



Extraordinary X-Men, Volume 2: Apocalypse Wars

Jeff Lemire (Writer) , Humberto Ramos (Illustrator) , Victor Ibañez (Illustrator)

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Extraordinary adventures demand Extraordinary X-Men - and no frontier is too wild for this crew! While one team of X-Men stages a daring rescue mission in Weirdworld, another delves deep into the psyche of their own teammate! Weird is nothing new for hardened mutants like Old Man Logan, Colossus, Iceman and Magik - but can Storm and Jean Grey ever be prepared for what lies in the mind of Nightcrawler? Then, it's an All-New take on a good old-fashioned X-Men adventure in time. The fate of mutantkind is more fragile than ever, and now it rests in the hands of one of the X-Men's most formidable adversaries - the immortal Apocalypse. To save the present, the X-Men race into a perilous future. But can they outrun Apocalypse and his new Horsemen?

Collecting: *Extraordinary X-Men* 6-12

Extraordinary X-Men, Volume 2: Apocalypse Wars Details

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From Reader Review Extraordinary X-Men, Volume 2: Apocalypse Wars for online ebook

Frédéric says

After a so-so 1st volume, EX-M gets better if still not great.

The first two issues are centered on Illyana and Sapna-the latter promising to get some importance in the future and then Kurt with a traumatizing discovery on what made him lost his mind earlier in the series.

Then it's Ororo's team turn to endure the trials of the Apocalypse Wars. Nothing exceptional (a future where Apocalypse has had his way and no mutants exist anymore, can't say the guy loses tracks of his goal in life) but good action and some fun here and there (Glob forever!) decently managed.

All in all I'd say this run is enjoyable but one issue too long and would have gained to be more tightened up.

Artwise, Victor Ibanez wins the day with flying colours before Humberto Ramos. The former draws nice characters-with a special award for Illyana- and displays a good storytelling when the latter is totally underperforming and drown in more confused action.

This is the first volume out of the 5 I've read so far that actually convinced me all's not lost for my favorite mutants.

Chris Lemmerman says

[Read as single issues]

Apocalypse Wars Disclaimer: Apocalypse Wars is really...not very good. Let's get that out of the way right now. The idea was to have the three X-series have three separate Apocalypse-related stories at the same time, that don't crossover, and are...not very good. Well done Marvel. It's not a reflection on the book's creative teams, and they mostly do what they can with what they're given, but it's just not great.

Anyway!

Ugggghhhh. This storyline is so terrible. Jeff Lemire's Extraordinary X-Men has kind of just been 'there'; instead of being the flagship X-title, it's been kind of a yawn of a book. It's not particularly offensive, it's just not very interesting. There are glimmers of good stuff, like the Old Man Logan/Jean Grey relationship, and then it just gets buried under boredom.

Combine that with the already snooze-inducing Apocalypse Wars storyline, and this volume is really not very good at all. It has time-travel, Apocalypse, Four Horsemen, Venom, Deadpool, some of the older New X-Men characters, and yet it's just so sluggish and uninteresting.

Like the All-New X-Men tie-in, the best parts of this volume are those that aren't tied into Apocalypse Wars; the first two issues focus on Magik and Nightcrawler, giving us some flashback stuff and bringing new

character Sapna to the fore.

Humberto Ramos suffers in this arc too, trying to pack too much into his issues and rushing it. His art is usually out of proportion and kinetic, but this is sludgy and unclear at times. Victor Ibanez's fill-in issues are much clearer.

Snore. Of the three current X-Men ongoing, *Extraordinary X-Men* is easily my least favourite. It has the most potential, but it just all falls apart in the execution.

Keith says

I've just got to accept that not only is Lemire's *Extraordinary* run not very good, it constantly makes me feel like I'm missing something by not collecting the other X-Men titles running concurrently with this one. Several internet searches make it clear that I am not missing anything -- that in fact, that unfinished, slapdash quality running through these stories is just that. There's no larger continuity to get caught up with. It's just Lemire running naked through the forest and weeping.

There are two issues in this volume that are actually really good. They follow up the storyline Lemire started developing in Vol 1, in which Something Bad Has Happened to the X-Men and the *Extraordinary* squad needs to figure out what it is. There's no central conspiracy, though -- it's just that the X-Men, on the brink of extinction once again, are damaged goods in need of one another. The task of uniting them has fallen on Storm, who isn't written with a clear inner narrative, but instead seems to have a dogged, guilt-fueled selflessness that's sort of an intriguing slow boil. Around this emotional core, lots of weirdfuckingshit happens, and for a few pages I got a glimmer of what Lemire could be capable of on an X-Men book.

Then the title story starts, and everything falls apart again. Normally crossovers are expected to wreak havoc on the books they cut through, and the fact that the X-titles cross over about once a year is just one of the many obstacles that face those brave souls who write them. But this particular storyline, *Apocalypse Wars*, is a crossover in name only -- basically all the X-titles published separate Apocalypse stories around the same time in order to tie in with the AWESOMEST X-MEN MOVIE EVER, but aside from that, Lemire isn't really beholden to a larger continuity.

