



Injustice 2, Vol. 1

Tom Taylor , Bruno Redondo (Artist) , Daniel Sampere (Artist) , Mike S. Miller (Artist) , Juan Albarran (Artist) , Vicente Cifuentes (Artist) , Rex Lokus (Colourist) , J. Nanjan (Colourist) , more... Wes Abbott (Letterer) ...less

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The start of an all-new saga in the alternate DC Universe of the smash-hit Warner Bros. Interactive fighting game is here in INJUSTICE 2 VOL. 1!

The war is over. But a new battle is about to begin.

After years of conflict and carnage, Batman and his rebel allies have finally triumphed over their tyrannical foe, Superman. Now the Man of Steel is behind bars, and the Dark Knight holds the future of the world in his hands.

But that future is about to slip from his grasp.

Superman still has many friends who will work tirelessly to free their leader from captivity. And a new force is about to emerge from the shadows. A winged warrior is assembling a Suicide Squad of the world's most dangerous villains to pursue plans of his own, by any means necessary.

And this man in black is out to claim the mantle of the Batman himself.

As old foes and new enemies collide, can Bruce Wayne preserve the fragile peace for which so many heroes have sacrificed? Or is a new era of injustice about to dawn?

From the acclaimed creative team of Tom Taylor and Bruno Redondo, INJUSTICE 2 VOL. 1 collects INJUSTICE 2 #1-6 (digital #1-12).

Injustice 2, Vol. 1 Details

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Author : Tom Taylor , Bruno Redondo (Artist) , Daniel Sampere (Artist) , Mike S. Miller (Artist) , Juan Albarran (Artist) , Vicente Cifuentes (Artist) , Rex Lokus (Colourist) , J. Nanjan (Colourist) , more... Wes Abbott (Letterer) ...less

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From Reader Review Injustice 2, Vol. 1 for online ebook

Robert says

[Superman is defeated, disgraced and imprisoned, Batman has triumphed but is broodier than usual over the loss of Alfred and his son's estrangement, and DC characters around the world are struggling to "get back to normal." (hide spoiler)]

Jesse A says

Started falling a bit too far in line with just a regular DC series. Not bad but missing the magic the early volumes of 1 had.

Scott S. says

Kudos to DC - I had not read any of the prior *Injustice* series (and I'm guessing there is one . . . since this is called *Injustice 2*) or had any knowledge of the connected video game - and yet this was an engaging and not too-hard to follow story-line for someone jumping in cold. A large, varied cast of characters (Harley Quinn is used effectively here - she gets the best dialogue); lots of action, humor, suspense and even heartfelt drama (Robin's '3-hour tour' across Gotham, to name only one instance, was perfection); and the artwork / coloring was just great. More of this, please.

Cale says

It still amazes me how strong these *Injustice* stories are, especially when helmed by Tom Taylor. He manages to do an amazing job of juggling large parts of the DC Universe with an impressive eye to dialogue, plot, humor, and pathos. And his portrayal of Harley here is one of my favorite takes on her (he's always written her well, and it shines here), even as he allows multiple other characters to shine. Making a sensible plot out of a fighting game series seems like an impossible task, but he really pulls it off, and manages to inject some emotion into the proceedings, while also carrying characters forward in interesting but logical ways. And he brings a couple characters back into the fold, which is nice. The last issue collected here is a little weaker as it recounts Supergirl's origins, although it does manage to tie it in to the main plot a bit. But there are lots of surprises, reveals, turnarounds, and deaths (a few a bit graphic) that will keep readers guessing, and an art style that is effective without being flashy. If you got burned by the last few years of *Injustice 1*, it's worth coming back to the fold, and I don't think you'll miss much by skipping those. But you will miss out on one of the stronger DC titles if you skip this one.

Monsour says

Injustice is back

One of the best things that come out on a comicbook has return and it has not shortage of awesomeness.
ENOUGH SAID GO READ THIS COMIC

Elyssa (Elyssa's Editions) says

I finished reading this book last night and holy cow that was awesome. For starters, I haven't read any of the original Injustice series even though my husband owns them and loves the series. I decided to dive straight into this one because it came out yesterday and I thought it would be the perfect read for this week's Comic Book Wednesday post on my Instagram - and I was right. The artwork throughout this book is breathtaking, as you can likely imagine since it has a corresponding video game. Sometimes I read graphic novels with awesome art and awful writing, which causes the whole thing to fall short (the opposite also happens). This, however, was not one of these times. I was laughing out loud during some portions and gasping during others. After having read a fair share of DC comics this year, I have to say that I enjoyed the way these characters were written so much more here than the other story lines. The Injustice series is very cool because it contains pretty much every DC Character (not unlike Civil War for Marvel). Head to your local comic book store then cozy up in your quiver to read this great book. Let me know what you think if you check it out.

Thank you to DC Comics and Netgalley for the ARC of this book!

Trike says

The original Injustice series was not just better than it had any right to be, it was hands down the best comic DC published. That was due entirely to Taylor's writing, with an assist of excellent artwork. But mostly his writing. The issues featuring Constantine are some of the best comics ever written, full stop.

But then a new team took over and it devolved into mediocrity. So I stopped reading them. Then I saw that Taylor had returned for the sequel. Now all is right with the world.

I just watched the movie *Justice League* the other day, and it's as bad as you've heard. The humor falls flat and the action is dull and the supervillain gets weaker as the movie progresses. On top of all that it feels like a collection of semi-connected scenes which only tangentially relate to one another.

They should let Tom Taylor write the movies. The jokes here are *funny*, the characters have distinct motivations, and the story just flows. The plot moves right along while the twists are cool yet logical. Most important of all, Batman is an actual mastermind who is a flawed genius anticipating every scenario and staying three steps ahead of everyone else, yet he is *still* barely holding his own.

