

# REWRITING JUSTICE LEAGUE

## NOTES

### - Beat Sheet:

- **Act 1:** Thousands of years ago, Darkseid and his Parademons attempted to conquer Earth using the Father Boxes. The attempt was foiled by a unified alliance of Old Gods, Amazons, Atlanteans, humanity and a Green Lantern. After the battle, the Boxes were hidden in different locations, guarded by the Amazons, Guardians of the Universe, and humanity, respectively. In the present, the Enchantress' actions in the *Suicide Squad* rewrite attract Steppenwolf, one of Darkseid's servants, to Earth. Steppenwolf, who has fallen out of favor with Darkseid, aims to regain it by gathering the Father Boxes, which would complete Darkseid's failed mission of conquering and terraforming Earth. **Call to Adventure:** Steppenwolf retrieves a Father Box from Themyscira, prompting Queen Hippolyta to warn her daughter Diana. Wonder Woman receives the message and seeks to form a team of Metahumans to protect Earth. She finds an unlikely ally in Bruce Wayne, discovering that he is Batman and that he has successfully kept Superman's survival a secret. Batman at first rejects Diana's proposal for an alliance, stating that he prefers to work alone and finds it counterproductive to work with others whose methods would hold him back from completing his work. But once Batman understands how serious the stakes are, he reluctantly agrees to join Diana but on the condition that he gets to run the mission and the team his way. Diana, desperate for help, agrees to Bruce's terms. Since Superman is too weak to be of assistance, Batman encourages them to use the Brother Eye data to find the other Metahumans and recruit them instead. Batman locates the Flash and Martian Manhunter, while Diana locates Cyborg and Green Lantern. Martian Manhunter is the only one who refuses to join the team.
- **Act 2A:** The team of Metahumans trains at the Fortress of Solitude and both friendships and rivalries are formed. Superman does his best to help the team train, but he's still too weak. The team receives intel from Commissioner Gordon, leading them to Steppenwolf's army in an abandoned tunnel under Gotham Harbor. Even though they succeed in rescuing the hostages, the team's dysfunctionality results in them losing the battle and retreating back to the Fortress.
- **Midpoint:** During the retreat, Steppenwolf captures Green Lantern and interrogates him, learning the location of the Guardians' Father Box. He attacks Oa and retrieves their Box.
- **Act 2B:** The team learns to overcome their differences after their failure and they each get a chance to confess a secret and build trust with one another. Cyborg reveals that he is in possession of humanity's Father Box. They go to rescue Green Lantern, but in their absence, Steppenwolf attacks the Batcave and

retrieves the last Father Box, though Silas manages to supercharge the Box with laser heat at the cost of his own life, allowing Cyborg to track it by tracing the heat. Without Superman, the five heroes travel to Steppenwolf's base in Russia, where General Swanwick agrees to meet them with a team of Navy SEALs.

- **Act 3:** Tired of feeling useless, Superman forces himself to fly into space so that he can be fully restored by the sun. Meanwhile, the team fights their way through the Parademons to reach the Father Boxes, but they can't distract Steppenwolf long enough for Cyborg to separate them. Green Lantern gets his arm broken, the Navy SEALs are slaughtered, Wonder Woman and Martian Manhunter are buried under a pile of rubble, and even though Batman borrows Hal's Power Ring, it's not enough to stop Steppenwolf. Superman arrives and overpowers Steppenwolf, but the Father Boxes merge, causing a massive explosion that quickly develops into a cataclysm that kills everyone as the Earth is terraformed into Darkseid's image. Flash enters the Speed Force and reverses time, allowing Superman and Cyborg to separate the Father Boxes before the cataclysm can occur. The heroes kill Steppenwolf and toss his head through a portal to Apokolips. Darkseid assures his servant DeSaad he will return to Earth to complete his quest for the Anti-Life Equation, but insists that despite the temptation, they must not rush in blindly. Darkseid insists that brute force didn't win Earth the first time, so this time, they will use subtlety and craft instead, but that requires patience. DeSaad understands and leaves Darkseid to his thoughts as he broods on what their next step will be in this game of intergalactic chess.
- **Resolution:** Bruce buys back Martha's house and works with Superman and Wonder Woman in remodeling Wayne Manor into the Hall of Justice. Martian Manhunter retains his secret identity as Secretary Swanwick and is able to legitimize the Justice League as a privately-owned peacekeeping organization funded by Wayne Enterprises (Wayne publicly announces his financial support of the Justice League as his penance for his involvement in the Brother Eye program). Bruce pulls some strings to get Barry a job at S.T.A.R Labs, Clark marries Lois, Diana returns to Themyscira to visit her loved ones, and Hal is recognized by the Guardians as a worthy Lantern. Cyborg moves into the Hall of Justice and is chosen as its custodian as he begins scanning for new candidates to join the Justice League.

---

# OUTLINE

## ACT 1:

- **Wonder Woman's Reintroduction:** To help establish the tone that this film will have as a superhero team up film, we're going to have that scene from the original film where Wonder Woman thwarts a terrorist attack and rescues a group of hostages as our new

