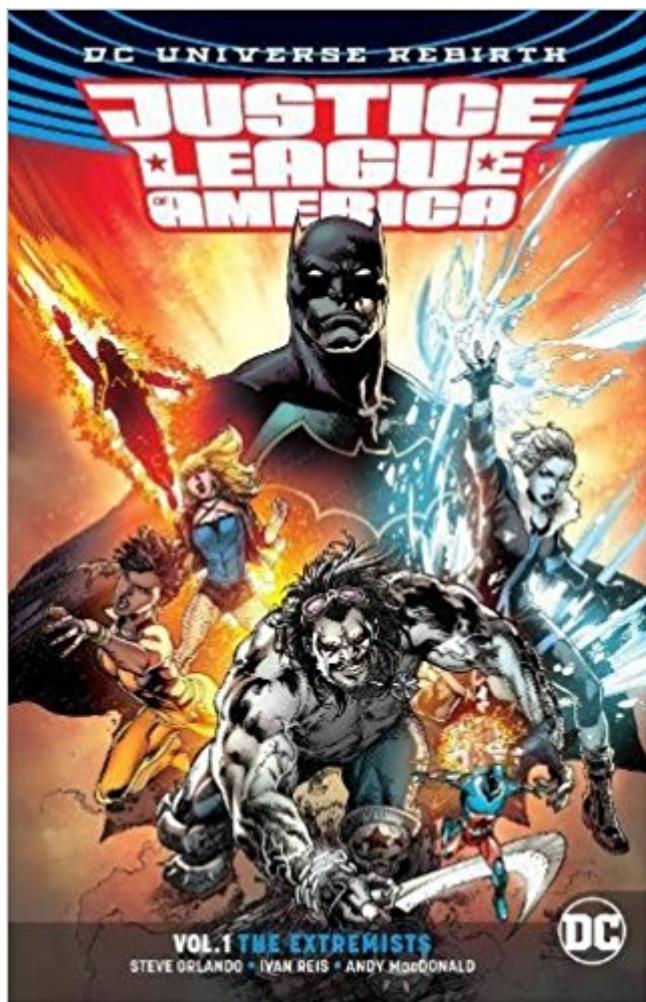


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Justice League Of America Vol. 1: The Extremists (Rebirth)



Synopsis

Written by rising star Steve Orlando (BATMAN, MIDNIGHTER) and illustrated by a league of superstar artists including Ivan Reis (GREEN LANTERN) and Andy MacDonald (DETECTIVE COMICS), this JUSTICE LEAGUE VS. SUICIDE SQUAD spin-off is a JLA for a whole new era--exploding from the pages of the blockbuster DC Rebirth event! The Justice League and the Suicide Squad--the World's Greatest Heroes and its worst--went to war. A team unlike any other rose from the ashes. Batman. Black Canary. Vixen. The Atom. The Ray. Killer Frost. Lobo. Some are heroes, some are villains and some exist in the gray area in between. But the Caped Crusader sees the potential in all of them to show everyday people that their superhuman guardians are just like them: capable of fighting for justice despite their flaws. Batman had better be right, because Earth is about to be invaded by a threat from beyond our universe. The tyrant called Lord Havok and his army of Extremists are out to make the planet safe again--by destroying the free will of all its inhabitants. Can this untested new Justice League help America fend off the Extremists' agenda? And can the Dark Knight contain the Main Man--the living weapon of mass destruction known as Lobo? Discover the answers in JUSTICE LEAGUE OF AMERICA VOL. 1: THE EXTREMISTS! Collects issues #1-6 and JUSTICE LEAGUE OF AMERICA: REBIRTH #1.

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Customer Reviews

A strong effort with good pacing, fun dialogue and beautiful art.Â• Â• Paste

Magazine Â Â Âçâ ¬Â“A classic origin story, but nevertheless feels fresh and accessible for both new and old audiences.Âçâ ¬Â•--Newsarama Â Â Âçâ ¬Â“An excellent start to a brand new era.Âçâ ¬Â• Âçâ ¬â œComicosity

Steve Orlando is a comic book writer who has worked for both DC Comics and Image Comics. Along with his creator-owned series *Undertow* for Image, Orlando is also known for writing *MIDNIGHTER*, *BATMAN: NIGHT OF THE MONSTER MEN*, *SUPERGIRL* and *JUSTICE LEAGUE OF AMERICA* for DC.

