

Home World (Undying Mercenaries Series Book 6)

Kyle Riggs sits uneasily upon Earth's throne. He's liberated his homeworld from a tyrant, only to replace him. In *THE DEAD SUN*, the ninth book of the Star Force Series, the Great War between life and the machines reaches its final chapter. Both sides have new technology and expanded industrial bases. Star Force and the machines attempt to exterminate one another in a final, glorious conflict. Along the way, Riggs finally learns who his real friends and enemies are. *THE DEAD SUN* is a military science fiction novel by bestselling author B. V. Larson. A secret buried in the Antarctic. A puzzle unsolved for thousands of years. And a Brooklyn-born Master Gunnery Sergeant who's royally pissed that he has to babysit the researchers sent to figure it all out. Patrick "Wic" Finnegan's last op as a Marine Raider before retirement sends him to the frozen Ellsworth Subglacial Highlands. The only reason he's here? He owes a favor to an old friend-but that doesn't mean he has to like it. When Wic finally sees what the team has uncovered, he can't believe his eyes, nor is he prepared for the violence to come. Soon, the portal opens and unleashes a storm of unbridled fury upon humanity. From the Antarctic tundra to the streets of Manhattan, Wic and his team will be pushed to their limits as they fight to hold back Earth's ultimate threat. The odds are against them. Governments are toppling. And the Earth is falling into ruin. Join bestselling authors Christopher Hopper and J.N. Chaney on what readers call a "non-stop, break-neck thrill ride into metaspace." For fans of *District 9*, *Expeditionary Force*, and *Galaxy's Edge*, this is one military sci-fi thriller you won't be able to put down, and the official prequel to the hit series *Ruins of the Galaxy*.

Go to war or go to jail. For small-time street hustler Cam Alvarez, the choice is simple. He has no family, no friends, no place in the world...nothing to lose. When his latest con results in the death of a cartel hitman, Cam opts to join the Marines and leave Earth to fight a vicious alien enemy. Drafted into the Marine Drop-Troopers, Cam discovers there's one thing he's even better at than running street-con games, and that's killing the enemy. Wrapped in an armored battlesuit, Cam finds purpose amidst the horror and destruction of the war, and the opportunity for a new sort of friends and family...if he can break the habits of a life spent alone, trusting no one. And, if he can survive...Rick Partlow returns with another kickass Military Sci-Fi epic. It's perfect for fans of Jay Allan, Jasper T. Scott, and Scott Bartlett. "Reading *Manifold: Time* is like sending your mind to the gym for a brisk workout. If you don't feel both exhausted and exhilarated when you're done, you haven't been working hard enough."—*The New York Times Book Review* The year is 2100. More than a century of ecological damage, industrial and technological expansion, and unchecked population growth has left the Earth on the brink of devastation. As the world's governments turn inward, one man dares to envision a bolder, brighter future. That man, Reid Malenfant, has a very different solution to the problems plaguing the planet: the exploration and colonization of space. Now Malenfant gambles the very existence of time on a single desperate throw of the dice. Battling national sabotage and international outcry, as apocalyptic riots sweep the globe, he builds a spacecraft and launches it into deep space. The odds are a trillion to one against him. Or are they? "A staggering novel! If you ever thought you understood time, you'll be quickly disillusioned when you read *Manifold: Time*."—Sir Arthur C. Clarke

The Progenitors' War

Starship Liberator

Blood World

Tech World

Sierra

Lieutenant Commander Shawn 'Calvin' Hobbs and the crew of the *Vella Gulf* went back in time to find the technology they needed to beat their Enemy in the present, but it doesn't exist. They only have one option. Fight the Enemy in the past and destroy them there. Unfortunately, the Enemy has overwhelming numbers, and while the Enemy doesn't have the technology the Terrans have—quantity has a quality all its own. And then there is the Enemy's 25-mile-wide command ship. If the Enemy should finish it, they will have an overwhelming force with which to sweep the Terrans from the galaxy. The Terrans must build—must establish the Warrior Cartel. Admiral Sheppard has been placed in charge of—if they are to defend the people of the past and destroy the Enemy for all times. The Emperor hasn't funded the Cartel, though, and Sheppard will have to figure out how to do it on his own. Although the Terrans are initially able to hold back the Enemy forces, when the Enemy steals a jumping missile, all bets are off. The ability to run to the Jinn Universe is the only advantage the Terrans have. If the Enemy unlocks the secrets of the Jinn Universe, there will be nowhere else for the Terrans to hide, and no way that they can win the Progenitors' War.

