



## Legion of Super-Heroes, Vol. 1: Teenage Revolution

*Mark Waid , Barry Kitson (Illustrator) , Leonard Kirk (Illustrator) , Dave Gibbons (Illustrator)*

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An amazing collection featuring LEGION OF SUPER-HEROES #1-6 and the preview story from TEEN TITANS/LEGION SPECIAL #1! A bright, defiant, energized team of super-powered teenagers from different worlds forms a team of passionate activists crusading to leave their mark on a society that has forgotten how to fight for change!

## Legion of Super-Heroes, Vol. 1: Teenage Revolution Details

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# From Reader Review Legion of Super-Heroes, Vol. 1: Teenage Revolution for online ebook

## David says

I have enjoyed reading the 60's and 70's version of the Legion, and I wasn't sure what to expect from the newer iteration. I was not disappointed with this book - it contains enough of the familiar back story to make it accessible to a casual reader not steeped in Legion lore, such as myself, and re-invents the characters enough that they are fresh but not unrecognizable. The youth movement aspect was understandable, even if it didn't fully resonate with an older reader such as myself. Art work was great, and I look forward to going back through the book to catch Easter eggs I probably missed the first time.

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## Ryan says

So, the Legion was rebooted again. I'm not sure why, probably due to some mega-crossover happening in the mainstream DC universe (Infinite Crisis, most likely). The basic idea for the team remains the same, however: a thousand years in the future, there's a huge super-team of human and alien teenagers who use their abilities to protect the United Planets.

This version of the Legion goes back to exhaustively using the "lad" and "lass" type names, which I've never been fond of, and is centred around the idea of the Legion as iconic figures within the teenaged counter-culture of the 31st century. It's an interesting idea, but Waid seems to want to say that they're rebels because of their celebration culture created before their birth. This seems like a meta-commentary on the current state of comic book fandom, but one that seeks to be a booster of comic fandom, rather than a critique of it.

Overall, this was a fine read, but a lot of that is due to familiarity with the characters and seeing them reimagined. It lacks both the moral and storytelling complexity of the Five Year Gap stories, while at the same time not being as fun and light-hearted as the post-Zero Hour ones.

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## Jorge says

Amo la Legión de Superhéroes.

Desde de que era adolescente y leí la etapa de Paul Levitz hasta ahora que voy revolviendo mercadillos buscando viejos números. Así que nada de pretender ser objetivo.

Y esta etapa de Mark Waid me gustó cuando la leí en un primer momento y me gusta (más) en su actual relectura (motivada porque por fin he encontrado el tomo 4 que cierra esta etapa y que recibiré en próximos días). La legión como un grupo de jóvenes que exigen algo más a una sociedad aburrida y conservadora.

Una revolución de adolescentes que exigen ser escuchados y enfrentados, a parte de amenazas que quieren hacer estallar el universo en una guerra genocida, a los adultos que les piden que se comporten, que obedezca y que callen.

Una buena recreación y actualización de personajes clásicos acompañados de un dibujo dinámico y al servicio de la historia.

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### **Andrew says**

I'll tell ya what I thought. I thought, "This is good comics right here." The spirit was here, the writing (Mark Waid) was great, and it just feels inspired. This is like the perfect melding of superhero comics and science fiction. Fun, fun, fun. Chocolate and peanut butter. Caramel and apples. Steak and milkshake. Brianiac 5 is always good to have around, but I also dug some of the characters I wasn't as familiar with: Dreamgirl, Ultraboy (who has all these different random powers, but they can only be used one at a time! It makes for some truly funny stuff at the beginning of the book), Cosmic Boy, Shadow Lass, etc. This trade was excellent. Highly recommend for anybody.

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### **The other John says**

This is a compilation of *The Legion of Super-Heroes* issues 1 through 6. The 2004 edition, that is. It's another reboot of the Legion, a concept created back in the 50s. (At one time I knew what year the Legion first appeared--I think I'm losing my fanboy status.) I've been a Legion fan on and off for years. I've been turned off by some of the darker visions of the group. This generation, however, is intriguing. The setting is somewhat dark--the government is oppressive, there are wholesale slaughters happening on distant planets, etc. Yet the Legion itself has an element of hope, an idealism that is shooting for a better way of life. Another unusual aspect is that the Legion has an undercurrent of rebellion which I don't recall seeing in its previous incarnations. When I first noticed it, I was a bit taken aback. Was I just reacting to finding a new concept in an old familiar package? Or am I just getting to darn old and identifying with the grown-ups more than the teenage heroes of the story? I don't know. I do know that the latest version of the Legion is worth checking out, if for no other reason than this particular collection leaves a lot of plot lines dangling.

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### **Kian says**

Good art and intriguing plot.

