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Wolverine-Chris Claremont
2013-09 Widely considered to be one of the best comic book story arcs ever created, Chris Claremont and Frank Miller's 'Wolverine' defined the character for the modern age of comics. As the inspiration for the adamantium-enhanced heroes latest blockbuster movie, this classic volume is

an essential companion-piece for 'Wolverine' fans old and new.

Wolverine by Claremont & Miller-Chris Claremont
Collects Wolverine #1-4 [Author]; Uncanny X-Men #172 [Author]; #173.

Wolverine- 2010-09-22 In a wavekeysight.com on December 1, 2021 by guest

dystopic future California, Wolverine seeks to live in peace, but is once again recruited as a mutant enforcer and battles supervillains including Kingpin, Doctor Doom, and Norman Osborn.

X-Men-Chris Claremont 2008
Wolverine travels to Tokyo, where he is reunited with two lost loves and faces off against Kitty Pryde, a deadly ninja who has been trained by Wolverine's one-time friend and mentor.

Wolverine Epic Collection: Madripoor Nights-Peter David 2021-05-11 He's the best there is at what he does - but what he does isn't very nice. And now, Wolverine has broken out of the X-Men and into his own solo series! Feeling the urge to cut loose, Wolverine travels to Madripoor - an East Indian island full of pirates, cutthroats and... just the way Logan likes it! There, he'll take on ruthless crimelord Roche, meet the cunning Tyger Tiger, wield the

mystical Black Blade, battle superhuman enforcers Roughouse and Bloodsport, and contend with drug kingpin Nguyen Ngoc Coy and his niece - the former New Mutant known as Karma! Plus: The Hulk comes to town, a formative battle with Sabretooth is revealed, and Wolverine hunts for the Gehenna Stone! Guest-starring Jessica Drew, aka Spider-Woman! Collecting: Wolverine (1988) 1-16, material from Marvel Comics Presents (1988) 1-10, Marvel Age Annual 4

Wolverine-Chris Claremont 1982

Wolverine Epic Collection-Larry Hama 2020-03-11
Collects Wolverine (1988) #69-75, Wolverine: Inner Fury (1992) #1, Wolverine: Killing (1993) #1, Wolverine: Global Jeopardy (1993) #1, Sabretooth (1993) #1-4, X-Men (1991) #25. Magneto tears Wolverine's world apart! First, Logan intervenes in a Hydra experiment, but a nanite infection has unexpected effects on him!

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Then, Wolverine takes Rogue and Jubilee on a mission to the Savage Land — where Sauron has risen again! And in Australia, Wolverine and Jubilee battle a suddenly sentient Sentinel — and Jubilee confronts her past! Logan's world tour continues when he's lured to Tibet by a group seeking to claim his remarkable abilities! And Sabretooth takes the spotlight — but what is his surprising connection to Mystique? Finally, the X-Men face off against Magneto in a truly savage showdown — but when Magneto crosses a horrifying line, will Wolverine ever be the same again?!

Holy Terror-Frank Miller 2011 Chronicles the quest of "the Fixer" as he battles a deadly menace threatening Empire City and its inhabitants.

Sin City-Frank Miller 1992 Psychopathic hard man, Marvin, is drawn into a deadly game of cat and mouse with the murderer of his lover, Goldie, and the police. As he teams up with Goldie's twin

sister and friends, he finds himself taking on the corrupt authorities and the influential man behind it all - Cardinal Rock.--Amazon.com.

Wolverine- 2009-04-29 Now that he has his memories intact and can fully recall his past, Wolverine decides to settle a score with an old enemy.

A Brief History of Comic Book Movies-Wheeler

Winston Dixon 2017-01-05 A Brief History of Comic Book Movies traces the meteoric rise of the hybrid art form of the comic book film. These films trace their origins back to the early 1940s, when the first Batman and Superman serials were made. The serials, and later television shows in the 1950s and 60s, were for the most part designed for children. But today, with the continuing rise of Comic-Con, they seem to be more a part of the mainstream than ever, appealing to adults as well as younger fans. This book examines comic book movies from the past and

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present, exploring how these films shaped American culture from the post-World War II era to the present day, and how they adapted to the changing tastes and mores of succeeding generations.

