

league of extraordinary gentlemen sequel

League of Extraordinary Gentlemen Sequel: What Fans Can Expect Next

League of extraordinary gentlemen sequel discussions have been buzzing for years among fans of the original comic series and the 2003 film adaptation. The blend of classic literary characters brought together in a Victorian-era adventure captured imaginations worldwide. Yet, despite the cult following, a true sequel that lives up to the original's innovative spirit has remained elusive. If you've ever wondered what the future holds for this unique universe or what a sequel might look like, you're in the right place. Let's dive into the possibilities and background of the League of Extraordinary Gentlemen sequel.

The Origins of the League of Extraordinary Gentlemen

Before exploring the sequel, it's important to understand the foundation that made the original so special. Created by writer Alan Moore and artist Kevin O'Neill, the **League of Extraordinary Gentlemen** comic series debuted in the late 1990s. It brought together iconic characters from classic literature—like Allan Quatermain, Mina Harker, Captain Nemo, Dr. Jekyll/Mr. Hyde, and the Invisible Man—into a secret team working for Queen Victoria.

This inventive crossover concept combined steampunk aesthetics with action, horror, and mystery, appealing to readers who loved both classic novels and graphic storytelling. Its success led to a Hollywood adaptation in 2003, starring Sean Connery. Unfortunately, the film didn't meet fans' expectations due to significant deviations from the source material. This left many eager for a sequel that could better capture the depth and nuance of the comics.

Why Fans Are Eager for a League of Extraordinary Gentlemen Sequel

The original story's unique premise—melding famous literary characters into a single narrative—created an immersive world ripe for expansion. Fans have long hoped for a follow-up that would explore the characters in greater depth, introduce new figures from literature, and continue the adventure with the same dark, witty tone as the graphic novels.

Expanding the Literary Universe

One of the biggest draws of the League is the vast pool of characters and stories it can draw from. A sequel

could introduce more heroes and villains from different genres and time periods, such as:

- Sherlock Holmes
- Dorian Gray
- H.G. Wells' Time Traveler
- Characters from Edgar Allan Poe's tales

This opens up endless storytelling possibilities, allowing for fresh dynamics and conflicts that keep the narrative engaging.

The Potential for a Film or TV Adaptation Sequel

Although the 2003 film didn't receive critical acclaim, the current trend in entertainment towards serialized storytelling and high-quality adaptations has breathed new life into many previously underappreciated properties. Streaming platforms, in particular, have shown interest in complex, character-driven stories with rich worlds—exactly what **League of Extraordinary Gentlemen** offers.

Rumors and reports over the years have suggested possible development of a new adaptation or sequel, potentially as a TV series. Such a format would allow for deeper character exploration and more faithful adherence to Moore's original vision, something a single film sequel struggled to achieve.

Challenges in Developing a League of Extraordinary Gentlemen Sequel

Despite the excitement, there are several hurdles that a sequel faces.

Rights and Licensing Issues

One major challenge has been the complicated rights situation surrounding the characters and stories involved. Since the League pulls from numerous literary works—some public domain, others not—negotiating the legal aspects for a new adaptation or continuation can be tricky. This complexity often slows down or stalls production.

Staying True to the Source Material

Alan Moore's work is known for its dense literary references and intricate storytelling style. Translating

this to screen while retaining the depth and tone fans expect requires careful adaptation. The 2003 film's failure to do this properly has made studios cautious about investing in a sequel without a clear creative direction.

Meeting Fan Expectations

Devoted fans of the comics have high standards. Any sequel must balance honoring the original while offering fresh, exciting content. Striking this balance is tough but essential to satisfy both longtime readers and newcomers.

What a League of Extraordinary Gentlemen Sequel Could Look Like

Imagining the next chapter in the League's story is an exciting exercise. Here are some possibilities that could make a sequel truly stand out.

Deeper Character Arcs and Relationships

A sequel offers the chance to delve into the backgrounds and personal struggles of the team members. Exploring Mina Harker's leadership, Quatermain's haunted past, or Dr. Jekyll's inner turmoil could provide emotional depth that resonates with audiences.

New Threats and World-Building

The League always faced extraordinary villains and supernatural dangers. A sequel might introduce a global conspiracy or a sinister threat from another dimension, upping the stakes and expanding the fictional world in thrilling ways.

