



Seven Soldiers of Victory, Volume 3

*Grant Morrison (Writer) , Frazer Irving (Artist) , Yanick Paquette (Penciler) , Doug Mahnke (Artist) , Billy Dallas Patton (Artist) , Mick Gray (Inker) , Michael Bair (Inker) , Freddie E. Williams II (Artist) , more...
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The brilliant mind of Grant Morrison (*JLA*, *New X-Men*) is showcased once again as his most groundbreaking and ambitious project yet continues! Independently, each of these characters is featured in a story arc of their own that redefines their purpose in the DCU. But their stories also interweave with the other Soldiers' tales, telling a grander story of a devastating global threat to mankind. Together these reluctant champions must arise and somehow work together to save the world...without ever meeting one another!

Collecting: *Mister Miracle* 1-2, *Zatanna* 4, *Klarion, the Witchboy* 4, *Bulleteer* 1-2, *Frankenstein* 1

Seven Soldiers of Victory, Volume 3 Details

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From Reader Review Seven Soldiers of Victory, Volume 3 for online ebook

Tony Laplume says

Ironically, I think, my favorite act in *Seven Soldiers* is Bulleteer, in a lot of ways the most straightforward storytelling in the whole project, and what best sells the concept. The character, certainly in the chapter that ends this volume, even helps explain it as a kind of follow-up to Grant Morrison's *Doom Patrol*, a series that famously built on the legacy of that team and the condition in which he found it, in ways his *New X-Men* tried perhaps too hard to replicate.

Here, though, using new characters, mostly, he was able to explore legacy and the odd quirks of the superhero community in ways he was able to make fresh again, which was the whole point of the project. Bulleteer, though, looks like a supermodel, so she sort of turned off fans who are self-conscious of their hobby, desperate to justify its legitimacy and therefore keen to reject anything they think outsiders might misinterpret. Which is funny when you think how revered Alan Moore is, the guy who takes misogyny as a kind of selling point in his stories, always claiming "it exists in the *real* world, innit?" as good enough...

So anyway, her debut kind of helps round out this volume. So does Frankenstein's, but I promise he's much more awesome in the next one.

Printable Tire says

This collection certainly spared the best for first... with the exception of a good Klarion storyline, and the adamantly creepy origin of the Buleteer, this part isn't nearly as interesting or entertaining as the earlier parts... Frankenstein, despite having the best artwork, in particular is far too involved in the overall story arch to feel a real character and comes off more as a Dues Ex Machina... the Miracle Man stories, however, are the worst. The art is horrible and the storyline incomprehensible. I suppose I can appreciate Morrison's attempts to show the incomprehensible time flux of a black hole, and I suppose bums really being the guises of the New Gods is interesting, but there is not enough composition or exposition to make any of it at all interesting... this whole part is missing a lot of exposition and insight: interesting topics or personalities are introduced but not enough or nothing is done with them... also by this point the overall plot arch is spinning its wheels. Perhaps this whole thing would have worked better as as the Four soldiers of victory?

Michael says

Overall, I liked it. I was, frankly, somewhat underwhelmed by the experience, as I think I expected more from the individual miniseries than I got. I like how Morrison wove different supporting characters through the various miniseries, but I never quite felt any danger from the Sheeda. It became more an experiment in putting together a puzzle than a fun story.

I thought that the individual series were somewhat mixed - Guardian was terrific, as was Bulleteer. Zatanna - despite being a character I typically loathe - worked well in her story. Mister Miracle was fun, but I felt like it was only vaguely tied to the Seven Soldiers storyline. Klarion wasn't clicking for me - he never seemed to

have much direction, going from the "wow wow wow" excitement of the outside world to... well, whatever he did in the final chapter.

Frankenstein was the series I expected the most from and wound up being the most letdown by. Everyone described it as fun, one-liner-heavy good stuff. I didn't see that. Mahnke drew some great alien landscapes, but it was just Frank showing up somewhere and shooting something, while talking to S.H.A.D.E. I was expecting some more excitement. Shining Knight was solid too. I liked Bianchi's linework and gorgeous shading, but was confused by some of his page layouts.

I guess I enjoyed it, but I felt that most of the miniseries weren't exceptional. They were merely good, with the connections between them being the main "plus" quality of the entire Seven Soldiers super-story.

