



Avengers vs. X-Men: X-Men Legacy

Christos Gage (Writer) , Rafa Sandoval (Illustrations) , David Baldeón (Illustrations)

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Avengers She-Hulk, Falcon and Moon Knight are tasked with securing the Jean Grey School — but Rogue and her team of X-Men aren't too happy about it!

Then, as the war between the Avengers and the X-Men rages on, Frenzy's past is revealed — and Rogue confronts hers head-on as she battles Ms. Marvel in a clash that will leave one woman with a changed allegiance!

Plus: Trapped in another world and in the clutches of the terrifying Swarm, Rogue struggles to end a conflict between two alien tribes and stay alive long enough to find a way home! But with the Phoenix poised to raze Earth, will she make it in time? Finally, Rogue is reunited with Magneto — and he's got an offer that will leave her speechless.

Collecting: *X-Men Legacy* 266-275

Avengers vs. X-Men: X-Men Legacy Details

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From Reader Review **Avengers vs. X-Men: X-Men Legacy for online ebook**

Maddsurgeon says

Like that this run focuses mainly on Rogue, who's one of my favorite X-Men. Gage gets her complexity and her charm, and most of the plot seems to fit right into the overarching theme of the big crossover. There's also a great deal of humor, which is always welcome.

What seems awkward and out of place is a few issues where Rogue is sent to another dimension (by the Phoenix-Force-possessed Magik) and has to solve a big crisis there that is fairly predictable, and doesn't have a lot to do with the main story. That seems to be the rule in the AvX stuff I've read, though; the major events are pretty simple and contained, and there seem to be half a billion tie-ins that are loosely correlated.

At any rate, the upshot of this one is that it deals a bit with the Avengers/X-Men conflict but mainly has some great character development for Rogue. I particularly like the last issue, where she teams up with Mimic and uses her power creatively. There have been huge chunks of time where Rogue has been unwilling/unable to use her power, which makes sense given her personality, but it's such a fun comic-book device that it's always a big payoff when a writer really lets loose with her in a big battle sequence.

Adam Stone says

The Avengers Vs. X-Men era ruined most of the mutant and Avenger books for an entire year. The story was convoluted, and unfolded completely out of order in a variety of books. And, as usual, it's not collected well.

This collection features tie-ins from when Rogue and the staff of the Jean Grey school have to figure out which side of the Avengers Vs X-Men Vs Uncanny X-Men Vs New Avengers Vs Themselves fight, then suddenly we're in the middle of the main AVX storyline, and then we're shunted off, along with Rogue for a sidestory that dares to ask the question "What if Rogue starred in Planet Hulk, but it was boring, and didn't have any other developed characters? Or purpose?" And then we're spit out after AvX is over, with absolutely no narrative conclusions to any of the issues from before Rogue was...whatevered.

It's bad editorial, and it's bad writing. The dialogue reads like the outline for a rough draft of fanfiction. I would definitely avoid this, unless you're, like me, a completist; or, unlike me, a fan of the Avengers Vs X-Men era.

Ryan says

I need to review this quick because in about a week I will have forgotten what it was about. Nothing too terribly interesting happens. There are three main parts. The first part is the A Vs. X tie-in. It's actually the best. There are some cool superhero fights and some characters from the Jean Grey School. The second part is terrible. A small child could have written it while playing with toys in the bathtub. There are two alien races that no one could ever care about, and Rogue. They talk and they fight and still no one should care. While reading, I just kept checking the page count until the thing was over. Now the third part is just slightly

better than the first. In this, they feature Rogue and Mimic. I have read all the X-Men comics since Mimic was first introduced and he was never actually given a personality. It's difficult to actually care because he will be forgotten for a couple more years and then inserted into another story where his part could be played by any other third-string character with no personality. And that's it, the series has abruptly ended to make way for Marvel Now stuff.

Christina Kneidel says

This was basically a volume of Rogue storylines, which wasn't a bad thing! I wanted to know more of her backstory since she used to kind of be a "baddie". Trying to read her and Gambit's accents, however, did kind of get old fast. I think the Asgardian characters pull off the whole "different dialect" better. I didn't care for the alien world story within a story, but the scenes with Ms. Marvel were awesome and gave a better look into their rival or comrade status. The scenes with Magneto were cool too, but still creepy because I feel like he's an old man?

Jeff Harris says

This is the X-Men Legacy point-of-view to what was happening during Avengers vs. X-Men. The part that included Rogue's team facing off with She-Hulk, Moon Knight, and Falcon was entertaining enough, and it definitely made sense who was responsible for instigating the actual physical portions of the confrontation. The middle portion of this graphic novel was a solo adventure by Rogue on another planet or in another dimension or something... really, it wasn't all that inspired, and Mike Carey did a much better job, in my opinion, at developing Rogue as a character. There's one issue where Magneto has an intriguing offer for Rogue that's just "eh," and then we have the final issue of the series before it's rebooted as a title about Legion that serves to tie up several loose ends. It's an "okay" story arc, but other than the AvX and closing portions, it's not all that important in the long run.

Fraser Sherman says

2.5 stars. Graphic novels tied in to big events usually flop for me when read out of sequence, post-event. This one is frequently confusing (a lot of events are happening in other books but impacting this one) but as the focus is Rogue's personal arc—her history as a criminal, her present status as a hero—it works reasonably well. However the three issues where Rogue gets sucked into an alien world for sword-and-planet adventures are depressingly generic, and serve purely to pad out the length.

JJ says

Ah Rogue how I love you. So Rogue beats the crap out of the She Hulk. Do you really need another reason to read this? If you don't know what is going on with the whole division of the Phoenix Force or Wolverine and Beast getting pissed then you might be a tad bit lost. This collection jumps around a lot in the second half but is still awesome. Dialogue is a bit basic and you don't get a ton of great wit but maybe that is because Beast is only on two pages and never speaks.

