



Annihilation: Conquest, Book One

*Keith Giffen (Writer) , Mike Lilly (Illustrator) , Mike Perkins (Illustrator) , Christos Gage , Dan Abnett ,
Andy Lanning , Timothy Green II (Illustrator)*

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Collecting: *Annihilation: Conquest* Prologue, *Annihilation: Conquest: Quasar* 1-4, *Annihilation: Conquest: Starlord* 1-4, *Annihilation* Saga

The next sci-fi epic blasts-off here! In the grim aftermath of the Annihilation War, a devastated universe struggles to rebuild. Gripped by fear and paranoia, civilizations have collapsed and entire worlds are now smoking ruins. What is next for the battle weary heroes known as Nova, Peter Quill and Quasar? What are Ronan's plans for the once-mighty Kree Empire? Which cosmic characters of the past are about to return? Who is the new hero approaching on the horizon? And what is the new threat that no one suspects?

Annihilation: Conquest, Book One Details

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From Reader Review Annihilation: Conquest, Book One for online ebook

Mike says

Collections like these are almost always jarring - rarely are the creators of disparate stories on equal footing, making the better suffer and the lesser look even lesser next to the master.

Even worse, the mini-intro done by Abnett & Lanning just further embarrasses the lesser here.

AC: Starlord

This is one of the best Giffen books I've read lately - just as self-aware, self-deprecating and snarky as ever, and contains one of the best catch-the-reader-up intro sequences (and "getting a gang together" walkthroughs) I've read in ages. I should really be doing a thesis study of Giffen's technique here, because he makes it all look so easy and yet I've wailed on and on about how poorly this gets done by so many other creators.

Great wonky team: Raccoon is a bitter short dude, Groot is an indignant arrogant brute, Starlord is a self-deprecating bastard, Mantis is aloof, Bug reminds me of Ant-Man and Captain Universe is a putz.

Giffen & team create a great little adventure and set up the main action well. Onwards!

The art in here is remarkable. Another example of off-center style, I'm having hard time placing it or objectively rating it. Looks good, suits the mood Giffen sets, and contributes well to the storytelling. Great character renditions.

AC: Quasar

What is wrong with me? I know up front that this is another work by Christos Gage, yet I willingly dive in? I think I need to take this up with my therapist - there's no way this is a healthy way to treat myself.

I mean, come on Gage - do you really believe this kind of writing is your best work? Is this the level of effort you put into all your comics writing? Or are you just so comfortable writing for syndie TV that you'll drool out this same over-explained drivel for every gig?

I think Gage must've had his mind frozen at grade school, because he adores Show *And* Tell. Why let the artist convey anything when you can hammer the point home with a few superfluous sentences as well?

Take the battle with the Super-Adaptoid. Every move he makes, he telegraphs by saying - out loud, seemingly to himself - "Switching to long-range attack. Subject: Hawkeye." And then the artist has the meaningless task of filling in a panel with an illustration of the SA transforming his outward appearance to resemble...Hawkeye. It's really quite amazing what Marvel editorial will pay for. They should give these creators half-pay when they turn in the same work twice.

To me, it's not that it would be easy to let the reader know what SA is doing with fewer or no words, but that Gage doesn't even try. It's like the first ten-minute draft of the script is the one he turns in every time, and from what I remember of his Nerdist interview, he's pretty much proud of this kind of work "ethic".

It just occurred to me: perhaps Gage has never learned how to give instructions to the artist that aren't captured in the dialogue. Maybe he needs a new scripting app?

It also occurs to me that maybe I *do* secretly enjoy ripping on this guy - which probably says more about me than him. Like maybe I see Gage as the nearest analogue to my own writing abilities, and thus hammer on him as hard as I would criticize myself if this was the best I was able to craft.

For all my bitching about the dialogue, I gotta admit there's some fun plot ideas going on here. Leveraging Moondragon's sordid past? Super Adaptoid using Quasar's powers against her? A series of odd details towards a Saviour who reveals at the climax? Really, must admit the overall plot worked well enough to hopefully pave a path for better writers to capitalize on this story.

