

(Free download) The Flash Vol. 3: Rogues Reloaded (Rebirth)

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Joshua Williamson

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#16914 in Books 2017-08-01 2017-08-01 Original language: English 10.20 x .20 x 6.70l, #File Name: 140127157X168 pages | File size: 72.Mb

Joshua Williamson : The Flash Vol. 3: Rogues Reloaded (Rebirth) before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Flash Vol. 3: Rogues Reloaded (Rebirth):

0 of 0 people found the following review helpful. DC's most colorful villains try for one last mega heist, and then it's Rogues no more! By KBoticus The Flash takes on the most colorful Rogues gallery in DC Comics! Story: I was very excited to get this book as I had been dying to see the Flash vs. The Rogues since I read the New 52 volume 2: Rogues Revolution. This was the classic team without metahuman powers, and with some of them not having any powers

they're forced to be smarter to take on one of the DC Universe's most powerful heroes. Joshua Williamson writes a great plot seemingly being set up as the Rogues' final stand. I truly thought this was going to be the be all, end all for them. They come up with such a great plan and Williamson really dives into what makes them work so well! Certainly, the Rogues work better than the up and coming wannabe's that are starting their own crime sprees in Central City because of the absence of this criminal team. We get to see what makes some of them tick, and they even question their own code of conduct. I was impressed with the intricacy and scope of the Rogues' plan. By the end of the Rogues Reloaded story we also get a very cool Captain Cold! There's more going on in this book though. We also get Barry and Wally trying to find Daniel West who was transferred out of Iron Heights months ago and they suspect him of being transported to Belle Reve which means only one thing! This book got Flash out of his comfort zone in Central City and he visits some exotic locations including Corto Maltese (in the Reloaded storyline) and Barry and Wally track down Captain Boomerang working an angle for Waller in the Australian Outback regarding a gang that's taken over. There's some good stuff here and I love seeing just about anything involving Flash and Boomerang having to interact! They're a great pair. Toward the end of the book, several pivotal things happen, the last one is mind blowing! We move onto a story about Iris trying to get the story straight on August Heart's speed force victims' bodies disappearing and she puts herself in harm's way to find out that Black Hole is up to no good and stealing the bodies of former speedsters for some diabolical purpose. All is well in the end, and we get to see Iris's inner hero as well. At the end, we don't get to see who is in charge of Black Hole, but we DO get to see who is a prominent agent of this corrupt organization, and it's a mind blower! There's a lot to love about this book. It's a very solid good vs. evil story, and it carves the marble a little more specifically for the Rogues, particularly the Snarts. We also get some good stuff with Flash's supporting cast, and new love interest, Iris. There's also a great setup (I'm guessing) involving one of Barry's greatest enemies who remembers another timeline! Art: Once again, Carmine De Giandomenico returns, and I have to say (once again) that I'm not the biggest fan of his penciling style. BUT, I will say this: Carmine's work here is better than it has been on the title so far, by a noticeable margin. He also draws excellent covers! The other artists here are decent enough to give the book a solid feel on art. I'm actually looking forward to getting future volumes with Howard Porter returning after I don't know how long to do art for Flash! This book is also very vibrant, as it should be. Overall: A great good vs. evil tale with fun characters, more character development for the supporting cast, improved artwork from the main artist and what we have here is a great Flash book! There's some nice surprises, and some intriguing setup for the next volume. It seems that it's not often enough that we get to see Flash take on the combined Rogues, but this will definitely satisfy any Flash or Rogues fan!

0 of 0 people found the following review helpful. Get it if your a fan of The Flash

By Comic Reviewer Pretty decent, its hard to judge Josh's work at times because New 52 Flash's story line made some head scratching plot choices and Josh Williamson has to just roll with them for continuity's sake. One of the better Rebirth runs so far, he has some decent short story arcs and and long term arc's that are fairly interesting.

0 of 0 people found the following review helpful. it is not bad but I don't like it either I think it ...

By Yusuf Kudsi I am still not used to the art style yet, it is not bad but I don't like it either I think it is okey, the story was good I enjoyed it

Its the long-awaited throwdown with the most colorful Rogues Gallery in comics, from the acclaimed creative team of Joshua Williamson and Carmine Di Giandomenico, in THE FLASH VOL. 3: ROGUES RELOADED! Captain Cold. Mirror Master. Golden Glider. Weather Wizard. Heat Wave. Theyre five of Central Citys most wanted. Theyre the Flashs greatest enemies. Theyre the Rogues and theyve gone quiet. Too quiet. The moment the Flash starts investigating their disappearance, their plan clicks into place. Its a deadly cat-and-mouse game that will have the Fastest Man Alive on the run across the globe and close to home. Is the Scarlet Speedster fast enough to stop five diabolical crimes? Even if he is, can he and Wally West Kid Flash survive the secrets they uncover about Wallys father, the Reverse-Flash, and the last man to see him alive? Rogue veteran turned Suicide Squad recruit Captain Boomerang?

Collects THE FLASH #14-20.

Joshua Williamsons writing is on-point. Nerdist

Writer Joshua Williamson makes [THE FLASH] as accessible as possible to new readers. Comic Book Resources plenty of action, emotion, and twists-Newsarama

About the Author Joshua Williamson lives in Portland, Oregon. His career as a comics writer kicked off in 2007, and since then he has done a number of books for Shadowline, Image, Desperado Publishing, Kick Start and DC Comics. He has written the Uncharted limited series, based on the popular, best-selling video game series, Voodoo, and Marvel's Illuminati and Red Skull. He is currently writing THE FLASH for DC Comics.