

STAR WARS®

PANEL TO PANEL

VOLUME 2

EXPANDING THE UNIVERSE



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Star Wars®: Panel to Panel Volume 2

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TABLE OF CONTENTS

THE OLD, OLD REPUBLIC

page 7

COUNTDOWN TO EMPIRE

page 37

THE DARK TIMES

page 91

THE REBELLION

page 115

RETURN OF THE SITH

page 159

WILD SPACE

page 173

GALAXY MAP

page 186

INDEX OF ARTISTS

page 188

TIMELINE

page 191

A WORD ABOUT THE CONTENTS

Three years ago, when I wrote the introduction to the first *Star Wars: Panel to Panel* book, I commented on how, due to space limitations, many of the images I had wanted to include in that volume had to be left out. But I allowed that if that volume was successful, we might someday be able to produce a second. “Someday” came sooner than I imagined! I won’t bore you with another recitation of the deliberations that went into deciding which images to use in this book, and which to set aside. Suffice to say, I *still* did not have space to include all that I wanted.

As with the first volume, the artist(s) for each illustration, and the comic book in which the piece was first published and (where applicable) in which graphic novel collection it can currently be seen are indicated. Where story pages are reproduced, the writers have also been credited.

For those readers curious to know exactly when and where certain stories take place, or for those interested in further exploring the rich galaxy of *Star Wars* comics and graphic novels, a *Star Wars* timeline and galaxy map are included at the end of this book.

Randy Stradley
October 2006

THE OLD, OLD REPUBLIC



FEARNOU
-FOR MATT B.

THE COMING OF THE SITH



As of this writing, Dark Horse's earliest entry on the *Star Wars* timeline begins approximately five thousand years before the Battle of Yavin—the climax of the film *Star Wars: Episode IV—A New Hope*. Admittedly, this is a good deal further back than “a long time ago,” but it is a relatively recent point in the history of the “galaxy far, far away.” Obi-Wan Kenobi gave us a clue to just how far back things began when he said, “The Jedi were the guardians of the Republic for a thousand generations.” A generation is typically regarded as about twenty to twenty-five years. Twenty times a thousand. That is a long time ago!



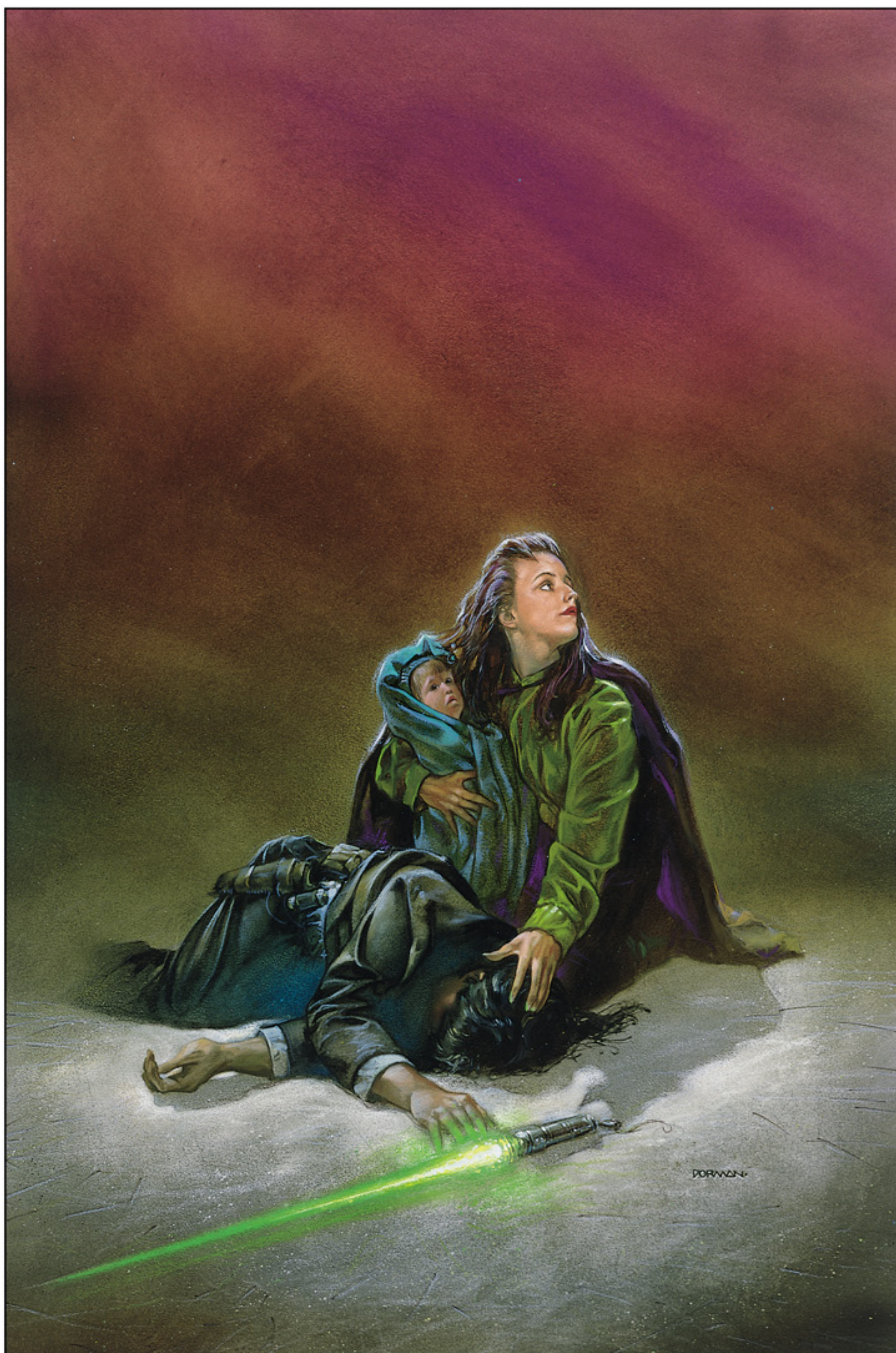
If you've seen the films, you know that there are ever only two Sith at one time—master and apprentice. But it wasn't always so. When two explorers in search of a new hyperspace route ended up on the planet Korriban, they discovered not just two Sith, but an entire Sith empire!



Exiled following an ancient schism, a group of Jedi who had succumbed to the dark side conquered Korriban and its native species, the Sith, who eventually lent their name to the dark religion. After becoming the Dark Lord of the Sith, Naga Sadow unleashed his armies on the unsuspecting worlds of the Republic.



As they had for millennia, the Jedi defended the Republic, and Naga Sadow was defeated.



In those far-flung days, it was common practice for Jedi to marry and raise children. (Translation: the Prequel Trilogy of films had not yet been written, and writers didn't know any better.) When Jedi Andur Sunrider was killed by the agents of an evil Hutt, his wife Nomi took up her husband's lightsaber and eventually became one of the great Jedi of the era.





But though their empire was destroyed, the idea of the Sith had taken root in the galaxy, and just over a thousand years after Naga Sadow's demise, a new wave of Jedi felt the lure of the dark side. The Republic was once again at war . . .



... pitting Jedi against Jedi, and brother against brother—in this case fallen Jedi Ulic Qel-Droma and his bother Cay. And even when the war was over, peace did not mean safety. On the following pages, Twi'lek Jedi Tott Doneeta faces a heat storm on his native Ryloth.



IT IS
ALWAYS FOLLY TO
RUN FROM A HEAT
STORM.

EVEN
A JEDI HAS
NO WAY TO
FIGHT
IT.



That which does not kill you, Tott Doneeta, makes you stronger. You hope.



KNIGHTS AND KNAVES



By 2001, after chronicling the beginnings of the Jedi-Sith conflict over the course of seven graphic novels, we at Dark Horse turned our attention to other periods along the *Star Wars* timeline. Then, in 2003, LucasArts released the video game *Knights of the Old Republic*, set approximately one generation after the Sith War. So successful was the game that a sequel followed a year later. In planning a revamp of their *Star Wars* line for Dark Horse's twentieth anniversary, Dark Horse editors decided to return to the era of the Old Republic and introduce a new set of characters who, while caught up in the sweeping events of the time, had their own problems and own agendas.



Depending on how you look at it, Zayne Carrick is either the unluckiest Padawan (student Jedi) of all time, or the luckiest. Clumsy and barely sufficient in his studies and abilities, Zayne was late for his own graduation to Knighthood—a ceremony in which all of his fellow students were killed.





Framed by his own Master for the murders of his classmates, Zayne went on the lam. Pursued by local authorities and the Jedi, Carrick fell in with thieves, smugglers, and other wanted outlaws . . . which didn't help his claims of innocence.



Zayne's bad luck held in his choice of criminal associates: (from left to right) Jarael, Marn "Gryph" Hierogryph, and Camper at the controls. Their escape vehicle, the *Last Resort*, turned out to be no more reliable than Han Solo's *Millennium Falcon*.



Even with the addition of often-necessary droid “muscle” in the form of hybrid loader droid T1-LB (“Elbee”), bad luck seemed to follow Zayne and his companions no matter where they went . . .



... and where they went was into the heart of the Mandalorian War. “Manda-who-ians?” you ask? Well, the Mandalorians were never mentioned in the films, but somewhere along the line it was established in the “Expanded Universe” that Boba Fett wears Mandalorian armor, and that he was the last surviving Mandalorian warrior in the galaxy.

Then along came *Attack of the Clones*, and the origin of Boba’s progenitor Jango (not his dad, because Boba is a clone, remember) was quickly reassessed. In the meantime, however, the Mandalorians had been given a backstory in Dark Horse’s *Sith War* comics and LucasArts’ *Knights of the Old Republic* games. And, if one Mandalorian was good, thousands must be better. Suffice to say, the mercenary soldiers now populate practically every era of the *Star Wars* timeline.



If being chased by the Republic military, the Mandalorian super-commandos, and a rogue Jedi cabal weren't enough, Zayne's new traveling companions—particularly the addled inventor Camper and his protector Jarael—weren't exactly thrilled to have him aboard, blaming the hapless Padawan for the fresh set of problems that plagued them.



But Zayne's biggest challenge remained clearing his name—and discovering the identity of a space-suited figure who, a Jedi vision said, would topple the Jedi order.



Unfortunately, that space-suited figure might just turn out to be *him*. (In this flashback scene, Zayne and his fellow Padawans are deposited on a dangerous moon as part of their Jedi training.)



But with nearly three thousand years separating his adventures from the next major landmark along the timeline, Zayne and his pals have time to accomplish their goals. And they may *need* that time to deal with threats like the bounty-hunting Ithorian siblings, the Moomo Brothers (above).





Some 2964 years after Zayne Carrick's adventures began, there came a turning point in the history of the galaxy. For nearly four thousand years the Sith Empire had been at war—on and off—with the Jedi and the Republic. One thousand years before the Battle of Yavin (1000 BBY), things finally came to a head between the two on the planet Ruusan. The Jedi Army of Light and the Sith Brotherhood of Darkness met in a series of fateful battles.



In the seventh and final battle the Sith Lords, cornered and divided against themselves, unleashed a suicide weapon that destroyed nearly every Force-user on the planet—Jedi and Sith alike.

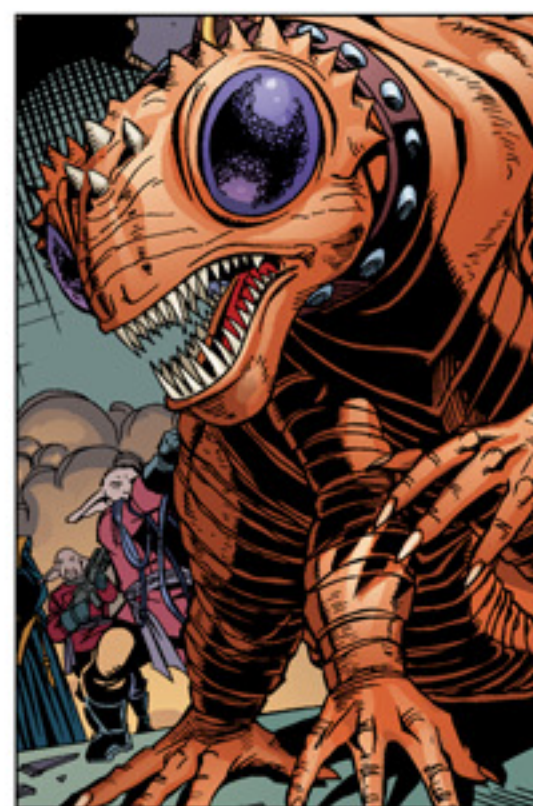
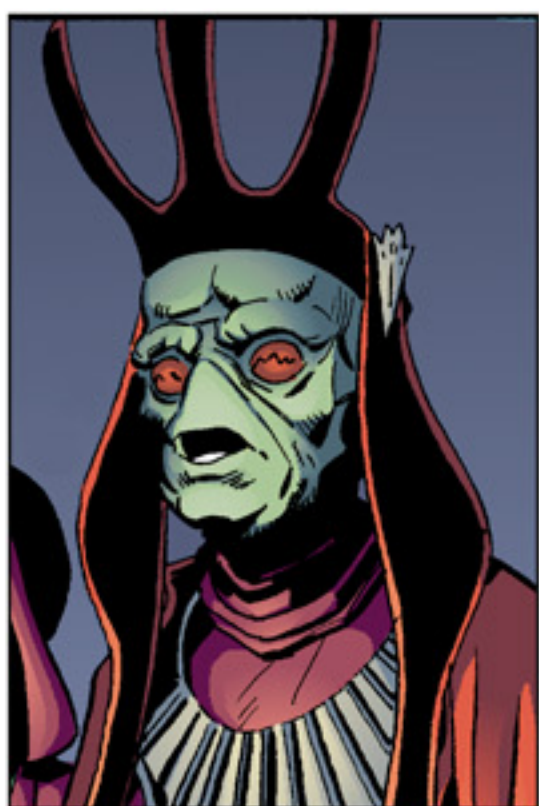


Only two survived, Darth Bane, and a young girl Zannah whom he would take as his apprentice. After seeing how the bickering between his fellow Sith had led to their demise, Bane decreed that from that day forward there would be only two Sith at any one time: one Dark Lord and one apprentice. The Sith went into hiding, and the galaxy was at (relative) peace for nearly a millennium.

COUNTDOWN TO EMPIRE



NEW THREATS, NEW HEROES



Entering into the time period surrounding the Prequel Trilogy (Episodes I–III), Dark Horse (and indeed all of the *Star Wars* licensees) faced challenges in the form of limitations set by Lucasfilm. Obviously, it would not be in their interest to have events in the films “spoiled” in other media, so certain characters and events were deemed temporarily untouchable. The trick for us was to find ways to turn the limitations into advantages.



Fortunately, Lucasfilm had anticipated the needs of its licensees, and each was given a minor film character with which to play. Jedi Council member Ki-Adi-Mundi was Dark Horse's go-to hero leading up to the release of *The Phantom Menace*.



Another character provided by Lucasfilm was former Jedi Padawan turned Jedi-hating bounty hunter Aurra Sing. If you blinked, you might have missed her appearance during the Podracer sequence in *The Phantom Menace*, but Sing went on to star as the villain in a number of stories, having a rich, full life in the EU.



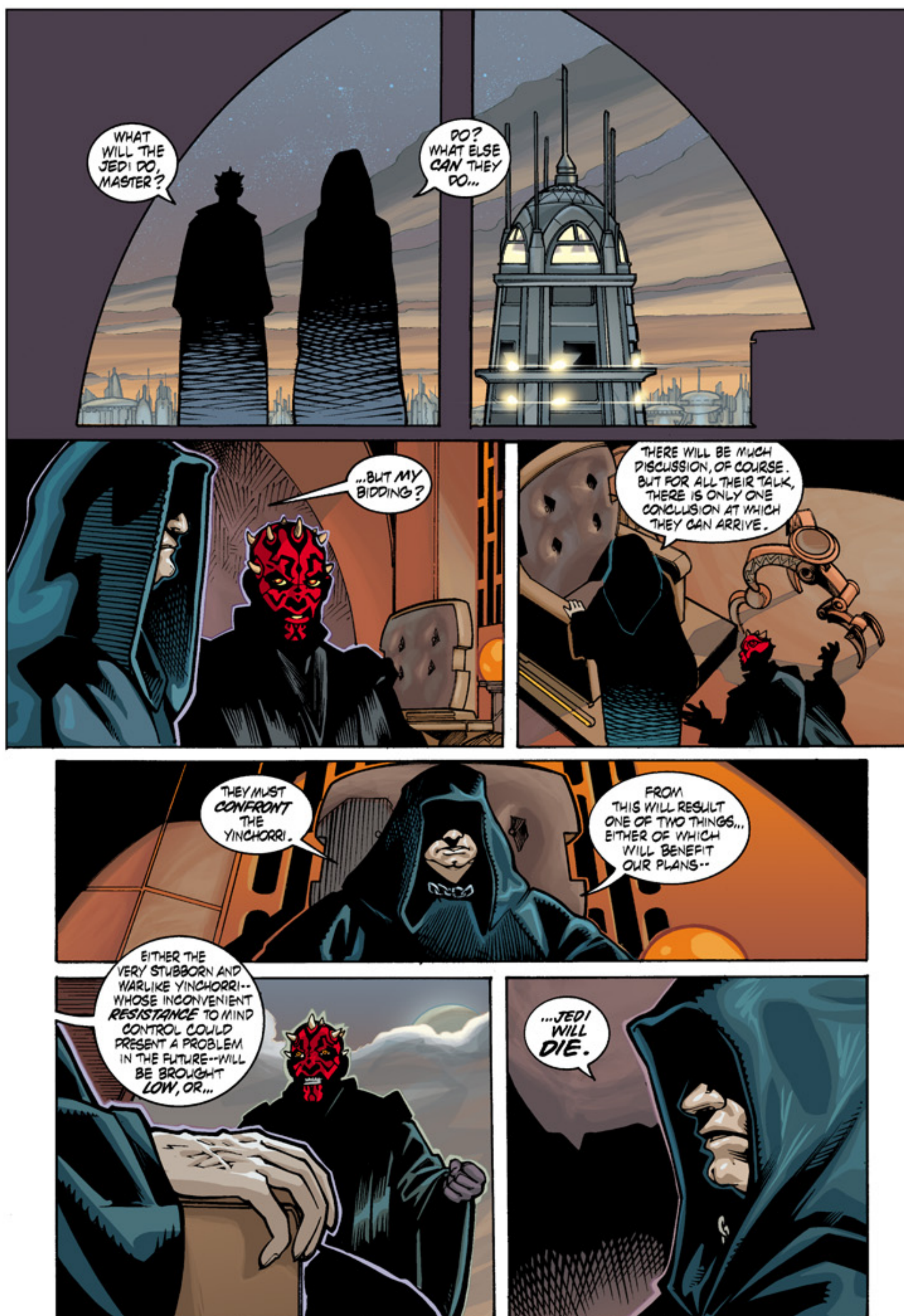
Her specialty was killing Jedi—and taking their lightsabers as trophies.



She even crossed lightsabers with Ki-Adi-Mundi on one or two occasions.



The knowledge that the Sith had returned after nearly a thousand years was a concern for the Jedi.