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### **Emmett Spain says**

A good jumping on point for new readers, Waid's exploration of the Legion balances a light tone, a huge cast, and a growing threat with ease and aplomb. At times it verges on being a bit too breezy for its own good, but the concluding issues of the volume set the stage for a huge follow up which promises to up the stakes.

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### **Anne says**

Hey! This *didn't* suck!

This was an origin story of sorts for the Legion of Super-Heroes. Not *The Origin Story*, but at least the original cast was front and center in this one.

I couldn't buy into the whole 'We're Creating a Group of Teenage Heroes Because the World is Too Boring' thing.

I just didn't really 'get it'.

Then again, I think I'm officially part of the **Establishment** at this point in my life.

*Look both ways before you cross the street.*

*Hold my hand in a crowd.*

*Don't take candy from strangers.*

*Use a condom...even if she says she's on the pill.*

*Yep. These days, I find myself spouting the usual preachy advice that makes kids roll their eyes and squirm.*

However, once you get midway through the book, it makes a bit more sense.

Everything is sanitized, nobody meets up in person anymore, and all the kids have tracking devices on them.

**Big Brother + Helicopter Parents = Every Teen's Nightmare**

In answer to all this control, some kids have started a *movement* back towards the Good Old Days (*aka the 21st century*), and are calling themselves Super Heroes.

The Flight Rings also double as blockers for the government tracking devices, so for the first time, these kids are off the grid.

Adults all over the universe are going crazy over the fact that their kids are taking off to join this *cult*.

*That* part of the plot never really impressed me. Even though the reasoning behind it got better, it didn't suck me into their cause.

The best parts of the book were the exchanges between the different characters, the backstories (*Triplicate Girl's story was great*), and the underlying menace of some unknown *Dark* threat lurking out there.

So.

You *do* get really good overall story!

I'd like to continue with this title if I get the chance.

**Recommended for anyone looking for a good Legionnaire comic.**

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**B. Barron says**

Good art, very good story!

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**EscaPe iNTo thE PaGEs says**

4 solid stars for this one!

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## Jack Haringa says

The Legion of Super-Heroes was one of my favorite comics when I was growing up, and I sought it out in all its incarnations, from a back-up in Silver Age *Adventure* comics to the title to their own. I lost track of the team just a short way into Keith Giffen's "Five Years Later" seismic jump. I didn't love the growing grittiness of the comic (which was following the trend of every other superhero comic on the stands) because one of the essential qualities of the future the Legion books offered was the near-Utopian peace and promise it offered. Not everything has to be grim and dark to treat more adult themes and ideas, though this fact is tough to convince comics publishers of. Continuity had also gotten insanely convoluted, in no small part due to an over-reliance on time-travel plot devices and the endless "crises" of present-day continuity.

I was somewhat leery, therefore, of Mark Waid and Barry Kitson's "Threeboot" of the Legion. Here the future enjoys domestic peace, but it also suffers paranoia, fear of youth culture, and a near-obsessive need for surveillance. Not that Waid might be interested in post 9/11 social commentary. So I worried that my beloved characters and their lives on and among the United Planets. Waid's handling of, and in some cases re-imagining of, the essential characters of the Legion is thoughtful and inventive. He doesn't radically separate them from their classic incarnations, but like a very good cover artist, he makes them his own. He also does a good job of juggling the varied cast. My only complaint is the portrayal of Chameleon (formerly Chameleon Boy) as something of a naif. In the past he was one of the smartest members of the team, its leader, and a combination spy/diplomat. Here Cham is little more than a socially awkward adolescent, and he comes across as whiny to boot.

The plotline follows something of a grim-and-gritty course, increasingly so as the story progresses, that suggests late-Paul Levitz, early-Giffen material, but with the advantage of a coherence that comes from shucking the weight of continuity. Additionally, the characters remain hopeful and positive even if the world around them is less rosy than the future envisioned by writers in the '60s and '70s. Kitson's art carries the tale well, and his take on the modified costumes does a nice job of acknowledging tradition while updating the look of the Legionnaires.

I'm looking forward to reading the second trade collection of the series, and I'm more than a bit disappointed to know that this series ends with issue #50.

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## Gary Fortuin says

I have always loved The Legion of Super-Heroes but the titles never seem to last. Mark Waid takes the franchise on and does some interesting things with it.

We get Triplicate Girls backstory done in a way that is fascinating and depressing. Micro-lad. "My power is shrinking! I come from a planet of giants!" Brilliant.

He dips his toe NGOs we've all probably wondered about too: what exactly do the flight rings do and why doesn't everyone in the UP have them? Who pays for all of their stuff? And so on.

Along with smatterings of teenage angst and interstellar teenage rebellion, there are the usual tropes of the

franchise.

The art is great but that is usually one of the staples of a title with colorful aliens and colorful heroes.

