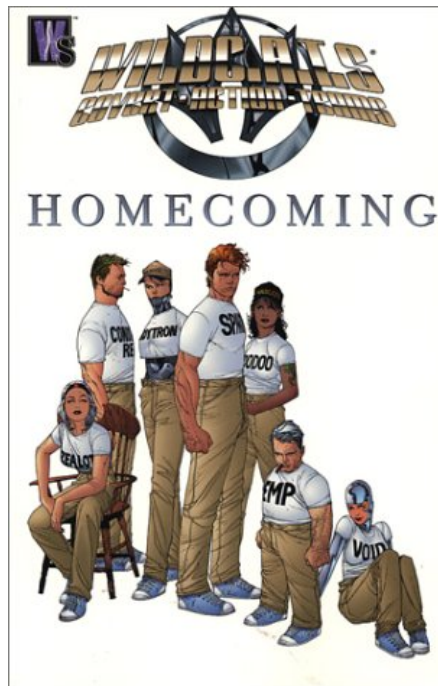




WildC.A.T.s: Homecoming

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WildStorm's premier super-hero team, the WildCATs, split up for this fast-paced collection, as Zealot, Emp, Maul, WarBlade, and Voodoo are caught up in political intrigue on their homeworld of Khera. And while these heroes become embroiled in a violent class struggle, the hero called Savant goes too far on Earth, using blackmail and torture to assemble a new learn of WildCATs. Written by Alan Moore, the Hugo-Award winning author of Watchmen.

WildC.A.T.s: Homecoming Details

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From Reader Review WildC.A.T.s: Homecoming for online ebook

Fugo Feedback says

Una historia bastante bien llevada de unos personajes de los que no leí mucho pero que me caen relativamente bien. Sin duda este no es el mejor trabajo de Moore -quizás por desgano, quizás por mandatos editoriales-, pero sin duda es mucho mejor que la mayoría de comics que rateo con tres estrellitas, y sin duda alguna mejor que los comics de la época. El motivo por el que no llega a cuatro (pero que conste que las araña) es por cierta falta de redondez en la historia. Me gusta el recurso de narrar qué pasa en la tierra y qué pasa en el espacio en paralelo, y las ideas que plasma en ambos entornos son muy interesantes, pero se cierra todo tan a las apuradas que mucho del potencial despliegue que podrían haber tenido estas historias quedan en el camino. Supongo que esto habrá sido a la fuerza, debido a que el crossover "Fire From Heaven" se les venía encima, pero es el resultado final el que se ve perjudicado, y por eso su mecha en el puntaje. Además, el modo en el que cierra la runfla política espacial es un tanto cliché y poco profundo, no cae en el lugar común pero sí en el baldío de al lado. En cuanto a los dibujos: en algunos casos están muy buenos, y en otros gracias si son cumplidores, pero nada a resaltar demasiado.

Cuando pueda me leo el "segundo tomo" con las revistas sueltas que conseguí, esperemos que ahí pueda redondear para arriba.

Shannon Appelcline says

A brilliant deconstruction of the WildCATs, plus a great, early look at proactive heroism.

Nicolas says

Il me semble que j'avais bien aimé les premières histoires des Wildcats. Mais là, ce premier tome est bouffi d'intrigues parasites et du questionnement des "anciens" qui se retrouvent pris dans les complots de leur planète d'origine. Du coup, c'est pas fameux. En bonus, les dessinateurs abusent du dimorphisme sexuel typique des histoires de surhommes : chaque femme, même la cyborg, est guaulée comme un top-modèle. Et c'est franchement pénible.

Ce qui pousse évidemment cette oeuvre sur la pile à revendre.

Tabby says

It wasn't bad, just not really my cup of tea. Very 90s grim-and-gritty fights and tights. Moore plays with some interesting themes, but the plot and characters are kinda meh. The art seems rather dated these days.

Chris Maurer says

so much better in my memory, at least there's some pretty art to look at and it only cost me two bucks

Lee Battersby says

Like many of the Image superhero comics, WildCATS always felt like pale rewrites of the major company products that the Image creators walked away from when forming the company. Here, you can see Moore trying to stretch the books obvious limitations, but he is too constrained by their lack of any real originality, and even those elements we come to expect from the best Moore work-- the consipracies, the betrayals, the characters who are more than they seem-- come across as obvious, and lacking in any real energy. And the book suffers from all those elements that make big-team superhero books struggle for literary merit: 2D throwaway supporting characters; new members who are obviously only created to provide contract/reinforcement of the major characters personalities, or worse, who are a collection of plot-necessary powers with no real personality to wrap around them; plotlines that serve only to take the team to a point of separation from which they can then be regathered once more as a team.

I read this in sequence with 'Gang War' as one storyline, and by the end was left with no sense of surprise or sensawunda, and found far too many references to previously read team stories-- in particular, Secret Wars and the events leading up to the original X-Factor, to be excited, which was not at all helped by the Liefeld-homage artwork. It's competent, journeyman work, but I expect better from Moore.
