

Guns Of The Valpian Survival Wars Book 6

God Ship. The tormentor of worlds. For thousands of years, the Vraxar have brought ruin and misery across the universe. Each species they find has met the same fate - extinction and conversion into new soldiers for their ranks. An upstart race - humanity - has wiped out the aliens' advance fleet. The Vraxar will not give up - they must clear a way through Confederation Space in preparation for their future wars. Captain Charlie Blake is always in the wrong place at the right time. He's given a mission - take a heavily-armed warship and investigate an anomaly on a distant planet. Blake and his crew locate a catastrophically-damaged enemy Neutraliser, and there's no record of an engagement with human forces. Lieutenant Eric McKinney and his troops are left with the task of getting inside and finding answers. What they discover deep within the huge spaceship gives an idea of the horrors to come. The Vraxar have summoned one of their capital ships. Ix-Gorghal has arrived and even with assistance from an incredibly-powerful Ghist battleship, it will take every ounce of Space Corps firepower, ingenuity and plain old guts to survive the first punishing encounters. God Ship is a high-action science fiction adventure and the third book in the Obsidiar Fleet series.

The Book of Deacon is the first book of The Book of Deacon series by Joseph R. Lallo. Myranda Celeste's world has been built on a legacy of bloodshed. For more than a century, her homeland the Northern Alliance has fought the Kingdom of Tressor in what has come to be known as the Perpetual War. While her people look upon the conflict with reverence, Myranda's hate for the war has made her an outcast. When she finds a precious sword among the equipment of a fallen warrior, she believes her luck may have changed. Little does she imagine that the treasure will draw her into an adventure of wizards and warriors, soldiers and rebels, and beasts both noble and monstrous. The journey will teach her much about her potential, about the origins of the war, and about the threat her world truly faces. Will Myranda unlock the secret of bringing peace once and for all, or will the world be lost to the Perpetual War?

What would you risk to do what you were born to do? Since college, Lex Alexander has had two loves. Hoversled racing, and Michella Modane. Everything from mega-corporations to robot rampages have threatened to keep them apart. Now, at long last, Lex may finally get a chance to race again. Just one thing stands in his way: Michella herself. The people behind the league have a history in organized crime. Lex believes they've gone legit. Michella isn't buying it. He's desperate to get back on the track. She's determined to find what the league is hiding. This second chance may be their last.

An invaluable introductory textbook that provides students with a concise overview of Australian history: from the first settlers thousands of years ago, to the great migrations of recent centuries, through to those living within the more anxiously controlled borders of the present day. Drawing on political debate, official reports, intellectual discussion and popular culture, Peel and Twomey weave together a vivid, multi-dimensional national history that explores central topics against the wider international background. This is an ideal core text for dedicated modules on Australian History, or a supplementary text for broader modules on World History, which may be offered at all levels of an undergraduate History degree. In addition it is a crucial resource for students who may be studying the history of Australia for the first time as part of a taught postgraduate degree in Australian or World History.

At the very beginning of the novel the protagonist dies. His soul starts its journey to the afterlife, but unexpectedly, he wakes up in someone else's body--on another planet! Soon it turns out that he has unwillingly become the subject of a scientific experiment being made by the inhabitants of that planet. They look exactly like the people from the Earth: the only difference is that they are much smarter. Due to their advanced technology they can connect to the passageway through which the soul travels after death, and they can stop any. Their plan is to attach a kind of a tracking system to the protagonist's soul, let him continue his journey, and later on, after he has arrived to the afterlife and he has seen everything, they would like to bring him back. They are very curious about the place we go after we die. While they are doing all the necessary preparations, they are having a conversation with their experimental subject. The protagonist learns that the Universe is full of inhabited planets, which are populated by representatives of the one and only human species that had been designed by our creators. His hosts are so advanced in science that they have discovered everything about Universe and life. They possess concrete evidence that we were created by someone, they know exactly how life was spread to all the planets, they know the truth about evolution, and they even have the answer to the old question: what is the meaning of life? There is only one thing that they don't yet know: what is waiting for us after death? Their search for this answer has been going on for centuries, and for now, none of these experiments were successful. During further conversations it becomes apparent that on the Earth something went terribly wrong. Namely, according to our creators' original plan, all the human beings in the Universe should enjoy their lives in peace and health. But the Earth is an exception: this is the only inhabited planet where wars, diseases, poverty, hatred, division and all the bad things are present. In the next few minutes together they will find out what went wrong on the Earth. The answer is thought-provoking, and some would say, shocking. After this, the experiment finally starts. The protagonist's soul reaches the afterlife where he meets his grandmother. She tells and shows him everything about heaven--which is a whole lot different than we imagine it...

