

Embers Of War (Adventures Of The Starship Satori Book 8)

Imagine what it would be like to go back in time to the 15th century Venice. And imagine what it would be like to meet your lifelong hero, Michelangelo. And imagine what it would be like if, on first meeting, you spill a tray of pasta and wine on that very same hero. Well, that's what happens to serious young artist Mark Breen. As the result of a drunken bet, Mark knocks out a painting of a toilet bowl. Much to his amazement, he sells it. In short order he's hailed as the new Andy Warhol and becomes an overnight sensation-and a very wealthy man. Soon, images of his toilet bowls are on more t-shirts, mugs, and calendars than Edvard Munch's The Scream. His friend and mentor, Hugh Connelly, afraid that Mark is in danger of losing his "artistic soul," advises him to go back to Italy and acquaint himself with the "old masters." In Venice, Mark falls in love with Alexandra, a beautiful art restorer, but it's a one-sided affair. One night, hoping to win her over, he climbs up on a roof to find out who painted her favorite fresco. He falls off the roof and wakes up in 15th century Venice where he meets an innkeeper named Francesca, who looks exactly like Alexandra. And it gets curiouser and curiouser from there. During his stay-which is sometimes zany and sometimes frightening-he meet his hero, Michelangelo, who teaches him the true meaning of art.

A man wakes up with no memory and realizes he has a scar of the name Aleksander on his arm and he can control fire. He is enslaved by a race of beings called Sangorans to work in a Talohiran slave camp. He has to learn to trust the other prisoners to escape, but when they do, they find out that there are worse troubles outside the camp.

Leveling up on the high seas Castle Sardonis is surrounded by enemies on all sides and dangerously short of supplies. When a needed shipment goes missing the party finds themselves on the high seas beset by pirates and seeking the Goddess of the Sea. New loot, new levels, and new mysteries to unravel as more is learned about the world. Liam, Walt, and Ashley return Immediately following the story from Dungeon Crawl the focus remains with the same group and focused on their struggles within the Crucible Shard.

Bonds of friendship continue to grow but they each find themselves pushed in new ways by this world. LitRPG If you haven't read book one and have no idea what this new genre is about that's ok. LitRPG has the focus on characters in a virtual world using those familiar mechanics. It is really a lot of fun and has a lot of enthusiastic fans.

After a long war between the elves and humans, Morrowmer is a land full of divided people. Finally free from decades of captivity, Annalise, a high elf, is on the run. Moving from refugee camp to refugee camp, she keeps to herself. These places are dangerous, especially for an elf. One night, the camp is attacked by strange, ferocious beasts. She should flee, but when she stops to save a human, she alters her fate forever. Stolen and taken to a new land, she discovers there is so much more going on than she first thought. A great darkness is about to descend on the Fae Lands and she might be the only one who can save them all. Can Annalise rise from the ashes of her past and become the person she was born to be? This is slow burn reverse harem and is aimed at readers 18+. There are some scenes that some readers may find upsetting.

The River of the West: The Adventures of Joe Meek; The Mountain Years

A LitRPG Adventure

The Fall of an Empire and the Making of America's Vietnam

The People of Sparks

BattleTech: Embers of War

The Sea of Storms

In the steamy jungles of West Africa, a Marine Reconnaissance platoon races against time to save the lives of American citizens caught in a bloody civil war. One recon team arrives at a mission only to find they are too late. The missionaries had been burned to death while strung up crucifix style. Realizing that the rebels intend to kill all of the missionaries in the region, the Marines race through the jungle in an attempt to beat the rebels to another nearby mission before they can kill the missionaries there. The Marines arrive just in time to see the guerrillas enter the mission compound and begin killing mission workers. The recon team opens fire and the situation escalates. They successfully push the rebels back into the jungle. Gathering the mission workers, including the mission's doctor, Ellen McKenzie, they flee into the jungle. While on the run, the hospital corpsman, Sean Austin, finds himself struggling with his feelings for the young missionary doctor. Traveling day and night they arrive at the platoon's harbor site. While waiting for helicopters to evacuate the Americans to a waiting ship, the group stumbles onto a large underground crypt left by an ancient civilization. A tropical hurricane forces the Americans to take shelter within the crypt; they discover it is actually a portal to another world. Transported to the middle of a lopsided battle, the group is forced to choose sides and fight against a huge medieval army. Once the great battle is over, the reality of this new world leaves the sojourners from earth conflicted and searching for answers about reality, God, and eternity. Sean is particularly conflicted about his life as a prodigal and his attraction to Dr. McKenzie. Into the Breach is a war of ideals, a war between living a good life and living an obedient life. Liam Morgan takes the reader through adventure after adventure while unraveling our calling, not to be right, but to be obedient.

