

BLOODSHOT REBORN



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BLOODSHOT WAS THE PERFECT LIVING WEAPON,

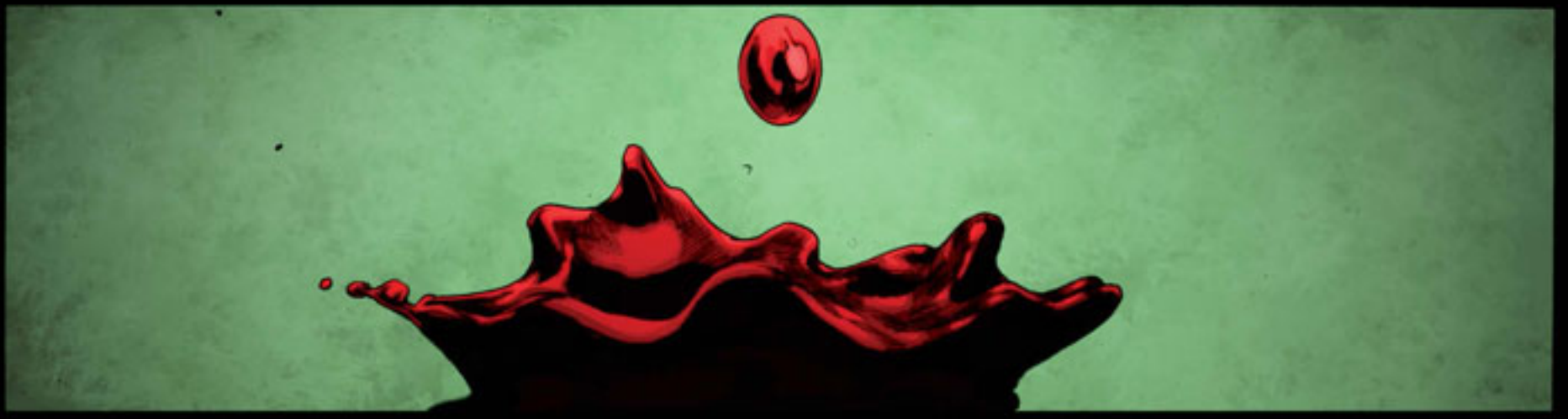
a nearly indestructible killing machine powered by billions of nanites that gave him superhuman powers. Brainwashed and sent on hundreds of brutal black-ops missions by the paramilitary organization Project Rising Spirit, eventually he fought back and freed himself of his programming.

He became a hero, fighting alongside others in the pursuit of good. He fell in love with a woman named Kay McHenry, who believed Bloodshot could be more than his past. Using her powers as a Geomancer, Kay rid Bloodshot of his nanites and made him human again. But soon after, Kay died.

Months passed. The memories of Project Rising Spirit—and Kay—haunt him. Bloodshot disappears from the world, hiding out in a rundown motel in Colorado, working as a handyman and calling himself Ray Garrison. He's content to drown himself in drugs and alcohol to numb the pain... until he hears about a mass shooting carried out by someone who looks just like the old Bloodshot. Wracked by guilt, Bloodshot sets out to stop this new nanite-infused killer, but without his powers and on the verge of a mental breakdown, he may not be ready for what lies on the road ahead...

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WHAT ARE YOU DOING, RAY?



MAKING SURE IT DOESN'T HEAL. MAKING SURE THEY HAVEN'T COME BACK.



THE NANITES? YOU KNOW WHY YOU CAN FEEL THEM, DON'T YOU?

DON'T--

BECAUSE THEY WANT YOU BACK, RAY... YOU BELONG TO THE NANITES.

