

Star Crusades Mercenaries Complete Series Box Set Books 1 6

Battle for Karnak is the fourth book in the bestselling series 'Star Crusades: Mercenaries'. Karnak is a battleground, a planet torn apart by a dozen warring factions. Spartan and his small band of mercenaries and militia have won battle after battle. Now they must prepare for their final test, an assault on the heavily defended enemy capital, Montu. The plan is torn apart when a huge fleet of reinforcements appears. A fleet that threatens to overwhelm the valiant rebels. With time running out, Spartan and Khan receive orders to create a mass uprising in the occupied cities of the South. The aim is to pin down massive numbers of the enemy's forces to enable a final desperate assault against the virtually impregnable capital. Spartan has other plans. With the Blood Pack of Jotnar, together with an assortment of mercenaries, robotic machines and militia, he will take the fight to the enemy in his own particular style and end the war in a single apocalyptic campaign. The real Battle for Karnak has just begun! Battle for Karnak is a futuristic military sci-fi adventure that continues to expand the vast universe of the Star Crusades series that includes Star Crusades: Uprising and Star Crusades: Nexus. Essential and unmissable reading for enthusiasts of the Military sci-fi genre.

Prophecy of Fire is the fifth book in the epic series set in the Star Crusades universe that chronicles humanity's first steps away from Alpha Centauri and beyond. The fragile Centauri-Helion Alliance is being tested to the limits as Alliance ground forces under the command of General Daniels deploy on Eos, a strategically placed moon. Three complete regiments, including whole units of Jotnar and Vanguards assist Helion government troops against Dictator Lyssk's insurgents and their violent mercenaries. Jack Morato and his comrades are thrown into the bloody insurrection that is filled with suicide bombings, improvised explosives and roadside ambushes. The weeks of battle has cost both sides many lives, but it is a battle that must be fought if the worlds of Helios are to be ready. After an arduous journey, Spartan has finally reached Alliance space only to find panic and bloodshed. Unidentified ships attack stations and vessels with impunity, and the few military forces remaining seem impotent against such power. It is the shutdown of a number of Rifts that causes the greatest consternation, however, as entire planets are cut off from one and other. The pattern repeats in dozens of locations as the Rift generator stations power down after the unknown ships travel through them, their final destination unknown. In the middle of all this confusion comes the great comet. This vast chunk of rock and ice appears to change course and a grand Helion fleet moves to intercept it. No sooner does the blazing comet arrive that the enemy finally reveals himself, and not a single world or colony is prepared for what is to follow. Star Crusades Nexus is a classic work of realistic military science fiction set against the background of the Centauri Alliance's expansion into the Orion Nebula. Also available is the prequel series, 'Star Crusades Uprising' set two decades earlier and covers the events of

the Great Uprising that brought humanity to the brink of destruction.

After decades of civil war, the exhausted Terrans are unprepared for the apocalyptic invasion that is coming. As Terran colonies evacuate, the mighty Laconians stand alone against the might of the Empire and its limitless legions. But like the famous 300 Spartans before them, they will fight to the end, no matter the odds. And they will never surrender. The Laconian's new King, the bold and ambitious Agesilaus plans the unthinkable. Inspired by the valour and adventures of the infamous Ten Thousand mercenaries, he launches a pre-emptive strike against the Empire with a host of warriors, freed slave soldiers and legions of mercenaries. Together with his twin sister, the warrior princess Kyniska they will lead the attack and they will not stop until their enemies are brought to their knees. Warrior King is the first book in the 'Star Legions: The Terran Wars' series by Michael G. Thomas, the bestselling author of the Star Crusades series. This is the standalone sequel series to the bestselling 'Ten Thousand' series.

The first paperback in Ludlow's epic continuation of the Conquest trilogy (Mercenaries, Warriors, Conquest)"

Analyzes the Crusades from European and Arabic viewpoints

Flames of War (Star Crusades Mercenaries, Book 3): Star Crusades: Mercenaries, No. 3

Valentine never thought death would be so difficult. Tough, a crack shot and popular with her unit. She's a young woman with a bright future in the Corps. But everything changed the day her unit boarded the dreaded 'Burijas', a Leviathan Class Battleship and flagship of the invading Star Empire. The assault is a bloodbath, but little does she know it will be her last action. A devastating blast tears her fragile body apart, leaving her a broken woman close to death. Nothing goes to waste in the Alliance, and trained and experienced marines are prized assets. Valentine is given a unique chance, one that could see her return to the frontline as part of the Novas. A brand-new elite unit of cybernetic super-soldiers, and lead by the charismatic Captain Olik. And he's no regular marine, he's an enhanced Jötner that's twice the size of a man, and ten times more dangerous. Valentine will need to prove her worth as she fights for a place among the Novas. War is brewing on a distant world, a war that will need the Alliance's best, and the Novas will be leading the charge. Valentine is the first book in a brand-new saga in the style of Starship Troopers, Aliens and Predator. A story which will take the reader to new worlds, to face new and deadly threats to the Alliance. This is an epic story with incredible characters and even more incredible and advanced technologies.

