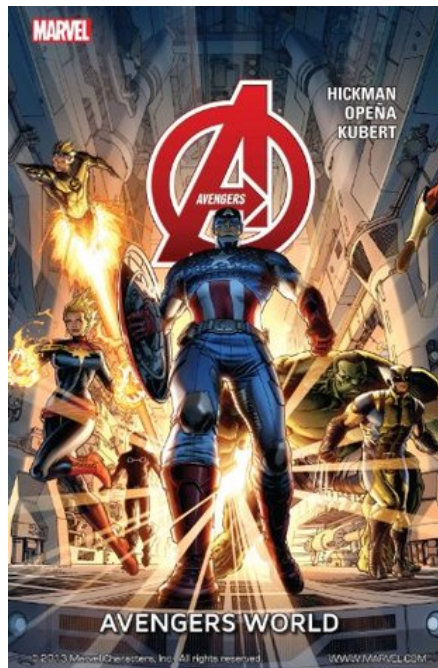




Avengers, Vol. 1: Avengers World

Jonathan Hickman , Jerome Opeña (Illustrator) , Adam Kubert (Illustrator)

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Collects Avengers #1-6. The greatest heroes in comics, together as one expansive, unbeatable team! The Avengers' first mission takes them to Mars, but the secrets of the Garden lead right back to Earth's Savage Land! Plus, the Shi'ar Imperial Guard and Captain Universe races to decipher the code hidden in the Avengers' recent adventures!

Avengers, Vol. 1: Avengers World Details

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From Reader Review Avengers, Vol. 1: Avengers World for online ebook

GrilledCheeseSamurai says

Time to play catch up before Marvel goes all topsy-turvy with their big upcoming *Secret Wars* event.

SUNSPOT!!

This comic has Sunspot in it!

That right there is enough to sell me. I haven't really seen hide nor hair of this guy since waaaaaaay back in the New Mutant days! I am so happy to have him on the team.

Anyways - this is a BIG book. I mean...important things are coming and it's pretty clear that The Avengers is kinda the center of it all.

Hickman is great at BIG. He's also pretty great at BIG and COSMIC.

It's looking like its going to be a fun ride!

Looking forward to getting my superhero on again! :)

Mike says

I love how this kicks off. Hickman and Opena just toss us overboard into a moving river, and we pick up the thread of where things came from by watching the sticks as they float by. They don't leave us completely in the dark for a torturous amount of time, and we still know by the end of one issue what happened, who was involved and what's going to roll next. Yes. Good storytelling indeed.

And it's Serious Adventures kiddies, world-destroying stuff - which is good 'cause that's where Hickman shines. A little humour here and there to keep us from stabbing ourselves in despair, and some great "meeting of the minds" moments to make sure we see how we're standing among the greats. Plus some absolutely gorgeous scenery and moments (like Eden's teleportations) from Opena and his colouring team.

I love seeing such a new mix of heroes from different ends of the Marvel Universe, and for once a team book that DOESN'T introduce and explain everyone to the point of boredom. I've heard of most of these guys and prolly read about them years ago, and the joy of seeing them just show up and pound things is my joy at getting bored with the same old characters and setups.

Who doesn't want a little mystery in their lives?

I think the reason that throwing all these new Avengers into the mix doesn't make this a second-string 90's Avengers book is because we anchor the team with some great heroes, and they lift up the noobs by comparison.

Goddammit Hickman, issue 5 made me cry. Why you gotta do that to me? T'ain't fair, you writing good

stories like that - fucking tight scripting, getting everything we need on the table like that all in one issue. You better start sucking again soon or people are going to expect Big Things from you.

And at the same time, he reminded me of enough of the Shi'ar mythology and characters that I actually find myself giving a shit about some giant battles in space, and why they're happening.

What's going on guys? How do I go from trying to read Nova and having no fucks to give about all that space opera nonsense, to getting sucked into this? Is it the charming Avengers characters? Is it Hickman's taut, near-cryptic scripting - where he's not beating us over the head with encyclopedic history and round-the-table introductions all at once?

