

## Dauntless Blood On The Stars Book 6

In *Flames of Rebellion*, a group of rebels fighting for independence sows the seeds of revolution across the galaxy in this blockbuster military sci-fi adventure from Jay Allan, the author of the *Crimson Worlds* and *Far Stars* series. The planet Haven slides closer to revolution against its parent nation, Federal America. Everett Wells, the fair-minded planetary governor, has tried to create a peaceful resolution, but his failure has caused the government to send Asha Stanton, a ruthless federal operative, to quell the insurgency. Wells quickly realizes that Stanton has the true power . . . and two battalions of government security troops—specifically trained to put down unrest—under her control. Unlike Wells, Stanton is prepared to resort to extreme methods to break the back of the gathering rebellion, including unleashing Colonel Robert Semmes, the psychopathic commander of her soldiers, on the Havenites. But the people of Haven have their own ideas. They are not the beaten-down masses of Earth, but men and women with the courage and fortitude to tame a new world. Damian Ward is such a resident of Haven, a retired veteran and decorated war hero, who has watched events on his adopted world with growing apprehension. He sympathizes with the revolutionaries, his friends and neighbors, but he is loath to rebel against the flag he fought to defend. That is, until Stanton's reign of terror intrudes into his life—and threatens those he knows and loves. Then he does what he must, rallying Haven's other veterans and leading them to the aid of the revolutionaries. Yet the battle-scarred warrior knows that even if Haven's freedom fighters defeat the federalists, the rebellion is far from over . . . it's only just begun.

A pansexual bloodmage reluctantly teams up with an undead spirit to start a rebellion among the living and the dead, in this dark YA fantasy by A.M. Strickland, author of *Beyond the Black Door*, whom Richard Kadrey calls “a storyteller of both grace and power.” In *Thanopolis*, those gifted with magic are assigned undead spirits to guard them—and control them. Ever since Rován's father died trying to keep her from this fate, she's hidden her magic. But when she accidentally reveals her powers, she's bound to a spirit and thrust into a world of palace intrigue and deception. Desperate to escape, Rován finds herself falling for two people she can't fully trust: Lydea, a beguiling, rebellious princess; and Ivrilos, the handsome spirit with the ability to control Rován, body and soul. Together, they uncover a secret that will destroy *Thanopolis*. To save them all, Rován will have to start a rebellion in both the mortal world and the underworld, and find a way to trust the princess and spirit battling for her heart—if she doesn't betray them first. An Imprint Book

The Hegemony strikes again ; The Confederation and its allies have won their first victory, retaken their capital from the forces of the Hegemony. But the enemy is not beaten, far from it, and they are back, with an unstoppable weapon, a vast superbattleship, a deadly hybrid of imperial and Hegemony technology, called the *Colossus*. The great ship is enormously powerful, nearly unstoppable, and in its armored depths it hides a secret, another Hegemony weapon, one that will change the dynamic of the entire war. One that will challenge Admiral Barron, and his officers and spacers, to the greatest test they have ever faced. The battle for the Rim has reached its climactic stage, but even as the Hegemony moves forward to claim victory, an old enemy, a

terror from the distant past, is about to return and change everything.

War. The word spreads throughout the Confederation?the long-expected Union invasion has come. The enemy is strong, their forces larger and more powerful than intelligence reports had predicted. They have broken through the forward defenses, sent the Confederation?s proud fleets into an ignominious retreat. Captain Tyler Barron and the crew of the battleship Dauntless are lightyears from the front lines, at Archellia, waiting for their damaged battleship to be repaired. Their ship is only just operational, but there is no time for more extensive work. The Confederation needs every reinforcement it can get, and Barron and his survivors board their vessel?and rush to the battle lines. When they get there, they encounter nothing but fleeing ships and shattered fleets. The Confederation is losing the war, falling back steadily, yielding system after system to the invaders. The Union fleets continue inexorably forward, seemingly immune to the supply constraints that have bogged down past invasions. Dauntless finds herself trapped, cut off from the rest of the fleet along with another Confederation battleship, and a trio of small escort vessels?deep behind the rapidly moving front lines. Barron must make a choice. Pull back, try to find a way to get around the enemy to rejoin the fleet. Or press on, strike deep behind the enemy advance, his small force alone, far from help, an almost suicidal thrust toward the Union?s main logistical supply base?and the one way Tyler Barron can think of to buy the fleet the time it needs to regroup. To survive.

