

## The Cost Of Victory Jay Allan

Night is falling. The unstoppable Hegemony invasion has reached the very heart of the Confederation. Battle after desperate battle has been fought, and each time, the Confeds have been pushed back, columns of battered and blasted ship retreating from system to system. Now, they prepare to grimly defend the capital world of Megara, the very center of the Confederation. Tyler Barron prepares for what could be his final battle, a final desperate defense, one last chance to stem the tide of Hegemony conquest and subjugation. The fleet is ready, its exhausted crews prepared to fight with all the strength that remains to them. Still, the enemy is overpoweringly strong, and the odds of victory are slipping quickly away. But, there is still hope. From unexpected allies. From the grit and determination of the defending fleets and their spacers. And, from a plan so daring it borders on the impossible...a wild and desperate gamble to stem the tide of conquest and halt the enemy. It is night, and everywhere there is darkness, but the Confederation is not beaten yet. Barron and his comrades will stand, and they will struggle to somehow endure the darkness and fight through to the dawn.

Crimson Worlds Book III The Third Frontier War is over, and the Western Alliance is triumphant. All across human-occupied space, colony worlds celebrate the coming of peace. But peace is an elusive dream, and more trouble is brewing. The war was expensive, and the economies of the Superpowers, always fragile, are on the verge of total collapse. The Directorate, the shadowy intelligence organization that has become the true power behind the Alliance government, plans to strip the colonies bare to pay the costs of war. Already, they are tightening their control over the freewheeling colonial governments. And the Marine Corps faces total destruction at the hands of the worst traitor in its history. But the colonists are a different breed than the passive mob on Earth, and they have no intention of meekly surrendering their hard won freedoms. On worlds all across the frontier, plans are hatched and weapons hoarded. And in taverns and meeting halls the words of an ancient text are uttered in hushed tones. A little rebellion, now and then, is a good thing. The Crimson Worlds Series: Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) Coming March 2013 The First Imperium (Crimson Worlds IV)

Book one of the Andromeda Chronicles

The robotic legions of the First Imperium burst into human space, destroying everything in their path. Directed by the maniacal Regent, the enemy pressed forward with one goal: the destruction of mankind. The Superpowers of Earth, enemies for over a century, have banded together to face the threat from outside and their combined forces have fought delaying actions to buy time. But now, the Rim has fallen, and the heart of human space lies before the invaders. Erik Cain grimly leads his Marines and their new allies to Sandoval, to fight and hold that world against anything the enemy throws at it. But Cain plans more than just a defense: he intends to annihilate the enemy forces. And he'll sacrifice anything to win the ultimate victory. Even himself.

The finale of the Crimson Worlds Successors series.

Earth Two. A new home for the survivors of the fleet, the men and women who battled against seemingly insurmountable odds to survive the assault of the First Imperium and to destroy the homicidal Regent, the artificial intelligence committed to their destruction. They have prospered in the years since their arrival, adapting the technology of the First Imperium to build a new and prosperous republic. But as the fear of the First Imperium recedes, cracks have begun to appear, conflicts looming that threaten to destroy all they have worked to achieve.

There are rivalries between the clones known as "Tanks" and the "NBs," naturally-born humans, disputes driven by envy, resentment. And on the fringe of the new society, the enhanced genetic hybrids known as "Mules" are feared by both groups, though they continue to decipher First Imperium technology for the benefit of all. But there is a far greater threat lurking in deep space, for the Regent was one of two, and its copy activated automatically upon its destruction. It has been planning, exploring, building vast fleets of new warships, and now it is ready to strike at a divided republic, to accomplish what the Regent failed to do. It is ruthlessly single-minded, existing for a single purpose. And that purpose is vengeance.

The war is over, but the struggle continues. Tyler Barron and his spacers have set out into the unknown, deep into the Badlands, seeking to discover the empire's old tech and the secrets of its tortured history before Gaston Villeneuve and the resurgent Union can beat them to it. The White Fleet is a vast force, powerful and crewed by the toughest veterans from the war. Barron and his people know the future of the Confederation, even its survival, depends on recovering the scientific secrets of the empire before the enemy can do the same. Barron and his people push far beyond the Confederation's borders, to space untraveled since the Cataclysm. They are seeking the past, its secrets, its knowledge...but they will find a present that they never expected, a new and terrible danger, one that threatens not only the White Fleet, but the Confederation itself...even the entire Rim.