Even so, he manages to take on way more than he can chew, creating a time-travel/multiverse storyline that has no real set-up and makes about as much sense as your average book of Axe Cop, except those comics are written by a hyperactive six year old (literally) and Jeff Lemire should, in theory, know how to write a friggin' comic.

There's a shadow here of the book Lemire would like to write, if all the demands of superhero comics would just leave him alone, but the fact that he's fighting so hard against the machinations of the Marvel superconstruct, instead of grooving on the fact that he could just go with it and *write some friggin' X-Men* just makes me kind of sad.

Mostly I just wanted Humberto Ramos to draw me an awesome Apocalypse story instead of a sorta sucky one, but I dunno.

Not like I'm gonna stop reading. Let's get real.

AGamarra says

Durante un reconocimiento de nuevos mutantes los X-Men se dan cuenta que el demente Sugar-Man ha creado 600 clones de mutantes listos para ser creados y mandados a un futuro alternativo (nuevamente otro futuro ...) donde Apocalipsis es dueño de la tierra, los mutantes han sido masacrados y sólo pocos sobreviven. En el camino Coloso sufre un gran revés y los demás tratarán de ayudarlos.

También nos sigue trabajando la relación de Magik con su nueva "aprendiz" Sapna, una profecía terrible también envuelve a ésta última.

Me pareció una serie regular sin muchos altibajos pero poco interesante.

Michael Church says

This is not a crossover! I read this alongside Uncanny X-Men and All-New X-Men, but all that did was break up the narrative unnecessarily.

This was my second favorite of the three books. First, the title already includes a team that I like better than All-New X-Men, and second it managed to focus on more than two characters throughout the arc. That said, it does rely, yet again, on time travel to create any drama. It seems like we've lost some of the slow burn that used to happen with some of these titles. Though there is a long-game subplot happening with Sapna and Magik, I just don't know how long that will actually go. I feel it more in the Uncanny X-Men book, but that could be because it had payoff for things that happened multiple runs ago. There are also seeds planted with Colossus.

I guess my issue is that this plot seemed to come out of nowhere. I did like that Sugarman was involved, even though I don't really like the character. It was a nice nod to his connections with Age of Apocalypse.

I really enjoyed the first two issues, more the second (Issue 7). It dove deep into what had been happening with Nightcrawler, and even as a one-shot had a really resonant story with some heavy impact on the character. It did a good job of establishing more of the status quo for mutants in the current climate. Of course, it also continues to highlight the ridiculousness of people hating mutants but being fine with Inhumans. How can you ever tell them apart? Maybe there's something to be said about trying to lump in bad examples of a minority group with a much larger segment of that group (or the group as a whole), but that would require mutants to all be bad, which isn't the case. Eh, whatever, I liked the story, it had some emotional weight, that's enough for me.

The rest of the story was mediocre. I liked seeing Anole come to the fore a little bit, but I have almost no interest in his companions. Glob is a typical oaf type character that Lemire is trying to do something with eventually (but without any real effort yet), Ernst does almost nothing and is entirely uninteresting, and No-Girl is almost more of a prop in this story than anything else (until she is given a robot body to fight with, instead of her psychic powers...). Jean and Logan still creep me out a bit because they are trying SO HARD to look after each other. I get that they are supposed to have a rapport from those couple of panels they spent together before joining the team, but it just seems creepy for the most part instead. Storm is going through some stuff about how all of this is pointless. Which...is interesting, but it almost instead calls attention to the fact that comics as a whole are pointless because characters never get a happy ending, instead relying on

more and increasing threats to their wellbeing (and, in this case, the wellbeing of all mutantkind). If it wasn't quite so obvious, it may be an interesting subtle commentary on the state of comics. Instead, with Lemire doing a run on a longstanding corporate property, it feels a little heavy handed.

Then there's the (lack of) worldbuilding that goes on. We explore some of it with the young mutant group, but don't get to understand how or why it came to be. Every now and then there are alternate futures that spark interest (like Earth-13729), but they aren't all winners. This one is just boring, like most futures that focus on an incursion of our 616 heroes into another timeline.

Victor Ibanez and Humberto Ramos still do a solid job with the art. I don't like some of the character designs (Storm, Nightcrawler, pre-Apocalypse Colossus), but they're consistent and easy enough to get along with.

Overall, I had a fine time with the book, I was just really let down that the story falsely sold a crossover event (never thought I'd be complaining about a LACK of crossover...).

Paul E. Morph says

Just horrible... Enough with the time travel and alternate futures and parallel universes now, OK, Marvel? I mean... it's SO tired now. I used to love time travel stories and tales of alternate realities but at this point I am so incredibly sick of them.

Anne says

Time Travel + Mutants + Terrigen Mist = Flaming Garbage

The whole plot is a big bag of I-Don't-Care. I mean, if you've read *any* X-man story in the last 5 years, then you've read *this*.

