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According to legend, the Sith always number two -- a Master and an apprentice. It was not always this way. A thousand years ago the Sith were many and they battled endlessly with the Jedi Army of Light. Lord Kaan ruled the Sith Brotherhood of Darkness and sought the destruction of Lord Hoth and his Jedi followers. Recruited into the war by a scout, three friends venture onto the battleground and march into destinies far greater and different than any of them could have ever imagined...

Jedi vs. Sith Details

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From Reader Review Jedi vs. Sith for online ebook

Lucifer Morningstar says

Meh

It just lacked a lot of the things that happened in the original Novel trilogy, Darth bane. Otherwise it was nice to see the characters I grew to love on comic pages

Martydamnit says

I will be forever grateful to Dark Horse for keeping Star Wars alive during those Dark Times before the prequels reignited (or destroyed, depending on your view) the franchise. I've got to say, though, some of the stuff was just off-the-wall, and that's the case here in Jedi vs Sith. It imagines the start of Sith rule, two there will be, a master and apprentice. The art is fine, but the story, well, it includes mythological creatures flying on a giant 15th-century boat complete with sails, warriors who fly on spacecraft into battle and then use knives or hammers to fight, as well as a force bomb. Oh boy. Thank goodness all of it was more or less retconned in future Dark Horse publications.

Jared says

Star Wars Legends Project #37

Background: *Jedi vs. Sith* was released in 6 issues throughout mid-2001. The trade paperback came out in May 2002. It was written by Darko Macan with art pencilled by Ramón F. Bachs. Macan's other *Star Wars* comics include *Chewbacca* and an *X-Wing* storyline. He has also written and edited a variety of things in his native Croatia. In addition to a smattering of work on a grab-bag of random *Star Wars* titles, Bachs is best known for his work on Marvel's *Civil War* and *World War Hulk* and for a dozen issues of DC's famed *Detective Comics*.

Jedi vs. Sith is set 1000 years before the Battle of Yavin, just like *Path of Destruction* (my review). In fact, the comic takes place entirely within the final third of *Path of Destruction* essentially depicting most of the same events as the novel from different perspectives.

Summary: Young, Force-sensitive cousins Tomcat, Bug, and Rain jump at the chance to join the Jedi war effort as the Army of the Light slugs it out with the Brotherhood of Darkness on the planet Ruusan. However, they soon find out the hard way that life on the Jedi front-lines is not as glorious as they thought it would be. Split apart, each of them reacts to the situation in their own way, with consequences that could affect the outcome of the whole war.

Review: Oh, man. What if I miss something? What if I forget to mention something while I'm explaining how terrible this story is, and then you don't get the message and you accidentally read it? How could I live with myself? Maybe I'm being too dramatic, but wow did I hate this story.

Here's the thing: I hadn't realized, either time that I read *Path of Destruction*, that a significant fraction of its storyline was forced to adhere to the track laid down in this earlier comic. Now that I know that, and I am aware of the full extent of what Karpshyn had to work with, I'm almost tempted to go back and raise the score I gave that book. The one reason I won't is, even Karpshyn couldn't bring himself to adhere *completely* to the story as it was told here, and his version departs from it in several key ways. Which, if you're just going to do that anyway, why not pretend this doesn't exist at all and start from scratch?

I was shocked to find that almost *all* of the problems and minor annoyances that I had with the novel *came straight out this comic*. Everything from stupid character names (Githany, Hoth, Valenthyne Farfalla) to the occasional plot development or character decision that seems to come out of nowhere (no spoilers, but there were several nagging examples of this in the novel's final section). Even the littlest stupid things, like Githany's use of a "lightwhip" instead of a lightsaber (what the heck? and how . . .?), turned out to be the comic's fault.

And yet, it was also clear that without Karpshyn's skill, the novel could have been so much worse. He weaves a coherent character and narrative for Darth Bane around Bane's portrayal in this comic that is nothing short of masterful. For example, in the opening scene of *Jedi vs. Sith*, Bane is introduced with an act so pointlessly and malignantly evil that it seems impossible to even understand. And yet, although this same act appears in the novel (and is still probably the single most evil thing Bane does), it barely registered in my mind because the context of the situation and his character were so perfectly explained.

