



Captain America: Home of the Brave

Mark Waid (Text) , Chris Samnee (Illustrator)

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Mark Waid and Chris Samnee, the team supreme who transformed the world of Daredevil and produced a cinematic spy thriller starring Black Widow, reunite to work their magic on the greatest hero of all - Captain America! Steve Rogers is back in shield-slinging action and on a journey across America to restore his tarnished reputation. But the dangers he encounters as he crosses the Home of the Brave will require more courage than ever before! And when he encounters the all-new Swordsman, strap yourselves in for a sword vs. shield duel unlike anything you've ever seen! Be here as America's living legend is reimagined through the eyes of a pair of living legends! **COLLECTING: CAPTAIN AMERICA 695-700**

Captain America: Home of the Brave Details

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Author : Mark Waid (Text) , Chris Samnee (Illustrator)

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Download and Read Free Online Captain America: Home of the Brave Mark Waid (Text) , Chris Samnee (Illustrator)

From Reader Review Captain America: Home of the Brave for online ebook

Izza says

3 stars | This was my first time reading a Captain America comics. Crazy!

Sam Quixote says

The acclaimed creative team behind Daredevil and Black Widow, Mark Waid and Chris Samnee, take over Captain America after Nick Spencer's atrocious run on the character - and fail to improve the title's quality. Unfortunately the overly-politicised nature of the series - one of the main reasons why Spencer's run was such garbage - continues.

Yup, Cap's once again being used as the mouthpiece for far-leftist views to rail against the likes of Trump and anyone right of centre, tiresomely portrayed as neo-Nazis, here called "Rampart". Nuclear fallout in the near future leads to a dystopian society where a corrupt king rules over the remains of America, favouring the wealthy and forcefully abusing the poor - it's up to Cap to re-establish democracy.

The story is overly-simplistic with broad caricatures and little substance to hold the attention. It doesn't help that there's a deus ex machina present that you know will be used sooner rather than later so nothing that happens matters.

The other shorter, done-in-one stories are even more forgettable. Cap fights Swordsman, Cap fights Kraven, Cap fights more Rampart goons. Yawn. Generic, unimaginative, boring rubbish.

Samnee's art is great and I enjoyed seeing Jack Kirby's art at the end, repurposed with a new script from Waid, and Waid does write a decent Cap, capturing the spirit of the character convincingly. It's not much though. Even putting aside the patronising politics, Captain America: Home of the Brave is as dull a read as they come.

Johnvano says

Now this is what I'm looking for in a comic hero story. I want a terrestrial story, with one hero, going against a villain or two. I can't make myself care for the universe-spanning tales with 12 heroes going against 20 villains. And don't get me started on two characters with the same powers. This was the perfect tale of a single guy (Cap), trying to live his life, get away from it all, meeting salt-of-the-earth people, and helping them out in a time of crisis. Great visuals, too.

Chris Lemmerman says

After Secret Empire, which we're not talking about, Steve Rogers wants to reconnect with America. So of

course, that means road trip! But when his trip across the country becomes a trip through time, Steve will have to topple a brand new threat to the world as Rampart run rampant across the future!

Palette cleansers go a long way in comics sometimes. After a particularly divisive storyline, it's nice to get one and done stories, or a new creative team that just does something straight forward for a change. They clear the air before something big starts again, and that's what it looked like this volume was going to do for Captain America after Secret Empire.

The first three issues are straight forward adventures, with Steve getting nostalgic, battling a new Swordsman, and Kraven The Hunter (easily the volume's best issue). These are fun little romps without lasting consequences that are just good comics.

Then things get weird.

The last three issues of this volume, #698-700, tell a flashforward type story in which Cap gets stranded in a future where the USA has been overrun by new terrorist organization Rampart, and he has to devise a way to oust them from control and/or get back to his own time. It feels like a rehash of Secret Empire for a start, and it feels a bit too quick. After the three initial straight forward issues, this is some batshit crazy stuff with mutants and a dictator and it just made my head spin.

The conclusion is very clever, I'll give it that, but I'm not sure this type of story was necessary or important to tell for Cap. It's a good examination of his weaknesses, I'll give it that, but I think it might have just been blown out of proportion in order to make issue 700 bigger/more monumental than it needed to be.

I can't fault the artwork however. This marks Chris Samnee's last Marvel work under his exclusive contract, and it's a delight to look at. His simple lines and great use of shadows make for distinct visuals that you just don't get anywhere else. Waid and Samnee work together so well by now, you always know that they're going to turn out something great.