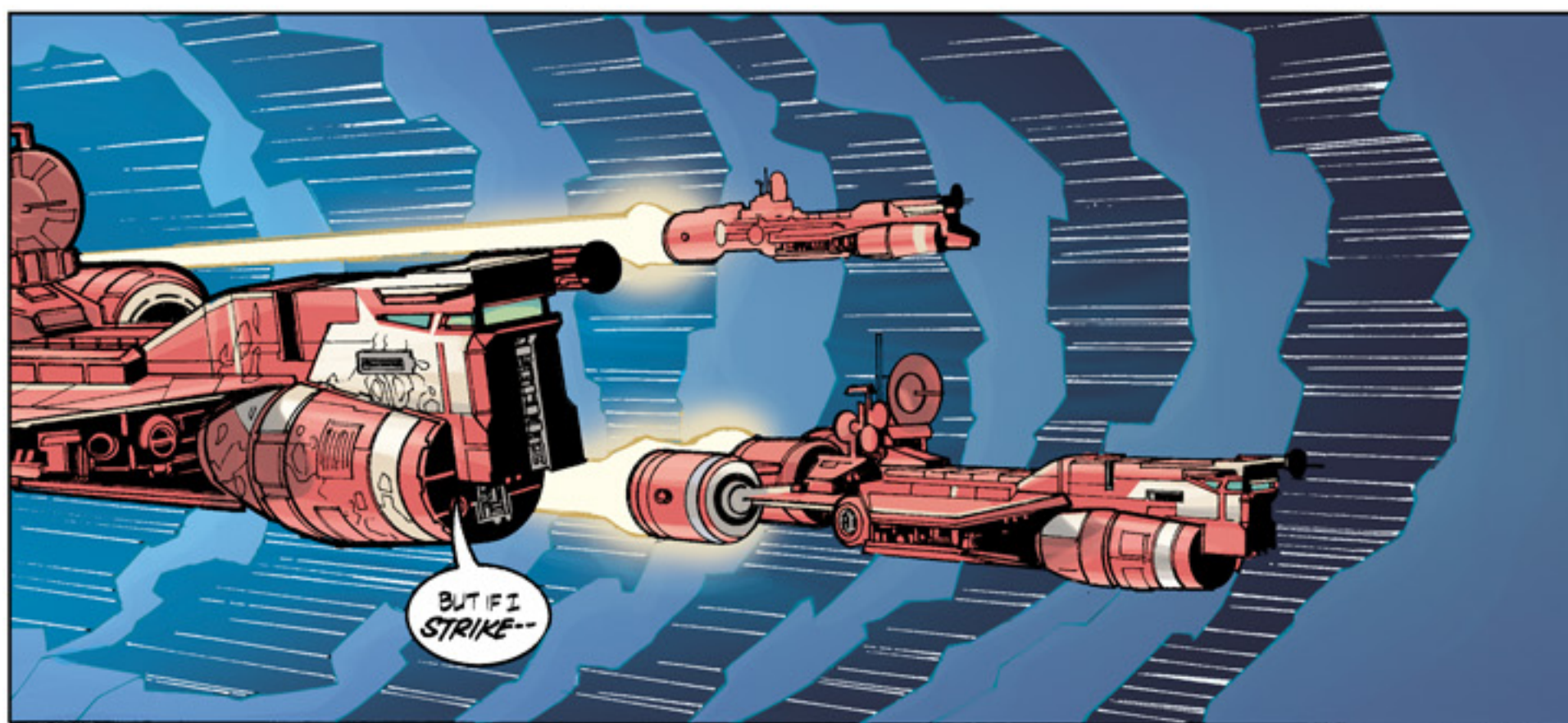
But even before they became aware of the existence of Darth Maul and his unseen Master, members of the Jedi Council were already unknowingly confronting the plots and machinations of Darth Sidious.







Expanding upon the lives of film characters was only a small part of what Dark Horse added to the *Star Wars* canon. New characters like self-exiled Jedi and Tusken Raider leader Sharrad Hett and his son A'Sharrad Hett were introduced. Note: taking on a krayt dragon armed only with a gaderffi (the traditional Tusken bantha-herding stick) is not recommended for novices.

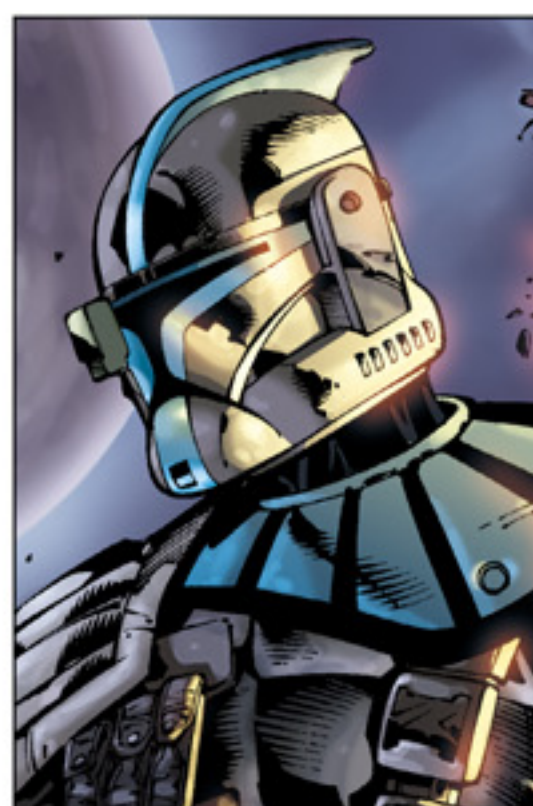
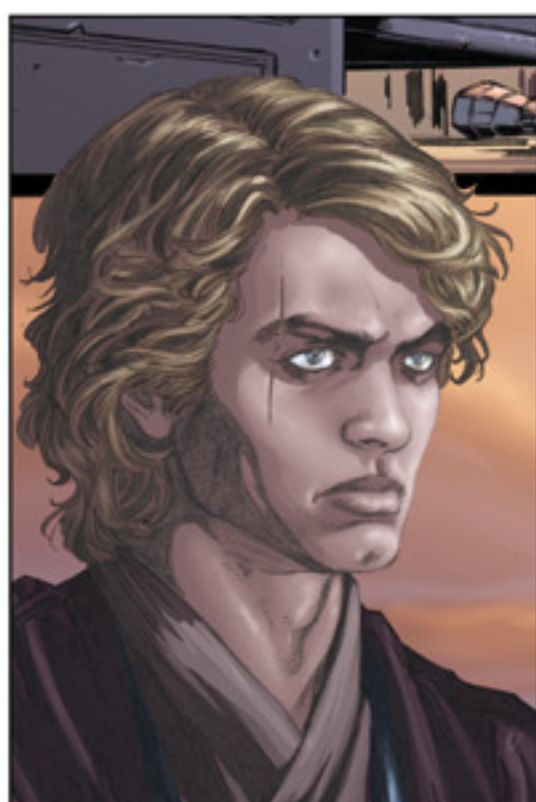


The supporting cast grew rapidly. Whiphid Padawan K'Kruhk learned a trick or two from then-Jedi Council member Micah Giiett (whose untimely death opened a seat on the council for Ki-Adi-Mundi) . . .



... as well as from Council leader Mace Windu. Shortly after the beginning of the Clone Wars, K'Kruhk had a crisis of conscience and abandoned the fight—until Mace convinced him to return to the fold. Considering how things ultimately turned out for the Jedi, K'Kruhk may have been better off keeping his own counsel.

THE CLONE WARS



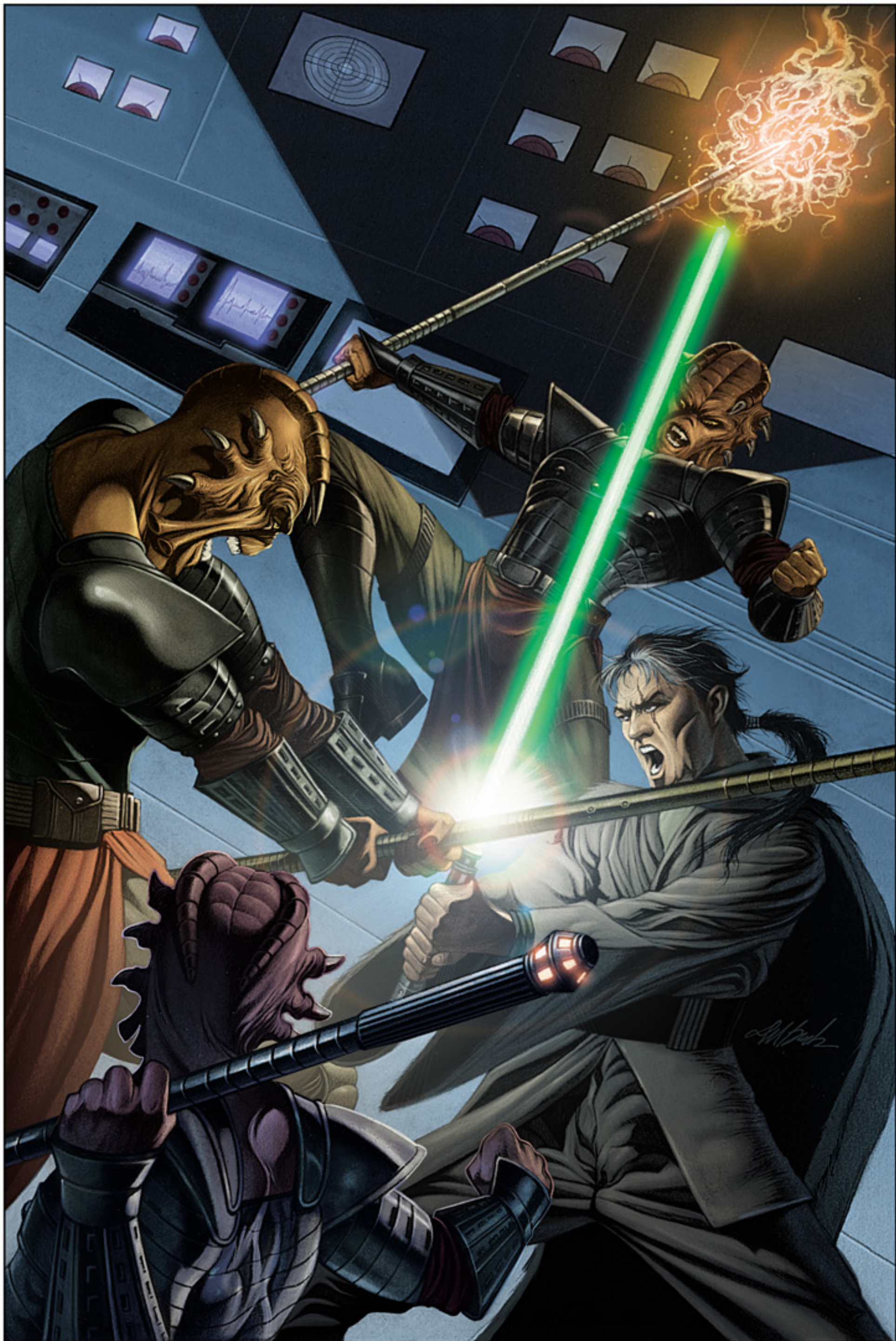
No event in *Star Wars* history has been more anticipated than the Clone Wars. When it was revealed after the release of *Episode II: Attack of the Clones* (in which the Clone Wars began) that *Episode III* would jump ahead three years to the *end* of the war, the writers, artists, and editors at Dark Horse saw an opportunity to play in a time period relatively unfettered by existing continuity. Sure, some of the major players had restrictions placed on them, but the Clone Wars involved the whole galaxy, and there were lots of participants whom readers had not met—because we hadn't created them yet!



K'Kruhk wasn't the only Jedi to make a decision he or she would later regret. During one battle, A'Sharrad Hett learned Anakin Skywalker's guilty secret about slaughtering the Tuskens on Tatooine (*Attack of the Clones*). Hett hoped that by offering understanding and a sympathetic ear, he could convince Anakin to do the right thing and confess his crime to the Jedi Council . . .



... but Hett's revelation of his true human identity beneath his Tusken mask wasn't enough to sway Skywalker. Hett could have blown the whistle on him, but he believed Anakin would, in time, relieve himself of his own burden of guilt. Coulda, woulda, shoulda. Hindsight's always twenty-twenty.



Other major players made their first (and sometimes only) appearances in the pages of comic books. Among them, Master Tholme, the defacto head of the Jedi intelligence network. He was responsible for sending undercover Jedi into dangerous situations to learn of the Separatists' plans. But he was not above putting himself in the line of fire when necessary—and he had the scars to prove it.



Zao was a blind Jedi who made a point of going where the Force took him, regardless of what was happening in the galaxy around him. The Veknoid Master supported himself selling his soup—the flavor of which often revealed more about the taster than its ingredients.



Sora Bulq was a Jedi who joined Count Dooku's Separatists—and the dark side. Here he fights Council member and top Jedi strategist Oppo Rancisis. Bulq killed the snake-bodied Thisspiasian Jedi, but later got what was coming to him.



What would the Clone Wars be without clones?



But not all clones were created equal. ARC Troopers (Advance Recon Clones) were proof of that. The ARCs were a small company of clones bred to be less docile than the average clone, and were personally trained by Jango Fett. What they lacked in numbers they made up for in tenacity . . .



... and attitude. Anakin Skywalker eventually nicknamed this particular ARC Trooper "Alpha," and convinced the clone to give names to the clone officers he would go on to train ...



... explaining why, later in the war, this Clone Commander is known as "Cody" instead of "2224." (Commander Cody, one of the unsung heroes of the Battle of Sarrish, later tried to kill Obi-Wan Kenobi on Utapau, per Palpatine's infamous Order 66.)





In *Jango Fett: Open Seasons*, writer Haden Blackman skillfully wove many of the disparate (and now impossible) elements of what had previously been Boba Fett's origin story and made them Jango's. The result not only repaired a rip in *Star Wars* continuity, but turned the elder Fett into an anti-hero fans could feel good about rooting for. Above, his family murdered by renegades, young Jango has his first encounter with Mandalorians.



As the war progressed, the ranks of the bad guys swelled, as well. Asajj Ventress had already raised an army and conquered a planet when Count Dooku took her under his wing. She wanted desperately to become a Sith, but was never initiated into the secrets of that dark religion.



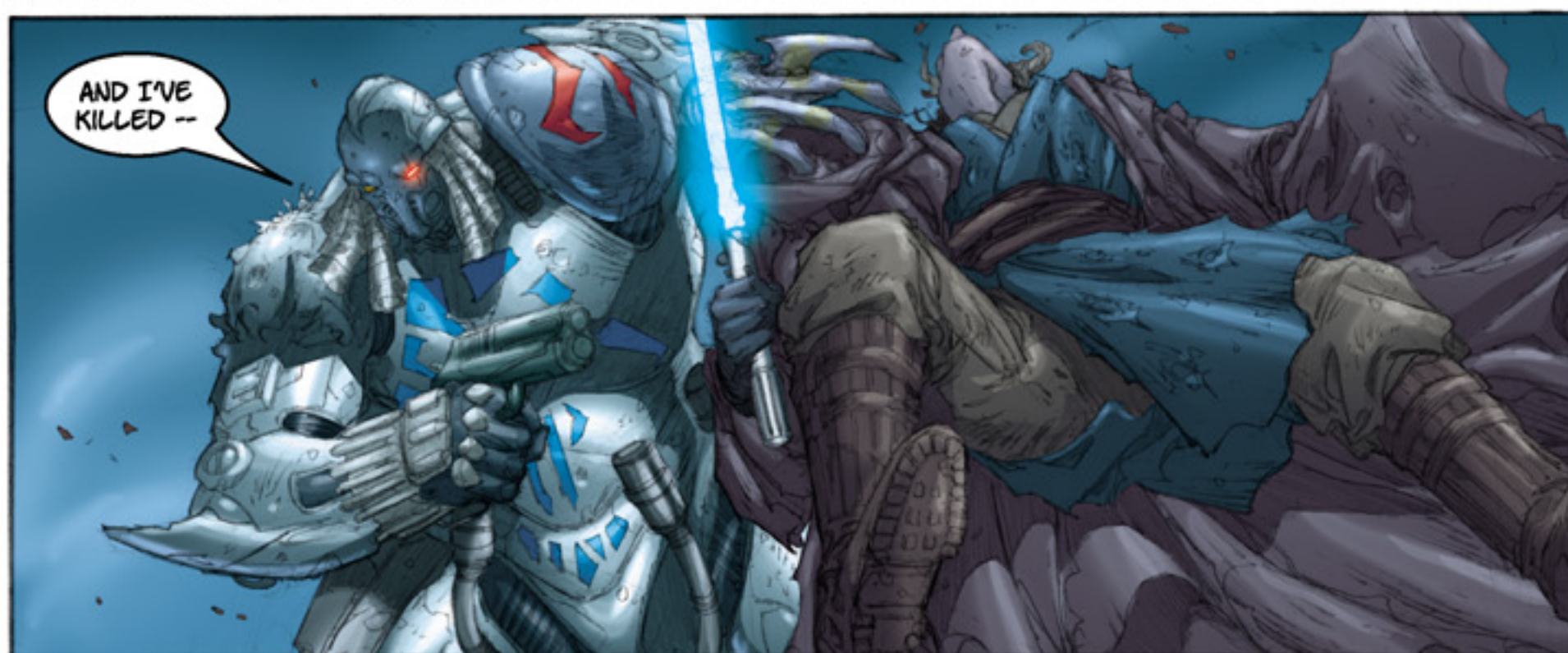
Ventress had a special hatred for the Jedi, and time and again Dooku unleashed her raw fury on the Republic's defenders. She went toe-to-toe with Anakin Skywalker several times, and it was she who gave him the lightsaber scars he bore in *Revenge of the Sith*.



But always Ventress's main target was Obi-Wan. She despised him more than any other adversary . . . because he understood her, and pitied her.



Another of Dooku's pawns was the seemingly unkillable bounty hunter Durge.



Anakin faired better against Durge than most. Ouch.



In fact, there's little question that without the efforts of Obi-Wan and Anakin, the Republic would have had a much tougher time fighting the war. Either singly, or in tandem, they eventually accounted for Darth Maul, Asajj Ventress, Durge, Count Dooku, and . . .

