

Stargate Sg 1 Trial By Fire

The team is stranded on a doomed world.

The fourth book in Tanya Huff's action-packed military sci-fi adventure Confederation series After surviving the perils of the Crucible, the Marine Corps planet where a routine training assignment had taken a deadly twist—Gunnery Sergeant Torin Kerr returned to Ventris Station just in time to link up with her old platoon and head out to a new war zone, an area of space where the enemy known as the Others appeared to be building up its forces for a preemptive strike. Sent to pull back troops who'd moved up to an indefensible position, Torin was caught in the heaviest fighting just as a devastating air strike reduced the whole area to slag. The Corps concluded that she was dead. But despite irrefutable evidence, neither Torin's father nor salvager Craig Ryder agreed. And the truth was that Torin had survived. She woke to discover that she was trapped in a series of underground caves that appeared to be an enemy-run POW camp. But everyone knew the Others never took prisoners—or did they? Could Gunnery Sergeant Torin Kerr escape this prison that shouldn't even exist, taking as many Marines as possible with her? Though she was determined to get herself and her Marines back to the Confederation, Torin had no idea how crucial her attempt could prove, not only to her own well-being, but to the course of the entire war.

When a Stargate malfunction throws Colonel Cameron Mitchell, Dr. Daniel Jackson, and Colonel Sam Carter back in time, they only have minutes to live. But their rescue, by an unlikely duo - General Jack O'Neill and Vala Mal Doran - is only the beginning of their problems.

A Matter of HonorSt. Martin's Paperbacks

Six of the very best scripts from the smash hit show, now shown on the Sci Fi Channel(, are joined by bonus materials including an in-depth introduction about the writing of the show, deleted scenes, commentary and background, rare pictures, and exclusive interviews with the writers. Photos.

It seems innocent enough. A disgraced British colonel bequeaths a mysterious letter to his only son. But the moment Adam Scott opens the yellowing envelope, he sets into motion a deadly chain of events that threatens to shake the very foundations of the free world. Within days, Adam's lover is brutally murdered and he's running for his life through the great cities of Europe, pursued not only by the KGB, but by the CIA and his own countrymen as well. Their common intent is to kill him before the truth comes out. While powerful men in smoke-filled rooms plot ever more ingenious means of destroying him, Adam finds himself betrayed and abandoned even by those he holds most dear. When at last he comes to understand what he is in possession of, he's even more determined to protect it, for it's more than a matter of life and death-it's a matter of honor. **BONUS MATERIAL INCLUDED:** 1st chapter of Jeffrey Archer's newest novel SINS OF THE FATHER, coming May 2012. SINS OF THE FATHER: On the heels of the international bestseller Only Time Will Tell, Jeffrey Archer picks up the sweeping story of the Clifton Chronicles.... Only days before Britain declares war on Germany, Harry Clifton, hoping to escape the consequences of long-buried family secrets, and

forced to accept that his desire to marry Emma Barrington will never be fulfilled, has joined the Merchant Navy. But his ship is sunk in the Atlantic by a German U-boat, drowning almost the entire crew. An American cruise liner, the SS Kansas Star, rescues a handful of sailors, among them Harry and the third officer, an American named Tom Bradshaw. When Bradshaw dies in the night, Harry seizes on the chance to escape his tangled past and assumes his identity. On landing in America, however, Bradshaw quickly learns the mistake he has made, when he discovers what is awaiting him in New York. Without any way of proving his true identity, Harry Clifton is now chained to a past that could be far worse than the one he had hoped to escape.

SG-1 wanted the technology to save Earth from the Goa'uld but the mission failed. Now Washington wants Jack O'Neill's blood and Senator Robert Kinsey is forcing the issue. The Tok'ra mission may help O'Neill, but it is very risky because it means infiltrating a Goa'uld slave breeding farm to recruit humans willing to join the Tok'ra.

in a world known as P4V-837, the SG-1 team encounters the Kayechee, a race of apparently hospitable natives, but, after a few hours on the planet, the members of the team find themselves experiencing bizarre hallucinations that become progressively darker and more terrifying. Reissue. (A Sci-Fi Channel series, starring Richard Dean Anderson)

On a quest to bring colleagues home, O'Neill must face his past.

Captured by the Goa'uld Lugh, Carter faces a hard choice: help repair a cloaking device that would give Lugh a dangerous advantage or allow SG-1 to be handed over to the System Lords.