Art of Sin City-Frank Miller
2014-07-15 Frank Miller's Sin City has set the gold standard for crime comics, both for Miller's unflinching stories and for his visceral, powerfully charged art. To honor the artist and his groundbreaking work, Dark Horse is proud to return Frank Miller: The Art of Sin City to print, now in an affordable softcover edition. An astonishing look into a master's process, containing pieces both published and unpublished, and featuring items ranging from preliminary sketches to promotional pieces, this beautiful artistic showcase holds everything a Sin City fan, or connoisseur of fine art.

The Totally Awesome Hulk Vol. 1-Greg Pak 2016-07-13
There's a brand-new Hulk in

town, and his name is Amadeus Cho! Get ready for gamma-fueled entertainment as the kid genius decides he's gonna be the best Hulk ever - and just possibly brings the entire world crashing down into chaos! Cho is taking on the biggest monsters in the Marvel Universe, but can he handle the danger posed by Lady Hellbender? What will She-Hulk and Spider-Man make of this very different Green Goliath? And what exactly happened to Bruce Banner? With monster mayhem in the Mighty Marvel Manner, all from the wild and crazy minds of Planet Hulk writer Greg Pak and superstar artist Frank Cho, this is better than incredible, it's totally awesome! Plus: Amazing Science during Secret Wars featuring the Amadeus Cho of Battleworld! COLLECTING: THE TOTALLY AWESOME HULK (2015) #1-4, MATERIAL FROM PLANET HULK (2015) #1.

X-Men-Chris Claremont 2007
When charismatic evangelist William Stryker starts a violent campaign against mutants, the X-men must join

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forces with Magneto after Professor Charles Xavier is captured and turned against them.

Daredevil by Frank Miller & Klaus Janson- 2007-03-21

He dwells in eternal night- but the blackness is filled with sounds and scents other men cannot perceive. Though attorney Matt Murdock is blind, his other senses function with superhuman sharpness- his radar sense guides him over every obstacle! He stalks the streets by night, a red-garbed foe of evil! The man without fear is born and reborn in this collection of Frank Miller's finest. Follow the fledging Daredevil through his earliest adventures and errors at the dawn of the Age of Marvels, then into the depths of desperation and back again after being cut down by the Kingpin! Also featuring a seldom-seen saga by Miller and artist extraordinaire Bill Sienkiewicz!

The Best There is at what He Does-Jason Powell 2016

The X-Men franchise is a sprawling comic-book mythology, to which hundreds of creators have contributed material over the past 50 years. The period from 1975 to 1991 is special, however, as the X-Men universe was guided by the voice of one writer, who wrote every single issue of THE UNCANNY X-MEN during that span. His name is Chris Claremont, and he made the X-Men what it is today. THE BEST THERE IS AT WHAT HE DOES is an appreciation of the long-term narrative Claremont lovingly crafted month after month, over the course of nearly 17 years. Proceeding chronologically through the issues, this exhaustive overview analyzes the trends, arcs, and themes that emerge over the course of his landmark comics opus. From Sequart Organization. More info at <http://sequart.org>

The DC Comics Guide to Inking Comics-Klaus Janson 2013-07-09 For the aspiring artist who wants to become an expert comic book inker, The DC Comics Guide to Inking Comics is the

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definitive, one-stop resource! America's leading comic book publisher brings its superstar creators and classic characters to the third in an authoritative series of books on how to create comics. Legendary comic book inker Klaus Janson uses DC's world-famous characters—including Batman, Superman, and Wonder Woman—to demonstrate an array of inking techniques, covering such topics as using textures, varying line weights, creating the illusion of three-dimensionality, and working with light and dark. Janson's lively, step-by-step instructions are informative, exciting—and clear enough for even beginners to follow. In addition, every technique shown in this guide conforms to actual industry standards. The perfect how-to on everything from basic inking materials to storytelling techniques, this one-stop sourcebook is packed with a wealth of tested techniques, practical advice, and professional secrets for the aspiring comic artist.