opening scene for this rewrite. I know that the terrorist faction in the original film was an original group called the Black Clad, but I personally think it was a missed opportunity to include some of the more fan favorite terrorist factions that already exist in DC Comics. So for this rewrite, I want to go ahead and replace Black Clad with H.I.V.E. since as far as we can tell, the DCEU didn't have any plans to use them in the future as antagonists or villains. So instead of fighting generic bad guys dressed in suits and armed with machine guns, Wonder Woman will fight off H.I.V.E terrorists dressed in their iconic bee-themed armor equipped with jetpacks and hexagon-patterned energy shields. And if you really want to get crazy with it, you can have the Black Clad Alpha leader be replaced with Deathstroke, who appeared in Joss Whedon's version of *Justice League* and was intended to be set up in this film as a future threat for upcoming sequels. Having him square off with Wonder Woman while pulling off a job for H.I.V.E would be a neat way to give this fan favorite character his debut. This scene will pretty much play out the same way it does in the film except Wonder Woman won't have her super speed since it's a plot-breaking superpower and it's honestly not a power the DCEU is consistent with. Because if she can use super speed, then why doesn't she use it all the time? She'd basically just be a second Flash. Plus, you already have one speedster on the Justice League, why do you need two? I think it's more interesting to say that Wonder Woman has enhanced senses that is what allows her to absorb and react to things happening around her at a fast rate, but nothing too crazy. She should still be able to see things in slow motion but not necessarily move as fast as she does in the original film, if that makes sense. Once the bomb safely goes off in the sky, Deathstroke tries to fulfill the mission by executing the hostages, but Wonder Woman saves them using her bracelets and after a quick duel where there is some really cool choreography as the two combatants switch between hand-to-hand combat and swordplay. I think this would be a really cool way to show off Deathstroke's capabilities as he is equal to Diana in swordsmanship, if not better, and the only way she is able to beat him is when she uses her powers. But unlike Black Clad Alpha, Wonder Woman will spare him and leave him tied up with her Lasso of Truth so that he can be arrested and return for future films.

- **Parademon Kidnappings:** We're going to move the scene where the Parademon breaks into the S.T.A.R. Labs facility around the Kryptonian ship and kidnaps the night crew to this portion of the story. That way it helps establish that there is a growing threat of Parademons taking hostages all over the states. Also, when the police come to question Dr. Silas Stone and the eyewitness reveals the sketch drawing of the Parademon that looks suspiciously like Batman, it can be a nice transition to Batman's reintroduction in the next scene.
- **Green Lantern Meets Batman:** We cut to Gotham City. A Parademon attempts to swoop down from the sky and kidnap an innocent civilian walking the streets alone at night but is stopped by Green Lantern. When Green Lantern underestimates the Parademon and is beaten by him, Batman intervenes and saves Lantern. But when Batman tries to interrogate the creature, it takes flight. Green Lantern tries to help Batman catch the Parademon as they pursue it around the city, but Lantern, through his reckless and unorthodox methods, just proves to get in Batman's way, and the Parademon successfully flees to Gotham's sewers. Batman, already annoyed with Lantern, tells him

to stay out of his way, but Lantern sticks around anyways because of his duty to Earth. So, the Parademon will keep to the shadows and crawl along the ceiling, with its eyes glowing a creepy red as it stalks the superheroes from up above before it drops down to ambush them. Even though Batman traps the Parademon by pinning him against the wall with a net launched from his grapple gun, ultimately GL is the one who botches it all up when he doesn't realize that the Parademon is already restrained, and he launches an attack that accidentally kills the Parademon. Batman chastises GL for his blunder, ridiculing him for being too headstrong and reckless. They needed the Parademon alive for questioning. Feeling guilty, Green Lantern admits he's only been on the job as Earth's Lantern for a couple of months, and to make up for his mistake, he tries scanning the corpse of the Parademon with the ring to get any information that way. The ring will identify the dead alien as a "Parademon", a lifeform native to the planet Apokolips, but neither Green Lantern or Batman are familiar with those words, so when Lantern tries to search up more answers on the Parademon or Apokolips, he finds out that the information is classified and requires Guardian access. Using the ring, GL will call up the Guardians via hologram and explain the situation to them. The Guardians pause for a moment as they clearly become troubled. They order GL to remain on standby and await further instructions as they must convene to discuss Hal's report further before they hang up on him. "Well, that was helpful", GL quips, noting it was weird to see the Guardians so off-put. Something weird is going on. Weirder than usual. Batman points out that it is unlikely they will get answers from Lantern's superiors, so Batman picks up the Parademon corpse and says he knows someone who might have answers for him. But when Green Lantern tries to go with Batman, the Dark Knight stops him, telling Lantern that he works alone. Lantern is offended but Batman reiterates how Lantern put the mission in jeopardy multiple times throughout the night and his actions and inexperience have only made Batman's job harder. Batman then warns Green Lantern to get his powers under control and to stay away from Gotham, otherwise Batman will be forced to neutralize him for the safety of all. GL shrugs off the threat in a rather cocky manner before he and Batman go their separate ways.

- **Guardians' Council Meeting:** We cut to the planet of Oa, where the Guardians accept with fear in their hearts that Apokolips is on the move again. The topic of Hal Jordan is brought up and the Guardians discuss whether or not he is ready to face whatever the Parademons are doing on Earth since he just recently graduated from basic training. On top of his glaring lack of experience, Hal Jordan is a very impetuous and irresponsible individual. The ring may have chosen him for his willpower, but that doesn't mean Hal is mature enough to handle this kind of mission. For that very reason, the Guardians come to the conclusion that they cannot rely on Hal and therefore they dedicate their resources to defending the Father Box trusted under their protection rather than send reinforcements to Earth. They begin to make preparations as word is sent out to all of the Green Lanterns, as well as New Genesis, and the Guardians contact Kilowog over hologram and inform him that they are sending reinforcements to his outpost to help him protect the Father Box that is hidden there.
- **Superman is Awoken:** Bruce, Martha and Alfred will fly out to the Arctic to visit the Fortress of Solitude to check up on Clark, with Bruce and Alfred bringing along a body