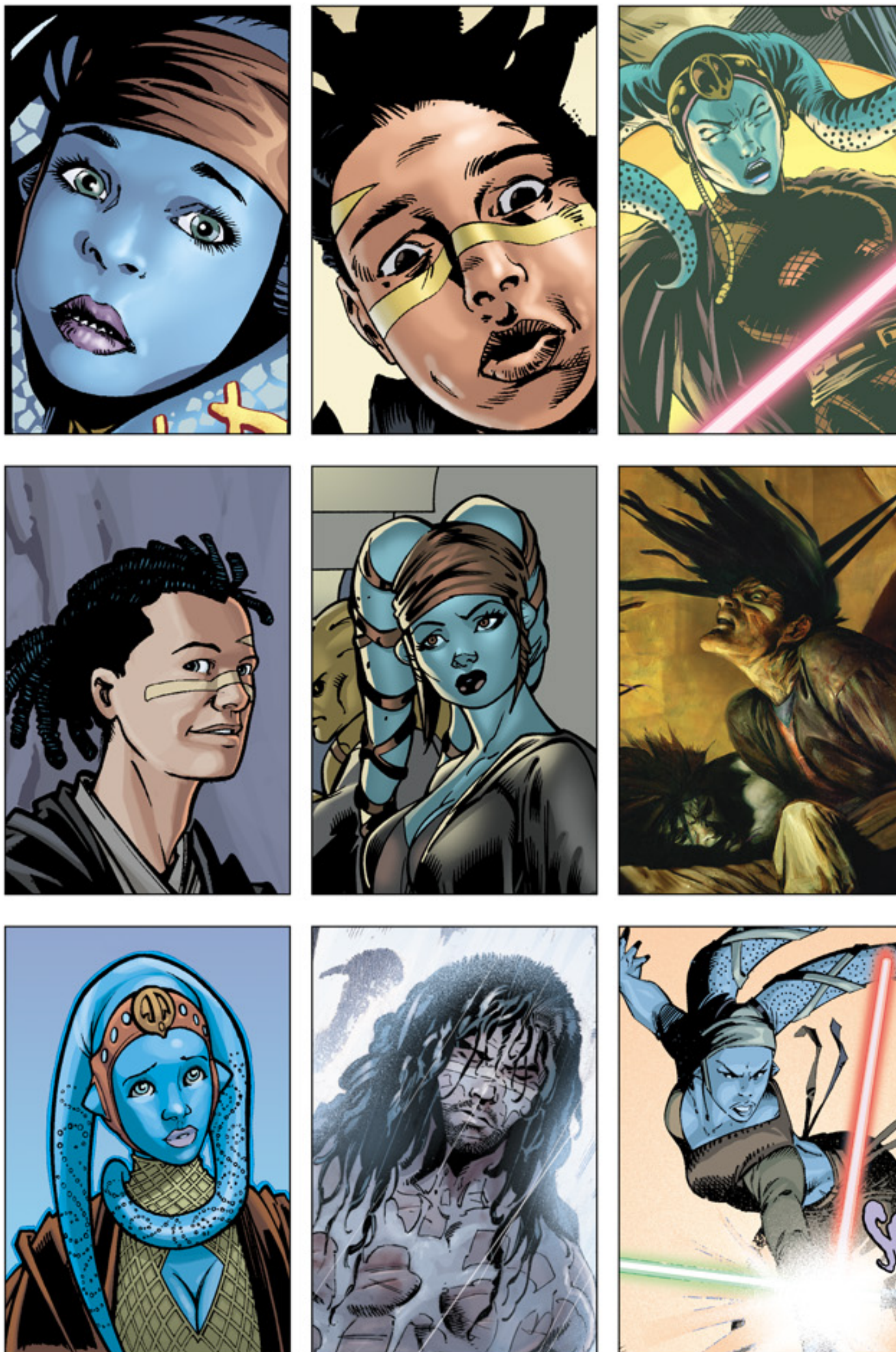


... General Grievous.



They were an unbeatable team—until Anakin went all dark side. But let's not get ahead of our story. Before we leave the Clone Wars, there are two more characters who deserve special notice . . .

SAME PATH, DIFFERENT ENDS



From 2000 to 2005, across the pages of more than sixty individual comic books, Aayla Secura and Quinlan Vos were the mainstays of Dark Horse's line. Aayla was the pure one, always striving to do right. Quin had a dark side, one that burned to confront and destroy evil, but which also led him to be seduced by its power. Born out of a need for characters who could carry on in the comics while Anakin and Obi-Wan were busy in films, prose novels, and other media, the two Jedi came to exemplify the struggle between order and expediency that would eventually (with a little help from the Sith) bring down the Republic. Along the way, the two characters attracted the attention of George Lucas himself, which led to roles for each of them in the movies . . . almost.





JD
20-03
MJ



Having taken a shine to Aayla after her early appearances in the comics, Lucas gave her a cameo part (where she was played by actress Amy Allen) in the Arena Battle in *Attack of the Clones*. When artist and Aayla's co-creator Jan Duursema drew the comics adaptation of the film, she put Quinlan Vos in the scene, too.



In a way, Vos actually appeared on screen before Aayla. In the film *The Phantom Menace*, in the marketplace scene on Tatooine, there is a swarthy, dangerous-looking character sitting with the Podracer pilot Sebulba. Duursema liked the way he looked, and used him as a template for Vos. The character's appearance has since been canonized in the Expanded Universe as Vos being on an undercover assignment and not being able to acknowledge Qui-Gon Jinn's presence.



Quinlan Vos was Jedi spymaster Tholme's Padawan when he first made Aayla's acquaintance. Though just a child, she instinctively reached out to Vos through the Force when a wampa attacked. After that adventure, Tholme brought her into the Jedi order, thus rescuing Aayla from a life of servitude.





Aayla and Quin took on many different intelligence assignments. Sometimes they infiltrated the strongholds of the enemy alone, and sometimes they used others—with or without that person's willing cooperation—to carry out the mission. One of Vos's favorite operatives was Vilmarh "Villie" Grahrk, a Devaronian rogue whose services were available to the highest bidder—or the most threatening employer. In fact, though the Jedi did not know it, Villie had once worked for Darth Sidious.



To recount all of the adventures that Aayla, Quin, and Villie had—together and singly—would require an entire book larger than this one. We can only hope to cover the highlights. For instance, the story in which they were first introduced had both Quin and Aayla struggling to recall who they were, after the Twi'lek villain Chom Frey Kaa wiped their memories with the drug glitteryll. Before Aayla fully recovered, she fell under the thrall of the Anzati Dark Jedi, Karkko.





By the beginning of the Clone Wars, Aayla had regained her memories—and her free will—even against the mind-controlling pheromones of a Falleen adversary.



But as time went by, Quin's undercover infiltration of Count Dooku's inner circle led him to the dark side . . .



... where his mania to uncover the identity of Dooku's Sith Master made Quinlan Vos susceptible to Dooku's manipulation—even to the point that he assassinated a senator whom Darth Sidious and Dooku wanted removed. Master K'Kruhk tried to protect the senator, and was wounded for his troubles. (I wonder, is that hat just to keep K'Kruhk's head dry?)



Eventually, though, with the help of Aayla, Tholme, Obi-Wan Kenobi, the entire Jedi Council, and the love of a good woman (Khaleen Hintz, pictured), Quin was able to reach the same point of clarity Aayla had come to . . . twenty-seven issues earlier.



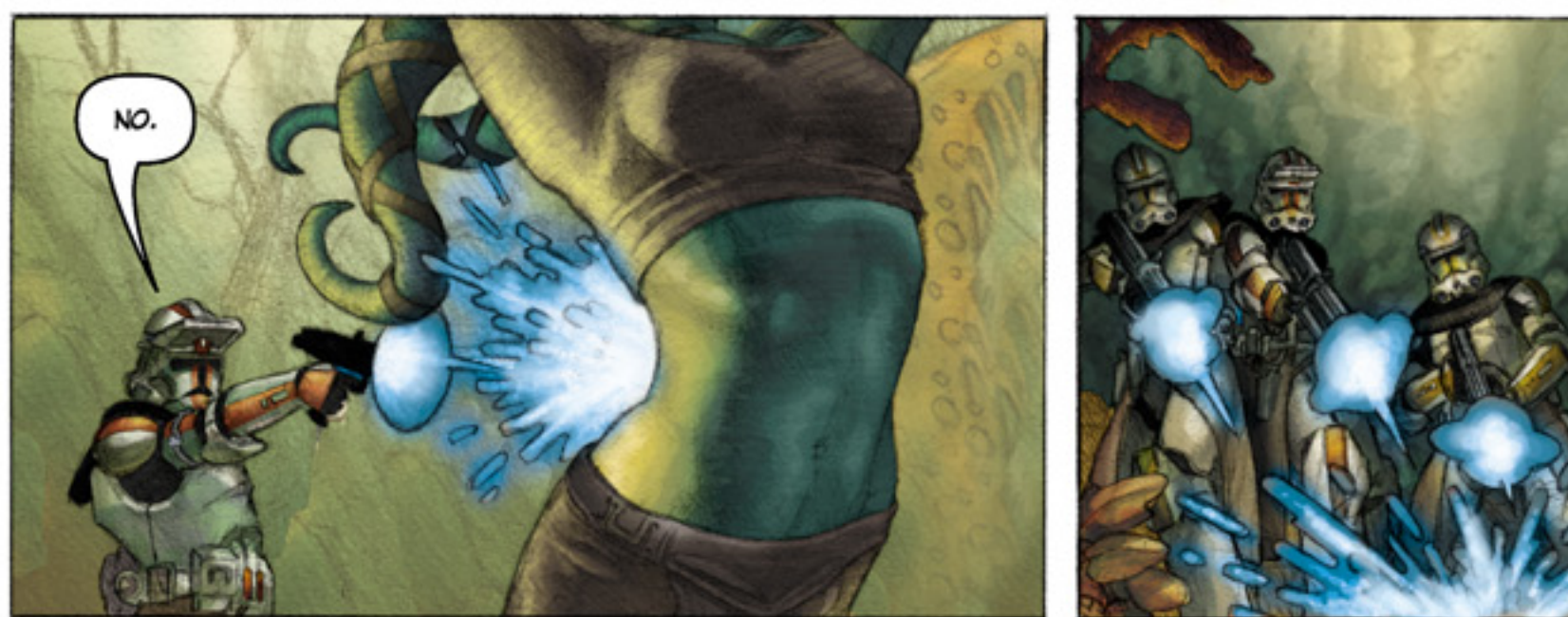
... just in time for he and Aayla to lead Republic troops to an important victory on Saleucami.



And then came Episode III. While the main story of the film concerned itself with events which would shape the galaxy for years to come, the backdrop of the ongoing Clone Wars provided an occasion for Obi-Wan to tell Anakin, "Saleucami has fallen, and Master Vos has moved his troops to Boz Pity."



An early draft of the screenplay for *Revenge of the Sith* had Aayla leading troops on Felucia, and Quin going to Kashyyyk along with Master Barriss Offee to help defend the Wookiee homeworld.



The draft also had both Jedi dying at the hands of their troops after Palpatine gives Order 66 to his clone commanders. It wasn't until just before publication of the comics adaptation of the film that we at Dark Horse learned that the decision had been made to cut Quin's scene from the final shooting script. So, in the pages of the *Revenge of the Sith* comics and graphic novel, Quinlan Vos meets his end . . .



. . . or not. We received word that it was permissible for Quinlan Vos to survive Order 66. So, a new “end” was created for the character. Quin survived the attack by his own troops and, grievously wounded, escaped the clone troopers who were hunting him and . . . well, Villie tells it better . . .



Will Quin, Khaleen, little Korto, "Uncle" Villie, and Masters Tholme and T'ra Saa live happily ever after? Only time will tell.

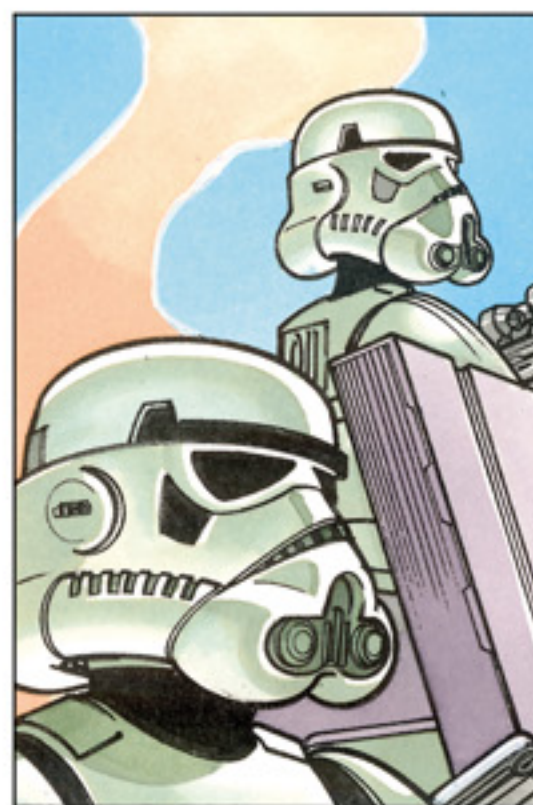
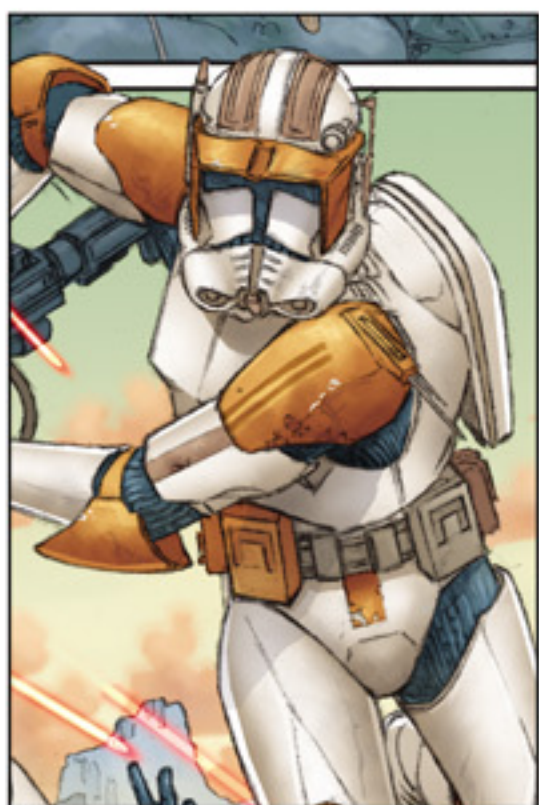
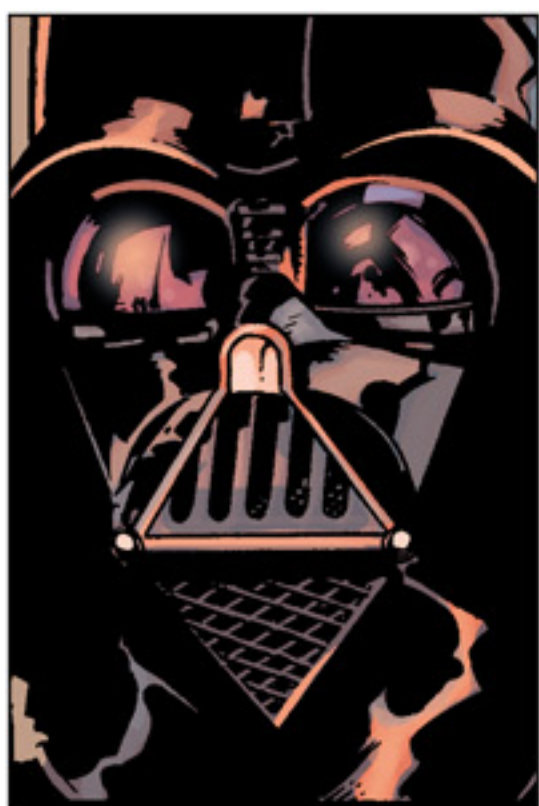


The same goes for the handful of other surviving Jedi. Palpatine's "Jedi purge" was phenomenally successful. According to official estimates, approximately 97% of the Jedi were gunned down by their own troops. The rest took it on the lam. Except for Master Zao (in panel 3, above) who, unnoticed, continued to follow the "living Force."

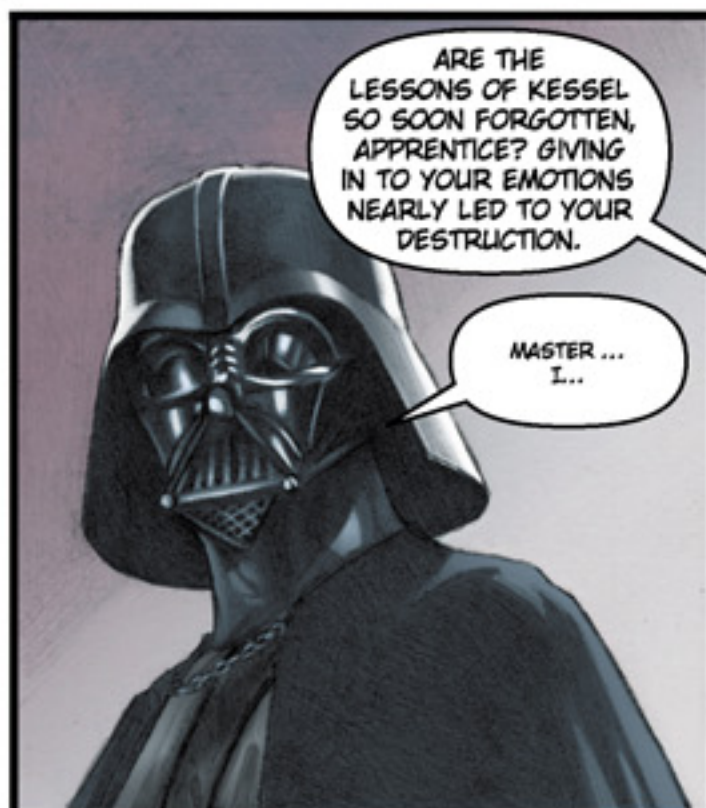
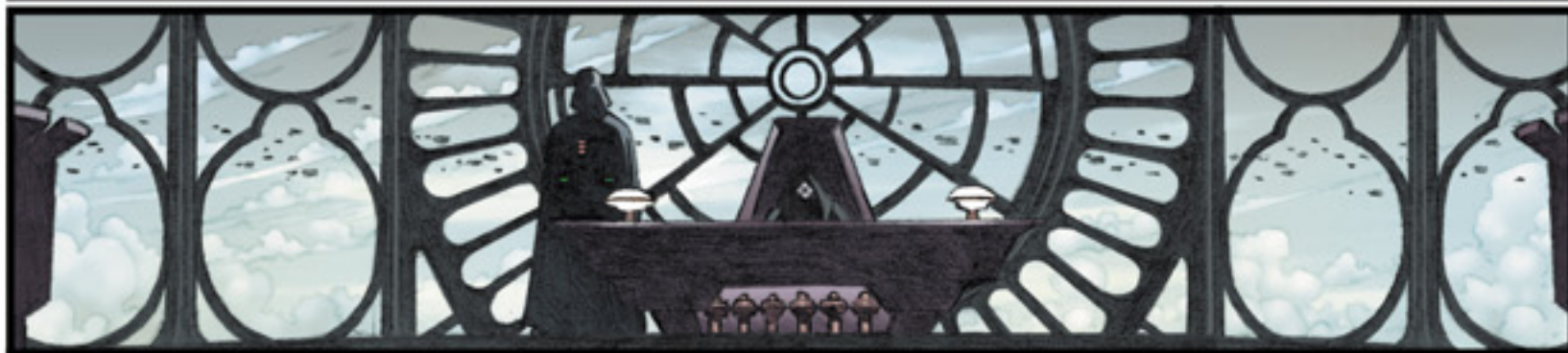
THE DARK TIMES



UNKNOWN REGIONS



Though not officially recognized as a separate era on the *Star Wars* timeline (see page 191), the nineteen years between the time Anakin Skywalker becomes Darth Vader and the time Luke Skywalker first picks up his father's lightsaber have long been off-limits to *Star Wars* licensees, with only minor excursions being allowed. Now that *Revenge of the Sith* has been released, limited portions of this time period have been opened for exploration—a situation that has both fans and creators excited. As of this writing, Dark Horse has begun what we hope will be a long journey into this great unknown.



Of course, it's not all unknown. Its beginning and its end are well-established now, as are some of its major players.



