



The Flash, Vol. 6: Cold Day in Hell

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The Fastest Man Alive continues his monumental run in DC Universe Rebirth with THE FLASH VOL. 6: COLD DAY IN HELL!

When one of the Flash's Rogues is murdered inside Iron Heights prison, Barry Allen throws himself deep into the case, still reeling from the turmoil of his personal life! But when the clues begin to reveal an even greater conspiracy at work, the Flash soon discovers Iron Heights' deadliest secret...

Star writer Joshua Williamson (JUSTICE LEAGUE VS. SUICIDE SQUAD) continues his smash-hit run on the Fastest Man Alive with THE FLASH VOL. 6: COLD DAY IN HELL! Collects THE FLASH #34-38.

The Flash, Vol. 6: Cold Day in Hell Details

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Author : Joshua Williamson , Howard Porter (Illustrator)

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Download and Read Free Online The Flash, Vol. 6: Cold Day in Hell Joshua Williamson , Howard Porter (Illustrator)

From Reader Review The Flash, Vol. 6: Cold Day in Hell for online ebook

Fraser Sherman says

2.5. Not bad, but not inspired either. Wally's stuck working in CSI siberia at Iron Heights, only to be pulled into an inside-the-prison murder. Turns out the Rogues aren't as tightly locked up as it looks.

The redemption element and the ambiguous motives of a couple of characters are good but Barry's angst over Mom's murder has always been gratuitous (thank you Geoff Johns!). And ultimately this just ain't my Flash (any of my Flashes) — the mopey Marvel-style emotional histrionics, the Rogues running an underworld empire, the crowding of having Barry, Kid Flash and pre-New 52 Wally all squeezed in.

Chad says

The writing in this series seems to get poorer with each new arc. I think Williamson is stretching himself too thin, writing several titles a month. The story with the Rogues was just dumb. Williamson doesn't even bother to explain how the Rogues are leaving their cells. Plus, the Rogues don't kill. The fact that they are still wearing their costumes in prison is just asinine, especially when it's so arbitrary as Godspeed is in a prison uniform. There are 5 different artists on this book. The biweekly schedule is starting to hurt the look of the book.

They really need to fix the 2 Wally's thing. At least call one of them Wallace or give one of them a nickname or something. The original Wally has been back since rebirth started and had no advancements whatsoever. I actually found him more interesting as the Flash than Barry Allen back in the day, but now he's just a whiny cry baby hiding from the world.

Richard Gray says

Murder on the prison floor! (So you better not steal the groove?) Something of a fill-in arc that bridges the epics Negative Flash story and the ultimate setup for Flash War and the single-issue conclusion in Flash #50 (which will presumably wind up in Vol. 8). Picking up on story threads that go all the way back to *The Flash, Vol. 1: Lightning Strikes Twice*. "Black Hole Rising," the first of the two stories in the book, really feels like some wheel spinning, but the titular arc is where the real value lies. Howard Porter's art is gorgeous, and the bonus story from the *The Flash Annual #1* sets up the aforementioned *The Flash Vol. 8: Flash War* with some teasing nuggets.

Robert says

The main Rogues storyline is fine, but all of the garbage surrounding it with the half dozen fake flash knockoff speedsters just gums up the telling.

Scott Lee says

Williamson continues a solid story telling run on Flash. I've really enjoyed this book since rebirth. This ends the two volumes (or so) that have focused on Barry as crime scene "preserver" in Iron Heights, and the ending is pretty much spoiled on the cover.

The Rogues run crime from Iron Heights story also ends here. Those larger, outer plot elements felt like background to me though for the main dish of the volume which is the character work on Barry himself as he makes several needed changes to the approach he's taken so far in this iteration of the series. The character growth is well-earned, the character work well-handled.

My favorite issue though is the Wally West (Pre-New 52 Wally) at the end of the volume though. Wally West was the first flash that I knew in actual comics. I encountered Barry on Superfriends as a kid, and in the old Challenge of the Justice League--or whatever cartoon it was that had what was a TV version of Brainiac's head as a villain's hall of justice that rose out of a swamp--but Wally as written by Mark Waid and then by Geoff Johns was my introduction to Flash. I'd frankly love to see Barry drop back a bit, or at least to see Wally foregrounded more often. Especially with his central role in all the big background stuff happening since Rebirth.

