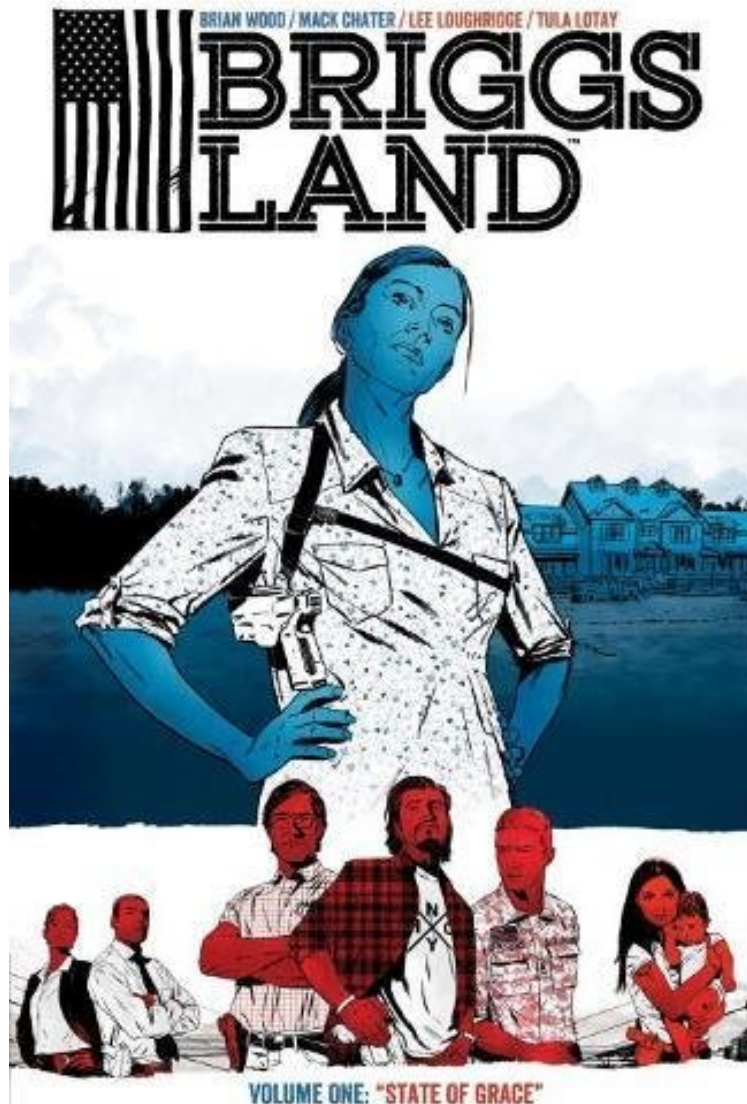


(Pdf free) Briggs Land Volume 1: State of Grace

Briggs Land Volume 1: State of Grace

Brian Wood

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Brian Wood : Briggs Land Volume 1: State of Grace before purchasing it in order to gauge whether or not it would be worth my time, and all praised Briggs Land Volume 1: State of Grace:

0 of 0 people found the following review helpful. a very good story about horrendous people that has a few minor flaws By Frank L. Greenagel II 4.5 stars A very well written series that is wonderfully drawn by Mack Chater. The Briggs are a family that has run a separatist community for a few generations in upstate New York near the Canadian border. The patriarch is in jail and at the very start of this series, his wife, Grace, decides that she is no longer going to

