

Bane Of Worlds Survival Wars Book 2

Mercenaries are more powerful than experts realize, a grave oversight. Those who assume they are cheap imitations of national armed forces invite disaster because for-profit warriors are a wholly different genus and species of fighter. Private military companies such as the Wagner Group are more like heavily armed multinational corporations than the Marine Corps. Their employees are recruited from different countries, and profitability is everything.

Patriotism is unimportant, and sometimes a liability.

Unsurprisingly, mercenaries do not fight conventionally, and traditional war strategies used against them may backfire.

A comprehensive resource on the principles and techniques of virtual world design and programming covers everything from MUDS to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games. Original. (Advanced)

In this essential Star Wars Legends novel, the second in the Darth Bane trilogy, the fearsome Sith lord takes on a deadly new apprentice. Darth Bane's twisted genius made him a natural leader among the Sith-until his radical embrace of an all-but-forgotten wisdom drove him to destroy his own order . . . and create it anew from the ashes. As the last surviving Sith, Darth Bane promulgated a harsh new directive: the Rule of Two. Two there should be; no more, no less. One to embody the power, the other to crave it. Now Darth Bane is ready to put his policy into action and thinks he has found the key element that will make his triumph complete: a student to train in the ways of the dark side. Though she is young, Zannah possesses an instinctive link to the dark side that rivals his own. With his guidance, she will become essential in his quest to destroy the Jedi and dominate the galaxy.

Negation Force. A planet without power, locked down by an alien war fleet. The human Confederation has known an unprecedented time of peace, unheard of in a universe where every other species is not only technologically advanced, but also incredibly hostile. The good times are about to end. Out on the fringes, the planet Atlantis is attacked by an alien foe remembered only by the oldest members of the Space Corps. These aliens – known as Vraxar – are abominations of flesh and metal, driven to exterminate every

other life form in the universe. Now it's humanity's turn. In the ruins of the Tillos military installation, Sergeant Eric McKinney is determined to fight back and find out why the Vraxar have come. Meanwhile, a response fleet is mustered with the intention of facing the enemy head-on. It's a mission with no hope of success. As events unfold, it becomes apparent the Vraxar have secrets which give clues to their purpose. The answers are more shocking than anyone could have imagined. The lives of strangers are intertwined and together they must try and salvage something from this first exchange in a war that will not end until one side is utterly defeated. Luckily, the Tillos base holds secrets of its own...a warship with an exceptionally powerful Obsidiar core is contained within an underground bunker. It is the only hope for Atlantis... Negation Force is a science fiction action and adventure book which begins The Obsidiar Fleet series.

God Ship

Battlefield of the Future - 21st Century Warfare Issues

Star Wars

Understanding Private Armies Today

Acting My Face

The sole survivor on a desperate, last-chance mission to save both humanity and the earth, Ryland Grace is hurtled into the depths of space when he must conquer an extinction-level threat to our species.

This is the story of a young man who was raised as a Jehovah's Witness, seemingly destined to spend the rest of his life following the instruction of God's 'Spirit Directed Organisation'. He soon came to discover however, that things were not as they had first seemed. Following a patch of doubt and subsequent in-depth investigation into the religion, the young man began to realise that the things he had previously accepted without question no longer made sense. His eyes were opened to the various powerful methods that were, and still are being used to control the minds of the faith's followers. The story contained within these pages describes the author's life, from his upbringing as a Jehovah's Witness, his struggles along the way, and the challenges he faced as he tried to break free. His extensive research into the religion's history is also documented, including apparent accounts of questionable teachings and manipulative methodologies.