When Peter Scott began a 1968 tour in Vietnam advising ethnic Cambodian Khmer Krom paramilitaries, they shared only an earnest desire to check the spread of communism. It took nearly thirty years and a chance reunion for him to realize just how much they had become a part of him. Successfully blending intense combat narrative and stirring emotional drama, Scott vividly captures both the unique village culture of a little-known, highly spiritual people and their complex

relationship with Special Forces soldiers, who found it increasingly difficult to match their charges' commitment to the costly conflict. Building on his experiences as a Phoenix Program adviser near the Cambodian border, extensive interviews with Khmer Krom survivors, hundreds of hours of research in government archives, and requests for Freedom of Information Act disclosures, Scott seamlessly reconstructs the six-thousand-strong mercenary force's final crusade against communism, beginning in their ancestral home in 1970 and ending on the U.S. West Coast in 1995. Nate and his friends are expert gamers, and now veteran combat pilots. They have proven their skills by inflicting defeat on the enemy and saving their ship in the process. The passengers and crew regard them as heroes, yet after their violent escape, they are to be sent home to a life of study and boredom. Their ship, ANS Relentless, sets off to join the fleet to embark on a secret operation. A new battle is about to begin, and Nate and his gamers are unwilling to be pushed aside so easily. The dangerous assignment for Relentless is one that will require every pilot onboard to join the fight. The Orion Battlegroup assembles under the command of the war hero, Admiral Churchill. Desperate for pilots for the coming fight, Churchill gives Nate's unit their chance. They will reform the defunct Knighthawk Squadron, and join with their comrades in the battle to help their Byotai allies. Churchill's fleet is heads into hostile territory, a place where the enemy will outnumber them ten to one. As Nate climbs into the cockpit of his Bullnose Gunship, he still has no idea of the suicidal risks they are about to take. The Empire has already fallen, and the flames of revolution are spreading fast.

Black Widows: Episode 3 is the third story in a thrilling science fiction series about the infamous all-female mercenary unit. Aboard their heavily-armed ship Medusa, they embark on secretive missions throughout the crumbling Confederacy as it wages a terrible and bloody civil war. The Black Widows land at the massive Kharybdis 1 Trading Post, deep inside the debris of the shattered moon. A valuable contract is on offer to retrieve an ancient artefact, but to their astonishment, the infamous Seven Sons mercenaries have beaten them to it. With funds low, and Medusa needing much needed repairs, they are stranded and in serious trouble. Until Syala, desperate to prove her worth to the mercenaries, sets out to steal the details of the contract from their competitors. Her success will enable the Widows to beat the Seven Sons to the prize and retrieve the reward for themselves, but at what cost? Black Widows is serialised over multiple short-read episodes per season, in the same fashion as a TV series. The first season of six episodes is also available in one complete box set. See my website for news on the next thrilling release at www.starcrusader.com. Season 2 is due for release in September 2017.

Black Widows Complete Second Series includes the complete second season of six Black Widows episodes, previously only available separately: The Black Widows are an infamous, all-female mercenary unit. Aboard their heavily-armed ship Medusa, they embark on secretive missions throughout the crumbling Confederacy as it wages a terrible and bloody civil

war. Each of the Widows is an elite operative, with skills and expertise that command a high price. Their very names spread fear and terror into the hearts of their foes.

Episode 1The Black Widows are offered a mission they cannot refuse, and this time their client is the Confederate Navy itself. Though a risky operation, Syala is keen to prove her worth to the crew of the Medusa and is itching to see action. Contact has been lost to the neutral pleasure colony of Teumessia 13, and an elite team of mercenaries is to be sent in.

Episode 2Arana, twin sister of the Black Widow's latest recruit is a prisoner. As a slave of the dreaded Echidna Union, she's suffered unimaginable horrors during her time as a captor aboard the privateer Rising Sun. Her life is about to take a turn for the worst when the ship breaches a Confederate blockade and head for the surface.

Episode 3The Morgan sisters are tougher than any believed possible. While Syala fights for her life on a distant world, Arana faces a new and terrible challenge. Her home aboard the Rising Sun is torn apart when pirates arrive and surround the ship. Though a prisoner and a slave, she will not yield to any of her enemies. As the pirates attempt to seize the ship she'd forces to pick a side. Does she fight against those entering the ship, or does she turn on those who choose to keep her in chains?

Episode 4The Black Widows are prisoners of an insane general and his army of acolytes. The broken remains of Human sacrifices litter the innards of the Teumessia Pleasure Colony, and the Widows will soon be next. Syala could have chosen to escape, but instead she lies in wait, filthy, exhausted and wounded. Far away on a distant moon, her twin sister Arana faces an equally difficult situation. She's been a slave for months, but now she is forced to fight for the pleasure of others.

Episode 5Arana might have survived the terrors of mortal combat on Astarte V, but her life continues to worsen. Instead of barren moons and the frigid interiors of spaceships, she finds herself a slave on a distant world. With no allies, and surrounded by hostiles slavers, she is forced to learn new ways to save herself. On the planet of Agora, it isn't just the people that can kill you, even the native fauna can melt the flesh and kill the careless. As days become weeks she decides that she must escape, not matter the consequences, or the violence she will have to unleash.

