

Bane Of Worlds (Survival Wars Book 2)

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. When the dead rise, he'll either find his family or end up a ravenous corpse... Fifteen-year-old James would much rather hang with friends than go hunting with his survivalist dad. But the boring weekend trip turns into a living horror when they're attacked by an undead horde. Terrified and confused, James has no choice but to escape with his trusty dog

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through a forest stained with blood... Teaming up with his best friend, James frantically fights his way back to his missing family. But on a trail of clues littered with corpses, reaching his loved ones means venturing deeper into the deadly unknown... Can James reunite with his family before he's consumed by a relentless pack of zombies? *Fallout* is the first book in a gritty post-apocalyptic series. If you like spine-crawling suspense, ruthless zombies, and rugged survival stories, then you'll love Derek Shupert's dark coming-of-age tale. Buy *Fallout* to unlock an infectious thriller today!

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

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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.

Bane of Worlds

Baneblade

The Scorched Earth

Dead State

The Book of the Damned

The Bladeborn Saga, Book One

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.

Actor Anthony James has played killers, psychopaths, and other twisted characters throughout his Hollywood career. In the summer of 1967, James made his motion picture debut as the murderer in the Academy Award-winning Best Picture, *In the Heat of the Night*. His role in the 1992 Academy

Award-winning Best Picture, *Unforgiven*, culminated a unique, twenty-eight year career. Behind his menacing and memorable face, however, is a thoughtful, gentle man, one who muses deeply on the nature of art and creativity and on the family ties that have sustained him. James's *Acting My Face* renders Hollywood through the eyes and experience of an established character actor. James appeared on screen with such legendary stars as Clint Eastwood, Bette Davis, Gene Hackman, and Sidney Poitier, and in such classic television shows as *Gunsmoke*, *The Big Valley*, *Starsky and Hutch*, *Charlie's Angels*, and *The A-Team*. Yet, it is his mother's heroic

story that captures his imagination. In an odyssey which in 1940 took her and her newly wedded husband from Greece to a small southern town in America where she bore her only child, James's mother suffered the early death of her husband when James was only eight years old. In the blink of an eye, she went from grand hostess of her husband's lavish parties to hotel maid. But like the lioness she was, she fought with great ferocity and outrageous will in her relentless devotion to James's future. And so it was, that on an August morning in 1960, eighteen-year-old James and his mother took a train from South Carolina three thousand miles to Hollywood, California, to realize his dream of an acting career. They possessed only two hundred dollars, their courage, and an astonishing degree of naiveté. After his retirement in 1994, James and his mother moved to Arlington, Massachusetts, where he concentrated on his painting and poetry. His mother died in 2008 at the age of ninety-four, still a lioness protecting her beloved son. *Acting My Face* is an unusual memoir, one that

explores the true nature of a working life in Hollywood and how aspirations and personal devotion are forged into a career.

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A new war has broken out ... Indian ships have invaded three British-held systems and Indian troops have occupied British colonies, forcing Britain to choose between war and shame. The Royal Navy, battered by the fires of the First Interstellar War and desperately trying to recover from the terrifying casualties, must launch a counterattack

and recover the colonies. For HMS Warspite - and a task force of British warships - the stakes have never been so high. If the Royal Navy loses, Britain will be humiliated and the global power system will shift catastrophically, but even victory may come with too high a price. Pushed to the limits, the Royal Navy must take the offensive and determine the outcome quickly Before the Indian gambit triggers off a civil war that will rip the human sphere apart.

From Tenure-track to Emeritus

Red Harvest

The Survival of a Mathematician

Galactar

A Small Colonial War

"Oona Lee arrives on Salassandra determined to light the yellow beacon and continue her quest to save the Five Worlds from the evil Mimic's influence."--Publisher's description.

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] Karpyn’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
A team of scientists work hurriedly to build a spaceship in time to escape the doomed Earth.