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### **Allisa White says**

With this book came my entering into the comic book world. Found this gem at the library, not at all expecting what I was going into. Right afterwards, my love for DC was complete and an obsession with LoSH commenced. Oh heavens, it's been quite a ride.

In the beginning, I was completely confused. I understood that this was the future. I thought the names were hokey, that the pictures weren't that great... but then I got sucked into the story. Mark Waid played tricks on my mind.

The first time I read this graphic novel all the way through, I was still slightly confused. I understood some parts, but the characters were still new to me, the plot had blown my mind, and the dark-haired males all looked the same. The only thing I really, really liked were the nuances between Brainiac 5 and Dream Girl.

The second time I read this book, everything clicked. I found cues in the art that I hadn't seen before. I understood dialogue, figured everything out and it worked. It was amazing! I couldn't stop reading! Everything seemed to fit so perfectly and I ached to read the second volume because I had fallen irrevocably in love with the characters.

No matter how many times I read this book, new things seem to come to me. Even when I've practically memorized sections, I know every expression, every plot point, Waid and Kitson still surprise me with this masterpiece. I love it. So much. I'm pretty happy that this was what dragged me into the world of comics.

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### **Fizzgig76 says**

Reprints Teen Titans/Legion Special #1 and Legion of Super-Heroes (5) #1-6 (November 2004-July 2005). The Legion of Super-Heroes isn't a team; the Legion is a movement. With new members joining from planets all over the United Planets, the Legion's sudden growth and power is frightening to many adults and world leaders. With enemies in the Science Police and accusations of being a rogue enforcement group, the Legion has problems. When Dream Girl has a vision of a threat to the entire United Planets, the Legion learns that they could be facing their biggest danger yet!

Written by Mark Waid, Legion of Super-Heroes Volume 1: Teenage Revolution features art by Barry Kitson with additional art by Leonard Kirk, Dave Gibbons, and Scott Iwahashi. The collection also features material printed in Teen Titans/Legion Special #1 (November 2004).

The Legion of Super-Heroes is one of the reasons I started really getting into DC. DC lore is deep and convoluted, and heroes have been around for decades and decades. Though the Legion is old, it frequently relaunches and readjusts to the time. This entry shows a new more militant Legion that isn't just about superpowers but a state of mind.

I am often pretty critical of Mark Waid. I find his comics to be solid, but extremely basic “comic book” writing (which is sometimes ok, but not very original or inspired). This entry of Legion is better than many of his other books. The story is somewhat rehash of past Legion adventures, but it also introduces some new ideas to the Legion and their members.

The Legion of Super-Heroes almost always relished their one-dimensional members. You had characters that could turn invisible, grow, shrink, or control electricity. Everyone had a niche, and they only could fill their specific niche. Waid reimagines the niches for the new series and tries to give the characters depth...while in a long-term sense this is a good idea but with such a rich and diverse pool of characters to choose from, it feels like you only get to see your favorite characters once every few months (or potentially years).

Waid’s attempts to develop the Legion are aided by some great art by Barry Kitson. Kitson does a nice job giving characters distinct looks while adhering to the character’s classic appearances. He is in a tricky spot in that he needs to modify the characters while keeping them “classic”...and he succeeds.

Legion of Super-Heroes 1: Teenage Revolution is very dense and a slow read. Though it is only six issues, the collection feels much longer. It is an ok hop-on point for new readers, and it also provides enough classic feel for long-time Legionnaire fans. Waid seems to have a plan with the first collection, and it will be interesting to see where he goes. Legion of Super-Heroes 1: Teenage Revolution is followed by Legion of Super-Heroes 2: Death of a Dream.

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## **Kyle says**

Mark Waid knows how to tell a clear, straightforward story without forcing the dialogue or getting sidetracked with unnecessary action. This time around, he lends his talents to the mid-2000's reboot of the LSH, a reboot that was truly needed because the last incarnation had veered so far away from the main DCU, and from the original concept of the Legionnaires, in my opinion. This time around, the future is much more dark and disparate, where teenagers are meant to be neither seen nor heard, where socialization is an antiquated concept, and where comic book reading is the equivalent of ancient hero worship. Add to that a sinister presence that is conducting genocide-style destruction of planets in the outer rim of the universe and you have the need for a group of inspired, super powered teenagers with a vision of a better future.

The writing and artwork is wonderful in this series. Clear, concise storyboarding; dialogue that is funny and not forced. Also there is an underlying discourse on politics and ageism that really worked for me. It made me so happy to see a return to the lad/lass naming of the Legion. Plus, there is some great character growth; I'm thinking of Triplicate Girl, Brainiac, Timber Wolf..... In fact, there seems to be a lot of thought put into the individual personalities of each team member. Im looking forward to getting to know each one of them again. An excellent start to a reboot, already I am hooked. 4/5

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