bag on a gurney containing the Parademon corpse inside. Hopefully, they can find some answers here as to what is going on. Through the glass on Clark's healing capsule, we can see that Clark's hair has grown long, and he has a full beard now as well. According to Kelex, the severe trauma Kal-El's body experienced will still take time to fully recover. Kelex projects it'll be 2 months before Clark will be at 100% but points out that Clark has healed enough to be awoken from hibernation if the visitors wish to speak with Clark. They agree to wake Clark up, and once the smoke clears from the open capsule, we see that Clark has lost a lot of muscle and has grown very thin (think Steve Rogers pre-serum) thanks to a lack of solar nutrients. Clark is still very weak and cannot stand on his own, leaning on the others for support as they sit him down. Clark has an emotional reunion with his mother as she tears up and embraces him, expressing how scared she was that she almost lost him just like she lost his father. While running her hand through his hair, Martha can joke that it's time for a haircut. In a moment of comedy, Kelex enthusiastically draws out a sharp blade and rushes forward, eager to serve, but Clark calls the drone off as he chuckles weakly. "It's good to see you", Bruce says as he shakes Clark's hand. Bruce shows Clark the alien corpse to see if he recognizes it, explaining to Clark that the only intel Bruce was able to learn was that the alien is referred to as a "Parademon" and it came from a planet called Apokolips. Clark smirks as he reminds Bruce that he went to grade school in Kansas, where he learned how to dissect frogs, not about intergalactic species or history. His education was human, not Kryptonian. Clark doesn't know who or what a Parademon is or where Apokolips is. This is the first time he's ever heard about them. Bruce admits in disappointment that he thought that would be the case, but it was still worth a shot, so he follows up by asking if Kelex would know. Cut to the med bay inside the Fortress, where Kelex is performing an autopsy on the Parademon while the others watch. Kelex reports that this particular Parademon is very old. Ancient, in fact. Interestingly enough, this Parademon has altered DNA, and Kelex goes on to explain that the Parademon was originally a different life form altogether. It was once a completely different alien species before it was mutated and transformed into its current state. Whatever this creature was, it wasn't born as a Parademon. Kelex adds that it found similarities with the Parademon's brain patterns and that of insects on Earth, concluding that this Parademon was a mindless drone and operated as part of a hive mind, serving some kind of "queen" or other authority figure. "So they're like ants, which means there's more of them", Alfred says with concern. "There's never just one ant. If you find one, it's usually because there's anthill nearby." Superman adds. "Who knows how many more are out there hiding", Bruce voices with a thoughtful scowl. "You think this is an invasion?", Superman asks. "I hope not, but this one was found kidnapping hostages in Gotham and there's been sightings of these things in cities all across the globe. Whatever they're doing here, I doubt it's going to end well for the human race", replies Bruce. Clark apologizes to Bruce since he's not in any physical condition to help him out with this one. The combination of Kryptonite and nuclear energy really did a number on Clark, and he can't even walk on his own right now. Kelex, who had anticipated such hardships, informs everyone present that it took the initiative to repair Superman's original blue and red suit and remodified it into the black Solar Suit, so that Superman could absorb more of the sun's rays and heal at a

quicker rate than normal. Kelex assigns Clark to sit outside and interact with nature for a designated amount of time every day to help boost his recovery. Clark tells Bruce that since he can't help, Clark wants Bruce to promise him that he's going to widen his circle of trust and look for more allies to help them in this fight. Alfred wholeheartedly supports this notion, muttering "preaching to the choir" under his breath. Bruce hesitates but gives in, agreeing to at least try to work with others. "Don't do it for me, Bruce. Do it for Gotham. Do it for your home.", Clark insists, and Bruce gives a reluctant but stern nod.

- **Amazons vs Steppenwolf:** The battle between the Amazons and Steppenwolf for the Father Box will remain the same exact way that it is in the original film. Hands-down one of the best scenes in the entire film. The warning arrow is lit and fired, with the Amazons resting all of their hopes on Diana. This action scene will serve as the climax of Act 1. Following this scene, Steppenwolf will use the boom tubes to teleport to Chernobyl and set up his base of operations there just like he does in the original film. The disgraced nephew of Darkseid will then report to DeSaad his progress in retrieving 1 of the 3 Father Boxes and that his Parademons have been capturing those who have come into contact with the Father Boxes, or as he calls it, they carry "the scent".

## **ACT 2A:**

- **Wonder Woman Meets Batman:** After receiving the warning arrow from her mother, Diana will try to infiltrate Wayne Enterprises and hack into their systems to find the Brother Eye intel on the hidden Metahumans. She's doing this because she's hoping to reunite the old alliances against Darkseid. But so much has changed since then. The Old Gods are all dead. Nobody knows where Atlantis is located since it's very well-guarded secret, so it's impossible to contact them. The Amazons are weakened by Steppenwolf's attack. That just leaves the human race and the Green Lantern. So the Metahumans are Diana's best candidates for this new alliance in this modern world. But while hacking into the Wayne Enterprises database, the alarm is triggered, and Bruce's voice is heard over the PA system. He deactivates the alarm and promises to call off the police if Diana is willing to stay and talk. Curious, Diana agrees and right after she stands down, Bruce surprises her by emerging in-person from the shadows behind her. This catches Diana off-guard, and she declares that she doesn't trust Bruce's cloak-and-dagger style. "Says the one committing corporate espionage", retorts Bruce. Diana sighs and tells Bruce that he didn't listen to her warning about Luthor, and now look what has happened. OMAC got out of control, Superman is dead, and the Earth is not ready for the threat that is on the horizon. "What threat?", Bruce asks, but Diana remains tight-lipped. Bruce then shows her the WW1 photograph of Wonder Woman and her team in the German town, and Diana realizes that her cover has been blown. She confesses that she's looking for the Metahumans and needs his intel from the Brother Eye data. "For this new threat on the horizon?", Bruce asks. Diana tells him that a normal human being wouldn't understand what she's trying to do, and that she's wasting precious time talking to Bruce. We cut to Bruce taking Diana down an elevator and revealing one of the spare Batcaves that he has built beneath Wayne Enterprises, exposing himself to be Batman. "You think I wouldn't understand? Try me", Bruce says. He then shows Diana

