smallville!”. Cosmic Boy says “Future home of the Legion of Super Heroes!”. Latham says “Listen, are you sure you kids don’t want to *think* about this a little longer? Wouldn’t an orbital satellite headquarters be just a little more ... well ... *dramatic?*”.
- Page 3, panel 2: Saturn Girl thinks of Superboy and says “Dramatic, maybe. But not as *fitting!* We were inspired to become heroes by the legend of Superboy ... and it will be in Superboy’s legendary home town that we begin our careers!”.
- Page 3, panel 3: Latham says: “Wait a minute. We don’t even know if Superboy *existed*, remember? There are no conclusive records ... a lot of people say Superman didn’t get started until he was fully ...”. Lightning Lad cuts in, saying “No, Mr. Latham. We *know* there was a Superboy, And we’re going to stay here, where his spirit still lives.”.

- Page 4, panel 1: Latham and the three Legionnaires approach the Galaxy Holo-Vids store. Latham says “Mr. Brande and I still think you’re making a mistake. Wouldn’t you like a nice, big, isolated *aerie* on top of Earth’s highest - -“. Cosmic Boy cuts in, saying “Look! That building!”.
- Page 4, panel 2: Cosmic Boy thinks of Superboy flying out of his bedroom window and says “That’s the site of the original Kent home - - where Superboy grew up - - the scene of some of his greatest heroics - - and they razed it for a *video store!*”.
- Page 4, panel 3: The group continues on towards the Proteen Queen store. Lightning Lad thinks of the Kent’s General Store and says “And *there* - - where the Kent General Store used to be!”.
- Page 4, panel 4: Saturn Girl says to Latham “Maybe Mr. Brande can buy one of *those* buildings for our headquarters! We could restore it to its original - -“. Latham cuts in, saying “Don’t you know how much trouble Mr. Brande is *already* having, trying to get people to take you seriously? We can get you prime office space in central Metropolis! We can get you a *cave!* We can - -“.”.
- Page 4, panel 5: Saturn Girl cuts Latham off, saying “No! We want a connection to Superboy - - even if it’s only a *relic!*”. Cosmic Boy says “Come on, gang! Let’s go find Kal-El Memorial Park!”. The trio leave Latham behind.
- Page 4, panel 6: The Legionnaires come upon the strange, fenced-in rocketship exhibit. Lightning Lad says “Are you *sure* this is it?”. Cosmic Boy reads a pamphlet and says “Well, my guidebook *is* a little old, but ...”.
- Page 5, panel 1: Cosmic Boy talks to the ticket clerk, as the slick showman listens in. The clerk says “Yep, this was it. Up till *ten years ago*, when that rocket came down.”. Cosmic Boy angrily replies “But what ... what kind of *slime* would build this sleazy *tourist trap* on top of ... of ...”.
- Page 5, panel 2: The showman approaches the Legionnaires and says “Say, you’re those kids with the powers, aren’t you? Saved R. J. Brande’s life, he’s funding you as a super hero team, so on, so forth ... am I right?”. Cosmic Boy replies “Y-yes sir!”.
- Page 5, panel 3: The showman takes the teens closer to the rocket. He says “Well, I’m Piti Bornm. This attraction is *my baby*. Only it’s *dying*. Lost its novelty, it’s (sic) kick. Who cares about an invulnerable mystery-rocket that just sits there year after year? That’s why I want to make you kids a *deal!*”.



- Page 5, panel 4: Bornm, the showman, continues “You use your powers to *open* that thing. Be like a whole new attraction. Get the media in on it. I cut you in for half the take on the show and a third of all profits off the attraction - - in perpetuity.”. Cosmic Boy is shocked, saying “What do you *take* us for? *Profiteers?*”.
- Page 5, panel 5: Cosmic Boy and Lightning Lad begin to walk away. Cosmic Boy says “We’re *super heroes!* It *says* so, right in the name of our club!”. Lightning Lad says to Saturn Girl “Come on, Imra! We don’t belong here!”. Saturn Girl thinks a moment and says “Hmmm ...”.
- Page 5, panel 6: To the delight of Bornm, Saturn Girl says “You know something, boys ... you’re going to have to trust me on this one ... but I think it might be a *very* good idea to try opening this thing.”.
- Page 6, panel 1: Preparations are made. The Legionnaires, R. J. Brande, Marla Latham, and Piti Bornm pose at the site of the inverted rocketship, in front of holovision cameras and a crowd of spectators. The caption reads: “For the first time in years, the world flocked to the little rocketship, drawn by the combined efforts of Bornm and Brande ...”. A news reporter says “... We see that R. J. Brande himself has arrived now, along with second-in-command Marla Latham. The so-called Legion of Super-Heroes is moving into position ...”.
- Page 6, panel 2: The reporter continues “There’s Lightning Lad, with his super-electrical powers! And Cosmic Boy, of the super-magnetism! And then of course there’s the telepath, Saturn Girl.”.
- Page 6, panel 3: The reporter concludes her intro, saying “Will they be able to open the mystery rocket? Stand by!”. Lightning Lad whispers to Latham “Really, Mr. Latham ... I still think just a private little ceremony would have been ...”. Latham cuts in, saying “Leave the publicity to professionals, son. You just stick tot he lightning.”. A stern R. J. Brande adds “And don’t *blow* it.”.
- Page 6, panel 4: Lightning Lad readies himself, saying “Okay. One ... two ...”.
- Page 6, panel 5: Lightning Lad blasts the rocketship.
- Page 7, panel 1: An exhausted Lightning Lad crouches before the undamaged rocket. One spectator says “Do it again! Do it again!”.. Lightning Lad responds “I ... I gave it *everything* ...”.
- Page 7, panel 2: Cosmic Boy prepares himself. He says “Okay, *here* we go. A little magnetism to bend the hull and ...”.
- Page 7, panel 3: Cosmic Boy pummels the rocket ship, saying “... It’s ... It’s not ... *urk* ... bending! Can’t ...”.
- Page 7, panel 4: Cosmic Boy collapses to his knees, Latham comes running to his aid. The crowd screams “Boo!”. One spectator says “Get a *job*, bum!”. Another says “Go magnetize a needle!”. Latham says to Cosmic Boy “What *is* it, son?”. Cosmic Boy replies “It’s ... it’s like no metal I’ve ever encountered ...”.

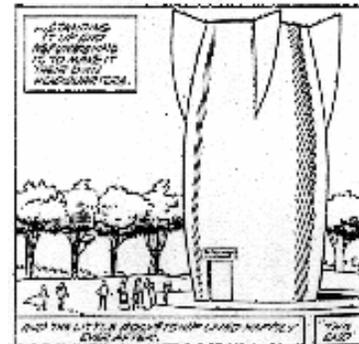
- Page 7, panel 5: As Saturn Girl stares at the rocketship, the reporter asks Bornm “So now what, Piti?”. He says “Well, there’s ... there’s still one Legionnaire *left* ...”. The reporter counters with “Oh, of course. A *telepath*. That’s the first thing *I* always look for when I need to open a *rocket*.”.
- Page 7, panel 6: Bornm looks nervously at the angry crowd as the reporter walks away. The crowd says “Hisss! Somebody get a can-opener! Booo!”. Bornm says to himself “Hoo-boy. Why do I get the feeling this is the last time *I* get any live holovision coverage? Wonder if I can get my old job back at Sea Lion Caves?”.
- Page 8, panel 1: Latham and Brande speak with Cosmic Boy and Lightning Lad, as Saturn Girl probes the rocketship. Latham says “Come on, boys. Can’t you find just a *little* extra power in there for us?”. Saturn Girl thinks to herself “Yes ... yes, it *is* there ...”.
- Page 8, panel 2: Saturn Girl continues her probe, thinking “An electronically synthesized brain-wave pattern ... probably a mento-lock ... If I can work my way through the pattern mentally ... adjust my own telepathic waves to fit the wave-crests and troughs ...”.
-
- Page 8, panel 3: The reporter says to her cameraman “Let’s just clear out. I have to go into preproduction on that special on love-lives on the planet Cargg.”.
- Page 8, panel 4: Suddenly, the reporter and Bornm turn in shock, as the crowd gets excited. The reporter exclaims “What - -?”.
- Page 8, panel 5: Saturn Girl bows next to an open door in the side of the rocketship. She says “Mystery rocket, anyone?”.
- Page 8, panel 6: Saturn Girl flies into the rocket using her flight belt, followed by Lightning Lad. Cosmic Boy brings up the rear. Saturn Girl motions to the empty space below her and says “Careful. The insides look (sic) they were gutted by an explosion.”.
- Page 9, panel 1: A floating Cosmic Boy points down the deep hole beneath the ship, saying “Look there. The hull’s very *thin*. Even though it’s nearly invulnerable. The nosecone was burnt and splintered by the impact ... and the ensuing explosion blew out a huge cavern under the ground.”.
- Page 9, panel 2: Lightning Lad grabs hold of some machinery, as Saturn Girl watches on. He says “Huh. Looks like the faster-than-light drive got knocked out by a meteor. Funny engine. Very primitive rocketry. Looks homemade.”.

- Page 9, panel 3: Cosmic Boy and Lightning Lad continue to fly about the rocket, while Saturn Girl lands and discovers a compartment. Cosmic Boy says “That *would* explain the thin walls - - they had to be light enough for the engine to lift.”. Lightning Lad adds “But I don’t see how it could have carried any passengers or cargo - -”. Saturn Girl says “Well, they fit in a *little* cargo - - self-cleaning diapers!”.
- Page 9, panel 4: One of the boys says “*Diapers?!?*”. Saturn Girl picks up some small items and says “And *look!* Some kind of cubic bubble-pipe ... a robo-puppet ... a trans-dimensional kaleidoscope ... super-scientific *toddler toys!*”.
- Page 9, panel 5: Cosmic Boy picks up a written note and says “And this - - look at the *script* - -”. Saturn Girl says “I’ve seen that in history books - - it’s *Kryptonese!*”
- Page 9, panel 6: Lightning Lad holds a toddler’s outfit and says “And ... and ... and ...”. Cosmic Boy says “Don’t tell me - - the fibers are *invulnerable!*”.
- Page 10, panel 1: Cosmic Boy says to Lightning Lad “No *wonder* Imra wanted to open this rocket! The red-and-yellow color scheme, the hokey little fins ... just like the legendary rockets of *Krypton!*”. Lightning Lad asks “But how did it *get* here?”. Saturn Girl smiles and closes her eyes, saying “Don’t you *see?* It’s *obvious ...*”.
- Page 10, panel 2: Saturn Girl imagines Jor-El and Lara with baby Kal-El. A large rocketship is in the background. Saturn Girl says “... Superman’s father, Jor-El, built this prototype rocket when he discovered that Krypton would be destroyed, hoping it would save his family ... but the engine wasn’t powerful enough to carry them all.”.
- Page 10, panel 3: Saturn Girl imagines Jor-El and Lara standing by, watching their infant son rocket away. Saturn Girl says “So his only choice was to send baby Kal-El to Earth in another rocket, with the same size engine but a small enough hull to hold a child. But - - if I know mothers - - no sooner had they sent Kal-El off than Lara thought of all the things she should have sent with him ...”.
- Page 10, panel 4: Saturn Girl imagines Lara packing the prototype rocket with clothes and toys as Jor-El prepares the ship. Saturn Girl says “Diapers, extra clothes, his favorite toys ... and a last message from his mother and father. This rocket was able to carry such a light load, and Jor-El programmed it to follow the first to Smallville. But when a meteor wiped out the drive ...”.
- Page 10, panel 5: Saturn Girl continues “... it took a thousand years to arrive. You know ... it’s not conclusive evidence. It’ll never convince the skeptics ... like those revisionist historians who say there never *was* a Superboy ...”. Cosmic Boy says “Maybe not. But it’s enough for evidence for *us.*”.

- Page 10, panel 6: The Legionnaires fly towards the exit. Cosmic Boy says “To think ... that Superboy’s final message from his father wandered in space for all that time ...”. Lightning Lad adds “... Until *we* could discover it!”. Saturn Girl says “What an ironic twist of fate!”.
- Page 11, panel 1: Brande and Latham stand behind a very happy Piti Bornm. Latham says to the Legionnaires “Great news, kids! Mr. Brande has just talked Mr. Bornm here into *selling* us this property!”. Brande adds “With the publicity from this tomfoolery, we can *make* something out of this place.”. Lightning Lad says “You *said* it, Mr. B!”.
- Page 11, panel 2: Brande says “To start off, we can *subdivide* ... get this *rocket* out of here ... lease some acres for light industrial use and ...”. Cosmic Boy cuts in, saying “I’m sorry, sir. But’s that (sic) *no go*. You see ...”.
- Page 11, panel 3: The three Legionnaires say in unison “... this is going to be our *headquarters*.”.
- Page 11, panel 4: Some time passes. The caption reads: “And so the little rocketship found a noble use at last.”. As Saturn Girl paints the words “Super-Hero Clubhouse” above the clubhouse door, she says to Cosmic Boy “Kind of adds a personal touch, don’t you think?”.
- Page 11, panel 5: A cross-section of the new rooms beneath the clubhouse is depicted. The caption reads: “R. J. Brande paid for refurbishments, turning the underground cavern into meeting rooms ...”.
- Page 11, panel 6: Lightning Lad is shown taking inventory as workers carry in supplies. The caption reads: “... then providing the Legionnaires with the best crime-fighting technology that money could buy.”.
- Page 12, panel 1: Saturn Girl is shown bringing Superboy into the clubhouse meeting room, where Cosmic Boy, Lightning Lad, Phantom Girl, Chameleon Boy, and Colossal Boy are seated. The caption reads: “Finally the great day came when the Legion journeyed to the mists of the 20th century ... to bring Superboy himself for a visit. They left it to him to guess its origin, but he never did. And somehow, in the rush of events, it was never mentioned again.”.



- Page 12, panel 2: A montage of pre-Crisis Krypton is depicted. The caption reads: “Eventually the Legionnaires would be told that neither their clubhouse nor Superboy had truly come from their own past at all, but had crossed from another dimension ...”.
- Page 12, panel 3: A montage of post-Crisis Krypton is depicted. The caption reads: “... a dimension far more colorful than their own, yet one which (at least, according to *current* theories) existed only in a tiny pocket of time.”.
- Page 12, panel 4: A group of Legionnaires test new recruits, such as Shrinking Violet. The caption reads: “None of them would have guessed it at the time. None of them would have stopped to consider it. For the Legion was on a merry-go-round of action and expansion, and the clubhouse was the axis.”.
- Page 13, panel 1: The Legionnaires are shown crowded around a meeting table, with annoyed looks on their faces. The caption reads: “But as the Legion grew and new members crowded in, the little rocketship seemed to lose its charm.”.
- Page 13, panel 2: The Fatal Five are shown attacking the clubhouse. Validus blasts the walls with his mental lightning. The caption reads: “Finally, in a furious battle with the villain named Validus, the nigh-invulnerable metal hull met its match.”.
- Page 13, panel 3: As spectators stand around the damaged clubhouse, an architect talks with Brainiac 5. The caption reads: “It wasn’t difficult for the new Legion to be persuaded to take a more advanced headquarters.”. The architect says to Brainiac 5 “I want to say one word to you. Just one word. Are you listening?”. Brainy responds “Yes, sir.”. The man says “Thymo-plastics.”.
- Page 13, panel 4: Time passes. Spectators stand around the new Legion headquarters. The caption reads: “And so the Legion left behind the little rocketship, and soon forgot how much it had meant to them.”. Brainiac 5 says to the architect “Sounds like *two* words to me.”.
- Page 13, panel 5: The Legion of Substitute Heroes are shown salvaging the original clubhouse from a junkyard. The caption reads: “But there were others who cared as much about the heritage of the Legion as the original Legionnaires had cared about the legend of Superboy. The Legion of Substitute Heroes found the battered hulk ...”.
- Page 13, panel 6: The original clubhouse is shown to be fully restored. The caption reads: “... standing it up and refurbishing it, to make it their own headquarters. And the little rocketship lived happily ever after. The End.”.



Section II - Future shock: A look at the Legion yet to come:

The following is a collection of fans' opinions on the significance of the events depicted in *LEGION OF SUPER-HEROES [fourth series] ANNUAL #7* and *LEGIONNAIRES ANNUAL #3*. These two annuals explored the far future of the Legion of Super-Heroes, occasionally peeking back at things yet to come in the lives of the Legionnaires.

carsda@aol.com writes:

Last year, DC Comics published their Annuals under the heading "Legends of the Dead Earth". While for most titles the stories within were obviously fantasies, the Legion tales had a "truthful" feeling to them, and I wondered: are these stories really in the continuity or imaginary tales?

The *LEGION OF SUPER-HEROES [fourth series] ANNUAL #7* came first. It was a story of Wildfire and how he gathered a team of super-powered teens to fight a menace that threatened the Earth once every century.

The first question is: Wildfire? Where'd he come from? An origin is spun quickly, involving Drake Burroughs and an accident ... so far it seems to be a true story. In the flashback sequences things seem to be following the status quo, although there are some clues to be gleaned here ...

On pages 20-21 there are a lot of panels of things that Drake remembers. One of the more unusual ones is the membership roster from his happy memories. Most of the Legion is there, but there are also some heroes who aren't members (in the continuity) yet: Karate Kid, Quislet, an unknown guy in green (could be Chemical King?), Blok, and an unknown black guy (Tyroc?). Of course, I'm using names we know the characters by to avoid confusion. Two other details of note are Umbra, wearing a costume different from the one she wears now, and Sensor, looking not like a snake, but like Princess Projectra!

Sensor used that guise once when she first met the Legion, but I find it doubtful she would adopt that look for a media group fly-by type of shot. Then again, at this time, perhaps the creators didn't know what Jackie was going to look like ...

We also see statues of dead members. Among them are Reflecto, Galaxy, and, gulp! ... Gates! I really hope Gates isn't scheduled for death. He's one of my favorites. Other future happenings we see are Cosmic Boy as President of the United Planets, the wedding of Brainiac 5 and Andromeda, and the destruction of Legion headquarters.

Of special interest are Wildfire's feelings toward XS. He thinks: "I want Jenni. I want those days ... They were ... *happy*.". Whether or not that leaves room for Dawnstar to have an active role in his life remains to be seen. Does Jenni replace her? The indications given seem to say yes.

Arguments for this happening? Everything seems to “look” as it should - - nothing’s too unusual. There was no effort to call it an imaginary story, just the “Legends of the Dead Earth” box on the first page describing what it’s all about. Wildfire seems to be in character, as are the Durlans.

On the other hand, there are some cons. I’ve already mentioned the difference in appearances between a few characters. I personally don’t like the knowledge of some members’ fates, especially so early in the game. Something tells me this was supposed to be a homage to the Adult Legion story in *ADVENTURE COMICS* #354-355. In an e-mail I wrote him last fall, I asked Tom McCraw about that. He wrote back:

“We did write the *LEGION ANNUAL* like an adult Legion story. Don’t fret about it, remember this all from Wildfire’s lapsed memories so some of it may or may not be accurate. And it would be all from his point of view. What if he liked Jenni a lot but she could have cared less for him when they (if) were on the Legion together?”

“Hope this puts your mind at ease, until the *LEGIONNAIRES ANNUAL* that is, it’s part of the LSH family continuity too.”

And a little while later came *LEGIONNAIRES ANNUAL* #3. This one told the lost story of how XS got back to the 30th century from her prolonged visit to the 20th when she guest-starred in *IMPULSE* and *FLASH [second series]* in their “Dead Heat” storyline.

The timestream keeps sweeping her off to different eras. The first one she arrives in is the earlier 30th century where she encounters her grandfather, Barry Allen. She wrestles with telling him about his fate, and decides against it, thinking it can’t be changed. But she is still sort of fast and loose with the information, telling him that he will have children and grandchildren and what their names will be and so forth.

After visiting with the Flash, Jenni vaults forward to the 100th century, a time when the Earth is destroyed and meta-humans are hunted. Since the Earth is gone, everyone now lives on Almeer-5. She is told the U.P. fell apart centuries ago, not long after the Earth was destroyed. And there has been no Legion since that disbanding.

I just hate these kind of stories where the future is so dim and grim, especially after the hopeful ending to the *LSH ANNUAL*. When the Earth blew up during “Version 4” of *LEGION*, people got all upset. The Earth was no longer the home of our beloved Legionnaires. Somehow that puts a bitter taste in my mouth when reading Legion stories (I re-read what I just wrote, and then realized that I loved v4 of the Legion! - - Go figure?). Nothing else of note really happens here, except that XS inspires a team of super-powered youths to fight on.

Next comes the bizarre portion of the story. She ends up at Vanishing Point, the place where the Linear Men monitor time and watch for interference. She can't communicate with anyone, and I *think* she is there during the events of *ZERO HOUR*, but I could be wrong. That is, she can't communicate until a certain robed figure in purple approaches her, looking ominously like the Time Trapper.

He (?) says he is responsible for XS's trips through time. The reason given is that Jenni has much to learn, because she has a very important - - one might even say cosmic - - destiny to fulfill (was the cosmic crack an inside joke about the Trapper's true identity??). With that, he sends her on her way home, promising that they will meet again one day.

While that was chilling, I'm getting kind of tired of waiting for that future meeting. If it goes on much longer, than I'm going to have to object to the story. I hate plotlines that are set up and never resolved, or that we, as readers, have to wait years for an ending. When you know too much about a character's future, suspense is difficult to maintain. That was the major problem of the Adult Legion story. Writers spent countless pages trying to get out of the future as it was laid out, or at least to give it a twist. It seems as though the new series' writers are setting themselves up for another problem.

I'd say this story has a lot better chance of "actually" happening, because it filled in a missing piece of Legion history. Plus it does seem to be laying the groundwork for some future cataclysmic story. Just, in the future, I wish we'd get less glimpses "of" the future.

I go back to Tom McCraw's words, and wonder: Did these stories happen? The part I like to concentrate on is "*some of it may or may not be accurate.*". Looking at it that way, I suppose it's best to let each individual fan make his or her own judgment, until the next Legion scribe comes down the pike and gives us some new version of the future to argue about ...

TroyEsq@indirect.com writes:

Glimpses of the Future

A Look at Legion of Super-Heroes Annual #7

by Troy McNemar

With one group shot, the writers of *LEGION OF SUPER-HEROES [fourth series] ANNUAL #7* created an uproar about the Legion's future. The infamous group shot on page 21 shows eighteen Legionnaires. In attendance are current members (in order of joining) Saturn Girl, Live Wire, XS, Invisible Kid, Chameleon, Brainiac 5, Spark, Star Boy, Ultra Boy, M'Onel, and Umbra. Additionally recognizable members with preboot counterparts are Karate Kid, Wildfire, Blok, and Quislet. There are three questionable members which are discussed below.

Of course, this article needs a major caveat, and that is that the picture is based on Wildfire's centuries-old memories. The writers gave themselves a built-in escape clause because Drake could just be misremembering. Nevertheless, analysis of the panel is interesting.

The Absentees

There are several notable absences, the most obvious of which is Cosmic Boy. Fortunately for Cos' fans, he appears in a separate panel as the President of the United Planets. I myself have some serious questions about whether this is a better role for Cos than as leader of the Legion.

Interestingly, both of the Legion's second wave is not pictured. Apparition is missing. At the time that the Annual was published, her status was still up in the air. I don't attribute any significance to her absence because of her status in the regular books.

Triad is also missing, which I didn't realize until preparing this zine. Triad is one of my favorite characters, so her absence is personally disappointing to me. Hopefully, her absence is meaningless.

The Legion's third wave is well represented. Leviathan and Kid Quantum aren't pictured and, barring their resurrection in future stories, we know their status.

Shrinking Violet, Andromeda and Kinetix are all absent. Vi was probably given the same hall pass as Apparition due to the Emerald Violet storyline. Additional information is available about Andromeda and Kinetix in *LSHv4 #91*. In that story, a seemingly adult Sister Andromeda sees the teen-aged Kinetix and remarks that it's "impossible". The implication is that Andromeda keeps the nun gig, and that something bad happens to Zoe.

Not only is Gates missing, but a bug-shaped statue seems to be peaking out from behind Galaxy's statue on the same page. The writers are clearly implying that Gates will die.

Element Lad is also missing from the picture. Right now, we lack any data to allow us to read anything further into that absence.

Magno and Sensor are both missing from the picture. Of course, the silver-haired woman behind Brainiac 5 and below Spark would seem to be Projectra. For whatever reason, including perhaps that the writers hadn't yet decided to make her a snake, Sensor seems to be included. Even if they knew that they were going to introduce Magno at the time of the Annual, they had initially planned to kill him. It doesn't surprise me that he isn't a part of the picture and his absence is probably meaningless.

Ferro didn't make the picture. Unfortunately, I don't know many fans that think he will be around for the long term. Again, even if they knew that Ferro was soon showing up, it doesn't surprise me that he isn't part of the picture. However, unlike Magno, his absence may imply that he will eventually die.

Finally, Monstress isn't there. I find it unlikely that the creators knew that she was joining the Legion at the time of the Annual. Her absence is meaningless.