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

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

Mercenaries and War

Mission: Nemesis

Warpworld

Path of Destruction, Rule of Two, Dynasty of Evil

Tyche's Flight

The High Hallack Cycle continues with unlikely compatriots bound together by danger as they search for a terrible treasure in the Witch World. Brixia knows what evil powers can do to a person, a people, and a land. Once a highborn Lady of a hall in High Hallack, she now scours the deserted Dales, where the Darkness has devastated all in its path. Her only companion is her loyal feline, Uta—until she meets the travelers. One is a madman. A broken lord driven by desire whose only wish is to find the powerful magical item known as Zarsthor's Bane—an object as wreathed in mystery and ancient lore as it is cloaked in peril. The other is a squire devotedly following his demented master. All three soon find themselves drawn into the dreaded Waste in search of the mystical totem. But such a prize comes at a price none of them are prepared to pay—a price worse than death itself. . . . Zarsthor's Bane is the 2nd book in the Witch World: High Hallack Cycle, but you may enjoy reading the series in any order.

From the icy terrain of Hoth to the sand dunes of Tatooine, battles are being waged by the likes of Luke Skywalker and Darth Vader. With this guide, defeat Arden Lyn and discover: All the Force-guided power moves How to unlock all the hidden characters Weapon and hand-to-hand combos Character-specific fighting strategies Character

biographies Secret playing modes About the Author Anthony James is the author of *WCW Nitro: The Official Strategy Guide*, *Critical Depth: The Official Strategy Guide*, *Vs: The Official Strategy Guide*, *Star Fox 64 Unauthorized Games Secrets*, and other Prima electronic entertainment books.

A colony world falls silent. Grace Gushiken is a grifter and a liar. Worse, she's an esper, an abhorrent creation of the Old Empire, on the run from the Republic's justice. Nathan Chevell captains the free trader Tyche. He's no pirate, but he's no white knight either. There's no business in helping strays. Thrown together on a mission to the edge of space, they find the doomed planet Absalom Delta deserted, its people enslaved by the insect-like Ezeroc. The aliens have descended like locusts on humanity, consuming all in their path. No one is safe. Even the Republic Navy is powerless against them. With nothing but an aging starship running low on luck, Grace and Nate clash against the might of an alien kingdom. The Ezeroc have arrived, and they are hungry. Tyche's Flight is the first book in Richard Parry's gripping Ezeroc Wars series. If you like page-turning space opera with great dialogue and heart-pumping action, get your copy today!

Actor Anthony James has played killers, psychopaths, and other twisted characters throughout his Hollywood career. In the summer of 1967, James made his motion picture debut as the murderer in the Academy Award–winning Best Picture, In the Heat of the Night. His role in the 1992 Academy Award–winning Best Picture, Unforgiven, culminated a unique, twenty-eight year career. Behind his menacing and memorable face, however, is a thoughtful, gentle man, one who muses deeply on the nature of art and creativity and on the family ties that have sustained him. James's Acting My Face renders Hollywood through the eyes and experience of an established character actor. James appeared on screen with such legendary stars as Clint Eastwood, Bette Davis, Gene Hackman, and Sidney Poitier, and in such classic television shows as Gunsmoke, The Big Valley, Starsky and Hutch, Charlie's Angels, and The A-Team. Yet, it is his mother's heroic story that captures his imagination. In an odyssey which in 1940 took her and her newly wedded husband from Greece to a small southern town in America where she bore her only child, James's mother suffered the early death of her husband when James was only eight years old. In the blink of an eye, she went from grand hostess of her husband's lavish parties to hotel maid. But like the lioness she was, she fought with great ferocity and outrageous will in her relentless devotion to James's future. And so it was, that on an August morning in 1960, eighteen-year-old James and his mother took a train from South Carolina three thousand miles to Hollywood, California, to realize his dream of an acting career. They possessed only two hundred dollars, their courage, and an astonishing degree of naiveté. After his retirement in 1994, James and his mother moved to Arlington, Massachusetts, where he concentrated on his painting and poetry. His mother died in 2008 at the age of ninety-four, still a lioness protecting her beloved son. Acting My Face is an unusual memoir, one that explores the true nature of a working life in Hollywood and how aspirations and personal devotion are forged into a career.

