

For We Are Many Bobiverse Book 2

Adrian Tchaikovsky's award-winning novel *Children of Time*, is the epic story of humanity's battle for survival on a terraformed planet. Who will inherit this new Earth? The last remnants of the human race left a dying Earth, desperate to find a new home among the stars. Following in the footsteps of their ancestors, they discover the greatest treasure of the past age - a world terraformed and prepared for human life. But all is not right in this new Eden. In the long years since the planet was abandoned, the work of its architects has borne disastrous fruit. The planet is not waiting for them, pristine and unoccupied. New masters have turned it from a refuge into mankind's worst nightmare. Now two civilizations are on a collision course, both testing the boundaries of what they will do to survive. As the fate of humanity hangs in the balance, who are the true heirs of this new Earth?

Philip K. Dick Award Finalist: A ragtag crew discovers alien technology that could change the fate of humanity—or awaken an ancient evil and destroy all life in the galaxy. The shady crew of the *White Raven* run freight and salvage at the fringes of our solar system. They discover the wreck of a centuries-old exploration vessel floating light years away from its intended destination and revive its sole occupant, who wakes with news of First Alien Contact. When the crew informs her that humanity has alien allies already, she reveals that these are very different extra-terrestrials—and the gifts they bestowed on her could kill all humanity, or take it out to the most distant stars. File Under: Science Fiction [*Adrift* | *Liar Liar* | *Golden Spiders* | *Bridge the Void*]

An io9 Can't Miss Science Fiction and Fantasy title in March 2014. Martin Banks is just a normal guy who has made an abnormal discovery: he can manipulate reality, thanks to reality being nothing more than a computer program. With every use of this ability, though, Martin finds his little "tweaks" have not escaped notice. Rather than face prosecution, he decides instead to travel back in time to the Middle Ages and pose as a wizard. What could possibly go wrong? An American hacker in King Arthur's court, Martin must now train to become a full-fledged master of his powers, discover the truth behind the ancient wizard Merlin...and not, y'know, die or anything.

For We Are ManyWorldbuilders Press

Bobiverse fans: a signed limited edition of all three books in a boxed set, signed by the author, is now available on Amazon. Look for *The Bobiverse [Signed Limited Edition]* on Amazon. Being a sentient spaceship really should be more fun. But after spreading out through space for almost a century, Bob and his clones just can't stay out of trouble. They've created enough colonies so humanity shouldn't go extinct. But political squabbles have a bad habit of dying hard, and the Brazilian probes are still trying to take out the competition. And the Bobs have picked a fight with an older, more powerful species with a large appetite and a short temper. Still stinging from getting their collective butts kicked in their first encounter with the Others, the Bobs now face the prospect of a decisive final battle to defend Earth and its colonies. But the Bobs are less disciplined than a herd of cats, and some of the younger copies are more concerned with their own local problems than defeating the Others. Yet salvation may come from an unlikely source. A couple of eighth-generation Bobs have found something out in deep space. All it will take to save the Earth and perhaps all of humanity is for them to get it to Sol - unless the Others arrive first.

Trapped like bugs on flypaper! Can these soldiers escape before they all get swatted? Private Timothy Archon is not a popular guy. Marooned on a hostile planet, infantrymen must rely on each other for survival. Otherwise, giant space insects will eat them. But whenever it's Archon's turn to be the hero, someone gets their guts torn open. It gets worse. Ever since the army chaplain was killed, the person nearest when someone dies has to give the eulogy at the funeral. Not everyone is cut out for public speaking. Archon tries his best, but it comes out full of back-handed compliments, four-letter words, and rude things about the deceased's mother. Perhaps he better watch his step. But hold on. As Archon prepares his speeches, he discovers more about the fallen. Maybe his unit wasn't stranded on this planet by accident? The dead may have left behind the key not only to securing their rescue but turning the tide of this bleak war. Even at the brink of extinction, perhaps there's a chance for a man like Archon to redeem himself and save his comrades from certain death. Can Archon puzzle it together and make up for his failures? Or will time run out for them all? Join the fight for survival on the outskirts of history.

Meet a cast of likable scoundrels. Cringe at the terrifying insectoid baddies doing their best to tear them apart!

