

STAR WARS[®] OMNIBUS

EARLY VICTORIES



Star Wars Omnibus - Early Victories

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Following the destruction of the first Death Star, Luke Skywalker is the new, unexpected hero of the Rebellion. But the galaxy hasn't been saved yet--Luke and Princess Leia are finding there are many more battles to be fought against the Empire and Darth Vader!

This latest *Star Wars Omnibus* reprints many of the early tales of the Rebellion. First, we have "Shadow Stalker," "Tales from Mos Eisley," and "River of Chaos." Then, "Splinter of the Mind's Eye," a story created by George Lucas and Alan Dean Foster before there were plans for any films past "Star Wars: A New Hope." And last is "Vader's Quest," in which Vader learns the secret kept from him by Yoda and Obi-Wan: that he has a son!

Star Wars Omnibus - Early Victories Details

Date : Published September 24th 2008 by Dark Horse

ISBN : 9781595821720

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Format : Paperback 336 pages

Genre : Media Tie In, Star Wars, Sequential Art, Comics, Graphic Novels, Science Fiction

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From Reader Review Star Wars Omnibus - Early Victories for online ebook

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C says

3.5 stars if .5's were possible. Good stories. Most of the art was decent as well.

Jim says

The biggest thing I remember about this omnibus is that the stories and dialogue were very cheesy. The dialogue in Splinters of a Minds Eye was so childish it was almost unbearable. The tales from Mos Eisley bit was dull and didn't include any major characters nor tales from the book version. Good for the Star Wars completist but rather uninspiring.

Simon says

Terrible, just, terrible.

The Luke/Leia on the run story. God. Unintentional hilarity.

Shawn says

Generally good stories (although the first one had some especially large holes). Pretty good art. Very worth reading, especially River of Chaos. I do wonder if these stories are still considered canon now that Disney has taken over the Star Wars universe.

Chris says

It is fascinating to re-experience early Star Wars stories that don't have to contend with plot elements forced into canon by the Prequel Trilogy. Mostly these hold hope, but a few have some laughable moments because of how they thought the history played out, but didn't. Also, it was nice to refresh my memories of Splinter of the Mind's Eye even in a graphic novel format as opposed to Alan Dean Foster paperback original. The couple of Mos Eisley shorts were fun in a Weird Science/EC Comics kind of way as well. All in all, a fun

read that has me itching to dive into the old Marvel Comics series.

Jaime K says

The Omnibus wasn't TERRIBLE, but it was just decent.

Vader's Quest

- The art is quite odd, like with Luke and Palpatine's faces, but the colouring is spectacular. In some plaes, it looks like Vader has eyes, which is weird.
- Vader learned who destroyed the Death Star from some random bird-creatures and woman named Mala who's operated by a droid.
- The story was a bit disjointed at times, but the gist is that a Rebel named Jal (who had measles!?!) betrayed Luke then turned back to the Alliance.

River of Chaos

- The art is okay; colours are great.
- Lt. Tromme goes to M'Haeli to infiltrate Rebel sympathisers to defeat a cell (with Leia). He realizes the Rebels aren't so bad, that they're willing to reach out and help ANYONE, unlike the Empire.
- The cool thing about M'Haeli (a name I can't get over. It's too much like 'M'Hael' from *A Wheel of Time* series) is that there is a time stream that can be read to predict the future.

Splinter of the Mind's Eye

- The art is decent and realistic. It was a nice change. The cover art was amazing.
- I think it's much like the novel (which I haven't read in many years): Luke and Leia go to Circarpous where they find a Force-using old lady who wants them to find the lost Kaiburr crystal. There's an Empire cell on the planet though, and Vader meets up with the duo.
- I find it very, very weird that LUKE knows how to swim but not Leia.

Shadow Stalker

- Very good art
- Jix works for Vader and is sent to kill Governor Torlock (and maybe his daughter). He discovers though that an Imperial informant has set the Governor up using HRDs of Torlock & his daughter. The HRDs are the ones who survive in the end.

