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KEY=OF - OCONNELL GUADALUPE

RUINS OF EMPIRE

BLOOD ON THE STARS III

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

BLOOD AND RUINS

THE LAST IMPERIAL WAR, 1931-1945

[Penguin](#) "Monumental... [A] vast and detailed study that is surely the finest single-volume history of World War II. Richard Overy has given us a powerful reminder of the horror of war and the threat posed by dictators with dreams of empire." - The Wall Street Journal A thought-provoking and original reassessment of World War II, from Britain's leading military historian A New York Times bestseller Richard Overy sets out in Blood and Ruins to recast the way in which we view the Second World War and its origins and aftermath. As one of Britain's most decorated and respected World War II historians, he argues that this was the "last imperial war," with almost a century-long lead-up of global imperial expansion, which reached its peak in the territorial ambitions of Italy, Germany and Japan in the 1930s and early 1940s, before descending into the largest and costliest war in human history and the end, after 1945, of all territorial empires. Overy also argues for a more global perspective on the war, one that looks broader than the typical focus on military conflict between the Allied and Axis states. Above all, Overy explains the bitter cost for those involved in fighting, and the exceptional level of crime and atrocity that marked the war and its protracted aftermath—which extended far beyond 1945. Blood and Ruins is a masterpiece, a new and definitive look at the ultimate struggle over the future of the global order, which will compel us to view the war in novel and unfamiliar ways. Thought-provoking, original and challenging, Blood and Ruins sets out to understand the war anew.

DAUNTLESS

The pulsar...an ancient weapon of unimaginable power, one that threatens the Confederation with total destruction. The Union is preparing for the final invasion, one that cannot fail with the great artifact at the head of their fleet. The clock is ticking quickly toward midnight. There is a chance to avoid annihilation, a small one. The Confederation has its own ancient device recovered from the Badlands, a stealth generator. It is not as powerful as the pulsar, but it just may be enough. The generator can hide a single vessel, so Tyler Barron and the crew of Dauntless reunite to take their aging battleship once more into the breach. They will go to the Bottleneck, the system where the Union is preparing the final assault. They must sneak around the vast forces of the Union fleet, into the heart of the massively-defended system, and somehow destroy the pulsar. The fleet will be with them, all the might the Confederation can muster, but success hinges almost entirely on Dauntless's desperate attack. And, even if Barron and his people succeed in their mission, they will be trapped behind the enemy fleet, cut off and alone. Dauntless is book six of the Blood on the Stars series. Blood on the Stars will continue with The White Fleet.

DESCENT INTO DARKNESS

[System 7 Books](#) **Book 17 of Blood on the Stars**

CAST IN RUIN

[LUNA](#) While investigating the discovery of seven corpses in the streets of a Dragon's fief, Kaylin Neya discovers that an ancient evil is preparing to cross over the borders of Elantra and that she must use every skill she's ever learned to save the people she has sworn to protect. Original.

DUEL IN THE DARK

BLOOD ON THE STARS I

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

CAULDRON OF FIRE

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

INVASION

Blood on the Stars book 9.

THE WHITE FLEET

The war is over, but the struggle continues. Tyler Barron and his spacers have set out into the unknown, deep into the Badlands, seeking to discover the empire's old tech and the secrets of its tortured history before Gaston Villeneuve and the resurgent Union can beat them to it. The White Fleet is a vast force, powerful and crewed by the toughest veterans from the war. Barron and his people know the future of the Confederation, even its survival, depends on recovering the scientific secrets of the empire before the enemy can do the same. Barron and his people push far beyond the Confederation's borders, to space untraveled since the Cataclysm. They are seeking the past, its secrets, its knowledge...but they

will find a present that they never expected, a new and terrible danger, one that threatens not only the White Fleet, but the Confederation itself...even the entire Rim.

