

Gemini Cell Myke Cole

Control PointThe Bronze LieWarriors 2The RangerThe Darkest HourLand of ShadowsThe Enchantment EmporiumThe Armored SaintThe Mammoth Book of DieselpunkGemini CellThe Consuming FireWe Are Not Good PeoplePierre the Maze DetectivePiscesDarienThe Killing MoonDevastating HateThe HostageThe Adventure Time Encyclopaedia (Encyclopedia)FoeDeath's DaughterJavelin RainRighteous FurySteal the SkyShadow OpsSixteenth WatchShadow Ops: Red MercuryDeep SpaceShadow Ops: Control PointFortress FrontierFacesFamily HonorLoyaltyEnduranceBreach ZoneShadow Ops: Fortress FrontierSiege LineTyrant's ThroneNightshadeThe Yellow Wood

Control Point

Pierre the Maze Detective has a new case. Mr X has stolen the Maze Stone, which has the power to turn the whole of Opera City into a maze. Can you help Pierre and his friend Carmen find their way through the mazes - and stop Mr X before it's too late? This beautifully illustrated book features 15 full-spread illustrations of intricate, magical mazes. Take a trip through a fantastic world of underground cities, hot-air balloons, tree-top towns and haunted houses. Trace your way through each maze, spot the clues and solve the extra mystery challenges along the way. Hours of puzzle fun, for all maze detectives aged 8+. A page of answers with the routes through the mazes and other solutions is included at the end of the book.

The Bronze Lie

The Great Reawakening introduced magic into an already volatile world. Many of those with newfound powers have been conscripted by the US Army, but when the barriers between our reality and the source of this magic starts to fall, they will have to decide who they are really fighting for.

Warriors 2

Dieselpunk: an emerging retro-futuristic sub-genre, similar to steampunk, based on the era between the First World War and the start of the Atomic Age, merging elements of noir, pulp, and the past with today's technology . . . and sometimes a dash of the occult. Award-winning editor Wallace presents a cutting-edge collection of twenty-five vibrant stories that explore the possibilities of history while sweeping readers into high-powered hydrocarbon-fuelled adventures. Join us in an era when engines were huge, fuel was cheap and plentiful, and steel and chrome blended with the grit and grease of modern machines. Praise for The Mammoth Book of Steampunk: 'World Fantasy Award-winning editor Wallace has compiled

an outstanding anthology . . . sure to satisfy even the most jaded steampunk fans and engage newcomers and skeptics. Each story exemplifies steampunk's knack for critiquing both the past and the present, in a superb anthology that demands rereading.' Publishers Weekly

The Ranger

THE FIRST NOVEL IN ACE ATKINS' NEW YORK TIMES BESTSELLING QUINN COLSON SERIES. "In Quinn Colson, bestselling author Ace Atkins has created an American hero in a time when we need him."—C. J. Box After years of war, Army Ranger Quinn Colson returns home to the rugged, rough hill country of northeast Mississippi to find his native Tibbehah County overrun with corruption, decay, meth runners, and violence. His uncle, the longtime county sheriff, is dead. A suicide, he's told, but others—like tomboy deputy Lillie Virgil—whisper murder. In the days that follow, it's up to Colson to discover the truth, not only about his uncle, but about his family, his friends, his town, and himself. And once it's discovered, there's no going back for this real hero of the Deep South.

The Darkest Hour

They are the enemies of the dwarves and control the darkest magics, but even then power of the Älfar has its limits. To save their own people, they must enter into an unwinnable war. Sinthoras and Caphalor, two very different Älfar, watch as their plans come to fruition: the hidden land—the home of the dwarves—has fallen to their army of trolls, barbarians and Älfar, and now the lands of the hated elves are within their grasp. But the alliance is beginning to crumble as greed triumphs over obedience. And Sinthoras and Caphalor face another threat: an enemy from the empire of the Älfar, thought to be defeated, has resurfaced, and while their best warriors fight in the hidden land, the Älfar homeland lies almost defenseless.