Episode 6The Uprising is over, and one by one the old colonies sign up to the new Alliance. It is the dawn of a new age, but not all are keen to be a part of it. Solarium City is the next in line to join the fledgling Alliance, and as important dignitaries arrive the place transforms from a bustling city, into the most important colony in the sector. Into this tinderbox come the Morgan sisters. They have travelled very different paths, and encountered a myriad of terrible foes. Yet neither realises that their lives will finally cross paths at the floating city, a place where their destinies will finally be decided, and blood will be spilled

Nate has a talent for space combat after hundreds of victories in the Star Crusader videogame simulation. His skills are unique, enough to gain him a rare privilege. The chance to join five other Alliance cadets and escape the dull routine of the classroom. They will enter a fierce competition light-years away in the ancient Byotai Empire. Yet days after their

arrival a rebellious faction begins a bloody mutiny that spreads like wildfire. The time for competition has ended; the time of war has begun. A handful of capital ships attempt to avoid the massacre, but only Relentless escapes. Nate and his friends are aboard, part of the few to make it out alive. Relentless is a heavily armoured assault ship, a relic from another age, but most of her crew members are dead or missing. Nate and his fellow cadets have to face the unthinkable. Under the guidance of Lieutenant Higgins, the ship's last fighter pilot, the six cadets have just days to practice operating the ship's fighters. There are no others. Only they can defend the ship, or face death at the hands of the enemy.

Originally published in 1935, this book provides a detailed history of the employment of mercenaries in the Hellenistic period. Griffith discusses how and why mercenaries were used after the death of Alexander the Great by the Seleucids, Ptolemies, the Greek League and other powers active before the rise of Rome, and includes a section contrasting the pay and maintenance of mercenaries in the classical period with that of the Hellenistic period. This book will be of value to anyone with an interest in ancient history and one of the ancient world's most important professions.

When contact is lost with the newly conquered worlds in the Kerme Nebula the worst is assumed. King Agesilaus sends Xenophon and Princess Kyniska with an elite force of Terrans, mercenaries and volunteers to secure the region from the clutches of the Empire. But what they find in the Nebula is the stuff of nightmares. Unspeakable horrors have engulfed the region and threaten to take back all the Terrans have won. The legacy of the sinister warlord Tissaphernes remains as his Legions of terrifying warriors appear from nowhere to take back all that they lost in the war. The rescue mission quickly turns to a desperate battle of survival. But the daemonic soldiers are not the only horror that await them.

Creatures with skin as hard as the Hydra, and warriors carrying weapons that can vaporise a battalion of spatharii now prowl the darkest corners of the Nebula. The Daemon War has begun, and it threatens to bring the Terrans to their knees as they fight for freedom so far from home. Daemon Storm is the fourth book in the 'Star Legions: The Terran Wars' series by Michael G. Thomas, the bestselling author of the Star Crusades series. This is the standalone sequel to the bestselling 'Ten Thousand' series (now available as a 7 book box set).

In the early crusades men of all ranks from all over Europe took the cross and went to fight Islam as volunteers. Some went out of religious fervour, others to escape the plagues and famine which were rife at the time, still others in search of land or a fortune in loot. Fighting alongside all of these were the armies raised in Outremer, the Holy Land itself. Together they waged a bloody religious war, the participants of which included such forces as the Knights Templar, the Teutonic Knights, and the Byzantine Army.

Black Widows: Episode 6 is sixth story in a thrilling science fiction series about the infamous all-female mercenary unit. Aboard their heavily-armed ship Medusa, they embark on secretive missions throughout the crumbling Confederacy as it

wages a terrible and bloody civil war. Syala and the Black Widows are heading home to the infamous haven for mercenaries, traders, criminals, and cutthroats from a dozen worlds. To Syala it is a chance to follow a lead on her missing sister, but to the Widows it's their home, and a place to rest and resupply for their next mission. This heavily defended installation is the Alpha Three facility, known colloquially as The Anchorage. To their surprise, the Widows run directly into a massive flotilla in the middle of a violent battle and each of them is on the run from their former home. Something has taken root at the Anchorage, and only by working together can have any chance of retaking the massive installation. With nowhere else to go, Syala and her friends are thrust into the middle of a major military operation with people they can never truly trust. And this time, the consequences have never been greater. Black Widows is serialised over multiple short-read episodes per season, in the same fashion as a TV series. The first season of six episodes is also available in one complete box set. See my website for news on the next thrilling release at www.starcrusader.com. Season 2 is due for release in September 2017.