the corpse of the Parademon and catches her up to speed with what he knows. Diana fills in the gaps by sharing what she knows about the Parademons from the stories she heard from her mother growing up. The Parademons are all former victims of Darkseid who had their minds and wills robbed from them when they were mutated into the mindless servants that they are today. Bruce relays that he knows the Parademons operate like a hive mind, and Diana confirms that Darkseid is their leader. They are extensions of his will and to them, his word is law. We cut to the flashback of the epic war the old alliance waged against Darkseid in his first invasion of Earth. Everything about that scene will remain the same. After comparing notes, this only further validates Bruce's suspicion of an impending invasion. Diana confirms that Bruce's fears are true. Darkseid is coming once again to finish what he started all those years ago. She admits she is impressed with Bruce's resourcefulness and asks, "Why would you show me all of this? You don't even know me", asks Diana. "I made a promise to a friend that I'd widen my circle of trust", responds Bruce. He asks Diana, "why now? After all these years, why have the Father Boxes gone active again?". Diana has a very strong hunch that it has to do with the incident at Midway City. The one where the Metahumans were involved. She believes that was a cover-up for the arrival of the Parademons, and it was their return to Earth that reignited the Father Boxes. While researching the Midway City Incident, we can insert that moment where Bruce and Diana accidentally reach for the computer mouse at the same time. Moving on from that awkward encounter, Bruce nods as all the pieces come together and everything starts to make sense. He thanks Diana for the intel but tells her that she's on her own, as he agreed to *trust* others, not necessarily *work* with others. Bruce admits that he has a very specific way of working and doesn't like to waste time working with people who have a problem with his methods. Diana is willing to compromise and asks Bruce to share authority with her as the co-leader of this new alliance she is forming. Bruce relents and tells Diana that he'll join her team on the condition that he gets to call the shots whenever they're in the field and that he gets to make the strategies. Diana agrees, proving to be more flexible than Bruce. Together, Bruce and Diana will use the Batcomputer to research the Brother Eye data and find their new Metahuman recruits. The only candidates they have so far are Barry Allen, Victor Stone, Calvin Swanwick, Arthur Curry and Hal Jordan. Bruce confirms Diana's assumption that Hal Jordan is the new Green Lantern of their time, but he's undisciplined and untrained. More of a liability than an actual asset. But Diana insists that they can't afford to be picky. They go down the list and rule out Arthur Curry because he is practically a ghost. It's true that he could potentially lead them to Atlantis but Arthur lives off the grid and he's constantly on the move so he's become impossible to track down. So they rule him out since it would take too much time to track him down. "That leaves us with 5 candidates", says Bruce. Diana frowns in confusion, "you mean 4?". "Well...4 ½ . Depending on if we can get him back in shape on time" replies Bruce curtly. "Who?", asks Diana.

- **Wonder Woman Meets Superman:** We then cut to the Fortress of Solitude, where Bruce introduces Diana to Clark as they find him wearing his new black solar suit and following the sun-bathing routine Kelex prescribed him. His hair and beard still a mess, Clark shakily rises to his feet and limps towards them to greet them. Diana is fascinated

by the Fortress of Solitude and even more surprised to learn of Superman's survival, which she believes greatly increases their chances of winning, even if by a little. But Clark apologizes to Diana and insists that they can't count on him for this fight. Despite being very friendly and welcoming, we can tell that Clark is depressed and demoralized, having become so weak and helpless, especially in the face of a new threat that is coming for all of them. It's hard for Clark to accept that he went from being the strongest man on the planet to essentially being a cripple. They need to look for help somewhere else because Clark just doesn't have it in him anymore. Diana will try to motivate Clark with comforting and uplifting words, and we can see that they have a positive effect on him. Despite his paralysis, Clark updates them and reveals that since the last time Bruce stopped by the Fortress, Clark's daily routine has lately consisted of physical therapy out in the sun and lessons on space with Kelex. Clark has asked Kelex to brush him up to speed on all the Kryptonian lore and history he missed out on as a kid. There's some tech here in the Fortress that can help the Metahumans. Since he can't join the team personally, Clark still offers to help out the new alliance by offering the Fortress of Solitude to them as a base of operations. Bruce considers it for a moment and decides that the Fortress is remote enough to be safe away from prying eyes, and the Kryptonian ship is installed with enough resources and power to support a full crew of Metahumans. There's a med bay, a lab, an armory, training rooms, etc. Bruce tells them that he'll have some equipment from the Batcave brought to the Fortress and he'll bring along Alfred to help them get set up, smirking as he teases Clark about Alfred being his biggest fan. They also need to go out and start recruiting. Since Hal Jordan already gets on Bruce's nerves, he sends Diana to go recruit him and Victor Stone instead, while Bruce focuses on finding Barry Allen and Calvin Swanwick.