Who are these people?

There are three mystery people on the poster. As discussed above, one of them may be Sensor in Projectra guise. The other two are more entertaining.

The male at about 3:00 o'clock in the picture may be Chemical King. This is a promising inclusion because of the potential that this character has. Nevertheless, we can't really tell enough about the character to compare him to the preboot Chemical King and determine if they are the same person.

The male at 6:00 o'clock is even more interesting. Given that Lyle is alive and that the creators have expressed some doubts about whether Tyroc can be a viable character, I'm inclined to believe this guy is entirely new. It's possibly Jacques Foccart with powers other than invisibility. Nevertheless, it would not surprise me to learn that the creators themselves don't know who this character is supposed to be.

Miscellaneous

It's promising to see that Karate Kid may be joining the Legion. I've found it frustrating that he's constantly remaining on the sidelines.

It's also good to see Quislet in the picture. I would not have been surprised if Quislet had permanently disappeared. Like Tyroc, he's not a particularly popular character among a lot of factions.

Finally, it's disappointing not to see Timber Wolf or Sun Boy in the crowd. Hopefully, that absence is meaningless and we'll see both of them in the very near future.

Section III - Spotlight on: the Legion of Super-Pets (part one):

Presented below is part one of a two part article on the Legion of Super-Pets by AOL member Gougou247. This issue covers Krypto the Super-Dog, next issue covers the remainder of the Pets.

All Super-Creatures, Great and Small ... (part 1 of 2) A Hero History of Krypto and the Legion of Super-Pets by Kevin Gould

In the early 60s, a number of super-hero groups were formed in comics, including the Justice League of America, the Avengers, the X-Men, and the Teen Titans. And during this period, a team was created which some people may consider the greatest super-hero group of them all - - the mighty Legion of Super-Pets.

Okay, perhaps not.

The Legion of Super-Pets, introduced in *ADVENTURE COMICS #293*, like many of the various additions to the Superman Legend, was created by DC editor Mort Weisinger. And, strangely enough, this first story was written by the co-creator of Superman himself, Jerry Siegel. This team combined the pets of Superboy (Krypto) and Supergirl (Streaky), and added the little utilized Super-Monkey, Beppo. Along with those pets was a character who was a new addition to the Superman family, one who had not yet been introduced, Comet the Super-Horse. Later, Protty II was inducted into the group.

Although pets for super-heroes may seem a bit laughable now, they were a popular addition to stories in the 50s and 60s, as evidenced by their frequent appearances. Introductory stories of the super-pets tended to introduce the new pet, and then tied the pet into the main character's environment.

Pets usually served three purposes in super-hero stories. Pets provided a way the reader could identify with the main character; the super-hero had a pet of their own, just as the reader might. Pets also supplied a way for the super-hero to speak out loud, and help the reader to know what was going on in the hero's mind (with the ever-popular response of "yip, yip" or a thought balloon to tell us what the pet was thinking). And super-powered pets could produce a very convenient "deus ex machina"; by being introduced early into the story, and later, rescue the main super-hero out of a trap or some other kind of predicament.

Although there are some Super-Pet stories that seem similar to those of funny animals (most notably the S.C.P.A. stories), Super-Pet stories should not be placed in the same category. In "funny animal" stories, animals have (on the most part) replaced all humans, who sometimes also have the animal's characteristics. But with Super-Pet stories, the pets live in the same universe as normal (albeit super-human) humans, and are subordinate to them.

A Boy and His Super-Dog

Krypto, the “founding father” of super-petdom, first appeared in “The Super-Dog from Krypton” (*ADVENTURE COMICS #210*). After a robbery at the Kent General Store, Superboy, in his Clark Kent identity, goes after the robbers, only to find them shooting a stray dog. To their surprise, the dog’s body deflects the bullets they shoot. Clark manages to use these bullets against the robbers, stopping the criminals. Soon, Clark changes into Superboy, and tries to follow the stray. Superboy is amazed when, in trying to escape from him, the dog starts to fly!

Superboy follows the dog to a half-buried rocket ship, and finds a note written in Kryptonese. The note tells Superboy about the rocket ship being a test experiment from Krypton, using animals. To add to his amazement, Superboy finds the note has been written by Jor-El, his Kryptonian father. Superboy realizes the dog is actually his long-lost pet from Krypton, Krypto!

Accordingly, Krypto has all the super-abilities as Superboy does, only with the intelligence of a dog. This almost plays into Lana Lang’s hands, and Superboy has to use his quick wits, as well as Krypto himself, to get himself out of the situation.

The story has a melancholy ending, as Superboy finds out Krypto has left him, to romp in space. At first, Superboy is glad to be rid of Krypto, because of all the trouble he has caused. But soon, he is sad, having again lost his childhood friend.

But Krypto makes it a point every so often to come back to Earth to be with Superboy. And often, he shares the same fate as his master. Even before they first met with the Kryptonite Kid and his dog, both Superboy and Krypto had the same “Dreams Of Doom” of the Kryptonite Kid and his pet trying to destroy them. In “The Super-Hungry Heroes” (*SUPERBOY [first series] #91*), Superboy and Krypto have sudden irrational cravings for non-food items. Superboy winds up eating a license plate, a rug, and a can of paint, while Krypto forsakes his favorite doggy bones for a statue, a pair of shoes, and Superboy’s cape. They soon find the reason for this particular taste - - red kryptonite has affected them, causing Superboy to be hungry for items that are green, and Krypto to be hungry for items that are red. They each satiate their hunger by scarfing down on two moons, a green moon and a red moon.

If there is an important mission Superboy has to attend to, he usually leaves Krypto as a watchdog to protect Smallville. In “Krypto’s Catastrophe” (*SUPERBOY [first series] #114*), Krypto is in a particularly difficult situation. A young Mxyzptk has come to Smallville to pull some pranks, and the only way Krypto can get rid of him is if he can get Mxyzptk to say his name backwards. But, the Pup of Steel is able to overcome this obstacle, by disguising himself as a stray dog from the 5th dimension, and putting “Kltpzyxm” on his dog collar. Obviously, “Kltpzyxm” is a common name for a dog in the 5th dimension.

The ability to portray a stray from the 5th dimension was by this time old hat to Krypto, who, in the tradition of Lassie and Rin-Tin-Tin, often had to be a canine actor, either in a movie of his own, or as a stunt dog. His acting career started in *ADVENTURE COMICS #272*, when Boris Xavier, head producer at Fantabulous Film Studios, “discovers” Krypto while doing a movie about Superboy. Soon, Krypto becomes a major studio super-star, with treatment any dog would envy.

But this star treatment rapidly turns Krypto's head, and he starts neglecting his usual duties, like accompanying Superboy to entertain kids at an orphanage. Trying to get Krypto to see what he has become, Superboy spikes Krypto's private pool with kryptonite, leaving Krypto old and weak. Krypto quickly realizes how conceited and inconsiderate he had been, and becomes his regular, humble self again.

After a mistaken assumption by Superboy that Krypto has been digging up the street, Krypto leaves his master, and is captured by a dog catcher ("Krypto's Super-Movie Stunts!" in *SUPERBOY [first series] #125*). Krypto is adopted by a sneaky motion picture agent, Dan Diamond, and becomes a stunt dog for "Jowels", a conceited canine star for Magno Studios. This time, it's Krypto who teaches Jowels and Diamond not to be arrogant and conceited, as he upsets the various stunts in the "Wonder Dog" movie they are filming.

Sometimes Krypto's acting abilities are used to teach someone a much-needed lesson. In "The Dog Catcher of Smallville" (*SUPERBOY [first series] #73*), Superboy uses Krypto to foil the unethical plans of Burt Bentley, Smallville's dog catcher, who is setting dogs free, and then recapturing them for the extra money. Krypto fakes amnesia (like, how do you know when a dog is faking amnesia?) and upsets the various schemes formed by Bentley when he tries to prosper on his unexpected find.

Krypto has a fairly high opinion of himself when it comes to his acting abilities. In "Superboy, King of the Wolf-Pack" (*SUPERBOY [first series] #116*), Krypto makes quite an unhumble comment (to himself) on his performance when he is scorned by Superboy; "If only Rin-Tin-Tin and Strongheart of the movies had seen my emoting, they'd have been sick with envy."

The Dog of Steel takes on an even more important role in "The Blind Boy of Steel" (*ADVENTURE COMICS #259*). Through a strange turn of events, Superboy gets "Diamond Vision" an affliction which causes everything he sees to turn into diamonds. He turns to Krypto to become his seeing-eye dog. Here, we get to see what Krypto is thinking by the use of thought balloons, thus providing such immortal dialogue as "My master wants me!" and "Those big bones ... yummm!". This story is another case where Superboy has to protect his identity from Lana Lang during this predicament, and does so with the help of Krypto. Krypto even winds up finding the cure for the affliction, and is rewarded with a big fat juicy dinosaur bone.

In "Black-Out for Superboy" (*SUPERBOY [first series] #154*), Krypto again becomes a seeing-eye dog for Superboy. This time, it's a loss of control of Superboy's heat vision, causing Superboy to have to keep his eyes closed all the time. Again, it's Krypto to the rescue, as he figures out what caused the loss of control, and captures the criminal who caused the problem.

A frequent plotline for almost all of the characters in the Superman family was to be upstaged by a newcomer, only to have that character redeem him or her self by the end of the story. A prime example of this can be found in "The Superdog Who Was Greater than Krypto" (*SUPERBOY [first series] #105*). Superboy and Krypto save a greyhound named "Swifty" from a hateful master. Later, they find that Swifty has tracked them down to Smallville, following their scents for hundreds of miles. This convinces Superboy to give Swifty super-powers. Krypto develops an inferiority complex because of all the attention Superboy is spending on Swifty, and leaves Earth. Luckily, Krypto has second thoughts, and returns to Earth, just in time to decide if he should save Swifty, who has just lost his super-powers. Naturally, since Krypto is

the hero of the story, he saves Swifty, with Superboy later explaining to Krypto that Swifty was just a way of giving Krypto a super-playmate.

A similar story occurs in “The Canine that Outclassed Krypto” in *SUPERBOY [first series] #148*. Zkor was a super-powered pet who lived on another planet. One fateful day, a meteor shower suddenly destroyed his masters. Superboy managed to save Zkor from a deadly Vram-bird, and Zkor asks Superboy to adopt him as his pet. But, wouldn't you know it, as soon as Krypto returns to visit Superboy, he sees he is not needed on Earth. In a scene reminiscent to a scene in “ET”, Krypto finds a very weak Zkor in a ditch, powerless against rainwater. Krypto brings Zkor to a sunny spot, and the Zkor realizes he has to leave Earth. But, unknown to Krypto, the rainwater actually has no affect on the Zkor; it was only his way of bringing Krypto and Superboy back together.

Just as Superman has Lyla Lerrol, Krypto has his own lost love. Her name was Kolli, and she was “Krypto's First Romance” (*SUPERBOY [first series] #87*). After saving Kolli from being a captive on a run-away ship, Krypto leads her to a pool on the planet Zena, which gives her super-powers. But that doesn't mean they live happily ever after. Back on Earth, Krypto finds out he loses his own super-powers whenever she is near him!

Like any other character in the Weisinger “Superman Family”, Krypto has been through his share of “weird transformations”. After being exposed to a germ-culture from Krypton, Krypto becomes “The Mad Dog of Steel” (*SUPERBOY [first series] #140*). While in this state, he infects Superboy with “Kryptonian Rabies”. Fortunately, Krypto manages to help cure his master, after he has returned to normal.

Not only is Krypto again a diseased animal in “The Colossal Super Dog” (*ADVENTURE COMICS #262*), but he has grown to over ten times his normal size. This time, it's Superboy to the rescue, as he exposes himself to the same piece of fused kryptonite and radioactive meteor which caused the transformation. Superboy then uses his x-ray vision on both Krypto and himself, providing a cure for both of their conditions.

One of the more unusual transformations for Krypto occurred in *SUPERBOY [first series] #101*. The story starts out as an ordinary “let's fool the crooks” tale, as Krypto tricks a group of dog-nappers into the arms of the police. Krypto is sad when the crook's “transformation machine” doesn't work. But when he flies into a cloud of red kryptonite, he becomes “The Handsome Hound of Steel”. Krypto finds out he didn't exactly get what he wanted when, shades of “Super-Sister”, Krypto finds out he has been transformed into a female collie! To prove the point, we soon see that Krypto gives birth to - - four puppies, each with super-powers! Fortunately, the super-puppies disappear when the Red K effect wears off. We can only imagine what the young readers of this story must have thought when their own dogs gave birth.

We'd like to take this moment for an important history quiz. Okay, who was the first to pull out the legendary sword from the stone? And the first to plug a hole in the Holland Dike? And who caused the Great Fire of Chicago? Well, no matter who you thought, you are wrong, because all three events were caused by Krypto. In “How Krypto Made History” (*SUPERBOY [first series] #75*), we learn that, while on a trip back in time to the Dinosaur Age (for some “yummy bones”), Krypto made some very opportune stops along the way. He also unknowingly

helped out such historical people as Babe Ruth, and George Washington, and even such legendary characters as Robin Hood, King Arthur, and the little Dutch boy.

After a Bizarro gives Krypto a “present” of red kryptonite, Krypto goes through “Krypto’s Three Amazing Transformations” (*SUPERBOY [first series] #111*). Krypto goes back in time to become a giant bird, saving the ship of Sinbad the Sailor. Moving forward in time, he turns into Mrs. O’Leary’s cow, causing the Great Chicago Fire. Finally, Krypto lands back in his own time, and becomes a llama, and saves Superboy’s life.

Time for another quiz. What is the name of Krypto’s father? What about his great-grandfather? And what about his great-great grandfather? Give up? Well, “Krypto’s Family Tree” (*SUPERBOY [first series] #126*) has all the answers. In a story reminiscent of “Father’s Day on Planet Krypton”, we learn about Krypto’s father, Zypto, his grandfather, Nypto, and his great-grandfather, Vypto, and learn why Krypto has a strange, irrational fear of houseflies.

Krypto’s solo adventures are about as close as the “Superman Family” series got to telling funny animal stories. In “The Space-Adventures of Krypto” (*SUPERBOY [first series] #77*), Krypto saves a cat in an escaped experimental rocket, and finds himself on a foreign planet, where he is exalted as “Krypto, Dog King!”. They give Krypto their greatest gift, which, unexpectedly, is a large fragment of kryptonite! Krypto is lucky to escape from the planet, and, after other adventures in space, is glad to be back to ol’ Mother Earth.

Krypto is again honored by a planet of human-like dogs in “The Fugitive Krypto!” (*SUPERBOY [first series] #122*). After traveling to the planet of Sirius, the Dog Star, Krypto finds out he has been worshipped by the inhabitants of its planet for years. But, Krypto is dismissed as an impostor when he loses his super-powers, and another dog, who looks like him and has super-powers, takes his place. Krypto finds out this impostor is named Bonzor, and he is at the mercy of his cruel master, Astawrk. Krypto uses this knowledge to his advantage in regaining his super-powers, and manages to help Bonzor gain his freedom before leaving the planet.

Not only was Krypto a member of the Legion of Super-Pets (which we will talk about later) but his was also a member of the S.C.P.A.. No, it’s not “The Society of Prevention of Cruelty to Animals”, with two initials out of place. The initials stand for “Space Canine Patrol Agents”. Krypto discovers the group in “The Dog From S.C.P.A.” (*SUPERBOY [first series] #131*), the title itself being a parody of the then-popular “Man from U.N.C.L.E.” TV series.

The story begins when Krypto, on patrol, finds a large balloon in the shape of an inflated dog. Krypto soon finds out it isn’t a balloon, but a real dog, who has been hit by a long range missile. Before he dies, this dog, named Mammoth Mutt, tells Krypto about the S.C.P.A., and their arch-enemies, the “Canine Caper Gang”, who have captured the agents.

Krypto is soon captured by the “Gang”, and meets the trapped members of the S.C.P.A., including such members as Tail Terrier, Tusky Husky, Chameleon Collie, Bull Dog, Paw Pooch, and Hot Dog. They are surprised to find Krypto has lost his super-powers, but manage to escape. Krypto soon discovers the reason for his missing super-powers - - a piece of gum tainted with kryptonite. He, and the rest of the S.C.P.A. wind up defeating the Canine Caper Gang.

In the next issue of *SUPERBOY*, we learn more about the procedures of the S.C.P.A. organization. This includes their inspiring pledge of allegiance - - “Big Dog! Big Dog! Bow Wow Wow! We’ll Crush Evil ... Now! Now! Now!”. Their mission for the day is to replenish the meager S.C.P.A. treasury, so the members make the rounds of planets, and do fund-raising exhibitions in various arenas. Naturally, their enemies, the Cat Crime Club, are after the money they raise. After Krypto makes a few mistakes out of ignorance, he manages to fool the Cat Crime Club, and helps to capture its members.

Just as the Legion of Super-Heroes meets new applicants, so does the S.C.P.A., as seen in the last Space Canine Patrol Agent story (*SUPERBOY [first series] #136*). A candidate named Prophetic Pup, obviously the canine equivalent of Dream Girl, is given an initiation test of having to make three correct predictions. The first two come true, but the third prediction, that a hound would lead Superboy into a trap, and a hound would rescue him, was a bit more elusive. It soon turns out Krypto is the hound who leads Superboy into a trap.

The pet cats of the Phantom Zone help Tricky Tom in luring Superboy and Krypto to the El Family Memorial, a group of statues from Krypton depicting various notable members of the El Family, with a newly-added statue of Jor-El, Superboy’s father. (Projecting the pets of Kryptonian criminals into the Phantom Zone? What could their reasons be - - “They’re criminals, so their pets must be criminals too.”?)

Tricky Tom uses a thermal ray on the statues which melts the lead coating, exposing the kryptonite underneath. The Memorial is towed to Earth, where both Krypto and Superboy are laying in agony.

Soon, the various members of the S.C.P.A. land on Earth, and Krypto and Superboy are looking to see which one will save them. Unfortunately, each time they think they are going to be saved, the S.C.P.A. member winds up doing something else. Eventually, a young boy arrives, to save Krypto and Superboy, and we soon find out the boy was the hound the applicant had predicted, for he was - - an autograph hound!

This story has roughly the same series of events as “Superman’s Day of Doom!” (*SUPERMAN [first series] #157*). Both stories feature a prediction, super-heroes trapped by kryptonite, the continuing expectation of rescue by friends, and then, the eventual rescue by a young boy, becoming an unexpected twist in the prediction.

You Ain't Nothing But a Super-Hound Dog

Not only is Krypto Superboy's pet, but he is also Superman's. How is this possible, one might ask, when the life-span of a dog is less than that of a humans? Well, first, let's cover the reunion. In "The Curse of Kryptonite" (*SUPERMAN [first series] #130*), Superman is trapped by a kryptonite meteor in the middle of the desert. Naturally, he does all the things he normally does when weakened and trapped by kryptonite - - reflecting on the origin of kryptonite, recalling a few of his past experiences with the deadly rocks from Krypton, making a few futile attempts to dispose of it, and then, trying to call out to others in vain. Luckily, Krypto, who has been spending his time "romping" through the universe, has returned to Earth, and uses his super-breath to blow the piece of kryptonite away. Later, the two friends have a brief reunion, with Superman thanking his long-time pet (who is not at all looking worse for the wear.)

But, with the average life span of a dog being 12 to 15 years, how could Krypto also be Superman's pet? Krypto gets a new lease on life in *SUPERMAN'S PAL, JIMMY OLSEN #29*. Here, Krypto first appears as old, tired super-dog. Upon orders from Superman, Krypto flies into a "Fountain of Youth" on another planet. This not only makes Krypto younger, but, for a while, makes him immune to kryptonite. This story provides an excuse (though, it's a flimsy one) for Krypto to appear in stories with the adult Superman, and his cast of characters.

In later Superman stories, it seemed as if Krypto was more or less a shared pet for all those in the "Superman Family". In "Lois Lane's Secret Helper!" (*SUPERMAN [first series] #142*), Krypto tries to bring Superman and Lois Lane closer together romantically, but, ironically, fails every time. Krypto decides to become Lois Lane's pet, resulting in the inevitable ticket for the lack of a dog license.

There is also the time "When Jimmy Olsen Stole Krypto from Superman" (*SUPERMAN [first series] #177*). In this story, Jimmy Olsen gets super-powers and then (as the title says) tries to steal Krypto from Superman. Luckily for all, it was all a dream on Krypto's part, and none of it really happened; not even the part where a jackass receives all of Krypto's powers from a "power transformation machine".

Krypto played a pivotal role in the series of stories which lead to Supergirl's existence being revealed to the world. Unknown to Superman and the then-powerless Supergirl, Lesla-Lar, a Kandorian scientist, had traded places with her. When Krypto meets the impostor, he instantly realizes she is a fake. He soon finds the real Supergirl, who is in the bottle of Kandor, filming a Supergirl movie called "Atomo Invades Earth". Just as the real Supergirl is falling off an "invisible wire", Krypto operates the exchange-ray with his paw, and sends Lesla-Lar back to the bottled city, and Supergirl back to the outside world.

Krypto sometimes appears with both Superman and Supergirl in an adventure shared by all three. An example of this is in "Orphans of Space" (*SUPERMAN [first series] #144*), where Superman survives the destruction of Earth, and then, watches Supergirl and Krypto die. Fortunately, it was all a dream, one oddly enough, shared by all three under the influence of red kryptonite. Krypto is again with Superman and Supergirl, and the whole bottle-city of Kandor, when they all are captured by "The Kryptonian Killer" (*SUPERMAN [first series] #195*).

One of the more unusual Superman Stories with Krypto was “The One Minute of Doom” (*SUPERMAN [first series] #150*). What makes this such an uncommon story is the lack of a real menace in the story. Inspired by Superman’s Fortress of Solitude, Krypto decides to build his own “Doghouse of Solitude” in outer space. He soon joins Superman and Supergirl in commemorating the destruction of Krypton with a moment of silence (a feat not too difficult for a dog). Later, he helps the super-cousins in forming an exact duplicate of Krypton, including several android inhabitants. And that’s about it for the story. But this was not the last appearance of the ersatz Krypto, because it showed up a few more times in later Superman Family stories, including a well-done Jimmy Olsen story involving his adoption by Superman (*SUPERMAN’S PAL, JIMMY OLSEN #30* or *80 PAGE GIANT #2*).

But Krypto is always on call for his master. For instance, when Superman is affected by a piece of kryptonite which causes him to only speak Kryptonese, Krypto comes to his rescue (*SUPERMAN [first series] #177*). Luckily, Superman has a piece of red kryptonite which turns Krypto’s brain human for a limited time.

After a short absence from comics, Krypto re-appeared in *SUPERMAN [first series] #287*, “Who Was That Dog I Saw You With Last Night?”. During this story, we find out Krypto has a case of amnesia (which again brings up the case of how do you tell a dog has amnesia ...). Using his ability of super-smell, he heads to his old master, Superman. But on the way, he glimpses an affluent dog named Chelsea, and is smitten with love. Krypto uses his heat-vision to break Chelsea’s leash, and they romp in the park.

Meanwhile, Superman is nearby, and flies an ill Lois Lane to the hospital. But, on the way, Krypto sees him, and regains his memory, following his master. Krypto later helps Superman stop a band of art thieves. But, when it’s time for Krypto and Chelsea to reunite, Chelsea runs away from Krypto, afraid of Krypto’s super-abilities.

This story is unique because it is the first time since the original Krypto story where Krypto does not have any thought balloons to tell the reader what his thoughts are, nor do any of the other animals in the story. But, through the expressions provided by artists Curt Swan and Bob Oksner, as well as the captions of writer Elliot Maggin, the readers can easily follow what is going through the minds of the non-speaking characters.

The popularity of the previous story may have been the inspiration for a new series of stories featuring Krypto, which began in *THE SUPERMAN FAMILY #182*. As a whole, this series of solo Krypto adventures lacked the charm of most of the previous Krypto stories. The first solo Krypto story involved two inept bank robbers, and Krypto trying to build up the confidence of a junkyard dog through their capture. The second story of the series reprises “Who Was That Dog ...”, as we find Chelsea has become a film star, and Krypto her co-star (as mentioned before, he has the experience). In the story in the next issue, Krypto is involved with finding a hidden diamond in a bone, something which would be more suited to a Saturday Morning Cartoon.

It isn’t until *THE SUPERMAN FAMILY #185* when we get a potent story. Krypto helps arrest a gang of dog-nappers who have seized Chelsea, and soon figures out he needs a master to keep up his disguise as an ordinary dog named Jocko. Krypto finds one in Ed Lace, a detective with the Continental Detective Agency, who had been watching Krypto as he was posing as a janitor to get evidence on the dog-nappers.

The relationship between Ed Lacy and “Jocko” continues until Ed meets up with his sister, and promises he will search for Tommy, who is in trouble with the police. In perhaps the only touching sequence of this series, Ed says good-bye to Krypto, but Krypto decides to stay with Ed in his quest to find Tommy, because, in Krypto’s own words, “Ed is my friend”.