OCEAN OF MILK, OCEAN OF BLOOD

A MONGOLIAN MONK IN THE RUINS OF THE QING EMPIRE

[Columbia University Press](#) After the fall of the Qing empire, amid nationalist and socialist upheaval, Buddhist monks in the Mongolian frontiers of the Soviet Union and Republican China faced a chaotic and increasingly uncertain world. In this book, Matthew W. King tells the story of one Mongolian monk's efforts to defend Buddhist monasticism in revolutionary times, revealing an unexplored landscape of countermodern Buddhisms beyond old imperial formations and the newly invented national subject. Ocean of Milk, Ocean of Blood takes up the perspective of the polymath Zava Damdin (1867-1937): a historian, mystic, logician, and pilgrim whose life and works straddled the Qing and its socialist aftermath, between the monastery and the party scientific academy. Drawing on contacts with figures as diverse as the Dalai Lama, mystic monks in China, European scholars inventing the field of Buddhist studies, and a member of the Bakhtin Circle, Zava Damdin labored for thirty years to protect Buddhist tradition against what he called the "bloody tides" of science, social mobility, and socialist party antagonism. Through a rich reading of his works, King reveals that modernity in Asia was not always shaped by epochal contact with Europe and that new models of Buddhist life, neither imperial nor national, unfolded in the post-Qing ruins. The first book to explore countermodern Buddhist monastic thought and practice along the Inner Asian frontiers during these tumultuous years, Ocean of Milk, Ocean of Blood illuminates previously unknown religious and intellectual legacies of the Qing and offers an unparalleled view of Buddhist life in the revolutionary period.

RUINS OF THE EARTH (RUINS OF THE EARTH SERIES BOOK 1)

A secret buried in the Antarctic. A puzzle unsolved for thousands of years. And a Brooklyn-born Master Gunnery Sergeant who's royally pissed that he has to babysit the researchers sent to figure it all out. Patrick "Wic" Finnegan's last op as a Marine Raider before retirement sends him to the frozen Ellsworth Subglacial Highlands. The only reason he's here? He owes a favor to an old friend-but that doesn't mean he has to like it. When Wic finally sees what the team has uncovered, he can't believe his eyes, nor is he prepared for the violence to come. Soon, the portal opens and unleashes a storm of unbridled fury upon humanity. From the Antarctic tundra to the streets of Manhattan, Wic and his team will be pushed to their limits as they fight to hold back Earth's ultimate threat. The odds are against them. Governments are toppling. And the Earth is falling into ruin. Join bestselling authors Christopher Hopper and J.N. Chaney on what readers call a "non-stop, break-neck thrill ride into metaspacetime." For fans of District 9, Expeditionary Force, and Galaxy's Edge, this is one military sci-fi thriller you won't be able to put down, and the official prequel to the hit series Ruins of the Galaxy.

DAUGHTER OF SMOKE & BONE

[Little, Brown Books for Young Readers](#) In a nation on the brink of war, a young art student's star-crossed love begins to bloom in the first book of the New York Times bestselling epic fantasy trilogy by award-winning author Laini Taylor. Around the world, black handprints are appearing on doorways, scorched there by winged strangers who have crept through a slit in the sky. In a dark and dusty shop, a devil's supply of human teeth grown dangerously low. And in the tangled lanes of Prague, a young art student is about to be caught up in a brutal otherworldly war. Meet Karou. She fills her sketchbooks with monsters that may or may not be real; she's prone to disappearing on mysterious "errands"; she speaks many languages -- not all of them human; and her bright blue hair actually grows out of her head that color. Who is she? That is the question that haunts her, and she's about to find out. When one of the strangers -- beautiful, haunted Akiva -- fixes his fire-colored eyes on her in an alley in Marrakesh, the result is blood and starlight, secrets unveiled, and a star-crossed love whose roots drink deep of a violent past. But will Karou live to regret learning the truth about herself?

ENEMY IN THE DARK

FAR STARS BOOK TWO

[HarperCollins](#) The second book in the Far Star series follows Blackhawk and the crew of the Wolf's Claw as they are gradually (and unwillingly) drawn more deeply into Marshal Lucerne's campaign to form a united power bloc in the Far Stars to resist imperial encroachment. Successfully running from himself, Blackhawk is beginning to realize he can no longer remain a prisoner to his own past while the future of the Far Stars is in jeopardy.

