



Star Wars: Thrawn

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Set between Star Wars: Episode III Revenge of the Sith and Star Wars: Episode IV A New Hope, Star Wars: Thrawn is a comic book miniseries adaptation of the 2017 novel Thrawn by Timothy Zahn. The story explores the rise of Grand Admiral Thrawn through the ranks of the Galactic Empire, setting up his appearance in Star Wars Rebels, the character's canon debut. The comic series will be penned by Jody Houser, writer of the comic adaptation of Rogue One: A Star Wars Story, and artwork will be completed by Luke Ross, who has illustrated various Star Wars titles.

COLLECTING: Thrawn 1-6.

Star Wars: Thrawn Details

Date : Published 2018 by Marvel Comics

ISBN :

Author : Jody Houser , Luke Ross (Artist) , Nolan Woodard (Artist) , Clayton Cowles (Letterer)

Format : 136 pages

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

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From Reader Review Star Wars: Thrawn for online ebook

Ben Brown says

I wasn't the biggest fan of Timothy Zahn's "Thrawn" novel when it was released last April. Zahn's dense, deliberately slow-paced style – while certainly intelligently crafted – just didn't grab me, and I came away from the novel feeling distanced from everything that had happened...which is also how I feel about Jody Houser's comic adaptation. This is a very direct adaptation – scene for scene, beat for beat, Houser's 6 issue series follows Zahn's source material to the letter, and if you loved Zahn's book, you'll almost certainly thrill at seeing it come to visual life here. Personally, the comic adaptation left me wanting in much the same way that the book did, and ultimately, I finished it feeling pretty much indifferent. Oh, well. You can't love 'em all. C'est la vie.

Grace says

I'm honestly not sure if this comic makes any sense if you haven't read the book first.

High points of this comic:

- Eli Vanto's facial expression in every single panel
- AND THEY WERE ROOMMATES
- Extremely brief and visually captivating is the only manner in which Governor Pryce's storyline is acceptable. I'm pretty sure I zoned out through half of it when I was reading the book, but in this the bright colors and aesthetic way her evil little face is drawn kept me watching.
- The panel that shows Thrawn pushing Eli over the Hedge™ in dramatic silhouette
- Thrawn is drawn as an extremely long, tall nerd
- THE GLASSES
- Eli Vanto's face in the last panel when he says "I am he." Like, who drew that? Why is he so smug? What does he know that I don't?
- When Eli yells at Thrawn and you can practically see fire reflected in his eyeballs and steam coming from his ears. Not even anime could have represented rage in a more OTT way.
- The part where Eli goes undercover as an arms dealer and meets Nightswan again. Amazing.
- Every SINGLE scene where they're at the academy. Thrawn lounging on the bottom bunk with his extremely long legs? Sitting in class? Doing homework? Truly astounding and iconic. You haven't truly internalized College AU Thrawn until you see him forced to sit in a too-small chair listening to a lecture, being taunted in whispers by the 20 year old student in the seat

behind him. I'm tempted to print some of these out and put them up on my wall so I can stare at them every day.

Low points of this comic:

- I hate Thrawn's hair at all times. Both his Tarzan hair and his Draco Malfoy hair. I know that's how it always is and always has been, but someday, sometime, there *has* to be a better option.
- No inclusion of the "I would have protected you, as indeed I protected myself" scene.

Billy Jepma says

I loved Timothy Zahn's "Thrawn" novel from last year, and was excited by the prospect of it being adapted into a comic miniseries. Zahn's novel was meticulous and dense, and did a stupendous job at reintroducing the iconic Expanded Universe character Thrawn back into the Star Wars canon, but for all its successes, I was curious to see how such a plot-heavy, arguably slow-paced story, would translate into comics.