- **Flash is Recruited:** We'll have the exact same intro scene for Barry in this rewrite that the Snyder Cut had for him, minus the weird slow motion hot dog moment Barry has when he is saving Iris. Afterwards, Barry visits his dad in prison and has that touching scene where he promises to clear his name and prove his dad's innocence. Later, Barry comes home to find Bruce waiting for him and he is recruited into the Justice League in basically the exact same way.
- **Cyborg is Recruited:** Victor's origin scene will remain the same way as it is in the original film as we cut to Silas coming home from the crime scene at the S.T.A.R. Labs facility and warning Victor that there are people looking for the Father Box. Victor will experiment with his new body and discover the capabilities of his new powers, helping out that woman to make ends meet, before a Parademon shows up to his apartment looking for the Father Box. He takes the Father Box and buries it at his own fake grave, but when he comes back home, he realizes that his father has been taken. Cut to Silas being escorted to the Gotham sewers where they are keeping the rest of the prisoners, including the rest of Silas' research team as they are reunited in the midst of this nightmare. Diana meets with Victor just like she does in the original film, offering to help him find his father and in exchange, they may even be able to figure out how to help Victor with his new body.
- **Martian Manhunter Recruitment:** General Calvin Swanwick will return home late one night to find Batman waiting for him in the shadows. Swanwick will regard his uninvited



guest with indifference, as if he's not surprised to see a vigilante breaking into his house. "I knew it was only a matter of time before the World's Greatest Detective found me. Our meeting was inevitable", states Swanwick. "I'm surprised you never told Superman. I would've thought that you'd find comfort in knowing that you had a kindred spirit", replies Batman curtly. "I've managed to keep a low profile on this planet for generations. I've lived with humankind, played by their rules, even formed bonds with some of them. Strong enough to consider them friends. I wasn't going to compromise all of that for one man. Even if he was the strongest man in the universe", answers Swanwick. "What are you hiding?", questions Batman with a squint. Swanwick sighs, "the last piece of home I have left". "The girl sleeping upstairs?", asks Batman. "My niece", answers Swanwick with a nod, "she and I are all of that is left". "What happened to your home?", asks Batman. At this, Swanwick finally transforms and reveals his true identity as J'onn J'onzz, the Martian Manhunter. "War" answers J'onn. "So, what finally gave me away? I'm assuming it was Brother Eye", the Manhunter asks. Batman confirms this and tries to recruit the Martian Manhunter into joining the Justice League. He exclaims that more than half of the team is made up of inexperienced rookies, and that he needs more experienced and professional Metahumans like J'onn and Diana to help him train these new recruits. But J'onn declines Batman's offer because he explains that it would be too difficult to pose as the Secretary of Defense while simultaneously serving on an elite task force. "Being Secretary of Defense doesn't leave me with a lot of free time, Batman. There's also M'gann. I can't risk putting her in harm's way. What if she's exposed? What if I'm exposed?". Batman doesn't respond and remains in silence. While Martian Manhunter can't actively join the League, he agrees to covertly lend the team with whatever resources they need to take down Darkseid by sending classified information and equipment over to Wayne Enterprises.

- **The Attack on Kilowog's Outpost:** Replace the Atlantis outpost with a Green Lantern outpost on an asteroid. Instead of using Mera and a squad of Atlantean guards, we'll use Kilowog and a bunch of Z-list Green Lanterns from the comics, since Steppenwolf is going to kill them all anyways. Steppenwolf comes in and slaughters all of the Green Lantern reinforcements the Guardians sent to the outpost. Kilowog will be the only survivor of the attack since he's the only Lantern that was able to give Steppenwolf a run for his money as his raw strength equaled the New God's. Out of all of the defenders of the outpost, only Kilowog is capable of injuring Steppenwolf. Battered and broken, Kilowog will contact the Guardians and warn them of the Father Box's theft after Steppenwolf escapes.
- **The Justice League is Assembled:** The Justice League arrive at the Fortress of Solitude and everyone is introduced to one another. Hal compares the Justice League to "the Magnificent Seven" and refers to them as the "A-Team", nicknaming Batman "Chris" and joking about how both Chris and Batman wear all black. Barry will join in on the trend and call Hal "Maverick" after *TopGun*. Hal will later accept the nickname with pleasure, suavely telling the rest of the team that he's always felt like he was a reincarnation of Maverick; he's handsome, talented, fearless, and always living on the edge. Batman will chime in and say that Hal is also just as stupid, arrogant, reckless, and

immature as Maverick, agreeing that Hal is the perfect successor to Tom Cruise's character.

- **The Meeting:** Batman will call a meeting in the control room of the Fortress, summoning Wonder Woman, Flash, Green Lantern, Cyborg, Dr. Irons/Alfred, and Superman, who limps in while leaning on Kelex for support. Batman will open the meeting by introducing the threat that they all face. He pulls up a hologram of a Parademon, explaining that they are aliens from the planet of Apokolips who have come to Earth and have been abducting innocent humans seemingly at random. Upon further study, Batman recognized a pattern. Every hostage taken has in some way been affiliated with alien technology discovered on Earth. This can't be a coincidence as the evidence suggests that the Parademons are preparing for an invasion. "How do you know that?", Hal asks. Pulling up ancient Amazonian murals, Wonder Woman will show the rest of the Justice League visuals of what Darkseid and his armies look like, quickly catching them all up to speed on the old alliances and Darkseid's first defeat. Diana's own mother Hippolyta, and many of her friends and family back home on Themyscira participated in this war. As did one of Hal's predecessors, Yalan Gur, who fell in that same battle. "No wonder why the Guardians never said anything...they're scared", Hal comments solemnly. Batman will explain that the autopsy Kelex performed on the dead Parademon revealed some critical intel. The Parademons operate as a hive mind, and one of their weak spots is their wings. Diana adds that the Parademons are former enemies of Darkseid who have been turned into mindless husks, mutated to be the monstrous slaves of Darkseid's will. Whoever these poor souls were before they were captured and mutated are long gone now and there is no way of reverting them back to their old selves. Once you become a Parademon, the transformation is permanent. Diana knows that most of the Metahumans in this room have never taken a life, some have even sworn an oath to never do so, but she emphasizes that these Parademons are not alive. They are desecrated perversions of what life truly is and destroying them would be a mercy. "So they're like zombies?", Barry asks. "Basically", Victor concedes with a simple nod and shrug. Barry turns to Cyborg in concern and asks if turning into a Parademon is the same fate in store for Victor since he is made out of Apokolips tech. There is a moment of tension as everyone at the table turns to Victor in concern. Victor admits that he doesn't even know what he is, let alone what he is capable of. Kelex offers to run a diagnostic on Cyborg and after a quick scan, confirms that there are no DNA or neurological similarities between Victor and the Parademons. Batman states that this is good news because it provides the team with an advantage. Cyborg is made out of Apokolips hardware and they can use that against to turn the enemy's own tech against them.
- **Batman x Wonder Woman:** After coaching Barry on how to execute a ninjitsu takedown, Bruce will catch Diana's eye and she coyly approaches him and asks to spar with him. Bruce initially raises an eyebrow at her, but catching on to her hint, he agrees with a smirk and Barry watches on in awe and excitement at getting a chance to see Batman in action. Bruce and Diana engage in a hand-to-hand sparring match, and Wonder Woman can't help but be impressed by how disciplined and resilient a mortal man like Bruce can be. His self-control and determination are almost equal to that of a

