

[Ebook free] Civil War: Front Line

Civil War: Front Line

Paul Jenkins

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FRONT LINE
A MARVEL COMICS EVENT

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Paul Jenkins : Civil War: Front Line before purchasing it in order to gage whether or not it would be worth my time, and all praised Civil War: Front Line:

3 of 4 people found the following review helpful. Wasted potentialBy JmaynardI started Front Line after reading the main Civil War event, followed by Civil War: Avengers, Civil War: Fantastic Four and Civil War: Spider-Man tie-in collections. Those were all excellent, and I expected the same here. Unfortunately, I found this one disappointing. There are three main arcs in the book. The first is Embedded which follows two news reporters "on the

ground" throughout the event. One of them, Ben Urich, will show up later in an Embedded storyline for the Siege event. Both reporters start out in opposition to the registration act, but determined to show both sides as equitably as possible. One of the reporters, Sally, just happens to be an alcoholic. I guess this is supposed to help explain how she does a sudden 180 by the end of the story and simultaneously chooses not to publish a ground-breaking story on the truth behind Tony Stark's actions before and during the war. It didn't fit into the character of ANY real reporter and completely ruined the entire storyline - what was the point if not to uncover and reveal the truth? I think this story was meant to show the great sacrifice Tony has made to lead the pre-registration forces. Instead, he came off as even more loathsome. Stark (and Reed Richards) comes off so bad throughout Civil War that I can't imagine how anyone could continue reading his solo series. They're both so brilliant that they are also incredibly stupid. The second arc is The Accused, which follows the fate of Speedball - the only one of the New Warriors to survive the explosion at Stamford. He is hated by the public and SHIELD wants him to register and be their poster boy for why registration is so necessary. His civil rights are consistently and blatantly violated throughout the story, but the story logically progresses for the hero he eventually becomes. I won't spoil it, but I encountered him in later events and now understand who he is. The ending of this made the entire collection worth reading. The third arc is Sleeper Cell wherein Norman Osborn is released from prison to wreak havoc as the Green Goblin. Who is pulling his strings and why was he used to attack the Atlantean delegation? The story was predictable and didn't really add anything to the overall event. The last little bit at the end of the book is a Howard the Duck tie-in with registration. Sprinkled throughout the collection are pages that talk about real historical events (like the US Civil War, WWII, etc.) and how they tore people and families apart. The first couple of these were good, but after that they started to feel like blatant heartstring tugging. Overall, the best part of the entire collection is The Accused and I'm giving all three stars for that. Speedball is an intricate part of the entire Civil War event and his story expands the story in a meaningful way. The rest of the collection felt like filler.

9 of 10 people found the following review helpful. The best of the hardcover Civil War collections

By G. Steirer

Civil War: Front Line (the hardcover edition) collects Civil War: Front Line #1-11 (a multi-story mini-series), Civil War: Choosing Sides, and Civil War: The Return, all originally published in 2006-2007. Production quality is excellent: low-gloss archival paper, white (faux-)leather boards with gray stamps, and bright vibrant colors. Extras are minimal: two pages of variant covers and three pages of pre-colored art. There is no editorial content: no prefaces, no introductions, no background information.

Story-wise, the Front Line mini-series, written by Paul Jenkins, is probably the strongest offering of the various Civil War collections. The lead story, Embedded, describes the efforts of two reporters to discover the truth about the Super-powered Registration Act. The second story, Accused, traces the transformation of Robert Baldwin, arrested for his involvement in an accident that killed 612 civilians, from Speedball to Penance. The two remaining stories, The Program and Sleeper Cell, describe the release of Green Goblin from prison and the politics of a U.S. tussle with Atlantis. All four stories are smart and subtle--each effectively situating small, personal events within larger, national events. Unlike the other Civil War books, in which one side is generally cast as the "bad side," Front Line offers up a more skeptical approach to the question of political allegiance. Unfortunately, Front Line's subtlety is slightly undercut by the almost offensively precious "War Correspondence" series that ends each issue. Here Marvel's fictional Civil War is likened to such various real world events as World War II and the Vietnam War. As for Civil War: Choosing Sides and Civil War: The Return, the first is a collection of vignettes featuring less popular characters (such as Howard the Duck); the second introduces a resurrected Captain Marvel in service to the U.S. government. Both are fine, but offer nothing particularly memorable.

The art, though various in style, is on the whole quite good. Ramon Bachs (penciler for Embedded) in particular draws excellent city-scenes. Steve Liber's slightly darker work on the Accused is moody and evocative. And Roger Langridge's cartoony contribution to Choosing Sides is an unexpected pleasure. The art for War Correspondence, however, is a patchier affair, though some of it (like Kei Kabayashi and Christina Strain's art for the Japanese internment story) is gorgeous.

If you enjoyed Marvel's Civil War, you'll probably love this collection. If you haven't read the former, however, you may have difficulty following the plot. Despite its lack of contextual notes and its multiple story-lines, however, Front Line is the most self-contained of the recently released Civil War hardcovers (which include: Civil War: X-Men, Civil War: Avengers, Civil War: The Underside (Civil War (Marvel)), Civil War: Spider-Man (Civil War (Marvel)), and Civil War: Fantastic Four (Fantastic Four (Graphic Novels))). If you're only going to buy one, this should be it.

1 of 1 people found the following review helpful. great

By WMKzelis

One of my favorite civil war tie ins. Great read from a different perspective. Contains Front Line vol 1 and 2

Reporters Ben Urich and Sally Floyd are determined to uncover the secret truth hidden in the heart of the superhuman Civil War. But to find it, they'll have to brave the front lines of the battle - and that's a very dangerous place to be. Through interviews with heroes, villains, government officials and power players on both sides, Sally and Ben inch ever closer to unraveling the true motivations behind the war - but some secrets should never be brought to light. Plus: Speedball is public enemy No. 1, jailed and blamed for the Stamford disaster that kicked off the war. COLLECTING:

