



Green Arrow, Volume 5: The Outsiders War

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Oliver Queen thought he had it all figured out. As the heroic archer Green Arrow, he'd finally found a sense of purpose, friends to aid him, even a place on the Justice League of America. But now, he's not even sure where he came from... or who he came from.

As Green Arrow discovers that his stranding on a desert island was more than just an accident, there seem to be more sinister forces at work behind all these sudden revelations. The Queen family is embroiled in a war generations old. A war of clans. A war of outsiders.

Acclaimed creative team Jeff Lemire (*Animal Man*) and Andrea Sorrentino (*I, Vampire*) take Green Arrow on his most challenging adventure yet.

Collecting: *Green Arrow* 25-31

Green Arrow, Volume 5: The Outsiders War Details

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Author : Jeff Lemire (Writer) , Andrea Sorrentino (Illustrations) , Denys Cowan (Illustrations) , Bill Sienkiewicz (Illustrations) , Marcelo Maiolo (Colourist)

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From Reader Review Green Arrow, Volume 5: The Outsiders War for online ebook

Edward Davies says

This is a solid volume which actually runs quite well as a single story, and introduced some pretty interesting elements back into the character, as well as some new ones.

Ivy says

A very interesting comic. Not sure what I think about the Outsiders. Seems weird to me. Hope the Outsiders will do better under new leadership. Hope they will be able to stop Richard Dragon.

Matt says

I grew tired of the clans and the art about halfway through this collection. Dang. I really dug the previous one. Definitely felt like Lemire was doing a cooler version of the TV show, but The Island is one of the reasons I stopped watching (the main one is that Ollie's sister Clea is like fingernails on a chalkboard to me).

Quentin Wallace says

4.5 stars.

This is more like it! So far my favorite volume of the New 52 Green Arrow. The art is exceptional. It's a cross between Jae Lee and Jim Steranko. Just very well done, and also very innovative with a great use of color.

Now onto the story. We learn that the entire "Arrow" deal is a member of a clan of warriors known as the Outsiders, each with a specialty "Arrow, Spear, Shield, Fist, etc.". As the title suggests, these clans end up in a war. We also see the final battle with Komodo as well as a ton of revelations I wont get into here. There's a lot going on in this volume and it's anything but boring.

I'm still a little irritated about the comic trying to morph into the show. I do enjoy the show a lot, but I prefer the comic book continuity more in the Mike Grell era. (Was Diggle ever a character in the comics before?) Also, I'm still not sure about Richard Dragon as a villain, but in a way that's cool, so I'll see how that part plays out.

Overall a very strong volume in what had been a disappointing series.

Michael Church says

I'm just so meh about this series now. Honestly, everyone praises Andrea Sorrentino's art, but it's murky and uninspired. He makes Ollie's not-Felicity-female-sidekick look identical to one of his characters from *I, Vampire*. Ollie and all the other guys are the same mold with different hair or skin colors. The block letters with stuff happening inside them is novel, but hard to decipher. The one big splash page is cluttered, and while it seems like it's teasing some stuff for the future of the series, it gets lost in itself. And it repeats the same mini images over and over. I didn't even realize that it included Ollie's face until I saw the pencil version in the bonus section.

The story is slightly better, but it starts with a stupidly useless "Zero Year" story that shoehorns in Diggle from the Arrow TV show. I didn't want to read Zero Year in Batman's books, I don't want to read it here. And while I like Dig and the TV show, he's hardly the part that I would most want them to copy over to print (Felicity, duh, or even bring in Black Canary somehow, let's get that ball rolling).

The Outsiders War is...well it's there. It certainly was written and drawn. It got lost in the murky art and the brooding tone of the book. What could have been a fun and flashy action story became about family betrayal and lies and angst. It's not so much about an evil group trying to take over the world as all of the stupid stuff that leads to it not working out. What's worse is that the bad guys' plan isn't really fleshed out. We don't know what they're going to do, just that it will bring all of Europe TO ITS KNEES!!! I'm more interested in these totem weapons. After seeing what the Green Arrow does (get it? Get it?), I'm really intrigued what the others do. And where did they come from?