Like Black Widow before it, this collaboration between Waid and Samnee has good ideas but doesn't seem to execute them fully. The first three issues are exactly what I wanted as a fresh start for Cap, but then the latter three are just...weird.

Malum says

This is an odd one for me to review, because I am kind of reviewing it in a vacuum. I have never really read a stand alone Captain America comic before. I have read him in various events and in *Avengers* books, but that's about it. So I can't really say if he is "returning to form" here because I don't know enough about him. Whenever Marvel or DC reboot, however, I always give them the benefit of the doubt and check out a bunch of their new stuff.

So, just based on the quality of stories alone, this was an ok book. Cap is running around being Cap. He saves the innocent and spouts lots of jargon about hope and courage.

I kind of like the idea of him bumming around the country but, hey, I am a Kerouac fan so that's probably where that comes from.

The last arc in this book is a time travel story, which I usually hate because of how clichéd they are (they even have the old "the time machine only has one use left!" trope and, as everyone who has seen *Deadpool 2* knows, "that's just lazy writing"), but this one kind of worked for me. It is about a group of faux patriotic rich people taking over and, if you say anything bad about them, you are seen as un-patriotic (and are killed). Yeah, it's a bit on the nose because they are obviously giving a wink and a nod to current events but, hey, I like sticking it to the man in comic book form as much as the next fella.

So, over all, this was pretty fun. Cap throws his shield around, punches some people, and loves his country and his mama. You haven't won me over yet, Marvel reboot, but you haven't scared me off yet, either.

Drown Hollum says

I liked Hydra Cap, so I wasn't exactly starved for classic Captain America. Still, this was a great change of pace from that incredibly dark story-line. I love the Waid and Samnee team, and while this may be their least impressive collaborative tale, it's still a fun read with a killer understanding of Steve and his world. It's a time travel story, but the hokey-ness is just fine on the heels of *Secret Empire*, and the twist at the end is pretty rewarding. It should have been longer, and the post-apoc setting is a little overdone in Marvel (hell, even just in Cap books) but this was still pretty great. They're masters, what else can you say?

Arlo Wiley says

Following the much-reviled Nazi!Cap story *Secret Empire*--unread by me--*Home of the Brave* finds the powerhouse team of Waid/Samnee/Wilson returning Captain America to his roots. Meant as a reassuring stopgap between the polarizing Nick Spencer run and Ta-Nehisi Coates' forthcoming stint as the first black man to write the title, this volume matches the quality of its pedigree. Cap decides to roam the country to reconnect with his mission, and while the book initially has echoes of the unfortunate Superman tale *Grounded*, Steve quickly finds himself in a far-flung future where the U.S. has been taken over by right-wing extremists. This puts Cap in his wheelhouse, fighting to protect America's ideals from those who would corrupt them. Likewise, the creative team does what they do best, crafting a rousing, fast-paced thriller. In his final Marvel project (for now), Samnee once again reveals himself as a master of the form, his action scenes leaping off the page and his quiet character moments conveying every ounce of emotion in Waid's script.

Frédéric says

Beautifully drawn and colored by Chris Samnee and Matt Wilson this book sadly lacks an interesting story.

Getting the pulse of America after the *Secret Empire* fiasco Steve fights nazis, Kraven, nazis in a radioactive future and back again. Generic plot, generic villains, (very) heavily handed message, poor and unimaginative future-on the verge of grotesque even- Waid sadly doesn't renew the cool and fun approach he brought to Daredevil with the same Chris Samnee.

Not that his Captain America-the character- is bad, far from it. His very essence is well handled, but a fresher and more original boost is needed to give the series an edge.

Garrett says

Mark Waid is a genius. When Captain America is done well, it should make you properly sad for what we aren't, and proud of what we are. At this particular time and place, a superhero telling someone that they have to look out for someone else solely because they are bigger than the other person is what we're lacking as a people right now, and I needed this reminder. The first part of this works better than the second part because it is clean and pure and the second is more complicated, but it works, too. Ah, a tonic of a comic.

Paul E. Morph says

Well, that was a breath of fresh air after suffering through Hydra-Cap!

I have fond memories of Mark Waid's last run on Cap, so I was very happy to have him return to the book, especially as he brought his current partner-in-crime Chris Samnee along with him.

My only grumble is that this was YET ANOTHER BLOODY TIME TRAVEL STORY! Enough with the time travel, Marvel, PLEASE...