The Search for Erik Cain...The Superpowers of Earth have fought their final war, leaving Earth a devastated ruin, populated only by scattered groups of survivors living in primitive squalor. Out in space, however, humanity moves forward, and the former colonies of Earth's dead nations are now free from the yoke of the despotic governments that had long ruled over them. For many, it is their first taste of liberty. But a thousand free worlds, varying enormously in wealth and power, cannot long exist in peace, and soon they begin to fight, to seek to bend their neighbors to their wills. Darius Cain is the commander of the Black Eagles, the most feared and renowned of all the mercenary companies that fight the colonies' wars. His veteran warriors have fought dozens of battles, and they have never met their equals. The wealthiest colonies compete to hire the Eagles, for contracting with Cain's warriors is the surest guarantee of victory in any dispute. But there is another power, one whose very existence has been the most closely-guarded secret in human history. The Triumvirate. For decades, it has operated in the shadows, interfering secretly in the affairs of the former colonies while steadily building an invincible war machine. But the Triumvirate has come to fear the Black Eagles, and the decision has been made. Darius Cain's private army must be destroyed utterly before the final invasion of human space can begin. A message reaches the Black Eagles' base, with evidence that the father he'd thought long dead might still be alive, a captive of the shadowy enemy, held on a planet called Eldaron. Darius Cain is skeptical, a man slow to believe what he is told without incontrovertible proof. But Cain didn't build the greatest military force in human space by being cautious or timid...and even the slightest chance his father was alive compelled his course of action. The evidence points to a world on the edge of human space, a highly-developed planet called Eldaron, an insular world, ruled by a dictator who calls himself the Tyrant. Darius knows he is walking into a trap, but he has no choice. He will free the prisoner of Eldaron...or he will extract a vengeance beyond anything the Eldari can imagine in their worst nightmares.

The Crimson Worlds Successors Series  
MERCs (Successors One)  
The Prisoner of Eldaron (Successors Two)  
The Black Flag (Successors Three) - Coming February, 2016  
Also By Jay Allan  
Crimson Worlds Series: Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds VIII) The Fall (Crimson Worlds IX) War Stories (3 Crimson Worlds Prequels) Crimson Worlds Refugees Series  
Into the Darkness (Refugees I) Shadow of the Gods

(Refugees II) - September, 2015 Portal Wars Series Gehenna Dawn (Portal Wars I) The Ten Thousand (Portal Wars II) Pendragon Chronicles Series The Dragon's Banner (Book I) The Sword of the King (Book II) - Coming Soon

Blood on the Stars book 9.

The Epic Conclusion to the Crimson Worlds Series... Erik Cain is the hero of the Marine Corps, a celebrated warrior who has led his grim veterans into every war the Alliance and mankind have faced. But now he has left the Corps, driven to near madness by an overwhelming need for vengeance. He has sworn to kill Gavin Stark, the madman responsible for his mentor's death and, with a small band of dedicated followers, he is pursuing his prey across occupied space. Meanwhile, on a dozen colony worlds, Marines land to face the occupying forces of Stark's Shadow Legions. They are supported by the Janissaries, their longtime enemies, now turned allies, but they are exhausted and outnumbered, facing a vastly superior enemy entrenched and waiting for them. But they are veterans, Marines and Janissaries both, men and women who have battled the armies of the First Imperium and lived to tell the tale. They know what is at stake, and they are determined to prevail, even if none of them come back. And on Earth, the economic collapse Stark engineered has shattered the Treaty of Paris and its century-long prohibition against terrestrial warfare. Millions are already dead as the war between the Superpowers spreads across the Earth, a growing conflagration that could end in apocalyptic nuclear, chemical, and biological exchanges between the powers. Will mankind live under the iron boot of Gavin Stark and his clone descendants forever? Or will Erik Cain and the Marines defeat him once and for all? The Crimson Worlds Series: Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds VIII) The Fall (Crimson Worlds IX) War Stories (3 Crimson Worlds Prequels) Also by Jay Allan: Gehenna Dawn (Portal Wars I) The Ten Thousand (Portal Wars II) The Dragon's Banner (Pendragon Chronicles I) MERCS (Crimson Worlds Successors I) March 24, 2015 Available Now for Preorder! Into the Darkness (Crimson Worlds Refugees I) June 23, 2015 Available Now for Preorder!

Book 13 of the Blood on the Stars series

The Cost of Victory Crimson Worlds

The combined forces of humanity have beaten back the First Imperium invasion. For the first time, the enemy has been defeated in battle. The cost was high in blood and suffering, but the Line held. The heart of human-occupied space has been saved from annihilation. For now. There is little time for the victorious warriors to savor their triumph or mourn their dead. The First Imperium has been driven back, but it has not been defeated. No one expects the fruits of victory to be

more than a brief respite. Augustus Garret, Erik Cain, and the rest of the human high command have a decision to make. Do they stand on the defensive, waiting for the massive second invasion they all know will come? Or do they consider another option, one that compels them to face overwhelming odds, and launch a strike that could end the war in one campaign? The attack ship Hornet returned home after a miraculous run through enemy space, and her crew brought with them priceless intelligence...the location of a world of the First Imperium. In the capitals of Earth, the ruling classes call for caution, for the armed forces to stand on the defensive. But on the frontier, Garret and his compatriots are planning something different, and they do not intend to be deterred. They are going to take the war to the enemy. They are going to march into hell's heart.