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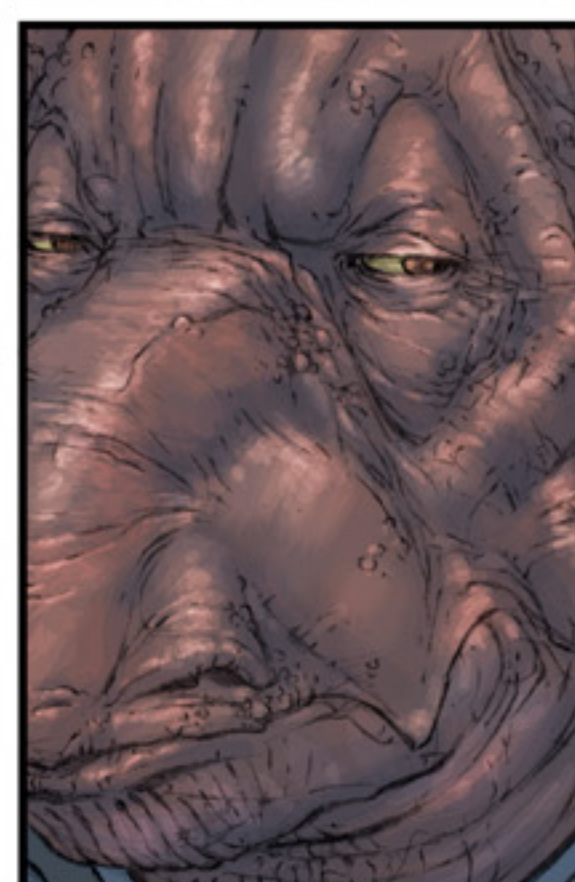
But, with Obi-Wan Kenobi confined to Tatooine and Yoda sequestered on Dagobah for the duration, most of the weight of the era falls on Vader's shoulders. But as powerful and iconic as he may be, we don't want to overburden him with stories that might become "routine" with repetition. Especially when . . .



... there are so many other characters whose stories can be told!



For our first foray into the “dark times,” we chose Nosaurian Separatist-turned-freedom-fighter Bomo Greenbark and human ex-patriot, ex-General Jedi Knight Dass Jennir as our focus characters. Former enemies, the two became fast friends.

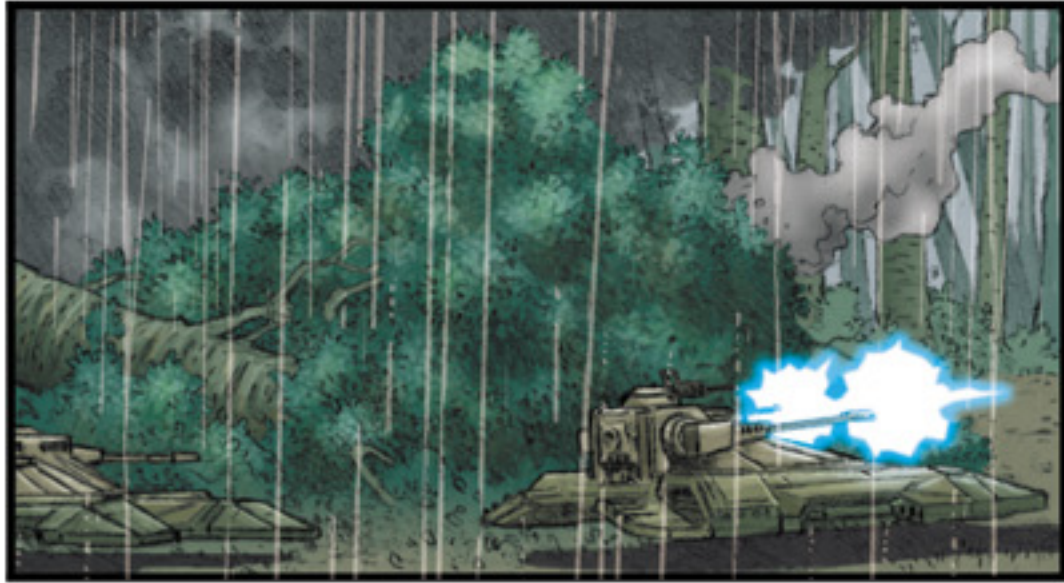


The two met when Jennir was on the run from the clone troops he had once led against Bomo and his friends. Obviously, it was Greenbark's kind understanding of Jennir's plight that formed a bond of trust between them.





Whether that bond can be maintained is a question for the future. But whatever becomes of Greenbark and Jennir, it is certain that there are many other characters waiting for their moment on the stage. As of this writing, it is still early days in the *Dark Times* series.





Our next three stops along the *Star Wars* timeline all involve characters established in the films. Approximately fourteen years after they were last seen in *Revenge of the Sith*, C-3PO and R2-D2 became involved in a series of adventures (well, okay, misadventures) that spanned the next five years. The explanation for the droids' absence from Captain Antilles' watchful eye was finally established on starwars.com's "What's the Story" fan competition.



Meanwhile, years before he put the “death mark” on Han Solo, Jabba the Hutt had already built his criminal empire—and a reputation for making deals that no one alive could turn down. The closest the Great Jabba came to not being one step ahead of his adversaries was when a competitor unleashed a swarm of intelligent, weasel-like Freckers on him.



Three years BBY ("Before the Battle of Yavin," you'll recall), Boba Fett had his first encounter with Darth Vader. It should be noted that Anakin Skywalker encountered young Boba Fett during the Clone Wars, so he knew who was under the Mandalorian helmet. Of course, Fett had no idea that Vader was actually Skywalker. And, though they squared off against each other at the time, it would not be long before Fett's self-interest had him side with Vader in another situation.

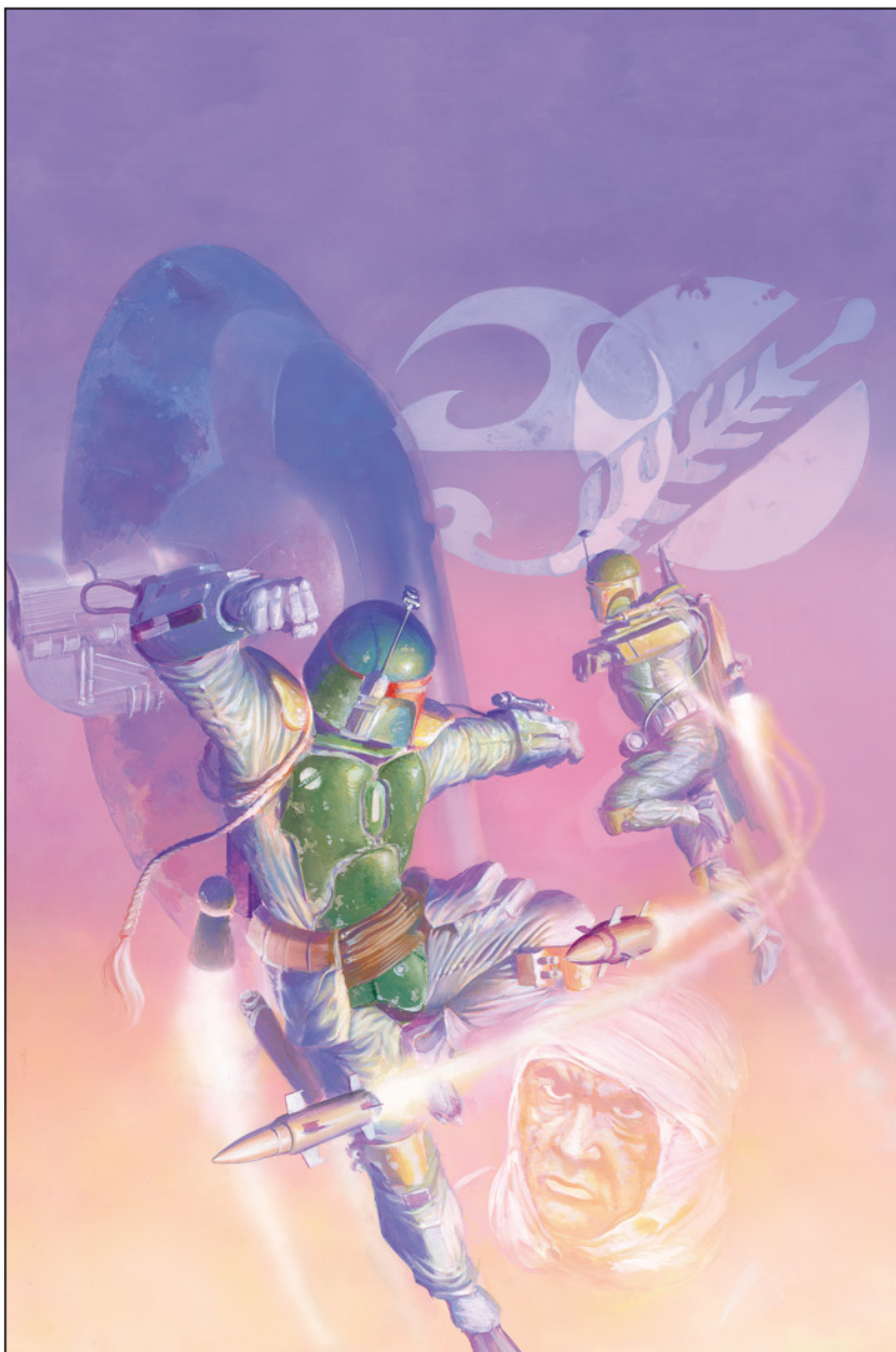


Here's the portion of the book where we allow Boba Fett a few pages in which to strut his stuff.



Besides being *Star Wars*'s most beloved anti-hero, Boba Fett is second only to Vader as a favorite subject of artists.





Some of them even got to paint him twice!



As proof you can't keep a good bad man down, Boba Fett escaped his *Return of the Jedi* movie death in the Sarlacc pit (twice, by some accounts), and went on to bedevil Han Solo and his friends for years to come. He has even become a mainstay in the *Legacy of the Force* novel series published by Del Rey.



But, before all that—one year BBY, to be exact—Boba Fett was charged with protecting Han Solo, Chewbacca, Lando Calrissian, and Greedo during a race to find the fabled Yavin Vassilika. Another example of Jabba the Hutt's self-interest at work.



True to his importance to the overall *Star Wars* mythos, Vader played another lead role at the far end of the nineteen-year period, as well.



Just a few weeks before the events in *A New Hope* took place, a cabal of disgruntled Moffs and Imperial officers plotted to assassinate both Palpatine and Vader. The lesson: never underestimate the Sith.





Not long after, in a story suggested by the events in the *Star Wars Radio Drama*, Princess Leia and her crew escaped Vader's clutches, only to find themselves in a standoff with other Imperials on the planet Kattada. The fellow with the tattooed "headband" is Basso, a Rebel agent who had the plans for the Death Star hypnotically encoded in his memory. The Rebellion had begun.

THE REBELLION



THE STAR WARS EVERYBODY KNOWS ... OR NOT



Though many (many!) stories have been told about the adventures of Luke Skywalker, Princess Leia, Han Solo, and the other stars of the original trilogy of *Star Wars* films, there are still substantial gaps in the timeline in which further tales can be told! When moving into these gaps, the tact we've tried to take is to establish new characters—who can someday play lead roles in their own stories.



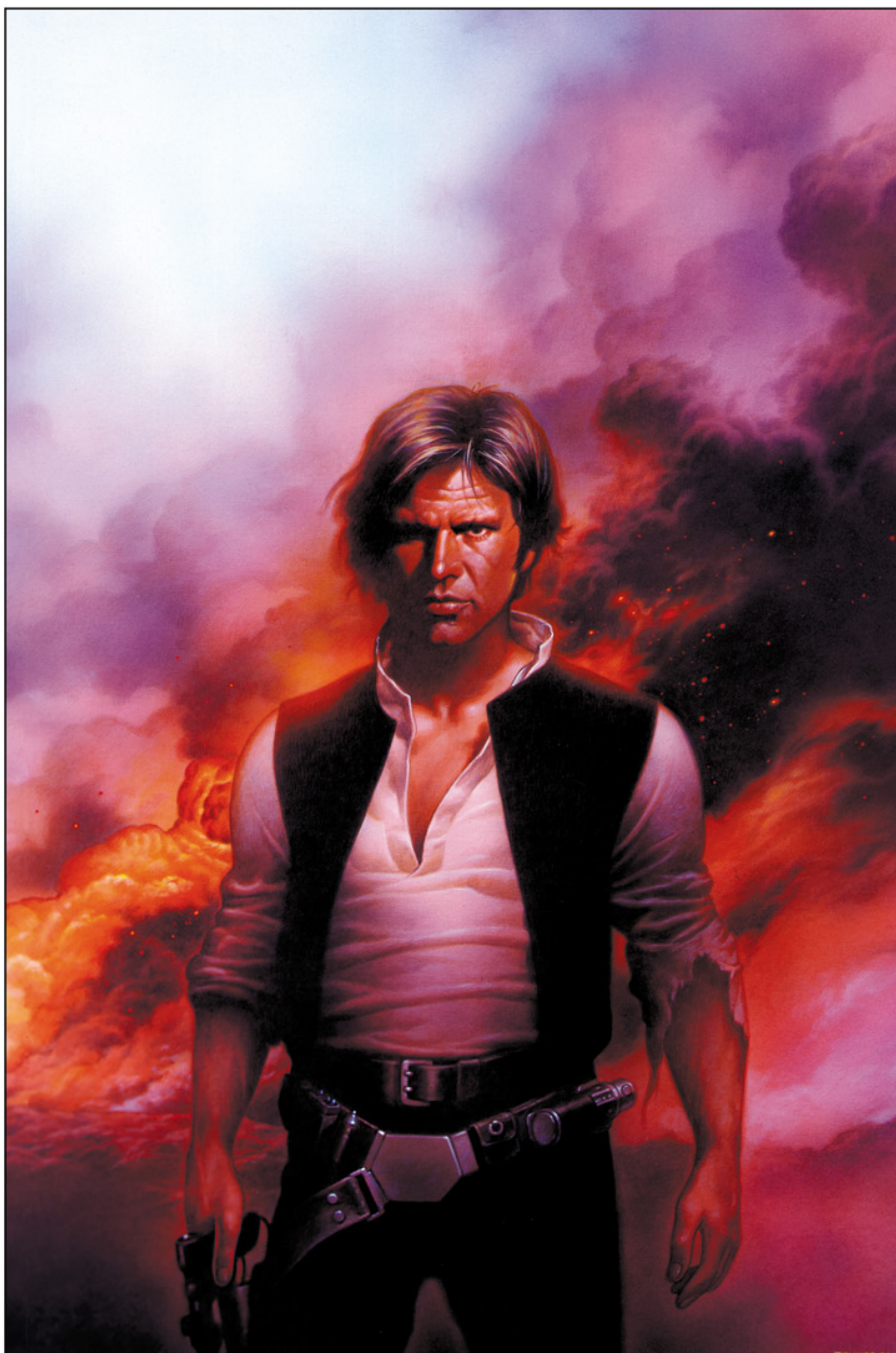
Which is not to say the “Big Three” (or Four, or Five, etc.) are any less important than they once were.



Luke is still the lightning rod for adventure . . .



... Leia is still the heart and soul of the Rebellion ...

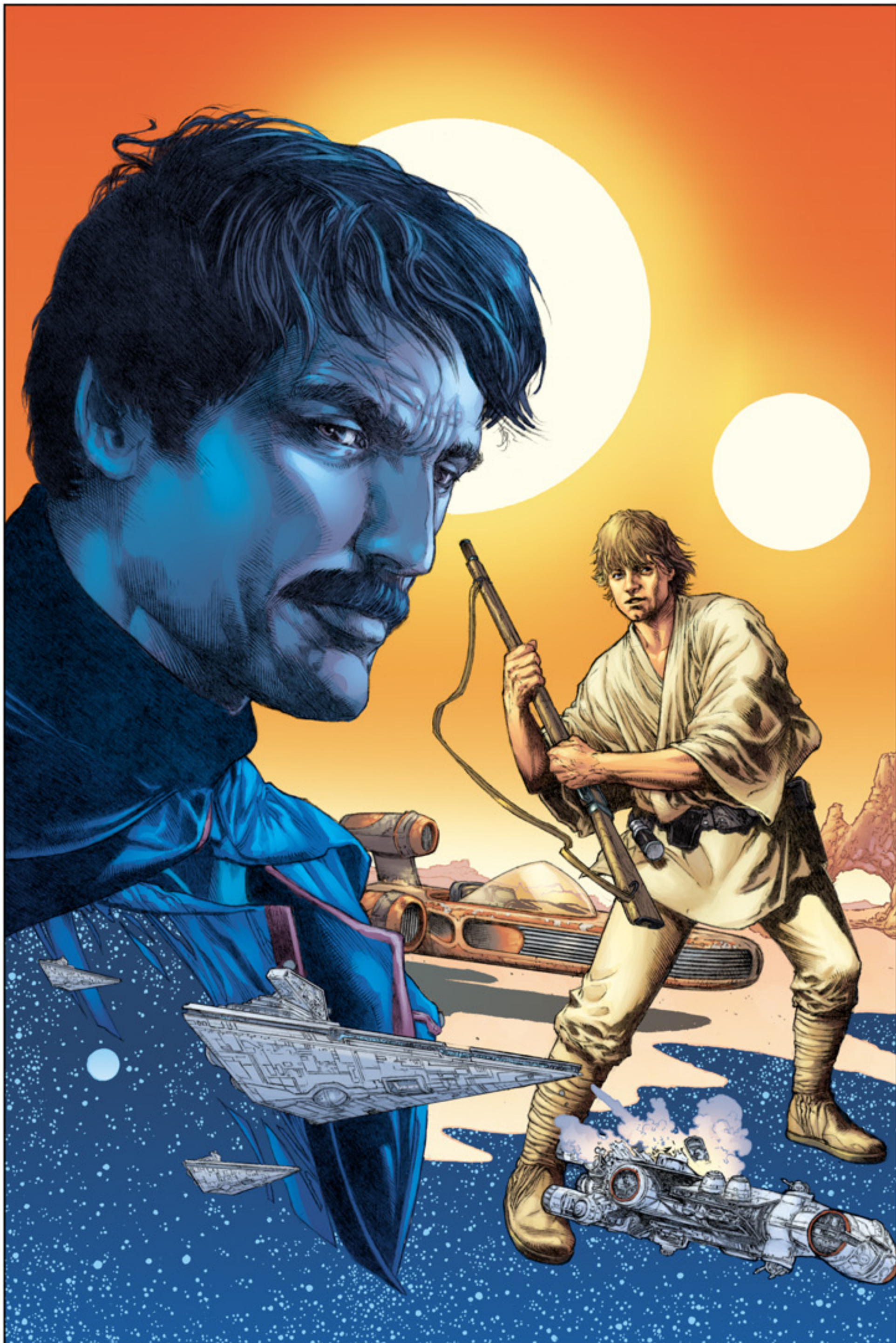


... Han Solo is still the coolest pilot in the galaxy. (Though, we tend to have a fairly flexible definition of “cool” here at Dark Horse.)