Crimson Worlds 1

Brambles

Blood World

Dragon's Blood

The Bengali Book of English Verse

A Star in the West, Or, A Humble Attempt to Discover the Long Lost Ten Tribes of Israel, Preparatory to Their Return to Their Beloved City, Jerusalem

The pulsar...an ancient weapon of unimaginable power, one that threatens the Confederation with total destruction. The Union is preparing for the final invasion, one that cannot fail with the great artifact at the head of their fleet. The clock is ticking quickly toward midnight. There is a chance to avoid annihilation, a small one. The Confederation has its own ancient device recovered from the Badlands, a stealth generator. It is not as powerful as the pulsar, but it just may be enough. The generator can hide a single vessel, so Tyler Barron and the crew of Dauntless reunite to take their aging battleship once more into the breach. They will go to the Bottleneck, the system where the Union is preparing the final assault. They must sneak around the vast forces of the Union fleet, into the heart of the massively-defended system, and somehow destroy the pulsar. The fleet will be with them, all the might the Confederation can muster, but success hinges almost entirely on Dauntless's desperate attack. And, even if Barron and his people succeed in their mission, they will be trapped behind the enemy fleet, cut off and alone. Dauntless is book six of the Blood on the Stars series. Blood on the Stars will continue with

### The White Fleet.

In the kingdom of Adania, everyone knows what Princess Alyrra did to earn the court's contempt, her mother's disdain, and her brother's hatred. She betrayed her own. Yet, the truth hides another story, one of honor and honesty, of a princess gambling her own life for another's. It's a tale of courage and consequences, and a choice that can never be undone. A short story prequel to her multi-starred fantasy, Thorn, Intisar Khanani's "Brambles" gives Alyrra's account of what really happened all those years ago, and how a few critical days turned her life into a daily fight for survival.

A Gripping New Adventure by the Author of the Bestselling Crimson Worlds and Far Stars series...The Confederation has fought three wars against the forces of the totalitarian Union. Three generations of its warriors have gone off to war, held the line against the larger, more powerful enemy. Now the fourth conflict is imminent, and the Confederation's navy is on alert, positioned behind the frontier, waiting for the attack it knows is coming. The battleship Dauntless has spent the past ten months patrolling the border, deployed far forward of the main fleet, a forlorn hope, an advance guard positioned to give the warning of invasion. But no attack has come. Her crew is exhausted, and the aging battleship needs maintenance. With the fleet mobilized and the forward bases overloaded beyond capacity, she is sent clear across the Confederation, to a planet along the quiet and peaceful far frontier. Her crew is looking forward to a rest, and Dauntless herself is scheduled for a long-overdue maintenance session. But the quiet frontier isn't what it seems...and when a distress call is received from one of the mining colonies on the edge of Confederation space, it falls to Captain Tyler Barron to take Dauntless forward, to find out what is happening, and to put a stop to it. Barron and his crew have their ship-and each other-but they can expect no other help. Suspicion is strong that Union deceit is at play, that the attack is some sort of diversion, intended to draw Confederation forces from the disputed border. The orders are clear. No ships will be transferred from the prospective battle line. Stopping whatever is happening on the rim is Barron's responsibility, and his alone. Barron is the grandson of the Confederation's great hero, the father of the modern navy. His family name has always carried privilege with it, and crushing responsibility. And now he must prove that he has inherited more from his famous grandfather than name and privilege. He must face the enemy, and win the victory...before the Confederation is caught between two enemies and destroyed. Blood on the Stars Reading Order Book 1: Duel in the Dark Book 2: Call to Arms (January 2017, Available now for preorder)

Reaffirming the "greatness and inestimable value of human life," Pope John Paul II discusses in this encyclical letter the present-day legal, ethical, and moral threats to life.