visit him in prison and is taking over the family and community. She has three adult sons, all of whom are dangerous. Social and political issues like immigration, minimum wage, surveillance, debt, firearms and others are discussed. The oldest son is a hard core white supremacist and his views on all of these issues are apparent. He makes for an easy villain, but it would be interesting to see this story without the bigot/racist aspect. It would lead for a more nuanced discussion about sovereign rights, separatists, and government intrusion. Making it more gray would be harder to write, for sure, but it would be that much better. My other criticism is easier to see: these separatists journey off their land constantly and interact with the local communities. They buy goods and services and use US currency. It's a logical flaw in their basic premise, but then again, the separatist/sovereign rights people are clearly off. Still, it would be more interesting for Mr. Wood to write about this group if they never journeyed off the land and avoided communication with the outside world. Again, this would make it harder to write. Grace is the protagonist. She has some admirable qualities: smart, ambitious, hard working, hands on (we see her repair a fence), empathetic (she buys boots for a woman on her land whose husband wouldn't let her wear boots), and willing to change the status quo (but...as long as she is the one in power). To be clear, she married an awful man, raised at least two monstrous sons, and has been a key (if not the key) mover in Briggsland for the last 20 years. I'm hoping that future volumes will discuss the government's desire to move against them while depicting they are hamstrung by legal issues and alt-right public support. That said, a motivated Governor or President could make swift work of them. A question that President Lincoln deftly handled: do separatists have the legal protections afforded to US citizens? I appreciate if you've read this far. These thoughts and criticisms are the result of my reading an interesting book. It's well done and entertaining. It's worth your government-backed money and will deliver it quickly on government built roads. 0 of 0 people found the following review helpful. Great series By Jeff C Morphis My politics and those of the author probably differs quite a bit. That being said, Brian Wood is a hell of a writer. If you put personal politics aside, this is a story about a woman fighting an uphill battle for herself and possibly her family (although some members of the family stand in the way of that.) If you think there are no redeeming values in Grace, regardless of her worldview then you should look deeper. This is a great series and like most of what Wood writes, he has a way of writing from several characters' viewpoints and motivations in a way that grabs your attention. The ONLY reason for not giving it 5 stars is the price of 20 bucks for the kindle version. That's pretty steep. 2 of 2 people found the following review helpful. A Deeply Political Book Featuring Violent, Manipulative Characters By Scott William Foley I've never been disappointed in a Brian Wood book, so when I ran across Briggs Land: State of Grace (Volume 1) on Vine, I knew I had to check it out. I'm so glad I did. The premise is perhaps as relevant as ever in that Briggs Land is a self-proclaimed sovereign nation within the United States. It has existed since the Civil War, and it's been a place anyone can go who wants to live an unfettered life. However, that simple life grew more complex as the years passed, and Briggs Land is now a magnet for extremism, white supremacy, corruption, and domestic abusers. The current patriarch, Jim Briggs, has been incarcerated for years, but that hasn't stopped him from ruling Briggs Land with an iron fist. Yet, his wife, Grace, suspects he means to betray their people, and she can't allow that. Grace, who married Jim as a teenager, takes control of Briggs Land, and virtually no one is happy about it. She must contend with her murderous husband, her conniving grown sons, her treacherous daughters-in-law, her unpredictable citizens, and even the federal government. But trust me, if anyone can bend Briggs Land to her will, it's this woman. Of course, as a graphic novel, I would be remiss to ignore Mack Chater's artwork. Chater's talent is uniquely suited to Briggs Land. It's a little rough, yet incredibly detailed and well rendered. It fits the tone of this book perfectly, as well as the characters themselves. I'm not sure I'd like this style in a Superman book, but this is nothing like a Superman comic. Now that I've experienced the first volume, I can't imagine anyone else drawing this title. It's a perfect match. This is a deeply political book featuring violent, manipulative characters. In fact, I can't say anyone is particularly innocent, especially the protagonist, Grace Briggs. However, Grace does have a sense of justice deep within her, but it's still not apparent how universal that justice is. She is incredibly helpful to some in need, but I'm not convinced her charity is available to all. Though the book may not sound like a must-read, believe me when I say it is a captivating story delivered with excellent pacing. Brian Wood is a master at using story to subtly explore contemporary political and societal issues. I quickly found myself engaged with the characters and utterly drawn into the unfolding plot. I completely recommend Briggs Land.

A critically-acclaimed crime epic set in an American secessionist militia compound mixing politics with complex family issues, from NYT bestselling author of DMZ. Now nominated for an Eisner Award! Grace Briggs is the new head of the Briggs family, the largest and most secretive antigovernment secessionist movement in the United States. For over a hundred years it's been a safe harbor for anyone looking to live a simple, quiet life off the grid, but it has since devolved into a hotbed for white extremists, armed militia, and domestic terrorism. She seeks to take control of the land and her family from the forces of extremism and hate, and return it to its core values. But can she accomplish that before law enforcement finds the evidence it needs to wipe Briggs Land off the map? From New York Times Bestselling author Brian Wood (DMZ, The Massive, Rebels) comes the latest in his critically-acclaimed line of socio-political graphic novels. Artist Mack Chater (Smoke/Ashes) illustrates this gritty and electrifying crime saga that speaks to the troubled, polarized world we live in now. [Briggs Land] "Its smart, vibrant, original and well drawn.

There's nothing like it out there and it's the best thing Wood may ever have done (and that's saying a LOT the man is a genius)." Forces of Geek Brian Wood is writing a Dangerous Story with Briggs Land, and that's the kind of story most worth telling. John Arcudi Given the current political state of the country, this series feels very relevant indeed." - IGN "BRIGGS LAND IS A UNIQUELY AMERICAN CRIME COMIC YOU NEED TO BE READING. NERDIST [Briggs Land is] the Sopranos of secession. GWW

About the Author Brian Wood is the creator/co-creator and writer of numerous comic books and graphic novels, including DMZ, The Massive, Channel Zero, Demo, The Couriers, Northlanders, Rebels, and Briggs Land. He co-wrote the video game screenplay for 1979 Revolution, and has three television projects in active development. His work on company-owned and licensed work includes Star Wars, The X-Men, Conan The Barbarian, and Aliens. In his previous career as a graphic designer, his clients included Rockstar Games, Eidos Interactive, Nerve, and Nike. He is most known for work dealing with near-future world building, but also for historical fiction, sci-fi, and female-friendly YA, all with strong socio-political topics and identity themes. Brian lives in Brooklyn, N.Y. with his family.