



John Carter of Mars: Warlord of Mars Omnibus

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John Carter is the greatest hero of two worlds! Marvel at these classic tales of danger and daring as Carter battles deadly opponents, warring civilizations and a host of Barsoomian beasts.

John Carter of Mars: Warlord of Mars Omnibus Details

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Author : Marv Wolfman , Gil Kane , Chris Claremont , Bill Mantlo , Peter B. Gillis , Bob Layton (Artist) , Carmine Infantino (Artist) , Various (Artist)

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From Reader Review John Carter of Mars: Warlord of Mars Omnibus for online ebook

Jason says

Ridiculously overwrought and violent, like stepping into the fever dream of a barely pubescent teenage boy raised on pulp fiction, pin-ups, and seedy sci-fantasy. So, you know, I love it.

Collecting Marvel Comics' *John Carter, Warlord of Mars*, which ran from June 1977 to October of '79, this Dark Horse collection predominately features the writing of Marv Wolfman, whose prose respectfully and wonderfully mimics the source material of Edgar Rice Burroughs' Barsoom novels. There's tremendous art by Gil Kane, Carmine Infantino, and Frank Miller, and later issues which feature scripts by Chris Claremont of *Uncanny X-Men* lore. This edition features a wonderful introduction by Michael Chabon, whose script -- I've gotta believe, anyway -- for Disney's big screen adaption *John Carter* hewed closer to the magic of this series than what ended up on the screen after rewrites, focus groups, and studio machinations (the film utterly bombed at the box office).

The Marvel Omnibus edition is no doubt nicer, but this is a satisfying chunk of a book (and cheaper). The black-and-white art does render it a little hard to read, but it works for the most part. It's wordy, too, but that's part of the charm, shared with Marvel books like *Conan the Barbarian* and even the company's *Star Wars* adaptations. A funky, silly, and thoroughly rousing series.

Matthew J. says

This is a gigantic collection of John Carter comics, and it's....OK. Some of the art is pretty good. Some of it is meh. Most of the writing is in that old Stan Lee Marvel style, where there's WAY too much unnecessary dialog and caption. Some of it is based on Burroughs' novels. Other parts are 'original.' Nothing is all that great. I can't really recommend it. I mean, I'm pretty sure I'm the target audience, and I had a hard time making my way through it.

Charles says

A mammoth collection of John Carter comics. 631 pages, with writers such as Chris Claremont, Peter Gillis, Bill Mantlo, Alan Weiss, and Marv Wolfman. Some of the episodes stay pretty close to ERB's tales while others spin wildly away. We get a lot more Dejah Thoris and Tars Tarkas in this collection than in ERB, which I liked. All in all, though, I much enjoyed the collection and thought it well worth the cost.

Michelle B says

Imitation Burroughs that fails to do justice to the original.

Patty says

Alas, my copy was missing a few pages (they were blank), but they were issues of the comic in which I had the originals. I primarily purchased this omnibus edition to get those two issues (one main series issue and one annual issue) that I did not have in my collection. Marvel's series is pure adventure fare, like much of their work in the era...there were good writers and artists who worked on this series and is well worth a read if you're a Burroughs "John Carter" fan, or a fan of the writers and artists who worked on the comic itself.

Terence says

On the plus side? Dejah Thoris gets to kick some a%&, she's not just a bauble that people keep stealing from John Carter. [Of course, she still gets kidnapped. A lot. Nevertheless, she's often instrumental in her escapes, and give her a sword or a radium pistol and she gives as good as she gets.]

On the down side, the stories tend to drag like a B-movie where the director has no sense for pacing, and they still suffer from ERB's penchant for lazy writing – aka “John Carter's dumb luck.”

I shouldn't pine for the days when I was stupid, but I wish that I could continue to enjoy some of my childhood favorites without being gob smacked with their racism and sexism today. You lost me on this one when John Carter reminisces about the “good old days” before the war and imagines taking Dejah Thoris to a plantation ball. Then, later in the story arc, he credits his guerilla warfare skills to those honorable Southern gentlemen Nathan Bedford Forrest, founder of the first KKK, and J.E.B. Stuart.

Two stars – not recommended unless, like me, Barsoom played a big role in getting you interested in SF and you can still extract some pleasure in going back to the Red Planet. This series introduced me to ERB and eventually led me to read my first John Carter novel, *The Gods of Mars*.

If we don't want Barsoom to become a forgotten bit of American pulp literature remembered only by academics, we need to reimagine John Carter for a modern audience since a former Confederate officer obsessed with race, who confronts most obstacles with violence, and is – let's face it – dumb as a rock, is no hero. (view spoiler)

Deborah says

another lets fight through the whole book story

Dlotempio says

John Carter, Warlord of Mars, is one of the great pulp adventure properties of all time, eclipsed only by the Shadow, Doc Savage and most definitely by his literary brother Tarzan of the Apes. The series by Edgar Rice Burroughs is the epitome of fantasy wish fulfillment: a young man (sort of) feels out of touch and out of place in his contemporary world, and he longs for a world that accepts him as the gallant hero hidden inside. Lo and behold, he finds his body magically whisked to the world of Mars where he finds a world

technologically advanced by socially barbaric. Add in green 4-armed men and voluptuous martian princess and the male fantasy world is fulfilled. But the series has never had a successful sustained comic book version despite seemingly obvious strengths of handsome, noble men, beautiful women and derring do. In the late 70s, Marvel Comics acquired the rights to produce a John Carter series and this book collects that series in its entirety.