This history book presents an accurate and detailed history of the much-celebrated Mediaeval Europe. Despite the subject being so vast, the author, Ierne L. Plunket, has made a notable effort not to compress the details about the background of Western Europe. Plunket wrote it intending to supply his readers the facts about the life in Medieval Europe; the classes that existed during the olden times; the lives and principles of the heroes and villains of history; the beliefs and prejudices of the great thinkers, and much more. Everything anyone wants to know about this subject is mentioned in the book with Plunket's incredibly understandable writing style. The book covers every detail from the decline of Rome to the Renaissance, containing interesting information on the prominent events—battles, defeats, massacres, etc., and also giving a great idea about the politics of that period. This historical work primarily acts as a window to medieval Europe. It's a must-read for all history enthusiasts.

The gods have been angered. Hell will rain down. After Wic and the Phantom's successful operation on Karkin Four, the team learns of the enemy's plans for a swift retaliation: an all-out assault on New York City. Together, Wic must rally the team's resources to plan an emergency counterassault that will push the Phantoms to their limits. With help from unexpected places, mission success seems all but assured. But when a new terrifying technology emerges, Wic must face the most challenging choice of all: sacrifice his teammates for the fate of Earth. Allegiances will be tested, friendships will fray, and the planet will march toward the greatest darkness it has ever encountered. Read Christopher Hopper and J.N. Chaney's next edition to the runaway hit *Ruins of the Earth* series as Wic and Phantom Team race against time in *Phantom Deadfall*. For fans of *Galaxy's Edge*, *Expeditionary Force*, and *District 9*—the fate of the world waits for you.

The war made him a hero. Now the Marines need him to be a leader. Cam Alvarez is a Drop-Trooper. A warrior-knight wrapped in the futuristic armor of a high-tech battlesuit, and he's one of the best. When he's promoted to sergeant and asked to become a leader, he faces a whole new challenge. The Marines are striking deep into enemy territory and the casualties are mounting. Cam is torn, knowing his job is to follow orders and carry out the battle plan, even if he doesn't agree with it. But his squad has become his family, and now he's being asked to lead his family into battle, knowing it will mean their deaths. Can a Marine squad leader come up with a better

battle plan than the high command? And will anyone listen if he does? Grab the explosive second installment of Rick Partlow's newest Military Sci-Fi Series and find out!

The Bone Triangle

The Auriga Project

Death World

The Scavenger Door

Contact Front

The Galactics arrived with their Battle fleet in 2052. Rather than being exterminated under a barrage of hell-burners, Earth joined a vast Empire that spans the Milky Way. Our only worthwhile trade goods are our infamous mercenary legions, elite troops we sell to the highest alien bidder. In 2122 a lost colony expedition contacts Earth, surprising our government. Colonization is against Galactic Law, and Legion Varus is dispatched to the system to handle the situation. Earth gave them sealed orders, but Earth is thirty-five lightyears away. The Legion commanders have a secret plan of their own. And then there's James McGill, who was never too good at listening to authority in the first place... In DUST WORLD, book two of the Undying Mercenaries Series, McGill is promoted to Specialist and sent to a frontier planet outside the Empire. Earth's status within the Empire will never be the same.

From the bestselling author of THE CHRONICLES OF ST MARY'S. 'Jodi Taylor is quite simply the Queen of Time' C. K. MCDONNELL --- After their heroic efforts to safeguard the Acropolis and prevent the Paris Time-Stop, the Time Police have gone from zero to hero in but a single bound. Then one fateful mission to apprehend a minor criminal selling dodgy historical artefacts blows up in all their faces. An officer is attacked within TPHQ. A prisoner is murdered. And investigations are about to lead to the one place where no officer can legally tread. Worst of all, trouble is brewing for Team Weird as a surprise revelation tears the team apart. For Commander Hay, battling to keep the Time Police afloat in a sea of storms, this will turn out to be a very long day. FOR FANS OF DOCTOR WHO, THE THURSDAY MURDER CLUB AND JASPER FFORDE. Readers love the Time Police: 'This got five stars only because I couldn't give it six!' 'I don't think I've ever laughed out loud so much reading a book' 'I am always gutted when I finish a Jodi Taylor book as I know I will have to wait for the next one' 'Joyous, breakneck-speed adventures' 'Lots more in this series please' 'This book is BRILLIANT' 'Brilliantly conceived and flawlessly written'

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.

