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First Gen 13 Mini-series.

International Operations has begun the Genesis Project. It is a project to locate young people who are shown to be Gen-Active, meaning that they gained their powers from something called the Gen-Factor either through direct exposure or through hereditary genes. Generation 13 (or Gen 13 for short) is the latest batch of young people who quickly learn that International Operations motives are more sinister than they appear. Caitlin Fairchild, Roxy Spaulding, Percival "Eddie" Chang, and Sarah Rainmaker must now band together to escape I.O. and their evil plans.

Collects Gen 13 (1994 1st Series) #1-5. This was the mini-series that first introduced Gen 13 before it turned into a monthly run.

Gen¹³ Details

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Author : Brandon Choi , Jim Lee , J. Scott Campbell

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From Reader Review Gen¹³ for online ebook

Adam Spade says

Common misconception, the story is actually "written" by JIM LEE and BRANDON CHOI.

J SCOTT CAMPBELL is the artist w/ ALEX GARNER's inks, and JOE CHIODO's colors.

The artwork is beautiful, heavily stylized. J Scott Campbell is what I would call a Jim Lee descendent with a whiff of Japan. I'm very much a fan of his work.

The Inks are classy. Colors are top notch for the 90's.

The story is absolute cheese but humorous. I always took it as a spoof on superhero teams, specifically X-MEN. If that wasn't what the team was going for then I'm really sorry, guys! haha

It really is a fun comic though, with classic Stan Lee and Chris Claremont influence, obviously rubbing off on Jim Lee, not to mention everyone else who EVER picked up a comic in those days.

The book definitely seems outdated if you can't appreciate the humor. I'd recommend it to any light hearted person though who can appreciate the 90's.

Fugo Feedback says

Cómo me entretuvo Gen¹³ en estos primeros y descontracturados números, que en su momento leí en revistas de Ediciones Vid (y marco en el tomo español por aproximación, claro). Lástima que cuando se hizo serie regular enseguida le empezaron a meter crossovers y me aburrió. Pero aunque en retrospectiva puedo ver que no era la gran cosa, creo que fue un buen comic para adolescentes de los 90s.

Ivan Leong says

Its a decent book. Only bought it to see Jim Lee's early works, nice drawings. A group of special kids developing special powers and somehow all of them related well with each other. Don't expect much from the plot

Alex says

A lesbian superhero, clothes that barely fit sexy women, quick witty humor and battlescenes: I loved this comic collection when I was a post-pubescent teen, and guilty-ly enough, I still do.

Miss M says

I like the version by Gail Simone better

Daniel Clausen says

What can I say about GEN 13?

I guess it's my guilty little pleasure. I was in high school right around the time this book came out. I loved the idea of Image comics--with its larger than life art and characters. I didn't really dig the MTV vibe so much, but I did appreciate the fact that none of the characters tried to imitate gansters like most of the people I went to high school with. Mostly, I was in love with Cambell's illustrations and the idea of a strong and brilliant female leader to superhero team (Caitland Fairchild). Caitland was also the "strong guy" of the team, which I thought was a bit interesting. The book's campy feel was also a plus.

Now that I find myself reading stuff like The Boys and Watchmen--the anti-hero books--it makes me appreciate just how juvenile my tastes were (and are) but also how great it is to return to the fun stuff.

Jan Geerling says

Jeugdsentiment. Als ik een persoonlijke tijdschapsule van de jaren 90 had moeten samenstellen, dan zaten de eerste Comics van Gen13 erbij. Juist dat het nu zo gedateerd aandoet hoort bij de charme die ook de jaren 90 leuk maakten.

Justin says

Released at a time when new Image titles were literally a dime a dozen, Gen-13 quickly jumped ahead of the pack to become one of the hottest comics around.

Gen-13 (originally titled Gen-X before Marvel's lawyers stepped in) was the first teen hero title in creator Jim Lee's Wildstorm Universe. All Wildstorm titles tie in to the saga of Team 7, an elite military unit who were unwittingly given super powers by government orders. The men of Team 7 were known as Gen-12, and Gen-13 features their offspring.