The Aranol. Death comes to everything. With tenacity and fearless determination, the human Confederation has fought against the overwhelming forces of the Vraxar. Still the aliens keep on coming. Following the events on New Earth, a chance sighting presents an opportunity too good to ignore. One of the Vraxar's remaining capital ships - Ix-Gastiol - is located in close orbit around a star. Fleet Admiral Duggan prepares to strike against the mightiest of the alien vessels. With a strong fleet of warships assembled and an Obsidiar bomb to back them up, he believes success is within reach. However, the Vraxar have existed for millennia and Ix-Gastiol has overseen the extinction of a hundred species. This will be no easy mission. When everything goes badly, catastrophically wrong, it's left to Captain Charlie Blake and Lieutenant Eric

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McKinney to put it right. Trapped within the endless depths of an alien spaceship, they must lead a small squad to achieve the impossible and somehow finish what an entire fleet failed to accomplish. Ix-Gastiol holds clues for the resourceful to find. What Blake and McKinney unearth could be the most important discovery of the war, but only if they can escape with the information. Suns of the Aranol is a high-action science fiction adventure and the fifth book in the Obsidian Fleet series.

Guns of the Valpian

After Worlds Collide

How Media Attract and Affect Youth

Suns of the Aranol

"Time travel, UFOs, mysterious planets, stigmata, rock-throwing poltergeists, huge footprints, bizarre rains of fish and frogs-nearly a century after Charles Fort's Book of the Damned was originally published, the strange phenomenon presented in this book remains largely unexplained by modern science. Through painstaking research and a witty, sarcastic style, Fort captures the imagination while exposing the flaws of popular scientific explanations. Virtually all of his material was compiled and documented from reports published in reputable journals, newspapers and periodicals because he was an avid collector. Charles Fort was somewhat of a recluse who spent most of his spare time researching

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these strange events and collected these reports from publications sent to him from around the globe. This was the first of a series of books he created on unusual and unexplained events and to this day it remains the most popular. If you agree that truth is often stranger than fiction, then this book is for you"--Taken from Good Reads website.

When a chain reaction of supernovae explosions at the core of the galaxy unleashes a deadly wave of radiation that will sterilize the entire galaxy, the Citizens--accompanied by Kirsten Quinn-Kovacs, a descendant of human survivors rescued by the Citizens from a dying starship--flee into the unknown, in a novel set in the Known Space universe. Reprint.

In the heart of Vandar, as dark forces close in, Elyon, a gifted Bladeborn, fights for his family's survival. In the war-torn northlands of Tukor, a servant girl with a mysterious past is forced on the run, propelling her on a journey that will change her world forever. From the Shadowfort, a secret power is unleashed, one that will set into motion a series of events that will bring the world to its knees. With the world on the verge of chaos and countless lives at stake, a new First Blade must be selected, but obstacles stand in the way. Alliances are broken. Enemies are born. Only the strong will survive. Follow this epic tale as the battle for power, land, and the divine gifts of the Fallen Gods determine who lives and dies and who possesses ultimate control. Captain John Duggan rots in his cell, facing execution at the hands of his captors. Having discovered the secret which the Ghasts wished to remain hidden, he is left

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powerless to find answers to the questions which will determine the future of the Confederation. Elsewhere in the Garon sector, the Dreamers have been putting their own terrible plans into action. They possess the power to destroy entire worlds from unimaginable distances. Whilst humans and Ghosts descend once more into war, the biggest threat of all puts in motion a chain of events which will result in a hundred billion deaths if left unchecked. John Duggan and his crew are forced into a position where they must end not just one war, but two. The Space Corps' most accomplished officer will be reunited with humanity's most powerful weapon in a race to forge peace when a return to conflict seems inevitable. Standing above all else is the seemingly unstoppable Dreamer mothership, which Duggan must face if he is to succeed against the longest of odds. *Fires of Oblivion* is a science fiction adventure and the fourth book in the Survival Wars series.