Joe Meek is one of the West's irresistible characters dashing, devil-may-care, cheeky, irreverent, more fun than a playful grizzly

cub. Unlike so many of the West's other great characters, he comes down to us not as a myth, says the editor, but as "simply a right kind of fella." It is our good luck that Joe knew how to yarn his mountain experiences truly and colorfully and with only a mite of stretching, and that he happened to cross trails with Frances Fuller Victor, who had the sense to see the worth of his tale as Joe told it, in the raw. The first of two volumes of "The River of the West" deals with Joe's years as one of the legendary mountain men, the fur trappers of the Rocky Mountains. A facsimile of the original edition published in 1870, this reissue includes the original illustrations and offers a new introduction, map, notes, bibliography, and index.

BSFA Award-winning author Gareth L. Powell delivers an explosive conclusion to his epic Embers of War trilogy. Low on fuel and hunted by the Fleet of Knives, the sentient warship Trouble Dog follows a series of clues that lead her to the Intrusion--an area of space where reality itself becomes unstable. But with human civilisation crumbling, what difference can one battered old ship have against an invincible armada? Meanwhile, Cordelia Pa and her step-brother eke out their existence salvaging artefacts from an alien city. But when Cordelia starts hearing the city's song in her head, strange things start happening around her. What extraordinary affinity does she have for this abandoned technology, and how can it possibly help the Trouble Dog? Award-winning author Gareth L. Powell delivers an explosive conclusion to his epic Embers of War trilogy.

"A ray of light, a stain of shadow, shall endure to breathe life and death into the future" As a Border Guard, it is Vaddoc's duty to turn himself in and accept the death sentence with honor when he discovers he can use magic. But the ancient song of the dragons calls to him. Although pulled by duty and the honor of his family, the song proves irresistible. When he is offered sanctuary in Galdrilene, the old home of the dragons, he leaves duty and family behind to answer the call of the Song. He is not alone in hearing the Dragon Song and he is joined on his journey by five others as the elements of magic are drawn together. It's a journey that reveals everything they've been taught to believe about magic and dragons is wrong. With the last of the dragons and the world at stake, Vaddoc and his companions will do anything, even cross through the realm of the dead, to reach a future they never thought possible.

Vietnam's Playground

The Green Ember

The Lost Platoon Book One

Lodestone Book One

A Novel about Wounded Warriors Coming Home

Back to Venice

It's a star system fight to the death to be on the right side of history in the final explosive Kat Falcone novel by bestselling author Christopher G. Nuttall. The Commonwealth Civil War has stalemated, but both sides--desperate to win at all costs--are looking for ways to end the fighting before everything they've built is turned to ash. King Hadrian, on the edge of madness, searches for allies who might help, at a price. His enemies, all too aware the battle is far from won, search for long-forgotten truths that might tear the king's forces apart and end the war in a single blow. For Admiral Kat Falcone and Commodore William McElney, caught on opposite sides, everything they've ever loved is at stake. William knows a secret, a secret that may end the war if he and his friend Kat can work together long enough to use it. But powerful forces are arrayed against them, intent on fighting the war to the bitter end. One false move and they'll both fall into fire... ..And hundreds of planets will burn with them.

