STARGATE ATLANTIS AllegianceBook Three In The Legacy Series Stargate Atlantis Legacy Series 3

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The Essential Cult TV Reader Sga

Enemies and friends Reeling from the shocking discovery of Rodney McKay's fate, Colonel Sheppard and his team retreat to Atlantis to regroup. With Rodney not only in the hands of the Wraith, but apparently working for them, Atlantis faces a new danger -- their own man, turned against them. STARGATE ATLANTIS From the Depths SGA

Colonel Shepherd's team fight not only to save their city and free their friends, but ultimately to save an entire species from extinction. In this riveting conclusion to the epic Legacy series, the destiny of Atlantis and her people will be decided.

STARGATE ATLANTIS Unascended (Legacy Book 7) Roc

Deception and lies abound on the peaceful planet of Heruun, protected from the Wraith for generations by the mysterious Aegis. But with the planet falling victim to an incurable wasting sickness, the secrets of the Aegis must be revealed.

Surveillance Valley Fandemonium Books

Mystery, Murder and Magic... When his nemesis from schoolboy days hires metaphysician Ned Mathey to investigate his father's murder, Ned turns to his friend and sometime lover, detective Julian Lynes, for help. Together, they must navigate a magical maze of deceit, danger, the pain of their past and, perhaps, a chance at a future together, in an Edwardian London as full of peril as it is with magic. Can they solve the mystery at the heart of the murders that follow on the heels of the first to forge a new kind of partnership or will the pain of the past and society's disapproval send them off on separate paths? Winner of a Lambda Literary Award for LGBTQ SF/F/Horror.

The Ideology of Home Ownership SGA

find Doctor Rodney McKay, even if it means turning to their enemies for help.

Death by Silver PublicAffairs

Paying the price... In the action-packed sequel to A Matter of Honor, SG-1 embark on a desperate mission to save SG-10 from the edge of a black hole. But the price of heroism may be more than they can pay...

Returning to Stargate Command, Colonel Jack O'Neill and his team find more has changed in their absence than they had expected. Nonetheless, O'Neill is determined to face the consequences of their unauthorized activities, only to discover the penalty is far worse than anything he could have imagined. With the fate of Colonel O'Neill and Major Samantha Carter unknown, and the very survival of the SGC threatened, Dr. Daniel Jackson and Teal'c mount a rescue mission to free their team-mates and reclaim the SGC. Yet returning to the Kinahhi homeworld, they learn a startling truth about its ancient foe. And uncover a horrifying secret... The Cost of Honor "Damn it!" Watts yelled from the DHD. "This is pointless, sir! It won't stay open!" Standing up slowly, Major Henry Boyd glanced up at the twisting nightmare in the sky. It looked like some hideous creature come to tear them to pieces. "Keep trying," he told the Captain. "Sir?" Lieutenant Jessica McLeod ripped her gaze from the sky, voice shaking. "I've been thinking about why the gate won't activate. The gravitational force of the-" She stammered over the word. "Of the black hole would create a massive time distortion effect." He stalked toward her, frowning. "A what?" "Time here will be moving much slower than back on Earth, sir. Much slower. The gate was probably open for half an hour at the SGC, but here...just a second." Boyd felt his heart clench tight. "What are you saying, Lieutenant?" She looked bleak. "I don't think we're getting out of this one, sir." Lucy. His daughter was the first thought in his head. Sweet, innocent, adoring Lucy. Her little arms around his neck, her delighted smile when he came home. Daddy! He swallowed hard. "I won't accept that, Lieutenant." Lucy, barely old enough to understand. Heather, having to explain why he was never coming home again. "They'll find a way to come get us. They won't leave us here." <u>STARGATE SG-1: the Barque of Heaven</u> BoD – Books on Demand "This sequel to Point of Hopes is set in the same detailed, late-Renaissance world where magic works, where astrologers and necromancers are the pundits and powerbrokers. Once again it features Pointsman Nicolas Rathe, who functions as a sort of policeman and who ends up with a magical

mystery to solve."--Jacket.

Homecoming Springer

Demand for owner-occupied housing has expanded dramatically across modern-industrialized societies in recent years leading to volatile increases in residential property values. This book explores the rise of modern home-ownership as a cultural, socio-political and ideological phenomenon. Druidism, the Ancient Faith of Britain Queen of Swords Press The internet is the most effective weapon the government has ever built. In this fascinating book, investigative reporter Yasha Levine uncovers the secret origins of the internet, tracing it back to a Pentagon counterinsurgency surveillance project. A visionary intelligence officer, William Godel, Reeling from the terrible events of Homecoming, the expedition team members are doing whatever it takes to realized that the key to winning the war in Vietnam was not outgunning the enemy, but using new information technology to understand their motives and anticipate their movements. This idea -using computers to spy on people and groups perceived as a threat, both at home and abroad -drove ARPA to develop the internet in the 1960s, and continues to be at the heart of the modern

internet we all know and use today. As Levine shows, surveillance wasn't something that suddenly appeared on the internet; it was woven into the fabric of the technology. But this isn't just a story about the NSA or other domestic programs run by the government. As the book spins forward in time, Levine examines the private surveillance business that powers tech-industry giants like Google, Facebook, and Amazon, revealing how these companies spy on their users for profit, all while doing double duty as military and intelligence contractors. Levine shows that the military and Silicon Valley are effectively inseparable: a military-digital complex that permeates everything connected to the internet, even coopting and weaponizing the antigovernment privacy movement that sprang up in the with Luke, Chewbacca, and a battle-ready crew, must defy death—or embrace it—to keep the wake of Edward Snowden. With deep research, skilled storytelling, and provocative arguments, Surveillance Valley will change the way you think about the news -- and the device on which you read pages. "—Rogoo Depot it.