Tales from the Mos Eisley Cantina

- Three years ABY...with ok art is good colours.
- "Light Duty" is about a random Jellyfish Cove with jellyfish women
- "Mostly Automatic" is about a ship that loses hyperspace and the man on board is able to live 71 years. I have no clue how he was able to eat. He finds a service droid after many years and she saves him from his old age, but it was just weird.
- "Hegg's Tale" is about a time-rip where he saves his past self from a grumph (which I've never heard of before).

MC says

There have been myriad one-shot and mini-series format *Star Wars* comics published. Basically, with the exception of the popular *X-Wing* comics series, there were no ongoing monthly series published between the end of *Marvel's* run in 1986 and the various ongoing series started by *Dark Horse Comics* around the turn of the century.

Some of the popular one-shot and mini-series that were published in the 1990's – yet have no overarching theme of their own – were compiled and published in an omnibus format by DH called *Star Wars Omnibus: Early Victories*. This collection was perhaps the most interesting in that it is comprised of various stories from all over the galaxy, both Canon and non-Canon. As with the review of *Star Wars Omnibus: The Golden Age of the Sith*, this review will be as follows. There will be brief reviews of each story within this massive comic, with a rating for each one, and a brief concluding review of the graphic novel as a whole, with a rating for the work as a whole as well.

Star Wars: Vader's Quest

This story *should* have been stronger, but it wasn't. It was basically the tale of how Darth Vader tries to capture his son once he learns that he is alive. This knowledge was obtained by interrogating a rebel pilot for the name of the fellow-rebel who blew up the Death Star. It is a re-hashing of a similar story in the original *Marvel Comics Star Wars* run (minus the part with Luke as Vader's son, which wasn't known then by the writing team). At least, that is my opinion that it is an adaptation of said earlier *Marvel* tale. It never outright says that it is adapting that story, but the similarities are there, so I can conclude that's where the idea came from. And no, I don't remember the name of the relevant story, or the issue(s), in the *Marvel* run.

Anyways, it should have been a great story, but it just.... wasn't. It was very clumsily done. The device of flashing backward and forward to tell different pieces of the story, and then interconnecting them, is useful, but it just doesn't seem to work as well here. It's kinda confusing how they do it, and in fact it is so confusing that only right now as I write this did I figure out something that I missed before.

That said, the overall plot that hearkened back to a *Marvel* story, combined with the really quite beautiful art, saved the tale from being a bomb. Not the best story to read, but not so bad either. I would give this comic 2/12 to 3 stars for a rating.

Star Wars: River of Chaos

This tale was definitely a good one. It had some of the “swashbuckling” adventure and intrigue that the *Classic Star Wars Trilogy* invoked. The story is about a beautiful and talented young mechanic named Mora, the man who adopted her, and an Imperial agent with clashing loyalties. And no, despite the romantic undertones, there is no goofy “I choose the Rebellion because I love you” plot. It is the agent's (Ranulf Trommer) morality that makes him a Rebel. It's just Mora and her father who make him see the evils of the Empire.

The story begins on the planet of M'haeli, where a kindly H'drachi named Ch'no finds a starving and filthy human infant girl. Instead of abandoning the child to her death as many of his fellow H'drachi urged him to do, he adopts her. As the child grows older, some of the simmering bigotries between humans and H'drachi grow worse, and this is often taken out on the adoptive father and daughter family. Both sides hate and are

unwilling to accept them, as they are somehow tainted by being near each other. This situation is made worse by the fact that Ch'no is better at using the psychic abilities of his people than anyone else among the H'drachi, so their jealousy mixes with prejudice for a really difficult situation.

Then things take a turn when Mora, Ch'no, and Ranulf (who is working undercover for the Empire at the time) find themselves in with the Rebels. Suddenly they must choose sides as former neighbors and allies turn on them. What choices they make, along with an explosive secret from Mora's past, could decide the fate of their world.

This was really a good story. While the art wasn't all that great, in fact it was merely serviceable, the plot itself more than made up for this. While reading it, I was reminded of the older *Marvel* comics stories, the ones that really did capture the feel of the original trilogy for me. I would give *River of Chaos* 5 stars for a rating.

