

The Lost Starship 1 Vaughn Heppner

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The Alien Prophecy 47north

As the townsfolk sleep, something creeps into the neighborhood. Hidden in the shadows, its presence is as old as time itself, its intent not born of goodness. Nick, a teenager who fancies himself a detective, wakes to find his carved masterpiece missing. Now a mystery is afoot and Nick has his first assignment, to find out who or what is snatching up the town's pumpkins and why. Unfortunately, as with all great detectives, obstacles stand in Nick's way—the neighborhood bully and his cronies and the strange old lady and her dog who share the run-down house at the end of Nick's block. As Nick investigates, an urban legend unravels . . . the legend of the Pumpkin Thief. Nick fears the legend as he embarks on the most dangerous adventure of his young life. Collecting clues, getting ever closer to the true nature of evil, he learns that curiosity comes with a high price.

The Lost Destroyer Createspace Independent Publishing Platform

The doomsday machine is coming, an ancient superweapon capable of destroying entire planets...Starship Victory runs into a vast machine trapped inside an ion storm. Captain Maddox doesn't know it yet, but the meeting isn't an accident. There's a traitor aboard ship, implementing a secret plan, threatening to destroy everything Star Watch has achieved against the New Men. Now begins a deadly race against a hidden enemy. Captain Maddox, the crew and Galyan are pitted against the masters of a centuries-old conspiracy. Human existence lies in the balance. THE LOST DESTROYER is the third book in the LOST STARSHIP SERIES.

The A.I. Gene Character Force Publications

In Neptune's cloud cities, orbital stations and spaceships, the computers are taking over, killing every human. Jon Hawkins is a mercenary and a political prisoner aboard Battleship Leonid Brezhnev, frozen in a cryogenic unit for the long trip to Earth. He wakes up to find that almost everyone is dead, and that they died while destroying the main computer. The few survivors make a startling discovery. A

first-contact alien vessel is gathering empty spaceships, parking them in orbit around the moon Triton and arming them with alien weaponry. The war for the Solar System has begun, and Jon Hawkins may be the only person who can save the human race.

Victories Greater Than Death Knopf

Starship Victory is on its loneliest mission yet. Captain Maddox and his crew are thousands of light-years from Earth, searching for the dreaded Swarm Imperium. But there are androids among them seeking to use the starship for hidden purposes. Maddox and the crew are on their own, facing perils inside the ship and terrifying alien dangers outside in one of the remotest regions of the Orion Arm. Then they stumble upon the darkest secret of all. Unless the A.I. Galyan, Meta, Sergeant Riker and the others can help their beleaguered captain, Victory is doomed and Earth will never learn of the terrible threat gathering in the stellar darkness. THE LOST PATROL is the fifth book in the LOST STARSHIP SERIES.

The Soldier: the X-Ship Independently Published

Human pioneers fleeing Earth for the promised land of New Eden found hell instead, falling prey to the reptilian Kresh. But street-savvy Cyrus Gant escaped the aliens, rescued master telepath Klane, and began a desperate journey to head off the impending Kresh invasion of Earth. When the insectile Chirr and human cyborgs join the war, Cyrus suddenly faces a triple threat. Only by absorbing the powerful consciousness of the mortally wounded Klane does he stand a chance against the deadly enemies surrounding him. But when a malevolent alien entity invades his mind, Cyrus must do battle in both outer and inner space to save his soul and his sanity. In the thrilling sequel to Alien Honor and Alien Shores, Cyrus rolls the dice to win the biggest prize anyone has ever chased: the future of humanity.

A Faded Star Simon and Schuster

"A new science fiction novel from ... [the] author"--Jacket.

Starship Eternal Grand Central Publishing

HUMANITY'S LAST HOPE... With Earth rapidly becoming inhospitable to human life, G.S. Archean carries a one-way crew of courageous passengers to Uelara, an earth-like planet in the Cieri star system. Uelara is ideal, except for one minor detail-its distance from Earth. Traveling at sub-light speed, the generation ship won't reach Uelara within the original crew's lifetime. Thirty years into the journey, a new generation born on the Archean trains to fulfill the first generation's mission. Eager to reach Uelara, the 2nd Gen crew prepares, as planned, to assume their parents' responsibilities-that is, until. . . someone goes missing and a devastating secret is discovered, putting the future of the human race in jeopardy. Will the crew rally and carry out the mission-or is humanity doomed? It's all up to the 2nd Gen. The ultimate test of man's conscience may be his willingness to sacrifice something today for future generations whose words of thanks will not be heard. -Gaylord Nelson

The Lost Artifact Createspace Independent Publishing Platform

Science fiction roman.

