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# Marines Jay Allan

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Descent Into  
Darkness System 7  
Books  
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

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<p>despotic          Supergroups 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</p>	<p>Crimson Worlds          Prequel) - Available          Now! A Little          Rebellion (Crimson          Worlds III) -          December 2012 The          First Imperium          (Crimson Worlds          IV) - March 2013  <u>Just Cause: Marine          Operations in          Panama, 1988-1990</u>          Pickle Partners          Publishing          The Epic          Conclusion to the          Crimson Worlds          Series...Erik Cain is          the hero of the          Marine Corps, a          celebrated warrior          who has led his grim          veterans into every          war the Alliance and          mankind have faced.          But now he has left          the Corps, driven to          near madness by an          overwhelming need          for vengeance. He</p>	<p>has sworn to kill          Gavin Stark, the          madman responsible          for his mentor's          death and, with a          small band of          dedicated followers,          he is pursuing his          prey across occupied          space. Meanwhile, on          a dozen colony          worlds, Marines land          to face the occupying          forces of Stark's          Shadow Legions.          They are supported          by the Janissaries,          their longtime          enemies, now turned          allies, but they are          exhausted and          outnumbered, facing          a vastly superior          enemy entrenched          and waiting for them.          But they are veterans,          Marines and          Janissaries both, men          and women who          have battled the</p>
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armies of the First Imperium and lived to tell the tale. They know what is at stake, and they are determined to prevail, even if none of them come back. And on Earth, the economic collapse Stark engineered has shattered the Treaty of Paris and its century-long prohibition against terrestrial warfare. Millions are already dead as the war between the Superpowers spreads across the Earth, a growing conflagration that could end in apocalyptic nuclear, chemical, and biological exchanges between the powers. Will mankind live under	the iron boot of Gavin Stark and his clone descendants forever? Or will Erik Cain and the Marines defeat him once and for all?The Crimson Worlds Series: Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds VIII) The Fall (Crimson Worlds IX)War Stories (3 Crimson Worlds Prequels) Also by Jay Allan:	Gehenna Dawn (Portal Wars I) The Ten Thousand (Portal Wars II) The Dragon's Banner (Pendragon Chronicles I)MERCs (Crimson Worlds Successors I)March 24, 2015Available Now for Preorder!Into the Darkness (Crimson Worlds Refugees I)June 23, 2015Available Now for Preorder! <u>Storm of Vengeance</u> System 7 Publishing It's 1945, and the world is in the grip of war. Hideki lives with his family on the island of Okinawa, near Japan. When the Second World
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War crashes onto his shores, Hideki is drafted to fight for the Japanese army. He is handed a grenade and a set of instructions: Don't come back until you've killed an American soldier. Ray, a young American Marine, has just landed on Okinawa. This is Ray's first-ever battle, and he doesn't know what to expect -- or if he'll make it out alive. All he knows that the enemy is everywhere. Hideki and Ray each fight their way across the island, surviving heart-pounding ambushes and dangerous traps.

But then the two of them collide in the middle of the battle... And choices they make in that single instant will change everything. Alan Gratz, New York Times bestselling author of *Refugee*, returns with this high-octane story of how fear and war tear us apart, but how hope and redemption tie us together. Reviews for *Refugee*: "An absolute must read for people of all ages" - Hannah Greendale, Goodreads "Like RJ Palacio's *Wonder*, this book should be mandatory reading..." - Skip, Goodreads "I liked

how the book linked history with adventure, and combined to make a realistic storyline for all three characters" - AJH, aged 11, Toppsta Grenade Jay Allan Books This is the fourth volume in an operational and chronological series covering the U.S. Marine Corps ' participation in the Vietnam War. This volume details the change in focus of the III Marine Amphibious Force (III MAF), which

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fought in South Vietnam ' s northernmost corps area, I Corps. This volume, like its predecessors, concentrates on the ground war in I Corps and III MAF ' s perspective of the Vietnam War as an entity. It also covers the Marine Corps participation in the advisory effort, the operations of the two Special Landing Forces of the U.S. Navy ' s Seventh Fleet, and the services of