STARGATE ATLANTIS: Nightfall SGA

The Essential Cult TV Reader is a collection of insightful essays that examine television shows that amass engaged, active fan bases by employing an imaginative approach to programming. Once defined by limited viewership, cult TV has developed its own identity, with some shows gaining large, mainstream audiences. By exploring the defining characteristics of cult TV, The Essential Cult TV Reader traces the development of this once obscure form and explains how cult TV achieved its current status as legitimate television. The essays explore a wide range of cult programs, from early shows such as Star Trek, The Avengers, Dark Shadows, and The Twilight Zone to popular contemporary shows such as Lost, Dexter, and 24, addressing the cultural context that allowed the development of the phenomenon. The contributors investigate the obligations of cult series to their fans, the relationship of camp and cult, the effects of DVD releases and the Internet, and the globalization of cult TV. The Essential Cult TV Reader answers many of the questions surrounding the form while revealing emerging debates on its future.

Stargate Atlantis Tor.com

Based on the hit TV show Stargate Atlantis. Follow the team as they return Atlantis to the Pegasus galaxy. STARGATE ATLANTIS: Death Game Courier Corporation

The Stargate SG-1 team find themselves transported to a world where they must solve a series of riddles and avoid deadly traps in order to travel home. Pursued by Goa'uld and Jaffa, it is a race against death to the finish line. Character Sketches of Romance, Fiction and the Drama Games Workshop

Jaghatai Khan and his White Scars Legion must choose - the Emperor or Horus? Fresh from their conquest of Chondax and the discovery of Horus 's rebellion, Jaghatai Khan 's warriors stand divided. Long considered one of the less trustworthy Legions, many of the White Scars claim to owe their loyalty exclusively to Terra, and others still to the Warmaster and his warrior lodges. But when a distress call from Leman Russ of the Space Wolves brings the wrath of the Alpha Legion to Chondax, the Khan's hand is forced and the decision must be made - in the great war for the Imperium, will he side with the Emperor or Horus?

Stargate Atlantis Stargate SG-1

In the fragile peace following Queen Death's defeat, Dr. Daniel Jackson arrives in Atlantis to indulge in some real archaeology. Naturally, things don't go according to plan.

Jaghatai Khan Stargate SG-1

When rebels clash with renegades, it 's the Empire that may claim the final victory. Times are desperate for the Rebel Alliance. Harassment by the Empire and a shortage of vital supplies are hindering completion of a new secret base on the ice planet Hoth. So when Mid Rim merchants offer much-needed materials for sale, Princess Leia Organa and Han Solo lead an Alliance delegation to

negotiate a deal. But when treachery forces the rebel ship to flee into territory controlled by pirates, Leia makes a shocking discovery: the fierce marauders come from Leia's homeworld of Alderaan, recently destroyed by the Death Star. These refugees have turned to pillaging and plundering to survive—and they are in debt to a pirate armada, which will gladly ransom the princess to the vengeful Empire . . . if they find out her true identity. Struggling with intense feelings of guilt, loyalty, and betrayal, Leia is determined to help her wayward kinspeople, even as Imperial forces are closing in on her own crippled ship. Trapped between lethal cutthroats and brutal oppressors, Leia and Han, along rebellion alive. "[A] rollicking Star Wars adventure ... a book that keeps you eagerly turning

Trouble and Her Friends Games Workshop

Global disaster threatens the Atlantis homeworld.

The Murderbot Diaries Lethe Press

Most comprehensive book yet written about the global conspiracy that is now unfolding all around us. Icke pulls together his fantastic wealth of accumulated knowledge to reveal the multi-levels of the fascist conspiracy, sharing his experiences & details the scientic support for what he learned about the illusion we call daily life.

Stargate Atlantis National Geographic Books

Based on the hit television series airing on the Sci Fi Channel(. Exploring a distant planet, the SG-1 team encounters a mysterious race of beings who can tap into their dreams and make anything they find there real. Reissue. STARGATE SG-1 ATLANTIS Homeworlds A E I Press Having stopped the Wraith from reaching Earth and having achieved another failure with the Wraith retrovirus, the expedition faces its third year in the Pegasus galaxy with the Wraith still a threat and a new powerful enemy bent on destroying the expedition and Atlantis: the Asurans. STARGATE ATLANTIS Allegiance (Legacy Book 3) Fandemonium Books When Altruism Isn't Enough explores the key ethical, theoretical, and practical concerns of a governmentregulated donor compensation program.