CALL TO ARMS

BLOOD ON THE STARS II

War. The word spreads throughout the Confederation?the long-expected Union invasion has come. The enemy is strong, their forces larger and more powerful than intelligence reports had predicted. They have broken through the forward defenses, sent the Confederation?s proud fleets into an ignominious retreat.Captain Tyler Barron and the crew of the battleship Dauntless are lightyears from the front lines, at Archellia, waiting for their damaged battleship to be repaired. Their ship is only just operational, but there is no time for more extensive work. The Confederation needs every reinforcement it can get, and Barron and his survivors board their vessel?and rush to the battle lines. When they get there, they encounter nothing but fleeing ships and shattered fleets. The Confederation is losing the war, falling back steadily, yielding system after system to the invaders. The Union fleets continue inexorably forward, seemingly immune to the supply constraints that have bogged down past invasions. Dauntless finds herself trapped, cut off from the rest of the fleet along with another Confederation battleship, and a trio of small escort vessels?deep behind the rapidly moving front lines.Barron must make a choice. Pull back, try to find a way to get around the enemy to rejoin the fleet. Or press on, strike deep behind the enemy advance, his small force alone, far from help, an almost suicidal thrust toward the Union?s main logistical supply base?and the one way Tyler Barron can think of to buy the fleet the time it needs to regroup. To survive.

PROMISE OF BLOOD

[Orbit](#) "Just plain awesome" -- Brandon Sanderson Civil unrest cripples the citizens of Adro in the aftermath of the revolution that obliterated the monarchy. Now, Field Marshal Tamas and his lieutenants must confront the true cost of freedom in book one of the Powder Mage Trilogy. It's a bloody business overthrowing a king. . . Field Marshal Tamas' coup against his king sent corrupt aristocrats to the guillotine and brought bread to the starving. But it also provoked war with the Nine Nations, internal attacks by royalist fanatics, and the greedy to scramble for money and power by Tamas's supposed allies: the Church, workers unions, and mercenary forces. It's up to a few. . . Stretched to his limit, Tamas is relying heavily on his few remaining powder mages, including the embittered Taniel, a brilliant marksman who also happens to be his estranged son, and Adamat, a retired police inspector whose loyalty is being tested by blackmail. But when gods are involved. . . Now, as attacks batter them from within and without, the credulous are whispering about omens of death and destruction. Just old peasant legends about the gods waking to walk the earth. No modern educated man believes that sort of thing. But they should. . . Winner of the David Gemmell Morningstar Award for Best Debut Fantasy.

THE RUIN OF KINGS

[Tor Books](#) "Everything epic fantasy should be: rich, cruel, gorgeous, brilliant, enthralling and deeply, deeply satisfying. I loved it."—Lev Grossman, author of The Magicians When destiny calls, there's no fighting back. Kihrin grew up in the slums of Quur, a thief and a minstrel's son raised on tales of long-lost princes and magnificent quests. When he is claimed against his will as the missing son of a treasonous prince, Kihrin finds himself at the mercy of his new family's ruthless power plays and political ambitions. Practically a prisoner, Kihrin discovers that being a long-lost prince is nothing like what the storybooks promised. The storybooks have lied about a lot of other things, too: dragons, demons, gods, prophecies, and how the hero always wins. Then again, maybe he isn't the hero after all. For Kihrin is not destined to save the world. He's destined to destroy it. Jenn Lyons begins the Chorus of Dragons series with The Ruin of Kings, an epic fantasy novel about a man who discovers his fate is tied to the future of an empire.

BLOOD AND IRON

[Pyr](#) This action-heavy EPIC FANTASY SERIES OPENER is like a sword-and-sorcery Spartacus set in a richly-imagined world. It starts with a shipwreck following a magical storm at sea. Horace, a soldier from the west, had joined the Great Crusade against the heathens of Akeshia after the deaths of his wife and son from plague. When he washes ashore, he finds himself at the mercy of the very people he was sent to kill, who speak a language and have a culture and customs he doesn't even begin to understand. Not long after, Horace is pressed into service as a house slave. But this doesn't last. The Akeshians discover that Horace was a latent sorcerer, and he is catapulted from the chains of a slave to the halls of power in the queen's court. Together with Jiron, an ex-mercenary and gladiator, and Alyra, a spy in the court, he will seek a path to free himself and the empire's caste of slaves from a system where every man and woman must pay the price of blood or iron. Before the end, Horace will have paid dearly in both. From the Trade Paperback edition.