Incorporation of Modern Themes

Though set in a historical period, the League's stories can reflect contemporary issues through allegory—such as power dynamics, identity, and technology's impact. A sequel could subtly weave these themes in, making the story relevant for today's viewers.

Tips for Fans Waiting for the League of Extraordinary Gentlemen Sequel

While fans eagerly anticipate news of a sequel, there are ways to stay engaged and enrich your appreciation of the League universe.

- **Revisit the Original Comics:** Alan Moore's graphic novels are the best place to experience the authentic League story and prepare for any future continuations.
- **Explore Related Literature:** Reading the classic novels and stories that inspired the League—like **Dracula**, **The Invisible Man**, and **The Strange Case of Dr. Jekyll and Mr. Hyde**—adds layers of understanding and enjoyment.
- **Follow Official Announcements:** Keep an eye on news from publishers and studios for updates on new adaptations or sequels.
- **Join Fan Communities:** Online forums and social media groups dedicated to the League offer discussions, fan theories, and creative content that keep the excitement alive.

The Future of the League of Extraordinary Gentlemen

As entertainment continues to evolve, so do opportunities for stories like the League of Extraordinary Gentlemen. The combination of timeless characters, rich storytelling, and modern production possibilities suggests that a well-crafted sequel could be on the horizon. Whether through a new comic series, film, or television adaptation, the world's most extraordinary team has plenty of adventures left to offer.

Until then, the legacy of the League remains a fascinating blend of classic literature and imaginative fantasy—a testament to the enduring power of storytelling. Fans can stay hopeful that the next chapter will bring the extraordinary back to life in a way that honors the original vision and thrills a new generation.

Frequently Asked Questions

Is there a sequel planned for the League of Extraordinary Gentlemen

movie?

As of 2024, there has been no official announcement regarding a sequel to the League of Extraordinary Gentlemen movie.

Will the League of Extraordinary Gentlemen sequel follow the original graphic novel series?

If a sequel is made, it is expected that it might draw more directly from Alan Moore's original graphic novel series, which has a richer and darker storyline than the 2003 film.

Who are the potential cast members for the League of Extraordinary Gentlemen sequel?

There is no confirmed cast for a sequel yet, but fans speculate that some original members might return if the project moves forward, or a new cast could be introduced.

Why was there a long delay in producing a League of Extraordinary Gentlemen sequel?

The original film received mixed reviews and underperformed at the box office, which likely contributed to the delay in greenlighting a sequel.

Are there any other adaptations of League of Extraordinary Gentlemen besides the 2003 film?

Yes, there have been attempts to develop TV adaptations and animated projects, but none have reached wide release as of now.

What storyline could a League of Extraordinary Gentlemen sequel explore?

A sequel could explore later volumes of the comic series, featuring new characters and darker, more complex plots involving various literary heroes and villains.

Has Alan Moore commented on any potential sequels to the League of Extraordinary Gentlemen?

Alan Moore has generally distanced himself from film adaptations of his work, including the League of Extraordinary Gentlemen, and has not been involved in any sequel discussions.

Additional Resources

League of Extraordinary Gentlemen Sequel: What Fans Can Expect Next

League of extraordinary gentlemen sequel has long been a topic of interest among fans of both the original graphic novels and the 2003 film adaptation. Despite the cult status of the original movie and the critical acclaim of Alan Moore and Kevin O'Neill's comic series, the highly anticipated follow-up has faced numerous challenges in development, leaving audiences eager but uncertain about its future. This article delves into the current status of the League of Extraordinary Gentlemen sequel, examining its production history, creative direction, and potential impact on the franchise and genre.

The Evolution of League of Extraordinary Gentlemen

The League of Extraordinary Gentlemen began as a groundbreaking comic book series written by Alan Moore and illustrated by Kevin O'Neill. First published in 1999, the series innovatively combined characters from classic literature—such as Mina Harker, Allan Quatermain, and Captain Nemo—into a single narrative universe. This unique concept garnered critical praise for its inventive storytelling and deep literary references.

