

The Invincible Iron Man, Volume 6: Stark Resilient, Book 2

Matt Fraction (Writer), Salvador Larroca (Artist), Frank D'Armata (Colourist)

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When you think of the greatest mechanized hero of the modern era, only two words come to mind: DETROIT STEEL. You wanted the best? You got the best. But the best comes at a price. Meanwhile Pepper Potts is on the road to recovery, but nothing is free from complication in Tony Stark's world -- and this one's a doozy, even if it means the debut of an all-new RESCUE. The Pentagon keep shutting War Machine out, and the new offices of Stark Resilient let everyone in for a big coming-out party...with special guests Justine and Sasha Hammer.

Collecting: *Invincible Iron Man* 29-33

The Invincible Iron Man, Volume 6: Stark Resilient, Book 2 Details

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· Comics

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From Reader Review The Invincible Iron Man, Volume 6: Stark Resilient, Book 2 for online ebook

zxvasdf says

More intrigue in this book, in which both sides of the corporate conflict go as far as to be friendly friendly together in public. Pepper gets her armor back, and this time she gets to kick butt alongside Tony Stark. This read is arresting. I finished it in one sitting, and am really looking forward to seeing Fraction take it to a whole new level.

Brandon says

This book is the most Iron Man and Tech centric of this series so far. Tony Stark gets his full Iron Man mode on complete with angry scowl on the helmet and lots of action in the air. The plot itself is pretty ingenious and uses all the strengths that a character like Iron Man has to offer. There's a strong business main plot as Stark creates an upstart company from scratch only to find that there are still rivals out there with strong anti-Stark issues to deal with. Add in a subplot involving a corrupt military General with an axe to grind and more of Pepper Potts finding her-self and we have yet another complete story written within the confines of a Graphic Novel, which are usually too short a format and too eager to reach the action to contain a complex story line. No such problem here. The reader definitely gets his moneys worth.

Jedhua says

ABSOLUTE RATING: {3+/5 stars}

STANDARDIZED RATING: <3/5 stars>

Carlex says

3 1/2 stars.

Kemper says

Tony Stark's new company is on the verge of rolling out the prototype for a car that requires no fossil fuels, but powerful enemies are doing everything they can to screw up the public debut including sending an all out attack by airborne drones. There hasn't been a product launch go this badly since Windows 7.

Matt Fraction and Salvador Larroca have done a nice job of giving these books a bit of the Robert Downey Jr. movie flavor of Iron Man while also delivering some pure Marvel comic goodness. They balance action with equally entertaining storylines about Stark as a eccentric celebrity genius and deliver all of it with just

the right amount of smart ass humor.

I especially like how Stark's on-going fusion of man and machine is evolving so that he's now got a lot of computer like abilities, and this has let them add in some sci-fi stuff that makes Tony a lot more than just a guy with some really fancy body armor.

Gülnur says

I don't want Ezekiel to return, this only means more drama and no thanks. also I've never seen Tony this poor before someone give this man some money please.

Kevin Giebens says

The first book of 'Stark Resilient' wasn't that special, in my opinion. It lacked the usual action, and the upcoming villains weren't interesting enough.

Luckily, Matt Fraction set things right in this volume of Stark Resilient.

Because the first book didn't really end with a specific cliffhanger, we knew how this book would start. Pepper Potts as a brand new 'Rescue', forming 'Team Iron Man' with Tony Stark as Iron Man itself and James Rhodes as War Machine.

Although the arc of Stark Resilient covered the uprising of Tony's new company, it didn't really bother me that much. It was nice to see how Matt was trying to refresh Tony Stark's business by quitting the weapon manufactory, but I wanted to see Tony get it back together and start some action!

And suprisingly, he did in this volume.

Justine and Sasha Hammer (especially Sasha) showed what they were capable of as a villain, even though they didn't come physically into the fight. Instead of using machinery and muscles themselves, they use a much bigger weapon: a free mobile game.

And it works! A simple mobile game almost succeeds in killing Pepper en Rhodey, while Tony tries as hard as he can to save his newly developed 'Resilient Car'.

Where the previous volume lacked action, this volume covers it up without losing anything of its story arc. But what was the most exciting about this volume? Well... For me, it were to last few pages. I won't spoil the ending, but I can assure you... It will blow your mind! Sh*t is about to hit the fan really hard!

Jennette says

To much talking not enough superhero stuff.to much about his company and making things

Pturingan says

There's entire issues without a fight scene but the story does just enough to keep you hooked.

On another matter: I'm beginning to feel that Iron Man doesn't really have that big of a rogues gallery as most heroes do.

Yvonne Alf says

While book one had a bit of a slow start developing the story, book two was a real page turner with some very memorable moments. The whole part with the car drive after the party was so full of suspense.

