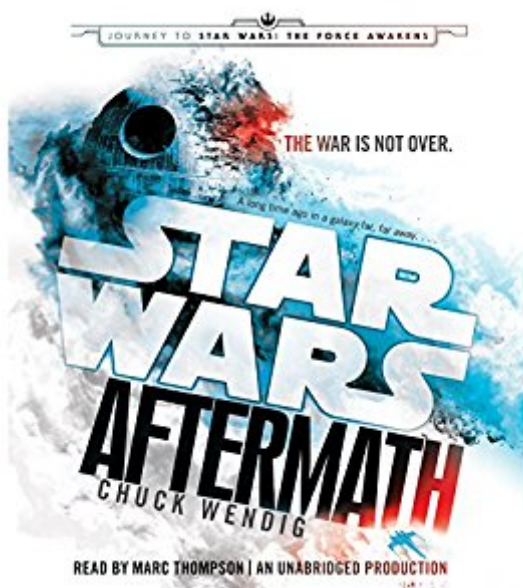


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Aftermath: Star Wars: Journey To Star Wars: The Force Awakens



Synopsis

The second Death Star has been destroyed, the emperor killed, and Darth Vader struck down. Devastating blows against the Empire and major victories for the Rebel Alliance. But the battle for freedom is far from over. As the Empire reels from its critical defeats at the Battle of Endor, the Rebel Alliance - now a fledgling New Republic - presses its advantage by hunting down the enemy's scattered forces before they can regroup and retaliate. But above the remote planet Akiva, an ominous show of the enemy's strength is unfolding. Out on a lone reconnaissance mission, pilot Wedge Antilles watches Imperial star destroyers gather like birds of prey circling for a kill, but he's taken captive before he can report back to the New Republic leaders. Meanwhile, on the planet's surface, former Rebel fighter Norra Wexley has returned to her native world - war weary, ready to reunite with her estranged son, and eager to build a new life in some distant place. But when Norra intercepts Wedge Antilles' urgent distress call, she realizes her time as a freedom fighter is not yet over. What she doesn't know is just how close the enemy is - or how decisive and dangerous her new mission will be. Determined to preserve the Empire's power, the surviving imperial elite are converging on Akiva for a top-secret emergency summit - to consolidate their forces and rally for a counterstrike. But they haven't reckoned on Norra and her newfound allies - her technical genius son, a Zabrak bounty hunter, and a reprobate Imperial defector - who are prepared to do whatever they must to end the Empire's oppressive reign once and for all.

Book Information

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Customer Reviews

I'm a big fan of Star Wars books. I've read through a total of 85 novels including books in the old

Expanded Universe (now called Legends) and in the new canon. Most I found extremely enjoyable reads (see below for a list of some favorites), and even the ones with the most implausible plot points (examples: *The Crystal Star*, *Darksaber*) I had no trouble finishing and still enjoyed parts of them. This one, I could not finish. At first I thought I just needed to adjust to the author's style, but after slogging past halfway there was no improvement. I couldn't find the characters likable or intriguing. They seemed to have simple motivations and would act on them with no subtlety at all. Overhear someone in your rebel-aligned group confess they had been an Imperial officer at Endor? Charge into the room and throttle them! Even non-original characters are affected. Every scene with Admiral Ackbar seems to be there so he can advise caution and worry about things being traps. Every few pages I would hit something that completely smashed my suspension of disbelief causing me to have to look away from the page and take a break. Things like: -An asteroid field setting which apparently was once a comet in the Outer Rim of the galaxy. This comet was on course to destroy multiple Core region worlds, until a large number of Jedi gave their lives and/or sanity breaking it apart with the Force to save the day. Does the author know what a comet is? -Several of the main characters escaping from a mixed mob of stormtroopers and criminal gangsters in a bar alley. One arrives with a getaway hover bike and all but one fit on. The solution for the last character? Grab some chain, tie it to the body of an alien they had just shot, and surf along the street to freedom and safety. -A main character's inner monologue is wondering why they have to be so involved with the Rebellion, and can't just be peaceful like the Bith couple they are watching on a nearby rooftop. Immediately a TIE flies overhead and the couple angrily wave fists and yell, futilely shooting blaster-fire at the fighter. These kinds of facepalm-inducing plot points made it impossible to believe or stay immersed in the story. Between that and how simple-minded the characters were, it felt like I was listening to a tabletop roleplay session, where the GM and the players are all black-out drunk and I was stuck as the designated driver. Wookieepedia lists a factoid saying Wendig wrote this book in under 45 days, and it really, really shows. My recommendation: Don't let this be your first, and maybe therefore last :(, Star Wars book. Don't let the bestseller status mislead you. This was supposed to be the new "What happens after Return of the Jedi?" book. Any book in that position would sell well, even if it were written by a cat with a pen name walking on a keyboard. I checked this book out from the library, and am glad I did not buy it. If you want to enjoy reading a Star Wars book, this is probably not the one. I've put some favorites below, and any of those would serve you well. Lost Stars and Tarkin are in the new canon while the rest are in the old Expanded Universe. Some favorites: *Lost Stars* *Heir to the Empire* *Dark Force Rising* *The Last Command* *Specter of the Past* *Vision of the Future* *Outbound Flight* *Path of Destruction* *Rule of*

