



Star Wars: Vector, Vol. 1

John Jackson Miller (Writer) , Mick Harrison (Writer)

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In Chapter 1: Knights of the Old Republic Volume 5, a terrible vision reaching far into the future alerts the secret Jedi Covenant to the importance of Taris, and they activate operative Celeste Morne. She encounters a monstrous threat, an ancient Sith artifact, an army of Mandalorians, and Zayne Carrick, the Padawan accused of killing his fellow students! Then, over 4,000 years into the future, Chapter 2 of "Vector" - Volume 3 of Dark Time - crosses into the period immediately following the events in Revenge of the Sith. The unfortunate misfit crew of the Uhumele is thrown into the path of Darth Vader and the now-ancient Jedi Master Celeste! Both Sith and smugglers will not leave this meeting without grave consequences . . .

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From Reader Review Star Wars: Vector, Vol. 1 for online ebook

Jared says

Star Wars Legends Project #16

Background: *Knights of the Old Republic: Vector* was released in four issues from January to May 2008. The trade paperback was released in January 2009. It was written by John Jackson Miller and pencilled by Scott Hepburn. Hepburn also pencilled 7 issues of *The Clone Wars*, along with various other things, mostly for Marvel (Captain Marvel, X-Men, The Avengers, Fantastic Four), but also some work on a "Dr. Horrible" comic, "Street Fighter," and "Thundercats."

A special note about *Vector*: I'm not reviewing all of it, because I didn't read all of it. *Vector* is a 12-issue timeline-hopping series that crosses four different ongoing (at the time) Dark Horse series: *Knights of the Old Republic*, *Dark Times*, *Rebellion*, and *Legacy*, with 4, 2, 4, and 2 issues in each series, respectively. So, I've read 4 of the 6 issues in volume 1, but I'm not hopping 4,000 years into the middle of the *Dark Times* series to continue it at this point. I'll get there when I get there.

Vector begins sometime shortly after *Daze of Hate*, *Knights of Suffering* (my review here), still 3,963 years before the Battle of Yavin. It references various Sith Lords from *Tales of the Jedi* (most notably Naga Sadow), and introduces a new character, the "Jedi Shadow" Celeste Morne, who will be the main protagonist of the other *Vector* comics as they continue into the future. Zayne and Gryph return as major characters, but most of the other significant players from *Knights of the Old Republic* appear only briefly or not at all.

Summary: The Mandalorians have smashed the Resistance on Taris, and Zayne and Gryph are scrambling to stay alive amidst the chaos of war and the horrors of the Rakghoul plague in the Lower City. More danger is headed their way, though, in the form of Celeste Morne, an agent of the Jedi Covenant dispatched by Lucien Draay to find an ancient Sith artifact of impossible power . . . and kill Zayne Carrick.

Review: Ambitious, but not up to par. I look forward to seeing more of *Vector* in future series, but there's just no denying that it feels like an interruption of the *Knights of the Old Republic* series, despite the best intentions of everyone who worked on it. A bit of the problem is that it kind of comes out of nowhere, leaving several threads dangling from the last arc. When it begins, enough time has passed that I don't get to see the conversation between Zayne and Gryph about the death of Raana Tey, though you can fill in most of the rest of the gaps through hints dropped here and there.

It's not really the writing, though. This is a fairly exciting story, and an interesting spin-off that makes clever use of elements that *Knights of the Old Republic* has had in play since the beginning. And Celeste Morne is a cool character who has a neat little arc over the course of these issues. I enjoyed all that well enough, and certainly impacts the direction that Zayne will take in future issues, so it's not like it's just irrelevant to the series as a whole. No, the problem is the art.

The editor noted at the end of one of the issues that they wanted the art to set *Vector* apart from the rest of the series so far. Well, first of all, that seems kind of dumb when one of their stated goals for *Vector* is that it *not* feel like just a one-off gimmick. But, secondly, the art does stand out. It makes it seem like we've transitioned from a mature, quality masterpiece of graphic storytelling, into a cheap Saturday morning cartoon. There's a lot about this art style that I hate. For one thing, it's completely inappropriate to the seriousness of the story they're attempting to tell. The biggest problem, though, is the way the characters are

drawn as ugly caricatures, particularly Zayne and Celeste.