The First World War was a turning point in history. It marked the birth of the modern era and established the pattern for large-scale violence, devastation and genocide throughout the wars of the 20th century. Old empires disintegrated and new nations emerged in the maelstrom of the war and its aftermath. The peace settlements reshaped national boundaries, leaving tensions and rivalries between nation states and people that resonate to the present day. Historians continue to explore and challenge many assumptions and perceptions surrounding the conflict, from its origins and causes, to the responsibility for its conduct, the reasons for Allied victory over the Central Powers, and the consequences and long-term outcomes of that victory. This book is a collection of the latest research findings by scholars from a number of nations, many of them renowned specialists in their field. They gathered for an international conference, 1918 YEAR OF VICTORY, convened by the Australian War Memorial in Canberra in November 2008 to mark the 90th anniversary of the end of the war and to share their insights into issues surrounding the ending of the war, its memory and continuing impact. Lively, authoritative and wide-ranging, the chapters span the themes of war strategy and planning; the problems of raising, training and maintaining armies in the field; developments in technology and weapons systems; the role of command; the evolution of tactics and the use of combined arms; the development of war economies; and the exploitation of human and material resources in war on the home front, on land, at sea and in the air. CONTRIBUTORS Jay Winter Yale University, USA Robin Prior University of Adelaide, Australia Gary Sheffield University of Birmingham, UK Robert Foley University of Liverpool, UK Elizabeth Greenhalgh University of New South Wales, Australia Meleah Ward University of Adelaide, Australia Ashley Ekins Australian War Memorial Peter Pedersen Australian War Memorial Glyn Harper Massey University, New Zealand Tim Cook Canadian War Museum, Canada David Stevens Defence Sea Power Centre, Australia James Goldrick Australian Defence College Peter Hart Imperial War Museum, London, UK Trevor Wilson University of Adelaide, Australia Martin Crotty University of Queensland, Australia Stephen Badsey University of Wolverhampton, UK

A Gripping New Adventure by the Author of the Bestselling Crimson Worlds and Far Stars series...The Confederation has fought three wars against the forces of the totalitarian Union. Three generations of its warriors have gone off to war, held the line against the larger, more powerful enemy. Now the fourth conflict is imminent, and the Confederation's navy is on alert, positioned behind the frontier, waiting for the attack it knows is coming. The battleship Dauntless has spent the past ten months patrolling the border, deployed far forward of the main fleet, a forlorn hope, an advance guard positioned to give the warning of invasion. But no attack has come. Her crew is exhausted, and the aging battleship needs maintenance. With the fleet mobilized and the forward bases overloaded beyond capacity, she is sent clear across the Confederation, to a planet along the quiet and peaceful far frontier. Her crew is looking forward to a rest, and Dauntless herself is scheduled for a long-overdue maintenance session. But the quiet frontier isn't what it seems...and when a distress call is received from one of the mining colonies on the edge of Confederation space, it falls to Captain Tyler Barron to take Dauntless forward, to find out what is happening, and to put a stop to it. Barron and his crew have their ship-and each other-but they can expect no other help. Suspicion is strong that Union deceit is at play, that the attack is some sort of diversion, intended to draw Confederation forces from the disputed border. The orders are clear. No ships will be transferred from the prospective battle line. Stopping whatever is happening on the rim is Barron's responsibility, and his alone. Barron is the grandson of the Confederation's great hero, the father of the modern navy. His family name has always carried privilege with it, and crushing responsibility. And now he must prove that he has inherited more from his famous grandfather than name and privilege. He must face the enemy, and win the victory...before the Confederation is caught between two enemies and destroyed. Blood on the Stars Reading Order Book 1: Duel in the Dark Book 2: Call to Arms (January 2017, Available now for preorder)

The final battle has begun...Gavin Stark, the former head of Alliance Intelligence, and the bitter nemesis of the Marine Corps, has made his bid for power. The manufactured clone soldiers of his Shadow Legions have seized control of dozens of colony worlds, imposing his brutal rule over millions of colonists. His plan is no less than to subjugate all mankind under his iron fist. On Earth, Stark's manipulations have brought the Superpowers to the brink of war, threatening the Treaty of Paris and its prohibition against terrestrial warfare. For a century, man had restricted his wars to space, but now the Powers are sliding closer to the brink...the final battle that could kill billions, and turn Earth into a wasteland. On a few key colony worlds, Erik Cain, Elias Holm, and the remnants of the shattered Marine Corps struggle against Stark's vast armies...the only hope of turning back the tide of destruction and despair that threatens to engulf all mankind. They are outnumbered and outgunned, but they will fight nevertheless, standing grimly in the breach, holding back Stark and his dark legions. The Marines will give their all, fight with the last of their strength and resolve. But this



time the cost will be too high to bear, too personal. Even Marines need their heroes, their legends. But even legends die. The Crimson Worlds Series: Crimson Worlds I: Marines Crimson Worlds II: The Cost of Victory Crimson Worlds III: A Little Rebellion Crimson Worlds IV: The First Imperium Crimson Worlds V: The Line Must Hold Crimson Worlds VI: To Hell's Heart Crimson Worlds VII: The Shadow Legions Crimson Worlds VIII: Even Legends Die Coming Autumn 2014: Crimson Worlds XI: The Fall