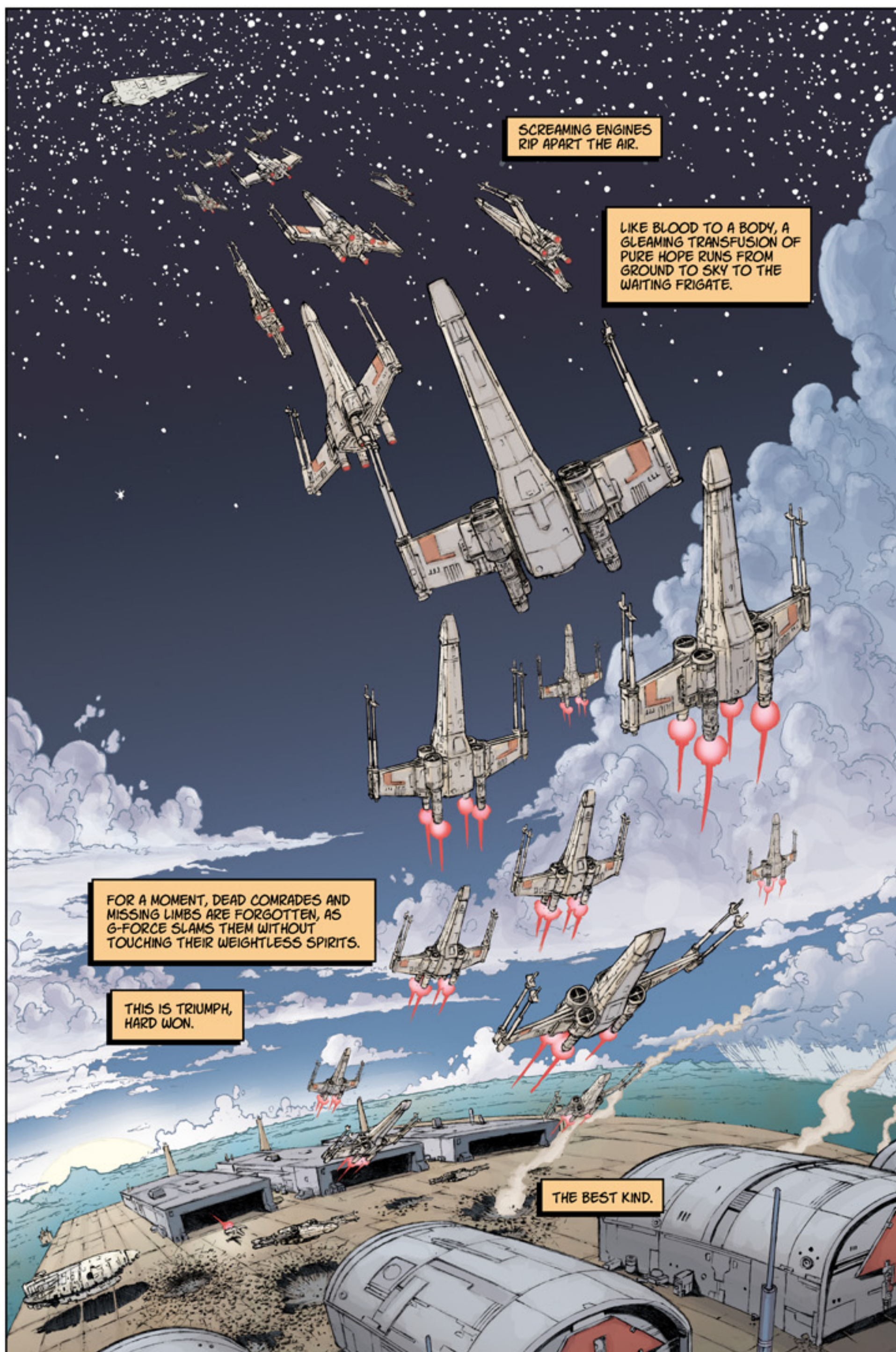




But whether alone or in a group, the heroes of the original films are but a part of a larger tapestry woven from story threads stretching across the galaxy.



Though his part in *A New Hope* was largely cut in the final edit, Biggs Darklighter still fulfilled the pivotal role of Luke's wingman during the attack on the Death Star. In 2003, Dark Horse restored Biggs to his original place in the story, confirmed his boyhood history with Luke, and reconciled some long-unnoticed errors in Darklighter's own timeline.



Biggs was already a hero to the Rebellion before the Battle of Yavin. Among his exploits: the liberation of impounded X-wing fighters which were later used to attack the Death Star.



He and Red Squadron also helped acquire astromech droids for those X-wings. It was on that mission that he met smuggler Nera Dantels. Though the adventures they shared drew them to one another, Biggs' life ended before their relationship could blossom.



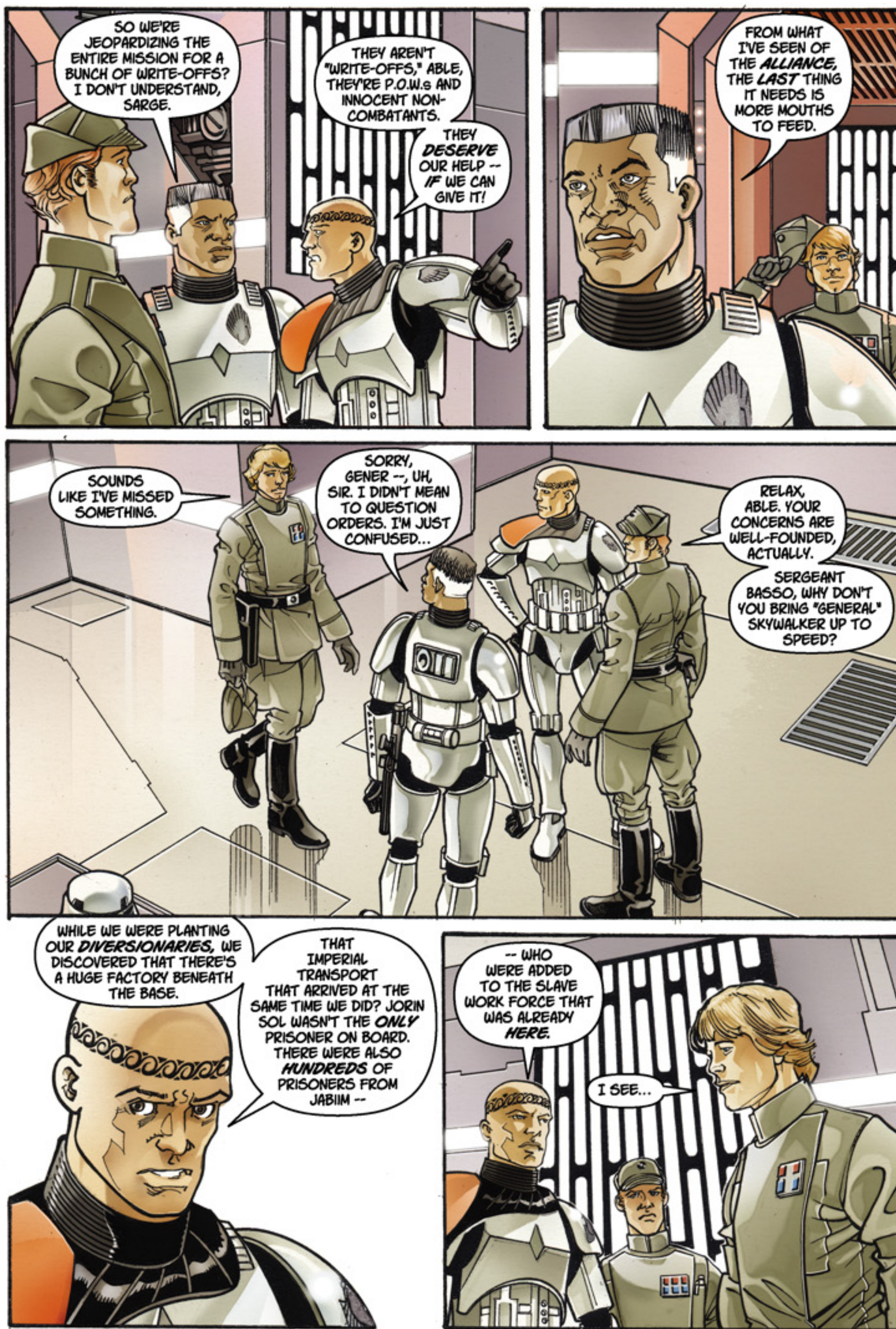
Later, Dantels and her ship *Starduster* played an important part in Luke and Leia's ill-fated mission to the planet Jabiiim—a world where "Skywalker" was a dirty word, thanks to decisions Anakin has been forced to make during the Clone Wars.



Dantels' bravado and quick thinking make her a prime asset for the Rebellion. There is certainly more of her story to be told.



As the scope of the Rebellion widened, its ranks grew. But to recruit one soldier—a clone trooper who had been marooned on a jungle planet before Order 66 was given—Luke Skywalker was forced to impersonate a “Jedi General” circa the Clone Wars era.



The trooper, nicknamed Able, later joined Luke and the aforementioned Basso on a mission which required the whole team to disguise themselves as Imperial personnel.



It wasn't the first time—or the last—that Rebels donned Imperial mufti . . .



For those of you keeping track: previous page, of course, Luke Skywalker. This page: General Roons Sewell, who preceded General Jan Dodonna as the Rebellion's chief strategist. Following pages: a Duros operative nicknamed "Mouse," and soon-to-be Red Squadron pilots Derek "Hobbie" Klivian and Biggs Darklighter . . .







But not every mission required guile to defeat the enemy. Sometimes all it took was common, everyday courage and the belief in oneself. For instance, Deena Shan, whose career in the Rebellion began as a stock clerk, displayed the kind of pluck that soon led to bigger, more important—and more dangerous—missions.



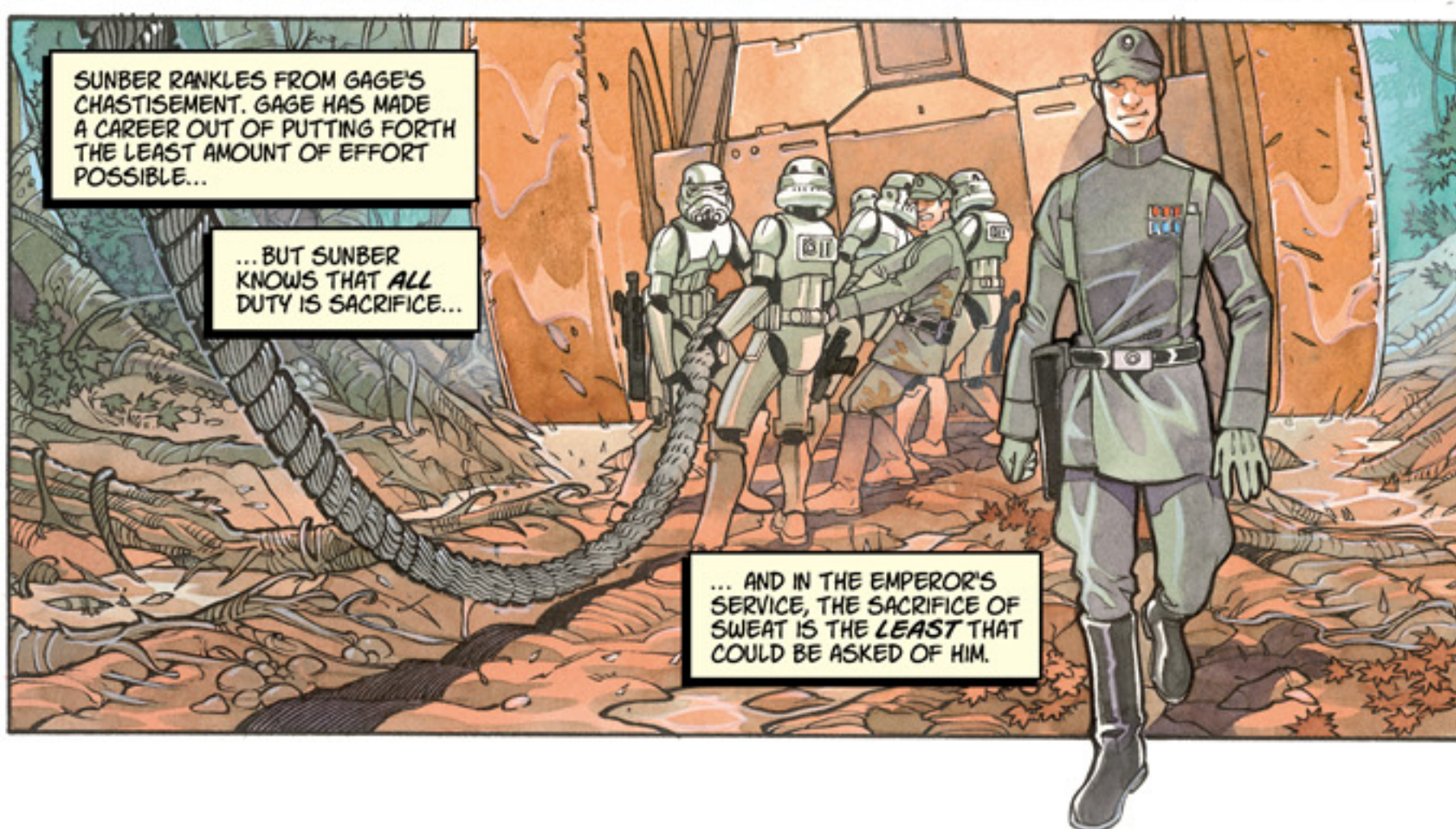
Some more dangerous than she liked.



But the galaxy is a dangerous place, and there is no “safe middle” to be found—as spacer BoShek discovered. (You may remember him from the cantina scene in *A New Hope*.)



As in the Clone Wars, there were heroes on both sides—though some, like Imperial Lieutenant Janek Sunber, had their loyalties tested more than others.



Part of the fun of playing in the Expanded Universe is being able to surprise our readers with unexpected connections and revelations. With Janek Sunber, we established him as a man of common origins with an uncommon sense of right and duty. He became a bad guy the fans could root for.



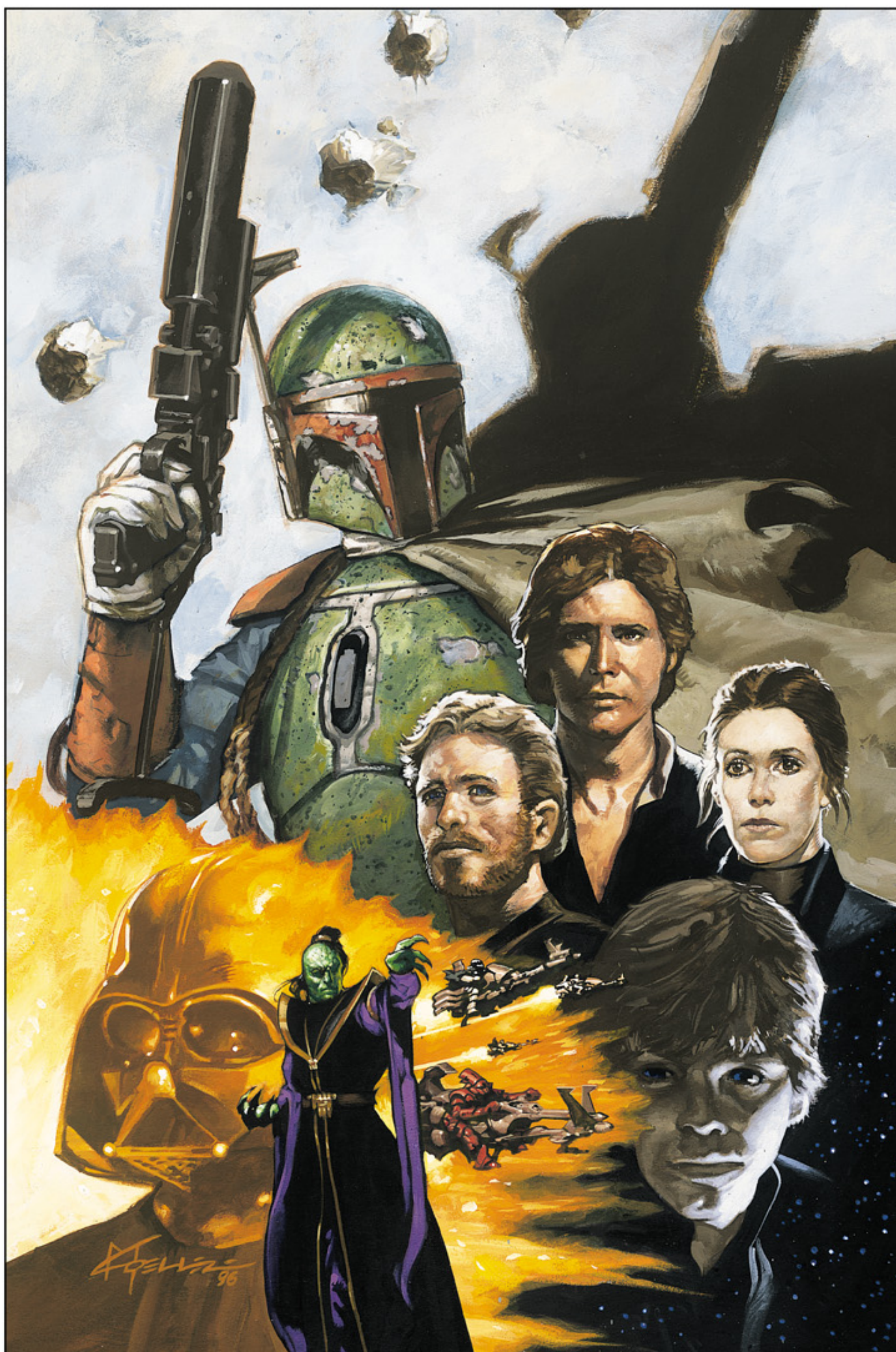
Then, two years later we revealed that Sunber was Luke Skywalker's boyhood friend "Tank," (mentioned in passing in *A New Hope*). Luke ran into him during an undercover mission. But even after all of the deceptions were over, Luke was unable to convince Sunber to leave the Empire and join the Rebellion.



It was a failure that would come back to haunt Luke.



But there were plenty of other challenges to keep Luke—and the rest of the movie heroes—busy. *Shadows of the Empire* was billed as a “movie without the movie,” and was remarkable especially for its behind-the-scenes logistics.



Set in the period between *The Empire Strikes Back* and *Return of the Jedi*, it was a simultaneous telling of different parts of a larger story across three mediums: a novel, a video game, and comics. There were even toys, trading cards, and a soundtrack.



In addition to featuring favorite characters from the films, the story also introduced characters like Dash Rendar, Big Gizz and his swoop gang, and Prince Xizor, the dreaded head of the criminal organization Black Sun.



The end of *Return of the Jedi* may have marked the end of Darth Vader, but the Empire was not about to go quietly.



Just days after the Battle of Endor, the pilots of Rogue Squadron were joined by Luke Skywalker for a reconnaissance mission to the Corellian system—that led to a battle with Imperials seeking revenge for the death of the Emperor.



After that, it seemed the Rogues, with Wedge Antilles in command, were in almost constant action. Whether in the skies above alien worlds . . .



... on the ground, battling for every inch of gain ... or in space, taking on the fleets of the Empire, they were never far from the frontlines fighting for the New Republic.