There is a brief detour in the search for Tommy when, shades of the Secret Wars, Krypto is teleported to a strange world, and then, to Kandor. Eventually, Krypto returns, and everything turns out all right as, thanks to Ed and Krypto, Tommy decides to testify against the Syndicate. Krypto leaves Ed with a handshake and a tear in his eye, heading off to outer space.

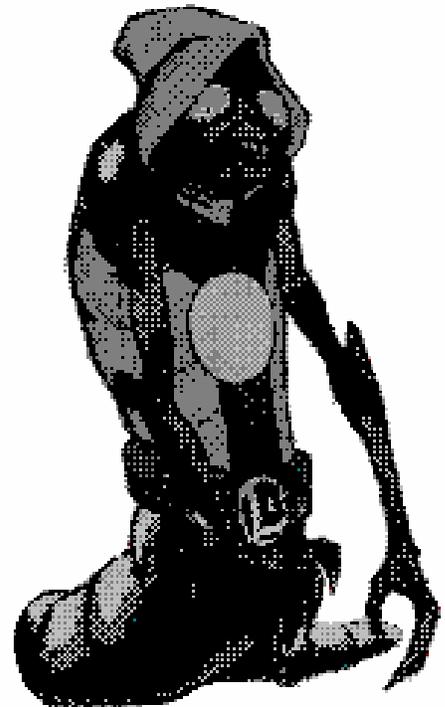
This wasn’t the end of Krypto in the Superman Family of comics, for he continued to make appearances in the Superboy stories in *THE SUPERMAN FAMILY*, and later, in the *NEW ADVENTURES OF SUPERBOY*.

After so many years in the Superman Family, it would seem as if Krypto would have been taken for granted. But such is not the case. Marty Pasko, in *ACTION COMICS #500*, came up with just the right sentiments when he had Superman sum up what it was like having a pet like Krypto, “... It didn’t matter that we couldn’t talk - - at least, not the way people do to each other! Because we could communicate through shared experiences that were ours, and ours alone. He was a dog - - only a dog. But, in some ways, he was a closer friend to me than any other person on Earth!”.

Section IV - Who's Who in the Legion of Super-Heroes (part 10):

code name:	<i>Gates</i> ™
real name:	Ti'julk Mr'asz
planet of birth:	30th century Vyrga.
powers:	Teleportation (origin unrevealed).
historical first appearance:	None
modern first appearance:	LEGION OF SUPER-HEROES [fourth series] #66 (March 1995)
historical data:	None.
modern data:	Originally believing the <i>Legionnaires</i> to be the United Planets' death squad, <i>Gates</i> refused to be drafted into the Legion. He was later forced by his government to join.

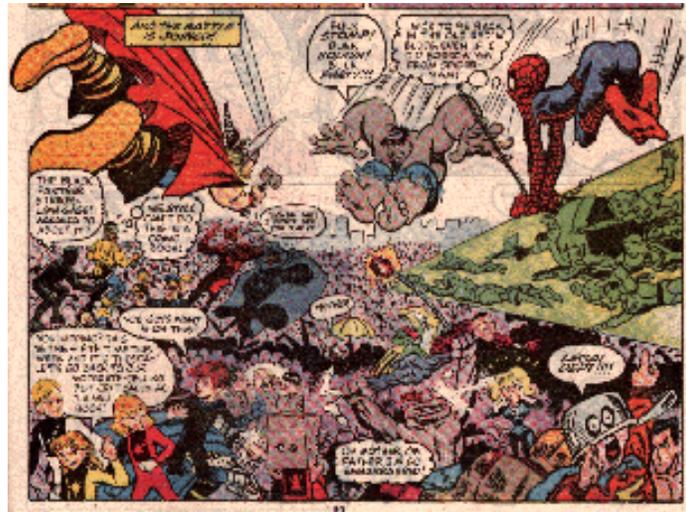
When the United Planets asked its member worlds to choose a representative from their planet for possible membership in the Legion of Super-Heroes, the government of Vyrga selected its sole teleporter, Gates. Uncomfortable with humans, the Vyrkans regarded Legion representation solely as a stepping stone to greater respect and visibility in the U.P.. Their choice, Gates, was a rare free-thinker, more so than most of the citizenry of Vyrga, and he held very strong political views. This independence did not endear him to his fellow Vyrkans, whose insectizoid society is based on a hive structure, headed by a Matriarch. When Leviathan and Chameleon were assigned to meet with Gates on Vyrga, they were forced to search for the reluctant applicant. They ultimately found Gates and greeted him, but he was hardly glad to see them. Gates said he had been drafted against his will and teleported away. He reappeared, saying he was not a political bargaining chip and did not wish to join their "commando unit". He teleported to another spot, calling the Legion a "teenage death squad". Leviathan tried to grab the reluctant draftee, but Gates teleported him to a high cliff. Gates disappeared, leaving the Legionnaires empty-handed. A few months later, Gates was coerced by his government to report for active duty. Shortly thereafter, the Legion battled and defeated the Fatal Five, and uncovered the secret plots of U.P. President Jeanne Chu. Following R. J. Brande's initiation as the new President and his cancellation of the Legion draft, Gates contacted his homeworld for transport home. To his dismay, the Broods of Vyrga had become very proud of Gates' high profile in the Legion and had decided he must stay. Gates was told that his being a Legionnaire had earned the Vyrkans the recognition among the U.P. which they had long sought, and the honor to which they aspire. He was told that it was his duty to the greater all to remain.



Gates
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Section V - What in the world are *you* doing here?!

Last issue I covered a number of Legion parodies, some in DC’s own magazines and others in those of their competitors. I ended the article with a teaser: a “non-parody” parody, i.e., the real Legion of Super-Heroes in a Marvel Comic! Well, the comic in question was itself a parody book called *WHAT THE* - -?. In the third story of the first issue, titled “When Titans Bunch!” and cover dated August 1988, the Legion of Super-Heroes are shown flying down a beam of green light. Forbush Man screams “Legal Dept!!!!”. That scene is reproduced below:



Originally, this article was going to be a simple one-page follow-up to last issue’s feature. Since then, thanks to fans on the Internet, I have come across a few more Legion cameos in other publisher’s magazines. Another Marvel Comic of interest is *Iron Man #278*, cover dated March 1992. Bob Wiacek, who inked the Legion in 1976-1977 and 1980, was the inker on *Iron Man* in that issue. I am assuming it was Wiacek who slipped in the secret message that appeared in one panel. On page 13, written upside-down in Interlac was:

CON [blocked] TION
 S! Y [blocked] UND
 THE [blocked] ESS
 AGE [blocked] RLY
 HID [blocked] S SW
 ELL [blocked] OK ... YO
 U SHOULD [blocked] Y
 PROUD OF [blocked] E
 F, YOU INC [blocked] Y

As best I can translate, it should read: “Congratulations! You found the secret message cleverly hidden in this swell Marvel book ... you should be very proud of yourself, you incredibly - - -”

Now, the last character on the second to last row *looked* to me like an “E”, and definitely wasn’t an “L”, but I can’t see any other possibility there except “SELF”, so I’m assuming an “L” was erroneously left off. Also, the word blocked in the last row *could* also have been “incisive”, as in “you incisive y- -”. Alas, the exact translation will forever remain a mystery.

On page 14, written rightside-up in Interlac is what appears to be pure nonsense text:

TPO	[blocked]	SER
BUT	[blocked]	LWE
QW	[blocked]	GHK

More recently, *The Sensational Spider-Man #18*, bearing a cover date of August 1997, showed a person in a crowd wearing a Legion flight jacket. The inking on this issue was by Ron Boyd, who also inks the Legion. That scene too is presented below:



The final comic featured this issue may not be a Legion tie-in at all. Archie Comics published *LAUGH DIGEST MAGAZINE #136*, cover date September 1997. In the first story of this digest, entitled “The Search For J.S.”, Archie meets a girl at a science-fiction convention. The girl is shown wearing earrings just like Saturn Girl’s. These earrings, however, may simply represent the girl’s fascination with extraterrestrial objects, such as ringed planets. I have presented a panel from that issue ... you can judge for yourself.



Next issue, a look at even more Legion parodies. Hopefully, by the time the next issue of *Legion Outpost II* is published, the League of Infinity, who were spotlighted here last issue, will have returned to the pages of *Awesome Comics' Supreme*. Time will tell.

Section VI - The Amalgam Universe II:

This feature is a follow-up to one presented in a previous issue by AOL member StMikal regarding the Amalgam Universe, an interesting merging of the DC and Marvel Universes.

More adventures in the Amalgam Universe

by Outpost2

In a previous issue, StMikal wrote about the first installment of the Amalgam Universe. He talked about Ferro Man, an amalgamation of Ferro and Colossus, who appeared in *X-PATROL #1* and the Legion of Galactic Guardians of 2099, an amalgamation of the Legion of Super-Heroes and the Guardians of the Galaxy, who were merely mentioned in an *Amalgam trading card*. He hoped we would see the more of the Legion of Galactic Guardians in the future. With the second installment of the Amalgam Universe, we got just that ... in spades.

I had hoped to go into detail about the return of Ferro Man in *EXCITING X-PATROL #1* and the introduction of the Legion of Galactic Guardians in *SPIDER-BOY TEAM-UP #1*, but space and time restrictions are limiting me to a bare bones approach.

Presented below is a best guess at the characters that made up the fun-filled *SPIDER-BOY TEAM-UP* amalgamation. Note that three different versions of the Legion of Galactic Guardians were depicted. This was an obvious nod to the Classic, "Five Years Later", and Reboot versions of the Legion of Super-Heroes. In only a few cases were guesses questionable. Comments and other suggestions are, of course, always welcome. For a detailed look at *SPIDER-BOY TEAM-UP*, simply dig through the back issue bins at your local comic book store and buy yourself a copy. You'll be glad you did.

Spider-Boy	= Superboy	+ Spider-Man (major solo hero)
Mig-El Gand	= Lar Gand a.k.a. Mon-El	+ Miguel O'Hara (a.k.a. Spider-Man 2099)
Scavulture	= Scavenger (Superboy foe)	+ Vulture (Spider-Man foe)
the Silver Racer	= Black Racer (New Gods)	+ Silver Surfer (former herald of Galactus)
Kang the Time Conqueror	= The Time Trapper	+ Kang the Conqueror (Avengers foe)
Chronos-Tut the Time Pharaoh	= Chronos (Atom foe)	+ Rama Tut (Fantastic Four & Avengers foe)
the Frightful Five	= the Fatal Five	+ the Frightful Four (Fantastic Four foes)
Tharlock	= Tharok	+ Deathlok (cyborg from the near future)
Valinus	= Validus	+ Terminus (Fantastic Four & Avengers foe)
Agamotto Express	= Emerald Empress	+ Eye of Agamotto (artifact of Dr. Strange)
Manorb	= Mano	+ Orb (Ghost Rider foe)
Sparticus	= Persuader	+ Gladiator (Daredevil foe)

Classic teen version:

Vance Cosmic	= Cosmic Boy	+ Vance Astro (Guardians of the Galaxy)
Living Lightning Lad	= Lightning Lad	+ Living Lightning (Avengers West Coast)
Psi-Girl	= Saturn Girl	+ Psylocke (X-Men)
Multiple Maid	= Triplicate Girl	+ Madrox the Multiple Man (X-Factor)
Phantom Cat	= Phantom Girl	+ Shadowcat (X-Men & Excalibur)
Chameleon	= Chameleon Boy	+ Chameleon (Spider-Man foe)
Growing Boy	= Colossal Boy	+ the Growing Man (Kang's robot)
Invisible Girl	= Invisible Kid	+ Invisible Woman (Fantastic Four)
Martinex 5	= Brainiac 5	+ Martinex (Guardians of the Galaxy)
Universe Boy	= Ultra Boy	+ Captain Universe (randomly chosen hero)
Star Charlie	= Star Boy	+ Charlie-27 (Guardians of the Galaxy)
Lady Bug	= Shrinking Violet	+ Wasp (Avengers)
Sun Lord	= Sun Boy	+ Firelord (former herald of Galactus)
Bouncing Ball	= Bouncing Boy	+ Speedball (New Warriors)
Paste-Eater Pete	= Matter-Eater Lad	+ Paste-Pot Pete (Frightful Four)
Molecule Lad	= Element Lad	+ Molecule Man (Fantastic Four foe)
Living Lightning Lass	= Lightning Lass	+ Living Lightning (Avengers West Coast)
Dream Date	= Dream Girl	+ Destiny (X-Men foe)
Shadowstar	= Shadow Lass	+ Starhawk (Guardians of the Galaxy)
Timberwolf By Night	= Timber Wolf	+ Werewolf By Night (human with family curse)
Cannonfire	= Wildfire	+ Cannonball (X-Force)
Fantastic Lad	= Elastic Lad	+ Mr. Fantastic (Fantastic Four)

Classic adult version:

Salu Van Dyne	= Salu Digby	+ Janet Van Dyne (a.k.a. the Wasp, Avengers)
"Living Lightning Lad"	= Garth Ranzz	+ Living Lightning (Avengers West Coast)
"Psi-Girl"	= Imra Ardeen Ranzz	+ Psylocke (X-Men)
"Chameleon"	= Reep Daggle	+ Chameleon (Spider-Man foe)

Reboot version:

Vance Cosmic	= Cosmic Boy	+ Vance Astro (Guardians of the Galaxy)
'lectron	= Live Wire	+ Electro (Spider-Man foe)
Psi-Girl	= Saturn Girl	+ Psylocke (X-Men)
Phantom Cat	= Apparition	+ Shadowcat (X-Men & Excalibur)
Myriad	= Triad	+ Madrox the Multiple Man (X-Factor)
Living Colossus	= Leviathan	+ It, the Living Colossus (obscure gigantic hero)
Xcel	= XS	+ Longshot? (X-Men) <-- <i>only guess ever posted</i>
Chameleon	= Chameleon	+ Chameleon (Spider-Man foe)
Invisible Girl	= Invisible Kid	+ Invisible Woman (Fantastic Four)
Martinex 5	= Brainiac 5	+ Martinex (Guardians of the Galaxy)
Sparkler	= Spark	+ Dazzler (X-Men)
Mass	= Star Boy	+ Charlie-27 (Guardians of the Galaxy)
Lady Bug	= Shrinking Violet	+ Wasp (Avengers)
Phoenitix	= Kinetix	+ Phoenix (X-Men)
Nucleus	= Element Lad	+ Molecule Man (Fantastic Four foe)
Universe Boy	= Ultra Boy	+ Captain Universe (randomly chosen hero)
Darkstar	= Umbra	+ Darkstar? (Soviet heroine) <-- <i>based on name or Storm? (X-Men) <-- based on appearance</i>

Section VII - Legion checklist [historical]: Crisis on Infinite Earths:

When I first compiled my Legion checklist for 1985-1986, I had considered including many of the *CRISIS ON INFINITE EARTHS* crossover books in which the Legion appeared behind-the-scenes. Alas, I did not have the time to analyze those issues to determine which were connected with the Legion appearances in the main *CRISIS* book. Based on checklists and articles in *AMAZING HEROES #91* and *THE OFFICIAL CRISIS ON INFINITE EARTHS CROSSOVER INDEX*, I have put together the following list of Crisis tie-ins. I relied heavily on the analysis done for the Crisis calendar in the special all-Crisis issue of *AMAZING HEROES*. I then used the calendar in the *CROSSOVER INDEX* to correct any discrepancies. What follows is probably as accurate a summary of the events of the Crisis on Infinite Earths as one could possibly hope for. The authors of *AMAZING HEROES #91* and the *CROSSOVER INDEX* went to great lengths to generate detailed chronologies of the Crisis, doing their best to reconcile any inconsistencies that they encountered along the way. I highly recommend them and the *THE OFFICIAL CRISIS ON INFINITE EARTHS INDEX* to fans like myself who consider *THE CRISIS ON INFINITE EARTHS* to be one of the most exciting and entertaining maxi-series in all of comics history. No Crisis collection is complete without them.

First, a prelude of sorts. When the idea for the *CRISIS* maxi-series became a reality, the concept of the Monitor was changed from that of a simple supplier of weapons to one who studied the powers and skills of Earth's many super-beings in preparation of an upcoming multiversal disaster. The Monitor's appearances leading up to the *CRISIS ON INFINITE EARTHS* maxi-series are as follows:

Title	Issue	Cover date	Legionnaire appearances	Comment
New Teen Titans [v1]	21	July 1982	None.	The Monitor hires a group of terrorists to test the Titans' crime-fighting abilities.
New Teen Titans [v1] Annual	2	1983	None.	The Monitor provides racketeer Anthony Scarpelli with an army of mercenaries and six bodyguards.
Green Lantern [v2]	173	Feb 1984	None.	The Monitor sends the Demolition Team after Green Lantern for his client Congressman Jason Bloch.
Green Lantern [v2]	176	May 1984	None.	The Monitor sends the Demolition Team after Green Lantern for his client Congressman Jason Bloch.
Green Lantern [v2]	178	July 1984	None.	The Monitor sends the Demolition Team after Green Lantern for his client Congressman Jason Bloch.
Flash [v1]	338	Oct 1984	None.	The Monitor (behind-the-scenes) supplies a team of the Flash's enemies with armor for Ratchet Dufus.
Flash [v1]	339	Nov 1984	None.	The Monitor supplies a team of the Flash's enemies with armor for Ratchet Dufus.
Tales of the Teen Titans	47	Oct 1984	None.	The Monitor makes notes about the H.I.V.E..
Blue Devil	5	Oct 1984	None.	The Monitor watches Blue Devil's battle with Nebiros.
Fury of Firestorm	28	Oct 1984	None.	The Monitor supplies the Committee with Slipknot for their attempt to capture Firehawk.
Batman & the Outsiders	14	Oct 1984	None.	The Monitor supplies Maxie Zeus with the New Olympians.

Title	Issue	Cover date	Legionnaire appearances	Comment
Batman & the Outsiders	15	Nov 1984	None.	The Monitor supplies Maxie Zeus with the New Olympians.
Action Comics	560	Oct 1984	None.	The Monitor provides John Doe with a contact who supplies him with a costume.
Justice League of America	232	Nov 1984	None.	The Monitor observes the JLoFA and JSofA as they battle the Commander.
Tales of the Legion	317	Nov 1984	Legionnaires in 30th century.	The Monitor observes Dev-Em in the 30th century.
The Saga of the Swamp Thing	30	Nov 1984	None.	The Monitor watches the Swamp Thing's battle with Anton Arcane.
Wonder Woman [v1]	321	Nov 1984	None.	The Monitor states that he has been studying the Huntress since the beginning of her career.
Infinity Inc.	8	Nov 1984	None.	The Monitor is contacted by the Ultra-Humanite from Earth-Two who thanks him for equipment that was supplied to battle the JSofA and Infinity Inc..
All-Star Squadron	40	Dec 1984	None.	The Monitor receives a complaint from the Phantom Empire, from Earth-Two circa 1942, about the android that he sold to them.
DC Comics Presents	76	Dec 1984	None.	The Monitor watches as Superman and Wonder Woman battle Christine Cade.
Superman [v1]	402	Dec 1984	None.	The Monitor informs doctors from the 40th century where they can find Superman.
The Saga of the Swamp Thing	31	Dec 1984	None.	The Monitor watches the Swamp Thing's battle with Anton Arcane.
Justice League of America	234	Jan 1985	None.	The Monitor observes the new JLoFA and their adversary the Overmaster.
Vigilante [v1]	14	Jan 1985	None.	The Monitor is revealed by Mariette to be the one who supplied Mr. Hammer with his shadow-suit.
Superman [v1]	403	Jan 1985	None.	The Monitor informs the Thief-Master of Ramox about Earth in exchange for information on Ramox.
World's Finest Comics [v1]	311	Jan 1985	None.	The Monitor provides a young computer hacker with access to the computers in the Fortress of Solitude.
Tales of the Legion	319	Jan 1985	Legionnaires in 30th century.	The Monitor is contracted in the 30th century by Universo to hire Magpie to steal a time-chip from the Legion of Super-Heroes.
Tales of the Legion	320	Feb 1985	Legionnaires in 30th century.	The Monitor is contracted in the 30th century by Universo to hire Magpie to steal a time-chip from the Legion of Super-Heroes.
Amethyst [v1]	2	Feb 1985	None.	The Monitor observes Amy Winston/Amethyst.
G.I. Combat	274	Feb 1985	None.	The Monitor appears before J.E.B. Stuart and the Haunted Tank during WWII.
G.I. Combat	275	Mar 1985	None.	The Monitor observes J.E.B. Stuart during WWII.
Wonder Woman [v1]	323	Feb 1985	None.	The Monitor supplies three of Wonder Woman's enemies.
Action Comics	564	Feb 1985	None.	The Monitor (in flashback) provides the Master Jailer with a device to give Superman amnesia.
Warlord [v1]	91	Mar 1985	None.	The Monitor reviews the history of the Warlord and Skartaris.
Jonah Hex	90	Apr 1985	None.	The Monitor, disguised as an old man, gives Jonah Hex a horse in the 19th century.
Batman	384	June 1985	None.	The Monitor helps Dr. Fang's gang hire the Calendar Man to kill Batman.
Detective Comics	551	June 1985	None.	The Monitor (behind-the-scenes) helps Dr. Fang's gang hire the Calendar Man to kill Batman.
Tales of the Teen Titans	58	Oct 1985	None.	The Monitor brings Psimon aboard his satellite. Note: Stories in Tales of the Teen Titans were set some time prior to the concurrently published New Teen Titans [v2] series, hence the out-of-sequence cover date.
DC Comics Presents	78	Feb 1985	None.	The Monitor drops his role as provider of services to execute his scheme to defeat the Anti-Monitor.

And now, presenting the complete (?) Crisis on Infinite Earths checklist:

Title	Issue	Cover date	Legionnaire appearances	Cross-reference
Crisis on Infinite Earths	1	Apr 1985	Dawnstar in 20th century.	Between LSH [v3] #12/ Tales of Legion #325 and LSH [v3] #13.
Crisis on Infinite Earths	2	May 1985	Dawnstar in 20th century. Brainiac 5, Chameleon Boy, Colossal Boy, Lightning Lass, Phantom Girl, and Wildfire; plus Shvaughn Erin & the Science Police in 30th century.	Between LSH [v3] #12/ Tales of Legion #325 and LSH [v3] #13.
Crisis on Infinite Earths	3	June 1985	Dawnstar in 20th century. Brainiac 5, Cosmic Boy, Dream Girl, Element Lad, Lightning Lass, Mon-El, Sun Boy, and Wildfire; plus Kid Psycho in 30th century.	Between LSH [v3] #12/ Tales of Legion #325 and LSH [v3] #13.
Crisis on Infinite Earths	4	July 1985	Dawnstar in 20th century. Brainiac 5, Dream Girl, Shrinking Violet, Star Boy, and Ultra Boy in 30th century.	Between LSH [v3] #12/ Tales of Legion #325 and LSH [v3] #13.
Crisis on Infinite Earths	5	Aug 1985	Blok, Bouncing Boy, Brainiac 5, Chameleon Boy, Colossal Boy, Cosmic Boy, Dawnstar, Dream Girl, Duo Damsel, Element Lad, Invisible Kid II, Lightning Lad, Lightning Lass, Mon-El, Phantom Girl, Polar Boy, Saturn Girl, Shadow Lass, Shrinking Violet, Star Boy, Sun Boy, Timber Wolf, Ultra Boy, and Wildfire; plus Chlorophyll Kid and Proty II in 20th century (Sensor Girl, Tellus, and White Witch present but not depicted).	Between LSH [v3] #12/ Tales of Legion #325 and LSH [v3] #13.
Crisis on Infinite Earths	6	Sep 1985	Blok in 20th century (other Legionnaires present but not depicted).	Between LSH [v3] #12/ Tales of Legion #325 and LSH [v3] #13.
Crisis on Infinite Earths	7	Oct 1985	Blok, Brainiac 5, Mon-El, Saturn Girl, and Wildfire in 20th century (other Legionnaires present but not depicted).	Between LSH [v3] #15/ LSH [v3] Annual #1 and LSH [v3] #16.
Crisis on Infinite Earths	8	Nov 1985	Blok, Brainiac 5, Chameleon Boy, Colossal Boy, Dawnstar, Dream Girl, Element Lad, Lightning Lad, Lightning Lass, Mon-El, Phantom Girl, Saturn Girl, Shadow Lass, Shrinking Violet, Star Boy, Sun Boy, Ultra Boy, White Witch, and Wildfire; plus Proty II in 20th century (other Legionnaires present but not depicted).	Follows LSH [v3] #18.
Crisis on Infinite Earths	9	Dec 1985	Legion enemies Cosmic King, Dr. Regulus, Lightning Lord, Mano, Persuader, and Validus in 20th century (Legionnaires present but not depicted, other villains present but not depicted).	Follows LSH [v3] #18.
Crisis on Infinite Earths	10	Jan 1986	Story one: Blok, Bouncing Boy, Brainiac 5, Chameleon Boy, Colossal Boy, Cosmic Boy, Dawnstar, Dream Girl, Duo Damsel, Element Lad, Invisible Kid II, Lightning Lad, Lightning Lass, Magnetic Kid, Mon-El, Phantom Girl, Polar Boy, Saturn Girl, Sensor Girl, Shadow Lass, Shrinking Violet, Star Boy, Sun Boy, Tellus, Timber Wolf, Ultra Boy, White Witch, and Wildfire; plus enemies Lightning Lord, Magno Lad, Persuader, Validus, and the Time Trapper in 20th century (other Legionnaires present but not depicted, other villains present but not depicted).	Follows LSH [v3] #18.
			Story two: Legion enemies Chameleon Chief, Cosmic King, Dr. Regulus, Emerald Empress, Esper Lass, Lightning Lord, Mano, Persuader, Radiation Roy, Silver Slasher, Sun Emperor, Tharok, Titania, Tyr, and Validus in 30th century (Legionnaires present in 30th but not depicted).	Same as LSH [v3] #18.
Crisis on Infinite Earths	11	Feb 1986	None.	None.
Crisis on Infinite Earths	12	Mar 1986	None.	None.