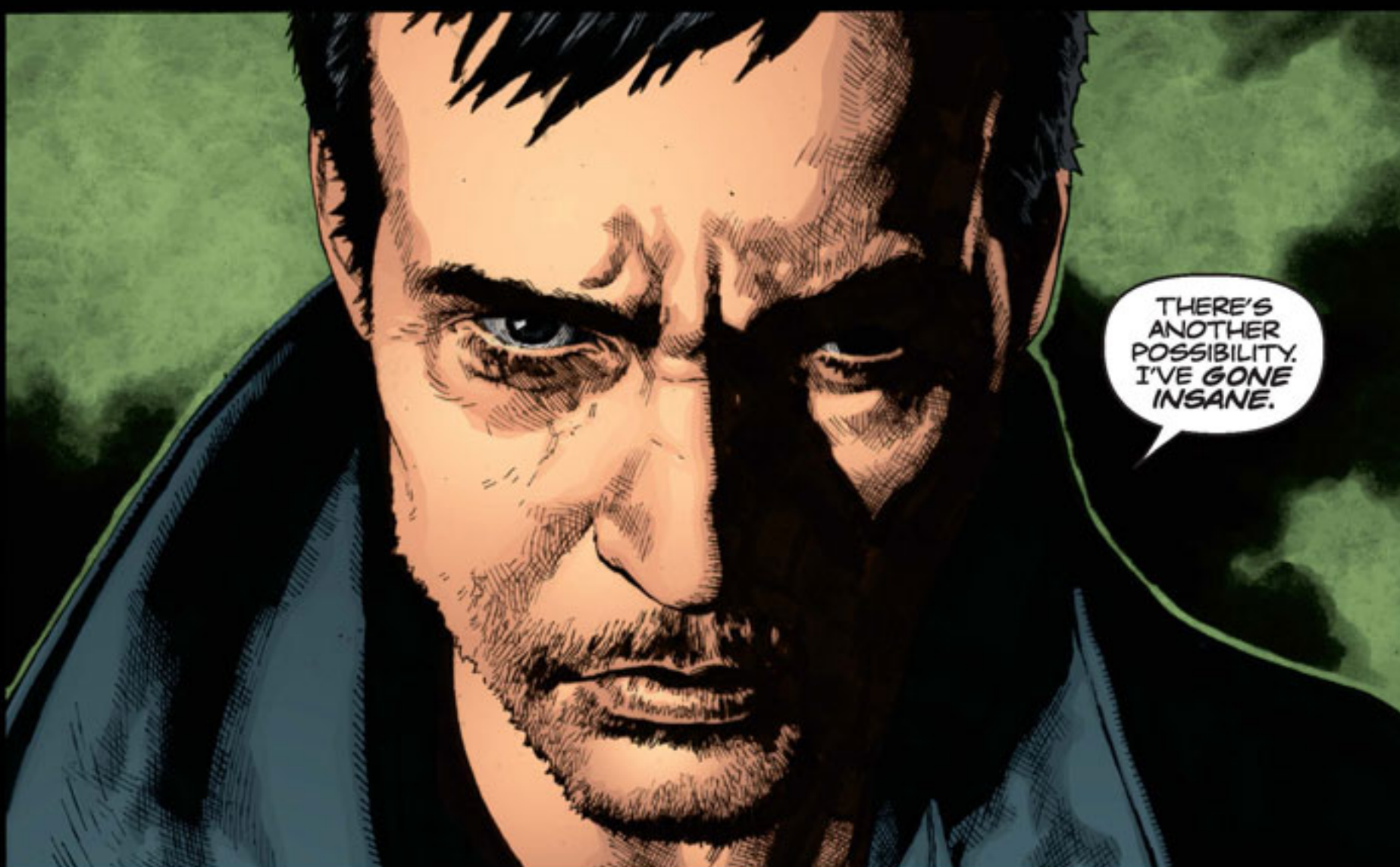


YOU'RE NOT REAL, KAY. YOU HAVE NO IDEA HOW MUCH I WISH YOU WERE. BUT YOU'RE NOT.

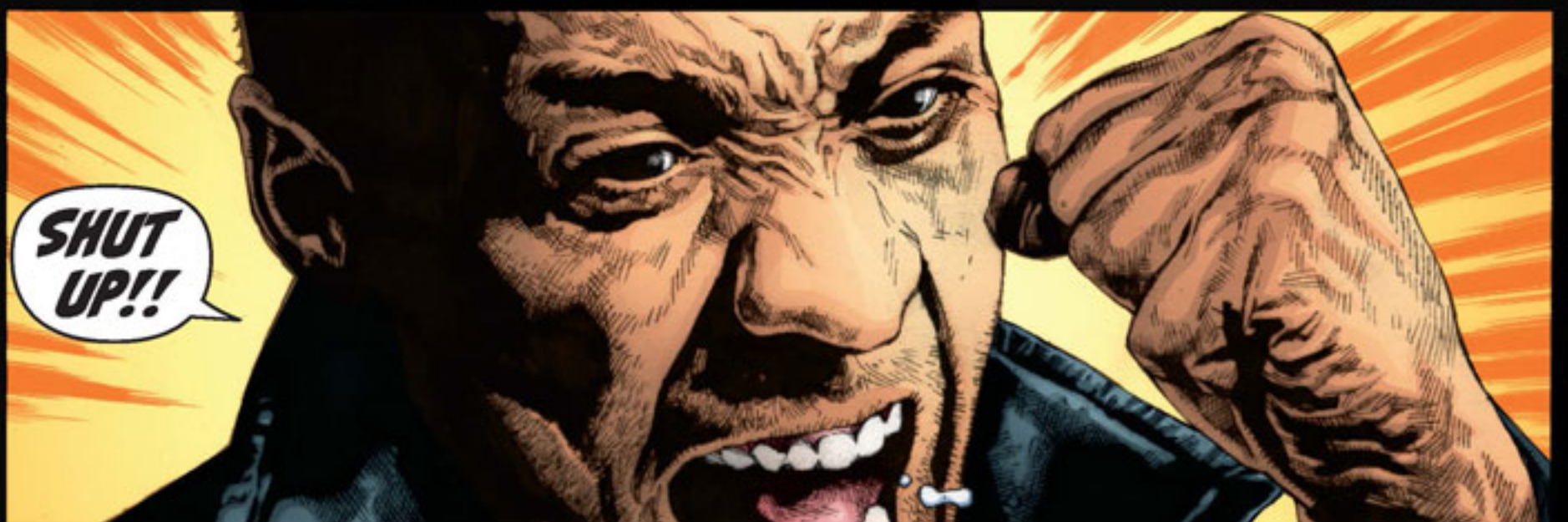
REALLY? WELL, EITHER I'M REAL, OR I'M A MANIFESTATION OF THE NANITES...



