

V For Vendetta Steve Moore

[#V for Vendetta](#) [#Steve Moore](#) [#graphic novel](#) [#dystopian fiction](#) [#political thriller](#)

Explore the iconic world of 'V for Vendetta,' a seminal graphic novel with contributions from Steve Moore, delving into a chilling dystopian future where a masked anarchist fights against a totalitarian regime. This powerful narrative masterfully weaves themes of rebellion, freedom, and the enduring spirit of resistance, making it a profound political allegory.

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V for Vendetta

In a not-too-distant future, Britain is ruled by a totalitarian regime and Evey, a young woman, is rescued from certain death by a masked vigilante, who launches a one-man crusade against government tyranny and oppression.

V for Vendetta

A masked vigilante calling himself V ignites the fuse of revolution in totalitarian London when he seizes the government-controlled airwaves. This novelization is based on the screenplay of Warner Bros. film adaptation of the classic graphic novel, in theaters March 17th.

V for Vendetta Book & Mask Set

In a world without political freedom, personal freedom and precious little faith in anything comes a mysterious man in a white porcelain mask who fights political oppressors through terrorism and seemingly absurd acts. It's a gripping tale of the blurred lines between ideological good and evil. The inspiration for the hit 2005 movie starring Natalie Portman and Hugo Weaving, this amazing graphic novel is packaged with a collectable reproduction of the iconic V mask.

V for Vendetta

A frightening and powerful tale of the loss of freedom and identity in a chillingly totalitarian world, this book stands as one of the highest achievements of the comics medium and a defining work for creators Alan Moore, and David Lloyd. Set in an imagined future England that has given itself over to fascism, this groundbreaking story captures both the suffocating nature of life in an authoritarian police state and the redemptive power of the human spirit which rebels against it. Crafted in sterling clarity and intelligence, this story brings an unequaled depth of characterization and verisimilitude to its unflinching account of oppression and resistance. -- Publisher description

V for Vendetta: New Edition

In an alternate future in which Germany wins World War II and Britain becomes a fascist state, a vigilante named "V" tries to free England of its ideological chains.

V for Vendetta 30th Anniversary Deluxe Edition

The seminal graphic novel masterpiece V For Vendetta is available in this new deluxe edition, featuring an essay from writer Alan Moore, sketches from artist David Lloyd and other bonus material! A powerful story about loss of freedom and individuality, V For Vendetta takes place in a totalitarian England following a devastating war that changed the face of the planet. In a world without political freedom, personal freedom and precious little faith in anything comes a mysterious man in a white porcelain mask who fights political oppressors through terrorism and seemingly absurd acts. It's a gripping tale of the blurred lines between ideological good and evil. Written by one of the greatest scribes in the history of the medium, Alan Moore, V For Vendetta is considered not only one of the most important graphic novel works ever, but also one of the great works in fiction. V For Vendetta 30th Anniversary Deluxe Edition brings the groundbreaking title back into hardcover for the first time in years.

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Veteran comic book writer Steve Moore returns with designs from industry legend Jim Steranko to take the hero of myth across the seas and into the supernatural lands of ancient Egypt. But while his band of mercenaries recovers from the bloody brutality of the Thracian Wars, they face a threat that cannot be solved so easily with the edge of sword: palace intrigue, spies, assassination, and the mystery of a death cult known only as the Knives of Kush.

The Knives of Kush

One of the world's foremost authors of the fantastic, Alan Moore, joins internationally esteemed photographer Mitch Jenkins to create an unprecedented visual and literary experience. An intensely poetic and innovative work of biography, Unearthing maps the lifetime of author, orientalist, and occultist Steve Moore, while simultaneously investigating the extraordinary history of South London with which that life has been intertwined. Integrating text with haunting and exquisite imagery, Unearthing excavates a territory at the margins of a city, of reality, and of human imagination. Starting life in Iain Sinclair's seminal anthology LONDON: City of Disappearances, this dazzling and hypnotic piece has evolved through a series of live performances and acclaimed recordings, culminating in this breathtaking, full-color volume. A limited edition, oversized hardcover that projects the intensity and sense of scope that Moore and Jenkins' work fully deserves.