Land of Shadows

In Myke Cole's latest high-octane, action-packed military fantasy, the fate of undead Navy SEAL James Schweitzer will be decided—one way or another The Gemini Cell took everything from Jim Schweitzer: his family, his career as a Navy SEAL, even his life. Hounded across the country, Schweitzer knows the only way he can ever stop running, the only way his son can ever be safe, is to take the fight to the enemy and annihilate the Cell once and for all. But the Cell won't be easily destroyed. Out of control and fighting a secret war with the government it once served, it has dispatched its shadowy Director to the far reaches of the subarctic in search of a secret magic that could tip the balance of power in its favor. Schweitzer must join with the elite warriors of both America and Canada in a desperate bid to get there first—and avert a disaster that could put the Cell in control.

The Enchantment Emporium

Detan Honding, a wanted conman of noble birth and ignoble tongue, has found himself in the oasis city of Aransa. He and his trusted companion Tibs may have pulled off one too many cons against the city's elite and need to make a quick escape. They set their sights on their biggest heist yet - the gorgeous airship of the exiled commodore Thratia. But in the middle of his scheme, a face changer known as a doppel starts murdering key members of Aransa's government. The sudden paranoia makes Detan's plans of stealing Thratia's ship that much harder. And with this sudden power vacuum, Thratia can solidify her power and wreak havoc against the Empire. But the doppel isn't working for Thratia and has her own intentions. Did Detan accidentally walk into a revolution and a crusade? He has to be careful - there's a reason most people think he's dead. And if his dangerous secret gets revealed, he has a lot more to worry about than a stolen airship. File Under: Fantasy

The Armored Saint

This cute horoscope journal is perfect for keeping track of your yearly and daily horoscopes. Is what you're after written in the stars? Reflect on what your star sign says and journal down your horoscope. Is your spirit animal the narwhal? Maybe your horoscope will give you a clue!! Large size 8.5 inches x 11 inches, perfect to jot down your daily activities while snuggled up comfortably on the couch with a glass or a cup of something delicious. Grab this now for yourself or any narwhal lover you happen to know. A pretty sweet gift!! Every Zodiac sign is available in this series, just click on Narwhal Dreamers Media. ARIES MARCH 21-APRIL 20 TAURUS APRIL 21-MAY 21 GEMINI MAY 22-JUNE 21 CANCER JUNE 22-JULY 22 LEO JULY 23-AUGUST 21 VIRGO AUGUST 22-SEPTEMBER 23 LIBRA SEPTEMBER 24-OCTOBER 23 SCORPIO OCTOBER 24-NOVEMBER 22 SAGITTARIUS NOVEMBER 23-DECEMBER 22 CAPRICORN DECEMBER 23-JANUARY 20 AQUARIUS JANUARY 21-FEBRUARY 19 PISCES FEBRUARY 20-MARCH 20

The Mammoth Book of Dieselpunk

"Cole weaves a fantasy world that feels comfortably familiar, then goes to places you'd never expect. You won't stop turning pages until the stunning finish." —Peter V. Brett Myke Cole, star of CBS's *Hunted* and author of the *Shadow Ops* series, debuts the *Sacred Throne* epic fantasy trilogy with *The Armored Saint*, a story of religious tyrants, arcane war-machines, and underground resistance that will enthrall epic fantasy readers of all ages. In a world where any act of magic could open a portal to hell, the Order insures that no wizard will live to summon devils, and will kill as many innocent people as they must to prevent that greater horror. After witnessing a horrendous slaughter, the village girl Heloise opposes the Order, and risks bringing their wrath down on herself, her family, and her village.

Gemini Cell

The fourth book in the popular Star Carrier science fiction series, Deep Space by Ian Douglas is an action-packed tale of humankind's struggle to bring down an evil empire that spans the universe. Twenty years after the fragile truce with the Sh'daar, Koenig is now President of the USNA, and Gray is skipper of the CVS America soon to be promoted to commander of the entire battle group, Koenig's old position, and one which he might not be ready for. The truce with the alien Sh'daar is unraveling as many predicted, and Humankind still knows little about them, or what they are.

The Consuming Fire

Protecting the interests of her managerial father and dysfunctional family business by working as a private investigator, Fina tackles the most challenging case of her career when her sister-in-law goes missing.

