

Bane Of Worlds Survival Wars Book 2

She ruined my life, got me thrown out of the pack. The only revenge I crave is her. Trey I never thought I'd have a girl like Sheridan. A pack princess—beautiful, smart, one of the elite. She picked me. She gave me her heart, her innocence. Hurting her was my biggest regret. But then she betrayed us all. Now she's back—sent to spy on our pack. She wants revenge. But my wolf...he just wants her. Sheridan He crushed my heart and broke my trust. I ruined his life. Now we have to work together, and it's killing me. I want to hate him. But more than that...I want his mark. Alpha's Bane is a stand-alone second-chance shifter romance. No cheating or cliff-hangers.

Presents fantasy stories written by Internet authors that explore how people, cultures, and societies are affected by the predictions of the Machine, an object that provides short yet vague phrases about how a person will die.

In this universe, it's dog-eat-dog. And only the strongest will survive....Lieutenant Becky Keller's brain is fitted with a processing core which can outthink and outfly the most advanced battle computers in the Space Corps. Not only that, she's blessed with the gift of the psi and her intuition is unparalleled in the military. Keller finds herself partnered with another one from the labs. Joe Nation is packed with so many augmentations, he can't remember which parts of his body are real anymore. All he knows is covert ops, and with his stealth and assault modules, there's no one better at it than Nation. The pair of them are given a mission - take the Retaliator class SC Gundar, infiltrate the Isob-2 processing facility of a semi-hostile alien species known as Estral, and find out if they're breaking the terms of a peace treaty. It's easier said than done. The Estral are spoiling for war and they don't want human agents poking around in their business. Deep within the Isob-2 facility, something hostile awaits and no one in the Space Corps is prepared for it. What begins as a standard in-out mission, leads Keller and Nation into a full-scale conflict with both the Estral and a new, completely unexpected enemy. The first of the Transcended have come and they aren't looking for peace.

This is the story of a young man who was raised as a Jehovah's Witness, seemingly destined to spend the rest of his life following the instruction of God's 'Spirit Directed Organisation'. He soon came to discover however, that things were not as they had first seemed. Following a patch of doubt and subsequent in-depth investigation into the religion, the young man began to realise that the things he had previously accepted without question no longer made sense. His eyes were opened to the various powerful methods that were, and still are being used to control the minds of the faith's followers. The story contained within these pages describes the author's life, from his upbringing as a Jehovah's Witness, his struggles along the way, and the challenges he faced as he tried to break free. His extensive research into the religion's history is also documented, including apparent accounts of questionable teachings and manipulative methodologies.

Bane of Worlds

Set a thousand years before the events of Star Wars: A New Hope, Drew Karpysyn's electrifying Darth Bane novels take us deep into the dark side. This action-packed series follows the transformation of a lost young man who becomes a legendary Sith Lord, able to wield the awesome power of the Force as never before. Packed with nonstop thrills, the entire Darth Bane trilogy is now available as an eBook bundle featuring PATH OF DESTRUCTION RULE OF TWO DYNASTY OF EVIL After a high-stakes card game ends violently, Dessel, a lowly miner, vanishes into the ranks of the Sith army and ships out to join the war against the Republic and its Jedi champions. There, Dessel's brutality, cunning, and exceptional command of the Force swiftly win him renown as a warrior. But in the eyes of his watchful masters, a far greater destiny awaits him . . . if he can prove himself worthy. As an acolyte in the Sith Academy, studying at the feet of its greatest masters, Dessel embraces his new

identity: Bane. However, in order to gain full acceptance into this chilling Brotherhood, he must surrender completely to the dark side. Only by defying the most sacred traditions of the Sith can Bane hope to triumph—and forge from the ashes a new era of absolute power.

Teenage Breg escapes the grim streets of a resource low, near-future world to take a job as a 'corpse diver' in a massive online SciFi game, Bane. Breg finds himself in a dangerous, life-threatening adventure within the game as he searches for the reason for the death of his best friend. With landscapes and settings that evoke the SciFi classics our hero must level up his character as fast as he can, so as to be able to take on and defeat a sinister, masked figure. Especially as the threat posed by the unknown character is not limited to events within the game.

