



## Mobile Suit Gundam: THE ORIGIN, Volume 8: Operation Odessa

*Yoshikazu Yasuhiko (Retelling) , Yoshiyuki Tomino (Creator)*

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**Mobile Suit Gundam: THE ORIGIN, Volume 8: Operation Odessa** Yoshikazu Yasuhiko (Retelling) , Yoshiyuki Tomino (Creator)

In a brutal civil war, half of humanity has been wiped out, while Zeon's army of Zaku mobile suits is the ultimate decisive weapon. With the Federation's first Gundam out of action, teen Amuro Ray miraculously stumbles on a second unit - the awesome RX-78 Gubdan. Now, in control of a machine with unparalleled destructive power, will Amuro's actions save the colony's survivors or destroy them?

## Mobile Suit Gundam: THE ORIGIN, Volume 8: Operation Odessa Details

Date : Published December 16th 2014 by Vertical (first published October 29th 2003)

ISBN : 9781939130686

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Format : Hardcover 460 pages

Genre : Sequential Art, Manga, Science Fiction, Comics, Graphic Novels, Fiction

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## **From Reader Review Mobile Suit Gundam: THE ORIGIN, Volume 8: Operation Odessa for online ebook**

**sucker4synth says**

I particularly loved this addition to the series because all the action took place on Earth. Made for a nice new setting and made everything engaging in a way that is different than epic battles in space/on space stations. When you see giant robots tearing up Ireland, it means something deeper. As always, awesome art. So great!

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**Paolo says**

Long story short, Yasuhiko creates a world where the tragedies of war are just as palpable as the glory of the battlefield. Notable in this volume is the Miharu and Kai arc, which is one of the best and most tragic story lines in the series thus far, and scene where Char literally leaps out of his Zaku and on to a passing plane. If you're a fan of robots fighting or a relatively realistic portrayal of the tragedies of war, this is for you. Seriously, buy this entire series.

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**Benjamin Koch says**

wow, just wow... the sorrow, the emotions that it woke in me. This is how gundam has to be

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**Christian says**

There is some really cool artwork in the extras section for this one. Also in the story there are a lot of different MS models that all looked incredible!

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**John says**

Back to the main storyline with this final earthbound volume. I think Kai has gotten a better portrayal throughout this adaptation of the story, but this volume includes one of his defining moments with the story of Miharu.

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**[boredom.is.overrated] says**

Char killing feds out in the wilderness was so interesting. I could've read a whole novel on just that bit.

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## Campo says

As good as the other volumes, has many moments of action and some of random Character moments. Nothing new of you remember the original anime.

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## Alexander Case says

The (admittedly incredibly good) flashback arc has concluded, and now we return to the White Base - first as they come into port at Belfast, before moving to Gibraltar and the Mediterranean as part of the final push to drive Zeon forces from Earth, with Operation Odessa.

As with the earlier volumes, Yasuhiko's art is incredibly good, and while he's still working from Yoshiyuki Tomino's original framework, with the TV series, he builds on it in ways which do in incredible job of expanding of some of the characters. In particular, M'quve gets some considerable character growth. Miharu also gets some additional screen time, as opposed to basically being a one-episode wonder in the show.

However, after Miharu's arc, the focus of this volume is particularly on action, and the action sequences here are played out brilliantly. We have a tense cat-and-mouse duel in Gibraltar leading up to the fourth battle between Char and Amuro - along with the various parts of Operation Odessa. Yasuhiko does an excellent job basically doing a montage in sequential art. Where the original series budgetary limitations restrained the scope of this larger war, Yasuhiko is able to use the implied gaps in time between panels to let our mind fill in the pieces.

Unfortunately, with the conclusion of combat on Earth, and the next volume likely taking us back to space, this does mean that we won't get my favorite episode of Mobile Suit Gundam - the episode where a Zeon Patrol blunders across The White Base, in the forests of Northern Europe, and hopes that the Feddies will be just as caught off guard as they are, and they attempt a sneak attack. The plan doesn't work - but in the episode the Zeon troops survive, and no one on White Base is killed, so the incident serves as a nice psychological rest break, focusing on the idea that sometimes in war, a lot hinges on luck, not everything goes according to plan, and occasionally you legitimately get moments where you can end up saying "Someday, when all this is over, we'll look back on this moment and laugh."

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## Mike says

The *White Base* travels toward the city of Odessa in support of the Earth Federation's first big counterattack against the Zeon occupation forces.

The volume begins with the ship's layover at Belfast, and Kai's dalliance with Miharu, the Zeon spy. This story is virtually unchanged from the original TV episode, which is fine with me, since it is a classic Gundam story. From there, the story again diverges from the anime series, featuring an inconclusive one-on-one duel between Char and Amuro on top of the Rock of Gibraltar. The actual Battle of Odessa comes late in the book, but it is given more attention and detail than in the anime, with the tension ratcheted up a few notches, and more attention paid to the mecha "footsoldiers" fighting and dying in their hundreds and thousands. M'Quve's story arc is altered, also, making him look more like an actual military leader, rather than just a weird effete art lover. His Gyan mobile suit even manages to come off as looking cool in the Odessa battle

scenes, which is quite a feat.

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### **Sarah ~Sehrenity~ says**

Some of the battles in this one were a little hard to follow because the battle panels were so.... busy, but the story development was top notch. Great series so far.

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### **Dana says**

I wrote a more comprehensive review of the first volume here.

This volume returns to the main plot-line, picking up with the arc with Miharu. Miharu's story is beautifully done, and even more moving with the opportunity to expand it. The art continues to be gorgeous, and I especially loved the color pages of the underwater fights. That, and this volume also has a ton of different Gundam models, with extended action scenes to show them all off. M'Quve also gets more screen time, and as a result comes across as a more impressive enemy.

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### **Stephen says**

Another excellent volume. The Miharu stuff is great of course, and this might be the best version of the Battle of Odessa storyline. Yasuhiko even work in references to *Battleship Potemkin*, and even has a panel depicting the famous Odessa Steps!

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### **Devin (Mostly Manga) says**

*Gundam: The Origin* returns to the present with its most action packed volume yet. Amuro really showed off some impressive skill in this one!

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### **Todd A says**

Enjoyed it except for the typical Manga way of handling women as incompetent objects. Even women in high levels acts as though they have no clue. Very strange.

Otherwise I enjoyed the story and have the first four on reserve.

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