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred

“While Ember is colorless and dark, the book itself is rich with description.” —VOYA, Starred “A harrowing journey into the unknown, and cryptic messages for readers to decipher.” —Kirkus Reviews, Starred

Several years had passed since Hotdog Man had perished by the hands of General Gouda, the world went back to an era of peace and tranquility. During this time, Hotdog Man was in another dimension, a world of the spirits, where he was in a war with the demonic Dr. Mustard and his army of ghost soldiers. Meanwhile, in the land of the living, Hotdog Jr, had grown up into a mild manner teenager. The Eyno Gems had been destroyed, leaving our heroes unable to access their incredible powers. Spice Town didn't have evil terrorizing them anymore, the residents had nothing to fear, but soon that would change. As the wicked Master Mizuna had grown up despising what had happened to his Uncle, Dr. Mustard, now with his army of minions, he was ready for revenge.

It is said that in times of war, the world chooses its own champions. These are the Landkist. Elemental warriors blessed by sky, river, stone and, in the case of a select few, fire itself. For generations, the flame-wielding Embers have been the last line of defense against the nightmare creatures of the World Apart. Now, their light is fading. When Kole, Ember of Last Lake is wounded by a demon unlike any they have seen before, the wise believe it is a sign of an ancient enemy returned - a powerful Sage known as the Eastern Dark. While the Valley is plunged into a war beyond reckoning, the land's greatest champions rise up to meet the coming threat. But even the combined might of the last Embers and their elemental kin may not be enough to stem the tide of darkness. Kole has never believed in destiny, but with his people hanging on the precipice and his home on the brink of ruin, he must discover the limits of the one power he fears above all else. His own. Tolkien meets Miyazaki in a new breed of epic fantasy, where elemental warriors clash with immortal wizards and ancient gods. Start reading the 3,000-page epic today!

The Greatest Adventure of All Time

Voyage of Vindication (the Dryad' S Cede #1)

Silversands

Debt of Honor

To Stand in the Breach

The Ember War

The final book in the Crimson Empire trilogy, a game-changing fantasy epic featuring an unforgettable warrior. Former warrior queen and now pariah, Cold Zosia wakes in the ashes of a burning city. Her vengeance has brought her to this - her heroic reputation in tatters, her allies scattered far and wide, and her world on the cusp of ruin. General Ji-Hyeon has vanished into the legendary First Dark, leaving her lover Sullen alone to carry out the grim commands of a dead goddess. The barbarian Maroto is held captive by a demonic army hell-bent on the extermination of the Crimson Empire, and only his protégé Purna believes he can be saved. Zosia must rally her comrades and old enemies one last time, for what will prove the greatest battle of her many legends...if anyone lives to tell it. FIVE HEROES. NO HOPE.

A WAR AGAINST DEVILS. The Crimson Empire Trilogy: A Crown for Cold Silver A Blade of Black Steel A War in Crimson Embers By the same author, writing as Jesse Bullington: The Sad Tale of the Brothers Grossbart The Enterprise of Death The Folly of the World

"A harrowing adventure inside enemy territory. Heather and Picket are plunged into the darkness of Morbin's shadow, fighting to bear the flame of the cause and light the way for rabbitkind's upright insurrection"--Page 4 of cover.

He's an arrogant liar. A winged prince responsible for my family's suffering. And now my mate. I've spent my entire life training to kill Darius the Silent. He's everything I hate, powerful and cruel and son to a ruling family that crushed my people. When he finds his way into the Arden Kingdom, my only goal is revenge. To fulfill my life's purpose and end him. But meeting him changes everything. He's not what I expect. Devious, charming, and with a wit as sharp as a blade, he's a man who's spent his life preparing for a rebellion like this. After seeing how impossible our mission is, I realize something terrible. I need his help more than I need him dead. The great war has begun, and I have to slow down an entire army with Darius by my side. If we don't find a way to work together, we'll be the first casualties of this war. I have a lifetime of hatred for this man, and yet his touch makes me want to forget it all. Especially when I learn there's more to him than his arrogance. That his heart may be burnt to nothing but embers and ash. Just like mine. Hate fueled our fire, but passion is what will bind us, what will build us, and what will help us win this war. Embers and Ash concludes the Winged Mates series and is a full length, 100k word novel that ends in an HEA.

