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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**

Audible Audio Edition Listening Length: 12 hours and 16 minutes Program Type: Audiobook Version: Unabridged Publisher: Random House Audio Audible.com Release Date: September 4, 2015 Whispersync for Voice: Ready Language: English ASIN: B011PVTT1S Best Sellers Rank: #27 in Books > Audible Audiobooks > Science Fiction > Adventure #33 in Books > Literature & Fiction > Genre Fiction > TV, Movie, Video Game Adaptations #34 in Books > Audible Audiobooks > Fiction & Literature > Action & Adventure

#### **Customer Reviews**

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.

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?

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