After reading Jody Houser's adaptation, I'm happy to say that it translates quite well. Some of the nuance of Eli Vanto - Thrawn's liaison, friend, and occasional translator - is lost, as it is his perspective through which the reader sees Thrawn in the book, but in the comic he is delegated to more of a supporting character. His role remains compelling, and while we do lose some of his insights into Thrawn, Houser does an admirable job at peeling back the layers of Thrawn's character through his dialogue and the dialogue of those around him.

Houser had no easy job, adapting such a heavy story into comics, and the fact that she did so as well as she did is really impressive. All of the book's best moments remain intact and effective, and she wisely takes the plot threads of the book and breaks them up across the 6-issues here so they look almost like episode of a TV series. Each issue centers on its own conflict and motivating force, but each new addition also adds layers to what has come before. Again, there is some lost nuance, and there are some aspects of the story that happen off-screen / between issues that leaves some noticeable gaps in the pacing, but overall this is a solid adaptation impressively penned by a writer I would love to see continue to tell stories with the characters in this book.

Luke Ross' artwork and Nolan Woodard's colors also do great work here. Ross has the difficult job of illustrating a lot of spaceship interiors, and while the visuals do begin to feel a bit same-y by the end, Ross does a fantastic job at arranging his panels in ways that keep your eyes moving and your attention focused. With that said, his pages are often very busy, and sometimes feel truncated in awkward ways. While the business of the pages is usually effective, especially for such a dialogue-heavy script, I would have liked to have seen Ross open-up the pages from time-to-time. Ross' lines and Woodard's colors work so well together, that when they're given the space to really flex their muscles and show off – like in the final issue, which is a spectacle – the comic shines its absolute brightest.

I wasn't sure what to think about a comic adaptation of a long, dense novel, but the team here did such a great job it would be a shame if they didn't get the chance to keep going. Houser seems to really get these characters, she works well with her more-than-capable art team, and I truly hope they get to continue to

explore Thrawn and his accolades outside the confines of an adaptation.

3.5 / 5

Travis Duke says

I have not read the newer Thrawn by Zahn but I have read the other Thrawn trilogy so I am familiar with the character. Like most people I like the cold and calculating Thrawn, and I feel like this graphic novel does him justice. It starts off with Thrawn being captured by the empire and taken into custody where he has his first meeting with the Emperor. He worms his way into the military and we slowly see his progression to Admiral. The story has lots of great moments where Thrawn flexes his intelligence and continuously outplays his enemies. I was shocked when the mentioned that Thrawn and Anakin had fought side by side, Im not sure where that came from but I would love to see more of that. The art is above average and matches the writing pretty well. If you like Thrawn or star wars its worth checking out.

Jaime K says

This follows along - very well - the "Thrawn" novel. It puts to picture even better than what I had been mentally visualizing. I feel like it's classic Marvel, as I've seen between the "Han Solo at Stars End" comic adaptation.

The art is fantastic. I love seeing the faces of Parck and Vanto. The colors are beautiful. Panels are done differently from one page to another, allowing for a more natural flow of dialogue and visuals. The differentiation between verbal, inner, and off-panel dialogues is fantastic. I don't know if I've ever been able to tell such differences in any other comic.

In issue 4, the night scenes are amazing. The explosions within them are beautiful.

Vanto's Log at the beginning is a GREAT setup.

Thrawn's hair at first is jarring.

I like seeing Vanto visibly unhappy with his role. I feel bad for him though since Thrawn seems to continuously thwart Vanto's goals.

Pryce is drawn VERY well.

Thrawn's arrogance comes through strong in the latter half. His being nonhuman becomes more and more evident.

The *Chimera* page is special. I wonder at who the two people are in the hologram in the second-to-last pane.

The only thing that bothers me is that there are no page numbers.

Ian Darko says

I feel like I might have been better off reading the book this is based on. There was SO much dialogue and discussions about politics and battle strategy that don't lend themselves well to a medium like comics. I will say that the artwork is gorgeous though I'm not surprised after learning it's the same artist that did Crononauts by Mark Millar. I'm definitely still interested in the character of Thrawn though I'll probably just read the books he is from now on.

