

Capital Starship (Ixa Legacy Book 1)

Captain Keyes captains the Providence, the last human ship not dependent on dark tech, which humanity has used to rule the galaxy for decades. When dark tech fails, allies become enemies. Meanwhile, humanity's oldest enemy is on the rise. The future now depends on Captain Keyes and his misfit crew. The Firstborn—the mysterious race of aliens who first became known to science fiction fans as the builders of the iconic black monolith in 2001: A Space Odyssey—have inhabited legendary master of science fiction Sir Arthur C. Clarke's writing for decades. With *Time's Eye* and *Sunstorm*, the first two books in their acclaimed *Time Odyssey* series, Clarke and his brilliant co-author Stephen Baxter imagined a near-future in which the Firstborn seek to stop the advance of human civilization by employing a technology indistinguishable from magic. Their first act was the *Discontinuity*, in which Earth was carved into sections from different eras of history, restitched into a patchwork world, and renamed Mir. Mir's inhabitants included such notables as Alexander the Great, Genghis Khan, and United Nations peacekeeper Bisesa Dutt. For reasons unknown to her, Bisesa entered into communication with an alien artifact of inscrutable purpose and godlike power—a power that eventually returned her to Earth. There, she played an instrumental role in humanity's race against time to stop a doomsday event: a massive solar storm triggered by the alien Firstborn designed to eradicate all life from the planet. That fate was averted at an inconceivable price. Now, twenty-seven years later, the Firstborn are back. This time, they are pulling no punches: They have sent a "quantum bomb." Speeding toward Earth, it is a device that human scientists can barely comprehend, that cannot be stopped or destroyed—and one that will obliterate Earth. Bisesa's desperate quest for answers sends her first to Mars and then to Mir, which is itself threatened with extinction. The end seems inevitable. But as shocking new insights emerge into the nature of the Firstborn and their chilling plans for mankind, an unexpected ally appears from light-years away. Nothing brings change like war. A surge of new tech. New weapons. New tactics. To lead a crew to victory, a captain must understand change. He must understand command and that it is a test.

The galaxy is cold. And heartless. Fresh from rescuing the daughter of a powerful aristocrat, Commander Joe Pikeman sets his sights on the next mission: saving humanity from enslavement.

The Short Victorious War

Taking Stock

Rebels of the Red Planet

The Undying

The Unsung

The battle against the Lankies has been won. Earth seems safe. Peacetime military? Not on your life. It's been four years since Earth threw its full military prowess against the Lanky incursion. Humanity has been yanked back from the abyss of extinction. The solar system is at peace. For now. The future for Major Andrew Grayson of the Commonwealth Defense Corps and his wife, Halley? Flying desk duty on the front. No more nightmares of monstrous things. No more traumas to the mind and body. But when an offer comes down from above, Andrew has to make a choice: continue pushing papers into retirement, or jump right back into the fight? What's a podhead to do? The remaining Lankies may have retreated in fear, but the threat isn't over. They need to be wiped out for good before they strike again. That'll take a new offensive deployment. Aboard an Avenger warship, Andrew and the special tactics team under his command embark on the ultimate search-and-destroy mission. This time, it'll be on Lanky turf. No big heroics. No unnecessary risks. Just a swift hit-and-run raid in the hostile Capella system. Blow the alien seed ships into oblivion and get the hell back to Earth. At least, that's the objective. But when does anything in war go according to plan?

The Galaxy's Doomed Without Him The Ixa smashed the galaxy to bits before they were defeated. Captain Husher has sounded the alarm in the decades since: the Ixa's creators will return to finish the job. But unlike Husher, the galactic government didn't battle the Ixa, and the politicians have convinced themselves that maintaining peace means limiting the ability to wage war. Now, the enemy has returned, with high-tech weapons that prove they haven't limited their own combat capabilities in the slightest. If Captain Husher and his beleaguered supercarrier crew can't manage to stop the invaders, they will happily devour the galaxy whole. Fans of Daniel Arenson and Jay Allan will love Capital Starship, a new military science fiction series set in the Ixa Prophecies universe.

