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CONS73 - YARETZI DAISY

Captain John "Black Jack" Geary, jumping from system to system to keep one step ahead of the Syndics, stumbles upon fragments of intelligence that expose the existence of another potential player in the war that has the means to destroy the human race.

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} Jack Campbell, the author behind the Lost Fleet novels, is now bringing his best-selling sci-fi series to comics. The Lost Fleet: Corsair features all the engaging character elements that have helped make the Lost Fleet novels such an incredible success – but this time, the series’ epic space battles are brought to stunning life thanks to incredible visuals from Andrew Siregar (Sevara), complimented by color work by Sebastian Cheng (Orphan Black, The X-Files). Imprisoned by the Syndics, Michael Geary’s one chance lies in Destina Aragon – determined commander of a regiment of hardened soldiers now caught up in a wide scale rebellion within Syndic space. Seeking to escape both their prison and Syndic space, will Geary and Aragon join forces to get home – or will the hatreds stirred by a decades-old war kill them both?

Trapped inside the Empire, Captain Jules of Landfall has to use every deadly trick and strategy she knows to avoid recapture by the Emperor’s legions, and stay alive despite every attempt the Mages make to kill her. The only chance to get away may require walking back into the trap she barely escaped the first time. But even her freedom won’t be enough. The prophecy that consumes Jules’s life demands she has an heir to carry on her line. Yet how can she satisfy that while being hunted everywhere? And what might the prophecy cause to happen if she doesn’t have a child? Battling wind, waves, implacable Mage assassins, and Imperial ships, Jules is forced to turn to an unlikely ally—the hated Mechanics. She must gather men, women, and ships from all of the new settlements to face the Imperial legionaries and galleys. For only Jules can lead the free people of the west in the final battle that could be their salvation—or the destruction of all that she’s fought for.

Fleet Admiral Jeremy Strong is determined to preserve the planet Gaia as the new home of the lost fleets. Unfortunately, a new and frightening danger from the destroyed Dyson Sphere threatens to undo everything he has fought for. Kazak, the AI on the Originator ship has his own agenda. The Humans and Altons will either do as he demands or he will destroy them. Can Fleet Admiral Strong outsmart the two-million-year-old AI or is he doomed to failure? Admiral Tolsen has found the Dyson Sphere in the home galaxy. However, he will have to fight to keep control of it as research teams work frantically to discover its secrets before it's too late. Both the Simulins and the Shari are determined to destroy Tolsen's fleet and take the Dyson Sphere for themselves. Both galaxies erupt into

war as the titanic struggle for supremacy continues. If the Simulins win, then all hope is lost as they will destroy all organic life. If the Shari win, they will use the science and technology in the Dyson Sphere to conquer the home galaxy and destroy the Human Federation of Worlds.

A young fleet officer and a Marine must stand together to defend their neighbors and their colony in this thrilling finale to the powerful and action-packed Genesis Fleet saga from New York Times best-selling author Jack Campbell. The recently colonized world of Glenlyon has learned that they're stronger when they stand with other star systems than they are on their own. But after helping their neighbor Kosatka against an invasion, Glenlyon has become a target. The aggressive star systems plan to neutralize Glenlyon before striking again. An attack is launched against Glenlyon's orbital facility with forces too powerful for fleet officer Rob Geary to counter using their sole remaining destroyer, Saber. Mele Darcy's Marines must repel repeated assaults while their hacker tries to get into the enemy systems to give Saber a fighting chance. To survive, Glenlyon needs more firepower, and the only source for that is their neighbor Kosatka or other star systems that have so far remained neutral. But Kosatka is still battling the remnants of the invasion forces on its own world, and if it sends its only remaining warship to help will be left undefended against another invasion. While Carmen Ochoa fights for the freedom of Kosatka, Lochan Nakamura must survive assassins as he tries to convince other worlds to join a seemingly hopeless struggle. As star systems founded by people seeking freedom and autonomy, will Kosatka, Glenlyon and others be able to overcome deep suspicions of surrendering any authority to others? Will the free star systems stand together in a new Alliance, or fall alone?

