



JSA, Vol. 11: Mixed Signals

Geoff Johns (Writer) , Keith Champagne (Writer, Inker) , David Lopez (Penciler) , Jim Fern (Penciler) , Don Kramer (Penciler) , Dale Eaglesham (Penciler) , Fernando Blanco (Inker) , Mick Gray (Inker) , more... Art Thibert (Inker) , John Kalisz (Colourist) , Rob Leigh (Letterer) ...less

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JSA ally Air Wave receives a mass of maydays from the far reaches of the galaxy. With the aid of two Green Lanterns, his investigation reveals that an intergalactic war has begun. Who will be drafted to help stop it?

Meanwhile, recent events have left all of the magic-based heroes vulnerable, and the ancient magician Mordru plans to take full advantage of the situation. The battle that ensues has lasting effects on JSA members Dr. Fate and Jakeem Thunder.

Also, the fate of Atom Smasher is decided, the OMACs attack... and Stargirl has a very bad day. Guest stars include Green Lantern-Hal Jordan, Donna Troy, Shazam and Golden Age legend Liberty Belle.

Collecting: JSA 76-81

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From Reader Review JSA, Vol. 11: Mixed Signals for online ebook

Jdetrick says

The dangers of crossover-itis are obvious here, as for the first time the book stumbles, dragged into story lines it shouldn't be. The last story is a keeper, but there's too much that isn't.

Travis says

Nice mix of several smaller JSA stories, and a couple solo adventures.

The story set in ancient Egypt was fun, and I liked the Dr. Mid-nite story with the emphasis on him being a doctor first and a super hero second.

Good mix of adventure and character driven sub-plots and story threads.

Fizzgig76 says

Reprints JSA #76-81 (October 1995-March 2006). The JSA finds their numbers diminished as strange events sweep the globe. Atom Smasher finds himself facing his fate after his actions in Kahndaq and a new direction. As the JSA seek out the missing Jakeem Thunder, they learn something has also happened to Fate and the magic of the world is changing. Plus Stargirl tries to deal with her past and finds she must grow up.

Written by Geoff Johns and Keith Champaign, JSA 11: Mixed Signals follows JSA 10: Black Vengeance. The story is heavily tied in to the series leading up to Infinite Crisis including The O. M. A. C. Project, Day of Vengeance, and The Rann-Thanagar War.

The JSA really feels like it winding down here. The once large team is being broken off into smaller teams and characters' plotlines are being resolved. Atom-Smasher is set up to join Suicide Squad, Power Girl leaves to investigate Ted Kord's death, Sentinel sets out with Donna Troy to look into the threat against the universe, and Fate finds there is danger for all reality. It also has a rather sad ending to Hector and Lyta Hall after years of problems for the couple, Dream takes them into the Dreaming to leave Earth forever.

The stories are ho-hum and the Courtney loses her real father storyline in JSA #81 feels like a fill-in issue that is mostly made of rehash and attempted sentimentally...it doesn't work. I do like the whole Jakeem/Qwsp storyline but I wish that Fate's battle with Mordru had not been intermixed with it. I didn't feel either story got the attention it should have.

JSA 11: Mixed Signals is for fans only and for completists. As the once proud and clever series winds down it just doesn't have the punch that earlier issues and collections had. This book is average (and Alex Ross does continue his cool solo characters covers). JSA 11: Mixed Signals is followed by the final JSA collection JSA 12: Ghost Stories.

Mike says

[a imp-possessed (hide spoiler)]

Z.S. Diamanti says

"Mixed Signals" collects a few shorter stories including a family interaction with Airwave, devastation in the dimensions of genies, another encounter with the monstrous Mordru, and my personal favorite from this collection, a learning moment for Stargirl. The art in this one is good and the short stories are too. I can definitely recommend this to anyone looking for a graphic novel with some family values.

Warren says

OMAC Project / Villains United / Day of Vengeance

Timothy Boyd says

I love the golden age superheroes from DC and the new JSA brings these original heroes back into the modern age along with their legacy namesakes. Well above average art and plot keep these 70 year old comic characters interesting and entertaining. Very recommended

Shannon Appelcline says

Johns' last volume of his first JSA run is unfortunately weak, primarily due this volume's heavy dependence on plots from Infinite Crisis. However, even in the genie story at the center, which has more of its focus, it doesn't feel like there's a lot of heart here. Still, an OK volume with some fun adventure.