Marines with the staff of the U.S. Military Assistance Command, Vietnam. There are additional chapters on supporting arms and logistics, and a discussion of the Marine role in Vietnam in relation to the overall American effort. **Neptune's Laboratory** Harper Voyager Book 18 of Blood on the Stars *Echoes of Glory* DIANE Publishing Book sixteen

of Blood on the Stars. **Even Legends Die** Department of the Navy Book 13 of the Blood on the Stars series The Cost of Victory Scholastic UK Blood on the Stars book 9. **Invasion** Pickle Partners Publishing War rages between the Confederation and the Union. Shattered fleets watch each other warily across a war torn

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

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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.	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
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that threatens have invoked addition, it is  
not only the ocean hoped this  
White Fleet, environments in volume will  
but the imagining the enlarge public  
Confederation fate of understanding  
itself...even humanity and of of the Marine  
the entire the planet. Corps' worth  
Rim. *Gehenna Dawn* both in limited  
*Cauldron of* Grove/Atlantic war and as a  
*Fire* Jay Allan , Inc. force in  
Books Hold High the readiness.  
We have long Torch, the During most of  
been first of a its existence  
fascinated series of the 4th Marines  
with the regimental and was not engaged  
oceans and squadron in active  
sought "to histories by military  
pierce the the Historical operations, but  
profundity" of Branch, G-3 service of the  
their depths. Division, regiment in  
But the Headquarters China, the  
history of U.S. Marine Dominican  
marine science Corps, is Republic, and  
also tells us designed off the west  
a lot about primarily to coast of  
ourselves. acquaint the Mexico, was  
Antony Adler members of the typical of the  
explores the 4th Marines, Marine Corps'  
ways in which past and support of  
scientists, present, with national  
politicians, the history of policy. In many  
and the public their of its combat  
regiment. In operations, the



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4th Marines was the 4th  
only one Marines.  
element of a **A History of**  
much larger **Marine**  
force. In other **Fighter**  
instances, as **Attack**  
in the **Squadron 232**  
Dominican Blood on the  
Republic and Stars  
China, the Book one of  
regiment was a the Portal  
subordinate Worlds  
unit in series, by  
situations the author of  
which were the best-  
essentially selling  
political and Crimson  
diplomatic. Worlds  
Only so much of series...  
these higher Jake Taylor  
echelon was a New  
activities as Hampshire  
are essential farmboy who  
to an understanding  
of the 4th wanted  
Marines story nothing more  
have been told. than to marry  
This is a his  
regimental girlfriend,  
history and the work on the  
focus is farm, and  
therefore on

maybe one day  
write a great  
novel. But  
mankind was  
fighting the  
alien Tegeri  
and their bio-  
mechanical  
cyborg  
soldiers, and  
UN Central  
needed  
men...men to  
go to war on  
hostile  
worlds far  
from home.  
Jake wasn't  
given a  
choice, not a  
real one. He  
found himself  
torn from  
home and  
family,  
conscripted  
for life and  
shipped to  
the planet  
Erastus to

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take his place steadily	inside him,
in the battle through the	slowly taking
lines, never ranks, giving	control. But
to return. all to the	when he
Erastus was a desperate	discovers the
sweltering fight to save	ultimate
inferno, Earth. But	betrayal, a
called endless	secret more
Gehenna by combat in	horrific than
the condemned hell carries	anything he'd
men sent to a cost, and	ever
fight there. Taylor feels	imagined, he
In the his faith	must decide
blasted slipping	who is the
deserts and away. He	real
steamy begins to	enemy...and
jungles of question much	how to
this alien of what he's	contain the
hell, Taylor been told,	fury and lust
and his cyber things he'd	for vengeance
netically- believed all	that
enhanced his life, and	threatens to
comrades the more he	consume him.
fight their learns, the	How far will
never-ending greater his d	he go to
war. As Jake is illusionmen	destroy the
survives t grows. He	true evil and
battle after can feel the	right a
battle, he madness	horrendous
rises building	wrong? And if

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he does what	fight an	Tombstone.
he must to	unending war	This is his
prevail	for control	story, before
against	of occupied	fame, before
overwhelming	space and the	glory. The
odds and win	vast	fighting on
the final	resources of	Tombstone is
victory, will	the colony	brutal and
be become the	worlds.	deadly, and
very thing he	Darius Jax is	Jax must find
has sworn to	a senior	his inner
destroy?	officer and a	strength if
<b>The Others</b>	hero of the	he is to
All three	Marine Corps,	survive. As
Crimson	veteran of	he struggles
Worlds	countless	through an
Prequel	battles	unwinnable
novellas, now	fought	war he learns
in one	throughout	to rely on
discounted	occupied	himself as he
collection.	space. But	never has
Over 250,000	once he was a	before, and
Crimson	raw private	he begins to
Worlds books	fighting his	understand
sold.	first battle	just what he
Tombstone In	on a planet	is - and is
the 23rd	so deadly, so	not -
Century, the	hellish, its	fighting for.
Superpowers	own occupants	Tombstone is
of Earth	called it	a novella set

