



## Copperhead, Vol. 3

*Jay Faerber , Drew Moss (Artist) , Ron Riley (Colorist) , Thomas Mauer (Letterer)*

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**Copperhead, Vol. 3** Jay Faerber , Drew Moss (Artist) , Ron Riley (Colorist) , Thomas Mauer (Letterer)  
A man from Sheriff Clara Bronson's past shows up in Copperhead, complicating her efforts to solve the bizarre murder of Copperhead's mayor. Meanwhile, Deputy Boo is made an offer he can't refuse.  
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## Copperhead, Vol. 3 Details

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Author : Jay Faerber , Drew Moss (Artist) , Ron Riley (Colorist) , Thomas Mauer (Letterer)

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## **From Reader Review Copperhead, Vol. 3 for online ebook**

### **Adan says**

Sheriff Bronson and her various frenemies investigate the murder of Copperhead's mayor, and a very surprising new mayor sits in City Hall. Meanwhile, the Sheriff's ex-boyfriend shows up in Copperhead, and her ex-husband has escaped prison, so not a great time to be Sheriff Bronson. There's not enough of Boo or Ishmael in this collection for my liking, and I'm not super happy about regular artist and co-creator Scott Godlewski being MIA, but Drew Moss does an admirable job pinch-hitting.

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### **Daniel says**

The Mayor is dead! The new sheriff of Copperhead is embroiled in finding the killer, and this all goes horribly wrong. With her erstwhile Deputy being made the interim Mayor, this adds more fuel to an already explosive bomb, ready to blow. The sheriff goes deep to find the killer and heads into outlaw lands after traces and clues of who may be the culprit. A truly dangerous and disgusting foe awaits her and the epic battle between them is intense. The follow up story is satisfying and thrilling as a shadow of the sheriff's past shows up in the last page or two to really get the reader going!

Danny

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### **CJ - It's only a Paper Moon says**

Just keeps getting better.

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### **Misha Husnain Ali says**

Still going strong. Engaging storyline, lots of interesting characters, and a hard as nails female lead to boot.

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### **Garrison says**

This trade was a slight step down from the two previous trades. With 20+ pages of process drawings and sketches, the trade read like 3 standard issues.

In addition to the length, it seems like it was abbreviated across the board. As though we're reading at 1.5x speed, there are plot jumps that seem more drastic and unexplained than was the case in trades 1 and 2. It's still an interesting storyline with the search for Bronson from both exes and the plots related to both mayors.

3.5/5

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## Meera says

[whereas this one didn't finish it's arch and also continued with the overlying story of the missing father. So the ending was unsatisfactory. (hide spoiler)]

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## Paul Allard says

Science-fiction western saga continues

Having read Volume 2 (but not 1), I enjoyed what is basically a Western set in a futuristic setting with many alien races.

Clara Bronson is the red-headed sheriff in a small town called Copperhead bringing justice to all. There is of course corruption and political manipulation going on around her. This volume follows on directly from Volume 2 and will lead onto another volume.

A good old-fashioned shoot-out type of comic, it's engaging and fun. Well-written and illustrated (reminds me a bit of Alien Legion and similar series).

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## Lata says

I'm not sure why I continue to read this series, except that I have a soft spot for westerns. In space, so this series checks off two boxes for me. However....the story is pretty conventional, and feels like any number of stories I've seen in the past, cranked out weekly by writers tasked with filling a 20- or 40-minute time slot. The main character has anger issues and would rather beat up people than investigate. Her son is a fresh-faced wonderful guy. She's running from what appears to be an abusive husband. Her deputy doesn't respect her. In fact, no one does as she's made no effort to treat anyone with respect.

I guess I keep coming back because I'm waiting for the author to take the conventional elements and make a left turn with them, crafting something really interesting.....Not yet, and probably never.

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## Renee says

Another satisfying volume in this great series! The artwork isn't like fine art, but it's just right, just perfect to convey this story...if that makes any sense. Great characters and story lines, this is one of the coolest books going, in my opinion.

