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SUF9AR - NICHOLSON FITZPATRICK

Captain Vin Husher is sent on a mission into a parallel universe with a task force - and right into an AI's trap. Surrounded by its bioengineered super-species and unable to return to humanity's home dimension, Husher must draw on decades of experience just to keep his people alive.

How much sacrifice should anyone have to give? Petal and Gabriel are forced to decide, as the mad, digital entity, Elliot Robertson, is determined to dominate the world. His influence, spread by an insurgent group, The Ronin, seeks to control and enslave the last of humanity. With time running out, Petal and Gabriel must travel to the far reaches of the abandoned lands in order to repair a server they believe will be the key to defeating Elliot and his ronin. All the while, Petal has a ticking time bomb inside her head: Gerry Cardle's uploaded consciousness. The code of which is mutating, but to what end? Together with their few allies, Petal and Gabriel must face either victory or total annihilation.

After the mysterious discovery of an alien mech inside a comet, Darkstream Security has finally completed its own design. They assign Chief Gabriel Roach with the task of whittling down hundreds of bright young recruits to form a team of elite mech pilots, which he will command. Their mission: protect human colonies from the almighty Quatro.

Magus is dead and his bastion has fallen. Enslaved by the minder Frog, Deanne must choose. Either live a life in blissful servitude or to defy the minders and discover the mystery behind her imprisonment and Magus's black castle. But the young girl Paige is alive somewhere within Deanne's prison, and she possesses the raw talent to control all of Magus's alien machinery. Deanne has but to find her and convince her to fight. Outside the castle, the Goddess continues to scheme. As she works to destroy all who would stand against her, more minders turn against her. The destruction of the black castle would send a clear signal: to defy her means death. Pick up a copy to read the shattering conclusion to the Minder's War trilogy!

The galaxy is cold. And heartless. Fresh from rescuing the daughter of a powerful aristocrat, Commander Joe Pikeman sets his sights on the next mission: saving humanity from enslavement.

March 15th, Earth Year 2290 The day the aliens returned. The memories are still fresh. Of colonies burning. Of millions dying in agony. 50 years later, we've built up our strength. Using a wormhole, we colonized both sides of the galaxy. It was the worst mistake we could have made. Our enemy has returned. The wormhole has collapsed.

The galaxy has already fallen. He defends what's left. Joe is nearing the end of a long deployment, and he's looking forward to some home leave so he can visit his daughter. His last assignment takes him to Earth, humanity's deserted homeworld, to learn why all contact has been lost with the Subverse - the digital utopia where most of humanity now lives. He's expecting the answer to be boring. Probably, rats chewed their way into the server room again. He couldn't be more wrong. He finds a pirate impersonating the corporal responsible for guarding the Subverse terminal. Then he visits Earth's last settlement to find everyone dead...except the children, who have all been taken. These clues lead Joe on an epic journey across a dying galaxy, with just his training and skill to rely on. Joe is the last person anyone would want the fate of humanity to depend on. He's also the only person willing to do what needs to be done.

Volumes 1 & 2 Guide to the MAJOR COMPANIES OF EUROPE 1993/94, Volume 1, arrangement of the book contains useful information on over 4000 of the top companies in the European Community, excluding the UK, over 1100 This book has been arranged in order to allow the reader to companies of which are covered in Volume 2. Volume 3 covers find any entry rapidly and accurately. over 1300 of the top companies within Western Europe but outside the European Community. Altogether the three Company entries are listed alphabetically within each country volumes of MAJOR COMPANIES OF EUROPE now provide in section; in addition three indexes are provided in Volumes 1 authoritative detail, vital information on over 6500 of the largest and 3 on coloured paper at the back of the books, and two companies in Western Europe. indexes in the case of Volume 2. MAJOR COMPANIES OF EUROPE 1993/94, Volumes 1 The alphabetical index to companies throughout the & 2 contain many of the largest companies in the world. The Continental EC lists all companies having entries in Volume 1 area covered by these volumes, the European Community, in alphabetical order irrespective of their main country of represents a rich consumer market of over 320 million people. operation. Over one third of the world's imports and exports are channelled through the EG. The Community represents the The alphabetical index in Volume 1 to companies within each world's largest integrated market.

