

[Ebook pdf] Justice League Vol. 3: Timeless (Rebirth)

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Bryan Hitch

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Bryan Hitch : Justice League Vol. 3: Timeless (Rebirth) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Justice League Vol. 3: Timeless (Rebirth):

0 of 0 people found the following review helpful. Good viewBy CustomerStory line was weak but the artwork is superb0 of 0 people found the following review helpful. Huge is scope and scale...and exciting, but it's PAST TIME that DC fires Hitch!By KBoticusEven I'm blown away that I'm giving this 4 stars!Story: It starts off with a decent

Independence Day like setup with a moon sized spaceship and a super laser weapon. We get a somewhat decent issue which mostly involves the JL trapped several miles beneath the ground, having taken the full force of the super laser (and still not saving the city it destroys). Once they realize everyone is alive, they start to work on a plan to get out of the cave in, but in the meantime they start sharing with each other. I'm not too happy with Hitch writing Jessica Cruz as STILL being full of fear and saying she doesn't belong on the team. I thought the overall DC narrative with her was past all that. How long do we have to read a Jessica Cruz that is a scared woman who thinks she doesn't deserve her ring?! Maybe she doesn't if she's full of fear. Superman reveals to the rest of the League that Batman probably has contingency plans against the League because his Batman had them as well. This issue really focuses on the League questioning their trust in each other, but of course they find a way to have trust and then come up with a plan to defeat these beings and their huge "death star". Flip the page, and they've already done it and are flying over a cheering crowd in D.C.! WTF?! So...Hitch just completely skips the entire battle and instead ops to just have it be understood that the League successfully implemented their game plan because the ship is leaving the solar system. Such a skippable issue! We move onto the Timeless arc, which just sort of begins all of a sudden. I mean, there's really no setup, it just starts with a temporal wave that separates the League throughout time and space. After we get past the first issue which is REALLY fast paced with getting the arc started, the quality of the narrative improves. I'd have to say that once you get into the Timeless arc, the book continues to improve...steadily. The League is met by Molly, the Keeper who apparently has watched over life on Earth since before man existed. She gives the League devices to hook up to machines that are going to be at various points in history where great power entered the world. The League then allows themselves to be displaced through time so they can destroy these Timeless hubs and prevent their respective events from being erased. Meanwhile, Batman and Superman take on the Timeless in the central command hub. I have to admit, I felt the stakes in this book, and I questioned how the League would even win. I have no idea where the three time travelers came from with their transportable building and their "stones". Must be part of some JL story I haven't read. I was shocked to find out their identities though, and seeing Batman wear a certain suit of armor was pretty cool! The book had a pretty good plot twist toward the end that I really didn't see coming, and the ending is quite sensational, and EPIC in scale! I still have no idea how the JL members made it back to the present timeline. I guess because...reasons. I don't know, it isn't explained how they managed to return. And of course the villain at the end gives the League the ominous warning about Dr. Manhattan. No name, but it's implied and you know what they're talking about if you've been paying attention to Rebirth. Hitch manages to craft a slightly better big stakes story than his past two outings on JL, but he leaves out a lot of detail, and gets things started too fast! He can write big stakes situations, but they are often hollow and his past two outings felt like movies by Michael Bay. If JL vols. 1 and 2 are about Transformers level quality, then I'd say volume 3 is a little better than the live action TMNT movies. Art: I HATE Hitch's art. I just think he's a crappy writer and artist. I've said it before and I'll say it again: DC needs to fire Hitch and never give him work again! Thankfully, all the issues in this book (except for the first one) is pencilled by Fernando Pasarin, and his art is pretty good, one of the saving graces of this book, but I feel that this title ought to have the best artists in the company on it. It should have Ethan van Sciver, or Ivan Reis doing art. Pasarin does a great job in conveying scope and scale! I had no problem understanding how big this story was thanks to the art. I did find Pasarin's art from panel to panel to not be very consistent. It seems like the quality rises and falls with every couple of pages, or sometimes even panel to panel, particularly with the detail in people's faces. But, the art is fine, really. I'm not too impressed by Paquette's variant covers. Overall: This is an improvement from the previous volume. There's actually a story here, even if it's somewhat hollow, but it's better than the action for action's sake like in the previous two volumes. Hitch seems to go straight for the plot driven story where the heroes are reacting to a situation, and there are wonderful plot driven stories out there, but there seems to not really be a whole lot of character development going on here. That first issue was supposed to be the character issue, but the dialogue could have been better, and I felt as though Hitch just sort of hamstrung the whole "Tower of Babel" stuff into the narrative with Superman. Due to the unforeseen plot twists, the constantly improving story, the scope and scale, the exciting pace and narrative progression, and the better than average art, I'm giving this 4 stars. I would like to add that I'm starting to wonder why I'm still buying this mediocre title. But, then again, enough people are buying SJW Marvel books even though they know they're bad before. 0 of 1 people found the following review helpful. Five Stars By Raymond Beasley Book arrived earlier than scheduled great reading thank you

The Rebirth of the Justice League continues in a thrilling, action-packed story that could only come from comics superstar team Bryan Hitch (THE AUTHORITY, The Ultimates) and artists Fernando Pasarin (GREEN LANTERN CORPS) and Matt Ryan (WONDER WOMAN). An army of aliens known as the Timeless has attacked Earth, sending a wave of destruction through history. Only Earth's first line of defense, the Justice League, is powerful enough to stop them. But the League has been split up, scattered through time to key moments of power and if the Timeless succeed in destroying these moments, superheroes will never have existed. From Wonder Woman at the birth of the Olympian gods to Cyborg in the distant 31st century, each Justice League member is fighting alone against overwhelming odds. All except Batman and Superman, who have traveled together to the ends of the time wave to confront its source. With

the very existence of Supermans wife and son at risk, can the worlds greatest heroes save Earths entire history? Or will the Justice League finally run out of time? Collects JUSTICE LEAGUE #14-19.

Every bit as epic and massive in scope as one would expect from DC's premiere superhero teamIGN JUSTICE LEAGUE delivers on its promises, and its a strong sign of whats to come.Comic Book Resources Bryan Hitch knows how to deliver on action.NewsaramaAbout the AuthorBryan Hitch is a comic book artist and writer, best known for his time at both DC Comics and Marvel. Hitch's widescreen action panels and dynamic action sequences have made him one of the most sought-after artists in the industry. In his career, he's worked with some of the most renowned writers in the industry on several groundbreaking titles, including Warren Ellis (The Authority), Mark Waid (JLA), Mark Millar (Fantastic Four and The Ultimates), Ed Brubaker (Captain America) and Brian Michael Bendis (The Age of Ultron).