Ghost Soldiers is the second novel in the epic new 'Mercenaries' series that chronicles the violent struggles of the sprawling Centauri Alliance. The newly formed Interstellar Assault Brigade has been tested in secret, but their first official combat action will send a shockwave through the Alliance. A group of mercenaries and criminals have occupied part of Old Spascia City, the scene of some of the heaviest fighting in the Biomech War. They have heavily fortified the entire area, and beaten off numerous attempts by local forces to defeat them. With public attention focused on this impregnable fortress, the IAB arrives and assaults the position in broad daylight. Advanced dropships swoop in to release squads of robotic warriors known as 'Grunts'. As they engage the defenders, smaller numbers of large 'Maverick' bipedal combat suits blast fortifications apart with high-power plasma weaponry. It is a stunning debut that puts the brigade on the lips of every citizen. On the opposite side of Alliance space is a deadly new threat, a massive spacecraft that is heading directly for the colonies of T'Karan. A heavily armed destroyer is diverted to intercept, and apparently lost with all hands in a matter of minutes. There is only one unit capable of performing a rescue operation in the limited time remaining. With just hours to spare, Spartan assembles the newly christened IAB for their deadliest mission yet. A journey across the stars to face this ancient vessel that dwarfs even a fully assembled warfleet. Waiting deep inside this vast derelict lies an alien intelligence, one that can be traced back to a civilisation long forgotten. What starts as a rescue operation quickly turns into a bloodbath, where every member of the unit is hunted by this new terrible enemy, that seeks no less than their utter annihilation. Ghost Soldiers is a futuristic military sci-fi adventure that continues to expand the vast universe of the Star Crusades series that includes Star Crusades: Uprising and Star Crusades: Nexus. Essential and unmissable reading for enthusiasts of the Military sci-fi genre.

They are an unstoppable force of mercenaries from every known Terran planet in the Galaxy. They have little in common, other than their love of wealth and adventure, and a bitter hatred for each other. Known simply as the Black Legion, they will blaze a trail

of death and destruction that will be remembered for generations. For Xenophon, the Black Legion is an escape from the state that tried to kill him and his family. Exiled from his homeworld he joins the mercenaries, along with Glaucon, the rich playboy, Roxana, the veteran naval commander, and Tamara, the blue-haired castaway with a hidden past and a violent personality. Nothing will prepare them for the carnage awaiting them as they enter the borders of the Median Empire, the largest and most powerful entity in the known Galaxy, ruled with an iron fist by the tyrant, Emperor Artaxerxes and his legions of slave soldiers. The Black Legion boasts the best weapons, armour, and equipment known to humanity. As well as the most advanced warships ever constructed, from frigates and battleships to the four mighty Titans. These great floating fortresses house thousands of warriors inside their cavernous armoured hulls. These mercenaries are no heroes; they are exiles, thieves, opportunists, and criminals. Each looking to make their name in the greatest enterprise in living memory, a military operation deep into the heart of the Empire. *Battle for Cilicia* is the first book in the Star Legions series from Michael G. Thomas, the bestselling author of the Star Crusades series. Previously published as the Black Legion series.

Nate had never expected to see a real war, but that was a month ago. Back when he'd been a videogamer with dreams of space combat. Now he was a pilot in Knighthawk Squadron, and in the middle of a violent warzone. The Star Empire and its vast legions are utterly committed to the elimination of the shattered Byotai Empire. They are ruthless, and ambitious beyond measure. As the terror spreads, millions of loyalists flee to the borders, desperate to avoid the violence while pursued by ruthless militias bent on destruction and enslavement. There is a faint glimmer of hope for the Empire, and it takes the shape of the fifteen ships of the Orion Battlegroup. Safely hidden inside this fleet is the sole survivor of the Byotai Royalty, and with him, the only chance of peace in the region. With time running out, Admiral Churchill and his officers hatch an audacious plan. It is a plan that could allow them to escape the clutches of the Star Empire, and rally all remaining loyalists to this last prince. If they fail, nothing will stop the spread of the insidious new enemy its quest for total domination.

The elite mercenaries of the Black Legion have fought their way free of the clutches of the Imperial Fleet, but only at the cost of many warriors and ships. The survivors lead their battered ships out to the fringes of the Empire, but every day that passes gives the Emperor time to mobilise ships and soldiers to bring the final blow against the exhausted mercenaries. They must continue on to the Sea of Fire, the deadly border region between Hayastan and the Carduchian Wilderness, or face utter annihilation at the Emperor's hands. Ancient stories tell of these dead sectors of space, vast ocean of emptiness, with few worlds or moons able to supply the fleet. The border itself is a place so deadly that the fiery storms can lash out and destroy even the strongest of ships, and there are rumours of mysterious and powerful warships infesting the region. Xenophon will have to use every ruse and stratagem he can come up with to give them any possibility of escape. They might even stand a chance if the leaders of the Legion didn't use every opportunity to enrich their position and turn on each other, even when in the middle of catastrophe. *Sea of Fire* is the fifth book in the Star Legions series from Michael G. Thomas, the bestselling author of the Star Crusades series. Previously published as the Black Legion series.

If they can't control him. They'll try and kill him. Daniel Hunt is the deadliest mercenary in the galaxy if he can just remember. Five years before he woke up with nothing more than his name. Now his present is on a violent collision with his past and the future of the galaxy. The Earth is dead. Humanity has taken to the moon and Mars to have a chance. On what's left of Earth primal gangs war for dominance. A rebel force will discover a weapon of unimaginable strength, the wealthy in the galaxy will do anything to possess. As Daniel unravels the origin of his past he'll realize he's not the same weapon he once was. But does redemption exist for someone like him? For fans of Jason Bourne and the Weapon X program, this one's for you. Grab your hand cannon and start reading now!