Zayne is only recognizable from his signature outfit. His face has been transformed into an upside down triangle, with his chin protruding way down in a sharp point. Celeste is even worse because I don't know what she's supposed to look like in actual human terms, so there's just no way to imagine her any differently. Her face looks hideous from almost any angle (it seems to shape-shift as she turns her head), shaped so bizarrely that I don't know how it's supposed to exist in three dimensions. Her lower jaw juts out so violently that the rest of her face appears concave. Half the time, she looks like she's angrily chewing on so many marbles that they're packed into her cheeks, and the rest of the time she just kind of resembles a chimp. Her eyes, nose, and mouth are slapped on at strange angles that don't appear to line up with each other in any way. It's just incredibly distracting, and awful. [Click here](#) for one example of what I'm talking about.

Bad art can't destroy good storytelling, but this was an additional handicap that *Vector* definitely didn't need. Thank goodness they didn't turn the writing of this arc over to a different author, too, as a way of "setting it apart." I guess I should count myself lucky there. I'm glad to know, as well, that Hepburn will not be returning to either *Knights of the Old Republic* or *Vector*, and it's back to business as usual with the next issue.

B-

Yves says

Lorsqu'ils ont sorti *Vector*, le but était de relier les quatre séries de Star Wars dans une seule BD. Le défi était de taille car il y a près de 4000 ans qui sépare la série *Knights of The Old Republic* et la série *Legacy*.

La première partie que le 5e volume de *Knights of The Old Republic* raconte l'histoire d'une jeune Jedi qui est à la recherche d'un ancien talisman Sith qui serait la cause du virus qui transforme les gens en rakghoul. Pour retrouver ce talisman, elle aura l'aide de Zayne Carrick et de son compagnon Gryph.

La seconde partie se passe 4000 ans plus tard, durant la série de BD nommée *Dark Times* qui est juste après la guerre des clones, lorsque Vador tombe sur un genre de tombeau qui contiendrait un artefact Sith, qui est en fait le fameux talisman. Cependant, tout ne se passe pas comme Darth Vador l'avait prévu.

En général, cette bande dessinée est juste correcte. J'ai bien aimé la partie avec Zayne Carrick mais moins celle avec Vador parce que je ne connais pas la série *Dark Times* et ses personnages. Les dessins de la partie *Knights of The Old Republic* sont moins beau de ceux de *Dark Times*. Le second volume de *Vector* contient les séries *Rebellion* et *Legacy*.

Mr. Twinkie says

Many readers consider this a disgusting marketing-stunt and the creators do admit that this is also the case. No secret there. The first part also seems to have a significant lower quality in the drawing than from previous volumes of the *Knights of The Old Republic*-series. It is quite remarkable that this could get published and if it didn't have a better second part this would have been close to a 1 star.

Randy Lander says

All Star Wars comics are not created equal, and while there are things I like about all the Star Wars comics Dark Horse is currently publishing, I only pick up two of them in trade regularly.

So I was a bit annoyed that to keep following the stories without skipping a trade, I had to buy the trades for the other ones. Randy Stradley's intro admits that they came up with this crossover as a response to Secret Wars/Final Crisis, etc. and unfortunately, while the series may have hit its commercial goals, creatively it's a hit to the two books in this volume.

The Knights of the Old Republic story is not bad, exploring the origin of the Rakghouls (a legitimate KOTOR mystery) and furthering some of the story arcs of the characters, but it suffers from cartoony, exaggerated art that is not a fit to the story. The Dark Times story has great art, but has the same "shock value" excesses that put me off Dark Times in the first place.

Soooo... meh. I'm not entirely sure, but at this point I'd probably recommend that regular readers of any of the Star Wars titles just skip over Vector in favor of the next stories.

Melissa says

One* of the reasons I strayed from DC Comics was its insistence on publishing confusing, expensive multi-issue crossovers on a regular basis. When I saw Darth Vader on the cover of this trade, I knew instantly what it meant: the crossover virus had infected Dark Horse. The one redeeming factor, however, is that Dark Horse's editors have no qualms about admitting this was a sales stunt--as evidenced in a column in the beginning of the book. (I couldn't believe what I was reading.)

Not only does the second half of this trade go off on a tangent to satisfy its "Vector" crossover duties, but the art in the first half is absolutely terrible. I don't mind a cartoonish style, but this is poor art hiding behind a cartoonish facade: faces aren't stylized so much as distorted, often with a "smashed in" look to them, as if Celeste Morne just got punched in the face. What is the purpose of this, honestly? I think good scripts deserve good pencils and inks, and this trade's artists didn't do the script justice. (Such as it is...the script wasn't as strong as previous issues.)

