



Gambit, Volume 2: Tombstone Blues

James Asmus (Writer), Pasqual Ferry (Illustrations), Clay Mann (Illustrations)

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The ragin' Cajun X-Man's solo adventures continue!

Receiving a distress call from an imperiled ESU archaeology team, Gambit makes a detour on his way back to the Big Apple and heads to the Forever City! But how exactly will he outwit the hyper-evolved locals and snatch the students (and some loot) from their clutches?

Plus: Gambit is hot on the heels of the lady thief who first crossed his path in the series' first issue! But what secret is she hiding that may just spell doom for our hero? And how will he manage to steal her away from the horde of super villains that she's surrounded herself with?

Collecting: *Gambit* 8-12

Gambit, Volume 2: Tombstone Blues Details

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Author : James Asmus (Writer) , Pasqual Ferry (Illustrations) , Clay Mann (Illustrations)

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Download and Read Free Online Gambit, Volume 2: Tombstone Blues James Asmus (Writer) , Pasqual Ferry (Illustrations) , Clay Mann (Illustrations)

From Reader Review Gambit, Volume 2: Tombstone Blues for online ebook

Becky says

This is incredible. It's hilarious, smart, sweet, and infuriating all at once. Gambit has such a heart of gold, but is always looking for trouble. That tendency is beautifully (and maddeningly) played out in his relationship with women, as he tries to help because he truly cares, but is a patronizing, sexist, MAN about it.

Also, there was so much Rogue in this! It makes me SO happy! They're SO cute, and they have so much history, and they love each other SO much. Even if they're not IN love (which I refuse to believe), they still love each other so much.

UG I love this book.

Lionel says

A hero playing the shining - armor knight... never saw that before....

Dan says

Let's get the bad out of the way: the five issues in this trade (not counting the A+X backup) were drawn by six artists and NINE inkers. This was bound to happen when this book seemed to have two issues a month coming out, but shifting between multiple artists in one issue is NEVER a good thing, especially when their styles don't blend.

Leaving that behind, Asmus continues on his promise to take Gambit around the Marvel Universe doing what he does best, from breaking into the Forever City (introduced in Hickman's FF run), an old Hydra base, and a club for villains (one that lets civilians in "to act as human shields"). It was fun seeing Remy don his old costume to infiltrate the club (and cash in on his new-found Interpol infamy to get in), as well as a nod to his first series in a chat with Batroc The Leaper (I also love that anytime the Marvel Universe needs generic looking, yet still "name" villains, they use the Wrecking Crew).

The long put-off obligatory appearance by Rogue didn't even bother me, and it led to a nice moment of the two of them using Gambit's powers at the same time which I can't recall seeing done like this before (and a beautiful splash-page of it, to boot. Why can't Clay Mann do the WHOLE series!) The invite to join The Avengers that Rogue leaves out there is intriguing, and as of today, one that has yet to be resolved. I know after this series wraps Gambit is supposed to end up on a team he's never been on before, so here's hoping.

Finally, the team-up story between Gambit and Hawkeye that originally was in A+X is thrown in, and just reinforces further that I'd love to see these two team up more often. They have so much in common, but they also both have such egos that they can't see that they'd be good friends otherwise. My kingdom for a title featuring Remy, Clint, and Pete Wisdom.

Lissibith says

[Joelle isn't a bad character, but once they explain what her deal is, I really wish we could do more with her. However

Silas says

This story picks up where the last one left off, with Gambit following adventure, and chasing after Joelle. The story goes through the criminal underground, and puts Gambit into new contexts, which work well for him. He faces off against Tombstone, which is an interesting fit, and the story itself is a lot of fun. Rogue shows up, and her interaction is interesting. I'm glad there is finally a good Gambit solo series, because he has always been a favorite character of mine, but his other solo series have been, frankly, terrible, because they try too hard to put him in New Orleans with lots of tarot, Voodoo, and Christian elements. This one is just an adventure story, which incorporates his background, but isn't subsumed by it. I'm looking forward to more.

Calista says

Hmm. It's a comic.

Amanda says

3 1/2 stars

This series continues to be frustrating for me. Just when I think it's going to work, that they've finally gotten a handle on the character and on the type of narrative that could make a standalone Gambit series a success, they lose momentum or veer in another direction. Even more frustrating is the announcement that #17 will be the final issue for a Gambit that began to show signs that it was finding itself.

