



Avengers: The Initiative, Volume 1: Basic Training

Dan Slott (Writer) , Stefano Caselli

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The *Civil War* is over, and from now on, this is the new face of the Marvel Universe—*The Initiative*.

Whose side were you on? If you were pro-registration, then there's one hell of a price to pay: you're in the army now. Fall in with Yellowjacket, War Machine, She-Hulk, Justice and The Gauntlet as they train the heroes of tomorrow for the super-powered conflicts of today Marvel's army of super heroes has just become a super hero army.

Also featuring *The Mighty Avengers* and a new generation of Marvels.

Collecting: *Avengers: The Initiative* 1-6

Avengers: The Initiative, Volume 1: Basic Training Details

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From Reader Review Avengers: The Initiative, Volume 1: Basic Training for online ebook

Terence says

Following the events of Civil War, it's now law that any super powered individual be licensed to use their power. The Avengers are making an army fully equipped with bootcamp for new recruits.

The whole Civil War storyline on feels like one big what if story. They decided to take a real life look at what a world full of super beings would more accurately look like. While it logically makes sense it goes against the essence of comic book heroes. The other issue is now rather than having nearly ever super powered individual trying to do the right thing, the government is deciding. Is what's good for the government good for the people though?

New recruits are put into the pleasures of army bootcamp. The unspoken fact is if recruits ever want to use their powers they have to pass through bootcamp otherwise they get de-powered and sent home. Doesn't matter what that power is the promise is the same, *do what you're told or wave good bye to your powers.*

Jordan Lahn says

Not a bad start to the series. Still getting to know the characters, buy they seem interesting so far. The only complaint I have is that a lot of these minor characters float in and out of the story without much to do or much introduction. I know from the Marvel wiki that characters like Slapstick and Thor Girl have been around for years, but they hardly get anything to do in this story and seem to just be there for variety.

guanaeps says

This is the book that made me fall in love with Dan Slott and Stefano Caselli. Well worth the read.

Shane says

This got kinda stretched out because in the middle of it I realized it crossed over with the World War Hulk event and I hadn't read that yet, so I read it in order with this and a couple other spin offs.

It's not bad, lots of new (to me at least) faces here with a couple old ones. Basically showing exactly why there shouldn't have been a registration act, because the government is evil.

Alexandra says

I got this book for my birthday from my sister, but I didn't read it until somewhat recently. I wasn't really sure what to expect, so I didn't have incredibly high hopes for this book. So, when I finally got around to reading it, I was surprised at how much I loved it.

Avengers: The Initiative Vol. 1: Basic Training starts out as a few miniature stories, all with different settings, introducing some of the main characters. There are several old faces from the Avengers, such as War Machine, Yellowjacket, Justice, and the Thing. In addition, there are tons of new faces, most of them being teenagers or young adults. Some of them include Trauma, Cloud 9, MVP, Komodo, Hardball, and Slapstick. Many times, the book will randomly change setting, but it never got too confusing. The book follows the stories of many of the characters in the book, but no one person has too much time spent on them.

The book is about these characters getting taken to be trained to become Avengers. There are many obstacles that have to face and battles they must fight. For example, they have to fight the Hulk and stop him from destroying New York city.

There were many things I loved about the book. I think the one thing that I loved most was all of the new characters. My favorite recruit was Terrance Ward, aka Trauma. He has the power to turn into anyone's greatest fear, and I think that's pretty awesome.

I recommend this book to people who like the Avengers, Marvel comics, and superheroes.

-Alexandra-

Automation says

completely pointless tie in to bigger marvel events, not completely horrible but not great, not necessarily either so if it isn't great, whats the point?