Cam, a reporter who leaps into danger and has a reputation as a playboy, returns to Spain for the first time in six months. When he arrives at his villa with a beautiful woman in tow, a quiet widow appears in front of him. Widowed Liz, who's in charge of managing the villa's garden, isn't Cam's type, but he can't get her out of his mind. When she cries at the memory of her late husband, it shocks him. Is there even one woman who would cry for Cam? He realizes he wants a loyal partner. He'll even give up his playboy ways to win one!

When you've lived a life like his, the last thing you want is for history to repeat itself. Lex has teamed up with mad engineers, clashed with technology-obsessed terrorists, and faced murderous robot hordes. He's even traveled through time. He has skills no one in history has ever had. He'll need them. Devastating cyber-attacks are targeting him. His closest allies are nowhere to be found. Ominous threats from his past seem to be leaking back onto his life. With the help of an off-kilter ship AI and his ex, Lex will have to get to the bottom of it all. If he doesn't, the galaxy's days are numbered. Nova Igniter is the sixth novel in the action-packed Big Sigma series by Joseph R. Lallo.

After their recent victory over an incredibly powerful alien foe, Captain John Duggan and his crew are expecting some downtime while the ESS Crimson is refitted. It is not to be. In a war for survival, the Space Corps' best officer can't be permitted to languish on base with his feet up. Soon after landing on planet Atlantis, Duggan gets the call once more. This time there's to be no holding back - his superiors want him to take the fight to the enemy, rather than wait it out in Confederation Space. Given a promise that this

mission will be his last, Duggan ventures into the unknown - he must fly through the Helius Blackstar and see what lies on the other side. What he finds there is worse than he could possibly have imagined and it will take every ounce of his ingenuity to return with the secrets he discovers. Terminus Gate is a high-action science fiction adventure and the fifth book in the Survival Wars series.

As the war between the Human Planetary Alliance and the Daklan intensifies, Captain Carl Recker experiences a sudden change in fortune. With battle-hardened officers in short supply, he's given command of a modified, shipyard-fresh destroyer and a mission to go with it. As part of a task force under the command of an officer Recker is unfortunately all-too-familiar with, the plan is to recover weapons and technology from an uncharted world on the edge of known space. Easy. Little does Recker know it, but the outcome of this mission may well determine the future of both humanity and the Daklan. The distant planet Pinvos will be the scene of conflict and destruction on a cataclysmic scale and even success will be tempered by the uncertainty of what he discovers. With each passing day, a faraway war fought on a colossal scale comes ever nearer and humanity has no defence against the weapons created to fight it. No defence except perhaps one thing. The alien warship Vengeance has survived countless engagements and still it endures, scarred by the brutality of its past. And Recker is the only man with the key to unlock its secrets. Fractured Horizons is a traditional-style science-fiction action adventure and the second book in the Savage Stars series, following directly after events in War from a Distant Sun. Expect space combat, ruthless aliens, mysterious tech and lots more.