God. She describes him as, “as wise as Athena, as skilled as Hephaestus, and as shrewd as Hades”. As they fight, Diana will throw out flirtatious comments to Batman and he starts to throw some clever quips back at her, hinting at a possible romance between the two. The sparring match ends in a draw as Diana insists she doesn’t want to accidentally hurt Bruce with her super strength, earning an rigorous round of applause from Barry at the awesome display of warfare he just witnessed. (next scene will be pulled from the *Justice League Unlimited* episode “This Little Piggy”). After the sparring session, Diana will question Batman privately about his dating life, and he’ll explain that he doesn’t get romantically involved with coworkers to avoid distractions to the mission, which unintentionally offends Diana.

- **Superman Trains with Green Lantern:** Superman will cut his hair and shave his beard so that he is clean shaven again and looks like himself in an attempt to feel normal again. To avoid feeling useless, Superman will try to train with the Justice League recruits only to be injured and Kelex benches him to prevent Clark from causing further damage to his wounds. Superman will take up two Kryptonian blasters from the Fortress’ armory along with two bandoliers and wield them during the training session with Green Lantern to help the young novice exercise more restraint while using the Ring to build constructs. Alas, even with the extra support, Superman is still beaten by GL, who feels guilty for unintentionally hurting Superman.
- **Batman vs Green Lantern:** After seeing Hal accidentally hurt Superman, Bruce’s protective instincts will kick in and he will go off on Green Lantern. Even though Superman insists that he’s fine and he tries to call off Bruce, Lantern and Batman will get into a heated argument when Hal goes from defensive to angry as he stands up to the Caped Crusader. He’s fed up with all of the constant ridicule he gets from Batman. What happened with Superman was an accident, but nothing Hal ever does is good enough for Bruce. Just because Batman obviously has deep personal issues and chooses to dress up as in a weird bat costume every night doesn’t mean he’s perfect and never makes mistakes like the rest of them. “Mistakes are what are going to get people killed”, Batman stresses. Hal is sick of Batman’s superiority and when Batman asks Hal if he’s done throwing his fit like a child, Hal punches Bruce in the face. Bruce in return not only punches Hal back, but thoroughly pummels him with a quick martial arts combo, humiliating Hal in front of the rest of the team. Hal will leave the training area to go nurse his wounded pride while Wonder Woman reprimands Bruce for being too hard on Hal and for being a poor mentor. Batman explains that going easy on Hal isn’t going to teach him anything. But, as Wonder Woman points out, not everyone learns through harsh discipline like Bruce does. “We’re at war”, Batman growls. Wonder Woman reiterates that is exactly why they need to be united as a team. Right now, all Batman is doing is causing more division than unity. He needs to be lifting the others up, not pushing them down. “I don’t need this”, Batman says grumpily as he too leaves the training room, leaving the rest of the team to share an awkward silence with one another. Diana will check up on Clark, but Superman insists that his ego was hurt more than anything. Out of discouragement, Superman believes that he has become a meaningless legend, and that the world has no place for him anymore. He’ll continue to serve the Justice League recruits as a coach and advisor, giving each of the heroes

emotional support and offering them words of encouragement and faith. He becomes their unofficial cheerleader.