Unearthing: Limited Edition Oversized Hardcover

From the pen of Steve Moore (Dr. Who; Jonni Future) comes a tale of Hercules in his darkest hours. When the Thracian King summons the Greek hero and his six battle-worn companions to mold the Thracian army into a bloodthirsty, ruthless killing machine, the son of Zeus rushes to answer the call of war and gold. But within the nation of Thrace lies an epic tale of war, murder, deception and sacrifice that shows Hercules how far from grace he's fallen—and what he must accomplish for redemption.

The Thracian Wars

Who is Night Raven? Find out in this complete collection of classic tales from the Marvel UK archives! Join the mystery masked vigilante in his pulp-era war on crime, as this lone man of justice stealthily stalks his villainous prey on the streets of New York City...and branding criminals with the mark of the deadly Night Raven! Follow this dark avenger into battle with mob bosses, murderers and miscreants like the Taxman, the Assassin, Dragonfire and more—in rarely-seen stories by some of Marvel UK's finest talents! COLLECTING: NIGHT RAVEN MATERIAL FROM HULK COMIC 1-20; SAVAGE ACTION 1-4, 6, 8, 12-15; MARVEL SUPER-HEROES (UK) 382-386, 389-395; DAREDEVILS 6-11; MIGHTY

WORLD OF MARVEL 7-17; SAVAGE SWORD OF CONAN (UK) 85-92; CAPTAIN BRITAIN (1985) 10-12

Night Raven

This is a frightening and powerful story of the loss of freedom and individuality in a totalitarian England. Written against a backdrop of third term Thatcherism and tabloid rants against minorities, this is a work of startling clarity.

V for Vendetta: The land of do-as-you-please

The graphic novel that inspired the hit Warner Bros. motion picture and DVD from the Wachowski Bros., the directors of THE MATRIX films and SPEED RACER. In the near future, England has become a corrupt, totalitarian state, opposed only by V, the mystery man wearing a white porcelain mask who intends to free the masses through absurd acts of terrorism.

V for Vendetta

"Art for "Vincent" and additional art for "Valerie" and "The Vacation" by Tony Weare"

Absolute V for Vendetta (2023 Edition)

A jewelled whirlpool of a tale, Somnium is a richly poetic pagan fantasy, a narrative of shifting levels presented in a dazzling array of styles, ranging from that of the medi'val romance through Elizabethan tragedy to the Gothic novel and the sublime madness of the Decadents. With its delirious and heartbroken text spiralling out from the classical myth of Endymion and the Greek lunar goddess Selene, Somnium is an extraordinary odyssey through love and loss and lunacy, illuminated by the silvery moonlight of its exquisite language.

Somnium

One of the world's foremost authors of the fantastic, Alan Moore, joins internationally esteemed photographer Mitch Jenkins for an unprecedented visual and literary experience. An intensely poetic and innovative work of biography, Unearthing maps the lifetime of author, orien-talist and occultist Steve Moore, while simultaneously investigating the extraordinary history of South London. Integrating text with haunting and exquisite imagery, Unearthing excavates a territory at the margins of a city, of reality and of human imagination.

Unearthing

Before WATCHMEN, Alan Moore made his debut in the U.S. comic book industry with the revitalization of the horror comic book THE SWAMP THING. His deconstruction of the classic monster stretched the creative boundaries of the medium and became one of the most spectacular series in comic book history. With modern-day issues explored against a backdrop of horror, SWAMP THING's stories became commentaries on environmental, political and social issues, unflinching in their relevance. SAGA OF THE SWAMP THING Book One collects issues #20-27 of this seminal series including the never-before-reprinted SAGA OF THE SWAMP THING #20, where Moore takes over as writer and concludes the previous storyline. Book One begins with the story 'The Anatomy Lesson,' a haunting origin story that reshapes SWAMP THING mythology with terrifying revelations that begin a journey of discovery and adventure that will take him across the stars and beyond.

Saga of the Swamp Thing Book One

In March 2014, British comics lost one of its' most creative and distinct voices in the form of Steve Moore. The father of the 2000AD Future Shock, Steve created many memorable characters including Lazer Eraser and Axel Pressbutton for Warrior, and the psychotic Dalek killer, Abslom Daak for the Doctor Who Magazine. This collection features the highly-regarded fantasy series which Moore developed for 2000AD, along with some of his classic Future Shocks. It will also feature a new introduction from Alan Moore (no relation), for whom Steve Moore was a major influence.

