



Champions, Volume 5: Weird War One

Jim Zub , Sean Izaakse (Illustrations) , Kevin Libranda (Illustrations) , Max Dunbar (Illustrations)

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The Champions' mission in space (in INFINITY COUNTDOWN!) has left its mark, and the team tries to move on. A chance to bring life back to a desolate village might be just what they need - or push them even farther apart... While Ironheart and Amadeus Cho take major steps forward in their super hero journeys, Nova takes a step back. As the team faces a complicated and dangerous threat, Sam Alexander wonders: Is there a future for him with the Champions?

COLLECTING: CHAMPIONS #22-27, Annual #1

Champions, Volume 5: Weird War One Details

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From Reader Review Champions, Volume 5: Weird War One for online ebook

Iris Nevers says

(Read in single issues)

The Champions really ended on a high note. The background on Snowguard made her one of my favorite additions to the Champions. I still feel a little weird about all the additions.

I miss the original line up in the series.

Ellie Scott-Allen says

It's weird and I love it.

Isadora says

(read in single issues: 22-27 + Annual)

fun as usual. i like the new teammates. i dont know how i feel about viv and vision though. it's too much sometimes.

Elessar says

Si la série démarré par Waid était sympathique à lire, elle a vraiment prit son essort essort sous la plume de Jim Zub. C'est franchement plaisant, la dynamique de groupe fonctionne à merveille et cet arc dans le Weirdworld avec son ambiance fantasy était très fun.

Chris Lemmerman says

The Champions battle Man-Thing and gun violence (not at the same time), and take a trip to Weirdworld for a Dungeons & Dragons adventure! Then, Snowguard heads home - but all is not as she left it, and her new Champions buddies aren't around to pull her fat out of the fire.

Champions has really done such a 180 under Jim Zub - it's gone from a series with forgettable characters and barely interesting villains to one of my favourite Marvel books in just a few short issues. The characters actually seem to care about each other, their interactions are so natural and real, and the stories that they're thrown into really seem to have an effect on them going forward.

We open with a short two-part arc that's really just a vehicle for the third arc, but it's a prime example of how well Zub gets these characters - it's all a bit transitory anyway because of what's been happening with

Amadeus in his own series, and both Riri and Nova during the Infinity Countdown mini, so it makes perfect sense that it should feel this way.

Issue 24 is a one-off set just before the rest of this arc, focusing on the subject of school shootings from Miles' perspective. It's as far away from a PSA comic as you can get, and it's handled extremely well. It could have been preachy and unfeeling, but it's the total opposite, and Zub should be proud of this single issue if nothing else.

Finally, the last three issues give everyone a new identity as part of the trip to Weirdworld. This is another perfect example of how well Zub knows what he's doing - even though these characters are going through a different kind of situation with new identities and motivations, they all reflect where they are on their own journeys, so that when all is said and done, they've learned something about themselves whilst swinging swords and throwing magic spells at the same time.

The annual, focusing on Snowguard, is a nice way to spotlight the newest character and really give her some time to shine. She's been a great addition to the team, but it's good to get some one-on-one time inside her head, especially since Zub brings in a co-writer to ensure he captures the Inuit way of life as best he can.

Artwise, we get Sean Isaakse, Kevin Libranda, Max Dunbar, and Marcus To across these issues - they're all fairly new names to Marvel (bar To I suppose, but I always associate him with DC moreso), but they're excellent. Isaakse is the best of the bunch, while Libranda is a little more fast and loose, and Dunbar falls somewhere in the middle.

Champions is, to put it mildly, brilliant. Great art, a writer who knows exactly what he's doing, and a cast of characters that keep you on your toes - this is a teen hero book done right.