Humanity is fractured and on the brink of war...The United Terran Federation and the Eastern Star Alliance have been

fighting in minor skirmishes along the border region for the last few years, but now it threatens to break out into a full-on war with the victor assuming control of all human space. The Alliance has fired the opening shots with a horrific strike on a civilian target, killing millions and shocking the Federation's parliament into action. Now mighty fleets of starships are moving against each other, ready for the final battle that will settle the conflict once and for all. The venerable Admiral Jackson Wolfe prepares himself for one last fight as his nemesis, Admiral Vadim Kohl, looks to make a name for himself by defeating the infamous Federation officer in battle. Jackson knows events are now in motion that can't be stopped and only one thing is certain: win or lose, nothing will ever be the same again.

The invasion has begun. On the capital world of Vassar-1, the Allied Independent Colonies find themselves in a race against time to stop a terrorist plot that could bring chaos to the galaxy. As the terror spreads, Earth provides nothing but deception and subterfuge. With time running out, it's up to Ben and Ada to deliver an AIC agent with vital information. But not everything is what it seems. Final Invasion is the third book in the Oblivion series, a high-octane, action-packed blast that will leave military science fiction fans hungry for more!

Alien Artifacts

Nightmare Journey

Science Fiction Legend

Orders of Battle

City at the End of Time

In the twentieth century Earth sent probes, transmissions and welcoming messages to the stars. Unfortunately, someone noticed. The Galactics arrived with their battle fleet in 2052. Rather than being exterminated under a barrage of hell-burners, Earth joined their vast Empire. Swearing allegiance to our distant alien overlords wasn't the only requirement for survival. We also had to have something of value to trade, something that neighboring planets would pay their hard-earned credits to buy. As most of the local worlds were too civilized to have a proper army, the only valuable service Earth could provide came in the form of soldiers...someone had to do their dirty work for them, their fighting and dying. I, James McGill, was born in 2099 on the fringe of the galaxy. When Hegemony Financial denied my loan applications, I was kicked out of the university and I turned to the stars. My first campaign involved the invasion of a mineral-rich planet called Cancri-9, better known as Steel World. The attack didn't go well, and now Earth has entered a grim struggle for survival. Humanity's mercenary legions go to war in STEEL WORLD, bestselling author B. V. Larson's latest science fiction novel.

BY MILLION COPY-BESTSELLER JASPER T. SCOTT A DEADLY MISSION ON AN UNCHARTED WORLD RIDDLED WITH ANCIENT SECRETS On his last job, Cade Korbin lost his ship, lost his credits, and barely escaped with his life, but it's not over. His enemy is still out there, nursing a decades-old vendetta that has yet to be quenched. Making matters worse, his guild is coming after him for breaking their rules. Cade desperately needs credits and somewhere to lie low for a while. To that end, he takes a job on an uncharted world, code-named Nexus, with his new partner. The mission is to rescue a team of missing researchers and to recover the alien

artifacts they went searching for. But Nexus proves to be even deadlier than its Class Five hazard rating would suggest, and Cade soon realizes that he'll be lucky to escape with his life, let alone accomplish the mission. Yet there is a danger on Nexus that goes far beyond hungry alien monsters: a terrifying menace has been waiting there for untold eons to emerge. And Cade Korbin is just about to unleash it.

The starship Freedom is just a museum ship. Until the aliens attack! Battlestar Galactica meets Starship Troopers in this sci-fi adventure from Daniel Arenson, the USA Today bestselling author of Earthrise. The starship Freedom was once a mighty warship. Today she's a tourist attraction. The space wars ended long ago. The Freedom is now a flying museum. The tourists love it. The Changing of the Guard, the starfighter aerobatics, the starboard cannon salute . . . it's the best show in the galaxy. James King commands the starship Freedom. He hates his job. He was a real soldier once. Back when the Freedom was a real warship. He never imagined himself running a tourist trap. Right after Christmas, he plans to retire. Then, on Christmas day, the aliens attack. Horrifying aliens. Creatures of claws, fangs, and endless malice. Within hours, they devastate Earth's military. Millions die. So much for retirement. The aliens spare the starship Freedom. After all, she's only a tourist attraction. But not to Commander King. He will get his beloved starship battle-ready. He will enter the fight. The Freedom will fly to war again!