The 2003 film adaptation, directed by Stephen Norrington and starring Sean Connery, attempted to translate this complex world onto the big screen. While visually striking, the movie received mixed reviews for its deviation from the source material and uneven tone. Nonetheless, it gained a cult following, keeping interest in the franchise alive and fueling speculation about a potential sequel.

Development Challenges of the League of Extraordinary Gentlemen Sequel

The journey toward a League of Extraordinary Gentlemen sequel has been fraught with obstacles. Early announcements suggested that a follow-up film would be produced, with Kevin O'Neill once again involved in conceptual design and new cast members rumored to join the franchise. However, various reports indicated creative differences and script rewrites, which stalled production.

One significant hurdle has been the challenge of balancing fan expectations with commercial viability. The original comic's dense literary allusions and mature themes contrast with the more action-oriented approach of the 2003 film. Finding a coherent vision that satisfies both purists and a broader movie-going audience has proven difficult.

Moreover, changes in studio leadership and shifts in the cinematic landscape have delayed progress. The rise of superhero franchises and cinematic universes has altered industry priorities, making standalone

adaptations like *League of Extraordinary Gentlemen* less of a guaranteed box office draw.

Creative Direction and Casting Rumors

Recent interviews with creative personnel hint at a darker, more faithful adaptation of the original comics in the planned sequel. Unlike the somewhat campy tone of the first film, the new project is expected to emphasize complex character dynamics and intricate world-building.

Casting choices remain speculative but ambitious. There is talk of bringing in a younger ensemble to revitalize the franchise, potentially including actors with strong genre credentials. This approach could broaden appeal while maintaining continuity with the original narrative.

Comparing *League of Extraordinary Gentlemen* with Contemporary Franchises

In analyzing the *League of Extraordinary Gentlemen* sequel, it is essential to consider its place within the current entertainment ecosystem. Unlike Marvel or DC's sprawling universes, *League* offers a niche blend of steampunk aesthetics and literary homage. This positions it uniquely but also limits mainstream appeal.

The franchise's reliance on public domain characters is both a strength and a weakness. It allows for creative freedom without licensing constraints but demands careful integration to avoid alienating viewers unfamiliar with the source materials.

Potential Pros and Cons of the Sequel

- **Pros:** A sequel could deepen the narrative complexity, attracting fans of literary adaptations and mature storytelling. Improved special effects and modern filmmaking techniques may enhance visual appeal.
- **Cons:** The sequel risks repeating past mistakes if it fails to balance action with substance. High production costs and uncertain audience reception could impact profitability.

Fan Expectations and Market Outlook

The League of Extraordinary Gentlemen sequel occupies a curious space between cult classic and mainstream potential. Dedicated fans hope for a faithful rendition that respects the original comics' tone and depth. Meanwhile, casual viewers may seek accessibility and engaging spectacle.

Market analysis suggests that a successful sequel would need to leverage digital platforms and international distribution to maximize reach. Given the growing popularity of steampunk and fantasy genres, the timing could be favorable if executed with strategic marketing.

What Could Make the Sequel Stand Out?

- **Faithfulness to Source Material:** Incorporating Alan Moore's complex narratives and character development could differentiate the sequel from typical genre films.
- **Innovative Visual Style:** Utilizing cutting-edge CGI combined with practical effects could create a distinctive aesthetic true to the comics' steampunk roots.
- **Strong Ensemble Cast:** A cast that brings depth and diversity would enrich character interactions and broaden demographic appeal.
- **Cross-Media Integration:** Leveraging graphic novels, video games, and streaming formats could build a cohesive franchise ecosystem.

As developments continue, the League of Extraordinary Gentlemen sequel remains a project of significant intrigue. Its potential to redefine literary adaptations in film and carve a unique niche in the crowded superhero and fantasy markets makes it a title worth watching closely. Fans and industry observers alike await further announcements with cautious optimism, hoping that the sequel will capture the imagination as effectively as the original work did.

