



THE ASTOUNDING

7

\$2.99

WOLFEMAN



ROBERT KIRKMAN
JASON HOWARD

WRAAAA!!!



WHAT
HAVE YOU
DONE?!

WHAT HAVE
YOU TURNED
HIM INTO--YOU
MONSTER?!

KINETIC, PLEASE--
YOU'VE GOT TO
STOP THIS. NONE
OF THIS IS HIS
FAULT.

IT TOOK
ME A WHILE
TO REALIZE
THIS... BUT IT
WAS AN
ACCIDENT.

YOU
DID--
DIDN'T
YOU?

I THOUGHT
I KILLED YOU.
I THOUGHT
I--

YOU DID...
FOR THE MOST
PART, YOU LEFT
ENOUGH OF ME
FOR YOUR FRIEND
ZACHARIAH
TO BRING ME
BACK.

HE'S
WAITING FOR
YOU--JUST GO.
I'LL EXPLAIN
EVERYTHING TO
MY FRIENDS.

WE CAN--AND
WE ARE. JUST
GIVE ME 2 MINUTE
TO EXPLAIN. YOU'LL
UNDERSTAND
EVERYTHING WHEN
I'M DONE.

I'M
JUST GLAD
YOU'RE HERE,
MAN...

START
EXPLAINING!

TRUST
ME, WHEN
I'M DONE--
EVERYTHING
WILL MAKE
PERFECT
SENSE...

YOU CAN'T
LET HIM
GO!

NOT
AFTER
WHAT HE
DID!





YOU DIDN'T
TELL ME?!

YOU
ALLOWED
ME TO BELIEVE
I'D KILLED HIM?!
YOU JUST LET ME
THINK THAT? YOU
LEFT ME WITH
THAT GUILT!



DAMN IT,
ZECHARIAH---
TALK TO
ME!



TECHNICALLY,
YOU DID KILL
HIM. THAT DIDN'T
CHANGE.

IT WAS
WHAT HAPPENED
AFTER THAT I
NEVER TOLD YOU
ABOUT.



SO YOU
TURNED HIM
INTO A VAMPIRE?!
WHAT ELSE ARE
YOU KEEPING
FROM ME?

IT WAS
THE ONLY WAY
TO SAVE HIM...
AND IT SAVED
YOU TONIGHT.
YOU SHOULD BE
THANKING
ME.



I CAN'T DECIDE
IF I SHOULD BE
RELIEVED THAT HE'S
ALIVE--OR MORE
GUILTY OVER WHAT
I FORCED HIM
TO BECOME.

HOW
COULD YOU
KEEP THIS
FROM
ME?!

I CAN'T
TRUST
YOU!

WE'RE
THROUGH.

I WANT
YOU OUT OF
MY LIFE.

YOU'RE
MAKING A
MISTAKE.

AM I?

I DON'T
THINK SO... I'M
STARTING TO
THINK YOU WANTED
ME TO KILL SERGEANT
SUPERIOR--I THINK
THIS WAS ALL
PART OF YOUR
PLAN.

I'M SICK
OF FEELING
USED BY YOU--
DESPITE YOUR
ASSURANCES.

SINCE I
MET YOU, MY
LIFE HAS
SPIRALED OUT
OF CONTROL TO
THE POINT WHERE
I NEEDED YOU. I
DON'T KNOW WHY
I DIDN'T SEE
IT BEFORE.

GARY,
TRUST ME--
YOU DON'T
WANT TO
DO THIS.

LISTEN
TO ME.

NO.

I'M
THROUGH
LISTENING
TO YOU.



THE WESTEDGE
OUTLET CENTER,
BUILT ATOP
WOLF-MAN'S
SECRET LAIR.

WESTEDGE
OUTLET CENTER



HEY---
WHAT'S
GOING
ON?



YOUR LAWYER
CALLED, APPARENTLY
THEY CLOSED THE
EMBEZZLEMENT
INVESTIGATION
EARLIER TONIGHT.
YOU'VE BEEN
CLEARED. OUR
ASSETS HAVE
BEEN
UNFROZEN.

