

## The Lost Starship 1 Vaughn Heppner

As recognized, adventure as well as experience roughly lesson, amusement, as competently as union can be gotten by just checking out a ebook The Lost Starship 1 Vaughn Heppner plus it is not directly done, you could resign yourself to even more with reference to this life, as regards the world.

We give you this proper as skillfully as easy way to get those all. We meet the expense of The Lost Starship 1 Vaughn Heppner and numerous book collections from fictions to scientific research in any way. in the middle of them is this The Lost Starship 1 Vaughn Heppner that can be your partner.



A. I. Void Ship Mad Mick

We barely recovered from the first Swarm invasion. Now, the bugs have become methodical, sending science fleets to study us. Back home, the Hive Masters are gathering hundreds of thousands of starships to hit us with an avalanche invasion. This time, not even exploding stars will stop them. The egocentric but brilliant Professor Ludendorff, who has a bitter grudge against Captain Maddox, claims he has a plan to outmaneuver the Swarm. But he's not going to tell Star Watch unless Brigadier Mary O'Hara--one of Maddox's closest friends--comes alone to listen in person. In desperation and knowing that Methuselah Man Ludendorff often has fantastic plans, O'Hara goes, and thus begins a chain-reaction of events that will embroil Maddox and the crew of Victory in a harrowing mission into the Great Beyond. They must risk everything at a Builder star gate if they hope to stave off the annihilating Swarm fleets from reaching Human Space and killing everyone. THE LOST STAR GATE is the ninth and longest book, so far, in the LOST STARSHIP SERIES.

Starship Eternal Simon and Schuster

Androids used to mingle among us, pretending to be human. Then an alien puppet-master altered their programming. Unknown to us, androids began leaving human society, burning their clothes and peeling off their skin to reveal the chrome-colored bodies underneath. They gathered in a system where a star had exploded, blowing away the atmosphere of a Jupiter-like planet. The supernova had hurled heavy metals against the remaining core. The androids are mining supermetals that can turn ordinary ship weapons and shields into invincible armaments. The altered programming includes human genocide, which will start with a murderous attack on Earth. Luckily, Captain Maddox finds the enemy system. But during a space battle, something happens to hurl Victory thousands of light-years away into the Scutum-Centaurus Spiral Arm. The crippled starship will take years to reach home again. Long before that, Earth will be a radioactive ruin. Now begins a desperate journey in hostile space that will stretch everyone as Maddox strains to reach the Lord High Admiral in time with knowledge about the coming android attack. THE LOST SUPERNOVA is the tenth book in the LOST STARSHIP SERIES.

Gate Crashers 47North

Seven years have passed since a catastrophic explosion on the Klingon moon Praxis touched off a chain of events that would result in the assassination of the reformist High Chancellor Gorkon, and the eventual creation of the historic Khitomer Accords. Now, as part of the ongoing efforts to undo the disastrous fallout from the destruction of Praxis and with the help of aid supplies from the United Federation of Planets, reconstruction is in progress, and after years of slow going hindered by political pressures and old prejudices, headway is at last being made. But the peace process begun by the Khitomer Accords is still fragile just as the deadly plans of what is believed to be a hard-line Klingon isolationist group violently come to fruition. Yet the group thought responsible for the deadly attack has been dormant for decades, and its known modus operandi doesn't match up to the manner of the strike. And further investigation leads to an unexpected revelation connected to the Gorkon conspiracy of 2293, and in particular one disgraced and very familiar Starfleet lieutenant....

Alien Shores Pocket Books/Star Trek

Discusses more than 400 albums ranked number one on the Billboard charts since 1956

Three Sigma Leadership Tor Books

REALITY BITES Talk radio host and werewolf Kitty Norville has agreed to appear on TV's first all-supernatural reality show. She's expecting cheesy competitions and manufactured drama starring shapeshifters, vampires, and psychics. But what begins as a publicity stunt will turn into a fight for her life. The cast members, including Kitty, arrive at the remote mountain lodge where the show is set. As soon as filming starts, violence erupts and Kitty suspects that the show is a cover for a nefarious plot. Then the cameras stop rolling, cast members start dying, and Kitty realizes she and her monster housemates are ironically the ultimate prize in a very different game. Stranded with no power, no phones, and no way to know who can be trusted, she must find a way to defeat the evil closing in . . . before it kills them all.

