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On a rescue mission to Vandos, Padawan Flynn Kybo and his master T'chooka D'oon come face-to-face with General Grievous, one of the leaders of the Separatist army. After Grievous kills Master D'oon, Kybo goes to the Jedi Council with a plan to take the depraved general out immediately. But when the council rebukes his plans for vengeance, Kybo decides to take matters in his own hands. Seeking out others who feel the same as himself, he sets out to stop the Separatist killing machine before more Jedi lives are lost. Meanwhile, Grievous hijacks a transport ship, and its precious cargo may give him a horrible advantage over the Jedi that they would never expect. For now, his sights are on the planet Gentes — and on taking its Ugnought population and mining facilities as trophies of war!

Star Wars: General Grievous Details

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From Reader Review Star Wars: General Grievous for online ebook

Alex Brown says

General Grievous is my favorite star wars character so i was excited for this, it had a good story with plenty of constant action. The art wasnt that good but grievous looks good. It was overall really entertaining and the writers portrayed grievous in a really good way. It was one of my favorites for sure.

ART:7

STORY:8

CHARACTERS:7

ACTION:7

(out of ten)

WyrnbergMalcolm says

I have read this one before and had very little memory of it. Having just read it again, I still don't really remember it. The story is so simple it's instantly forgettable and the poor artwork lacked any dynamic action. It read simply enough, if a little too simple.

Matt Thomas says

I love General Grievous from the movies. Not bad in the comic but the story here is a little dry.

Jared says

Star Wars Legends Project #125

Background: *General Grievous* was released in December 2005. It collects the four issues originally released between March and July 2005. It was written by Chuck Dixon and drawn by Rick Leonardi. This is Dixon's only Star Wars work. He is best known for his extensive work in Batman and Batman-related comics. Leonardi has drawn for a half-dozen or so other works, including two issues from the *Republic: Outlander* storyline (my review).

General Grievous is set about 2 years after the Battle of Geonosis (20 years before the Battle of Yavin). General Grievous is the only recurring character of any consequence.

Summary: After General Grievous kills his master, Jedi Padawan Flynn Kybo returns to the Jedi Council with a proposal to target and eliminate this threat directly. When the council rejects his proposal, citing his apparent desire to avenge his master, Kybo finds a few like-minded Jedi and goes rogue to take on Grievous himself. Meanwhile, Grievous has plans in the works that are more nefarious than even Kybo suspects.

Review: Unless someone is somehow reading this comic without having seen the Star Wars movies, here's

what we already know about General Grievous going into this story: He's a cyborg Separatist leader who has killed many Jedi, but who is ultimately killed sometime after this by Obi-Wan Kenobi. And that's also what we know about General Grievous at the end of it.

Since we already know his future, the most obvious route for a story titled "General Grievous" to take would be to give us some additional insight into his character and his background beyond what I've outlined here. If that's what you were hoping for, you'll be quite disappointed here. Instead, most of the tale is squandered on a group of idiotic Jedi characters on a desperate mission that we knew was doomed to failure before we picked this up. And they should have known better as well! Sorry, doofus Jedi Padawan no one has ever heard of, but you're not going to succeed in single-combat with General Grievous where multiple Jedi Masters have fallen! Get a grip!

I can't think of a more dull direction they could have chosen. Some of the art is nice, but this is a total waste of time.

D-

Chad Quintero says

While I enjoyed the overall story, the artwork was subpar.

Adam says

There is nothing bad that I can say about this book. I enjoyed it. Chuck Dixon did what Chuck Dixon does. He writes a solid comic story. With that being said, there is so much more that could have been done with this story.

This is a General Grievous graphic novel, but he is not the main character in the story. I don't understand why the story didn't go over Grievous capturing Emperor Palpatine. That's where Episode III opens. It seems to me that this should be Grievous' solo coming out party. Instead, it felt like just another episode of The Clone Wars.

There's nothing wrong with that. It's just not what I expected.

Crystal Starr Light says

Not a bad diversion, but there is plenty of room for improvement.

Padawan Flynn Kybo has a plan: have a small Jedi team take out General Greivous. But when the Jedi Council doesn't approve, Kybo leaves the Order with fellow Jedi Master Tone and his apprentice, Codi, and begins the hunt for Greivous.

Some months back, I was on a comic book/graphic novel binge and, being a Star Wars nerd, I picked up a bunch of these at a used bookstore. I wanted something quick to read (and to pass along to fellow Star Wars

nerds), so I picked this out.

It's not a bad idea, even if I am sick to death of the Clone Wars era (not the fault of this comic, though, as it was published in 2005, way before we got oversaturated with Clone Wars stories). Three Jedi going rogue to defeat Greivous? Sounds cool!

While holding the title to this trade paperback, Greivous, like Darth Maul in his self-titled comic, doesn't really hold main spotlight. He appears, but mostly in the background of our three Jedi. And let's face it, our three Jedi just ain't that important. We know from the beginning they are going to die (this is set pre-Episode III, so there is no way that they will be successful), so there is little tension in the story. The Jedi themselves are bland. We have our stereotypical human, because all stories have to have a lead human male character, our token females, and token aliens. Yawn.