This diverse and unique collection of essays examines the role of communication in various aspects of the 2012 presidential campaign. Topics include the early campaign and Romney's nomination battle, candidate image, the rhetoric and campaigning of Michelle Obama and Ann Romney, issues of race, persuasive appeals to voters, the use of music and social media, and Obama's second inaugural address.

The incredible life of Jay-troi a sagra warrior trying to find where he belongs in a savage world where danger can come from any place and at any time, strange alliances, long wars and deadly battles... "The Legend of Jay-Troi. The Immortal" became best-selling fantasy novel in the Spanish-speaking world. "The legend of Jay-Troi brings together all the ingredients of the best literature of epic adventures"

A comprehensive history of the people and cases that have changed history, this is the definitive account of the nation's highest court Recent changes in the Supreme Court have placed the venerable institution at the forefront of current affairs, making this comprehensive and engaging work as timely as ever. In the tradition of Howard Zinn's classic A People's History of the United States, Peter Irons chronicles the decisions that have influenced virtually every aspect of our society, from the debates over judicial power to controversial rulings in the past regarding slavery, racial segregation, and abortion, as well as more current cases about school prayer, the Bush/Gore election results, and "enemy combatants." To understand key issues facing the supreme court and the current battle for the court's ideological makeup, there is no better guide than Peter Irons. This revised and updated edition includes a foreword by Howard Zinn. "A sophisticated narrative history of the Supreme Court . . . [Irons] breathes abundant life into old documents and reminds readers that today's fiercest arguments about rights are the continuation of the endless American conversation." -Publisher's Weekly (starred review)

The battle for Sol is now The sphere ship gave Earth knowledge of the universe, but it came with a warning to stay away from the Star. After losing two children to the First Contact Federation, Emphyrean sends a fleet of plasma ships and allies to Sol. Their one mission: to destroy humanity. Can Earth defend itself against the imminent threat, or will they be destroyed so soon after starting to explore the universe around them? Join many of today's top indie science fiction authors as they each write a story about the battle for Sol in the most ambitious shared-universe collection to date. Prologue - Nathan Hystad Nine Thousand Seconds to Earth - Robert M. Campbell Field of Fire - Ralph Kern A Million Points of Light - C.C. Ekeke Friendly Fire - C. Gockel The Hand of Emphyrean - Scott Moon Minimum Safe Distance - Scott McGlasson The One Who Waits - Scarlett R. Algee Shot in the Dark - Richard Fox The Path to War - Josh Hayes The Last Battle - Jay Allan Epilogue - Nathan Hystad

"The Hegemony is coming to impose its brutal system of genetic supremacy on the Confederation and the other nations on the Rim, to make

its elite Masters the unchallenged rulers of all human habitation in the galaxy..." p. [4] of cover

Interviews with former British Prime Ministers, Foreign Secretaries, and cabinet members cover Britain's postwar relations with Europe, culminating in de Gaulle's veto of British membership in the Common Market in 1963

Book sixteen of Blood on the Stars.

Book 17 of Blood on the Stars

Crimson Worlds Refugees Book II Deeper. Farther into the black unknown of space. There is no other path, no way for the lost to go, save forward. Admiral Terrance Compton's fleet is cut off from Earth, deep in the heart of the enemy First Imperium. A third of his people have died in the year his force had been fleeing from its enemies, but he is as determined as ever to find a new home for his people, a way to save his wartorn fleet His people are running low on everything-food, ammunition, fuel, and the brutal enemy is in relentless pursuit, marshaling all its vast resources to track down and destroy the human refugees. Compton must find a way to replenish his dwindling stores, while avoiding the massive enemy forces hunting his fleet from system to system. Compton seeks an escape, a refuge for his exhausted spacers from the relentless pursuit of their enemies. But they are about to find far more than that, as they discover the truth of the distant past, and a glimpse of a new future that lies before them. What they learn will shake all they believe...and force them to reconsider who they are. And what victory would look like. The fight has just begun...and the stakes are even higher than any of them had imagined. Also By Jay Allan The Far Stars Series Shadow of Empire (Far Stars I - Nov 3, 2015) Enemy in the Dark (Far Stars II - Dec 1, 2015) Funeral Games (Far Stars III - Jan 19, 2016) All Far Stars books are available for preorder Crimson Worlds Series Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds VIII) The Fall (Crimson Worlds IX) Crimson Worlds War Stories (Crimson Worlds Prequels) Crimson Worlds Successors Series MERCs (Successors I) The Prisoner of Eldaron (Successors II) The Black Flag (Successors III - Coming 2016) Crimson Worlds Refugees Series Into the Darkness (Refugees I) Shadows of the Gods (Refugees II) Revenge of the Ancients (Refugees III - Coming 2016) Portal Wars Series Gehenna Dawn (Portal Wars I) The Ten Thousand (Portal Wars II) Homefront (Portal Wars III - Coming Jan 2016) Pendragon Chronicles The Dragon's Banner (Pendragon Chronicles I) Dragon's Rise (Pendragon Chronicles II - Coming 2016)