It was enjoyable, though, just not on the levels of the previous four trades. I am still impressed by Zayne's insistence on doing the right thing, much in the way of Batman never breaking his "one rule." Celeste is pretty much a paint-by-the-numbers stock character: orphaned female badass with a score to settle. She was pretty one-note and altogether dull. I didn't feel anything towards her as I have other characters in this series (yes, even the Moomo brothers.) It was jarring to see Darth Vader looming about in the second half, but such is the stuff of crossovers: just keep shoving ideas everywhere, even if they don't fit. Hopefully the quality will pick up in volume six.

*Another reason? Celeste is a Jedi who wears a midriff. Please. How is this practical by any stretch of the imagination? This is the kind of nonsensical rubbish I bailed on DC for. (Huntress, I am looking at you...)

David Sarkies says

The First of the Cross-Over Comics

20 July 2012

Right at the beginning of this graphic novel there is a discussion about crossover comics and how they are used to generate more income for the various comic book houses and this is one of the reasons that they created this story. It appears that this story crosses four series, beginning with Knights of the Old Republic and ending with Legacy. I can understand how they use crossovers to generate more income and it is generally not from the crossover comic itself but rather by getting readers of one line of comics interested in other lines. In a way by tying the four series together you are bound to get a number of readers going to the other series to see what they are like. You do not make money from the crossover story itself, but from getting readers of one series to begin buying other series.

This is basically a zombie story, though the term they use is Rakghoul. Everything about the Rakghoul screams zombie. They are hideous, mindless, and only interested in food, and if they bite you then you will turn into a Rakghoul. However, an ancient Sith artifact is found on Taris that turns out to not only create, but control, the Rakghoul, and Zane and Gryph get caught up in the hunt for this artifact, as well as introducing the main character in the Vector series, Celeste. She is a Jedi that works for Zane's enemies, but as with many of his enemies, she suddenly realises that he is incapable of being able to commit the crimes that he has been accused of, namely because he is so incompetent.

Anyway, Knights of the Old Republic is set 4000 years in the past, and this series is supposed to be a crossover from the Old Republic era to the Legacy era, which is about 150 years after the events in Return of the Jedi. I have not read the second volume so I don't know how she survives the next 150 years, but we learn here that she survives 4000 years by going into stasis so that the Rakghouls will not break out of the planet and destroy the galaxy. However the catch is that the Talisman has taken control of her and an ancient Sith is trying to control her mind, but she is a strong woman who is able to resist its advances.

Fast forward to post Revenge of the Sith and we discover that her stasis chamber has been discovered but nobody is able to open it. However a group of rebels are attempting to sell it only to discover that the deal was a set up by Darth Vader to get his hands on the box. It seems that in this second series, Dark Times, Vader is looking for a way to sideline Darth Sidious so that he might take control of the empire rather than being forced to serve Sidious. He believes that what is in this box is the key to his plan. However, as typically happens with bad guys, he is wrong, but because he plays a central role in all of the movies he cannot die. Instead he escapes, trapping Celeste and the resurrected Rakghouls on the planet. What happens to Celeste after this? I really don't know, though I may find out one day.

Teresa says

(3963, 19 BBY)

This is a unique collaborative volume that contains volume five of Knights of the Old Republic and volume three of Dark Times. Both are put together in one volume with a story woven around a Jedi introduced in the

next installment of KotOR, Celeste Morne. Zayne gets mixed up on a mission with her to retrieve an ancient Sith artifact that can control the beasts of the Rakghoul Plague. On a side mission to eliminate Zayne, Celeste realizes that he is a better man than she thought. When she sacrificed herself to save the Mandalorians from the plague, she is thought dead. The Mandies now owe Zayne for warning them of the plague on their planed, but he leaves with a heavy heart.

In the next section of the volume, Darth Vader is seeking a casket found deep in the ice on a barren planet. Within the casket is Celeste and the Sith icon that Vader seeks. With her, she brings a return of the Plague. While Captain Heren's crew and Vader's troopers aim to avoid the plague and the death is will surly bring, Vader and Celeste battle one-on-one, Celeste opting to give in to the Sith lord controlling the ancient item, giving her the ancient one's power.

This was an interesting collaborative piece that worked well together. I have not read the Dark Times arc yet, and I didn't need to to know that this volume was vastly interesting. While the art for the KotOR piece is pretty bad, the shift in style to the Dart Times volume is absolutely gorgeous, and the two stories focus around Celeste and can be a stand-alone piece featuring her.

Ritinha says

A arte do Scott Hepburn é grotescamente próxima daquilo que de menos airoso se avista na BD nipónica (e nem a impecabilíssima coloração de Michael Atieh salva os painéis de um aspecto pacóvio-juvenil).