Aaron Swensen says

Most of the book was a miss, except for "Planet Rogue" issues #271-273. It was sort like a Planet Hulk type of situation. Fun read. The AvX issues sucked (#266-270), and the last part of the book, issues #274 & 275 were a nice little wrap up to the series with Rogue as the leader. If I were to collect this, I would only collect #271-273, though the last 2 issue are meant to conclude the happenings in #264 and #265. Issue #270 sets up why Rogue is where she is, but isn't at all necessary to the rest of that story.

Marcus Leong says

Through Rogue's interaction with Ms Marvel, we learn why the Avengers need the X-Men to remain as a target of hate.

*****Dave Hill says**

I dropped out of a lot of X-titles, including Legacy, in the past few years, as they began to resume being soap operas as overwrought as anything Chris Claremont ever did in his later years. As a result, though, I missed this particular run, during the AvX saga, focused on Rogue and her relationship with Ms Marvel. It's overall good character-building stuff, and I enjoyed it quite a bit. Well done.

Shannon Appelcline says

At War (266-267). The lead story is a little annoying for how massively stupid the Avengers are in not realizing they're going to cause problems. However it's a really nice look at Rogue's characters, carried off well through the two issues [7/10].

Frenzy (268). I wasn't too enthused by the start of this issue, but as we got deeper into Joanne's backstory and character as the story went on, I became enthralled. I loved how both Carey and Gage have dealt with Frenzy, and fear she's going to get lost after the Marvel Now reshuffle [8/10].

Rogue & Ms. Marvel (269-270). In this story after the Phoenix Force has settled on Earth, Gage manages to do a great job of showing what a utopia on Earth means to Rogue (and the mutants) and also does a terrific job of showing the interactions between Rogue and Ms. Marvel [7+/10].

Planet Rogue (271-273). I wasn't thrilled with the idea of sending Rogue off to an alternate dimension so near the end of her series (and in the middle of a crossover), but this was nonetheless a good story [7/10].

Finales (274-275). The last two issues do a good job of once more showing off Rogue's progress over the last 80 or so issues of this title. 274 was the best, with its focus on Magneto and Rogue's job as Legacy, but both issues were strong and a good conclusion to the title.

Chris Lemmerman says

This volume of X-Men Legacy starts very strongly, and ends very strongly. It's the middle that lets it down. The first story has the Avengers come to the Jean Grey School and cause trouble, before Rogue gets involved in the conflict in her own special way. It's when she ends up in another dimension that the story drags for three issues in the middle, and becomes a slog to read. The volume ends well however with the final two issues dealing with Rogue's journey coming full circle and her relationship with Magneto finally getting some closure. David Baldeon and Rafa Sandoval provide enjoyable visuals throughout.

Derek says

I have mixed feelings about this volume. Some bits of it were genius, some were pretty derivative and mediocre. I mean, the fight between the Avengers? and then the splitting of the Phoenix spirit into five? Rogue's arbitrator role in the alien fighting between the Vray and those critter like hive-minders? All of it could be... more intense, or less predictable.

Overall, I think the best part of it all was Rogue finally getting her shit together, finally taking steps to gain her own independence, plus it was about time that farce of a relationship with Magneto to come to an end. On the other hand, please, enough Rogue, she doesn't have to be central in all the X-men Legacy stories, I think other characters could take a leading role, who? That's the question isn't it. But still, someone else would do, at least to break the tedium.

Alex Sarll says

Gage is nobody's idea of comics' greatest writer, but he's usually entertaining enough. And even the worst crossovers (one of which this surely was) can generate fun stories out of the focus-grouped limelight, in marginal books such as this. But aside from one rather sweet issue wrapping up Rogue's relationship with Magneto, this is woeful - it opens with some rote hero versus hero smackdowns, before moving on to a Planet Hulk retread laden with creaky subtext.

Mike says

My review will be spotty as I'm reading this interleaved with the rest of the Avengers vs. X-Men event books.

Ah Mr. Gage, it's comforting to see you so consistent. Dialogue is stilted and ham fisted, sounds like nothing people would actually say to each other. Gotta admit though, it's fun seeing level-headed Rogue throw down once in a while A especially with She-Hulk.

The plot here is what you typically get when the mainline event comics don't give these second-class books (that's right, now that Carey has been replaced by Gage, this book has slipped at least one rank if not more) anything crucial to the plot to do. The "get the pacifists engaged" story is absolutely forgettable and a

droning repeat of themes (Rogue afraid of how her powers got the better of her in the past, Frenzy can't control her temper, Gambit is a one-trick bore) done better elsewhere, and a standee of cardboard cutout versions of the Avengers who come to fight them (like fully-realised, longstanding characters like She-Hulk, Falcon and Moon Knight - not even counting Iron Man - don't have any role to play her except as "other" proxies).

When we turn to examining Frenzy's origin and the parallels to African violence, it actually gets so I don't mind Gage's tin ear so much. I think it's masked by the great art in this book by Baldeon, but whatever it takes to prop up Gage's writing I'll welcome.

When we get to the battle/discussion between Rogue and Ms. Marvel (seriously? By now everyone knows about the new costume - why the hell are they still refusing to use it in place of the ass/crotch special?), they lose me entirely. We are **seriously** expected to believe that these two are both zapping each other with death rays and ramming into each other bodily, **and** carrying on a long, pithy conversation? Des anyone even bother to **read** these scripts before they approve them - is the editor under some blackmail scheme with pictures of him frolicking in the sheep-infested fields of New Zealand?

Wait I take back what I said about Baldeon. In the Ms. Marvel issues at least, he can't draw a face or even head to save his life. Ugh-ly.