But so many of the ideas and threads that didn't really make it into *Path of Destruction* are awful. Vaguely hinted at in the novel, but front-and-center in the comic, is the Jedi decision (totally unquestioned) to use untrained child soldiers on the front lines of their war with the Sith. Why are we rooting for these guys, again? There is some nonsensical throw-away line about how if the Jedi don't recruit these kids, the Sith will find them, but no explanation about why they can't send them to the Jedi Temple on Coruscant for training and safekeeping rather than throwing them directly into battle.

Of course, that solution would deprive us of our ill-chosen protagonists, the ridiculously-named Tomcat, Bug, and Rain. (And, really? Tomcat? Not a *Star Wars* thing. Come on.) Those aren't even their real names. They actually have proper *Star Wars* names, which we eventually learn, but they don't go by them for reasons too silly and tedious to explain here.

And when I said they're "young" above, I should clarify that I meant somewhere between 10 and 12 years old. But no one they encounter on Ruusan seems to notice their youth, nor does that or their lack of training seem to have any effect on their ability to, say, successfully wield a lightsaber in combat that they just picked up a few minutes before. The decisions these characters make are as incomprehensible as their abilities. Badly-defined to begin with, Tomcat and Bug undergo huge, ridiculous transformations at the drop of a hat, dictated more by the whims of where the writer wants the plot to go than by any actual human logic.

There are plenty of bad ideas at the conceptual level, as well. For instance, the sentient species native to Ruusan are called "bouncers" (no, really), which is bad enough, except they don't . . . bounce. They're like large, furry green fish who fly through the air and only communicate telepathically. (They look like something straight out of Dr. Seuss.) But here is the one place that my critique gets a little tricky. I actually kind of love the way the bouncers look. I love a lot of the artwork, actually. That was the one redeeming quality to this whole trainwreck . . . It's a gorgeous trainwreck.

The problem is, as awesome as the art is, it doesn't fit this universe even a little bit. A bunch of the Jedi wear really ornate plate armor, for some reason. There are Jedi who look like fauns, satyrs, and harpies straight out

of a fantasy novel. In battles with lightsabers and blasters, a lot of characters (including some Jedi?!) wield spears and bows and arrows, which makes no sense at all. One of the Jedi flies around in what appears to be Captain Hook's pirate ship, gleaming golden like when it was coated in pixie dust at the end of Disney's *Peter Pan*. And it looks awesome, don't get me wrong, but it just doesn't belong here. I mentioned in my review of *Path of Destruction* that some elements of the story had an epic fantasy feel to them, but this takes that idea way too far aesthetically.

In the end, I know I've missed some things that I wanted to complain about, but maybe I'm being too harsh. If you don't think of this as *Star Wars*, or don't think too hard about what's going on in the story or the implications of, say, the whole child soldiers thing, there's probably some enjoyment to be had. I just wasn't able to overlook any of that, despite the pretty, pretty pictures. So I'm going to pretend that this doesn't exist and move on with the rest of Karpshyn's Darth Bane Trilogy.

D-

The Royal Bacon says

After finishing the Darth Bane trilogy I was surprised to find out that one of my favorite Sith characters was granted a comic.

The comic focuses on the last part of Darth Bane Path of Destruction, which is mostly battle driven but takes also the time to introduce characters and giving them a character and personality. and also add new elements and origins rather than just to retell the book.

However, if you haven't read the book you will most likely don't understand the whole situation or some of the scenes with Bane, as they lack background story or any explanation at all. So I can't recommend this book to everyone but more to fans of said book.

Another point is the artwork. It looks good and has some very good moments, like the grand battle sequences or the design of some of the aircrafts. But it also is very colorful and the faces look very unrealistic - more like caricatures.

I believe a more "mature" look would have suited the dark story better but it "gets the job done".

Overall I enjoyed the book and think it supports the character and his story very well, although the comic cuts most of his origin in focusing on the three children on the cover and their adventures.

In short, for fans of Bane and/or the Sith recommended, otherwise it will most likely confuse more than it entertains.

Ryan says

Wish there was more.

Petter Avén says

This is Star Wars meets Narnia, and is as such a comic for people who are not me.