When a hostile force of aliens invades Earth through the Stargate and kidnaps a female officer, Colonel Jack O'Neill emerges from retirement to hunt down the serpent god Apophis and his unearthly legions

"The Innocent Mage is come, and we stand at the beginning of the end of everything." Being a fisherman like his father isn't a bad life, but it's not the one that Asher wants. Despite his humble roots, Asher has grand dreams. And they call him to Dorana, home of princes, beggars?and the warrior mages who have protected the kingdom for generations. Little does Asher know, however, that his arrival in the city is being closely watched by members of the Circle, people dedicated to preserving an ancient magic. Asher might have come to the city to make his fortune, but he will find his destiny.

What is it about the TV show Stargate SG-1 that makes it so popular - so different from comparable series? A comprehensive introduction for new fans and a multi-season storyline and character development reference for longterm fans. Interesting facts and sidebars for each episode uncover not only the myths and science behind the stories but the writing, directing and special effects used to tell them. With exclusive interviews with cast members, writers, directors and special effects supervisors, this is THE story of the CGI wunderkind that is SG-1.

Does Vampirella have a soul? That is the question being asked by an immortal wizard-king who has come to determine her fate. If she does, she will be spared. If not, he must destroy her. No matter how charming he finds her... This can't-miss standalone tale introduces the latest member of Vampi's spine-tingling rogues' gallery! Eisner Award-winning fantasy maestro Bill Willingham (Fables, Robin) brings this fable to the page with a haunting cover by Bart Sears (Turok, Blade) and interiors by Giuseppe Cafaro (Justice League vs. Suicide Squad).

The SG-1 team battle an ancient enemy on a primitive world.

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When Jacob Carter asks General Hammond for SG-1's participation in a mission for the Tok'ra, it seems like the answer to O'Neill's dilemma. The secretive Tok'ra are running out of hosts, and Jacob believes he's found the answer--but it means O'Neill and his team must risk their lives infiltrating a Goa'uld slave breeding farm to recruit humans willing to join the Tok'ra.

Trial by Fire, the first Stargate SG-1 novel from Fandemonium Books, follows the team as they embark on a mission to Tyros, an ancient society teetering on the brink of war. A pious people, the Tyreans are devoted to the Canaanite deity, Meleq. When their spiritual leader is savagely murdered during a mission of peace, they beg SG-1 for help against their sworn enemies, the Phrygians.

Provides an account of how, shortly before World War II, a heroic Naval officer named Swede Momsen led the efforts to save thirty-three men trapped in a sunken submarine.

"It was meant to be a soft mission, something to ease Doctor Daniel Jackson back into things after his time among the Ancients-- after all, what could possibly go wrong on a simple survey of ancient Chinese ruins? As it turns out, a whole lot. After accidentally activating a Goa'uld transport ring, Daniel finds himself the prisoner of Lord Yu, the capricious Goa'uld System Lord. Meanwhile, SGI's efforts to rescue their friend are hampered by a representative of the Chinese government with an agenda of his own to follow-- and a deep secret to hide. But Colonel Jack O'Neill is in no mood for delay. He'll go to any lengths to get Daniel back-- even if it means ignoring protocol and taking matters into his own hands"--Page 4 of cover.

An eye for an eye: Colonel Frank Simmons has never been a friend to SG-1. Working for the shadowy government organization, the NID, he has hatched a horrifying plan to create an army as devastatingly effective as that of any Goa'uld.

Searching for their lost crew after the terrible events of Homecoming, the Stargate Atlantis team turns to their enemies for help as Teyla and Ronon seek information from the Genii, and Colonel Sheppard reopens tense negotiations with the Wraith. Original.

Stargate Command's attempts to sign a treaty with the Pack, a race of gypsy space travellers, is jeopardised by a series of attacks from an unknown enemy. While searching for the perpetrators, Jack begins to suspect that the Pack are concealing a dangerous secret.

When SG-1 sets off to free the Mujina from Apophis, Colonel O'Neill's team must confront the Raven King, an insane leader on a nightmarish planet.

Sequel to A Matter of Honor: O'Neill pays a heavy price for loyalty.

One of the Time 100 Best Fantasy Books Of All Time 2019 LOCUS AWARD WINNER, BEST FIRST NOVEL 2019 HUGO AWARD FINALIST, BEST NOVEL Nebula Award Finalist for Best Novel One of Bustle's Top 20 "landmark sci-fi and fantasy novels" of the decade "Someone please cancel Supernatural already and give us at least five seasons of this badass Indigenous monster-hunter and her silver-tongued sidekick." —The New York Times "An excitingly novel tale." —Charlaine Harris, #1 New York Times bestselling author of the Sookie Stackhouse and Midnight Crossroads series "Fun, terrifying, hilarious, and brilliant." —Daniel José Older, New York Times bestselling author of Shadowshaper and Star Wars: Last Shot "A powerful and fiercely personal journey through a compelling postapocalyptic landscape." —Kate Elliott, New York Times bestselling author of Court of Fives and Black Wolves While most of the world has drowned beneath the sudden rising waters of a climate apocalypse, Dinétah (formerly the Navajo reservation) has been reborn. The gods and heroes of legend walk the land, but so do monsters—and it is up to one young woman to unravel the mysteries of the past before they destroy the future. Maggie Hoskie is a Dinétah monster hunter, a supernaturally gifted killer. When a small town needs help finding a missing girl, Maggie is their last best hope. But what Maggie uncovers about the monster is much more terrifying than anything she could imagine. Maggie reluctantly enlists the aid of Kai Arviso, an unconventional medicine man, and together they travel the rez, unraveling clues from ancient legends, trading favors with tricksters, and battling dark witchcraft in a patchwork world of deteriorating technology. As Maggie discovers the truth behind the killings, she will have to confront her past if she wants to survive. Welcome to the Sixth World.

