



NextWave: Agents of H.A.T.E., Volume 2: I Kick Your Face

Warren Ellis (Writer) , Stuart Immonen (Illustrations) , Wade Von Grawbadger (Inker) , Dave McCaig (Colourist)

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What? You haven't been reading NextWave: Agents of H.A.T.E.? HAVE YOU LOST YOUR MIND? Here's a quick rundown of what you missed:

SuperheroesfightingexplosionsexAvengersFinFangFoomgiantflyingsubmarinemonstrositiesformerX-Forceba beexplosionskickingMachineManpunchinggiantevilcoprobotshotEnglishchicksecretterroristorganizationsEXPLOSIONS! Whew! And that's only the beginning! But don't worry! It's never too late to join the party! First up, the NextWave Squad faces an army of Mindless Ones!!! Yes, insanely powerful stone men without faces! You cannot miss it!

Collecting: *NextWave: Agents of H.A.T.E.* 7-12

NextWave: Agents of H.A.T.E., Volume 2: I Kick Your Face Details

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Author : Warren Ellis (Writer) , Stuart Immonen (Illustrations) , Wade Von Grawbadger (Inker) , Dave McCaig (Colourist)

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From Reader Review NextWave: Agents of H.A.T.E., Volume 2: I Kick Your Face for online ebook

Christopher says

Nextwave Vol. 2: I Kick Your Face: Agents of H.A.T.E.: I Kick Your Face v. 2 cleverly spins things onto it's head as the team encounter their Dinosaur Nemesis and have to defeat him in there usual wack out social commentary style that really captures the feeling of adventure that we have come to expect! :D

The art style throughout is crisp and sharp with the hilarity and slapstick of the script being neatly displayed! :D The art really backs up the script brilliantly and makes a seamless flowing between all action and high jinks! :D

Nextwave Vol. 2: I Kick Your Face: Agents of H.A.T.E.: I Kick Your Face v. 2 is a great adventure full of humour, Epic antics and is action packed! :D Highly Recommended! :D

Gregory Gay says

"First, I'm gonna kill whoever's in there, then I'm gonna ***** them, then I'm going to make a joke, then I'm gonna ***** them again. I'm gonna be a super hero."

Yeah, that's about all you need to know about Nextwave.

Jace says

I wanted to like this book. I really did. I had heard good things about it from acquaintances. And there's been some critical buzz I suppose. But in the end I just didn't enjoy it very much.

I understand this book is supposed to be funny. It's certainly not a traditional comic. But the entire series boils down to this: the heroes blow stuff up and fight through panel after panel of goofy monsters while making snide wisecracks. Sometimes it's funny, yes. But ultimately, it just feels so inconsequential to the point of being disposable.

I tried to look at this book as a sitcom where the characters just happen to be superheroes. To me it feels like what the writers were aiming for. But it's just not funny or interesting enough to hold my interest. The characters are also incredibly flat. There's really nothing very interesting about them. The Captain is a foul-mouth drunk. Tabby is a dumb blonde Hick. Monica is a bossy know-it-all. Don't worry if you don't catch on immediately, because the reader is presented with these facts over and over again for 12 issues. It gets old.

Maybe this book was meant as a satire on the sorry state of comic books today. But if so, it got lost on its way and fell into the same traps that it set out to parody. For instance, one issue is comprised entirely of dialog-free splash panel fight scenes. Yes, it's funny commentary on how annoying splash pages are...until you realize you just paid \$3 for a book of nothing but splash pages. [Thankfully I got this from the library and didn't actually have to pay anything.:]

Sure, there were funny parts. I laughed a little. But rather than take the opportunity to make a funny book that actually contributes something to the medium, this book was ultimately disposable. #@\$*!

Virginia says

12/23/15: Still amusing but missing the whimsy and "something." The ending was abrupt and odd. But the fights and extra 6 covers were hilarious.

12/28/10: Not nearly as funny as the first volume (but then, what could be?) but still an enjoyably ridiculous ride.

Colin says

Just hilarious! This series is already a 'kick in the face' to the stale superhero genre, and these are so sarcastically, fantastically over the top it's fun to reread them looking for the funny bits you missed. From a covert pilfering of Captain America's urine to a fight scene splash page featuring an epic battle with half naked ninja, blue pirates whose peg legs shoot lasers, tiny Iron-Man mask wearing leather bar wrestlers and huge floating Elvis heads shooting cheeseburgers, there isn't a boring or unfunny page in this book.

47Time says

HATE rents creatures called Mindless Ones from another dimension and sets them to attack a town. The Nextwave Squad intervenes, but quickly finds that the town is a trap set up by the SILENT organization, the ones they have been fighting since leaving HATE. They get attacked by a mockery of supervillains. Unfortunately, one of them has a power that sends the squad on a mental trip that immobilizes them. Tabitha is strangely unaffected and rescues the squad, who decide to pull out all the stops and destroy SILENT for good.

The Nextwave Squad attacks the SILENT headquarters on State 51, an invisible flying carrier. They crashland after an attack from the HATE main ship. Several teams of enemies attack them in waves, one more ridiculous than the next, but no less deadly. (view spoiler)

J.G. Keely says

Most of the time, comics do not benefit from deep and patient consideration. The vast majority owe their popularity to a world of powerless men trapped in a work-a-day world that provides them little pride and less edification. Readers of history often fantasize about living in another age, readers of travelogues imagine impossibly pricey vacations, and fans of Romance want an 'unbound pillar of desire', which I think is a piece by Rodin.