This book ends on a great cliffhanger, and I freakin smiled when I turned the last page. Of *course* Hickman would reveal that. As a designer of great graphics, maps and all sorts of visual niceties, that's just such a nice bonus to drop in our laps. This is exactly why I fell in love with Hickman in the first place - he goes and designs motifs, recurring visual elements that unify and connect his stories on a level that no one else in comics does today. I'm a student of the visual and graphic arts - I love to see how it's used well - and when Hickman brings this to his comics and builds a whole mythology on top of them, it gives me chills.

Be haunted by this review and further diatribes at

Kemper says

I enjoyed the stuff with the classic Avengers such as Cap and Iron Man, and I like the idea that there's a core team with a roster of heroes on stand-by who get called out for certain situations. However, once you get past the best known characters the rest of them seem like weak sauce, and half of this was providing background to ones I just don't care about that much. And I still hate the idea of Wolverine being on the team.

The stories and action are OK, but mainly this seems like set-up for future events. If I read an Avengers book I like to see Marvel's top heroes interacting, but there wasn't all that much of it here.

Chelsea says

Initially, I read the first issue of this and quit but I couldn't remember why.

This is a dense book but not in an informative way. It doesn't give you a lot of comic heavy history the way some Civil War books do or a book like Coates' Black Panther series. It's dense in giving us history about galactic Marvel history that's either wholly new or very, very old and Hickman seems very invested in it which is a bummer because I could not care less.

Okay, where to start...

I was definitely not a big fan of the art in this series. It changed minutely over the course of this volume but the lines are just so harsh and unforgiving. It was particularly noticeable on characters like Spider-Woman and Captain Marvel because I've really only seen them drawn by softer artists and their features were so boxy and sharp in this book, they looked like like monsters. I hated the way Tony and Steve were drawn; without the dialogue and story boxes, I wouldn't have recognized them.

I've read Avengers World and I quite enjoyed parts of that series. I hate Hickman's writing here. You're talking about characters that were either invented here or were being reintroduced and he could not have found a duller way to do that. I don't usually like stories like this anywhere: At the beginning of time some creature was created to (insert some grand goal). The story revolves around the main characters trying to stop destiny or fight some all powerful creature. I don't have a problem with the fact that Hickman wanted to tell a story like this. I don't like the way he chose to do it.

90% of story boxes are exposition which is okay, that's usually the case but Hickman tells things in such an overdramatic fashion that every statement was meant to seem epic. I never quite got to the level of tension he was going for and I didn't latch onto any of the characters (introduced?) here.

I did like the lineup of the Avengers team. I liked seeing Tony and Steve come together to create the team. That's about it. There was nothing else enjoyable here and I don't really have any incentive to keep trying.

****minor spoilers****

One thing to note, one character, I forget her name, gets an issue following her life as she take care of her sick grandfather. The art is particularly bad so when she comes back and finds out her grandfather died, it looks like she and her father just sort of shrug like "Oh well, what can ya do?" and I sincerely think it was unintentional but my god, it was unintentionally hilarious.

Cheese says

I've just reread this, now that I know how the reading order works and I must admit I'm glad I did. I understand the subtlety of what Hickman is trying to show the reader, but is a bit confusing with all these different events.

There's a lot of cool new characters and I'm interested to see how all this ties in. I'm going to read the Infinity next. Looking forward to it.

Jesse A says

While I admit I'm not a huge Marvel guy, this was a super confusing start to this series. I have no idea who half The Avengers are.

Aaron says

Ex Nihilo, Abyss, and Aleph are mysterious beings terraforming Mars and firing biological weapons at Earth in the name of rebirth and evolution. The six primary "movie team" Avengers take them on and all of them are captured except for Captain America, who takes the remaining auxiliary Avengers back to Mars for a rematch.

There are some good moments in this collection, which kicks things off as a lead-in to Infinity. It goes from being "good" to "average" for me due to a general lost feeling while reading this. Walking in on the middle of a story is fine, but the context should become clear within a reasonable amount of time. That doesn't

happen here. It feels like I'm expected to know who Ex Nihilo, Abyss, and Aleph are, though this is their first appearance. Captain Universe, Hyperion, and Smasher get origin story issues, though even those feel incomplete somehow. The bad guys' motives are muddled in Ex Nihilo's monologues; he wants to create and evolve and doesn't want to destroy, yet seems to have no problem with doing both. (view spoiler)

Sam Quixote says

I really like Jonathan Hickman's Manhattan Projects and he strikes me as a good ideas guy who puts together really cool designs like logos in his books, but, man, try as I do, I just cannot warm to any of his superhero comics. They're all filled with what seem like big ideas - "gods" creating life, high evolution, solving galaxy-sized problems, looking at the universe as a whole - but reading it is just the blandest, most boring experience.