Inspector Wexford searches for answers after an elderly woman is murdered in this "spellbinder" from a New York Times–bestselling author (Publishers Weekly). When Chief Inspector Wexford enters the parking garage, the woman is already dead, slumped between two cars, concealed under a velvet shroud. The inspector doesn't even notice her as he drives away. Only later, when he sees on the news that an old woman was garroted in the shopping mall garage, does he realize how close he was to discovering the body. In a case that starts with a hidden corpse, the truth will be dangerously elusive. Before Wexford can sink his teeth into the elderly woman's murder, he is nearly killed himself—by a politically motivated car bombing targeting his daughter. With the inspector in the hospital, the case falls to his partner, the intrepid Mike Burden, who must solve both mysteries before the shopping mall killer strikes again. The winner of three Edgar Awards, Ruth Rendell was one of the finest mystery authors of the twentieth century. Inspector Wexford was one of her most beloved creations, and The Veiled One is another "stunning" entry in the series (Publishers Weekly).

Void Wraith

Behind the Lines

Omega Rising

Steel World

Cutter's Wars

Ten thousand years ago, a single alien super-ship survived a desperate battle. The vessel's dying crew set the AI on automatic to defend the smashed rubble of their planet. Legend has it the faithful ship continues to patrol the empty battlefield, obeying its last order throughout the lonely centuries. In the here and now, Earth needs a miracle. Out of the Beyond invade the New Men, stronger, faster and smarter than the old. Their superior warships and advanced technology destroy every fleet sent to stop them. Their spies have infiltrated the government and traitors plague Earth's military. Captain Maddox of Star Watch Intelligence wonders if the ancient legend could be true. Would such an old starship be able to face the technology of the New Men? On the run from killers, Maddox searches for a group of talented misfits. He seeks Keith Maker, a drunken ex-strikefighter ace, Doctor Dana Rich the clone thief stuck on a prison planet and Lieutenant Valerie Noonan, the only person to have faced the New Men in battle and survived to tell about it. Maddox has to find a place hidden in

*the Beyond and bring back a ship no one can enter. If he fails, the New Men will replace the old. If he succeeds, humanity might just have a fighting chance...
1 It is a sea, though they call it sand. They call it sand because it is still and red and dense with grains. They call it sand because the thin wind whips it, and whirls its dusty skim away to the tight horizons of Mars. But only a sea could so brood with the memory of aeons. Only a sea, lying so silent beneath the high skies, could hint the mystery of life still behind its barren veil. To practical, rational man, it is the Xanthe Desert. Whatever else he might unwittingly be, S. Nuwell Eli considered himself a practical, rational man, and it was across the bumpy sands of the Xanthe Desert that he guided his groundcar westward with that somewhat cautious proficiency that mistrusts its own mastery of the machine. Maya Cara Nome, his colleague in this mission to which he had addressed himself, was a silent companion. Nuwell's liquid brown eyes, insistent upon their visual clarity, saw the red sand as the blowing surface of unliving solidity. Only clarity was admitted to Nuwell, and the only living clarity was man and beast and vegetation, spotted in the dome cities and dome farms of the lowlands. He and Maya scurried, transiting sparks of the only life, insecure and hastening in the absence of the net of roads which eventually would bind the Martian surface to human reality from the toeholds of the dome cities. In that opposite world which was the other side of the groundcar's seat, Maya Cara Nome's opaque black eyes struggled against the surface. They struggled not from any rational motivation but from long stubbornness, from habit, as a fly kicks six-legged and constant against the surface tension of a trapping pool.
March 15th, Earth Year 2290 The day the aliens returned. The memories are still fresh. Of colonies burning. Of millions dying in agony. 50 years later, we've built up our strength. Using a wormhole, we colonized both sides of the galaxy. It was the worst mistake we could have made. Our enemy has returned. The wormhole has collapsed.*

Jason Burke was a man hiding from himself in a small cabin high in the American Rocky Mountains when his simple, quiet life was shattered one night by what he first assumed was an aviation mishap. But when he investigates the crash, what he finds will yank him out of his self-imposed exile and thrust him into a world he could have never imagined. He suddenly finds himself trapped on a damaged alien spacecraft and plunged into a universe of interstellar crime lords and government conspiracies, along the way meeting strange new friends... and enemies. As he struggles to find his way back home he is inexorably drawn deeper into a world where one misstep could mean his death. Or worse. He desperately wants to get back to Earth, but it may be the end for him. ... or is it just the beginning?