Marvel Masterworks-

2009-12-09 Gathers comics from the reimagining of the X-Men that began in 1974.

Blade Vol. 1-Marc Guggenheim 2015-05-20 Collects Blade (2006) #1-6. A never before seen loom into Blade's mysterious past! Featuring Spider-Man, Dracula, Dr. Doom, Wolverine... and Santa Claus?

Why Comics?-Hillary Chute 2017-12-05 A New York Times Notable Book Filled with beautiful full-color art, dynamic storytelling, and insightful analysis, Hillary Chute reveals what makes one of the most critically acclaimed and popular art forms so unique and appealing, and how it got that way. "In her wonderful book, Hillary Chute suggests that we're in a blooming, expanding era of the art... Chute's often lovely, sensitive discussions of individual expression in independent comics seem so right and true." — New York Times Book Review Over the past century, fans have elevated comics from the back pages of

newspapers into one of our most celebrated forms of culture, from *Fun Home*, the Tony Award-winning musical based on Alison Bechdel's groundbreaking graphic memoir, to the dozens of superhero films that are annual blockbusters worldwide. What is the essence of comics' appeal? What does this art form do that others can't? Whether you've read every comic you can get your hands on or you're just starting your journey, *Why Comics?* has something for you. Author Hillary Chute chronicles comics culture, explaining underground comics (also known as "comix") and graphic novels, analyzing their evolution, and offering fascinating portraits of the creative men and women behind them. Chute reveals why these works—a blend of concise words and striking visuals—are an extraordinarily powerful form of expression that stimulates us intellectually and emotionally. Focusing on ten major themes—disaster, superheroes, sex, the suburbs, cities, punk, illness and disability, girls, war, and

queerness—Chute explains how comics get their messages across more effectively than any other form. "Why Disaster?" explores how comics are uniquely suited to convey the scale and disorientation of calamity, from Art Spiegelman's representation of the Holocaust and 9/11 to Keiji Nakazawa's focus on Hiroshima. "Why the Suburbs?" examines how the work of Chris Ware and Charles Burns illustrates the quiet joys and struggles of suburban existence; and "Why Punk?" delves into how comics inspire and reflect the punk movement's DIY aesthetics—giving birth to a democratic medium increasingly embraced by some of today's most significant artists. Featuring full-color reproductions of more than one hundred essential pages and panels, including some famous but never-before-reprinted images from comics legends, *Why Comics?* is an indispensable guide that offers a deep understanding of this influential art form and its masters.

Wolverine- 2009-03-18

"Mutant, monster... or machine? Abducted, dehumanized and stripped to his core, Wolverine is reduced to a weapon of mass destruction in legendary writer/artist Barry Windsor-Smith's classic saga!" - from back cover.

Batman: The Dark Knight:

Master Race-Frank Miller

2017-09-19 In 1986, THE DARK KNIGHT RETURNS changed comics forever. In 2001, THE DARK KNIGHT STRIKES AGAIN went back to the future of Batman and shocked the industry to its core. Now, living legend Frank Miller joins forces with superstar writer Brian Azzarello (100 BULLETS) and an alliance of comics' greatest artists to unleash the highly anticipated epic third chapter in the DARK KNIGHT saga: THE MASTER RACE. It's been three years since the Batman defeated Lex Luthor and saved the world from tyranny. Three years since anyone has seen Gotham City's guardian

alive. Wonder Woman, Queen of the Amazons, Hal Jordan, the Green Lantern, Superman, the Man of Steel, all of the Dark Knight's allies have retreated from the front lines of the war against injustice. But now a new war is beginning. An army of unimaginable power led by Superman's own daughter is preparing to claim Earth as their new world. The only force that can stop this master race? Batman is dead. Long live the new Batman! Collecting the full nine-issue miniseries and its mini-comic tie-in issues, BATMAN: THE DARK KNIGHT: MASTER RACE features incredible artwork from comics icon Andy Kubert (FLASHPOINT), as well as Klaus Janson (THE DARK KNIGHT RETURNS), John Romita Jr. (ALL-STAR BATMAN), Eduardo Risso (100 BULLETS) and Frank Miller himself!