We Are Not Good People

"Javelin Rain incidents must be resolved immediately, by any and all means necessary, no matter what the cost "--Page 4 of cover.

Pierre the Maze Detective

In Jack Nightingale's world - where reality and the occult collide - sometimes the only way to fight evil is with evil. A farmer walks into a school and shoots eight children dead before turning the gun on himself. It's a harrowing but straightforward case - until police search the man's farm and unearth evidence of dark Satanic practices. When the perpetrator's brother approaches Nightingale, adamant that his brother was set up, it's clear that something even more sinister lurks at the heart of the case. And there are dark forces elsewhere. A young girl miraculously returns to life, claiming she's spoken to those from beyond the grave. Those in contact with her are dying hideous deaths . . . forcing Jack Nightingale to make the hardest decision he's ever faced.

Pisces

Calliope Reaper-Jones is called into the family business when her father, Death, is kidnapped and, in order to take his place as CEO, she must compete against the Devil's protégée to find three objects of power in hell.

Darien

A blazingly original novel from the undisputed dean of American crime fiction, featuring a sharp, tough, sexy new P.I., Sunny Randall. Sunny Randall is a Boston P.I. and former cop, a college graduate, an aspiring painter, a divorcée, and the owner of a miniature bull terrier named Rosie. Hired by a wealthy family to locate their teenage daughter, Sunny is tested by the parents' preconceived notion of what a detective should be. With the help of underworld contacts she tracks down the runaway Millicent, who has turned to prostitution, rescues her from a vicious pimp, and finds herself, at thirty-four, the unlikely custodian of a difficult teenager when the girl refuses to return to her family. But Millicent's problems are rooted in much larger crimes than running away, and Sunny, now playing the role of bodyguard, is caught in a shooting war with some very serious mobsters. She turns for help to her ex-husband, Richie, himself the son of a mob family, and to her dearest friend, Spike, a flamboyant and dangerous gay man. Heading this unlikely alliance, Sunny must solve at least one murder, resolve a criminal conspiracy that reaches to the top of state government, and bring Millicent back into functional young womanhood.

The Killing Moon

Learn the Words. Get the blood. Rule the world. The Ustari Cycle starts here. From the "exhilarating, powerful, and entertaining" (Guardian) storyteller of the Avery Cates series comes a gritty supernatural thriller featuring a pair of unlikely heroes caught up in the underground world of blood magic. Magicians: they are not good people. The ethics in a world of blood are gray—and an underground strata of blood magicians has been engineering disasters for centuries in order to acquire enough fuel for their spells. Although in the modern world these mages stay in the shadows, their exploits have become no less bloody. Still, some practitioners use the Words and a swipe of the blade to cast simpler spells, such as Charms and Cantrips to gas up \$1 bills so they appear to be \$20s. Lem Vonnegan and his sidekick Mags fall into this level of mage, hustlers and con men all. Lem tries to be ethical by using only his own blood, by not using Bleeders or "volunteers." But it makes life hard. Soon they might have to get honest work. When the pair encounter a girl who's been kidnapped and marked up with magic runes for a ritual spell, it's clear they're in over their heads. Turning to Lem's estranged Master for help, they are told that not only is the girl's life all but forfeit, but that the world's preeminent mage, Mika Renar, has earth-shattering plans for her—and Lem just got in the way. With the fate of the world on the line, and Lem both spooked and intrigued by the mysterious girl, the other nominate him to become the huckleberry who'll take down Renar. But even if he, Mags, and the simpletons who follow him prevail, they're dealing with the kind of power that doesn't understand defeat, or mercy. (The first portion of *We Are Not Good People* was originally published in an altered form as *Trickster* by Pocket Books).