Expansion Wars Trilogy, Book One

Trapped

Terms of Enlistment

Shallow Graves

Supercarrier

Capital Starship

In Hell's Kitchen, New York City, to work on a low-budget

documentary on the area's colorful history, ex-stuntman-turned-location-scout John Pellam finds himself investigating a series of suspicious fires that may be linked to efforts to hide the past.

The year is 2108, and the North American Commonwealth is bursting at the seams. For welfare rats like Andrew Grayson, there are only two ways out of the crime-ridden and filthy welfare tenements: You can hope to win the lottery and draw a ticket on a colony ship settling off-world, or you can join the service. Andrew chooses to enlist in the armed forces. But as he starts a career of supposed privilege, he soon learns that good food and decent health care come at a steep price.

The Galaxy's Never Had It Darker Armed with new tech that could revolutionize space combat, Captain Husher must now try to convince the Interstellar Union to implement it in time to defend against the godlike Progenitors.

Legacy

Firstborn

The Ramal Extraction

Reckoning

Final Invasion

Chief Roach's victory over the Quatro won't last long. Strange meteorites have fallen to Eresos, containing quadruped mechs, clearly designed for the enemy. If the quad mechs fall into the enemy's possession before Oneiri can take them to the space elevator, humanity will be back to where it was: outmatched and overpowered by the alien beasts.

Captain Vin Husher is sent on a mission into a parallel universe with a task force - and right into an AI's trap. Surrounded by its bioengineered super-species and unable to return to humanity's home dimension, Husher must draw on decades of experience just to keep his people alive.

Hold the line. After narrowly defeating the invading enemy fleet, there is evidence that the attack isn't over. Thousands have died and all that stands between human extinction and the invaders are the remnants of the colonial military. Connor must find a way to rally the colony using every scrap of ingenuity to stop the invaders. But will he succeed when he finds himself pitted against mankind's ultimate enemy? This could be mankind's final hour . . . or its greatest victory.

Multiple Hugo and Nebula award-winning author, Greg Bear is one of science fiction's most accomplished writers. Bold scientific speculation, riveting plots, and a fierce humanism reflected in characters who dare to dream of better worlds distinguish his work. Now Bear has written a mind-bendingly epic novel that may well be his masterpiece. Do you dream of a city at the end of time? In a time like the present, in a world that may or may not be our own, three young people-Ginny, Jack, and Daniel-dream of a doomed, decadent city of the distant future: the Kalpa. Ginny's

and Jack's dreams overtake them without warning, leaving their bodies behind while carrying their consciousnesses forward, into the minds of two inhabitants of the Kalpa—a would-be warrior, Jebrassy, and an inquisitive explorer, Tiadba—who have been genetically retro-engineered to possess qualities of ancient humanity. As for Daniel: He dreams of an empty darkness—all that his future holds. But more than dreams link Ginny, Jack, and Daniel. They are fate-shifters, born with the ability to skip like stones across the surface of the fifth dimension, inhabiting alternate versions of themselves. And each guards an object whose origin and purpose are unknown: gnarled, stony artifacts called sum-runners that persist unchanged through all versions of time. Hunted by others with similar powers who seek the sum-runners on behalf of a terrifying, goddess-like entity known as the Chalk Princess, Ginny, Jack, and Daniel are drawn, despite themselves, into an all but hopeless mission to rescue the future—and complete the greatest achievement in human history.

The Crucible

Capital Starship

Endeavour

Pride of the Fleet

Dynamo

In the year 2280, an alien fleet attacked the Earth. Their weapons were unstoppable, their defenses unbreakable. Our technology was inferior, our militaries overwhelmed. Only one starship escaped before civilization fell. Earth was lost. It was never forgotten. Fifty-two years have passed. A message from home has been received. The time to fight for what is ours has come. Welcome to the rebellion.