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in the years just before the Third Frontier War and the events described in Crimson Worlds Book I: Marines. Bitter Glory Augustus Garret is the hero of the Alliance, the greatest naval commander in the history of space combat. He leads massive fleets in great battles that decide the fate of millions. But once he was a new captain leading his	tiny attack ship on it first mission. The young Garret was a natural genius, driven by uncontrollabl e ambition and a relentless quest for glory. But war in space is brutal, and the consequences of command decisions can haunt even the strongest commanders. The young Garret will win his glory, but will he be prepared to pay its	horrendous cost? The Gates of Hell Elias Holm is the Commandant of the Marine Corps, a hero who has fought a hundred battles all across human- occupied space. He's led massive armies in the most desperate battles mankind has faced. But once he was only a junior captain, thrust into command when a crucial operation went horribly
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awry. The	also treachery	Legions
Second	and betrayal	Crimson
Frontier War	from his own	Worlds VIII:
had raged for	government.	Even Legends
a decade.	The Crimson	Die (April
Throughout	Worlds Series	2014)
human-	Crimson	<u>Frozen</u>
occupied	Worlds I:	<u>Chosin: U.S.</u>
space, worlds	Marines	<u>Marines At</u>
were in	Crimson	<u>The Changjin</u>
ruins, the	Worlds II:	<u>Reservoir</u>
battlegrounds	The Cost of	<u>[Illustrated</u>
of the	Victory	<u>Edition]</u>
Superpowers'	Crimson	The finale of
eternal	Worlds III: A	the Crimson
struggle. The	Little	Worlds
climactic	Rebellion	Successors
battle of the	Crimson	series.
war would be	Worlds IV:	<i>Marines</i>
fought on the	The First	The first
planet	Imperium	book of a new
Persis, and	Crimson	series.
Holm and his	Worlds V: The	<i>U.S. Marines</i>
Marines would	Line Must	<i>In Vietnam:</i>
have to fight	Hold Crimson	<i>Fighting The</i>
not only the	Worlds VI: To	<i>North</i>
Caliphate's	Hell's Heart	<i>Vietnamese,</i>
elite	Crimson	<i>1967</i>
Janissary	Worlds VII:	The final
soldiers, but	The Shadow	

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battle has begun...Gavi n Stark, the former head of Alliance Intelligence , and the bitter nemesis of the Marine Corps, has made his bid for power. The manufactured clone soldiers of his Shadow Legions have seized control of dozens of colony worlds, imposing his brutal rule over millions of colonists. His plan is no less than to subjugate all mankind under his iron fist.On Earth, Stark's manipulation s have brought the Superpowers to the brink of war, threatening the Treaty of Paris and its prohibition against terrestrial warfare. For a century, man had restricted his wars to space, but now the Powers are sliding closer to the brink...the final battle that could kill billions, and turn Earth into a wasteland.On a few key colony worlds, Erik Cain, Elias Holm, and the remnants of the shattered Marine Corps struggle against Stark's vast armies...the only hope of turning back

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the tide of	resolve. But	periumCrimson
destruction	this time	Worlds V:
and despair	the cost	The Line
that	will be too	Must
threatens to	high to	HoldCrimson
engulf all	bear, too	Worlds VI:
mankind.	personal.	To Hell's
They are	Even Marines	HeartCrimson
outnumbered	need their	Worlds VII:
and	heroes,	The Shadow L
outgunned,	their	egionsCrimso
but they	legends. But	n Worlds
will fight	even legends	VIII: Even
nevertheless	die. The	Legends
, standing	Crimson	DieComing
grimly in	Worlds Serie	Autumn
the breach,	s:Crimson	2014:Crimson
holding back	Worlds I: Ma	Worlds XI:
Stark and	rinesCrimson	The Fall
his dark	Worlds II:	<u>The Black Flag</u>
legions.The	The Cost of	A Deadly Fight
Marines will	VictoryCrims	to the
give their	on Worlds	Finish... The
all, fight	III: A	warrior
with the	Little Rebel	culture of the
last of	lionCrimson	Alliance has
their	Worlds IV:	fragmented,
strength and	The First Im	and comrade
		fight

