



The Sixth Gun, Vol. 4: A Town Called Penance

Cullen Bunn , Brian Hurtt (Illustrator) , Tyler Crook (Illustrator)

[Download now](#)

[Read Online](#) 

The Sixth Gun, Vol. 4: A Town Called Penance

Cullen Bunn , Brian Hurtt (Illustrator) , Tyler Crook (Illustrator)

The Sixth Gun, Vol. 4: A Town Called Penance Cullen Bunn , Brian Hurtt (Illustrator) , Tyler Crook (Illustrator)

The Six. A set of cursed pistols with the power to reshape the world. The Knights of Solomon will stop at nothing to possess this power. Captured, isolated, and tortured, Drake Sinclair is offered a choice: join the Knights' quest... or die. Meanwhile, Becky Montcrief's search for Drake brings her to the town of Penance—a mysterious place populated by a host of twisted townsfolk. All the while, the Sixth Gun schemes, and the secrets it holds will shake the very foundations of reality.

The Sixth Gun, Vol. 4: A Town Called Penance Details

Date : Published December 11th 2012 by Oni Press (first published November 28th 2012)

ISBN : 9781934964958

Author : Cullen Bunn , Brian Hurtt (Illustrator) , Tyler Crook (Illustrator)

Format : Paperback 156 pages

Genre : Sequential Art, Comics, Graphic Novels, Westerns, Horror, Fantasy, Graphic Novels Comics, Fiction

 [Download The Sixth Gun, Vol. 4: A Town Called Penance ...pdf](#)

 [Read Online The Sixth Gun, Vol. 4: A Town Called Penance ...pdf](#)

Download and Read Free Online The Sixth Gun, Vol. 4: A Town Called Penance Cullen Bunn , Brian Hurtt (Illustrator) , Tyler Crook (Illustrator)

From Reader Review The Sixth Gun, Vol. 4: A Town Called Penance for online ebook

Otherworld says

Following on from the events of the last book, its not much of a surprise to learn that Drake survived the ambush on the train and a fall off a trestle bridge into a river. He is immediately captured by his enemies and taken to a secret underground lair and it is left to Billjohn to retrieve the guns from the river.

Meanwhile, Becky has arrived in the town of Penance, which has a nasty secret (hint: don't drink the water). Caught up in a fight between two rival groups in the town, she finally reunites with Drake in a thrilling wordless issue of the comic (not a single word is said for 28 pages, and its great stuff). Inside the underground lair, there is a deep lake and it is there that Becky and Drake get a glimpse of the seal that the six guns open (and which is contaminating the water supply in Penance up above).

Free for the moment, but with the Knights of Solomon on their trail, Drake and Becky now have to decide what to do next.

One final chapter catches up with Kirby Hale, who loved and betrayed Becky back in book 2. He's still after both her and the guns, and the scene is set for a confrontation between all these groups.

Did I mention the snakemen? I'm not sure what's going on with them but it could be an interesting twist.

This one got 4 stars for that amazing wordless escape from the lair of doom, though apart from that this story was not quite as good as the previous one. Still well worth reading though.

Sesana says

The plot just keeps thickening. And I really like the way this seems to be heading.

Craig says

This series continues to impress. This is the best weird western I've ever read and would be fertile ground for a television series or film version. I loved all the stuff in the underground city of the Knights of Solomon. That would make for a heck of a film set someday if someone wanted to attempt a movie of this series. I, for one, would be there at the head of the line.

Sam Quixote says

The Sixth Gun is one of those rare titles that, so far, four volumes in, hasn't had a single bad book - hell, I'm not sure I've read a single bad issue! Volume 4: A Town Called Penance picks up Drake's story as we find out what happened during the train heist of the last book. Drake is captured by some former accomplices

from the bad old days and taken to their underground city/hideout to be tortured into giving up information on the guns' location. Meanwhile the Sixth Gun has shown Becky where Drake's being kept and is on her way to free him - but the town she shows up in is full of strange, physically warped people and a mean sheriff with a secret, and it looks like Becky's going to have to fight her way in and out to save Drake!

The setup in this book is just so good: a mystery town - called Penance no less! How Old West is that? - in the middle of nowhere with freaky, disfigured people and an air of supernatural, Lovecraftian menace. Who doesn't want to read a story with that setting? Bunn keeps the tension up as Becky discovers a rival group to those in Penance and begins unravelling a more sinister purpose to the town's existence.