Crimson Tempest

Not Alone

Fires of Oblivion

Acting My Face

Earth's Fury

Aliens exist, the government knows, and Dan McCarthy just found the proof. When Dan McCarthy stumbles upon a folder containing evidence of the conspiracy to end all conspiracies -- a top-level alien cover-up -- he leaks the files without a second thought. The incredible truth revealed by Dan's leak immediately captures the public's imagination,

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but Dan's relentless commitment to exposing the cover-up and forcing disclosure quickly earns him some enemies in high places. For his whole life, Dan McCarthy has searched for a reason to believe. Now that he finally has one, he might soon wish he didn't...

Captain John Duggan and his crew are stranded deep in hostile territory. Their spaceship, the ESS Crimson is damaged beyond repair. Enemy warships hunt them, eager to locate the vessel which has caused so much damage to their military. All seems lost. Duggan is not a man to go down without a fight. Determined to take matters into his own hands, he leads his squad across the surface of an inhospitable planet in order to make a raid upon an enemy base. What happens there sets in motion a series of events which carry Duggan and his men towards a prize of inconceivable value. Nothing worth having comes easy - a single error will result in failure and the deaths of his soldiers, as well as denying humanity the greatest of gifts. Duggan has made a promise to get his squad home and there's only one way for him to succeed. The Valpian awaits. Guns of the Valpian is a science fiction adventure and the sixth book in the Survival Wars series.

On his first crossing through the warps, Seg discovers a world rich in vita - fuel to save his dying world. Cold, brilliant and desperate to prove himself

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as a Cultural Theorist, Seg breaks away from the recon squad sent to protect him, to scout out prime vita sources. But to find his prize he must face his biggest fear: water. Fiery and headstrong, Ama receives an ultimatum from her people's tyrannical overlords: betray her own kind or give up the boat she calls home, forever. When a wealthy traveler hires her as a guide, Ama thinks her prayers are answered - until a violent murder reveals Seg's true identity. On the run, over land and water, hunted by a ruthless and relentless tracker, and caught in the schemes of a political powerhouse, Seg and Ama will have to strike an uneasy truce to survive. The fate of two worlds is in their hands.

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....

Death Troopers

Batman/Teenage Mutant Ninja Turtles

Darth Bane: Star Wars Legends 3-Book Bundle

Fleet of Worlds

Fallout

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. Earth's Fury. A gun to shatter a god ship. The human Confederation has provided unexpected resistance to the Vraxar invading forces, but now the price must be paid. The mighty enemy warship Ix-Gorghal

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has discovered the location of humanity's populated worlds and its arrival in New Earth orbit promises death for the billions living there. At first, it seems the invaders will have everything their own way. They send in troops and deploy a ring of satellites to isolate the planet from the main comms network. After that, it should all be plain sailing.... On the New Earth Tucson military base, there are personnel who will never accept defeat - men and women who will keep fighting even when the cause seems lost. Lieutenant Eric McKinney is one of them. An unexpected message from a lone fleet warship high above the planet sends him on a mission to rescue the only man on New Earth with the activation codes for two unfinished warships on the Tucson base - the battleship Ulterior-2 and an experimental gun called Earth's Fury. Fleet Admiral John Duggan is the man with the keys. He's got a mission of his own and if it succeeds, it will ensure total annihilation for both sides. Duggan can see no other way out. Meanwhile, Captain Charlie Blake has other problems. In order to help the people of New Earth, he's forced to defy orders, putting his life and his future in jeopardy. He's one of the few men with the skill and audacity to get Earth's Fury into orbit - assuming it will even fly. It won't be easy. The Vraxar are a cruel and unpredictable foe, and at the first sign of a threat, they will surely destroy New Earth without hesitation. Earth's Fury is a high-action science fiction adventure and the fourth book in the Obsidian Fleet series.