Title	Issue	Cover date	Legionnaire appearances	Cross-reference
Action Comics	-	-	None (no Crisis crossovers in this title).	Not applicable.
Adventures of the Outsiders	-	-	None (no Crisis crossovers in this title).	Not applicable.
All-Star Squadron	50	Oct 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #1.
All-Star Squadron	51	Nov 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #1.
All-Star Squadron	52	Dec 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #1, 3.
All-Star Squadron	53	Jan 1986	Brainiac 5, Colossal Boy, Mon-El, and Ultra Boy (plus other Legionnaires behind-the-scenes) in 20th century.	During Crisis #1, 5-6.
All-Star Squadron	54	Feb 1986	Blok and Sun Boy (plus other Legionnaires behind-the-scenes) in 20th century.	During Crisis #5.
All-Star Squadron	55	Mar 1986	Legionnaires behind-the-scenes in 20th century.	During Crisis #5.
All-Star Squadron	56	Apr 1986	Legionnaires behind-the-scenes in 20th century.	During Crisis #10
All-Star Squadron	57	May 1986	None.	During Crisis #12
All-Star Squadron	58	June 1986	None.	During Crisis #12
All-Star Squadron	59	July 1986	None.	During Crisis #12
All-Star Squadron	60	Aug 1986	None.	During Crisis #12
Amethyst [v1]	13	Jan 1986	None.	During Crisis #11.
Arak, Son of Thunder	-	-	None (no Crisis crossovers in this title).	Not applicable.
Arion, Lord of Atlantis	-	-	None (no Crisis crossovers in this title).	Not applicable.
Atari Force	18	June 1985	None (a disturbance is felt in the "non-DC" multiverse by the dimension-hopping Tempest).	Not applicable.
Batman	389	Nov 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #2.
Batman	390	Dec 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #2.
Batman	391	Jan 1986	Dawnstar behind-the-scenes in 20th century.	During Crisis #3.
Batman & the Outsiders	-	-	None (no Crisis crossovers in this title).	Not applicable.
Blue Devil	17	Oct 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #8.
Blue Devil	18	Nov 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #7-9.
Blue Devil	19	Dec 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #9.
DC Comics Presents	78	Feb 1985	None.	During Crisis #1.
DC Comics Presents	86	Oct 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
DC Comics Presents	87	Nov 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #7.
DC Comics Presents	88	Dec 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #9.
DC Comics Presents	95	July 1986	Legionnaires behind-the-scenes in 20th century.	During Crisis #7.
Detective Comics	555	Oct 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #1.
Detective Comics	556	Nov 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #1.
Detective Comics	557	Dec 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #1.
Detective Comics	558	Jan 1986	Dawnstar behind-the-scenes in 20th century.	During Crisis #1.
Flash [v1]	-	-	None (no Crisis crossovers in this title).	Not applicable.
Fury of Firestorm	41	Nov 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #1.
Fury of Firestorm	42	Dec 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #9.
G.I. Combat	-	-	None (no Crisis crossovers in this title).	Not applicable.
Green Lantern [v2]	194	Nov 1985	Dawnstar in 20th century.	During Crisis #1-2.
Green Lantern [v2]	195	Dec 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #3, 5, 7, 9.
Green Lantern [v2]	196	Jan 1986	Legionnaires behind-the-scenes in 20th century.	During Crisis #8-11.
Green Lantern [v2]	197	Feb 1986	None.	During Crisis #11.
Green Lantern [v2]	198	Mar 1986	None.	During Crisis #11-12.
Infinity Inc.	18	Sep 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #1.
Infinity Inc.	19	Oct 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
Infinity Inc.	20	Nov 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
Infinity Inc.	21	Dec 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #5.
Infinity Inc.	22	Jan 1986	Blok, Bouncing Boy, Brainiac 5, Colossal Boy, Lightning Lass, Saturn Girl, Shadow Lass, Sun Boy, and Ultra Boy (plus other Legionnaires behind-the-scenes) in 20th century.	During Crisis #5.
Infinity Inc.	23	Feb 1986	Legionnaires behind-the-scenes in 20th century.	During Crisis #6-8.
Infinity Inc.	24	Mar 1986	Legionnaires behind-the-scenes in 20th century.	During Crisis #6-7.
Infinity Inc.	25	Apr 1986	None.	During Crisis #12.

Title	Issue	Cover date	Legionnaire appearances	Cross-reference
Infinity Inc. Annual	1	1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #4-5.
Jonah Hex	-	-	None (no Crisis crossovers in this title).	Not applicable.
Justice League of America	244	Nov 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
Justice League of America	245	Dec 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #9.
Justice League of America Annual	3	1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #8.
Legend of Wonder Woman	1	May 1986	None.	During Crisis #12.
Legend of Wonder Woman	2	June 1986	None.	During Crisis #12.
Legend of Wonder Woman	3	July 1986	None.	During Crisis #12.
Legend of Wonder Woman	4	Aug 1986	None.	During Crisis #12.
Legion of Super-Heroes [v3]	13	Aug 1985	Legionnaires in 30th century (heroes forget the events of Crisis #1-6).	Between Crisis #6 and #7.
Legion of Super-Heroes [v3]	14	Sep 1985	Legionnaires in 30th century (heroes forget the events of Crisis #1-6).	Between Crisis #6 and #7.
Legion of Super-Heroes [v3]	15	Oct 1985	Legionnaires in 30th century (heroes forget the events of Crisis #1-6).	Between Crisis #6 and #7.
Legion of Super-Heroes [v3]	16	Nov 1985	Legionnaires in 30th century (heroes forget the events of Crisis #1-6 and #7, Brainiac 5 mourns on 1000th anniversary of Supergirl's death).	Between Crisis #7 and #8.
Legion of Super-Heroes [v3]	17	Dec 1985	Legionnaires in 30th century (heroes forget the events of Crisis #1-6 and #7).	Between Crisis #7 and #8.
Legion of Super-Heroes [v3]	18	Jan 1986	Legionnaires in 30th century (Legionnaires bury Kid Psycho, Takron-Galtos hit by anti-matter, heroes finally remember the Crisis).	Between Crisis #7 and #8.
Legion of Super-Heroes [v3] Annual	1	Oct 1985	Legionnaires in 30th century (heroes forget the events of Crisis #1-6).	Between Crisis #6 and #7.
Losers Special	1	1985	None.	During Crisis #3.
New Teen Titans [v2]	13	Oct 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #1, 3-6, 9.
New Teen Titans [v2]	14	Nov 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #9.
Omega Men	26	May 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
Omega Men	31	Oct 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #8.
Omega Men	32	Nov 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #8-9.
Omega Men	33	Dec 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #4, 9-10.
The Oz-Wonderland Wars	3	Mar 1986	None.	Follows Crisis #12.
The Saga of the Swamp Thing	42	Nov 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #2-4.
The Saga of the Swamp Thing	43	Dec 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
The Saga of the Swamp Thing	44	Jan 1986	Dawnstar behind-the-scenes in 20th century.	During Crisis #4-5.
The Saga of the Swamp Thing	45	Feb 1986	Legionnaires behind-the-scenes in 20th century.	During Crisis #5.
Sgt. Rock	-	-	None (no Crisis crossovers in this title).	Not applicable.
Superman [v1]	413	Nov 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #6.
Superman [v1]	414	Dec 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #7.
Superman [v1]	415	Jan 1986	Legionnaires behind-the-scenes in 20th century.	During Crisis #9.
Swamp Thing [v2]	39	Aug 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #1-2.
Swamp Thing [v2]	40	Sep 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #2-4.
Swamp Thing [v2]	41	Oct 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #2-4.
Swamp Thing [v2]	46	Mar 1986	Legionnaires behind-the-scenes in 20th century.	During Crisis #5-6.
Tales of the Legion	-	-	None (no Crisis crossovers in this title).	Not applicable.
Tales of the Teen Titans	-	-	None (no Crisis crossovers in this title).	Not applicable.
Vigilante [v1]	22	Sep 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
Warlord [v1]	97	Sep 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
Wonder Woman [v1]	327	June 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
Wonder Woman [v1]	328	July 1985	Dawnstar behind-the-scenes in 20th century.	During Crisis #4.
Wonder Woman [v1]	329	Aug 1985	Legionnaires behind-the-scenes in 20th century.	During Crisis #7.
World's Finest [v1]	-	-	None (no Crisis crossovers in this title).	Not applicable.

Section VIII - Legion checklist [historical]: Booster Gold:

Presented below is a list of appearances by Booster Gold, who used a Legion flight ring and Brainiac 5's force-shield belt as part of his costume, from his first appearance in *BOOSTER GOLD #1* (Feb 1986) up until the time that costume was destroyed.

ACTION COMICS # 594
ACTION COMICS # 663
ACTION COMICS # 670
ADVENTURES OF SUPERMAN # 463
ADVENTURES OF SUPERMAN # 476
ADVENTURES OF SUPERMAN # 478
ADVENTURES OF SUPERMAN # 497 (costume in shambles)
ANIMAL MAN # 20
ANIMAL MAN # 22
ARMAGEDDON: 2001 # 2
BLASTERS SPECIAL # 1
BLUE BEETLE [first DC series] # 20
BLUE BEETLE [first DC series] # 22
BOOSTER GOLD # 1 (first appearance)
BOOSTER GOLD # 2
BOOSTER GOLD # 3
BOOSTER GOLD # 4
BOOSTER GOLD # 5
BOOSTER GOLD # 6
BOOSTER GOLD # 7
BOOSTER GOLD # 8
BOOSTER GOLD # 9
BOOSTER GOLD # 10
BOOSTER GOLD # 11
BOOSTER GOLD # 12
BOOSTER GOLD # 13
BOOSTER GOLD # 14
BOOSTER GOLD # 15
BOOSTER GOLD # 16
BOOSTER GOLD # 17
BOOSTER GOLD # 18
BOOSTER GOLD # 19
BOOSTER GOLD # 20
BOOSTER GOLD # 21
BOOSTER GOLD # 22
BOOSTER GOLD # 23
BOOSTER GOLD # 24
BOOSTER GOLD # 25

CAPTAIN ATOM [first DC series] # 16
CAPTAIN ATOM [first DC series] # 17
CAPTAIN ATOM [first DC series] # 20
CAPTAIN ATOM [first DC series] # 24
CAPTAIN ATOM [first DC series] # 25
CAPTAIN ATOM [first DC series] # 26
CAPTAIN ATOM [first DC series] # 27
CAPTAIN ATOM [first DC series] # 28
DOOM PATROL [second series] # 28
DOOM PATROL [second series] # 29
FLASH [second series] # 21
INVASION! # 2
INVASION! # 3
JUSTICE LEAGUE # 2 (behind-the-scenes)
JUSTICE LEAGUE # 3
JUSTICE LEAGUE # 4
JUSTICE LEAGUE # 5
JUSTICE LEAGUE # 6
JUSTICE LEAGUE INTERNATIONAL # 7
JUSTICE LEAGUE INTERNATIONAL # 8
JUSTICE LEAGUE INTERNATIONAL # 9
JUSTICE LEAGUE INTERNATIONAL # 11
JUSTICE LEAGUE INTERNATIONAL # 12
JUSTICE LEAGUE INTERNATIONAL # 13
JUSTICE LEAGUE INTERNATIONAL # 14
JUSTICE LEAGUE INTERNATIONAL # 15
JUSTICE LEAGUE INTERNATIONAL # 16
JUSTICE LEAGUE INTERNATIONAL # 17
JUSTICE LEAGUE INTERNATIONAL # 18
JUSTICE LEAGUE INTERNATIONAL # 19
JUSTICE LEAGUE INTERNATIONAL # 20
JUSTICE LEAGUE INTERNATIONAL # 21
JUSTICE LEAGUE INTERNATIONAL # 22
JUSTICE LEAGUE INTERNATIONAL # 23
JUSTICE LEAGUE INTERNATIONAL # 24
JUSTICE LEAGUE INTERNATIONAL # 25
JUSTICE LEAGUE AMERICA # 27
JUSTICE LEAGUE AMERICA # 29
JUSTICE LEAGUE AMERICA # 31
JUSTICE LEAGUE AMERICA # 32
JUSTICE LEAGUE AMERICA # 33
JUSTICE LEAGUE AMERICA # 34
JUSTICE LEAGUE AMERICA # 35
JUSTICE LEAGUE AMERICA # 36
JUSTICE LEAGUE AMERICA # 37

JUSTICE LEAGUE AMERICA # 38
JUSTICE LEAGUE AMERICA # 40
JUSTICE LEAGUE AMERICA # 41 (in Maxwell Lord's dream only)
JUSTICE LEAGUE AMERICA # 51
JUSTICE LEAGUE AMERICA # 53
JUSTICE LEAGUE AMERICA # 56
JUSTICE LEAGUE AMERICA # 57 (behind-the-scenes)
JUSTICE LEAGUE AMERICA # 58
JUSTICE LEAGUE AMERICA # 61
JUSTICE LEAGUE AMERICA # 62
JUSTICE LEAGUE AMERICA # 63
JUSTICE LEAGUE AMERICA # 64
JUSTICE LEAGUE AMERICA # 65
JUSTICE LEAGUE AMERICA # 66
JUSTICE LEAGUE AMERICA # 67
JUSTICE LEAGUE AMERICA # 68
JUSTICE LEAGUE AMERICA # 69
JUSTICE LEAGUE AMERICA # 70 (costume in shambles)
JUSTICE LEAGUE AMERICA # 71 (costume in shambles)
JUSTICE LEAGUE EUROPE # 7
JUSTICE LEAGUE EUROPE # 8
JUSTICE LEAGUE EUROPE # 17 (out of costume)
JUSTICE LEAGUE EUROPE # 33
JUSTICE LEAGUE EUROPE # 34
JUSTICE LEAGUE EUROPE # 35
JUSTICE LEAGUE EUROPE # 49
JUSTICE LEAGUE EUROPE # 50
JUSTICE LEAGUE ANNUAL # 1
JUSTICE LEAGUE ANNUAL # 2
JUSTICE LEAGUE ANNUAL # 3
JUSTICE LEAGUE AMERICA ANNUAL # 5
JUSTICE LEAGUE AMERICA ANNUAL # 6
JUSTICE LEAGUE QUARTERLY # 1
JUSTICE LEAGUE QUARTERLY # 3
JUSTICE LEAGUE INTERNATIONAL QUARTERLY # 6
JUSTICE LEAGUE INTERNATIONAL QUARTERLY # 7
JUSTICE LEAGUE INTERNATIONAL QUARTERLY # 8
JUSTICE LEAGUE INTERNATIONAL QUARTERLY # 9
JUSTICE LEAGUE INTERNATIONAL QUARTERLY # 10
JUSTICE LEAGUE SPECIAL # 1
JUSTICE LEAGUE SPECTACULAR [two versions] # 1
MARTIAN MANHUNTER # 1
MARTIAN MANHUNTER # 2
MARTIAN MANHUNTER # 4

MILLENNIUM # 1
MILLENNIUM # 3
MILLENNIUM # 4
MILLENNIUM # 6
MILLENNIUM # 7
MILLENNIUM # 8
MISTER MIRACLE [second series] # 7
MISTER MIRACLE [second series] # 8
MISTER MIRACLE [second series] # 9
MISTER MIRACLE [second series] # 10
MISTER MIRACLE [second series] # 13
MISTER MIRACLE [second series] # 14
MISTER MIRACLE [second series] # 17
MISTER MIRACLE [second series] # 19
THE NEW TEEN TITANS [second series] # 29
THE NEW TEEN TITANS [second series] # 30
THE NEW TITAN ANNUAL # 5 (behind-the-scenes)
THE OUTSIDERS [first series] # 18
SECRET ORIGINS [second ongoing series] # 35
SECRET ORIGINS [second ongoing series] # 41
SUICIDE SQUAD # 13
SUPERMAN [second series] # 74 (costume destroyed)
SUPERMAN: THE MAN OF STEEL # 20 (costume in shambles)
TIME MASTERS # 1
TIME MASTERS # 2 (behind-the-scenes)
TIME MASTERS # 4
WAR OF THE GODS # 4
WHO'S WHO: UPDATE '87 # 1
WHO'S WHO IN THE DC UNIVERSE [1990] # 2

Section IX - Legion checklist [reboot] (part 4 - July to Sep 1995):

The following is part 4 of the “reboot” checklist of the Legion of Super-Heroes. This installment includes all appearances of the Legion of Super-Heroes and L.E.G.I.O.N./ R.E.B.E.L.S. from books cover dated July 1995 through September 1995. The general format of the entries is as follows:

title listed in the indicia # issue number
 cover date: date listed in the indicia
 publication date: date available to the general public
 format: page count (not including covers), coloring, grade of paper
 price: purchase price
 cover credits: penciller(s)/ inker(s)/ colorist(s)/ cover editor
 cover description: brief description of cover
 story title: (story number, if more than one): title of story
 story length: number of story pages
 story credits: editor(s)/ assist. ed.(s)/ writer(s)/ penciller(s)/ inker(s)/ colorist(s)/ letterer(s)
 roll call: membership of the Legion of Super-Heroes in the current issue
 cast of characters: people of significance appearing in the current issue
 synopsis: detailed summary of story
 comments: points of interest, explanations, related trivia
 letters page: title of letters page, editor of letters page, names of letter writers

The reboot checklist continues ...

LEGION OF SUPER-HEROES [fourth series] # 70

cover date: July 1995
 publication date: 10 May 1995
 format: 32-page, full color, Mando Format
 price: \$2.25
 cover credits: Alan Davis (penciller)/ Mark Farmer (inker)/
 Tom McCraw (colorist)/ Curtis King (cover editor)
 cover description: Andromeda lashes out at Brainiac 5 as he attempts to develop a cure for her lead poisoning.
 story title: “Beyond Belief”
 story length: 22 pages
 story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom Peyer and Tom McCraw (plotters)/ Mark Waid (writer)/ Jason Armstrong (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)
 roll call: Cosmic Boy, Apparition, Triad, Leviathan, XS, Brainiac 5, Spark, Andromeda, and Shrinking Violet. Saturn Girl is recovering in the med-center. Chameleon and Invisible Kid return from Durla. Kinetix leaves for the planet Corrlax. Membership awaits Star Boy (behind-the-scenes only).



cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Dagggle); Invisible Kid (Lyle Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz); Andromeda (Laurel Gand); Shrinking Violet (Salu Digby); Kinetix (Zoe Saugin); Ambassador Winema Wazzo (first name not yet revealed); three unnamed non-Daxamite members of the White Triangle (one with eyeglasses, one with ponytail, one with bald head, all in flashback only); unnamed water-breathing alien attacked by White Triangle members (in flashback only); the Composite Man (real name not yet revealed, in flashback only); Vril Dox II (20th century hero, mentioned and depicted); Lar Gand a.k.a. Valor (20th century hero, mentioned only); unnamed Daxamite members of the White Triangle from Laurel Gand's youth (in flashback only).

synopsis:

In the Legion medi-lab: Brainiac 5 treats Andromeda for advanced lead poisoning. He calmly takes readings while she squirms in agony. Brainiac 5 uses a red sun projector to make her skin vulnerable so that he can extract a blood sample from her. He then turns the projector off. Andromeda realizes that her transuit has been removed. When Brainy goes to examine her, she kicks him away, telling him not to touch her. Andromeda is disgusted by his alien touch and warns him not to touch her again. She doubles over in pain. Brainy says he thought that his motives would have protected him from her xenophobic outbursts, but that he'll have to rely on the projector to de-power her. In the Earthgov medi-center: Triad is released from the hospital, but decides to visit Saturn Girl before she leaves. Saturn Girl acts like a small child, at first happy to see Triad, but then suddenly showing signs of paranoia saying that no one likes her. The doctors try to calm Saturn Girl, and Triad is told to leave. Back at Legion headquarters: Kinetix prepares for her trip to Corrlax, hoping to restore her powers, and says good-bye to XS, Spark, and Shrinking Violet. Kinetix notices an amulet around Spark's neck, XS tells her it's from a secret admirer. Kinetix notices that Violet is acting strange, so she takes her aside and asks her what's wrong. All Kinetix can gather is that it has to do with Andromeda. Violet can't tell her about her suspicions that Andromeda is tied to the White Triangle, nor can she decide what to do about it since Andromeda is now so sick. Kinetix suggests a gift, although she doesn't think it's worth the effort. At the United Planets building: Ambassador Wazzo talks with Cosmic Boy, Leviathan, and her daughter Apparition about the rash of injured Legionnaires. She says that the U.P. takes them very seriously, which is why she has volunteered to monitor the situation. Cosmic Boy argues with Ambassador Wazzo, saying they were never promised safety. The ambassador says they aren't adults yet, then takes a shot at her daughter about being rebellious. Cosmic Boy requests that she not allow any problems between her and her daughter to spill over into the important work they are doing. Ambassador Wazzo becomes furious and adjourns the meeting. Back in the medi-lab: As Brainy tries to find a cure, Andromeda begins to loosen up. Andromeda is scared and asks Brainiac 5 if she is going to die. He states that she is lucky to have a Coluan devoted exclusively to her problem, and that her lack of faith is akin to a dog lacking

faith in its master. Andromeda is angered, exclaiming that she is a Daxamite. She asks him how he can possibly belittle her genetic makeup. He responds by saying his genetic makeup makes him smart enough to stay out of trouble, then asks her what she did to get herself in this mess. Reluctantly, Andromeda tells Brainy that, a while back, she let some troublemaking White Triangles go when they promised not to cause any more trouble. They then turned around and hurt Triad. Brainy is surprised that Andromeda had any concern for Triad. Covering her concern, Andromeda says that she was angry that they deliberately defied her. She thought she could put the anger behind her, but then Violet noticed she'd failed to file any arrest report on the three. So, when the others fought the Composite Man, Andromeda left to search for the felons. She said she found them because she recognized their White Triangle symbol ... from home! The Triangle symbolizes a Daxamite faction dedicated to protecting racial purity. That faction has adopted and funded separatists on many worlds. They're used to spread the Triangle's doctrine, and destroy the United Planets. Andromeda found the Earth faction, but they knew just how to take her down. They ripped her transuit, exposing her to lead. As she succumbed to the lead poisoning, she trashed the Triangle's lair, and grabbed two of the three. It hurt her when they called her a traitor to her race. Andromeda says she doesn't hate other races, she just has a love for her own kind. Brainiac 5 says that's a short-sighted perspective, but not surprising coming from a Daxamite. Suddenly, Brainy finds something in his computer. At Andromeda's quarters: Taking Kinetix's suggestion, Violet brings a gift to Andromeda's room. She goes to put the gift on a shelf, but accidentally knocks some items around. She notices something hidden among some holos ... a White Triangle pendant! In the medi-lab: Brainy discovers that his ancestor Vril Dox II cured Valor of lead poisoning a thousand years prior. Andromeda says he was her ancestor, but Brainy wonders if that is true since "Gand" is a common name on Daxam. He soon learns that the Valor formula won't work on Andromeda. He tells Andromeda that each antidote must be matched to an individual genetic structure, and that he must find a way to match hers. He says that they are all individuals, even genetically speaking. Andromeda confesses that that is not how she was taught. She grew up in a White Triangle village, exiled by choice. In the cities of Daxam, the children were taught the "lie" that Valor seeded the worlds, and that many species sprang from this "supposed" common ancestry. Her village taught the "truth", that the races belonged apart. She never even saw an alien until she reached the age of sixteen and her draft notice arrived. It seemed the Gand family still possessed enough social clout to pull some strings. She gained powers, but at a price ... being forced to live among aliens. Brainy tells Andromeda that he has completed an antidote attuned to her physiology, but refuses to give it to her until she admits that he is her superior. She refuses, so he then tells her to look him in the eye and tell him he's inferior. She says she can't. Brainy's tells her that she's damn right she can't, gives her the antidote, then walks out. Andromeda quietly says she's sorry. In the Legion meeting room: The Legionnaires begin to gather. Invisible Kid and

Chameleon have returned from Durla. Cosmic Boy welcomes Triad back from the medi-center. Spark comforts Apparition about her mother. XS and Leviathan also take their seats. Invisible Kid informs Cosmic Boy that he talked to Brainiac 5, who says Andromeda is resting comfortably. Violet suddenly grows from microscopic size, saying she hopes Andromeda isn't too comfortable. Violet shows the others the White Triangle pendant and states that Andromeda is a traitor.

comments:

Origin of Andromeda and the White Triangle (in flashback). Brainiac 5 states that Coluans have a life-span three times beyond the galactic average and that they are the most intelligent humanoids in the known universe. Andromeda states that she is the descendant of Valor, Brainiac 5 casts doubt by saying "Gand" is a common name on Daxam. Brainiac 5 develops an anti-lead serum for Andromeda. Flashback to the girls' scuffle with the White Triangle in *LEGIONNAIRES #23*, Triad's beating in *LEGION OF SUPER-HEROES [fourth series] #67*, Violet's confrontation with Andromeda in *LEGIONNAIRES #25*, and the Legion's battle with the Composite Man in *LEGION OF SUPER-HEROES [fourth series] #69*. Planets depicted: Earth and Daxam. Other planets mentioned: Corrlax. Races mentioned: Coluans, Carggites, Durlans, and Bgztlans. Since Triad checks out of the hospital and Kinetix prepares to leave Earth, yet Andromeda is seriously ill, this is probably the day after *LEGIONNAIRES #26*. The events of this issue take place in a single day. Note: The cover incorrectly credits Jeffrey Moy and W.C. Carani as this issue's artists.

letters page:

"Legion Outpost". Letters regarding *LEGION OF SUPER-HEROES [fourth series] #62* and *#63* from Randy J. Bardonner, Christopher Scott, Justin Steiner, Robert J. Hemedes, Jeff Mitchell, Chris Polick, and Ed Homa Jr.. Edited by Mike McAvennie.