The city of Acre, powerfully fortified and richly provisioned, was the last crusader stronghold. When it fell in 1291, two hundred years of Christian crusading in the Holy Land came to a bloody end. With his customary narrative brilliance and immediacy, Roger Crowley chronicles the tumultuous and violent attack on Acre, the heaviest bombardment before the age of gunpowder, which left this once great Mediterranean city a crumbling ruin. The 'Accursed Tower' was the focal point of this siege. As the last garrison of the Crusader defences, it came to symbolise the disintegration of the old world and the rise of a new era of Islamic jihad. Crowley's narrative is based on forensic research, drawing heavily on little known first hand sources, both Christian and Arabic. This is a fast-paced and gripping account of a pivotal moment in world history.

Bohemund is heading east into the Byzantine Empire, part of the greatest military expedition of medieval times, the Papal Crusade to take back the holy places of Christendom from the infidel. But Bohemund has his own agenda, the increase of his own riches, fiefdoms and influence at any cost.

Gates of Cilicia is the first book in the epic science fiction series Black Legion that tells the thrilling tale of Xenophon and the Ten Thousand Mercenaries. The Black Legion is an army like no other. Paid for by the blood money of a sinister alien race and filled with ten thousand of humanity's best warriors. They are an unstoppable force with their number taken from every known Terran planet in the Galaxy. They have little in common, other than their love of wealth and adventure, and a bitter hatred for each other. Ten thousand savage mercenaries, exiles, thieves and criminals, each looking to make their name in the greatest enterprise in living memory. Into this world of space travel, war and intrigue comes Xenophon, the exile from the Alliance planet Attica, Glaucon the rich playboy, Roxana the experienced starship officer, and Tamara, the blue-haired castaway with a hidden past and a violent personality. Fate brings them together, to serve on board one of the mighty Titans, the great floating fortresses and the most powerful starships known to mankind. There are only twelve of these in existence, and just one is powerful enough to take on an entire fleet of enemy ships. With only a few weeks to train with their comrades, nothing will prepare them for the carnage that awaits them at the infamous Gates of Cilicia. This fortified sector serves as the entrance to the Median Empire, the largest and most powerful empire in the known Galaxy and ruled with an iron fist by the tyrant, Emperor Artaxerxes.

The Middle Ages were a turbulent and violent time, when the fate of nations was most often decided on the battlefield, and strength of arms was key to acquiring and maintaining power. Feudal oaths and local militias were more often than

not incapable of providing the skilled and disciplined warriors necessary to keep the enemy at bay. It was the mercenary who stepped in to fill the ranks. A mercenary was a professional soldier who took employment with no concern for the morals or cause of the paymaster. But within these confines we discover a surprising array of men, from the lowest-born foot soldier to the wealthiest aristocrat the occasional clergyman, even. What united them all was a willingness, and often the desire, to fight for their supper. In this benchmark work, William Urban explores the vital importance of the mercenary to the medieval power-broker, from the Byzantine Varangian Guard to fifteenth-century soldiers of fortune in the Baltic. Through contemporary chronicles and the most up-to-date scholarship, he presents an in-depth portrait of the mercenary across the Middle Ages.

This is the first of the Star Crusades series that chronicles humanity's first interstellar confederation that is torn apart by religious strife and extremism.

The first novel in the exciting Zombie Dawn Trilogy that follows the outbreak of a deadly Zombie plague and the people that are left, fighting to survive. The first week is the most bloody and in just days the capital cities of the world are burning and hordes of the undead roam the streets. In bitter North of Alaska, Dr Garcia the high level researcher and troubleshooter tries to halt the spread of the virus against impossible odds as her facility is torn apart from within. In the United Kingdom a bored office and his hapless friends find their building at the heart of a zombie infestation. Using everything at their disposal as well as their movie knowledge they try to escape to safety. Thousands of miles away Sergeant Black of the US Marines faces the terrifying prospect of zombie Taliban suicide bombers in the middle of Afghanistan whilst trying to work his way into the heart of enemy territory. Gary, a police officer who finds himself caught up in a bloodthirsty undead riot find enemies on all sides, both living and the dead. Bruce, the Australian medieval re-enactor who after hours of public demonstrations finally tests his armour and weapons for the first time against a drooling enemy that wants to simply tear him limb from limb. Lastly, Zack and his video gaming friends who grab their trusty zombie survival manuals and attempt to use their gaming and movie knowledge to get out of their city in one piece. Part of the Zombie Dawn series of short stories and full length novels that chart the events of Zombie Apocalypse throughout the world. This series is written by the renowned authors of the ZOMPOC manuals "How to Survive a Zombie Apocalypse"™ and "Weapons & Tactics for the Zombie Apocalypse"™.

