



Descender, Vol. 4: Orbital Mechanics

Jeff Lemire , Dustin Nguyen (Illustrator) , Steve Wands (Letterer)

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Tim-21, Telsa and Quon finally escape the Machine Moon and head out on a quest to find the ancient robot who may hold the key to the Harvesters. Meanwhile Andy and his rag-tag team close in on Tim, but their fragile alliance is shattered by Driller's revealtions.

A new chapter of the heartfelt Sci Fi epic begins here by superstar creators JEFF LEMIRE and DUSTIN NGUYEN

Collects issues 17 through 21.

Descender, Vol. 4: Orbital Mechanics Details

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From Reader Review Descender, Vol. 4: Orbital Mechanics for online ebook

David Schaafsma says

I think this is one of two great and popular series right now that are essentially tributes to Star Wars, scifi comics, action, bots, with great characters and emotional connections. (Saga is the other one; maybe you've heard of it?). Both are great in their own ways. Volume three of Descender was slower, more reflective, more emotional. Volume 4 is again more action-driven. Tim-21, Telsa and Quon escape the Machine. There's a scary Tim-22. Andy and Effie conflicts. Driller and his new friend Mizerd.

Lemire and Nguyen have a great series here, with a complex scifi story and gorgeous watercolor art. Just lovely to look at. But think of it: Royal City, Black Hammer, Roughneck, Descender, all excellent, all advancing this year, a career year for Lemire. One of the three or four or five best comics guys in the world right now, for my money.

Anne says

Descender continues to be a shockingly great sci-fi comic as **Orbital Mechanics** ratchets up the tension and the overall sympathy the reader feels for the characters.

All of them.

I thought the pacing was excellent, especially since this was a few volumes into the story. Oh, and if you thought the cliffhanger from the last volume was good, you'll love the twist Lemire puts on its resolution in this one. <--can't say more without spoiling anything. Sorry.

In fact, I'm having a really hard time saying *anything* without spoiling some part of the story. I think the best I can do is say that you won't be disappointed and that you'll get more backstory on several characters.

Once again the watercolor look to the art mutes the clunky, metal, robot-y feel to the A. I. characters and helps give a more (traditionally) human appearance to them.

Well-written and highly engaging story. If you've been giving this one a pass because it didn't look very good (<--like I did), you might want to rethink that. Definitely worth it!

Highly Recommended!

Michael Finocchiaro says

Descender continues to be my 2nd favorite scifi comic (after Saga, OF COURSE!). The watercolor artwork is beautiful as always and the story is fun. I love Driller's new friend Mizerd and am scared for Tesla and scared shitless of Tim-22! Can't wait for Vol 5!

Alja (alyaofwinterfell) says

4.5 stars

I'm... speechless.

The whole book was simply wonderful, from the gorgeous watercolor art to the fast paced, gripping story.

In order to avoid potential spoilers I won't say anything about the plot. Let's just say that after the emotional detour of vol.3, this one resumes the story told in the vol.2, and keeps us in constant fear for character's lives. Also... It's hard to hate Tim-22 after getting to know his backstory, but he certainly doesn't make it easy for me to like him.

My only complaint would be that it was too short, and I need some answers asap!

If you love sci fi and comics, you can't miss this series. It's my favorite next to *Saga* and I'm anxious to find out what happens next.

FOR REAL THO, SOMEONE PLS TELL ME THAT THIS ENDS WELL

Paz R.M. says

3.5 stars!

Very different from volume 3. This one was much more action packed than emotional. Still, I really enjoyed it. I particularly loved the first issue, which, for the most part of it, had 3 panels per page and they illustrated a different storyline. These three "opening scenes" in this issue had a different tone from each other and I loved how the colours for every panel was distinctive. I especially loved the simple, minimalistic style of Tesla's story.

The ending was great, but overall I'd say this is my least favorite volume in this series.

Crystal Starr Light says

Bullet Review:

After what I thought was a lackluster volume 3 (which I've mostly forgotten - except that Driller issue, which was brilliant), this volume picks it up HARD and FAST. This is EXACTLY what was needed to save this series from the "disappointment" shelf. Things start to happen, players move into position, everyone's loyalties are up in the air, and dayum, you cannot beat that watercolor artwork!

Trish says

In this 4th volume, we basically have 3 settings: the Machine Moon, where Andy and Effie are with their group, and the spaceship that carries Telsa, Quon and Tim.

Right at the beginning, Tim-21 and Tim-22 have to somehow find a solution to their "problem" and, in a way, they do ... leading to Telsa, Quon and Tim leaving the Machine Moon. Simultaneously, Andy and Effie try to resolve their issues, while the robots have the schedule of their own plans moved up a bit when the UGC is assembling to take the Hardwire out for good.

As in the last volume, not much really happens and I missed the emotional impact from the last volumes. Sure, (view spoiler) but somehow it wasn't as much of a shock as what we've discovered so far.