A third volume of the fantasy epic that began with Gardens of the Moon finds the uneasy alliance between Onearm's army and Whiskeyjack's Bridgeburners against the Pannion Domin empire further challenged by rumors that the Crippled God has escaped and is out for revenge. Reprint.

Europe in the Middle Ages

Vol. 1-3 (Signed Limited Edition)

Home World

Dark World

Armor World

From a Hugo Award-winning author comes the third book in this action-packed sci-fi caper, starring Fergus Ferguson, interstellar repo man and professional finder. Fergus is back on Earth at last, trying to figure out how to live a normal life. However, it seems the universe has other plans for him. When his cousin sends him off to help out a friend, Fergus accidentally stumbles across a piece of an ancient alien artifact that some very powerful people seem to think means the entire solar system is in danger. And since he's the one who found it, they're certain it's also his problem to deal with. With the help of his newfound sister, friends both old and new, and some enemies, too, Fergus needs to find the rest of the artifact and destroy the pieces before anyone can reassemble the original and open a multidimensional door between Earth and a vast, implacable, alien swarm. Problem is, the pieces could be anywhere on Earth, and he's not the only one out searching.

They hunt us. They bomb our worlds for target practice. A star cluster in the constellation of Orion rotates once every thousand years. Those who rule there have an ancient tradition: When each cycle ends, they train their fleets by spilling the blood of lesser beings. The enemy fleets are coming again. In response, the Rebel Worlds gather their starships to face the terrifying threat, and this time humanity is asked to stand with them. The last time they considered Earth, Vikings in longboats were raiding English coastlines. Today, we're less primitive. Today, we're a target. One man is chosen to command Earth's single ship in the Rebel Fleet. When the war breaks out, Leo Blake must win it... or die trying." Classic B. V. Larson. This book grabs you by the plasma cannon and won't let go. Fast adventure, fast action--and I loved the space-battles!" - S. Arthur

Before he was the Gray Man, Court Gentry was Sierra Six, the junior member of a CIA action team. In their first mission, they took out a terrorist leader, at a terrible price. Years have passed. The Gray Man is on a simple mission when he sees a ghost: the long-dead terrorist, but he's remarkably energetic for a dead man. A decade of time hasn't changed the Gray Man. He isn't one to leave a job unfinished or a blood debt unpaid.

Unknown aliens attack Earth. Their planet is uncharted, mysteriously having avoided detection for centuries. It's a world packed with the most vicious aliens humanity has yet to encounter. James McGill has discovered: DEATH WORLD. In the fifth book of the Undying Mercenaries series, the war comes home and aliens strike a devastating blow. Bent on revenge, Legion Varus chases the

raiders to the stars and discovers a growing alien menace. A cancerous species has invaded our region of the galaxy and must be dealt with. McGill learns why the Cephalopod Kingdom has yet to attack Earth and what's happening behind the scenes in the Core Worlds. Throughout, he upholds his unique sense of right, wrong and honor. DEATH WORLD is a military science fiction novel by bestselling author B. V. Larson.

The Capital's Odd & Obscure, Weird & Wonderful Places

Dust World

The Dead Sun

Storm World

No Quarter (Unification War Trilogy, Book 2)

"Book one of the Finder chronicles"--Cover.

