

Crossover Cassandra Kresnov 1 Joel Shepherd

Trained by the Company, a group of cultural preservationists from the twenty-fourth century, Mendoza is sent back in time to Shakespearean England to collect samples from the garden of Sir Walter Iden and meets a man who will change her destiny. Reprint. 12,500 first printing.

From the award-winning author of *Altered Carbon* and *Broken Angels*—a turbocharged new thriller set in a world where killers are stars, media is mass entertainment, and freedom is a dangerous proposition . . . A coup in Cambodia. Guns to Guatemala. For the men and women of Shorn Associates, opportunity is calling. In the superheated global village of the near future, big money is made by finding the right little war and supporting one side against the other—in exchange for a share of the spoils. To succeed, Shorn uses a new kind of corporate gladiator: sharp-suited, hard-driving gunslingers who operate armored vehicles and follow a Samurai code. And Chris Faulkner is just the man for the job. He fought his way out of London's zone of destitution. And his kills are making him famous. But unlike his best friend and competitor at Shorn, Faulkner has a side that outsiders cannot see: the side his wife is trying to salvage, that another woman—a porn star turned TV news reporter—is trying to exploit. Steeped in blood, eyed by common criminals looking for a shot at fame, Faulkner is living on borrowed time. Until he's given one last shot at getting out alive. . . .

For two hundred years Tracato has been the center of enlightenment, as the serrin have occupied human lands and sought to remake humanity anew. But the serrin have not destroyed Rhodaan's feudal families entirely, and as Tracato faces the greatest threat to its survival in two centuries, old rivalries are stirring. Sasha must assist her mentor Kessligh to strengthen the Tracato Nasi-Keth, yet with one royal sister siding with the feudalists and another soon to be married to Tracato's most powerful foe, her loyalties are agonizingly divided. Worse still, from Sasha's homeland the Army of Lenayin are marching to make war upon Tracato. Can she fight her own people? Or must she join them, and fight not only her lover Errollyn, but to extinguish the brightest light of hope in all the land—serrin civilization itself? From the Trade Paperback edition.

A sweeping novel set in war-torn 1928 China, with a star-crossed love story at its center. In a city full of thieves and Communists, danger and death, spirited young Lydia Ivanova has lived a hard life. Always looking over her shoulder, the sixteen-year-old must steal to feed herself and her mother, Valentina, who numbered among the Russian elite until Bolsheviks murdered most of them, including her husband. As exiles, Lydia and Valentina have learned to survive in a foreign land. Often, Lydia steals away to meet with the handsome young freedom fighter Chang An Lo. But they face danger: Chiang Kai Shek's troops are headed toward Junchow to kill Reds like Chang, who has in his possession the jewels of a tsarina, meant as a gift for the despot's wife. The young pair's all-consuming love can only bring shame and peril upon them, from both sides. Those in power will do anything to quell it. But Lydia and Chang are powerless to end it.

Fantasy fans of Rick Riordan's *Percy Jackson* and John Flanagan's *Ranger's Apprentice* series will embrace this first novel in an adventure-filled, Viking-inspired series by a debut author. Meet Karn. He is destined to take over the family farm in Norrøngard. His only problem? He'd rather be playing the board game *Thrones and Bones*. Enter Thianna. Half human, half frost giantess. She's too tall to blend in with other humans but too short to be taken seriously as a giant. When family intrigues force Karn and Thianna to flee into the wilderness, they have to keep their sense of humor and their wits about them. But survival can be challenging when you're being chased by a 1,500-year-old dragon, Helltoppr the undead warrior and his undead minions, an evil uncle, wyverns, and an assortment of trolls and giants. Readers will embark on a sweeping epic fantasy as they join Karn and Thianna on a voyage of discovery. Antics and hair-raising escapades abound in this fantasy adventure as the two forge a friendship and journey to unknown territory. Their plan: to save their families from harm. Debut novelist Lou Anders has created a rich world of over twenty-five countries inhabited by Karn, Thianna, and an array of fantastical creatures, as well as the *Thrones and Bones* board game. Praise for *Frostborn*: "Future fans of Tolkien and George R.R. Martin can happily cut their serial-fantasy teeth on this first book of an eventual series." -Kirkus Reviews "A fun, fast-paced, and highly enjoyable tale." -Garth Nix, bestselling author of the *Abhorsen* trilogy "..."a powerful, fast-paced tale... The setting is rich, the characters well-defined, and the danger ever-paramount." -Publishers Weekly, starred "...an excellent choice for readers new to the genre. The themes of staying true to oneself, teamwork, and individuality will resonate with readers." -School Library Journal "...this accessible fantasy brings together two very different children bound by common goals." -Booklist "The most delightful fantasy I have read in ages. . . . Put me on the waiting list for book 2!" -Amy Plum, international bestselling author of the *Die For Me* series