And let's talk about Becky - if the last book didn't convince you that she is the badass of the series, this book will. There's an entire issue that's silent - no words - where Becky storms the underground bandit stronghold singlehandedly and not only saves Drake but completely kicks the bad guys' asses! And that's after she shoots several bundles of dynamite in the air as they come zooming towards her! She's so damn cool, I love how Cullen Bunn has portrayed her, especially in this book where she's wearing Drake's bowler while she's doing all of this.

Once again, Brian Hurtt's artwork is flawless. His interiors of the bandits' stronghold are breathtaking and the action is seamless - he carries that silent issue completely and pulls it off masterfully. You understand everything that's happening in the issue and follow Becky's plan perfectly.

Kirby Hale makes a brief reappearance in the Tyler Crook-drawn final issue and continues his doomed storyline with Becky. Also making a welcome reappearance is the oracle hanging tree from the first book. While I don't feel as strongly about Crook's art as I do about Hurtt's, it's still first class artwork - whether it's Hurtt or Crook, Bunn is always paired with an incredible artist in this series.

The fourth book is maybe the series' most action packed yet and is another compelling addition to this excellent comic. The Sixth Gun is tremendous fun, and if other subgenres like sexy vampires are exhausted, the series shows how fresh and exciting the supernatural western subgenre is. Let's see more great books in this vein!

Laura says

[Lizard men, deformities, torture, and "someone has poisoned the water hole" was a bit too much for me at this poi

47Time says

[Drake is being held in the nearby Penance where the Knights first try to w

Koen Claeys says

The plot thickens, meanwhile this keeps being a fun read.

Julls says

3.5

Diz says

I found this a little less interesting than the previous volume. It deals with a cursed town connected to the mystery of the six guns. The characters in the town are not that interesting and are disposable. It picks up once the story moves beyond the town though.

Gav451 says

Still sublime, dark, well plotted and with wonderful art that has a style all of its own.

You would do well to read this as it shows what a comic can be without superheroes and with a good idea.

The art is so good the emotions of the characters are often portrayed without the need for Basil Exposition make an entrance.

I'm not going to discuss the story as I would not want to spoil it. Needless to say it is full of pathos, horror, surprise and excitement.

If you read the reviews of the earlier collected editions they all apply here. Very consistent high quality series.

Magdalena aka A Bookaholic Swede says

Drake has been taken and it's up to Becky to save him. And her search for him lands her in the city Penance...a city not like other cities...

This volume is just as good as the first three and one thing very special about this volume that I really liked is that it had an issue without dialogue. It was just plain pictures. I loved it, it was written so good that you don't need to read what there were saying.

Kadri says

I would give this more than five stars if I could.

Mike says

My long dalliance with comics is petering out since I have time again to actually read, but The Sixth Gun is pretty entertaining, especially on the iPad when my wife's asleep and I'm wide awake but not awake enough to enjoy a good book.

Chad says

Drake has been captured by the Knights of Solomon and Becky is looking to rescue him. She travels to Penance (a fantastic name for a town in the Old West, right?) where she encounters a settlement full of misshapen townfolk. Feels like we're mixing in some Lovecraftian horror in this volume. After dealing with the townfolk, Becky discovers the Knights underground lair. Bunn and Hurtt go completely wordless for the issue where Becky infiltrates the lair on the hunt for Drake and it is amazing. It's by far the best wordless comic I've read. Hurtt does a magical job of conveying everything on the page we need to know as Becky and Drake make their escape. Finally Kirby Hale returns in a tale drawn by Tyler Crook. It looks like he's not done with our heroes yet.

Four volumes in and there hasn't been a poor issue yet. There's not too many books that could make that claim.

Drown Hollum says

It's been a minute since I've read Sixth Gun, but rest assured, it still kicks ass. Volume four holds a great "silent issue" that really lets Brian Wood stretch his storytelling muscles, as well as a huge reveal, that sets the stage for some incredible narrative potential. The psuedo-Christian factions of the weird west are great flavor, with all the weird magic severed hands and evil-infused mutants scattered about in Bunn and Wood's world. The dynamic between Becky and Drake gets explored a little deeper, as we learn more about Drake's twisted past, and we get some amazing action along the way. The Sixth Gun is everything you need in a comic book, and has yet to disappoint me in any way.