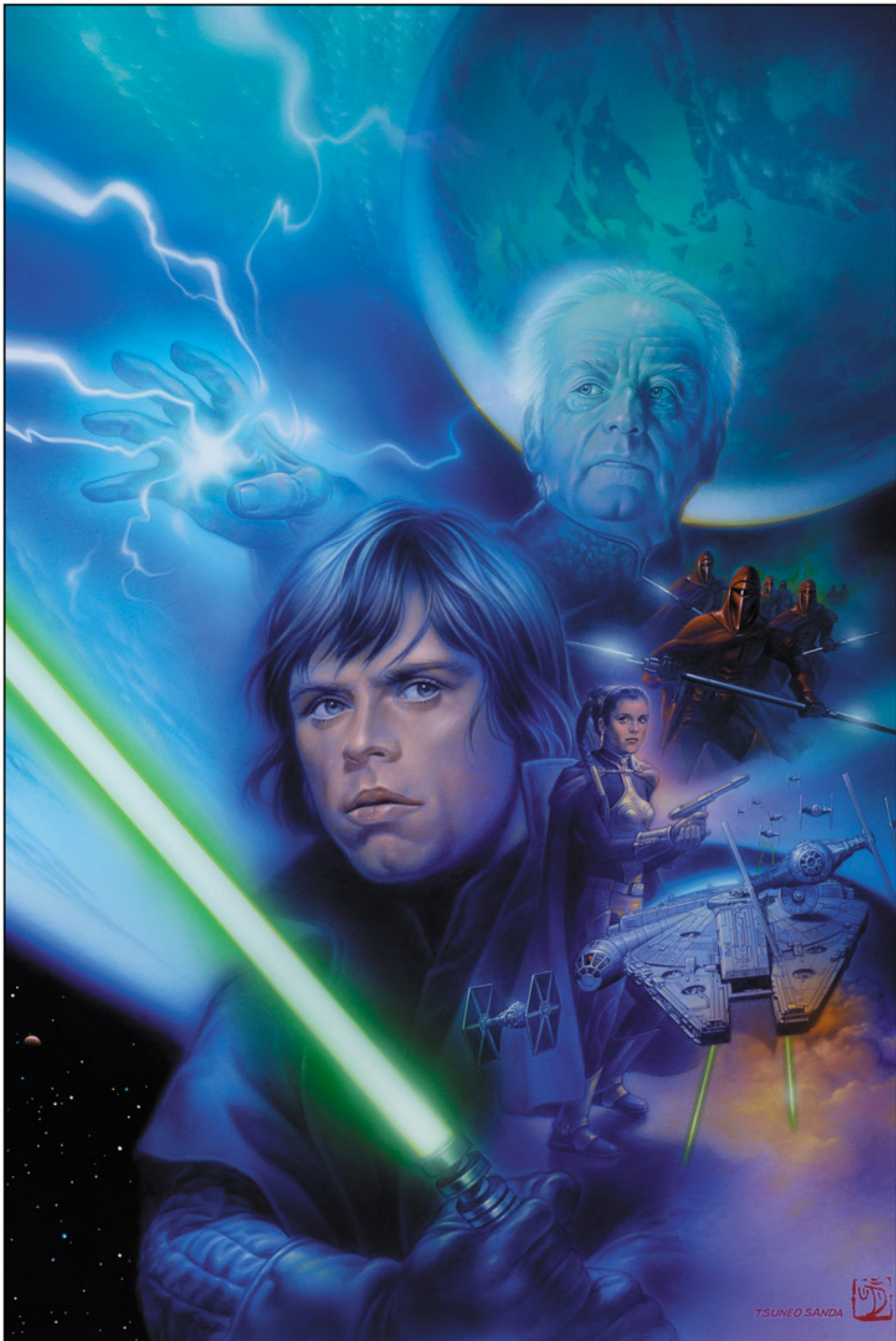
And they were met by the Empire's finest. Here we see Baron Fel, ace of aces.



Then, after six years (*Star Wars* time) of continued strife, things suddenly got worse for the New Republic. Emperor Palpatine was resurrected in a clone body, and in an effort to defeat him, Luke Skywalker nearly succumbed to the dark side.



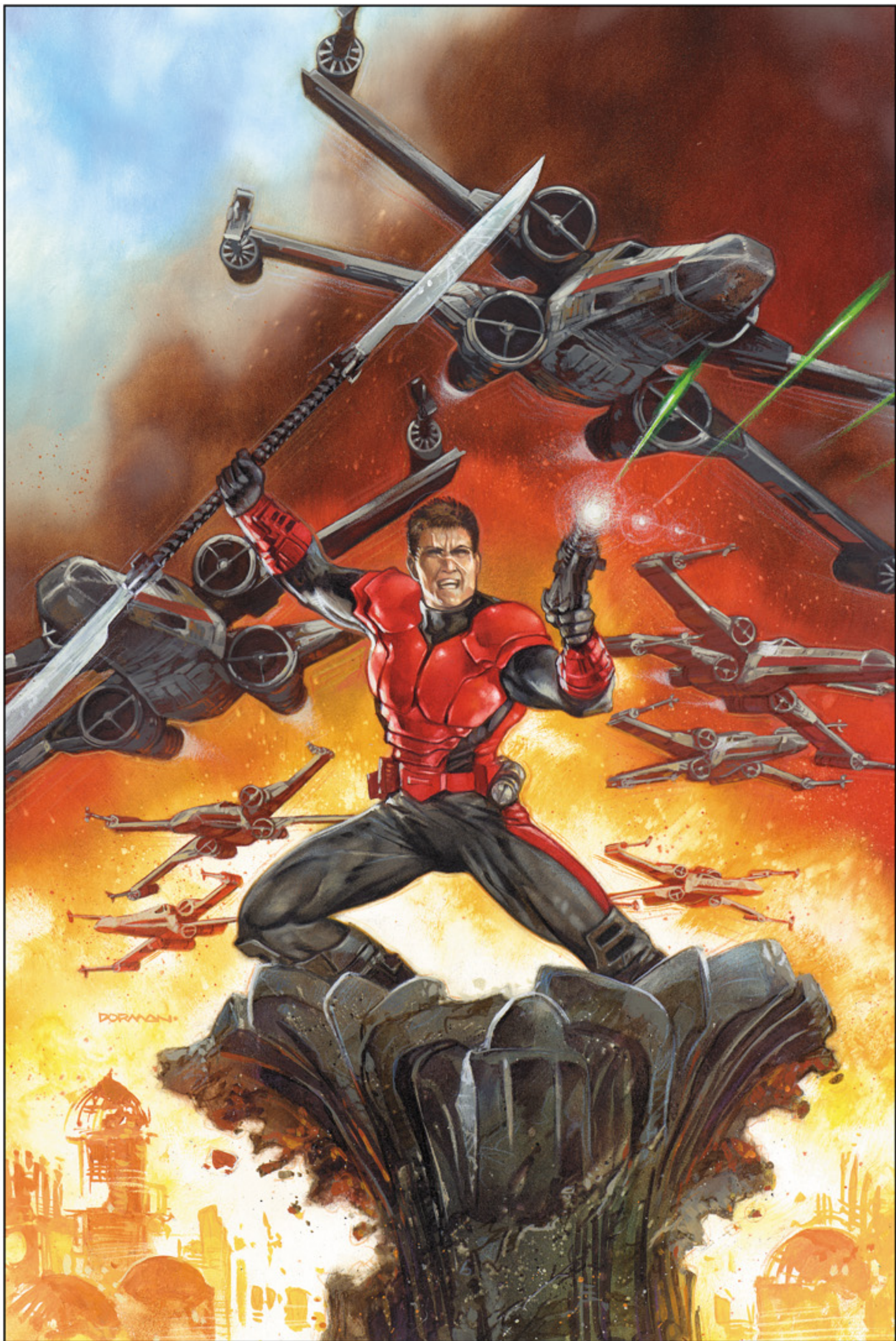
The Dark Empire saga marked Dark Horse's entrance into the Expanded Universe. A decade and a half later, it remains the best-selling graphic novel in the *Star Wars* line.



Dark Empire spawned two sequels, *Dark Empire II* and *Empire's End*, which well and truly put a cap on Palpatine's reign.



The Empire, like nature, abhors a vacuum, and it wasn't long before a number of different individuals lay claim to the vacant Imperial throne. But one man, Kir Kanos, the last of the betrayed and murdered Imperial guards, defied all of them . . .



... even to the point of siding (briefly) with the forces of the New Republic.



Meanwhile, Luke Skywalker undertook the rebuilding of the Jedi order. Establishing an academy in the old Rebel base on Yavin 4, Luke began training a new generation of Jedi Knights to become, as he put it, “the paladins of the New Republic.”



And, though some of Luke's students would go on to fulfill his expectations, the Jedi—and indeed, the entire galaxy—was about to face an unexpected threat . . .



... one that would take the life of one of the most beloved members of Luke's extended family. The alien Yuuzhan Vong were responsible for Chewbacca's death, but the mark they left on the galaxy went so much deeper ...

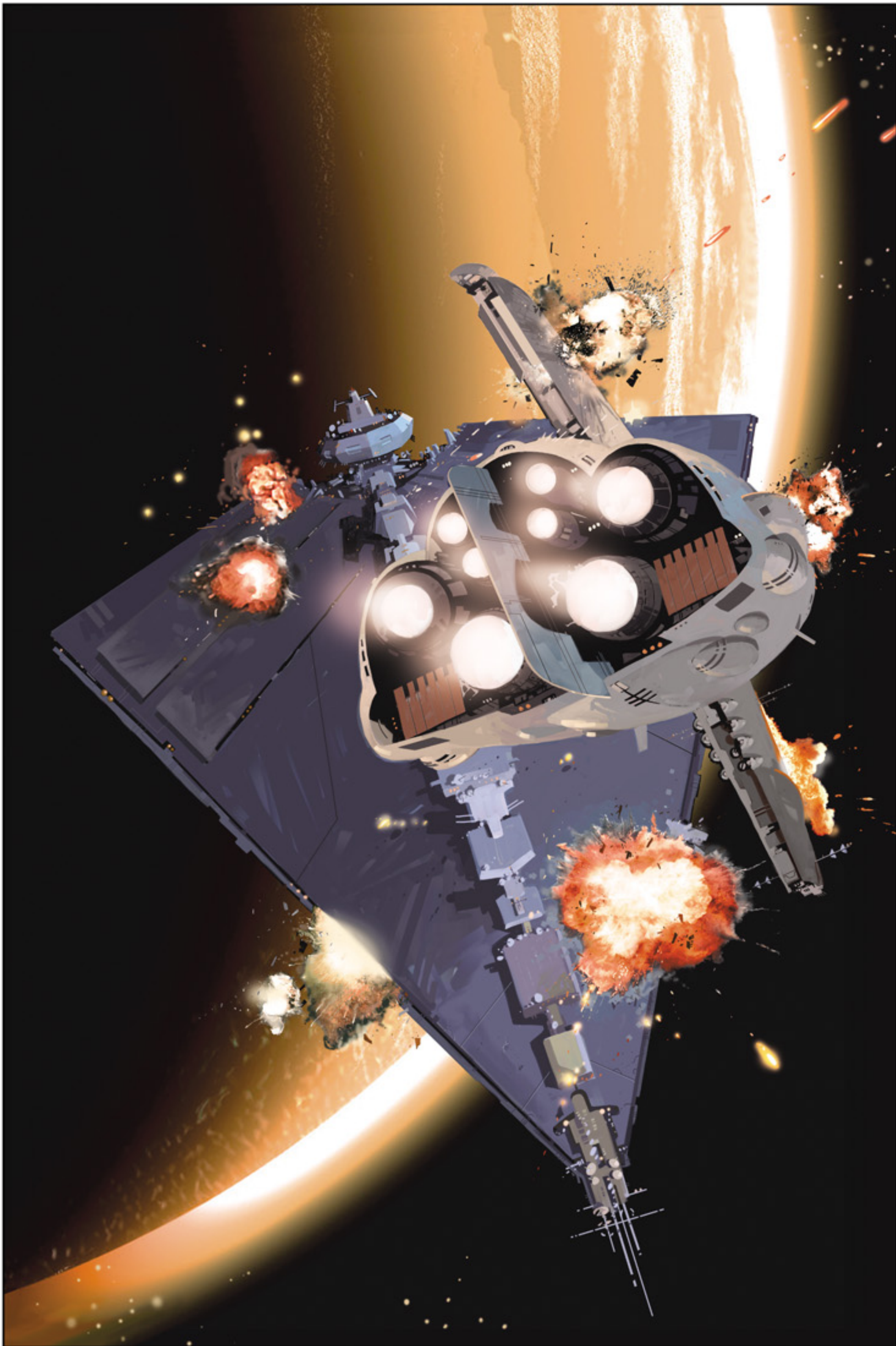
RETURN OF THE SITH



SUDDENLY, ONE HUNDRED YEARS LATER . . .



In 2006, as part of Dark Horse's twentieth anniversary revamp of our entire *Star Wars* line, we took a gamble and introduced *Legacy*. Readers were dropped into brand new continuity set one hundred years after anything they knew (and 137 years after the Battle of Yavin). The invasion by the Yuuzhan Vong—and their subsequent defeat—had changed the balance of power in the galaxy. The Jedi order, seeking to undo some of the damage caused by the Yuuzhan Vong, convinced Yuuzhan Vong Shapers to restore some planets' ecosystems.



This was the moment for which a hidden—but resurgent—Sith order had been waiting. The Sith secretly sabotaged the restoration attempts, making it look like a Jedi plot. The Galactic Alliance (what the former New Republic had become), siding with the Jedi, found itself once again at war with the Empire.



But war also raged within the Empire. Aided by two ambitious Moffs, Morlish Veed and Nyna Calixte, the Sith, under the command of the mysterious Darth Krayt, took the Imperial throne and attempted to assassinate Emperor Roan Fel. Unfortunately for them, Fel was warned of the trap and the Sith only succeeded in killing his double.





The Sith were more successful in their attack on the Jedi academy on Ossus. Backed by their stormtrooper allies, the Sith killed many Jedi—including Kol Skywalker, then head of the Jedi Council. Kol's son Cade witnessed his death.





Seeing his father murdered and the Jedi scattered had a profound effect on Cade Skywalker. He spent the next seven years running from his own heritage. He crewed for a pirate, then started his own bounty-hunting operation with partners Jeriah Syn and Deliah Blue. But there was one figure from his past he just couldn't shake . . .



And once word got out that a Skywalker had survived the massacre on Ossus, *everybody* was looking for him—the Jedi, the Sith, and the scheming Moffs Veed and Calixte. It is eventually revealed that Moff Calixte has her own reasons for seeking Cade . . .

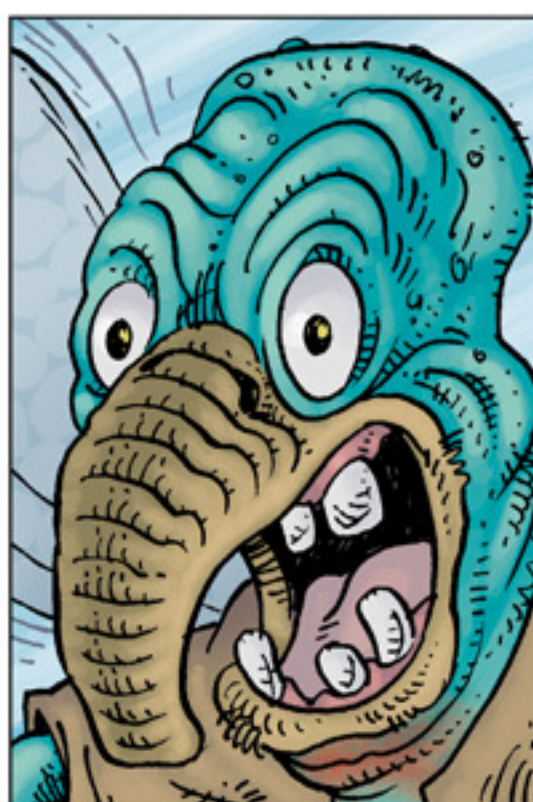
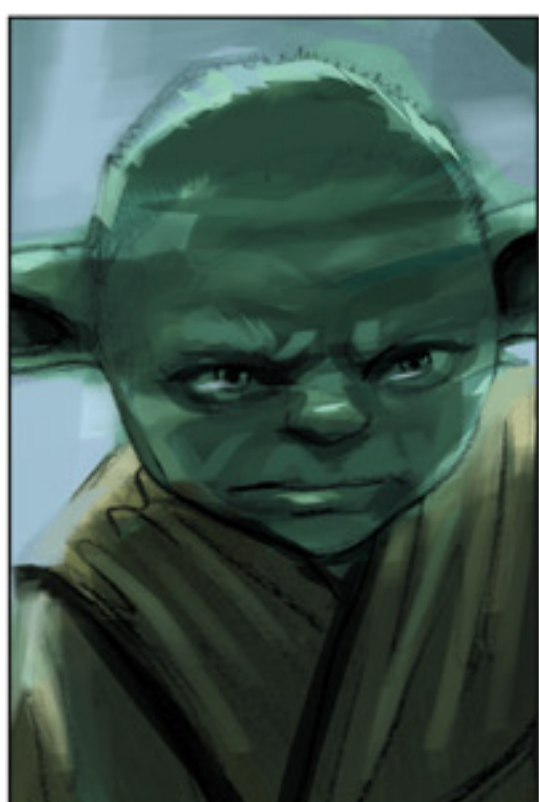
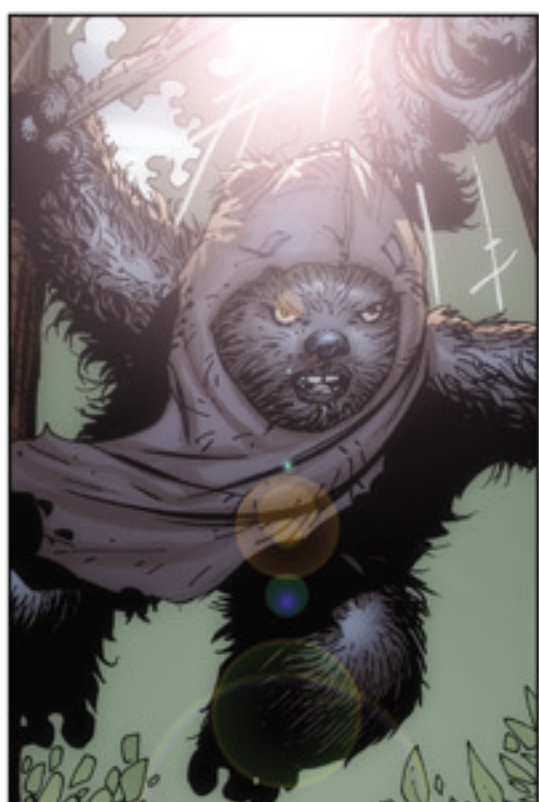


What transpired during the century between the end of Del Rey's *Legacy of the Force* novels and the beginning of the comics series *Legacy*? What is the origin of the enigmatic Darth Krayt and his legion of Sith? Will Cade Skywalker accept, or reject, his legacy? These are mysteries that only time can answer. But for now, it looks as though Cade has broken his vow to never again pick up a lightsaber!

WILD SPACE



INFINITIES AND BEYOND



"Infinities" is the designation given by Lucasfilm to *Star Wars* stories that couldn't possibly happen—or at least couldn't happen exactly as depicted. Sometimes it's just a matter of the humor or the action being amped up to a ridiculous degree. Other times events in a tale fly in the face of established continuity, defy the laws of time and space, have characters behave other than themselves, or all three. Whatever the case, Dark Horse has produced a number of stories which fit this category.