THE EMPIRE'S RUIN

[Tor Books](#) Brian Staveley, author of The Emperor's Blades, gives readers the first book in a new epic fantasy trilogy based in the world of his popular series the Chronicle of the Unhewn Throne, The Empire's Ruin. FanFiAddict—Lord TBR's Best of 2021 Best of Summer 2021—Polygon The Annurian Empire is disintegrating. The advantages it used for millennia have fallen to ruin. The ranks of the Kettral have been decimated from within, and the kenta gates, granting instantaneous travel across the vast lands of the empire, can no longer be used. In order to save the empire, one of the surviving Kettral must voyage beyond the edge of the known world through a land that warps and poisons all living things to find the nesting ground of the giant war hawks. Meanwhile, a monk turned con-artist may hold the secret to the kenta gates. But time is running out. Deep within the southern reaches of the empire and ancient god-like race has begun to stir. What they discover will change them and the Annurian Empire forever. If they can survive. Chronicle of the Unhewn Throne The Emperor's Blades The Providence of Fire The Last Mortal Bond Other books in the world of the Unhewn Throne Skullsworn At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

FROM THE RUINS OF EMPIRE

THE REVOLT AGAINST THE WEST AND THE REMAKING OF ASIA

[Doubleday Canada](#) The Victorian period, viewed in the West as a time of self-confident progress, was experienced by Asians as a catastrophe. As the British gunned down the last heirs to the Mughal Empire, burned down the Summer Palace in Beijing, or humiliated the bankrupt rulers of the Ottoman Empire, it was clear that for Asia to recover a vast intellectual effort would be required. Pankaj Mishra's fascinating, highly entertaining new book tells the story of a remarkable group of men from across the continent who met the challenge of the West. Incessantly travelling, questioning and agonising, they both hated the West and recognised that an Asian renaissance needed to be fuelled in part by engagement with the enemy. Through many setbacks and wrong turns, a powerful, contradictory and ultimately unstoppable series of ideas were created that now lie behind everything from the Chinese Communist Party to Al Qaeda, from Indian nationalism to the Muslim Brotherhood. Mishra allows the reader to see the events of two centuries anew, through the eyes of the journalists, poets, radicals and charismatics who criss-crossed Europe and Asia and created the ideas which lie behind the powerful Asian nations of the twenty-first century.

IN SOLITUDE'S SHADOW

They will have their revenge. Zanna Alpenwood, a powerful mage, stands atop Solitude's walls staring down at an army bent on invasion. Two hundred aged and forgotten Sparkers are all that stand between the Banished and the nation of Haltveldt. With time running out, Zanna is forced to reach out to her estranged daughter, Calene, and set her on an impossible quest. In doing so Calene must decide between her masters and her own conscience, as she teams up with unlikely allies to forge their way over land and sea. Will they arrive in time to save the fortress of Solitude from destruction? Only one thing is certain. Ruin is assured if Solitude falls.

KINGS OF RUIN

KINGDOMS OF SAND BOOK 1

[Moonclipse](#) Game of Thrones meets Spartacus in a new fantasy saga from a USA Today bestselling author. In an ancient world of sand and splendor, an empire awakens. Aelar, a mighty nation, spreads its tentacles. Its oared galleys storm the seas, and the waters run red with blood. Its legionaries swarm desert ruins, smiting barbarian hordes. Its crosses line the roadsides, displaying the dying flesh of heroes. The Aelarian Empire rises. The old world falls. The powerful Sela family has avoided the empire until now. The family has carved out an idyllic life between sea and desert, ruling a bustling port, a thriving city, and lush vineyards. Yet when an imperial fleet arrives in their harbor, everything the Sela family has built threatens to collapse. Sweeping from snowy forests to cruel deserts, from bazaars of wonder to fields of war, here is a tale of legionaries and lepers, priests and paupers, kings and crows. Here a girl travels across endless dunes, seeking magic; a cruel prince struggles to claim a bloodstained throne; and a young soldier fights to hold back an overwhelming host. As the empire spreads, the fate of the Sela family--and of all civilization--stands upon a knife's edge, for under the storm of war, even the greatest nations are but kingdoms of sand.