Hell is UnleashedThe Hegemony controls Megara, the Confederation's capital. War has raged for five years. Millions are dead, vast fleets of ships have been destroyed. But in the stronghold where Tyler Barron and his comrades have gathered their allies and the last of their strength, a plan is being devised. Barron and his people have fought bravely, stubbornly, relentlessly, but the Hegemony has been too strong. Now, Barron is relying on the one source of strength that remains to him. Defiance. He will not surrender, he will not yield. And he will not remain meekly on the defensive, waiting for the enemy to bring forward reinforcements to launch the final assault. That leaves only one option. Attack. Take back what the enemy has captured. Bring the war to the invader, and send them reeling back into the Badlands from whence they came. The fight will be difficult, the odds steep. But Barron is ready to take the final gamble, and as one, the thousands of spacers he leads are behind him, shouting a single rallying cry. Back to Megara!

Read the first three complete novels in the bestselling Crimson Worlds series (over 375,000 sold) in one discounted collection. Marines (Crimson Worlds I) Erik Cain joined the marines to get off death row. The deal was simple; enlist to fight in space and he would be pardoned for all his crimes. In the 23rd Century, assault troops go to war wearing AI-assisted, nuclear-powered armor, but it is still men and blood that

win battles. From one brutal campaign to the next, Erik and his comrades fight an increasingly desperate war over the resource rich colony worlds that have become vital to the economies of Earth's exhausted and despotic Superpowers. As Erik rises through the ranks he finally finds a home, first with the marines who fight at his side and later among the colonists - men and women who have dared to leave everything behind to build a new society on the frontier, one where the freedoms and rights lost long ago on Earth are preserved. Amidst the blood and death and sacrifice, Erik begins to wonder. Is he fighting the right war? Who is the real enemy?

The Cost of Victory (Crimson Worlds II) 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?

A Little Rebellion (Crimson Worlds III) Crimson Worlds Book III The Third Frontier War is over, and the Western Alliance is triumphant. All across human-occupied space, colony worlds celebrate the coming of peace. But peace is an elusive dream, and more trouble is brewing. The war was expensive, and the economies of the Superpowers, always fragile, are on the verge of total collapse. The Directorate, the shadowy intelligence organization that has become the true power behind the Alliance government, plans to strip the colonies bare to pay the costs of war. Already, they are tightening their control over the freewheeling colonial governments. And the Marine Corps faces total destruction at the hands of the worst traitor in its history. But the colonists are a different breed than the passive mob on Earth, and they have no intention of meekly surrendering their hard won freedoms. On worlds all across the frontier, plans are hatched and weapons hoarded. And in taverns and meeting halls the words of an ancient text are uttered in hushed tones. A little rebellion, now and then, is a good thing.

The Crimson Worlds Series: Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds VIII) The Fall (Crimson Worlds IX) War Stories (3 Crimson Worlds Prequels) Also by Jay Allan: Gehenna Dawn (Portal Wars I) The Ten Thousand (Portal Wars II) The Dragon's Banner (Pendragon Chronicles I) Preorders: MERCS (3/24/15) Into...

All three Crimson Worlds Prequel novellas, now in one discounted collection. Over 250,000 Crimson Worlds books sold. Tombstone In the 23rd Century, the Superpowers of Earth fight an unending war for control of occupied space and the vast resources of the colony worlds. Darius Jax is a senior officer and a hero of the Marine Corps, veteran of countless battles fought throughout occupied space. But once he was a raw private fighting his first battle on a planet so deadly, so hellish, its own occupants called it Tombstone. This is his story, before fame, before glory. The fighting on Tombstone is brutal and deadly, and Jax must find his inner strength if he is to survive. As he struggles through an unwinnable war he



