



Frostbite

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In the arctic wilderness of post-apocalyptic America, death comes in many forms—but none is worse than the terrifying plague that freezes its victims from the inside out. They call it frostbite, and it is slowly, inexorably infecting the struggling remnants of humanity. Frostbite has no vaccine, no immunity, and no cure.

Until now.

In snowbound Mexico City, Dr. Henry Bonham and his daughter, Victoria, have found the key to destroying the disease. In order to make their theoretical cure a reality, however, they have to travel 2,000 treacherous miles to a secret government installation on Alcatraz Island.

Enter Keaton, captain of the cross-country cargo hauler Icebreaker, and her hard-bitten mercenary crew. They've spent years learning how to survive on the ice, but they've never before gone on a run with such high stakes—or with such determined enemies.

Will these unlikely saviors make it across the frozen wasteland, defeat the relentless forces gunning for their lives, and bring warmth to the world? Or will frostbite continue to consume all life in its icy jaws?

Discover the shocking answers in FROSTBITE. Collects FROSTBITE #1-6.

Frostbite Details

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Author : Joshua Williamson (Writer) , Jason Shawn Alexander (Illustrator)

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Download and Read Free Online Frostbite Joshua Williamson (Writer) , Jason Shawn Alexander (Illustrator)

From Reader Review Frostbite for online ebook

El_Commutador says

Artwise, this book is a 4.5 stars one. The art is powerful and the world building is amazing. Unfortunately, though, the story isn't up to the art, because sometimes it reads like a rehash of other post-apocalyptic stories.

Frédéric says

Plot: 2,5* / Art: 4*

Post-apocalyptic America, colder than hell. If living in a new ice age wasn't enough a contagious disease freezing people from inside out, the Frostbite, slowly spreads. A young doctor might have the cure but she must go to Alcatraz and cross miles of mad-maxian snowy badlands first.

A relatively decent book, considering the thinness of the plot, but nothing to write home about. It mainly holds because of the main character, the others being more simply outlined. Keaton is reasonably hard-ass and doesn't turn into the usual caricature. The guilt she feels makes her relatable enough to care about her. Victoria is nice but basically a package to be transported from point A to B. Boss Burns and his henchman are your average psychos. As for the Snowqueens and Firemen they come straight from any post-ap movie you've ever seen.

Jason Shawn Alexander (art) and Luis NCT (colors) are, on the other hand, more memorable. Alexander's realist style is cleaner and a bit less exaggerated than in Empty Zone, which makes it even better.

Considering most of the action takes place in frozen landscapes, Luis NCT had a coloring challenge. White and blue are logical dominants but he manages to get lively colors anyway, giving the book a nice tone.

So I guess it's going to be hit-or-miss for many readers: If you like the post-apocalyptic genre you'll probably like the refreshing blue settings as opposed to the usual sandy ones. Else, you might find that dropping a few dozen degrees isn't enough to change your views on the topic.

47Time says

The artwork is amazingly gritty, the dialogue sounds good and the story is almost believable. This comic is an easy and enjoyable read, an action-packed story worthy of being made into a movie. The setting is a smart, futuristic post-apocalyptic world that is slowly being destroyed not only by an unbearable cold, but also a deadly disease that has already killed billions. Of course you have the character that is vital to healing the disease, her guardian of somewhat disreputable profession, a powerful, mafia-like organization and even Mad Max-like gangs in the frozen wastes.

More than half a century after an ice age swallows the Earth, frostbite is a much more serious disease that affects people on a molecular level. Keaton and her group of mercenaries are in a pinch and are forced to transport two well-dressed strangers to Alcatraz to be able to leave the city. One of the strangers tried to use the global climate change as a new energy source, but triggered the ice age instead. Keaton kills him before

they leave. With his dying breath he implores Keaton to take care of his daughter Victoria as she is developing a cure for frostbite.

(view spoiler)

L. McCoy says

I just gotta say, I hate winter weather so a world like this one... holy s*** that would suck!

What's it about?