SUPERBOY [third series] # 17

cover date: July 1995
 publication date: 10 May 1995
 format: 32-page, full color, Miraweb Format
 price: \$1.95
 cover credits: Tom Grummett (penciller)/ Karl Kesel (inker)/
 Tom McCraw (colorist)/ Curtis King (cover
 editor)

cover description: Superboy bursts free of chains.

story title: "Neon!"

story length: 21 pages

story credits: Frank Pittarese (editor)/ Chris Duffy (assist.
 ed.)/ Karl Kesel and Tom Grummett (plotters)/
 Karl Kesel (writer)/ Tom Grummett
 (penciller)/ Doug Hazlewood (inker)/ Tom
 McCraw (colorist)/ Richard Starkings &
 Comicraft (letterers)

synopsis: Rex Leech enters the poorly lit Ku'i Pe Gym in Honolulu, Hawaii. He meets with Ira Gamboli, a man to whom Leech owes money. Gamboli says he has been quite patient, and has come up with a way for Leech to finally square the books. A young teen dressed in red garb (Lar Gand) bursts a training bag with one mighty punch. Gamboli tells Leech the deal. If Leech, the manager of Superboy, simply makes sure that Superboy shows up at a certain place and time, Gamboli will call their debt even. Gamboli's boy will take care of the rest!

comments: This issue reveals that Valor (Lar Gand) did not die following the events of Zero Hour. No Legion appearances.



R.E.B.E.L.S. '95 # 9

cover date: July 1995

publication date: 17 May 1995

format: 32-page, full color, Mando Format

price: \$2.25

cover credits: Derec Aucoin (penciller)/ Mark Propst (inker)/ George Freeman & Digital Chameleon (colorist)/ Curtis King (cover editor)

story title: "Reunions"

story length: 22 pages

story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Derec Aucoin (penciller)/ Mark Propst (inker)/ Stuart Chaifetz (colorist)/ Willie Schubert (letterer)

synopsis: In space: Garv locates his wife Strata and the R.E.B.E.L.S.. He believes that Strata is their prisoner. Suddenly, the R.E.B.E.L.S. ship is attacked by a L.E.G.I.O.N. fleet. On Raxull: John Sin and his Blood Circle wonder if Vrill Dox has betrayed them to the Worldbank, or if he simply has hit a snag. Sin decides to put their backup agent, the original choice for the mission, to work. Inside the Worldbank, the bank's two guardians, Mr. Qigly and Mr. Zimm, interrogate Dox. The two make Dox an offer ... help them destroy the Blood Circle and they will help him get his old life back. Dox declines and disables the robot guard. He kills his captors and escapes. On the L.E.G.I.O.N. space station: Davroth begins the brainwashing process on Stealth, Marij'n, and Borbb. In space: Realizing that all is not right with L.E.G.I.O.N., Garv jumps in the pilot's seat of the R.E.B.E.L.S. ship. The craft uses its feeder-tendrils to quickly tap into his brain. The ship easily destroys the entire fleet. On the space station: In the presence of Lyrl Dox and Lydea Mallor, Stealth breaks free. Before they can act, she frees Marij'n and Borbb. When Davroth arrives, Lydea sends Lyrl away with him. Stealth and Lydea battle. Borbb and Marij'n teleport away and free the minds of the various world government heads. When Davroth and Lyrl arrive, they are attacked by the mob. Later, aboard the R.E.B.E.L.S. ship, Borbb informs Stealth that Lyrl and Marij'n have vanished. Suddenly, the L.E.G.I.O.N. space station explodes. Phase is horrified and realizes that since the government heads knew they were brainwashed, Lyrl couldn't let them live. The R.E.B.E.L.S. are certain that they will be blamed for the deaths of the government heads. On Raxull: Vrill Dox makes his way to the central computer. Dox is finally able to contact Sin. Sin tells Dox that he had given up on him, so he sent in his back-up ... Ig'nea! Ig'nea blasts Dox with fire!

SHOWCASE '95 # 6

cover date: July 1995

publication date: 17 May 1995

format: 48-page, full color, Standard Format

price: \$2.95

cover credits: Denis Rodier (artist)/ ? (colorist)/ Curtis King (cover editor)

cover description: Lobo stands wielding large guns, while Bibbo plays cards with three dogs.

story title: story two (*Andromeda* feature): "The Alienation of Unification"

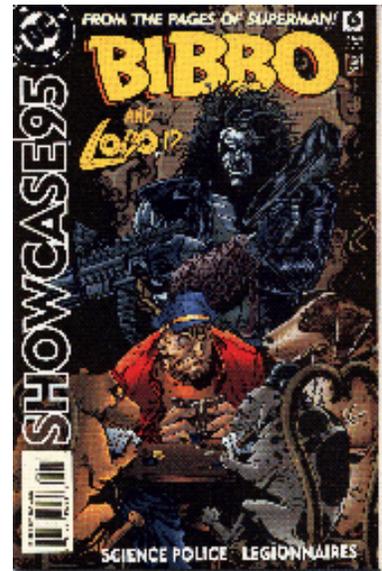
story length: 10 pages

story credits: Mike McAvennie (editor)/ Beau Smith (writer)/ Mike Huddleston (penciller)/ Jim Mahfood (inker)/ Lee Loughridge (colorist)/ Kevin Cunningham (letterer)

roll call: Apparition and Andromeda. Cosmic Boy, Saturn Girl, Triad, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, Spark, Shrinking Violet, and Kinetix are all elsewhere. Membership awaits Star Boy (behind-the-scenes only).

cast of characters: Apparition (Tinya Wazzo); Andromeda (Laurel Gand); Brawler (real name not yet revealed, of Moxie); Tomb (real name not yet revealed, of Sarrcus); Cahvey Cannus (first name not yet revealed, of Sirius Station a.k.a. Anthropologia); at least twelve unnamed Motarian raiders.

synopsis: Apparition and Andromeda are assigned to escort three potential draftees to the new Legion Academy on Warnabros. The Academy is the United Planets' latest recruitment idea to keep member worlds without a representative in the Legion happy. The three cadets to be taken there are Brawler of Moxie, Tomb of Sarrcus, and Cannus of Anthropologia. En route, aboard a Legion cruiser piloted by Apparition, a fight breaks out when Brawler makes the mistake of touching the xenophobic Andromeda. Andromeda punches Brawler across the cabin. Apparition curses Cosmic Boy, who talked her into bringing Andromeda, saying it'll make a good impression on her. Apparition notes that Tomb is amused. She suspects it's because Tomb doesn't get to mingle much, since his home planet Sarrcus is on the outermost edge of the Fifth Galaxy. Most people don't mind because Tomb's people can control the body functions and life supports of other races. Apparition then looks over at Cannus from Anthropologia, a planet made up of extreme climate changes. His people are among the best trackers in the universe. Cannus leans over Brawler, but he doesn't know Interlac so he only growls. Brawler is disgusted by his canine odor. Apparition wishes that it was Brawler who couldn't be understood. The Moxians are real tough and can mind-mesh with all sorts of weapons and machinery, but they're also arrogant. Andromeda asks Apparition why a U.P. ship couldn't take the draftees to Warnabros. Apparition replies that having Legionnaires is better P.R., the passengers then look like serious candidates for Legion membership. Brawler brings



Andromeda a piece of machinery twisted into the shape of a heart. She twists it around his neck. Tomb laughs, which angers Brawler. He picks a fight. Tomb begins to use his power to cut off Brawler's air supply, but Andromeda convinces him it wouldn't be a good idea to kill a fellow draftee. Suddenly, the Legion cruiser is attacked. Apparition tells Andromeda that they've been hit with some kind of immobilizer beam. Sensors identify the attacking ship as a Motarian vessel. Apparition suspects that these Motarians are probably the ones behind the recent rash of space-jackings in this sector. They intend on gathering the crew as slaves and taking all valuables. The Motarian vessel, which is organic in appearance, wraps its tentacles around the Legion cruiser. Apparition tells Andromeda that the tentacles can only be freed from the other ship. Andromeda refuses to expose herself to the Motarians or the poisons that may exist on their ship. Apparition puts on a transuit and heads to the other vessel, leaving Andromeda to "motivate" the draftees into fighting. Apparition handles the two Motarians that remain on their ship. Andromeda and the others fight the bulk of the Motarians, who invade the Legion's craft. Tomb nearly kills some of them. Andromeda has to remind him that Legionnaires don't kill. The first group is rendered unconscious. On the Motarian ship, Apparition frees the Legion cruiser from the tentacles. Back on board the cruiser, the four heroes finish battling with the last of the Motarian raiders. Apparition returns, and is surprised that the invaders have all been subdued. Andromeda suggests that they drop the Motarians off with the Science Police. Apparition notes that although they started out as five individuals, tact and diplomacy brought them together as a team.

- comments: Re-introducing the Legion Academy. First appearance of Brawler of Moxie, Tomb of Sarrcus, and Cahvey Cannus of Sirius Station (a.k.a. Anthropologia). Planets depicted: Warnabros. Planets mentioned: Moxie, Sarrcus, and Sirius Station (a.k.a. Anthropologia). Races depicted: Motarians. A footnote states that this tale takes place before *LEGIONNAIRES #26* and *LEGION OF SUPER-HEROES [fourth series] #70*. Given the continuous sequence of events from *LEGION OF SUPER-HEROES [fourth series] #67* on, this story must occur between *LEGION OF SUPER-HEROES [fourth series] #66* and *#67*, likely before *LEGIONNAIRES #23*. The events of this issue take place in a single day.
- story title: story three (*Science Police/Leviathan* feature): "Learning Curve"
- story length: 10 pages
- story credits: Mike McAvennie (editor)/ Gregory Wright (writer)/ Wade Von Grawbadger (penciller)/ Mark Farmer (inker)/ Gregory Wright (colorist)/ Kevin Cunningham (letterer)
- roll call: Leviathan. Cosmic Boy, Saturn Girl, Apparition, Triad, XS, Chameleon, Invisible Kid, Brainiac 5, Spark, Andromeda, Shrinking Violet, and Kinetix are all elsewhere. Membership awaits Star Boy (behind-the-scenes only).
- cast of characters: Leviathan (Gim Allon); S.P. recruit Sybelle Deacon; S.P. officers Gigi Cusimano and Shvaughn Erin, and other unnamed S.P. officers on Earth; at least five unnamed purple-garbed terrorists; at least five unnamed armored criminals.

synopsis:

By the 30th century, conventional police officers have been replaced by the United Planets Police Force, or Science Police. Their recruits come from all sectors of the galaxy. Sybelle Deacon is one such recruit. After five transfers for various unregulated and unorthodox forms of law enforcement, she has been brought to Earth under direct supervision of experienced officers Gigi Cusimano and Shvaughn Erin ... for attitude adjustment, or recommendation for discharge. Officers Cusimano, Erin, and Deacon have engaged a group of terrorists. While Cusimano and Erin round up some of the criminals, Deacon viciously attacks the remainder. Deacon is angered over the deaths of those who died when the terrorists disintegrated their transports. She plans on avenging the victims. As she prepares to kill one of the terrorists, she tells him that she watched her own mother die. Luckily, Cusimano stops her just in time. The terrorist is barely alive. Officers Cusimano and Erin have all but decided to bounce Deacon back to the Hawkings system. Suddenly, one of the terrorists grabs a weapon. Deacon shoves Cusimano to the ground. She then throws her energy rod at the terrorist, disabling him. Deacon explains that this group was active on her world, that they kill until no one opposes them. Cusimano is disgusted, saying that Deacon only knows two ways of taking down a subject ... maiming and killing. Erin reminds Cusimano that Deacon did save her life. Cusimano says that disciplinary measures will have to wait. Dispatch reports that they've got unidentified hostiles attacking Edmund Research. A Legionnaire is already on the scene. Erin says it's bad enough that she's Legion liaison, now she's backing them in the field. She asks which one it is, Cusimano responds that it's Leviathan. At Edmund Research, Leviathan tries to help the Science Police to contain rampaging, flying creatures. Cusimano, Erin, and Deacon arrive on flying cycles. Cusimano is glad it's Leviathan, her friend and former S.P. officer, who is helping them. Deacon is told to set her disrupter on stun. She thinks stunning them will only make matters worse, and sets her weapon to kill. She blasts one of the creatures, who in turn sends out a blast of its own which destroys officer Erin's flying cycle. Thankfully, Leviathan catches her. Leviathan tells her to get the rookie out of the way, that their weapons don't affect the creatures. He then tells her that a scientist has explained that the creatures were being genetically engineered as peaceful protectors, but that earlier that day they went berserk, destroying the lab that's been housing them. Leviathan and Cusimano argue about how to take them down. Deacon notices that the creatures are wearing collars, which may have something to do with their being driven mad. She leaps off her cycle onto one of the flying creatures, and detaches the collar. It suddenly becomes docile and friendly. Deacon radios to Cusimano that the collars are transmitting a signal which drives the creatures into a rage. She thinks this is just a diversion. Deacon gets a fix on the signal and goes in. Cusimano tells her to wait for back-up, but Deacon ignores her. Deacon finds a group of armored criminals and shoots at them, destroying their transmitter. She becomes pinned down by the perpetrators. Leviathan goes around back to surround them. The crooks take Deacon down and prepare to kill her. They say that the laboratory's secrets

belong to them, and that she is not worthy of being a hostage. Suddenly, Leviathan's fists burst through the wall, grabbing the criminals. Cusimano and Erin help Deacon to her feet. Cusimano admits that Deacon's unorthodox instincts saved the day, but that she still needs discipline. Deacon admits that without teamwork, she'd be dead. She even admits that Leviathan isn't so bad, for a Legionnaire.

comments: First appearance of S.P. recruit Sybelle Deacon. Planets depicted: Earth. A footnote states that this tale takes place after *LEGION OF SUPER-HEROES [fourth series] ANNUAL #6*. Given that Leviathan is not present in *LEGIONNAIRES #26*, that issue is the likely point in time for this tale. The events of this issue take place in a single day.

SUPERMAN VS. ALIENS # 1

cover date: July 1995

publication date: 24 May 1995

format: 48-page, full color, Prestige Format

price: \$4.95

story title: Untitled

comments: Three-issue mini-series co-published by DC Comics and Dark Horse Comics. Superman reflects on his experiences with the denizens of the Pocket Universe. This issue establishes that the post-Zero Hour Pocket Universe, created by the Time Trapper, never had a hero named Superboy. It was that Earth's Lex Luthor who freed the Kryptonian criminals from the Phantom Zone. No Legion appearances.

LEGIONNAIRES # 27

cover date: July 1995

publication date: 31 May 1995

format: 32-page, full color, Mando Format

price: \$2.25

cover credits: Jeffrey Moy (penciller)/ W.C. Carani (inker)/
Tom McCraw (colorist)/ Curtis King (cover
editor)cover description: Ultra Boy and Apparition are attacked by the
Daxamite White Triangle as they begin their
first strike on Earth.

story title: "Eyes of Hate!"

story length: 22 pages

story credits: KC Carlson (editor)/ Mike McAvennie
(assist. ed.)/ Tom McCraw and Tom Peyer
(plotters)/ Tom Peyer (writer)/ Mike Collins
(penciller)/ W.C. Carani (inker)/ Tom
McCraw (colorist)/ Pat Brosseau (letterer)roll call: Cosmic Boy, Apparition, Triad, XS, Spark, and Andromeda. Saturn Girl is
recovering in the medi-center. Leviathan, Chameleon, Invisible Kid,
Brainiac 5, and Shrinking Violet are all elsewhere. Kinetix is on her way to
the planet Corrlax. Membership awaits Star Boy (behind-the-scenes only).cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya
Wazzo); Triad (Luornu Durgo); XS (Jenni Ognats); Spark (Ayla Ranzz);
Andromeda (Laurel Gand); twelve unnamed crew members of the freighter
Kendal; four Daxamite members of the White Triangle (Ral with long red
hair, Suggin with ponytail and goatee, Arns with bald head, Fethro Jorn with
headband); R. J. Brande; unnamed aide to R. J. Brande; Live Wire (Garth
Ranzz); the Workforce (mentioned only); unnamed non-Daxamite members of
the White Triangle; Obin Der of Daxam; Ambassador Kivun Roxxas of
Daxam (first name not yet revealed); Ultra Boy (Jo Nah, last name not yet
revealed); Leland McCauley (mentioned only); unnamed S.P. officers on
Earth; Marla Latham; President Jeanne Chu (first name not yet revealed).
Honorable mention: Deanna Troi [from Star Trek: TNG] (as bystander in a
crowd).synopsis: In space: Four White Triangle Daxamites destroy a Stargate as the freighter
Kendal passes through, killing all on board. They gloat over the deaths they
have caused, then continue on to destroy more of the devices which have
allowed the "pollution" of the universe. On Earth: R. J. Brande learns of the
destruction of the Stargate and the loss of the Kendal. All the data he has
received has been inconclusive, so he orders all the Stargates shut down. He
orders his aide to inform the United Planets of his decision, then requests that
his cruiser be readied. Brande hurries out of his office, where he finds Live
Wire. Live Wire has come to Brande to tell him he quit the Workforce and to
ask for help in finding his brother Mekt. Brande tells Live Wire he can't have
a Stargate-capable ship at this time. Brande then tells Live Wire about Saturn

Girl's injuries and sends him to Earthgov Medi-Center. Elsewhere, non-Daxamite White Triangles use a remote device to disintegrate an Earthman and his alien lover on a crowded Metropolis street. At Legion headquarters: Triad tells Cosmic Boy that Brande's people called and said there's a problem with the Stargates. Cosmic Boy tells her to wait, then bursts into Andromeda's quarters. Cosmic Boy confronts Andromeda about her White Triangle medallion. He demands an explanation. Andromeda says nothing, so he tells her that either she comes to the Legion for help with her problem or she's out. He then confines her to quarters. Andromeda calls Obin Der on Daxam for help. She says she tried to fit in but everyone is ganging up on her and she fears she will be expelled. Obin Der reminds Andromeda that he knows of her White Triangle ties and tells her he's disappointed in her. Ambassador Roxxas, who is also there in Obin Der's office, tells Der to get out so he can talk to Andromeda. Roxxas angrily tells Andromeda that he is pulling her from the Legion immediately and shipping her back to Daxam. Andromeda begs Roxxas not to return her to their homeworld, where she will lose her powers. Roxxas says the White Triangle spent precious political capital to place her in the Legion, but she has brought them nothing but shame. Andromeda tells Roxxas about the lead poisoning cure developed by Brainiac 5. She says they can all be immune. Roxxas becomes quite interested and begins plotting. At Earthgov Medi-Center: Live Wire watches as Apparition, XS, and Spark visit with Saturn Girl, who still has the mind of a small child. After they depart, Live Wire approaches Saturn Girl's room, but he can't bear to face her and leaves. Outside, Ultra Boy, who was on his way to Legion Plaza, spots Apparition, XS, and Spark. Ultra Boy tries to talk to Apparition, but she tells him to get lost. As she leaves, Ultra Boy asks the others what's wrong. They mention his membership in the Workforce, his girlfriend Spider-Girl, his showing up whenever he pleases, and his getting her in trouble with her mother. Ultra Boy goes after Apparition and charms her into forgiving him. As they kiss, the White Triangle's remote device spots them and strikes. Ultra Boy barely pushes Apparition to the side, as the blast destroys the wall beyond them. Apparition phases, then tells Ultra Boy to go to invulnerability. Before he does, he uses his flash-vision to destroy the device. When the Triangles lose their picture, the leader of the group orders his men into their battle suits and after the couple. Ultra Boy and Apparition are joined by Spark, XS, and an S.P. officer. The officer says that four other couples have been attacked. Suddenly, the armored Triangles attack. The Legionnaires defeat the criminals, with Live Wire showing up to finish off the last one. At United Planets headquarters: Cosmic Boy and Marla Latham go to see Madame President about expelling Andromeda. Marla tries to explain to Cosmic Boy that it's the U.P.'s call. Marla tries to calm him down, feeling he should act more mature, but Cosmic Boy storms off and into President Chu's office. He is surprised to find Ambassador Roxxas in her office. Chu tells Cosmic Boy that Andromeda is remaining with the Legion at the special request of Roxxas.

comments: Format change from Standard Format to Mando Format. Re-introducing Roxxas. The outfits depicted in a storefront window include costumes from the pre-reboot Legion. Planets depicted: Earth and Daxam. Cosmic Boy is furious at the discovery of the White Triangle pendant in Andromeda's room, which was revealed at the end of *LEGION OF SUPER-HEROES* [fourth series] #71, therefore this is likely a continuation of that same day. The events of this issue take place in a single day.

letters page: "Legionnaires". Letters regarding *LEGIONNAIRES* #23 from Jeff Mitchell, Chuck ?, Jim Kelly, Scott Lasky, KC Leach, and David Taylor. Edited by Mike McAvennie.

