

"We thought it would be fun..."

My friends and I found out that our high school janitor had a secret. He would disappear at weird times and come back later in the day worn and sometimes a little roughed-up.

We found out he was really a superhero, with a costume and hero name and everything.

We thought maybe we could have some fun with that. Use him to take care of a few problem teachers and maybe a few students, maybe even change some grades for us. So we threatened to reveal his secret identity if he didn't help us out.

He refused, so we put it out on social media.

We thought we were doing it anonymously. Turns out a villain group was able to trace it back to us.

We were tortured for information until one of us would talk. Then they killed us. They killed my friends. But they left me alive so I could bear the punishment.

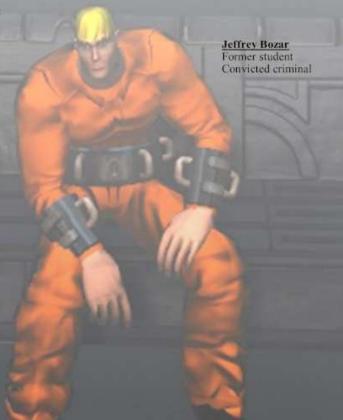
But what they did to us was nothing compared to what they did to the hero and his family.

When the police found me, I was charged with being an accomplice to the murders. All the murders. I was also charged with violating a federal law that makes revealing the identity of a superhero working with federal or international agencies a felony.

So now I'm here, behind bars for twenty years. I can't even think about being able to pay the huge fine I face when I do get out.

There is a reason why some heroes wear masks and have secret identities. Capeing heroes is not fun and it is not a game.

Revealing a registered hero's identity is a crime in many cities and states. And if you reveal the identity of a registered hero working with a federal or international agency, that is a federal felony, punishable with a sentence from 10-25 years in prison and a fine of up to \$250,000.



CAPEING IS NOT A GAME! IT IS A CRIME!

This public service message is brought to you by the Federal Bureau of Investigation, the U.S. Department of Justice, The Paranormal Research and Investigation Mission of the United States (PRIMUS), The United Nations Tribunal on International Law (UNTIL), Harmon Industries, The Champions, the International Superhero Union, Ravenswood Academy, Greer & Harlick, and the many superheroes and superhero organizations around the world. Not a real ad.

From another time and from another world, Galatea Future arrived in the world of the Champions to do the one thing she tried so desperately to avoid before... to live.

It's not easy, though, when you're over a thousand years old and suddenly you're given a new life in more ways than one. Life is literally starting over again for her, and yet she is still doing what she does best: serving humanity as...



"DUET NO MORE"

- A CHAMPIONS ONLINE STORY BY DAVID 2

THE UNTHINKABLE HAS HAPPENED TO STARLETT.

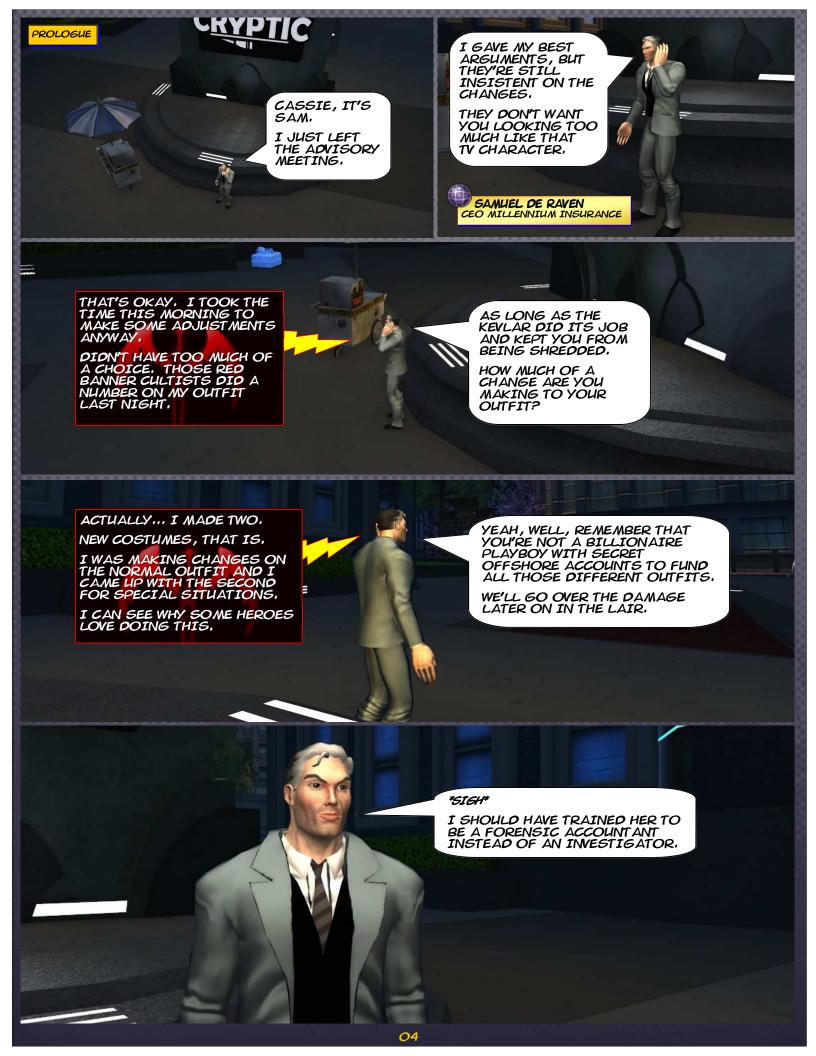
THE FORMER STUNTWOMAN-TURNED-VIGILANTE HAD BEEN CAREFUL ABOUT KEEPING HER HERO LIFE AND HER PERSONAL LIFE AS A CLUB **DJ** SEPARATE.