I have no complaints about the artwork here either. The style (rough-hewn, kinetic) is a nice change from the more popular super-realistic, ultra-clean digital work these days, and some of the scenes (especially a couple of double-page spreads) are beautiful enough to make me stop and drink them in.

Just one more question: (view spoiler)

Overall: 5 for Starlord, 3 for Quasar (and that's being generous).

Kurt says

I love the huge stories that Abnett And Lanning told for a few years as they revitalized Marvel's cosmic characters. This story, *Annihilation: Conquest*, is a direct sequel to their epic *Annihilation* story. As a result of that war, certain parts of the Marvel universe are damaged or destroyed, and this book picks up with an attempt by the Kree to rebuild their defenses. Something goes terribly wrong, and the Phalanx (in a drastic redesign from their appearances in X-Men comics during the 1990s) basically take over the world. It's scary, especially the visual of the gross eye stuff going on with figures who get assimilated. This collection shares the prologue to the main story, then brings together two limited series to show different characters trying to fight back.

First, we get the four-issue *Star-lord* limited series. The art is a little bloodless, but tells the story clearly, and it's a great story to tell. Peter Quill, the titular character, is a rather embarrassing relic of simpler times in the 1970s, but Abnett and Lanning brought him back into continuity as a soldier in *Annihilation*. With his new Marvel Universe role, Keith Giffen starts assembling a team for him to lead on a Big Doomed Scary mission, and it's amazing. Running with the idea that silly 1970s Marvel sci-fi concepts are worth rehabilitation, Giffen pulls in some of the silliest characters of the last thirty or forty years and lets them bounce off each other, forging a hilarious and delightful team of misfits (who become the blueprint for the current incarnation of the Guardians of the Galaxy). Giffen has a real story to tell about redemption and finding a purpose, and he uses action and humor and bold characters to do it beautifully.

The other limited series, *Quasar*, is less successful. I like the character a lot - Phyla-Vell is the daughter of one dead Captain Marvel and the sister of another, so she's learning to live up to her legacy with an additional inheritance of the former Quasar's nega-bands. (Yes, this sentence is a good indication that she's maybe not the most accessible character for new readers) After the Phalanx invasion, she hears a mysterious voice directing her to find a Savior who can.. well, save the day. She gathers up her girlfriend, Moondragon,

into a space ship and goes on a quest. Which should work just fine. The problem is that Christos Gage (a writer I usually enjoy) strikes a tone of self-important cheese that really doesn't work. A character turns into a dragon and stops during a fight to talk about what impact this will have on her current romantic relationship. Character development is abrupt (in the sense of, "You fight with fear, so you will never win!" "Why.. that's right! I'll just have to stop being afraid, then!" "Oh no, now you win the fight!"). The villain of the series is the Super-Adaptoid, a corny old Avengers villain who happily sticks with his 1960s character design (I think the character was updated in the 1990s, but this version still puts on his big green Hawkeye mask when he wants to shoot some arrows and doesn't know any Avengers who joined after Captain America did). It's just a terribly goofy story that doesn't have a sense of humor, and even though I like most of the characters involved (especially the ones who show up at the end), I was disappointed by it.

The last part of the collection is a recap of *Annihilation*, so readers who start with this book will be able to brush up on all the relevant foundational plot points, but I still recommend starting your adventures in the new cosmic Marvel by reading that story before finding this one. Once you've read *Annihilation*, though, you should definitely move on to this sequel to enjoy more of the characters and action that you love.

Eldon Farrell says

To be honest not Abnett's best work. The story was okay. Better than Infinity as an event but pales next to Reign of Kings.

Sara J. (kefuwa) says

Really enjoyed Star Lord #1-#4... great stuff, great character (PETER QUILL FTW) & I really like the art (clean lines just do it for me - lel). Also... Rocket Racoon is GREAT! And Groot is... verbose! Different from their GotG movie versions (Star Lord too)... but definitely no less terrific! Cannot wait to get to the first volume of GotG. Lel.