This beloved book by E. B. White, author of *Stuart Little* and *The Trumpet of the Swan*, is a classic of children's literature that is "just about perfect." Illustrations in this ebook appear in vibrant full color on a full-color device and in rich black-and-white on all other devices. Some Pig. Humble. Radiant. These are the words in *Charlotte's Web*, high up in Zuckerman's barn. Charlotte's spiderweb tells of her feelings for a little pig named Wilbur, who simply wants a friend. They also express the love of a girl named Fern, who saved Wilbur's life when he was born the runt of his litter. E. B. White's Newbery Honor Book is a tender novel of friendship, love, life, and death that will continue to be enjoyed by generations to come. It contains illustrations by Garth Williams, the acclaimed illustrator of E. B. White's *Stuart Little* and Laura Ingalls Wilder's *Little House* series, among many other books.

As prophesized, a young house cat becomes an apprentice warrior in a clan of wild cats, where he faces many dangers and treachery both within and outside of his new clan.

Collects and analyzes seventy years of communist crimes that offer details on Kim Sung's Korea, Vietnam under "Uncle Ho," and Cuba under Castro.

As the war between the Human Planetary Alliance and the Daklan intensifies, Captain Carl Recker experiences a sudden change in fortune. With battle-hardened officers in short supply, he's given command of a modified, shipyard-fresh destroyer and a mission to go with it. As part of a task force under the command of an officer Recker is unfortunately all-too-familiar with, the plan is to recover weapons and technology from an uncharted world on the edge of known space. Easy. Little does Recker know it, but the outcome of this mission may well determine the future of both humanity and the Daklan. The distant planet Pinvos will be the scene of conflict and destruction on a cataclysmic scale and even success will be tempered by the uncertainty of what he discovers. With each passing day, a faraway war fought on a colossal scale comes ever nearer and humanity has no defence against the weapons created to fight it. No defence except perhaps one thing. The alien warship *Vengeance* has survived countless engagements and still it endures, scarred by the brutality of its past. And Recker is the only man with the key to unlock its secrets. *Fractured Horizons* is a traditional-style science-fiction action adventure and the second book in the *Savage Stars* series, following directly after events in *War from a Distant Sun*. Expect space combat, ruthless aliens, mysterious tech and lots more.

Half-human, half-vampire Dorina Basarab is back--and facing her biggest challenge yet in the next urban fantasy in the *New York Times* bestselling series. Dorina Basarab is a dhampir--half-human, half-vampire. As one of the Vampire Senate's newest members, Dory already has a lot on her plate. But then a relative of one of Dory's fey friends goes missing. They fear he's been sold to a slaver who arranges fights--sometimes to the death--between different types of fey. As Dory investigates, she and her friends learn the slavers are into something much bigger than a fight club. With the Vampire Senate gearing up for war with Faerie, it'll take everything she has to defeat the slavers--and deal with the entirely too attractive master vampire Louis-Cesare....

TorBane was created to save the world. Cybernetic technology designed to fuse with human DNA gave it the ability to heal anything. Instead, it left ninety-eight percent of Earth's

population more machine than man. Eve is a soldier without a past. Her only goal is to keep her family, the colony of Eden, alive and away from the Bane: those infected by TorBane. She hunts, she watches, and she fights when needed. Avian and West will wake her up. One a soldier, one a keeper of secrets—they will both test Eve's sanity and awaken emotions she never knew she could feel. And she will make a choice that will change the future of mankind. Those few humans left will fight. Against the evolving Bane, against those among themselves that may be human, but may not have a conscience or soul. And they'll stand together until the very end. The Eden Trilogy is The Terminator meets The Walking Dead with a heart-twisting romance and an explosive finish you'll never see coming. This omnibus edition includes THE BANE, THE HUMAN, THE EVE, THE RAID: an Eden short story, and THE ASHES: an Eden prequel.

NEW YORK TIMES BESTSELLER • Discover Thrawn's origins within the Chiss Ascendancy in the first book in an epic new Star Wars trilogy from bestselling author Timothy Zahn. Beyond the edge of the galaxy lies the Unknown Regions: chaotic, uncharted, and near impassable, with hidden secrets and dangers in equal measure. And nestled within its swirling chaos is the Ascendancy, home to the enigmatic Chiss and the Nine Ruling Families that lead them. The peace of the Ascendancy, a beacon of calm and stability, is shattered after a daring attack on the Chiss capital that leaves no trace of the enemy. Baffled, the Ascendancy dispatches one of its brightest young military officers to root out the unseen assailants. A recruit born of no title, but adopted into the powerful family of the Mitth and given the name Thrawn. With the might of the Expansionary Fleet at his back, and the aid of his comrade Admiral Ar'alani, answers begin to fall into place. But as Thrawn's first command probes deeper into the vast stretch of space his people call the Chaos, he realizes that the mission he has been given is not what it seems. And the threat to the Ascendancy is only just beginning.