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



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to a disastrous third of his invasion of the people have Confederation, died in the one that Barron year his knows he has to force had stop...whatever been fleeing the cost. from its

Matterhorn enemies, but  
Crimson he is as  
Worlds determined as  
Refugees Book ever to find  
II Deeper. a new home  
Farther into for his  
the black people, a way  
unknown of to save his  
space. There wartorn fleet  
is no other His people  
path, no way are running  
for the lost low on everyt  
to go, save hing-food,  
forward. ammunition,  
Admiral fuel, and the  
Terrance brutal enemy  
Compton's is in  
fleet is cut relentless  
off from pursuit,  
Earth, deep marshaling  
in the heart all its vast  
of the enemy resources to  
First track down  
Imperium. A

and destroy  
the human  
refugees.  
Compton must  
find a way to  
replenish his  
dwindling  
stores, while  
avoiding the  
massive enemy  
forces  
hunting his  
fleet from  
system to  
system.  
Compton seeks  
an escape, a  
refuge for  
his exhausted  
spacers from  
the  
relentless  
pursuit of  
their  
enemies. But  
they are  
about to find  
far more than  
that, as they  
discover the

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truth of the	Stars I - Nov	The Line Must
distant past,	3, 2015)	Hold (Crimson
and a glimpse	Enemy in the	Worlds V) To
of a new	Dark (Far	Hell's Heart
future that	Stars II -	(Crimson
lies before	Dec 1, 2015)	Worlds VI)
them. What	Funeral Games	The Shadow
they learn	(Far Stars	Legions
will shake	III - Jan 19,	(Crimson
all they	2016) All Far	Worlds VII)
believe...and	Stars books	Even Legends
force them to	are available	Die (Crimson
reconsider	for preorder	Worlds VIII)
who they are.	Crimson	The Fall
And what	Worlds Series	(Crimson
victory would	Marines	Worlds IX)
look like.	(Crimson	Crimson
The fight has	Worlds I) The	Worlds War
just	Cost of	Stories
begun...and	Victory	(Crimson
the stakes	(Crimson	Worlds
are even	Worlds II) A	Prequels)
higher than	Little	Crimson
any of them	Rebellion	Worlds
had imagined.	(Crimson	Successors
Also By Jay	Worlds III)	Series MERCS
Allan The Far	The First	(Successors
Stars Series	Imperium	I) The
Shadow of	(Crimson	Prisoner of
Empire (Far	Worlds IV)	Eldaron

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(Successors II) The Black Flag (Successors III - Coming 2016) Crimson Worlds Refugees Series Into the Darkness (Refugees I) Shadows of the Gods (Refugees II) Revenge of the Ancients (Refugees III - Coming 2016) Portal Wars Series Gehenna Dawn (Portal Wars I) The Ten Thousand (Portal Wars II) Homefront (Portal Wars III - Coming Jan 2016) Pendragon	Chronicles The Dragon's Banner (Pendragon Chronicles I) Dragon's Rise (Pendragon Chronicles II - Coming 2016) <i>Ruins of Empire</i> Intense, powerful, and compelling, Matterhorn is an epic war novel in the tradition of Norman Mailer's The Naked and the Dead and James Jones's The Thin Red Line. It is the timeless story of a young Marine lieutenant,	Waino Mallas, and his comrades in Bravo Company, who are dropped into the mountain jungle of Vietnam as boys and forced to fight their way into manhood. Standing in their way are not merely the North Vietnamese but also monsoon rain and mud, leeches and tigers, disease and malnutrition. Almost as daunting, it turns out,
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are the obstacles they discover between each other: racial tension, competing ambitions, and duplicitous superior officers. But when the company finds itself surrounded and outnumbered by a massive enemy regiment, the Marines are thrust into the raw and all-consuming terror of combat. The experience will change them forever.

Written by a highly decorated Marine veteran over the course of thirty years, Matterhorn is a spellbinding and unforgettable novel that brings to life an entire world—both its horrors and its thrills—and seems destined to become a classic of combat literature.