*THEY HAVE COME FROM THE STARS... In this riveting apocalyptic thriller for fans of The Passage and The Walking Dead, a mysterious event plunges Paris into darkness and a young American must lead her friends to safety—and escape the ravenous “undying” who now roam the crumbling city. Jeanie and Ben arrive in Paris just in time for a festive New Year's Eve celebration with local friends. They eat and drink and carry on until suddenly, at midnight, all the lights go out. Everywhere they look, buildings and streets are dark, as though the legendary Parisian revelry has somehow short circuited the entire city. By the next morning, all hell has broken loose. Fireballs rain down from the sky, the temperatures are rising, and people run screaming through the streets. Whatever has happened in Paris—rumors are of a comet striking the earth—Jeanie and Ben have no way of knowing how far it has spread, or how much worse it will get. As they attempt to flee the burning Latin Quarter—a harrowing journey that takes them across the city, descending deep into the catacombs, and eventually to a makeshift barracks at the Louvre Museum—Jeanie knows the worst is yet to come. So far, only she has witnessed pale, vampiric survivors who seem to exert a powerful hold on her whenever she catches them in her sights. These cunning, ravenous beings will come to be known as les moribund—the undying—and their numbers increase by the hour. When fate places a newborn boy in her care, Jeanie will stop at nothing to keep the infant safe and get out of Paris—even if it means facing off against the moribund and leaving Ben—and any hope of rescue—behind. **The publisher has provided this ebook to you without Digital Rights Management software (DRM) applied so that you can enjoy reading it on your personal devices.***

This star system is burning down. Seaman Jake Price's "betters" at Darkstream have utterly failed the people of the Steele System, so he's taking matters into his own hands. If he can't stop Darkstream in time, the system will burn, and the inferno will consume everyone in it.

At the close of the 24th Century, a series of revolutions has caused the galaxy to descend into chaos. With the Galactic Union's Army stretched thin, mercenary units have arisen for those who have the need—and the means—to hire them... Captained by former Detached Guerrilla Forces Colonel R.A. "Rags" Cutter, the Cutter Force Initiative is one of the best. A specialized team consisting of both aliens and humans, the Cutters offer services ranging from fight training and protection to extraction and assassination—as long as the target deserves it and their employer makes good on payday. When they're hired to find and rescue Indira, the soon-to-be-married daughter of the Rajah Ramal of New Mumbai, the teams' first task is to identify the kidnapper. The obvious suspects are insurgents who want to overthrow the rajanate, but as other forces enter the game and an assassination attempt is made on Ramal, the Cutters realize that their in-and-out extraction job is about to get a lot more interesting—and a lot more lethal...

Powered

The Veiled One

First Command

Wartorn Cluster

The Lost Starship

Sci-fi.

Mankind's outer colonies are disappearing. Without warning. Without a trace. Fleet command chalks the attacks up to pirates, but Captain Dryker of the UFC Johnston isn't buying it. Defying command, he leads his misfit crew into hostile territory in search of answers. They encounter the mythical Void Wraith, an unstoppable legend whispered by the first race. After 26,000 years the Void Wraith have returned to begin the next Eradication. Their technology is superior, their motives unclear. Humanity cannot stop them. Not without help. Captain Dryker's only hope is to forge an alliance with mankind's greatest enemy, the savage Tigris. One maverick captain, an unlikely crew, and an aging vessel are all that stand between humanity and the Eradication. "It's like Battlestar Galactica and Mass Effect had a baby, and that baby was raised by Starcraft. I read this book in one sitting, and immediately looked for the next."- The author's totally biased friend.

A brand new adventure in the Void Wraith universe Mechs, kaiju, epic space battles, and galactic archeology... The Void Wraith ravaged our galaxy, nearly eradicating both humanity and our enemies, the Tigris. Captain Nolan vowed it would never happen again, that he would find the Void Wraith's dark masters. Nolan leads a company of mechs into uncharted space, where a new foe lies in wait. The Coalition's fleet is destroyed, and Nolan's squad is stranded behind enemy lines.

Between them and escape stand three Planetstriders, thousand meter monstrosities capable of destroying an orbiting capital ship. In order to survive, they must disable these titanic war machines, an impossible task made even more difficult by the discovery of a terrible secret - one that must reach fleet command, no matter the cost.