A History of the 99th Infantry Division

Echoes of Glory

Flames of Rebellion

Ruins of Empire

Ink in the Blood

## Call to Arms

***War rages between the Confederation and the Union. Shattered fleets watch each other warily across a war torn frontier. Both sides are licking their wounds, gathering strength to continue the fight. Captain Tyler Barron and the crew of Dauntless are finally enjoying the rest they've earned while their aging battleship Dauntless gets the repairs and refit it desperately needs. But their respite will be short-lived. In the Badlands, deep in the haunted vastness of pre-Cataclysmic space, a new discovery threatens to upset the balance of power. Orbiting a world in a distant system is an ancient battleship, vastly larger and enormously more advanced than anything possessed by the contending powers...and the Union has already sent forces to seize it. The Confederation has no ships close enough to intervene, to get there before the enemy...none save Dauntless. Barron and his crew must race across the Badlands, find the ancient artifact, and somehow hold it, keep the Union forces from taking it, until reinforcements arrive. They will be outnumbered and outgunned, but there can be no retreat. Not this time. Nothing less than the fate of all human-inhabited space is at stake. If the Confederation is able to rediscover the technology of the ancients, it will be safe for generations to come, its defensive forces untouchable by its enemies. But if the Union gets there first, if it can adapt the incredible power of mankind's lost technology, it will gain the power to enslave all humanity. This fight isn't for territory. It isn't for position or tactical advantage. It is for the future.***

***Dragons are trained to fight to the death, and two determined teens help free them in this spellbinding saga. Training a dragon to be a fighting champion is the only way to freedom for fifteen-year-old Jakkin.***

## ***Book 17 of Blood on the Stars***

***After learning the truth of her heritage Eva is on the run with her sister Isa as her captive, but with the Queendom of Myre on the brink of revolution, Eva and Isa must make peace with each other to save their kingdom.***

## ***In the Ravenous Dark***

## ***The Lost Fleet: Dauntless***

## ***Blood on the Stars I***

## ***Dauntless***

## ***Dauntless (Valiant Hearts Book #1)***

## ***A Blood on the Stars Adventure***

Perfect for fans of The Cruel Prince and Sorcery of Thorns, this exhilarating, page-turning fantasy will pull readers into a lush and stunning world where nothing—and no one—can be trusted. I did not choose this fate. But I will not walk away from it. Children have been disappearing from across Menaiya for longer than Amraeya ni Ansarim can remember. When her friend's sister is snatched, Rae knows she can't look away any longer—even if that means seeking answers from the royal court, where her country upbringing and clubfoot will only invite ridicule. Yet the court holds its share of surprises. There she discovers an ally in the foreign princess, who recruits her as an attendant. Armed with the princess's

support, Rae seeks answers in the dark city streets, finding unexpected help in a rough-around-the-edges street thief with secrets of his own. But treachery runs deep, and the more Rae uncovers, the more she endangers the kingdom itself. Praise for Intisar Khanani's *Thorn*: "Set in a dark and dangerous world. Well-written and dramatically told, teens will find much to love in a novel in which the princess grows to become a force to be reckoned with." —School Library Journal (starred review) "Khanani beautifully crafts Alyrra's quiet but clear journey of self-definition." —Bulletin of the Center for Children's Books (starred review)

The first book of a new series.

The Third Frontier War is raging, and all across human-occupied space worlds are burning. Massive battlefleets struggle for dominance and kilometer-long war ships exchange thermonuclear barrages. Battered in the early years of the war, the Western Alliance is resurgent. The brilliant Admiral Augustus Garret leads the Alliance fleet from victory to victory, taking the war to the very heart of the enemy empires. And on the ground, Colonel Erik Cain, hero of the Marine Corps, leads his crack troops again into combat, seeking the final battle. In the background, the secretive intelligence agencies of the despotic Superpowers plot and scheme, using their own soldiers as pawns in the great game for control of space. But the final battle will be fought in the reddish sands of a backwater world, and the prize will be the staggering secret that has lain hidden in a remote cave for untold centuries. All the Powers struggle for the ultimate victory, but at what cost? *The Cost of Victory* is the second book in the *Crimson Worlds* series and the sequel to *Marines*. *The Crimson Worlds Series: Marines (Crimson Worlds I) - Available Now! Tombstone (A Crimson Worlds Prequel) - Available Now! A Little Rebellion (Crimson Worlds III) - December 2012 The First Imperium (Crimson Worlds IV) - March 2013*