Negation Force

Crimson Tempest

Chains of Duty

A Memoir

A True Story of Power, Obsession, and the World's Most Coveted Fish

Fast-paced, hard-hitting military fiction featuring the Banblade battle tank Mars Triumphant. By the blessing of the Ommissiah was the Mars Triumphant born – from the

forges of the Adeptus Mechanicus, the mighty Baneblade super-heavy battle tank comes to bring death and destruction to the foes of the Imperium. During a bitter war against the orks in the Kalidar system, Lieutenant Lo Bannick joins the crew of the venerable tank, and as part of the 7th Paragonian Tank Company he witnesses combat from within one of the Astra Militarum's mightiest war machines. But even as Bannick's own dark past threatens to undo him, the Mars Triumphant may have met its match in the form of a terrifying new foe.

A new war has broken out ... Indian ships have invaded three British-held systems and Indian troops have occupied British colonies, forcing Britain to choose between war and shame. The Royal Navy, battered by the fires of the First Interstellar War and desperately trying to recover from the terrifying casualties, must launch a counterattack and recover the colonies. For HMS Warspite - and a task force of British warships - the stakes have never been so high. If the Royal Navy loses, Britain will be humiliated and the global power system will shift catastrophically, but even victory may come with too high a price. Pushed to the limits, the Royal Navy must take the offensive and determine the outcome quickly Before the Indian gambit triggers off a civil war that will rip the human sphere apart.

Aliens exist, the government knows, and Dan McCarthy just found the proof. When Dan McCarthy stumbles upon a folder containing evidence of the conspiracy to end all conspiracies -- a top-level alien cover-up -- he leaks the files without a second thought. The incredible truth revealed by Dan's leak immediately captures the public's imagination, but Dan's relentless commitment to exposing the cover-up and forcing disclosure quickly earns him some enemies in high places. For his whole life, Dan McCarthy has searched for a reason to believe. Now that he finally has one, he might soon wish he didn't...

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

Fleet of Worlds

The Dark Lord Trilogy

Rule of Two: Star Wars Legends (Darth Bane)

Gregor the Overlander

Darth Bane: Star Wars Legends 3-Book Bundle

When the dead rise, he'll either find his family or end up a ravenous corpse... Fifteen-year-old James would much rather hang with friends than go hunting with his survivalist dad. But the boring weekend trip turns into a living horror when they're attacked by an undead horde. Terrified and confused, James has no choice but to escape with his trusty dog through a forest stained with blood... Teaming up with his best friend, James frantically fights his way back to his missing family. But on a trail of clues littered with corpses, reaching his loved ones means venturing deeper into the deadly unknown... Can James reunite with his family before he's consumed by a relentless pack of zombies? Fallout is the first book in a gritty post-apocalyptic series. If you like spine-crawling suspense, ruthless zombies, and rugged survival stories, then you'll love Derek Shupert's dark coming-of-age tale. Buy Fallout to unlock an infectious thriller today!

In this essential Star Wars Legends novel, the second in the Darth Bane trilogy, the fearsome Sith lord takes on a deadly new apprentice. Darth Bane's twisted genius made him a natural leader among the Sith—until his radical embrace of an all-but-forgotten wisdom drove him to destroy his own order . . . and create it anew from the ashes. As the last surviving Sith, Darth Bane promulgated a harsh new directive: the Rule of Two. Two there should be; no more, no less. One to embody the power, the other to crave it. Now Darth Bane is ready to put his policy into action and thinks he has found the key element that will make his triumph complete: a student to train in the ways of the dark side. Though she is young, Zannah possesses an instinctive link to the dark side that rivals his own. With his guidance, she will become essential in his quest to destroy the Jedi and dominate the galaxy.