Negation Force. A planet without power, locked down by an alien war fleet. The human Confederation has known an unprecedented time of peace, unheard of in a universe where every other species is not only technologically advanced, but also incredibly hostile. The good times are about to end. Out on the fringes, the planet Atlantis is attacked by an alien foe remembered only by the oldest members of the Space Corps. These aliens – known as Vraxar – are abominations of flesh and metal, driven to exterminate every other life form in the universe. Now it's humanity's turn. In the ruins of the Tillos military installation, Sergeant Eric McKinney is determined to fight back and find out why the Vraxar have come. Meanwhile, a response fleet is mustered with the intention of facing the enemy head-on. It's a mission with no hope of success. As events unfold, it becomes apparent the Vraxar have secrets which give clues to their purpose. The answers are more shocking than anyone could have imagined. The lives of strangers are intertwined and together they must try and salvage something from this first exchange in a war that will not end until one side is utterly defeated. Luckily, the Tillos base holds secrets of its own... a warship with an exceptionally powerful Obsidiar core is contained within an underground bunker. It is the only hope for Atlantis... Negation Force is a science fiction action and adventure book which begins The Obsidiar Fleet series.

The islands of Caldera are a shining jewel in a rather bleak world. A terrible calamity in the past had blanketed much of the world with a toxic "fug." Those who survived were forced to take to the mountains and the skies in wondrous airships. Life has since been a struggle, with only the most ruthless and crafty able to survive. To spare themselves the same fate, the Calderans erected a battery of guns to fend off the airships of the mainland. They isolated themselves from the madness of the world, choosing instead to focus on the pursuits of art and creativity. Few believe the technologically advanced but socially barbarous outsiders have anything to offer. Amanita Graus, though, is hoping that they do. Nita's mother has lost her livelihood and perhaps soon her life to a terrible disease. Already the black sheep of the family for embracing engineering rather than art, Nita resolves to leave the safety of her home and do whatever it takes to find a cure. For a price, the bizarre crew of an airship called The Wind Breaker are willing to grant her a meeting with their mysterious benefactors, and thus a chance to procure the one thing with a chance to save her mother. Free-Wrench follows Nita's adventures in a steampunk world of airships and lunatics. Helping her in her journey are an eccentric crew of smugglers; the gruff Cap'n Mack, the simple but enthusiastic Lil and Coop, the arrogant marksman Gunner, the surly surgeon Butch, and the irritable mascot Wink. To survive and find what she seeks she'll need to earn their trust, follow their rules, and meet face to face with the people who pull the strings of their society.

Richard Smiles sets out to post Ibo war Nigeria, with a burning ambition and a crusading spirit to help in the rebuilding of his company in Nigeria. He brings with him a young family totally unprepared for the trials ahead. The comic and sometimes poignant cultural clashes speed Smiles' development of his sense of realism. Smiles the crusader turns into Smiles the pragmatic, ambition conquers all; except of course Smiles' asinine pomposity.

Mission: Eradicate. Kill or be killed. The discovery of the Vraxar planetship - Aranol - has revealed to the Confederation how much they are outgunned by the invading aliens. The Space Corps' successes to date will count for nothing if the largest spaceship in the known universe is allowed to reach human territory. Fleet Admiral John Duggan is not a man to sit on his hands while there is a chance to act. He sends Captain Charlie Blake on a daring mission deep into Estral Space, to launch a pre-emptive strike against the Aranol and also to rescue the lost battleship Ulterior-2. Blake and his crew aren't alone - Lieutenant Eric McKinney and his squad are along for the ride and they're itching to get involved. What Blake finds is a long-forgotten war, still raging with incredible intensity. Surrounded by enemies, it will take every ounce of his ingenuity to achieve victory. Where ingenuity fails, there are other, more direct options. His spaceship, the ES Cataclysm, is equipped with experimental and potentially devastating weaponry, as the Vraxar will soon discover. The Aranol has existed for millennia and overseen the fall of a thousand empires. It will not go down without a fight. Mission: Eradicate is a high-action science fiction adventure, which concludes the Obsidiar Fleet series.