Where Legend and History Collide, One Young Woman Will Fight for the Innocent Born a baron's daughter, Lady Merry Ellison is now an enemy of the throne after her father's failed assassination attempt upon the king. Bold and uniquely skilled, she is willing to go to any lengths to protect the orphaned children of her former village--a group that becomes known as "The Ghosts of Farthingale Forest." Merry finds her charge more difficult as their growing notoriety brings increasing trouble their way. Timothy Grey, ninth child of the Baron of Greyham, longs to perform some feat so legendary that he will rise from obscurity and earn a title of his own. When the Ghosts of Farthingale Forest are spotted in Wyndeshire, where he serves as assistant to the local earl, he might have found his chance. But when he comes face-to-face with the leader of the thieves, he's forced to reexamine everything he's known. "Sleiman launches an action-packed, historical series of adventure and romance, starring a strong, intelligent female Robin Hood who lives up to the famous outlaw's reputation. This fun read makes a great adult-YA crossover for Robin Hood fans who enjoy a twist to a classic tale." -Library Journal, starred review

*Cauldron of Fire*

*A Queen of Gilded Horns*

*America's War Horse*

*Duel in the Dark*

*The Big Book of Words You Should Know*

*Marines*

Erik Cain joined the marines to get off death row. The deal was simple; enlist to fight in space and he would be pardoned for all his crimes. In the 23rd Century, assault troops go to war wearing AI-assisted, nuclear-powered armor, but it is still men and blood that win battles. From one brutal campaign to the next, Erik and his comrades fight an increasingly desperate war over the resource rich colony worlds that have become vital to the economies of Earth's exhausted and despotic Superpowers. As Erik rises through the ranks he finally finds a home, first with the marines who fight at his side and later among the colonists - men and women who have dared to leave everything behind to build a new society on the frontier, one where the freedoms and rights lost long ago on Earth are preserved. Amidst the blood and death and sacrifice, Erik begins to wonder. Is he fighting the right war? Who is the real enemy? *Crimson Worlds II: The Cost of Victory* - Available Now! *Tombstone: A Crimson Worlds Prequel* - Available Now! *Crimson Worlds III: A Little Rebellion* - December 2012

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.

Paul Wood and his girlfriend, Talena, were just tourists in Sarajevo, a city still reeling from the aftermath of civil war. But an unexpected encounter makes them a desperate woman's only hope of escape. Now, to get her to safety, they must navigate through the minefield of warlords, criminals, and peacekeepers that is postwar Bosnia. Pursued by brutal gangsters and unable to leave the country legally, Paul agrees to do a job for a shadowy group of people smugglers in exchange for safe passage. The smugglers seem friendly. The job seems harmless. But when he discovers the secrets seething beneath, the repercussions will propel him on a perilous journey around the world -- from

a warlord's compound in lawless Albania, through the jungles of Latin America, and toward an explosive confrontation at the extraordinary Burning Man festival in the Nevada desert.

Do you know what "quatrefoil" and "impolitic" mean? What about "halcyon" or "narcolepsy"? This book is a handy, easy-to-read reference guide to the proper parlance for any situation. In this book you will find: Words You Absolutely Should Know (covert, exonerate, perimeter); Words You Should Know But Probably Don't (dour, incendiary, scintilla); Words Most People Don't Know (schlimazel, thaumaturgy, epergne); Words You Should Know to Sound Overeducated (ad infinitum, nugatory, garrulity); Words You Probably Shouldn't Know (priapic, damnatory, labia majora); and more. Whether writing an essay, studying for a test, or trying to impress friends, family, and fellow cocktail party guests with their prolixity, you will achieve magniloquence, ebullience, and flights of rhetorical brilliance.