The first novel in the New York Times bestselling Lost Fleet series! The Alliance has been fighting the Syndics for a century—and losing badly. Now its fleet is crippled and stranded in enemy territory. Their only hope is a man who's emerged from a century-long hibernation to find he has been heroically idealized beyond belief.... Captain John "Black Jack" Geary's exploits are known to every schoolchild. Revered for his heroic "last stand" in the early days of the war, he was presumed dead. But a century later, Geary miraculously returns and reluctantly takes command of the Alliance Fleet as it faces annihilation by the Syndics. Appalled by the hero-worship around him, Geary is nevertheless a man who will do his duty. And he knows that bringing the stolen Syndic hypernet key safely home is the Alliance's one chance to win the war. But to do that, Geary will have to live up to the impossibly heroic "Black Jack" legend....

BODY AND SOUL The song. That's what London constable and sorcerer's apprentice Peter Grant first notices when he examines the corpse of Cyrus Wilkins, part-time jazz drummer and full-time accoun-

tant, who dropped dead of a heart attack while playing a gig at Soho's 606 Club. The notes of the old jazz standard are rising from the body—a sure sign that something about the man's death was not at all natural but instead supernatural. Body and soul—they're also what Peter will risk as he investigates a pattern of similar deaths in and around Soho. With the help of his superior officer, Detective Chief Inspector Thomas Nightingale, the last registered wizard in England, and the assistance of beautiful jazz aficionado Simone Fitzwilliam, Peter will uncover a deadly magical menace—one that leads right to his own doorstep and to the squandered promise of a young jazz musician: a talented trumpet player named Richard "Lord" Grant—otherwise known as Peter's dear old dad.

When a fanatical religious group illegally annexes an asteroid big enough to eradicate life on Earth, the United States, Russia, Northern China and the South Asian Alliance set aside their differences to deal with the threat. But as the joint mission turns into a massacre, it becomes clear that someone onboard the USS Michaelson is selling secrets to the Alliance. To uncover the traitor, legal officer Lieutenant Paul Sinclair has to walk the dangerous line between duty and honor, and become a spy among his own crew.

Admiral John "Black Jack" Geary must battle dangers both within and without the Alliance, in this exciting continuation of the New York Times bestselling series. Geary knows that some political factions in the Alliance were just trying to get rid of him when he was assigned to escort a diplomatic and scientific mission to the far reaches of humanity's expansion into the galaxy . . . and beyond. But he views his mission as both a duty and an opportunity to make things better wherever he can. And when a crippled Rift Federation ship tumbles out of jump space, Geary leaps into action. But the survivors' story isn't completely adding up. As Geary investigates, he soon finds himself fending off spies and assassins while leading the fleet as it fights its way across space controlled by the mysterious and hostile aliens whom humans call enigmas. Challenges arrive at every turn, including an unknown alien species that invites the fleet to visit one of their star systems. With little information to go on, Geary must weigh the benefits of potential new allies against the possibility of a trap. The fate of the fleet—and perhaps even the future of humanity—will depend on him making the right decision. If he can stay alive long enough to do that.

The Global Civil War was about to make Humankind extinct, when the stupendous Super Dimensional Fortress dispatched to Earth by a dying alien genius changed all that forever. Humanity's only hope lay in a corps of untried young men and women gifted with powers they didn't fully understand. Then the most feared conquerors in the universe attacked, determined to destroy them for no reason they could comprehend.

Fleet Admiral Streth has left Rear Admiral Jeremy Strong the difficult task of holding the system of Careth until he can return with a relief fleet. Jeremy is facing impossible odds as the Hocklyns and Als gather a massive force to crush his fleet and the defenses he has put in place around the bear's home planet. Cut off from the Federation, Jeremy and his people have no idea whether the Federation still exists or if the Hocklyns and the Als have destroyed it. In the Federation, Admiral Streth is being forced to play a game of politics to get a relief fleet approved. His biggest fear is that he won't arrive back at Careth in time to save Admiral Strong. He knows that time is running out and he might be forced to take some desperate measures.