Devastating Hate

From George R. R. Martin's Introduction to *Warriors*: "People have been telling stories about warriors for as long as they have been telling stories. Since Homer first sang the wrath of Achilles and the ancient Sumerians set down their tales of Gilgamesh, warriors, soldiers, and fighters have fascinated us; they are a part of every culture, every literary tradition, every genre. *All Quiet on the Western Front*, *From Here to Eternity*, and *The Red Badge of Courage* have become part of our literary canon, taught in classrooms all around the country and the world. Our contributors make up an all-star lineup of award-winning and bestselling writers, representing a dozen different publishers and as many genres. We asked each of them for the same thing—a story about a warrior. Some chose to write in the genre they're best known for. Some decided to try something different. You will find warriors of every shape, size, and color in these pages, warriors from every epoch of human history, from yesterday and today and tomorrow, and from worlds that never were. Some of the stories will make you sad, some will make you laugh, and many will keep you on the edge of your seat." The stories in the second mass market volume of this book are: Introduction: *Stories of the Spinner Rack*, by George R. R. Martin *Seven Years from Home*, by Naomi Novik *Dirae*, by Peter S. Beagle *Ancient Ways*, by S. M. Stirling *The Scroll*, by David Ball *Recidivist*, by Gardner Dozois *Ninieslando*, by Howard Waldrop *Out of the Dark*, by David Weber Many of these writers are bestsellers. All of them are storytellers of the highest quality. Together they make a volume of unforgettable reading. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Hostage

The Coast Guard must prevent the first lunar war in history. A lifelong Search-and-Rescuerwoman, Coast Guard Captain Jane Oliver is ready for a peaceful retirement. But when tragedy strikes, Oliver loses her husband and her plans for the future, and finds herself thrust into a role she's not prepared for. Suddenly at the helm of the Coast Guard's elite SAR-1 lunar unit, Oliver is the only woman who can prevent the first lunar war in history, a conflict that will surely consume not only the moon, but earth as well.

The Adventure Time Encyclopaedia (Encyclopedia)

A taut, psychological mind-bender from the bestselling author of *I'm Thinking of Ending Things*. We don't get visitors. Not out here. We never have. In Iain Reid's second haunting, philosophical puzzle of a novel, set in the near-future, Junior and Henrietta live a comfortable, solitary life on their farm, far from the city lights, but in close quarters with each other. One day, a stranger from the city arrives with alarming news: Junior has been randomly selected to travel far away from the farm very far away. The most unusual part? Arrangements have already been made so that when he leaves, Henrietta won't

have a chance to miss him, because she won't be left alone—not even for a moment. Henrietta will have company. Familiar company. Told in Reid's sharp and evocative style, *Foe* examines the nature of domestic relationships, self-determination, and what it means to be (or not to be) a person. An eerily entrancing page-turner, it churns with unease and suspense from the first words to its shocking finale.

Foe

The bestselling author of the Blood Books delivers a masterful new urban fantasy. Alysha Gale is a member of a family capable of changing the world with the charms they cast. Then she receives word that she's inherited her grandmother's junk shop in Calgary, only to discover upon arriving that she'll be serving the fey community. And when Alysha learns just how much trouble is brewing in Calgary, even calling in the family to help may not be enough to save the day.

Death's Daughter

Myke Cole continues to blow the military fantasy genre wide open with an all-new epic adventure in his highly acclaimed Shadow Ops universe—set in the early days of the Great Reawakening, when magic first returns to the world and order begins to unravel... US Navy SEAL Jim Schweitzer is a consummate professional, a fierce warrior, and a hard man to kill. But when he sees something he was never meant to see on a covert mission gone bad, he finds himself—and his family—in the crosshairs. Nothing means more to Jim than protecting his loved ones, but when the enemy brings the battle to his front door, he is overwhelmed and taken down. That should be the end of the story. But Jim is raised from the dead by a sorcerer and recruited by a top secret unit dabbling in the occult, known only as the Gemini Cell. With powers he doesn't understand, Jim is called back to duty—as the ultimate warrior. As he wrestles with a literal inner demon, Jim realizes his new superiors are determined to use him for their own ends and keep him in the dark—especially about the fates of his wife and son...