Film and Comic Books-Ian

Gordon 2010-01-06

Contributions by Timothy P. Barnard, Michael Cohen, Rayna Denison, Martin Flanagan, Sophie Geoffroy-

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Menoux, Mel Gibson, Kerry Gough, Jonathan Gray, Craig Hight, Derek Johnson, Pascal Lefevre, Paul M. Malone, Neil Rae, Aldo J. Regalado, Jan van der Putten, and David Wilt In Film and Comic Books contributors analyze the problems of adapting one medium to another; the translation of comics aesthetics into film; audience expectations, reception, and reaction to comic book-based films; and the adaptation of films into comics. A wide range of comic/film adaptations are explored, including superheroes (Spider-Man), comic strips (Dick Tracy), realist and autobiographical comics (American Splendor; Ghost World), and photo-montage comics (Mexico's El Santo). Essayists discuss films beginning with the 1978 Superman. That success led filmmakers to adapt a multitude of comic books for the screen including Marvel's Uncanny X-Men, the Amazing Spider-Man, Blade, and the Incredible Hulk as well as alternative graphic novels such as From Hell, V for Vendetta, and Road to Perdition. Essayists also

discuss recent works from Mexico, France, Germany, and Malaysia.

Superman-Mark Millar 2014

Imagine a reality where the world's most powerful super-being does not grow up in Smallville, Kansas - or even America, for that matter... SUPERMAN: RED SON is a vivid tale of Cold War paranoia, that reveals how the ship carrying the infant who would later be known as Superman lands in the midst of the 1950s Soviet Union. Raised on a collective, the infant grows up and becomes a symbol to the Soviet people, and the world changes drastically from what we know - bringing Superman into conflict with Batman, Lex Luthor and many others. The acclaimed story by writer Mark Millar and artists Dave Johnson & Kilian Plunkett is collected here, featuring an extensive sketch section by Johnson, Plunkett and Alex Ross. Collects SUPERMAN: RED SON #1-3.

Frank Miller's Sin City

Frank Miller 2005 A series of

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noir comics with frequently-recurring characters and linked stories set in Basin City, a fictional city in California.

Danger Girl-J. Scott

Campbell 2002-01-25

Vacations are never normal when you're a Danger Girl. Danger Girl; Odd Jobs includes four thrilling tales of Danger Girl and the team's odd Job adventures. In the first tale, Danger Girl; Hawaiian Punch, a simple, relaxing trip ends in trouble when DG Ally Johnny Baracuda is kidnapped in an attempt to take over the world -- one amusement park at a time? Then, in the second story, Prince Akoo is using the Jewel of Eternity to steal the lives of his Las Vegas casino guests. Can Abbey and Sydney snag the Jewel before computer whiz Silicon Valerie dies of old age before she even gets the chance to gamble legally? Viva Las Vegas! When the Danger Girls go undercover as the Mod Bods, they get another chance to defeat their old enemy, the Peach. But as anyone who watched TV in

the '70s can tell you, when the villain traps you in a giant pie-crust, things look grim for the good gals. And finally, we all know that kids grow up too fast, but Val thinks she just needs to grow a little faster... Left behind from one mission too many, she imagines her life as a Danger Girl -- savagier than Sydney, bossier than Deuce, bustier than Abbey?

Leaping Tall Buildings-

2012-06-05

Some are mild mannered geeks, others mad geniuses or street-smart city dwellers driven to action. These are the men and women behind the masks and tights of America's most beloved superheroes. But these aren't the stories of the heroes' hidden alter egos or secret identities...these are the stories of their creators! Leaping Tall Buildings: The Origins of American Comics gives you the truth about the history of the American comic book—straight from the revolutionary artists and writers behind them. From the founders of the popular comics website Graphic NYC—writer Christopher Irving and photographer Seth