*Set a thousand years before the events of Star Wars: A New Hope, Drew Karpysyn's electrifying Darth Bane novels take us deep into the dark side. This action-packed series follows the transformation of a lost young man who becomes a legendary Sith Lord, able to wield the awesome power of the Force as never before. Packed with nonstop thrills, the entire Darth Bane trilogy is now available as an eBook bundle featuring **PATH OF DESTRUCTION** **RULE OF TWO** **DYNASTY OF EVIL** After a high-stakes card game ends violently, Dessel, a lowly miner, vanishes into the ranks of the Sith army and ships out to join the war against the Republic and its Jedi champions. There, Dessel's brutality, cunning, and exceptional command of the Force swiftly win him renown as a warrior. But in the eyes of his watchful masters, a far greater destiny awaits him . . . if he can prove himself worthy. As an acolyte in the Sith Academy, studying at the feet of its greatest masters, Dessel embraces his new identity: Bane. However, in*

order to gain full acceptance into this chilling Brotherhood, he must surrender completely to the dark side. Only by defying the most sacred traditions of the Sith can Bane hope to triumph—and forge from the ashes a new era of absolute power.

Before the Evolution there was TorBane: technology that infused human DNA with cybernetic matter. It had the ability to grow new organs and limbs, to heal the world. Until it evolved out of control and spread like the common cold. The machine took over, the soul vanished, and the Bane were born. The Bane won't stop until every last person has been infected. With less than two percent of the human population left, mankind is on the brink of extinction. Eve knows the stories of the Evolution, the time before she wandered into the colony of Eden, unable to recall anything but her name. But she doesn't need memories to know this world is her reality. This is a world that is quickly losing its humanity, one Bane at a time. Fighting to keep one of the last remaining human colonies alive, Eve finds herself torn between her dedication to the colony, and the discovery of love. There is Avian and West – one a soldier, one a keeper of secrets. And in the end, Eve will make a choice that will change the future of mankind. The Bane is The Terminator meets The Walking Dead with a heart-twisting romance. Previously published as Eden, due to reader demand it has been revamped and rereleased as The Bane: book one in The Eden Trilogy. The Bane: Book One The Human: Book Two The Eve: Book Three The Ashes: an Eden prequel The Raid: an Eden short story Prima's Official Hints and Tips

Fallout

Dead State

Augmented

Fires of Oblivion

In this universe, it's dog-eat-dog. And only the strongest will survive....Lieutenant Becky Keller's brain is fitted with a processing core which can outthink and outfly the most advanced battle computers in the Space Corps. Not only that, she's blessed with the gift of the psi and her intuition is unparalleled in the military. Keller finds herself partnered with another one from the labs. Joe Nation is packed with so many augmentations, he can't remember which parts of his body are real anymore. All he knows is covert ops, and with his stealth and assault modules, there's no one better at it than Nation. The pair of them are given a mission - take the Retaliator class SC Gundar, infiltrate the Isob-2 processing facility of a semi-hostile alien species known as Estral, and find out if they're breaking the terms of a peace treaty. It's easier said than done. The Estral are spoiling for war and they don't want human agents poking around in their business. Deep within the Isob-2 facility, something hostile awaits and no one in the Space Corps is prepared for it. What begins as a standard in-out mission, leads Keller and Nation into a full-scale conflict with both the Estral and a new, completely unexpected enemy. The first of the Transcended have come and they aren't looking for peace.

Captain John Duggan and his crew are stranded deep in hostile territory. Their spaceship, the ESS Crimson is damaged beyond repair. Enemy warships hunt them, eager to locate the vessel which has caused so much damage to their military. All seems lost. Duggan is

not a man to go down without a fight. Determined to take matters into his own hands, he leads his squad across the surface of an inhospitable planet in order to make a raid upon an enemy base. What happens there sets in motion a series of events which carry Duggan and his men towards a prize of inconceivable value. Nothing worth having comes easy - a single error will result in failure and the deaths of his soldiers, as well as denying humanity the greatest of gifts. Duggan has made a promise to get his squad home and there's only one way for him to succeed. The Valpian awaits. Guns of the Valpian is a science fiction adventure and the sixth book in the Survival Wars series.