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league of extraordinary gentlemen sequel: League of Extraordinary Gentlemen , At last, the original two League Of Extraordinary Gentlemen epics are collected in a single volume! In this amazingly imaginative tale, Allan Quatermain, Mina Murray, Captain Nemo, Dr. Henry Jekyll and Edward Hyde, and Hawley Griffin, the Invisible Man unite to defeat a deadly menace to London and all Britons! Then, one month later, the skies over England are filled with flaming rockets as Mars launches the first salvo of an invasion. Only our stalwart adventurers can save mother England and the Earth itself.

league of extraordinary gentlemen sequel: Steampunk Film Robbie McAllister, 2019-03-07 Steampunk Film: A Critical Introduction is a concise and accessible overview of steampunk's indelible impact within film, and acts as a case study for examining the ways with which genres hybridize and coalesce into new forms. Since the beginning of the 21st century, a series of high-profile and big-budget films have adopted steampunk identities to re-imagine periods of industrial development into fantastical histories where future meets past. By calling this growing mass-cultural fetishism for anachronistic machines into question, this book examines how a retro-futuristic romanticism for technology powered by cogs, pistons and steam-engines has taken center stage in blockbuster cinema. As the first monograph to consider cinema's unique relationship with steampunk, it places this burgeoning genre in the context of ongoing debates within film theory: each of which reflecting the movement's remarkable interest in reengineering historical technologies. Rather than acting as a niche subculture, Robbie McAllister argues that steampunk's proliferation in mainstream filmmaking reflects a desire to reassess contemporary relationships with technology and navigate the intense changes that the medium itself is experiencing in the 21st century.

league of extraordinary gentlemen sequel: Overkill Bill Mesce, Jr., 2014-08-21 The work examines the evolution of the thriller from the heyday of the Hollywood mogul era in the 1930s when it was primarily bottom-of-the-bill fodder, through its maturity in the World War II years and noir-breeding 1950s, its commercial and critical ascendancy in the 1960s and 1970s, and finally its subsequent box office dominance in the age of the blockbuster.

league of extraordinary gentlemen sequel: 2000 AD: The Creator Interviews - Volume 03 Michael Molcher, 2015-11-18 Exclusive interviews and career overviews of key comics creators taken from the pages of the Judge Dredd Magazine. In this third collection Dave Gibbons, Simon Fraser, Kevin O'Neill, Jesus Redondo, David Roach, John Hicklenton, John Cooper and Dave Taylor discuss their work in comics, 2000 AD and many other titles in great detail.

league of extraordinary gentlemen sequel: Celluloid Vampires Stacey Abbott, 2009-03-06 In 1896, French magician and filmmaker George Méliès brought forth the first celluloid vampire in his film *Le manoir du diable*. The vampire continues to be one of film's most popular gothic monsters and in fact, today more people become acquainted with the vampire through film than through literature, such as Bram Stoker's classic *Dracula*. How has this long legacy of celluloid vampires affected our understanding of vampire mythology? And how has the vampire morphed from its folkloric and literary origins? In this entertaining and absorbing work, Stacey Abbott challenges the conventional interpretation of vampire mythology and argues that the medium of film has completely reinvented the vampire archetype. Rather than representing the primitive and folkloric, the vampire has come to embody the very experience of modernity. No longer in a cape and coffin, today's vampire resides in major cities, listens to punk music, embraces technology, and adapts to any situation. Sometimes she's even female. With case studies of vampire classics such as *Nosferatu*, *Martin*, *Blade*, and *Habit*, the author traces the evolution of the American vampire film, arguing that vampires are more than just blood-drinking monsters; they reflect the cultural and social climate of the societies that produce them, especially during times of intense change and modernization. Abbott also explores how independent filmmaking techniques, special effects makeup, and the stunning and ultramodern computer-generated effects of recent films have affected the representation of the vampire in film.

league of extraordinary gentlemen sequel: Neo-Victorian Villains , 2017-06-01 Neo-Victorian

Villains is the first edited collection to examine the afterlives of such Victorian villains as Dracula, Svengali, Dorian Gray and Jekyll and Hyde, exploring their representation in neo-Victorian drama and fiction. In addition, Neo-Victorian Villains examines a number of supposedly villainous types, from the spirit medium and the femme fatale to the imperial 'native' and the ventriloquist, and traces their development from Victorian times today. Chapters analyse recent theatre, films and television – from Ripper Street to Marvel superhero movies – as well as classic Hollywood depictions of Victorian villains. In a wide-ranging opening chapter, Benjamin Poore assesses the legacy of nineteenth-century ideas of villains and villainy in the twentieth and twenty-first centuries. Contributors are: Sarah Artt, Guy Barefoot, Jonathan Buckmaster, David Bullen, Helen Davies, Robert Dean, Marion Gibson, Richard Hand, Emma James, Mark Jones, Emma V. Miller, Claire O'Callaghan, Christina Parker-Flynn, Frances Pheasant-Kelly, Natalie Russell, Gillian Piggott, Benjamin Poore and Rob Welch.