Like their fathers, the stars of Gen-13 (Fairchild, Freefall, Burnout, Rainmaker, and Grunge) all had their powers activated by a secret government agency. This trade paperback details the team's origins and their escape from government control. Gen-13 isn't too far removed from the early Lee/Kirby X-Men story - 5 teenagers with powers they never asked for, fighting for their lives under the guidance of an older mentor. In this case, the role of Professor Xavier is played by former Team 7 commander Jack Lynch, who I always thought was one of the more interesting Wildstorm characters.

The story may be pretty basic, but the characters are interesting and the dialogue is fresh (at least it was in

1993). The real highlight is the artwork, which was provided by newcomer (and future superstar) J. Scott Campbell. Campbell's dynamic style was bold and exciting, and he could draw stunning female characters like no one else.

Gen-13 became a massive hit for Wildstorm, and it all starts here. This trade paperback collects the entire 5-issue Gen-13 limited series, plus some sketchbook material by Campbell and Lee.

Caoimhin says

Great art; dialogue and narration right out of campy 1960s Stan Lee with an incredible amount of cliched dialogue. Everything is explained and re-explained.

Max Z says

No guilt here *shrugs*.

Eric says

Gen13 was pretty popular in the 90s (I think), but these first five issues haven't aged well. The creators were obviously influenced (in part) by manga, but the storytelling and artwork don't have the sophistication of even a low-level shonen series. I'm guessing the creative team got better over the years. But this first outing is a total mess.

Emily says

A promising beginning that fell short. The team of super humans is not a new concept, but that issue was overcome nicely. It's the execution that was somewhat lacking. The story was all over the place, and I'm still not sure what some of the team members can do or why the teenagers don't have the same trouble the parents had with their powers. And I have no idea where the alien came from or who the kid is--It seems like they're important to the story, but poof! they're gone. Strange.

Phil Keeling says

Oh, for god's sake... Did I use to read this?

I mean, I have positive, Weapon-X style memories of humor and breasts and excellence... But then again that

was the nineties: when I read Wizard Magazine like it was the word of John the Baptist, second edition, and Liefeld taught me that men and women were fifteen feet tall with eleven bendable joints in each leg.

You punks don't know how important Jim Lee was to us: he was the legitimacy that turned Image from a middle finger at Marvel and DC to an honest-to-god enterprise. Without J. Scott Campbell's perverted, big-eyed scrawls, you crotch fruit wouldn't have your precious "The Walking Dead".

Ugh.

I'm sorry: I think I'm trying too hard here to justify this particular aspect of my childhood. Let me get back to the point. Yeah.

So... Gen-13.

That was a thing that happened.

It wasn't bad, really: even reading it again after twenty years, it has its appeal. I mean, you lusted after Fairchild and laughed at Grunge's jokes (they didn't really kick in all that well until the unlimited run) and some of us even patted ourselves on the back for supporting a comic that contained an openly gay character (even if it was the sexy, hold-your-breath-and-let's-experiment-because-this-is-college style gay).

Look, if you're younger or more cause-head inclined, I understand why you hate me for giving this even a single star above one, but it was a different time. All the comics had variant, super-collectible covers, and the girls were eighteen feet tall, and all I wanted was something colorful and exciting to keep my mind off of middle and high school awkwardness.

It wasn't all bad. I mean, I probably wouldn't have discovered the more abstract work of Sam Keith or Jeff Smith if it wasn't for this boner-bait.

Gen-13 was that dweeby, uncomfortable moment in our Nerdling history where our picture books were just unironically and unapologetically stereotypical. Between games of Where In The World Is Carmen Sandiego we used to stare at books like these until the part in our brain that begged us to find a girl with a nice personality was reduced to a withered, dried-out husk.

So, in the age where Meat Loaf was attempting a comeback, I liked this book. And the fact that I'm not particularly proud of that means (to me, at least) that this is the sort of book that Nerd Scholars should pick up in an attempt to better understand how decadent the nineties were to a niche group that hadn't yet achieved some level of mainstream popularity due to people like Judd Apatow and Joss Whedon.

I gave this book five stars in 1995. Let's just take two of those stars away now that it's 2014 and do our best to avoid calling to attention the fact that it's been nearly two decades since Caitlin Fairchild made our pants lurch.

Tammy says

This one has potential to be an interesting series.

