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# World War Hulk: Front Line



## Synopsis

Your street-level view of the Hulk's invasion! The Green Goliath has returned to Earth on a collision course with some of Marvel's mightiest heroes. So what does that mean for the ordinary people caught in the crossfire? Ben Urich and Sally Floyd, fresh from their appearance in *Civil War: Front Line*, pound the pavement to uncover the story behind the story! Plus: Who wants our tireless reporters to take down J. Jonah Jameson, and how do they want them to do it? Grab your press pass, and join the *Civil War: Front Line* team of writer Paul Jenkins and artist Ramon Bachs as they take you to the middle of the action. Also featuring the Prologue to *World War Hulk*! Hulk is coming, and no power on Earth can stop him from getting revenge on the Illuminati! What events have led up to the superhuman battle-to-end-all-battles? As Hulk's great stone ship approaches the planet, he prepares for the war on the horizon by reliving past conflicts with Iron Man, the Fantastic Four, Doctor Strange, and the Inhumans. Collects *World War Hulk Prologue: World Breaker* and *World War Hulk: Front Line* #1-5

## Book Information

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## Customer Reviews

Let me start by saying I'm a big Hulk fan. But this book I could barely finish. I see what they tried to do here, but this was just NOT INTERESTING! It was very boring. Trust me, you won't miss anything in the WWH series if you don't get this book. It is not a must add to the collection, or a must read by any stretch. Save your money. Buy some of the other titles in this series. I would maybe buy this book if it was \$5 or less,(and that includes shipping!)Its just 2 news reporters covering the Hulk invasion.BOOORRING!

One of the best story lines I have ever read in comics. Planet Hulk and World War Hulk are just amazing. Even if you don't follow Hulk comics this is a great read.

Originally written 10-1-11 The Hulk has landed on the Earth and he's made his demands. Two reporters who write for the Front Line; Ben Urich and Sally Lloyd leap into the action for a front row view of the carnage. These reporters are going to get the scoop on what they dubbed "World War Hulk" even if it kills them. -summary While most of the World War Hulk crossovers focused on the title character or even those whom seek to help him. WWH - Front Line is a rather unique take on the tale, which was actually done before in the Marvel Civil War. It provides a street level view on the Hulk's attack against the superheroes, by taking the reader through the chaotic streets of New York, and showing that the innocent people are actually the ones who suffer the most. The story is an obvious commentary on the effects of war, and even when the battle is over, the real losers are the ones who had nothing to do with it. The first story is a one shot tale written by Peter David called World Breaker. Here, the Hulk is put on full display as he kills an alien group whom attempts to invade his ship on the way to Earth. His anger is put in the spotlight, and it shows how much of a danger he can be, not only to his enemies, but also to his friends. He reminisces on previous battles with the four he's after, and he later attempts to control and channel his anger. Another interesting portion of the story is a heated discussion between Jennifer Walters aka She-Hulk and Doc Samson. She knows that the Hulk is going to come back for revenge sooner or later, and she wants no part of it. WWH - Front Line begins with Ben Urich being made a deal on getting the full scoop on stories from a mysterious benefactor, with the intention on bringing down the Daily Bugle ran by J. Jonah Jameson. Together with Sally, they venture through many neighborhoods and see how people are dealing with the disaster. The low class districts have no faith in the government helping them in any way; during or after the conflict. There are even references on the Hurricane Katrina disaster which seems to fit right in, and it feels way too close to reality. This particular crossover has received a lot of hate, and it's mainly only from certain folks whom were only looking for pure full scale Hulk action, and in their search, they completely ignore what bit of useful content is actually present. There really isn't much action to be found though, aside from a few glanced over conflicts. The artwork has some really good moments with the first story boasting the best character designs. Many of the other stories display some good backgrounds capturing the chaos in the city. Even though I found some type of enjoyment in WWH - Front Line, I don't recommend it as an essential read. It doesn't add much to the main storyline in regards to the Hulk himself or even his conflict. It's

only meant to showcase the misery of the people. This is something that will only be valuable to the true completist. Pros: Interesting stories Cons: Not really essential, very light on action