BUT THEN TWO PEOPLE DISCOVERED HER PERSONAL IDENTITY. PEOPLE WITH A GRUDGE AGAINST HER AND AGAINST HER BOYFRIEND AND TEAMMATE, JOHN BATTLE.

EVEN THOUGH SHE'S REACHED OUT TO ANOTHER VIGILANTE FOR HELP, SHE'S AFRAID OF WHAT WILL HAPPEN SHOULD HER PERSONAL LIFE BE EXPOSED, AND WHAT SHE MAY HAVE TO DO IN ORDER TO SATISFY HER BLACKMAILERS.

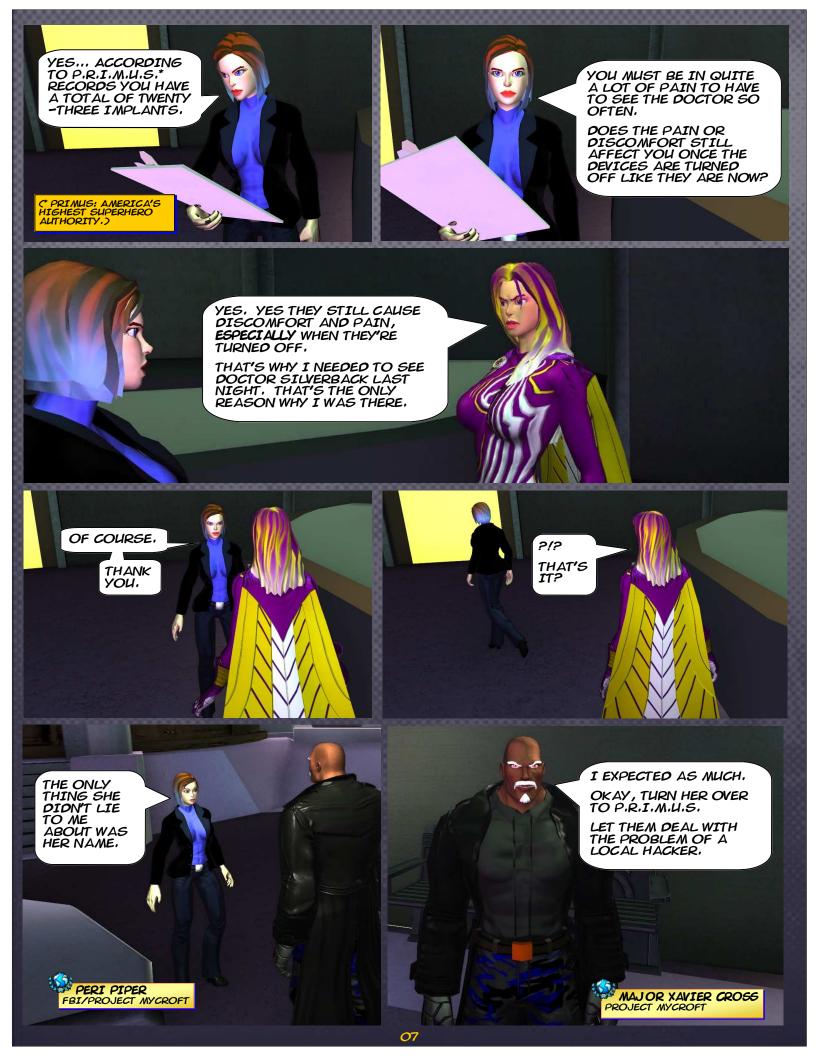
Future's Guardian #21is created using original characters in the Champions Online Multiplayer Online Roleplaying Game. Copyright © 2009-2021, Perfect World Entertainment, Inc. This story is an independent not-for-profit derivative work of the Champions Online Game. All original rights are reserved by Cryptic Studios and Perfect World Entertainment, Inc. Cryptic Studios is a trademark of Cryptic Studios, Inc. Perfect World Entertainment is a trademark of Perfect World Entertainment, Inc. All other trademarks are property of their respective owners. Battlerock Comics is a subsidiary of Get Brutal Productions and makes no claim on the intellectual property owned by either Cryptic Studios or Perfect World Entertainment.