Fifty-three years after it vanished, Earth's only Super-Devastator warship, the ESS Crimson sends out a distress signal... Humanity is fighting against an implacable foe. The Ghosts – a ruthless alien race - seem hell-bent on wiping out mankind. They have a vast warfleet and their technology is advancing at a terrible rate. Captain John Nathan Duggan and his crew are given a mission – find the missing ESS Crimson and bring it home. Little does Duggan realise, this is no ordinary mission. As he struggles against enemies both within and without, he desperately tries to unlock the mystery surrounding the Crimson's disappearance and the unknown weapons it carries. He soon discovers the missing warship might be the only hope for salvation that mankind has left. When everything is veiled in secrecy nothing is easy, as Duggan is about to find out. Crimson Tempest is the first instalment in an epic sci-fi action-adventure series. Drew Karpynchyn has made his mark with imaginative, action-packed work on several acclaimed videogames, including Mass Effect and Star Wars: Knights of the Old Republic, as well as in a succession of New York Times bestselling tie-in novels. Now Karpynchyn introduces a brilliantly innovative epic fantasy of perilous quests, tormented heroes, and darkest sorcery—a thrilling adventure that vaults him into the company of such authors as Terry Goodkind, Brandon Sanderson, and Peter V. Brett. Long ago the gods chose a great hero to act as their agent in the mortal world and to

stand against the demonic spawn of Chaos. The gods gifted their champion, Daemron, with three magical Talismans: a sword, a ring, and a crown. But the awesome power at his command corrupted Daemron, turning him from savior to destroyer. Filled with pride, he dared to challenge the gods themselves. Siding with the Chaos spawn, Daemron waged a titanic battle against the Immortals. In the end, Daemron was defeated, the Talismans were lost, and Chaos was sealed off behind the Legacy—a magical barrier the gods sacrificed themselves to create. Now the Legacy is fading. On the other side, the banished Daemron stirs. And across the scattered corners of the land, four children are born of suffering and strife, each touched by one aspect of Daemron himself—wizard, warrior, prophet, king. Bound by a connection deeper than blood, the Children of Fire will either restore the Legacy or bring it crashing down, freeing Daemron to wreak his vengeance upon the mortal world. **BONUS:** This edition includes an excerpt from Drew Karpysyn's *The Scorched Earth*. Praise for *Children of Fire* “This intricately layered adventure breathes realism and overshadowing menace into ancient mythic archetypes, exposing the pain and wonder inherent in magic and the mingled hope and cynicism of modern fantasy.”—Publishers Weekly (starred review) “A rousing quest fantasy . . . a fast-paced action-packed good and evil thriller.”—SF Revu “From the first page of *Children of Fire*, Karpysyn captures

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the reader's attention with his excellent, intricate storyline."—RT Book Reviews "Children of Fire stands on its own as a thoroughly entertaining tale. The book strikes a perfect balance between character driven storytelling and rich world building."—Roqoo Depot "[Karpyshyn] is truly a master of world building. . . . I would recommend this title to any fan of the genre."—Among the Wreckage "Compulsively readable, wildly entertaining."—A Girl, A Boy and A Blog "Children of Fire is engrossing, and full of characters that are modern. . . . I thoroughly enjoyed Children of Fire and look forward for the next two books."—FANGirl Blog "Drew Karpyshyn weaves a rich, contrasting tapestry of epic story and doom. Gripping and compelling from first page to last, Children of Fire is a dark-chocolate fantasy; delightfully biting and delectable at once. Four ill-fated children born under a sign of chaos and flame carried me on a journey into an intriguing world of shadowy wonder. It is a spellbinding epic told with masterful craft. Well done, Drew!"—Tracy Hickman, New York Times bestselling co-author of the Dragonlance and Death Gate series

Vol. 1

The Ingenious

Augmented

Terminus Gate

Journey to Star Wars: The Force Awakens: Lost Stars

In this essential Star Wars Legends novel, the second in the Darth

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Bane trilogy, the fearsome Sith lord takes on a deadly new apprentice. Darth Bane's twisted genius made him a natural leader among the Sith—until his radical embrace of an all-but-forgotten wisdom drove him to destroy his own order . . . and create it anew from the ashes. As the last surviving Sith, Darth Bane promulgated a harsh new directive: the Rule of Two. Two there should be; no more, no less. One to embody the power, the other to crave it. Now Darth Bane is ready to put his policy into action and thinks he has found the key element that will make his triumph complete: a student to train in the ways of the dark side. Though she is young, Zannah possesses an instinctive link to the dark side that rivals his own. With his guidance, she will become essential in his quest to destroy the Jedi and dominate the galaxy. 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 Lavorix, Recker and his opposite number will need to work closely together. Trust is in short supply, while enemies are not.

