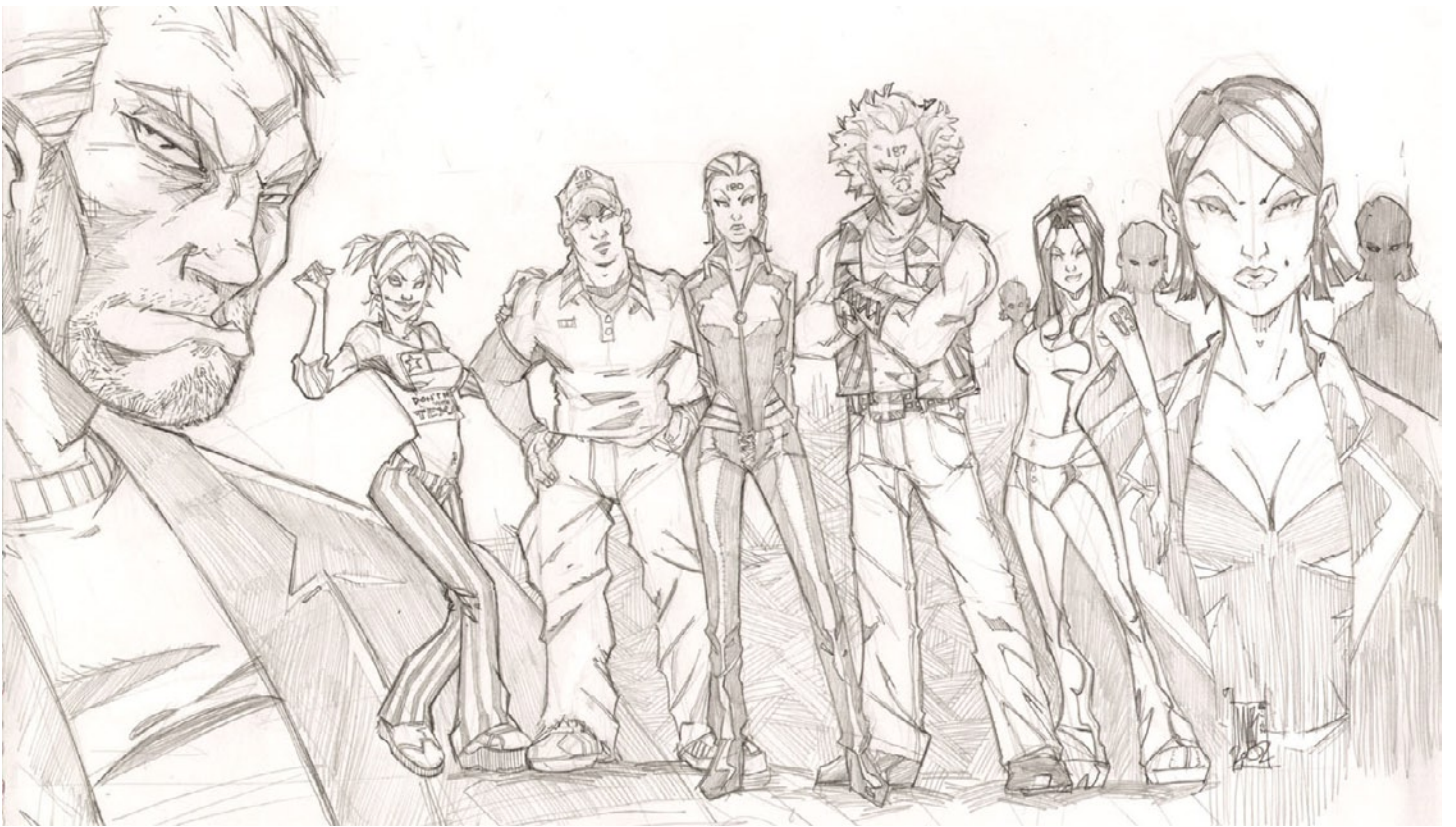


# DV8

## The New Draftees



by Micah Wright  
and Mark Robinson

## **The 3 problems with making a new DV8 book:**

- 1) Burden of continuity. All the characters have long and complicated pasts even though none of them have ever been popular enough to hold down a book of their own.
- 2) Big team. Easy to get bogged down with infighting and personal stuff. Continuity gets complicated.
- 3) Name recognition is a red herring. DV8 had a very brief moment in the 1990s when it was truly popular. Even then it was probably due in large part to Humberto Ramos' fan-favorite art. Trading on that moment is not going to get us very far.