Years into the future, the world is dealing with a new ice age (not on about a cartoon, on about an actual ice age here) and a group of adventurers (the wasteland kind that are desperate and do almost anything for money) get a job trying to get one particular person from Mexico to Alcatraz so she can work on her cure for frostbite, a disease spreading that in simple terms makes people eventually become ice (that's not exactly how it works but that should give you a bit of an idea for the sake of moving on with this review).

Pros:

The story is very interesting. Reminiscent of tales like Mad Max, I'm always a fan of that kind of action adventure in the wasteland!

The art is amazing! I really want to see Jason Shawn Alexander's art in more comics now.

There's a lot of intense action that's almost nonstop throughout the story! Lots of well drawn blood splatter too!

This book isn't predictable.

Williamson does an excellent job with the world building!

The ending is one of those endings where it's a good end for a miniseries but it could definitely get a sequel and it wouldn't seem forced. I like that.

Why not 5 stars?

The characters are bland.

Overall:

Great story that I'd recommend to fans of intense adventures in a bleak world. I wasn't sure if I was going to like it but fortunately, I really did and think that it's definitely worth checking out!

4/5

James DeSantis says

This felt like a typical fun little low budget action/horror movie style.

What's it about? Well people get a disease called Frostbite, which, you guessed it, gives them just that.

However, it's extreme. In terms of what it does to people it can kill them, or does, over time. The more heat that is introduce the quicker it spreads. it's like a zombie story without the zombies. On top of that the two main leads are not friends, but forced to work together, based on some information they both know and secrets they both hide.

Good: The art is stylish and pretty great. I especially like the way it bleeds into the words. I thought the characters, while kind of forgettable, atleast sounded realistic and interesting. The disease itself too was pretty cool.

Bad: The ending was okay at best. Failed to feel like there were major stakes. I also thought the characters, while dialog was solid, didn't seem all that interesting in the end.

This is around a 2.5 but I'ma bump it to a 3 for the art alone.

Namor says

Great plot. Scientists cause an ice age. Survivors adapt but then they contend with a disease that turns you into ice. Ofcourse someone pops up with a cure and needs help to get from A to B. Interesting plot twists are satisfying and there's a cliffhanger that is intriguing. Well done. I deducted one star for the art. It's that dark Sorrentino-ish style. It does look good on the ice. But I like this style only for horror.

Alex Sarll says

Scientists attempting to turn global warming into an energy source instead unleash a new ice age, and along with it a new plague in which people gradually turn to ice. The plague gets called 'frostbite', even though surely in a new ice age you would often be needing to refer to actual frostbite, and so that's going to be frequently and needlessly confusing? Inevitably, there's only one person who knows how to cure it, because that's totally how medical research works, and the only people who can get her where she needs to go are hiding a terrible secret from her, because that's how rote interpersonal tension works in the sort of story this is studiously trying to be. Taken individually, scene by scene, the characters are convincing enough, and mostly act like real people might. And the visuals are absolutely gorgeous, especially once we get something not unlike the big *Fury Road* chase except taking place across frozen rather than desert wastelands. But the overall set-up feels way too much like a pitch for a big film adaptation which, dumb as the science in this may be (and at times it's 'reverse the polarity of the neutron flow' levels of dumb), will somehow contrive to be even dumber.

Relstuart says

I'm a fan of the same author on his book *Birthright* and thought I would check this one out.

The art is solid and set in an alternate future where the world is suffering from a new ice age and a disease called Frostbite that causes people to freeze from the inside out. The story reaches a conclusion of sorts in this volume but it appears there will be more.

Zedsdead says

Los Angeles, 57 years into the New Ice Age. A rough crew of antiheroes must deliver a genius scientist to the safety of the McGuffin Zone so that she can save the world. She is hunted by the minions of a megalomaniacal tycoon, who wants her kidnapped and enslaved.

I'd expected this to be about climate change. And maybe it is in an abstract sense, but the explicit cause of the New Ice Age is science-experiment-gone-awry. So it's about the hubris of man.

The science fiction aspect is feeble. Williamson dreamed up one invention, the "heat pulsar," and uses it to cause the ice age, cause a pandemic, power cities, warm up homeless people, power vehicles, heat buildings, and cure disease. And anytime a work of fiction stridently declares that something was "changed *on a molecular level*" (in Frostbite it's "the way ice works"), I know I'm in for a rough ride.

