

Dauntless The Lost Fleet 1 Jack Campbell

A young fleet officer and a Marine must stand together to defend their neighbors and their colony. The recently colonized world of Glenlyon has learned that they're stronger when they stand with other star systems than when they are on their own. But after helping their neighbor Kosatka against an invasion, Glenlyon has become a target. An attack is launched against Glenlyon's orbital facility with forces too powerful for fleet officer Robert Geary to counter using their sole remaining destroyer, Saber. Mele Darcy's Marines must repel repeated assaults while their hacker tries to get into the enemy systems to give Saber a fighting chance. To survive, Glenlyon needs more firepower, and the only source for that is their neighbor Kosatka or other star systems that have so far remained neutral. But trying to convince other worlds to help is a seemingly hopeless struggle. As star systems founded by people seeking freedom and autonomy, will Kosatka, Glenlyon, and others be able to overcome deep suspicions of surrendering any authority to others? Will the free star systems stand together in a new alliance or fall alone?

Captain John "Black Jack" Geary's legendary exploits are known to every schoolchild. Revered for his heroic "last stand" in the early days of the war, he was presumed dead. But a century later, Geary miraculously returns from survival hibernation and reluctantly takes command of the Alliance Fleet as it faces annihilation by the Syndic. Appalled by the hero-worship around him, Geary is nevertheless a man who will do his duty. And he knows that bringing the stolen Syndic hypernet key safely home is the Alliance's one chance to win the war. But to do that, Geary will have to live up to the impossibly heroic "Black Jack" legend...

Admiral John "Black Jack" Geary may have saved the Alliance only to destroy it, in this thrilling and eagerly awaited continuation of the New York Times bestselling series. Geary believed in the Alliance. Even when he uncovered overwhelming evidence that the highest echelons of the government and fleet command were involved in secret programs and prison camps, he believed it was worth saving. And that his duty was to see that justice was served even though some factions feared that revealing the truth would cause the Alliance to crumble. But after narrowly surviving two assassination attempts when he brings evidence of the misdeeds to the capital star system, Geary realizes that some have decided the easiest way to make the Alliance's problems go away is to get rid of him. He finds himself ordered to undertake a perilous new mission outside of the reaches of human-occupied space while the Senate clashes over the evidence. Geary's warships must escort a diplomatic and scientific mission across the dangerous, disintegrating remnants of the Syndicate Worlds empire. But even if he can make it to Midway Star System, the gateway to alien-controlled space, Geary will face former Syndicate officials who have rebelled and regard the Alliance with deep suspicion. And that will be the easy part. . . .

After rescuing POWs from a labor camp in the Heradao Star System, Captain John "Black Jack" Geary discovers that the Syndics plan to ambush his fleet, forcing him to jump from one star system to the next in an effort to avoid the enemy.

The Hugo Award-winning classic sci-fi novel about interstellar war. The Beyond started with the Stations orbiting the stars nearest Earth. The Great Circle the interstellar freighters traveled was long, but not unmanageable, and the early Stations were

emotionally and politically dependent on Mother Earth. The Earth Company which ran this immense operation reaped incalculable profits and influenced the affairs of nations. Then came Pell, the first station centered around a newly discovered living planet. The discovery of Pell's World forever altered the power balance of the Beyond. Earth was no longer the anchor which kept this vast empire from coming adrift, the one living mote in a sterile universe. But Pell was just the first living planet. Then came Cyteen, and later others, and a new and frighteningly different society grew in the farther reaches of space. The importance of Earth faded and the Company reaped ever smaller profits as the economic focus of space turned outward. But the powerful Earth Fleet was still a presence in the Beyond, and Pell Station was to become the last stronghold in a titanic struggle between the vast, dynamic forces of the rebel Union and those who defended Earth's last, desperate grasp for the stars.

Admiral John "Black Jack" Geary journeys home with a captured warship and representatives of an alien species while staying one step ahead of the threatening Syndicate Worlds regime.