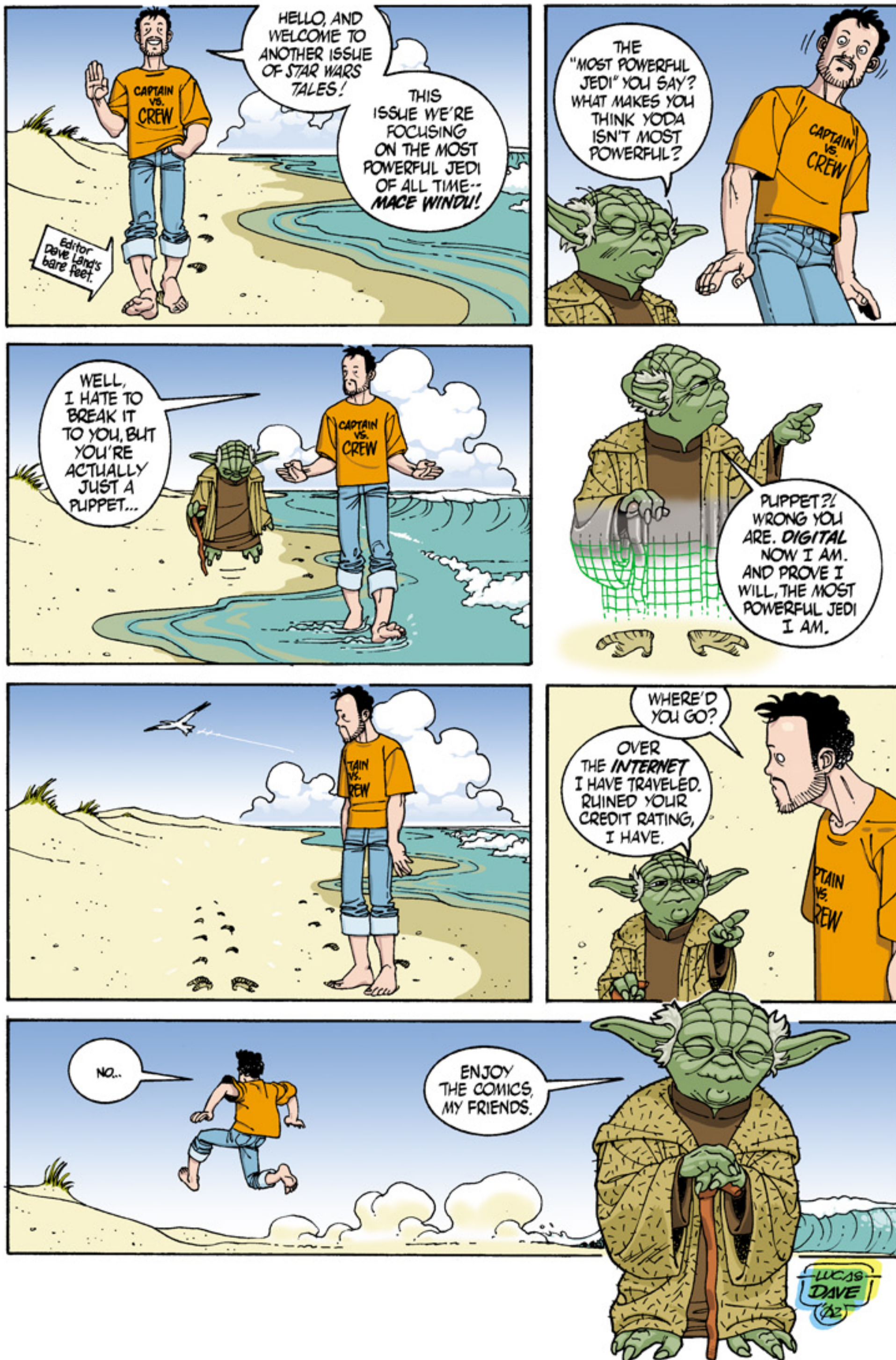
Usually these forays beyond the realm of canon are purely for the sake of humor, as with the Tag and Bink stories. Tag and Bink are two hapless Rebel soldiers who infiltrate the Imperial forces—much to their regret.



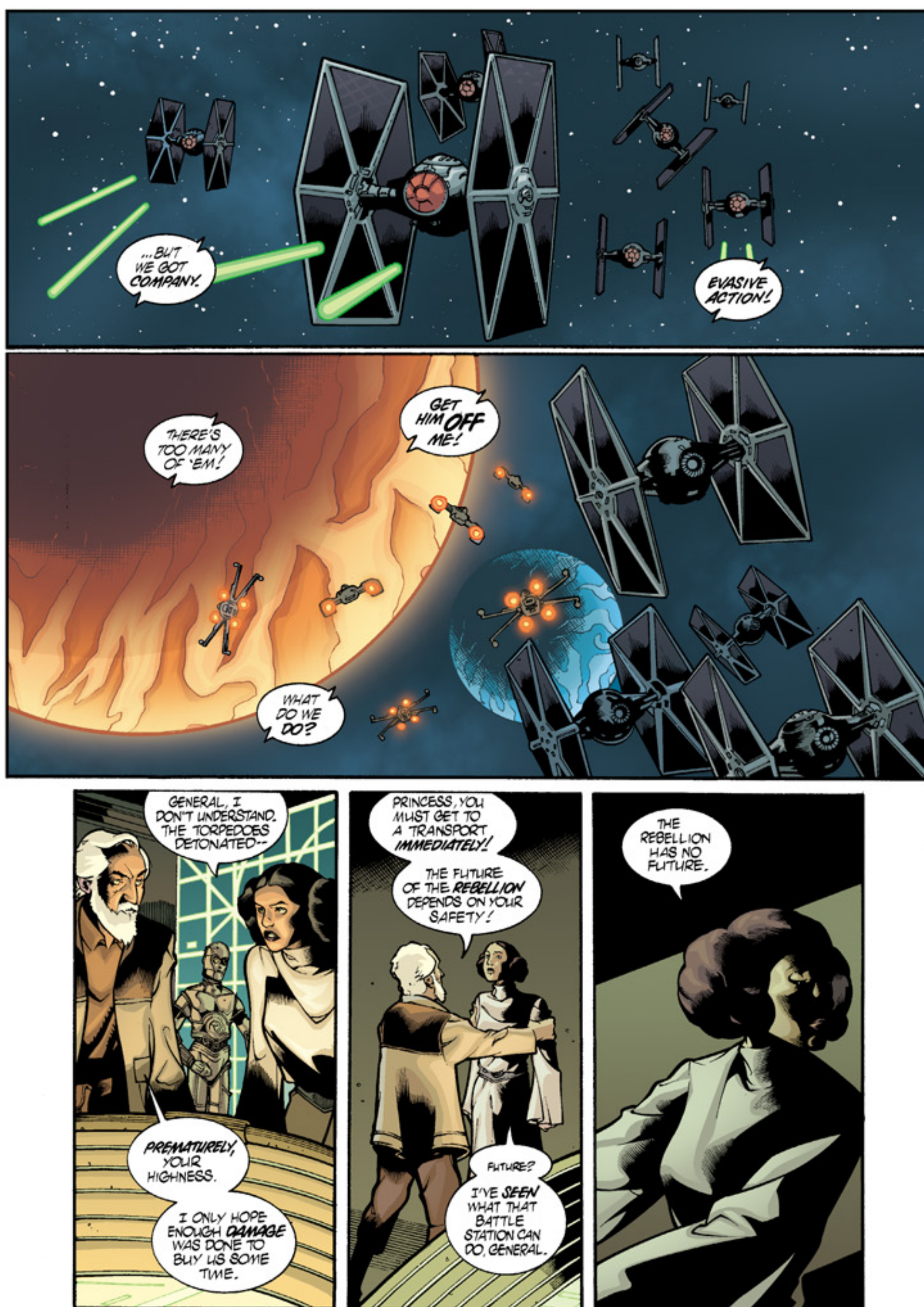
But they can also allow writers and artists to play with situations which could never occur in “real life,” like this duel between Darths Vader and Maul . . .



... or Indiana Jones and Short Round discovering Han Solo's remains within the crashed *Millennium Falcon*, guarded by a Wookiee "sasquatch."



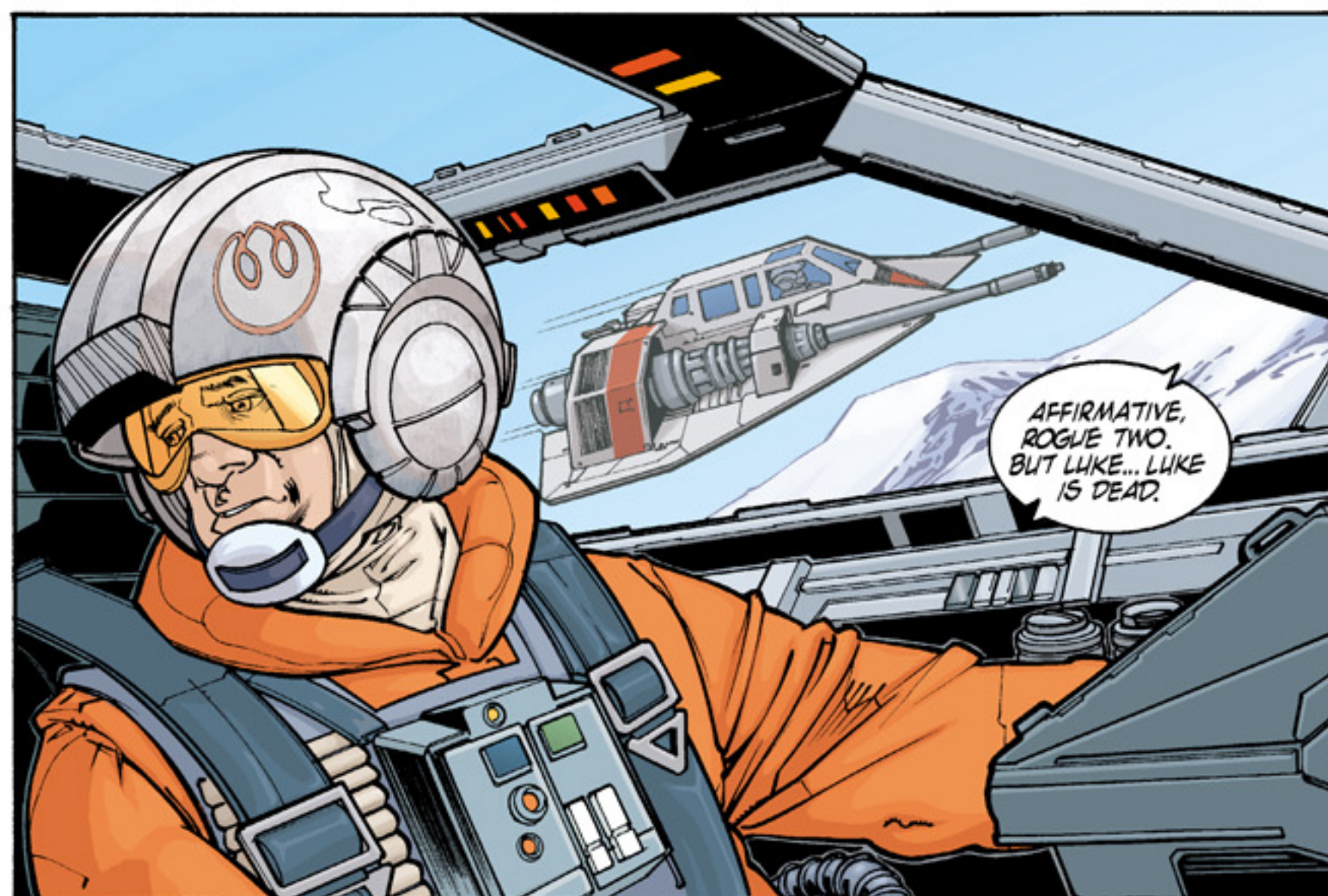
The Infinities venue even allowed real people (like Dark Horse editor Dave Land) to interact with *Star Wars* characters. And vice versa.



The original trilogy of films also received the Infinities treatment. In the Infinities version of *A New Hope*, Luke's proton torpedoes malfunctioned and detonated early, failed to destroy the Death Star, and . . .



... set up an entirely different chain of events.



Put into the *Infinites* blender, *The Empire Strikes Back* was altered when Luke died after being mauled by the wampa in the ice cave . . .

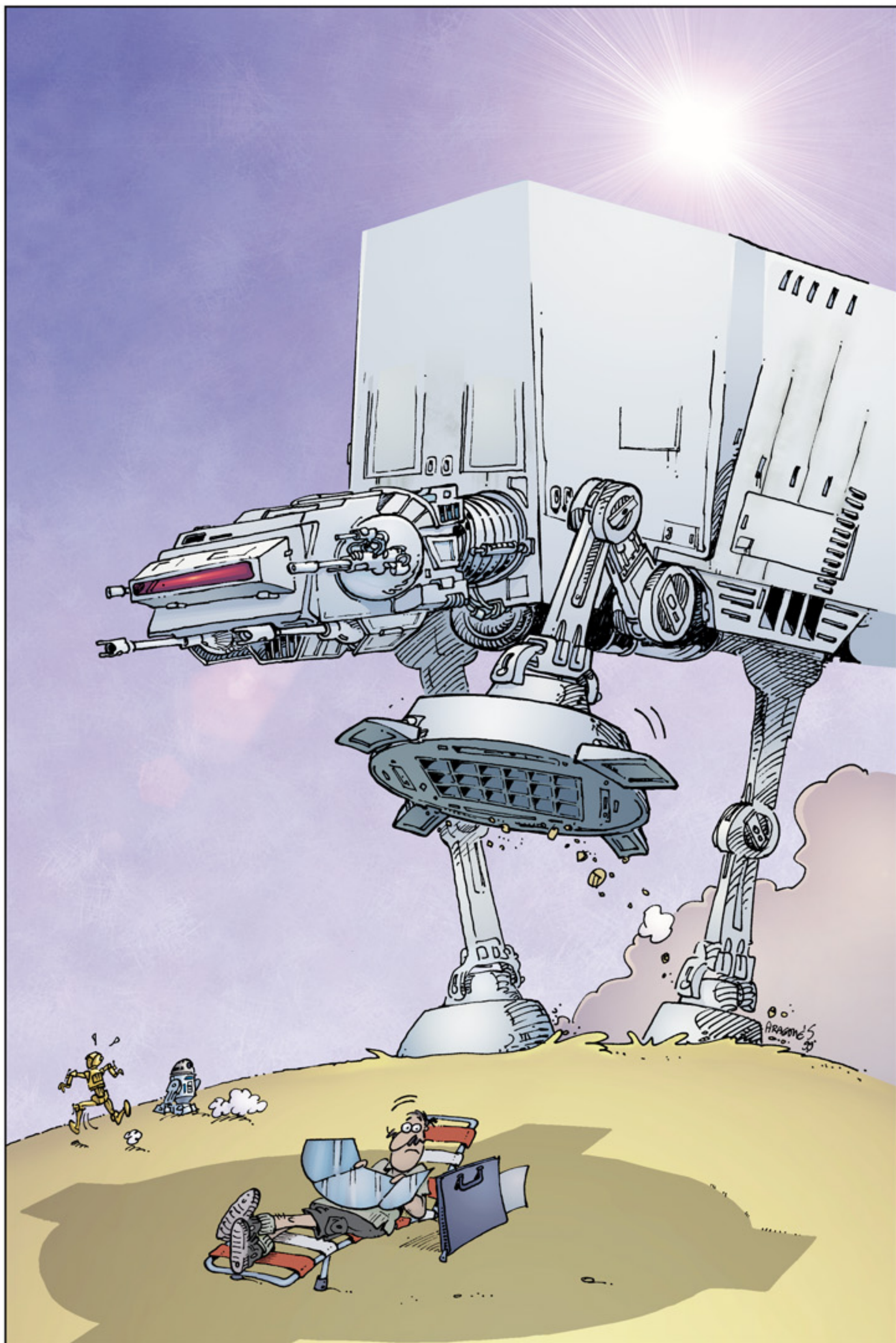


. . . leading to a very different confrontation with Vader in the end. And, in *Infinities: Return of the Jedi* . . . well, you get the idea.

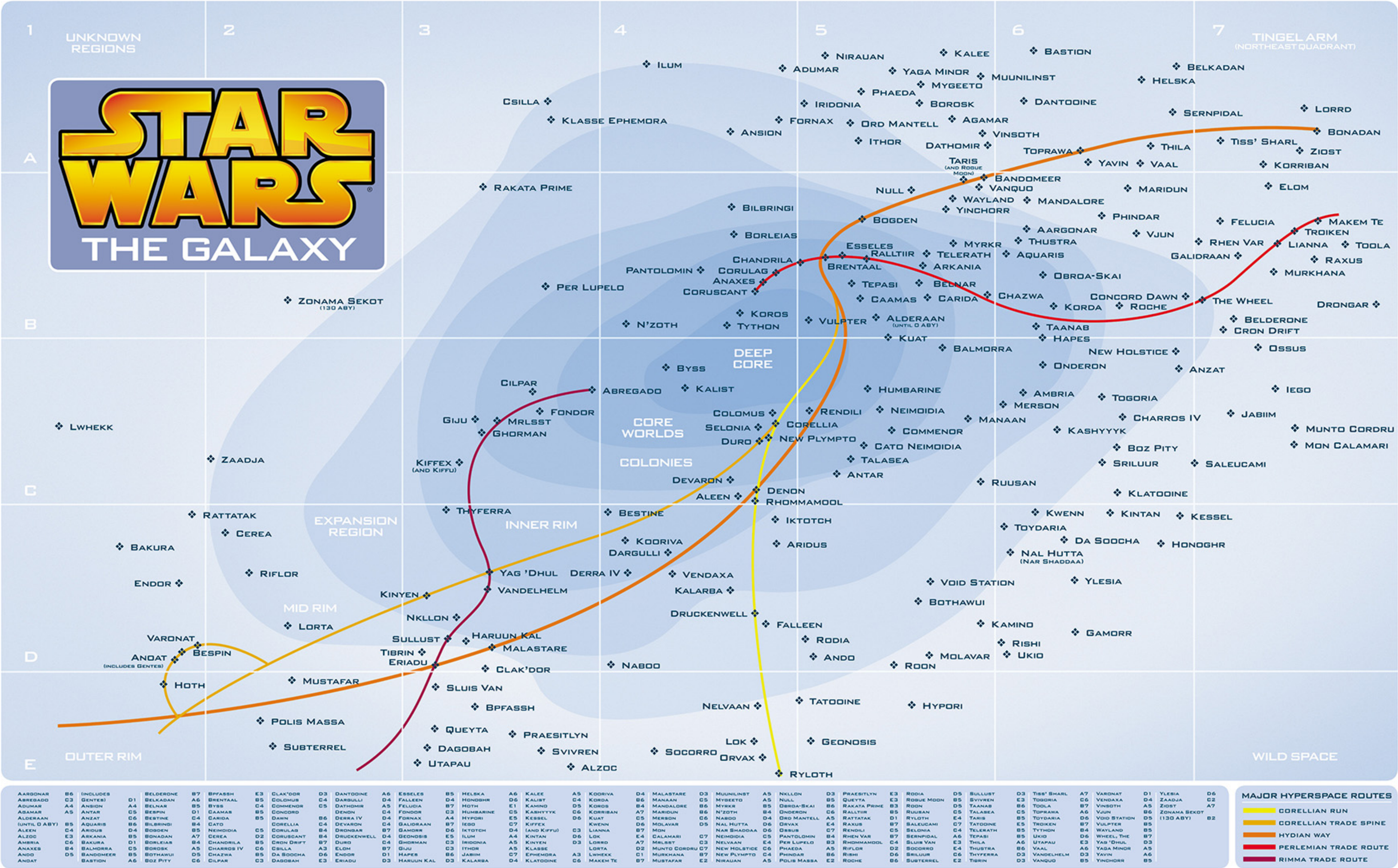




Of course, not everything that is not-exactly-canon fell under the Infinities banner. For instance, stories told in the style of the *Clone Wars* cartoons were allowed a bit of leeway.



But *nobody* was allowed more leeway than famed cartoonist Sergio Aragonés who, in a mere twenty-two pages reduced the *Star Wars* galaxy to rubble. (Sergio had previously given both the Marvel and DC comic-book universes the same treatment.)



