



Aliens: Dead Orbit

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After a horrific accident strikes a space station, an engineering officer must use all available tools--a timer, utility kit, and his wits--to survive an attack from the deadliest creature known to man.

Collects issues #1-#4 of the thrilling and claustrophobic *Aliens* story: *Dead Orbit*, penned by *Orc Stain* creator James Stokoe!

Aliens: Dead Orbit Details

Date : Published April 3rd 2018 by Dark Horse Books

ISBN : 9781506703336

Author : James Stokoe

Format : Paperback 104 pages

Genre : Sequential Art, Comics, Horror, Graphic Novels, Science Fiction, Aliens

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From Reader Review Aliens: Dead Orbit for online ebook

Logan says

An okay read. So the story is a pretty standard 'Alien' plot; crew investigates an abandoned ship, that ship has Aliens on it etc... You already know the plot by the first issue. One thing the writer, James Stokoe is good at though, is creating a foreboding and claustrophobic atmosphere with his artwork. Its dark, creepy and really gives you the sense that this is a horror comic. The artwork really gives this gritty vibe and with some gruesome death scenes, its definitely a visual treat for any Alien fan! Only thing I didn't like about the artwork were characters eyes, they felt a bit out of place compared to everything else. There also some pretty good scenes, where there's no dialogue at all which make for these great action scenes which again add to the tension and atmosphere. Its also a weakness though as I felt the writer used it a bit too often through out and like I said there's no dialogue, which by the last issue added to the thin plot. I still liked the no dialogue scenes but by the end they felt like visual filler and an excuse to not have any dialogue or real story. Overall its a an okay series for any Alien fan, maybe a bargain bin Graphic Novel. However I feel if you want a good Alien comic series, go read: Aliens: Defiance, Vol. 1, its a great read and it does a lot of what this series does, but better in some respects I feel.

James DeSantis says

Well this was one of the fastest reads I've ever read.

Basically, it's a generic alien story. A crew finds three people frozen in their tubes. They try to release them. They do, but they're burned really bad. Get them to a medical bay and, yep, you guessed it. BOOM! Out of the chest comes the little aliens we all love. Then the crew goes around trying to survive while the aliens roam the ship killing and kidnapping them to harvest.

Good: The art. Well it's damn good. It's grimy, almost 80's or 90's like, but better coloring. I also thought there were some good kills and nasty bits of gory fun. The aliens killing are always entertaining and the plotting, while light, is super quick.

Bad: The dialog is almost non-existent and when it's there it's just mostly mocho military talk, which would be fine, if you cared about anyone. And the story just kinds of ends in a generic alien fashion with a survivor and that's it...

Overall, this was a fun and quick read. I love Alien and Aliens. Some of my favorite films of ALL time. This isn't amazing like those but decent. A 2.5-3 out of 5.

Michael Hicks says

Given all the buzz that had surrounded its initial release, I was pretty jazzed to read *Aliens: Dead Orbit*, written and illustrated by James Stokoe. Unfortunately, this is a pretty disappointing exercise all around, and one that's utterly derivative of the source material it's licensed from.

Stokoe doesn't try to reinvent the wheel here, but nor does he try to do anything original or fresh. *Dead Orbit* is an utterly by-the-book *Alien* story that often times feels more like a game of swapsies. Trade in the *Sulaco* for a Weyland-Yutani space station with only six inhabitants responding to a passing ship's distress call, and you pretty well know where it's all headed from here. Our team of orbiters find three humans in cryo and, after nearly accidentally killing all of them in a coolant leak while reawakening them, transport the bodies back to their space station. It's all cut-and-paste *Alien* 101 stuff from there.

Besides being an *Alien* clone, Stokoe attempts to give the story a bit of fresh polish by basing much of the story in flashback. This technique is a bit jolting and clumsily handled initially, with little in the way of segue to transition readers into what's happening, but as you grow accustomed to Stokoe's storytelling methods it does serve to keep reader's on their toes, oftentimes jarringly so. The grand finale gets a bit muddled and confusing, though, as you're dropped in and out dual climaxes in the story's recent past and lone survivor present. While it's not entirely disappointing, and Stokoe does create a few neat story beats, it's nothing that hasn't been done plenty of times before.

I also was not a fan of Stokoe's artwork, although plenty of other readers and reviewers seem to have found a lot to like on this front. I found it anime influences too garish and messy, with faces composed oddly enough to make many of the characters look unintentionally disfigured. I prefer a cleaner style, and Stokoe's lines just didn't work for me. His cover art for the individual four-issue run, however, did present some exciting concepts and beautiful artwork that I quite admired. He does do fine job in recreating the gritty industrial aspects of the *Alien* universe though, and while his artwork isn't pretty to look at it, it does lend a certain tension and unease to the proceedings.

Despite the critical raves surrounding *Dead Orbit*, it's ultimately not a work I would recommend. I just have too many reservations about the story, its execution, and presentation.

