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Unity Vol. 1: To Kill A King (UNITY (2013-))



Synopsis

To kill a king...they created an army. The world's most dangerous man, Toyo Harada, has been struck by the one thing he never thought possible - fear. Halfway across the globe, a new power threatens to topple modern civilization and, to preempt the cataclysm that is to come, Harada will unite the most unforgiving team the world has ever known - UNITY. Their mission: defeat the threat responsible for the destruction of MI-6, the decimation of an alien world, and the occupation of Eastern Europe... Unseat the warrior king armed with the universe's most powerful weapon... Kill X-O Manowar! Collecting UNITY #1-4 by New York Times best-selling writer Matt Kindt (Mind MGMT) and superstar artist Doug Braithwaite (Justice), discover the greatest heroes of the Valiant Universe right here with the landmark first arc of the chart-topping series that Ain't It Cool News calls "completely satisfying."

Book Information

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Customer Reviews

A bit of background: In the early days of the first Valiant, Unity was an ambitious crossover spearheaded by Jim Shooter, featuring all the Valiant titles at that point, and is widely regarded as an early example of a successful comic book crossover event. Years later, in an attempt to revive

the failing Acclaim Valiant Heroes line, Jim Shooter was tasked for a new crossover, Unity 2000. Unfortunately, due to Acclaim's dire straits, the project crashed and burned midway through. After the new Valiant began publishing in 2012, fans were treated to mysterious announcements about the coming of a new Unity, though the Valiant crew were quick to point out this Unity would be different than what's come before. It was later revealed that this Unity would not be a crossover event, but would actually be an ongoing team book. Where we are story-wise in the Valiant Universe: X-O Manowar returned from deep space with the descendants of his people, landing in modern day Romania and proclaiming the country his. As could be expected, the world did not react well to this potential alien invasion, the Russians in particular. After a failed attempt to use ground troops against Aric and his Visigoths, it appears that the Russians are going to escalate to nuclear weapons and potentially spark World War III. Enter: Toyo Harada. With Unity, Matt Kindt (creator of the critically acclaimed MIND MGMT) and Doug Braithwaite weave a complex tale of twists and turns, surprises and shocks, and all around major nerd out moments (the time it takes X-O to defeat Harada's team reads with fist-pumping excitement). I was encouraged to hear that Kindt would be writing this series, especially after hearing that he was a fan of old school Valiant. You can tell that he loves these characters, and this initial arc shows all of them at their strengths, especially in light of the moral ambiguity that some of these heroes and villains are operating under. X-O Manowar is the hero of his own title, but here he is the invading bad guy. Toyo Harada is the villain of Harbinger, but here he is trying to save the world from nuclear war. Valiant pushed the publicity of this title hard, and it was well worth the hype. This is a great tale that puts together an "Avengers" like team of Valiant heavyweights. Kindt has indicated that he has several years' worth of story-arcs planned out for Unity. Jump on board here and get in at the ground floor! I strongly recommend that you purchase X-O Manowar vol. 4 and 5 with this Unity trade. Vol. 4 leads right up to Unity, and vol. 5 should be read as a companion to Unity.

This is what VEI has been pointing to for nearly a year now. The culmination of seed planting and character development has finally arrived, and it is epic! From the opening issue Kindt raises the stakes to global proportions and never really lets up. The story brings together the best, brightest and brawniest of Valiant's characters. Harada, Ninjak, The Eternal Warrior, X-O Manowar all collide in a massive showdown. Aric (X-O) has returned to earth and is determined to stake a claim on what he believes is his rightful kingdom which just happens to now be the country of Romania. On the brink of world war, Harada gathers a team designed to put an end to this threat. His purposes

are not always benevolent and for the sake of humanity though, and Harada has more up his sleeve than everyone knows. Kindt weaves so many threads of intrigue, double-crossing, mind games and epic showdowns it's hard to know where to start. And Braithwaite's art is fantastic. There's so much scope and scale with his layouts that you are given a great impression of how globally impacting these events are. Some of the transitions from issue to issue were a little jarring and disconnected, and there were times where things were happening that I felt like I had missed vital information about somewhere along the way. But those are small complaints in the grand scheme of what is a massively successful event. Well done!

I still think of myself as a relative newcomer to Valiant comics. I've read very little of the original Valiant books from the 90s but I'm aware of the history and wild popularity that the phrase and name *Unity* has for fans of the original Valiant. So, they should be very pleased and excited for this brand new Unity title. I certainly was. The main story built up within Valiant's X-O Manowar title and while, as some other reviewers suggested, reading Vol. 4-5 of X-O helps expand on this story, a new reader can follow and understand the main event here without doing so (but being able to shows Valiant's commitment to telling a solid, entertaining comic story). As for the story, we have Aric of Dacia returning home to Earth from deep space, bringing with him remnants of his people. He's intent on setting up a new home for his refugee people by reclaiming his ancient homeland. In wielding the X-O armor, he certainly has the power to do so. But this brings him into conflict with modern Russian forces as well as drawing the attention of Toyo Harada, the world's most powerful psiot and who has his own plans for humanity and Aric's interference isn't part of it. So Harada is forced to bring together a motley band of individuals to take down arguably the most powerful person in the Valiant Universe. Matt Kindt's first work for Valiant, he does a deft job of building suspense and tension amongst the players of this global drama. The various personalities that make up this new Unity team grate and grind against each other yet somehow come together to try and achieve their goals. Add in a major twist midway through and you got the makings of a terrific story. Braithwaite's art is dynamic and exciting, capturing very well the powerful forces unleashed in this conflict of strong wills. DC and Marvel tend to draw out their events but here, Valiant creates an engaging, fun event that shows the breadth of their comic universe, that by unifying their characters, they are demonstrating how they are slowly climbing to the top of the comic industry.

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