I found the story crazy. Force sensitive kids who seem to be 8-12 years old are sent by a not so very wise old Jedi into war, where they have no business being and can only be a dangerous liability. Did he think they could be trained into Jedi in a crash course, with opportunities for lots of field practice in a realistic environment? It doesn't help that the words and actions of the two boys make them seem perfect Sith candidates even before they get to the war. Guess what? Things go baaaad. Okay, this is a criminally gross simplification of events. There are in fact things that I do like. Character development is one such thing. Even if I cannot relate to them in any way, I appreciate seeing the characters change in response to what happens to them. That represents my 1 Star in this review. In all too many stories, the main characters remain the same in spite of experiencing the most amazing or terrible events imaginable.

The setting is about 1000 before the SW movies. If the artwork of this comic is anything to go by, technological levels have by this time plunged to an all time Galactic low. Seriously, bows and arrows are perfectly adequate weapons for the two warring sides that are supposedly the two most formidable powers in the Galaxy. Blasters, armored vehicles, snubfighters - all that has been around for thousands of years but are inexplicably absent. As it is, Ulysses S Grant and his army could have given the combined forces of Jedi and Sith serious trouble. And I would have cheered him along.

The artwork is... difficult to stomach. I have seen worse. However, the images dreamed up make me want to tear my own eyes out. Spaceships that look like flying sailing boats and crewed by Narnians? Yup. Could hardly believe it at first, but they're in this comic too. Some things just don't mix well. Star Wars and Narnia don't; no more than Judge Dredd and Donald Duck would. There is also the aspect of the children being depicted as so very young and childish children, and in the same panel show rotting corpses. That is either outright strange or a stroke of genius, depending on how you see it.

The legacy of the events in this comic is Darth Bane's "Rule of Two". Makes sense in a way. Too many badass mothafu---rs, all fueled by hate and ambition, in the same gang sounds difficult. Especially since the only real focus for their attention is killing Jedi. What if there are no Jedi around to fight some afternoons? Time for some backstabbing! The main problem I can see with only having two Sith at a time is that at any one time there will be only two Sith. It severely limits their ability to influence the galaxy in their desired direction. It requires the, in my humble opinion, outrageously convoluted schemes and neanderthal opposition of the Star Wars prequel movies to finally bring about the Sith victory after centuries of planning. The Jedi should have learned something too. How about "Never bring children to a war zone"? Or perhaps "Children are not mature enough to shoulder the responsibility of the Force"? Or why not "Don't train angry little boys in the ways of the Force and at all times keep your lightsaber away from them"?

I realize that this piece of fiction is intended to be candy for the moment, not meant to withstand the murderous criticism of bitter and vengeful reviewers like myself. Still, I do believe that some care should be taken to maintain the Star Warsey feel when writing and picturing Star Wars. Here it's like the attempt hasn't even been made.

Angela says

Too short.

The comic was great and went along smoothly with the novel. It ends with Bane walking away with Zennah after the thought bomb.

Zachary King says

Having read this just after reading the first Darth Bane novel, I definitely see the influence but felt that the comic was missing a lot of exposition. The focus on the kids is quite irritating, as the Sith Lords have a much more interesting story.

B. Reese says

I was so excited for this 6 issue series. When issue 1 dropped, I was completely lost. It was supposed to be about Darth Bane, and he was hardly to be found.

Not sure how someone managed to screw up Darth Bane's potentially awesome story. They did. The art was average, and the story worse. If you want to know about Darth Bane, the Rule of two and so on, check out Drew Karpyrshin's (sp?) trilogy instead. But cast Kurgan era Clancy Brown as Bane and you'll love it a lot more than this.

Edward Cheer says

I had no idea that Karpyshyn's novel was so heavily based off of... this. It's honestly kind of strange to read this while also reading his Darth Bane trilogy. And I will thank Karpyshyn kindly for writing Path of Destruction better than this, but also I know now a lot of the scenes from it were stolen (some of them even word-for-word from the comic). But is this comic any good? ... Not really. I wouldn't recommend it to really anyone. Writing the children as main characters had me a little unnerved. And rightfully so. The only one with a good arc was Zannah. Darovit and Bug's were both so forced and made them seem like these powerful figures that could cut down Sith in one stroke. Full-grown Sith adults! I found it odd how this massive, intimidating bloke with a skull for a face got his legs chopped off and then his head removed by Darovit, like he was taking out the trash. Also the novel gives no humanity to the Sith. They're all just evil guys with different motivations (and, yes, that's what they were in Path of Destruction, but they were more well-rounded than this.) I say this is a piece of Star Wars EU that can be well-forgotten. Path of Destruction improves so much more from this original concept.