WE CAN
GO BACK
HOME.



TONIGHT?

CHLOE IS
SLEEPING.



NO, I'M
JUST GETTING
READY. CHLOE
AND I ARE
MOVING BACK
IN TOMORROW
MORNING.

WITHOUT
YOU.

WHAT?!



DUNFORD,
EVERYTHING--
IT'S ALL FALLING
APART, ISN'T
IT?



I'M SORRY,
GARY... THIS
MUST BE VERY
DIFFICULT--YOU'VE
CERTAINLY SEEN
BETTER
TIMES.



I THINK IT MIGHT BE
MORE THAN THAT--I
CAN'T STOP THINKING
ABOUT HOW ZECHARIAH
CALLED MY
TRANSFORMATION
A CURSE.

I
REMEMBER
THINKING
"REALLY?"



EVEN AFTER WE
WERE EVICTED, THE
CHARGES AGAINST
ME, LOSING MY
COMPANY--I NEVER
SAW A CONNECTION. I
THOUGHT BEING WOLF-
MAN WAS A BLESSING--
AT LEAST I HAD
THAT, I'D
THINK.



NOW...
I JUST
DON'T KNOW
ANYMORE.







REBECCA,
WE NEED TO
TALK. I
NEED YOUR
HELP.

ABOUT WHAT? GARY
TOLD ME HE SHUT YOU
OUT. YOU DON'T GET
TO BOSS HIM AROUND
ANYMORE, ZACHARIAH--
AND FRANKLY,
I NEVER LIKED
YOU!

WHY THE
HELL WOULD I
EVER TALK HIM
INTO WORKING
WITH YOU
AGAIN?

HE DOESN'T
UNDERSTAND--
YOU DON'T
UNDERSTAND--



YOUR HUSBAND
HAS POWERS--
DANGEROUS
POWERS--THAT
HE KNOWS
NOTHING ABOUT.
HE NEEDS
ME.

BAD
THINGS
COULD
HAPPEN
IF...



SKROO!

GET
YOUR FILTHY
HANDS OFF
ME!



YOU...

YOU
STRUCK
ME...





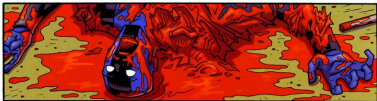














IT IS
DONE, MY
MASTER.

THIS IS
WRONG...
THIS IS ALL
WRONG.

THIS
ISN'T HOW
THINGS WERE
SUPPOSED
TO HAPPEN.





WOLFE

JUNE HITLIST

76 #4 (of 8)	■
AGE OF BRONZE #27	■
AETHA #2 (of 3)	■
THE AMORY WARS #1 (of 5)	■
THE ASTOUNDING WOLF-MAN #7	■
BOMB QUEEN V #2 (of 6)	■
CHARLATAN BALL #1	■
THE DARKNESS #6	■
DEAD SPACE #4 (of 6)	■
DISPLACED PERSONS OGN	■
DYNAMO 5 #14	■
ELERHANTHIN #12	■
FIREBREATH #2	■
GEARIN #2 (of 5)	■
HAWAIIAN DICK #5	■
THE INFINITE HORIZON #4 (of 6)	■
INVINCIBLE #51	■
JACK STAFF #18	■
KILL ALL PARENTS #1	■
MADMAN ATOMIC COMICS #10	■
NOBLE CAUSES #35	■
THE PERMANENTS #5	■
PILOT SEASON: ALBI #1	■
PILOT SEASON: GENIUS #1	■
PRETTY BABY MACHINE #2 (of 3)	■
PROOF #9	■
A RED MASS FOR MARS #1 (of 4)	■
SCREAMLAND #4 (of 5)	■
SWAYN #79	■
TALES OF THE STARLIGHT DRIVE-IN OGN	■
THE SWORD #9	■
THE WALKING DEAD #51	■
TRANSUMAN #3 (of 4)	■
TRUE STORY SWEAT TO GOD #12	■
VIX #1 (of 3)	■
WAR HEROES #1 (of 6)	■
WILDCARD: INSIDER #2 (of 3)	■
YOURBLOOD #5	■

GRAND LARSEN

Sometimes the best thing you can do as an editor and as a publisher is to stay out of the way. Case in point: Mark Millar.