Since the original Justice League cheesed off Batman, which isnÂfÂçÃ â ¬Ã â,çt that hard to do, Batman assembles a new team, starting with two hot babes, Black Canary and Killer Frost. Then he adds Lobo, the AtomÂfÂçÃ â ¬Ã â,,çs teaching assistant, and The Ray, not to be confused with some guy named Ray. But wait, thereÂfÂçÃ â ¬Ã â,,çs always room for another hot babe on the team, so he rounds it out with Vixen. The idea is that the world needs a team of heroes who arenÂfÂçÃ â ¬Ã â,çt gods (are there gods in the original JLA? I suppose Wonder Woman comes close, but the rest seem reasonably mortal). A couple of times weÂfÂçÃ â ¬Ã â,,çre told that instead of gods, the world needs a team of humans, so that humans will realize that they too can be heroes ÂfÂçÃ â ¬Ã Â| except that Lobo isnÂfÂçÃ â ¬Ã â,,çt human and everyone but Batman has a superpower, so IÂfÂçÃ â ¬Ã â,,çm not seeing much difference in concept between the old JLA and this new JLA. Sorry Batman, just sayinÂfÂçÃ â ¬Ã â,,ç. Anyway, their first threat is an invasion of angry aliens from Angor, led by Havoc, who think that freedom causes nothing but trouble and intends to take it away from humans. They end up taking over a country in Eastern Europe called Kravia which might just be a good place for angry aliens to stay, but meddlesome Batman wants to start a war by disrespecting KraviaÂfÂçÃ â ¬Ã â,,çs new government. I sort of liked that story (I see it as an allegory of democracies that produce authoritarian rulers) although I never quite bought the motivation of the angry aliens, which has something to do with the destruction of a home planet that is a lot like Kravia. The rest of the story is downhill. An extended fight scene across multiple cities is notable for how much the heroes and villains talk when they should be fighting. ÂfÂçÃ â ¬Ã Â“Let me tell you my life story while you try to kill me.ÂfÂçÃ â ¬Ã Â• The chatting goes on way too long and does little to advance the story. By the end of the story, Batman has Captain AmericaÂfÂçÃ â ¬Ã â,,çs shield -- well maybe not, but he should probably be paying royalties to Captain America -- and all the chatting eventually winds down. Which is good, because fights scenes should not be as ghastly dull as these. Verdict: hung

jury. I like Lobo, primarily because he isn't sanctimonious like the rest of the new League members. The political story is good, but the execution is way too wordy. The art is decent in the early going, but like the story, it degenerates -- in fact, it becomes atrocious -- in later issues. If there is a point to this new JLA, I was unable to fathom it.

Steve Orlando got this series off to a rocky start with a series of 1-shot comics of varying quality and some questionable dialogue. Inconsistency can sometimes be more painful than being plain average. Thankfully, the series gets better. Batman is now the deciding de facto leader. The team plays something like early Justice League International by Giffen and DeMatais but mixed more with the Chuck Dixon era adventure and crime style Batman stories, which is still one of the most underrated eras of Batman history. So, while there's some comedy and oddball characters, the series is solidly focused on action adventures. It's also shockingly the closest to old school Justice League stories where the heroes would pair off to accomplish different goals. It's the opposite of Johns era league or even the current Hitch league where they tend to all hang out in a big group like an Avengers comic. You should never imitate the competition when you have so many long standing rich traditions. Orlando gets this and has managed to combine a bunch of traditions of the series together here. Orlando does bring his own spin to the proceedings. He is saddled with having to use characters from the current Legends of Tomorrow TV show with the Lobo exception, which I think is still an exception, but he does manage to have them do definitely comics level infinite budget shenanigans. Vixen gets giant magic hologram whales to form around her. They fight not just dimension hopping heavy metal mascots in The Extremists but also what I think is a new character who uses imagination created mythological weapons. It's all played straight enough to feel like they're winking at you. Orlando still really knows his way around an action sequences and the illustrators are all mostly up for the job. None of the fight scenes are incomprehensible. It's not all roses. Orlando is still terrible at dialogue. It's maybe dialogue that would work with an actor who could maybe give it some weight or undercut it in a humorous way. Unfortunately, it's there on a the page for all to see. It's interesting how Orlando can be good at plotting, which here he is hitting 80s Claremont levels of fantastic story seeding while still delivering quick stories that have endings, while still being so terrible dialogue. Dialogue is not that much different from plotting. It's there to guide the reader through a narrative like anything else. I think part of the problem is the need to virtue signal still. The previous volume had that issue. Sometimes, the virtue is already apparent. It doesn't need to be rammed in your face. All that said, it's a fun comic. It has forward momentum and sets up just enough hooks to make you want to stick around for the next issue or in my case trade.

Story: Now that Superman and Batman have redeemed Killer Frost they need someplace to put her and Batman has just the place. With the Justice League full of Aliens Batman feels that the people need a group of superheroes that aren't aliens, so he got together Vixen, Black Canary, The Ray, Atom (but not Ray Palmer) Frost who has dropped Killer from her name, and Lobo. (Wait Lobo I thought this was supposed to be humans, whatever.) Finding out how they work together is trial by fire when a multiverse group of powerful beings tries to take over the world to save us from ourselves, by any means necessary. That includes killing anyone who objects to them. JLA decides the best course of action is to rally the people and defeat the Extremist together. Art: The art was nice it had one awesome two page spread. I love how Frost and Vixen were drawn, and even though I don't like Lobo he was drawn pretty well. Review: After first reading it I really liked it but going back to it now I find it a little lacking Justice League vs. Suicide Squad was massive and non-stop and unfortunately JLA did get dry in some spots. I liked the characters (except Lobo) and I like them working together; this was a great idea but finished product it just okay.

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