Tales of Telguuth

An examination of the myths of the Moon goddess and how she appeared to the original creators of those myths in ancient Greece. Waxing and waning and reborn with each new month, the Moon has always been the supreme symbol of cyclical change in the western world. Metaphorical representations of the Moon's goddess also seem to undergo similar changes, each new century reinventing her in its own image. For Hesiod, she was a distant figure in the celestial pantheon, to Keats she was an intimate muse; Selene's recurring role in music, literature, and song is a powerful testament to our continued fascination with her myth. A deeply erudite and meticulously researched survey, this book explores the perennial curiosity our closest orbital neighbor continues to instill, providing at once an unprecedented body of historical research and a critical armature for the author's lauded prose reverie *Somnium*. Despite the importance of the Moon to recent developments in esoteric scholarship and mythography, Selene doesn't attempt to present a "Moon-Goddess for the twenty-first century," but rather looks at the myths of one specific Moon goddess and how she appeared to the original creators of those myths in the literature of ancient Greece. In doing so, Selene marks the point at which classical scholarship comes closest to a physical embrace with its ethereal subject matter.

Selene

Tharg's Future Shocks are one-off, twist ending, sci-fi thrills that have introduced many of the biggest names in the comic book industry through the pages of 2000 AD. THE ULTIMATE VISION OF THE FUTURE! From Alan Moore to Al Ewing, Kevin O'Neill to Jon Davis-Hunt, Future Shocks have been a staple of the UK's best-selling comic 2000 AD! This exciting first volume takes us back to the earliest days of the strip and showcases the burgeoning, immense talents of such luminaries as Steve Moore, Alan Moore, Brett Ewins, Brian Bolland, Dave Gibbons, John Cooper, Carlos Pino, Jesus Redondo, Steve Dillon, Peter Milligan and many, many more.

The Complete Future Shocks, Volume One

Begging comparisons to Tolstoy and Joyce, this "magnificent, sprawling cosmic epic" (Guardian) by Alan Moore—the genre-defying, "groundbreaking, hairy genius of our generation" (NPR)—takes its place among the most notable works of contemporary English literature. In decaying Northampton, eternity loiters between housing projects. Among saints, kings, prostitutes, and derelicts, a timeline unravels: second-century fiends wait in urine-scented stairwells, delinquent specters undermine a century with tunnels, and in upstairs parlors, laborers with golden blood reduce fate to a snooker tournament. Through the labyrinthine streets and pages of Jerusalem tread ghosts singing hymns of wealth and poverty. They celebrate the English language, challenge mortality post-Einstein, and insist upon their slum as Blake's eternal holy city in "Moore's apotheosis, a fourth-dimensional symphony" (Entertainment Weekly). This "brilliant . . . monumentally ambitious" tale from the gutter is "a massive literary achievement for our time—and maybe for all times simultaneously" (Washington Post).

Jerusalem

'A wonderful collection, brilliant and often moving ... Both mind-expanding and cosmic while utterly rooted in our urban reality' NEIL GAIMAN 'One of the great fiction minds of his generation' ROLLING STONE In his first-ever short story collection, which spans forty years of work and features many never-before-published pieces, international bestselling author and legendary creator of *From Hell*, *The League of Extraordinary Gentlemen* and other modern classics, Alan Moore, presents nine stories full of wonder and strangeness, each taking us deeper into the fantastical underside of reality. In *A Hypothetical Lizard*, two concubines in a brothel for fantastical specialists fall in love, with tragic ramifications. In *Not Even Legend*, a paranormal study group is infiltrated by one of the otherworldly beings they seek to investigate. In *Illuminations*, a nostalgic older man decides to visit a seaside resort from his youth and finds the past all too close at hand. And in the monumental novella *What We Can Know About Thunderman*, which charts the surreal and Kafkaesque history of the comics industry over the last seventy-five years through several sometimes-naïve and sometimes-maniacal people rising and falling on its career ladders, Moore reveals the dark, beating heart of the superhero business. From ghosts and otherworldly creatures to theoretical Boltzmann brains fashioning the universe at the big bang, *Illuminations* is exactly that - a series of bright, startling tales from a contemporary legend that reveal the full power of imagination and magic. 'One of the most significant fiction writers in English ... Moore's influence can be felt everywhere--in our literature, on our screens, in our politics' GUARDIAN-*Illuminations* became a Sunday Times Top 5 Bestseller on 15th October 2022