O segmento Knights of the Old Republic acaba por ser salvo pela presença de artefactos Sith, redenção de um «vilão» pelo sacrifício, praga ainda mais cool que zombies e os constantes planos de Marn Hieroglyph para a obtenção de proveitos pessoais de pendor económico (mesmo sob apocalipse iminente).

Já a arte do Douglas Wheatley nutrida com as cores de Dave McGraig dotam de toda uma qualidade vintage o fecho de 3 milénios de esforço anti-sith, acomodando num mesmo segmento narrativo os (por aqui muito queridos) Marn Hieroglyph e Bomo Greenbark, dando ao Lord Vader um tratamento gráfico à altura.

Octavi says

Interesante historia que atraviesa diferentes sagas.

Adam says

In theory I don't think Vector is a particularly good idea, but it links some of the best Star Wars comics out there and in the hands of those competent artists it almost works. Zayne, Gryph, and Celeste are strong characters that jump off the page even coming into their story abruptly, and while the whole thing is an unwelcome interruption from Dark Times' normal business, I don't begrudge it too much. It feels just within the realm of plausibility, just barely. It doesn't add much to anyone's story but Morne's, and perhaps Vader's, though. The art is good but even though Wheatley is back it doesn't match his work on Path to Nowhere.

Kathleen says

Feh.

I can see what they were *trying* to do with this comic. They were trying to have a single thread to link together the "eras" of Star Wars-- Old Republic, Darth Vader, Luke Skywalker, and that one really weird far-future one with Cade Skywalker getting stalked by his great-great-however-many-greats-grandfather's Force ghost, as one does-- but it didn't really... work.

Granted, this volume only covered the first two, a Knights of the Old Republic story and Darth Vader stumbling across someone from the first story. The writing is fine, I guess, better in the Vader section, but the art isn't very good and the story just didn't hold my attention. Not for me.

Jeff Lanter says

To the best of my knowledge, this is the first crossover book I've ever read in comics where I was reading every series involved. Ultimately, I would say your interest in both titles (Knights of the Old Republic and Dark Times) is critical to determining how much you will enjoy Volume 1 of Vector. The first story arc from KOTOR is solid much like the series. If you know about Rakghouls from the video games then I think you will really appreciate the background information here. The art is a little out of character for the series as a whole and is probably the weakest part of Vector. As the story shifts to Dark Times (with an absolutely gorgeous cover!), I was somehow surprised and delighted by how the stories connected to each other. I absolutely love Dark Times and so to get that connection along with the great art the series is known for was fantastic. The Dark Times story is short but very impactful (including one major event) and entertaining. Ultimately, if you like the Dark Times then you will enjoy this volume. If you don't as much or are only reading this for KOTOR your mileage will vary.

Michael Nash says

Vector is a storyline that runs across the four ongoing Dark Horse Star Wars series'. Volume 1 covers Knights of the Old Republic (the setting of which seems to be based on Bioware's eponymous RPG), and Dark Times (a comic set in the period between the the overthrow of the Republic and the the rise of the Rebellion, and in which Darth Vader apparently figures as a main character). The problem with this story is that it interacts seriously with the established stories of the various timelines, which means that A. If you are trying to read on of these series (I am working through Star Wars: Legacy) then you have to read vector because it impacts the story, but B. if you haven't read these other series', then you have no idea what's going on during them in Vector. So, while the artwork was good and the writing was passable, I can't be enthusiastic over a comic in which I was confused the whole time.

Martin says

This relatively short story is part of a larger crossover series with other Star Wars comics. It barely has any plot and doesn't really add any new developments to the KotOR series. As such you can easily skip it and not miss anything of the story. It's really mostly a marketing stunt.

The writing is very weak with nothing happening and there are really only four characters who have more than one or two lines of dialogue. Two of them are basically new to the series and also gone again by the end. Zayne is just being Zayne as usual while Gryph is turning into an obnoxious Rob Schneider impersonator. The plot is so bad that the characters themselves are making jokes about it. And this is one of the ugliest comics I've ever seen. The coloring is great, but it boggles the mind how these pencils can be from someone who gets paid money from a big comic publisher.

While this is not complete garbage, this is not "ok". This is very firmly "did not like it".

Julie says

Read the first section while reading all the SW: KOTOR comic series. The plot is interesting and Celeste gets to have a little background and some character development in those four issues.

Section 2, intertwined with SW: Dark Times, was pretty good. The artwork is completely different and I don't know any of the characters from that series, but I was interested to see what became of Celeste. Interesting interaction with Vader.