When a Daklan annihilator drops out of lightspeed, make sure you're in a different solar system. Humanity is trapped in a decades-long conflict with a warlike alien species known as Daklan. The military's high command has played it safe for too long and now defeat seems inevitable. Dealing with the consequences on the frontline, warship captain Carl

Recker is a man with enemies on both sides. A routine mission takes him to a distant world upon which he finds technology from a war fought by an unknown species. The Daklan are interested in it too, and they have an annihilator class battleship at their disposal, while Recker is flying the smallest lightspeed capable warship in the human fleet. What follows will test Recker to his limits. Relentlessly pursued by the unstoppable battleship and seemingly forsaken by his superiors, he must hunt down answers from the past while fighting enemies from the present. Powerful relics of an ancient, terrible war are scattered on the fringes - finding them and unlocking their secrets may be the only hope for humanity. War from a Distant Sun is a traditional-style science-fiction action adventure. Expect space combat, ruthless aliens, mysterious tech and lots more.

Captain John Duggan rots in his cell, facing execution at the hands of his captors. Having discovered the secret which the Ghosts wished to remain hidden, he is left powerless to find answers to the questions which will determine the future of the Confederation. Elsewhere in the Garon sector, the Dreamers have been putting their own terrible plans into action. They possess the power to destroy entire worlds from unimaginable distances. Whilst humans and Ghosts descend once more into war, the biggest threat of all puts in motion a chain of events which will result in a hundred billion deaths if left unchecked. John Duggan and his crew are forced into a position where they must end not just one war, but two. The Space Corps' most accomplished officer will be reunited with humanity's most powerful weapon in a race to forge peace when a return to conflict seems inevitable. Standing above all else is the seemingly unstoppable Dreamer mothership, which Duggan must face if he is to succeed against the longest of odds. Fires of Oblivion is a science fiction adventure and the fourth book in the Survival Wars series.

Following his last adventure, Trevor "Lex" Alexander's life has managed to return to normal. He's back to splitting his time between delivering packages and transporting passengers, along with the occasional foray into testing highly experimental equipment. He's even gotten back together with his girlfriend Michella Modane, who has been launched to stardom by her coverage of the Bypass Gemini incident. Yes, things are going quite well for Lex. But in his life, luck like this never lasts long. Sure enough, while he is preparing for a rare visit from Michella, he receives word that the reclusive inventor Karter Dee has been kidnapped. The eccentric and slightly deranged inventor's checkered past has made getting the authorities involved out of the question. That has left "Ma", the AI in charge of cooking his meals and reining in his insanity, with few options. She has reached out to Lex as one of the few people she can trust, and needs him to help assemble a team of Karter's former allies to take him back before his latest contraptions can be put to work terrorizing the populace at the hands of his captors.

Following decades of war and the recent catastrophic loss of an entire planet, the Human Planetary Alliance is riven by internal disputes and rivalries. The military's old guard fights for power against those who see a chance to turn things around. After a series of hard-fought victories, Captain Carl Recker is becoming recognized as a man who gets results - a man who knows how to beat the Daklan. Unfortunately, enemies from his past would prefer to claim his successes as their own, and Recker finds himself caught between two factions within high command. Escape comes in the form of a mission, though it's nothing run-of-the-mill. Given command of a new heavy cruiser, Recker is sent to track down a missing Daklan fleet and recover the alien technology it was searching for. It's going to be tough and assistance comes in the form of a Daklan desolator, commanded by a larger-than-life officer who knows his missiles from his Terrus slugs. Deep within territory contested by the Meklon and Lavorix, Recker and his opposite number will need to work closely together. Trust is in short supply, while enemies are not. Faced with countless hostile aliens and their technology, Recker has his work cut out if he wants to stay on the right side of dead. And soon, he will draw the attention of the Lavorix empire breaker. The Galactar is coming, and against it, Recker stands no chance at all. Galactar is a traditional-style science-fiction action adventure and the third book in the Savage Stars series, following directly after events in Fractured Horizons. Expect space combat, ruthless aliens, mysterious tech and lots more.