LEGION OF SUPER-HEROES [fourth series] # 71

cover date: August 1995

publication date: 14 June 1995

format: 32-page, full color, Mando Format

price: \$2.25

cover credits: Alan Davis (penciller)/ Mark Farmer (inker)/
Tom McCraw (colorist)/ Curtis King (cover
editor)cover description: The planet Trom is destroyed from orbit by
the Daxamite White Triangle.

story title: "Heaven and Hell"

story length: 21 pages

story credits: KC Carlson (editor)/ Mike McAvennie (assist.
ed.)/ Tom McCraw and Tom Peyer (plotters)/
Mark Waid (writer)/ Lee Moder (penciller)/
Ron Boyd (inker)/ Tom McCraw (colorist)/
Pat Brosseau (letterer)roll call: Cosmic Boy, Apparition, Triad, Chameleon, Invisible Kid, and Shrinking
Violet. Saturn Girl is recovering in the medi-center. Leviathan, XS,
Brainiac 5, Spark, and Andromeda are all elsewhere. Kinetix is on her way to
the planet Corrlax. Membership awaits Star Boy (behind-the-scenes only).cast of characters: Cosmic Boy (Rokk Krinn); Apparition (Tinya Wazzo); Triad (Luornu Durgo);
Chameleon (Reep Dagggle); Invisible Kid (Lyle Norg); Shrinking Violet (Salu
Digby); Kinetix (Zoe Saugin); twelve Daxamite members of the White
Triangle (Ral with long red hair, Suggin with ponytail and goatee, Arns with
bald head, Fethro Jorn with headband, male with receding white hair, dark-
haired male, light-haired male, brown-haired male, male with receding brown
hair, dark-haired female, light-haired female, dark-skinned female with black
hair); unnamed crew members at Nullport; R. J. Brande; Tarn and Garra
Arrah of Trom; Jan Arrah of Trom; other unnamed Trommites; President
Jeanne Chu (first name not yet revealed); Ambassador Kivun Roxxas of
Daxam (first name not yet revealed); other unnamed U.P. ambassadors.synopsis: On Nullport: A group of Daxamite White Triangles slaughter all aboard the
artificial satellite, then stop to hold a meeting on their leader's orders. Many
are anxious to continue the destruction they have begun. One of their number
says that the Stargates are nothing compared to what their boss, Ambassador
Roxxas, has told them. The United Planets is close to admitting a secret
world that will render the union invincible. They apparently have greater
powers than the Daxamites. Roxxas promises that, with the lead poisoning
cure, theirs will be greater still. They have been ordered to deal with this
world before it becomes an obstacle. The leader has suggested a solution on a
planetary scale. The group of twelve leave to execute their mission.
Elsewhere in space: Kinetix flies through hyperspace on a quest to find
another magical artifact to replace her powers. The ship's computer informs
her that the target Stargate no longer exists. The ship's computer informs her
that she cannot alter her course to another Stargate, so she takes a chance and

orders the computer to slow the ship into normal space, a dangerous task at best. On the planet Trom: R. J. Brande meets with his old friend Tarn Arrah. R. J. tells him that three Stargates have vanished. Brande suspects that someone powerful is trying to tear the U.P. apart. He requests that Tarn come with him to stop the threat to the union. R. J. wants Tarn to use his skill to create more of the core element needed to build more Stargates. Tarn says his people are depending on him to represent them at the teleconference with the U.P., that it took many cycles to line up all the U.P. delegates. He says the Trommites will always be thankful to Brande for ending their hermetic existence, but he must refuse. R. J. and Tarn enter the worship-house and greet Tarn's wife and son, Garra and Jan. Much to Tarn's displeasure, Brande learns that Jan can also make the crucial element, named tarnium after its creator. At Legion headquarters: Invisible Kid secretly gathers together Chameleon, Apparition, Shrinking Violet, and Triad to form a covert team to deal with the White Triangle problem. When Cosmic Boy enters the room, everyone but Triad quickly hides. Triad tells Cos that she is just talking to herself. After he leaves, the others continue their meeting. Triad says she thinks that maybe the Triangle was behind Doyle's attempt on Brande's life. Apparition notes that Saturn Girl said that perhaps they also started the riot on Planet Hell. Violet asks why they have to keep their actions a secret. Invisible Kid reminds her of how Cosmic Boy is protective of the "weaker" members. He says that although they aren't the strongest Legionnaires, they can be awfully sneaky. In an unknown sector of space: Kinetix's ship re-enters real space. All major systems are intact except for life support, which is falling. Kinetix orders the computer to find a place to land. Back at Trom: R. J. Brande leaves the planet in his cruiser, when he is suddenly sent reeling as something passes by. His sensors read a dozen objects heading straight for Trom. On the planet, Tarn and Garra conduct their teleconference with the U.P. delegates. From space, a dozen White Triangle Daxamites use their collective laser vision to turn Trom to a smoldering cinder. The Daxamites then leave to further their attacks on the United Planets. Brande returns to Trom and looks in horror at the charred planet.

comments: Re-introducing Jan Arrah of Trom. First appearance of Tarn and Garra Arrah. First mention of tarnium as the core element used to build the Stargates. The planet Trom is destroyed in this issue. Invisible Kid forms the Legion Espionage Squad. Planets depicted: the artificial satellite Nullport, Trom, and Earth. Races mentioned: Daxamites. Kinetix is in hyperspace, Roxxas is on Earth, and Brande is on Trom, therefore it is probably the day after *LEGIONNAIRES* #27. The events of this issue take place in a single day.

letters page: "Legion Outpost". Letters regarding *LEGION OF SUPER-HEROES* [fourth series] #64 and #65 from Heather Adcock, Jack Nolan, Ed Homa Jr., Jim Kelly, Jeff Troutman, D.K. Ferrell, and Harrison P. St. James. Edited by Mike McAvennie.

SUPERBOY [third series] # 18

cover date: August 1995

publication date: 14 June 1995

format: 32-page, full color, Miraweb Format

price: \$1.95

cover credits: Tom Grummett (penciller)/ Karl Kesel (inker)/ ? (colorist)/ Curtis King (cover editor)

cover description: A shadowy figure (Lar Gand) stands over the fallen Superboy.

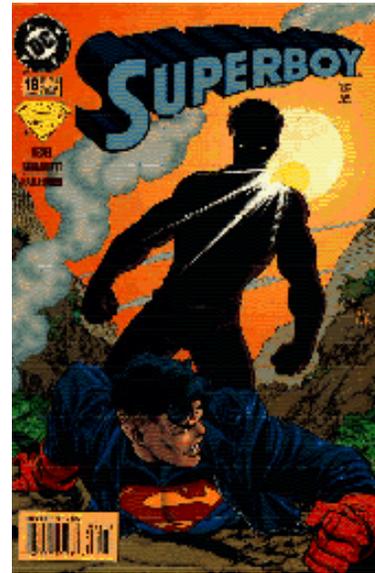
story title: "Battle of the Century!"

story length: 22 pages

story credits: Frank Pittarese (editor)/ Chris Duffy (assist. ed.)/ Karl Kesel (writer)/ Tom Grummett (penciller)/ Doug Hazlewood (inker)/ Tom McCraw (colorist)/ Richard Starkings & Comcraft (letterers)

synopsis: Mobster Ira Gamboli takes advantage of the fact that Lar Gand has amnesia. He tells the super-powered youth, now named Champion, that he must fight Superboy in order to afford the best help money can buy. Champion says he will fight like his life depends on it. At school, Superboy finds a note in his locker from television reporter Tana Moon telling him to meet her for lunch (the note is actually from Rex Leech). Superboy shows up at Diamondhead Crater at noon, as the note requested, but Tana is not there. Suddenly, Champion attacks Superboy and a battle ensues. Gamboli watches the fight through the use of hovering vid-spheres. He expects to make a fortune taking bets on the fight. Champion's trainer tells Gamboli that the Champ is sick and he must stop the fight; he starts out strong but then gets disoriented and weak. Gamboli hopes that Champion dies so that he won't have to figure out a way to dispose of him later on. Champion starts to become disoriented, partially recalling Dox and Superman. In the midst of the battle between Superboy and Champion, Knockout arrives. She says she found out about the "fun" on TV.

comments: No Legion appearances.



R.E.B.E.L.S. '95 # 10

cover date: August 1995
 publication date: 21 June 1995
 format: 32-page, full color, Mando Format
 price: \$2.25
 cover credits: Derec Aucoin (penciller)/ Mark Propst (inker)/ George Freeman & Digital Chameleon (colorist)/ Curtis King (cover editor)
 story title: "Comet's Trail"
 story length: 22 pages
 story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Derec Aucoin (penciller)/ Mark Propst (inker)/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)
 synopsis: On Raxull: Ig'nea battles Vril Dox in the Worldbank. She takes him down, then turns her attention to the vault. Dox slaps a new sinpatch on his forehead, which cancels out his pain. Dox rigs a device to blow up the entire Worldbank. He confronts Ig'nea. In space: Aboard the R.E.B.E.L.S. ship, Garv is suffering greatly from his link to the ship. Although Phase wants to get to Belrok-5 to try and tell them the truth about the deaths of the government heads, Strata says that Garv needs medical attention, and the planet Raxull is the only place they can safely show their faces. She is able to get Garv to head to Raxull. On Cairn: A ship enters the planet's atmosphere, where it is confronted by three gunships. The captain says that the last time he was on Cairn, the people were friendly. Lyrl Dox and Lydea Mallor discuss the investigation by eighty-seven member worlds into the deaths of numerous government heads, which they caused. Lyrl tells Lydea to cooperate and feed them evidence that Stealth was responsible. Lyrl then dons body armor. On Raxull: After a brief battle with Ig'nea, Vril Dox blows up the Worldbank. The resulting explosion sends the riches of the bank raining on the hordes of suffering native sentients. The R.E.B.E.L.S. try to get help on Raxull, but the doctor they hire says only a Coluan could possibly figure out Garv's plight. He says that the only one on Raxull is an outlaw. They realize Vril Dox might be alive and nearby. Telepath learns that there is a rumor that Dox is alive and working for John Sin and the Blood Circle. The R.E.B.E.L.S. locate the lair of the Blood Circle and attack. Vril Dox shows up alive but severely injured. He stops the fighting and confronts Sin about Ig'nea. Dox tells Sin he will duplicate the sinpatch himself. Dox and Stealth embrace, to the annoyance of a very jealous Borbb. On Cairn: The three L.E.G.I.O.N. gunships attack the incoming spacecraft. The ship makes a crash landing. The troops surround the wreckage. Captain Comet steps out.

LEGIONNAIRES # 28

cover date: August 1995

publication date: 28 June 1995

format: 32-page, full color, Mando Format

price: \$2.25

cover credits: Jeffrey Moy (penciller)/ W.C. Carani (inker)/
Tom McCraw (colorist)/ Curtis King (cover
editor)cover description: The Legion Espionage Squad battle the
White Triangle.

story title: "Nightfall"

story length: 22 pages

story credits: KC Carlson (editor)/ Mike McAvennie
(assist. ed.)/ Tom Peyer and Tom McCraw
(plotters)/ Tom Peyer (writer)/ Joyce Chin
(penciller)/ W.C. Carani (inker)/ Tom
McCraw (colorist)/ Pat Brosseau (letterer)roll call: Cosmic Boy, Apparition, Triad, Leviathan, Chameleon, Invisible Kid,
Brainiac 5, Spark, Andromeda, and Shrinking Violet. Saturn Girl is
recovering in the medi-center. XS is elsewhere. Kinetix has been lost on her
way to the planet Corrlax. Membership awaits Star Boy (behind-the-scenes
only).cast of characters: Cosmic Boy (Rokk Krinn); Apparition (Tinya Wazzo); Triad (Luornu Durgo);
Leviathan (Gim Allon); Chameleon (Reep Daggel); Invisible Kid (Lyle
Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz); Andromeda (Laurel
Gand); Shrinking Violet (Salu Digby); unnamed tourists outside the Alamo;
six unnamed non-Daxamite members of the White Triangle (one male named
Wren); Buck Bond, the Science Ranger; R. J. Brande; Live Wire (Garth
Ranzz); Mekt Ranzz (mentioned only); Ambassador Winema Wazzo (first
name not yet revealed); Luonel "Murl" Bordo (full name not yet revealed,
father of Apparition); Ambassador Kivun Roxxas of Daxam (first name not
yet revealed); four Daxamite members of the White Triangle (Ral with long
red hair, Suggin with ponytail and goatee, Arns with bald head, Fethro Jorn
with headband); corpse of sentient horse at Nullport; Flint (full name not yet
revealed, associate of Roderick Doyle and Roxxas); Roderick Doyle
(mentioned only); Chief Dunne, Josie, and others at the Antarctica Earthgov
Spacewatch; the Workforce (mentioned only).

synopsis:

At the Alamo in Texas: A tour guide gives a rather contorted history of the Alamo to a crowd of tourists, including a group of four Durlans. One of the tourists yells that someone is attacking the Alamo. A group of six armored non-Daxamite White Triangles descend upon the site, blasting at those below. One of the Durlans morphs into a frightening creature, another shrinks to the size of a bug and attacks one of the Triangles. Another Triangle blasts one of the other Durlans, but is shocked when the blast goes right through it. The Durlan flies up and punches the Triangle. As another member prepares to blast the fourth Durlan, it splits into three beings, surprising the attacker and knocking her down. Just then, a famous Science Ranger named Buck Bond arrives to help, chasing two of the Triangles. Bond is unable to catch up to them, so he returns to the Alamo only to find the Durlans and the Triangles gone. Nearby, the “Durlans” are revealed to be Chameleon, Shrinking Violet, Apparition, and Triad. They carry the captured White Triangles to the waiting Invisible Kid. He congratulates his espionage squad for their success, then suggests they return to Legion headquarters before Cosmic Boy starts wondering where they’ve gone. At Legion headquarters: Cosmic Boy talks with R. J. Brande on a vid-screen. Brande says Trom has been burnt to slag. When Cosmic Boy asks if it could have been an accident, Brande states that he practically witnessed their murder. He suspects the same bunch have been destroying his Stargates. Cosmic Boy asks Brande for his coordinates so that he can send a team to escort Brande home. Brande says he has asked the United Planets to cancel all non-essential space-flights, which goes for the Legion also. Besides, he says, he’s protected. Elsewhere in the headquarters, Spark finds her brother Live Wire smashing a console with his lightning in frustration. Live Wire says he’s been trying to find a flight to find their brother, but everything’s grounded. She’s says he’s constantly making excuses, that he’s always moping about finding their brother but that he never actually goes looking for him. In the Legion cruiser hanger, Cosmic Boy and Leviathan find Invisible Kid and the others returning with four criminals in their care. When Cos asks Invisible Kid who the criminals are, he says that they are White Triangles that he just captured. When Leviathan says no one sent him on a mission, Invisible Kid responds by saying he just ran into them. When Cosmic Boy asks where, he is forced to say Texas. Cosmic Boy reminds Invisible Kid that the Legion isn’t authorized to hold prisoners. Leviathan says he and Cos will ferry the prisoners to S.P. headquarters, but Invisible Kid insists that he’ll do it. As they leave, a call comes in for Apparition from her mother, Ambassador Wazzo. Apparition’s mother asks her whether she has been risking her life again with the Legion, or just throwing it away on Ultra Boy. Apparition yells at her mother and leaves. On Bgztl: With the transmission to Earth terminated, Ambassador Wazzo wonders aloud about what she is going to do with her daughter. Just then, her ex-husband, Murl, enters the room. She asks him what he wants, and he reminds her of the small “loan” they had discussed. She comments that he’ll take care of the bookies and she’ll take care of their daughter, as always. Murl jokes that they should get married again. On Earth: The four White Triangles

find themselves in a weird landscape surrounded by non-humanoid aliens. The aliens ask them who funds their group. In reality, the four prisoners are in the Legion's V.R. room being interrogated by Invisible Kid, Chameleon, Apparition, Triad, and Shrinking Violet. When Triad asks Invisible Kid why he hasn't turned them over to the S.P. yet, he responds by saying the S.P. has had Triangles in custody for days and haven't learned anything. When Invisible Kid asks one of the prisoners why they hate everybody, he responds by saying he doesn't hate anybody, he just loves his own race, and that the only possible result of cramming different races together is war. When Invisible Kid programs aliens to grope the prisoners and ask who their leader is, then "transforms" one into an alien creature himself, the transformed one screams out that they don't know who the leader is. Invisible Kid is convinced that the answer is a truthful one and turns them over to the S.P.. Later, the espionage squad discusses the White Triangles. Invisible Kid says they still don't know who is giving the orders. Violet meekly asks if it might be the Daxamites, but she is ignored. Triad suggests they analyze the armor. Violet mentions Andromeda's connection to the White Triangle, but is again ignored. Invisible Kid suggests they also research hate literature. Violet raises her voice, asking again about the Daxamites. Invisible Kid says they heard her, but the Andromeda link is slim evidence, and that they need to pursue other leads too. Elsewhere, Brainiac 5 drops by Andromeda's quarters to check for any after-effects of the anti-lead serum. She throws something at him and tells him to go away. Brainiac 5 storms off saying he only saved her life, she quietly responds by saying maybe he shouldn't have. Andromeda decides to confront what she has done, and uses her super-vision to peer in on Ambassador Roxxas. At United Planets headquarters: Roxxas talks on a vid-screen to the four on Nullport that compose his direct action cadre. They say that the White Triangle will succeed through action, not cowardly subterfuge. Roxxas says that they shouldn't underestimate the power of subterfuge, it's lengthened their reach considerably. It has hastened the end of the United Planets and its obscure interplanetary race-mixing. Thousands of gutter-mongrels throughout the U.P. consider themselves to be their brothers, including those they killed while taking over Nullport. They do their bidding like the trained animals they are, disrupting the very social system that protects them. Just then, Flint, an associate of Roderick Doyle, enters the room, having heard what Roxxas said. He angrily asks Roxxas what happens to the "trained animals", such as he, when Roxxas succeeds in his plans. He says that Doyle and he risked everything for Roxxas. They did whatever the White Triangle wanted, right or wrong. They even planted a bomb in Kid Quantum's casket! Roxxas calmly but angrily points out that Flint is shouting at him. A nervous Flint backs off, saying that maybe he heard Roxxas incorrectly. He apologizes for jumping to conclusions. He says he knows that that stuff about being used as pawns is not true. Roxxas snaps Flint's neck, saying it is. Roxxas then goes back to the vid-screen and tells his cadre to drink the anti-lead serum he gave them so they can conquer worlds without fear. The four drink, then proclaim that the waiting has ended, the White

Triangle now possesses the raw power to destroy the United Planets. They tell Roxxas that Daxam owes him a great debt, but he responds saying it was the fool Andromeda who gets the credit. Andromeda, who has been watching from her Legion quarters, is now furious and smashes out of her room. Shrinking Violet is standing nearby. Andromeda tells her to back off, that this is something she has to do alone. At Earthgov Spacewatch Post 23, Antarctica: Cosmic Boy and Leviathan ask Chief Dunne if they have detected anything abnormal or potentially threatening. She says that in the past two days, four Stargates light-years apart stopped transmitting their activity logs. They suspect the ‘gates themselves either malfunctioned or were destroyed, however no such incidents have been registered in the past twelve hours. Suddenly, one of the personnel report that the weather-control array over Central Asia just stopped dead, like the Stargates! Another reports the same with North-Hemicom, another with Earthgov Surveillance Grid, and another with the Infomart. Cosmic Boy tells Leviathan to alert all Legionnaires, and to also notify McCauley’s Workforce, that they are under attack. In orbit around the Earth, the four Daxamite White Triangles continue their destruction.

comments:

First appearance of Buck Bond, Luonel “Murl” Bordo, and Flint. Four Daxamites drink an anti-lead serum designed for Andromeda’s unique physiology, slowly rendering them insane. Planets depicted: Earth, Bgztl, and the artificial satellite Nullport. Planets mentioned: Durla, Trom, and Daxam. Invisible Kid says that the S.P.s have had local White Triangles in jail for days, Chief Dunne mentions that in the past two days four Stargates have stopped transmitting. This places the events of this issue two days after *LEGIONNAIRES* #27. The events of this issue take place in a single day.

letters page:

“Legionnaires”. Letters regarding *LEGIONNAIRES* #24 from RichWhit10, Jeff Richardson, Jim Kelly, John Kalb, Darryl Gray, and Joel T. Conner. Edited by Mike McAvennie.

LEGIONNAIRES ANNUAL # 2

cover date: 1995

publication date: 06 July 1995

format: 56-page, full color, Mando Format

price: \$3.95

cover credits: Jeffrey Moy (penciller)/ W.C. Carani (inker)/
? (colorist)/ Curtis King (cover editor)cover description: Cosmic Boy, Saturn Girl, and Live Wire
stand ready amidst the wreckage produced
by the Daxamite White Triangle attack.
Apparition, Chameleon, Spark, and
Andromeda lie injured.

story title: "Four Horsemen"

story length: 47 pages

story credits: KC Carlson (editor)/ Mike McAvennie
(assist. ed.)/ Mark Waid and Tom McCraw
(plotters?)/ Tom Peyer (writer?)/ Jeffrey
Moy (penciller)/ W.C. Carani (inker)/ Tom McCraw (colorist)/ Pat Prentice
(letterer)roll call: Cosmic Boy, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon,
Invisible Kid, Brainiac 5, Spark, Andromeda, and Shrinking Violet. Kinetix
has been lost on her way to the planet Corrlax. Cosmic Boy reinstates Live
Wire. Membership awaits Star Boy (behind-the-scenes only).cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya
Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats);
Chameleon (Reep Dagggle); Invisible Kid (Lyle Norg); Brainiac 5 (Querl
Dox); Spark (Ayla Ranzz); Andromeda (Laurel Gand); Shrinking Violet (Salu
Digby); the Workforce; Evolve (Sev Tcheru, name first revealed); Spider-Girl
(Sussa Paka, last name not yet revealed); four Daxamite members of the
White Triangle (Ral with long red hair, Suggin with ponytail and goatee, Arns
with bald head, Fethro Jorn with headband); Ultra Boy (Jo Nah, last name not
yet revealed); Inferno (Sandra Anderson, real name not yet revealed); R. J.
Brande; Live Wire (Garth Ranzz); Ambassador Kivun Roxxas of Daxam (first
name not yet revealed); President Jeanne Chu (first name not yet revealed);
other unnamed U.P. ambassadors; unnamed worshipers at the Church of
Universal Being; Karate Kid (Val Armorr); unnamed mob at Capetown
Spaceport; unnamed Athramite; Jan Arrah; Valor (Lar Gand of Daxam, vague
image in Stasis Zone only).

synopsis:

Four Daxamite White Triangles have attacked Earth. One of the Triangles destroys the city of Miami, Florida. Evolve and Spider-Girl of the Workforce are seriously injured trying to stop him. That Triangle then joins the three others in orbit. They split up in different directions to wipe the planet clean. In Earthgov Medi-Center: Cosmic Boy tries to reach the childlike Saturn Girl. He tries to explain to her that the White Triangle problem is far worse than they thought, that the Daxamites are behind it and are attacking Earth. He wishes she were back with them so he could ask her advice, but instead says good-bye, just in case. Saturn Girl accidentally ruins her paper doll, and cries for Live Wire. Suddenly, the nearby window shatters. Cosmic Boy looks out and sees a Daxamite destroying the hospital. Cos is unable to chase him, and turns his attention to supporting the failing structure. The task takes all his strength. He checks on Saturn Girl then gets to work. In Earth orbit: Another Triangle attacks an array of weather control devices. Ultra Boy and Apparition, who is in phantom form, engage him in battle. Ultra Boy strikes the Daxamite with his super-strength, only to have his foe fly off at super-speed. As Ultra Boy laments his limit of using one power at a time, Apparition screams for him to switch to invulnerability. The Daxamite strikes from above, driving himself and Ultra Boy towards the surface. Apparition prays that Ultra Boy switched powers in time. On Mount Swan, a wild and unstable volcano that doubles as an energy plant: Leviathan and Inferno attempt to stop another rampaging Daxamite. The villain blows molten lava at Leviathan, burning his arm. Inferno uses her powers to absorb the heat from the splatter. She calls Spark and Triad through Leviathan's flight ring, telling them that the Daxamite is doubling back and requesting a diversion. She suggests that they draw him towards Triad, having two bodies hide, with the third as a decoy. Inferno reminds them to make sure they keep him out of the volcano and away from the power tap. Spark uses her powers to attract their foe's attention towards Triad-Purple, but he suddenly changes course at the last second. The Daxamite says they are cretins for trying to keep secrets from a man who can hear everything. He dives into the mouth of the volcano and destroys the taps. At Legion headquarters: Brainiac 5, who is busy at work on a complex device, receives a call from R. J. Brande, who asks if everything is under control. He tells Brande that they suffered a power outage, but the emergency systems engaged. Brande comments that the Daxamites seem bent on killing Earth slowly, unlike Trom. Brainiac 5 asks how Brande plans on obtaining tarnium now that Trom is gone. Brande tells Brainy to "let us worry about that". Brainiac 5 questions what he means by "us", but Brande tells him to never mind. Cosmic Boy rushes in and orders the computer to end transmission immediately. Brainy tells Cos that that was rude, but Cos reminds him that they can't afford to discuss strategy with the Daxamites listening. Brainy supposes he'll have to develop an alternate communication method, but Cosmic Boy tells him he's too busy and to stick to the schedule. Brainiac 5 tells Cosmic Boy that he'd better be ready to draw "you-know-who" there on his signal. Suddenly, Live Wire blasts through the wall, explaining that he had to escape the mob outside. Cosmic Boy plugs the

opening and tells Live Wire he doesn't have time for his complaints, and neither does Live Wire. He hands Live Wire a Legion flight ring. When Live Wire comments that only Legionnaires wear flight rings, Cosmic Boy acknowledges. Cosmic Boy then tells him that he needs Live Wire to do something only he can pull off. At the United Planets headquarters: Ambassador Roxxas talks with President Chu and other Ambassadors on a vid-screen. Roxxas insists that the invaders are not Daxamites. He says that even if they were aggressors, which they aren't, why would they attack Earth. He reminds them that Daxamites can't even survive in Earth's atmosphere without protective transuits. Chu asks Roxxas to come downstairs and address the assembly in person. He scoffs, saying the entire United Planets has decided to slander his people, and that she can't guarantee his safety. Suddenly, Andromeda crashes through his window, saying that she knows they are Daxamites, and she knows who gave them the lead antidote that made them invincible. Roxxas rips the vid-screen from the wall and throws it at Andromeda. The console smashes against her body. She says she's been wanting to mop the pavement with his smirk ever since he extorted the antidote from her and gave it to those madmen. Andromeda notes that Roxxas is still wearing a transuit, then says that he should have taken the antidote, as she sends him flying back against a wall with the clap of her hands. He pulls himself from the wall, saying he did take it. At the Church of Universal Being: Invisible Kid and Chameleon try to stop another Triangle's rampage. Invisible Kid suggests Chameleon make use of the information he learned from the Daxamite mythology logs. Chameleon turns into a mind-wrencher and lunges at the villain. Out of fear, the Daxamite swings at the approaching creature, sending Chameleon flying. Invisible Kid notifies Cosmic Boy that Chameleon is down. Cosmic Boy tells him to get close and rip his transuit, exposing him to lead. Invisible Kid says he thought of that, but the Daxamite isn't wearing one! Cos says that's impossible, but loses contact as the Daxamite strikes Invisible Kid. Cosmic Boy interrupts Brainiac 5, saying that Andromeda must have given the Daxamites the anti-lead serum. Brainy can't believe she would do that. Cosmic Boy asks if the red sun projector is handy, but Brainy says it would be useless against beings who can move faster than light. Cos asks if Brainy can counteract the serum, but Brainy says he doubts it. He adds that the serum is geared towards Andromeda's physiology alone, and has probably already driven the others insane. Cosmic Boy realizes they have to hold off four mentally ill supermen until Brainiac 5's project is ready. At the Medi-Center: Live Wire goes to Saturn Girl's room. She is frightened, but jumps in Live Wire's arms when she realizes it is him. He tells her that they have a plan, but it won't work without her. He tells her to try and understand that they need her ... that he needs her. She looks at him and says she understands. At Capetown Spaceport: Karate Kid guards the spaceport from the mob who is trying to leave Earth. The spaceport personnel try to explain to them that all flights have been grounded. Suddenly, a Daxamite smashes in. Karate Kid orders the crowd to leave, then faces his foe. Karate Kid kicks the Daxamite, causing him to drop the debris he held