Inferno Sphere. A bomb to end all bombs. The ruthless species of biomechanical aliens known as Vraxar have been driven away from the Confederation planet Atlantis. They are not defeated and their unprovoked attack has given them the means to locate the rest of the Confederation worlds. However, the Vraxar are not predictable and their next move is completely unforeseen. This time, the Juniper orbital is the target. Lieutenant Eric McKinney is onboard, waiting for his next deployment. The arrival of the Vraxar pushes him once more into action and he finds himself in the unenviable position of fighting a battle which is already lost. There is a chance to pull off a victory of sorts - to come back from the brink of total disaster. McKinney must once again team up with Captain Charlie Blake to try and inflict a stunning, unexpected defeat on the Vraxar. It will not be easy. Meanwhile, out on the fringes of Confederation Space further trouble is brewing, adding complications to an already perilous situation. Where there is conflict, there is opportunity. The opening stages of the war have begun and humanity will not sit back tamely and wait for death. Alliances must be formed and ancient, terrible weapons brought out of storage. When it comes to the Vraxar, nothing will be straightforward... **Inferno Sphere** is a high-action science fiction adventure and the second book in the **Obsidian Fleet** series.

New York Times bestselling author Drew Karpysyn has long thrilled readers with his kinetic, fast-paced storytelling style. Now he returns with **The Scorched Earth**, the second novel in his acclaimed series about four young people who will either save the world or bring about its destruction. The Children of Fire—four mortals touched by the power of Chaos—each embody one aspect of a fallen and banished immortal champion: Keegan, the wizard; Scythe, the warrior; Cassandra, the prophet; Vaaler, the king. Grown to adulthood, the Children are in search of the ancient Talismans that can stop the return of Daemron the Slayer, ancient enemy of the Old Gods. But in acquiring Daemron's Ring, they unleashed a flood of Chaos magic on the land—leaving death, destruction, and a vengeful queen in their wake. Now, beset on all sides by both mortal and supernatural enemies, they realize that their strength and faith will be

tested as never before. And their greatest trial will be finding Daemron's Sword, the last of the ancient Talismans, before the entire mortal world is engulfed in the war and Chaos that will herald the return of the Slayer. Praise for *The Scorched Earth* “[Drew] Karpysyn’s doom-laden spin on myth and magic invigorates ancient archetypes in the second entry of the Chaos Born trilogy. . . . The journey is complicated by unnerving ambiguity, grim imagery, and pessimistic overtones, as if Michael Moorcock’s decadence were filtered through J.R.R. Tolkien’s heroism.”—Publishers Weekly “If you’re a fan of fantasy and looking to try something new, this series continues to shine. . . . [Karpysyn] writes deep, intriguing characters set in a strange world of unique magic. It’s a place where magic is dangerous but essential.”—Roqoo Depot “An enjoyable read . . . I recommend this for all fantasy fans.”—Book Reviews & Giveaways

Vampires are back for a reason! Meet the sexy, dark hero Bane in New York Times bestselling author Alyssa Day’s smokin’-hot romance. Bane lost his humanity ages ago. Nothing is more important than protecting his Vampire Motorcycle Club from the death magic invading his territory. The most ancient of vampires, he seeks cold, unfeeling, bloody vengeance...until a frustratingly sexy human doctor is thrust into his path. She tempts Bane to distraction. And distraction is deadly in his world. Buttoned-up and meticulous Dr. Ryan St. Cloud never thought she’d find herself in the mix of a motorcycle club, let alone one full of terrifyingly badass vampires. Or how intrigued she is by their dark and enigmatic leader, who seems balanced on the knife’s edge of killing her...or claiming her. But Bane’s choice is harder than it seems, because when that danger hits too close to home, he’s forced to choose between her life and everyone else’s... Each book in the Vampire Motorcycle Club series is **BEST READ IN ORDER**: *Bane’s Choice *Hunter’s Hope