Fifty-three years after it vanished, Earth's only Super-Devastator warship, the ESS Crimson sends out a distress signal... Humanity is fighting against an implacable foe. The Ghosts - a ruthless alien race - seem hell-bent on wiping out mankind. They have a vast warfleet and their technology is advancing at a terrible rate. Captain John Nathan Duggan and his crew are given a mission - find the missing ESS Crimson and bring it home. Little does Duggan realise, this is no ordinary mission. As he struggles against enemies both within and without, he desperately tries to unlock the mystery surrounding the Crimson's disappearance and the unknown weapons it carries. He soon discovers the missing warship might be the only hope for salvation that mankind has left. When everything is veiled in secrecy nothing is easy, as Duggan is about to find out. Crimson Tempest is the first instalment in an epic sci-fi action-adventure series.

Temporal Contingency is the fourth book in the Big Sigma Series. Trevor "Lex" Alexander's life has been less than blessed. In the past year he's had to battle corrupt corporations, deranged techno-terrorists, and a robotic scourge. Now he's received the opportunity to finally return to the racing career that had been cut short by some poor decisions. One could excuse him for not wanting to be embroiled in another insane adventure when he is so close to returning to his life's calling. Sometimes the call of duty will not be denied. Karter Dee, a certified lunatic responsible for many of Lex's recent woes, has discovered a threat on an unprecedented scale. He and Ma, his AI caretaker, know their plan to solve the problem will take a special mixture of competence, improvisation, and disregard for personal safety. Reluctance aside, Lex is the only man for the job. Even with the skilled pilot on the team, the scope of the problem has grown so massive that it may be unsolvable in its current state. Some would consider the situation hopeless, but any good engineer knows if you can't find a solution, you have to change the problem. To give human society a chance at a future, Lex, Karter, and Ma, will have to venture into the past.

The Empire will kill him for stealing this ship... but they have to catch it first! To the Empire the Wanderer was just another booby-trapped ship to claim, and Jess was just another worthless slave who could be sacrificed in the process. Things didn't go to plan. Jess survived the dangers, and when he sat in the pilot's chair the ancient ship came to life for the first time in centuries. Acting on instinct Jess seized the chance, firing up the engines and fleeing the Imperial forces. Now Jess and the ancient self-aware ship are on the run, their freedom and their very existence on the line. The smart thing to do would be to run like hell and never stop, but Jess finds he can't ignore pleas for help from those in danger. With the powerful Wanderer at his command he can truly make a difference... but at what cost? Buy this collection of the first three books and see why tens of thousands of people have loved following the Wanderer's journey, leaving comments including "In the end, I was gripping the arms of my chair as I rooted for the heroes.", "A fast paced, can't-put-it-down Sci-fi." and "One of the best books I've read this year."

In this universe, it's dog-eat-dog. And only the strongest will survive....Lieutenant Becky Keller's brain is fitted with a processing core which can outthink and outfly the most advanced battle computers in the Space Corps. Not only that, she's blessed with the gift of the psi and her intuition is unparalleled in the military. Keller finds herself partnered with another one from the labs. Joe Nation is packed with so many augmentations, he can't remember which parts of his body are real anymore. All he knows is covert ops, and with his stealth and assault modules, there's no one better at it than Nation. The pair of them are given a mission - take the Retaliator class SC Gundar, infiltrate the Isob-2 processing facility of a semi-hostile alien species known as Estral, and find out if they're breaking the terms of a peace treaty. It's easier said than done. The Estral are spoiling for war and they don't want human agents poking around in their business. Deep within the Isob-2 facility, something hostile awaits and no one in the Space Corps is prepared for it. What begins as a standard in-out mission, leads Keller and Nation into a full-scale conflict with both the Estral and a new, completely unexpected enemy. The first of the Transcended have come and they aren't looking for peace.

