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They are not just a team, they are the team - Superman, Batman, Wonder Woman, Flash, Green Lantern, Aquaman and many more standing shoulder to shoulder in the ranks of the ultimate earth-shattering mega team - the Justice League of America! When a UFO lands on the Moon, the JLA heads off to investigate, only to discover the ship contains a black hole that bends memory, leaving members of the League with no idea of who they are! More worryingly, they can no longer control their awesome powers! All this and much, much more crammed into the latest JLA graphic novel that follows on directly from the hugely-successful JLA: The Obsidian Age series!

JLA, Vol. 13: Rules of Engagement Details

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Download and Read Free Online JLA, Vol. 13: Rules of Engagement Joe Kelly , Rick Veitch , Doug Mahnke (Illustrator) , Darryl Banks (Illustrator) , Wayne Faucher (Illustrator) , Tom Nguyen (Illustrator) , Duncan Rouleau (Illustrator) , Aaron Sowd (Illustrator)

From Reader Review JLA, Vol. 13: Rules of Engagement for online ebook

Stephen Theaker says

I came to this having previously read up to volume 9, a Mark Waid book, and then, earlier this week, volume 17, Syndicate Rules, by Kurt Busiek. What, for me, placed Joe Kelly's work here over either of those was that it felt like things were happening: relationships were changing, decisions had ramifications, villains were dangerous. What the stories here do very, very well is get at Superman's biggest weakness - not kryptonite, but being forced into making decisions in situations where there is no right or wrong answer. He has super-strength, but he has no power of super-philosophy.

Tszylak9430 says

The comic I read was "The World's Greatest Super Heroes- JLA: Rules of Engagement", my opinion on this comic is that it is a good comic to read if you want to. On page 110 there is a giant picture of the Martian manhunter and Ember. These is when Ember is asking Martian manhunter to help her with her memories that she wants to forget. On page 96 and 97 there are both two well illustrated and powerful pictures on what happened. "GUILTY!" (97). This book kept me on the edge of my seat near the end of the comic, because the beginning of the book was just boring and nothing intense was happening.

For the first part of the comic, I feel that the Atom and the mechanism with a mind of its own were the main characters. For the rest of the comic the main character is Faith. The main plot is the team of heroes have problems that they need to solve, such as helping a whole planet of people, getting rid of a machine with a mind of its own, and figuring out how to save a village of meta-humans. This book was set in world where earth contains super heroes and where there are aliens. This book teaches you that a group of people with different "abilities" can make a big difference on the world.

I would recommend this comic to people that enjoy reading comic books, such as Jace. I would recommend this comic to Jace because it contains several short stories that connect together well. It also is an entertaining comic book that contains extraordinary illustrations. Also this comic has Batman featured in it, and that is Jace's favorite super hero.

Barbara says

Joe Kelly's take on the JLA is a fun ride, starting with "Stardust Memories" in which the JLA take on an alien capable of wiping out all their memories and higher brain functions. "Rules of Engagement" shows the

team debating whether or not to intervene in a conflict on a planet 50 light years away, and tusselling with Kanjar Ro, who is the planet's minister of defense. Firestorm is the comic relief throughout the stories. "The White Rage" involves the team helping a metahuman who runs an orphanage and somehow runs afoul of the government. Excellent read.

Fizzgig76 says

Reprints JLA #77-82 (March 2003-August 2003). There's a new JLA and the team is trying to find its new identity. With new members John Stewart, Manitou Raven, Major Disaster, and Faith, the JLA has a lot of rookies to train but Earth's problems won't wait! Be it a threat from a unit collecting information, a war in a far-away galaxy, or a stand-off between a super-human compound, the JLA's problems keep growing, and they could become wanted themselves!

Written by Joe Kelly and Rick Veitch, JLA Volume 13: Rules of Engagement follows JLA Volume 12: The Obsidian Age—Book 2. The volume features art by Darryl Banks, Doug Maknke, and Duncan Rouleau and is divided into the stand-alone "Stardust" (JLA #77), the two-part "Rules of Engagement" (JLA #78-79), and the three-part "The White Rage" (JLA #80-82). The issues were also collected in JLA—Volume 7.

JLA started out strong...really strong. Despite being DC's premiere team, the Justice League series never really seemed to hit the stride as much as something like New Teen Titans or even Legion of Super-Heroes did. Grant Morrison's reinvention of the team is what the team needed, but by JLA 13: Rules of Engagement, the series feels like it is once again on autopilot.

I do admire the team. The new team was set up in the previous storyline "The Obsidian Age" and features a lot of non-traditional heroes especially surrounding a reformed villain in Major Disaster and Faith. John Stewart feels like a natural match for JLA, but Manitou Raven also provides an interesting twist (along with his wife Manitou Dawn). The exploration of these characters is a worthy storyline...but the stories presented in this volume are not.