An ancient evil rises. Can one captain save us? Fairfax's endgame is at hand. He has everything he needs to go to the Core and resurrect the Allfather, unleashing him on the galaxy's unsuspecting populace.

Hell's Kitchen

Starship Freedom

Infliction

Spacers

A Novel

"Captain Nolan destroyed the Void Wraith factory and the fleet guarding it, but every victory comes with a price. The destruction of the Helios Gate in the Ghantan system stranded Nolan and his crew months from the closest Gate. Dryker and Khar have been imprisoned by the Primo, forced to remain idle."--Amazon.com.

After the mysterious discovery of an alien mech inside a comet, Darkstream Security has finally completed its own design. They assign Chief Gabriel Roach with the task of whittling down hundreds of bright young recruits to form a team of elite mech pilots, which he will command. Their mission: protect human colonies from the almighty Quatro.

From *The Bone Collector* to the brand-new James Bond masterwork, "there is no thriller writer today like Jeffery Deaver" (San Jose Mercury News)! John Pellam had a promising career as a Hollywood stuntman, until a tragedy sidetracked him. Now he's a divorced, hard-living location scout who travels the country in search of shooting sites, and pulling his camper into any small town brings out the locals seeking their fifteen minutes of fame. But behind an idyllic locale in upstate New York is a hotbed of violence, lust, and conspiracy, and Pellam is thrust into the heart of an unfolding drama and the search for a killer when a brutal murder has him hunting down justice on behalf of a dear friend.

The UHS Providence is restored to her former glory, with a fully reconstituted Air Group ready for war. But the Ixa fleet has grown far larger than anyone anticipated, and the onslaught has begun. As system after system is consumed, the Ixa Prophecies' terrifying nature is revealed. Even so, Captain Keyes's obsession with vengeance is starting to fracture already-shaky alliances. If he cannot overcome his demons and reclaim his honor, the entire galaxy will burn. Experience the final novel in a trilogy readers are calling "an action-packed military thrill ride." Download *Reckoning* today and learn the shocking truth about the Ixa Prophecies.

Man of War

New Frontiers

Destroyer

Unsung Armada

Just as Sheldon Mason is about to end it all, he meets his upstairs neighbour, a drug dealer named Sam. Sam gets him professional help, as well as a job at a local grocery

store. As he struggles to make sense of his life, Sheldon starts to notice something odd about one of his new co-workers, Gilbert Ryan. Gilbert seems to know about Sheldon's mental health issues - in fact, he seems to know secrets about everyone. And Gilbert sees value in Sheldon... The Phage War had been a devastating conflict for the Terran Confederacy. Even with the destruction of their terrifying, implacable foe, humanity is still reeling. Political alliances are crumbling and their mighty fleet is in tatters. There is nothing to celebrate, even after such a complete victory. They soon learn that there are other stellar neighbors ... and they've been watching the conflict with great interest. One species comes with an offer of friendship and alliance, but humanity is weary and distrustful, their only interactions with aliens having resulted in the near-eradication of their kind. Before the ashes of war have been fully swept away Captain Celesta Wright is dispatched to the Frontier with a small taskforce to investigate a mysterious signal while the Confederacy struggles to hold itself together. A partnership with this new species could help accelerate the recovery effort, but is the offer too good to be true? Can humanity risk another fight with an advanced alien species right on the heels of the bloodiest war that had ever been waged? *New Frontiers* is the first book of the *Expansion Wars Trilogy*, an all adventure in the *Black Fleet* universe.

The galaxy has already fallen. He defends what's left. Joe is nearing the end of a long deployment, and he's looking forward to some home leave so he can visit his daughter. His last assignment takes him to Earth, humanity's deserted homeworld, to learn why all contact has been lost with the Subverse - the digital utopia where most of humanity now lives. He's expecting the answer to be boring. Probably, rats chewed their way into the server room again. He couldn't be more wrong. He finds a pirate impersonating the corporal responsible for guarding the Subverse terminal. Then he visits Earth's last settlement to find everyone dead...except the children, who have all been taken. These clues lead Joe on an epic journey across a dying galaxy, with just his training and skill to rely on. Joe is the last person anyone would want the fate of humanity to depend on. He's also the only person willing to do what needs to be done.

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No Quarter (Unification War Trilogy, Book 2)