Illuminations

In 1954, the comic book industry instituted the Comics Code, a set of self-regulatory guidelines imposed to placate public concern over gory and horrific comic book content, effectively banning genuine horror comics. Because the Code applied only to color comics, many artists and writers turned to black and white to circumvent the Code's narrow confines. With the 1964 *Creepy* #1 from Warren Publishing, black-and-white horror comics experienced a revival continuing into the early 21st century, an important step in the maturation of the horror genre within the comics field as a whole. This generously illustrated work offers a comprehensive history and retrospective of the black-and-white horror comics that flourished on the newsstands from 1964 to 2004. With a catalog of original magazines, complete credits and insightful analysis, it highlights an important but overlooked period in the history of comics.

Horror Comics in Black and White

For over three decades comics fans and creators have regarded Alan Moore as a titan of the form. With works such as *V for Vendetta*, *Watchmen* and *From Hell*, he has repeatedly staked out new territory, attracting literary plaudits and a mainstream audience far removed from his underground origins. His place in popular culture is now such that major Hollywood players vie to adapt his books for cinema. Yet Moore's journey from the hippie Arts Labs of the 1970s to the bestseller lists was far from preordained. A principled eccentric, who has lived his whole life in one English town, he has been embroiled in fierce feuds with some of the entertainment industry's biggest corporations. And just when he could have made millions ploughing a golden rut he turned instead to performance art, writing erotica, and the occult. Now, as Alan Moore hits sixty, it's time to go in search of this extraordinary gentleman, and follow the peculiar path taken by a writer quite unlike any other.

Magic Words

"Jobremus Bojeffries is like any other father--trying to keep the peace in a house stuffed with two kids (Ginda and Reth), uncles Raoul and Festus, a baby, and old Grandpa Podlasp. Never mind that one's a werewolf, one's a vampire, Grandpa is in the last stages of organic matter, and the baby puts off enough thermonuclear energy to power England and Wales... All right, they're no ordinary family. And this is no ordinary book, with stories spanning decades, a whole chapter written as light opera, a Christmas episode, and an all-new, 24-page comic bringing the Bojeffries up to the present day."--page [4] of cover.

The Bojeffries Saga

A journey along one of Britain's oldest roads, from Dover to Anglesey, in search of the hidden history that makes us who we are today. 'A bravura piece of writing - Bill Bryson on acid' Tom Holland Winding its way from the White Cliffs of Dover to the Druid groves of Anglesey, the ancient road of Watling Street has gone by many different names. It is a road of witches and ghosts, of queens and highwaymen, of history and myth, of Bletchley Park codebreakers, Chaucer, Boudicca, Dickens and James Bond. But Watling Street is not just the story of a route across our island. It is an acutely observed exploration of Britain and who we are today, told with wit and an unerring eye for the curious and surprising.

Watling Street

A New Statesman Book of the Year London. A city apart. Inimitable. Or so it once seemed. Spiralling from the outer limits of the Overground to the pinnacle of the Shard, Iain Sinclair encounters a metropolis stretched beyond recognition. The vestiges of secret tunnels, the ghosts of saints and lost poets lie buried by developments, the cycling revolution and Brexit. An electrifying final odyssey, *The Last London* is an unforgettable vision of the Big Smoke before it disappears into the air of memory.

The Last London

In the second book of this new, highly illustrated middle grade series by the nationally syndicated cartoonist of "In the Bleachers," Steve reprises his role as perpetual bench-warmer. Perfect for fans of *Timmy Failure* and *Diary of a Wimpy Kid*, *King of the Bench* is an ode to teammates, underdogs, and bench-warmers everywhere. Steve is King of the Bench. No brag. That's just a fact. And this season, Steve and his friends are ready to sit on the sidelines of the Spiro T. Agnew Middle school football field. But then they stumble upon an old-school video game controller, and they become convinced it can control sports plays. With it, Steve might become King of Football too! Oh, and if you're wondering

why Steve would write a book and tell complete strangers about a mysterious magic device that pretty much controlled his first season on the football team, too bad! It's a strict rule when writing a book that you have to build suspense first.