...AND IT LOOKS LIKE THAT CAN'T BE THE CASE.



THERE'S ANOTHER POSSIBILITY. I'VE GONE INSANE.





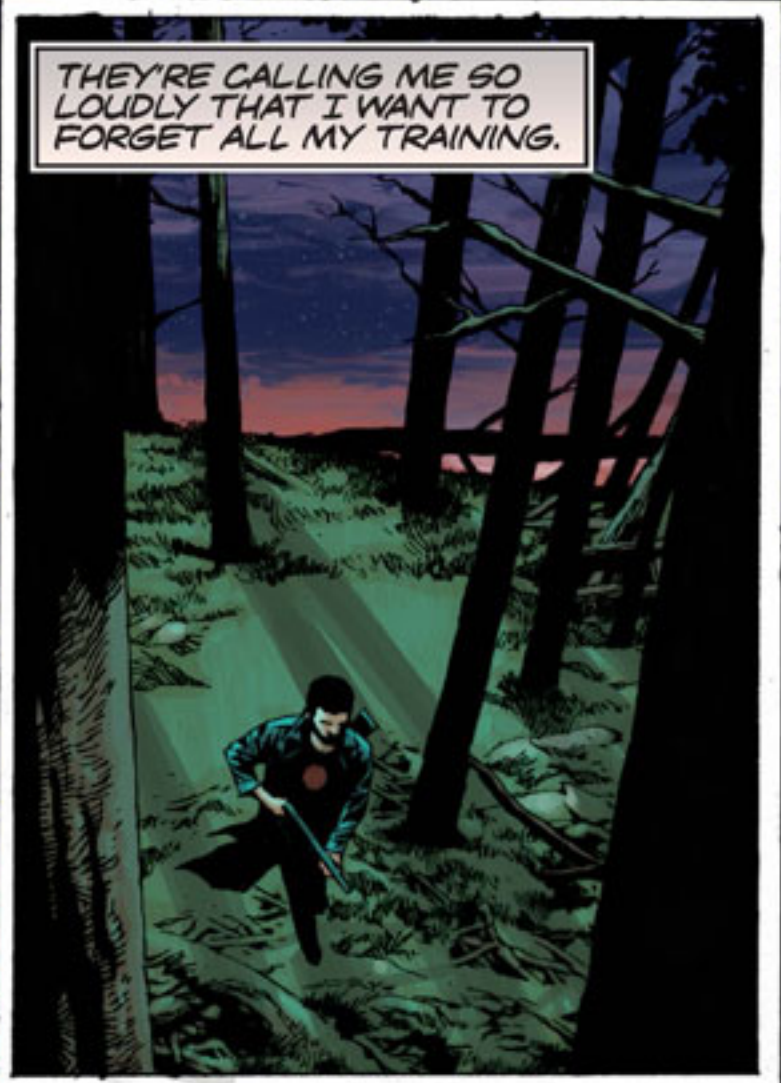
CLOSER.

A QUARTER MILE INTO THE WOODS I FINALLY HEAR THEM AGAIN...

LIKE THEY'RE CALLING ME HOME.



THEY'RE CALLING ME SO LOUDLY THAT I WANT TO FORGET ALL MY TRAINING.



I WANT TO JUST GIVE IN AND RUN RIGHT UP TO THE FRONT DOOR. BUT I DON'T.



I AVOID THE WINDOWS... THE KILL ZONE. I FLANK THE CABIN, CLEAR THE AREA FIRST.





UNGH!