Captain John "Black Jack" Geary woke from a century of survival hibernation to take command of the

Alliance fleet in the final throes of its long and bitter conflict against the Syndicate Worlds. Now Fleet Admiral Geary's victory has earned him the adoration of the people and enmity of politicians convinced that a living hero can be a very dangerous thing. Geary is charged with command of the newly christened First Fleet. Its first mission: to probe deep into the territory of the mysterious alien race. Geary knows that members of the military high command and the government fear his staging a coup, so he can't help but wonder if the fleet is being deliberately sent to the far side of space on a suicide mission.

EMPIRE IN REVOLT Admiral Geary's First Fleet of the Alliance has survived the journey deep into unexplored interstellar space, a voyage that led to the discovery of a new enemy and a possible ally. Now Geary's mission is to ensure the safety of the Midway Star System, which has revolted against the Syndicate Worlds empire—an empire on the brink of collapse. As Geary endeavours to escort the fleet home unharmed, the Syndics' attempts to spread dissent and political unrest may have already sown the seeds of the Alliance's destruction... Praise for Jack Campbell's *The Lost Fleet* series: "Absorbing... Neither series addicts nor newcomers will be disappointed."—Kirkus Reviews "Fascinating stuff... this is military SF where the military and SF parts are both done right."—SFX Magazine

Intended to create life from nothingness, the Genesis Device had the potential to become a weapon of awe-inspiring destructiveness, capable of rearranging matter and life energy on a planetary scale. After the cataclysmic explosion of the Genesis Planet, and the Klingon Empire's attempt to steal the top-secret technology for its own military purposes, Starfleet wisely decided to destroy all data and records on Project Genesis, hoping to bury its deadly secrets forever. Nearly a century later, all that remains of Genesis is the knowledge stored in the mind of an elderly, almost-forgotten scientist named Dr. Carol Marcus. But Dr. Marcus has gone missing, and a menace from bygone days has come rushing back with a vengeance. Sweeping across the Alpha Quadrant at a terrifying speed, a mysterious wave of energy is wiping out populations of entire planets, rearranging matter on a molecular level to create bizarre new landscapes and life-forms. The Starship Enterprise™, commanded by Captain Jean-Luc Picard, is the first Starfleet vessel to discover the threat, but Picard and his crew are not the only ones in danger. Billions of living beings and hundreds of inhabited planets lie in the path of the mutagenic wave, which is expanding outward as it traverses the cosmos. Earth and the Romulan Empire face total obliteration. To discover the origin of the wave, Picard and his crew must probe the long-buried mysteries of the past. But even if he can uncover the shocking history of the Genesis Wave, is there any way to save the future from its unleashed fury? *The Genesis Wave, Book One*, is the beginning of an apocalyptic two-part adventure that will pit the desperate crew of the Starship Enterprise against a disaster of galactic proportions.

Book 3 in the Rivers of London series, from Sunday Times Number One bestselling author Ben Aaronovitch. Peter Grant is learning magic fast. And it's just as well - he's already had run-ins with the deadly supernatural children of the Thames and a terrifying killer in Soho. Progression in the Police Force is less easy. Especially when you work in a department of two. A department that doesn't even officially exist. A department that if you did describe it to most people would get you laughed at. And then there's his love life. The last person he fell for ended up seriously dead. It wasn't his fault, but still. Now something horrible is happening in the labyrinth of tunnels that make up the tube system that honeycombs the ancient foundations of London. And delays on the Northern line is

the very least of it. Time to call in the Met's Economic and Specialist Crime Unit 9, aka 'The Folly'. Time to call in PC Peter Grant, Britain's Last Wizard. Praise for the Rivers of London novels: 'Ben Aaronovitch has created a wonderful world full of mystery, magic and fantastic characters. I love being there more than the real London' NICK FROST 'As brilliant and funny as ever' THE SUN 'Charming, witty, exciting' THE INDEPENDENT 'An incredibly fast-moving magical joyride for grown-ups' THE TIMES Discover why this incredible series has sold over two million copies around the world. If you're a fan of Terry Pratchett or Douglas Adams - don't panic - you will love Ben Aaronovitch's imaginative, irreverent and all-round irresistible novels.