league of extraordinary gentlemen sequel: *Comic Book Movies - Virgin Film* David Hughes, 2012-10-31 The superheroes are back! Since the 1970s, the film world has found inspiration in comic books and graphic novels. These days no summer is complete without a major blockbuster movie based on a comic: Superman, Batman, Spider-Man, X-Men, Men in Black, Daredevil, and The Hulk. Modern special effects have made large-scale superhero epics possible, but the diversity of the comics being published has made for a wide variety of subjects, as evidenced by Ghost World, From Hell, Akira and Road to Perdition. This book looks in detail at twenty key titles, covering every step of the development from comic book panel to feature film frame. Includes interviews with key creative artists about the evolution of the films from the original comics, and speculates about future films.

league of extraordinary gentlemen sequel: *The Vampire Book* J Gordon Melton, 2010-09-01 The Ultimate Collection of Vampire Facts and Fiction From Vlad the Impaler to Barnabas Collins to Edward Cullen to Dracula and Bill Compton, renowned religion expert and fearless vampire authority J. Gordon Melton, Ph.D. takes the reader on a vast, alphabetic tour of the psychosexual, macabre world of the blood-sucking undead. Digging deep into the lore, myths, pop culture, and reported realities of vampires and vampire legends from across the globe, *The Vampire Book: The Encyclopedia of the Undead* exposes everything about the bloodthirsty predator. Death and immortality, sexual prowess and surrender, intimacy and alienation, rebellion and temptation. The allure of the vampire is eternal, and *The Vampire Book* explores it all. The historical, literary, mythological, biographical, and popular aspects of one of the world's most mesmerizing paranormal subject. This vast reference is an alphabetical tour of the psychosexual, macabre world of the soul-sucking undead. In the first fully revised and updated edition in a decade, Dr. J. Gordon Melton (president of the American chapter of the Transylvania Society of Dracula) bites even deeper into vampire lore, myths, reported realities, and legends that come from all around the world. From Transylvania to plague-infested Europe to Nostradamus and from modern literature to movies and TV series, this exhaustive guide furnishes more than 500 essays to quench your thirst for facts, biographies, definitions, and more.

league of extraordinary gentlemen sequel: *Gothic Mash-Ups* Natalie Neill, 2022-03-14 *Gothic Mash-Ups* explores the role of intertextuality in Gothic storytelling through the analysis of texts from diverse periods and media. Drawing on recent scholarship on Gothic remix and adaptation, the contributors examine crossover fictions, multi-source film and comic book adaptations, neo-Victorian pastiches, performance magic, monster mashes, and intertextual Gothic works of various kinds. Their chapters investigate many critical issues related to Gothic mash-up, including authorship, originality, intellectual property, fandom, commercialization, and canonicity. Although varied in approach, the chapters all explore how Gothic storytellers make new stories out of older ones, relying on a mix of appropriation and innovation. Covering many examples of mash-up, from nineteenth-century Gothic novels to twenty-first-century video games and interactive fiction, this collection builds from the premise that the Gothic is a fundamentally hybrid genre.

league of extraordinary gentlemen sequel: *A Complete History of American Comic Books*

Shirrel Rhoades, 2008 This book is an updated history of the American comic book by an industry insider. You'll follow the development of comics from the first appearance of the comic book format in the Platinum Age of the 1930s to the creation of the superhero genre in the Golden Age, to the current period, where comics flourish as graphic novels and blockbuster movies. Along the way you will meet the hustlers, hucksters, hacks, and visionaries who made the American comic book what it is today. It's an exciting journey, filled with mutants, changelings, atomized scientists, gamma-ray accidents, and supernaturally empowered heroes and villains who challenge the imagination and spark the secret identities lurking within us.