Star Wars: Splinter of the Mind's Eye

This is the comic adaptation of the novel written by Alan Dean Foster during the three years between the release of *A New Hope* and that of *The Empire Strikes Back*. Foster is also the one who ghost-wrote the novelization of *Hope* for George Lucas.

The tale is a simple one. Luke Skywalker is escorting Princess Leia Organa to the planet of Circarpous IV for a meeting with members of the planet's underworld and rebel factions. Her mission is to gain the support of such groups for the Rebel Alliance, in their bid to dissolve the Empire. Luke, Leia, and the droids end up, through a confluence of events better explained in the story, crash-landing on a nearby planet. Once there, they find themselves on the hunt for an artifact called the Kaibur Crystal, which amplifies a Force-user's abilities many times above their natural talents. Worse yet, Darth Vader, who comes hunting them now has found out about the Kaibur Crystal...

Like with the first story, this one had so much possibility to be a great read, but it wasn't. They cut out entirely too much material from the novel, and thus certain story elements are not explained. The book, for all of its faults, makes clear how some of the plot details that contradict the later (chronologically as well as released) *Empire* could be reconciled. Not *all* such details, mind you, but many of them.

I won't say much for the art, because it was touch and go. Some of the panels and pages were quite well-rendered, while others just were not all that good. A disappointment that fell far short of what it could have been. I would give this a rating of 3 stars.

Star Wars: Shadow Stalker

This was a different story than most you come across for *Star Wars*. It entirely concerned the Imperials. In it, a former Imperial turned mercenary named Jixton is sent by Darth Vader to assassinate an Imperial Governor turned Rebel traitor, and blame the killing on the Rebel Alliance. Jixton is the perfect one for the job. Think of him as a *Star Wars* version of Batman, and you have the general idea of how good he is.

It's a really fortuitous turn of events that Vader sent Jixton to handle this case, as the truth of the matter is

quite a bit different, and more complicated, than Vader (and now Jixton) thinks. Vader has been duped, and only Jixton can solve this case and take down the bad guys.

This was unique in not just being entirely about the Empire, but in showing a “good” Imperial (if only unofficially at this point of the story) who doesn't join the Rebellion. Granted that the story reveals he *can't* do so at this time, but he probably wouldn't have done so anyway. I prefer stories like this and Tim Zahn's, that show that there are good and bad Imperials. Add to this a really fun story and an interesting plot, and you have a winner. The artwork was nothing to write home about, but it was pretty good overall. At least it was consistent, which is something. I would give this tale 4 stars for a rating.

Star Wars: Tales from Mos Eisley

This was a one-shot comic that had three stories told by those passing through the “wretched hive of scum and villainy” as Obi-Wan Kenobi called it in the original *Star Wars* film. The comic was divided up into short vignettes that told the unusual and fantastical (even for the *Star Wars* universe) stories of three individuals. This comic came across more like *Star Wars* meets *The Twilight Zone*, but somehow it WORKED.

The art was just right. I say that specifically because while it was just average, it wasn't supposed to be terrific. It was supposed to convey that sense of folks surviving and triumphing against the odds and telling their stories in this harsh, grainy, sandy, nowhere spaceport. Some of the fantastical elements were what made the stories worth reading. They were really fun short stories in comic form, and quite entertaining. I admit that I might be biased towards this one, though, since I read and enjoyed it back in high school. Nostalgia was a nice little added bonus, to be sure. I would give this one-shot a rating of 5 stars.

Conclusion

There isn't really a lot to say here as the disparate, disconnected nature of the tales makes for no unifying story or theme. While two of the tales were not great, the others three were, and even those two “not so good” stories were worth reading for a dedicated SW fan.

Jace says

I'm generally interested in reading about the period between A New Hope and Empire Strikes Back, a time that doesn't usually receive a lot of attention in the star wars expanded universe. While these stories fit squarely into that time period, they're unfortunately hit and miss. The best story here is clearly Splinter of the Mind's Eye. It's the one that most replicates the spirit of adventure that makes the movies so enjoyable. That story is based on a book which (if I recall correctly) was the first Star Wars novel written after A New Hope premiered. Both share a similar quest-driven plot. The art on this story is the most solid of the bunch.

