



Star Wars: Clone Wars Adventures, Vol. 9

W. Haden Blackman , Shawn Fillbach , Matt Fillbach

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The battle for the fate of the galaxy is on, and you've got a front seat! The Clone Wars have spread to every corner of the *Star Wars* universe, bringing with them more death-defying Jedi rescues, more terrifying monster attacks, and more planet-shaking confrontations between armies of droids and clones! Featuring four all-ages adventures, this volume is jam packed with only the most awesome heroes and most dastardly villains locked in a conflict of epic proportions!

Every *Star Wars* fan is sure to love the amazing action, blazing lightsabers, and thrill-a-minute plot twists in this full-tilt collection of stories, told in the same stripped-down style as Cartoon Network's series *Star Wars: Clone Wars*!

Star Wars: Clone Wars Adventures, Vol. 9 Details

Date : Published November 7th 2007 by Dark Horse Books (first published June 20th 2007)

ISBN : 9781593078324

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Format : Paperback 70 pages

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

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Jared says

Star Wars Legends Project #115

Background: *Clone Wars Adventures, Volume 9* was released in October of 2007. It consists of four stories in the style of Cartoon Network's animated *Clone Wars* series: *Appetite for Adventure*, *Salvaged*, *Life Below*, and *No Way Out*. All four were written and drawn by the Fillbach Brothers.

Appetite for Adventure is set 4 months after the Battle of Geonosis (22 years before the Battle of Yavin), and features Dexter Jettster on the planet Dractu. *Salvaged* takes place 19 years before the Battle of Yavin, about a month after events of *Revenge of the Sith*, with several characters who don't appear elsewhere. *Life Below* takes place on Coruscant 4 months after Geonosis, starring Quinlan Vos. *No Way Out* also takes place 4 months after the Battle of Geonosis and features Mace Windu.

Summary: In *Appetite for Adventure*, Dexter Jettster braves an incredibly hostile world in search of just the right ingredients to bring back to his diner on Coruscant.

In *Salvaged*, a single clone drifting out in space so long that he missed Order 66 is recovered by a scavenger who happens to be hauling a particularly precious cargo.

In *Life Below*, Quinlan Vos battles a murderous gang in the sewers of Coruscant.

In *No Way Out* Mace Windu stumbles upon a lost city that holds a dark and deadly secret.

Review: Please refer to my review of *Star Wars: Clone Wars Adventures, Vol. 1* for some general thoughts that apply to the series as a whole.

I enjoyed most of these stories a bit more than the usual run, with the exception of *Life Below*. Quinlan Vos is a great character, but I've become wary of stories that feature him because his presence has started to seem like a lazy way of communicating that we're reading a "dark" or "ambiguous" or "gritty" story. This story, though, isn't even as interesting as that, and he's not very well-used here. Some seemingly significant stuff happens, but it doesn't mean much because we don't get any real backstory that would give it dramatic weight. And then there's a little "Ooo, Palpatine so evil!" stinger that doesn't amount to much.

Appetite for Adventure gets off to a great start by rendering its title in "Indiana Jones" font. Almost the entire story is told completely without dialogue, which is a cool gimmick that is deployed really effectively here. And then comes the punchline to bring the whole thing together. I didn't much care for that part, but your mileage may vary . . . Just not my style of humor.

Salvaged is the second-best of the lot, doling out just the right amount of details to set the scene and building to one perfect moment. The only problem with it is that you want more of this story and more of the characters in it. *No Way Out*, however, is my favorite of these, and certainly the best use of Mace Windu yet. The concept feels like a throwback to some of the really early *Star Wars* novels of the '80s and the early *Dark Horse* comics of a decade later, but it's also clearly drawing on other influences. The lost city has this very obvious German Expressionist look to it, and the story deploys several horror movie tropes (some pretty

subtle, some less so) that all leads to a pretty satisfying (although poorly explained) denouement. I kind of wish more of the stories were like this, but notably this one has nothing to do with the actual war.

C-

Mary says

2nd story in the 4 is the best.

Melissa Namba says

The stories are not great, nor are the illustrations. I think it is liked only because it says Star Wars. Zombies are in one story. The others are very forgettable.

Hillingdon Libraries says

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Jaime K says

"Appetite for Adventure" - Features Dexter Jettster, but the only dialogue is on the last page. I was very confused until the end what Dex was looking for: a cave slug from Dractu to cook up for Obi-Wan.

(2/5)

"Salvaged" - A damaged clone's ship is taken for salvage, but the captain learns the clone is still alive. The captain has a nifty secret though. What will the clone do?

(4/5)

"Life Below" - Quin investigates the Red Hand criminal group, but is ousted as a spy. I love his introspective conversation with Yoda at the end.

(5/5)

"No Way Out" - Mace goes to find the lost Alpha-2 squad and succeeds...except their dead. Only not really. Everyone on planet is a zombie except for the energy vampire. It was weird but a bit interesting. Hey, if you can deal with *Death Troopers* you can totally deal with this.

(3/5)

Angela says

Suitable for children aged 8+ and those who have seen the cartoons.

Dexter goes to extraordinary lengths for his food. A clone trooper is rescued and has never heard of order 66. I have problems with that as I thought they were all brainwashed with that order. Vos goes on an undercover mission in the sewers. Finally, Mace Windu vs zombies, and yes it is as fun as it sounds. A good read.

Jerome says

Short action-packed stories, none of them particularly memorable. The art is pretty solid though. The first tale, silly and with little dialogue, explores all of the adventures Dexter Jettster has to go through to make a meal.

The next tale was fairly enjoyable: a clone pilot is stuck in his damaged craft and drifting in space. Due to battle damage, he has no contact with the Republic and is thus unaware of Order 66. He lands on a trash freighter full of outcasts and is presented with the choice of whose side to be on.

“Life Below” was a very enjoyable tale: the Jedi Quinlan Vos investigates a criminal gang living in the sewers and suspected of several political assassinations. Unfortunately for him, his cover is blown. Even more unfortunately for his captors, he recovers his lightsaber and bests all of these sewer thugs single-handedly. However, the group’s leader kills herself rather than reveal any information (Unsurprisingly, it turns out that Palpatine was employing the group to rid himself of rivals). An enjoyable action story.

“No Way Out” is one of the strangest Clone Wars tales to date. Mace Windu is searching for a clone squad missing in action, when he discovers a lost city, which turns out to be full of zombies. This was sort of enjoyable, but felt really out of place for the Star Wars Universe.