The weakest story involves Gambit's rescue of a team of archaeology students in Forever City, but then the story brings the return of the femme fatale only known as Joelle. Gambit's encounter with the thief Joelle was the cornerstone of the issues collected in volume 1, but her sudden disappearance left more questions than answers as to who she is and what her motivations are. Feeling that Joelle is a lost soul who may be in over her head, Gambit decides to play the gallant hero to humorous effect, his miscalculation of Joelle's capabilities blinding him to the fact that she's no damsel in distress.

Initially, I was pleased to see Joelle's return as she seemed like an intriguing character (despite being dressed like some Lara Croft ripoff). Revelations about her motivations--that she's taking some serious risks in an attempt to save her daughter--offer some surprises as we learn that Joelle is more than a tattooed hussy with sticky fingers. However, her loyalties are called into question, giving her some complexity--is the daughter a sob story she feeds Gambit while hiding more sinister intentions? Despite some promise as a character, Asmus unfortunately shortchanges Joelle, never giving enough of the story over to her. Further exploration of her background could have made her a character with some staying power and a formidable foe/ally for

Gambit.

One thing Asmus does well is Rogue's incorporation into the story. While their relationship is a thing of the past, it's obvious there's still some spark between Rogue and Gambit, even if it's only the respect and admiration evident between two adult with a shared history. Coming to Gambit's aid only to find him in a compromising moment with Joelle, Rogue and Gambit's banter is fun and witty without being bitter.

The main problem with *Gambit* is that it's all over the place. Does it want to be an X-Man narrative (which, fortunately, it's largely dodged), an Indiana Jones-esque story, a slick James Bond thriller? Some consistent blend of all three might have worked, but jerking Gambit in and out of various genres makes you feel as though Asmus is treating the story like Goldilocks trying bowls of porridge until she finds the one that's *just* right. I do, however, appreciate his humor (for this reason, I look forward to his work on Valiant's *Quantum and Woody*) and there are some definite aspects that finally begin to "click" into place.

The artwork throughout these issues is often inconsistent, but when Clay Mann is at the helm, it has a mature, somewhat minimalist look that I love.

Cross posted at This Insignificant Cinder

Renata says

You know how when Matt Fraction started writing Hawkeye everyone was like, "Oh man I don't care if you like Hawkeye or not, you should definitely check this out??" This is like the opposite of that, I would only recommend it if you really like Gambit. Which I do, so, OK. It wasn't really as fun as the first volume, though. It got a little bogged down with some ~ethical quandaries~ that weren't even really a thing?

However, the Gambit/Hawkeye oneshot at the end is like 5 stars alone just for Gambit calling Hawkeye "Katniss."

Anchorpete says

This book was fun. We all know Gambit is sort of a C-lister, a bit of a joke of a character. The weird thing is, when I was a little kid, and we all used to play pretend X-men together, I was Gambit all the time. I really wanted to be Cyclops. Maybe I really wanted this book to be about Cyclops, though. In the end, it is a total break from the regular X-men Melodrama. It is just Gambit, gallivanting around the world, having lady problems and throwing Kinetically charged playing cards at people.

Throw in a little Romantic love triangle with him, and Rogue and the other girl (who is so unimpressive, I don't even remember her name) and you have an enjoyable read, that is easy to get through. the only set back would be occasional clunky dialogue. When two of the main characters who speak are Gambit and Rogue, there are a lot of moments where you are reading awkwardly spelled words, trying to guess what they are saying, with their thick accents.

Nicolo Yu says

I gave this a rating of 4 stars but its true rating is actually closer to 3.75 stars.

The Gambit monthly series by James Asmus and Clay Mann was a title that launched just before Avengers Vs. X-Men (AvX) precipitated the massive Marvel NOW! relaunch. It actually launched together with the seminal Hawkeye series of Matt Fraction and David Aja. In fact, the two trades that I owned, volumes 2 and 3 of the collected series, there are nods to this "sibling rivalry". (There's also the fact that both heroes integrate purple into their fighting togs.)

The second volume, "Tombstone Blue", feels like a more satisfying end to the series than volume three and for good reason. The series had started fairly strong which was derailed by AvX. Volume two picked up the threads from the first trade and its a strong follow-up to the first arc. (view spoiler) The series could have ended right there but the aforementioned strong start managed to scare up several issues more from editorial before its demise.

However, volume three, "King of Thieves" was a collection of broken promises disguised as a graphic novel. Asmus and Mann managed to give it their ending but the story was slashed by at least three chapters. A pity, because it was just as the story was getting good.