From the author of the New York Times–bestselling Lost Fleet series comes 11 action-packed stories of space exploration. In Jack Campbell's Lost Fleet series, Campbell's hero Captain "Black Jack" Geary explores the furthest reaches of space. Here, Campbell explores what kinds of problems mankind might face as our horizons expand. The third in a series of collections of Campbell's short stories includes some of Campbell's favorite stories, and some of his earliest. A brand-new author's note accompanies each story. "Lady Be Good" is one of Campbell's most popular stories, winner of Analog magazine's "AnLab" reader poll for Best Short Story and cited in Gardner Dozois's Year's Best SF. The Lady Be Good is an old ship, running obscure routes (not all on the right side of the law), with her loyal first officer Kilcannon and reclusive captain. When Kilcannon decides to rescue the survivors of an attack on a Vestral Company ship, a mysterious new passenger thanks him by asking difficult questions about the Lady, with unexpected answers. In "Kyrie Eleison," the Verio ship-wrecked centuries ago on an out-of-the-way planet, and the descendants of the ship's survivors have gotten along as well as they can by following the orders that were passed on to them. But those orders weren't intended to govern life on the planet's surface, and when the Bellegrange arrives on a rescue mission, her captain will have to reckon with the unexpected social order on the planet. In "Do No Harm", a ship is so technologically advanced that it can repair itself—but turning over the keys might not be the best idea. And in "Down the Rabbit Hole," a series of failed attempts at faster-than-light travel lead to a novel approach: sending an untested Naval captain out in a space ship to see if he can figure out what's gone wrong. With eleven stories in all, Ad Astra is the most multi-faceted introduction to the short fiction of Jack Campbell, and an essential complement to his bestselling book-length work.

ADVENTURE / THRILLER. The Muslim terrorists who destroyed the Soviet Union's largest petro-chemical plant thought they were striking a blow for freedom. What they had done, unknowingly, was fire the first shots in World War III. Desperately short of oil, the Kremlin hawks see only one way of solving their problem: seize supplies in the Persian Gulf. To do that, they must first neutralize NATO's forces and eliminate their response and so they develop Red Storm, a dazzling master plan of diplomatic subterfuge and intense re-armament. The battle lines are drawn and Armageddon beckons.

Admiral John "Black Jack" Geary may have saved the Alliance only to destroy it, in this thrilling and eagerly awaited continuation of the New York Times bestselling series, now in paperback. Geary believed in the Alliance. Even when he uncovered overwhelming evidence that the highest echelons of the government and fleet command were involved in secret programs and prison camps, he believed it was worth saving. And that his duty was to see that justice was served even though some

factions feared that revealing the truth would cause the Alliance to crumble. But after narrowly surviving an assassination attempt when he brings evidence of the misdeeds to the capital star system, Geary realizes that some have decided the easiest way to make the Alliance's problems disappear is to get rid of him. He finds himself ordered to undertake a perilous new assignment outside the reaches of human-occupied space while the Senate clashes over the evidence. Geary's warships must escort a diplomatic and scientific mission across the dangerous, disintegrating remnants of the Syndicate Worlds empire. But even if he can make it to Midway Star System, the gateway to alien-controlled space, Geary will face former Syndic officials who have rebelled and regard the Alliance with deep suspicion. And that will be the easy part. . . .

The Alliance woke Captain John "Black Jack" Geary from cryogenic sleep to take command of the fleet in the century-long conflict against the Syndicate Worlds. Now, Admiral Geary's victory has earned him the adoration of the people—and the enmity of politicians convinced that a living hero can be a very inconvenient thing... The war may be over, but Geary and his newly christened First Fleet have been ordered back into action to investigate the aliens occupying the far side of Syndic space and determine how much of a threat they represent to the Alliance. And while the Syndic Worlds are no longer united, individually they may be more dangerous than ever before. Geary knows that members of the military high command and the government question his loyalty to the Alliance and fear him staging a coup—so he can't help but wonder if the fleet is being deliberately sent on a suicide mission...