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Kushner—comes the firsthand accounts of the comic book's story, from its birth in the late 1930s to its current renaissance on movie screens and digital readers everywhere. Kushner's evocative photography captures the subjects that Irving profiles in a hard-hitting narrative style derived from personal interviews with the legends of the art, all of which is accompanied by examples of their work in the form of original art, sketches, and final panels and covers. The creators profiled include Captain America creator Joe Simon, Marvel guru Stan Lee, Mad magazine's fold-out artist Al Jaffee, visionary illustrator Neal Adams (Batman), underground paragon Art Spiegelman (Maus), X-Men writer Chris Claremont, artist/writer/director Frank Miller (Sin City, 300), comic analyst Scott McCloud (Understanding Comics), American Splendor's Harvey Pekar, painter Alex Ross (Kingdom Come), multitasking artist and designer Chris Ware (Acme Novelty Library), artist Jill Thompson (Sandman), and more. Leaping Tall Buildings,

like comics themselves, uses both words and images to tell the true story of the comic's birth and evolution in America. It is a comprehensive look at the medium unlike any other ever compiled covering high and low art, mass market work and niche innovations. It is the story of an art form and an insider's look at the creative process of the artists who bring our heroes to life.

Daredevil-Frank Miller
2014-12-24 Collects
Daredevil: The Man Without Fear #1-5

Masters of Doom-David Kushner 2004-05-11 Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously

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successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. *Masters of Doom* is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it's like to be young, driven, and wildly creative. "To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in

the insular laboratory of his own bedroom, invents the universe from scratch. *Masters of Doom* is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosos Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with *Queens of the Stone Age* cranked up all the way."—Mark Leyner, author of *I Smell Esther Williams*

Supreme—Alan Moore 2002
The acclaimed Alan Moore run of *Supreme* collected in paperback at last! This is the first of two volumes, and contains Moore's groundbreaking 'The Story of the Year' arc in its entirety. Featuring a never-before-published Alex Ross cover to create the supreme graphic novel of the season, this is a brilliant showcase of one of the universally acknowledged best writers in comics. Illustrated in full-colour throughout.

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Studio Space-Joel Meadows
2008-05-31 Provides information on some of the top artists in the comic industry, including how they work, when they got their big break, and if their styles have changed over time.

Frank Miller's Complete Sin City Library-Frank Miller
2005-08-23 This bundle contains all seven volumes of Frank Miller's landmark Sin City, the hard-boiled stories that started it all! The books that inspired the critically-acclaimed film, the now-infamous Marv, Dwight, Gail, Miho, Hartigan, Nancy, and the Yellow Bastard will transport you to Sin City and show you the bloody lives they lead ... bloody by choice or by circumstance. Frank Miller's Sin City is a triumph for its fiercely independent creator, and has been honored with Eisner awards, Harvey awards, and the prestigious National Cartoonists' Award.

The Comic Book Film

Adaptation-Liam Burke
2015-03-31 "There is no better, smarter examination of the relationship between comics and film." --Mark Waid, Eisner Award-winning writer of Kingdom Come and Daredevil In the summer of 2000 X-Men surpassed all box office expectations and ushered in an era of unprecedented production of comic book film adaptations. This trend, now in its second decade, has blossomed into Hollywood's leading genre. From superheroes to Spartan warriors, The Comic Book Film Adaptation offers the first dedicated study to examine how comic books moved from the fringes of popular culture to the center of mainstream film production. Through in-depth analysis, industry interviews, and audience research, this book charts the cause-and-effect of this influential trend. It considers the cultural traumas, business demands, and digital possibilities that Hollywood faced at the dawn of the twenty-first century. The industry managed to meet these challenges by exploiting comics and their existing audiences. However, studios

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were caught off-guard when these comic book fans, empowered by digital media, began to influence the success of these adaptations. Nonetheless, filmmakers soon developed strategies to take advantage of this intense fanbase, while codifying the trend into a more lucrative genre, the comic book movie, which appealed to an even wider audience. Central to this vibrant trend is a comic aesthetic in which filmmakers utilize digital filmmaking technologies to engage with the language and conventions of comics like never before. The Comic Book Film Adaptation explores this unique moment in which cinema is stimulated, challenged, and enriched by the once-dismissed medium of comics.

