



## Captain America: Hail Hydra

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From the dark days of World War II to the Heroic Age, witness the brutal battle between Captain America and the immortal evil known as Hydra! How far back has the gruesome group been killing its way to capture the secrets of eternal life? What can Steve Rogers do to halt its sinister spread when the horrific hordes of the undead rise to stop him? Find out as award-winning horror novelist Jonathan Maberry (DOOMWAR) teams with five different artists to capture five different time periods - including Sergio Cariello (Lone Ranger), Tom Scioli (Godland), Phil Winslade (Wonder Woman), Kyle Hotz (ANNIHILATION: CONQUEST - WRAITH) and Graham Nolan (X-MEN FOREVER)! Guest-starring the Falcon, Black Panther, Nomad, Nick Fury and the Avengers! Collecting CAPTAIN AMERICA: HAIL HYDRA #1-5.

## Captain America: Hail Hydra Details

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Author : Jonathan Maberry (Text) , Sergio Cariello (Illustrator) , Tom Scioli (Illustrator) , Phil Winslade (Illustrator) , Kyle Hotz (Illustrator) , Harvey Tolibao (Illustrator)

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## From Reader Review Captain America: Hail Hydra for online ebook

### Chad says

Each issue is set in a different era of Cap's life with multiple flashbacks to prehistory. Turns out Hydra had been around for thousands of years, all in search of creating a new race of gods (Yeah, it's dumb). Each issue has a different artist. Some of the art is downright awful and the dialogue isn't much better. It reminds me a lot of the comics from the 60's in that they feel very dated and can be painful to get through. Give this a pass.

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### Craig says

This one was pretty good, but not really terrific. The art was from five different people, and while I really liked the third section from Phil Winslade, most of the other work I thought ranged from run-of-the-mill to not-very-effective. The story shows how Hydra has been chasing an immortality serum for thousands of years, and how Cap has been fighting them off-and-on since World War II. I thought some of the continuity was a trifle confusing, and at times Hydra seemed more of a semi-inept organization of zombie-wranglers than a real menace. It's not a bad book, but not a real high-point in Cap's canon either.

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### StoryTellerShannon says

This covers five tales in regards to the Thule Society and how they have been about for centuries upon centuries seeking immortality for their own ends. Note that each tale has the same writer, Jonathan Maberry, yet different artists for each separate tale: Sergio Cariello, Tom Scioli, Phil Winslade, Kyle Hotz and Graham Nolan.

Some of the artwork is plain goofy at times but I got used to it and reminded myself art is about taking chance and it won't always be perfect.

The historical clips were some of the best parts of this overall tale which in present instances felt hit or miss.

**ARTWORK PRESENTATION: B minus to B; CHARACTERS/DIALOGUE: C plus to B minus; STORY/PLOTTING/EDITING: B minus; ACTION SCENES: C plus to B minus; OVERALL GRADE: B minus; WHEN READ: mid December 2012.**

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### Jen says

Zombies! Hydra! Fury!

I liked this, it gave me some background on Hydra, their quest for science, and a period where Captain America turned his back and was only "The Captain". I did not know that Sam/Falcon's flying apparatus came from Wakanda either, so that was cool to find out.

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## Jeff says

Blah, blah, blah.

HYDRA sounds like a bunch of pests, instead of a group bent on world domination.

If this volume is any indication, HYDRA needs to come up with a new slogan. Maybe a softer, gentler approach? How about this one?

Or?

Or?

***We should leave the science-y stuff to the geeks at A.I.M. because we suck at it?***

Case in point: This volume follows the struggles of Baron Von Mad Science Guy as he tries to come up with some sort of fountain of youth/GOD juice/natural watermelon flavor over the course of Captain America's tenure as super hero. Trouble is Baron Science Guy has been working on this since 2000 B.C. Give or take about 300 years.

Looking for the secret magic GOD watermelon formula? Grab some snacks, because it's going to take a while.

Five issues, with five different artists attempt to capture Captain America's battle against Baron Von Mad Science Guy (and other assorted disposable HYDRA minions).

**Bottom line:** I believe Maberry must have been paid per word, because the jugheaded HYDRA Science Guy, monologued about every other panel about his GRAND scheme. He wasn't alone. Who knew T'Challa was so damned talkative as well. The art is of variable quality from issue to issue. The story gives a nice overview of Captain America's career.

Still (view spoiler)

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## **Charles Hamel says**

This was a very good story and was extremely interesting as well! I would highly recommend it for any comic book reader.

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## **Alex Sarll says**

Jonathan Hickman's vexingly incomplete *Shield* has given Marvel's foremost spy organisation a secret history stretching back millennia. This appears to be an effort to do the same for their Cold War adversaries Hydra, with the slight problem that instead of being written by arguably Marvel's second-best writer, and tied in to the various other core titles on which he's worked, it's a throwaway miniseries scripted by someone generally filed under 'why do they keep hiring this guy?' In so far as this could ever have been a good idea - and it probably wasn't - this tonally uneven clunker is at best a missed opportunity.