From the bestselling author of *The Rules of Supervillainy*: Cassius Mass was the greatest star pilot of the Crius Archduchy. He fought fiercely for his cause, only to watch his nation fall to the Interstellar Commonwealth. It was only after that he realized the side he'd been fighting for was the wrong one. Now a semi-functional navigator on an interstellar freight hauler, he tries to hide who he was and escape his past.

Unfortunately, some things refuse to stay buried and he ends up conscripted by the very people who destroyed his homeland. *LUCIFER'S STAR* is the first novel of the *Lucifer's Star* series, a dark science fiction space opera set in a world of aliens, war, politics, and slavery.

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} Michael Geary starts to mould the combined rebel Tigres and his Alliance crew into a single unit, backed by Destina Aragon, but the peace between the two camps, fresh from a war fought for one hundred years, is not easily kept. Can they work together to save more Tigres from a another prison... and is there any hope for the embattled people of the planet Kane, as the Syndics begin their invasion to retake the planet?

Jack Campbell's *Lost Fleet* universe comes to comics! The century-long war between two space empires, the Alliance and the Syndics, has ended, but Captain Michael Geary, nephew of the legendary Alliance Commander John "Black Jack" Geary, believed MIA, is still a prisoner. Together with former enemy, Destina Aragon, desperate to escape to reach of a tyrannical government, can he help her rebellion succeed, live up to the legend coloring his family name – or will he die trying? Grievances must be put aside as a daring intergalactic jail-break becomes a battle for survival against the odds, in this gripping new comic series written by New York Times best-selling military science fiction author Jack Campbell, based on his novel series. "Bringing his celebrated book series to life in amazing visual fashion, Jack Campbell delivers a sci-fi masterpiece!" – Pastrami Nation "Fast-paced, with fast dialogue and visceral action!" – Sci-fi Pulse "Titan Comics has found itself a novel franchise that can be turned into comics in what appears to be a seamless transition." – Reading with a Flight Ring

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Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px}

One of the most influential and imaginative sci-fi writers turns his attention to London - with dazzling results. 'Part-detective story, part-cultural snapshot . . . all bound by Gibson's pin-sharp prose' Arena _____ Cayce Pollard owes her living to her pathological sensitivity to logos. In London to consult for the world's coolest ad agency, she finds herself catapulted, via her addiction to a mysterious body of fragmentary film footage, uploaded to the Web by a shadowy auteur, into a global quest for this unknown "garage Kubrick". Cayce becomes involved with an eccentric hacker, a vengeful ad executive, a defrocked mathematician, a Tokyo Otaku-coven known as Eye of the Dragon and, eventually, the elusive Kubrick himself. William Gibson's novel is about the eternal mystery of London, the coolest sneakers in the world, and life in (the former) USSR. _____ 'A compelling, humane story with a sympathetic heroine searching for meaning and consolation in a post-everything world' Daily Telegraph 'A big novel, full of bold ideas . . . races along like an expert thriller' GQ 'It's dialogue and characterization will amaze you. A wonderfully detailed, reckless journey of espionage and lies' USA Today 'Electric, profound. Gibson's descriptions of Tokyo, Russia and London are surreally spot-on' Financial Times

Returning from survival hibernation and assuming the command of the Alliance fleet, legendary hero Captain John "Black Jack" Geary must retrieve the stolen Syndic hypernet key to save the Alliance from destruction at the hands of the Syndics. Original.

Captain John "Black Jack" Geary woke from a century of survival hibernation to take command of the Alliance fleet in the final throes of its long and bitter conflict against the Syndicate Worlds. Now Fleet Admiral Geary's victory has earned him the adoration of the people and enmity of politicians convinced that a living hero can be a very dangerous thing. Geary is charged with command of the newly christened First Fleet. Its first mission: to probe deep into the territory of the mysterious alien race. Geary knows that members of the military high command and the government fear his staging a coup, so he can't help but wonder if the fleet is being deliberately sent to the far side of space on a suicide mission.