The New York Times–bestselling author of the Lost Fleet series tells tales of an alien ambush, time-traveling cavalymen, and a military lawyer in space. In his New York Times bestselling Lost Fleet series, author Jack Campbell has taken readers and Captain "Black Jack" Geary on a fast-paced journey of conquest across vast reaches of space. Now, in the three novellas contained in Swords and Saddles, first in a series of short fiction collections from Jack Campbell, readers can explore the entire universe of Campbell's fiction. A new author's note accompanies each story. Begin by entering "The Rift." Answering a distress call from a colonized planet, a combat team finds themselves ambushed. They manage to scabble their way to a remote research facility in the countryside, joining a group of schoolchildren that have holed up with the researchers—three groups united in fear that their lives will last only as long as they can avoid discovery by the aliens that have come to their planet. When the aliens do come, it becomes clear that despite all the years of research, the humans' understanding of the aliens is woefully incomplete. "Swords and Saddles" is one of several alternate history stories that Jack Campbell has written. When lightning strikes Captain Ulysses Benton and his U.S. Cavalry Fifth Regiment, they recover to find an ancient structure in the desert that they've never seen before—and writing in a language none of them recognize. When the next find themselves skirmishing with soldiers wearing armor more appropriate to Roman centurions than 1870s Kansas, it becomes clear that wherever it is they are, it isn't Kansas. But where are they, then? And how do they make their way home? The Lost Fleet isn't the only Jack Campbell series full of outer space intrigue. "Failure to Obey" is a novella in his Paul Sinclair series. When Lieutenant Jen Shen saves the day after a terrorist attack on a space station, she gets a medal, but Ivan Sharpe, a fellow officer and Paul's former master-at-arms, gets a court martial. In a classic court martial scene that rivals the best in American literature, Paul must work behind the scenes to save Ivan's military career.

A young fleet officer and a Marine must stand together to defend their neighbors and their colony in this return to the powerful and action-packed Genesis Fleet saga from New York Times bestselling author Jack Campbell. The recently colonized world of Glenlyon has learned that they're stronger when they stand with other star systems than they are on their own. But after helping their neighbor Kosatka against an invasion, Glenlyon has become a target. The aggressive star systems plan to neutralize Glenlyon before striking again. An attack is launched against Glenlyon's orbital facility with forces too powerful for fleet officer Rob Geary to counter using their sole remaining destroyer, Saber. Mele Darcy's Marines must repel repeated assaults while their hacker tries to get into the enemy systems to give Saber a fighting chance. To survive, Glenlyon needs more firepower, and the only source for that is their neighbor Kosatka or other star systems that have so far remained neutral. But Kosatka is still battling the remnants of the invasion forces on its own world, and if it sends its only remaining warship to help will be left undefended against another invasion. While Carmen Ochoa fights for the freedom of Kosatka, Lochan Nakamura must survive assassins as he tries to convince other worlds to join a seemingly hopeless struggle. As star systems founded by people seeking freedom and autonomy, will Kosatka, Glenlyon and others be able to overcome deep suspicions of surrendering any authority to others? Will the free star systems stand together in a new Alliance, or fall alone?

The war-weary Alliance First Fleet, commanded by Admiral John "Black Jack" Geary, is scores of light-years from human-controlled space. After narrowly escaping the deadly enigma race they were sent to evaluate, the fleet is facing a second, even more hostile, alien species in an unknown star system. Geary is determined to make it home before danger can strike humanity again. To fight his way out of the alien trap, all he has to do is hold the fleet together, despite everything that threatens to break it apart.

Captain John "Black Jack" Geary races to save a group of Alliance POWs from certain death in this gripping novel in New York Times bestselling author Jack Campbell's Lost Fleet series. Alliance prisoners of war are being held at a labor camp in the Heradao star system, which also happens to be the location of the majority of the surviving Syndic warships. Determined not to leave any of his people behind, "Black Jack" Geary orders the fleet to strike hard and fast to rescue the POWs with minimal Alliance losses. The raid is successful, but victory is short-lived. Geary discovers that the Syndics plan to ambush the fleet with their powerful reserve flotilla in an attempt to annihilate it once and for all—but he doesn't know where the enemy is located. And as Geary has the fleet jump from one star system to the next, hoping to avoid the inevitable confrontation, saboteurs contribute to the chaos...