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## **Paul Allard says**

So-so collection of stories all with a common theme of Hydra trying to find an immortality serum and create new gods. Many co-stars appear as the story skips through time from the early days of Captain America to the present. Not too impressed by some of the writing nor the artwork in some of the stories.

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## **Fence says**

Opening in 1944 this graphic novel spans decades as it shows how Captain America has battled with Hydra for as long as he has been alive. But in the history of Hydra that isn't very long. They have been around since before the pyramids, and they are patient and will to out-wait their enemies to achieve their aims.

During World War II they used the Nazis to further their scientific endeavours, but they were never really Nazis themselves. It was just a handy tool to hide behind, not that they didn't agree with getting rid of undesirables and building a race of supermen. They just had different aims.

I was never a huge Captain America fan, I didn't know enough about him, he always seemed sorta boring and the whole idea of Captain America just felt meh to me. But I love the character in the recent films. He is so much more than just punching Hitler, so I thought I'd give a recent comic a try.

And unfortunately this left me a bit meh. It hopped all over the shop, with various settings and characters helping Cap out. And I'm just not familiar enough with the comic Marvel've to know instantly who was who and what was going on. Also, when you through everyone from Spider-man to Wolverine to Falcon in there it all seems a bit too much. Sure it is nice to see familiar faces show up, and I like the interaction with Cap and Falcon, but there wasn't enough of the supporting characters. They seemed shoe-horned in.

I've taken a quick glance at other reviews and it seems as though I am not alone in not loving this one, so

perhaps I picked the wrong Captain America comic to try. Anyone got any suggestions?

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### **Sarah says**

It was fun to have each different era illustrated by a different artist, but the story wasn't all that intriguing, and I'm not sure I liked what they did with Steve and that formula.

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### **Sarah says**

I do not like graphic novels or comic books.

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### **orton41290 says**

Hail Hydra is this first time so far that I've been displeased with a graphic novel. Hydra tells the story of the evil group Hydra which has reared its ugly head many times in humanities history, even back in ancient Egypt. This story bounces around a lot, showing us Steve Rodgers and Bucky fighting them back in WWII and showing some of Hydra's previous appearances. My largest problem is how inconsistent everything is. We have Rodgers as Captain America and Bucky is dead, but part 5, Bucky is Captain America and Rodgers is "Commander Steve Rogers---Director of the Avengers" with no explanation. This combined with the constantly changing art style was confusing. Plus, Hydra's goal isn't very clear and the resolution of the story line is nonsensical. Hail Hydra seems like it was thrown together at the last minute without much thought or communication. At some points, it doesn't even feel like this is a Captain America story, with all of the other super heroes that get involved. Hydra had an interesting story that kept my attention most of the time, but I feel it was largely a mess.

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### **Thomas says**

it was ok, i am sure i seen two Captain America's in the same scene a couple of times. Have i missed something in the Marvel universe. i'm new to the Graphic novel scene and wouldn't suprise me. it was ok but nothing great.

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### **Benjamin says**

I picked this up on a lark and I'm very disappointed in that lark. The idea behind this collection is fine: let's show how the Hydra organization has been working on the quest for immortality since the dawn of civilization. As a history/mythology nerd, I love this sort of hodge-podge, where we get people investigating Norse and Chinese and Egyptian myths. There's some interesting scenes--one of my favorites is the shadowy image of a Chinese immortal's living hair takes a bunch of children in sacrifice. And we get to see Captain America at various stages in his life: fighting for America, disillusioned with America, back with America.

Now the not-so-good parts. First, having a different artist for each issue makes the series look less coherent. (A better decision would be to have each artist take a time period.)

Second, there's a certain inconsistency to Hydra's plots and capabilities and organization. I mean, one moment they have functionally immortal, unkillable super-soldiers and then they start messing around with less-powerful zombies? At one moment, one of their creations is supposed to have been educated quickly-- and then at another, that creation is described as dumb. I could say something similar about their goals. They seem to want to create an immortal super race, so do they really need to keep up this ridiculous army? I mean, if they hid in the shadows, they could get this work done more easily. On top of that, some of their methods are downright odd, as when they plan to animate all the dead in Arlington, which is supposed to be a huge psychic shock to America?

Third, I'm a big hater of climaxes where the heroes are shown to be practically unnecessary as here: after Hydra complete's their new god, it turns out to be not a fan of Hydra. So Captain America's actions accomplished what?

So while I like the long scale and Captain America's changes, I think this could've been a much better book by focusing on Hydra more seriously.

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### **John says**

I thought this book would be a fun experiment: Cap fighting Hydra in five different time periods with different artists on each issue. Well, what it boiled down to was Cap and friends fighting the same damn Nazi zombies over and over five times. Pretty repetitive and ultimately boring. The art was okay, except for Tom Scioli's attempt at imitating Jack Kirby, which I found irritating and distracting.

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