This is the gold standard for superhero comics right here.

Jessica (BookObsessedJess) says

Harley is everything. That's really all you need to know.

Ben Brown says

Man, is it good to have the “Injustice” comic back.

Let me clarify that: man, is it good to have the “Injustice” comic back, written by Tom Taylor.

No disrespect to Brian Buccellato, who did a serviceable enough job picking up where Taylor left off when the latter left halfway through “Injustice: Year Three,” but really—“Injustice” is totally Taylor’s baby, and it simply doesn’t feel the same when he isn’t writing these characters. If these first six issues are any indication, Mr. Taylor hasn’t missed a beat when it comes to delivering big spectacle, shocking deaths, legitimately surprising plot developments, and character arcs that feel fully thought through and completely rewarding to watch unfold.

This sequel series takes place between the events of the first and second game, neither of which have I actually ever played. That’s the crazy thing about this series: the underlying characters and story are so compelling, that you don’t even have to have experience with the original source material to enjoy it. It’s a testament both to the people over at NetherRealm Studios and Tom Taylor—oh, and of course, Bruno Redondo and Mike S. Miller’s GORGEOUS art—that a series centered around a tyrannical Superman not only works as well as it does, but is also this much fun.

Seriously, DC: if you want to make a compelling cinematic universe in the mold of Marvel, just take a look at what these guys are doing over in “Injustice” for inspiration. Or even better, just adapt this series to film and let this be the bedrock for the DCEU. Trust me: this is the story you’re looking for.

Manisha says

Although not as good as the beginning of 'Injustice: Gods Among Us', I thought this was a strong start. We see the teams being assembled while a new threat starts creative havoc. There are consequences to defeating Superman.

Aldo Haegemans says

TOM F’N TAYLOR.

James DeSantis says

OHHHHhhhhhHHH TOM! THANK YOU FOR COMING BACK TO US! WE MISSED YOU!

Seriously. Injustice year 4-5 were a huge disappointment compared to the excellent year 1-2 (and some of 3)

Tom produced. However, I kept reading in hopes it would get better. It never really did. Moments of fun, but nothing compared to the start. THEN the announcement that Tom mother fucking Taylor would be coming back for Injustice 2 got me HYPPPED and for good reason. Tom gets a dark, twisted, dark-verse type universe for our DC heroes.

So Superman is imprisoned. Why not kill him? Well we just don't do that shit. Batman is trying to fix the world. Not in the way superman "tried" but in a more organic way. Let the people recover from the Tyrant. However, not everyone feels the same. A new mysterious evil batman shows up while running with most of the suicide squad. You got Ra back because, why the fuck not. Immortal demon king is always a tough enemy. So batman begins to recruit and build his team for a better tomorrow but is it too late?

Good: The art is great. I didn't love Injustice art all the time but here everything looks crisp and clean, lot of bright colors, but still a dark gloomy feel. The fights between the characters are always well done too and the slight dialog edge tom gives each character really makes you love/hate them. Harley for example is finally written to where I LIKE her when I normally can't stand her. Also, How fucking amazing is Connor. Green arrow's son freaking rocks in here. Also the death here...fuck...was tough.

Bad: The last issue deals with Supergirl and what happened to her. There's some good moments in there but it's the least interesting chapter mostly because we get that all in the game. I also feel it didn't give me the hyped feel I was hoping for like year 1-2 did at the end of their volumes.

Overall this was fantastic. Tom writes these characters so damn well. I love a universe where everything is off limits and when characters bite it, doesn't feel for shock, more for a story reason. For character growth of others. Tom gets it, he just does. Thank you man for coming back. Please stay. A 4 out of 5.

Anne says

4.5 stars

Tom Taylor is back, baby!

And you can definitely feel the difference. The tone is more badass, the level of *feels* is just more realistic and heartfelt, and the humor is more...*funny*.

Now, I made a mistake last time around by ignoring the video game and thinking that this comic was a separate entity altogether. **Bzzzt.** I was wrong.

So, after finishing this comic, my son and I sat down to watch the Injustice 2 Cutscenes.

All 2 hours, 45 minutes, and 38 seconds of it.

Holy shit, the graphics are amazing!

I will say that the comics and the game don't line up *exactly* (view spoiler), but this didn't actually bother me.

I'm reading the comics as a separate thing and using the game as a reference point. <--If that makes sense?

The story in Vol 1 has so much more going for it than the last few volumes of Injustice have had, and I'm giving all the credit to Taylor. It's not that the other writers were awful, but Taylor just seems to *get* this title in a way that makes his take on it special.

I don't want to spoil anything, but there were several moments that caught me by surprise and reminded me why I used to love this one so much! If you've lost your original love for this one, don't give up yet. Unbelievably, Injustice seems to be back!

Highly Recommended for Fans of Injustice.

Steve says

So glad to see Tom Taylor back and holding the reigns where he belongs.

This was a lot of fun!

Chad says

Who would have thought a video game tie-in would be one of DC's best comics? But that's what it is when Tom Taylor is writing it. I've never played the video game, but this is really one long Elseworlds story where Superman thinks he can do a better job of running the world than anyone else. One of the biggest things Taylor brings is a Harley Quinn I actually like. For the first time in years, she's written as more than just Deadpool with boobs.

Batman's finally got Superman locked up, but now there's a new threat rising. (view spoiler) The one thing that was confusing was the evil Batman running around in the same suit. They could have at least changed the bat symbol so we could tell them apart easier. (Yes, I know it sometimes glowed red, but it wasn't consistent.)