New York Times bestselling author Jack Campbell latest novel in the Lost Fleet series continues the story of Rob Geary and Mele Darcy fighting desperately to defend their world. A young fleet officer and a Marine stand together to defend their colony in the continuation of the powerful and action-packed Genesis Fleet saga from New York Times bestselling author Jack Campbell. In the three years since former fleet officer Rob Geary and former Marine Mele Darcy led improvised forces to repel attacks on the world of Glenlyon, Old Earth and the Old Colonies have continued to shrink their military forces. But open warfare erupts once again when Glenlyon tries to force open a trade route. Isolated and alone, Glenlyon places its hope in informal agreements with other worlds also facing at-

tack. But fiercely independent worlds settled by people who wanted to escape higher authority don't easily agree to such commitments. While politicians try to bring some kind of formal alliance into being, Geary and Darcy once again find themselves fighting desperately to defend their world, hoping they can hold out until help arrives. If it comes at all...

Includes an excerpt from The lost stars: Shattered spear.

A young hero must harness her singular powers to save the world in the conclusion to the New York Times bestselling author's Legacy of Dragons trilogy. Ancient weapons of mass destruction lie hidden under the city of Pacta Servanda. Remnants of the Great Guilds and rebellious factions of the Empire want to seize those weapons and regain control of Dematr. Only Jason, brought by the first ship from Earth since the colony failed, might be able to disarm the threat. But he also might know how to employ the weapons for his own ends, making him a danger to all sides. Standing between these threats is Kira of Dematr. But Kira, who somehow has both Mage powers and technical skills, is consumed by the mental conflicts caused by having both. As rogue Mechanics, Mages, and mercenaries attack with every weapon at their disposal, Kira suffers blackouts and begins to lose her mind. The fate of her world rests not only on her survival, but also her ability to control her unprecedented abilities.

Admiral John "Black Jack" Geary may have saved the Alliance only to destroy it, in this thrilling and eagerly awaited continuation of the New York Times bestselling series. Geary believed in the Alliance. Even when he uncovered overwhelming evidence that the highest echelons of the government and fleet command were involved in secret programs and prison camps, he believed it was worth saving. And that his duty was to see that justice was served even though some factions feared that revealing the truth would cause the Alliance to crumble. But after narrowly surviving two assassination attempts when he brings evidence of the misdeeds to the capital star system, Geary realizes that some have decided the easiest way to make the Alliance's problems go away is to get rid of him. He finds himself ordered to undertake a perilous new mission outside of the reaches of human-occupied space while the Senate clashes over the evidence. Geary's warships must escort a diplomatic and scientific mission across the dangerous, disintegrating remnants of the Syndicate Worlds empire. But even if he can make it to Midway Star System, the gateway to alien-controlled space, Geary will face former Syndicate officials who have rebelled and regard the Alliance with deep suspicion. And that will be the easy part. . . .

Earth is no longer the centre of the universe. After the invention of the faster-than-light jump drive, humanity is rapidly establishing new colonies. But the vast distances of space also mean that the old order of protection offered by Earth has ceased to exist. When the colony of Glenlyon is attacked, its up to Robert Geary, a young former junior fleet officer, and Mele Darcy, a former enlisted Marine, to face down warships and armored soldiers - or die trying.

Jack Campbell returns to the world of the New York Times bestselling Lost Fleet novels with a new action-packed military science fiction series that explores the founding of the Alliance . . . and the men and women who fought to create it. Earth is no longer the center of the universe. After the invention of the faster-than-light jump drive, humanity is rapidly establishing new colonies. But the vast distances of space mean that the old order of protection and interstellar law offered by Earth has

ceased to exist. When a nearby world attacks, the new colony of Glenlyon turns to Robert Geary, a young former junior fleet officer, and Mele Darcy, a onetime enlisted Marine. With nothing but improvised weapons and a few volunteers, Geary and Darcy must face down warships and armored soldiers--or die trying. As battles rage and pirates take an increasing toll throughout the colonies, the only hope for lasting peace lies with Carmen Ochoa, a "Red" from the anarchic world of Mars, and Lochan Nakamura, a failed politician. They have a plan: to lay the groundwork for mutual defense that could someday grow into an alliance. But if their efforts don't succeed, the growing power of aggressor worlds could turn regions of space founded on freedom into battlefields between the first interstellar empires...

