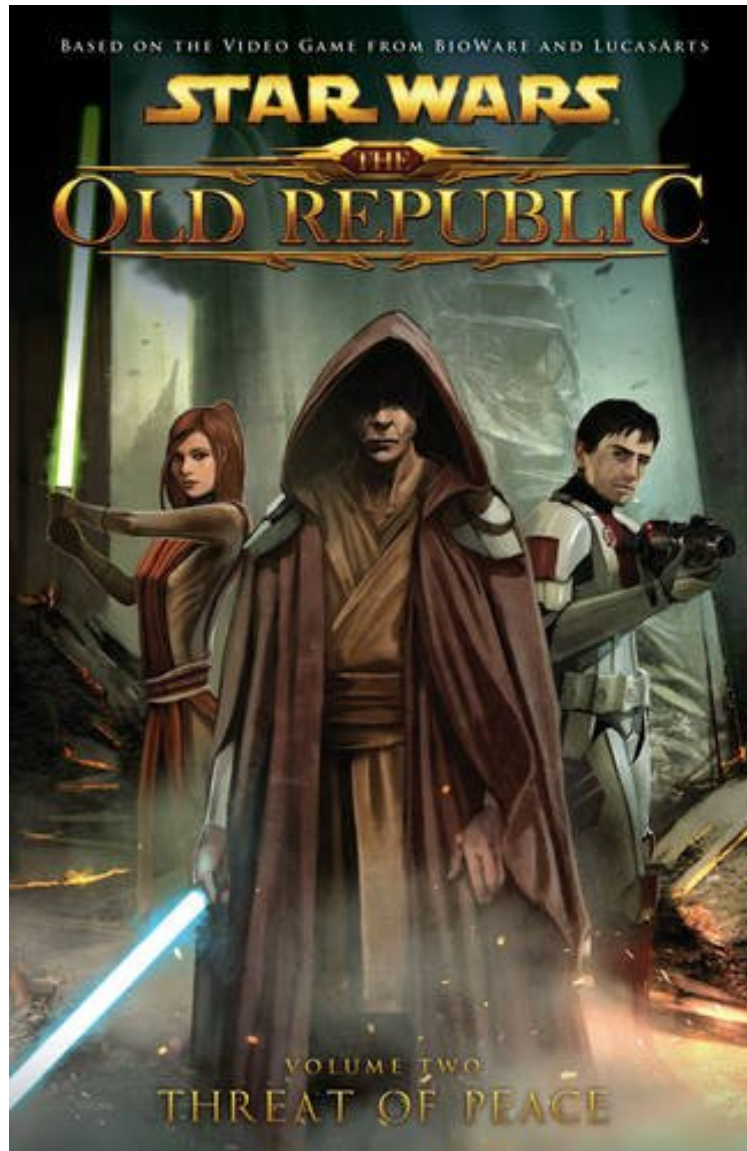


[Download] Star Wars: The Old Republic Volume 2 - Threat of Peace (Star Wars: The Old Republic (Quality Paper))

## Star Wars: The Old Republic Volume 2 - Threat of Peace (Star Wars: The Old Republic (Quality Paper))

*Rob Chestney*

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**Rob Chestney : Star Wars: The Old Republic Volume 2 - Threat of Peace (Star Wars: The Old Republic (Quality Paper))** before purchasing it in order to gage whether or not it would be worth my time, and all praised Star Wars: The Old Republic Volume 2 - Threat of Peace (Star Wars: The Old Republic (Quality Paper)):

4 of 4 people found the following review helpful. Bad art, confusing story, bad representation of SWTOR  
By K. Truett  
So I'm a huge fan of SWTOR and have tried hard to gather support for the game. I saw this for my Kindle and decided to try it out after reading the first volume of the SWTOR comics (which was great). First of all I'm not sure who the artist is, but I feel like they never even looked at how the characters they were representing have already been portrayed. The book has several major characters from the SWTOR game in it (Sateele Shan, Master Orgus, Braden from the BH story, Nox from the Smuggler storyline, Darth Baras) and almost none of them look how they appear in the game. I get that there can be some differences, but these issues are major. So major in fact I didn't recognize who was who. Best example is Sateele Shan. She's probably the most established character as far as looks go from SWTOR next to Malgus and for some reason they decided to give her long braided, red hair in this edition. You have a flagship character that has an established look and they totally go in another direction. Why exactly? Then you have Master Orgus. In the Jedi Knight story he plays a major role and has a certain look to him. In this story he's a fat bald guy. The only characters that get a pass in my book are Braden and the Sith, since Baras is just a lord at this point (plus Sith change all the time). Anyways the story doesn't make a lot of sense and feels like it's jammed into the lore of the game just to be a filler. The artwork is bad and I swear the characters are hard to follow because they're never consistently drawn. Big disappointment, deleted off my Kindle when I was done.

9 of 9 people found the following review helpful.  
A let down from volume 1  
By Brendan Flood  
In anticipation of the upcoming Old Republic MMO, I figured I'd check out some of the story surrounding the game. I really enjoyed The Old Republic, Volume 1, since it was told from the point of view of an up and coming sith in the empire. The artwork was quite satisfying and the story captivated my attention long enough that I finished it in one sitting. Volume 2, however, was quite different. The artwork felt too rough and unfinished for my taste and the story just wasn't as good as the first one. In this volume readers get the history of the treaty of Coruscant and the attack on said planet by the sith. The overall story was interesting, but the dialog in the comic was forced, contrived, and bland. I didn't feel any real connection with any character since there are so many in the comic and they switch between them so often you aren't quite sure who is doing the talking. There was a poorly done romance thrown in with no rhyme or reason, and when key characters were killed the characters seemed to do little more than shrug. The only reason I didn't rate this a 1 star was there was a helpful summary of characters and events at the end of the graphic novel. It too wasn't terrific, but it helped serve as a cheatsheet of the key players in this time in the Star Wars universe. I'd only recommend picking this up if you are really looking to get every bit of lore you can before the game and can't find it at a library. Do pick up Volume 1, however, it is quite good. I am hoping Volume 3 will be up to the same quality as 1.

4 of 4 people found the following review helpful. Not what I expected.  
By Customer  
I am one of those rare Star Wars fans who will not be buying the upcoming Old Republic game. However I am an avid fan of the Old Republic mythos and jump on every opportunity to learn more about Jedi and Sith of old. When the first comic in this series came out I bought it right away and loved it. The artwork was quite good and the story itself was very insightful. It is always a treat to see things from a darker perspective. I preordered Threat of Peace and assumed it would be as good as Blood of the Empire but I was mistaken. First off I'll say that the artwork was downright terrible. It had a very raw and unfinished feel and mangled the character's faces on several occasions. When I got the comic I was expecting a front row seat to the Sacking of Coruscant through the eyes of the Jedi or Republic soldiers. I don't think there are more than ten pages about the sacking and those pages don't offer much anyway. If you really want in on that event then read Decieved which is a good novel about Darth Malgus who is much more interesting than Angral (featured in the comic). All in all this comic was a huge let down and not worth the money I paid. Actually the last few pages contain a cool character/world/event list that should interest people looking to buy the game.

For decades, the Galactic Republic and the Sith Empire have been at war. The Sith have gained control of the Outer Rim, but their efforts to penetrate the Core Worlds have so far been thwarted. Now, representatives from both sides attempt to negotiate a peace treaty - but deception by the Sith puts the Jedi in an unfortunate position...