The Quasar books were okay... didn't enjoy them as much as the Star Lord books though. Haha.

Randy Lander says

Picking up where *Annihilation* left off, this starts off with miniseries, just as *Annihilation* did. However, *Conquest* is in every way an improvement upon the original *Annihilation*, and these miniseries are no exception.

This book features the one-shot where the Phalanx (a surprisingly good foe, given that they're crap '90s X-Men villains) take over the Kree Empire, and some heroes rise to battle them. Those heroes include the new Quasar and her lover Moondragon, in a story that is a bit by-the-numbers and features unfortunately cheese-cakey art but is still very entertaining. They also include the "Dirty Dozen in space" of Starlord and his crew, which includes any number of obscure Marvel characters, from the Micronauts' Bug to Rocket Raccoon to Englehart creation Mantis. This book is the prologue and foundation of sorts to the Abnett/Lanning *Guardians of the Galaxy* book, and it's a really fun, action-packed book with beautiful art by Timothy Green and good character work from Giffen.

Jdetrick says

These are good, fun comics. I very much enjoyed the Quasar series, with shows a nice, mature lesbian relationship, and the Starlord comics are the very earliest appearance of what would become the Guardians of Galaxy that we see in the movies.

Hrishi says

Annihilation: Conquest Book 1 picks up from where the massive Annihilation event left off. (The latter effectively rebooted Marvel's "Cosmic" stories).

This volume collects three limited series. To start there is "Annihilation Conquest: Prologue" which (as the unwieldy name suggests) is the stage-setter for the two other limited series included, as well as the wider Conquest event itself. Starlord and the new Quasar get a story arc each as well, in the immediate aftermath of the defeat of the Annihilation Wave and proceeding directly from the Prologue.

If I could rate the components of this first collection for Annihilation Conquest, I'd rate the Prologue at 4 stars, the Quasar story at 3 stars, and the Starlord tale a cool 5 stars.

The Prologue is excellent in what it is meant to do - provide set up. It very quickly sets up the big bad of the event (the Borg-like Phalanx) and gives Starlord and Quasar starting points to go do stuff that will feed into the main event. The art is fantastic, and quite a few of the Phalanx 'invasion' panels are creepy as hell. The story-telling is good, as it alternates between the big canvas war in the Kree core worlds and the smaller bore beginning of the Quasar story.

The Quasar series is a bit meh - on the one hand it does have great art and a decent story, it takes itself too seriously, and so loses two stars on that account. It does have its geek out moments though, because I (not being particularly steeped in Cosmic lore) could finally figure out the deal with Moondragon and Drax (who does not feature here) with the in-story flashback and some Wiki reading.

The highlight for me was the Starlord series, which has the bones of the Guardians of the Galaxy forming up as Starlord, Rocket Raccoon, and Groot get together with four others in a 'Dirty Dozen' style adventure. It is irreverent, does not take itself seriously either, and is ha-ha funny in places. Peter Quill/ Starlord had struck me as a Han Solo type in the Annihilation books, and here that facet gets played up most enjoyably. There's a lot of not-so-subtle Star Wars homage going on, and again anyone who liked the Cantina scene in "A New Hope" will love the way this limited series is drawn. Special mention must also be made for the Groot and Rocket Raccoon pairing - inspired characterization!

Overall this was a fun read. It is a massive crossover event spanning several series and characters that is a sequel to a massive crossover event spanning several series and characters. I suppose that means there's no chance of anyone not already a fan of Cosmic Marvel or up to date on the Annihilation event and its (surprisingly disruptive) ending ever attempting to read this. If they do, for what it's worth, they'll be quite lost. As a fan however, I found this an enjoyable read.

Onward then to the main (er... sequel) event!

Brian says

The birth of the Guardians of the Galaxy as we know them today! The transition from the gruff, hardened intergalactic war vet and genocidal savior of the universe Peter Quill into the fun and goofy frontman we love isn't perfect, but it's enough of a bridge to be satisfying enough. Also, it's weird seeing Groot actually speak. The Quasar story is fun, too, if a good two issues longer than the story needed.