** Finalist in The Wishing Shelf Book Awards* A B.R.A.G. Medallion Honoree When the Royal Pearl is stolen from the Palace, Eliza's foster father becomes the main suspect. The police assume the verse left behind is the thief's calling card, but Eliza believes it may be a riddle. The two embark on an adventure to clear his name, where Eliza proves to him just how resourceful a twelve-year-old-girl can be.*

Embers at Galdrilene

A Soldier of the Legion

An Ember War Novel

Ack-Ack Macaque

Olongapo

Kindled Embers

From award-winning author Gareth L. Powell, the second book in the critically acclaimed Embers of War space opera series. The former warship Trouble Dog and her crew follow a distress call from the human starship Lucy's Ghost, whose crew have sought refuge aboard an abandoned generation ship launched ten thousand years before by an alien race. However, the enormous vessel contains deadly secrets of its own. The Marble Armada calls for recovered war criminal Ona Sudak to accompany its ships as it spreads itself across the Human Generality, enforcing the peace with overwhelming and implacable force. Then Sudak's vessel intercepts messages from the House of Reclamation and decides the Trouble Dog has a capacity for violence which cannot be allowed to endure. As the Trouble Dog and her crew fight to save the crew of the Lucy's Ghost, the ship finds herself caught between chaotic alien monsters on one side, and on the other, destruction at the hands of the Marble Armada.

The war was supposed to be over. Tira Archer is done with killing, done with fighting. She's hung up her bow, saddled her mule, and headed for home. But children are disappearing from the peaceful village of Raven Crossing. Her search for the children brings her face to face with vicious kidnapers, goblin armies, and mercenary dwarves. A war is brewing, and not just any war. It's a war where the dead don't stay fallen. Hurt, exhausted, and sick of fighting, Tira will have to take up her bow once again. Somewhere there is a dark wizard manipulating the living and controlling the undead. Tira is saving an arrow just for him. He plans to rule the world, but he hasn't planned on Tira Archer. Keywords: Elves, goblins, adventure, war, rescue, castle, swords, sword and sorcery, high fantasy, magic, spells, dungeons and dragons, dwarves, high fantasy, epic fantasy

A history of the four decades leading up to the Vietnam War offers insights into how the U.S. became involved, identifying commonalities between the campaigns of French and American forces while discussing relevant political factors.

There are descendants of angels walking among us. Ember is one of them. Kirkus Reviews: "An impending apocalypse provides a compelling backdrop for romance in this page-turning first installment of a new YA series. Hopkins expertly weaves her plotlines together in this compulsively readable teen romance story...Hopkins delivers many successful elements of young-adult romance—appealing lead characters, high-voltage chemistry, repressed sexuality—which will win her ardent followers. A paranormal YA tale that's highly recommended for fans of the Twilight series; move over, Bella and Edward, there's a new set of kids on the block." Embers is an epic paranormal adventure/romance about an eighteen year old girl who discovers that she's immune to fire and any other injury when she's in a horrific car crash that kills her parents. Following a violent episode with her aunt's boyfriend, Ember flees Ohio to live with an old relative in the Smoky Mountains of Tennessee. Ember's exuberance at escaping a bad home life soon turns to trepidation when she learns that she's a Watcher, a descendant of angels. While Ember is instructed about her heritage and the powers that go along with it, she strikes up friendships with two teenagers who live inside of a frightening walled compound in the forest. Inexplicably drawn to one of the young men in particular, an impossible romance develops. But it's cut short when Ember discovers that her new friends are fighting on the opposite side of a war that's been raging between two factions of Watchers for thousands of years. When the compound's inhabitants threaten the townspeople, Ember takes action, sealing her fate in the ancient battle of good versus evil, and the grayness in between.

Ember Falls

A War in Crimson Embers

From the Embers

Spawn Campers

Embers of War

Captain Moxley and the Embers of the Empire

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! Lina and Doon have led the citizens of Ember to an exciting new world. When they discover a village called Sparks, they are welcomed, fed, and given places to sleep. But the town's resources are limited and it isn't long before resentment begins to grow between the two groups. When mysterious acts of vandalism cause tempers to erupt, putting everyone's lives in danger, it's up to our two heroes to find the courage to stop the conflict and bring peace. Praise for the City of Ember books: Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." "USA Today "An electric debut." "Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." "VOYA, Starred