learns to rely on himself as he never has before, and he begins to understand just what he is - and is not - fighting for. Tombstone is a novella set in the years just before the Third Frontier War and the events described in Crimson Worlds Book I: Marines. Bitter Glory Augustus Garret is the hero of the Alliance, the greatest naval commander in the history of space combat. He leads massive fleets in great battles that decide the fate of millions. But once he was a new captain leading his tiny attack ship on its first mission. The young Garret was a natural genius, driven by uncontrollable ambition and a relentless quest for glory. But war in space is brutal, and the consequences of command decisions can haunt even the strongest commanders. The young Garret will win his glory, but will he be prepared to pay its horrendous cost? The Gates of Hell Elias Holm is the Commandant of the Marine Corps, a hero who has fought a hundred battles all across human-occupied space. He's led massive armies in the most desperate battles mankind has faced. But once he was only a junior captain, thrust into command when a crucial operation went horribly awry. The Second Frontier War had raged for a decade. Throughout human-occupied space, worlds were in ruins, the battlegrounds of the Superpowers' eternal struggle. The climactic battle of the war would be fought on the planet Persis, and Holm and his Marines would have to fight not only the Caliphate's elite Janissary soldiers, but also treachery and betrayal from his own government. The Crimson Worlds Series Crimson Worlds I: Marines Crimson Worlds II: The Cost of Victory Crimson Worlds III: A Little Rebellion Crimson Worlds IV: The First Imperium Crimson Worlds V: The Line Must Hold Crimson Worlds VI: To Hell's Heart Crimson Worlds VII: The Shadow Legions Crimson Worlds VIII: Even Legends Die (April 2014)

Book two of the Andromeda Chronicles.

Book 4 of the bestselling Crimson Worlds series... The Alliance and its colonies have called a truce and signed the Confederation Agreement, providing the frontier worlds with guarantees of self-government. No one expects the deal to last, and both sides are preparing for the next showdown. But from the depths of space another challenge is coming, one that will endanger the very survival of mankind and force not just the Alliance and its colonies, but all of the Superpowers, to join forces or face annihilation. The dusty ruins the Alliance discovered on Epsilon Eridani IV were built by an ancient race, eons dead. But their guardians remain, and the disturbance of the long silent cave triggered an automated alert, one which has been heard. Erik Cain and his Marines grimly take to the field once again, for what may be their final battle, against the robotic legions of the First Imperium. But facing a ruthless and technologically superior enemy may be easier than learning to fight alongside old enemies.

War rages between the Confederation and the Union. Shattered fleets watch each other warily across a war-torn frontier. Both sides are licking their wounds, gathering strength to continue the fight. Captain Tyler Barron and the crew of Dauntless are finally enjoying the rest they've earned while their aging battleship Dauntless gets the repairs and refit it

desperately needs. But their respite will be short-lived. In the Badlands, deep in the haunted vastness of pre-Cataclysmic space, a new discovery threatens to upset the balance of power. Orbiting a world in a distant system is an ancient battleship, vastly larger and enormously more advanced than anything possessed by the contending powers...and the Union has already sent forces to seize it. The Confederation has no ships close enough to intervene, to get there before the enemy...none save Dauntless. Barron and his crew must race across the Badlands, find the ancient artifact, and somehow hold it, keep the Union forces from taking it, until reinforcements arrive. They will be outnumbered and outgunned, but there can be no retreat. Not this time. Nothing less than the fate of all human-inhabited space is at stake. If the Confederation is able to rediscover the technology of the ancients, it will be safe for generations to come, its defensive forces untouchable by its enemies. But if the Union gets there first, if it can adapt the incredible power of mankind's lost technology, it will gain the power to enslave all humanity. This fight isn't for territory. It isn't for position or tactical advantage. It is for the future.

A Deadly Fight to the Finish... The warrior culture of the Alliance has fragmented, and comrade fights comrade, brother kills brother. The Red Alliance forces, backed by the Union and its propaganda machine, have the advantage in numbers and position, and they are pushing forward, driving relentlessly toward the final attack, the one that will destroy their enemies. The Gray Alliance forces are weaker, trapped in the great Sentinel-2 fortress where they've established their headquarters. Their enemies have the larger fleets and armies, and control of the homeworld...but the Grays have Tyler Barron and Dauntless. The Confederation's celebrated captain and his famous ship have been reinforced, and the newly promoted Commodore Barron now commands a small fleet of battleships, every vessel Admiral Striker could spare to reinforce to aid the faltering Gray forces. One final battle is all that stands between the Red fleet and victory, and it seems the Grays have no choice but to stand on the defensive and wait for the fight they know they can't win. Unless try something else, a wild gamble, a desperate plan to pull victory from the jaws of almost certain defeat. It will take all Barron and his people can give, and put Dauntless and the ships of his task force to the test. But it is the only way to win the victory, to prevent the Reds from a victory that can lead only to a disastrous invasion of the Confederation, one that Barron knows he has to stop...whatever the cost.