I didn't feel disappointed by the final issue at all. It was rushed, but I didn't feel that it was necessarily less clear than the rest of the series. Noteworthy: A few Soldiers did meet in the finale! It was fun. I probably need to read it again with the hype and expectations stripped away though. I'm sure that there were themes and connections that I didn't get from the first read anyway.

Adam Šilhan says

Jak mn? p?išly první dv? ?ásti na Morrisonu dost civilní, tak ve t?etí si to vynahrazuje s Mister Miracle. Jeho linka jde hodn? mimo m?.

Joe Sergi says

I have to say I'm usually not smart enough to read Grant Morrison. This series started out linear enough and was actually quite fun.

But, I have absolutely no idea how it ended--I wasn't smart enough and quite frankly, my personal view, is that a mainstream comic book shouldn't require that much work. (that's not saying that I don't like books where each time you read it, you appreciate it more (like Watchman) but my personal feeling is that you should also enjoy the first reading.)

This was originally 30 issues, so I was a little perturbed that after 29 issues of mostly linear stories (except Frankenstein) you end up with a medium breaking existential romp that makes your brain bleed. (I'm also not sure how this fits in with the DCU, Countdown, or Final Crisis. But, since Countdown to Fibal Crisis and Final Crisis don't fit, it's a minor complaint).

Don't get me wrong, Grant Morrison is a genius. I'm smart enough to recognize that, I'm just not smart enough to enjoy his genius.

Jeremiah says

Bulleteer <3

Chris Hansen says

So many great plot points coupled with a heaping helping of WTF moments. This penultimate volume has it all looking to end nicely.

Travis says

More little stories introducing new versions of old DC characters that then build into a giant puzzle of a story.

Klarion reads like a very dark twisted fairy tale and Frankenstien was a brilliant bit of surreal pulp action.

Zatanna is a waste that waters down the character, Bulleteer is an interesting character, but all Grant does is use her to snicker at the 'sexual subtext' of super heroes and go on about how absurd super heroes are.

Way to shoot yourself in the foot, Grant.

The individual stories are hit and miss, about 50% to 50% crap, but it's an interesting experiment and in this day and age any writer willing to try something different (besides seeing how grim and gritty we can make an established hero) is worth my money.

Austin says

The four trade volumes that make up this story were originally put out as a 30 issue series, and in reprinting them the story is presented chronologically, in the order that it's suggested you should read them. But the brilliant thing about Seven Soldiers - and, to an extent, comics in general - is that you don't have to read them that way, and in fact, the series invites you to read the books in almost any order you'd like.

To elaborate: there are 7, four-issue stories that all interlock, and are bookended by a pair of individual comics that kick-start and wrap-up the entire affair. DC is very good at "event" publishing, where different titles all cross-over into a continuous story that, in order to follow, you have to read all the cross-overs. The hope is that they'll gain new readers when a Superman Fan has to buy Wonder Woman to find out what happens, and gets hooked.

However, this story takes the form of event publishing, but instead introduces 8 new, limited-series titles to readers. The interlocking nature of the different series creates a very unique reading experience. While the trades present the series in single, forward-moving narrative, the single-issue presentations offer readers a chance to "dip in" to the series where ever they would like. You could read each mini-series separately; you could read all the first issues, then the second issues, etc. In many ways, it mimics the way fans pick up comics; many get new issues as they are published, but others pick up a few things here and a few things there, and aren't always able to read through things chronologically. In Seven Soldiers, how you read it is up to you.

Seven Soldiers is presented as a microcosm of the DC Universe; all the characters involved exist within the

same world, but this fact doesn't necessarily affect each person individually. Most of the time, you can read Hellblazer and you don't have to read Justice League, but the two stories happen in the same world. Seven Soldiers takes this idea to the nth degree; all seven characters are each inside the same story, only none of them are fully cognizant of how they interconnect. This nuance, in many ways, is a means of amplifying the very essence of comics. The stuff that fans like about the medium as a whole is distilled and brought to the foreground.