A dire warning. An impending alien invasion. Only one chance for survival. In the near future, an alien probe arrives on Earth with a pivotal mission—determine if humanity has what it takes to survive the impending invasion by a merciless armada. The probe discovers Marc Ibarra, a young inventor, who holds the key to a daring gambit that could save a fraction of Earth's population. Humanity's only chance lies with Ibarra's ability to keep a terrible secret and engineer the planet down the narrow path to survival. Earth will need a fleet. One with a hidden purpose. One strong enough to fight a battle against annihilation. The Ember War is the first installment in an epic military sci-fi series. If you like A Hymn Before Battle by John Ringo and The Last Starship by Vaughn Heppner, then you'll love this explosive adventure with constant thrills and high stakes from cover to cover.

From the ashes of one galactic war stirs an ever greater threat in an epic new Kat Falcone series from bestselling author Christopher G. Nuttall. A year ago, the war against the Theocracy ended. But it didn't bring peace. Admiral Kat Falcone was lucky—her side won the war. But without an external threat, Kat's homeworld government, the Commonwealth, begins to burst. The galactic war may be over, but there is a civil war on the horizon. The king and parliament disagree over the Commonwealth's future. The Commonwealth's first recession is plaguing corporations. Hundreds of thousands of people have lost their

jobs. And the colonies are demanding their share of power. The Commonwealth has become a ticking time bomb, just waiting to explode. Meanwhile, the Theocracy is making one final, desperate bid for power. As the external threat looms and the internal threat grows ever larger, Kat and William will need to join forces in order to save the Commonwealth. But it may already be too late.

"Grey is the color of truth." So observed Mac Bundy in defending America's intervention in Vietnam. Kai Bird brilliantly captures this ambiguity in his revelatory look at Bundy and his brother William, two of the most influential policymakers of the Kennedy and Johnson administrations. It is a portrait of fiercely patriotic, brilliant and brazenly self-confident men who directed a steady escalation of a war they did not believe could be won. Bird draws on seven years of research, nearly one hundred interviews, and scores of still-classified top secret documents in a masterful reevaluation of America's actions throughout the Cold War and Vietnam.

The Bad Canadian

A Lady of Embers

Debt of War

Embers

Ember Rising

The Color of Truth

ONE WAR ENDS...AND ANOTHER BEGINS... For Ezra Payne and the Stealthy Tiger mercenaries, professionalism is everything. Hired to assist in the bitter, bloody fighting on the planet Hall, they quickly earn a decisive victory for their employer. They settle afterward in for a needed period of rebuilding, and a few months' peace before moving on to the next contract. But their respite does not last. More mercenaries, hired by the Allied Mercenary Command itself, land on Hall. They believe the Tigers' employer to be league with the Word of Blake, a shadowy interstellar organization that worships technology, and which has been building its own empire among the worlds around Terra. The Tigers want nothing of this battle, but war rages across the Inner Sphere. The hard-fought cease-fire cannot last, even on Hall, and when every faction is embittered and fueled by fervor, peace has no chance at all. As a new conflict erupts, will the Stealthy Tigers' BattleMechs be enough to save them? Or will the looming threat of renewed war engulf them in its fiery embrace?

IN A PLACE OF PEACE DURING A TIME OF WAR THE UNFORGIVEN WILL NOT GO FORGOTTEN. Edenville, 1940. In a rural hamlet where the majority of men are overseas to fight Hitler's Nazi war machine, someone is killing veterans of the first world war. Wartime Special Constable 'Lame' Eddie Sommers, a crippled rich boy and the butt of derision, is doing his best to fill a uniform he believes in, yet wears too large. Inexperienced and out of his depth, he turns to a former detective and veteran of the western front for assistance. Involving Marshall Geary might be his biggest mistake. Marshall wears a copper mask, as much to hide behind as to conceal his disfigurements. He struggles against howling flashbacks and the lingering stench of his own concealed crimes. In a town meant for sanctuary, repressed horrors awaken like worms in a collapsing coffin. The closer they get to the truth, the nearer everyone is dragged to their limits, their failings and their buried pasts.