IT RINGS, YOU ANSWER IT. ANY TIME OF THE DAY OR NIGHT. YOU GET THREE GRACE PERIODS IF YOU MISS IT THE FIRST TIME.



YOU MISS ANSWERING AFTER THOSE THREE TIMES, THE GAME'S OVER.

YOU FAIL TO DO WHAT WE ASK, THE GAME'S OVER.

AND BY THAT, OF COURSE, WE MEAN EVERYONE GETS TO KNOW WHO YOU ARE.





I'M LOOKING FORWARD TO WORKING...

... MORE CLOSELY...

... WITH YOU.

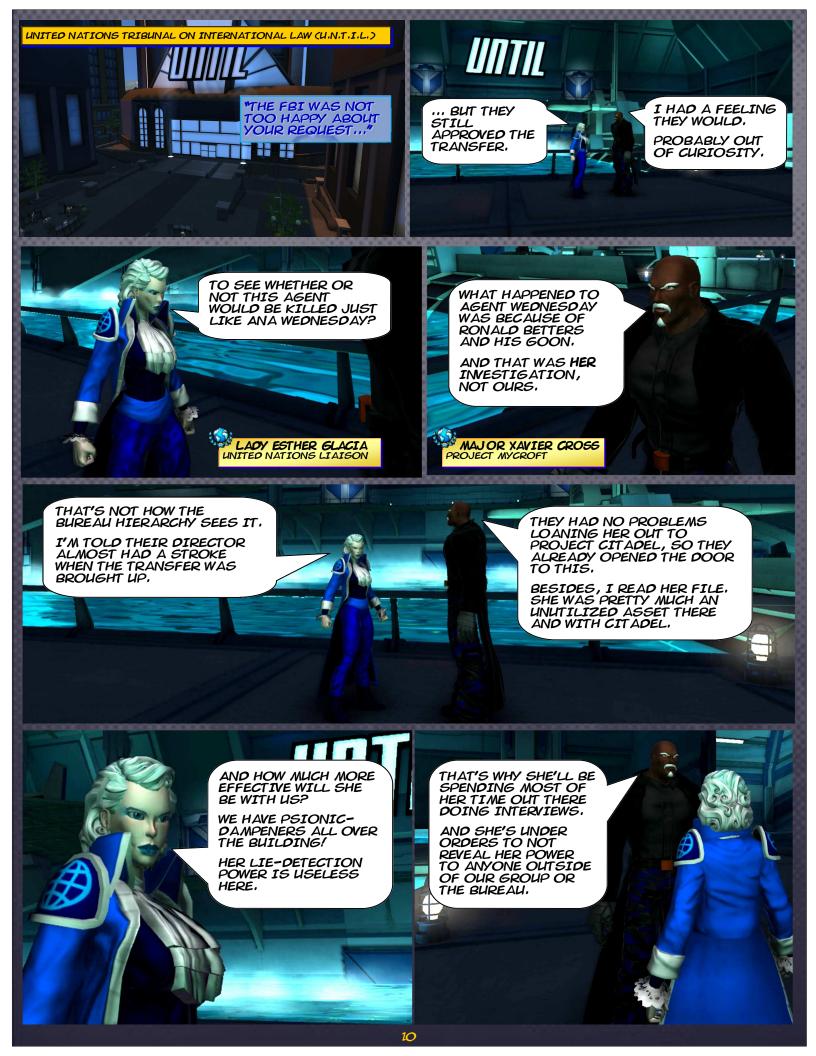




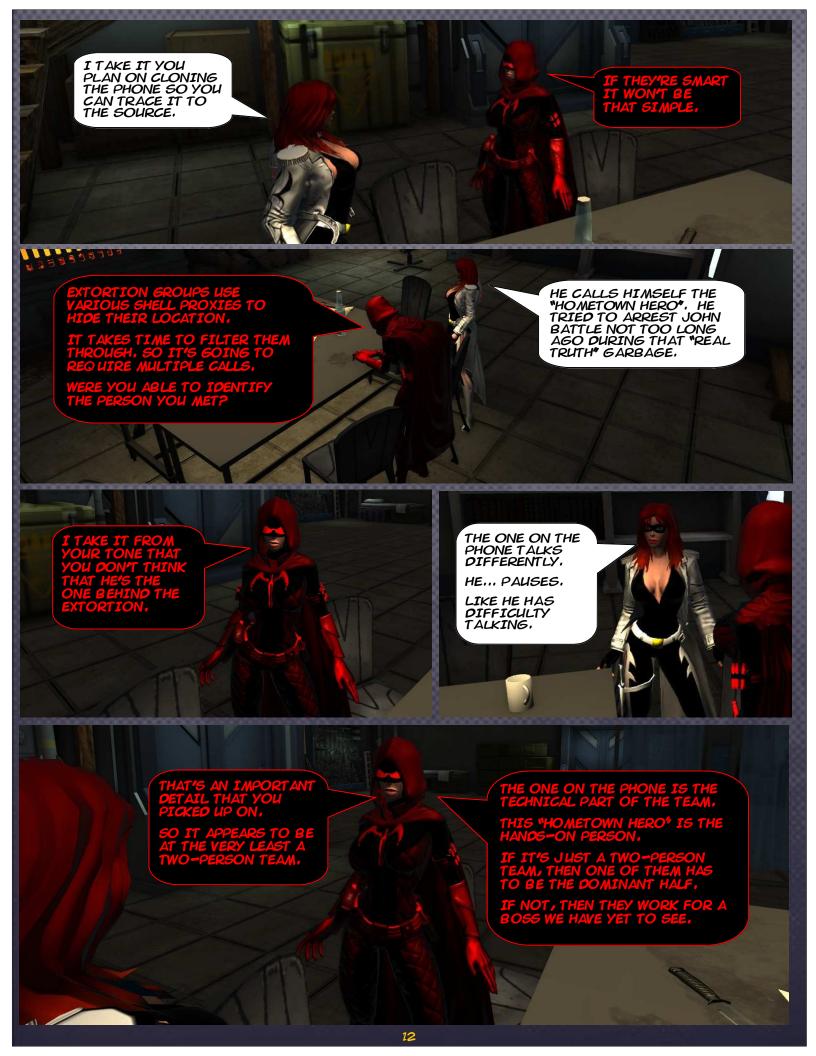
DON'T THROW UP.



DO NOT THROW UP!









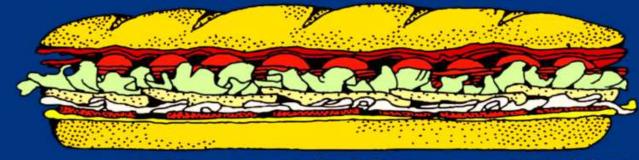




Pickles? Got it! Comatoes? Got them! Mayo? Sure! Mustard? Why not? Coasted? We can do it! Extra meat? On it! Want it hot and fast? Only way we know how!

The only thing we can't do is give it to you right off the page!

Millennium Mike's



7 Days a week! 10am to midnight

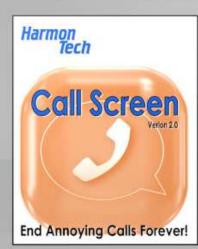
313-555-mike

Millennium Mike's is a fiction business in the world of Champions Online. Not a real business

Tired of getting annoying calls? Wish you could hire your own receptionist?

Screen your own calls with Call Screen 2.0 from Harmon Tech.

- Call Screen 2.0 is compatible with all VoIP systems, as well as most major home assistance programs.
- Customize a personal message for callers or use one of several downloadable generic messages.
- Voice-active commands allow you to pick up the call in the middle of the screening, call the person back afterward, or order the system to hang up the caller.
- Harmon Tech's proprietary Block-It software checks all known "blacklisted" numbers and can block all listed numbers from connecting and will automatically report all blocked numbers to the Federal Communications Commission.
- Call Screen 2.0 can also "whitelist" numbers that you do want to answer, such as
 calls from a family member or friend or business associate.





Available in all electronics stores and online at HarmonTech.htbiz

Millennium City is more than just a bunch of buildings.

It is about businesses.

It is about homes.

It is about families.

It is about people.

It is about hopes and dreams that could not be destroyed by evil.

My father knew this, and so did my brother.