Humanity has reached the stars, joining the vast galactic community of alien species. But beyond the fringes of explored space lurk the Reapers, a race of sentient starships bent on “harvesting” the galaxy’s organic species for their own dark purpose. The Illusive Man, leader of the pro-human black ops group Cerberus, is one of the few who know the truth about the Reapers. To ensure humanity’s survival, he launches a desperate plan to uncover the enemy’s strengths—and weaknesses—by studying someone implanted with modified Reaper technology. He knows the perfect subject for his horrific experiments: former Cerberus operative Paul Grayson, who wrested his daughter from the cabal’s control with the help of Ascension project director Kahlee Sanders. But when Kahlee learns that Grayson is missing, she turns to the only person she can trust: Alliance war hero Captain David Anderson. Together they set out to find the secret Cerberus facility where Grayson is being held. But they aren’t the only ones after him. And time is running out. As the experiments continue, the sinister Reaper technology twists Grayson’s mind. The insidious whispers grow ever stronger in his head, threatening to take over his very identity and unleash the Reapers on an unsuspecting galaxy. This novel is based on a Mature-rated video game.

Negation Force. A planet without power, locked down by an alien war fleet. The

human Confederation has known an unprecedented time of peace, unheard of in a universe where every other species is not only technologically advanced, but also incredibly hostile. The good times are about to end. Out on the fringes, the planet Atlantis is attacked by an alien foe remembered only by the oldest members of the Space Corps. These aliens – known as Vraxar – are abominations of flesh and metal, driven to exterminate every other life form in the universe. Now it's humanity's turn. In the ruins of the Tillos military installation, Sergeant Eric McKinney is determined to fight back and find out why the Vraxar have come. Meanwhile, a response fleet is mustered with the intention of facing the enemy head-on. It's a mission with no hope of success. As events unfold, it becomes apparent the Vraxar have secrets which give clues to their purpose. The answers are more shocking than anyone could have imagined. The lives of strangers are intertwined and together they must try and salvage something from this first exchange in a war that will not end until one side is utterly defeated. Luckily, the Tillos base holds secrets of its own...a warship with an exceptionally powerful Obsidiar core is contained within an underground bunker. It is the only hope for Atlantis... Negation Force is a science fiction action and adventure book which begins The Obsidiar Fleet series.

A #1 New Release in Post-Apocalyptic Science Fiction! A Top 50 Bestseller in Paranormal & Urban Fantasy! Eight Internet friends have an "IRL" meeting in a mountain cabin. But instead of the long weekend get-together they planned, they're suddenly caught up in the end of the world as they knew it! They just met for the first time in real life last night, and today's group wake-up call is strange messages floating in the air telling them that something called a "System Start" has just happened. Now magic works, and technology doesn't. Cell phones won't work, cars won't start, and it's ten miles to the nearest town. Some of them have families to worry about. Some of them don't even believe this is real. And all of them have secrets they'll have to overcome if they're going to work together and make it back to town alive. On the way, they'll meet other survivors, also confused, scared, and questioning what's happening. Ten miles doesn't seem that far, but by the end of it, they'll have faced some of the worst that the System can throw at them. And then things really get interesting. The small Tennessee town they're trying to reach is isolated, cut off, and surrounded by a new and terrifying world. Outside the town, ordinary creatures are becoming things out of nightmare. And inside the town, legends are coming to life... Mind Games is a new GameLit/LitRPG novel in the tradition of Tao Wong's "System Apocalypse". If you enjoy books by William Arand, Scottie Futch, and other contemporary LitRPG writers, you'll love Mind Games!

A brand-new Star Wars: The Old Republic novel from bestselling Star Wars author Drew Karpyshyn. As well as exploring what happened to Revan after Knights of the Old Republic, in this novel readers will learn who the Sith Emperor is in the time of the Old Republic, where he came from and how he has held onto power for so long... There's something out there. A juggernaut of evil bearing

down to crush the Republic - unless one lone Jedi, shunned and reviled, can stop it. Revan: hero, traitor, conqueror, villain, savior. A Jedi who left Coruscant to defeat Mandalorians—and returned a disciple of the dark side, bent on destroying the Republic. The Jedi Council gave Revan his life back, but the price of redemption was high. His memories have been erased. All that's left are nightmares—and deep, abiding fear. What exactly happened beyond the Outer Rim? Revan can't quite remember, yet can't entirely forget. Somehow he stumbled across a terrible secret that threatens the very existence of the Republic. With no idea what it is, or how to stop it, Revan may very well fail, for he's never faced a more powerful and diabolic enemy. But only death can stop him from trying...