Shannon Appelcline says

Black Hole Rising (34-35). The Black Hole has yet to become an interesting adversary. I barely remember who they are at this point. But the return of Meena is a great plot point .. and a lot more boring in the actual story: she pals around for a boring issue, and then the inevitable occurs, resulting in a long fight that turns out to be a big setup for some future arc. So, there's not really a lot of note to this one [3/5].

A Cold Day in Hell (36-38). This comic has a great premise, with the Rogues operating out of Iron Heights, but unfortunately Williamson doesn't make great use of any of it. It's good to return to the whole Iron Heights plot, but Kristen, who shone so brightly in her previous appearance, has barely no character here. It's great to see a big Rogues plotline, but then it suddenly ends. Generally, everything about this story feels truncated [3+/5].

The Secret Life of Wally West (A).

TehBeast says

Cold day in hell. This was good book. I liked how August switch sides to rogues and barry again. But my problem with this book is that it was all over the place. Like at one point meena took the negative speed force from then turbine died and then barry was fighting smart. 8.3/10 or 3.8/5

Joseph says

Overall, pretty good, as Flash faces a challenge from the Rogues who are locked up in Iron Heights, as well as the return of speedster Meena, who is obviously working for someone who is not so nice.

Much of this story deals with redemption, as both Barry and foe Godspeed have to deal with decisions they've made in the past and find a way to move forward.

The last issue is a bit awkward, but in it Wally West looks to his pre-Flashpoint past for comfort and decides to reconnect with someone from it. Things don't go completely as planned, but work out in the end.

The art is all over the place. Howard Porter, Scott Kollins, and a couple others, none of whom bring any sort of art continuity to this series. The scripts work themselves out of a worse rating, so that's a good thing, as usually it's the art saving the story, not the words.

James DeSantis says

I'm going to tell you a secret. So you know the Rogues are like The Flash most known baddies besides Reverse flash and *Raises hand* I don't really like them. I know! How can you say that as a Flash Fan? I don't know. I just don't find them that interesting.

So anyway, due to the last volume we have Barry working in Iron Heights. It's not going well as the environment is different than what he's used to. However, before we get to that, we have the return of Meena! She's here to help Barry with the Negative Speed Force. The other half deals with the Rogues in the Prison after one of them turns up dead. Who killed him? With that we have Godspeed without his powers helping Barry or is it a trick?

Good: Really enjoyed the stuff with August. I think he's the best character made by Joshua. He's complicated and his power, similar to Barry's helps. The ending leaves it to some interesting ideas and I liked the moments with Wally trying to figure out what the hell to do with his life.

Bad: The rogue stuff is just okay. Captain Cold is silly and his defeat (because come on, he always loses) is so stupid. I also think Iron Heights is too "Dark" to anyone not look into the Warden's corrupt ass ways.

Overall, a okayish volume. It has some good moments, but overall just a very in the middle volume. After two really solid ones, this comes off just decent-good. A 2.5-3 out of 5.

Adam Fisher says

Starting right where we left off in the previous Volume, Meena, to Barry's surprise, is alive again. Though she claims to want to help Barry with his 'Negative Speed Force' problem, she really is out for vengeance at being left for dead after being sucked into the Speed Force at the end of the battle with Godspeed. Turning on Barry and Wally(Kid Flash), Meena reveals that she has teamed up with Black Hole, an organization that wants to exploit the Speed Force. She then steals all of the Negative Speed Force energy from him, proclaiming herself 'Negative Flash'. Through teamwork, Barry and Wally are able to escape, turn against Meena, and send her running. We then see that she is trying to facilitate the return of 'Raijin, God of Lightning'.... we'll see where that goes soon enough...

Barry gets called back to Iron Heights and finds that Turbine, a Rogue, has been killed. Trickster admits to the murder, but Barry doesn't believe him, and begins to investigate (though in secret because he is technically not a CSI anymore). He goes to August Ames (Godspeed), an inmate in the prison and former police officer for help. Planting himself with the Rogues, August is able to work out that Captain Cold was the one who murdered Turbine, because he found out that the Rogues were running a criminal empire in the

basement of the prison, and Snart didn't want to be ratted out. The Rogues are divided, Cold going to Belle Reve and probably Suicide Squad, and August stays in prison, wanting to get out properly... and feeling better for helping.

The Volume ends with a one shot all about Wally West (The Flash). Trying to seek out someone else who might remember him, he goes looking for ex-Teen Titan and Rogue, Magenta. Once she remembers him, her powers reactivate and they battle. Wally is able to help calm her and she regains control. I wonder if this will lead to something...