Upon the ancient drysine moon/city of Defiance, the UFS Phoenix is being rebuilt, but her crew cannot do so in peace. Parren factions jostle for control of not only Defiance, but of the drysine data-core that Phoenix won at such an awful price. But the parren do not lay sole claim to that ancient knowledge, and within the bowels of the machine-city, something long-dead is awakening. While aliens battle, Captain Debogande struggles to decide his next step. Human emissaries beckon him home, while a terrible new threat drives him toward the far edge of Spiral space. There live the croma, locked in a titanic struggle against the reeh, a species more terrifying than any yet faced by humanity. And holding perhaps the key to humanity's salvation are a small force of freedom fighters, waging a hopeless battle against impossible odds, having waited a thousand years for just such a saviour as the UFS Phoenix...

A Cassandra Kresnov novel.

The UFS Phoenix embarks on a dangerous quest for the AI Ceephay Queen who rules at the heart of the Reeh Empire. For cover, Phoenix will use the enormous war being launched by the new rulers of the croma, Croma'Dokran, into reeh space. This war is intended in part to evacuate the corbi homeworld of Rando, thus righting a great wrong of croma history by rescuing two hundred million corbi from reeh tyranny. While Lisbeth defies her parren seniors to use drysine and parren firepower in assisting the evacuation, Erik captains Phoenix, accompanied by Styx's four drysine warships, to the world of Eshir, where Styx insists the Ceephay Queen was once located. There, in the ancient, ruined city of Qalea, Trace and Styx must lead an away mission through buried layers of Reeh Empire history to uncover its long-forgotten secrets. Discovering the Ceephay Queen's present location could set them on the road to saving humanity. But Qalea's secrets have been hidden by the reeh for millennia, secrets that could rock their Empire, and they will stop at nothing to keep hidden.

The Ghost Brigades are the Special Forces of the Colonial Defense Forces, elite troops created from the DNA of the dead and turned into the perfect soldiers for the CDF's toughest operations. They're young, they're fast and strong, and they're totally without

normal human qualms. The universe is a dangerous place for humanity—and it's about to become far more dangerous. Three races that humans have clashed with before have allied to halt our expansion into space. Their linchpin: the turncoat military scientist Charles Boutin, who knows the CDF's biggest military secrets. To prevail, the CDF must find out why Boutin did what he did. Jared Dirac is the only human who can provide answers -- a superhuman hybrid, created from Boutin's DNA, Jared's brain should be able to access Boutin's electronic memories. But when the memory transplant appears to fail, Jared is given to the Ghost Brigades. At first, Jared is a perfect soldier, but as Boutin's memories slowly surface, Jared begins to intuit the reasons for Boutin's betrayal. As Jared desperately hunts for his "father," he must also come to grips with his own choices. Time is running out: The alliance is preparing its offensive, and some of them plan worse things than humanity's mere military defeat... Old Man's War Series #1 Old Man's War #2 The Ghost Brigades #3 The Last Colony #4 Zoe's Tale #5 The Human Division #6 The End of All Things Short fiction: "After the Coup" Other Tor Books The Android's Dream Agent to the Stars Your Hate Mail Will Be Graded Fuzzy Nation Redshirts Lock In The Collapsing Empire (forthcoming) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Imagine everything you thought was fantasy...was real. And now join us, in a world where reality is dead...and anything is possible... The powerhouse creative team of DONNY CATES (Venom, Thor), GEOFF SHAW (GOD COUNTRY, Thanos Wins), DEE CUNNIFFE (REDNECK), and JOHN J. HILL (NAILBITER) have reunited after a string of breakout hits for an all-new, genre-defying series. Collects CROSSOVER #1-6

After rescuing POWs from a labor camp in the Heradao Star System, Captain John "Black Jack" Geary discovers that the Syndics plan to ambush his fleet, forcing him to jump from one star system to the next in an effort to avoid the enemy.

The UFS Phoenix is hunting for the long-lost drysine data-core. Within it lie the secrets to saving humanity from the resurgent deepynine machine-race. To recover it, Captain Erik Debogande must work together with the man who holds his sister hostage - the power-hungry parren leader Aristan. Aristan has sworn he will return Lisbeth Debogande once Phoenix grants him equal access to its prize. But now from the direction of hostile space comes word of a dark force hunting humans and parren alike, determined at all costs that the store of the lost Drysine Empire's knowledge should be possessed by neither...