Forging Zero Blip Books

Sheriff Hayden Duke was born on the Starship Pilgrim, and expects to die there. Access points to the ship's controls are sealed, and systems that guide her are out of reach. It isn't perfect, but he has all he needs to be content- until his wife disappears. The only clue is a bloody hand print beneath a hatch that hasn't opened in hundreds of years.

Invaders Createspace Independent Publishing Platform

For lovers of sci-fi thrillers, alien invasion stories, space opera, and sprawling first contact science fiction, this is an unforgettable post-apocalyptic epic about perseverance and survival in a harsh new world where humanity is just another item on the menu... First Contact doesn't go as anyone expected. Now they own us. The Legend of ZERO: Forging Zero is the epic journey of 14-year-old Joe Dobbs in a post-apocalyptic universe following a massive galactic empire's invasion of Earth. The oldest of the children drafted from humanity ' s devastated planet, Joe is impressed into service by the alien Congressional Ground Force—and becomes the unwitting centerpiece in a millennia-long alien struggle for independence. Once his training begins, one of the elusive and prophetic Trith appears to give Joe a spine chilling prophecy that the universe has been anticipating for millions of years: Joe will be the one to finally shatter the vast alien government known as Congress. And the Trith cannot lie.... But first Joe has to make it through bootcamp.

Avatar Tor Books

It finally happened. Commander Thrax Ti Ix created a hyper-spatial tube for the Swarm Imperium. Across thousands of light-years, a vast armada of warships is heading for Earth to burn the homeworld down to its bedrock as the Swarm begins its genocidal campaign against the human race. No one-not the New Men, the Spacers, the Wahhabi Caliphate or Star Watch-has faced such staggering odds. Alone or united, it makes no difference. Captain Maddox has a last-ditch plan. He's returning to the null region of last voyage to grab the ancient Destroyers hidden there. But an immortal entity of evil cunning haunts the vessels. If it escapes its prison...Maddox will have made things infinitely worse. This time, mankind needs a miracle. THE LOST EARTH is the seventh book in the LOST STARSHIP SERIES.

Assault Troopers Pax Humana Saga

"The fog of war clouds everything. Enemies lurk in the shadows, within the very fleet sworn to protect United Earth. Conspiracies and murder abound, and in the background.. The stalled alien invasion lurks. The Golgothic ship has burrowed deep into the core of Saturn's moon Titan, whose mass slowly but inexorably increases. The Dolmasi, once allies of United Earth in the Second Swarm War, now attack us, unhinged and without reason. And all the while, Admiral Shelby Proctor works to answer the most urgen questions of all: what was a piece of the old ISS Victory doing

inside the Golgothic ship? And was it Captain Tim Granger's voice that whispered from the doomed ship, "Shelby, they're coming?" And.. are they Swarm? If they are, God help us all."--Back cover.

Lost Girls Simon and Schuster

Captain Kirk and the crew of the Enterprise™ match wits with fanatics within the Federation itself as they attempt to stop the commander of a new super-weapon, a dreadnought, from provoking a war with the Klingons. Star Empire is the Federation's most powerful new weapon—a dreadnought, first in a class of super-starships— capable of outgunning a dozen Klingon cruisers, or subduing a galaxy. On the eve of her maiden voyage, Star Empire is stolen by terrorists who demand a rendezvous with the Starship Enterprise™—and with Lieutenant Piper, stationed aboard Kirk's ship on her first training cruise. Now Piper must discover why her friends from Starfleet are among the terrorists...and why they insist the ship was stolen not to attack the Federation—but to save it!

Star Trek: Cast No Shadow Pocket Books/Star Trek

The long war has transformed the Hundred Worlds into heavily fortified star systems. Their economies are geared for military output, and they raise specialized soldiers to save our species. Assault Captain Derek Straker is one such man among many. Deep inside enemy territory, the genetically sculpted captain must find a path to victory.