above his head, surprising the Daxamite but sending a metal shard into Karate Kid's right leg. The Daxamite is confused that a mere mortal could stop him, and he flies off. At Legion headquarters: Live Wire and Saturn Girl fly towards the headquarters, calling Cosmic Boy on their flight rings. Live Wire says that the riot is heating up, then flies down to save an Athramite from harm. The three meet at the entrance to the building. Live Wire brings the injured sentient inside, as Cosmic Boy explains to Saturn Girl that they need her to establish a mental link between the Legionnaires. They have to herd the four Daxamites to a specific spot when Cos gives the word. At U.P. headquarters: The Ambassadors are unable to re-establish transmission with Roxxas' suite. Suddenly, Roxxas and Andromeda smash through the ceiling, engaged in battle. The delegates realize that they must evacuate in case the two damage the fission array. As the crowd leaves the building, the U.P. globe falls. Andromeda flies over to catch it, enabling Roxxas to kick her down. He stomps her through several floors, then tells her that once he kills the Legion's known traitor, he can get back to the business of galactic manipulation. He prepares to strike a killing blow, stating that there will be nothing left to link him to the White Triangle. Suddenly, Roxxas becomes disoriented and loses his balance. At Osakaplex Cove, largest beach in Japan: A Daxamite uses his super-breath to generate a tsunami. XS tries to save as many beachgoers as she can before the giant wave hits. The Daxamite uses his super-speed to catch up to XS and taunt her. The wave hits and the Daxamite flies off, leaving XS behind. In Earth orbit: R. J. Brande and his secret passenger speed towards Earth in Brande's cruiser. One of the Daxamites carries the Eiffel Tower at them as a weapon. The Daxamite realizes what he faces when the Tower suddenly dissipates in his hands. He speeds away in fear. Brande laughs as the battle turns. On the surface: Apparition looks for Ultra Boy. She is taken by surprise as Ultra Boy flies past her at high speed towards the approaching Daxamite. Apparition calls for him to be tough not strong. He switches to invulnerability and smashes into his enemy, sending both to the ground and knocking the Daxamite out. Andromeda lands and hugs her shaken boyfriend. He tells her he loves her, but as she says the same, the Daxamite wakes and blasts them with laser-vision. The Daxamite flies off, leaving the charred remains of Apparition in Ultra Boy's arms. At Legion headquarters: Cosmic Boy, Live Wire, and Saturn Girl continue to hold off the rioting mob. Saturn Girl scans the others to see if they're ready to start steering the Daxamites, but they're dropping fast. Brainiac 5 calls Cosmic Boy, notifying him that they are out of time and that Brande is approaching. If their plan is going to work, they have to implement it while Metropolis has energy left to siphon. Cosmic Boy orders Saturn Girl to summon the Legionnaires, but she can't reach them. Cosmic Boy thinks quickly, then tells her to summon the Daxamites to Legion headquarters immediately. Outside U.P. headquarters: The disoriented Roxxas hears something in his brain. Suddenly, Shrinking Violet exits out of his ear. She tells Andromeda that she was spying on her, but when she saw she was in trouble, she went subatomic and trashed Roxxas' motor control

center. Violet says she bought Andromeda the time to take Roxxas down. Andromeda attacks Roxxas and begins pummeling him, saying the Legionnaires could have been her friends and that she stands with them. Roxxas says not for long, as he rips open the nearby atomic furnace. Violet flies away just in time, as the energies of ten stars flare out. The failsafes extinguish the blaze almost immediately, but no one emerges from the flames. Violet fears for her reformed teammate. The founding members prepare for the worst as they await the coming of the Daxamites. Cosmic Boy says that whether they survive will depend on the microsecond timing of one man. Saturn Girl assumes he means Brainiac 5, who is nearby placing a large rod onto his completed device. Cosmic Boy says he was referring to Brande, who has just arrived. As the Daxamites approach, he corrects himself and says their savior is Brande's passenger, Jan Arrah of Trom! Jan leans out of the cruiser window and transforms the large rod on Brainy's device into tarnium, opening a Stargate! The Daxamites fly straight into the passageway, while the trio try not to be sucked in also. Saturn Girl sees a human image in the vortex just before Brainiac 5 removes the rod, closing the 'gate. Later, the injured Legionnaires and Workforce members gather outside Legion headquarters. Spark consoles XS regarding those lost in Japan. Spider-Girl asks if anyone has seen Ultra Boy. Leviathan tells Inferno she's working for the wrong boss. Saturn Girl tells Triad she won't believe what she saw in the 'gate. R. J. Brande formally introduces Cosmic Boy to Jan Arrah, last of the Tromian alchemists. Jan was on board Brande's ship when Trom was destroyed. Without him, there would never be another Stargate. Jan asks where the Stargate sent the Daxamites. Brainiac 5 says he calibrated it for a livable, but uninhabited, red-sun planet. They'll be powerless until the Science Police can arrest them. Jan says no punishment is harsh enough for them. Ultra Boy flies down holding Apparition's body, saying Jan is right. Leviathan says maybe they should be grateful they only lost one of their number. Violet enlarges and informs them of Andromeda's fate. Later, two new memorial statues are added to that of Kid Quantum. Cosmic Boy talks with President Chu. She says the funeral arrangements are set for the following day. She then goes on to say that there is something else, for his eyes only, which she thought the Legion leader deserved to know. He is not to share this information with another living soul. It concerns the Prison Planet, which is no longer officially being used, but now holds one inmate. One Daxamite who was willing to turn herself in after barely surviving the Legion-Triangle war. One whose complicity in that war must never, at any cost, become public knowledge. Cosmic Boy says he understands. President Chu apologizes, but says that too much credibility is at stake. The U.P. would never again trust Chu or the Legion if it ever learned that a Legionnaire very nearly brought an end to the United Planets. In a cell on Planet Hell: Andromeda sits quietly, praying for salvation.

comments: Year One tale. Apparition and Andromeda are both believed killed in this issue. It is revealed on the last page that Andromeda survived and is imprisoned on Planet Hell. The fate of Roxxas is unknown. It would later be revealed that Apparition's body was destroyed by the Daxamite, but her soul survived inside the body of Ultra Boy. Saturn Girl sees Valor's image for the first time, in the energies of the Stargate (first glimpse of Valor in the 30th century). Planets depicted: Earth. Planets mentioned: Lallor, Trom, and Daxam. The events of this issue continue immediately after the final panel of *LEGIONNAIRES #28*, and thus take place in the same day. The events of this issue take place in a single day.

letters page: None.

LEGION OF SUPER-HEROES [fourth series] # 72

cover date: September 1995
 publication date: 12 July 1995
 format: 32-page, full color, Mando Format
 price: \$2.25
 cover credits: Alan Davis (penciller)/ Mark Farmer (inker)/
 Tom McCraw (colorist)/ Curtis King (cover
 editor)

cover description: Cosmic Boy grieves at the statues of
 Andromeda, Kid Quantum, and Apparition.

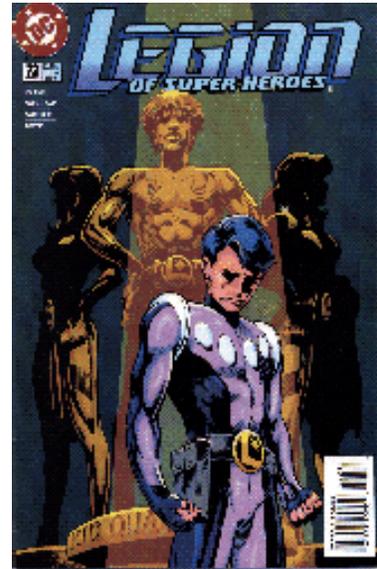
story title: "Absent Friends"

story length: 22 pages

story credits: KC Carlson (editor)/ Mike McAvennie
 (assist. ed.)/ Tom Peyer and Tom McCraw
 (plotters)/ Tom Peyer (writer)/ Lee Moder
 (penciller)/ Ron Boyd (inker)/ Tom McCraw
 (colorist)/ Pat Brosseau (letterer)

roll call: Cosmic Boy, Saturn Girl, Triad, Leviathan, XS, Chameleon, Invisible Kid,
 Brainiac 5, Spark, and Shrinking Violet. Kinetix has been lost on her way to
 the planet Corrlax. President Chu orders Cosmic Boy to cancel Live Wire's
 reinstatement. President Chu also refuses to allow Ultra Boy and Jan Arrah to
 join. Membership awaits Star Boy (behind-the-scenes only). The deceased
 Kid Quantum, Apparition, and Andromeda are depicted in the form of
 memorial statues.

cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Triad (Luornu Durgo);
 Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle);
 Invisible Kid (Lyle Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz);
 Shrinking Violet (Salu Digby); S.P. officer Gigi Cusimano, and other
 unnamed S.P. officers on Earth; Field Marshal Maureen Cain, of the non-
 Daxamite White Triangles; Live Wire (Garth Ranzz); R. J. Brande; Marla
 Latham; Jan Arrah; Leland McCauley; the Workforce; Ultra Boy (Jo Nah, last
 name first revealed); Karate Kid (Val Armorr); Spider-Girl (Sussa Paka, last
 name not yet revealed); Evolve (Sev Tcheru); Inferno (Sandra Anderson, real
 name not yet revealed); President Jeanne Chu (first name not yet revealed);
 Ambassador Winema Wazzo (first name not yet revealed); Arn Kwin of Braal
 (first name not yet revealed); Xamuel Ivar of Titan (first name not yet
 revealed); Ambassador Dowal of Aleph; other unnamed U.P. ambassadors;
 S.P. officer Shvaughn Erin, and other unnamed S.P. officers; Brad Majors, a
 Galaxynet reporter; Luonel "Murl" Bordo (full name not yet revealed,
 mentioned only); unnamed Durlan worshiper; Zaxton Regulus (first name not
 yet revealed); Derek Morgna (first name not yet revealed, mentioned only);
 two unnamed employees of Morgna Industries; Bart Stam and Buster Hartman
 (vid stars who played the character Captain Chrome, mentioned only); Dirk
 Morgna (shown unconscious on floor, not yet named).



synopsis:

On the streets of Metropolis: The Science Police continue to search for members of the White Triangle. They comment on the damage caused by the riots, and that the last riot in Metropolis must have been two or three hundred years before. The S.P. break into a suspected Triangle lair, but find it empty. They are suddenly fired upon by, but succeed in capturing, Field Marshal Maureen Cain, a Terran White Triangle. Officer Cusimano tells Cain that it's all over, that the White Triangle cells from Earth to Daxam have been obliterated. Cain comments that they can put away their bodies, but can't lock up their minds. At Legion headquarters: The U.P. hold a memorial service for Apparition and Andromeda. The Legionnaires, the Workforce, and members of the United Planets assembly attend. After Brande finishes his eulogy, Cosmic Boy tells the team not to wander because the guests will want to exchange condolences. Suddenly, Brad Majors of GalaxyNet Live interrupts Cosmic Boy and begins asking insensitive questions of him. Cosmic Boy disposes of the reporter's camera and walks away. He goes to talk to the mourning Ultra Boy, ignoring Shvaughn Erin's attempts at expressing her sorrow. While talking with him, Ultra Boy informs Cosmic Boy that he's going to quit the Workforce so he can start helping people like Apparition did. Leland McCauley overhears and screams that they have a contract. Cosmic Boy tells Ultra Boy that they can use him in the Legion, and tells McCauley that they have lawyers. Ambassador Dowal of Aleph interrupts and demands to know the truth about their representative Kinetix. Cosmic Boy says she is on leave and is traveling. Dowal says he knows she's traveling, but she never reached her destination and he wants an inquiry. The distraught mother of Apparition, Ambassador Wazzo, swears to Dowal that they'll investigate the whole Legion until they find a reason to shut it down ... before they kill anymore children! She gets very agitated, then begins weeping. Jan Arrah remarks to Brande that people take death hard in Brande's culture. When Brande asks Jan how he is taking the destruction of Trom, he says that he envies his people, that they spend their lifetimes waiting for the opportunity to transmute to the next state. He then informs Brande that he is going back to Trom. Triad tells Violet that she misses Apparition so much. Violet asks who will miss Andromeda. In a Legion lab: Brainiac 5 works alone. Suddenly, he smashes the computer console in anger and falls to the ground. Elsewhere in the building: Leviathan reminisces with Invisible Kid and Chameleon about Andromeda. When a Durlan comes up and kneels before Cham, Invisible Kid quickly distracts Leviathan and ushers him away. Cham gets the Durlan to stand, just as R. J. Brande approaches. Brande tells Chameleon he is sorry to hear about his father's death. With all the death they've seen, he wonders if maybe he should have thought harder about what he was getting into with the Legion. Saturn Girl goes over to Cosmic Boy to talk to him. When he asks her about the effect of all the mourning minds on a telepath, she says being sick seems to have increased her tolerance. She wants to talk to him about something, but President Chu interrupts. Chu introduces the two to Representative Kwin from Braal and Representative Ivar from Titan, and tells them this is the first joint appearance by their planets'

delegates since the war ended. Kwin asks the couple to smile for the camera, suggesting that they are an item, angering Live Wire who stands nearby. Telepathically, Saturn Girl continues her conversation with Cosmic Boy, asking him if he's noticed a change in the team's morale. She says it's more than mourning ... there is a sense that their struggles are never-ending and pointless. Cosmic Boy is angered by the word "pointless" and drags Saturn Girl away without warning, to the shock of Chu and the ambassadors. Cosmic Boy orders the Legionnaires to the meeting room immediately. When Saturn Girl says she thinks he just ticked off the President, he says it's tough. Soon, in the meeting room, Cosmic Boy gives the Legionnaires (except for Brainiac 5 who hasn't responded) a pep talk. He reminds them of their achievements, lifting their spirits. He also informs them that he has asked Ultra Boy and Jan Arrah to join. An angry President Chu interrupts the closed meeting, telling Cosmic Boy he has a lot of gall making her look foolish back there. She reprimands them and tells them that the U.P. is very alarmed and concerned after the deaths of their teammates. In light of their lack of judgment, she has just tightened her leash on the team. She also tells him the problem is big enough that she won't allow any new members, and that he is to un-reinstate Live Wire. Spark is certain Cosmic Boy will stick up for her brother. Everyone is shocked when he tells Live Wire he has to leave. Some time later, in Sol Valley, at Morgna Industries: Two employees of Morgna Industries socialize, when they notice Doctor Zaxton Regulus. They question why he is around, since they heard Mr. Morgna fired him. Regulus says he is just collecting his equipment. One of the employees says he is supposed to pack in the presence of a guard, and begins to approach. The irrational Regulus puts on a special glove and uses it to kill both employees. Behind his desk is the rest of the arsenal, a full set of body armor, sitting next to the body of a third individual. At Legion headquarters: Invisible Kid tries to give Cosmic Boy some feedback, but Cosmic Boy kicks him out of his office. Cosmic Boy is obviously agitated. Brainiac 5 calls in, saying he is finding it difficult to concentrate and thinks he needs some time away. Cosmic Boy knows it's about Andromeda, and knows he could easily help by admitting she is alive, but he denies Brainy's request. Saturn Girl brings a depressed Live Wire into his office to talk. Saturn Girl tells Cosmic Boy not to be hasty. She says she understands the stress he's been under and knows he has a lot on his mind. Suddenly, Cosmic Boy jumps up and sends her flying back with his powers, telling her not to read his mind. Live Wire reacts by attacking Cosmic Boy. The other Legionnaires hear the disturbance and rush to Cosmic Boy's office, only to find Live Wire leaving, warning them to watch their backs. Spark tries to get Live Wire to stay, but he won't. The others look at Cosmic Boy in anger. His reaction is to tell them to get out of his office, as he blasts them away with his magnetic power. The door slams shut. Outside, the Legionnaires wonder why Cosmic Boy is acting like such a creep. Inside, Cosmic Boy puts his head in his hand.

- comments: Re-introducing Doctor Regulus and Dirk Morgna. First appearance of Arn Kwin and Xamuel Ivar. It is noted that the last riot in Metropolis took place 200 to 300 years before. Planets depicted: Earth. Planets mentioned: Daxam, Aleph, Trom, Braal, and Titan. *LEGIONNAIRES ANNUAL #2* states that the funeral would be held the following day, thus the memorial is assumed to be held the day after the heroes' deaths. Comments in *LEGIONNAIRES #29* indicate that a few days had passed since the funeral, therefore a few days probably exist between the funeral and the trouble at Morgna Industries. The events of this issue take place over a few days.
- letters page: "Legion Outpost". Letters regarding *LEGION OF SUPER-HEROES [fourth series] #66* from Neil Ahlquist, Gary Hellen, Damin J. Toell, David Taylor, Randy J. Bardonner, and Simon DelMonte. Edited by Mike McAvennie.

SUPERBOY [third series] # 19

cover date: September 1995

publication date: 12 July 1995

format: 32-page, full color, Miraweb Format

price: \$1.95

cover credits: Tom Grummett (penciller)/ Karl Kesel (inker)/ ? (colorist)/ Curtis King (cover editor)

cover description: Superboy and Knockout attempt to hold off military forces, while Superboy holds the dying Lar Gand in his arms.

story title: "T-K-O!"

story length: 22 pages

story credits: Frank Pittarese (editor)/ Chris Duffy (assist. ed.)/ Karl Kesel (writer)/ Tom Grummett (penciller)/ Doug Hazlewood (inker)/ Tom McCraw (colorist)/ Richard Starkings & Comcraft (letterers)

synopsis: Mobster Ira Gamboli watches from his monitor as Knockout joins the fight between Superboy and Champion. She attacks both teens. Gamboli tells his men to add Knockout to the mix. A very weak Champion tries to stop Knockout, but she easily takes him down. Superboy tries to explain to her that Champion is sick, and he thinks someone is forcing him to fight. She doesn't back down, so Superboy slugs her. Superboy tells her that Champion needs a hospital. Suddenly, a sentient spaceship appears, explaining that a hospital would be of no use to him. He explains that "Champion" is really Lar Gand a.k.a. Valor, a Daxamite who has been fatally poisoned by his race's one weakness ... lead! Gand lifts his head and recognizes his ship, Babbage. Babbage says he has been searching for his pilot for some time, and that, fortunately, he intercepted the transmissions from the vid-spheres. Gand tells Superboy to help him to his ship. Vril Dox of L.E.G.I.O.N. has the cure, although he told Gand it was permanent. Babbage is not surprised that Dox lied, but he is still their best hope. Finding him will be difficult considering he is now an intergalactic fugitive. The Army arrives in tanks. Knockout attacks them. Superboy hurries Gand into his ship before she turns on them. Gand refuses to leave before changing into his Valor uniform. Superboy stops Knockout from hurting the military, and they are surrounded by soldiers. Donning his Valor uniform, Gand tells Babbage they are ready to leave for Colu. Knockout notices the departing ship and leaps at it, ripping it apart. Babbage informs Gand that he has sustained damage to his trans-drive, and that they are going to detonate. Superboy pulls Gand from the exploding craft. It appears to Gamboli that all have died in the explosion. He is elated that he gets to keep all the bets! Suddenly, Knockout comes crashing into the boat which holds their operations. She explains that they all survived the blast, and that Superboy dropped her to exactly where Gand said the boat would be. Superboy rushes Gand to S.T.A.R. Labs, crashing through their



window. Superboy tells Doctor Haley that he needs the Stasis Zone device that the villain Loophole was using a while back. The doctor says it opens into a temporal anomaly, but that the stress of entering would be dangerous. Superboy tells him it isn't a factor ... the Zone is Valor's only chance. When he hears the name Valor, Doctor Haley recalls that the hero is invulnerable, and he rushes the teens to Doctor Potter, who is working on the device. Haley tells Potter to open the stasis portal big enough for a person to fit through. Potter says it's impossible, that the device won't take the strain. Gand tells Superboy he did his best, that he has only moments left to live. Superboy refuses to quit. Superboy uses his tactile telekinesis to hold the device together as more and more power is fed in. Gand thanks Superboy as he plunges into the unstable vortex. Suddenly, the device explodes! Gand appears in phantom form, saying that he can see and hear them. Superboy notes that Gand's body is no longer solid. Gand says he should be fine until the device is repaired and the cure obtained. The device continues to crackle and spark. Gand notices that Superboy is upset. Superboy tells Gand that his image is fading. Gand disappears. Doctor Haley tells Superboy that their link to the Stasis Zone is gone, that the machine was decimated before they could run a full diagnostic on it. S.T.A.R. had barely scratched the surface in their study of the device. It could be years before they could recreate it. Gand is trapped. Elsewhere, Knockout electrocutes Gamboli.

comments:

No Legion appearances.

R.E.B.E.L.S. '95 # 11

cover date: September 1995
 publication date: 19 July 1995
 format: 32-page, full color, Mando Format
 price: \$2.25
 cover credits: ? (penciller)/ ? (inker)/ George Freeman & Digital Chameleon (colorist)/
 Curtis King (cover editor)
 story title: "Comet's Tail"
 story length: 22 pages
 story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Derec
 Aucoin (penciller)/ Mark Propst (inker)/ Stuart Chaifetz (colorist)/ Gaspar
 Saladino (letterer)
 synopsis: On Cairn: Captain Comet steps out of his crashed spaceship, and is
 surrounded by L.E.G.I.O.N. soldiers. He says he doesn't know why he rated
 such a hostile reception, but he needs to see Chief Dox on a matter of utmost
 urgency. The soldiers recognize the Captain, telling him that it was believed
 he was dead. Captain Comet is told that many things have changed. On
 Raxull: Vril Dox notes that the R.E.B.E.L.S. ship's feeder-tendrils have
 lodged themselves deep into Garv's brain, but he believes he can remove them
 with minimal damage. Dox succeeds in removing the tendrils. Stealth
 embraces Dox, then notices all the burns he received from Ig'nea. On Cairn:
 The nearly eighteen month-old Lyrl Dox struggles to learn to walk in his body
 armor. Captain Comet arrives, informing Lyrl that he needs to tell Vril Dox
 that Lady Quark is an impostor. Lyrl says the fraud was discovered, and slain
 by Marij'n. Comet relates how he survived the impostor's attack, but that she
 had stolen his craft. Since Ith'kaa was a pre-industrial world, he needed to
 accelerate the planet's culture with his knowledge and training until the point
 that they developed a space program. Lyrl is shocked to realize that Comet
 industrialized a tribal society in six months! When Comet asks again to see
 Vril Dox, Lyrl informs him that he is dead. Lyrl tells Comet to go to
 Marij'n's quarters, he will have her sent there. On Raxull: Vril Dox and
 Stealth find the doctor that helped them, killed by the Blood Circle. They use
 the doctor's cellular regenerator to treat Dox. On Cairn: Lyrl brainwashes the
 captive Marij'n, then sends her to Captain Comet with the brainwashing
 device in hand. Marij'n hands Comet the device and tells him to play with it
 while she changes into something a little smuttier. Comet grabs Marij'n and
 uses his telepathic powers to free her mind. Captain Comet and Marij'n
 escape the building. Lyrl orders that they both be killed. They are attacked,
 and Marij'n is injured. Later, Marij'n wakes up in what Comet refers to as the
 "real" L.E.G.I.O.N. headquarters ... a L.E.G.I.O.N. he intends to bring back!
 Elsewhere, Lydea Mallor attends the joint commission investigating the mass
 assassination of the eighty-seven planetary leaders. They have found that the
 heads of state were killed by Stealth, and sentence her to death. Since the
 leaders met their ends while under the L.E.G.I.O.N.'s protection, the
 commission have hired the most fearsome bounty hunter in all of known
 space, the Iceman.