The Coalition is reeling. New Vega and its other worlds have fallen beneath the boot of the newly allied Savage marines, and the death count continues to rise at a staggering rate. One thing is clear: the war to come will be a fight for the very survival of the species. For both sides in this conflict, now is the time to become what fate, and victory, demand. The Savages--post-human monsters who believe themselves to be gods--are intent on remaking civilization in their own violent and pathological image. Yet their alliance is tenuous. Among the many tribes of the Uplifted, as they call themselves, the struggle for supremacy rages on. All know that in the end there can be only one tribe. One leader. One truth. Meanwhile humanity's last, desperate hope is the formation of a new kind of fighting force: The Legion. Those select few who are hardy enough--or foolish enough--to undertake the relentless, grueling, and merciless candidate training will have the chance to be transformed into mythical heroes... or die trying. They will be pushed beyond their physical and mental limits as they seek to survive an unforgiving planet, lost and derelict ghost spaceships, and worst of all, the cold, unflinching brutality of Tyrus Rechs. At the end of this crucible, only the one percent of the one percent will earn the right to be called... .. Legionnaires. Also available in audio book format performed by Stephen Lang (Avatar, Tombstone), *Galaxy's Edge: Gods & Legionnaires* brings you into the mind of the Savage marines and shows you the heart required to enter the Legion in the second epic installment of *Galaxy's Edge: Savage Wars*

Following his successful mission to recover the missing warship ESS Crimson, Captain John Duggan finds himself unredeemed in the eyes of his superiors. His duties resume and this time he's given something easy - escort a cargo ship to a distant planet and bring it home safely. But war is never so predictable and a straightforward mission becomes something much more important. The outcome may well determine the future of humanity. Someone has terrible plans for the ESS Crimson and Duggan is about to find himself party to endless destruction. Even as worlds die, a new threat is waiting on the horizon. *Bane of Worlds* is a universe-spanning sci-fi adventure, which continues the Survival Wars series.

The Dragon Behind the Glass

A Small Colonial War

Zarsthor's Bane

Bane of Worlds

Children of Fire

*WINNER OF THE 2017 NASW SCIENCE IN SOCIETY JOURNALISM AWARD A
FINALIST FOR THE 2017 PEN/E. O. WILSON LITERARY SCIENCE WRITING*

AWARD LONGLISTED FOR THE ANDREW CARNEGIE MEDAL FOR EXCELLENCE
A LIBRARY JOURNAL BEST SCIENCE BOOK OF THE YEAR “[A] curiously edifying book.” —*The New York Times Book Review* “With the taut suspense of a spy novel, Voigt paints a vivid world of murder, black market deals, and habitat destruction surrounding a fish that's considered, ironically, to be a good-luck charm.”
—*Discover* “[An] immensely satisfying story, full of surprises and suspense....Things get weird fast.” —*The Wall Street Journal* An intrepid journalist's quest to find a wild Asian arowana—the world's most expensive aquarium fish—takes her on a global tour in this “engaging tale of obsession and perseverance...and an enthralling look at the intersection of science, commercialism, and conservationism” (*Publishers Weekly*, starred review). A young man is murdered for his pet fish. An Asian tycoon buys a single specimen for \$150,000. Meanwhile, a pet detective chases smugglers through the streets of New York. With “the taut suspense of a spy novel” (*Discover*) *The Dragon Behind the Glass* tells the story of a fish like none other. Treasured as a status symbol believed to bring good luck, the Asian arowana, or “dragon fish,” is a dramatic example of a modern paradox: the mass-produced endangered species. While hundreds of thousands are bred in captivity, the wild fish as become a near-mythical creature. From the South Bronx to Borneo and beyond, journalist Emily Voigt follows the trail of the arowana to learn its fate in nature. “A fresh, lively look at an obsessive desire to own a piece of the wild” (*Kirkus Reviews*), *The Dragon Behind the Glass* traces our fascination with aquarium fish back to the era of exploration when naturalists stood on the cutting edge of modern science. In an age when freshwater fish now comprise one of the most rapidly vanishing groups of animals, Voigt unearths a surprising truth behind the arowana's rise to fame—one that calls into question how we protect the world's rarest species. “Not since Candace Millard published *The River of Doubt* has the world of the Amazon, Borneo, Myanmar, and other exotic locations been so colorfully portrayed as it is now in Emily Voigt's *The Dragon Behind the Glass*...a must-read” (*Library Journal*, starred review).