Managing Stress in Secondary Schools: A Whole-School Approach for Staff and Students, second edition, introduces a practical stress management programme for use in schools and colleges. Drawing from current theory and evidence-based practice on anxiety, stress and mental health, it offers student lesson plans, plus a staff self-training session, with concrete activities to develop crucial stress management skills in both staff and students. The programme provides direct training in stress reduction skills, supported by online resources, designed to fit into timetabled PSHE lessons. Key features of this manual include: Simple and flexible lesson plans that can be performed either at the start of timetabled PSHE lessons or as full stress management lessons on their own. A staff self-training session plan that serves both as preparation for leading lessons with students and facilitates the development of stress management skills among staff. Downloadable audio relaxation recordings. Downloadable handouts to encourage students' relaxation practice at home. Downloadable PowerPoint slides to guide tuition. With lessons covering the causes and effects, as well as strategies on preventing and managing stress, this is an invaluable resource for teachers and other school staff involved in the PSHE curriculum. It would be of particular interest to those supporting students preparing for exams.

Artificial Evolution is the third book in the Big Sigma series, building upon the story and characters introduced by Bypass Gemini and Unstable Prototypes. Lex, Michella and Squee are once again joined by the mercenaries Silo and Garotte. Along the way they'll need plenty of help from mad engineer Karter Dee and his AI Ma. After butting heads with the megacorporation known as VectorCorp it was only a matter of time before Lex Alexander and his girlfriend Michella Modane would face the consequences. It is remarkable what a single corporate agent with the resources of a multi-global conglomerate can do to a person's career. In the space of a few days Lex is looking for work and Michella is feeling pressure from the network to ease off the hard-hitting stories. Not one to be silenced, Michella quickly hatches a plan to continue her investigations under the guise of a fluff story about a so-called extraterrestrial, and who better to be her personal driver than Lex? Meanwhile, mercenaries Silo and Garotte are still nipping at the heels of the terrorist group known as the Neo-Luddites. Rumors of an attempt to secure a devastating weapon bring the pair to a forgotten little planet in an undeveloped corner of the galaxy. Circumstances require that local authorities lay claim to the terrorists' apparent target, but what sort of threat could one gangly collection of anatomical curiosities pose to the galaxy? The answer to that question will put our heroes to the test and leave a whole world hanging in the balance.

Following his successful mission to recover the missing warship ESS Crimson, Captain John Duggan finds himself unredeemed in the eyes of his superiors. His duties resume and this time he's given something easy - escort a cargo ship to a distant planet and bring it home safely. But war is never so predictable and a straightforward mission becomes something much more important. The outcome may well determine the future of humanity. Someone has terrible plans for the ESS Crimson and Duggan is about to find himself party to endless destruction. Even as worlds die, a new threat is waiting on the horizon. Bane of Worlds is a universe-spanning sci-fi adventure, which continues the Survival Wars series.

Captain John Duggan and his crew are stranded deep in hostile territory. Their spaceship, the ESS Crimson is damaged beyond repair. Enemy warships hunt them, eager to locate the vessel which has caused so much damage to their military. All seems lost. Duggan is not a man to go down without a fight. Determined to take matters into his own hands, he leads his squad across the surface of an inhospitable planet in order to make a raid upon an enemy base. What happens there sets in motion a series of events which carry Duggan and his men towards a prize of inconceivable value. Nothing worth having comes easy - a single error will result in failure and the deaths of his soldiers, as well as denying humanity the greatest of gifts. Duggan has made a promise to get his squad home and there's only one way for him to succeed. The Valpian awaits. Guns of the Valpian is a science fiction adventure and the sixth book in the Survival Wars series.