Over 3,000 Words Every Person Should be Able to Use (And a few that you probably shouldn't)

The White Fleet

A Poem in Twelve Books

The Well of Loneliness

That Inevitable Victorian Thing

The Gospel of Life

A teen girl must bring together two broken worlds in order to save her nation in this lush, Filipino-inspired young adult fantasy novel from debut author Elisa A. Bonnin. "Be dauntless, for the hopes of the People rest in you." Seri's world is defined by very clear rules: The beasts prowl the forest paths and hunt the People. The valiant explore the unknown world, kill the beasts, and gain strength from the armor they make from them. As an assistant to Eshai Unbroken, a young valor commander with a near-mythical reputation, Seri has seen first-hand the struggle to keep the beasts at bay and ensure the safety of the spreading trees where the People make their homes. That was how it always had been, and how it always would be. Until the day Seri encounters Tsana. Tsana is, impossibly, a stranger from the unknown world who can communicate with the beasts - a fact that makes Seri begin to doubt everything she's ever been taught. As Seri and Tsana grow closer, their worlds begin to collide, with deadly consequences. Somehow, with the world on the brink of war, Seri will have to find a way to make peace. "Dauntless captures the

best parts of every action-packed fantasy—breathtaking scenes of power and victory that push the limits of human tenacity. This is a triumphant tale of courage and self discovery that will make you believe in your own strength." —Kylie Lee Baker, author of The Keeper of Night

Celia and Anya, friends who use tattoo magic to send divine messages, must rely on one another to survive when they discover the fake deity they serve is very real--and very angry.

The Lost Fleet continues its perilous journey home. Badly damaged and low on supplies, the Alliance Fleet is raiding Syndic mines for raw materials-and Captain "Black Jack" Geary hopes they can continue to remain one step ahead of their enemies. But the Syndics are the least of Geary's worries when he learns of the existence of aliens with the power to annihilate the human race. A New York Times Bestseller! From the racetrack to the battlefield—dauntless, fearless, and exemplar of Semper Fi—she was Reckless, "pride of the Marines." A Mongolian mare who was bred to be a racehorse, Ah-Chim-Hai, or Flame-of-the-Morning, belonged to a young boy named Kim-Huk-Moon. In order to pay for a prosthetic leg for his sister, Kim made the difficult decision to sell his beloved companion. Lieutenant Eric Pedersen purchased the bodacious mare and renamed her Reckless, for the Recoilless Rifles Platoon, Anti-Tank Division, of the 5th Marines she'd be joining. The four-legged equine braved minefields and hailing shrapnel to deliver ammunition to her division on the frontlines. In one day alone, performing fifty-one trips up and down treacherous terrain, covering a distance of over thirty-five miles, and rescuing wounded comrades-in-arms, Reckless demonstrated her steadfast devotion to the Marines who had become her herd. Despite only measuring about thirteen hands high, this pint-sized equine became an American hero. Reckless was awarded two Purple Hearts for her valor and was officially promoted to staff sergeant twice, a distinction never bestowed upon an animal before or since. Author Robin Hutton has reignited excitement about this nearly forgotten legend, realizing the Sgt. Reckless Memorial Monument at the National Museum of the Marine Corps, completed in July 2013, and now spurring the creation of a second memorial at Camp Pendleton, California, where Reckless lived out the rest of her days. The paperback edition includes a new foreword by General James F. Amos, 35th Commandant of the U.S. Marine Corps. It will appeal to fans of Laura Hillenbrand's Seabiscuit, Elizabeth Letts' The Eighty Dollar Champion, and the feature film War Horse.