Palace of Rubinia immerses you in a heartfelt story of a Princess who falls in love with a commoner. It's a tale of their journey from childhood to adulthood and the experience of love, laughter and pain that true love encounters and the separation that must be endured. It leaves a smile on your lips and a tear drop in your eye. Witness the lovers' journey through four different countries and through many different people that sojourn in their lives.

'Ben Aaronovitch's masterfully crafted world of magic, ghosts and gruesome crimes gives the late, great Terry Pratchett a run for his money' The Sun 'Great, great fun' Simon Mayo, Radio 2 My name is Peter Grant and until January I was just probationary constable in that mighty army for justice known to all right-thinking people as the Metropolitan Police Service (and as the Filth to everybody else). My only concerns in life were how to avoid a transfer to the Case Progression Unit - we do paperwork so real coppers don't have to - and finding a way to climb into the panties of the outrageously perky WPC Leslie May. Then one night, in pursuance of a murder inquiry, I tried to take a witness statement from someone who was dead but disturbingly voluble, and that brought me to the attention of Inspector Nightingale, the last wizard in England. Now I'm a Detective Constable and a trainee wizard, the first apprentice in fifty years, and my world has become somewhat more complicated: nests of vampires in Purley, negotiating a truce between the warring god and goddess of the Thames, and digging up graves in Covent Garden ... and there's something festering at the heart of the city I love, a malicious vengeful spirit that takes ordinary Londoners and twists them into grotesque mannequins to act out its drama of violence and despair. The spirit of riot and rebellion has awakened in the city, and it's falling to me to bring order out of chaos - or die trying.

As war continues to rage between the Alliance and Syndicate Worlds, Captain 'Black Jack' Geary is promoted to admiral - even though the ruling council fears he may stage a military coup. His new rank gives him the authority to negotiate with the Syndics, who may finally be willing to end the war. But an even greater threat lurks.

A young fleet officer and a Marine stand together to defend their colony in the continuation of the powerful and action-packed Genesis Fleet saga from New York Times bestselling author Jack Campbell. In the three years since former fleet officer Rob Geary and former Marine Mele Darcy led improvised forces to repel attacks on the newly settled world of Glenlyon, tensions have only gotten worse. When one of Glenlyon's warships is blown apart trying to break the blockade that has isolated the world from the rest of human-colonized space, only the destroyer Saber remains to defend it from another attack. Geary's decision to take Saber to the nearby star Kosatka to safeguard a diplomatic mission is a risky interpretation of his orders, to say the least. Kosatka has been fighting a

growing threat from so-called rebels--who are actually soldiers from aggressive colonies. When a "peacekeeping force" carrying thousands of enemy soldiers arrives in Kosatka's star system, the people of that world, including Lochan Nakamura and former "Red" Carmen Ochoa, face an apparently hopeless battle to retain their freedom. It's said that the best defense is a good offense. But even if a bold and risky move succeeds, Geary and Darcy may not survive it...

Legendary war hero Captain "Black Jack" Geary fights to stay ahead of his enemies in the fourth novel in Jack Campbell's New York Times bestselling military science fiction series. Deep within Syndicate World space, the Alliance fleet continues its dangerous journey home under the command of Captain John "Black Jack" Geary—revived after a century spent in suspended animation. Geary's victories over the enemy have earned both the respect—and the envy—of his fellow officers... Geary has made many risky decisions as commander of the Alliance fleet, but ordering them back to the Lakota Star System where the Syndics nearly destroyed them has his officers questioning his sanity. It's a desperate gamble that may buy the fleet just enough time to prepare for the Syndics' inevitable return. Even as he struggles to give the fleet a fighting chance at survival, Geary faces dissent from within. An unknown number of officers want a change of command, but Geary knows that the Alliance fleet must stand together, or else the Syndic forces will tear them apart...

