



DMZ The Deluxe Edition Book One

Brian Wood , Riccardo Burchielli (Illustrations)

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Collecting the first 12 issues of the series about the ultimate embedded war journalist trapped in a most unlikely war zone: the streets of New York City.

In the near future, America's worst nightmare has come true. With military adventurism overseas bogging down the Army and National Guard, the U.S. government mistakenly neglects the very real threat of anti-establishment militias scattered across the 50 states. Like a sleeping giant, Middle America rises up and violently pushes its way to the shining seas, coming to a standstill at the line in the sand -- Manhattan or, as the world now knows it, the DMZ.

Matty Roth, a naïve young man and aspiring photojournalist, lands a dream gig following a veteran war journalist into the heart of the DMZ. Things soon go terribly wrong, and Matty finds himself lost and alone in a world he's only seen on television. There, he is faced with a choice: try to find a way off the island, or make his career with an assignment most journalists would kill for. But can he survive in a war zone long enough to report the truth?

Collects issues #1-12 of the original monthly series.

DMZ The Deluxe Edition Book One Details

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Author : Brian Wood , Riccardo Burchielli (Illustrations)

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From Reader Review DMZ The Deluxe Edition Book One for online ebook

Kris says

Very interesting concept and I'm intrigued to see where this goes.

Undostres says

Tja niet mijn stijl, iets te 'cool'

Logan Young says

Pretty cool, Wood did a solid job of visualizing how a second Civil War would happen and I tend to agree. There is no North vs South here, more like an insurgency of rebellion in the general population.

I like how Wood approaches war as well. He never glorifies it, just shows the gory and disturbing consequences. I also like how neither side is good, it seems a lot more real. The journalist is just concerned with the truth.

My only criticism is more from a technical standpoint. I know you want to show those cool stealth bombers and stuff, but there is NO WAY they would be flying that close to the ground, ever, especially during daylight. They were literally flying less than 500 feet in the air. Those planes are 2 billion dollars a pop, the air force wouldn't open them up to small-arms fire. Sorry, my one complaint because I laughed out loud when I saw it.

Mike says

A very well-thought out world that propels a story that I honestly wasn't sure would have a lot of legs, but Wood has put a lot of effort into exploring a solid if not entirely original "what if" scenario through the eyes of a protagonist who sees it all unfold from a unique perspective. A bit of suspension of disbelief is required in my opinion, since it's a little sketchy how those in the DMZ have cell phone service, TV, and general infrastructure, but everything else shows a lot of promise, and I'm eager to read more.

Adam Spanos says

At its core, DMZ is a war story. It takes place during the second American Civil War; The Free States faction that began as a grassroots movement in the heartland of the United States of America had rapidly grown into a full-fledged insurgency. A militia army of millions of disheartened Americans then made a push eastward toward New York City, the economic heart of the nation; the fact that the United States had

nearly all of its combat troops stationed overseas in the Middle East only served to make it easier for this Insurgency to grow. NYC became ground Zero in this war, as the United States concentrated the bulk of its military forces in and around the city in attempt to halt the Free States advance. A cease-fire was called, and New York City became the DMZ.

If this sounds interesting, check it out. It's well worth your time.

Brendan says

Brian Wood crafted a very unique story here that is ambitious and quite scary at the same time. Vertigo once was the destination for creator driven stories, something that disappeared and landed at Image. This first volume is gritty and constantly shifting gears, you never know where the story will turn to next.

I have recently watched the film Bushwick which is right in the window of plagiarism as it covers quite similar ground, this book is much deeper and covers a grand story arc which is slowly unfolding in the later half of this volume. Our protagonist Matt Roth is in the wrong location at the right time and inherits the position of his mentor after presumably dying at the hands of the militia. Matty is soon going into the field and finds conflicting arguments with what he believes and what is actually happening.

This is going to be a long saga but given Wood's storytelling, this is going to be a series to remember. I'm looking forward to the next volume as this establishes the world successfully and is ripe for expanding into different corners.

Javier Muñoz says

En un futuro próximo aunque indefinido, nos encontramos una segunda guerra civil norteamericana que se libra en distintas ciudades a lo largo del país, en Nueva York el ejército de los estados libres controla Jersey y la zona interior, el ejército de estados unidos controla la zona de Brooklyn, Queens y Long Island, entre medias queda la zona desmilitarizada de la isla de Manhattan.