Divergent (Divergent Trilogy, Book 1)

Sgt. Reckless

Invasion

Paradise Lost

Descent Into Darkness

The Blood Price

**Book one of the Andromeda Chronicles**

**This isn't a fairy tale. I'll save you the trouble by telling you that now. This is the tale of**

a girl who spent her life bouncing around foster homes, who had her innocence stolen in the darkness before she knew it was something that could be lost. Her demons followed her everywhere, after that night. They chased her to the medical school she dropped out of, to the strip club she sold herself in, and finally caught her in a river of sin where they tried to drown her. My name is Bex and this is my story. I'm paddling, barely keeping my head above water. And even though I'm submerged, I'll never be clean. The layer of dirt that has clung to me since birth is a tattoo I'll wear for life. He can't see it, though. Even when I'm torn and tattered, and left in pieces, he wades into the filth to try to put those pieces back together. He doesn't seem to understand there's nothing left to repair. To love. Just sullied fragments of a damned soul. He's willing to damn himself in order to exact revenge on those who sent me to the pit. Problem is, my name is at the top of that list, since I not only damned my own soul, but his too.

The war is over, but the struggle continues. Tyler Barron and his spacers have set out into the unknown, deep into the Badlands, seeking to discover the empire's old tech and the secrets of its tortured history before Gaston Villeneuve and the resurgent Union can beat them to it. The White Fleet is a vast force, powerful and crewed by the toughest veterans from the war. Barron and his people know the future of the Confederation, even its survival, depends on recovering the scientific secrets of the empire before the enemy can do the same. Barron and his people push far beyond the Confederation's borders, to space untraveled since the Cataclysm. They are seeking the past, its secrets, its knowledge...but they will find a present that they never expected, a new and terrible danger, one that threatens not only the White Fleet, but the Confederation itself...even the entire Rim.

A Deadly Fight to the Finish... The warrior culture of the Alliance has fragmented, and comrade fights comrade, brother kills brother. The Red Alliance forces, backed by the Union and its propaganda machine, have the advantage in numbers and position, and they are pushing forward, driving relentlessly toward the final attack, the one that will destroy their enemies. The Gray Alliance forces are weaker, trapped in the great Sentinel-2 fortress where they've established their headquarters. Their enemies have the larger fleets and armies, and control of the homeworld...but the Grays have Tyler Barron and Dauntless. The Confederation's celebrated captain and his famous ship have been reinforced, and the newly promoted Commodore Barron now commands a small fleet of battleships, every vessel Admiral Striker could spare to reinforce to

aid the faltering Gray forces. One final battle is all that stands between the Red fleet and victory, and it seems the Grays have no choice but to stand on the defensive and wait for the fight they know they can't win. Unless try something else, a wild gamble, a desperate plan to pull victory from the jaws of almost certain defeat. It will take all Barron and his people can give, and put Dauntless and the ships of his task force to the test. But it is the only way to win the victory, to prevent the Reds from a victory that can lead only to a disastrous invasion of the Confederation, one that Barron knows he has to stop...whatever the cost.

**Crimson Worlds**

**The Last Stand**

**The Lost Fleet: Courageous**

**Blood on the Stars IV**

**Andromeda Rising**

Returning from survival hibernation and assuming the command of the Alliance fleet, legendary hero Captain John "Black Jack" retrieve the stolen Syndic hypernet key to save the Alliance from destruction at the hands of the Syndics. Original.

The explosive debut by No. 1 New York Times bestselling author Veronica Roth. DIVERGENT – a major motion picture series.

Speculative fiction from the acclaimed bestselling author of *Exit, Pursued by a Bear* and *Star Wars: Ahsoka*. Victoria-Margaret princess of the empire, a direct descendent of Victoria I, the queen who changed the course of history. The imperial tradition arranged matchmaking will soon guide Margaret into a politically advantageous marriage. But before she does her duty, she'll summer of freedom and privacy in a far corner of empire. Posing as a commoner in Toronto, she meets Helena Marcus, daughter of the empire's greatest placement geneticists, and August Callaghan, the heir to a powerful shipping firm currently besieged by America. A summer of high-society debutante balls, politically charged tea parties, and romantic country dances, Margaret, Helena, and August share an extraordinary bond and maybe a one-in-a-million chance to have what they want and to change the world in the near-future world where the British Empire was preserved not by the cost of blood and theft but by the effort of repatriation. That Inevitable Victorian Thing is a surprising, romantic, and thought-provoking story of love, duty, and the small moments that change people and the world. ? "This witty and romantic story is a must-read."—SLJ, starred review ? "Compelling and unique—there's nothing else like it."—Booklist, starred review. ? "[A] powerful and resonant story of compassion, love, and finding a way to fulfill obligations while staying true to one's identity."—PW, starred review

Book 14 of the Blood on the Stars series.