Before the Evolution there was TorBane: technology that infused human DNA with cybernetic matter. It had the ability to grow new organs and limbs, to heal the world. Until it evolved out of control and spread like the common cold. The machine took over, the soul vanished, and the Bane were born. The Bane won't stop until every last person has been infected. With less than two percent of the human population left, mankind is on the brink of extinction. Eve knows the stories of the Evolution, the time before she wandered into the colony of Eden, unable to recall anything but her name. But she doesn't need memories to know this world is her reality. This is a world that is quickly losing its humanity, one Bane at a time. Fighting to keep one of the last remaining human colonies alive, Eve finds herself torn between her dedication to the colony, and the discovery of love. There is Avian and West – one a soldier, one a keeper of secrets. And in the end, Eve will make a choice that will change the future of mankind. The Bane is The Terminator meets The Walking Dead with a heart-twisting romance. Previously published as Eden, due to reader demand it has been revamped and rereleased as The Bane: book one in The Eden Trilogy. The Bane: Book One The Human: Book Two The Eve: Book Three The Ashes: an Eden prequel The Raid: an Eden short story

When an EMP brings the United States to its knees on Halloween, Lance Cooper must rescue his family and fight to survive amid the terror descending upon the city.

The sole survivor on a desperate, last-chance mission to save both humanity and the earth, Ryland Grace is hurtled into the depths of space when he must conquer an extinction-level threat to our species.

Hostile aliens nearly eradicated humanity. Will the next encounter finish the job? Sixteen billion dead. In humanity's last brush with the Merkiaari, it was nearly wiped out in a war that spanned decades. When survey ship Captain Jeff Colgan discovers a new alien race, he's required to investigate. As the aliens discover Colgan's ship and begin to hunt him down, the captain's mission changes from one of study to one of survival. Hard Duty is the first installment in Merkiaari Wars, a five-book military sci-fi space opera. If you like realistic engineering, vivid battles, and futuristic warfare, then you'll love Mark E. Cooper's sci-fi work of art. Buy the first book in your new space opera obsession today! Reading Order: 1. Hard Duty 2. What Price Honour 3. Operation Oracle 4. Operation Breakout 5. Incursion This is a science fiction book of

first contact and alien invasion seen from both human and alien points of view. Expect to see space fleets battling and military themes. Military science fiction, alien invasion, first contact, space opera

Andre Norton-Grand Mistress of science fiction-presents a grand tapestry of the far-flung interstellar future, in which the first starships from Earth have burst out into the universe . . . only to run straight into the restraining grasp of the stagnant alien federation known as Central Control. Only as interstellar mercenaries can humans go to the stars; the aliens who already dominate the galaxy allow no other recourse. But when Swordsman Third Class Kana Karr and his comrades-in-arms are betrayed and abandoned on a hostile world by their alien masters, the warriors from Earth begin a desperate but glorious march across a planet whose every sword is against them. Their actions may doom humanity's future . . . or lead the way to an empire of their own! Four thousand years later, galactic civilization is collapsing, and the underfunded crew of an exploration starship is forced to set down on an uncharted planet: a mysterious, abandoned world that is achingly beautiful-and hauntingly familiar. Ranger Sergeant Kartr, telepath and stellar Patrolman, searches with his crewmates for the source of a beacon which may mean escape for them all. What he finds is far stranger: the first clue to what may become the greatest revelation in galactic history! The defining events of future history as only Andre Norton could tell them! At the publisher's request, this title is sold without DRM (Digital Rights Management).

For fifty years the Human Alliance and the Krokator Star Empire have been locked in a cold war, neither side willing to return to the open conflict that raged for centuries. Though uneasy, the peace has been amicably maintained--until terrorist attacks against both powers, leaving the Alliance's capital shattered and the Emperor dead, threaten to reignite hostilities. From the Alliance, the task of hunting down the perpetrators falls to intelligence officer Major John Gresham, whose background offers not only insight into galactic terror cells but also anonymous access to the labyrinthine defense establishment. The Empire sends Akgu Zurra, unquestioningly loyal and determined to hunt down those who murdered his sovereign. Their investigations lead in the same direction, forcing the two into unwelcome cooperation as they try to disrupt the network of their common enemy. But that enemy, known only as the Forbidden Army, isn't just a well-organized group of malcontents from the alien slums - they enjoy resources that suggest their funding comes from connected insiders on both sides. Gresham and Zurra may distrust each other, but justice means exposing powerful figures as traitors and the attacks as part of a broader plot to destabilize the galactic order. If those traitors can't render the investigators ineffective, they'll settle for dead. The Forbidden Army is the first book in The League of Planets Adventure.