THE COLOSSUS

The Hegemony strikes again; The Confederation and its allies have won their first victory, retaken their capital from the forces of the Hegemony. But the enemy is not beaten, far from it, and they are back, with an unstoppable weapon, a vast superbattleship, a deadly hybrid of imperial and Hegemony technology, called the Colossus. The great ship is enormously powerful, nearly unstoppable, and in its armored depths it hides a secret, another Hegemony weapon, one that will change the dynamic of the entire war. One that will challenge Admiral Barron, and his officers and spacers, to the greatest test they have ever faced. The battle for the Rim has reached its climactic stage, but even as the Hegemony moves forward to claim victory, an old enemy, a terror from the distant past, is about to return; and change everything.

A FOREST OF STARS

[Orbit](#) Five years after attacking the human-colonized worlds of the Spiral Arm, the hydrogues maintain absolute control over stardrive fuel...and their embargo is strangling human civilization. On Earth, mankind suffers from renewed attacks by the hydrogues and decides to use a cybernetic army to fight them. Yet the Terran leaders don't realize that these military robots have already exterminated their own makers - and may soon turn on humanity. Once the rulers of an expanding empire, humans have become the galaxy's most endangered species. But the sudden appearance of incredible new beings will destroy all balances of power. Now for humans and the myriad alien factions in the universe, the real war is about to begin...and genocide may be the result.

MARINES

CRIMSON WORLDS 1

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

ANDROMEDA RISING

A BLOOD ON THE STARS ADVENTURE

Jay Allan Books **Book one of the Andromeda Chronicles**

HONOR AMONG THIEVES

[Lucasbooks](#) Han Solo and his new friends embark on a daring rescue mission just after the destruction of the first Death Star.

MASTER OF THE GAME

[Harper Collins](#) Kate Blackwell is the symbol of success—a beautiful woman who has parlayed her inheritance into an international conglomerate. Now, celebrating her 90th birthday, Kate surveys the family she has manipulated, dominated, and loved: the fair and the grotesque, the mad and the mild, the good and the evil—her winnings in life.

THE WAY OF KINGS

BOOK ONE OF THE STORMLIGHT ARCHIVE

[Macmillan](#) Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

THE WAR OF THE WORLDS

[First Avenue Editions](#)™ When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature.

THE MARSHALL PLAN

DAWN OF THE COLD WAR

[Simon and Schuster](#) Winner of the 2018 American Academy of Diplomacy Douglas Dillon Award Shortlisted for the 2018 Duff Cooper Prize in Literary Nonfiction “[A] brilliant book...by far the best study yet” (Paul Kennedy, *The Wall Street Journal*) of the gripping history behind the Marshall Plan and its long-lasting influence on our world. In the wake of World War II, with Britain's empire collapsing and Stalin's on the rise, US officials under new Secretary of State George C. Marshall set out to reconstruct western Europe as a bulwark against communist authoritarianism. Their massive, costly, and ambitious undertaking would confront Europeans and Americans alike with a vision at odds with their history and self-conceptions. In the process, they would drive the creation of NATO, the European Union, and a Western identity that continue to shape world events. Benn Steil's “thoroughly researched and well-written account” (*USA TODAY*) tells the story behind the birth of the Cold War, told with verve, insight, and resonance for today. Focusing on the critical years 1947 to 1949, Benn Steil's gripping narrative takes us through the seminal episodes marking the collapse of postwar US-Soviet relations—the Prague coup, the Berlin blockade, and the division of Germany. In each case, Stalin's determination to crush the Marshall Plan and undermine American power in Europe is vividly portrayed. Bringing to bear fascinating

new material from American, Russian, German, and other European archives, Steil's account will forever change how we see the Marshall Plan. "Trenchant and timely...an ambitious, deeply researched narrative that...provides a fresh perspective on the coming Cold War" (The New York Times Book Review), The Marshall Plan is a polished and masterly work of historical narrative. An instant classic of Cold War literature, it "is a gripping, complex, and critically important story that is told with clarity and precision" (The Christian Science Monitor).

