



Star Wars: Doctor Aphra, Vol. 3: Remastered

Kieron Gillen , Emilio Laiso (Illustrator) , Simon Spurrier , Rachelle Rosenberg (Colour Artist) , VC's Joe Caramagna (Letterer)

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Simon Spurrier takes the reins as rogue archaeologist Doctor Aphra jumps to light speed and accelerates into the next chapter of her life! Aphra is used to being in way over her head - but this time she's not alone! Who else is caught up in her latest misadventure? Let's hope they're friendly...otherwise Aphra may have finally bitten off more than she can chew!

COLLECTING: STAR WARS: DOCTOR APHRA 15-20

Star Wars: Doctor Aphra, Vol. 3: Remastered Details

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From Reader Review Star Wars: Doctor Aphra, Vol. 3: Remastered for online ebook

Scott Foley says

I still maintain that Doctor Aphra is one of the greatest additions to the Star Wars mythology in recent years, but this volume confirms my fear about the character--she cannot solely carry her own title.

This installment tries to spice things up a bit by making Doctor Aphra beholden to Triple-Zero, the murderous entity in the guise of a protocol droid. Triple-Zero sends Aphra on a series of missions in which she must lead a group of mercenaries. There are some interesting asides as Aphra develops a relationship with Magna Tolvan, the Imperial Officer. Hera Syndulla also makes a substantial appearance, which was super cool to see. But in the end, much of it felt forced to me.

The problem is that Doctor Aphra works best as a foil to, well, everyone else. I love it when she pops into a scene, plays havoc with everyone and everything, and then leaves. She has the luxury of being an agent of chaos. She is naughty, hilarious, greedy, and lovable. But in a title featuring her, she doesn't have that advantage. She has to carry every episode from month to month. The writers seem obligated to reveal every little detail about her, and this is diluting the character.

In my opinion, Doctor Aphra has lost her "hook." She had it when she appeared in Darth Vader. We knew just enough about her and what she was about and we (obviously) loved her. Unfortunately, we loved her so much that they kept giving us more in the form of her own book.

I don't know exactly how they can fix this issue, and I fully confess that this may be my issue alone. Perhaps everyone else is loving the direction of the book and character. I think I would like to see the book function as an ongoing gag on how Aphra swindles everyone she meets, but we never get the stories from her perspective. Each arc would be narrated by her victims. That would afford her the ability to maintain her mystique and "devil-may-care" persona. It would take a great deal of creativity to constantly come up with stories where Aphra outsmarts everyone while revealing virtually nothing about herself, but I think that would maximize her potential.

Doctor Aphra does have a great deal of potential, by the way. Clearly, she has connected with fandom. I'm concerned that she's being overexposed, though, and that we're learning too much about her too quickly. I adore this character and don't want her to fade out of everyone's interest.

Josiah says

Every Aphra comic has gotten steadily worse to the point she's firmly the Deadpool of Star Wars. I now wish she'd died in that Vader comic.

Roy says

This was weird. It just didnt hit any of the same fun highs as Vol 1 and 2. Yes the writer was a duo for some of the issues and the final issue it was taken over but I felt the actual story was just really quite dull and

convoluted. However the art was probably the best I've seen so far.

Geoffrey Payne says

I've loved Doctor Aphra every step of the way and I'm so glad that they've given us this series. It does a lot of great things, especially in terms of adding diversity to the Star Wars canon. Unfortunately this volume wasn't as raving of a success as the previous two. The concept was kind of standard (form a crew and steal something from the Empire) which is fine but it wasn't well executed. I think the main problem was that there were too many new characters introduced at one time and that made it a little confusing to follow at times. Even with these problems this volume still manages to find success through consistently good artwork and fun/new character designs. I'm still really excited for this series to continue and hope that the next volume will find its stride like the first two did. 3 out of 5.

Stephen Richter says

If you have not reading this series I feel bad for you. Doctor Aphra is trying to survive in a universe that has it out for her. From her former partners, love interests and Rebel General Hera !!!!

Adam Fisher says

2.5 Stars.

Aphra continues her drifting through the galaxy, now as a servant of Triple-Zero, the sadistic Threepio-esque protocol droid of Vader's. She continues to cross paths, with Magna Tolvan (who is actually a much more interesting character to me) who she also begins a relationship of sorts with. Add in the ability to use a certain small creature as a bomb, activated with the code words "Snuggles Oogiewoogie", an adventure helping Hera Syndulla, and creating all her usual double-crossing hijinks, and you have Volume 3 of Doctor Aphra.

I keep hoping I will like this title... but something about it just doesn't sit right with me. Not sure if I will continue reading it.