## **Solutions:**

- 1) Start Fresh. Start the series off with a bang. A big fat event to be the defining moment in the lives of these characters. All the other stuff that came before still happened, but it doesn't matter any more. Think of Alan Moore's Swamp Thing #21. Just because Holland was dead when he hit the water doesn't mean he never fought the Un-men, but #21 rendered everything between the origin and that issue moot... that story became the cornerstone for a new Swamp Thing.
- 2) Strip it down. You can start the book with a big cast, but you have to strip it down fast, lose most of the old characters.
- 3) Make it GOOD. That means: SHORTER STORIES, SOLID ART.

So let's say we're doing DV8. It should be the opposite of the current Gen13, and better than what's out there now.

I'm not totally up on my DV8 history, but essentially they were the ugly mutant children of Team 7 who were put together by Ivana Baiul to do nasty shit for her, right? Great... the government will NEVER be at a loss for ugly missions better done in the dark of night... and it's time for a new DV8.

What are the issues? Certainly not teen ANGST. Angst is for people with low self esteem. These are super-heroes; they're good looking, athletic, and powerful. They run around in tights all day and get no end of approval from the press and from the world at large. Nope, these are hyper-confident, hyper-accomplished, hyper-sexualized teens. Angst is not on the menu. Think about teens. What characterizes them?

- 1) Emotionally immature
- 2) Sex driven
- 3) Self-involved
- 4) No respect for authority
- 5) Physically Powerful
- 6) Stupid and uninformed
- 7) Hyper-idealistic

Whaddaya know... remove # 7 and you've just described the archetypal super-VILLAIN! It's a fine line between Teen Hero and Villain and we should walk it.

Our new DV8 should be like Squadron Supreme or the Authority only they have a chip on their shoulder; something to prove. Worse than that, they screw up a lot, because they've got the desire and the power to act--but not the emotional maturity or the reasoning skills to act responsibly. The series is going to be about building those skills. Learning the lessons of adulthood but on a grand scale because when these kids run off half-cocked they can do some major damage.

Naturally they're going to attract the attention of the big guns, because you can bet that the The Authority and StormWatch will have something to say to this youth "gang" of superheroes. After coming home from a mission our DV8 may find Jack Hawksmoor sitting in the living room ready to dispense some stern fatherly advice. What's the response? "FUCK YOU OLD MAN!" Hawksmoor may shake his head and leave, but one day he's coming back and he's going to bring the Authority with him.

Here's what everyone says in their heads: "I wish someone would just remove that bad guy from power. I wish someone would just rip out that oil pipeline. I wish someone would just beat the crap out of that wife beater. I wish someone would just make that Enron guy eat a lump of shit every time he lies to our faces like that."

In the new DV8 we're going to finally get our wish and we're going to learn again, along with our characters, why we hold back those impulses. Because Bad Things Happen when you start out with good intentions and godlike power.

### **Here's How We Do It:**

We use the ongoing Hunt For Ivana Baiul storyline in StormWatch to kick off the new series. Baiul had "something" to do with Santini and his crew being targeted at the UN in StormWatch #1 and now Santini wants her head on a plate.

In issue #7, Santini removes Senator Jesse Terns from office. Terns was part of the Ivana backstab. Now he's gone and with him, Ivana's protection. Due to Ivana's double-dealing of everyone on Wildstorm's Earth, she has no other friends to help her hide from Santini. He and StormWatch are coming and hard.

So, to protect herself, Ivana hunts down and puts the remaining members of the original DV8 back together again. Unfortunately, it's not much help. Santini and crew kill the bad ones, give the good ones a get out of jail free card and continue on Ivana's trail. If she doesn't watch out, she's ending up dead, dead, dead.

Santini and crew finally corner and try to kill Ivana, but hell, she's 90% robot now, so what's the point of destroying one body? She's like a Doombot now... there's 100's of her. The Flesh is gone, but the mind is still out there and will pop up at inopportune times for both StormWatch AND the new DV8.