Petrodor is a city of alleys and shadows, where life is cheap and the only respected currency is blood. Sasha, the wilful yet talented heroine of Sasha, returns to battle in Joel Shepherd's stunning second volume of A Trial of Blood & Steel. Away from the hills of her Lenayin homeland, she is fighting a new battle in the dark alleys and wealthy houses of Petrodor. An influential trading centre, Petrodor holds the key to preventing the coming war between Lenayin and the mighty Bacosh. Together with her mentor Kessligh, Sasha attempts to navigate the political intrigues of the port city and find a way to stop the war. It is the serrin, the beautiful but dangerous people from beyond the Bacosh, who will be the pivot in this struggle. How much can Sasha trust her old serrin friend Errollyn? And how much can she trust herself?

Seven hundred years after Hitler's conquest of Europe men are encouraged to follow the soldierly virtues, while women are reduced to breeders and victims

"The adventures of the ultimate synthetic soldier who was made by the League, but defected to her former enemy, the Federation. Explosive action sequences and a focus on character make the Cassandra Kresnov novels unique in SF"--

Crossover is the first novel in a series which follows the adventures of Cassandra Kresnov, an artificial person, or android, created by the League, one side of an interstellar war against the more powerful, conservative Federation. Cassandra is an experimental design — more intelligent, more creative, and far more dangerous than any that have preceded her. But with her intellect come questions, and a moral awakening. She deserts the League and heads incognito into the space of her former enemy, the Federation, in search of a new life. Her chosen world is Callay, and its enormous, decadent capital metropolis of Tanusha, where the concerns of the war are literally and figuratively so many light years away. But the war between the League and the Federation was ideological as much as political, with much of that ideological dispute regarding the very existence of artificial sentience and the rules that govern its creation. Cassandra discovers that even in Tanusha, the powerful entities of this bloody conflict have wound their tentacles. Many in the League and the Federation have cause to want her dead, and Cassandra's history, inevitably, catches up with her. Cassandra finds herself at the mercy of a society whose values preclude her own right even to exist. But her presence in Tanusha reveals other fault lines, and when Federal agents attempt to assassinate the Callayan president, she finds herself thrust into the service of her former enemies, using her lethal skills to attempt to protect her former enemies from forces beyond their ability to control. As she struggles for her place and survival in a new world, Cassandra must forge new friendships with old enemies, while attempting to confront the most disturbing and deadly realities of her own existence.

Crossover A Cassandra Kresnov Novel Pyr

Spurning her royal heritage to be raised by the great warrior, Kessligh, her exquisite swordplay astonishes all who witness it. But Sasha is still young, untested in battle and often led by her rash temper. In the complex world of Lenayin loyalties, her defiant wilfulness is attracting the wrong kind of attention. Lenayin is a land almost divided by its two faiths: the Verenthane of the ruling classes and the pagan Goeren-yai, amongst whom Sasha now lives. The Goeren-yai worship swordplay and honour and begin to see Sasha as the great spirit—the Synnich—who will unite them. But Sasha is still searching for what she believes and must choose her side carefully. When the Udalyn people—the symbol of Goeren-yai pride and courage—are attacked, Sasha will face her moment of testing. How will she act? Is she ready to lead? Can she be the saviour they need her to be?

DONNY CATES and GEOFF SHAW reunite for an epic and historic series that's AVENGERS: ENDGAME meets CLOVERFIELD with a good dose of the questing of THE DARK TOWER series thrown in for good measure.

Imagine everything you thought was fantasy...was real. And now join us, in a world where reality is dead...and anything is possible... Collects CROSSOVER #1-6

Separated from her ship, Major Trace Thakur is stranded on the reeh-occupied world of Rando. The native corbi have suffered beneath reeh tyranny for 800 years, and many have given up hope. But Trace needs the data stored in the reeh's genetic technology and command center - the Rando Splicer - if she's to learn how to save humanity from impending disaster, and is planning an assault against overwhelming odds. She'll need help from the UFS Phoenix, though, which is caught in a ritual medieval battle to change the croma leadership that sees her crew embarking on a perilous journey across a warring desert continent. Should they fail, humanity could be just one of many species to die. Hiding secret agendas from their subjects throughout a terrible war in the Charisian Empire, the Emperor and his inner circle of advisors launch a desperate counter-attack against a corrupt Church of God Awaiting that is complicated by a discovery in the Church's Zion Temple.