If the metatextual elements aren't quite your cup of tea, there is plenty of knock-down, drag-out story to keep you going. All seven of the main characters have self-contained stories, and they all fit a certain type or genre. Looking for someone without powers, but brings the good fight to the streets with strength, courage, and quick-thinking? Check out The Manhattan Guardian. Like sexy bombshell characters in skimpy costumes who then struggle with the perceived role of women in the world of superheroes? You need Bulleteer. Etc., etc. Grant Morrison uses some of these stereotypes and stock characters to offer up something that is familiar, but then manipulates those ideas to serve his own twisted goals.

But if you want to ignore all that hifalutin rigmarole, and just get down to something fun, Seven Soldiers has that, too. It's too easy to get lost in the minutia of comics, and with a series like this (which brings back many B- and C-List characters that have been out-of-circulation for years), it wouldn't be hard to alienate new readers by only offering something that continuity watch-dogs and druggy-minded academics can enjoy. Fortunately, Seven Soldiers focuses on a good story first, with lots of action and twists and turns that make up good storytelling. How much further beyond that you go is entirely up to you.

Sh3lly (grumpybookgrrrl.com) says

The fact that it took me so long to get through this is an indication I didn't like it as much as the previous two. It was still entertaining. It appears Klarion's and Zatanna's stories have wrapped up. Seeing as they were my two favorites, I'm not sure how I feel about that.

I'm just not that interested in Mister Miracle. Meh. It's probably just me.

Bulleteer seems intriguing. We get her origin story and how she becomes a (sort of reluctant) superhero. She has an air of melancholy around her that appeals to me. Of course, the big boobs, tiny waist, curvy hips, round ass should appeal to a certain fan base. ;)

I think Frankenstein is my new favorite.

There was some typical creepy Morrison stuff, like the scene with the Sheeda maggot/worm things latched on to the humans, feeding off them. The Sheeda are parasites and sort of implant negative thoughts in humans and I guess feed off their energy?

The Bulleteer story connects with the Agent investigating the original Seven Soldiers team who were all killed on a mission. I guess the story is kind of coming together, but it's still obscure, which is typical of Morrison's style. :)

Lloyd says

Alright...

Finally, this series comes with a volume that I can really say that I at least liked with no reservations.

Mister Miracle's story develops here with a reality vs. perception motif that I can always get behind. Grant Morrison did enough with the character here to make me want to read New Gods. (No, I'm not converting to a new religion. Jack Kirby's New Gods from the 1970's were the first team that Mister Miracle was a part of.)

The Bulleteer story explores sexual fantasy in a way that uniquely entwines that concept with mortality. I don't know how else to explain it. Read it.

The first chapter of the Frankenstein story brings us to a young boy (not so) affectionately called "Uglyhead". He's a character that we begin to feel sorry for (especially us geeks), but then see that it's absolutely necessary for Frankenstein to show up and put the beat down on.

Bottom line: This third volume (of four) of Seven Soldiers of Victory had more interesting characters, more appealing and intriguing stories and FEELS more like Grant Morrison... There's never anything wrong with that.

Sam Quixote says

Klarion finds trying to warn his people of impending doom is a Chicken Little problem; Zatanna goes very spacey while battling the evil magician Zor and finds out where her father's books of magic are kept; the remaining 3 of the 7 soldiers are introduced. The origin stories of Mr Miracle, Bulleteer, and Frankenstein are given, and all are pretty awesome. Mr Miracle's especially has great art and a great story of inter-dimensional hopping through extreme escapist stunts.

The third volume continues the high quality weirdness of the series as the 7 soldiers are now all introduced and are slowly making their way towards the goal of defeating the evil Faery Queen. Excellent writing from Grant Morrison and equally fantastic artwork all round by all artists, "Seven Soldiers" is an excellent series of minor superheroes doing major things. Great reading for all comics fans.

Joni says

Este tercer tomo cierra algunos arcos y presenta los restantes de los siete personajes. Sigue en la linea de entretenimiento por separado pero en conjunto la motivación y subtrama que liga todo resulta muy difusa. Me hubiese gustado mayor coherencia en la excusa que los enfrenta al mismo enemigo. Lo destacable aparte del arte, variado y de gran calidad, es como cada trama a su manera, se enfrenta a la amenaza latente de los Sheeda. Cada una de las siete lineas tiene su estilo visual y narrativo y es muy loable.

Brandon says

Ok...starting to see how everything is tying together.

Mark H says

Yohzah!