The other stories in this omnibus suffer from varying degrees of poor art, poor story, or poor characterization. A number of the stories focus solely on Darth Vader, and incorporate a number of new characters that just don't work out very well. I imagine it's difficult to create new characters for a Star Wars

story. If they aren't in the movies, there's a cap as to how relevant they're allowed to be. Other than Splinter, I also enjoyed the short Cantina vignettes. I wish more of these would have been written. Overall it's a slightly weak collection, but I still applaud Dark Horse for collecting all of these out-of-print odds and ends in one place. I will definitely make an effort to check out more Omnibus editions.

Zare says

Great collection of very rare Star Wars tales taking place immediately after destruction of first Death Star.[return][return]Gem among these is of course "Splinter of the Mind's Eye" but there are others equally good - Darko Macan's story of Vader learning that he is opposing Skywalker and of course tale of the Vaders' Hand - secret agent and assassin used by Vader in same capacity as Mara Jade by the Emperor - to name the few.[return][return]Great collection, highly recommended.

Michael Alexander Henke says

Here's another Star Wars Omnibus. This one contains five separate stories, all taking place within a few months of the Battle of Yavin.

Vader's Quest: Chronicles Darth Vader uncovering the identity of Luke Skywalker. During the Battle of Yavin, Vader had no idea of the identity of the rebel pilot who destroyed the Death Star. It's quite a shock for him when he hears the name Skywalker. The story is told well enough, but some of the characters are a bit annoying.

River of Chaos: Story of an Imperial who goes undercover with the alliance. Wasn't a huge fan of this one, kind of predictable plot, awkward dialogue, and annoying characters.

Splinter of the Mind's Eye: Probably the most well known story in here. Splinter was originally a novel written by Alan Dean Foster in 1978. It was one of the first pieces of expanded lore in the Star Wars Universe and tells of the Kaiburr Crystal, a gemstone that can amplify force powers. Luke and Vader are after the crystal and come into conflict over it. The art in this version is nice, but the story maybe doesn't hold up as well after 25+ years. There's one particular scene where Luke slaps Leia in order to shut her up. Weird.

Shadow Stalker: I had never read this before, so I found this be the highlight of the collection. It features Jix, a highly skilled agent who runs secret missions for Vader. He's a cool character with an interesting back story. Odd I don't remember him appearing in anything else.

Tales from Mos Eisley: Three short stories. All are being told by one character to another, so none of them actually take place in Mos Eisley. The characters just happen to be there while relaying the story. None of them really stand out.

F.P. says

Some cool space art and I want a poster of the painting of Leia and Luke on the title page of Splinter Of The Mind's Eye!

But other than that, I didn't care for enough of this to read it very far. Some of the stuff in here is offensive and too juvenile to me.

But I might try the rest of it again at a later date. I didn't read this at an ideal time....

Omigod--the bookstore had a whole bunch of Star Wars novels and comics on sale, including this one. I felt like I won the lottery, even though all the money flowed away from me lol.

Matt says

Glad these stories were collected. A highlight for me was the Tales from Mos Eisley comic included.

Melissa says

This collection includes 3 longer stories plus a few short ones. The highlight for me was definitely "River of Chaos," with script by Louise Simonson, pencils by June Brigman, inks by Roy Richardson, colors by David Nestelle and letters by Steve Dutro. The colors were gorgeous and the story was interesting, deftly bringing together several new characters and plotlines in a satisfying way. I wasn't sure about finishing the omnibus, which I started sort of in the middle with "Splinter of the Mind's Eye," which is what I borrowed the book for. The shorter pieces following it were OK or disappointing, but the two longer stories that preceded it rescued the book from being a disappointment overall.

Christopher says

Although most of the time it is a bit juvenile, often the story telling captures the imagination to satisfy. There is enough mystery, awe, and scope to want to read more.