Together, they founded Millennium Insurance; to be there for people and families and homes and businesses when all the other insurance companies abandoned them after Detroit fell.

Today I am humbled and honored to serve as CEO of Millennium Insurance, continuing the promise that my father and my brother made to the people of Millennium City; to be there for them in both good times and bad.

Be it a new life, a new car, a new home, or a new business, Millennium Insurance will always be there for you.

Because Millennium City is about all of us.

Millennium Insurance

Millennium Insurance is a fictional business in the world of Champions Online. Not a real person. Not a real ad.



FOOD SO GOOD ... IT SHOULD COME WITH A CATE!

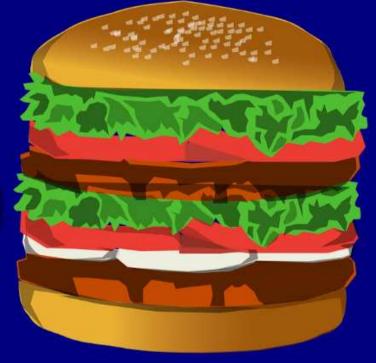
YOU DON'T HAVE TO BE A SUPERHERO TO BE SUPER-HUNGRY.

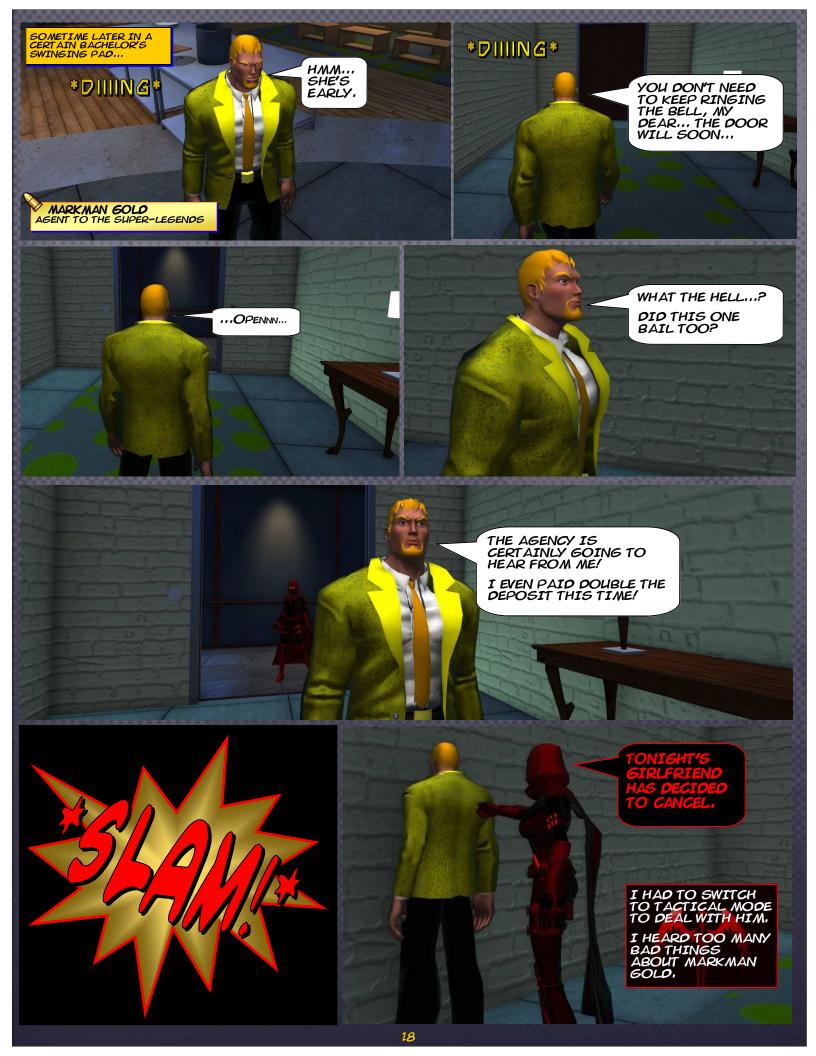
THANKFULLY, WE HAVE THE SOLUTION TO THAT KIND OF CRISIS!

TRY OUR EXCLUSIVE ACE-HIGH CHEESEBURGER WITH TWO ALL-BEEF PATTIES WITH THREE KINDS OF CHEESE ON A GLUTEN-FREE BUN. A FULL HOUSE THAT WILL MAKE A FULL STOMACH!