King of the Bench: Control Freak

A how to guide to avoiding the mistakes ineffective financial advisors most often make Based on a 15-year consulting program that author Steve Moore has led for financial advisors, *Ineffective Habits of Financial Advisors (and the Disciplines to Break Them): A Framework for Avoiding the Mistakes Everyone Else Makes* details proven techniques which allow advisors to transform their business into an elite practice: business analysis, strategic vision, exceptional client service, and acquiring high net worth clients. Told through the story of a purely fictional and completely average financial advisor, each chapter begins with an ineffective habit that is then countered with a discipline that improves business results and adds value. The book Details a step-by-step strategy for working through current clients, rather than relying on cold calling to form new relationships Includes anecdotes collected through both personal experience and stories relayed to him by clients and colleagues Provides question and answer segments, examples, and homework assignments *Ineffective Habits of Financial Advisors (and the Disciplines to Break Them)* shows you how to deliver exceptional service while generating higher revenue per client.

Ineffective Habits of Financial Advisors (and the Disciplines to Break Them)

The writer who revolutionized modern comic book storytelling, Alan Moore (Hugo-Award winning author of *WATCHMEN*) provides his guide to crafting graphic stories. Perfect for Moore fans, creative writers of all media, and librarians! Alan Moore, Hugo-Award winning author of *WATCHMEN* and the acknowledged master of comic book writing, shares his thoughts on how to deliver a top-notch script! An essay originally written in 1985 to appear in an obscure British fanzine (right at the time that Moore was reshaping the landscape of modern comics), *WRITING FOR COMICS* was lost to time until its collection in these pages, expanded with a brand new essay by the author on how his thoughts on writing have changed in the two decades since. An insightful and eye-opening look into a brilliant creative mind, perfect for Moore devotees and fiction writers of all literary forms looking to hone their craft.

Alan Moore Writing For Comics

The theories of Karl Marx and the practical existence of the Soviet Union are inseparable in the public imagination, but for all the wrong reasons. This book provides detailed analyses of both Marx's theory of history and the course of Russian and Soviet development and delivers a new and insightful approach to the relationship between the two. Most analyses of the Soviet Union, from any perspective, focus on trying to explain the failure to establish socialism, giving too much weight to the political pronouncements of the regime. But, for Marx, this approach to historical explanation is back-to-front, it's the political tail wagging the economic dog. When we move our focus from the stated aims of building socialism, and look at what actually happened in Russia from emancipation in the 1860s, through the Soviet era to the 1990s, we can clearly see the patterns which Marx identified as the essential features of the transition from feudalism to capitalism in England from the sixteenth century to the nineteenth. As such, the Soviet experiment forms an important part of Russia's transition from feudalism to capitalism and provides an excellent example of the underlying forces at play in the course of historical development. *Unlearning Marx* will surprise Marx's admirers and his detractors alike, and not only shed new light on Marxism's relationship with the Soviet Union, but on his ongoing relationship with our world.

Unlearning Marx

The final issue of writer Alan Moore and artist David Lloyd's acclaimed series! One may be able to kill a person, but an idea is bulletproof...

V for Vendetta (1988-) #10

The massive, multilayered city of Neopolis, built shortly after World War II, was designed as a home for the expanding population of science-heroes, heroines and villains that had ballooned into existence in the previous decade. In 1985 the city accepted jurisdiction by a police force covering many alternate

Earths, headquartered on the world known as Grand Central. Our own outpost of this network, Precinct Ten (known affectionately as Top 10), recruits its members from Neopolis and its environs, working much like Earth's other police precincts, with one major exception: Like the citizens of the city, the officers of Top 10 have the abilities needed to deal with Neopolis's exotic denizens. Rookie cop Robyn Slinger, alter ego "Toybox," hits the streets for the first time along with a colorful crew of fellow officers, each having the required training to deal with science-villains and super-crimes, as well as the common misdemeanors of city life. You'll never look at powers, or police work, the same way again! From Alan Moore, the writer of WATCHMEN and V FOR VENDETTA, and artists Gene Ha (JUSTICE LEAGUE) and Zander Cannon (Transformers), the Eisner award-winning series TOP 10 is collected here in its entirety!