Archangel Squadron faces off against the forces of the brutal Protectorate to claim a prize, and save humanity, in a gripping novel of deep space jeopardy by the author of the Odyssey One series. At the helm of a commandeered freighter, Captain Steph Michaels has infiltrated the Free Star systems. Leading a captive crew, and posing as a privateer, he's on a mission to seize a precious resource from an enemy outpost. Backed by his Archangel Squadron, it's a smash-and-grab operation he can pull off in his sleep. Until it isn't. Before he and his "pirates" can strike, they're met with an

unexpected obstacle. The mining compound they're targeting also houses camps of slave laboring families. It's an innocent population Steph refuses to sacrifice as collateral damage, and his morality will drive him to greater extremes than ever before. With a ruthless enemy commander facing them down, Steph will find himself in conflict with not just the Free Stars but potentially with the Empire itself. The odds of victory? Impossible to foretell.

Deanne Markham picked a side. Allying herself with Magus cost her an arm. Turning her back on the Goddess earned her a mortal enemy. And the Goddess is winning the war. Magus doesn't provide many answers, and distrust is growing among the refugees. Can Deanne organize her fellow survivors, confined to the safe zone under Magus's protection, before the slaves of the Goddess overrun them? Bethany, the Goddess's most powerful new recruit, hasn't forgiven Deanne for rejecting her master. The only answer to such heresy is punishment, and she has a new ally to help her mete it out...

An ancient evil rises. Can one captain save us? Fairfax's endgame is at hand. He has everything he needs to go to the Core and resurrect the Allfather, unleashing him on the galaxy's unsuspecting populace.

Artificial Evil (Book 1 of The Techxorcist series) is a futuristic, high-stakes thrill ride. In a post-apocalyptic future, humanity survives within a single domed city run by a shadowy benefactor known only as The Family. Each week the death lottery claims more lives and Gerry Cardle, head of the lottery, inexplicably finds himself the next on the list. Something's wrong with the system. A deadly artificial intelligence has breached security. Gerry has just 7 days to live. Forced off the grid, Gerry has to do the unthinkable: willingly leave the city. What he finds in the abandoned lands will shatter his perception of what it means to be human. Everything he had been told before was a lie. In a deadly world of conspiracy, violence, and artificial intelligences, Gerry has to sacrifice everything he loves in order to save it, and time is running out.

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The godlike invaders chose Earth as their battlefield. A young girl serving time in a youth correctional facility stands in their way. Get all three complete novels of the best-selling Minder's War series in one boxed set! Set includes *Refuge*, *The Glass Heretic*, and *The Children of Magus*. "A brilliantly created sci-fi dystopia with dashes of horror." --Readers Enjoy Authors' Dreams "Sci-fi with horror, violence, and heart thumping action." --Jane Reads (Five star review) "A must read." --Goodreads review "Five Stars. I loved the strong characters." --LibraryThing.com review

This scarce antiquarian book is a facsimile reprint of the original. Due to its age, it may contain im-

perfections such as marks, notations, marginalia and flawed pages. Because we believe this work is culturally important, we have made it available as part of our commitment for protecting, preserving, and promoting the world's literature in affordable, high quality, modern editions that are true to the original work.

Marine Lieutenant Jacob Brown was on borrowed time, and he knew it. He was a rogue element, disobeying orders and pursuing mission goals of his own. His Scout Team had been burned, disavowed by his chain of command and the owner of the stolen ship he was flying was after them to get it back. To make matters even more complicated, the man Jacob had stolen the ship from is an infamous outlaw and mercenary named Jason Burke... his father. Being hunted down by both the United Earth Navy and the mercenary group that called itself Omega Force, Jacob has only one chance to keep his team out of a military prison and bring down the head of the One World terrorist faction that always seemed to be three steps ahead of him... and that was only if his father didn't catch him first.