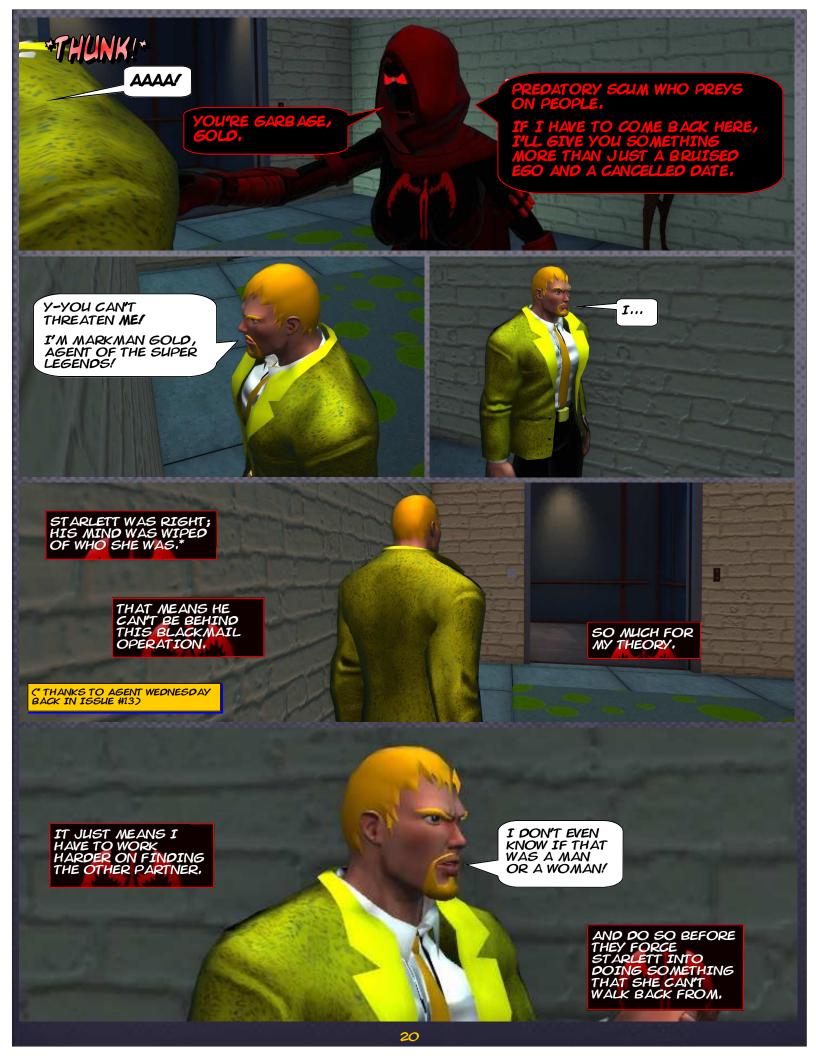
AND REMEMBER, ALL ACE BURGERS ARE COOKED THE MINUTE YOU ORDER THEM. IT MAY TAKE A LITTLE LONGER, BUT IT'S ALWAYS WORTH IT.

