The comics almost always feature narratives along the lines of creation, space, the universe, and abstract characters like a New Adam or the Mother of the Universe. The first three issues of Avengers World has a trio of World Engineers who've lived for millions (or billions or whatever, it doesn't matter) years creating and destroying worlds and they've now set their sights on Earth to terraform into a new utopia, wiping out humanity. Except they're on Mars which they've turned green with their alien tech and have decided to bombard Earth with organic bombs a la the giant bugs in Starship Troopers.

And then we get to the Avengers who teleport over to Mars to fight these god-like aliens. In what world do characters like Black Widow, Hawkeye, or Falcon stand a chance against these ridiculously powerful creatures? Even Cap, the team leader, really shouldn't make a dent on any of the alien creatures, throwing his shield at them or no. The only ones who could make a difference would be Thor, Hulk, Hyperion - the truly powerful members of the Avengers. It's farcical to believe that every member of the Avengers can make a difference in this scenario - even fan favourites like Spider-man and Wolverine seem useless in this story.

I get that Hickman is "going bigger" with this storyline but his additions to the team lineup render almost all of them useless. I mean, the Mother of the Universe? Why even bother having any other member on the team? Considering her powers are limitless and insanely powerful, it seems wholly pointless having someone like Spider Woman on her side as her contribution is completely diminished.

Hickman's bland storytelling, which involves characters talking abstractly about, what become, boring concepts - we've got to get bigger, we've got to get smarter, etc. over and over - makes for a truly tedious read. After the world-building aliens in the first three issues, the second half is a cobbled-together assortment of random space battles and setting up another Hickman-esque event storyline called The White Event. I'm trying but I really can't connect with his superhero stuff - reading this book makes me feel that he doesn't care at all and that he cares a lot all at the same time. I know, it's really weird.

But honestly, I did not care about anything in this book even for a moment. Big ideas, sure I guess - space adventures, god aliens - but executed so poorly as to render interesting ideas, dull. Once again, Hickman fails to interest with another superhero book. The one time I enjoyed the book was looking at the variant covers gallery and seeing Deadpool dancing gangnam style. If only that had been this book...

Drown Hollum says

Hickman's take on Avengers is exactly what I had hoped for. Much like his critically-acclaimed run on

Fantastic Four, Avengers is a character focused, heady, science-fiction story, with a constant influx of new ideas, paired with new utilizations of classic Marvel motifs. Hickman introduces us to a new cast, with some completely new characters, all brimming with potential. We are immediately given new, incredible concepts to work with, and some great questions, leading us deeper into the series. Much like his FF, this volume tells a handful of small, disconnected stories, which I can only expect will end up tied together neatly at the end of his time on the book. So far, so good, easy title to get pumped about.

On the art side of things, Jerome Opena hangs around for three, glorious issues, providing some of his best work. After those three, Andy Kubert swings in, and does a decent job, considering the high bar set by Opena.

This is not one for the MCU initiates, but a great read for the seasoned comic fan. Be warned though, this is Hickman, and if you're going to start, you're in it for the long haul.

J says

Well... I expected more. Kind of?

The artwork was fine but wasn't exactly anything special. There were a lot of characters I've never heard of before. The only lesser character that I had seen before was Manifold. But the characters seemed at least remotely interesting despite the authors not really giving them any background. Captain Universe seems really interesting actually, despite having such a stupid name for how transcendent and unique that character is (this version of the character at least).

I really didn't get anything from this aside from basic introductions to Manifold, Captain Universe, Shang-chi, Sunspot and Cannonball, Smasher, and Hyperion. And whatever super-event they're building up to hasn't piqued my interest enough to want to continue this series. There are so many characters that it felt like there were like three different stories in this, each getting about two issues. To be honest, I do have a DC preference and haven't read as much Marvel, especially Marvel NOW! aside from the All-New X-Men series by Bendis. So that may have set me back here, but the other reviews are mostly average about this book too.