An ex-Spitfire pilot is dragged into a race against a shadowy government agency to unlock the secrets of the lost empire of Atlantis... In post-war 1952, the good guys are supposed to have won. But not everything is as it seems when ex-Spitfire pilot Captain Samantha Moxley is dragged into a fight against the shadowy US government agency she used to work for. Now, with former Nazis and otherworldly monsters on her trail, Captain Moxley is forced into protecting her archaeologist sister in a race to retrieve two ancient keys that will unlock the secrets of a long-lost empire - to ensure a civilisation-destroying weapon doesn't fall into the wrong hands. But what will she have to sacrifice to save the world? File Under: Fantasy [Top Women | Riff-RAF | Pyramid Scheme | Bash the Fash]

War is a crucible. Valhalla awaits the worthy. On the battlefield of the future, armored mechs can turn the tide of any battle. With a nation under threat, a single small force of Armor joins the fight to hold the line against a merciless horde bent on total domination. Chief Amos Roy-a young soldier haunted by the loss of his brother to the enemy-is thrust into the fight before he's ready. War is a harsh teacher, and his fellow Armor are just as wary of him as they are the foe. When the enemy unleashes a mobile battle station with the power to annihilate cities, Roy must prove himself to veteran Armor that he's worthy to fight beside them. Can battle forge a team that will stop the enemy's super weapon? For here the Armor will find the Iron in their hearts and the spirit to win any war. Even if nothing but embers of defiance remains. Til Valhalla is a military science fiction novel written by the Dragon Award winning and Nebula Nominated Richard Fox. Read it now!

Light of Impossible Stars: An Embers of War Novel

The Great Adventures of Hotdog Man

The City of Ember

Fires of the Fae Series: Book One

Til Valhalla

An Englishman's Adventures Under the French Flag in Algeria and Tonquin

Alli-Kar, a white-hole portal from another universe, rains meteoroids onto the surface of the planet Kelanni. But the so-called "lodestones" behave according to different physical laws, transforming Kelanni's society. With the aid of the fearsome Keltar in their flying cloaks, the Kelanni are being put to forced labor to mine the lodestones. Shann, an orphan with a fiery disposition, witnesses a battle between a Keltar and a stranger bearing a similar flying cloak. She tracks down the stranger, learning of the technology behind the Keltars' power and joining him on a mission to free the slaves and cut off their supply of lodestones. Meanwhile Keris, a Keltar, is sent on a mission to track down the rebels. She is attacked by a flying creature and saved by the enigmatic Chandara. At their Great Tree, she learns that a mysterious "Prophet" is out to destroy the Kelanni people. Their only hope is a powerful instrument hidden in the distant past. Pursued by Keltar, the party will encounter bizarre creatures, ancient technologies and terrifying dangers. Finally, they must seek to cross a massive storm barrier in order to reach the other side of their world, where a world-shaking revelation awaits.

In the year 2110, fourteen-year-old Val returns home to find that the time machine her father created has returned home without him. Having lost her mother to illness two years earlier, Val decides to use the machine to go back in time to find her father and bring him home. She does a test landing in a remote area of the U.S. in the year 2010 and meets three brothers: sixteen-year-old football star James, thirteen-year-old Luke and an amazing seven-year-old named Wumpy. They decide to join her and help find her father. Val believes her father would have gone back to the first century to see Jesus Christ, who Val's dad considers the most important person in history. Val knows her father wanted to see for himself if the stories about Jesus in the Bible are true. She and the three brothers go back in time to first century Jerusalem and begin the search, looking for Val's dad at some of the major events of Jesus' life. During their quest they meet Jesus and see amazing things. They also have to outwit local authorities and an assortment of villains who threaten to strand them in the first century or - even worse - end their short lives two thousand years before they were born. The adventure is non-stop, but in the end this is a story about friendship and faith and the truth of 1 John 4:18: "Perfect love expels all fear."

"The stage is set. It's war. Morbin Blackhawk, slaver and tyrant, threatens to destroy the rabbit resistance forever. Heather and Picket are two young rabbits improbably thrust into pivotal roles. The fragile alliance forged around the young heir seems certain to fail. Can Heather and Picket help rescue the cause from a certain, sudden defeat?" - Cover page [4].