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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 Laviorix 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.

The vast Union of Arcana has expanded its wealth and power by laying claim to one uninhabited planet after another through the portals linking parallel universes, until they discover a new portal that leads to another human society, Sharona, which has also been exploring the Multiverse and is dedicated to science rather than to magic.

When a Daklan annihilator drops out of lightspeed, make sure you're in a different solar system. Humanity is trapped in a decades-long conflict with a warlike alien species known as Daklan. The military's high command has played it safe for too long and now defeat seems inevitable. Dealing with the consequences on the frontline, warship captain Carl Recker is a man with enemies on both sides. A routine mission takes him to a distant world upon which he finds technology from a war fought by an unknown species. The Daklan are interested in it too, and they have an annihilator class battleship at their disposal, while Recker is flying the smallest lightspeed capable warship in the human fleet. What follows will test Recker to his limits.

Relentlessly pursued by the unstoppable battleship and seemingly forsaken by his superiors, he must hunt down answers from the past while fighting enemies from the present. Powerful relics of an ancient, terrible war are scattered on the fringes - finding them and unlocking their secrets may be the only hope for

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humanity. War from a Distant Sun is a traditional-style science-fiction action adventure. Expect space combat, ruthless aliens, mysterious tech and lots more.

5 Worlds Book 4: the Amber Anthem

Chains of Duty

War from a Distant Sun

Blindsight

Plugged in

A horror tale set in the Star Wars universe follows the harrowing experiences of the crew of an Imperial prison barge that scavenges an abandoned Star Destroyer when their own ship breaks down, a mission after which surviving team members bring back a lethal infection. Reprint. A best-selling book.

After their recent victory over an incredibly powerful alien foe, Captain John Duggan and his crew are expecting some downtime while the ESS Crimson is refitted. It is not to be. In a war for survival, the Space Corps' best officer can't be permitted to languish on base with his feet up. Soon after landing on planet Atlantis, Duggan gets the call once more. This time there's to be no holding back - his superiors want him to take the fight to the enemy, rather than wait it out in Confederation Space. Given a promise that this mission will be his last, Duggan ventures into the unknown - he must fly through the Helius Blackstar and see what lies on the other side. What he finds there is worse than he could possibly have imagined and it will take every ounce of his ingenuity to return with the secrets he discovers. Terminus Gate is a high-action science fiction adventure and the fifth book in the Survival Wars series.

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

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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.

In a zombie horror tale set in the Star Wars universe, the Sith academy apprentices react fearfully to new outbreaks of unexplained violence, the Dark Lord's withdrawal, and a Jedi Master's efforts to rescue a hostage.

Negation Force

Star Wars: Ahsoka

The Song of the First Blade

God Ship

Hell's Gate (Book 1 in New MULTIVERSE Series)

"One of the themes of the book is how to have a fulfilling professional life. In order to achieve this goal, Krantz discusses keeping a vigorous scholarly program going and finding new challenges, as well as dealing with the everyday tasks of research, teaching, and administration." "In short, this is a survival manual for the professional mathematician - both in academics and in industry and government agencies. It is a sequel to the author's A Mathematician's Survival Guide."--BOOK JACKET.