A father and his son. 2500 miles apart. A blue ribbon crosses the sky. The world starts to unravel. No one knows what is happening, but everyone is trying to find out. Buck is running his big rig from the west coast. Garth is trapped in New York City with his high school friend. With Marine training and an eighteen-wheeler, Buck heads east. With no training and no communication with his father, Garth fights just to escape New York City. The Hadron collider in CERN. Its twin south of Denver. The Australian outback. What do these places have in common?

Those who might be able to fix things are trying to figure it out while Buck doesn't care. He is on a mission to find his son. Is time the enemy of humanity? Join us today in this fight for survival in an exciting new Post-Apocalyptic series.

A young fleet officer and a Marine stand together to defend their colony in the continuation of the powerful and action-packed Genesis Fleet saga from New York Times bestselling author Jack Campbell. In the three years since former fleet officer Rob Geary and former Marine Mele Darcy led improvised forces to repel attacks on the newly settled world of Glenlyon, tensions have only gotten worse. When one of Glenlyon's warships is blown apart trying to break the blockade that has isolated the world from the rest of human-colonized space, only the destroyer Saber remains to defend it from another attack. Geary's decision to take Saber to the nearby star Kosatka to safeguard a diplomatic mission is a risky interpretation of his orders, to say the least. Kosatka has been fighting a growing threat from so-called rebels--who are actually soldiers from aggressive colonies. When a "peacekeeping force" carrying thousands of enemy soldiers arrives in Kosatka's star system, the people of that world, including Lochan Nakamura and former "Red" Carmen Ochoa, face an apparently hopeless battle to retain their freedom. It's said that the best defense is a good offense. But even if a bold and risky move succeeds, Geary and Darcy may not survive it...

"Earth is no longer the center of the universe. After the invention of the faster-than-light jump drive, humanity is rapidly establishing new colonies. But the vast distances of space mean that the old order of protection and interstellar law offered by Earth has ceased to exist. When a nearby world attacks, the new colony of Glenlyon turns to Robert Geary, a young former junior fleet officer, and Mele Darcy, a onetime enlisted Marine. With nothing but improvised weapons and a few volunteers, Geary and Darcy must face down warships and armored soldiers--or die trying"--

The Ghost Brigades are the Special Forces of the Colonial Defense Forces, elite troops created from the DNA of the dead and turned into the perfect soldiers for the CDF's toughest operations. They're young, they're fast and strong, and they're totally without normal human qualms. The universe is a dangerous place for humanity—and it's about to become far more dangerous. Three races that humans have clashed with before have allied to halt our expansion into space. Their linchpin: the turncoat military scientist Charles Boutin, who knows the CDF's biggest military secrets. To prevail, the CDF must find out why Boutin did what he did. Jared Dirac is the only human who can provide answers -- a superhuman hybrid, created from Boutin's DNA, Jared's brain should be able to access Boutin's electronic memories. But when the memory transplant appears to fail, Jared is given to the Ghost Brigades. At first, Jared is a perfect soldier, but as Boutin's memories slowly surface, Jared begins to intuit the reason's for Boutin's betrayal. As Jared desperately hunts for his "father," he must also come to grips with his own choices. Time is running out: The alliance is preparing its offensive, and some of them plan worse things than humanity's mere military defeat... Old Man's War Series #1 Old Man's War #2 The Ghost Brigades #3 The Last Colony #4 Zoe's Tale #5 The Human Division #6 The End of All Things

Short fiction: "After the Coup" Other Tor Books The Android's Dream Agent to the Stars Your Hate Mail Will Be Graded Fuzzy Nation Redshirts Lock In The Collapsing Empire (forthcoming) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