James DeSantis says

Captain America returns! After Secret Empire and everyone on the internet crying that Steve Rogers hates jewish people, we have turned back to the time Captain America was a symbol of hope! The real Steve Rogers and here, but he has to fix a few things.

This starts off with Cap basically fixing his name and getting things back on track. Then the 2nd half is a weird pull through time, Cap is frozen again, and has to deal with a world broken and dismayed after a evil leader has taken off. Can Cap fix the futures or are we all doomed? That is the question asked here!

Good: I loved the art. Simple and clean (Kingdom hearts is soooo close to coming out) and if you liked Waid's Daredevil run, the vibe is similar here. Cap is returned to the good old boyscout we all love and admire as well. The fights are fun, the heart is there, and no heavy political storyline to be found. What a ending too, a true Cap moment.

Bad: The time traveling thing felt a little out of place of the way the story was going. Like a sudden jump. Also the future characters weren't all that interesting to me.

Overall, a fun, light, super cool adventure for Cap to go on. After Nick Spencer's darker, more political take, this was a nice bounce back (Even though I liked some of Spencer's run a lot) This is a easy 3.5 out of 5.

Blindzider says

Not really anything exciting here, average at least story-wise. Samnee's art is still pretty good though.

Scott Lee says

Mark Waid still definitely knows his Captain America, and still teams quite effectively with Samnee. This is a strong short term story. It seems to be designed to be a self-contained 6 issue arc that introduces or re-introduces Waid's Cap to the readers. Or, viewed another way, it feels like a book designed to capture the essence of what it is to be Captain America, the strengths and weaknesses.

It's also a time travel story, and one that covers an exceptionally long period of time by dropping in and out of the chronological storyline covering key moments in a manner that allows the reader to connect the dots themselves to generate a fuzzy overall picture. And, everything that happens in the middle half to two-thirds of the book is undone through time-travel magic by the end of the story. It's short on details, except for the first couple issues, but it captures the essence of Waid's vision of the character beautifully.

I love that part of it. How it is a lyric-poem version of an epic story that encapsulates Cap and the creative team's vision of who and what he is. However, I *know* who Cap is, and this is hardly redefining (thank goodness). Also, there's very little room for subtler character work--at which Mark excels--in this style of storytelling. All the strokes have to be really large to get through the story in the space provided/intended. Also, time travel. Ugh. It just means you can't invest too much in the characters or the story, because none of it will matter by the end. Ah well. I'm hoping the next volume by this creative team moves in a slower, more character driven fashion and allows Waid and Samnee to build to the kind epic we have here without having to tell it on fast forward.

That said, if you want an encapsulation of everything awesome about Captain America from an exceptionally talented comics creator, this volume delivers that in spades.

Artemy says

After the travesty of Nick Spencer's Nazi Cap and the whole Secret Empire dumpster fire, somebody needed to revitalize Cap. Enter Mark Waid and Chris Samnee, Marvel's closest thing to a superstar team after their enormously successful Daredevil run. Home of the Brave is a solid story, very sterile, but not without its moments. Cap's characterization is fine if a bit old-fashioned (I personally much prefer Ed Brubaker's and MCU's take on him), but it works well to re-establish him after Spencer basically committed character assassination on one of Marvel's most iconic heroes. In short, this is not my favorite Cap comic ever, but it's a good enough read, and this is something that the character desperately needed after years of editorial and creative abuse.

Chad says

Waid and Samnee deal with Nick Spencer's Secret Empire, dumpster fire of a run on Cap by pretending it

never happened. In an isolated bubble, this is fine. But Secret Empire went and completely trashed Cap's relationship with America, so it seems a little disingenuous to have Cap go on a road trip where he's still continuously beloved, especially when books like Deadpool are actually dealing with Cap and the fallout. That being said, this book is all right, but it's nothing special. Waid's Cap overcorrects from Stevil Rogers, swinging back towards 50's Boy Scout, Captain America. The 3 Cap "On the road" issues are fine, but the story gets really weird when Cap gets transported to a dystopian near future where the ultra-rich rule what's left of a mutated, nuclear holocaust America. The story is part Komandi with animal / human hybrids. There's never any real stakes though, because as with any of these time travel stories, you know it will always end with the hero "resetting" back to the status quo by the end of it.

Chris Samnee's art is as good as ever. I did notice it seems to be trending towards newspaper strip art, especially with Matthew Wilson's muted palette on the book.