Blindsight is the Hugo Award–nominated novel by Peter Watts, "a hard science fiction writer through and through and one of the very best alive" (The Globe and Mail). Two months have past since a myriad of alien objects clenched about the Earth,

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screaming as they burned. The heavens have been silent since—until a derelict space probe hears whispers from a distant comet. Something talks out there: but not to us. Who should we send to meet the alien, when the alien doesn't want to meet? Send a linguist with multiple-personality disorder and a biologist so spliced with machinery that he can't feel his own flesh. Send a pacifist warrior and a vampire recalled from the grave by the voodoo of paleogenetics. Send a man with half his mind gone since childhood. Send them to the edge of the solar system, praying you can trust such freaks and monsters with the fate of a world. You fear they may be more alien than the thing they've been sent to find—but you'd give anything for that to be true, if you knew what was waiting for them. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Fast-paced, hard-hitting military fiction featuring the Baneblade battle tank Mars Triumphant. By the blessing of the Omnissiah was the Mars Triumphant born – from the forges of the Adeptus Mechanicus, the mighty Baneblade super-heavy battle tank comes to bring death and destruction to the foes of the Imperium. During a bitter war against the orks in the Kalidar system, Lieutenant Lo Bannick joins the crew of the venerable tank, and as part of the 7th Paragonian Tank Company he witnesses combat from within one of the Astra Militarum's mightiest war machines. But even as Bannick's own dark past threatens to undo him, the Mars Triumphant may have met its match in the form of a terrifying new foe. God Ship. The tormentor of worlds. For thousands of years, the Vraxar have brought ruin and misery across the universe. Each species they find has met the same fate - extinction and conversion into new soldiers for their ranks. An upstart race -

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humanity - has wiped out the aliens' advance fleet. The Vraxar will not give up - they must clear a way through Confederation Space in preparation for their future wars. Captain Charlie Blake is always in the wrong place at the right time. He's given a mission - take a heavily-armed warship and investigate an anomaly on a distant planet. Blake and his crew locate a catastrophically-damaged enemy Neutraliser, and there's no record of an engagement with human forces. Lieutenant Eric McKinney and his troops are left with the task of getting inside and finding answers. What they discover deep within the huge spaceship gives an idea of the horrors to come. The Vraxar have summoned one of their capital ships. Ix-Gorghal has arrived and even with assistance from an incredibly-powerful Ghastr battleship, it will take every ounce of Space Corps firepower, ingenuity and plain old guts to survive the first punishing encounters. God Ship is a high-action science fiction adventure and the third book in the Obsidian Fleet series.

Warpworld

Bane of Worlds

Tin Star

Star Wars

Children of Fire

Political exiles are desperate to escape from the impossible city that imprisons them, in this bloody and brilliant epic fantasy. Thousands of years ago, the city of Athanor was set adrift in time and space by alchemists, called "the Curious Men". Ever since, it has accumulated cultures, citizens and species into a vast, unmappable metropolis. Isten and her gang of half-starved political exiles live off petty crime and gangland warfare in Athanor's seediest alleys. Though they dream of

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returning home to lead a glorious revolution, Isten's downward spiral drags them into a mire of addiction and violence. Isten must find a way to save the exiles and herself if they are ever to build a better, fairer world for the people of their distant homeland. File Under: Fantasy [Alchemical Exiles | Loathing and Fear | Manifest Revelation | City of Broken Spheres]

"Beaten and left for dead, fourteen-year-old Tula Bane finds herself abandoned on a space station called Yertina Feray after traveling with the colonist group, Children of the Earth"--

This thrilling Young Adult novel gives readers a macro view of some of the most important events in the Star Wars universe, from the rise of the Rebellion to the fall of the Empire. Readers will experience these major moments through the eyes of two childhood friends--Ciena Ree and Thane Kyrell--who have grown up to become an Imperial officer and a Rebel pilot. Now on opposite sides of the war, will these two star-crossed lovers reunite, or will duty tear them--and the galaxy--apart? Star Wars: Lost Stars also includes all-new post- Star Wars: Return of the Jedi content, as well as hints and clues about the upcoming film Star Wars: The Force Awakens, making this a must-read for all Star Wars fans.

Rule of Two: Star Wars Legends (Darth Bane)

A Memoir

Path of Destruction, Rule of Two, Dynasty of Evil

Mission: Nemesis