Sol Shall Rise Createspace Independent Publishing Platform

Cyrus Gant, whose street smarts make up for his lack of psi powers, becomes the Space Navy's last hope for survival when a renegade with psionic abilities threatens the mission's voyage to a pristine star system 230 light years away. The Lost Supernova Macmillan

-----A lost starship...A dire warning from futures past...A desperate search for salvation...----- Captain Mitchell "Ares" Williams is a Space Marine and the hero of the Battle for Liberty, whose Shot Heard 'Round the Universe saved the planet from a nearly unstoppable war machine. He's handsome, charismatic, and the perfect poster boy to help the military drive enlistment. Pulled from the war and thrown into the spotlight, he's as efficient at charming the media and bedding beautiful celebrities as he was at shooting down enemy starfighters. After an assassination attempt leaves Mitchell critically wounded, he begins to suffer from strange hallucinations that carry a chilling and oddly familiar warning: They are coming. Find the Goliath or humankind will be destroyed. Convinced that the visions are a side-effect of his injuries, he tries to ignore them, only to learn that he may not be as crazy as he thinks. The enemy is real and closer than he imagined, and they'll do whatever it takes to prevent him from rediscovering the centuries lost starship. Narrowly escaping capture, out of time and out of air, Mitchell lands at the mercy of the Riggers - a ragtag crew of former commandos who patrol the lawless outer reaches of the galaxy. Guided by a captain with a reputation for cold-blooded murder, they're dangerous, immoral, and possibly insane. They may also be humanity's last hope for survival in a war that has raged beyond eternity.

The Lost Starship Tor Teen

The battle for Earth begins with a secret invasion...They came from the brightest star in the southern constellation of Carina. First they studied us. Now they're among us, threatening

human existence as they search for the Starcore, the greatest device of the lost Polarions. Logan is captured in the Nevada desert, but escapes in Greenland. There he finds an extraterrestrial stealth ship, giving him the means to take the battle to the enemy. He will fight the aliens underground. He will fight them in the sky, and he will fight them in space. He will never surrender. Logan becomes a one-man wrecking crew while using alien technology better than any being alive.

Martians Abroad CreateSpace

Rachel went to bed curled up in her grammy's quilt, worrying about her Geometry test and next week's ballet lesson...and woke up in a ditch, bloodied, bruised, and missing a year of her life. She doesn't recognize the person she's become: She's popular. She wears nothing but black. And she can fight. She's not the only girl to go missing in the last year, but she is the only one to come back. She desperately wants to unravel what happened to her, to try and recover the rest of the Lost Girls. But the more she discovers, the more her memories return. And the thrill of what she remembers—of what she can't resist—might still get her killed.

The Lost Star Gate Pocket Books/Star Trek

Slab is three hundred and fifty years into its voyage home when the lights-and everything else-go out. With zero chance of rescue and no possibility that an alternative power source can be invented and deployed in time, most of the thirty-two million SlabCitizens choose to enter cryo suspension in the fragile hope that if and when they are defrosted, there will still be a slab worth living in. To make matters worse, Council have no option but to elevate self-proclaimed business gurulla Louie Drago to the presidency and leave him hypothetically in charge of a small band of suspiciously gifted people tasked with saving Slab. Not everyone volunteers for the deep freeze. Several million escape in micro-form and the rest are herded into the one place they might survive in for more than a few days, while, as time-to-failure races erratically towards zero, the NAHs desperately seek help from the most improbable of places. Louie only wants to save himself, but Dielle, who still can't accept he is Louie's reset, is on a mission to save his only Hope by making promises he's pretty sure he can't keep. Meanwhile, but not meanwhen, the Cosmic Tit accidentally saves a space-bound life-form that eats moons for breakfast, and things are getting tense in California where, even though it's been displaced into a virtually time-free discontinuity, there may be only a few ten to the trillion years left-and that might not be enough. Note: contains strong language. Slabscape: Reboot is the third in the Slabscape series. Both of the previous books, Slabscape: Reset and Slabscape: Dammit, have been Amazon Best-Sellers.

This Gray Spirit Entangled: Teen

After endless years of fighting in a galaxy-wide war, the most decorated super-soldier of the Old Federation was granted leave, sliding into a stasis tube aboard a sleeper ship. The ship never reached its port, while the soldier woke up a thousand years later on an operating table. The Old Federation was gone, most planets hurled back into the Stone Age. A devastated Earth used spies instead of spaceships to compete against the tougher richer worlds. The Director of Earth had doctors suppress the super-soldier's memories, giving him an undercover identity and mission: grab advanced technology from a prohibited planet before anyone else could and bring it back to Earth. The

soldier turned spy felt desperately lost, alone and out of place. There were no familiar faces. But an intense sense of duty drove him headlong into danger. And yet...and yet...there was something more, something missing that he increasingly wanted to know. So began The Soldier's odyssey in a future time that would change the destiny of the universe.