When eleven-year-old Gregor falls through a grate in the laundry room of his apartment building, he hurtles into the dark Underland, where spiders, rats and giant cockroaches coexist uneasily with humans. This world is on the brink of war, and Gregor's arrival is no accident. Gregor has a vital role to play in the Underland's uncertain future.

Captain John Duggan rots in his cell, facing execution at the hands of his captors. Having discovered the secret which the Ghosts wished to remain hidden, he is left powerless to find answers to the questions which will determine the future of the Confederation. Elsewhere in the Garon sector, the Dreamers have been putting their own terrible plans into action. They possess the power to destroy entire worlds from unimaginable distances. Whilst humans and Ghosts descend once more into war, the biggest threat of all puts in motion a chain of events which will result in a hundred billion deaths if left unchecked. John Duggan and his crew are forced into a position where they must end not just one war, but two. The Space Corps' most accomplished officer will be reunited with humanity's most powerful weapon in a race to forge peace when a return to conflict seems inevitable. Standing above all else is the seemingly unstoppable Dreamer mothership, which Duggan must face if

he is to succeed against the longest of odds. Fires of Oblivion is a science fiction adventure and the fourth book in the Survival Wars series.

Following decades of war and the recent catastrophic loss of an entire planet, the Human Planetary Alliance is riven by internal disputes and rivalries. The military's old guard fights for power against those who see a chance to turn things around. After a series of hard-fought victories, Captain Carl Recker is becoming recognized as a man who gets results - a man who knows how to beat the Daklan. Unfortunately, enemies from his past would prefer to claim his successes as their own, and Recker finds himself caught between two factions within high command. Escape comes in the form of a mission, though it's nothing run-of-the-mill. Given command of a new heavy cruiser, Recker is sent to track down a missing Daklan fleet and recover the alien technology it was searching for. It's going to be tough and assistance comes in the form of a Daklan desolator, commanded by a larger-than-life officer who knows his missiles from his Terrus slugs. Deep within territory contested by the Meklon and Lavorix, Recker and his opposite number will need to work closely together. Trust is in short supply, while enemies are not. Faced with countless hostile aliens and their technology, Recker has his work cut out if he wants to stay on the right side of dead. And soon, he will draw the attention of the Lavorix empire breaker. The Galactar is coming, and against it, Recker stands no chance at all. Galactar is a traditional-style science-fiction action adventure and the third book in the Savage Stars series, following directly after events in Fractured Horizons. Expect space combat, ruthless aliens, mysterious tech and lots more.

The Bane

The Empire's Corps

Baneblade

Star Wars: Darth Bane - Rule of Two

The Scorched Earth

New York Times bestselling author Drew Karpyn has long thrilled readers with his kinetic, fast-paced storytelling style. Now he returns with The Scorched Earth, the second novel in his acclaimed series about four young people who will either save the world or bring about its destruction. The Children of Fire—four mortals touched by the power of Chaos—each embody one aspect of a fallen and banished immortal champion: Keegan, the wizard; Scythe, the warrior; Cassandra, the prophet; Vaaler, the king. Grown to adulthood, the Children are in search of the ancient Talismans that can stop the return of Daemron the Slayer, ancient enemy of the Old Gods. But in acquiring Daemron's Ring, they unleashed a flood of Chaos magic on the land—leaving death, destruction, and a vengeful queen in their wake. Now, beset on all sides by both mortal and supernatural enemies, they realize that their strength and faith will be tested as never before. And their greatest trial will be finding Daemron's Sword, the last of the

ancient Talismans, before the entire mortal world is engulfed in the war and Chaos that will herald the return of the Slayer. Praise for *The Scorched Earth* “[Drew] Karpysyn’s doom-laden spin on myth and magic invigorates ancient archetypes in the second entry of the *Chaos Born* trilogy. . . . The journey is complicated by unnerving ambiguity, grim imagery, and pessimistic overtones, as if Michael Moorcock’s decadence were filtered through J.R.R. Tolkien’s heroism.”—Publishers Weekly “If you’re a fan of fantasy and looking to try something new, this series continues to shine. . . . [Karpysyn] writes deep, intriguing characters set in a strange world of unique magic. It’s a place where magic is dangerous but essential.”—Roqoo Depot “An enjoyable read . . . I recommend this for all fantasy fans.”—Book Reviews & Giveaways