As the planetoid Thanatos Minor explodes into atoms, a specially-fitted cruiser escapes the mass destruction and hurtles into space only a step ahead of hostile pursuit. On board Trumpet are a handful of bedraggled fugitives from an outlaw world - old enemies suddenly and violently thrown together in a desperate bid for survival. Among this unlikely crew of allies are Morn Hyland, once a UMC cop, now a prisoner to the electrodes implanted in her brain; her son, Davies, "force-grown" to adulthood by the alien Amnion and struggling to understand his true identity; the amoral space buccaneer Nick Succorso, whose most daring act of piracy could be his last; and Angus Thermopyle, unstoppable cyborg struggling to wrest control of his own mind from his UMC programmers.

Following his successful mission to recover the missing warship ESS Crimson, Captain John Duggan finds himself unredeemed in the eyes of his superiors. His duties resume and this time he's given something easy - escort a cargo ship to a distant planet and bring it home safely. But war is never so predictable and a straightforward mission becomes something much more important. The outcome may well determine the future of humanity. Someone has terrible plans for the ESS Crimson and Duggan is about to find himself party to endless destruction. Even as

worlds die, a new threat is waiting on the horizon. Bane of Worlds is a universe-spanning sci-fi adventure, which continues the Survival Wars series.

As seen in Star Wars: The Last Jedi, welcome to the casino city of Canto Bight. A place where exotic aliens, captivating creatures, and other would-be high rollers are willing to risk everything to make their fortunes. Set across one fateful evening, these four interconnected stories explore the deception and danger of the lavish casino city. • An honest salesman meets a career criminal as a dream vacation turns into the worst nightmare imaginable, in a story by Saladin Ahmed. • Dreams and schemes collide when a deal over a priceless bottle of wine becomes a struggle for survival, as told by Mira Grant. • Old habits die hard when a servant is forced into a mad struggle for power among Canto Bight's elite, in a tale by Rae Carson • A deadbeat gambler has one last chance to turn his luck around; all he has to do is survive one wild night, as told by John Jackson Miller. In Canto Bight, one is free to revel in excess, untouched from the problems of a galaxy once again descending into chaos and war. Dreams can become reality, but the stakes have never been higher—for there is a darkness obscured by all the glamour and luxury.

Fans have long wondered what happened to Ahsoka after she left the Jedi Order near the end of the Clone Wars, and before she re-appeared as the mysterious Rebel operative Fulcrum in Rebels. Finally, her story will begin to be told. Following her experiences with the Jedi and the devastation of Order 66, Ahsoka is unsure she can be part of a larger whole ever again. But her desire to fight the evils of the Empire and protect those who need it will lead her right to Bail Organa, and the Rebel Alliance....

An Instant New York Times Bestseller! Return to the immersive, action-packed world of Warcross in this thrilling sequel from #1 New York Times bestselling author Marie Lu. Emika Chen barely made it out of the Warcross Championships alive. Now that she knows the truth behind Hideo's new NeuroLink algorithm, she can no longer trust the one person she's always looked up to, who she once thought was on her side. Determined to put a stop to Hideo's grim plans, Emika and the Phoenix Riders band together, only to find a new threat lurking on the neon-lit streets of Tokyo. Someone's put a bounty on Emika's head, and her sole chance for survival lies with Zero and the Blackcoats, his ruthless crew. But Emika soon learns that Zero isn't all that he seems--and his protection comes at a price. Caught in a web of betrayal, with the future of free will at risk, just how far will Emika go to take down the man she loves? In this explosive sequel to the New York Times bestselling Warcross, Marie Lu delivers an addictive finale that will hold you captive till the very last page.