Sky piracy is a bit out of Darian Frey's league. Fate has not been kind to the captain of the airship Ketty Jay—or his motley crew. They are all running from something. Crake is a daemonist in hiding, traveling with an armored golem and burdened by guilt. Jez is the new navigator, desperate to keep her secret from the rest of the crew. Malvery is a

disgraced doctor, drinking himself to death. So when an opportunity arises to steal a chest of gems from a vulnerable airship, Frey can't pass it up. It's an easy take—and the payoff will finally make him a rich man. But when the attack goes horribly wrong, Frey suddenly finds himself the most wanted man in Vardia, trailed by bounty hunters, the elite Century Knights, and the dread queen of the skies, Trinica Dracken. Frey realizes that they've been set up to take a fall but doesn't know the endgame. And the ultimate answer for captain and crew may lie in the legendary hidden pirate town of Retribution Falls. That's if they can get there without getting blown out of the sky.

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.

The UFS Phoenix is on a mission to find a lost data-core that may contain the secret to defeating the alo-deepynine alliance. But the means to find the data-core is hidden deep in tavalai space, in a highest-security vault where the tavalai's manipulative State Department keep all their most treacherous secrets. To recover it, Phoenix must pull off the most daring heist the Spiral has ever seen. But Phoenix will need help -- in the form of a rebellious faction of the tavalai Fleet; a fanatical parren mystic who lusts mostly for power; a cynical old tavalai marine who's spent much of his life fighting humans; and a super-intelligent AI queen who will sacrifice anything to rescue her race from extinction. None of them can be trusted, and neither Captain Erik Debogande nor Major Trace Thakur are experienced in this kind of work. But each must gather their ingenuity and courage, and learn as they go, as the scale of the threat confronting humanity looms larger, and the clock is ticking...

Bored with their work, three Milanese editors cook up "the Plan," a hoax that connects the medieval Knights Templar with other occult groups from ancient to modern times. This produces a map indicating the geographical point from which all the powers of the earth can be controlled—a point located in Paris, France, at Foucault's Pendulum. But in a fateful turn the joke becomes all too real, and when occult groups, including Satanists, get wind of the Plan, they go so far as to kill one of the editors in their quest to gain control of the earth. Orchestrating these and other diverse characters into his multilayered semiotic adventure, Eco has created a superb cerebral entertainment.

The heart-stopping conclusion and final instalment in the quartet, *A Trial of Blood & Steel*. The Army of the Regent Arosh advances on the forces loyal to Saalshen, homeland of the serrin people, as the serrin's friends are in full retreat. Their only hope is to reach the city of Jahnd, the serrin word for Haven - across the River Ipshaal, the only human city in Saalshen itself. The Army of Lenayin marches with the Regent, but Sasha, sister of newly crowned King Koenyg, can no longer stomach the awful cause for which her people march. As tensions between herself and her brothers rise, Sasha's sister Sofy, wedded to the Regent, travels to the city of Tracato, to attempt to negotiate a peaceful transition of its wonderful heritage to her husband's rule. But there are forces beneath the Regent's banner that wish to see all serrin and serrin-influenced civilisation destroyed for good. As the serrin people fight for survival, families must be betrayed, enemies reconciled, nations persuaded and great armies fought, as *A Trial of Blood & Steel* reaches its dramatic conclusion.

The sequel to "Watership Down" chronicles the lives of the rabbits after their defeat of General Woundwort, from the exploits of El-ahairah, the mythical rabbit hero, to the adventures of Hazen, Fiver, Bigwig, and their friends.

Sasha must become a true Lenay warlord, feared and hated by her enemies, uncompromising and all conquering. But will her own people now inflict upon her one of her worst nightmares, by insisting that she, and not her brother Damon, should assume the Lenay throne and lead her people in the greatest battle that the land of Rhodia has ever seen? From the Trade Paperback edition. Futuristic espionage adventure, the second to feature Cassandra Kresnov. Cassandra's new role as member of the Tanusha Special Forces sees her tracking down anti-Federation terrorists in an attempt to stop the nation of Callay from leaving the Federation. With her suspicious young associate Ari, android Cassandra makes her way through the underground network while trying to evade the League, the organisation that originally trained her as a hunter-killer. Adelaide-based author's first book in the series, 'Crossover', was short-listed for the 1999 George Turner Prize.

A sequel to *Green and Endurance* returns Green to her service under the Lily Goddess in the city of Kalimpura, where she is hounded by gods that would render her a conduit for the supernatural while she attempts to rescue two Bittern Court hostages.

On board a research vessel in the Pacific, expert tracker Mark Hawkins is trapped on a tropical island with the crew and uncovers evidence of the island's history as the site of a brutal World War II human experimentation program.

The multiple-award-winning sf classic from the acclaimed author of *Was*. In the city of the future, humans photosynthesize, viruses educate people, organics have replaced electronics . . . and almost no one lives past 40. The outcast Milena feels alone--until she meets the genetically engineered Rolfa.