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## Daniel says

The change in artists is a little jarring at first as the original artist had a definite style, but overall, the book doesn't suffer for it. The tone of the story persists as does the pacing. There are some interesting twists in this volume and, like in volume 2, another cliffhanger ending.

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## Dakota Morgan says

*Copperhead* takes a step back in this third volume. It's still a rollicking good sci-fi/western time, but maybe the cliches are starting to add up for me. Deputy Boo, previously uncorruptable, appears to have been easily corrupted by the rich old mine owner. A pair of strangers from Clara's past rocket across the galaxy to confront her about...something. I dunno. Maybe I just liked the characters so much in the previous volumes that A. I don't want to see Boo go bad, and B. I really don't care about the mysterious strangers because, well, they're really mysterious throughout the entire volume. Like, get to the point already. I don't want to spend time with you stealing a spaceship if I don't know who you are.

I could see the series rebounding - the mysterious strangers do arrive abruptly for a cliffhanger ending and Boo as mayor should be interesting. But the change in artist also threw me off. I spent half my review of volume two praising Scott Godlewski's art and now I have to look at Drew Moss's barely comparable work? It's not bad, per se, but much of the crisp cleanness is gone. The story flowed much better with Godlewski on board.

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## Misty says

Why is there always an art change on comics I like? =/

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## Nuno Ribeiro says

Scott Godlewski did not make the art in this volume (issues 10# to #14). And it's a big loss. In Jay Faerber's own words, *Copperhead* is a co-creation of Godlewski. And comics are exactly made of visual art and text. Since some comic books don't have any text (classic examples are the beginning of *Le Monde D'Edena* by Moebius and some stories in Caza's *The Age of Darkness*) and are able to tell the story only through visual art, one might even say that this is the most important part.

Can we imagine what it would be like if *Saga* lost Fiona Staples? Not all comics are like Neil Gaiman's *Sandman*, where the (sometimes radical) change of art does not harm the writing and is even an interesting part of the series.

It's a big shame, because the story is very good, but some characters really changed (for worse) their expressions and the overall atmosphere has lost part of the appeal and also the way panels are set up is now uninteresting, most of the times. In some cases, some of Godlewski's pages did not have any text, or almost no text and told the story in a very cinematic way. We are now reduced to a plain illustration of words, a lot less satisfying. I will make up my mind about continue reading this series.

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## David says

The story continues in the best SyFy Western story I've read since *FireFly* was canceled by FOX. I really

enjoy the character back grounds and the on going story of Sheriff Bronson. The graphic are just and good and the story line. I highly recommend this series and I'm looking forward to the next volume sooner than later.

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## Keith says

Pardon the pun, but I always come away from each new volume of *Copperhead* feeling like I was just on a blind date with a snake oil salesman. Like, everything *seemed* good while I was in it -- and then the thing is over, and I feel like I've been had. It's just that Jay Faerber seems more concerned with cliffhangers and punchlines than he is with actual story. I don't mind how goofy and simplistic *Copperhead* is -- the outlaw aliens, the Boss Hogg-esque villain, the sheriff-deputy rivalry, and even the sexy clone frontiersman -- but I do get a little exhausted by the *zingers* every issue, so extreme that at the beginning of every *subsequent* issue, Faerber has to devote precious pagespace to *undoing* the crazy thing he did at the end of the issue prior.

It's tedious, and *Cv3* complicates this further by trying to tells its story in four issues instead of five, despite the fact that even when Faerber wrote five-issue arcs for the first two volumes, he really struggled to pack an entire story in.

Even though reading *Copperhead* always makes me feel kind of used and gross, the first two volumes were strong enough that feeling gross didn't matter. But in *v3*, Faerber attempts to juggle two subplots (the requisite crime-of-the-week, plus the requisite mysterious-sheriff's-mysterious-past-comes-back-to-haunt-her-metaplot), predictably not doing great things with either one.

*v3* has more weird alien designs per capita than the previous volumes and gets points for that, but otherwise it's all just kinda half-baked. And more than anything else, Image needs to stop collecting less than five issues in paperback form. That only works with *X-Men* comics, and *Copperhead*, let me tell you -- you ain't no *X-Men*.

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