Embers of War Titan Books (US, CA)

Bone Magic

McGeorge Bundy and William Bundy: Brothers in Arms

Fleet of Knives: An Embers of War Novel

Embers and Ash

The Complete Collection

WINNER OF THE PULITZER PRIZE Written with the style of a great novelist and the intrigue of a Cold War thriller, *Embers of War* is a landmark work that will forever change your understanding of how and why America went to war in Vietnam. Tapping newly accessible diplomatic archives in several nations, Fredrik Logevall traces the path that led two Western nations to tragically lose their way in the jungles of Southeast Asia. He brings to life the bloodiest battles of France's final years in Indochina—and shows how, from an early point, a succession of American leaders made disastrous policy choices that put America on its own collision course with history. An epic story of wasted opportunities and deadly miscalculations, *Embers of War* delves deep into the historical record to provide hard answers to the unanswered questions surrounding the demise of one Western power in Vietnam and the arrival of another. Eye-opening and compulsively readable, *Embers of War* is a gripping, heralded work that illuminates the hidden history of the French and American experiences in Vietnam. **ONE OF THE MOST ACCLAIMED WORKS OF HISTORY IN RECENT YEARS**

Winner of the Francis Parkman Prize from the Society of American Historians • Winner of the American Library in Paris Book Award • Winner of the Council on Foreign Relations Arthur Ross Book Award • Finalist for the Cundill Prize in Historical Literature **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY** The Washington Post • The Christian Science Monitor • The Globe and Mail "A balanced, deeply researched history of how, as French colonial rule faltered, a succession of American leaders moved step by step down a road toward full-blown war."—Pulitzer Prize citation "This extraordinary work of modern history combines powerful narrative thrust, deep scholarly authority, and quiet interpretive confidence."—Francis Parkman Prize citation "A monumental history . . . a widely researched and eloquently written account of how the U.S. came to be involved in Vietnam . . . certainly the most comprehensive review of this period to date."—The Wall Street Journal "Superb . . . a product of formidable international research."—The Washington Post "Lucid and vivid . . . [a] definitive history."—San Francisco Chronicle "An essential work for those seeking to

understand the worst foreign-policy adventure in American history . . . Even though readers know how the story ends—as with The Iliad—they will be as riveted by the tale as if they were hearing it for the first time.”—The Christian Science Monitor
In 1944, as waves of German ninjas parachute into Kent, Britain’s best hopes for victory lie with a Spitfire pilot codenamed ‘Ack-Ack Macaque.’ The trouble is, Ack-Ack Macaque is a cynical, one-eyed, cigar-chomping monkey, and he’s starting to doubt everything, including his own existence. A century later, in a world where France and Great Britain merged in the late 1950s and nuclear-powered Zeppelins circle the globe, ex-journalist Victoria Valois finds herself drawn into a deadly game of cat and mouse with the man who butchered her husband and stole her electronic soul. Meanwhile, in Paris, after taking part in an illegal break-in at a research laboratory, the heir to the British throne goes on the run. And all the while, the doomsday clock ticks towards Armageddon.

Heather and Picket are extraordinary rabbits with ordinary lives until calamitous events overtake them, spilling them into a cauldron of misadventures. They discover that their own story is bound up in the tumult threatening to overwhelm the wider world. Kings fall and kingdoms totter. Tyrants ascend and terrors threaten. Betrayal beckons, and loyalty is a broken road with peril around every bend. Where will Heather and Picket land? How will they make their stand?

In an age where interstellar travel is dangerous and unpredictable, and no-one knows exactly where they'll end up, Avril Bradley is a Communications Officer aboard a ship sent to re-contact as many lost souls as possible. But a mysterious explosion strands her in a world of political intrigue, espionage and subterfuge; a world of retired cops, digital ghosts and corporate assassins - all fighting for possession of vital computer data that has lain hidden for almost a century. . .