**Blood & Honey**

**Thorn**

The Cost of Victory

On the Value and Inviolability of Human Life

Blood on the Stars II

Dauntless (Sons of Templar MC)

**A Fight to the End... The Confederation and the Union have fought each other to a standstill. Battered, exhausted fleets eye each other warily across a border that has been a battlefield for three bloody years. Neither side has the strength to attack, and both wait for reinforcements that will allow them to resume the fight. On the worlds of the Iron Belt, the heavily industrialized sector near the Confederation's Core, massive shipyards operate around the clock, producing the great vessels that can end the war. The Union knows it cannot win the economic struggle with its wealthier, more productive enemy, and Sector Nine, its feared spy agency, is not idle. Their focus is not on the front lines, the ravaged border between the two nations, but far off, beyond the Rim, in the strange, militaristic realm know as the Alliance. Sector Nine's intrigues are targeted at nothing less than instigating a coup, and bringing to power a regime that favors war against the Confederation, a change in government that will bring the fresh fleets of the Alliance into the war, striking at the Confederation's unguarded flank. Once again, Captain Tyler Barron and his battleship Dauntless must go back to the Rim, and on to the Alliance itself to somehow thwart the Union's plan...and prevent a two-front war the Confederation cannot win. Hunted meets The Wrath and the Dawn in this bold fairytale retelling—where court intrigue, false identities, and dark secrets will thrill fans of classic and contemporary fantasy alike. Princess Alyrra has always longed to escape the confines of her royal life, but when her mother betroths her to a powerful prince in a distant kingdom, she has little hope for a better future. Until Alyrra arrives at her new kingdom, where a mysterious sorceress robs her of both her identity and her role as princess—and Alyrra seizes on the opportunity to start a new life for herself as a goose girl. But as Alyrra uncovers dangerous secrets about her new world, including a threat to the prince himself, she knows she can't remain silent forever. With the fate of the kingdom at stake, Alyrra is caught between two worlds, and ultimately must decide who she is and what she stands for. Originally self-published as an ebook and now brought to life with completely revised text, Thorn also features an additional short story set in-world, The Bone Knife.**

**The White Fleet**

**The Well of Loneliness, first published in 1928, is a timeless portrayal of lesbian love. The thinly disguised story of Hall's own life, it was banned outright upon publication and almost ruined her literary career as the subject was that of an obscenity trial and forbidden at the time in England. The novel tells the story of Stephen, an ideal child of aristocratic parents—a fencer, a horse rider and a keen scholar. Stephen grows to be a war hero, a bestselling writer and a loyal, protective lover. But Stephen is a woman, and is attracted to women. As her ambitions drive her, and society incarcerates her, Stephen is forced into desperate actions. Although Gordon's attitude toward her own sexuality is anguished, the novel presents lesbianism as natural and makes a plea for greater tolerance. It became an international bestseller, and for decades was the single most famous lesbian novel.**

**The Colossus**

**Blood on the Stars III**

**The Theft of Sunlight**

The stakes are higher. The witches are deadlier. And the romance is red-hot. The eagerly anticipated sequel to the New York Times and Indiebound bestseller *Serpent & Dove* is perfect for fans of Sarah J. Maas and is an instant New York Times bestseller! Lou, Reid, Coco, and Ansel are on the run from coven, kingdom, and church—fugitives with nowhere to hide. To survive, they need allies. Strong ones. But as Lou becomes increasingly desperate to save those she loves, she turns to a darker side of magic that may cost Reid the one thing he can't bear to lose. Bound to her always, his vows were clear: where Lou goes, he will go; and where she stays, he will stay. Until death do they part. Don't miss *Gods & Monsters*, the spellbinding conclusion of this epic trilogy!