Alien Honor Createspace Independent Publishing Platform

Last voyage, Captain Maddox entered a distant star system with a Swarm fleet. The sheer numbers were staggering, a 100-1 advantage against all human spacecraft. If the highly aggressive, racist insects gained hyper-spatial tube technology--allowing them to cross a thousand light-years in seconds--it would mean Armageddon for Earth. Star Watch desperately needs something powerful to offset the annihilating Swarm numbers. As if on cue, Professor Ludendorff declares he has discovered the whereabouts of ancient Builder technology, a tech so potent it could defeat the Swarm. Star Watch takes the bait, ordering Captain Maddox to find the lost planet holding the ancient technology. Ludendorff has a plan involving androids to lure his arch rival--Methuselah Man Strand--to his doom. The crew of Starship Victory knows

nothing of this and thus blindly enters a web of intrigue and danger. The captain will need the AI Galyan, Valerie and Riker like never before. Humanity's hope against the coming Swarm holocaust rests on the outcome. THE LOST PLANET is the sixth book in the LOST STARSHIP SERIES. *The Soldier: the X-Ship* The Lost Starship Ten thousand years ago, a single alien super-ship survived a desperate battle. The vessel's dying crew set the AI on automatic to defend the smashed rubble of their planet. Legend has it the faithful ship continues to patrol the empty battlefield, obeying its last order throughout the lonely centuries. In the here and now, Earth needs a miracle. Out of the Beyond invade the New Men, stronger, faster and smarter than the old. Their superior warships and advanced technology destroy every fleet sent to stop them. Their spies have infiltrated the government and traitors plague Earth's military. Captain Maddox of Star Watch Intelligence wonders if the ancient legend could be true. Would such an old starship be able to face the technology of the New Men? On the run from killers, Maddox searches for a group of talented misfits. He seeks Keith Maker, a drunken ex-strikefighter ace, Doctor Dana Rich the clone thief stuck on a prison planet and Lieutenant Valerie Noonan, the only person to have faced the New Men in battle and survived to tell about it. Maddox has to find a place hidden in the Beyond and bring back a ship no one can enter. If he fails, the New Men will replace the old. If he succeeds, humanity might just have a fighting chance... The Lost Supernova Androids used to mingle among us, pretending to be human. Then an alien puppet-master altered their programming. Unknown to us, androids began leaving human society, burning their clothes and peeling off their skin to reveal the chrome-colored bodies underneath. They gathered in a system where a star had exploded, blowing away the atmosphere of a Jupiter-like planet. The supernova had hurled heavy metals against the remaining core. The androids are mining supermetals that can turn ordinary ship weapons and shields into invincible armaments. The altered programming includes human genocide, which will start with a murderous attack on Earth. Luckily, Captain Maddox finds the enemy system. But during a space battle, something happens to hurl Victory thousands of light-years away into the Scutum-Centaurus Spiral Arm. The crippled starship will take years to reach home again. Long before that, Earth will be a radioactive ruin. Now begins a desperate journey in hostile space that will stretch everyone as Maddox strains to reach the Lord High Admiral in time with knowledge about the coming android attack. THE LOST SUPERNOVA is the tenth book in the LOST STARSHIP SERIES. The Lost Earth

They say the Earth is just a myth. Something to tell your children when you put them to sleep, the lost homeworld of humanity. Everyone knows it isn't real, though. It can't be. But when Captain Jace Hughes encounters a nun with a mysterious piece of cargo and a bold secret, he soon discovers that everything he thought he knew about Earth is wrong. So very, very wrong. Climb aboard The Renegade Star and assemble a crew, follow the clues, uncover the truth, and most importantly, try to stay alive. Experience the beginning of a sprawling galactic tale in this first entry to The Renegade Star series. If you're a fan of Firefly, Battlestar Galactica, or Indiana Jones, you'll love this epic, space opera thrill ride. Warning: This book contains action, cussing, and general badassery. Read at your own risk.

Original Sin Tor Books

Earth's last Assault Troopers target the oldest being in existence. In the fourth book of the Extinction Wars series, Abaddon commands a Karg-Jelk Super Fleet bent on annihilating humanity. Years of intense terraforming has healed the Earth from the ravages of alien hell-burners and a deadly bio-terminator. The homeworld thrives, reseeded and repopulated, with heavy layers of defensive systems to make sure the Earth is never harmed again. But Abaddon has incredibly advanced technology, including a vast moon-sized ship able to teleport to any place in the galaxy. If Creed hopes to save humanity, he'll need more than fierce determination and savage fighting skills. He has to go the galactic core to find out the truth about Abaddon, the Jelk and the terrible secret of the human race. The knowledge will help to strengthen Fortress Earth, but will it be enough to win?