- **Alfred Consoles Bruce:** While plugging away the Batcomputer, Bruce will be approached by Alfred, who wants to talk to Bruce about what happened with Hal today at the training ring. “I don’t need a lecture from you too”, Batman chides dismissively. But Alfred affirms that he’s not here to scold Bruce. The butler quotes how the incident with Green Lantern gave Alfred déjà vu with the experiences Bruce had training Robin. Alfred knows that Bruce is pushing the new recruits just as hard, if not harder, than he did with Robin for a reason. He knows that this is Bruce’s redemption for failing the last superhero he took under his wing, but he reminds Bruce that pushing the team past their breaking point won’t bring Robin back, and it won’t stop fate from deciding who falls in the next battle. Bruce sighs heavily as he shares with Alfred that if anyone dies in the upcoming fight, that blood will be on his hands, and Bruce can’t handle that kind of pressure on top of the guilt he already carries for Robin’s death. Flash, Cyborg and Green Lantern are not ready to face somebody as powerful as Steppenwolf and his army of Parademons. Alfred suggests that Bruce try something a little more radical then. Something different. Perhaps a more empathetic approach.
- **Cyborg Comforts Hal:**
- **Rescue Mission:**
- **Gladiator Easter Egg:** While the League rests after a long day of training, Flash will use his super speed to play ping pong with himself until Hal joins him, their friendly banter leading to the two of them challenging each other to a few rounds on *Mortal Kombat*, thanks to Barry building a custom-made adapter that helps him plug his Xbox into the Fortress of Solitude’s computer for power. Cyborg will have assisted Barry in this process, with Jor-El being curious to see what this Earth video game will look like. Jor-El will be disturbed by the gratuitous violence displayed in the game. Seeing how eagerly Barry and Hal respond to the game, Alfred admits to Jor-El that the game is at least a better outlet for mankind’s bloodlust and tells Jor-El that if he’s put aside by *Mortal Kombat*, he would’ve been repulsed to see a gladiator match from Earth’s ancient civilizations. Hal will pipe up that *Gladiator* is another movie on his Top 10 list, and comments that Jor-El actually kind of looks like Maximus from *Gladiator*, to which Jor-El raises an inquisitive eyebrow.

## ACT 3:

- **Greek Pantheon:** Once the plan of attack is settled and the meeting is concluded, Diana will look at each of the Justice Leaguers and say that she is proud to stand alongside warriors, poets and scholars who are just as strong as the gods themselves. She calls Flash “Hermes the Messenger God”, Cyborg “Hephaestus the God of Smiths and Forging”, Batman “Hades the God of the Underworld”, Superman “Zeus the God of the Sky”, and Green Lantern “Momus”. Lantern will get confused and ask who Momus is. Batman will smirk as he explains that Momus was the god of mockery who was banished from Mount Olympus for annoying the rest of the deities. “Is that supposed to be a sign or something?”, asks Hal sarcastically. This unexpected proficiency in Greek folklore will earn Batman a winning smile from Wonder Woman.

- **Martian Manhunter Joins the Fight:** General Swanwick will lead an assault team of Navy SEALs to assist the Justice League in the final battle against Steppenwolf, flying in on an Osprey. But once his whole unit is wiped out and there's no one around to bear witness, Swanwick will shift into his true form and join the Justice League in fighting Steppenwolf as the Martian Manhunter.
- **Batman Becomes a Green Lantern:** After Lantern gets his arm broken from trying to foolishly take on Steppenwolf alone, he valiantly tries to keep on fighting, using his ring to construct a cast around his broken arm. But his injury severely hampers his fighting abilities, and it gets to the point that Green Lantern can't keep on fighting. The rest of the League try to help him out, but he ends up becoming more of a liability and he ultimately retreats behind a pile of rubble to regain some of his strength. The rest of the League struggles to hold their own against the New God without the entire team present to contribute to the fight. Batman will kneel down beside Lantern, examine his arm, and then look at Hal's ring before looking back at him. Lantern picks up on the unspoken request. He looks over at his teammates to see them losing against Steppenwolf and he turns back to Batman. "Will it even work?", he asks. "Only one way to find out", replies Batman. "By the way, it doesn't work off concentration. It's willpower. It's only as strong as the will in your heart", says Hal. "Hmmm...", responds Batman. The Dark Knight takes off Hal's ring and slips it on his own finger, turning him into a Green Lantern (he'll look like the Dawnbreaker version of GL Batman). "Give him Hell, Bruce" says Hal right as Batman begins to hover with the ring's power. With the power of a green ring combined with his strategic style of martial arts, Batman reenters the fight with Steppenwolf, this time being more evenly matched. Bruce becoming a Green Lantern will serve as payoff to the setup that we teased in the beginning with Batman stealing Hal's ring right off his finger.
- **Superman's Return:** After hearing how desperate the battle is going over the intercom, Superman leaves the control room in frustration, with Kelex following him in concern. As he stomps out into the frozen tundra of the Arctic, Superman tells Kelex that desperate times require desperate measures. Against Kelex's advice, Superman pushes himself to fly up past Earth's atmosphere so that he can get closer to the sun and be fully healed right away. Superman struggles to complete this task, and he falls down several times, but he continues to persevere and keeps on trying until he finally manages to get close to the sun and be fully rejuvenated. The muscles in his body swell back up to their full strength until he's ripped once again. Once that's done, Superman will soar back down to the battlefield to assist the Justice League in their stand against Steppenwolf.
- **Resolution:** Superman will approach Flash and ask him to repaint his solar suit back to its original blue and red color scheme since he grew attached to it. The Flash happily agrees, pointing out that he always liked how Superman's red and blue color scheme matched with the color scheme of ambulances, EMTs, and even the American flag, making him the perfect patriot. Superman stops and smiles, admitting that he never thought of it that way but likes the association with being able to help people. When Green Lantern says his goodbyes to the team, he and Bruce will talk about Bruce's potential of becoming an official member of the Green Lantern Corp. (The following