An off-the-beaten-path tour of the city's hidden highlights, and the stories behind them. London is full of curiosities. Who knew that beneath the Albert Memorial lies a chamber resembling a church crypt? Or that there are catacombs under Camden? Who would expect to find a lighthouse in East London, sphinxes in South London, dummy houses in West London, or a huge bust of film director Alfred Hitchcock in North London? How many of those who walk past Cleopatra's Needle pause to consider why a 3,000-year-old Egyptian monument stands beside the Thames? How many know that what was once London's smallest police station can be seen in Trafalgar Square? Or that pineapples are used in the architectural design of so many buildings? Or why there are memorials to the Mayflower and Pilgrim Fathers in Rotherhithe? Learn more about the capital of curiosities in this delightful guide for lovers of history, trivia, and travel. Kaytha has found something, and humanity won't survive without it. In the future, global corporations DeCorp and EnerCon have made interstellar travel possible and space flight available to all humanity. The stars are now within reach, and Earth's superpowers are locked in a tense debate over who will colonize the newly discovered distant worlds. When headstrong Kaytha Morrow receives a cryptic message from her father, an aerospace engineer, one year after his death, fellow pilot and friend Taft Gaurdia eagerly agrees to help investigate. As they embark on their quest, an industrial accident within DeCorp sets off a catastrophic chain of events that threatens Earth, forcing a planet-wide evacuation. During the chaos, Kaytha and Taft make a shocking discovery that may hold the key to saving humanity from the tyranny of DeCorp's evil leader. EMBARK today on this fast-paced and action-packed, apocalyptic space opera. The EMBARK series: Book 1: EMBARK Book 2: Treasure in Darkness Book 3: The Vanishing War Book 4: Gahan Corbijn and the Asteroid of Misfortune Book 5: The Rocket Queen Book 6 & 7: Coming soon in 2021

The long war has transformed the Hundred Worlds into heavily fortified star systems. Their economies are geared for military output, and they raise specialized soldiers to save our species. Assault Captain Derek Straker is one such man among many. Deep inside enemy territory, the genetically sculpted captain must find a path to victory.

The Bobiverse

Finder

Rebel Fleet

Steel World

About Time

A dirty deal was struck. Humanity was allowed to keep three hundred rebellious worlds. In return, we declared war on a powerful enemy from beyond the frontier. A frantic build-up of forces has begun, but the task is hopeless. Seeking allies, Earth's legions are sent to BLOOD WORLD. A planet on the fringe of known space, where the people only respect masters of combat. Earth's Legions must impress them, but other alien powers have been invited to join the contest. The prize consists of billions of loyal troops--Earth must win. Fighting and dying and fighting again, the struggle is half-mad--but so is James McGill. BLOOD WORLD is the eighth book in the Undying Mercenaries Series.

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.

In a twist of fate that rocks the Galactic Empire, James McGill finds himself negotiating the future of a thousand inhabited worlds. An artificial object made of compressed stardust is barreling toward Earth. Is it an invasion ship? A doomsday weapon? Perhaps it's the final response of Squanto, the Warlord of Rigel who McGill has repeatedly humiliated. Or could it be from the Mogwa, sent to avenge McGill's assassination of Earth's Imperial Governor? No one knows the truth of its origins, but the object is huge and unstoppable. Whoever hurled this rock at us isn't answering our calls. Every weapon bounces off, and the people of Earth begin to go mad as they realize their destruction is only hours away. ARMOR WORLD is the eleventh book of the Undying Mercenaries Series. With over three million copies sold, author B. V. Larson is the king of modern military science fiction.

Exciting new Warhammer 40,000 novel from Adrian Tchaikovsky/ On the forge world of Morod, the machines never stop and the work never ends. The population toil in the mines and factoria to protect humanity from the monsters in the void, while the Adeptus Mechanicus enjoy lives of palatial comfort. Genetor Gammat Triskellian seeks to end this stagnant corruption. When he learns of a twisted congregation operating within the shadows, one which believes that the tech-priests are keeping the people from their true salvation – a long-prophesied union with angels – he sees in them an opportunity to bring down Morad's masters and reclaim the world in the name of progress. But sometimes, the only hope for real change lies in the coming of monsters.

Book Three of The Malazan Book of the Fallen

Dark Nest

Rogue World

Book 2

Memories of Ice

Three classic tales of space adventure - The Stars, Like Dust; The Currents of Space; and Pebble in the Sky. The Galactics arrived with their Battle Fleet in 2052. Rather than being exterminated under a barrage of hell-burners, Earth joined a vast Empire that spanned the Milky Way. Today, Battle Fleet 921 is returning to Earth. It hasn't been seen by human eyes since our blissful day of Annexation. But what should be a joyful occasion, a chance to grovel at the feet of superior lifeforms, is rapidly becoming a nightmare. Over the last century, Humanity has engaged in many activities that our Overlords find... questionable. A panic ensues, and Legion Varus is deployed to erase certain "mistakes" our government has made. Projects must be purged to stop Imperial military action. Among the thousands marching to war is one man no politician has ever enjoyed dealing with. One man who's destined to follow his own unique path through Galactic Law, Morality and the Stars themselves. James McGill is about to make history. ROGUE WORLD is the seventh book of Undying Mercenaries Series, a novel of military science fiction by bestselling author B. V. Larson. The series starts with book #1, STEEL WORLD.