league of extraordinary gentlemen sequel: Squalor Stefan Petrucha, 2019-09-25 Time Travel, other Dimensions, and Ronald Reagan? Welcome to A-Time, not another dimension, not a parallel world, but your very own neighborhood bereft of linear time! Here, past, present and future merge like expressway off-ramps. Here, bestial six legged Quirks can alter the future, Glitches of powerful emotion swarm once-stable lives, and Archetypes leave (big) footprints. After a nervous breakdown, genius double-doctorate Harry Keller wasn't looking for A-Time, but he found it. Like many explorers before him, he soon learns that the terra incognita is dazzling and dangerous, because whatever happens in A-Time also has an effect here, from benign to devastating. And, just like those explorers, Harry Keller thinks he's the first. Being wrong, of course, he stumbles onto a devious plan to have Ronald Reagan re-elected president, so he can die in office and fulfill the Zero Curse! And yes, in context, it makes total sense! Can Harry set things right before he's locked away for keeps? Here, collected in a single volume for the first time is best-selling author Stefan Petrucha's 1989 comic book debut, with art by the late, great Tom Sutton, at his quirky best, psychedelic colors by Paul Mounts and eye-popping covers by Jeffrey K. Potter, known for his work for Analog and Asimov's Science Fiction magazines. Collects comic issues 1-4. A Caliber Comics release. This series still trumps most current comics in terms of creativity and mental stimulation. - Behind the Times Comics Review Readers will witness a rare event in comic books, the introduction of a major new talent, Stefan Petrucha. Even more amazing is this intense, well-written, highly original book. - Suspended Animation

league of extraordinary gentlemen sequel: Brunt Dino Caruso, 2019-08-03 All Brunt had to do was return the diamonds, and he'd get his life back. Sounds simple enough...but love, loyalty and revenge complicated the situation. Now, Brunt's only way out is through the heart of the storm. A Caliber Comics release.

league of extraordinary gentlemen sequel: How to Survive #3 Nicholas Soroka, 2019-09-10 Naked and alone, an ordinary man wakes up in the wilderness after surviving a plane crash. With no memory, no explanation, and no backwoods experience, he must fight to survive and uncover who put him there and why. Overwhelmed with these tasks, he begins to feel a growing paranoia that someone or something is watching him. THIS ISSUE: Food - Our hero struggles to finding enough calories to keep him alive. While searching, he discovers he is being hunted. A Caliber Comics release.

league of extraordinary gentlemen sequel: Khor's Land Marcello Bondi, 2019-08-13 In the tradition of Conan the Barbarian comes a sword and sorcery adventure for the ages! Three young men embark on a quest to find and kill Khor, a despotic warrior/wizard of the land who has a track record of destroying and annihilating all who have attempted to oppose him. Along their journey the young men will face various obstacles and challenges, and seek help in a monastery where they are given guidance as to where they can obtain the materials needed to face and possibly defeat Khor. However their dangerous adventure is not so smooth and clear cut as the young men must first defeat Khor's trusted lieutenant, and Khor's military forces, before coming face to face with Khor himself! A Caliber Comics release.

league of extraordinary gentlemen sequel: Time Grunts #5 Evan K. Pozios, 2019-10-03 Its DIRTY DOZEN meets TIME BANDITS! October, 1944. Nazi fortunes appear bleaker by the day as the Allied noose around Germany tightens during the waning days of World War II. But in the bowels of the Wenceslas Mines, a terrible threat has emerged . . . The Nazis have discovered the ability to

conquer time itself with the help of a new ominous device! Now a rag tag group of American GIs must stop this threat to the past, present, and future . . . While dealing with their past, prejudices, and fears in the process. With demons from their past . . . Unexpected betrayal . . . A brutal enemy, intent on destroying the timeline . . . With the odds stacked against them, the Time Grunts travel back in time, the free world's final hope against Nazi chrono-fascism. Will they succeed? And if so, at what price?!? THIS ISSUE: Memory Lane - Pops & Motown travel to a familiar past. Their mission: hunt down two Nazi assassins, determined to bring Detroit's Arsenal of Democracy to a screeching halt. Can our heroes avoid the temptation to interfere with loves lost? Or will they succumb to their emotions, leaving the Nazi regime one step closer to ultimate victory? A Caliber Comics release.