Javelin Rain

What time is it? Adventure Time™! Explore the magical world of Ooo with Jake the Dog and Finn the Human, along with the Ice King, Princess Bubblegum, Marceline the Vampire Queen, and all your favorite Adventure Time characters, in this New York Times bestselling companion book to Cartoon Network's hit animated series. Written and compiled by the Lord of Evil himself, *The Adventure Time Encyclopaedia* matches the playful, subversive tone of the television series, detailing everything anyone will ever need to know about the postapocalyptic land of Ooo and its inhabitants—secret lore and spells, fun places you should visit and places where you will probably die, whom to marry and whom not to marry, how to make

friends and destroy your enemies—plus hand-written marginalia by Finn, Jake, and Marceline. An indispensable guide to the show fans love to watch, this side-splittingly funny love letter to Adventure Time is sure to appeal to readers of all ages. Heck yeah! From the Back Cover: Written by the Lord of Evil Himself, Hunson Abadeer (a.k.a. Marceline the Vampire Queen's dad), to instruct and confound the demonic citizenry of the Nightosphere, The Adventure Time Encyclopaedia is perhaps the most dangerous book in history. Although seemingly a guidebook to the Land of Ooo and its postapocalyptic inhabitants, it is in fact an amusing nightmare of literary pitfalls, bombastic brain-boggles, and ancient texts designed to drive the reader mad. Complete with secret lore and wizard spells, fun places you should visit and places where you will probably die, advice on whom to marry and whom not to marry, and how to make friends and destroy your enemies, this volume includes hand-written marginalia by Finn, Jake, and Marceline. Arguably the greatest encyclopaedia ever written since the beginning of the cosmos, it is also an indispensable companion to humans and demons who know what time it is: Adventure Time! Praise for The Adventure Time Encyclopaedia: “Even if you’re an adult Adventure Time fan, the book will make you feel like you’re 10 again.” —USA Today’s Daily Candy blog “The brand-new Adventure Time Encyclopaedia will tell viewers everything they need to know about the post-apocalyptic magical land and its inhabitants.” —Entertainment Weekly’s Family Room blog “The . . . Encyclopaedia will appeal to Adventure Time fans who want to delve deeper into the show’s mysterious back story and bizarre details.” —The Los Angeles Times’Hero Complex blog

Righteous Fury

Diplomacy is not an option. ·All weapons detailed, including ammo capacity, reload time, and techniques for use ·Strategies for completing every objective for every mission ·Tips and maps for online multiplayer modes ·Exclusive interview with the President of Zombie Studios ·Detailed combat tactics

Steal the Sky

The harrowing tale of British explorer Ernest Shackleton's 1914 attempt to reach the South Pole, one of the greatest adventure stories of the modern age. In August 1914, polar explorer Ernest Shackleton boarded the Endurance and set sail for Antarctica, where he planned to cross the last uncharted continent on foot. In January 1915, after battling its way through a thousand miles of pack ice and only a day's sail short of its destination, the Endurance became locked in an island of ice. Thus began the legendary ordeal of Shackleton and his crew of twenty-seven men. When their ship was finally crushed between two ice floes, they attempted a near-impossible journey over 850 miles of the South Atlantic's heaviest seas to the closest outpost of civilization. In Endurance, the definitive account of Ernest Shackleton's fateful trip, Alfred Lansing brilliantly narrates the harrowing and miraculous voyage that has defined heroism for the modern age.

Shadow Ops

New York Times Best Seller USA Today Best Seller io9's New Sci-Fi and Fantasy Books You Need to Put On Your Radar This Fall Kirkus' SF/F Books to Watch Out for in 2018 Popular Mechanics Best Books of 2018 (So Far) Goodreads' Most Anticipated Fantasy and Science Fiction Books The Consuming Fire—the New York Times and USA Today bestselling sequel to the 2018 Hugo Award Best Novel finalist and 2018 Locus Award-winning The Collapsing Empire—an epic space-opera novel in the bestselling Interdependency series, from the Hugo Award-winning and New York Times bestselling author John Scalzi The Interdependency—humanity's interstellar empire—is on the verge of collapse. The extra-dimensional conduit that makes travel between the stars possible is disappearing, leaving entire systems and human civilizations stranded. Emperox Grayland II of the Interdependency is ready to take desperate measures to help ensure the survival of billions. But arrayed before her are those who believe the collapse of the Flow is a myth—or at the very least an opportunity to an ascension to power. While Grayland prepares for disaster, others are prepare for a civil war. A war that will take place in the halls of power, the markets of business and the altars of worship as much as it will between spaceships and battlefields. The Emperox and her allies are smart and resourceful, as are her enemies. Nothing about this will be easy and all of humanity will be caught in its consuming fire. The Interdependency Series 1. The Collapsing Empire 2. The Consuming Fire At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sixteenth Watch

Twelve Families. One Throne. An epic new fantasy series of spellbinding imagination. Welcome to the Empire of Salt. A hunter tasked with murdering a king . . . An old man compelled to protect him . . . A young woman's whose true potential has yet to be revealed . . . As these three strangers make their way towards the very heart of Darien, a creature from the old world appears whose abilities may be the undoing of them all.