The Hegemony strikes again; The Confederation and its allies have won their first victory, retaken their capital from the forces of the Hegemony. But the enemy is not beaten, far from it, and they are back, with an unstoppable weapon, a vast superbattleship, a deadly hybrid of imperial and Hegemony technology, called the Colossus. The great ship is enormously powerful, nearly unstoppable, and in its armored depths it hides a secret, another Hegemony weapon, one that will change the dynamic of the entire war. One that will challenge Admiral Barron, and his officers and spacers, to the

greatest test they have ever faced. The battle for the Rim has reached its climactic stage, but even as the Hegemony moves forward to claim victory, an old enemy, a terror from the distant past, is about to return and change everything. Erik Cain joined the marines to get off death row. The deal was simple; enlist to fight in space and he would be pardoned for all his crimes. In the 23rd Century, assault troops go to war wearing AI-assisted, nuclear-powered armor, but it is still men and blood that win battles. From one brutal campaign to the next, Erik and his comrades fight an increasingly desperate war over the resource rich colony worlds that have become vital to the economies of Earth's exhausted and despotic Superpowers. As Erik rises through the ranks he finally finds a home, first with the marines who fight at his side and later among the colonists - men and women who have dared to leave everything behind to build a new society on the frontier, one where the freedoms and rights lost long ago on Earth are preserved. Amidst the blood and death and sacrifice, Erik begins to wonder. Is he fighting the right war? Who is the real enemy? *Crimson Worlds II: The Cost of Victory - Available Now!* *Tombstone: A Crimson Worlds Prequel - Available Now!* *Crimson Worlds III: A Little Rebellion - December 2012*

Dick Grayson--alter-ego of the original Robin of Batman comics--has gone through various changes in his 75 years as a superhero but has remained the optimistic, humorous character readers first embraced in 1940. Predating Green Lantern and Wonder Woman, he is one of DC Comics' oldest heroes and retains a large and loyal fanbase. The first scholarly work to focus exclusively on the Boy Wonder, this collection of new essays features critical analysis, as well as interviews with some of the biggest names to study Dick Grayson, including Chuck Dixon, Devin Grayson and Marv Wolfman. The contributors discuss his vital place in the Batman saga, his growth and development into an independent hero, Nightwing, and the many storyline connections which put him at the center of the DC Universe. His character is explored in the contexts of feminism, trauma, friendship, and masculinity.

Portal Worlds Book II (The exciting sequel to Gehenna Dawn) General Jake Taylor and his army of cyborg soldiers are veterans of Erastus, a planet so brutal, so hellish, it is called Gehenna by the men sent to fight and die there. He and his comrades battled for years in the most appalling conditions human beings have ever endured, believing the entire time they were protecting Earth from bloodthirsty alien monsters. But it was all a lie, the cynical propaganda of the totalitarian regime that rules over all mankind. The alien Tegeri, and their bio-mechanical soldiers Taylor's men call the Machines, were the victims, targeted by a regime that needed an enemy to consolidate its absolute rule over mankind. For decades, men like Taylor and his soldiers were the aggressors, unwittingly fighting an unjust war. But when the Tegeri chose Taylor as their contact and finally told him the horrible truth, he rallied the veterans of Erastus for a new battle, one to free Earth from its self-appointed masters. Taylor's soldiers begin the long campaign back to Earth, toward a reckoning with

the brutal government they are sworn to destroy. The heart of this force is the Ten Thousand, surgically-altered Supersoldiers, products of an experimental enhancement program, and the first of their kind. But they are not the last, and on the planet Juno they will meet their counterparts, the Black Corps, a force created by Earth's government specifically to destroy them. The Black Corps outnumber Taylor's soldiers 2-1, and they have a vast advantage in supply and logistical support. But Taylor's men are veterans of the furnace of Gehenna, and they don't die easily. But there is more at stake than the freedom of humanity, greater consequences to their fight than even Taylor can imagine. For there is another alien race, one shrouded in legend and myth, known to the Tegeri only as the Darkness. Long ago the Darkness made war on the Ancients, the mighty beings that built the interstellar Portals. The Ancients are remembered in Tegeri lore as wise and powerful...almost as gods. But they fell ages past, destroyed utterly by the Darkness. Now that great evil is returning, and this time it will destroy not only mankind and the Tegeri, but all the fledgling races the Ancients planted, hundreds of young sentient species, only now grasping for civilization. The Ancients long ago foretold that an alliance of men and Tegeri would stand and defeat the Darkness and save the galaxy from destruction. But if this prophecy is to come to pass, Taylor and his men must destroy Earth's totalitarian government and bring the dark truth to mankind, that there is another war to fight, one vaster and more terrible than any in human history or legend. Also By Jay Allan: Gehenna Dawn (Portal Worlds I) Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds VIII) War Stories (3 Crimson Worlds Prequels) The Dragon's Banner (Pendragon Chronicles I)

A Poor Life in a Rich House By: Lyudmila Belding Jay, a man who works a basic job and has a basic life, is suddenly surprised to receive a gift from his Uncle Charles. This is not a typical gift: Jay has been left a 9,000 square-foot house. With extravagant extras that come along with the house, Jay must fight to be able to keep such an interesting home. After finding a few friends to help him with this battle, Jay learns that when you have to fight, and you have friends to help you, you are able to accomplish anything imaginable.