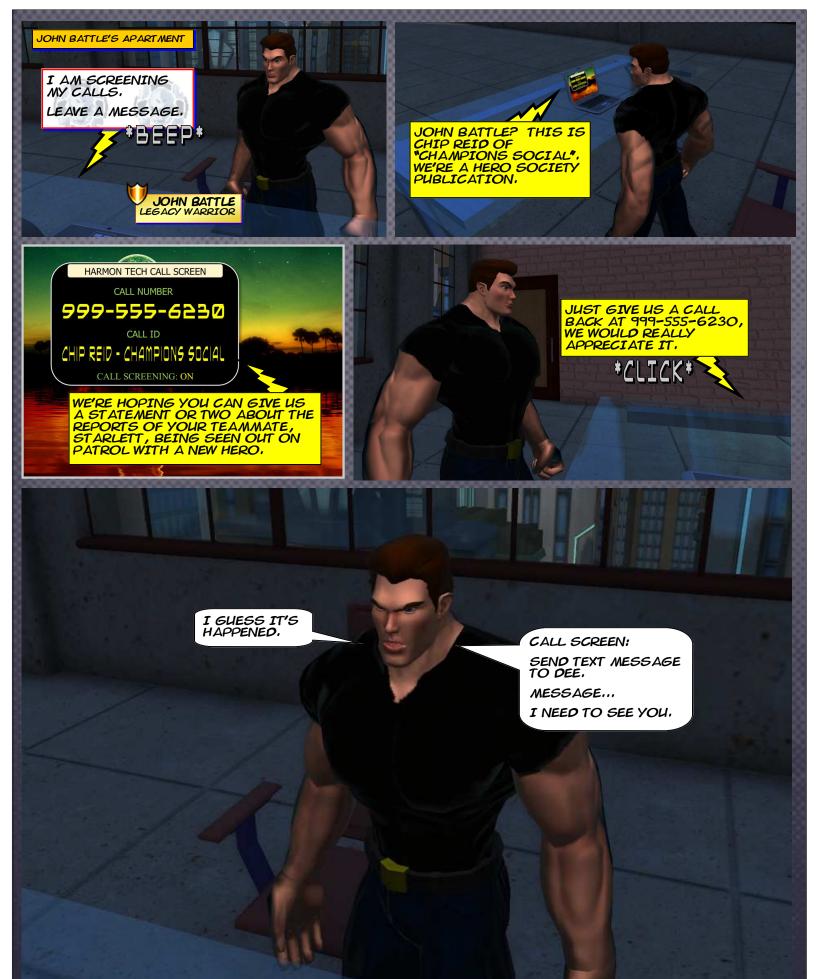




















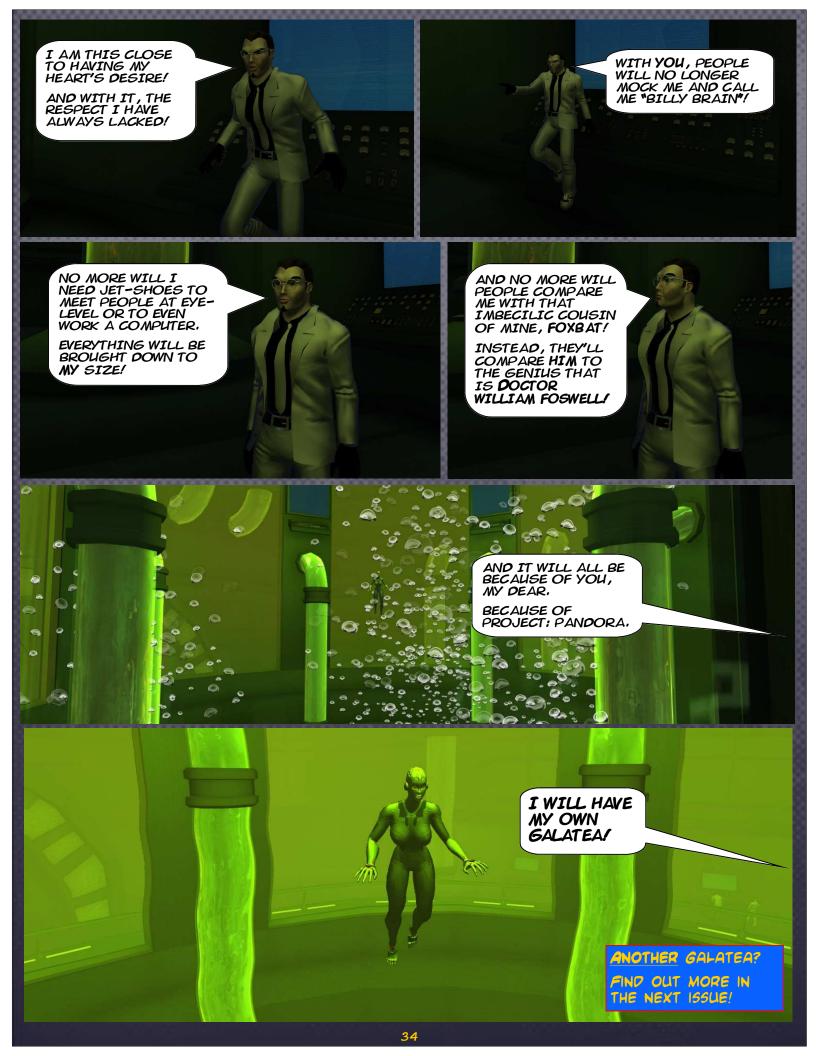












GUIRDIN WORDS

Words of wisdom from writer and creator David 2.



UNITED NATIONS TRIBUNAL ON INTERNATIONAL LAW Project Mycroft - Major Xavier Cross, U.N.T.I.L. Commander



CLASSIFIED INFORMATION - EYES ONLY

Operative: SpiralCross

Real Name: Hillary Spytech

Other Aliases: Hilly Spytech, Sally Spiral, Crissy Cross

Birthplace: Arlington, Va Hometown: Millennium City, Mi Occupation: Information Collector

Hair Color: Blond (dyed purple with cybernetic enhancements)

Skills: social networking

Equipment: cybernetic implants



Hillary "Hilly" Spytech is the daughter of two retired federal intelligence agents. Her father worked in support and logistics, and her mother was a field agent. The two had met when she investigated him for possible corruption. He was eventually cleared and they dated and got married.