Fall of Terra Nova is the fifth book in the epic science fiction series that chronicles humanity's first interstellar confederation, torn apart by religious strife and extremism. In this latest book of the Star Crusades Uprising series, the action shifts to Terra Nova, the shining beacon of humanity and the single most important planet in the Confederacy. Guarding access to this isolated planet is the Anomaly. This mysterious location is the gateway to Terra Nova and the

rest of the Confederacy. When the Echidna Union begins moving scores of ships to the Anomaly, Admiral Jarvis must make a critical decision that could win or lose the war. Either she continues Operation Perdition and reclaims the lost colonies of Proxima Centauri, or she sends the fleet to take control of the Anomaly and the route to Terra Nova in one final apocalyptic battle. Spartan and his comrades aboard the Yorkdale train and prepare their new forces for what will be the last battles of the war. They are well equipped and highly motivated, but just when they seem to be making progress, they hit a new problem. Racism and betrayal appears at the moment when the Confederacy needs every man and woman for the final challenge. Spartan, Teresa and Gun will have to use every ounce of their skill and cunning if they are to come through alive. Fall of Terra Nova is a classic work of realistic military science fiction set against the background of the first interstellar human empire. The Star Crusades series currently includes the original Star Crusades Uprising and brand new Star Crusades Nexus series that follows the story of the Centauri Alliance seventeen years after the end of the Uprising.

The German army in the Second World War sought to fight and win swift, decisive victories in a succession of short campaigns _ blitzkrieg, or lightning war. Flexibility was as essential as the will to win. Battle groups, or shock troops, were created from miscellaneous, and often disparate military units to undertake a specific local operation; it was the army's skill in combining superior numbers, aggressive tactics and the battle group commander's ability to exploit the changing situation on the ground which brought success on the battlefield.??The actions described here cover all theatres of the war, and include battle groups large and small, deployed usually to smash a breach in the enemy line or seal off an enemy penetration. It covers operations in the first dynamic years when Wehrmacht forces defeated the armies of one European country after another in fast campaigns, through to the years after Stalingrad and Africa as they moved towards defeat. ??The battle groups' contribution to Wehrmacht fortunes offer powerful lessons in the tactics of battle management and this book by James Lucas, a military historian known for his close studies of the German soldier, is considered to be one of the most detailed and authoritative accounts on the subject.

Meticulously researched and vigorously detailed this important survival manual is the most detailed and up-to-date book you will find to keep you and your family safe during the Zompoc (Zombie Apocalypse). This book is unique in its coverage of all Zombie strains from the viral infected fast zombies through to the shambling re-animated undead. All subjects from zombie identification, first-aid, escape techniques, household defence, combat techniques and raiding through to bartering, supplies, vehicle modification, weapons and convoy structure are all covered in great detail. With this book you can prepare for the day the Zompoc strikes and be ready to fight back and eradicate the Zombie menace from our streets. This book is illustrated throughout and even contains full plans and instructions for a post-Zompoc

rebuilding of civilisation!

Burning with rage from the combat losses at Cilicia, the Black Legion wants payment, and Lord Cyrus has a target that will satisfy even the most greedy of his warriors. It is a target so rich that he wonders if the mercenaries will even have enough ships to carry off the loot. Hundreds of ships and thousands of mercenaries start their epic journey through the deadly Su'bartu Maelstrom that will take them to the heart of the Median Empire, a region protected by the vast Imperial Fleet. Few ships have ever made the journey, but this is no mere fleet of traders. The battle hardened mercenaries of the Legion are interested in just one thing, loot, and they intend on finding it no matter where they have to go or who they have to kill. Xenophon and his comrades face greater danger when divisions in the fleet threaten the entire operation. Xenophon and Glaucon are forced to choose, but where do their loyalties now lie? To the Titan they live aboard or the Legion and its desire for blood and spoils that knows no bounds. On the eve of greatest battle of their lives, the Legion may tear itself apart before firing even a single shot. Assault on Khorram is the second book in the Star Legions series from Michael G. Thomas, the bestselling author of the Star Crusades series. Previously published as the Black Legion series.

'Wonderfully written and characteristically brilliant' Peter Frankopan, author of The Silk Roads 'Elegant, readable ... an impressive synthesis ... Not many historians could have done it' - Jonathan Sumption, Spectator 'Tyerman's book is fascinating not just for what it has to tell us about the Crusades, but for the mirror it holds up to today's religious extremism' - Tom Holland, Spectator Thousands left their homelands in the Middle Ages to fight wars abroad. But how did the Crusades actually happen? From recruitment propaganda to raising money, ships to siege engines, medicine to the power of prayer, this vivid, surprising history shows holy war - and medieval society - in a new light.