THE COST OF VICTORY

CRIMSON WORLDS

The Third Frontier War is raging, and all across human-occupied space worlds are burning. Massive battlefleets struggle for dominance and kilometer-long war ships exchange thermonuclear barrages. Battered in the early years of the war, the Western Alliance is resurgent. The brilliant Admiral Augustus Garret leads the Alliance fleet from victory to victory, taking the war to the very heart of the enemy empires. And on the ground, Colonel Erik Cain, hero of the Marine Corps, leads his crack troops again into combat, seeking the final battle. In the background, the secretive intelligence agencies of the despotic Superpowers plot and scheme, using their own soldiers as pawns in the great game for control of space. But the final battle will be fought in the reddish sands of a backwater world, and the prize will be the staggering secret that has lain hidden in a remote cave for untold centuries. All the Powers struggle for the ultimate victory, but at what cost? The Cost of Victory is the second book in the Crimson Worlds series and the sequel to Marines. The Crimson Worlds Series: Marines (Crimson Worlds I) - Available Now! Tombstone (A Crimson Worlds Prequel) - Available Now! A Little Rebellion (Crimson Worlds III) - December 2012 The First Imperium (Crimson Worlds IV) - March 2013

THE FALL

HarperCollins UK First of a thrilling fantasy adventure series set on the Dark World, where society is ranked according to its colour clan and the most precious commodity is light. In all the world there is only one place that ever sees the sun. A seven-towered castle built upon a mountain high above the desolate ice lands below. Tal is getting ready for the Day of Ascension - a day when all the 13-year-old Chosen from the Castle of Seven Towers enter the spirit world of Aenir. Then his father disappears with the family's Primary Sunstone. Without it, Tal cannot enter Aenir and bind himself to a Spiritshadow - a guardian being, both protector and friend. Tal tries to steal a Sunstone, but during his act of thievery is thrown off the Castle of Seven Towers by a powerful Spiritshadow Keeper. He falls down to the iceworld below, where he is captured by Icecarls. To save his life, he must team up with Milla - a Shield-Maiden-in-training - and offer his aid to the nomads. Which complicates his task immeasurably...

FLAMES OF REBELLION

HarperCollins In Flames of Rebellion, a group of rebels fighting for independence sows the seeds of revolution across the galaxy in this blockbuster military sci-fi adventure from Jay Allan, the author of the Crimson Worlds and Far Stars series. The planet Haven slides closer to revolution against its parent nation, Federal America. Everett Wells, the fair-minded planetary governor, has tried to create a peaceful resolution, but his failure has caused the government to send Asha Stanton, a ruthless federal operative, to quell the insurgency. Wells quickly realizes that Stanton has the true power . . . and two battalions of government security troops—specifically trained to put down unrest—under her control. Unlike Wells, Stanton is prepared to resort to extreme methods to break the back of the gathering rebellion, including unleashing Colonel Robert Semmes, the psychopathic commander of her soldiers, on the Havenites. But the people of Haven have their own ideas. They are not the beaten-down masses of Earth, but men and women with the courage and fortitude to tame a new world. Damian Ward is such a resident of Haven, a retired veteran and decorated war hero, who has watched events on his adopted world with growing apprehension. He sympathizes with the revolutionaries, his friends and neighbors, but he is loath to rebel against the flag he fought to defend. That is, until Stanton's reign of terror intrudes into his life—and threatens those he knows and loves. Then he does what he must, rallying Haven's other veterans and leading them to the aid of the revolutionaries. Yet the battle-scarred warrior knows that even if Haven's freedom fighters defeat the federalists, the rebellion is far from over . . . it's only just begun.