Top 10

Written by alan moore and STEVE MOORE - Art by ARTHUR ADAMS, ALAN WEISS, CHRIS WESTON, SHAWN MCMANUS, BRUCE TIMM, JASON PEARSON and others - Cover by ARTHUR ADAMS The hero of Millennium City shines in this title collecting TOM STRONG'S TERRIFIC TALES #7-12! This volume features thrilling stories about Tom's island youth, as well as the further adventures of science-fiction heroine Jonni Future and more!

Tom Strong's Terrific Tales

Written by Alan Moore, Michael Moorcock and others Art by Chris Sprouse, Jerry Ordway, Ben Oliver and others Cover by Sprouse & Jose Villarrubia Alan Moore and Chris Sprouse return for one grand, final story in which Tom Strong and family are on hand for the apocalypse. All this and more awaits in this wondrous final installment of the Tom Strong saga collecting issues #31-36 of the classic series! Advance-solicited; on sale May 28 - 160 pg, FC, \$17.99 US

Tom Strong

When legions of monstrous creatures started rising from the sea, a war began that would take millions of lives and consume humanity's resources for years on end. On the verge of defeat, the forces defending mankind have no choice but to turn to two unlikely heroes to pilot a legendary but obsolete robot from the past. Together, they stand as mankind's last hope against the apocalypse.

Pacific Rim: The Official Movie Novelization

For nearly forty years, from his earliest work in underground Arts Lab projects to his latest work as author of League of Extraordinary Gentlemen and Lost Girls, Moore has pushed the boundaries like few others, ranging from farce and high comedy to the dark, grim work that epitomised the comics revolution of the late eighties. This book examines the recurring themes and how Moore's work has evolved over the years from his early comic work in Captain Britain and 2000 AD, through milestone series like V for Vendetta, Marvelman, Swamp Thing and Watchmen, to his current genre-stretching work. On the way Moore has written definitive stories of America's greatest superheroes Batman and Superman, penned some of the most widely read graphic novels of all time, and helped turn comics into an indispensable art form. In this Pocket Essential you'll meet Moore the pop icon (everyone from the Simpsons to Transvision Vamp have hung out with Halo Jones), Moore the performance artist and magician, Moore the novelist, and above all Moore the writer who helped change the face of comics forever. As well as an introductory essay, this book is a comprehensive survey of Alan Moore's career. It also contains a complete list of his works, including projects that never saw the light of day.

Alan Moore

'One of the best crime thrillers of the year' LEE CHILD 'A masterful novel' HARLAN COBEN 'A bright new star' JAMES PATTERSON Six minutes - that's all it took to ruin Detective Ted Conkaffey's life. Accused but not convicted of abducting a teenage girl, he escapes north, to the steamy, croc-infested wetlands of Crimson Lake. Amanda Pharrell knows what it's like to be public enemy number one. Maybe it's her murderous past that makes her so good as a private investigator, tracking lost souls in the wilderness. Her latest target, missing author Jake Scully, has a life more shrouded in secrets than her own - so she enlists help from the one person in town more hated than she is- Ted Conkaffey. But the residents of Crimson Lake are watching the pair's every move. And for Ted, a man already at breaking point, this town is offering no place to hide . . .

Troppo: Crimson Lake TV Tie-in

Inspired by the Occupy Wall Street protests, this anthology brought together a diverse chorus of voices to present tales drawn from the issues that drove people to set up camp on capitalism's doorstep, issues that continue to impact our lives and world today. Featuring work by Alan Moore (Watchmen, V For Vendetta), Art Spiegelman (Maus), David Lloyd (V For Vendetta), Molly Crabapple (Drawing Blood), Amanda Palmer, Bill Ayers (The Weather Underground), Mike Allred (Madman), David Mack (Kabuki), Ben Templesmith (30 Days Of Night), Charlie Adlard (The Walking Dead), and early comics by Matthew Rosenberg (Uncanny X-Men), Patrick Kindlon (Nobody Is In Control), Matt Miner (Critical Hit), Eric Zawadzki (The Dregs), Patrick Meaney (Last Born), Amancay Nahuelpan (Clandestino), and Matteo Pizzolo (Calexit).

Occupy Comics