Shadow Ops: Red Mercury

THE FIRST ELECTRIFYING ROMANCE IN THE KGI SERIES FROM #1 NEW YORK TIMES BESTSELLING AUTHOR MAYA BANKS. The Kelly Group International (KGI): a super elite, top secret, family-run business that handles jobs the US government can't. Qualifications: Military background, high intelligence, and a rock hard body It's been one year since ex-Navy SEAL Ethan Kelly last saw his wife Rachel alive. Overwhelmed by grief and guilt over his failures as a husband, Ethan shuts himself off from everything and everyone. His brothers have tried to bring Ethan into the KGI fold, tried to break through the barriers he's built around himself, but Ethan refuses to respond until he receives an anonymous phone call claiming Rachel is alive. To save her, Ethan will have to dodge bullets, cross a jungle, and risk falling captive to a deadly drug cartel

that threatens his own demise. And even if he succeeds, he'll have to force Rachel to recover memories she can't and doesn't want to relive—the minute by minute terror of her darkest hour—for their love, and their lives, may depend on it.

Deep Space

The Great Reawakening did not come quietly. Across the country and in every nation, people began to develop terrifying powers—summoning storms, raising the dead, and setting everything they touch ablaze. Overnight the rules changed...but not for everyone. Colonel Alan Bookbinder is an army bureaucrat whose worst war wound is a paper-cut. But after he develops magical powers, he is torn from everything he knows and thrown onto the front-lines. Drafted into the Supernatural Operations Corps in a new and dangerous world, Bookbinder finds himself in command of Forward Operating Base Frontier—cut off, surrounded by monsters, and on the brink of being overrun. Now, he must find the will to lead the people of FOB Frontier out of hell, even if the one hope of salvation lies in teaming up with the man whose own magical powers put the base in such grave danger in the first place—Oscar Britton, public enemy number one...

Shadow Ops: Control Point

W. E. B. Griffin's #1 New York Times bestselling series finds Presidential Agent Charley Castillo in the middle of an investigation into kidnapping, assassination, and even political scandal in this action-packed thriller. U.S. Army Special Forces Major Charley Castillo is tasked with a discreet mission by the President himself: to investigate the death of an American diplomat in Argentina and the kidnapping of that diplomat's wife. With the woman's children and family now at risk, Castillo's running out of time to uncover the connections and truth behind it all. Amidst threats, murder, and a scandal tying the United Nations to Iraq, there is also a lot of money flying around—and some people will do anything it takes to get their hands on it

Fortress Frontier

Alexander waits in his yellow-gray house in a yellow wood for his namesake daughter, the one who “of all my children has always stirred me most, with love, with rage and fear, with envy and disappointment.” He has summoned her. She is his prodigal child, and she is his scion, and it's time. Alexandra left as soon as she turned eighteen, the only way she could keep from being swallowed up by her father, her only chance of having a life of her own. Alexandra grew up with her father's voice in her head, his will on her in one form or another. Now, though she vowed she never would, she is going back. Because his voice came into her head, ordering her home. The longer Alexandra stays with her father in her childhood home, the stronger her suspicions that his control over her is more insidious than she knew. Her siblings are all oddly under

his control, exactly what he made them, and she discovers evidence of what he has planned for her. "She fled to live her own life," Alexander observes. "As if there ever were such a thing."