New York Times bestselling author Jack Campbell continues his "series of fast-paced adventure" (SFRevu) as *The Lost Fleet: Beyond the Frontier* continues... Admiral John "Black Jack" Geary and the crew of *Dauntless* have safely escorted important alien representatives to Earth. But before they can depart for home, two of Geary's key lieutenants vanish. The search for his missing men leads Geary on a far-flung chase, ultimately ending at the one spot in space from which all humans have been banned: the moon Europa. Any ship that lands there must stay or be destroyed, leaving Geary to face the most profound moral dilemma of his life. To make matters worse, strains on the Alliance are growing as the Syndics continue to meddle. Geary is ordered to take a small force to the border of Syndic space. But what he finds there is a danger much greater than anyone expected: a mysterious threat that could finally force the Alliance to its knees?

The Alliance has been fighting the Syndic for a century, and losing badly. Now its fleet is crippled and stranded in enemy territory. Their only hope is Captain John 'Black Jack' Geary - a man who has emerged from a century-long hibernation to find himself heroically idealized beyond belief.

'Jodi Taylor is quite simply the Queen of Time. Her books are a swashbuckling joyride through History' C. K. MCDONNELL 'A great mix of British properness and humour with a large dollop of historical fun' ***** Meet *St Mary's* - a group of tea-soaked disaster magnets who hurtle their way around History. - If the whole of History lay before you, where would you go? When Dr Madeleine Maxwell is recruited by the *St Mary's* Institute of Historical Research, she discovers the historians there don't just study the past - they revisit it. But one wrong move and History will fight back - to the death. And Max soon discovers it's not just History she's fighting... BOOK 1 IN THE INTERNATIONALLY BESTSELLING CHRONICLES OF ST MARY'S SERIES For fans of Jasper Fforde, Doctor Who, Genevieve Cogman and Richard Osman's Thursday Murder Club Readers love Jodi Taylor: 'Once in a while, I discover an author who changes everything... Jodi Taylor and her protagonist Madeleine "Max" Maxwell have seduced me' 'A great mix of British proper-ness and humour with a large dollop of historical fun' 'Addictive. I wish *St Mary's* was real and I was a part of it' 'Jodi Taylor has an imagination that gets me completely hooked' 'A tour de force'

Set in a chillingly realistic far-future world, and featuring a gritty antihero even more frightening than the evil empire he serves as soldier and assassin, *Death's Head* is sure to be one of the most talked-about novels of the year. David Gunn is loaded—and he shoots to kill. At the top of the galactic pecking order is the United Free, a civilization of awe-inspiring technological prowess so far in advance of other space-faring powers as to seem untouchable gods. Most of the known universe has fallen under their inscrutable sway. The rest is squabbled over by two empires: one ruled with an iron fist by OctoV, a tyrant who appears to his followers as a teenage boy but is in reality something very different, the other administered by the Uplifted, bizarre machinelike intelligences, and their no-longer-quite-human servants, cyborgs known as the Enlightened. Sven Tveskoeg, an ex-sergeant demoted for insubordination and

sentenced to death, is a vicious killer with a stubborn streak of loyalty. Sven possesses a fierce if untutored intelligence and a genetic makeup that is 98.2 percent human and 1.8 percent . . . something else. Perhaps that “something else” explains how quickly he heals from even the worst injuries or how he can communicate telepathically with the ferox, fearsome alien savages whose natural fighting abilities regularly outperform the advanced technology of their human enemies. Perhaps it is these unique abilities that bring Sven to the attention of OctoV. Drafted into the Death’s Head, the elite enforcers of OctoV’s imperial will, Sven is given a new lease on life. Armed with a SIG diablo—an intelligent gun—and an illegal symbiont called a kyp, Sven is sent to a faraway planet, the latest battleground between the Uplifted and OctoV. There he finds himself in the midst of a military disaster, one that will take all his courage—and all his firepower—to survive. But an even deadlier struggle is taking place, a struggle that will draw the attention of the United Free. Sven knows he is a pawn, and pawns have a bad habit of being sacrificed. But Sven is nobody’s sacrifice. And even a pawn can checkmate a king. Praise for Death’s Head “The finest military science-fiction debut in years.”—Kirkus Reviews “Hardboiled, laser-blasting science fiction as it’s meant to be.”—Charlie Huston, author of *Caught Stealing* and *Already Dead*

When his fleet’s hyperspace jump lands them in the midst of a massive, hostile alien armada, Admiral John “Black Jack” Geary tries to find a way to destroy the enemy while questioning the orders that led him right to them.

