



## Avengers & Champions: Worlds Collide

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**Avengers & Champions: Worlds Collide** Mark Waid , Jesus Saiz (Illustrator) , Humberto Ramos (Illustrator) , Alex Ross (Illustrator)

Collects Avengers #672-674 & Champions (2016) #13-15.

WORLDS COLLIDE! It starts here--the long-promised clash between the Avengers and the Champions! The countdown has started as the High Evolutionary sets the Earth on a collision course with destruction! The Avengers and the Champions are ready to meet this threat--but not everyone agrees how best to combat it! Since they were old enough to say the word ""Avengers,"" the Champions have idolized Earth's Mightiest Heroes. Now the two teams are on equal footing--and the Champs are having to walk the walk alongside their former mentors! Will their experiences in GENERATIONS help them-or tear the two teams apart?

## Avengers & Champions: Worlds Collide Details

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Author : Mark Waid , Jesus Saiz (Illustrator) , Humberto Ramos (Illustrator) , Alex Ross (Illustrator)

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## From Reader Review Avengers & Champions: Worlds Collide for online ebook

### **Katie Florida says**

read as limited run issues

Fun little crossover jaunt.

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### **Daniel Butcher says**

A bit choppy at times, but overall a solid story that bounces the Champions off the Avengers in a personality way.

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### **James DeSantis says**

I love Mark Waid but his Avengers series might be the worst thing he's done that I've read. It just comes off as really boring. This mashup between Champions and Avengers does neither series much good. Great art at times but the rest? A skippable boring storyline. A 2 out of 5.

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### **Fraser Sherman says**

I love Mark Waid's writing, but he never does well with team books. Part of the problem here is that half the cast has Wally West's voice (Waid wrote Flash for years) instead of their own (I've had this problem with Waid's Avengers before). A bigger problem is that this version of the High Evolutionary and Counter-Earth has almost no connection to any previous version. A minor issue is that Waid makes a big thing out of Counter-Earth violating the laws of physics — yeah, because a team that includes the Hulk and Spider-Man knows that breaking scientific laws is impossible, right?

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### **Chris Lemmerman says**

[Read as single issues]

Both Avengers and Champions have been floundering as solo series at the moment, both under the pen of Mark Waid. Maybe bringing the two teams together would be the shot in the arm that they need?

Maybe not.

Worlds Collide is a good concept - the High Evolutionary and Counter-Earth pose a planet-destroying threat, and only the Avengers and Champions can save it. But bringing the teams back together just makes the bickering intensify; instead of highlighting why the two teams should be separate for logistical or ethical reasons, it just makes you want them to leave each other alone so they stop yelling at each other.

There are outstanding moments - Mark Waid's Viv Vision is very well written, and he can do an action sequence like nobody's business. But then the story builds to a crescendo that is instantly undone in the final issue, which is immensely disappointing.

The artwork can't be faulted however. Humberto Ramos continues his unbroken Champions run, while Jesus Saiz and Javier Pina tagteam the Avengers issues; there's something about Saiz's pencils especially that just elevate anything that happens under his pencil. Even if the dialogue can get a bit grating, the artwork is always there to save the day.

Still not great. Better, but not great. Probably the most 'Avenger-y' that Avengers has felt in a hot minute.

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## **Paul W. says**

### **Avengers vs Champions?**

Normally, I love Mark Waid's writing. This one is not as good. I love how inspired he is writing the Vision and Viv, but the story getting there is weaker. The High Evolutionary makes an appearance, but the motivations of his actions in this book as well as the appearance of his son... eh. So there is a lot to like and dislike about this book.

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## **Sesana says**

The story isn't terribly interesting, but I ended up enjoying the book anyways because I'm invested in the characters and there are some good emotional beats.

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## **Scott Lee says**

The plot is an epic doable in a single, standard-sized collected volume, so that doable but not too easy for the two teams together.

Waid uses his cast of characters quite effectively, pairing off various elements of both teams to take on a series of challenges that occur as the High Evolutionary--now having evolved a bit more himself and claiming to be a god--engineers an apocalyptic crisis by attempting to smash his own Counter Earth with our planet in order to have the chance to play God with whatever's left over. The pairings are creative, and the characters are using both their brains and their powers, meaning that the most basic, obvious applications of a given powerset are generally not those in play. In addition, with the exception of Hercules who comes off as the worst stereotypical version of himself (all muscles and ego and NO brains whatsoever), Waid seems to have a solid grasp on each character and in my opinion plays them all well both individually, in small groups, and collectively. He does all of this while telling a fun, creative story that fits the length of the volume neither too big to fit--and thus ending up feeling squashed or too easily resolved in order to fit in the single collected volume--nor too small to justify the massive powerset brought to bear.