First let me say that the reproduction and paper type are fantastic (as mentioned by a previous reviewer). Everything is crisp and clean. The number of comics contained herein also offers a good value for your buck. But I found myself deeply disappointed by the content and feel I should have purchased something else.

The book roughly falls into 3 sections. The first section features the initial arc The Air Pirates of Mars, by Marv Wolfman, artist Gil Kane and inkers Dave Cockrum and Rudy Nebres. Marv Wolfman composes perfect pastiche of Burroughs' writing. The story is first-person narration - like most of the John Carter books - and maintains Burroughs penchant for crazy cliff-hangers, occasionally long exposition, and John Carter famous dumb luck. The basic idea is good too: a cabal strives to control the air generators, which provide all the atmosphere on Mars, and use them as a pogrom to destroy everyone else. It starts off fine but I quickly found myself losing interest as the story went on for 10 issues with more contrived problems and melodrama occurring in each episode, with little character development. It was adequate at best.

The second section contains the "Master Assassin of Mars" arc written by Chris Claremont (of X-men fame) and drawn by a variety of people, notably Ernie Colon, Mike Vosburg, and Frank Miller. The story is a bit of a mess. An assassin has attempted to slay John Carter (for unknown reasons) and Dejah Thoris rushes off to avenge her beloved before discovering he isn't quite dead. The story then spends approximately six issues on Dejah and John imprisoned by a hereto unknown Martian civilization. Dejah is forced to become a concubine for the chief and John spends his time getting into and out of trouble. The emotional drama of Dejah's sacrifice of fidelity for John is intriguing but is resolved so quickly and without repercussions that I was left wondering what was the point of the previous 6 issues. Apparently none, because the story immediately jumps into the search for the Master Assassin after this long distraction with nary a look back. You could skip those six issues and have missed nothing of importance. When we jump back into the Master Assassin story, we learn details of the conspiracy that would have been helpful earlier in the story. Also, the rotating artists rob the series of any momentum. The Vosburg issues in particular look flat and unimaginative. The storytelling and narrative is done well but there is nothing particularly interesting to look at on the page, except of the Frank Miller issue and an issue inked by Ernie Chan. This arc also involves a plot to control Mars but this time the Master Assassin seeks to unite all of the tribes - well, except for maybe those hidden ones - to create a more civilized society. and if he has to kill a few people to do it....oh well. How John Carter's assassination fits into that plan is never clearly explained. Effects seem to occur with little cause in this series.

Lastly, the book contains a number of short adventures that include the annuals. I enjoyed these stories much more than the longer serials. The brevity meant little fluff or distraction could enter the stories. "March of the Dead", "When Walk the Ancient Dead" and "The Amazons of Mars" were fun and well-drawn by Carmine Infantino, Sal Buscema, Ernie Chan and Tony DeZuniga. But I wasn't impressed by this collection's content. It is adequate at best but often awkward. I would encourage readers interested in John Carter to find and read the first books by Burroughs - A Princess of Mars and Warlord of Wars. They are easy to read and inexpensive and much better introductions to the characters.

Brent says

The characters of Edgar Rice Burroughs in a comic book from the 1970's! I suppose there could be someone who wouldn't like it. Just kidding.

Jakk Makk says

Pulpy and sweet like a Danish Bakery cupcake. Tried the book far too young--didn't finish it until last year, but the comics were cheap and easy. I'd read it again.

Marc Leroux says

I picked this up after watching the John Carter movie on a plane coming back from Europe. I have always been a fan of Burroughs Barsoom, and I had read the original comics many, many years ago. I wanted to re-read them, and this was an affordable way to do so.

This collection is reprinted in black and white, and the lack of color enhances the artwork. The stories are well paced and the art adds to the impact.

A good read. I enjoyed slipping back in time and reading these again. This is the quality that you would expect from Marv Wolfman, Chris Claremont, Gil Kane and Frank Miller.

Allan Olley says

This massive collection of Marvel comics adapting the John Carter of Mars characters. I am not clear having only read the first John Carter book, but I think it is mostly stories created by the comic writers usually occurring in the period of his first visit to Mars which the first book sort of skims over. Many strange and wonderful creatures and machines are on display that our main characters have to contend with.

The stories of swashbuckling adventure are evocatively told in this comic, very typical of 70s comics and including various notable creators like Marv Wolfman and Chris Claremont. The violent and amoral (although not completely unprincipled) aspects of the main characters is often on display, often involved in brutal struggles for survival. This story of an Earthman who displays incredible strength and leaping power (thanks to lower gravity) when mystically transported to Mars is sort of what you might imagine by the idea of Conan on Mars with the occasional explosive radium round or flying barge thrown in.

The book also contains some character design sketches by Dave Cockrum, alternate cover art for the series, an interview with Marv Wolfman from FOOM (Friends Of Old Marvel) about the comic series and a reproduction of that cover of that FOOM issue (No. 20).

Peter says

As child this never failed to thrill. Even now it still gives that happy buzz...

Pure bliss.

Marcus M. says

While this became a slightly less faithful comic series adaptation of the Barsoom novels after Marv Wolfman used all the material in those books, I think this collection will hit a homerun with the same audience that enjoyed the novels because it successfully achieves the same kind of otherworldly, Sci-Fi essence that ERB achieved with the books. This collected edition is usually \$100.00 so I wouldn't recommend it for those who aren't serious hard-core fans of John Carter or who aren't collectors of graphic novels.

Stephen says

Some great art- some lackluster story lines. Some great quotes and amazing panels. Sometimes old comics are just what I need.
