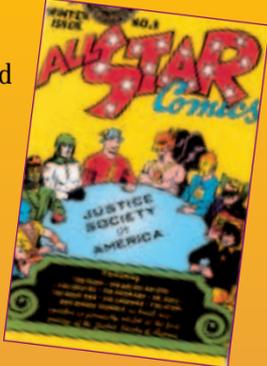


THE JUSTICE SOCIETY OF AMERICA

THE BEST OF THE BEST

FIRST APPEARANCE ALL-STAR COMICS #3 (Winter 1940)
STATUS Hero team BASE New York City
CURRENT MEMBERS AND POWERS
Green Lantern I Wields solidified emerald energy generated by the Starheart.
Flash I Ability to run at super-speeds and vibrate through objects.
Wildcat I Championship boxer with mystical "nine lives."
Hawkman Wears wings and harness made of anti-gravity Nth metal.
Hawkgirl Wears wings and harness made of anti-gravity Nth metal.
Sand Can transform into sand-like form and travel along the Earth's fault lines.
Mister Terrific II (chairman) Olympic-level athlete and genius in every field of study.
Power Girl Flight, superstrength, enhanced speed, and invulnerability.
Stargirl Cosmic converter belt provides enhanced strength, agility, and ability to fire electric stars.
Jakeem Thunder Controls powerful fifth-dimensional genie.
Captain Marvel Mystically-based powers of flight, superstrength, enhanced speed, and boosted wisdom.
Doctor Mid-Nite II Can see in non-visible wavelengths of light.
Hourman II Enhanced speed, strength, and agility provided for a one-hour window; occasionally can see one hour into the future.

THEY ARE THE WORLD'S FIRST and greatest super-group, formed at a time when "meta-humans" were still a new concept and free people everywhere faced the threat of annihilation from Adolf Hitler's Third Reich. They have survived throughout the decades, waxing and waning in synch with the national character to reflect the public's love-hate relationship with its super heroes. Several of the founding members are active today, even as they enter their nineties, thanks to a time-slowing radiation bath received during an early case. Living legends, they are the standard-bearers for all who followed in their footsteps. They are the Justice Society of America, the only hero team that SUPERMAN looks up to.



THE BEGINNING With a cry of "For America and democracy," the JSA begins its adventures.

A WORLD AT WAR

Costumed crime fighters started appearing in the late 1930s; however, it wasn't until November of 1940 that the numbers of these "mystery men," as they were then called, had grown to permit the formation of the Justice Society of America. Eight of the country's top heroes—GREEN LANTERN, the FLASH, the SPECTRE, DOCTOR FATE, the SANDMAN I, the ATOM, HOURMAN I, and HAWKMAN—banded together to stop Hitler's invasion of Britain and to save U.S. President Roosevelt from Nazi assassins. Calling themselves the Justice Society of America, they became an unstoppable force for good against the Axis powers. In the wake of Pearl Harbor, the U.S. government established the ALL-STAR SQUADRON, which brought together every costumed hero.



WINGED WONDER Hawkman's physical and mental strength make him the backbone of the JSA.

AN EVER-CHANGING LINEUP

The JSA became one of the All-Star Squadron's active sub-groups. During this time the JSA also went by the alternate name of the Justice Battalion. Throughout the war, members came and went as they cycled through active, reserve, and honorary status. Prominent JSAers included Johnny Thunder (see THUNDER, JOHNNY), DOCTOR MID-NITE I, MISTER TERRIFIC I, HAWKGIRL, STARMAN, MISS AMERICA, and the time-traveling HIPPOLYTA, the Golden Age WONDER WOMAN.

NO MORE HEROES

The All-Star Squadron ceased to exist after V-J Day, but the JSA remained, battling major villains such as VANDAL SAVAGE, and its villainous counterpart, the INJUSTICE SOCIETY. However, now the war was over, public tolerance for super heroics was fading fast. In 1951, a joint congressional Un-American Activities Committee accused the JSA of harboring communist sympathies and demanded that its members publicly unmask as a sign of their patriotism. They refused, and regretfully retired the Justice Society. Decades passed, the flame of organized crime fighting kept alive through non-superpowered teams such as the SEA DEVILS and the CHALLENGERS OF THE UNKNOWN and lesser lights like the Justice Experience. The JSA still existed, however, occasionally reforming for special cases.

ON THEIR WAY OUT The retirement of the JSA marked the end of the Golden Age of super heroes.

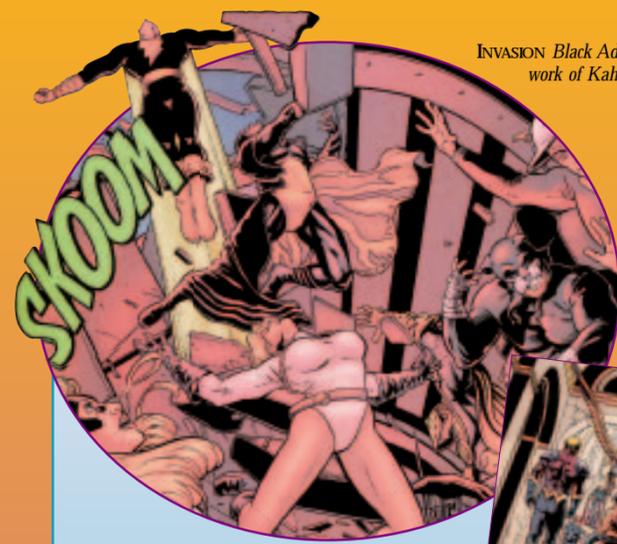


RAGNAROK!