Doing the right thing can bring the wrong type of attention. Now the Empire knows the amazing things the Wanderer is capable of, they want the ship for themselves. As powerful as the Wanderer is it is no match for the imperial fleet that seeks to capture it. Jess has only one option - run. With the imperial fleet dogging his steps Jess continues to head for the Wanderer's homeworld, but in running from the Empire he is running blindly towards a far greater danger.

For Captain John Duggan, it seems like war never ends. Each success brings another mission and more death. Following events at the Helius Blackstar, Duggan is given the Space Corps' newest warship - a heavy cruiser armed to the teeth with the latest weapons and technology. A prospector craft, the SC Lupus, has gone missing and his superiors want to find out what happened and the aggressors dealt with accordingly. The wrecked spaceship is soon found. However, nothing is as it seems. What Duggan finds on a distant planet turns everything on its head. With the survival of humanity potentially in the balance, Duggan - a man forever chained by duty - is required to take the biggest risk of all. The man who has faced everything is about to come up against an opponent he cannot possibly defend himself against. Chains of Duty is a science fiction adventure and the third book in the Survival Wars series.

For the first time, all of the short fiction set in James S. A. Corey's New York Times bestselling Expanse series is available in this collection -- includes a brand new novella. Now a major television series. Contents: The Expanse Short Fiction Drive The Butcher of Anderson Station The Churn Gods of Risk The Vital Abyss Strange Dogs Auberon Memory's Legion ---- For more from James S. A. Corey, check out: The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath Leviathan Falls

From a school girl running the streets of London to a world record-breaking athlete racing on mountains and toughest races, long-distance runner Lizzy Hawker is an inspiration to anyone who would like to see how far they can go, running or not. This is the complete story of Lizzy's journey, uncovering the physical, mental and emotional challenges that runners go through at the edge of human endurance. Scared witless and surrounded by a sea of people, Lizzy Hawker stands in the church square at the centre of Chamonix on a late August evening, waiting for the start of the Ultra Trail du Mont Blanc. The mountains towering over the pack of runners promise a grueling 8,600 metres of ascent and descent over 158 kilometres of challenging terrain that will test the feet, legs, heart and mind. These nervous moments before the race signal not just the beginning of nearly twenty-seven hours of effort that saw Lizzy finish as first woman, but the start of the career of one of Britain's most successful endurance athletes. She went on to become the 100km Women's World Champion, win the Ultra Trail du Mont Blanc an unprecedented five times, hold the world record for 24 hours road running and become the first woman to stand on the overall winners' podium at Spartathlon. Lizzy's remarkable spirit was recognised in 2013 when she was a National Geographic Adventurer of the Year.

Isambard Smith begins his first adventure as arachnoid stormtroopers of the evil Ghash Empire threaten to dominate the British Space Empire on twenty-fifth century Earth.

The Aranol. Death comes to everything. With tenacity and fearless determination, the human Confederation has fought against the overwhelming forces of the Vraxar. Still the aliens keep on coming. Following the events on New Earth, a chance sighting presents an opportunity too good to ignore. One of the Vraxar's remaining capital ships - Ix-Gastiol - is located in close orbit around a star. Fleet Admiral Duggan prepares to strike against the mightiest of the alien vessels. With a strong fleet of warships assembled and an Obsidial bomb to back them up, he believes success is within reach. However, the Vraxar have existed for millennia and Ix-Gastiol has overseen the extinction of a hundred species. This will be no easy mission. When everything goes badly, catastrophically wrong, it's left to Captain Charlie Blake and Lieutenant Eric McKinney to put it right. Trapped within the endless depths of an alien spaceship, they must lead a small squad to achieve the impossible and somehow finish what an entire fleet failed to accomplish. Ix-Gastiol holds clues for the resourceful to find. What Blake and McKinney unearth could be the most important discovery of the war, but only if they can escape with the information. Suns of the Aranol is a high-action science fiction adventure and the fifth book in the Obsidial Fleet series. Mauled at Stalingrad, the German army looked to regain the initiative on the Eastern Front with a huge offensive launched near the city of Kursk, 280 miles south-west of Moscow. Armed with the new Panther tank, Hitler and Field Marshal von Manstein were confident that they could inflict another crushing defeat on the Soviet Union. What they did not know is that the Soviets knew about the coming attack, and they were ready. This book focuses on the southern front of this campaign, which featured one of the biggest clash of armour of the war in the battle of Prokhorovka which involved over a thousand tanks. It examines in detail the tactics and mistakes of the army commanders as they orchestrated one of the bloodiest battles in World War II. Using campaign maps, stunning photographs and vivid artwork, this new study, a companion to Campaign 272 Kursk 1943: The Northern Front, examines whether that the German offensive was doomed from the start as it takes the reader through this titanic clash of armour.