Hannah Ruth Tucker was born into a life of hardship and misery. Living on a failing farm along Copper Creek in rural Tennessee, she loses her two baby sisters and, in short order, her mother all to pneumonia, leaving her with a mentally challenged older brother and an alcoholic, abusive father. Then one night, she is abducted by a local trapper who has severe psychological damage and attaches his fantasies to the small child. He subjects her to deep physical and emotional trauma. When she finally evades her kidnapper, she is found by a kindly widow who supplies her the first real home she has ever known. Later, we follow a grown-up Hannah through years of being on the run from the same man who has constantly stalked and hunted her, causing her to reinvent herself from state to state. She does what she must to survive and escape him, eventually being sought by the FBI for crimes committed in her flight. This thriller will lead you on a dizzying chase, as a young woman fights for her life to find freedom and a normal existence.

Detectives and the FBI investigate to make sense of a case that defies comprehension at times and keeps the reader on a fine edge as you Follow the Creek to find a way back home.

An unstoppable curse. A dead man displaced from his time. How do you survive the zombie apocalypse when you started it? Digby Graves, a deceased medieval peasant with

delusions of grandeur, is trying to figure out how the hell he ended up in Seattle eight hundred years after his death. Also, why does he have necrotic magic coursing through his zombified body? Added to that is the fact that he made a terrible first impression the moment he woke up by lunging at the first person that came into biting range. Now, the curse he unleashed is loose in the world. Digby has a target on his back and only fragmented memories of his death. He needs to survive long enough to put the pieces back together, learn what it means to lead the horde, and master his power over the dead. Digby might even find a few accomplices along the way, if he can hold off on eating them. The end of the world is gonna get weird.

A 2021 Nebula Award Finalist! The first full-length novel in Martha Wells' New York Times and USA Today bestselling Murderbot Diaries series. An Amazon's Best of the Year So Far Pick Named a Best of 2020 Pick for NPR | Book Riot | Polygon "I caught myself rereading my favorite parts... and I can't recommend it enough." — New York Times You know that feeling when you're at work, and you've had enough of people, and then the boss walks in with yet another job that needs to be done right this second or the world will end, but all you want to do is go home and binge your favorite shows? And you're a sentient murder machine programmed for destruction? Congratulations, you're Murderbot. Come for the pew-pew space battles, stay for the most relatable A.I. you'll read this century. — I'm usually alone in my head, and that's where 90 plus percent of my problems are. When Murderbot's human associates (not friends, never friends) are captured and another not-friend from its past requires urgent assistance, Murderbot must choose between inertia and drastic action. Drastic action it is, then. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An Edgar Award winner blends Mark Twain's humor and Stephen King's suspense in this darkly compelling novel of three friends determined to take their friend's ashes to Hollywood. May Lynn was once a pretty girl who dreamed of becoming a Hollywood star. Now she's dead, her body dredged up from the Sabine River. Sue Ellen, May Lynn's strong-willed teenage friend, sets out to dig up May Lynn's body, burn it to ash, and take those ashes to Hollywood to spread around. If May Lynn can't become a star, then at least her ashes will end up in the land of her dreams. Along with her friends Terry and Jinx and her alcoholic mother, Sue Ellen steals a raft and heads downriver to carry May Lynn's remains to Hollywood. Only problem is, Sue Ellen has some stolen money that her enemies will do anything to get back. And what looks like a prime opportunity to escape from a worthless life will instead lead to disastrous consequences. In the end, Sue Ellen will learn a harsh lesson on just how hard growing up can really be.

"If it were up to one man and one man alone to protect the entire human race - would you want it to be a down-on-his luck asteroid miner? When Ivan Pritchard signs on as a newbie aboard the Mad Astra, it's his final, desperate stab at giving his wife and children the life they deserve. He can survive the hazing of his crewmates, and how many times, really, can near-zero g make you vomit? But there's another challenge looming out there, in the farthest reaches of human exploration, that will test every man, woman and AI on the ship - and will force Ivan to confront the very essence of what makes him human." -Amazon

UNEXPECTED UNDEAD BREAK-UP Nothing sucks the romance out of world travel like a boyfriend who may or may not have broken up with you in a hotel room in Brussels. Jane Jameson's sexy sire Gabriel has always been unpredictable, but the seductive, anonymous notes that await him at each stop of their international vacation, coupled with his evasive behavior over the past few months, finally push Jane onto the next flight home to Half Moon Hollow -- alone, upset, and unsure whether Gabriel just ended their relationship without actually telling her. Now the children's-librarian-turned-vampire is reviving with plenty of Faux Type O, some TLC from her colorful friends and family, and her plans for a Brave New Jane. Step One: Get her newly renovated occult bookstore off the ground. Step Two: Support her best friend, Zeb, and his werewolf bride as they prepare for the impending birth of their baby...or litter. Step Three: Figure out who's been sending her threatening letters, and how her hostile pen pal is tied to Gabriel. Because for this nice girl, surviving a broken heart is suddenly becoming a matter of life and undeath....