Following decades of war and the recent catastrophic loss of an entire planet, the Human Planetary Alliance is riven by internal disputes and rivalries. The military's old guard fights for power against those who see a chance to turn things around. After a series of hard-fought victories, Captain Carl Recker is becoming recognized as a man who gets results - a man who knows how to beat the Daklan. Unfortunately, enemies from his past would prefer to claim his successes as their own, and Recker finds himself caught between two factions within high command. Escape comes in the form of a mission, though it's nothing run-of-the-mill. Given command of a new heavy cruiser, Recker is sent to track down a missing Daklan fleet and recover the alien technology it was searching for. It's going to be tough and assistance comes in the form of a Daklan desolator, commanded by a larger-than-life officer who knows his missiles from his Terrus slugs. Deep within territory contested by the Meklon and Laviorix, Recker and his opposite number will need to work closely together. Trust is in short supply, while

enemies are not. Faced with countless hostile aliens and their technology, Recker has his work cut out if he wants to stay on the right side of dead. And soon, he will draw the attention of the Lavorix empire breaker. The Galactar is coming, and against it, Recker stands no chance at all. Galactar is a traditional-style science-fiction action adventure and the third book in the Savage Stars series, following directly after events in Fractured Horizons. Expect space combat, ruthless aliens, mysterious tech and lots more.

TIME IS RUNNING OUT Decades from now, an artificial black hole has fallen into the Earth's core. As scientists frantically work to prevent the ultimate disaster, they discover that the entire planet could be destroyed within a year. But while they look for an answer, some claim that the only way to save Earth is to let its human inhabitants become extinct: to reset the evolutionary clock and start over. Earth is the Hugo and Locus Award-nominated novel that, with countless accurate predictions, earned David Brin his reputation as a visionary futurologist. For Captain John Duggan, it seems like war never ends. Each success brings another mission and more death. Following events at the Helius Blackstar, Duggan is given the Space Corps' newest warship - a heavy cruiser armed to the teeth with the latest weapons and technology. A prospector craft, the SC Lupus, has gone missing and his superiors want to find out what happened and the aggressors dealt with accordingly. The wrecked spaceship is soon found. However, nothing is as it seems. What Duggan finds on a distant planet turns everything on its head. With the survival of humanity potentially in the balance, Duggan - a man forever chained by duty - is required to take the biggest risk of all. The man who has faced everything is about to come up against an opponent he cannot possibly defend himself against. **Chains of Duty** is a science fiction adventure and the third book in the Survival Wars series.

A dire warning. An impending alien invasion. Only one chance for survival. In the near future, an alien probe arrives on Earth with a pivotal mission-determine if humanity has what it takes to survive the impending invasion by a merciless armada. The probe discovers Marc Ibarra, a young inventor, who holds the key to a daring gambit that could save a fraction of Earth's population. Humanity's only chance lies with Ibarra's ability to keep a terrible secret and engineer the planet down the narrow path to survival. Earth will need a fleet. One with a hidden purpose. One strong enough to fight a battle against annihilation. **The Ember War** is the first installment in an epic military sci-fi series. If you like *A Hymn Before Battle* by John Ringo and *The Last Starship* by Vaughn Heppner, then you'll love this explosive adventure with constant thrills and high stakes from cover to cover. The Coalition is reeling. New Vega and its other worlds have fallen beneath the boot of the newly allied Savage marines, and the death count continues to rise at a staggering rate. One thing is clear: the war to come will be a fight for the very survival of the species. For both sides in this conflict, now is the time to become what fate, and victory, demand. The Savages--post-human monsters who believe themselves to be gods--are intent on remaking civilization in their own violent and

pathological image. Yet their alliance is tenuous. Among the many tribes of the Uplifted, as they call themselves, the struggle for supremacy rages on. All know that in the end there can be only one tribe. One leader. One truth. Meanwhile humanity's last, desperate hope is the formation of a new kind of fighting force: The Legion. Those select few who are hardy enough--or foolish enough--to undertake the relentless, grueling, and merciless candidate training will have the chance to be transformed into mythical heroes... or die trying. They will be pushed beyond their physical and mental limits as they seek to survive an unforgiving planet, lost and derelict ghost spaceships, and worst of all, the cold, unflinching brutality of Tyrus Rechs. At the end of this crucible, only the one percent of the one percent will earn the right to be called... .. Legionnaires. Also available in audio book format performed by Stephen Lang (Avatar, Tombstone), Galaxy's Edge: Gods & Legionnaires brings you into the mind of the Savage marines and shows you the heart required to enter the Legion in the second epic installment of Galaxy's Edge: Savage Wars

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