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

The Final Struggle...A battered group of human ships, fighting for survival, fleeing deeper into the far unknown, pursued by the deadly forces of the genocidal artificial intelligence known as the Regent.A legendary commander, the man who has saved his people time and time again, struggling to lead the fleet ever forward, fighting through every attack the enemy throws at them.A hidden world, a remote refuge prepared millennia ago, holding the promise of a new future, if the fleet can reach it...and hold it against the Regent's relentless attacks.Admiral Terrance Compton and his lost fleet battle their way forward, striving to reach the end of their great journey. They will fight, with all the strength and power than remains to them, standing firm, resolute against all the force the Regent hurls at them. But their destiny is no longer in their hands.In the end, the fleet's survival rests on the courage and strength of a tiny force of Marines and a desperate mission, one that will lead this group of warriors right through the enemy's thickest defenses, to the very heart of the enemy's domains, the ancient homeworld of the First Imperium...and the inner sanctum of the Regent itself.The action packed conclusion to the Crimson Worlds Refugees series!Crimson Worlds Refugees SeriesInto the Darkness (Book One)Shadows of the Gods (Book Two)Revenge of the Ancients (Book Three)Also By Jay AllanThe Far Stars SeriesShadow of Empire (Far Stars I - Nov 3, 2015)Enemy in the Dark (Far Stars II - Dec 1, 2015)Funeral Games (Far Stars III - Jan 19, 2016)All Far Stars books are available for preorderCrimson Worlds SeriesMarines (Crimson Worlds I)The Cost of Victory (Crimson Worlds II)A Little Rebellion (Crimson Worlds III)The First Imperium (Crimson Worlds IV)The Line Must Hold (Crimson Worlds V)To Hell's Heart (Crimson Worlds VI)The Shadow Legions (Crimson Worlds VII)Even Legends Die (Crimson Worlds VIII)The Fall (Crimson Worlds IX)Crimson Worlds War Stories (Crimson Worlds Prequels)Crimson Worlds Successors SeriesMERCs (Successors I)The Prisoner of Eldaron (Successors II)The Black Flag (Successors III - Coming 2016)Portal Wars SeriesGehenna Dawn (Portal Wars I)The Ten Thousand (Portal Wars II)Homefront (Portal Wars III)Pendragon ChroniclesThe Dragon's Banner (Pendragon Chronicles I)

Book 5 of the Refugees series.

The stunning conclusion to the Portal Wars trilogy...Jake Taylor and his cyborg soldiers have fought their way from one Portal planet to another, moving steadily homeward with one goal in mind - the utter destruction of the corrupt rulers who sent them to hell to fight and die as pawns in a dishonest war, one started not by the alien enemy, but by Earth's own government, as a tool in its plot to seize total power.And now, after the fighting, the suffering, the bitter losses...finally, it is time. Time for the final invasion of Earth. Time to liberate their homeland from the totalitarian government that controls it utterly, to find those responsible for all that has happened...and to kill them all.Jake and his warriors are hopelessly outnumbered, but they are determined to battle to the last, to sacrifice all for any hope of victory, however small. But Taylor and his soldiers are not alone in their fight, for in Earth's



shadows, in the rotting slums and the remote countryside, in dark corners and crumbling cellars, a spark of defiance has survived and grown, men and women who remember liberty, and are willing to die for the chance to regain what they lost a generation before. They are preparing...and waiting. Waiting for the chance to strike a blow for freedom. But those who cling to power will not give it up easily. Indeed, the politicians who run UNGov will see Earth a charred ruin, the dead lying in unburied heaps before they will yield their positions. The battle is about to begin...and it will not end until only one side remains. Is Jake Taylor willing to go all the way, to fight to the end, do whatever he must...to accept nothing less than death or total victory, whatever the cost? Also By Jay Allan

The Far Stars Series  
Shadow of Empire (Far Stars I - Nov 3, 2015)  
Enemy in the Dark (Far Stars II - Dec 1, 2015)  
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Gehenna Dawn (Portal Wars I)  
The Ten Thousand (Portal Wars II)  
Homefront (Portal Wars III - Coming Feb 2016)  
Pendragon Chronicles  
The Dragon's Banner (Pendragon Chronicles I)

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