Does the biggest threat lie within? In the far future, humanity has left Earth to create a glorious empire. Now this interstellar network of worlds faces disaster - but can three individuals save their people? The empire's outposts are utterly dependent on each other for resources, a safeguard against war, and a way its rulers can exert control. This relies on extra-dimensional pathways between the stars, connecting worlds. But 'The Flow' is changing course, which could plunge every colony into fatal isolation. A scientist will risk his life to inform the empire's ruler. A scion of a Merchant House stumbles upon conspirators seeking power. And the new Empress of the Interdependency must battle lies, rebellion and treason. Yet as they work to save a civilization on the brink of collapse, others have very different plans . . . The Collapsing Empire is an exciting space opera from John Scalzi.

The epic story of the scientists through the ages who have sought answers to life's biggest mystery: How did it begin? In this essential and illuminating history of Western science, Bill Mesler and H. James Cleaves II seek to answer the most crucial question in science: How did life begin? They trace the trials and triumphs of the iconoclastic scientists who have sought to solve the mystery, from Darwin's theory of evolution to Crick and Watson's unveiling of DNA. This fascinating exploration not only examines the origin-of-life question, but also interrogates the very nature of scientific discovery and objectivity.

Civil war looms in the Bobiverse in this brand-new, epic-length adventure by best seller Dennis E. Taylor. More than a hundred years ago, Bender set out for the stars and was never heard from again. There has been no trace of him despite numerous searches by his clone-mates. Now Bob is determined to organize an expedition to learn Bender's fate- whatever the cost. But nothing is ever simple in the Bobiverse. Bob's descendants are out to the 24th generation now, and replicative drift has produced individuals who can barely be considered Bobs anymore. Some of them oppose Bob's plan; others have plans of their own. The out-of-control moots are the least of the Bobiverse's problems.

Undaunted, Bob and his allies follow Bender's trail. But what they discover out in deep space is so unexpected and so complex that it could either save the universe-or pose an existential threat the likes of which the Bobiverse has never faced.

“Audacious and terrifying—and uncannily believable.” —Lee Child New York Times bestselling author of the Jack Reacher series, Lee Child, was blown away by *The Breach*—and you will be, too! A novel of unrelenting suspense and nonstop surprises, *The Breach* immediately rockets author Patrick Lee into the V.I.P. section of the thriller universe. A treat for Jack Bauer (“24”) fans and “X-Files” aficionados, it is a white-knuckle roller-coaster ride that combines the best of Dean Koontz and Michael Crichton with a healthy dollop of Indiana Jones thrown into the mix—the perfect secret agent/government conspiracy/supernatural adventure.

Elle is determined to keep her mouth shut when the mob boss tells Nero to make her talk.

The elite crew of the pirate ship *UNS Flying Dutchman* had a simple mission: determining whether the Thuranin are sending another starship to Earth. Along the way, they became sidetracked by securing a future for the UNEF troops on the planet Paradise. When asked whether Earth was now safe, their ancient alien AI responded 'Not so much'... now they have to deal with the consequences.

The legends clustering around the new people began before the war, while the man who started the group, old Jal Jonnor, was alive, but they received their greatest circulation during the conflict. If the war is long and the fighting is bitter, with neither side able to achieve victory or even a substantial advantage, soldiers eventually begin to tell strange stories of sights seen when death is near, of miraculous deliveries from destruction, of impossible ships seen above the Earth, and even of non-human allies fighting on their side. Psychologists, given to believing only what they can see, feel, hear, or measure, generally have credited these stories to hallucinations resulting from long-sustained stress, or, in the case of the non-human allies, to plain, wishful thinking rising out of a deep feeling of insecurity. What psychologist was ever willing to believe that an angel suddenly took over the controls of a falling fighting plane, righting the ship and bringing it down to Earth in a crash landing that enabled the wounded pilot to crawl away, then curing the wound the pilot had sustained? Red-Dog Jimmie Thurman swore this happened to him. He had tangled with an Asian fighter group escorting a hot, high level bomber over the north pole. This was in the early days of the war when such bombers still slipped through the defenses occasionally. Red-Dog Jimmie Thurman had got one of the fighters with a single burst from his guns and was pushing his jet straight up at the soft belly of the bomber far overhead when a shell, from an Asian fighter that he had not seen, knocked off half of his right wing. A fragment of the exploding shell hit him in the right shoulder, mangling the flesh and the bone. Spinning like a leaf being whirled over and over in a hurricane, the plane started the long plunge downward toward the polar ice cap below. Jimmie couldn't work the seat ejection mechanism because of his broken arm.