A Fantasy Romance

Book One of the Ascension Saga

Centerline

Valley of Embers

From BSFA Award winning author Gareth L. Powell comes the first in a new epic sci-fi trilogy exploring the legacies of war The sentient warship Trouble Dog was built for violence, yet following a brutal war, she is disgusted by her role in a genocide. Stripped of her weaponry and seeking to atone, she joins the House of Reclamation, an organisation dedicated to rescuing ships in distress. When a civilian ship goes missing in a disputed system, Trouble Dog and her new crew of loners, captained by Sal Konstanz, are sent on a rescue mission. Meanwhile, light years away, intelligence officer Ashton Childe is tasked with locating the poet, Ona Sudak, who was aboard the missing spaceship. What Childe doesn't know is that Sudak is not the person she appears to be. A straightforward rescue turns into something far more dangerous, as Trouble Dog, Konstanz and Childe find themselves at the centre of a conflict that could engulf the entire galaxy. If she is to save her crew, Trouble Dog is going to have to remember how to fight...

WINNER -- Best Military Book -- 2013 Next Generation Indie Book Awards WINNER -- Gold Medal for Historical Fiction / War -- 2013 Stars & Flags Book Awards Finalist -- First Novel -- 2013 Next Generation Indie Book Awards "Centerline is a thrilling, high-action page-turner that captures a story many Americans fail to appreciate—the sacrifices of our armed forces, their families, and the medical teams who support them. The tactical flight operations, ground combat scenes, and medical emergencies are real—not Hollywood—and the stories of wounded warriors and those waiting at home are unforgettable." - General Bill Begert, USAF (Ret), Former Commander, Pacific Air Forces Centerline tells the arresting story of the last leg of an emotional journey through the eyes of wounded warriors, crew, and medical caregivers making the trip home from military hospitals just before Christmas at the height of the surge in Iraq. Air Evac 1492 is the collective Air Force call sign for the flight. But each person on board has an individual story of hopes, dreams, fears, and regrets as the aircraft wings its human cargo through bad weather, flashbacks, and in flight emergencies. "Everybody who goes to war gets shot," one soldier says. "Some in the body. Some in the head. Some in the heart." This inspiring debut novel by Dave McIntyre (Ret COL USA) combines compelling technical descriptions of flying, combat, and medical care in-flight to drive the story through a rollercoaster ride of emotions as thirty-one "souls on board" travel through pain, loss, a killer storm, and the demons of the past to make it home for Christmas. Some travelers will fall short of the runway. And some will find the beacon that leads them home—back to the centerline.

Olongapo was an extraordinary part of our world known to millions. This tiny section of the Far East served as playground for Vietnam. An amusement park for the American Seventh Fleet, contractors and other service members from around the world. Rides in this park featured people's lives, creating impassioned experiences. Written with deepest respect for those with their names etched into The Vietnam Veterans Memorial Wall. Many who experienced joy for the last time while in Olongapo. The Olongapo experience was a true phenomenon, a saturation of life. During the peak of Vietnam, the area grew from a population of 40,000 in 1964 to a bulging 138,000 plus by 1969. The undisputed king of liberty ports in Asia, Olongapo's nightclubs bloomed from 35 to over 300. Pay by play girls increased to over 8,000 while pay by the hour hotels zoomed to more than 200. All of this amazing expansion crammed into just over one acre of frenzy. Men who had been off the coast of Vietnam and people shore based made up the 9 to 14 thousand visitors to the city every night of the year. Most were on brief liberty passes after months at sea and others awaited transfer to Vietnam. The combination created a free spending environment that poured millions of dollars into Olongapo every month. My novel is not just for the millions who miss such a unique concentration of life, it is for those who never knew the Olongapo experience.

It's do or die for Claren Greenwood. But can she do one without the other? Heartbroken and turned away by everyone she holds dear, Claren sets off to work with the head of her District, exposing herself to the Supreme Leadership and the secrets they hold. The Embers are in grave danger. But can Claren help them in a new city without allies? Or will the twisted District Leader destroy her before she gets

Where To Download Embers Of War (Adventures Of The Starship Satori Book 8)

a chance? Love. Secrets. Suspense. Betrayal. Trained assassins and skeevy drunks. This book has it all. The Ember Society saga continues in book 3: From the Embers Ember Society Series: 1: From the Dust 2: From the Earth 3: From the Embers 4: From the Flames (early 2021) 5: From the Ashes (2021)