My one complaint is that the "conflict" between the two teams feels too stereotypically teenager/adult generation gap to work. There's nothing specific to root it in the situation. Instead it's the "adults" getting

annoyed at the teenagers' impetuosity, and the teenagers finding condescension in each statement addressed to them by someone older. ugh.

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### **Steven says**

Interesting character interactions among the Avengers and the Champions (many of whom were former Avengers, not to mention Herc being a former Champion himself) and that carried my interest more than the Counter-Earth villains and their plot.

Wanted to like this more than I could, but very disappointed when the collection ended en media res....

If you're going to collect an incomplete story, at least have the decency to label it thusly so we know not to expect a full resolution of what we're reading....

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### **Adam Fisher says**

This Volume (taking place after both Volume 2's of their own respective titles), while epic-ish in nature, really boils down to 2 interpersonal disputes: 1) The Champions and Avengers are not getting along, but can put aside (mostly) their arguments when it comes time to teaming up to save the world, and 2) the tension between Vision and his daughter Viv.

The dispute between the teams began out of Secret Empire and that quite a bit of the Avengers went along with Captain America (at least in the beginning). The Champions, a younger group overall, found a way to save others as a team, like the Avengers, and still hold to the ideals they have, not feeling beholden to a specific leader. They work together when it comes to saving the Earth, first here in stopping a huge meteor (some of the best teamwork I have seen in a comic for a while), then stopping the High Evolutionary as he attempts to collide Earth with Counter-Earth. The plot is foiled by Viv Vision, who sacrifices herself to save the world.... more on that in a moment.

Since the time of her creation, Viv and her father Vision have similar ideologies, yet butt heads in the execution, much like a human father and daughter would. He does love her and trust her, but is (much like many are) an overprotective parent. Viv takes it upon herself to try to stop the High Evolutionary on her own. His response? Evolving her so that she is completely human. When both teams have reunited and are fighting to prevent planetary collision, (human) Viv alters a machine that seems to eliminate her body, killing her. The Avengers mourn her loss, but she is alive on a world with the spirit of the High Evolutionary. Vision, in his panic and mourning, begins to build a new version of her. Then, at the same time, (new robot) Viv wakes up and (human) Viv completes her journey back to Earth. Up next: Double Vision!

Together, the teams make a great book. But I know change is on the horizon for all teams...

Recommend.

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### **Rick says**

This was lots of fun. I enjoyed the old-world Marvel *Avengers Defenders* team-up and this one, while shorter, had a similar entertaining quality to it. Very enjoyable.

## **Matt says**

Collects Avengers (2016) issues #672-674 and Champions (2016) issues #13-15

Almost every page of this was boring until the very end.

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## **Lukas Holmes says**

I honestly could not have enjoyed this more. I geek-out big time at anything with the High Evolutionary in it and this just hit all the marks. Unique conflict between heroes, angst, great art and a really interesting ending. Good writing and great development. You can't ask for more.

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## **Shannon Appelcline says**

Hey! An Avengers and Champions team-up. So we can get all kinds of great interactions, like: Vis and Viv; long-lost comrades Herc and Amadeus; Spider-Man and Spider-Man. We can see if Ms. Marvel looks up to Thor, and we can see how Wasp feels when she sees that all of her peers are having a lot more fun.

Oh, except this comic really doesn't have anything of that. Except the Vis and Viv stuff, but that's actually been an ongoing plot in the *Champions*.

What happens instead? They fight a bull-man. They fight some ani-men. They fight the High Evolutionary. They fight some buildings. Some copies of Earth almost collide, as if Waid hadn't run the multi-year *Time Runs Out* arc that led to *Secret Wars*.

There are some good bits, almost entirely surrounding Viv, one of the best characters to come to comics in years. I'm really eager to see where her plot goes. But otherwise, this is a fight-heavy, character-light book of the sort that Waid has been turning out throughout his uninspiring *Avengers* run.

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## **Emmanuel Nevers says**

Fantastic cross-over!!

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