THE AENEID

The Floating Press Aeneas appears in The Illiad in vague snatches and starts as a traveling warrior of great piety who was loosely connected to the foundation of Rome. Virgil weaves these fragments into a powerful myth about the founding of Rome in The Aeneid. Aeneas travels from his native Troy to Italy then wages victorious war upon the Latins.

CHILDREN OF RUIN

Pan Macmillan 'My most anticipated book of the year' - Peter F. Hamilton, Britain's no.1 science fiction writer Children of Ruin follows Adrian Tchaikovsky's extraordinary Children of Time, winner of the Arthur C. Clarke award. It is set in the same universe, with new characters and a thrilling narrative. It has been waiting through the ages. Now it's time . . . Thousands of years ago, Earth's terraforming program took to the stars. On the world they called Nod, scientists discovered alien life - but it was their mission to overwrite it with the memory of Earth. Then humanity's great empire fell, and the program's decisions were lost to time. Aeons later, humanity and its new spider allies detected fragmentary radio signals between the stars. They dispatched an exploration vessel, hoping to find cousins from old Earth. But those ancient terraformers woke something on Nod better left undisturbed. And it's been waiting for them. 'Books like this are why we read science fiction' - Ian McDonald, author of the Luna series All underpinned by great ideas. And it is crisply modern - but with the sensibility of classic science fiction' Stephen Baxter, author of the Long Earth series (with Terry Pratchett)

WE CRY FOR BLOOD

Hachette UK "A complex tale of war, politics, and lust for power." —The Guardian Alliances fracture and hope wanes in a ravaged empire caught between three factions in the heart-pounding continuation of Devin Madson's bold epic fantasy series, The Reborn Empire. Ambition and schemes have left the Kisian Empire in ashes. Empress Miko Ts'ai will have to move fast if she hopes to secure a foothold in its ruins. However, the line between enemies and allies may not be as clear-cut as it first appeared. After failing to win back his Swords, former Captain Rah e'Torin finds shelter among the Levanti deserters. But his presence in the camp threatens to fracture the group, putting him on a collision course with their enigmatic leader. Assassin Cassandra Marius knows Leo Villius's secret—one that could thwart his ambitions to conquer Kisia. But her time in Empress Hana's body is running out and each attempt they make to exploit Leo's weakness may be playing into his plans. And, as Leo's control over the Levanti emperor grows, Dishiva e'Jaroven is caught in his web. She'll have to decide how many of her people are worth sacrificing in order to win. Praise for The Reborn Empire: "Imaginative worldbuilding, a pace that builds perfectly to a heart-pounding finale and captivating characters. Highly recommended." —John Gwynne, author of The Shadow of the Gods "An exciting new author in fantasy."—Mark Lawrence, author of Red Sister "Visceral battles, complex politics, and fascinating worldbuilding bring Devin's words to life."—Anna Stephens, author of Godblind The Reborn Empire We Ride the Storm We Lie with Death We Cry for Blood For more from Devin Madson, check out: The Vengeance Trilogy The Blood of Whisperers The Gods of Vice The Grave at Storm's End

RUINS OF THE GALAXY

A MILITARY SCIFI EPIC

The mission is simple. Escort an emissary to an intergalactic peace summit. Try not to get in the way. Lt. Magnus and his 79th Recon Team have certainly handled worse, after all. But when an explosion rocks the tower and sends everyone into a panic, Magnus and his asset find themselves cut off from the rest of the team. Worse still, a dying alien chieftain gives them a priceless drive of intel, marking them for death. The mission has officially changed. With enemies on all sides, Magnus must do everything in his power to protect the emissary and escape the tower. There is no back up. There is no chance for failure. The fate of the entire galaxy now lies in the hands of a Republic Marine and a diplomat. All they have to do is survive. Experience the beginning of this sprawling galactic tale in this first entry to the Ruins of the Galaxy series. If you're a fan of Star Wars, Galaxy's Edge, or Battlestar Galactica, you'll love this military sci-fi epic.