SION says

A cosmic visual treat. I liked Star Lord's arc with his Guardians team's mission into the Phalanx. But Quasar's arc was meh. Nice to look at but it was just eye candy.

Ivan says

Comic books like these is reason I mostly stick to Image comics and Dark horse. DC and Marvel at this point can get worse than soap operas (honor to exceptions as both have so really great comics). There is so much character recycling and no one really dies. Everybody can just pop out no meter what happened previously. While first annihilation had crappy storyline with some genuinely good parts, Annihilation conquest has story so far up it's ass it consists entirely of stuff that turned to shit long time ago.

Aaron says

Annihilation: Conquest is an event from 2007 that follows the Annihilation event, showing the aftermath of the Kree war with Annihilus and the sneak attack of the techno-organic race known as the Phalanx. The Phalanx seals off Kree space and it's up to various heroes to try to put a dent in the Phalanx's goal of assimilating all life into their collective. One miniseries follows Quasar and Moondragon as they dodge the Super-Adaptoid and attempt to find the "savior" who Quasar is being directed to telepathically, and another follows Peter Quill as he is put in charge of a suicide squad (which includes other notable future Guardians of the Galaxy Rocket and Groot) with a mission to shut down a device that would disperse the Phalanx virus throughout the galaxy. (view spoiler)

Pretty fun space opera, as Annihilation was before it. This story differs in that the heroes are separated and in severe underdog positions, struggling almost futilely to make a dent in the overwhelming Phalanx onslaught. I liked Phyla-Vell and Moondragon questing together, but more fun was seeing Quill and his Wild Bunch as a proto-Guardians of the Galaxy team struggling to work together effectively.

Darth says

Star-Lord=cool!

Quasar=meh

Christian Zamora-Dahmen says

Starlord was the jewel of this pack. It actually set in motion what would become the Guardians of the Galaxy. They definitely had a winner there. Quasar's story was a bit irrelevant. And the whole Phalanx seems like a rehashed Annihilation.

Paul E. Morph says

This volume collects an Annihilation: Conquest prologue one-shot and two A:C prelude mini-series: Quasar and Star-Lord. The prologue issue was just a set-up issue and pretty forgettable (the galaxy is still reeling from Annihilus' invasion when, who should turn up but the Phalanx! Remember them from the X-Men books?), but to take the two mini-series one at a time:

Quasar:

This isn't the original (and current) Quasar, Wendell Vaughan, but rather Phyla-Vell, the original Captain Mar-Vell's daughter, who has taken on the quantum bands and the Quasar moniker while Vaughan is spending time 'dead'. It's all very angst and overblown and also featured Moondragon, a character I've never cared for. It also climaxes with the return of (view spoiler), another character I absolutely cannot stand. Overall, not a winner for me. **2 stars**

Star-Lord :

Here we have the only thing that makes this collection worth reading. This Star-Lord mini-series has Peter Quill, torn by guilt over his role in accidentally helping the Phalanx begin their invasion, being forced by the Kree into leading a ragtag team of misfits in a secret mission against the Phalanx. This team features ex-Avengers Mantis and Deathcry, Bug (from the Micronauts), the current Captain Universe, Rocket Raccoon and Groot. (Groot's speaking normal English in this book and acting like a complete butthead which is weird. I'm not sure how he goes from this to the verbally-impaired and kindhearted soul we know and love but I'm hoping it'll be explained in the next volume.) They're not quite the Guardians of the Galaxy yet, but the seed has certainly been planted with this pre-GOTG team. It's a great little mini with great artwork and I'd recommend it to any GOTG fan. **4 stars**

Overall mark for this collection: **3 stars** but don't ask to see my sums.

Edited on 24/11/16 because I realised the A:C Wraith mini-series wasn't in this collection. I am an idiot.

Shane says

Really had a lot of fun with this series. Having Bug included was definitely a bonus. I'm a huge Micronauts fan. The art was great and I loved reading about all these characters I had either not read much about or only

barely heard of.