From what we understand about Hilly's childhood, it was one of deception and training. As her parents were still active in the intelligence community, she was taught early on about keeping secrets and digging for information and being mindful of her environment. Eventually her mother retired from active duty, with her father continuing to work in support and logistics.

After high school, Hilly went to college to study computers. She was fascinated by the cutting-edge technology employed by Harmon Industries, and specifically focused on cybernetics and how she could apply them.

At the same time, she also was something of a social gadfly. She was known among several groups on campus and tried to attend as many parties as possible. But she did so for a reason. She was conducting her own form of social intelligence by being friendly with as many people as she could and learning all that she could about them. She then took that information and marketed it to certain companies, thus paying for her college education.

Apparently she did this so well that college administrators did not know this was happening until after she graduated with a double degree in cybernetics and in social engineering.

Eventually she caught the attention of certain people who realized that she could serve as a different kind of intelligence operative. She could be a spy pretending to be a hero.

Hilly adopted the name "SpiralCross" based on two aliases that she used in college to collect information: "Sally Spiral" and "Crissy Cross". She also put herself in for numerous cybernetic implants designed to collect information and store it. Some of these implants were of her own design.

As SpiralCross, Hilly performed just the right amount of "hero tasks" to earn her recognition, and then prominently stuck around hero gatherings, where she used her cybernetics and her social skills to collect information on other heroes. This information would then be available for those who need it and would pay a good price for it. Perhaps it is for P.R.I.M.U.S. or U.N.T.I.L., maybe for the Department of Justice, or perhaps to a law firm looking to bring a case against an abusive hero, or to discredit a hero in a court case.

SpiralCross maintains that the information she collects is legal and is only

Continues on next page...



used for legal purposes. However, the same cannot be said of those that pay her for that information.

It is believed that she currently works for the mercenary group X-Tend Services as either a freelance operative or is on retainer with them.

Powers and Abilities

SpiralCross's primary skill is in information collecting. To say she is a social gadfly is an understatement. She loves to spend her time with people, talking to them, and getting to know everything she can about them. She will do this often to the sacrifice of heroic activities.

But this information collection is done with a purpose other than friendship or camaraderie. Just like social media services, SpiralCross collects that information so she can sell it to others.

Aiding her in this are her numerous cybernetic implants. According to P.R.I.M.U.S., she has a total of twenty-three implants in her body, some of which are custom-made by her, that aid her in electronic data collection and transmission. The most significant of these are her cybernetic contact lenses, which gives her heads-up displays as well as record any data she sees, which provides her a literal photographic memory. She also has a cyber-weave in her hair which serves as a powerful broadband wireless transmitter and receiver. She can intercept and reroute data transmissions almost instantaneously. Other devices inside her body are data storage devices, enhanced sensory devices in her fingertips, and anti-gravity emitters that allow her to fly. The latter serves as part of her "disguise" as a hero since it gives a sparkly rainbow appearance. The sensory devices in her fingertips can also be used to transmit electrical jolts that mimics a telepathic attack but without the psionic effects.

Observation

SpiralCross is a dangerous operative. The fact that she's willing to collect data on heroes and sell it to whomever would want it makes her a security risk. Both P.R.I.M.U.S. and U.N.T.I.L. informed their operatives that she is not to be trusted and to be mindful of what they convey in her presence, even in a casual environment.

HTTP://BATTLEROCKCOMICS.COM







STARLETT'S TRIBULATIONS CONTINUE AS SHE AND RED SINNER TRY TO FIND OUT WHO ELSE IS BLACKMAILING HER AND HOW TO STOP THEM.

PLUS ... MORE ON DOCTOR FOSWELL'S MAD IDEA. CAN HE REALLY CREATE ANOTHER GALATEA?

FIND OUT!



THE CRUCIBLE



- * NO CREDIT CARD REQUIRED
- * PLAY EVERYTHING
- * UNLIMITED PLAY TIME
- * PLAY YOUR WAY





CREATE YOUR HERO FROM SEVERAL DIFFERENT POWER
TEMPLATES AND COSTUME PIECES, TRAVEL TO SEVERAL
DIFFERENT LOCATIONS, TAKE PART IN TEAM ACTIVITIES, AND
EVEN CHOOSE YOUR OWN NEMESIS! THE OPPORTUNITIES
ARE ENDLESS, AND THE LIMITS ARE ONLY UP TO YOU!



WWW.CHAMPIONS-ONLINE.COM

WORLD