Star Trek: Cast No Shadow Simon and Schuster

When a deadly force from the Delta Quadrant threatens to annihilate a world near Deep Space 9, Colonel Kira Nerys and her crew battle to avert a planetary disaster, while Lieutenant Nog and Ensign Thirshar ch'Thane race against time to shut down the spatial portals forever, and Quark becomes embroiled in an interstellar conspiracy. Original.

Renegade Star Createspace Independent Publishing Platform

"Rock-solid characters, buzz-saw action and backstories deserving of books of their own. Amazing..." Conor Maguire nearly lost his daughter Barb when she was three years old, injured by the drunk driver that killed his wife. When the justice system failed him, Conor -- the son and grandson of IRA bombers -- retaliated against the driver in dramatic and gruesome fashion. While an ironclad alibi prevented the police from pinning the murder on Conor, it did not prevent a covert agency within the US government from recruiting the talented young bomber and machinist. For over twenty-five years, Conor designed and built custom weapons of death and destruction at his compound in the mountains of Virginia. Then a series of devastating terror attacks brought down the United States. Conor and Barb assumed they were safe in their secure compound. They had food and a water source. They were armed and highly-trained. Then Barb was kidnapped. The kidnapers, needing slave labor

for their farm, didn't know why Conor was known as The Mad Mick. They didn't know the fear and respect his name invoked in the shadowy world of covert operations. They didn't know that when it came to protecting his family, he was without conscience, without compassion, and without equal. But they would soon find out.

**The Lost Planet** Simon and Schuster

I am Armor. I am Fury. I Will not Fail. Soldiers of the Terran Armor Corps wage war across the stars. Wired into mechanized battle suits, they fight the terrifying battles which must be won, no matter the cost. Their deeds are legend, their reputation feared by the enemies of Earth and her allies, but how the Corps forges young men and women into mighty warriors is shrouded by mystery. Roland Shaw lost his parents to war, he volunteers for the Armor Corps to honor their memory and discover just how far he can push himself. To succeed, he must find the iron in his heart and prove himself worthy to the Corps. For the Amor, there is no substitute for victory and to fail is to die. Iron Dragons is an action-packed military sci-fi novel, the first of a new series by the author of The Ember War Saga.

**The Eagles** 47North

Jon Hawkins and his crew are exhausted and homesick. They've destroyed the alien machine menace, going deep into the Kuiper Belt to annihilate the secret AI base. From out here, the Sun looks like just another star. It's a lonely existence. They're ready to go home. What they don't know--what no one could--was that the AI Destroyer was only a scout. More alien vessels drop out of hyperspace. This is an AI Assault. The clock to human extinction has begun ticking. Jon and his crew are tired, homesick and pissed off. They've fought too hard and bled too much to quit now. They're going to find a way to beat the Death Machines, for the sake of their homes, they have to. A.I. ASSAULT is the third book in the A.I. Series, a novel of military science fiction by bestselling author Vaughn Heppner. The series starts with book 1, A.I. DESTROYER.

**Iron Dragoons** Createspace Independent Publishing Platform

----- 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 Supernova** Simon and Schuster

Continuing the Deep Space Nine saga--an original novel from New York Times bestselling author David R. George III! At the end of 2385, in a significant shift of its goals from military back to exploratory, Starfleet sent Captain Benjamin Sisko and the crew of the U.S.S. Robinson on an extended mission into the Gamma Quadrant. Tasked with a yearlong assignment to travel unknown regions, they set out to fulfill the heart of Starfleet's charter: to explore strange new worlds, and to seek out new life and new civilizations. But now three months into the mission, their first contact with an alien species comes in the form of an unprovoked attack on the Robinson. With the ship's crew suddenly incapacitated, seventy-eight of the 1,300 aboard are abducted--including Sisko's daughter, Rebecca. But Rebecca had already been kidnapped years earlier by a Bajoran religious zealot, part of a sect believing that her birth fulfilled the prophecy of the arrival of the Infant Avatar. Does her disappearance now have anything to do with the harrowing events of the past? And for what purposes have these enemies taken Sisko's daughter and the rest of the missing?