Jeff says

Where: Camp Hammond, Stamford, Connecticut

What: Fifty State Initiative, boot camp for young super heroes

Gauntlet, Drill sergeant: You are all worthless maggots!! I don't care if you shoot laser beams out of your butt! I don't care if you puke thunder and lightning. I don't care if you can turn yourself into a freaking chihuahua. I don't care if you can outthink the Leader. Sh*t, the freaking dumb-ass Hulk can do that. I will turn you miserable bunch of losers into a team. When you go up against Ultron or the Red Skull and you pee yourself, at least you ain't gonna wait for Tony Stark or Captain America to bail out your miserable behinds. Hey, Emo boy, you eyeballing me, puke! Get on your stinking face! Now! You think that's funny, Slaphappy? Start running around the base. Keep going until I'm tired. Ready to go home crying to mommy and daddy, Gecko Girl? Look to your left. Your other left, sh*t for brains. Damn, maggots couldn't take on a bunch of Moloids. You are nothing but disorganized bacteria on a donkey's ass. Get down and give me fifty. What are you waiting for Ballboy, an engraved invitation?

Silas says

This was a fairly inconsistent book, particularly the art. The last issue's art is horrendous. The story features some less-used characters along with a few new ones, fleshing out the aftermath of the Civil War storyline, and the establishment of Fifty States Initiative, which establishes a superhero team in every state. It's an interesting idea, but doesn't really come together yet in this volume, which is seeded with hints of storylines to come, but mostly deals with young heroes training, interrupted by a crossover with World War Hulk that rehashes a tired story of young heroes going off against orders that I have seen many times before. I have heard that it gets better, so I will likely carry on, but this is only an average story so far.

Tom Malinowski says

The Civil War is over and The Initiative is in place. A daring objective to put licensed heroes in each of the 50 states. We follow new cadets Cloud 9, Hardball, Komodo, Rage, Slapstick, Trauma and more. Under the tutelage of Avengers - Tigra, War Machine, Justice, Yellowjacket they try to hone these youngsters to be the next defense against the evil in the world. When tragedy strikes quickly, and there's a cover-up, cracks begin to form in The Initiative.

The Marvel Universe had such a unique tone when this was happening 10 years ago. Good to revisit it.

Chad says

In the wake of Civil War, all super-powered individuals must learn to use their powers responsibly or be sent to prison for using them. Enter Avengers Boot Camp where we are training the next generation of heroes. Slott has done a great job of setting up some shady stuff going on behind the scenes at Camp Hammond. It was definitely entertaining. Stefano Caselli's art is so expressive and detailed. I love his style.

Gomezmr says

This comic is so amazing.

Ido says

Boring.

No plot.

bad.

Do not ever read it.

Todd says

I really wanted to rate this higher but unfortunately the World War Hulk tie-in falls a little flat and there is too much going on around the Marvel U for this to feel totally complete.

I do really like the characters though. Gauntlet makes a great soldier power rather than superhero. Hardball is a bit of a cliché but he has potential. Cloud9 is my favorite here. She's obviously in over her head. She's the poster child for why the Initiative will eventually be taken down. All she wants to do is fly.

The adults are the worst. Gyrich shouldn't have any power left. He's been around so long and had so many mistakes. Pym is Pym (well kind of as we shall learn later). Rhodes is just here to remind us that he's military Iron Man.

Ernest says

This was a very fun read. Following immediately on from the events of Civil War, this follows the path of America's new sanctioned force and the new recruits that will train to be in it. This was not a simple training school where despite everything, everyone turns out to be friends and everyone passes. Early on, characters are established and things are made clear that things are serious.

I really enjoyed the story and the characters presented, both old and new. The artwork was also well done, although some of the faces at times felt stilted. Some knowledge of Marvel history makes enjoying and appreciating this text more worthwhile, and you really get the interconnectedness of the Marvel (616) universe when the events of World War Hulk are involved. This is one series that will be worth continuing (especially knowing what happens broadly in the Marvel 616 universe) and has the potential to be well remembered into the future.

Gavin says

Some of the art in this book was terrible. Some of the storyline was terrible. Some of it wasn't.

The interesting part was getting to meet some of the new younger heroes, and finding out about them. Hank Pym really has a lot of blood on his hands...Jim Rhodes sure is Tony Stark's lapdog...Captain America sure wouldn't stand for this.

There's a small preview of World War Hulk which was cool, and Spider-Man being his usual self but as an outlaw...

So there's good and bad, hit and miss, but Dan Slott's dialogue leaves much to be desired in many ways...

Not sure if I'll follow up on this or not...