It's also one of those situations that don't really make sense to solve in a vacuum. They have spears and their fists. The cops have guns. Who will win.....????? It's very forced drama and action.

Look, I like Jeff Lemire, and he's definitely taking Green Arrow in a new direction and has most certainly improved this book from the first three volumes, but this is far from the *cic book revolution* that everyone seems to claim it is. You might like it, but there are some definite issues.

James DeSantis says

As the show "Arrow" keeps going down the drain the comics keep getting better. The odd introduction at the start of this volume was a little jarring. It stuck Diggle in there, from the show, yet slightly different, and created Team Arrow, yet the story doesn't feel connected to the world they've built so far. Like this Ollie shouldn't have had Team Arrow before the current team arrow. It was very odd.

Still, once Zero Year tie in (see *Batman: Zero Year* to understand) is over the story kicks into high gear. Right where we left off. Oliver must return to the island, and you learn just how terrible his situation was. The thing I loved most is we didn't dwell on any scene too long. We got just enough backstory, just enough fighting, just enough of reuniting with a certain somebody that it all felt perfectly paced.

This volume is just as good as the last, and probably would have been even better if the zero year issues were. Still, enjoy what you get, because this to me is the definitive version of the Green Arrow.

Jeremy DeBottis says

This was a good enough superhero story. It's not fantastic. I think my problem with this is that at one point there was literally a guy named Green Arrow looking for a special green arrow. Imagine the controversy if Superman was looking for his own special "super man." As I've said in the past I can accept a lot of crazy stuff in books and movies and comics. Issues arise for me when things that just seem dumb spring up. This sort of had that feel.

The art is very dark and stylistic. I first discovered Andrea Sorrentino with *I, Vampire* and thought his art was amazing. Now that I've seen his work a number of times my views have slightly shifted. His page layouts, splash pages and action work is about as cool as you'll see. His general characters, however, can become almost indistinguishable. A number of the characters here look almost the exact same as those from *I, Vampire*. It's not that they're bad, it's just that they have standard hair or eyes, and it sometimes feels like he needs to add massive characteristics to distinguish characters. A mustache here, a little extra weight there. Luckily, this is a comic book and it's action orientated so my nitpicking is just that. Me being a nitpicky punk.

Logan says

Wow! What a great read! So I have heard good things about this volume and i guess you can say it was test run on Jeff Lemire's run on Green Arrow, and now i'm sorry i didn't get this sooner; I will definitely get the rest of the Jeff Lemire Volumes! So This volume contains 6 issues, 5 being The Outsiders War and the first issue being a tie in to Batman: Zero Year; usually i ignore tie-ins but it was actually really good; it was batman's and Green Arrows first unofficial team up! The Outsiders war was excellent to! This run does borrow a little bit from Arrow The Tv show, but it quickly forms into its own thing!

Sorry I'm distracted, so The Outsiders war, Shado(who you may know from the show) takes Oliver back to the island, to retrieve a totem of The Arrow Clan, and then pretty soon a war takes place on the island between the different clans who want to unite into The Outsiders. There's various clans from Fist Clan, to Shield Clan, the works! But overall this was a great story, many twists, the artwork was okay at first but it quickly grew on me! A great read!

John Yelverton says

The author commits horrible writing choices, as he resurrects characters long dead, only to turn around and kill them mere panels later. It is a truly lazy method of writing to get a forced emotional reaction out of the reader,

Shannon Appelcline says

This seems to be when the Green Arrow comic really linked up with the Arrow TV show, which is a good thing given the strength of the TV show and the weakness of the comic before Lemire. Still, the comic continues to be its own thing, with surprises built into its history and a unique story about the Outsiders.

Zero Year (25). Most of the Zero Year crossovers were very forced, but this is instead a nice introduction for Diggle and a nicely retconned introduction of a Team Arrow — all of which clearly links to the TV show [7/10].