Likewise, many comic readers have been happy for little more than sexy, fast-paced excitement. This demand has been met by a bevy of innumerable authors over the years, but usually with the same old band of

familiar heroes. This preponderance has led to a wealth of stories and histories for each character, often contradictory ones. However, none of that mattered until some of the more leisure-gifted fans tried to make sense of it.

The ever-blossoming result of these hundred thousand monkeys can be at turns humbling, nonsensical, horrifying, and depressing. If you are the sort who teases tigers at the zoo, then perhaps you'll enjoy the effect of whispering the word 'continuity' amongst a band of the faithful. You'll have to be careful, of course, as breathing the word at ComicCon is liable to end in broken marriages, sundered friendships, oceans of tears, and rivers of blood.

It was not always so dire. Alan Moore carelessly sauntered over from England and after writing two or three things, made it okay to take comic books seriously. His dangerous artistry spawned a generation of new writers, who all, to one degree or another, have come to consider comics to be Art.

These writers have been trying to 'fix' continuity since about when I was born. They write year-long series called "Secret Countdown to Final Infinite Earth Civil War Crisis: Zombie Zero Hour", just so you know that they mean business and once they're done, you can finally get along with the escapist power fantasies in peace.

Warren Ellis is one of those literary writer guys inspired by Moore to use things like 'tropes' and 'metaphors' in his 'tales of existential exploration'. It's all quite serious. In this particular philosophical exegesis, Ellis takes on a common theme of artsy writers, namely: what would the lives of superheroes really be like, if they were real people.

He chooses a group of heroes to represent, each chosen for being forgotten and mishandled by the 'continuity gestapo'. He then imagines what it would be like to live in a world where giant dragons in purple underwear threaten the peace of the world on a daily basis. His exploration (exploitation?) of the contradictions inherent to heroism in a world where battles often level cities is particularly poignant.

Like Watchmen, Nextwave holds a wink and a nod up to the genre, stomping thoughtlessly on the already blurry line between the ideals of right and wrong, the point of inescapable gray where the serious cannot escape the ludicrous, and the ludicrous cannot escape Warren Ellis. But unlike Watchmen, this is a satire which attempts to maintain the absurdity of its genre. In the end, however, Ellis must bow respectfully to the men who came before him, and he duly admits that he could not be as ridiculous on purpose as they were by happy accident.

My Suggested Reading In Comics

Ondra Král says

Možná je to tím, že jsem to četl hned po jedničce, ale už mi to nepřišlo tak vtípné ("wow efekt" se vyplýval). Komiks nicméně drží úroveň šílenosti z prvního dílu a občas ještě přidá (#11 sešit plný dvojstránek) + je tu hromada skvělých momentů a hlášek.

Mark Millar licks goats.

3,5/5

Wealththeow says

The superteam of the Captain, Tabby, Monica Rambeau, Aaron Stack, and Elsa Bloodstone return to take down their former parent company, H.A.T.E. It's lighthearted superviolence. The art continues to be excellent; it's very good at conveying action and emotion. I never worried about the characters or the world, and the dialog was initially fun but is such a consistent schtick that it got a little old by the end. I'd still like to see more of this team, especially Captain Marvel/Photon and Tabby/Meltdown.

Dan Schwent says

Overcoming all odds, Nextwave goes up against the Beyond Corporation to settling things once and for all...

This time, Nextwave takes on the Mindless Ones, Forbush Man, a baby MODOK, and other things, leading up to the final battle with the Beyond Corporation. Warren Ellis' examination of the excesses of the superhero genre wound to an abrupt but still satisfying end. I was sad to see NextWave go but things were wearing a little thin by the end anyway.

So where are we now? I loved the battle with the Mindless Ones, except for the Mindless Ones putting on clothes. I did not expect to see Forbush Man, a baby MODOK, or Devil Dinosaur talking and wearing a smoking jacket.

The art was still great but I was really getting tired of the explosions by the end. The characters were by far my favorite part of the series. I'm glad to see Marvel is currently doing something with Monica Rambeau and Devil Dinosaur. I don't think the others have made many appearances since, which is a shame since Warren Ellis' version of Machine Man is damn entertaining and I'd like to see that approach in the main Marvel Universe instead of whatever alternate reality Nextwave inhabits.

NextWave was a lot of fun but too much fun can be exhausting. It was an interesting examination of the highs and lows of superhero comics but I'm glad the ride is over. 2.5 out of 5 stars.

Matt says

A year of perfect pop.

As much as I would love to see the team return, this twelve issue run is perfect in execution and craft. It's not War and Peace, it's a blast of arch wit, adrenaline and a blueprint for a superhero comic.

Simone says

Se volete leggere la mia recensione, cliccate qui! <http://ascwblog.blogspot.it/2017/03/n...>

Sierra Dean says

Will be reviewing for The Last Panel, but damn this is a good series.

Albert Yates says

This entire "Nextwave" series has been interesting. I had never heard of these characters (with the exception of Machine Man, he was in the Marvel Zombies 3 series) and as the story went on I really enjoyed the unique personalities of each of them. They were an odd team but fit well together.

Christian Smith says

6/10 Stars

"Oh my gosh. They explode! My life has taken on new meaning."--Elsa Bloodstone