For Captain John Duggan, it seems like war never ends. Each success brings another mission and more death. Following events at the *Helius Blackstar*, Duggan is given the Space Corps' newest warship - a heavy cruiser armed to the teeth with the latest weapons and technology. A prospector craft, the *SC Lupus*, has gone missing and his superiors want to find out what happened and the aggressors dealt with accordingly. The wrecked spaceship is soon found. However, nothing is as it seems. What Duggan finds on a distant planet turns everything on its head. With the survival of humanity potentially in the balance, Duggan - a man forever chained by duty - is required to take the biggest risk of all. The man who has faced everything is about to come up against an opponent he cannot possibly defend himself against. *Chains of Duty* is a science fiction adventure and the third book in the *Survival Wars* series.

You Should Never Speak Truth To Power... The Galactic Empire is dying and chaos and anarchy are breaking out everywhere. After a disastrous mission against terrorists on Earth itself, Captain Edward Stalker of the Terran Marine Corps makes the mistake of speaking truth to power, telling one of the most powerful men in the Empire a few home truths. As a result, Captain Stalker and his men are unceremoniously exiled to Avalon, a world right on the Rim of the Empire. It should have been an easy posting... Well, apart from the bandits infesting the countryside, an insurgency that threatens to topple the Empire's loose

control over Avalon, and a corrupt civil government more interested in what it can extort from the population than fighting a war. The Marines rapidly find themselves caught up in a whirlwind of political and economic chaos, fighting to preserve Avalon before the competing factions tear the world apart. They're Marines; if anyone can do it, they can. The battle to save the Empire starts here.

Fifty-three years after it vanished, Earth's only Super-Devastator warship, the ESS Crimson sends out a distress signal... Humanity is fighting against an implacable foe. The Ghosts – a ruthless alien race - seem hell-bent on wiping out mankind. They have a vast warfleet and their technology is advancing at a terrible rate. Captain John Nathan Duggan and his crew are given a mission – find the missing ESS Crimson and bring it home. Little does Duggan realise, this is no ordinary mission. As he struggles against enemies both within and without, he desperately tries to unlock the mystery surrounding the Crimson's disappearance and the unknown weapons it carries. He soon discovers the missing warship might be the only hope for salvation that mankind has left. When everything is veiled in secrecy nothing is easy, as Duggan is about to find out. Crimson Tempest is the first instalment in an epic sci-fi action-adventure series.

Star Wars, Masters of Teräs Käsi

Not Alone

Designing Virtual Worlds

Terminus Gate

Guns of the Valpian

Drew Karpysyn has made his mark with imaginative, action-packed work on several acclaimed videogames, including Mass Effect and Star Wars: Knights of the Old Republic, as well as in a succession of New York Times bestselling tie-in novels. Now Karpysyn introduces a brilliantly innovative epic fantasy of perilous quests, tormented heroes, and darkest sorcery—a thrilling adventure that vaults him into the company of such authors as Terry Goodkind, Brandon Sanderson, and Peter V. Brett. Long ago the gods chose a great hero to act as their agent in the mortal world and to stand against the demonic spawn of Chaos. The gods gifted their champion, Daemron, with three magical Talismans: a sword, a ring, and a crown. But the awesome power at his command corrupted Daemron, turning him from savior to destroyer. Filled with pride, he dared to challenge the gods themselves. Siding with the Chaos spawn, Daemron waged a titanic battle against the Immortals. In the end, Daemron was defeated, the Talismans were lost, and Chaos was sealed off behind the Legacy—a magical barrier the gods