So not only are Santini's problems not solved, but someone notices how much trouble the old DV8 gave StormWatch. Someone on the deep black edges of the US Centralized Intelligence Services... (the CIS, what I'm hereby calling the new I/O). This person? Marc Slayton, aka Backlash. Slayton and his bosses decide to put together a new DV8 program... hoping that this one will help the United States counterbalance the Authority/StormWatch duopoly on Superpower affairs.

This accomplishes several goals: we wrap up the search for Ivana in StormWatch, tie up loose ends from the DV8 years, kill lots of folks, and expands the Wildstorm Universe in a way which will surely please the bottom line.

### **Huh? Where'd these new DV8s come from?**

The original DV8 were, like Gen-13, the children of Team 7. Unlike Gen-13, however, John Lynch didn't rescue them from I/O and Ivana Baiul. Ivana continued her experiments on the DV8 children, until they grew into Frostbite, Copycat, Sublime, Powerhouse, Threshold and Bliss. Once Ivana had her team of superhumans, however, she fled I/O, abandoning her research there.

But others continued it. Using controversial stem-cell research, cloning and specialized breeding, the Centralized Intelligence Services has bred a new generation of DV8 kids. Sure, they had 300 failures for every live birth, but hey, what's some spilled milk between scientists? Get the picture? These are bad people. The kind of people who stamp numbers onto babies' heads so they can tell them apart.

Enter Marc Slayton. Looking for a way to counterbalance the new StormWatch's excursions on US Soil, and for a believable deterrent to The Authority, Slayton has picked the best of CIS' new breed of DV8 and formed them into a team. And now... here's Slayton's new DV8 Team Lineup:

# Mike 369



Mike 369 - Like all the rest of the new DV8, Mike sports a neat tattoo on his forehead... a permanent reminder that he is the Property of the US Government.

Bred in captivity, raised on television, finally out in the world... Mike is pissed off at the world, which is handy.

See, Mike converts emotion into power. Power to Blow Shit Up. Explosive/Implosive Power which can shatter a missile silo's explosion-hardened doors. Implosive powers which can turn your bones to jelly. Power that he doesn't keep under control very well... and when he doesn't... Shit Blows Up.

Maybe even YOU.



## *The Dynamo*

# Svetlana 180

Svetlana is a human information assimilation machine. You know that 90% of our brains we don't use? Svetlana uses hers as a biological hard drive.

Svetlana is a human computer. She can tap into any system, disarm any alarm system, crash any power grid... anything to do with information systems, she can devastate it.

Lest you think she's not up to field work, just remember... the human body is a walking talking computational machine. She puts her hand on you, she can shut down your autonomic nervous system, stopping your heart, breathing and nerve impulses.

And then she can strip your memory, rearrange your thoughts, make you think different. Make you like different things... such as French-kissing your Dad live on National TV, or rollerblading on the highway or shooting the President of Burundi. Hers is a subtle power... but a devastating one for a covert intelligence group.



## *The Info*

# Gus 187



Gus only want eat beans. Stupid soldiers not leave Gus alone! Now Gus Smash!

Well, he's not that bad, but he's not much better. Gus got the short end of the Stem Cell stick... he was born with no pigment and without much in the way of cognitive skills either. He's not stupid, per se... he's just not a Deep Thinker. He's impulsive, violent, and not given to thinking out the consequences of throwing a bus through an apartment building.

But what Gus lacks in brains, he more than makes for in sheer strength and fighting ability. What the Midnighter needs a computer to do, Gus does naturally. Only he does it faster and harder. Which is gonna make ole Middy feel like the middle-aged over-the-hill hump that Gus-thinks that he is.

Gus is Slayton's pet project... the man who was the Stormwatch trainer is now grooming Gus to be the deadliest superhuman on the planet. Now, if he can only get Gus to hit the bad guys with EMPTY cars...



## *The Muscle*

# Fran 242



Fran can move things. From here to the other side of the world. With her brain. She can also move things inside of you, so don't piss her off or she'll rearrange your organs.

Fran is a full-on freak. The kid no one liked at school because she sat at a table by herself eating glue. She's indispensable to the DV8 team, however because she's the way in and out. Without Fran, the job couldn't get done, or, it wouldn't get done as quickly or quietly. Fran can go anywhere she can picture... anywhere she's been to or intimately knows... she couldn't teleport INSIDE your house, say, if she hadn't either been there or seen photos of how it's laid out.