The Galactics arrived with their Battle Fleet in 2052. Rather than being exterminated under a barrage of hell-burners, Earth joined a vast Empire that spanned the Milky Way. Our only worthwhile trade goods are our infamous mercenary legions, elite troops we sell to the highest alien bidder. In the fourth book of the series, James McGill is up for promotion. Not everyone is happy about that, and McGill must prove he's worth his stripes. Deployed to a strange alien planet outside the boundaries of the Galactic Empire, he's caught up in warfare and political intrigue. Earth expands, the Cephalopod Kingdom launches ships to stop us, and a grand conspiracy emerges among the upper ranks of the Hegemony military. In MACHINE WORLD, McGill faces an entirely new kind of alien life, Galactic prosecution, and thousands of relentless squid troopers. He lives and dies in the falling ashes of the Empire, a man of unique honor at the dawn of humanity's resurgence. MACHINE WORLD is a military science fiction novel by bestselling author B. V. Larson. (To find the first book in the series, search for STEEL WORLD, by B. V. Larson.)

"James McGill is sent to the Core Worlds! In an unprecedented first, Earth sends a message to Mogwa Prime. Unfortunately, the messenger is not met with enthusiasm. Misunderstandings soon threaten all of Humanity. Forced to prove Earth can serve the Empire better than any rival, McGill does his best. Eager to prove our worth to the Galactics, the frontier war between Rigel and Earth is expanded to Storm World. Circled by six moons, the planet is ravaged by wild storms and tides. Battles are fought in raging hurricanes, and death stalks the soldiers on both sides. McGill grimly fights and dies in the mud until the job gets done, but will it be enough to satisfy the angry Mogwa?"--Cover, page 4.

Six Gray Man, Book 11

Book 1

Ruins of the Earth (Ruins of the Earth Series Book 1)

Machine World

The Ferryman

The Arthur C. Clarke award-winning author of Children of Time brings us the second novel in an extraordinary space opera trilogy about humanity on the brink of extinction, and how one man's discovery will save or destroy us all. After eighty years of fragile peace, the Architects are back, wreaking havoc as they consume entire planets. In the past, Originator artefacts – vestiges of a long-vanished civilization – could save a world from annihilation. This time, the Architects have discovered a way to circumvent these protective relics. Suddenly, no planet is safe. Facing impending extinction, the Human Colonies are in turmoil. While some believe a unified front is the only way to stop the Architects, others insist humanity should fight alone. And there are those who would seek to benefit from the fractured politics of war – even as the Architects loom ever closer. Idris, who has spent decades running from the horrors of his past, finds himself thrust back onto the battlefield. As an Intermediary, he could be one of the few to turn the tide of war. With a handful of allies, he searches for a weapon that could push back the Architects and save the galaxy. But to do so, he must return to the nightmarish unspace, where his mind was broken and remade. What Idris discovers there will change everything. The Galactics arrived with their Battle Fleet in 2052. Rather than being exterminated

under a barrage of hell-burners, Earth joined a vast Empire that spanned the Milky Way. When the Earth is invaded by a rival empire, James McGill's legion must defend the Home World. The top brass has complex plans, but none of that matters much to McGill, who chooses his own unique path. Traveling to star systems no human has ever visited, he searches for a technological edge to beat the enemy before it's too late. Along the way he unleashes new terrors, triggering the biggest battles in human history. HOME WORLD is the sixth book of Undying Mercenaries Series, a novel of military science fiction by bestselling author B. V. Larson. The series starts with book #1, STEEL WORLD.

Every family has secrets - but not every family has a secret pact with a demon. The thrilling second book in the darkly comic PROSPER REDDING series - with enough twists and turns to make every reader dizzy. Perfect for fans of Lemony Snicket, Jonathan Stroud and Skulduggery Pleasant. Prosper is the only unexceptional Redding in his remarkable family. So, when he discovers that an 800-year-old demon called Prince Alastor is responsible for their luck - and that this demon is currently living inside him - he's more than a little surprised. Worse luck, now Prosper needs a favour from him. Prosper's sister Prue has fallen into the clutches of evil queen Pyra, and only Alastor can help get her back. The fiendish prince agrees to be Prosper's guide through the demon realm under one condition - Prosper must enter into a contract of eternal servitude to him in the afterlife. With Prue in mortal danger, Prosper has no choice but to agree. Can Prosper rescue his sister and ever make it out alive, and if he does, will his afterlife be damned for all eternity?