**The Alien Prophecy** Createspace Independent Publishing Platform

Jason Burke was a man hiding from himself in a small cabin high in the American Rocky Mountains when his simple, quiet life was shattered one night by what he first assumed was an aviation mishap. But when he investigates the crash, what he finds will yank him out of his self-imposed exile and thrust him into a world he could have never imagined. He suddenly finds himself trapped on a damaged alien spacecraft and plunged into a universe of interstellar crime lords and government conspiracies, along the way meeting strange new friends... and enemies. As he struggles to find his way back home he is inexorably drawn deeper into a world where one misstep could mean his death. Or worse. He desperately wants to get back to Earth, but it may be the end for him. ... or is it just the beginning?

**Together We Will Go** Watson-Guptill Publications

The Nephilim had a plan. They would storm Eden, defeat the guardian Cherub with his flaming sword and eat from the Tree of Life. Then they would rule the Earth as immortal gods. First, they needed armor to resist the flaming sword. Second, they needed a weapon to kill an angel. And third, they had to forge a champion capable of this feat. Their quest could unleash

terrible forces upon the Elder Earth, but they were the sons of fallen angels and they would trample anyone who dared to stand in their way. GIANTS is the start of Lost Civilizations. It tells of the war between Nephilim and men in the days before the oceans overran the Pre-Cataclysmic World. GIANTS is a fantasy novel by bestselling author Vaughn Heppner.

**The Lost Starship** 47North

Humanity put all its fading hopes in New Eden, a pristine star system 230 light-years from the ravaged Earth. But upon arrival, the would-be colonists encountered the Kresh--a diabolical alien race who quickly captured the human starship and tortured its inhabitants in hopes of learning the coordinates of Earth. Street-smart Cyrus Gant managed to escape, crashing to the surface of a nearby moon terraformed by the Kresh and inhabited by primitive humans. Now Cyrus pursues a desperate hope bound up in a single boy, a prophesized psionic named Klane--already in the clutches of the Kresh. Soon Cyrus finds himself torn between tracking down this so-called savior and escaping back into space before it's too late. Yet as he gathers allies and firepower, he's desperate to find a way back to Earth and warn them of this alien menace...only to discover an even greater danger to the future existence of the human race. The electric interstellar action that began in Alien Honor continues in Alien Shores.

**Star Soldier** CreateSpace

For centuries, Carthage has ruled a sprawling maritime empire. Now, a Roman armada sails from Sicily, landing four legions onto Africa. The legionaries are hard-bitten veterans, men of middle height, with powerful chests and shoulders and bronzed faces. They carry javelins, short keen swords and heavy shields. Consul Regulus leads them. His goal is more than victory, but the end of an ancient empire... In 256 B.C., the Carthaginian Empire is a seething, buckling realm of barbaric warriors, unstable generals and baffled seamen. At this pivotal moment, a young Hamilcar Barca thrusts himself forward. He befriends a canny Spartan mercenary and learns the intricacies of elephant warfare. Now, in a last, desperate battle, he faces the man who slew his brother, the conquering Roman who fights like a raving wolf. THE SWORD OF CARTHAGE is the recreation of a historical campaign of bitter savagery, filled with dust, sweat and the roar of battle, written by bestselling author Vaughn Heppner.

**The A.I. Gene** Grand Central Publishing

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.

**Target: Earth** CreateSpace

Jean-Luc Picard. His name has gone down in legend as the captain of the U.S.S. Stargazer and two starships Enterprise. But the nine years of his life leading up to the inaugural mission of the U.S.S. Enterprise™ to Farpoint Station have remained a mystery -- until now, as Picard's lost era is finally unearthed. Following the loss of the Stargazer and the brutal court-martial that resulted, Picard no longer sees a future for himself in Starfleet. Turning to his other love, archaeology, he embarks on a quest to rediscover a buried age of ancient galactic history...and awakens a living survivor of that era: a striking, mysterious woman frozen in time since before the rise of Earth's dinosaurs. But this powerful immortal has a secret of cataclysmic proportions, and her plans will take Picard -- aided along the way by a brilliant but naive android, an insightful Betazoid, and an enigmatic El-Aurian -- to the heights of passion, the depths of betrayal, and the farthest reaches of explored space.