Flash is still a great title. Really looking forward to the upcoming "Flash War"! Recommend.

Alí Flores says

1.5/5

Damn, I was really loving this series but it's been lowering the quality, art is bad as always, the main arc is way too dumb, I won't even review it as I usually do.

The only good thing worth your time is the annual, with this one is a prequel to "Flash War"

Wing Kee says

A bit better, still some character issues.

World: The art is not good, there is just some reason that the artists and the art styles found on this series is not for me. It's scratchy, the characters look off, their faces are weird and their expressions do not convey emotions well and it's the case with this book. It's not absolutely fugly like the first six issues (I forget the artist) but it's still pretty bad. The world building here is spotty and has been for the series so far. We get Black Hole coming back and Meena and dealing with that aspect of the world. We get world building in the area of the Negative Speed Force and we get some world building pieces in Iron Heights and Barry's work life, it's okay, it's choppy and not really detailed. There's also the even more choppy 'Prelude to Flash War' which poses more questions than set things up. I can't believe we are doing another time travel story again, I know it's a Flash staple but can we at least pace readers instead of only using exclusively?

Story: The Meena story was expected, nothing special there, a lot of science mumbo jumbo to explain the Negative Speed Force and what they do to it. Character motivations has always been an issue for me with this series and Meena and her agenda really keys in on how weak these characters are. Then there's the Rogues story which was par for the course, it's not really the type of Rogue story I like, it's more choppy and put together and I don't like the idea of Snart killing cause that's not the Cold that I like to read, forgettable. The stuff with August is there to try to redeem him but I think we didn't have enough time to spend with him to actually warrant anything. The pacing of the story was still pretty choppy. Then there's the Flash Wars prelude which was janky and really bad for characters (especially Red Wally West).

Characters: Oh man I cannot stand the character work for this series, from New52 Wally to Barry and even OG Wally they've been pretty inconsistent and illogical in their characterization. Barry is fairly illogical and dumb, New52 Wally is written as too impulsive but not layered and now we have the really mopey OG Wally. I don't like what they are doing with OG Wally and I think DC needs to fix the Wally West problem, this is not the Wally I grew up with. I don't mind if he's flawed, I don't mind if he's lost and needs help but I need him to be consistent and well written so that eventually DC does the right thing and slowly puts him

into a good place (I think Sanctuary will handle this and King is a better writer). These characters needs fixing.

It was slightly better but not by much, the characters really do deserve better.

Onward to the next book!

read individual issues

Chris Lemmerman says

[Read as single issues]

Barry's life isn't going very well at the moment. He's free of the Negative Speed Force, but has run afoul of two new enemies, one of whom looks very familiar. And his job is suffering too, since he's now been reassigned to Iron Heights where one of the Rogues is murdered! What's a Flash to do?

These stories bridge the gap between the Negative Speed Force story and the next big arc in volume 7, so they're more character work than overall story developments. The Black Hole Rising story is short and sweet, and establishes a funky looking villain (who is unfortunately a fake-out) and brings back a character we thought was lost. Cold Day In Hell is more of a look at Barry's relationship with the Rogues (and Godspeed), as well as being a pseudo-sequel to Rogues Reloaded.

Pop Mhan takes the Black Hole Rising story, and he's a very similar style to Neil Googe who's done a few issues of this series so far too, while Cold Day In Hell is all Howard Porter, who is establishing himself as the rotating main artist alongside Carmine Di Giandomenico. Porter's art is hyper-detailed as always, and he's a good fit for Flash without becoming so overwrought that you're not sure what's going on.

A transitory period for our characters, but important in the grand scheme of things if not readily apparent why.

Dr Rashmit Mishra says

Comprising of three stories ,

- 1. Welcome to Iron Heights**
- 2. The black hole rising**
- 3. A cold day in hell**

All 3 stories sucked big time , and the worst one was the final story "cold day in hell" which left so many loose ends, from the how the Rogues managed to do what they do , to why and finally how it all ended .

And the previous two weren't any better either , with anti-climax and a weak reveal and just enough plot convenience to make me roll my eyes and not bang my head to a wall.

The art didn't help either . If anything it made things worse in many instances .

The only good thing so far is the mysterious villain (whose identity I may have guessed) and the removal of that stupid Negative speed force .

Need better or I may stop my flash subscription

Jesse A says

More disjointed than previous volumes. Like filler to get to the next big storyline.