Lest you think it's Fran's fault that she's weird, it helps to know that her powers were discovered after a scientist accidentally set fire to her as a child and she teleported to the sink to put herself out. The extensive research which followed included such charmers as putting her in a tank which was slowly filling with water to see what she'd do. You'd be a bit strange too if your "parents" had tried to kill you every day.



## *The Transport*

# Bliss



She's baaaaaack... The one character whom you thought would be the first to get greased by Satini and crew... actually survives to be drafted into the new DV8.

But she's not just the same old Bliss. For one thing, Bliss used to be a woman. Now her Gen-Factor abilities have expanded, allowing her to become whoever he/she wants to be.

Her talent always lay in controlling people through sex... when you wanted Bliss, she controlled you totally. Also, she could reverse her seductive power into paingiving. Add to this now the power to utterly become anyone. A total bodymorphic chameleon. The voice, the smell, the sound. The Sex. The only problem is that Bliss is a severely disturbed freak who uses sex as a deadly weapon.

We're going to have fun making everyone on the team uncomfortable around Bliss. Because she wants to both fuck and be fucked by everyone on the team, female and male. Then Bliss wants to make them kill themselves in amusing ways.



***The He-She***

# Minder 1

Minder 1 (aka Marc Slayton). He's trained the best... and now we'll see if he can tame the worst.

Slayton's job is both Nanny and Drillmaster. He teaches the kids the ins and outs of the nasty jobs they're going to be assigned and he's the shoulder they cry on when they get back from snuffing people for Uncle Sam.

He's their coach, their confidant, the guy who shows them how to knot a tie and slit a throat. He's practically their father. Then again, as a member of the original Team 7, Slayton's genes are probably in some of these kids, so who knows. He doesn't and he doesn't really care, either. What he knows and the kids don't is that he's really mostly there to keep an eye on them and to make sure that they don't turn into another Authority. Should they go that route? Well, let's just say Minder One's orders are to help them take a dirt nap, six feet from the rest of their life.



**The Boss**

# *The Wildstorm Universe*

The last Co-Star of the book is the Wildstorm Universe. I know it's trendy to sneer at comics Universe Continuity these days, but if there's one thing I've learned from writing StormWatch, it's that the fans take this stuff seriously.

More importantly, they WANT to see those old characters. Not all the time, not every issue, but every once in a while if one of the Mercs pops up, it's going to flip these fan's lids.

At the same time, the other thing I've learned from writing StormWatch is that people don't like feeling like they're missing something if they don't go buy every Wildstorm Universe book from the 1990s.

Any Wildstorm Universe stuff we pull in will be treated like I treat it in StormWatch: if you know it, great, if you don't fine. I either explain it or it's not important in the first place.



Upon earning a degree in Creative Writing from the University of Arizona, **Micah Wright** relocated to Los Angeles and began writing at Nickelodeon Animation.

Micah's writing for Nicktoons' *The Angry Beavers* was nominated for an Emmy and an Annie award. While at Nick, Micah also created the first true American Anime show, *Constant Payne*.

Micah recently designed and scripted an upcoming military-themed videogame for Atari Games. He's also worked on the *Looney Tunes: Back In Action* videogame, the first videogame based on a movie which is better than the movie it's based on.

A lifelong comic book reader, Micah currently writes *StormWatch: Team Achilles*, a blood-and-guts vision of human special forces soldiers who do battle with out-of-control superheroes.



## ***The Talent***



Born and raised in the Philly ghetto, **Mark Robinson** turned to comic books to provide the escapism needed for the harsh realities around him. To this day, he credits comics for his love of drawing and his creative spark.

Mark's love for art helped him get accepted to the acclaimed Philadelphia University of the Arts where he majored in Filmmaking and Animation. Mark worked on several Nickelodeon Jr. animated projects before destiny called him back to comics.

Following a whim, Mark entered a Marvel comics contest at ChicagoCon in 2001, only to get rejected by Marvel. Luckily, Vertigo comics editor Will Dennis spotted Mark's entry and gave him his big break a year later on *Code-name: Knockout*. Mark has also worked on short projects for DC Comics Creative Services including a *Batgirl* ad for the Center for Disease and Control promoting health fitness awareness for kids.

Some of Mark's influences include Paul Smith, David Fincher, Jim Lee, John Romita Jr., John Bryne, David Lynch, Jim Starlin, Clive Barker, Bruce Timm and pretty much anything dealing with *Cowboy Bebop*.











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