The premature end of Gambit is lamented. It was a heist comic before its time. It might have had a superhero in the lead but it was the kind of variety critics who don't read comics wished for Marvel.

Gambit had further adventures and the events in his own series influenced the next one where he was part of a corporate X-Factor by Peter David. Asmus and Mann moved on and over to Valiant Comics.

Gavin says

Well it's a mixed bag...there's still some of the problems that plagued Volume 1; but there's still good solid stuff. Bad stuff: the faux-Cajun accent in speech bubbles is terrible. I mean I know that's how he sounds, but sometimes it just makes you spend more time deciphering what he's saying (and if he and Rogue are having a conversation...fuhgedabawdit); Fighting monsters in the Forever City (and pretty much all of issue 8 for that matter - I realize this might be aimed at younger readers but I can't even imagine 14yr olds buying this crap); the ridiculous ending offered to the story arc that began in Volume 1, I mean really...can't think of anything better?

I realize some issues are going to be throwaway, and not everything is going to be Bendis or Hickman or Aaron or Snyder or Morrison, but really...

However, the good stuff I did like: Rocking the 90s costume with the purple top and the trenchcoat and having bad guys make fun of him; having him be smarter than the average bear when it comes to improvisation; having Rogue show up.

Like I said before, the story arc was given up on far too easily and with a very shitty explanation, but given the fact that there were only 5 more issues before it was cancelled, maybe they already knew the end was in sight.

I still feel like there's a place for Gambit in Marvel, and they just need to give it a little more support, (and fewer artists, there were like 8!!) and it would fly. The combo of Hawkeye and Gambit at the end on the short little A+X thing was cool. The egos work well together, like a mismatched buddy cop movie.

It really is a case of damned by faint praise: I'm very happy there was a Gambit book, but then if I spend more time complaining about the problems, it's not going to make you run out and get it. I just hope the cancellation doesn't mean he disappears again...

Pturingan says

Lots of fun and better than the first volume. The volume is mostly one-shot adventures but all connected to the bigger story of Gambit trying to help (and sometimes being betrayed by) Joelle.

My favorite story was the second issue in the volume; set in "The Club With No Name" and featuring a whole bunch of super villains. There's even a great line about "a bad '90s flashback" which made me laugh out loud.

Tremendous fun and a pleasant surprise for a character I didn't particularly care about before.

kristen b ? says

the story picks up right where it left off, which should make an effortless continuation but considering volume 1 confuses me, i was hoping for a new arc somewhere. it's one big story and issues 8 & 9 are boring. i couldn't even tell you what happened. all of 10 is boring except for the very end when rogue joins remy and joelle. 11 & 12 are the most interesting and made for a great story.

i was really disappointed though seeing the author CAN write a good gambit story coming from the last 2 issues. i dont know why it's taken 10 issues to maybe get good, or maybe it's just because rogue was with remy and their dynamic is never boring. it doesn't seem like the arc will change by the ending of issue 12, but maybe improvement is there.

Lauren Marrero says

Poor Gambit. Nobody takes him seriously, not even the authors of his story.

I have and always will love Remy, but I wish more was done to develop his character. Unfortunately, it didn't happen here.

He is all over the place in this novel, running around with no direction and getting into all sorts of trouble. First he plays the ardent anti-hero determined to save the damsel in distress (whether she wants his help or not). Then his angry ex shows up to mess with his mind.

Fans of the thief will be happy to have a whole novel dedicated to Remy, but if you are just looking to sink your teeth into a good story, then skip this one.

This is a story of Remy going off on his own to raise hell. It's a fun ride, but there really is no point to this novel. Gambit doesn't know what he wants or who he loves and his frustration carries to the reader. He is taking a break from the x-men, but doesn't want to cross the judicial line and return to being a criminal. He is

determined to save a woman that wants nothing to do with him. Despite the clever one-liners, it's kind of pathetic.

Christina Nightengale says

Another fun, sexy and exciting story for Gambit. He may not be perfect but he really does try to be a good guy and do the right thing. Remy, Joelle and Rogue's interaction was great. You get to see some of what makes Remy and Rogue such a fun and great couple. The Gambit and Hawkeye bonus story at the end was fun. Sorry Hawkeye, but every woman would want Gambit more than you with out a doubt! That man is just way to handsome, charming and charismatic to resist! He did also save the day and Clint tried to steal the credit! Clint got what was coming to him! ;) It's nothing too deep, but it's a good read. The tidbits of fan service that are sprinkled in are just the sprinkles on top.
