



PULSEWING & SUPERSCOPE

ISSUE #1: THE CHEST RUN

A masked crew tried to steal a mysterious chest from a quiet city street.



Pulsewing dropped from the skyline to stop their escape.



SuperScope arrived seconds later, trusting his AI-enhanced scope to reveal what ordinary eyes could not.



Neither hero knew the thieves were mutants—or that the chest could start a war.



Pulsewing broke the street to stop the truck.



The abandoned thief transformed into a giant and punched SuperScope through a storefront.



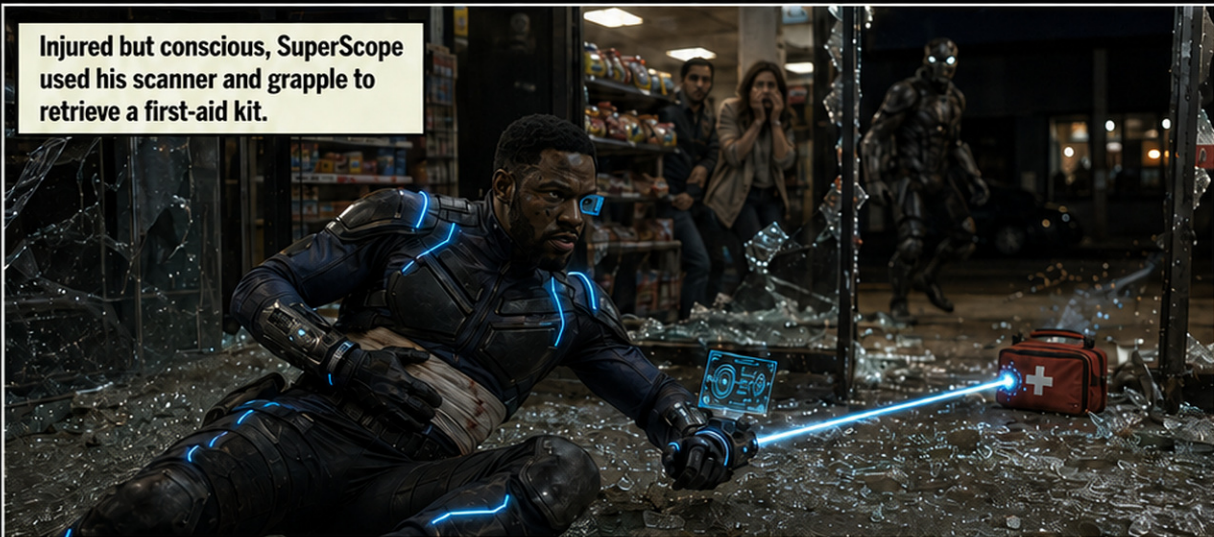
Then the driver pulled metal from the truck and wore it like living armor.



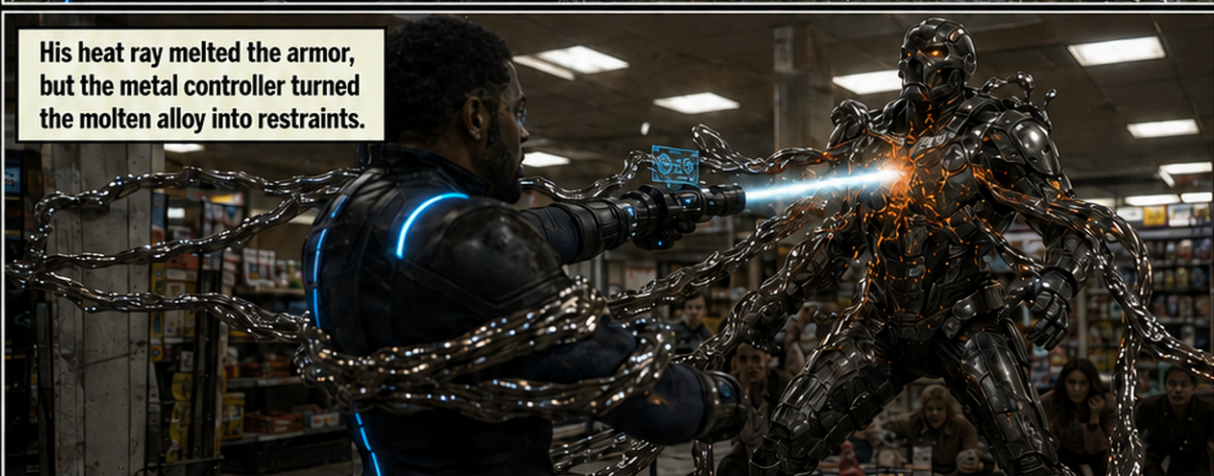
Two heroes had become the only shield between two mutants and a store full of civilians.