Beyond the din and dancing lights of the Las Vegas strip, a young woman has mysteriously gone missing. All the facts point to something sinister - even paranormal. Quentin Draith, supernatural crime investigator, is hired to assist. However, the deeper Draith digs, the more otherworldly his assignment gets. Assassins, human and otherwise, put a target on Draith's head and a ravenous alien beast starts rampaging through the city. The clues point Draith to Sin City's infamous "Bone Triangle," a neighborhood marked for its dark happenings and disappearances. And when Draith finds that the woman's disappearance may be linked to an alien plot against the city, he goes all in to make a final high-stakes play to save the city he loves. Intriguing, unexpected, and mesmerizing, The Bone Triangle is the second in bestselling author B. V. Larson's Unspeakable Things series.

Embark

Starfire

Manifold: Time

Kinetic Strike

The Empire Novels

This special hardcover edition of Dennis E. Taylor's Bobiverse series presents all three books in hardcover in a slipcase, signed by the author.

Ripped from Earth and transported to a strange new world, archaeologist Eliana Fisk is taken captive by the leaders of a native tribe. What do they want with her? She's not sure, but they don't seem friendly. When she discovers evidence of an ancient sacrificial ritual, Eliana fears she'll be next. Can she avoid becoming an offering to their bloodthirsty god? And how in the worlds will she ever get back home?

You'll love the fast-paced action in this science fiction thriller. It's a harrowing tale of survival against all odds, and the gateway to an ancient alien mystery.

Two ships launch, but only one can come home with the prize-and no one suspects what they'll find when they get out there. On June 30, 1908 an object fell from the sky releasing more energy than a thousand Hiroshima bombs. A Siberian forest was flattened, but the strike left no significant crater. The anomaly came to be known as the Tunguska Event, and scientists have never agreed whether it was the largest meteor strike in recorded history-or something else. Alien Artifacts have been uncovered since the 1908 event, and a new star drive is discovered. When another, larger Artifact is detected orbiting Jupiter, both NASA and the Russian Federal Space Agency are determined to beat all rivals to the next treasure trove of alien tech.

The Galactics arrived with their Battle fleet in 2052. Rather than being exterminated under a barrage of hell-burners, Earth joined a vast Empire that spanned the Milky Way. Our only worthwhile trade goods are our infamous mercenary legions, elite troops we sell to the highest alien bidder. In the third book in the series, James McGill is deployed on another alien world. His third interstellar tour is different in every way. Rather than meeting up with a primitive society, this time he's headed to an advanced world. Tau Ceti, better known as Tech World, is the central trading capital of Frontier 921. McGill figures he's lucked out. The assignment looks dull but luxurious. Tau Ceti boasts a planet-wide city with a trillion inhabitants, all of whom are only interested in making a few credits. But all is not well on Tech World. The Empire is crumbling, an invasion is coming, and McGill's easy ride through life and death has come to an end. Tech World is a military science fiction novel by bestselling author B. V. Larson.

Day of Ascension

Eyes of the Void

Planet Mercenary Role-Playing Game

The Last Life of Prince Alastor

Phantom Deadfall

Two expanding interstellar powers are about to meet in battle. After the collapse of the Cephalopod Kingdom, Humanity claimed the three hundred rebellious worlds they left behind. But many light years away on the far side of disputed region, a rival power has begun to move. They're stealing our planets, one at a time. Earth Command decides to invade the center of the frontier to set up an advanced base. The mission to DARK WORLD is highly classified and deadly. Legion Varus spearheads the effort, and James McGill journeys to the stars again. How many ships do they have? How advanced is their tech? No one knows, but the campaign takes an unexpected turn immediately. What was supposed to be a snatch-and-grab turns into a bloodbath. McGill dies over and over again, but some battles must be won, even if it means perma-death. DARK WORLD is the ninth book in the Undying Mercenaries Series.

London Curiosities