Faces

After years of struggle and sacrifice, Falcio val Mond, First Cantor of the Greatcoats, is on the brink of fulfilling his dead king's dream: Aline, the king's daughter, is about to take the throne and restore the rule of law once and for all. But for the Greatcoats, nothing is ever that simple. In the neighboring country of Avars, an enigmatic new warlord is uniting the barbarian armies that have long plagued Tristia's borders--and even worse, he is rumored to have a new ally: Trin, who's twice tried to kill Aline to claim the throne of Tristia for herself. With the armies of Avars at her back, led by a bloodthirsty warrior, she'll be unstoppable. Falcio, Kest, and Brasti race north to stop her, but in those cold and treacherous climes they discover something altogether different, and far more dangerous: a new player is planning to take the throne of Tristia, and with a sense of dread the three friends realize that the Greatcoats, for all their skill, may not be able to stop him. As the nobles of Tristia and even the Greatcoats themselves fight over who should rule, the Warlord of Avars threatens to invade. With so many powerful contenders vying for power, it will fall to Falcio to render the one verdict he cannot bring himself to utter, much less enforce. Should he help crown the young woman he vowed to put on the throne, or uphold the laws he swore to serve?

Family Honor

The story of the Spartans is one of the best known in history, from their rigorous training to their dramatic feats of arms--but is that portrait of Spartan supremacy true? Renowned novelist and popular historian Myke Cole goes back to the original sources to set the record straight. The Spartan hoplite enjoys unquestioned currency as history's greatest fighting man. Raised from the age of seven in the agoge, a military academy legendary for its harshness, Spartan men were brought up to value loyalty to the polis (the city-state) above all else, and to prize obedience to orders higher than their own lives. The last stand at Thermopylae made the Spartans legends in their own time, famous for their brevity, ability to endure hardship, control their emotions, and to never surrender--even in the face of impossible odds, even when it meant their certain deaths. But was this reputation earned? Or was it simply the success of a propaganda machine that began turning at Thermopylae in 480 BC? Examining the historical record, both literary and material, paints a very different picture of Spartan arms--a society dedicated to militarism not in service to Greek unity or to the Spartan state itself, but as a desperate measure intended to keep its massive population of helots (a near-slave underclass) in line, forcing them to perform the mundane work of farming, cleaning, building and crafting to permit the dandified Spartan citizens (spartiatai) the time they needed to focus on their military training. Covering Sparta's full classical history, *The Bronze Lie* examines the

myth of Spartan warrior supremacy against the historical record, delving into the minutiae of Spartan warfare from arms and armor to tactics and strategy. With a special focus on previously under-publicized Spartan reverses that have been left largely unexamined, it looks at the major battles as well as re-examining major Spartan "victories". Most importantly, it re-examines Thermopylae itself, a propaganda victory utterly out of proportion to its actual impact--a defeat that wasn't even accomplished by 300 Spartans, but rather by thousands of allied Greeks, all for the net effect of barely slowing a Persian advance that went on to roam Greece unchecked and destroy Athens itself.

Loyalty

A skeptical Lou Norton of the Los Angeles police department investigates increasingly compelling parallels between the suspicious suicide of a teenage girl and the unsolved murder Lou's sister. By the author of *A Quiet Storm*. 30,000 first printing.

Endurance

An officer. An outcast. A fight for survival. The Great Reawakening did not come quietly. Suddenly people from all corners of the globe began to develop terrifying powers. Overnight the rules had changed but not for everyone. *Fortress Frontier* is the second chilling thriller in Myke Cole's *Shadow Ops* trilogy, perfect for fans of Peter V. Brett and Brandon Sanderson. 'I suspect this is the best ride that military fantasy has to offer - you definitely will want to get on board' - Mark Lawrence, author of *King of Thorns* Alan Bookbinder might be a Colonel in the US Army, but in his heart he knows he's just a desk jockey, a clerk with a silver eagle on his jacket. But one morning he is woken by a terrible nightmare and overcome by an ominous drowning sensation. Something is very, very wrong. Forced into working for the Supernatural Operations Corps in a new and dangerous world, Bookbinder's only hope of finding a way back to his family will mean teaming up with former SOC operator and public enemy number one: Oscar Britton. They will have to put everything on the line if they are to save thousands of soldiers trapped inside a frontier fortress on the brink of destruction, and show the people back home the stark realities of a war that threatens to wipe out everything they're trying to protect. What readers are saying about *Fortress Frontier*: 'An excellent mix of military drama, sci-fi, adventure and mystical mayhem all rolled into one' 'Grips you from the beginning, and the fast pace doesn't let up. A great continuation' 'The action really races with surprising twists and turns'

Breach Zone

Lieutenant Oscar Britton of the Supernatural Operations Corps has been trained to hunt down and take out people

possessing magical powers. But when he starts manifesting powers of his own, the SOC revokes Oscar's government agent status to declare him public enemy number one.