NATIVES

RACE AND CLASS IN THE RUINS OF EMPIRE - THE SUNDAY TIMES BESTSELLER

Two Roads SHORTLISTED FOR THE JAMES TAIT BLACK PRIZE | THE JHALAK PRIZE | THE BREAD AND ROSES AWARD & LONGLISTED FOR THE ORWELL PRIZE FOR POLITICAL WRITING 'This is the book I've been waiting for - for years. It's personal, historical, political, and it speaks to where we are now' Benjamin Zephaniah 'I recommend Natives to everyone' Candice Carty-Williams From the first time he was stopped and searched as a child, to the day he realised his mum was white, to his first encounters with racist teachers - race and class have shaped Akala's life and outlook. In this unique book he takes his own experiences and widens them out to look at the social, historical and political factors that have left us where we are today. Covering everything from the police, education and identity to politics, sexual objectification and the far right, Natives speaks directly to British denial and squeamishness when it comes to confronting issues of race and class that are at the heart of the legacy of Britain's racialised empire. Natives is the searing modern polemic and Sunday Times bestseller from the BAFTA and MOBO award-winning musician and political commentator, Akala. 'The kind of disruptive, aggressive intellect that a new generation is closely watching' Afua Hirsch, Observer 'Part biography, part polemic, this powerful, wide-ranging study picks apart the British myth of meritocracy' David Olusoga, Guardian 'Inspiring' Madani Younis, Guardian 'Lucid, wide-ranging' John Kerrigan, TLS 'A potent combination of autobiography and political history which holds up a mirror to contemporary Britain' Independent 'Trenchant and highly persuasive' Metro 'A history lesson of the kind you should get in school but don't' Stylist

THE DARKENING AGE

THE CHRISTIAN DESTRUCTION OF THE CLASSICAL WORLD

HarperCollins A New York Times Notable Book, winner of the Jerwood Award from the Royal Society of Literature, a New York Times Book Review Editors' Choice, and named a Book of the Year by the Telegraph, Spectator, Observer, and BBC History Magazine, this bold new history of the rise of Christianity shows how its radical followers helped to annihilate Greek

and Roman civilizations. The Darkening Age is the largely unknown story of how a militant religion deliberately attacked and suppressed the teachings of the Classical world, ushering in centuries of unquestioning adherence to "one true faith." Despite the long-held notion that the early Christians were meek and mild, going to their martyrs' deaths singing hymns of love and praise, the truth, as Catherine Nixey reveals, is very different. Far from being meek and mild, they were violent, ruthless, and fundamentally intolerant. Unlike the polytheistic world, in which the addition of one new religion made no fundamental difference to the old ones, this new ideology stated not only that it was the way, the truth, and the light but that, by extension, every single other way was wrong and had to be destroyed. From the first century to the sixth, those who didn't fall into step with its beliefs were pursued in every possible way: social, legal, financial, and physical. Their altars were upturned and their temples demolished, their statues hacked to pieces, and their priests killed. It was an annihilation. Authoritative, vividly written, and utterly compelling, this is a remarkable debut from a brilliant young historian.

SHADOW OF EMPIRE

FAR STARS BOOK ONE

[HarperCollins](#) The first installment in the Far Star series, a swashbuckling space saga that introduces the daring pirate Blackhawk and the loyal crew of the Wolf's Claw, from Jay Allan, the author of the bestselling Crimson Worlds saga. Smuggler and mercenary Arkarin Blackhawk and the crew of the ship Wolf's Claw are freelance adventurers who live on the fringe of human society in the Far Stars. A veteran fighter as deadly with a blade as he is with a gun, Blackhawk is a man haunted by a dark past. Even his cynicism cannot banish the guilt and pain that threaten his sanity. Sent to rescue the kidnapped daughter of his longtime friend Marshal Augustin Lucerne, Blackhawk and his crew find themselves drawn into one deadly fight after another. When the Wolf's Claw is damaged, they are forced to land on a remote planet subsumed by civil war. Pulled unwittingly into the conflict, they uncover disturbing information about secret imperial involvement that could upset the plans of Lucerne. For the Marshal is determined to forge a Far Stars Confederation powerful enough to eliminate all imperial influence and threats in the sector. He needs a skilled warrior like Blackhawk on his side, but the mercenary, plagued by dark memories from the past, refuses to join the cause. All too soon, though, he and his crew will have to take a stand.