Presents a series of short science-fiction stories that tells of encounters between humans and the intelligent, self-aware death machines known as the Berserkers.

One thousand years after Earth was destroyed in an unprovoked attack, humanity has emerged victorious from a series of terrible wars to assure its place in the galaxy. But during celebrations on humanity's new homeworld, the legendary Captain Pantillo of the battle carrier Phoenix is court-martialed then killed, and his deputy, Lieutenant Commander Erik Debogande, the heir to humanity's most powerful industrial family, is framed for his murder. Assisted by Phoenix's marine commander Trace Thakur, Erik and Phoenix are forced to go on the run as they seek to unravel the conspiracy behind their captain's demise, pursued to the death by their own fleet. What they discover about the truth behind the wars and the nature of humanity's ancient alien allies will shake the sentient galaxy to its core.

A lively collection of stories about robotic revolution and human resistance includes contributions by such genre luminaries as Alan Dean Foster, Corey Doctorow and Ian McDonald. Original. 30,000 first printing.

Three titles in this series together for the first time in one huge volume. *Monster Hunter International*: With the clock ticking towards Armageddon, *Monster Hunter Owen Pitt* must face down legions of undead minions^¾and the cursed family of the woman

he loves. Monster Hunter Vendetta: Accountant turned monster hunter Owen made himself the enemy of the most powerful beings in the universe. Now an evil death cult is after Owen for revenge. Monster Hunter Alpha: Earl Harbinger, leader of Monster Hunter International, is also a werewolf. Now Earl's greatest foe, an ex-KGB werewolf, has surfaced. But Harbinger is an alpha wolf for a reason, and he's not about to roll over and play dead. At the publisher's request, this title is sold without DRM (Digital Rights Management).

The legendary battle-carrier UFS Phoenix is on the run in Outer Neutral Space. Lieutenant Commander Erik Debogande and Major Trace Thakur are determined to use neutral territory to broker a peace between humanity's warring factions, away from Fleet's strong arm. But as machinations in Fleet Command send a legendary warrior from Trace's past on a sworn path to kill her, there arises in the territory of an insectoid foe an ancient enemy from the nightmares of Spiral history, bent on Phoenix's destruction....

As evocative and moving as Charles de Lint's Newford books, with the youthful protagonists and exciting action of Mercedes Lackey's fantasies, Thirteen Orphans makes our world today as excitingly strange and unfamiliar as any fantasy realm . . .and grants readers a glimpse of a fantasy world founded by ancient Chinese lore and magic. As far as college freshman Brenda Morris knows, there is only one Earth and magic exists only in fairy tales. Brenda is wrong. A father-daughter weekend turns into a nightmare when Brenda's father is magically attacked before her eyes. Brenda soon learns that her ancestors once lived in world of smoke and shadows, of magic and secrets. When that world's Emperor was overthrown, the Thirteen Orphans fled to our earth and hid their magic system in the game of mah-jong. Each Orphan represents an animal from the Chinese Zodiac. Brenda's father is the Rat. And her polished, former child-star aunt, Pearl—that eminent lady is the Tiger. Only a handful of Orphans remain to stand against their enemies. The Tiger, the Rooster, the Dog, the Rabbit . . . and Brenda Morris. Not quite the Rat, but not quite human either. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sasha is a fighter, the like of which the Highland Country of Lenayin has never seen. But she is still young, untested in battle and often led by her rash temper. Her defiant willfulness is attracting the wrong kind of attention.

Moving from the elegant drawing rooms of Lahore to the mud villages of rural Multan, a powerful collection of short stories about feudal Pakistan. An impoverished young woman becomes a wealthy relative's mistress; an electrician on the make confronts his desperate assailant to protect his most prized possession; a farm manager rises far in the world—but his family discovers after his death the transience of power; a maid, who advances herself through sexual favours, unexpectedly falls in love. In these linked stories about the family and household staff of the ageing KK Harouni, we meet masters and servants, landlords and supplicants, politicians and electricians, village women, and Karachi housewives. Part Chekhov, part RK Narayan, these stories are dark and light, complex and humane; at heart about the relationship between the powerful and powerless, bound together in life—and in death. Together they make up a vivid portrait of a feudal world rarely brought alive in the English language. Sensuous, graceful, melancholy, In Other Rooms, Other Wonders gives you Pakistan as you have never seen it. It marks the debut of an amazing new talent.

When revolutionaries launch an attack on Russian high society's high-tech lifestyle, Anna Karenina and Count Alexei Vronsky must fight back with courage and a sleek new cyborg model like nothing the world has ever seen.

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