league of extraordinary gentlemen sequel: Time Grunts #8 Evan K. Pozios, 2019-10-03 Its DIRTY DOZEN meets TIME BANDITS! October, 1944. Nazi fortunes appear bleaker by the day as the Allied noose around Germany tightens during the waning days of World War II. But in the bowels of the Wenceslas Mines, a terrible threat has emerged . . . The Nazis have discovered the ability to conquer time itself with the help of a new ominous device! Now a rag tag group of American GIs must stop this threat to the past, present, and future . . . While dealing with their past, prejudices, and fears in the process. With demons from their past . . . Unexpected betrayal . . . A brutal enemy, intent on destroying the timeline . . . With the odds stacked against them, the Time Grunts travel back in time, the free world's final hope against Nazi chrono-fascism. Will they succeed? And if so, at what price?!? THIS ISSUE: Wild Card - Obergruppenführer Kammmler's true plan is revealed . . . to eliminate a younger Adolf Hitler, and become Fuhrer himself! The Time Grunts find themselves deep in enemy territory, faced with a difficult decision: to stop one monster, they may have to save another! Will the Grunts' luck finally run out in the heart of the Nazi homeland? A Caliber Comics release.

league of extraordinary gentlemen sequel: *How to Survive #2* Nicolas Soroka, 2019-09-10 Naked and alone, an ordinary man wakes up in the wilderness after surviving a plane crash. With no memory, no explanation, and no backwoods experience, he must fight to survive and uncover who put him there and why. All the while a growing sensation creeps in that someone or something may be watching him. THIS ISSUE: Signal - Our hero tries to build a signal fire for help, explores the plane wreckage and attempts to determine who put him there, while fighting starvation. A Caliber Comics release.

league of extraordinary gentlemen sequel: Time Grunts #7 Evan K. Pozios, 2019-10-03 Its DIRTY DOZEN meets TIME BANDITS! October, 1944. Nazi fortunes appear bleaker by the day as the Allied noose around Germany tightens during the waning days of World War II. But in the bowels of the Wenceslas Mines, a terrible threat has emerged . . . The Nazis have discovered the ability to conquer time itself with the help of a new ominous device! Now a rag tag group of American GIs must stop this threat to the past, present, and future . . . While dealing with their past, prejudices, and fears in the process. With demons from their past . . . Unexpected betrayal . . . A brutal enemy, intent on destroying the timeline . . . With the odds stacked against them, the Time Grunts travel back in time, the free world's final hope against Nazi chrono-fascism. Will they succeed? And if so, at what price?!? THIS ISSUE: Single Man - Allegiances are tested as the Time Grunts travel to the American Civil War! Will the Confederacy, with the aid of the Zeitwaffe, assassinate Abraham Lincoln and change the timeline of freedom? Can Beauregard set aside his distaste for the North . . . Or will he turn on his comrades, and his country, to see a victorious South? A Caliber Comics release.

league of extraordinary gentlemen sequel: *How to Survive #4* Nicholas Soroka, 2019-09-10 Naked and alone, an ordinary man wakes up in the wilderness after surviving a plane crash. With no memory, no explanation, and no backwoods experience, he must fight to survive and uncover who put him there and why. Overwhelmed with these tasks, he begins to feel a growing paranoia that someone or something is watching him. THIS ISSUE: Rescue - After finding the wolves torn apart, our hero settles into a comfortable life. A new crash site of a WWII Japanese Zero gives him new evidence of what will happen to him if he continues to wait for rescue. A Caliber Comics release.

league of extraordinary gentlemen sequel: Deadworld Archives: Book Two Stuart Kerr, 2019-08-08 Before there was The Walking Dead there was Deadworld. With over 1,000,000 copies in print and over 100 comic issues and graphic novels of storytelling, Deadworld is considered by many to be the godfather of the recent zombie comic book craze. In Book Two of the ten volume series of the Deadworld Archives, collecting all the original Deadworld comic series, the teens find out that there are even greater horrors than the zombies as the grakken demon creatures arrive. When they are rescued by a para-military group, they believe they have finally found safety and civilization. But sometimes, humans can be worse than any zombie threat. Collects issues 5-8 of Volume 1 of the long running series Deadworld plus the short story Doom Patrol. A Caliber Comics release.

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