The Black Widows are back in the first episode of Season 2. This thrilling science fiction series follows the Morgan sisters and their adventures with the infamous all-female mercenary unit, aboard the heavily-armed ship Medusa. The Black Widows are offered a mission they cannot refuse, and this time their client is the Confederate Navy itself. Though a risky operation, Syala is keen to prove her worth to the crew of the Medusa and is itching to see action. Contact has been lost to the neutral pleasure colony of Teumessia 13, and an elite team of mercenaries is to be sent in. The colony is far from neutral, and has been taken over by an insane Confederate General. Under cover of a feigned assault by the Navy and Marines, they land inside the colony, and begin the hunt for their prey. But it isn't long before the hunters become the hunted, and the mission quickly turns into a desperate battle for survival. Black Widows is serialised over six short-read episodes per season, in the same fashion as a TV series. The first season of six episodes is also available in one complete box set. See my website for news on the next thrilling release at www.starcruader.com

What if being a hero was encoded in your genes? And nobody told you? Casmir Dabrowski would laugh if someone asked him that. After all, he had to build a robot to protect himself from bullies when he was in school. Fortunately, life is a little better these days. He's an accomplished robotics engineer, a respected professor, and he almost never gets picked on in the lunchroom. But he's positive heroics are for other people. Until robot assassins stride onto campus and try to kill him. Forced to flee the work he loves and the only home he's ever known, Casmir catches the first ship into space, where he hopes to buy time to figure out who wants him dead and why. If he can't, he'll never be able to return home. But he soon finds himself entangled with bounty hunters, mercenaries, and pirates, including the most feared criminal in the Star Kingdom: Captain Tenebris Rache. Rache could snap his spine with one cybernetically enhanced finger, but he may be the only person with the answer Casmir desperately needs: What in his genes is worth killing for?

Black Widows: The Complete First Series includes the complete first season of six Black Widows episodes, previously only available separately: The Black Widows are an infamous, all-female mercenary unit. Aboard their heavily-armed ship Medusa, they embark on secretive missions throughout the crumbling Confederacy as it wages a terrible and bloody civil war. Each of the Widows is an elite operative, with skills and expertise that command a high price. Their very names spread fear and terror into the hearts of their foes.

Episode 1The lives of Syala and her twin sister Arana are changed forever on the day the slavers hit their home on the Skylla. It is a day that started like any other, before turning into a terrifying massacre as soldiers and hideous creatures swarmed through the facility killing or enslaving anyone in their way. The sisters struggle to survive as a desperate few try and fight back, but nothing can hold back the horde.

Episode 2The Black Widows head for the massive transport ship MS Monterey, captained by the tough as nails Lothar Bartholomew. Following a series of difficult operations, they need to take on supplies and collect payment for a recent contract. While the Widows look forward to some time away from Medusa, Syala has other plans.

Episode 3The Black Widows land at the massive Kharybdis 1 Trading Post, deep inside the debris of the shattered moon. A valuable contract is on offer to retrieve an ancient artefact, but to their astonishment, the infamous Seven Sons mercenaries have beaten them to it. With funds low, and Medusa needing much needed repairs, they are stranded and in serious trouble. Until Syala, desperate to prove her worth to the mercenaries, sets out to steal the details of the contract from their competitors.

Episode 4Syala and the Black Widows have located a rich prize hidden deep inside the debris filled remnants of the Kharybdis debris field. It is a massive transport ship, crippled by an unknown enemy and ripe for plunder. If their information is correct it could leave each of them wealthy beyond their dreams. Syala is not interested in loot, all she wants is the information hidden inside, information that could lead to finding her missing sister.

Episode 5Syala and her new-found comrades are heading to the infamous Alpha Three Anchorage when their faithful ship Medusa finally

succumbs to her wounds. With few options left, they are forced to seek refuge and assistance at the most unlikely place, the Ángel Salvage Facility on the planet of Euryale. It isn't long before Syala discovers that Carlos Ángel, the enigmatic owner of the facility has many dangerous new friends. Episode 6 Syala and the Black Widows are heading home to the infamous haven for mercenaries, traders, criminals, and cutthroats from a dozen worlds. To Syala it is a chance to follow a lead on her missing sister, but to the Widows it's their home. This heavily defended installation is the Alpha Three facility, known colloquially as The Anchorage. The Widows run directly into a massive flotilla in the middle of a violent battle and each of them is on the run from their former home.

The complete *Zombie Dawn Trilogy* is now available in hardback for the first time. Not only do you get all three novels, you also get nineteen original illustrations that highlight the most significant characters in the saga. As an added bonus the collectible hardback includes the exciting 'Invasion Manhattan' novella that is set three weeks into the story and tells of the epic battle by the US National Guard to retake New York. *Zombie Dawn Outbreak* follows the outbreak of a deadly Zombie plague and the people that are left fighting to survive. The first book, 'Zombie Dawn Outbreak' describes the first week where everybody from office workers, scientists and soldiers through to videogamers are forced into a situation they never thought would happen. After the bloody outbreak takes its hold it is just days before the capital cities of the world are burning and hordes of the undead roam the streets. Will any of them make it past the first week? 'Zombie Dawn Exodus' continues the story one year on from *Zombie Dawn Outbreak*. The world is now a very different place and the number of zombies massively outnumbers the surviving population. Whilst some groups are still fighting desperate struggles just to simply survive an hour, there are many others that have formed successful new communities with their own unique approaches to survival in a zombie dominated world. Can they survive alongside the undead horde or will it all come crashing down? 'Zombie Dawn Apocalypse' concludes the story ten years on from *Zombie Dawn Outbreak*. Very few of the old communities remain and those left are the hardest and most resolute. The constant struggle and war have bred a generation that refuses to die. This book tells the final bloody fight for survival that will determine the future for mankind.