LEGIONNAIRES # 29

cover date: September 1995

publication date: 26 July 1995

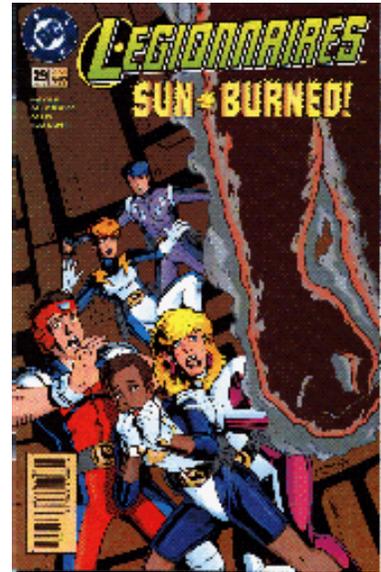
format: 32-page, full color, Mando Format

price: \$2.25

cover credits: Jeffrey Moy (penciller)/ W.C. Carani (inker)/
? (colorist)/ Curtis King (cover editor)cover description: Leviathan, XS, Saturn Girl, Spark, and
Cosmic Boy watch in horror as a badly burned
teen approaches.

story title: "Rising Sun"

story length: 22 pages

story credits: KC Carlson (editor)/ Mike McAvennie (assist.
ed.)/ Tom Peyer and Tom McCraw (plotters)/
Tom Peyer (writer)/ Jeffrey Moy (penciller)/
W.C. Carani (inker)/ Tom McCraw (colorist)/
Pat Brosseau (letterer)roll call: Cosmic Boy, Saturn Girl, Triad, Leviathan, XS, Invisible Kid, Brainiac 5, and
Spark. Chameleon and Shrinking Violet are all elsewhere. Kinetix has been
lost on her way to the planet Corrlax. Membership awaits Star Boy (behind-
the-scenes only).cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Triad (Luornu Durgo);
Leviathan (Gim Allon); XS (Jenni Ognats); Brainiac 5 (Querl Dox); Invisible
Kid (Lyle Norg, invisible throughout this issue); Spark (Ayla Ranzz);
unnamed S.P. officers on Earth; Derek Morgna (first name first revealed);
Zaxton Regulus (first name first revealed); Dirk Morgna; Ultra Boy (Jo Nah);
President Jeanne Chu (first name not yet revealed, in person on Earth and in
the shadows on Trom); Live Wire (Garth Ranzz); Mekt Ranzz (mentioned
only); Jan Arrah; Valor (Lar Gand of Daxam, vague image in Stasis Zone
only). Honorable mention: The Three Stooges (as alien characters on a vid-
screen).synopsis: In Sol Valley, outside Morgna Industries: The Science Police gather outside
the complex, which has been emitting bolts of energy. One officer mentions
that two are already dead inside. Another says that this energy lab is only one
of dozens in the area, if it blows it could set the whole area off. The S.P.
interrogate Derek Morgna, owner of Morgna Industries, who wonders who
could be behind it all. When a S.P. commander says that the individual wants
a billion creds in gold bullion, Morgna realizes he is dealing with Regulus.
He explains that Zaxton Regulus was a solar engineer on his staff who he
fired. He wanted gold for his experiments. He says he'll give him the gold.
The S.P. commander says he is also demanding unconditional amnesty, which
the Science Police will not except. The S.P. storm the building, but the
armored Regulus easily incinerates them. Regulus contacts the commander
and tells him that if he is disturbed again, Dirk Morgna, who lies injured on
the floor, will be next. At Legion headquarters: Cosmic Boy walks into the
recreation room. He finds Ultra Boy there and rudely says that the facilities

are for Legionnaires only. Triad is angered at Cosmic Boy's treatment of Ultra Boy, but Ultra Boy says if it matters so much, he'll leave. After Cosmic Boy leaves, Ultra Boy and Triad comment on what a creep Cos has become. Cosmic Boy goes to his office to answer a call from President Chu. She says she has a little job for him. Derek Morgna, an old friend of hers, has just called saying that trouble is brewing at his west coast facility. Her staff will fill him in en route. She wants him to bring the team and see what they can do. Chu is unaware that Invisible Kid is lifting some of her files behind her back as she speaks with Cosmic Boy. In the Legion hanger: Spark wishes Live Wire luck in his search for their brother Mekt. Live Wire tells her she can go with him, but before she can answer she receives a summons from Cosmic Boy. Outside the Legion's Time Lab: Cosmic Boy, who is tired of trying to chase down Brainy, uses his magnetic powers to smash down the laboratory door. Cos says he knows he's in this lab because Brainy's own lab was empty, but he finds no one inside. Cosmic Boy gives up and storms away. Just then, Brainiac 5 reappears, having just returned from an experimental time-trip to the late 20th century. On the planet Trom: Jan Arrah honors his people by transmuting their corpses into crystal markers. In the shadows hides the scheming President Chu. At Morgna Industries: Regulus rouses the semi-conscious Dirk Morgna. He injects Dirk with radioactive gold as part of his experiment. If Dirk gains the powers of a small sun, Regulus will be next. Regulus tells Dirk to think back a week. He was toiling for Dirk's father, as usual, when Dirk distracted him with a delivery during a critical phase of his experiments. The experiment exploded, and Regulus was fired. He tells Dirk that even if the experiment works, once he collects his ransom, Dirk is dead. Suddenly, Leviathan's hand smashes through a wall, grabbing Regulus. Regulus frees himself by burning Leviathan's hand. Saturn Girl, Spark, and XS join Leviathan inside and the battle begins. Saturn Girl mentally transmits a plan, then eavesdrops on Regulus. Leviathan slips away. Saturn Girl learns that Dirk Morgna is inside, and Regulus is killing him. Saturn Girl says to forget the plan, and tells XS to extinguish the growing fire. Leviathan returns with a cable, which he wraps around Regulus. XS covers Regulus with liquid nitrogen, then Spark sends lightning through the cable, wrecking Regulus' armor. The Legionnaires overlook Regulus' gloves, which he uses to blast a tank, flooding them with pressurized coolant. With the coolant gone, the chamber holding Dirk Morgna explodes. Saturn Girl sees Valor's image in the fiery blast, pleading for help. Saturn Girl soon realizes that Dirk Morgna was at the center of the blast. Derek Morgna enters with the Science Police, certain his son is dead. Then, a glow is emitted from the chamber and a voice calls for his father. Derek tries to peer into the intense light and see his son, but he can only hear his voice. Suddenly, an insane Regulus attacks, his armor melted to his body. A glowing figure steps out of the chamber and blinds Regulus. Regulus realizes his experiment worked. Derek Morgna and the Legionnaires peer into the bright light and realize that Dirk has become a living sun!

comments:

Dirk Morgna is re-introduced, after a cameo in *LEGION OF SUPER-HEROES [fourth series] #72*. Flashback to the origin of Doctor Regulus. Using his powers of invisibility, Invisible Kid steals information from President Chu's office while she talks with Cosmic Boy. Brainiac 5 time-travels to the late 20th century behind-the-scenes, as shown in *GUY GARDNER: WARRIOR #29*. President Chu secretly travels to Trom and kidnaps Jan Arrah. Saturn Girl sees Valor's image for a second time, in a tremendous release of energy. Planets depicted: Earth and Trom. The Science Police say two are dead inside the Morgna Industries building, implying that little time has passed since Regulus snapped. Cosmic Boy says that he has spent too much time trying to track down Brainy for assignments since Andromeda's death, implying a few days have passed since the funeral. This issue probably takes place a few days after the first half of *LEGION OF SUPER-HEROES #72* and during the same day as the last half of #72. The events of this issue take place in a single day.

letters page:

"Legionnaires". Letters regarding *LEGIONNAIRES #24* from Mark J. Kiewlak, Gary Hellen, Josh Cullimore, Michael Wasser, Robin Popelsky, and Neil Ahlquist. Edited by Mike McAvennie.

Section X - Legion checklist [misc.] (part 2 - Promotional material):

The following is the second part of a checklist of various Legion of Super-Heroes and L.E.G.I.O.N. items. This section concentrates on promotional material.

Secrets of the Legion: Promo stickers for *SECRETS OF THE LSH* mini-series (1980)
comment: 3.5"x7.5" stickers.

Legion v2: Promo poster for *LEGION OF SUPER-HEROES [second series] #293* (1982)
comment: Reprint of cover.

Legion v3: Promo poster for *LEGION OF SUPER-HEROES [third series] #1* (1984)
comment: Reprint of cover.

Crisis On Infinite Earths: Promo poster for *CRISIS ON INFINITE EARTHS #7* (1985)
comment: Reprint of the "Death of Supergirl" cover.

Legion v3: Promo poster for *LEGION OF SUPER-HEROES [third series] #17* (1985)
comment: Reprint of cover.

Mayfair Games' Legion of Super-Heroes promo poster (1986)
comment: Reprint of cover to *LSH Sourcebook vol. II: The World Book #216*.

Legion v3: Promo poster for the 30th Anniversary of the Legion (1988)
comment: Reprint of cover to *LSH v3 #45* and *ADV #247* on outside, Levitz essay inside.

DIRECT CURRENTS #11 (Nov 1988)
comment: Reprint of cover to *ADVENTURE COMICS #300*.

DIRECT CURRENTS #12 (Dec 1988)
comment: Reprint of cover to *DC SUPER-STARS #17*.

Invasion!: Promo poster for *INVASION!* mini-series (1988)
comment: Features Legion-related alien races and future L.E.G.I.O.N.naires.

Legion v4: Promo poster for *LEGION OF SUPER-HEROES [fourth series] #1* (1989)
comment: Giffen/Gordon, Flight Ring Village, promo for upcoming series.

DIRECT CURRENTS #50 (May 1992)
comment: Reprint of cover to *DC SILVER AGE CLASSICS ADVENTURE COMICS #247*.

Valor: Promo poster for new *VALOR* series (1992)
comment: Promo poster featuring Valor.

DIRECT CURRENTS #58 (Jan 1993)
comment: Reprint of the Funeral of Superman poster.

ZERO HOUR SAMPLER 1994 #nn (1994)
comment: Zero Month: The Beginning of Tomorrow.

ZERO: THE BEGINNING OF TOMORROW #nn (1994)
comment: Polybagged in *WIZARD: THE GUIDE TO COMICS #38*.

R.E.B.E.L.S. '94: Wanted -- For Crimes Against L.E.G.I.O.N. promo poster (1994)
comment: Promo poster for R.E.B.E.L.S..

Legionnaires cloisonné pin (1994)
comment: Comic book store giveaway.

DIRECT CURRENTS SPECIAL #1 (1995)
comment: Contains ads for LSH/Superboy, Kingdom Come, and Superman vs. Aliens.

Legion membership card (1995)
comment: Legion of Super-Heroes/Superboy crossover promo.

KINGDOM COME PREVIEW #nn (1996)
comment: Preview of mini-series, Brainiac's Daughter appears on cover.

THE FINAL NIGHT PREVIEW # nn (1996)
comment: B&W preview of The Final Night mini-series.

The Final Night: Countdown promo for mini-series (1996)
comment: Countdown to The Final Night mini-series.

1997 DIRECT CURRENTS SPECIAL #nn (1997)
comment: Contains ads for upcoming DC Comics, including Legion-related projects.

GENESIS PREVIEW #nn (1997)
comment: Preview, includes appearances by the 20th century Legionnaires.

Genesis: Promo poster for mini-series (1997)
comment: 20th century Legionnaires appear.

Legionnaires pinback (1997)
comment: Comic book convention giveaway.

Inferno: Promo poster for mini-series (1997)
comment: Reprint of cover to *INFERNO #1*, No Legionnaires are depicted.

Reboot Legion: Promo poster I (1997)
comment: Large, yellow Legion symbol against a red background.

Reboot Legion: Promo poster II (1997)
comment: Diagram showing the relationships between the Legionnaires.

Legion stickers (1997)
comment: Forty head-shots of the Legionnaires.

Legion PVC figures: Promo poster (1998)
comment: Promo for first set of Legion PVC figures.

DC Universe heroes: Promo poster (1999)
comment: Promo poster given out by DC Comics at select comic book conventions.

Section XI - Legion Elseworlds: The Legion Academy (part one):

The following is an original Legion story written by AOL member KrytenToo.

**Legion Academy (part 1)
by Jeremy Bleichman**

“BWAHAHAHAHAHAHAHAHA! Your puny powers are no match for Baron Evil! Now hand over the Quintile Crystal and I promise that I will at least *consider* sparing your miserable lives!”

“Brainy, what happens if he gets his hands on the crystal?”

“Hmmm. He will, no doubt, attempt to add the crystal’s power to his own. Unfortunately, any attempt to release the power of the crystal this close to the Metropolis powersphere will result in the destruction of the powersphere, not to mention roughly eighty-seven percent of Metropolis.”

“Oh man, we need backup bad.”

“That, Ultra Boy, is the understatement of the century.”

“Don’t worry, gang! Here I come to save the day!”

“It’s a skybeast!”

“It’s a skimmer!”

“It’s POWER BOY!”

“Wake up!”

Jed Rikane drifted back into consciousness. His neck, he found, was cramped up at an unnatural angle. He figured he could blame that on the uncomfortable seats. It didn’t matter, really. Once he became a Legionnaire, he’d have first class seats, maybe even his own cruiser. Of course, all he could afford now was McCauley Spaceways, Coach Class.

“You back among the living yet?” said a voice to his left. It was the same voice he heard in his dream telling him to wake up. He turned around, and was rewarded with a look at the most gorgeous fem he had ever seen.

“Yeah, I’m awake.”. Skin as blue-green as the skies of Toonar. Waves of violet hair. Eyes as golden as a flight ring.

“I just thought you might like to know that we’ve arrived at Grand Central Spaceport.”. Her voice was like the trilling of a Naltorian golden mockingbird.

“Earth? So soon?”

“You were out like a Ogyptu sleeper. You were already asleep when I boarded, and that was four hours ago.”

“Um ... thanks for waking me up.”

“No problem ... Power Boy.”

Nass! He must have been muttering in his sleep. How could he salvage his chances with this girl? It was time to call on the famed Rikane sense of humor.

“Uh, don’t tell any villains, but my secret identity is Jed Rikane, of Toonar.”. Good save.

“Don’t worry, Jed. Your secret’s safe with me.”. She smiled, and the cabin brightened about 2000 lumens.

“Uh. Okay. I hope I get to see you again.”

“I hope so too.”

They disembarked, and Jed hoped that the girl would be going his way, but she was headed in the direction of the private transports. Jed began to head for the tubes, sure that he had forgotten something. Wait a minute ...

“Um, excuse me ...”

“My name’s Varra Makinn.” she said, and hurried toward the shuttle.

“Ah, thanks.” Jed mumbled, watching her tail wave back and forth, back and forth as she ran.

Well, he hadn’t blown it completely, had he? She did give him her name, didn’t she? Now all he had to worry about was whether he would ever get to see her again.

Montauk Point

Well, he'd had to transfer twice to get here, and his feet hurt (there was barely any room on the tubecar, much less a seat), but here he was. He looked up at the huge complex of buildings that comprised the Legion Academy, and took a moment to familiarize himself with it. His eyes paused on the huge emblem on the side of the main building, which looked like the Legion insignia, but with an "A" where the starburst should be. Jed pinched himself, and felt a twinge of pain. Good, this time he wasn't dreaming.

Then again ...

"Jed?"

No, it couldn't be.

"Jed, you're attending the Academy too? This is great! I've only been here thirty clicks, and I've already made three friends here!"

Jed pinched himself again.

"This is Grava, from Extal, and this is Tayla Skott, from Sanangelopolis, here on Earth. Grava, Tayla, this is Jed, the guy I was telling you about."

Tayla was a slim Terran with flowing green hair. She was pretty, but nowhere near Varra. Jed wasn't sure what Grava was. She was basically humanoid in shape, with orange skin (as far as Jed could tell, she was completely naked), but her head was large with a widely flared skull, and she had a "tail" of what looked like solid energy where her hair should have been. Varra's was the only tail he had eyes for, though.

They were sitting on the Academy quad, somewhere near the cafeteria. Jed found himself relaxing. He hadn't expected to make friends this quickly.

"So, tell us about yourself, Jed." said Tayla.

"Well, uh, there's not much to tell. I was born a mutant, that's why I have purple skin. I have the ability to control my body's density, getting stronger and more invulnerable as I go."

"That's a pretty cool power." said Tayla. "Mine is the ability to breathe underwater and shoot out electrical stun bolts. Not on Live Wire's level, though."

"You breathe underwater?"

“Yeah, my parents say there must be Atlantean genes somewhere in the family tree. So, Varra, what’s your story?”

“Well, I’m from Larok, and I have the ability to control sound waves. I’m a mutant, too.”

“Grife, doesn’t *anybody* have a decent origin here?” said Tayla incredulously.

“Like, wait till you’ve passed my tale through your auditories! You dudes have any *recall* of that *trés* fine Xanthuan hero Atmos? The one who scored his attributes by cruisin’ through the tail of a comet? Well, I told myself, ‘Self, why can’t you do the same thing?’. So I find a comet? And I fly through the tail? Only, stupid me, I, like, *totally* forgot the cruiser! So, now I can fly, right? Without a cruiser? And I can emit gasses, insert fart joke here, yadda yadda yadda.”

“Wow,” said Varra, “that is a really *stupid* origin!”.

“Yeah, isn’t it totally? Like, I cannot parse *what* was going through my skull that day!”

“Actually,” Tayla said, “It isn’t *nearly* as stupid as how I heard Rebound got his powers.”.

“True.” said Varra. “Now, *that* was a stupid origin.”.

Jed was really enjoying himself, but he felt like something was wrong. But what ... Ah.

“Hey, is anyone else hungry?”

“Now that you mention it ...”

“Yeah, I’m *famished!*”

“I could *sooo* go for some serious edibles!”

“Well, then let’s check out the cafeteria. I hear they got a Dentrassi cook ...”

Leeyota tried to look innocent and unassuming as he entered Mollock Hanscomb’s office. Maybe the boss hadn’t heard how badly he’d screwed up the Stancio Dazzle Gem heist. “So, boss, what can I do for ya?”.

Hanscomb weighed about 250 kilos, all of it pure fat. His black hair was greased back, and he had a pencil-thin mustache. He wore only the finest Venturan-tailored suits. He looked like that old Terran 2-D film star, whatshisname, Brandon Marlo. But despite his prodigious girth, Hanscomb was a very powerful man, one you did not want to anger.

And now Hanscomb was very angry indeed.

“You have very greatly disappointed me, Leeyota. I think your usefulness to me is no longer an option.”

“Look, boss, I can explain ...”

“I desired to possess the Dazzle Gem and you do not bring me the Dazzle Gem. You bring me only excuses. Excuses do not fetch 50,000,000 credits on the Rimborian black market. I think now I will make you very dead.”

Leeyota now realized that he had only a few moments left to live. Hanscomb raised his meaty left hand, and Leeyota could see the ring, the one that gave Hanscomb his other name, the one that was feared throughout the galaxy.

STARFINGER.

That was the last thought Leeyota had, as a neat five-pointed star burned its way into, and through, his chest.

“A fool, that one was. Know why you put up with him so long, I do not. Better off dead is he, I think.”

Starfinger looked into the face of his most trusted lieutenant. Or rather, his smile.

“Grinn, I put up with who I choose. The very fact that you still live is proof.”

“Fear you, I do not. Know that I am too valuable to you to kill, I do.”

“Very good. It pleases me to have a lieutenant that does not cringe every time I scratch my nose. But I did not bring you here to praise your independence. Tell me, how goes Project Judas?”

“Use stupid code names, why do you? Already in motion, plot is. Mole within Academy, have I already placed. Soon will all fall into place.”

“Excellent.”

To be continued ...

Disclaimer: All characters and settings are (c) DC Comics Inc. with the exception of Varra Makinn (Rhythm) who is the creation of Jeremy Bleichman. All rights reserved.

Section XII - Character index (part one of seven):

The following is part one of seven of a list of the characters presented in *WHO'S WHO IN THE LEGION OF SUPER-HEROES #1-7*, with corrections and modifications made.

Absorbancy Boy (Kirt Niedrigh) of Earth	Cosmic Boy (Rokk Krinn) of Braal
An Ryd of Rimbor	Crystal Kid (Bobb Kohan) of Earth
Animal Lad (Ennis Janhson) of Earth	Dagon the Avenger (Emil Yondor) of Earth
Antennae Boy (Khfeurb Chee Bez) of Grxyor	the Dark Circle, a covert group made up of
Antonio Stefanacci of Earth	five different races
Arma Getten of Youngen	Dark Circle member: Ontiir of Tsaaron
Atmos (Marak Russen) of Xanthu	Dark Circle member: Grullug Garkush of N'cron
the Bacard Barley Circus,	Dark Circle member: Norak Kun of Naltor
with ringmaster Aton Gissark of Cygnus IV	Dark Circle member: Gorgoth of Fresish
Benn Pares of Earth	Dark Circle member: Rolind Siepur of Arane II
Blackout Boy (Graah) of Murra	Darkseid (formerly Uxas) of Apokolips
Blockade Boy (Phyl Stead) of Amadus	Dawnstar of Starhaven
Blok of Dryad	Dev-Em (David Emery) of Earth/ Dev-Em of
Bouncing Boy (Charles Taine) of Earth	20th century Pocket Universe Krypton
Brainiac 5 (Querl Dox) of Colu	the Devil's Dozen, a criminal organization
Bounty (Jaeger Tallspirit) of Minerstown	formed by Prince Evillo of Tartarus
Calamity King (E. Davis Ester) of Touston	Devil's Dozen member: Prince Evillo
Captain Kamil Baktra of Dromedania	of Tartarus
Captain Alisia Frake of New Tartuga	Devil's Dozen member: the Hag (Mysa Nal)
Chameleon Boy (Reep Daggel) of Durla	of Naltor (later the White Witch)
Chemical King (Condo Arlik) of Phlon	Devil's Dozen member: Apollo (Tal Obrin)
Charma (Charma Drisden) of Turabeau	of Geeqou
the Chemoids, created by Dr. Mantis Morlo	Devil's Dozen member: Sugyn of Danymede
Circadia Senius of Pax Colony	Devil's Dozen member: the Wild Huntsman
Colossal Boy (Gim Allon) of Earth	(Jake Kafkranus) of Tartarus
Comet Queen (Grava) of Colony Extal (Grall III)	Devil's Dozen member: Dr. Zan Orbal
Command Kid (Jeem Rehtu) of Preztor	of Tartarus
Computo, sentient machine created by Brainiac 5	Diamondeth (Iris Jacobs) of 20th century Earth
the Controllars, an advanced race from another	Dr. Gym'll of Jaquaa
universe, creators of the Sun-Eater	

Continued next issue ...

Section XIII - Letters page:

Welcome to the tenth issue of *Legion Outpost II*. This fanzine is FREE on the Internet and will be made available through the mail a few months from now for a minimal fee (to cover reproduction and postage). I hope you like it. Send me anything and everything you've got! This won't work without you!

Before I go on, I'd like to thank the following AOL members for all their help: (1) Myke 4 for converting this 'zine to Mac format; and (2) all those Legion fans who supplied articles for this issue.

What should be included in a "definitive" Legion checklist? This is a dilemma I am faced with every time I update my listings of appearances. Do I include Booster Gold because of his Legion flight ring and force-shield belt? What about Impulse, since he hails from the 30th century? For that matter, what about Iris Allen, his grandmother?! For instance, I intentionally left out such books as *SUPERMAN FAMILY #213-215* (Dec 1981-Feb 1982), *#220-222* (July-Sep 1982) and *CRISIS ON INFINITE EARTHS #10* (Jan 1986) which featured the Earth-Two Insect Queen, *Superboy/Robin: World's Finest Three #1* (1996) which showed Roxie Leech in an Insect Queen costume, *LOBO: BOUNTY HUNTING FOR FUN AND PROFIT #nn* (1995) which depicted a Khund tombstone, and *LOBO [second series] #39-40* (May-June 1997) which contains a character who Lobo refers to as a Khund, but who may have only been called that as an insult. What do the rest of you think?

A note to the readers regarding the checklist: (1) Beginning in January 1991, I began tracking the release dates of DC Comics. I have used that as my source for determining the publishing order for this issue's checklist. Note that my checklist lists the appearances in the order in which they were actually released, not in the order in which they were intended to be released. (2) I have included magazines that deal not only with the Legion of Super-Heroes but also Dox's R.E.B.E.L.S.. (3) I did my best to chronicle all appearances of the Legion-related alien races. Simple references to those alien races will be ignored, as will references to such commonly depicted 20th century worlds as Colu. Any and all corrections would be appreciated by not only me but all the readers as well.

I hope to publish a new issue every three or four months ... it all depends on you. I will also be updating each issue with corrections at regular intervals. The way to tell the latest revision will be by the version number.

This fanzine was originally written in Microsoft Word for Windows (PC) 6.0. Upon request, I will attempt to save the file in other formats, however I am uncertain whether all of the special features will convert properly.

Well, that's it for now! Please E-Mail all comments and ideas to me at outpost2@InfiniteEarths.org. See you next issue.