Batman Year by Year a Visual Chronicle-Matthew K. Manning 2014-09-24 The incredible story of Batman including a slipcase featuring specially commissioned DC comics artwork and original prints Explore Batman's fascinating story decade by decade, year by year, month

by month. From Batman's beginning in 1939 to his 75th anniversary *Batman: A Visual History* does what no other book has, showcasing Batman's evolution from a DC Comics vigilante crime-fighter to global superhero. Packed with original, full-colour artwork, in-depth profiles, storylines and events plus all Gotham City's iconic heroes and villains, including Robin, the JLA, the Joker and Catwoman. Discover all about their extraordinary DC comics debuts, the crucial events behind their creation and their influence today. Celebrating not only Batman's greatest stories but the writers and artists who created him, *Batman: A Visual History* features the key team members such as Bob Kane and Jim Lee who brought Batman to life. Perfect for any comic book fan this visually stunning guide comes in a gifty slipcase featuring specially commissioned artwork by a top DC comic book artist, two original prints and foreword by Frank Miller. Copyright © 2014 DC Comics. BATMAN and all related characters and elements are trademarks of and © DC

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Comics. WB SHIELD: TM & ©
Warner Bros. Entertainment
Inc. (s14)

Flashpoint: The World of Flashpoint Featuring

Superman-Scott Snyder
2014-06-10 Not a dream, not
an imaginary story, not an
elseworld. This is Flash Fact:
When Barry Allen wakes at
his desk, he discovers the
world has changed. Family is
alive, loved ones are
strangers, and close friends
are different, gone or worse.
It's a world on the brink of a
cataclysmic war--but where
are Earth's Greatest Heroes
to stop it? **World of
Flashpoint**: When the
Amazons and Atlanteans
broke out into war, everything
changed in a flash--especially
the life of Traci 13! **Booster
Gold**: Booster finds a world
very different from the one he
left behind. It's up to the time-
lost hero to figure it all out
and fix what once went
wrong! **The Canterbury
Cricket**: Meet the members of
the Resistance as they battle
their way through enemy
lines. But who is the
Canterbury Cricket? As the

rebels take a moment to rest,
the Cricket shares his tale
with his comrades in arms.
Project Superman: General
Sam Lane wants to create the
world's greatest soldier, but
instead he just might end up
with the world's most
powerful monster. Learn the
secrets behind **Project
Superman** and the mysterious
Subject Zero. Don't miss this
Superman volume collecting
**WORLD OF FLASHPOINT
#1-3**, **BOOSTER GOLD
#44-47**, **THE CANTERBURY
CRICKET #1** and **PROJECT
SUPERMAN #1-3**.

Logan-Brian K. Vaughan
2008-08-27 Wolverine travels
to a mysterious hill in Japan to
come to terms with the ghosts
of a long-forgotten incident of
his past, a moment that
reforged him in the flames of
love, death and destruction. If
he's not careful, these ghosts
could keep him there forever--
Publisher's description.

Wanted-Mark Millar 2008
Wesley Gibson is one of life's
losers. His job sucks; his
girlfriend's cheating on him;
his life's going nowhere. Then

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he finds out everything he believed about his life was a lie.....For Wesley is actually the son of the Killer, the world's most deadly assassin! Now the Fox - his father's former lover - offers to train Wesley as the new Killer and bring him into a powerful society of super-villains. But does Wesley really have what it takes? And can he avoid his father's fate when a coup inside the society puts him in the firing line?

Women in Marvel Films-

Miriam Kent 2021-02-28
Women in Marvel Films provides the first rigorous analysis of the portrayals of women, heroic and otherwise, in films based on Marvel comics from the 1980s to the present.

Wolverine, the Jungle

Adventure-Walter Simonson
1990

Millar and McNiven's

Nemesis-Mark Millar
2018-05-08 CIVIL WAR?
Nothing. KICK-ASS? A warmup. What if the smartest, toughest costumed bad ass in the world was totally evil? Meet Nemesis. He's systematically been destroying the lives of every police chief in Asia, and he's now set his sights on Washington, DC. Between you and me, the police don't have a chance. Do not miss the book that EVERYONE is talking about by the creative team that made CIVIL WAR the biggest book of the decade. Collecting MILLAR & MCNIVEN'S NEMESIS #1-4.