Colonel Jack O'Neill and his SG-1 team find themselves stranded on a primitive world where the inhabitants pay homage to the Goa'uld by providing their best specimens as host bodies for their young.

Order in the Court! Star Wars: the most significant, powerful myth of the twenty-first century or morally bankrupt military fantasy? Six films. Countless books. \$20 billion in revenue. No one can question the financial value or cultural impact of the Star Wars film franchise. But has the impact been for the good? In Star Wars on Trial's courtroom—Droid Judge presiding—Star Wars stands accused of elitist politics and sexism, religious and ethical lapses, the destruction of literary science fiction and science fiction film, and numerous plot holes and logical gaps. Supported by a witness list of bestselling science fiction authors, David Brin (for the prosecution) and Matthew Woodring Stover (for the defense) debate these charges and more before delivering their closing statements. The verdict? That's up to you. Covering the films from A New Hope to The Force Awakens, Brin and Stover provide new forewords that explore the newest generation of Star Wars films and what JJ Abrams must do to live up to—or redeem—the franchise.

Past imperfect Stranded in Ancient Egypt at the end of the STARGATE SG-1 episode Moebius, Jack O'Neill, Sam Carter,

Teal'c and Daniel Jackson are enjoying the simple lives they've forged in the years since Ra was driven from Earth. But life never stays simple for long... Back in the twenty-first century, trouble strikes the SGC. With one of their own people snatched by renegade Tok'ra, Colonel Cameron Mitchell leads the new SG-1 on a chase through time to rescue their friend - and to protect their future. But for Carter, Daniel and Teal'c, the greatest challenge is encountering themselves - and coming to terms with the consequences of their own choices. Moebius Squared "So this..." Cam gestured to the machinery. "This can only move us backwards and forwards in our own timeline." "That's my best guess," Sam said. She pushed her bangs back out of her face. Her hair had grown out and was now caught in a ponytail at the back of her neck. "Just like Janus' puddlejumper." "I don't even want to think about that thing," Daniel said. "Or anything else to do with Janus." He winced. "Sorry," Sam said. "Sore spot." "Damn right." Daniel had only been out of the infirmary for two weeks since his latest brush with one of Janus' inventions. This one had gotten him kidnapped and electrocuted. They all spun around as the gate began to activate. "Firing positions," Cam said, crouching down beside the control panel. If someone were making a grab for Ba'al's facility... The wormhole opened and stabilized, a glittering puddle of blue. Cam's radio crackled. "SG-1, this is Stargate Command. You are to return to Earth immediately." What the...? Cam chinned his radio on. "Stargate Command, we still have a lot to do here. Colonel Carter..." "Return immediately," the voice of Sergeant Harriman said firmly. "Stargate Command has been attacked."

The unity of the team is threatened on their first mission.

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

Unable to refuse a call to arms, commando Jack O'Neil, renegade Egyptologist Daniel Jackson, and the people of Abydos begin a desperate quest for freedom one million light years away from the planet Earth. Original.

The Essential Cult TV Reader is a collection of insightful essays that examine television shows that amass engaged, active fan bases by employing an imaginative approach to programming. Once defined by limited viewership, cult TV has developed its own identity, with some shows gaining large, mainstream audiences. By exploring the defining characteristics of cult TV, The Essential Cult TV Reader traces the development of this once obscure form and explains how cult TV achieved its current status as legitimate television. The essays explore a wide range of cult programs, from early shows such as Star Trek, The Avengers, Dark

Shadows, and The Twilight Zone to popular contemporary shows such as Lost, Dexter, and 24, addressing the cultural context that allowed the development of the phenomenon. The contributors investigate the obligations of cult series to their fans, the relationship of camp and cult, the effects of DVD releases and the Internet, and the globalization of cult TV. The Essential Cult TV Reader answers many of the questions surrounding the form while revealing emerging debates on its future.

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