Crystal Starr Light says

On a backwards planet, there lived three children: Tomcat, Bug, and Rain. Tomcat dreams of being a Jedi, so much that when a Jedi recruiter comes, he signs up without hesitation. Bug and Rain come along to be with their cousin.

But on Ruusan, things aren't as pleasant as they always thought. The Jedi are weathered, perilously low on

morale, and nearly defeated. In the midst, we see the rise of Darth Bane, the birth of the Rule of Two, and how fine a line separates the Jedi from the Sith.

I enjoyed the story, seeing the events from my recent read, Path of Destruction (Star Wars: Darth Bane, Book 1), from the view of the children. I also found Githany a less annoying character, less Mary Suish. I felt she not only had sex appeal but fighting skill to back it up.

The drawings were childish, but since this story was told "from the kids' point of view", it made sense to me and didn't bother me too much. Plus, the "childish" drawings mostly were reserved for the kids. The Jedi and particularly the Sith were drawn much more adult-like (and in the Sith case, very angular).

The other "problem" I had was the fact that without reading Karpyshyn's book, this would have been relatively confusing. I love how the two intertwine, but I can't believe that they weren't written simultaneously (well, there are areas when it is obvious, such as how certain characters die, Bane's motivation, etc.). So people who plan on reading one and not the other are due for a bit of confusion and disappointment.

Foul language is here, but tame. Githany's character is rather sexualized, but nothing explicit. Violence is what really resounds across these pages. Many people die and some of it is quite gruesome...particularly one skeletal character at the end.

If a person has read or is going to read Darth Bane, this comic is a must. If you only want to read this, you will be more than a little confused. Four stars.

Mike Jozic says

This one threw me a little right off the bat, primarily due to the art style and the unfamiliar setting. Previous to this, all the Old Republic material I've read has had a certain look to it, while the work and designs of Ramón F. Bachs have an almost Mike Ploogian fantasy vibe going on. It looks great, just not overly Star Warsy. Once he hits his stride, though, and you get used to the art direction, "Jedi vs Sith" really starts to take off. Macan's script is interesting and shows a side of both groups I've never seen before and never loses focus or becomes trite or clichéd. There are some genuine surprises at the conclusion of the series which I enjoyed and appreciated, especially since I'm also nearing the end of the Deitz penned "Dark Forces" trilogy and there is definitely some interconnectedness, here. An odd but satisfying read.

Angela says

Set in the Old Republic, the story follows 3 children who are recruited to fight the war on the jedi side. Darth Bane is the bad guy, and this runs concurrently with some of the books in his trilogy. I didn't really like some of the children, so wasn't invested in them. The art style is cutesy which does work with the story about the children. An interesting aside in the main story. A good read.

Ian Reay says

ok, episode one to three builds up the story for the events that lead up to the familiar starwars films but there is something not mentioned in the prequels. in the first movie the sith are already as the familiar two; master and apprentice. but once there were more... this comic book shows how the sith were once many and details an epic historical battle between the two. the artwork is good quality and the storyline is excellent. imagine armies of jedi facing off against an entire army of evil blood thirsty Sith with the dark side of the force

coursing through their veins. lightsabres in their hands they charge into battle. a great read.

Yves says

Dans l'Épisode 1 de la saga de Star Wars, on apprend que chez les Sith, il y a toujours un maître et un apprenti. Ils ne sont que deux. Cependant, il n'en a pas toujours été ainsi. Jedi Vs. Sith se passe 1000 ans avant cet épisode et raconte la dernière grande bataille entre les Jedi et les Sith. C'est aussi dans cette BD que l'on apprend comment la règle de deux des Sith est apparue. Une grande partie de la BD a aussi été fait en roman dans Star Wars : Path of Destruction, qui raconte l'histoire de Darth Bane, celui qui a parti la règle des deux Sith.

L'histoire de cette bande dessinée est plutôt moyenne. Elle commence assez abruptement et sans mise en contexte sur le passé de Darth Bane. De plus, il n'y a pas de personnage auquel on peu s'accrocher. À mon avis, c'est mieux de lire Path of Destruction plutôt que cette BD. Pour ce qui est des dessins, je les ai trouvés quand même bien mais ce n'est pas seulement ça qui fait une bonne bande dessinée.