The rekindling of the old flame between Effie and Andy was also to be expected ... and can we just take a moment to talk about the lameness of one of the councillor's names, Heleno-Troi?!

Anyway, we also get Driller's confession of what we learned in the last volume with horrible consequences, as well as Tullis stepping up as we all knew he would. (view spoiler)

The only really new thing here is the additional location introduced about halfway through but it's too early to say where that will lead.

Overall, this was the first volume I liked a little less than the others. Mind you, considering the high quality of this comic that still means it was very good and a nice continuation of the chase. Moreover, having pages where there are only three panels and every one showed what happened in one of the settings at the same time was quite good and kept the suspense. Nevertheless, it lacked a little something the others had.

The art, as always was very cool - with new colours being introduced for the swamp. The panels often managed to portray and convey what words probably couldn't have (or not not as nicely).

Only one volume left ... have to get my hands on MORE as - you've guessed it - I'm thoroughly hooked! :D

Dan says

review -<https://youtu.be/-UY-3J5aiHM>

Chris Lemmerman says

After a series of individual spotlight issues, Descender gets back on target as the three storylines start moving again, if slowly. These five issues serve to shift the characters across the galaxy, but don't do very much in terms of overall progression (I feel like I've said this about other Lemire books recently).

The insights we got in the previous volume don't inform a lot of what's going on here except perhaps Driller's issue, but even that seems to just be a reason to shift him off to another planet (with some interesting story potential, I will admit).

Lemire is very good about stepping aside and letting Dustin Nguyen's art do the talking, especially in the opening issue, and the watercolour look is always lovely if a little unpolished sometimes in terms of linework which I've not noticed before with Nguyen.

We're moving again, but it'll take a while to pick up momentum again I think.

Roy says

This is an amazing series. The artwork is the highlight of the novel. Love the watercolours. The plot was a little more action oriented here, less backstory as compared to Vol 3. However I did find the plot going in a cliched/predictable route, which I hope it doesn't continue. Otherwise still a lot of fun. I guess if you're this far into the series you've been converted into a Descender fan.

Ivan says

Still well written, still promising but it's time this starts going somewhere with story not just jumping from cliffhanger to cliffhanger in short intervals.

L. McCoy says

Holy s***, this series is amazing!

What's it about?

Here we catch up with all the various characters in the story. That's all I can say without spoiling the hell out of everything.

Pros:

The story continues to build up and be one of the most interesting stories in modern science fiction comics.

The art is fantastic and really shines in this volume, I think it's getting even better.

The characters are still interesting.

The action scenes are great and frequent in this volume!

This volume is so suspenseful and full of twists! I have read very few comics that surprise with the plot twists as much as this series!

The comic relief is well done. There's not piles of it or anything but when it's there, it's good.

Why not 5 stars:

This is such a stupid knit to pick (of course those who follow my reviews should probably expect that) but why are we censoring language in a series that already included uncensored language? I did notice that this volume is rated "T+/Teen Plus" when the previous ones were "M/Mature" but it's not like that's gonna get more readers because anyone who hasn't followed this series since volume 1 is most likely gonna be confused. Fortunately, it's not very cringe-worthy, probably wouldn't have noted it if there wasn't uncensored language in previous volumes but since there was it confused me.

Overall:

Despite one minor (and kind of stupid) complaint this book is fantastic and I really look forward to reading volume 5. If you are into intense and often emotional sci-fi stories at all you should be reading this series!

Travis Duke says

(4.5) After a slower backstory in vol.3 Descender gets back into the action with some great storytelling. When we left off, Tim 21 was battling Tim 22 and we get the twisted resolution to that. Andy and Effie are with Driller and are being chased off planet by a solar worm with a brutal ending. In space Andy learns about Drillers past and makes him pay. I was crushed when Driller got his punishment but was the outcome was a relief in the end. Can i just say I would love a Driller and Mizard spin off.... Please Lemire. Anyways Telsa is with Quon and Tim 21 and they are making a break from the robot world Machine moon and start their search for the ancient robot who inspired Tim. Lemire gives us some big moments and some action even a bit of romance in this jam packed volume. It was really good. Of coarse Nguyen continues to kill it on the water color inspired art.

Bradley says

Ah, this one is much better. Lots of current action again and the stakes are now high. Fleets mobilizing, lies, more subterfuge, and some happy accidents.

The character evolution seems slightly... ham-fisted. At least in a few cases. But the SFnal arc is progressing nicely at last.

Humans versus Robots, where no one is quite good. But by the same token, no one is quite bad. I do like that at least. :)

Chad says

This volume is more action oriented than the stand alone issues of the last volume. We've got three separate stories going on at this point, nicely illustrated in the first issue where each of the three panels on each page is one of our three stories. The beautifully water-colored pencils are still the highlight of the book. I often get an OG Battlestar Gallactica vibe from the book; maybe it's the character designs?