Even worse, this story throws in Jedi Padawans. I'm that person that really dislikes tossing children into a story for no reason other than to make unnecessary tension (because we all know that somehow our heroes will have to divert their attention from the real goal to save these kids' skins). And the Jedi children here are worse than ever. They talk COMPLETELY unrealistically for their age, which seems to be anywhere from 8 (based on appearance) and 13 (based on the fact they are called "Padawans").

Don't believe me? Here are some examples of the "brilliant" Jedi children dialogue. Please note that, based on the artwork, these kids look like they are eight-year-olds:

"I have noting to fear from a machine."

"Now bury your fear. We're Jedi Padawans. We'll face what the coming days bring with courage...no matter what might happen."

"Bring the Force to bear."

And my personal favorite:

"All the more reason to honor his final command!" (Said to a Jedi Padawan at least twice her age)

[SIDE NOTE: Pretty much all the dialogue in this graphic novel is stilted, along the lines above. It's clunky and awkward, but given the way the movies are, I guess I can't and shouldn't really complain...]

Again, I might not have a problem with these children and this silly plot if A) they acted the age they appeared (age 8) or B) they were much older than the age they appeared. As it is, it combines two attributes I hate: children in books meant to be saved and children that speak WAY, WAY older than their age.

Another thing that really frustrated me about this story was the art. Overall, it wasn't that bad, but there was not a single drawing of Yoda that didn't make him look like some sort of horror creation. There are at least two panels of him where he looks freakish, like a Halloween scare and not like a Jedi Master. It almost makes the puppet from Episode I look...NAAAAAAAAAAH!!

In the end, this story is a nice diversion, but it doesn't really impact the timeline. If you want a quick story, this won't be a bad choice. Be prepared, however, for not that much Greivous and really atrocious dialogue.

K. says

This story is hampered by the fact that it is a prequel to a prequel and therefore the ending is already known.

That being said, I bet Qui-Gon and Kybo would have gotten along marvelously.

Erin the Avid Reader ?BFF's with the Cheshire Cat? says

Final rating: 3.5 OUT OF 5 STARS.

I'm just gonna come out and say it, I'm a General Grievous fangirl. Okay, maybe the word "fangirl" is a bit much, but god dang he's the coolest looking cyborg in robot history. So when I picked up this graphic novel I was expecting something super badass. I mean, the cover art is phenomenal.

The story itself, though? Eh. The artwork? Eh.

That's all I can say.

Nathan Cunningham says

I would have liked a lot more character depth for both Grievous and the Jedi, but the story was gripping and I left satisfied.

Angela says

Some jedi decide to go after Grievous by themselves, meanwhile he has captured some young padawans. The story is ok, if an excuse for lots of fighting and battles. An ok read.

B. Reese says

Positively dreadful. The story. The art. The character designs.

Even grievous deserved better.

This book has been ejected from my Star Wars canon

Jeff Lanter says

I'm getting to the point where I've read almost all of the Star Wars graphic novels that have been made or least in the 2000's and on. Many of them are at least good, if not great, but this is below that standard unfortunately. The story does focus on General Grievous but gives almost no insight into him as a character. In fact, this story has almost no consequences either within Star Wars as a whole or for the characters who are in it (with a few exceptions). The plot reminds me heavily of a lot of the prequel comics that focus on Jedis. It has some of the worst parts like flat characters that you don't care about and a lot of focus on maintaining the Jedi code which doesn't make for thrilling reading. Instead, the characters often seemed shackled or rebelling against the Jedi code which we've seen in so many books, graphic novels, and even in the prequels themselves.

The art is not much better sadly. I think the line work is good except for the ugliest Yoda and Mace Windu drawings you will ever see. The shading and coloring are simplistic and in line with a cartooning style, but still unappealing for some reason. When you add all of these things up, this is one Star Wars comic I definitely recommend skipping. There middle of the road Star Wars comics that are more engaging and/or satisfying to read.

Jordan Anderson says

As a quick 25 min distraction between books, *General Grievous* does its job. If you want anything else out of it, you'd best look somewhere else.

I didn't even know this series existed until I stumbled upon on while perusing the *Star Wars* wiki and It's no wonder this particular 4 part arc never seems to get mentioned anywhere. It's not that that it's even boring or *bad*. Instead it's just *there*. *Grievous* and, to the same extent, it's author, Dixon, brings absolutely *nothing* new to the table. Literally nothing. I had hoped that maybe there would be some backstory to the titular character, or at least *something* that justifies this comic's existence, but nope. Not a damn thing. This is made even worse by the fact that *General Grievous* is technically a prequel to a prequel. This totally defeats the purpose because, *non-spoiler* warning, we know Grievous survives to take on Obi-Wan in *Revenge of the Sith*.

General Grievous is definitely not required reading for any *Star Wars* fan and I definitely don't recommend it. Believe me, you aren't missing anything by skipping over it.