From one of the best-known editors in modern science fiction, this lively and authoritative guide will appeal to both newcomers and connoisseurs of the genre alike. Informative and readable, David Pringle's choices focus on landmark works by the likes of Ray Bradbury, Alfred Bester and J.G. Ballard, unearth less prominent talents such as Ian Watson, Octavia Butler and Joanna Russ, and highlight breakthrough novels by William Gibson and Philip K. Dick. An essential guide to science fiction literature.

Rogue Protocol is the third entry in Martha Wells's Hugo, Nebula, Alex, and Locus Award-winning, New York Times and USA Today bestselling series, *The Murderbot Diaries*. Starring a human-like android who keeps getting sucked back into adventure after adventure, though it just wants to be left alone, away from humanity and small talk. Who knew being a heartless killing machine would present so many moral dilemmas? Sci-fi's favorite antisocial A.I. is back on a mission. The case against the too-big-to-fail GrayCris Corporation is floundering, and more importantly, authorities are beginning to ask more questions about where Dr. Mensah's SecUnit is. And Murderbot would rather those questions went away. For good. "I love Murderbot!"--New York Times bestselling author Ann Leckie *Murderbot Diaries* #1 All Systems Red #2 Artificial Condition #3 *Rogue Protocol* #4 Exit Strategy At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Winner: 2018 Hugo Award for Best Novella Winner: 2018 Nebula Award for Best Novella Winner: 2018 Alex Award Winner: 2018 Locus Award One of the Verge's Best Books of 2017 A New York Times and USA Today Bestseller A murderous android discovers itself in *All Systems Red*, a tense science fiction adventure by Martha Wells that interrogates the roots of consciousness through Artificial Intelligence.

"As a heartless killing machine, I was a complete failure." In a corporate-dominated spacefaring future, planetary missions must be approved and supplied by the Company. Exploratory teams are accompanied by Company-supplied security androids, for their own safety. But in a society where contracts are awarded to the lowest bidder, safety isn't a primary concern. On a distant planet, a team of scientists are conducting surface tests, shadowed by their Company-supplied 'droid — a self-aware SecUnit that has hacked its own governor module, and refers to itself (though never out loud) as "Murderbot." Scornful of humans, all it really wants is to be left alone long enough to figure out who it is. But when a neighboring mission goes dark, it's up to the scientists and their Murderbot to get to the truth. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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

"A tender, potent, and compulsively readable novel of a Nigerian-Indian family and the deeply held secret that tests their traditions and bonds"--

As a hit man from the time he was very young, money, women, and danger have always ruled Gideon's life; but for the first time, it's taking its toll. Still, Gideon is about to launch his biggest act of revenge yet... one he believes will destroy his adversary, Midnight, once and for all. Taking down Midnight's team isn't so clear cut thanks to two dangerous women. Is it possible that Midnight's downfall will come from the inside, or will Gideon finally meet his match?

Martha Wells's Hugo, Nebula, Alex, and Locus Award-winning, New York Times and USA Today bestselling series, *The Murderbot Diaries*, comes to a thrilling conclusion in *Exit Strategy*. Murderbot wasn't programmed to care. So, its decision to help the only human who ever showed it respect must be a system glitch, right? Having traveled the width of the galaxy to unearth details of its own murderous transgressions, as well as those of the GrayCris Corporation, Murderbot is heading home to help Dr. Mensah—its former owner (protector? friend?)—submit evidence that could prevent GrayCris from destroying more colonists in its never-ending quest for profit. But who's going to believe a SecUnit gone rogue? And what will become of it when it's caught? "I love Murderbot!" —Ann Leckie *The Murderbot Diaries* #1 All Systems Red #2 Artificial Condition #3 *Rogue Protocol* #4 *Exit Strategy* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Bobiverse fans: a signed limited edition of all three books in a boxed set, signed by the author, is now available on Amazon. Look for *The Bobiverse* [Signed Limited Edition] on Amazon Bob Johansson didn't believe in an afterlife, so waking up after being killed in a car accident was a shock. To add to the surprise, he is now a sentient computer and the

controlling intelligence for a Von Neumann probe. Bob and his copies have been spreading out from Earth for 40 years now, looking for habitable planets. But that's the only part of the plan that's still in one piece. A system-wide war has killed off 99.9% of the human race; nuclear winter is slowly making the Earth uninhabitable; a radical group wants to finish the job on the remnants of humanity; the Brazilian space probes are still out there, still trying to blow up the competition; And the Bobs have discovered a spacefaring species that sees all other life as food. Bob left Earth anticipating a life of exploration and blissful solitude. Instead he's become a sky god to a primitive native species, the only hope for getting humanity to a new home, and possibly the only thing that can prevent every living thing in the local sphere from ending up as dinner.