Dan says

An interesting start but got kind of blah towards the end. Okay read.

Robert says

Difficult to rate since its an adaptation of a novel I haven't read, but enjoyable on its own even with material that is obviously abridged.

Neil R. Coulter says

I'm glad Thrawn gets a haircut. One point in the Empire's favor.

This is a graphic novel adaptation of a novel that I've read and mostly forgotten. Having just read the second Thrawn novel, it's nice to have this reminder of what happened in the first one (though the events in this novel have little effect on the second). The translation from novel to graphic novel isn't completely smooth, and I felt that some plot points would be very difficult to understand from the graphic novel alone.

What I'm most happy about with this book, though, is the art. Finally, a Star Wars graphic novel that looks like a classic Star Wars graphic novel! No hint of the awkward Photoshopping that often mars the current Marvel series. The look of this book reminds me a lot of the old Marvel comics, and that's a good thing. Luke Ross did an excellent job with this, and I hope he gets to do more Star Wars series.

My main question in this story is: Why do the Imperials so dislike Thrawn? We're led to believe that they're prejudiced against him because he's an alien. But Star Wars is full of aliens! And as far as alien species in Star Wars go, Thrawn—who is basically exactly like a human but with blue skin and red eyes—is hardly the strangest alien these people have seen. I don't understand where the anti-alien bias comes from. I see nothing in the prequels that hints at this future prejudice among the Imperials. Why do humans suddenly turn against non-human(oid)s? This doesn't make sense to me.

Václav says

One small arc for the reader, one small arc for Thrawn. What started as a very smart outsider Thrawn, imperial recruit with his own agenda, ended mostly like Thrawn climbing the bars of promotion. With the first three issues, I enjoyed Thrawn very much - smart, witty, fearless, cold and calculating, outsmarting and two steps ahead of everyone. But then it got a bit dull. Invention lost, sense of danger gone and knowing that he has upper hand every time without raising the challenge over time, that's sad and... well, boring. Despite that, I like Thrawn very much. And everything that's going on around him and I have high hopes for next arc. Hopes that Thrawn will meet challenge worthy of his level.

Abigail Singer says

I enjoyed this format of the Thrawn story, and overall I found it to be a good adaptation of the novel. In some cases it was nice seeing what things would look like and various facial expressions.

While I know due to the format the story needs to be truncated some in order to fit, I think there were a few too many jumps and leaps of getting from point A to B. For example, we are introduced to Nightswan, and we're told Thrawn is obsessed with finding him, but I didn't get the level of obsession from him here as a number of those incidents had to be cut and were not mentioned. While I did enjoy reading the graphic novel, I wonder how others who haven't read the novel will fare. Personally I think it should have had a few more original issues or perhaps span into 2 full graphic novels. But that may just be me.

And while I did enjoy a good bit of the artwork, I found often the military clothing looked a little too rumpled for my tastes.

Drown Hollum says

This is awesome! I didn't actually realize it was adapted from a novel until I was almost done, but I found myself impressed the whole time by the author's long game. I wouldn't know whom to credit with what since I didn't read the book, but the story is an exciting introduction to the character which really drums up a lot of dramatic twists and turns. It's a dense and wordy read, but a compelling character study which informs some fun corners of the SW EU.

The art is really center of the road for this type of work, but It's not distracting, and fits the universe just fine. I'd love to see a Thrawn original ongoing.

Perry Gough says

Is the graphic novel version of the book so if you read the book no point reading this.

Ahdom says

It's been a while since I read the Thrawn novel, but if memory serves this was a faithful adaptation. The illustrations were amazing. If you wanted to quickly remember the events of the book, I recommend this. It doesn't quite give you what a novel does, but helps with the great visuals. I hope to see more books in canon adapted to graphic novels with as much care as this one.

Casey says

Disappointed it is merely a graphic adaptation of the book by the same name and not new story. Probably should've done my homework before checking out the book but still.