There always seems to be a sense of detached confusion in the JLA title and this is true even of the Grant Morrison run. The issues seemed a bit piecemealed together and you sometimes end up going back to see if you missed something when the story jumps. The stand-alone "Stardust" definitely feels this way, but later issues in both "Rules of Engagement" and "The White Rage" also feel this way.

The art for the series is fine. It is pretty solid and tells the tales. I always run into a problem in volumes like this in that the art is good, but the story doesn't hold up...leading to a lower rating when the art is strong. The art is a good hook for a title, but in the long run the story needs to hold up.

I will always stick with JLA despite so-so titles. Growing up Marvel, JLA was one of the closest things to Marvel when you read DC so I always have a soft spot for JLA series (also due to my childhood love of Super Friends). Unfortunately, JLA can be better, and it has been better. I hope that some of the future volumes catches the energy of the first run of this series, but reading some of the later issues, JLA is past its prime already. JLA 13: Rules of Engagement is followed by JLA 14: Trial by Fire (omitting JLA #83 from the collection).

Shane says

I picked this up from the library and started it a couple days ago, only to find out that some little malcontent ripped out a few pages in the middle. So I'm off to the library to find another copy.

Joe Kelly rocks. I really never thought I would enjoy a comic with Wonder Woman or Superman in it but he consistently delivers. The art is great (although I like Nyugen less than the other guy). The writing has current topics like torturing enemy combatants to save lives etc... I started somewhere in the middle with JLA so I'm also excited about seeing how much I like the Grant Morrison stories.

Justin says

Neither the stand-alone story nor the Rules of Engagement section are that great (the latter was probably pretty topical at its time, but it's not as complex as it would need to be to work). Fortunately the White Rage section is pretty rewarding and presumably sets up some stories to come.

Mike says

Veitch writes some clangy-sounding dialogue - like my writing when I was a grade schooler. Just awful.

Kelly's rules of engagement story was engaging and included some satisfying problems, but it seemed to end rather neatly and prematurely for a story where the JLA was in over their understanding.

The "White Rage" story, OTOH was actually pretty cool. I like the mystery - not knowing what was happening, and being genuinely interested as details emerged. This is more like it - what needs to be done with a super team, to make or something truly challenging.

Angela says

Disappointing. Some nice moral dilemma's but the story didn't grab me. There wasn't enough original ideas in it. Good guys beat bad guys, bad guys trick good guys, good guys win.

Maythavee says

I miss the old JLA lineup. Don't get me wrong, the new members of the JLA were all interesting characters but I didn't feel like they were a part of the team. Their interactions were limited to only a few old members of the League like Superman and Batman. I miss the story arcs where the characters came first. The plot for this arc was too big and too overwhelming.

Sean says

Joe Kelly has always been a hit or miss type of writer for me and here was a pretty big miss. While the lineup is as close to ridiculous as the JLA Detroit ever got, the plot is also all over the board. There are three different stories in this trade and two of the three make little to no sense. The art by Doug Mahnke is good and Darryl Banks has delivers. However, Duncan Rouleau, as usual is not a good fit for a superhero book. Its pretty bad when Superman is indistinguishable from Major Disaster. Overall this was a weak effort and could easily be forgotten.

Hannah Givens says

The first two stories have great ideas that aren't developed well. The last story is a plain idea but written well. The main characters were flat, but the new four (Faith, Monitor, Raven, and Major Disaster) were surprisingly compelling!

Jesse A says

The stories were a bit silly, with super odd dialogue. I found the art pretty poor also.

Devero says

Una pessima sequenza di storie, prive di mordente e tanto per cambiare disegnate da Mahnke.

Steve says

I thoroughly enjoyed this 3 story collection by Joe Kelly. The artwork is pretty good, and all three stories have something to offer.

In the first part, The Atom and several JLA members find themselves fighting a black hole powered music box that orchestrates the destruction of solar systems to make masterpieces.

Then the JLA find themselves as peacemakers when a tyrannical faction of three planets tries to force another into their faction. There is a nice black/white/grey moral going on that makes for an intriguing plot line that is topical as well as entertaining.

Finally in the final story, The White Rage, Faith's past comes back to haunt her when the JLA tries to be peacemakers yet again with the police and a community of metahumans. Joe Kelly's narrative is excellent with this story, introducing a new villain that is menacing and mysterious.

A very good book that leads on to more stories.

Frans Karlsson says

THE team faces down a galactic war and is a peacekeeping force in a town of Meta-humans that goes wrong.