The Outsiders War (26-31). The Outsiders are an enjoyable new organization, and also a fun bit of connectivity to the old DC Universe (with Katana nailing the connection down, as a member of both). The return to the island is also great, for its ties to the TV show, but also for giving things its own (very twisted) twist. Finally, it's good to see the Lemire plotlines all come together. A little dense, but otherwise a good arc [7/10].

Anne says

I should probably take some time to think about it, since I just finished this one about 3 minutes ago, but...

shrugs

Fuck it.

I'm done.

I'm not reading another one of these stupid attempts to merge a shitty comic with an even shittier tv show.

Now Oliver Queen has some *mysterious* past that's tied up in a conspiracy about **THE ISLAND**.

screams internally

The first issue is Green Arrow: Zero Year.

As in, what was Ollie up to while Bruce was taking on the Riddler in Gotham.

Shhh. No one will notice that Batman is cooler...promise.

This little adventure leads to Oliver meeting Diggle.

One fist-bump later:

TEAM ARROW!

No, really. I'm not kidding.

I was making little notes to myself when I was reading it, and the next one I have says "**I'm going to throw up**".

For real.

Mooooving on.

The Outsiders War.

Who the fuck are the Outsiders? Well, it's not a mismatched team of kids led by Wildcat, that's for sure. Not this time, anyway. Nope.

The Outsiders are...tribes. There's the Shield tribe, the Fist tribe, the Sword tribe, and (of course) the Arrow tribe...just to name a few.

Are you seeing the pattern here?

Anyway, Ollie and Shado are searching **THE ISLAND** for the Totem of the Arrow, when the Shield tribe attacks them.

With shields.

Oh noes! We can't shoot them with our arrows, because they're blocking us with their shields!

Ouch! Now they're tossing them at us like boomerangs!

Bong!

What the fuck is Captain America doing in the DC universe?

Wacka! Wacka! Wacka!

Let's see what my notes say, shall we?

"This is retarded."

Damn, I'm eloquent!

The art is ok, until you try to figure out what's happening in any of the action panels. Then you might as well make an educated guess, and move the fuck on, because it's not like you can actually *see* what the hell is happening.

Part of me liked the whole BIG WORD thing with the action happening inside, and part of me was squinting at the screen getting more and more pissed off. I have a feeling this style will work better in print than digitally, so that may have been part of my issue with it. However, for those of us who read a lot of our comics on tablets, this might pose a problem.

Let's see what else I have..

Hmmmm. I'll consult my notes.

"This last little bit doesn't seem so bad. Wait. No. It sucks again.

Something, something, something. More choppy action scenes.

I hate this. Want it to end. Why is he yelling at a traumatized kid? Gotta stop requesting stuff. Ugh."

I've definitely read worse, but this just didn't work for me.

Maybe you'll have better luck with it than I did.

Thank you NetGalley!

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Sean Kennedy says

The series is improving, but still is a bit of a shocker. Why, for instance, resurrect a dead character (which could have provided some really good drama in further stories) only to kill them two issues later? They just keep making bad decisions with this title, which is so bizarre when the television series goes from strength to strength.

Joseph says

Wow, this was great. The re-imaging of GA's origin, a bit influenced by the tv show, is decent but predictable, but the overall story of secret societies is just fantastic. Whereas I could never believe in the Court of Owls over in Snyder's Batman, this stuff makes much more sense (in a mystical way) and brings

some good ideas into the GA mythos.

Sorrentino's art is fantastic and he's just one of the best. Too bad Marvel got him after his GA work was complete.

mike andrews says

Alot of twists and turns in the plot. Lemire is doing a great job writing this.

Craig says

I still like this, but then I'm also a fan of the tv show (that might be a requirement for buying into Lemire's take on the story). And the art is great, too. Andrea Sorrentino really does some neat things and takes some chances that generally pay off (like action happening in words--the "crash," "bang," "pow" stuff from the fight scenes). All in all, I'm really enjoying this series.