The starship Freedom is just a museum ship. Until the aliens attack! Battlestar Galactica meets Starship Troopers in this sci-fi adventure from Daniel Arenson, the USA Today bestselling author of *Earthrise*. The starship Freedom was once a mighty warship. Today she's a tourist attraction. The space wars ended long ago. The Freedom is now a flying museum. The tourists love it. The Changing of the Guard, the starfighter aerobatics, the starboard cannon salute . . . it's the best show in the galaxy. James King commands the starship Freedom. He hates his job. He was a real soldier once. Back when the Freedom was a real warship. He never imagined himself running a tourist trap. Right after Christmas, he plans to retire. Then, on Christmas day, the aliens attack. Horrifying aliens. Creatures of claws, fangs, and endless malice. Within hours, they devastate Earth's military. Millions die. So much for retirement. The aliens spare the starship Freedom. After all, she's only a tourist attraction. But not to Commander King. He will get his beloved starship battle-ready. He will enter the fight. The Freedom will fly to war again!

Frederik Pohl was on a streak when this Hugo Award-finalist novel was published in 1980. Now back in print after an absence of nearly a decade, this unique science fiction novel is as fresh and entertaining as ever. The story begins when the hero of *Gateway* finances an expedition to a distant alien spaceship that may end famine forever. On the ship, the explorers find a human boy, and evidence that reveals a powerful alien civilization is thriving on a transport ship headed right for Earth.... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Nothing brings change like war. A surge of new tech. New weapons. New tactics. To lead a crew to victory, a captain must understand change. He must understand command and that it is a test.

An elite squadron must go undercover behind enemy lines in this thrilling new space adventure from the author of the *Odyssey One* series. Humanity has reached an uneasy truce with the Empire--but unless the allies bring the fight to the enemy, extinction is all but assured. In preparation for the inevitable next war, Commander Stephen Michaels is at the helm of the Archangel Squadron, and his orders are simple: go rogue. Disguised as mercenaries, Commander Michaels and the Archangels seek valuable intelligence on their imposing foe. Their mission takes them deep into uncharted territory,

where they make inroads with the Empire, fiercely guarding their true identities and purpose. Fighting for the enemy goes against everything they stand for, but these are desperate times. As their deception increases, so does the risk. With the Empire's deadliest secrets within reach, Commander Michaels and the Archangels accept a mission that will take them even deeper into the Imperial fold. They know all too well that one wrong step won't just end their lives--it could end their entire civilization.

Decimus Magnus Ausonius of Bordeaux was one of the most significant literary and political figures of the fourth century AD. This edition of his short poems gives a line-by-line commentary dealing with points of literary, linguistic, historical and other interest.

The Invasion Has Begun The Progenitors are here. If Captain Husher can't find a way to oppose them, they will sweep through the multiverse like fire through a parched forest.

This star system is burning down. Seaman Jake Price's "betters" at Darkstream have utterly failed the people of the Steele System, so he's taking matters into his own hands. If he can't stop Darkstream in time, the system will burn, and the inferno will consume everyone in it.

The Galaxy's Never Had It Darker Armed with new tech that could revolutionize space combat, Captain Husher must now try to convince the Interstellar Union to implement it in time to defend against the godlike Progenitors.

The Galaxy's Doomed Without Him The Ixa smashed the galaxy to bits before they were defeated. Captain Husher has sounded the alarm in the decades since: the Ixa's creators will return to finish the job. But unlike Husher, the galactic government didn't battle the Ixa, and the politicians have convinced themselves that maintaining peace means limiting the ability to wage war. Now, the enemy has returned, with high-tech weapons that prove they haven't limited their own combat capabilities in the slightest. If Captain Husher and his beleaguered supercarrier crew can't manage to stop the invaders, they will happily devour the galaxy whole. Fans of Daniel Arenson and Jay Allan will love Capital Starship, a new military science fiction series set in the Ixan Prophecies universe.

Captain Keyes captains the Providence, the last human ship not dependent on dark tech, which humanity has used to rule the galaxy for decades. When dark tech fails, allies become enemies. Meanwhile, humanity's oldest enemy is on the rise. The future now depends on Captain Keyes and his misfit crew.