Shadow Ops: Fortress Frontier

The city burned beneath the Dreaming Moon. In the ancient city-state of Gujaareh, peace is the only law. Upon its rooftops and amongst the shadows of its cobbled streets wait the Gatherers - the keepers of this peace. Priests of the dream-goddess, their duty is to harvest the magic of the sleeping mind and use it to heal, soothe . . . and kill those judged corrupt. But when a conspiracy blooms within Gujaareh's great temple, Ehiru - the most famous of the city's Gatherers - must question everything he knows. Someone, or something, is murdering dreamers in the goddess' name, stalking its prey both in Gujaareh's alleys and the realm of dreams. Ehiru must now protect the woman he was sent to kill - or watch the city be devoured by war and forbidden magic. Dreamblood Duology The Killing Moon The Shadowed Sun For more from N. K. Jemisin, check out: The Inheritance Trilogy The Hundred Thousand Kingdoms The Broken Kingdoms The Kingdom of Gods The Inheritance Trilogy (omnibus edition) Shades in Shadow: An Inheritance Triptych (e-only short fiction) The Awakened Kingdom (e-only novella) The Broken Earth series The Fifth Season The Obelisk Gate

Siege Line

Final novel in EC Blake's dystopian fantasy trilogy, The Masks of Aygrima The Masks of Aygrima is set in a land where people are forced to wear spell-imbued Masks that reveal any traitorous thoughts they have about their ruler, the Autarch. Mara Holdfast is a young woman gifted with the ability to see and use all the colors of magic. Two other people share this talent: the Autarch, who draws upon the very life-force of his subjects to fuel his existence and retain his control over the kingdom; and the legendary Lady of Pain and Fire, the only person who has ever truly challenged the Autarch's despotic reign. After a devastating battle that takes a dreadful toll on both the rebel unMasked Army and the forces of Prince Chell, their ally from across the sea, Mara and her fellow survivors have no one to turn to for help but the Lady of Pain and Fire. As the Lady leads them to her haven beyond the mountain borders of the kingdom, Mara feels that she has found the one person who truly understands her, a mentor who can teach her to control and use her power for the greater good. Together, they may be able to at last free Agryma from the Autarch's rule. Living within the Lady's castle, cut off from her friends in the village far below, Mara immerses herself in her training. Still, she can't entirely escape from hearing dark hints about the Lady, rumors that the Lady may, in her own way, be as ruthless as the Autarch himself. Yet it is not until they begin their campaign against the Autarch that Mara discovers where the real danger lies. Driven by the Lady's thirst for revenge, will Mara and all her friends fall victim in a duel to the death between two masters of magic? From the Hardcover edition.

Tyrant's Throne

From the author of the bestselling fantasy series The Dwarves--which has sold over one million copies--come the dynamic new series The Legends of the Alfar. In Righteous Fury, the elves, dwarves and humans all know the alfar to be dark, relentless warriors. In Dson Faimon, the realm of the alfar, the warriors are planning a military campaign. Caphalor and Sinthoras are looking to enlist a powerful demon to strengthen their army - but the two alfar have very different goals. While Caphalor is determined to defend the borders of their empire and no more, the ambitious Sinthoras is intent on invasion: and he has the kingdoms of dwarves, elves, and me firmly in his sights.

Nightshade

Tasked to bring order to a chaotic world, Army officer Oscar Britton, a lieutenant attached to the military's Supernatural Operations Corps, becomes public enemy number one when he manifests a rare and prohibited magical power. Original. 35,000 first printing.

The Yellow Wood

To redeem himself with the Supernatural Operations Corps, Lieutenant Colonel Jan Thorsson must save New York City from invading inhuman forces including Scylla, a woman from his past who has been transformed into something evil. Original. 25,000 first printing.

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#)
[HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)