I used to be a big fan of Marvel comic books in the 1980s - although never a huge collector of Hulk titles - and after many years away, I've been dipping back in to see what's going on in the Marvel world. I've mostly been disappointed: the stories are immature, the art even more swaggering than it used to be, and I've not found anything that really holds my attention. After being totally surprised by Planet Hulk, I've been surprised a second time by World War Hulk: Front Line. It's simply amazing... but in a totally different way! Planet Hulk was different. The writing (dialogue, etc) was fantastic, and the story development never disappointed. The characters were likeable, and Hulk's glee at being able to smash everything that came his way was completely off the scales. The pages were text-heavy, but they never feel wearisome the way some text-heavy comics do. It was simply a great new take on an old Marvel war horse, without being an "alternate reality" or a revisionist history, and by far the best thing I've read from a major comics house in a very long time. It also didn't tread too heavily on the awful Civil War or "mutant menace" storylines that just won't go away. World War Hulk: Front Line delights in many of the same ways. It is a street level observation of the proceedings of World War Hulk (which, on its own, was interesting, but not as good as Planet Hulk) by alcoholic columnist Sally Floyd and warhorse journalist Ben Urich (who I remember very well from the pages of Frank Miller's Daredevil in the 1980s), who have launched a newspaper very appropriately called Front Line - appropriate because they stay in Manhattan during the crushing action of World War Hulk and have a major publishing smash reporting from the front lines. Following their adventures, we get to peer over their shoulders as they observe the lives of average New Yorkers, a superhero or two, regular GIs, aliens, the denizens of the Daily Bugle (nice sub-plot here) and others while Hulk takes on the rest of the world. And to keep things from getting stale, they break several of the six regular issues of WWH Front Line into parallel tales - one of Sally and Ben, and one of Sally's boyfriend NYPD detective Danny Granville working with Korg (one of Hulk's lieutenants) to solve the murder of another of Hulk's team. Finally, there are a few throwaway funny pages done in the vein of Not Brand Echh. Non-stop great! The book opens up with the "World War Hulk Prologue" issue which is a bit of a throwaway in terms of where Front Line is concerned - we join the Hulk and his crew as they hurtle through space towards Earth, slaughtering pirates and reliving past events, meditating (the Hulk meditates?), and a few scenes with our other gamma ray-affected friends, She-Hulk and Doc Samson. So-so. It picks up with WWH Front Line Issue 1, which introduces us to Sally and Ben and gets things moving with the build-up to Hulk

Occupation. Nice. Intertwining stories, including one of the neighbourhood dog, can only remind me of Watchmen! Issue 2 gets more personal and more chaotic; we also get here the first instalment of the "Death Of An Android" hardboiled storyline, and the "War Is Heck" funny pages. Issue 3 offers full-on war zone observations, more detective-ing, and some silly funny stuff. Issue 4 has a great bar scene - Sally and JJJ argue while bug aliens fight rednecks in the background; there's also great arena-side bloodthirstiness with Ben wondering if the Hulk has brought us down to the level of savages, or whether we were already there. The action heats up with detective Granville, and there's a pretty hilarious coda to the book. Issue 5 is about total anarchy and rioting in Manhattan, and includes a pretty hilarious scene with Moon Knight. We also get the conclusion of the detective case, very satisfying indeed. The funny pages at the end, "The Top 10 Reasons to Hate Sally Floyd", is probably one of the best of the series, as is that capping Issue 4, where the Hulk caps lesser-known heroes (including the hapless figure-of-fun/fake hero Captain Rectitude). Issue 6 observes the conclusion of World War Hulk, and the return to sanity after New York burns for three days... ouch!! The final surprise ending is a bit anti-climatic - I saw it coming already in Issue 4 - but it's still pretty cool. This issue only covers the main characters Sally and Ben (well, really only Sally, who I guess is the main character now - Ben's hardly in this issue), no extras. The art is great - very human, not as bulging and over-drawn as Planet Hulk, with an indie feel to it. Very nice!

Like Civil War: Front Line before it, writer Paul Jenkins returns with World War Hulk: Front Line, which finds reporters Ben Urich and Sally Floyd covering the developments, and getting caught in the middle of, the Hulk's attack on the superheroes of New York City. As far as offering up a "street level look" at the developments of World War Hulk, it doesn't really deliver. However, Jenkins does manage to provide a pretty interesting story that plays more as a side-story to what's going on in Greg Pak's WWH. That being said, there isn't a whole lot else here to really hold your interest either. Ramon Bachs provides some decent artwork too, but the real highlight of this TPB is the World War Hulk: World Breaker prologue one-shot written by legendary Hulk writer Peter David, in which the green goliath reminisces about his past run-in's with Iron Man, the Fantastic Four, and the rest of those he has sworn vengeance upon. All in all, World War Hulk: Front Line isn't a bad WWH tie-in at all, but if you skip it you won't really be missing out on much either.

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