A "marvelous history"* of medieval Europe, from the bubonic plague and the Papal Schism to the Hundred Years' War, by the Pulitzer Prize-winning author of *The Guns of August* *Lawrence Wright, author of *The End of October*, in *The Wall Street Journal* The fourteenth century reflects two contradictory images: on the one hand, a glittering age of crusades, cathedrals, and chivalry; on the other, a world plunged into chaos and spiritual agony. In this revelatory work, Barbara W. Tuchman examines not only the great rhythms of history but the grain and texture of domestic life: what childhood was like; what marriage meant; how money, taxes, and war dominated the lives of serf, noble, and clergy alike. Granting her

subjects their loyalties, treacheries, and guilty passions, Tuchman re-creates the lives of proud cardinals, university scholars, grocers and clerks, saints and mystics, lawyers and mercenaries, and, dominating all, the knight—in all his valor and “furious follies,” a “terrible worm in an iron cocoon.” Praise for *A Distant Mirror* “Beautifully written, careful and thorough in its scholarship . . . What Ms. Tuchman does superbly is to tell how it was. . . . No one has ever done this better.”—*The New York Review of Books* “A beautiful, extraordinary book . . . Tuchman at the top of her powers . . . She has done nothing finer.”—*The Wall Street Journal* “Wise, witty, and wonderful . . . a great book, in a great historical tradition.”—*Commentary* NOTE: This edition does not include color images.

Flames of War is the third book in the bestselling 'Star Crusades: Mercenaries' series. Spartan is the Alliance's greatest hero, a titan amongst men and now leader of the elite Interstellar Marine Corps. Tales of his bloody battles have spread throughout the galaxy where they instill fear and praise in equal measure. A new conflict is growing, and it will soon escalate into all-out war. A war that will engulf the colonies of a hundred worlds. Massive fleets of ships engage in battle, and conflict rages far below on the disputed worlds of the Tenth Quadrant. The valiant defenders desperately need help, but none of the major powers will intervene and risk bringing war to their own territory. There is only one man who will do whatever it takes. A man who will break any rule, and fight any enemy in order to win. Spartan plans a private war against the brutal warlord Nakoma, one he intends to win. He calls in mercenaries from every corner of the galaxy, including a group of mysterious Exiles seeking to return to Karnak, a world they still call home. Before they can launch their attack, the enemy unleashes a final, apocalyptic effort to end the war. Can Spartan save the Byotai from the savagery of Nakoma and her legions? Or will the planet fall, and her warriors continue their violent conquest? *Flames of War* is a futuristic military sci-fi adventure that continues to expand the vast universe of the Star Crusades series that includes *Star Crusades: Uprising* and *Star Crusades: Nexus*. Essential and unmissable reading for enthusiasts of the Military sci-fi genre.

Legions of Orion is the first book in the epic new series set in the Star Crusades universe that chronicles humanity's first steps away from Alpha Centauri and beyond. A chance discovery on the jungle world of Hyperion leads Alliance scientists on a path to creating a permanent spacebridge to the distant Orion Nebula. In a matter of days, great fleets of military and civilian ships depart for the single greatest expedition since the colonisation of Alpha Centauri. Into this great adventure travel two heroes of the war, retired Marines Spartan and Teresa Morato, and their son Jack. Now senior members of an elite private military corporation, they are at the heart of the Alliance bold new plan. Their discovery of buried machines, as well as derelict spacecraft in the first system encountered triggers events that will see the Alliance embroiled in a military conflict like no other. Discoveries of a dead people who have been wiped out by an unknown

enemy sends a shudder through the many worlds of the Alliance. The Alliance must make a decision. Either they will have to abandon the riches they have found or they will have to fight for it. In the past the citizens of Centauri have fought themselves for money, fame, power and religion. Now they must unify their many disparate factions including the Zealots and biomechanical warriors known as the Jötnar, if they are to survive in this new world. Star Crusades Nexus is a classic work of realistic military science fiction set against the background of the Centauri Alliance's expansion into the Orion Nebula. Also available is the prequel series, 'Star Crusades Uprising' that is set two decades earlier and covers the events of the Great Uprising, that brought humanity to the brink of destruction.

How do you fight a zombie if you are armed with only a shovel and are being pursued down a street? How can you raise a body of like minded individuals to defend your territory or to expand during the Zompoc? What is the Zompoc and what is a zombie? This book was written to answer these questions and much more. Many books recommend particular weapon types but they are always described by those with no experience of these items. As well as providing information we think is important we also offer more specific advice and guidance based upon the many questions we received from the readers of our first book. In Zompoc: How to Survive a Zombie Apocalypse (HTSAZA) we covered all the key areas that would be of concern with regards to survival, basic combat and overall strategies for the apocalypse. Some of the most popular parts of the book were the sections on long term survival and on the specifics of weapons and tactics when fighting zombies. It was with these points in mind that we produced this new addition to the Zompoc library.

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