A mysterious object in space. An archaeologist in search of answers. A cult hailing the end of the world. The Bridge awaits... Rex Walker always wanted to be like his father: a daring, adventurous man, traveling the world in pursuit of mysterious relics. Now Rex is the same age his father was when he disappeared without a trace. While teaching anthropology at a Boston college, Rex attempts to bury the past, until he discovers a hidden clue he can't ignore. With the help of his sidekick Marcus, a former student turned protégé, he teams up with an alien-obsessed billionaire, and they search for the fabled Bridge. As an unidentified object nears Pluto, speculation surges. The Believers, a fanatical cult, hail it as the homecoming of a distant alien race. Will Rex solve the puzzle before it's too late? Find out in *Lost Contact*, the first installment of *The Bridge Sequence* by Nathan Hystad, the best-selling author of *The Event* and *Final Days*. The *Da Vinci Code* meets *Contact* in this near-future SciFi thriller

A smooth-talking ex-sergeant, accustomed to an easygoing peacetime military, unexpectedly rejoins the fleet and finds soldiers preparing for the strangest thing—war. The two hundred years' (and counting) peace is a time of tranquility that hasn't been seen since...well, never. Mankind in the Galactic Age had finally conquered war, so what was left for the military to do but drink and barbecue? That's the kind of military that Sergeant R. Wilson Rogers lived in before he left the fleet to become a smuggler. But it turns out that smuggling is hard. Like getting-arrested-for-dealing-with-pirates-and-forced-back-into-service kind of hard. It doesn't seem so bad—the military was a perpetual tiki party anyway—but when Rogers returns after only a year away, something has changed. These are soldiers—actual soldiers doing actual soldier things like preparing for a war that Rogers is sure doesn't exist. Rogers vows to put a stop to all this nonsense—even if it means doing actual work. With an experienced ear for military double-speak, Zieja has created a remarkable and sarcastic adventure.

The New York Times bestselling security droid with a heart (though it wouldn't admit it!) is back in *Fugitive Telemetry!* Having captured the hearts of readers across the globe (Annalee Newitz says it's "one of the most humane portraits of a nonhuman I've ever read") Murderbot has also established Martha Wells as one of the great SF writers of today. No, I didn't kill the dead human. If I had, I wouldn't dump the body in the station mall. When Murderbot discovers a dead body on Preservation Station, it knows it is going to have to assist station security to determine who the body is (was), how they were killed (that should be relatively straightforward, at least), and why (because apparently that matters to a lot of people—who knew?) Yes, the unthinkable is about to happen: Murderbot must voluntarily speak to humans! Again! A new standalone adventure in the New York Times bestselling, Hugo and Nebula Award winning series! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sam Hunter is a PI in the big bad city. When he takes a new case it's like he's accepting the client into his 'pack'. And Sam will do anything to protect the members of his pack. Dogs are like that. So are wolves. And so, too, are werewolves. Like Sam. Sam is a benandanti, an ancient race of werewolves who fight evil. And evil comes in all shapes and sizes; it comes at people from all directions. The cases Sam takes range from saving the world from genetically-engineered super soldiers to saving a young boy from the very real monster in his closet. The *Sam Hunter Case Files* gather together the weird, strange, funny, heartbreaking and disturbing adventures of a low-rent private investigator taking on very odd jobs. These stories include cameos by fan-favorite characters from Maberry's bestselling *Joe Ledger* thrillers and *The Pine Deep Trilogy*

Bobiverse fans: a signed limited edition of all three books in a boxed set, signed by the author, is now available on Amazon. Look for *The Bobiverse [Signed Limited Edition]* on Amazon Bob Johansson has just sold his software company and is looking forward to a life of leisure. There are places to go, books to read, and movies to watch. So it's a little unfair when he gets himself killed crossing the street. Bob wakes up a century later to find that corpsicles have been declared to be without rights, and he is now the property of the state. He has been uploaded into computer hardware and is slated to be the controlling AI in an interstellar probe looking for habitable planets. The stakes are high: no less than the first claim to entire worlds. If he declines the honor, he'll be switched off, and they'll try again with someone else. If he accepts, he becomes a prime target. There are at least three other countries trying to get their own probes launched first, and they play dirty. The safest place for Bob is in space, heading away from Earth at top speed. Or so he thinks. Because the universe is full of nasties, and trespassers make them mad - very mad.