scene will be taken from Green Lantern comic issue number 9). Hal takes off his ring and gives it to Bruce, telling him that he'd be a better guardian than Hal ever could. But Hal warns Batman that becoming an intergalactic policeman means sacrificing your old life and embracing a new one. "You have to pretty much leave everything behind". As Hal says this, Batman puts on the ring and sees illusions of his parents. He longingly reaches out to them, only for the illusions to fade away and disappear before he can touch them. Bruce closes his eyes and remains quiet for a few moments, while Hal watches on intensely. "I don't want to...not yet...thanks anyways", replies Batman quietly as he takes off the ring and hands it back to Hal, who becomes Green Lantern again. "And for the record, I'm glad we met...Hal". Green Lantern grins, "me too, Bruce". He then hovers upwards and takes off into the sky while Batman watches in his traditional brooding fashion. When Batman and Wonder Woman say their goodbyes to Superman, Batman will relinquish command of the Justice League over to Clark. Superman will protest and advocate for Bruce to remain the leader since he helped assemble them, trained them, and led them into battle. He's fought alongside them on the front lines, and that's why they'll respect him more than they ever will respect Clark. Bruce insists that the Justice League doesn't need an intimidating leader who is a beacon of fear, they need an optimistic leader who is a beacon of hope, especially in the troubling times to come. They need someone who, in their darkest nights, will uplift them and save them from their own despair. That's something Bruce can never do. He's too broken and bitter to be a beacon of hope like Superman. Bruce admits that he did lead the team to victory against Steppenwolf, but it wouldn't have been possible if Superman hadn't emotionally supported them the whole way through. Superman finally gives in and smiles as he accepts the leadership role, with Batman promising to remain as the team's strategist and financial supporter. But Superman will point out that it was originally Wonder Woman's idea to assemble the team, and that she's older than all of them and has more experience than Bruce, which he likes to teasingly debate is a technicality, and so Superman decrees that all three of them will have equal authority over the team and serve the group as a trifecta, being a trio of leaders for the Justice League. "A trinity", Wonder Woman will say with a smile, just as Zeus, Poseidon and Hades were in the days of old. Wonder Woman and Batman voice their mutual respect and admiration for one another, but Batman insists that it would never work out, and that they're better off as friends. Wonder Woman agrees and she gives Batman a kiss on the cheek before they each board their respective planes and fly off.

- **Green Lantern's Role:** Hal Jordan in this film will still be in the early years of his Green Lantern career, as he just completed his training before the arrival of the Parademons and he's mostly just been stopping small-time heists and saving cats from trees. He sees Steppenwolf's invasion as his first real mission. This is the chance that he gets to prove himself to the Guardians of Oa. Protecting Earth from an alien invasion is the perfect opportunity Hal needs to prove to the rest of the Corps that he is worthy to be among them.
- During the disastrous climax of act 2, Wonder Woman will find herself in trouble and Batman will disengage from the fight to save her, which ultimately backfires as he leaves himself exposed and he is struck from behind and incapacitated by their enemies.

- **Justice League Roster:** Superman, Batman, Wonder Woman, Flash, Aquaman, Green Lantern and Martian Manhunter. Coincidentally, this makes our roster for the founding heroes of the Justice League the same as the original roster of Leaguers in 1960's *The Brave and the Bold* #28. I know that Zack Snyder was going off the New 52 roster for the founding Justice League members, but I feel like there's so much more untapped potential with characters like Hal Jordan, J'onn J'onzz and Victor Stone that I had to rewrite them in this version of *Justice League*.
- **Casting:**
  - o **Superman = Henry Cavill**
  - o **Batman = Ben Affleck**
  - o **Wonder Woman = Gal Gadot**
  - o **Cyborg = Ray Fisher**
  - o **Flash = Sam Claflin**
  - o **Green Lantern = Armie Hammer/James Marsden/Jared Padalecki**
  - o **Martian Manhunter = Harry Lennix**
- **Theme???:** How do we deal with loss? Or healing from grief can only come from community and not from seclusion. Collaboration is a healthier treatment than isolation. With support, anyone can come back from tragedy. Basically, teamwork will not only help the entire group physically, but it will also help all of them emotionally as well.
- **Remove Aquaman:** Remove Aquaman from the film because with the inclusion of Green Lantern and Martian Manhunter, that leaves us with 8 members in the Justice League. And that's way too many characters to flesh out. There isn't enough screen time to properly give an 8<sup>th</sup> Justice League character justice and Aquaman would ultimately just end up being a background character in this rewrite. I don't want to disservice his character in any way. Not to mention, if you remove Aquaman and Atlantis from the film and substitute them with Green Lantern and the planet Oa, you pretty much have the same exact movie as far as the plot goes. So, Aquaman will get his proper introduction into the DCEU in his standalone film that will be coming out after *Justice League* as part of the saga's expansion. Giving Aquaman his own origin movie really feels like a more appropriate intro for the character anyways.
- **Anti-Life Equation Components:** Some of the components of the Anti-Life Equation that Darkseid needs can come from certain characters. **Cyborg** will have a fraction of the Equation in his head. There's also **Miss Martian**, who's basically created to be a living weapon of mass destruction. A part of the Equation will be in her DNA, so that is why she becomes a target of Darkseid. The final piece of the equation will be the Codex installed in **Superman**.
- **The Galactic Cold War:** After coming to an uneasy truce with New Genesis, Apokolips has not been in open war for some time. Darkseid fully intends to break the truce but is biding his time. The only reason he agreed to the truce was so Apokolips could recover from the centuries-long war with New Genesis. Darkseid wants to regain his full strength and rebuild his numbers so that he can launch an ultimate campaign that will see the universe bending to his will. So, in the meantime, New Genesis and Apokolips have been engaged in a cold war. Never officially engaging one another in open combat, but supporting opposing factions in wars across the galaxy, similar to how the Vietnam War

played a role in America's Cold War with Russia. This is another reason why Darkseid only sends the exiled Steppenwolf to Earth and not any of his other vassals or champions, so that if Steppenwolf were to be caught, Darkseid can publicly disown Steppenwolf as an exiled fugitive from Apokolips and claim that his banished and disgraced nephew acted alone in his attempt to conquer Earth. What the Suicide Squad is to Amanda Waller, Steppenwolf is to Darkseid, as this is part of Steppenwolf's atonement for affiliating himself with the rebels who attempted to usurp Darkseid's throne.