Joshua Shioshita says

This is a book small on plot but big on atmosphere, and to be honest, I'd rather read this than watch *Prometheus* or *Prometheus 2* aka *Alien Covenant*. There's not a lot to it, not even a lot of dialogue or captions. It's just images, and though we essentially have seen this all before in various contexts spanning across the *Alien* franchise, it's still very entertaining going on the ride, even one we're quite familiar with.

Rory Wilding says

Dark Orbit, Dark Horse's four-issue miniseries from cartoonist James Stokoe, contains none of that *Prometheus* baggage and is more in line with the claustrophobic horror of the 1979 classic. When a Weyland-Yutani crew investigates an unmarked vessel in a team in cryogenic sleep, this crew of six become prey to the Xenomorph as they try to escape an ordeal where no one can hear you scream.

Please click [here](#) for my full review.

Jon Kevin Melhus says

This is one of the coolest funnybooks i have read. Fantastic stuff by Mr. Stokoe!

Daniel says

This was another wonderful offering from the author and artist of Orc Stain. This short graphic novel collects the four issues of the series. A Weyland-Yutani group on a bulk freighter encounters a derelict spacecraft , exploring it to find a trio of cryogenically sustained humans. They barely get the people back to their ship, managing to kill two of them on short order by accident. The third causes problems and then the true foe appears. Xenomorphs attack the crew and kill most of them until the engineer of the ship makes his way to cause a final solution that will destroy the ship, aliens and himself in the process.

This was full of intrigue and shocks. The art style here is classic Stokoe and is detailed and yet a bit off center and quirky, which I love. The quality on *Godzilla: Hundred Years War* was tighter I think, and yet this art compliments the story.

Overall this is a wonderful story and I enjoyed it until the last page. If you like the Aliens franchise, read this one.

Danny

Ben Brown says

Proof that a comic with an ‘eh’ story can be salvaged if the art that accompanies it is worthwhile, “Aliens: Dead Orbit” is the type of licensed comic that you don’t see a whole lot of anymore: a totally original story set in the property’s universe that isn’t connected to a specific entry, but stands on its own two legs. Writer and artist James Stokoe-whose “Godzilla: The Half-Century War” was highly acclaimed, and a big reason why I was so psyched to check this out-is a master at wringing tension out of even the smallest, seemingly innocuous moments, at least in a visual sense - the threat of the titular Alien hangs over every frame. The fact that the story itself is more or less just a variation of your standard issue ‘Alien’-plotline-a band of deep space trucker types pick up some Alien cargo; Alien cargo gets loose; everything goes to hell – is too bad, but not egregious enough to ruin what’s otherwise still a pretty impressive package.

Andrew says

yes it's done been said - the artwork is ace. i love anything Alien, so no complaints.

Sam Quixote says

A crew stumble across a drifting space hulk, find Xenomorphs inside, and get picked off one-by-one. So, Dead Orbit is like every other Aliens story? YUH HUH!

James Stokoe's stunningly detailed art is matched only by his stunningly unoriginal Aliens story! The visuals are terrific and his Xenomorphs look awesome but, wow, did no-one point out when it was being commissioned how absolutely generic, unimaginative and archetypal Dead Orbit was?! It plays out exactly like every other Aliens story complete with cardboard cut-out "characters" for the Xenomorphs to snatch up.

Unless you've never read or seen an Aliens story before, Dead Orbit is totally missable. An utterly boring and instantly forgettable comic – for fans of Stokoe's art only.

Alex Sarll says

James Stokoe does *Aliens* - though unlike his initial pitch, some of which is included as backmatter, this is really more *Alien* than the sequel. And unlike my occasional laziness with credits, this really is just James Stokoe - art, words, colours, letters, the lot. All of which have the perfect intricacy and shabbiness for these weary spacers, their run-down station, and the intricate, organic horrorshow coming their way. It doesn't have a great deal of nuance, or even much plot, but was that ever what *Alien* was about? As a ghastly, lovingly detailed mood piece, this does its inspiration perfect justice.

Quentin Wallace says

Not the most original Aliens tale ever, but as an homage to the original Alien movie its great.

Basic premise of a dead space ship found in space with Aliens and/or infected humans on board, leading to big problems for the crew of the space station that finds the ship. The art has a manga feel to it, but also reminded me of a story you'd find in Heavy Metal magazine, which is probably another reason I really liked this one.

If you're looking for innovation, this isn't the book. If you loved the first Alien movie and want to read something similar, this is it.

Andrew says

James Stokoe belongs to a school of comic art similar to Geof Darrow that I've heard referred to as precision art. Stokoe infuses a more Japanese manga style into his work. This book is all about the artwork. The story doesn't add anything to the Aliens mythos but is a really good riff on the classic haunted spaceship style story of the original. I would argue that Stokoe doesn't need to change the story beats. He's another in a line of great artists to pay tribute to the work of Giger and Ridley Scott.

Gianfranco Mancini says

So much for an original storyline, but it has all the trademark elements that fans of the franchise know and love for good: claustrophobic dark spaceship, a doomed crew and... first couple of twin xenomorphs ever instead of the usual lonely killer or horde against marines.

A nice twist and Stokoe's dirty indie artworks were just perfect for this space-horror tale.

Craig says

Great art, but kind of a dull story...