Mark Millar doesn't need me telling him how to do his job. He's figured it out. He doesn't need a focus group or an editorial board and attending stockholders looking over his shoulder and telling him what he can and can't do. What Mark needs — more than anything — is to be left alone to create great comics.

We don't get in the way.

When Mark Millar brought us War Heroes, we didn't try to impose our vision or steer him in another direction.

It's always about the creators at Image. We'll do our part to push and shout and whatnot, but it always comes down to the creators and what they bring to the table. We don't write the books for creators — or rewrite them — we just get out of the way and let the magic happen. And that's a cool thing in a project like War Heroes. I know Mark has worked in situations in the past where editorial was sitting on his shoulders like a 500-pound gorilla. It's nice to be able to see what he can do without somebody getting in the way. It's quite awesome to behold, actually.

War Heroes is Mark's book and we're giving him free reign to do what he does best. There is nobody here telling him what he can and can't do. That's the beauty of Image — it's all about freedom for the creators. I've been there myself and once you've tasted that freedom, it's pretty hard to put the shackles back on and have that gorilla crawl back up there. Once the creator is driving that bus and taking it where they want to take it, it's a wild ride. With Mark Millar and Tony Harris behind the wheel, it's like nothing you've ever seen before.

War Heroes is Mark's vision. It's his version of Ultimate's 3, unfettered, unrestrained and relentless. This is a vision of a world that could have been. It's belly and bawdy and balls-to-the-wall, pedal-to-the-metal, adrenalin pumping comic book experience like no other.

Some years back, Mark Millar did a little book for us called Wanted. And Wanted was a gas. Wanted was bigger, bolder, and more exciting than anything that came before it. Is it any wonder why it was turned into a major motion picture?

War Heroes is Wanted cranked up to 11.

You may wonder, "Why Image?"

Well, I'll tell you. Yeah, Image is the home of the world's greatest creator-owned comics — and Mark knows that. Stepping through these doors meant knowing that he was going to get to tell his story his way, without any fear of editorial interference.

It wins a natural that the two of us would get together. War Heroes came from the mutual respect and, frankly, love we have for each other. The timing was right.

And, wouldn't you know it, the movie studios are fighting it out to see who can option War Heroes and turn it into the next summer blockbuster!

Do we get a piece of that? No. That isn't what we do.

Sure, we have, on occasion, made corrections — and put together Hollywood deals for people. That's an option for creators but we don't impose that on anybody. Mark knows how to put deals together and our guidance isn't needed.

War Heroes is another in a long series of books where creators are allowed to run wild. And readers are catching on. They see what creators do here, what they do elsewhere, and they can contrast the two. There have been numerous times where fans have asked why the books a creator does at Image are so much more exciting than their work elsewhere. It really boils down to freedom.

Once readers read what Mark Millar does without that editorial "guidance," they'll get a glimpse into a world they might not have known existed. But it's not just Mark Millar and Tony Harris doing outstanding work. Unbound, there are a lot of guys being given this freedom and these guys are churning out extraordinary work.

Readers, retailers, and creators can see the possibilities that are out there. They can see that a comic book doesn't need to feature a haggard old property that's been passed around for 45 to 70 years. They can see that comics can be fresh, new, and exciting. That anything is possible. There are untold worlds out there just waiting to be seen if only people were willing to open their eyes.

Open your eyes.

War Heroes is here! And that's just the tip of the iceberg.




TALES OF THE STARLIGHT DRIVE-IN has 32 stories taking place over 50 years at a drive-in theater, featuring 23 artists from around the world! The stories combine to create a single novel with a powerful, shocking finale you won't forget!

NOW
MONTHLY!



NEXT ISSUE!
THE ELDER