Inferno Sphere. A bomb to end all bombs. The ruthless species of biomechanical aliens known as Vraxar have been driven away from the Confederation planet Atlantis. They are not defeated and their unprovoked attack has given them the means to locate the rest of the Confederation worlds. However, the Vraxar are not predictable and their next move is completely unforeseen. This time, the Juniper orbital is the target. Lieutenant Eric McKinney is onboard, waiting for his next deployment. The arrival of the Vraxar pushes him once more into action and he finds himself in the unenviable position of fighting a battle which is already lost. There is a chance to pull off a victory of sorts - to come back from the brink of total disaster. McKinney must once again team up with Captain Charlie Blake to try and inflict a stunning, unexpected defeat on the Vraxar. It will not be easy. Meanwhile, out on the fringes of Confederation Space further trouble is brewing, adding complications to an already perilous situation. Where there is conflict, there is opportunity. The opening stages of the war have begun and humanity will not sit back tamely and wait for death. Alliances must be formed and ancient, terrible weapons brought out of storage. When it comes to the Vraxar, nothing will be straightforward... Inferno Sphere is a high-action science fiction adventure and the second book in the Obsidial Fleet series.

In a distant future, Trevor "Lex" Alexander was shaping up to be the next great race pilot until a fixed race got him banned from the sport. Reduced to making freelance deliveries, he thinks his life can't get any worse. That's when a package manages to get him mixed up with mobsters, a megacorp, and a mad scientist. Now his life depends on learning what their plans are, and how he can stop them.

Earth's Fury. A gun to shatter a god ship. The human Confederation has provided unexpected resistance to the Vraxar invading forces, but now the price must be paid. The mighty enemy warship Ix-Gorghal has discovered the location of humanity's populated worlds and its arrival in New Earth orbit promises death for the billions living there. At first, it seems the invaders will have everything their own way. They send in troops and deploy a ring of satellites to isolate the planet from the main comms network. After that, it should all be plain sailing.... On the New Earth Tucson military base, there are personnel who will never accept defeat - men and women who will keep fighting even when the cause seems lost. Lieutenant Eric McKinney is one of them. An unexpected message from a lone fleet warship high above the planet sends him on a mission to rescue the only man on New Earth with the activation codes for two unfinished warships on the Tucson base - the battleship Ulterior-2 and an experimental gun called Earth's Fury. Fleet Admiral John Duggan is the man with the keys. He's got a mission of his own and if it succeeds, it will ensure total annihilation for both sides. Duggan can see no other way out. Meanwhile, Captain Charlie Blake has other problems. In order to help the people of New Earth, he's forced to defy orders, putting his life and his future in jeopardy. He's one of the few men with the skill and audacity to get Earth's Fury into orbit - assuming it will even fly. It won't be easy. The Vraxar are a cruel and unpredictable foe, and at the first sign of a threat, they will surely destroy New Earth without hesitation. Earth's Fury is a high-action science fiction adventure and the fourth book in the Obsidial Fleet series.

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