Para los pocos residentes de la sitiada isla de Manhattan, un alto el fuego es un pobre consuelo si vemos la realidad de la zona de guerra en la que viven: saqueadores, bandas ambulantes de milicias de barrio, insurgentes, terroristas, asesinos a sueldo... este es el día a día en la ciudad

Matty Roth, reportero gráfico, es contratado por Liberty News como fotógrafo acompañante de Victor Ferguson, un famoso periodista para hacer un reportaje en la isla de Manhattan. Al bajar del helicóptero son atacados por francotiradores y Matty es abandonado en tierra, tras lo cual el helicóptero es abatido, así queda Matty sólo con su equipamiento en mitad de la zona desmilitarizada, rodeado de peligros pero también con una oportunidad única, es el único periodista vivo dentro de la DMZ, el único que puede contar la verdad sobre la situación en la ciudad.

Wood y Burchielli nos muestran una ciudad casi viva y representan un conflicto armado cruento en un escenario único, mientras retratan a las distintas facciones y a aquellos que simplemente quieren seguir viviendo en su ciudad, los que no quisieron dejar su hogar o aquellos que vieron una oportunidad de medrar

en el conflicto.

El dibujo quizás no sea de sobresaliente, pero es muy adecuado para lo que se representa, destaca la representación de los escenarios callejeros, los edificios, los grafittis y la iconografía a lo largo de toda la obra, las portadas, realizadas por el propio Brian Wood son excelentes y dan un aire único a la serie

Aildiin says

Probably the best comic by Brian Wood that I have read so far (his Northlanders is ok but very unequal).

Tanvir Muntasim says

What would happen if there is a secessionist movement in US leading to a civil war, and New York is right in the middle of it as a contested zone? Fascinating speculative graphic novel extrapolating how the US war tactics would be in such a case. Gripping read, especially as a journalist is the protagonist caught in the middle.

The Stumps says

Interesting story. It hasn't really "caught" me yet, but I'll give it another book.

MK King says

Dystopian civil war series. I've been on a deep exploration of all things dystopian, cyberpunk, post apocalyptic in pop culture since my dad died last year. I've been a punk for over 30 years but when my dad got sick I started looking for hope in the pain of lyricists, artists, poets, and writers. Countless nights listening to Swedish and American death metal, Norwegian black metal, thrash. Reading Carnac McCarthy The Road. Watching The Walking Dead. Reading Y: The last man, Transmetropolitan, Tokyo Ghost, Invisible Republic. Of course I had my standby Discharge, Final Conflict, Crucifix, Tragedy, His Hero is Gone records but now there emerges DMZ. Deeply moving and oh so prophetic considering the current political and moral turmoil of America. Is this a work of future realism. Is America headed for civil war in a post 9-11 dystopia. This book made me really question a scenario that I never thought possible during my life. US Civil War 2

Keith says

Interesting concept, follows along the lines of some of Brian Wood's other work. Especially interesting with the state of US politics today. Great gritty art.

Paolo Zanella says

Whoa, this comic is really well done. The art is not top-notch glitter and lens flares, but it really suits well the story narrated.

One of an armed conflict **inside** the US, fought over the ruins of Manhattan. This is the story of and embedded journalist and the survivors caught in the cross-fire.

It is the struggle of the average man against *those who take decisions*, the ones with the biggest guns. An incredibly asymmetrical clash over reality itself: the ones deploying weapons are also the ones controlling the information, and each faction spin a different and simplified tale for the masses living the war only through a TV screen. Meanwhile, innocents (Insurgents) die (get terminated) while just trying to cross the road (attempting a suicide bombing).

This is really a gem. I will surely keep reading it.

Brad T. says

Really enjoyed the grittiness of it.

Brian Walter says

This is for the entire 72 issue series...

Oh man.. What a Breaking Bad moment today as I realized I was closing in on the end of the series. I had to know how things panned out and what was to come of Matty, Zee, Delgado... And Wilson... But then it hit me that when I was done I was done (as should be the case, no sequels, prequels, sidequals, overquals, anything to squeeze out another dime...) I know when it would be over I'd miss the rush and danger of post second civil war NYC. Yet at the same time hope springs eternal, right??

This series would be nothing without the details and personal touches of Brian Woods writing and award winning art of Riccardo Burchielli. Some scenes took me aback, seeing the Woolworth building bombed and MSG roofless, but as a native NYer it made it all so much more real.

One can only imagine how these stories lines would play out in "real life" but Wood tackled them realistically, and gave the characters such life that you were heart broken when Matty let you down though you still cared enough to care through his struggles. I appreciated the side stories and the issue or two excursions were a good relief that didn't get you too distracted from the story line.

Again though, Burchiellis artwork kept you rivited through out. Often I marveled at his city scapes, knowing the exact spot where he took his inspiration from, even though things (thankfully) don't currently look that bleak.

The ending I think was a fitting one, the story was told, deeds were payed for and the chapter was closed. As in the words of The Delgado Nation.. **LONG LIVE THE DMZ!!!**