In this epic sci-fi adventure for fans of *The Expanse* and *Battlestar Galactica*, five intrepid heroes must unite to save civilization after a long-dormant enemy awakens and strikes a devastating blow "This jarring, engrossing story of a species-wide fight for survival is recommended for all science fiction readers."—Publishers Weekly (starred review) The galaxy was once terrorized by the Sturm, a group of "species purists" intent on destroying any human with genetic or cybernetic enhancements. Fashioning themselves as the one true "Human Republic," the Sturm cut a bloody swath across the stars, killing billions before finally being defeated and driven into the far reaches of Dark Space. Centuries of peace bred complacency. Everyone believed the Sturm had died out in the Dark. They were wrong. The enemy has returned and, with a brutal and decisive attack, knocks out almost all of humanity's defenses. Now on the brink of annihilation, humankind's only hope is a few brave souls who survived the initial attack: Commander Lucinda Hardy, thrust into uncertain command of the Royal Armadalen Navy's only surviving warship. Booker3, a soldier of Earth, sentenced to die for treason, whose time on death row is cut short when the Sturm attack his prison compound. Princess Alessia, a young royal of the Montanblanc Corporation, forced to flee when her home planet is overrun and her entire family executed. Sephina L'trel, the leader of an outlaw band who must call on all of her criminal skills to resist the invasion. And, finally, Admiral Frazer McLennan, the infamous hero of the first war with the Sturm hundreds of years ago, who hopes to rout his old foes once and for all—or die trying. These five flawed, reluctant heroes must band together to prevail against a relentless enemy and near-impossible odds. For if they fail, the future itself is doomed. "Frenetic action viewed in a black fun-house mirror."—Kirkus Reviews

A Storm that will wreck a world threatens Dematr. Only Mari, one of the Mechanics who control all technology through their Guild, has a chance to stop it. She and Mage Alain have survived numerous attempts to kill them and have gained many more followers, but the Storm of chaos, born of centuries of enslavement, grows ever closer. Mari leads an army now. She and Alain must fight together to bind back the Broken Kingdom and build a force strong enough to defeat the might of the Great

Guilds. But the Storm has many Servants who seek to preserve or gain personal power or wealth, or fear the New Day that Mari seeks to bring to the world. And Mari knows that victory will mean nothing if the precious knowledge brought long ago to their world is destroyed. In order to save it, Alain and Mari will have to pierce through the heart of their enemies' power and confront once more a place of ancient nightmare.

Presents proof that an advanced black African civilization inhabited the Sahara long before Pharaonic Egypt • Reveals black Africa to be at the genesis of ancient civilization and the human story • Examines extensive studies into the lost civilization of the "Star People" by renowned anthropologists, archaeologists, genetic scientists, and cultural historians as well as the authors' archaeoastronomy and hieroglyphics research • Deciphers the history behind the mysterious Nabta Playa ceremonial area and its stone calendar circle and megaliths Relegated to the realm of archaeological heresy, despite a wealth of hard scientific evidence, the theory that an advanced civilization of black Africans

settled in the Sahara long before Pharaonic Egypt existed has been dismissed and even condemned by conventional Egyptologists, archaeologists, and the Egyptian government. Uncovering compelling new evidence, Egyptologist Robert Bauval and astrophysicist Thomas Brophy present the anthropological, climatological, archaeological, geological, and genetic research supporting this hugely debated theory of the black African origin of Egyptian civilization. Building upon extensive studies from the past four decades and their own archaeoastronomical and hieroglyphic research, the authors show how the early black culture known as the Cattle People not only domesticated cattle but also had a sophisticated grasp of astronomy; created plentiful rock art at Gilf Kebir and Gebel Uwainat; had trade routes to the Mediterranean coast, central Africa, and the Sinai; held spiritual and occult ceremonies; and constructed a stone calendar circle and megaliths at the ceremonial site of Nabta Playa reminiscent of Stonehenge, yet much older. Revealing these "Star People" as the true founders of ancient Egyptian civilization, this book completely rewrites the history of world civilization, placing black Africa back in its rightful place at the center of mankind's origins.