The characters are far more interesting. The protagonist is a survivor, a murderer, and a woman with a code. Her charge is forced to deal with a friend who murders her father in a fit of vengeful pique. The execution is a bit lacking but the ideas are there.

Lilyn G. | Sci-Fi & Scary says

I loved this. Holy crap. I loved this so much! The cover art of Frostbite caught my attention – reminded me strongly of one of my favorite sci-fi women – and so I grabbed it while I had a coffee at the local Barnes & Noble. I knew I wasn't going to buy it, but I'm a quick enough reader that getting through a volume like this in the time it takes me to drink a cup of coffee is fairly easy. So, even if it was a dud, I was good. It wasn't a dud. It was freaking awesome!

The resemblance to Zoe from Firefly doesn't just end with the outfit and (apparent) race of the main character. Keaton is firm, but kind. She makes a decision and follows through on it. She might regret her actions later, but she does what she feels needs to be done at that moment. This means she succeeds where others fail. It also means a lot of people would gladly see her dead. In comparison, though Victoria is strong in her own right, she seems to pale in comparison. Still, there were moments when I rooted for her as well.

Jason Shawn Alexander did an amazing job here. While I wasn't a huge fan of some of the stuff I've seen from his past, I definitely enjoyed his work in Frostbite. It wasn't amazingly detailed, but everything was communicated, and it was a pleasure to look at. I don't know exactly what was different, but this just felt more 'real' and clean to me. His drawings were only enhanced by colorist Luis Nct's work. Luis didn't use a lot colors, let alone bold ones, and yet he still managed to perfectly set each scene.

While I'm sure the set-up for Frostbite is not unique (I've seen similar scenarios many times in regular novels), I still enjoyed it immensely. I was completely immersed in Frostbite from the first page to the last. There was at least one scene where I muttered a rather crude word under my breath, and another where I remember drawing a quick breath in surprise.

I can't wait for the next volume of Frostbite to come out. I'll definitely be having a coffee and mooching

another read from the local bookstore!

Crystal Starr Light says

Bullet Review:

Zoe from Firefly (come on, the lead totally looks like Gina Torres!) comes across an old man and his daughter who want passage to Alcatraz. They all live in a bizarro dystopian Earth where the next ice age was activated by the Cold Fusion 6, complete with a bizarro new virus, Frostbite. (Don't get confused with the real frostbite; they aren't the same in the least.)

The science in this makes no goddamn sense, but I liked it anyway. I always wanted to know what Zoe did after Serenity - I'm joking, but I did like the character of Keaton. The story is so stereotypical and overdone, but I think what makes it worthwhile is the setting in the cold, the attempt to consider what life would look like in subzero weather (apparently heat is the new currency), and the pet polar bear.

There's a teaser as if this will be a series, which it better not be, because howdafaq they gonna do that?

Perry Gough says

Typical virus in a new ice age kind of sci-fi story. Doesn't really do anything new to me, characters are OK but instantly forgettable. Ending also felt like a cop out and although I brought all the issues the final copy seemed to be a rip off and was more of a prelude summary than a proper ending.

Steve says

Pretty good story set in an unusual dystopian future North America. Looking forward to the next volume.

Paul E. Morph says

This Vertigo title was a nice, little slice of science fiction. While it wasn't especially original (we've seen 'new ice age' scenarios plenty of times before) it had a nice variation on the theme and plenty of action. It was well executed with some very nice artwork. It even had a twist in the final issue that could easily turn this one-off tale into an ongoing series.

Overall, it was nothing groundbreaking but I enjoyed it quite a bit.

Chad says

Basically this is Mad Max set in the snow. Set in a world 50 years after an ice age was triggered by a cold fusion experiment go wrong, our hero must get a scientist back to her lab in Alcatraz. She has a cure for Frostbite, a disease that causes you to freeze from the inside out. Now they must overcome roving marauders and gangsters to develop the cure for mankind. Jason Shawn Alexander's art looks better than ever. He's cleaned it up some, gotten more detailed and less scratchy.