A

Allie, Scott, script, 112
 Anderson, Brad, colors, 49, 51, 52, 53, 54, 55, 56, 57, 58, 61, 62, 63, 64, 65, 68, 69, 75, 76, 80, 81, 82, 83, 84, 86, 88, 89, 119, 121, 130, 137, 162, 167-168, 169, 170, 171
 Anderson, Kevin J., script, 16-17
 Andrew, Thomas, script, 127
 Aragonés, Sergio, art, 185
 Arnold, Curtis, inks, 112
 Atiyeh, Michael, colors, 19, 24, 25, 26, 30-31, 127, 134
 Austin, Terry, inks, 176

B

Bach, Helen, colors, 110
 Bachs, Ramon F., pencils, 35, 36, 61
 Badeaux, Brandon, art, 135, 140
 Beck, David Michael, art, 53, 76, 119, 121, 130, 132, 137
 Benjamin, Ryan, pencils, 112
 Blackman, Haden, script 57, 58, 61, 66, 177
 Blythe, Chris, colors, 35, 36, 180
 Bradstreet, Tim, art, 149

C

Caldwell, Ben, art, 184
 Chadwick, Paul, script, 124, 125, art, 157
 Charest, Travis, art, 21, 22, 23, 28, 33
 Ching, Brian, art, 19, 24, 30-31, 62, 65, 66, 68
 Chuckry, Chris, colors, 87, 90, 96, 98, 123, 124, 125

D

Dalla Vecchia, Christian, inks, 40, 43, 48, 114, 129, 138, 139, 181, 182
 DeKraker, Adam, art, 162
 Domenico, Nezi, colors, 129
 Dorman, Dave, art, 11, 12, 13, 117, 122, 146, 152, 154, 155
 Dutro, Steve, lettering, 35, 36, 40, 43, 47, 48, 73, 77, 110, 176, 177, 178, 179, 181, 182
 Duursema, Jan, pencils, 49, 52, 54, 56, 63, 73, 75, 77, 81, 82, 83, 89, 167-168, 169, 170, art, 51, 55, 64, 69, 71, 74, 80, 84, 86, 88, 159, 172

E

Edwards, Tommy Lee, art, 109, 118, 128
 Eggleton, Bob, art, 111
 Erskine, Gary, art, 145

F

Fabbri, Davidé, pencils, 40, 43, 48, 114, 129, 138, 139, 181, 182
 Fegredo, Duncan, art, 7, 10
 Fernandez, Raul, inks, 35, 36, 61
 Fleming, Hugh, art, 14, 15, 141, 143
 Foster, Jon, art, 37, 41, 44, 72, 79

G

Gilroy, Henry, script, 73
 Giorello, Tomás, art, cover, 67, 115, 126
 Glass, Wil, colors, 135, 140
 Goleash, Grant, art, 149
 Gossett, Chris, art, 16-17

H

Harris, Tony, art, 180
 Harrison, Mark, art, 103
 Harrison, Mick, script, 93, 101
 Hartley, Welles, script, 90, 98, story, 93, 101, 129, 134, 138, 139
 Hawthorne, Stephen, inks, 47
 Heisler, Michael, lettering, 24, 25, 26, 30-31, 162
 HOON, art, 32
 Horton, Brian, art, 113
 Hughes, Adam, art, 91, 107, 163-166

I

J

Jackson, Dan, colors 175, 177, 181, 182
 Johnson, Drew, pencils, 179

K

Keith, Jason, colors, 144,
 Kelly, Ken, art, 39, 42, 104
 Kennedy, Cam, art, 106
 Kennedy, Mike, script, 110
 Kordey, Igor, art, 18
 Kryssing, Ray, inks, 57, 58, 73, 75, 77

L

Lago, Ray, art, 156
 Land, Dave, script, 178, 181, 182
 Lane, Miles, script, 87
 Leonardi, Rick, pencils, 176

M

Macan, Darko, script, 35, 36
 Marangon, Lucas, art, 175, 178
 Marz, Ron, script, 176
 McCaig, Dave, colors, 40, 43, 47, 48, 71, 74, 77, 179, 185
 McNally, Sean, art, 60
 Meglia, Carlos, art, 110
 Melo, Adriana, art, 127, 134
 Migliari, Rodolfo, art, 183
 Miller, John Jackson, script, 24, 25, 26, 30-31
 Moeller, Christopher, art, 9, 142
 Murphy, Sean, art, 177

N

Nadeau, John, art, 108, 147, 148
 Nestelle, Dave, colors, 16-17

O

Olivetti, Ariel, art, 94
 Ostrander, John, script, 49, 52, 54, 56, 63, 75, 77, 80, 81, 82, 83, 89, 167-168, 169, 170, 171

P

Parsons, Dan, inks, 49, 52, 54, 56, 63, 81, 82, 83, 89, 167-168, 169, 170
 Pattison, Ronda, colors, 59, 93, 101
 Pereia, Rod, pencils, 47
 Phillips, Sean, art, 158
 Plunkett, Kilian, art, 102, 131, 133, 136

Q

R

Robinson, Andrew, art, 34, 78
 Ross, Luke, art, 144

S

Sanda, Tsuneo, art, 2-3, 43, 85, 105, 120, 153, 173
 Schubert, Willie, lettering, 16-17
 Schultz, Mark, art, 46,
 Snyder, Ray, inks, 179
 Stewart, Dave, colors, 34, 112
 Stradley, Randy, script, 43, 48, 59, 114

T

Thomas, Michael David, lettering, 54, 56, 59, 63, 66, 81, 82, 83, 87, 89, 90, 93, 98, 101, 127, 129, 134, 138, 139, 167-168, 169, 170
 Thompson, Stephen, pencils, 57, 58
 Trevino, Raul, colors, 176
 Truman, Tim, script, 40, 47

U

V

W

Warner, Chris, script, 179
 Weaver, Dustin, art, 25, 26
 Wheatley, Douglas, art, 59, 87, 90, 93, 95, 96, 98, 99, 100, 101, 123, 124, 125
 Wilson, Colin, art, 161, 171

X

Z

Zug, Mark, art, 150-151

WORK FROM THE FOLLOWING ARTISTS APPEARS ON THE NINE-PANEL GRIDS
ON PAGES 8, 20, 38, 50, 70, 92, 116, 160, AND 174:

Brad Anderson, colors	Igor Kordey, art
Curtis Arnold, inks	Ray Kryssing, inks
Michael Atiyeh, colors	Fabio Laguna, inks
Terry Austin, inks	Paul Lee, art
Brandon Badeaux, art	Rick Leonardi, pencils
Batt, colors	Mark Lipka, inks
David Jacob Beckett, inks	Tom Luth, colors
Joel Benjamin, colors	Tom Lyle, inks
Ryan Benjamin, pencils	Rick Magyar, inks
Bill Black, inks	James Mason, colors
Patrick Blaine, art	Dave McCaig, art, colors
Chris Blythe, colors	Adriana Melo, art
Jim Campbell, colors	Tony Millionaire, art
Dario Carrasco, Jr., pencils	Makoto Nakatsuka, art
Brian Ching, art	Dave Nestelle, colors
Chris Chuckry, colors	Kevin Nowlan, inks
Joe Corroney, art	Dan Parsons, pencils
Saleem Crawford, inks	Ronda Pattison, colors
Christian Dalla Vecchia, inks	Kilian Plunkett, art
Rodolfo Damaggio, pencils	Pamela Rambo, colors
Adam DeKraker, art	Al Rio, pencils
Digital Chameleon, colors	David Roach, art
Terry Dodson, pencils	Luke Ross, art
Dave Dorman, art	P. Craig Russell, inks
Jan Duursema, pencils	Stan Sakai, art
Lee Evandon, colors	James Sinclair, colors
Davidé Fabbri, pencils	Ray Snyder, inks
The Fillbach Brothers, art	Chris Sprouse, pencils
Travel Foreman, art	Dave Stewart, colors
Tomás Giorello, pencils	Sno Cone Studios, colors
Wil Glass, colors	Timothy II, art
Chris Gossett, art	Francisco Ruiz Velasco, art
Paul Gulacy, pencils	Russell Walks, art
Mark G. Heike, inks	Joe Wayne, colors
Heroic Age, colors	Dustin Weaver, art
Brian Horton, art	Joe Weems, inks
Dan Jackson, colors	Doug Wheatley, art
Drew Johnson, pencils	Al Williamson, inks
Robert Jones, inks	Colin Wilson, art
Rafael Kayanan, art	Anthony Winn, pencils
Jason Keith, colors	Walden Wong, inks
Cam Kennedy, art	



A frontispiece by artist Tsuneo Sanda graced our first volume of *Star Wars: Panel to Panel*, showing a multitude of characters from the *Star Wars* films. For this volume, we commissioned Mr. Sanda to create a companion piece with characters primarily from the Expanded Universe, most of whom debuted in comic books. Here is a handy key to those characters, creatures, and machines, as well as the comics series in which they first appeared. Main characters and devices from the films are listed in bold-face.

1. X-wing

2. Pellaeon-class Imperial Star Destroyer (*Legacy*)
3. The *Uhumelé* (*Dark Times*)
4. The *Mynock* (*Legacy*)
5. Scythe-class Galactic Alliance Battle Cruiser (*Legacy*)
6. Predator-class Imperial Fighter (*Legacy*)
7. World Devastator (*Dark Empire*)
8. The *Last Resort* (*Knights of the Old Republic*)
9. Nu-class Imperial Shuttle (*Legacy*)
10. **A-wing**
11. a mamién (*Empire*)
12. Biggs Darklighter (*Empire*)
13. Kyp Durrón (*Jedi Academy*)
14. Wedge Antilles (*X-Wing: Rogue Squadron*)
15. Nera Dantels (*Empire*)
16. A'sharad Hett (*Star Wars/Republic*)
17. Del Moomo (*Knights of the Old Republic*)
18. Dob Moomo (*Knights of the Old Republic*)
19. Q'Anilia (*Knights of the Old Republic*)
20. Lucien Draay (*Knights of the Old Republic*)
21. Kirana Ti (*Jedi Academy*)
22. Morlish Veed (*Legacy*)
23. Aurra Sing (*Star Wars/Republic*)
24. Clone Wars-era AT-AT (*Republic*)
25. Dorsk 82 (*Jedi Academy*)
26. Nyna Calixte (*Legacy*)
27. Roan Fel (*Legacy*)

28. An'ya Kuro, AKA Dark Woman (*Star Wars/Republic*)
29. Streen (*Jedi Academy*)
30. Ganner Krieg (*Legacy*)
31. Marasiah Fel (*Legacy*)
32. Ulic Qel-Droma (*Tales of the Jedi*)
33. Sigel Dare (*Legacy*)
34. **a rancor**
35. Asajj Ventress (*Republic*)
36. Cal Qel-Droma (*Tales of the Jedi*)
37. Nomi Sunrider (*Tales of the Jedi*)
38. Micah Giiett (*Jedi Council*)
39. a Yinchorri warrior (*Jedi Council*)
40. K'Ruhk (*Jedi Council*)
41. BoShek (*Empire*)
42. Rasha Bex (*Empire*)
43. Quinlan Vos (*Star Wars/Republic*)
44. Khaleen Hentz (*Republic*)
45. Vilmarh Grahrk (*Star Wars/Republic*)
46. Aayla Secura (*Star Wars/Republic*)
47. Zayne Carrick (*Knights of the Old Republic*)
48. Camper (*Knights of the Old Republic*)
49. T1-LB (*Knights of the Old Republic*)
50. Jarael (*Knights of the Old Republic*)
51. Marn Hierogryph (*Knights of the Old Republic*)
52. Rav (*Legacy*)
53. Deliah Blue (*Legacy*)
54. Cade Skywalker (*Legacy*)
55. Jariah Syn (*Legacy*)
56. Kenix Kil (*Crimson Empire II*)
57. Schurk-Heren (*Dark Times*)

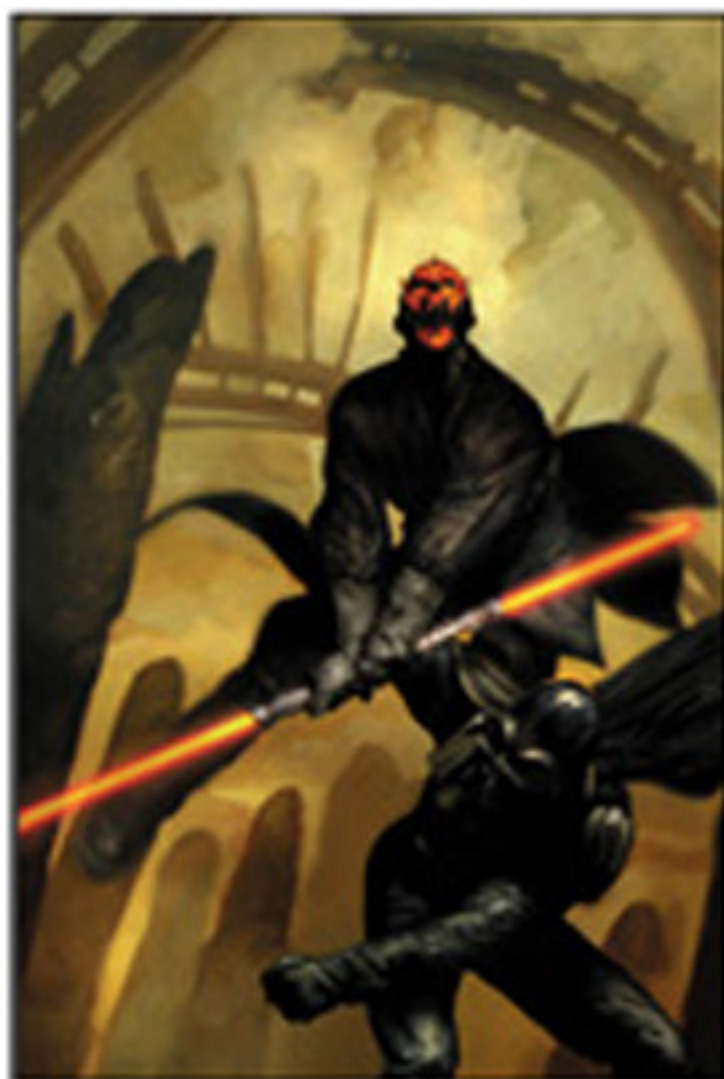
58. ARC trooper (*Republic*)
59. Mezgraf (*Dark Times*)
60. Sadeet (*Crimson Empire*)
61. Kir Kanos (*Crimson Empire*)
62. Ko Vakier (*Dark Times*)
63. Carnor Jax (*Crimson Empire*)
64. Mirith Sinn (*Crimson Empire*)
65. Sora Bulq (*Jedi: Mace Windu*)
66. a clone trooper riding a motmot (*Republic*)
67. **Anakin Skywalker**
68. T'ra Saa (*Republic*)
69. Tholme (*Star Wars/Republic*)
70. Meekerdin-maa, AKA Ratty (*Dark Times*)
71. Sian Jeisel (*Republic*)
72. Gaucer (*Empire*)
73. Moff Trachta (*Empire*)
74. Darth Talon (*Legacy*)
75. Darth Krayt (*Legacy*)
76. Darth Nil (*Legacy*)
77. **Obi-Wan Kenobi**
78. Darth Wyyrlok (*Legacy*)
79. Queen Jool (*Legacy*)
80. 4/NG (*Crimson Empire II*)
81. Grappa the Hutt (*Crimson Empire II*)
82. Dass Jennir (*Dark Times*)
83. Amanin warrior (*Empire*)
84. Deena Shan (*Empire*)
85. Raze (*Rebellion*)
86. Janek Sunber (*Empire*)

87. Bomo Greenbark (*Dark Times*)
88. Wyl Tarson (*Rebellion*)
89. Sagoro Autem (*Republic*)
90. Isaru Omin (*Republic*)
91. a whuffa (*Star Wars*)
92. Astraal Vao (*Legacy*)
93. Shado Vao (*Legacy*)
94. **R2-D2**
95. **C-3PO**
96. Wolf Sazen (*Legacy*)
97. Konrad Rus (*Legacy*)
98. Mouse (*Empire*)
99. **Mace Windu**
100. Durge (*Republic*)
101. **an acklay**
102. Mara Jade (*Mara Jade*)
103. an Imperial Guard (*Crimson Empire*)
104. **Darth Vader**
105. **Luke Skywalker** (circa *Legacy*)
106. **Han Solo**
107. **Leia Organa Solo**
108. Exar Kun (*Tales of the Jedi*)
109. Naga Sadow (*Tales of the Jedi*)
110. Rohlan Dyre (*Knights of the Old Republic*)

Key by Ryan Hill

STAR WARS GRAPHIC NOVEL TIMELINE (IN YEARS)

<p>The Golden Age of the Sith—5,000 BSW4 Fall of the Sith Empire—5,000 BSW4 Knights of the Old Republic—4,000 BSW4 The Freedon Nadd Uprising—3,998 BSW4 Dark Lords of the Sith—3,997 BSW4 Sith War—3,996 BSW4 Redemption—3,986 BSW4 Commencement—3,964 BSW4 Jedi vs. Sith—1000 BSW4 Stark Hyperspace War—44 BSW4 Qui-Gon & Obi-Wan—38-37 BSW4 Jedi Council—33.5 BSW4 Prelude to Rebellion—33 BSW4 Darth Maul—33 BSW4 Republic Volumes 1-9—32-19 BSW4 Star Wars: Episode I—The Phantom Menace—32 BSW4 Outlander—31 BSW4 Emissaries to Malastare—31 BSW4 Twilight—30 BSW4 Jedi Quest—28 BSW4 Jango Fett—27 BSW4 Zam Wesell—27 BSW4 Starfighter—24 BSW4 Star Wars: Episode II—Attack of the Clones—22 BSW4 Clone Wars—22-19 BSW4 General Grievous—20 BSW4 Star Wars: Episode III—Revenge of the Sith—19 BSW4 Dark Times—19 BSW4 Droids—5 BSW4 Jabba the Hutt: Art of the Deal—5 BSW4 Boba Fett: Enemy of the Empire—3 BSW4 Classic Star Wars: Han Solo at Stars' End—2 BSW4 Underworld—1 BSW4 Star Wars: Episode IV—A New Hope—SW4 Empire Volumes 1-7—0 ASW4 Rebellion—0 ASW4 Vader's Quest—0+ ASW4 Classic Star Wars: The Early Adventures—0+ ASW4 River of Chaos—0+ ASW4 Classic Star Wars—0-3 ASW4 Shadow Stalker—0-3 ASW4 Splinter of the Mind's Eye—2 ASW4 Star Wars: Episode V—The Empire Strikes Back—3 ASW4 Tales From Mos Eisley—3 ASW4 Shadows of the Empire—3+ ASW4 Star Wars: Episode VI—Return of the Jedi—4 ASW4 Jabba the Hutt: The Jabba Tape—4 ASW4 Mara Jade—4 ASW4 Shadows of the Empire—Evolution—4 ASW4 Classic Star Wars: The Vandelhelm Mission—4+ ASW4 X-Wing Rogue Squadron—4+ ASW4 Boba Fett: Twin Engines of Destruction—5 ASW4 Heir to the Empire—9 ASW4 Dark Force Rising—9 ASW4 The Last Command—9 ASW4 Dark Empire—10+ ASW4 Boba Fett: Death, Lies, and Treachery—10+ ASW4 Boba Fett: Agent of Doom—10+ ASW4 Empire's End—11 ASW4 Crimson Empire—11+ ASW4 Jedi Academy: Leviathan—12 ASW4 Union—20 ASW4 Chewbacca—25 ASW4 Legacy—137 ASW4</p>	      	<p>Old Republic Era 25,000 – 1000 years before Star Wars: A New Hope</p> <p>Rise of the Empire Era 1000 – 0 years before Star Wars: A New Hope</p> <p>Rebellion Era 0 – 5 years after Star Wars: A New Hope</p> <p>New Republic Era 5 – 25 years after Star Wars: A New Hope</p> <p>New Jedi Order Era 25+ years after Star Wars: A New Hope</p> <p>Legacy Era 130+ years after Star Wars: A New Hope</p> <p>Infinites Does not apply to timeline</p> <p>Sergio Aragones Stomps Star Wars Star Wars Tales Infinites Tag and Bink Star Wars Visionaries</p>
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