Finally finished this one today. It wasn't as abysmal as other reviewers made it out to be, but it definitely wasn't my favorite Star Wars read. Things I liked: - Yay! New post-ROTJ stories leading up to "The Force Awakens"! Cool! - Admiral Sloane. The first real link between the time period depicted in the "Rebels" TV series (and the "A New Dawn" novel) and the post-ROTJ continuity. Plus, she's a pretty well-rounded character. Unlike most of the rest in this book. - The Interludes. Honestly, I would've liked a book with just a bunch of short stories on all these planets dealing with the...uhhhh...aftermath of the destruction of the second Death Star. That would've been much more compelling than the small story we got here. - A reference to "Fulcrum." Interesting. - The last third of the book (roughly). Once the action started picking up I found myself much more eager to find out what happened. Things about which I was indifferent: - All of the previous post-ROTJ continuity built up over the past 25 years is out the window. Meh. Trying to follow all of that would've put everybody in a bind, so I can't blame Disney for that decision. - The present tense narrative style. Not my cup of blue milk (more on that later). That doesn't make it bad writing, just a style for which I don't care. Did make it a little bit more difficult to read, but wasn't a show-stopper. - ANY of the characters besides Sloane. Although I guess that should be a negative. Things I didn't like: - Way too many idioms, metaphors, and terms from our world when a Star Wars term could've been used instead. Inhabitants of the Star Wars universe don't say, "Cup of tea," they would probably say, "Cup of blue milk" or something like that. A special ops guy in trouble wouldn't use words like "pigeon" and "falcon," he'd use "myknock" and "hawkbat." Would somebody in Star Wars say, "Spit in the eye of the giant," or would it be, "rancor" or even, "pull the tail of the gundark"? These are the sorts of things that separate a Star Wars story from any other story. - Is Nora alive or dead? I didn't care the first time, so I really didn't care the fourth or fifth time (I lost count). - A supposed professional combat pilot for the Rebel Alliance didn't know that a TIE fighter had an ejector seat. Oh, and an ejection mechanism isn't placed to where it can be randomly activated by accident. THAT is lazy writing. - Shallow characters with little depth or background. Pretty cliché, too. The end of the book implied further adventures with this crew. Not excited about that prospect. - The first two thirds of the book with the incessant introspection and interpersonal conflict between mom and son, bounty hunter and former Imperial, Sloane (JUST SHOOT THEM) and the tired stereotypical members of the council, and the insipid Mr. Bones. - Admiral Ackbar and Wedge Antilles. These two (along with the other, even briefer Original Trilogy character appearances) felt shoehorned in. Didn't add much to the story, although with the new continuity there at least is an element of "they might

not survive." Yeah, I'm sure they were setups for future books. Things which offended me on a personal level: - Wait for it...wait for it...WRONG!!! Nope, not what you're thinking. What offended me was the use of the word "hale" to identify the pieces of ice present inside a thunderstorm. As a weatherman for over 20 years, well, my eyes are still rolling. It's spelled "hail." THAT, more than anything else, took me right out of the story. :-)

The frustrating part of this book is that there is a decent story hidden inside. Aftermath is NOT a story of what happens after the fall of the emperor, but it is based in that time. The "main story", is decent. In addition to the main story there are multiple 2 or 3 page interludes. A bit confusing since the characters mentioned in these are irrelevant to the rest of the story. I find this distracts the reader from the main story. But seeing that there is an aftermath sequel, it seems the interludes will come into play later. The main problem with this book is the consistent use of real world "Earth" references. The author consistently uses animals such as cats, dogs, moths, monkeys..... It pulls you out of the Star Wars universe. It also leaves the impression that the book was not edited.

The book starts out well enough however quickly becomes boring and seems amateurish written. The story seems to be geared towards elementary school kids. Hardly the expected work from a best selling author. While the characters we love are there it's clear this is just a filler for the gap the new cannon created.

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