sacrificed themselves to create. Now the Legacy is fading. On the other side, the banished Daemron stirs. And across the scattered corners of the land, four children are born of suffering and strife, each touched by one aspect of Daemron himself—wizard, warrior, prophet, king. Bound by a connection deeper than blood, the Children of Fire will either restore the Legacy or bring it crashing down, freeing Daemron to wreak his vengeance upon the mortal world. **BONUS:** This edition includes an excerpt from Drew Karpysyn's *The Scorched Earth*. Praise for *Children of Fire* “This intricately layered adventure breathes realism and overshadowing menace into ancient mythic archetypes, exposing the pain and wonder inherent in magic and the mingled hope and cynicism of modern fantasy.”—Publishers Weekly (starred review) “A rousing quest fantasy . . . a fast-paced action-packed good and evil thriller.”—SF Revu “From the first page of *Children of Fire*, Karpysyn captures the reader’s attention with his excellent, intricate storyline.”—RT Book Reviews “*Children of Fire* stands on its own as a thoroughly entertaining tale. The book strikes a perfect balance between character driven storytelling and rich world building.”—Roqoo Depot “[Karpysyn] is truly a master of world building. . . . I would recommend this title to any fan of the genre.”—Among the Wreckage “Compulsively readable, wildly entertaining.”—A Girl, A Boy and A Blog “*Children of Fire* is engrossing, and full of characters that are modern. . . . I thoroughly enjoyed *Children of Fire* and look forward for the next two books.”—FANgirl Blog “Drew Karpysyn weaves a rich, contrasting tapestry of epic story and doom. Gripping and compelling from first page to last, *Children of Fire* is a dark-chocolate fantasy; delightfully biting and delectable at once. Four ill-fated children born under a sign of chaos and flame carried me on a journey into an intriguing world of shadowy wonder. It is a spellbinding epic told with masterful craft. Well done, Drew!”—Tracy Hickman, *New York Times* bestselling co-author of the *Dragonlance* and *Death Gate* series After their recent victory over an incredibly powerful alien foe, Captain John Duggan and his crew are expecting some downtime while the *ESS Crimson* is refitted. It is not to be. In a war for survival, the *Space Corps'* best officer can't be permitted to languish on base with his feet up. Soon after landing on planet Atlantis, Duggan gets the call once more. This time there's to be no holding back - his superiors want him to take the fight to the enemy, rather than wait it out in Confederation Space. Given a promise that this mission will be his last, Duggan ventures into the unknown - he must fly through the *Helius Blackstar* and see what lies on the other side. What he finds there is worse than he could possibly have imagined and it will take every ounce of his ingenuity to return with the secrets he discovers. *Terminus Gate* is a high-action science fiction adventure and the fifth book in the *Survival Wars* series.

This is a book about strategy and war fighting. It contains 11 essays which examine topics such as military operations against a well-armed rogue state, the potential of parallel warfare strategy for different kinds of states, the revolutionary potential of information warfare,

the lethal possibilities of biological warfare and the elements of an ongoing revolution in military affairs. The purpose of the book is to focus attention on the operational problems, enemy strategies and threat that will confront U.S. national security decision makers in the twenty-first century.

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

Red Harvest

A Space Opera Adventure Epic

Project Hail Mary

"The Truth" About Jehovah's Witnesses

A Novel

Fans have long wondered what happened to Ahsoka after she left the Jedi Order near the end of the Clone Wars, and before she re-appeared as the mysterious Rebel operative Fulcrum in Rebels. Finally, her story will begin to be told. Following her experiences with the Jedi and the devastation of Order 66, Ahsoka is unsure she can be part of a larger whole ever again. But her desire to fight the evils of the Empire and protect those who need it will lead her right to Bail Organa, and the Rebel Alliance...

Anakin Skywalker searches for the evil Darth Sidious, struggles with his duty as a Jedi Knight and role as the secret husband of Senator Padme Amidala, and strives to eliminate all resistance to the Empire in his new role as Darth Vader.

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

Gods & Legionnaires

"Knock Knock" Who's There?

Galactar

Blindsight

Star Wars: Ahsoka