



Agents of Atlas: Turf Wars

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Disturbing visions plucked from the malignant mind of Norman Osborn lead the intrepid Agents to the darkest depths of the Atlantic Ocean, where Namora must have words with her infamous cousin - the Sub-Mariner! Then, The Agents of Atlas find themselves racing around the world to rescue their leader! Jimmy Woo and M-11 find themselves under the talons of the most terrible power in China...the deadly- and beautiful- JADE CLAW! Plus: the Atomic Age heroes meet the original gamma ray giant and learn the meaning of HULK SMASH!!!

Collecting: *Agents of Atlas* 6-11

Agents of Atlas: Turf Wars Details

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Author : Jeff Parker (Writer) , Carlo Pagulayan , Gabriel Hardman

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From Reader Review Agents of Atlas: Turf Wars for online ebook

Ed Nemo says

An absolutely outstanding book. A lot of action and enough situational humor to keep it fun and away from the boring standard that is non-mainstream comics.

Matt says

Aw, man, this volume's REALLY great. The Namor two-parter is simultaneously thrilling and hilarious, and the concluding arc is just GREAT. I love this series.

Viridian5 says

About a group of butt-kicking, snarky eccentrics affiliated with an organization of unusual (for American Big Two superhero comics) and originally villainous origins, *Agents of Atlas* is quirky and fun. Poor Bruce Banner, though.

Jason says

Parker is crafting a wonderful section of the Marvel Universe with his work on Agents of Atlas. Packed full of action and political chess games Agents of Atlas is a fast paced and wonderful read.

Mike says

Seems a bit short and less self-contained than most of the the Agents of Atlas stories, but I still enjoyed it and a very glad to see the story continuing.

Can't wait to see what's next.

Alan says

This is a nice quirky little adventure series. D-list Marvel heroes take over an evil "empire" and plan to make it a force for good while keeping everyone else thinking that they are evil. Toss in sirens, cameos by Greek gods, a poke in the eye to the old yellow peril trope, and talking gorillas (can;t forget the talking gorillas) and dragon for a fun ride.

Nico says

Wonderfully offbeat characters and plot.

Khairul Hezry says

Well, once again a series that I enjoy reading and collecting is cancelled. Is it me? Or is it because I belong to a minority of comic book readers who read stuff that *don't* include Wolverine and thus we get shafted every frickin' time?

Drew Perron says

Agents of Atlas is one of those series your hipster comic book friends are always talking about, that got only a few issues and was cancelled ten years ago and that barely anyone has heard of, and clearly, like, it's one of the best of all time and if not for the suits and their bullshit would have changed the industry. And, yeah, at the time it was one of the most Fun Comics we were getting, and heralded a post-*Civil War* turn to "maybe let's not have everything be so completely awful all the time". But how does it stack up now?

Short version: It's still good fun, tho not without its flaws.

Turf Wars is the third of the *Agents of Atlas* trade paperbacks. Actually, the collections in question are:

Agents of Atlas (collecting *Agents of Atlas* v1 #1-6)

Agents of Atlas: Dark Reign (collecting *Agents of Atlas* v2 #1-5)

Agents of Atlas: Turf Wars (collecting *Agents of Atlas* v2 #6-11)

Agents of Atlas vs. (collecting *X-Men vs. Agents of Atlas* #1-2 and *Avengers vs. Atlas* #1-4)

Atlas: Return of the Three Dimensional Man (collecting *Atlas* #1-5)

(Sadly, there has not yet been a turn to "not rebooting the numbering of series for a quick sales bump that ultimately confuses and turns away new readers". But we live in hope.)

(Also, "Atlas" already no longer looks like a word.)

So, *Turf Wars* covers the place where *Agents of Atlas* had graduated from being a miniseries and had become a full ongoing... that would shortly get cancelled, do some gimmicky miniseries and re-launch again in the hope of finding a higher readership, not find that readership, and get cancelled again. For a lot of writers, sensing all this on the horizon would make them either give up or narrow their horizons. Jeff Parker, on the other hand, is determined to outrace the clock, cramming as many neat ideas in as he can while he has the chance.

This leads to a couple of story arcs that... Well, on the one hand, they feel a bit abbreviated, with implications that you know they're not going to have time to get around to exploring, and characters whose motivations could stand to be explored more. (There's a big retcon to Atlantean history for the former, along with a throwaway implication that the Uranian's technology is going to allow the Hulk to control his transformations. For the latter, the Jade Claw's characterization in particular is flat, and really needs more

detail as to how she became who she is from who she was.) On the other hand, he really gets those ideas in there - when a scene where a dragon and a genie have a knock-down drag-out slugfest is just a side note to the larger narrative, you know you've got some intense stuff going on.

It's definitely the kind of story that doesn't work unless you're already familiar with the characters, though - you have to have followed from *Agents of Atlas* v1 #1 to this point. And there's a few other flaws - most notably, while *AoA* pulls away from the unnecessary violence of most mid-'00s comics, there's a whole scene with people who have been experimented on in really unpleasant ways.

That said, if you're willing to ride out those problems and dive into a story about superheroes from the 1950s exploring the tropes they're made of in the 21st century, I suggest either digging up the trade paperbacks, or just going straight to Comixology - and having some fun.

Trey says

I like the setup and characters quite a lot, but wasn't feeling the way the plot went down. I can see why it has a devoted fan base, but I can also see why it had a hard time lasting. It doesn't quite have that pulpy punch it should have, but the dialog and general cleverness make it an entertaining read.

Matthew says

Entertaining story that ties up well.

Only a couple of loose ends to hold against the series for ending with them unresolved.

Matthew says

This was my first time reading this series. I've read raves about this one in multiple places, but honestly I see why it was cancelled. It's not bad, but other than having an odd assortment of d-list characters for the team there's nothing really different here. It's an action/adventure/superhero thing through and through. I felt like I was reading the Defenders with a less interesting team. Perhaps the earlier volumes are better, but I doubt I'll bother.