Injured but conscious, SuperScope used his scanner and grapple to retrieve a first-aid kit.



His heat ray melted the armor, but the metal controller turned the molten alloy into restraints.



Pulsewing severed the mutant's control by flipping a parked car between them.



When SuperScope warned that civilians were trapped inside, she corrected her mistake and cleared the danger.



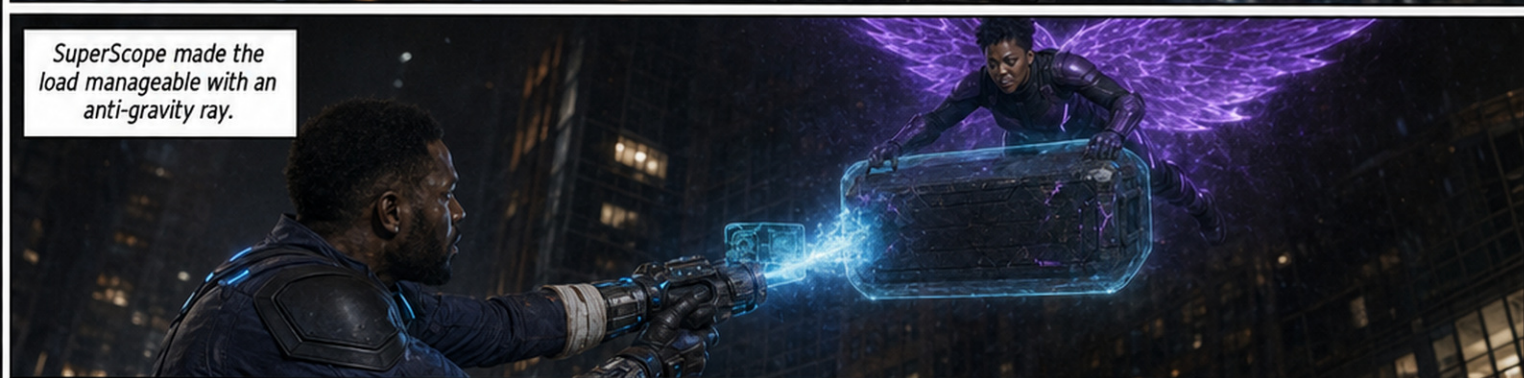
The thieves were not fighting for territory. They were fighting for the chest.



Pulsewing carried it skyward, but its impossible weight dragged her down.



SuperScope made the load manageable with an anti-gravity ray.



Then he grappled both mutants together, buying his partner the seconds she needed.



SuperScope exploited the giant's burned skin, weakened him with heat, and ended the fight with a sleep ray.



He lifted the metal controller away from every surface his power could command.



Pulsewing blasted the floating villain out of the sky.



Only after firing with both hands did she realize the chest was no longer in either one.



The chest fell toward the street, carrying secrets no one understood.



SuperScope slowed it with anti-gravity while Pulsewing dived.



Together they caught what neither could save alone.



The Officers of Superhuman Justice arrived to secure the mutants and contain the artifact.