I have to say I really enjoy this style of story-telling. I'm new to reading Marvel comics and before starting I expected to have lots of Iron Man fighting villains and the typical crash/boom/bang - you know - the usual preconceived opinion. So I'm very pleased that it is all but not that. Complex storytelling, suspense, plottwists, more like an industrial thriller. All the characters and developments feel real and believable (as much as comics can be of course). Wouldn't it be so cool if a car like they develop really existed?

Sineala says

Gosh, I really wanted to see Tony chase a bad guy in an armored suit with a repulsor-powered sports car. Wait, no.

On the plus side... uh, Bambi Arbogast is back? I think that was really the only thing I liked.

Mike says

Writing on this continues to be clever, suspenseful and fast-paced. I could *not* put this book down, and that's a testament to Fraction's writing talent (and a big testament, considering how brutal Larocca's art continues to be). -1 for the art, sorry - I just can't take it anymore. Can we fire an artist in the middle of a successful run?

Loving the characters - Pepper is awesome as a new superhero, the Hammer girls are great as off-their-nut genius villains, and Tony is as always cool under pressure and has better ion than anyone else in the room. It's really great to see he's still as stubborn, egotistical and flawed as ever - wouldn't be half as fun without that Tony in the story.

Julia says

Okay, I'm going to review Resilient part 1 and 2 here, since it really is one story arc.

The good: The characters and relationships. Tony Stark having to pick up the pieces in the aftermath of Dark Reign and Siege is probably the most interesting thing about this arc. The dialogue is (for the most part) well written and entertaining. I like that Tony comes off as kind of an asshole, but we can still root for him. I like even more that Pepper gets to be awesome again.

The meh: The artwork. It's not that bad, it's just not very appealing. Overall it just doesn't have a style to it it just looks kind of generic and uninteresting. The new Iron Man armor looks fine, but Detroit Steel looks like a really ugly transformers toy (and maybe that's intentional, but come on who designs such a monstrosity?). I also could not really get behind the whole let's build a car thing. Maybe it's because I just don't care about cars in general, but I really didn't care for it.

The bad: The bad guys "plan" does not make any sense. None.

Just talking about how unbelievable stupid the idea of having drones controlled by unsuspecting people thinking they are playing a mobile game is could take a while. Nothing about this makes any sense... at all: Giving people who have no idea what they are doing access to expensive technology, that fact that a drone can easily be controlled through a cell phone, the fact that a break down in the cell phone network makes the drones useless, the fact that they plastered their name over this game so it's extra easy to associate them with it... and on and on. Which brings us to my second problem with this plan: How do the Hammer women get away with this? They attack a public demonstration of a new car, cause unbelievable amounts of damage probably kill some innocent bystanders and then just tell people it wasn't them, when everyone could see them doing it? You just have to make an anonymous call to some TV station and tell them it was a terrorist attack and no one will inquire any further into this? No one can figure out were these drones suddenly come from and that they are controlled through this game except for some people who work for Stark and they for some reason don't tell anyone? No one gets suspicious that the maps they are playing are the places Detroit Steel is right at that moment in time? Anyone involved with this should be in prison at the end of the story, but they're not because anyone not working for Tony Stark firmly holds the idiot ball since the and guys are still needed for the next story.

So overall I would say three stars, but since Stark Disassembled was so much better and because of the idiot plot especially at the end of the story I'll have to go with two.

Jeff Lanter says

My interest in this storyline was very high at the beginning and ebbed some in the middle issues and then went right back up by the end. The first volume of Star Resilient was very exciting and this one at least initially promises an exciting conclusion. Hammer's scheme to ruin Tony ends up being a little cheesier than I expected. Strangely, the drones reminded me of some of the scenes in Iron Man 2 (whereas the first Resilient reminded me heavily of the first Iron man movie), but that was a nice connection for me anyway. The Hammer plan is one of those Sci-Fi ideas that is so contemporary that even reading it a few years later when a technology has become more commonplace does the idea seem kind of silly. How Tony responds uses some incredible superhero logic and is equally silly, but that is all forgiven because by the end, there is the promise of a new and much more imposing villain. When I finished the last issue of this story and was ready to dig into the next and that is definitely one of the strengths of this book.

catechism says

I read this like ten minutes ago and don't remember what it was about, so that's a good sign. I was really hoping I could get through Fraction's run in what amounts to one sitting but I don't think I can do it. The Stark Resilient arc is about... cars, I think? He's making cars? It was very stupid (not just the cars, which I don't care about; the villains were really terrible). Also I swear he just learned about how he has to ask for help because he was stranded in the desert of his mind or something, but two issues later and he's barely talking to Maria and whatever, Tony, you're the worst. The main thing I remember is him saying he doesn't actually wear clothes anymore because of Extremis (or whatever we're calling it now that we're no longer calling it Extremis). The armor lives in his bones and takes over and then the fake clothes come back when he's no longer in the armor, except for the fact that HE TOTALLY WEARS CLOTHES. How does that even work? Does he program it in when he wants to wear his red tux to the gala?

Okay, yeah, I'm having too many Tony Stark Feelings, definitely time to set it aside for a while and come back later.