New York Times bestselling author Jack Campbell continues his "series of fast-paced adventure" (SFRevu) as *The Lost Fleet: Beyond the Frontier* continues... Admiral John "Black Jack" Geary and the crew of *Dauntless* have safely escorted important alien representatives to Earth. But before they can depart for home, two of Geary's key lieutenants vanish. The search for his missing men leads Geary on a far-flung chase, ultimately ending at the one spot in space from which all humans have been banned: the moon Europa. Any ship that lands there must stay or be destroyed—leaving Geary to face the most profound moral dilemma of his life. To make matters worse, strains on the Alliance are growing as the Syndics continue to meddle. Geary is ordered to take a small force to the border of Syndic space. But what he finds there is a danger much greater than anyone expected: a mysterious threat that could finally force the Alliance to its knees...

A modern-day mage and consultant to the police finds his stale life suddenly enlivened by the presence of a rival in the black arts.

A threat looms at the edge of the galaxy... Years have passed since the battle of Kublar, and Wraith is in deep cover for Legion Dark Ops, living a second life on the edge as an irreverent smuggler and bounty hunter under the alias of Captain Keel. As he fights off pirates and double-crossing rebels, Keel comes to realize that the old lines between right and wrong have blurred as the Legion sinks further

under the corrupting influence of the House of Reason and its points. When a lucrative night market contract is offered directly to Wraith to hunt down an enigmatic warlord, the former legionnaire winds up on a galactic-wide search that brings him face to face with the galaxy's most notorious bounty hunter, a living legend known as Tyrus Rechs. The pair soon discover that the man they both hunt is more powerful than either imagined... and is poised to overthrow the Republic. With a cloud of darkness growing and a planet pitched in war, Wraith must choose whether his true allegiances lie with himself... or with his brothers still in the Legion. Military sci-fi meets space opera in this world-spanning adventure. Start reading now to see how expansive Galaxy's Edge is with this brief interlude in the ongoing story of the legionnaires of Victory Company!

This journal is a perfect gift for friends and family, male or female. Other features of this notebook are: - 120 pages - 6x9 inches - matte cover This book is convenient for writing. It has the perfect size to carry anywhere for journaling and note taking.

We were fighting on the wrong side, of a war we couldn't win. And that was the good news. The Ruhar hit us on Columbus Day. There we were, innocently drifting along the cosmos on our little blue marble, like the native Americans in 1492. Over the horizon come ships of a technologically advanced, aggressive culture, and BAM! There go the good old days, when humans only got killed by each other. So, Columbus Day. It fits. When the morning sky twinkled again, this time with Kristang starships jumping in to hammer the Ruhar, we thought we were saved. The UN Expeditionary Force hitched a ride on Kristang ships to fight the Ruhar, wherever our new allies thought we could be useful. So, I went from fighting with the US Army in Nigeria, to fighting in space. It was lies, all of it. We shouldn't even be fighting the Ruhar, they aren't our enemy, our allies are. I'd better start at the beginning...

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

When the Yellowstone supervolcano erupts, it's up to six college students and their experimental physics project to prevent the end of civilization. When an experiment to study quantum uncertainty goes spectacularly wrong, physics student Bill Rustad and his friends find that they have accidentally created an inter-dimensional portal. They connect to Outland-an alternate Earth with identical geology, but where humans never evolved. The group races to establish control of the portal before the government, the military, or evildoers can take it away. Then everything changes when the Yellowstone supervolcano erupts in an explosion large enough to destroy civilization and kill half the planet. The team has just hours to get as many people as possible across to Outland before a lethal cloud of ash overwhelms them. Nothing has prepared the refugees for what they find-a world of few resources and unprecedented dangers. Somehow, they must learn to survive, because Outland may be not just a safe haven-it could be their new home. This 2019 edition has been substantially revised by the author.

Book 2 in the multi-genre Top 10 Amazon Bestseller. As Raz flees the consequences of his actions in the fringe cities, he prays to find a measure of peace in the quiet forests of the North. Unfortunately for him, peace is not so easy to come by, and before long he finds himself pulled into the violent turmoils of this new land.

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