The End.

I will say they did a good job making the female characters (Storm, Jean, and Magik) strong leaders without any fuss. They knew what they were doing, they were the most capable person for the job, and nobody was questioning their authority.

Boom. Done.

It would be nice to see more of that in the future. Of course, if we're talking about the X-men, *Extraordinary* or otherwise, they'll definitely be in the *future*...mucking it up somehow.

gags

Not unreadable, just uninteresting.

Chad says

Victor Ibanez's art is awful. I'm not sure how he got to be the secondary artist on this book. Everyone looks like they've been living in a Russian Gulag. The first 2 issues are pretty depressing. I still don't get the threat of the terrigenesis cloud. Just watch the weather report and leave if it's coming. Problem solved.

Colossus and his new team get teleported to the far future where Apocalypse rules. I like how the story allows some of the teenage X-Men to amp up their powers. Anole and Glob are fun characters and need to be used more. Humberto Ramos art is even sloppier than usual in this volume. Maybe it's the new inker but the art isn't as sharp and suffers from it.

Aaron says

The flagship X-Men title continues. The X-Folks go to Weirdworld, poke around inside Nightcrawler's head, attempt a rescue mission a thousand years into the future, encounter time travel weirdness, discover that Apocalypse reigns in yet another alternate future, and generally try to survive as they lose one of their own to his Horsemen.

Based on the average rating (3.05) and the top reviews (negative), I feel like maybe I'm just getting more easily entertained as I get older. This was a fun volume, fast-paced and easy to follow despite the addition of some X-Kids that I'm less familiar with. Much like with the post-Secret Wars "All-New, All Different" Avengers, it's easy to see that this is designed for new readers. I didn't find it all that confusing, though I'm not a huge fan of Humberto Ramos's art. I like the team lineup quite a bit, and Lemire creates some nice character scenes from almost every one of them.

Tundextra says

Ab very weak 6 out of 12 for this... yet another Apocalypse in the future story! The truth about Kurt's condition is revealed. Colossus and the X-Men kids go to seek out 600 new mutants!! A lot going on, maybe too much, plus another time travel / Apocalypse tale is not really needed.

David says

It's a sad state of affairs to say that this is actually the Best X-Men book being published currently. It looks fairly decent. The story is alright. It's all AW cross-over in the volume. Not a spectacular crossover by any means.

I suppose the stage is being set for the Inhumans vs X-men showdown. Hopefully it will recapture the fun of Avengers vs X-men. X-men have been stumbling around since then I think.

Terence says

The future of mutantkind is in danger. No new mutants are being born due to the terrigen mists, but then suddenly hundreds appeared in the same location. The X-Men investigate only to find Sugarman from Age of Apocalypse with 600 mutant embryos.

As they attempt to rescue the embryos, Colossus and some of the young X-Men are teleported to the future.

A future where Apocalypse has taken over and mutants are extinct.

Have you ever made a colossal mess? I mean like breaking a shelf full of glasses that sends shards all over the place. So far in fact that you know regardless of what you do, some won't get cleaned up or found until someone steps on it. That is the Extraordinary X-Men's Apocalypse Wars.

First off Sugarman shows up, no it seriously was *Sugarman*, with mutant embryos...*um what was that*. Yeah mutant embryos because you know that's totally a thing now. For some reason he wants to smuggle them to the future to play nurse to 600 mutant babies I guess. *He must not have seen Jack Jack Attack in the Incredibles because that's a terrible idea.*

Anyway so if that's not random enough when they reach the future Apocalypse is alive and running things. It was just bad, bad all over.

Extraordinary X-Men: Apocalypse Wars was a disappointing and confusing mess.

Cody says

Now that's more like it, Jeffy my boy! I think I need new X-Men writers to rough it out first before I can warm up to them. These characters are too near and dear to my heart so I get defensive. What they need to do is give a fresh voice to underdeveloped characters first. Mad props for FINALLY getting Anole a new body!!!

Maria Kramer says

This was an action-packed volume. So action-packed that it was almost hard to tell what was going on - note to author: your characters need time to breathe, and, like, have conversations. I liked the setting of the far future world - divided up into a set of bubbled-off biomes inhabited by different factions. Would have liked to see more of that.

Shannon Appelcline says

Lemire's second volume of the *X-Men* has many nice elements in it, including a visit to Weirdworld, an exploration of Kurt Wagner's mind, and a journey into (yet another) Apocalyptic future. They're nice

reflections of X-Men history, though some elements are grossly overdone (like the transformation of yet another X-Man into a horseman). There are also some good character moments, though they're a bit fewer than I'd like. On the down side, this book continues to be shallow, like many of this era of X-writing, in large part due to excessive fighting, which fizzles this book out a little in its final issues.

Still, this is at least a 3.5 stars, which amounts to a good book for the underwhelming All-New All-Different era of X-writing.