Anne says

Ok, just did a quick reread, and this makes a bit more sense to me (not much, but a bit). Loved the art, btw!

The whole story is pretty trippy, and the main thing I got out of it is that something BIG is coming. Big enough that The Universe (in the form of a woman) is paying Earth a visit.

Looking forward to seeing where this is all headed...*finally*.

Original review 2014

I recognized like maybe 5 characters in this entire volume. Captain America, Iron Man, Thor, Spiderman, Hulk, and the guy who can walk through time.

Or maybe he teleports? Anyway, something along those lines.

Everyone else was a mystery to me. Now, I'm not sure if it was because they were *new* characters, lesser known characters, or just that I've been out of the Marvel loop for too long.

Whatever the reason, it was hard for me to care too much about what happened to them.

Still, this wasn't a bad book. I liked the art, and I liked (*what I could follow of*) the storyline. There's evidently some big event coming up. White Event?

Don't quote me on that.

Perhaps it will be really cool, but it has the potential to be a total mess, as well. Guess we'll see.

P.S.

Did anyone else geek-out and use that key at the end to translate what the alien/human guy was saying?

I totally took a trip to NerdLand, and sat at my kitchen table with a pencil and a notepad till it was done.

Swear to God.

Imagine the rush of disappointment when it turned out he was repeating his name, and saying things like "Hello".

Then my husband busted me.

I'll never live down the shame...

Scott says

This initially seemed good, or I should say the first half of the book [issues 1-3] kept my interest. In a nutshell, Iron Man and Captain America realize there should be a contingency plan in the event that the starting lineup (here represented by the same team from the 2012 big-screen debut) become incapacitated. So they recruit some A- and B-listers who jump into action and save the day.

The rest of the book is a little confusing and/or boring (the newer characters and what little we are given of backstories are sort of tedious) at times -- not necessarily a solid start for a 'volume 1.'

Sesana says

I have mixed feelings on this one. I'm not sold on the storyline in the first few issues, which makes me less than thrilled about the future White Event. But there are some very good things here. I feel like Hickman has a good handle on the characters, particularly Captain America himself. The issues that he spends mostly exploring the backstory of new (at least, to me) characters Hyperion, Smasher, and Captain Universe are quite good. Though I do have to say, I'm leery of Captain Universe just being way too overpowered to lend any suspense to team missions at all.

This may be shallow of me, but my absolute favorite thing about this book was the visual key at the start of every issue, using logos for each character to indicate who was going to be in that issue. It's very cool looking, and something that Marvel should be considering merchandising.

Crystal Starr Light says

Bullet Review:

After reading THAT, there is only one way to express myself: with pic spam.

Some interesting backstories with a lot of great superheroines (I believe FOUR, at least one of whom is a POC, and NONE of their costumes was ridiculously sexualized), but OMG, I have NO CLUE what the point of all that gibberish was. We have alien gods that rebuild worlds? And then Captain Universe can just WHOOSH in there and save the day? (Though I love how the Captain is a POC woman.) And then there are alien pods investigated by AIM? WHAT IS GOING ON?!

Not sure I want to continue.

Frédéric says

What the hell was that?

The first part (1-3) brutally starts with 3 Gods or whatever intent on razing/creating new life on Earth for some reason. Most Avengers' heavy hitters immediately bite the dust so a bunch of second fiddles come to the rescue before Mother Universe (?) blows the whistle.

I don't know if I missed something in previous issues but if not that's a fucked up way to start a new series. The dialogues are pompous and the narration so barely coherent I had to flip the book back to check if I had missed some pages. I hadn't.

Great art by Opena and White though.

The second part is a bit better. A cosmic "white event" is in the making. Good for them. I don't know how it is related to the first arc but it's at least better constructed than this chaotic introduction.

Actually the subplots centering on three different characters I know by name at best-Hyperion, Smasher and Captain (mother?) Universe- are the most interesting part. They're rather well done and gave me insight on these people I knew nothing about.

Good art by Adam Kubert.

Ps: Am I the only one to think that Captain Universe is a dumb name?