The JSA seemed to have met its final end when the Flash, Green Lantern, Hawkman, Hawkgirl, the Atom, Doctor Mid-Nite, Hourman, Johnny Thunder, Starman, the Sandman, WILDCAT, and SAND agreed to battle gods for all eternity in Limbo to prevent Ragnarok, the end of the world. Luckily "eternity" lasted only a couple of years, and the JSA soon returned. The crisis known as Zero Hour (see Great Battles, pp. 320-1) proved a deadlier threat. The villain EXTANT killed the Atom, Doctor Mid-Nite, and Hourman, and Flash and Green Lantern declared an end to the JSA.

THE MODERN ERA

The DARK LORD Mordru's murder of the Sandman triggered the current formation of the JSA, featuring old stalwarts (the Flash, Green Lantern, Wildcat, Hawkman, Sand), skilled veterans (ATOM-SMASHER), and new faces (MISTER TERRIFIC II, Star-Spangled Kid II, plus reincarnated versions of Doctor Fate and Hawkgirl). This JSA's greatest challenge was the "Darkness" crisis, in which Mordru, OBSIDIAN, and ECLIPSO tried to plunge the world into eternal night.



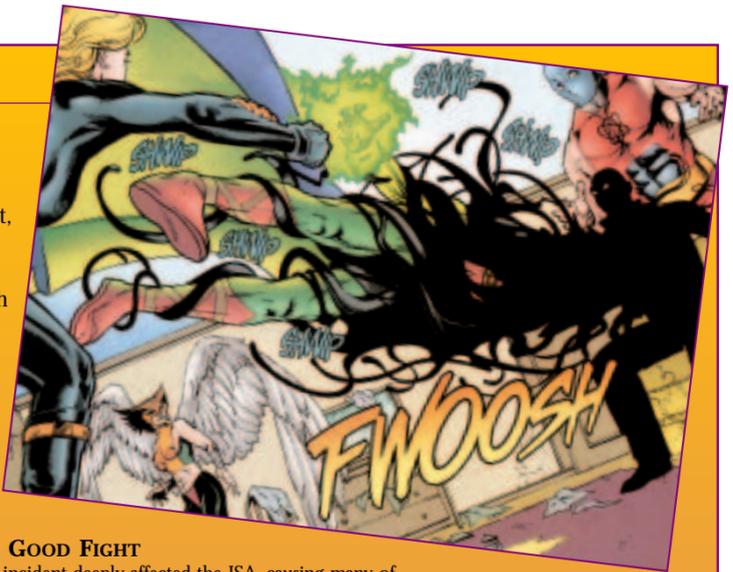
INVASION Black Adam made short work of Kahndaq's defenders.

FIGHTING THE GOOD FIGHT

The Black Reign incident deeply affected the JSA, causing many of them to struggle with the concepts of righteousness and appropriate force. CAPTAIN MARVEL used the aftermath as an opportunity to tender his resignation. The group is still vital, however, as shown by the observations of the time-traveling villain Per Degaton, who recently visited several key JSA members to tell them that he had witnessed their deaths in the far future. Significantly, Degaton admitted that, throughout all of future history, he was never able to defeat the JSA, and confided to Jay Garrick (the first Flash) that he "died like a man" in whatever fate yet awaits the Flash. Regardless of the predictions of would-be prognosticators, the multi-generational JSA will continue its fight against injustice and polish its reputation as the only super hero team that operates like an extended family. DW

BLACK REIGN

The JSA's law-and-order approach to crime fighting is not universally revered. A vigilante team consisting of BLACK ADAM, Eclipso, NORTHWIND, Brainwave II, and Atom-Smasher recently took the law into their own hands. They spearheaded a violent coup in the terrorist nation of Kahndaq to put an end to their colleagues' meddling. In so doing they exposed the villainous manipulations of the Venusian worm, MISTER MIND.



DARKNESS FALLS Obsidian's filial anger toward his father, Green Lantern, provided an added edge to the battle.

KEY STORYLINES

- LAST DAYS OF THE JUSTICE SOCIETY SPECIAL (1986): The JSA battles in an eternal Ragnarok in what was intended to be the team's final adventure.
- ZERO HOUR: CRISIS IN TIME #3 (SEPTEMBER 1994): Three of the JSA's oldest members perish in an issue that once again appeared to have killed off the team forever.
- JSA #1 (AUGUST 1999): The JSA returns in triumphant form in the first issue of the 'Justice Be Done' storyline.

THE JSA 1) Green Lantern I 2) Mr. Terrific II 3) Dr. Mid-Nite II 4) Sand 5) Hawkman 6) Hawkgirl 7) Atom-Smasher 8) Dr. Fate 9) Stargirl 10) Black Canary II 11) Flash I 12) Wildcat