Daniel King says

I thought Aphra was an OK character. Not necessarily groundbreaking. Then she got her own series and I thought, "Good. Let's make her some awesome female, galactic Indiana Jones and show that archaeology can be interesting." Boy was I let down. She has an uninteresting story and now they've turned her into the "mandatory LGBTQ+ character". It would have been fine if she had seemed that way at all. It honestly came out of nowhere and was extremely rushed. She didn't develop any feelings. She kind of just lusted after a female Imperial whose life she ruined. Yep. Makes total sense to me. I was extremely disappointed with how they approached her character development in this story arc, and lack of anything interesting to read. I gave it 2 stars simply because I like the art style.

Jenna says

Hm, potentially thinking about a Doctor Aphra cosplay...

Ben Brown says

Doctor Aphra is a series that I dug a lot when it first started; unfortunately, the longer it's gone on, the more I've found its shine to be steadily wearing off, to the point that I now find myself myself continuing to read it more out of habit than any real interest or excitement in seeing where it's going. I think part of my problem with the series is with Aphra herself: I've never really found her to be a particularly enjoyable or interesting character, and her quirky cynicism, while amusing in small doses (I thought she was great in Kieron Gillen's "Darth Vader" run) has grown more and more stale with each passing volume. Right now, I'll probably stick with the series for at least one more arc, if only to see what cool ways new writer Simon Spurrier finds to tie the series into the broader Star Wars mythos. Still: if I were to rank all of the current Star Wars ongoing series currently being published by Marvel, "Doctor Aphra" would (sadly) fall in last place.

Jerry says

The artwork here was great!

The story? Not so much!

Katie says

"MEH"

Jessamyn Leigh says

An extra star for Hera

Liz (Quirky Cat) says

[

Where the other two volumes of Aphra had been fun and flighty, this volume has a slightly heavier tone to it. It's still a fantastic read, but there's some dark implications happening. On the bright side they stop dancing around the most obvious secret

Jordan Anderson says

What in the ever living hell has happened to *Star Wars*?

Remastered is a total travesty. A complete failure, and puts a black mark on *Star Wars* from which it will never recover.

In all seriousness though, *Remastered* is flat out bad. I'm not talking like "so bad it's good" bad or, "well, it's definitely not the *best*" kind of bad. No, I'm talking bad as in awful. Bad as in bottom of the garbage can. Bad as in easily one the worst comics I have ever read and hands down the absolute worst of *any Star Wars* comic.

I honestly had no clue just what the hell was going on and totally flabbergasted at what a train wreck this storyline ended up being. I mean, I thought *Enormous Profit* was a swing and a miss, but sweet baby Jesus, *Remastered* makes that volume look like the best story ever written. Confusing Droid rebellion is an absolute joy compared to the shit that was trying to be told her. I seriously have *zero* clue what the point of this mess was, other than to throw Aphra amongst some smugglers and give her a lesbian relationship.

And yes, boys and girls, we come to the real shit show of this collection. Aphra and Tolvan. Look, you wanna have gay characters in a story? Cool. But do it for the right reasons. Do it in a way that doesn't feel contrived and gimmicky as hell. Do it to strengthen your story, not please the LGBT community. And you know what? I actually feel sorry for that audience because this stupid side plot was god awful. There's literally *no* backstory and *no* real reason for Aphra and Tolvan to be into each other other than to show readers that Disney and Marvel are *hip* and *inclusive* and *tolerant*. That and to show, what I think, is the first homosexual kiss in a *Star Wars* story? At least the first illustrated one at least. This is what? The 5th is 6th *Star Wars* story that just *had* to throw that in to be all PC? Aside from *Dark Lords of the Sith* where Kemp made his character's sexual preference actually mean something and have influence on the story in a way that worked, *Remastered* is yet *another* failure in that category.

The *Star Wars* comics of the EU weren't all grand slams. To fair, a *lot* of them were ridiculously sub par. In fact it's because of them and their varied quality that Disney cast them off and decided to rewrite *Star Wars* history. Wise choice or not, that's up for debate. What's not, is the fact that, since then, Disney (and to a lesser extent, Marvel) have systemically turned George Lucas's vision into a refuse pile. Poor uncle George must be up in Skywalker ranch, pulling his hair out as the "House of Mouse" rips everything he created into shreds. Hell, give me back Medichlorians and Jar Jar. That's heads and gungan tails better than this crap!

Neil R. Coulter says

Doctor Aphra was an interesting idea for a character, and for a few issues of the Vader graphic novel series, she was a lot of fun. But she's now become one of the worst *Star Wars* characters. The concept of an archaeologist in *Star Wars* has fantastic potential, but Aphra is not an archaeologist; she's just a juvenile, snide, bland character, and in her own series she is surrounded by other juvenile, snide, bland characters.