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Siobhan Dunmoore was not having a good war. She’s had more ships shot out from under her by the invading Shrehari Empire than any other officer in the Fleet. Some called her overly aggressive. Others simply called her reckless. What the enemy called her was something else altogether. That she gave the Shrehari a good drubbing along the way didn’t matter in the least, because not all her enemies wore an Imperial uniform. A reputation for bad luck was pretty much the only reputation she had left. Sailing yet another ruined starship home after a near defeat, she wanted nothing more than a long, long rest, because this time, she had escaped by the thinnest of bluffs. Unfortunately, the Admiralty had other ideas. The frigate *Stingray* was known as the unluckiest ship in the Fleet and her Captain had just been removed in disgrace for cowardice. Some in the Admiralty would dearly love to retire the old warhorse. After all, she was the last of her type left in service, and perhaps it was time to break up the jinx permanently, along with the crew. But in the midst of an interstellar war, every ship that could fight was needed. In short order, Dunmoore went from staring down the Empire’s

finest on the bridge of a wrecked battleship to taking on a demoralized, semi-mutinous crew, scheming Admirals and a deadly mystery. The Stingray's bad luck wasn't just superstition gone rampant. Between a crew that won't talk, political enemies who want her gone, and her personal demons, she's got her hands full. Taking the frigate into battle under those conditions would seem foolish to anyone else, but Dunmoore was never one to shrink from a good fight. Failure was not an option, and defeat not an acceptable alternative, for there was no honor in death, only in victory. She would redeem herself and her ship or be damned for all eternity.

The Lost Fleet: Dauntless Penguin

The first novel in the New York Times bestselling Lost Fleet series! The Alliance has been fighting the Syndics for a century—and losing badly. Now its fleet is crippled and stranded in enemy territory. Their only hope is a man who's emerged from a century-long hibernation to find he has been heroically idealized beyond belief.... Captain John “Black Jack” Geary’s exploits are known to every schoolchild. Revered for his heroic “last stand” in the early days of the war, he was presumed dead. But a century later, Geary miraculously returns and reluctantly takes command of the Alliance Fleet as it faces annihilation by the Syndics. Appalled by the hero-worship around him, Geary is nevertheless a man who will do his duty. And he knows that bringing the stolen Syndic hypernet key safely home is the Alliance’s one chance to win the war. But to do that, Geary will have to live up to the impossibly heroic “Black Jack” legend....

Dr. Cherijo is living the perfect life—if you think that finding out you’re a clone, then being declared “non-sentient” by your father/creator is your idea of perfect. Things could be better. But when the Human League comes after her, with bounty hunters of every race trying to bring her in, Cherijo figures it can’t get any worse, until someone begins stalking her dreams.

Admiral Geary’s First Fleet of the Alliance has survived the journey deep into unexplored interstellar space, a voyage that led to the discovery of new alien species, including a new enemy and a possible ally. Now Geary’s mission is to ensure the safety of the Midway Star System, which has revolted against the Syndicate Worlds empire—an empire that is on the brink of collapse. To complicate matters further, Geary also needs to return safely to Alliance space not only with representatives of the Dancers, an alien species, but also with Invincible, a captured warship that could possibly be the most valuable object in human history. Despite the peace treaty that Geary must adhere to at all costs, the Syndicate Worlds regime threatens to make the fleet’s journey back grueling and perilous. And even if Geary escorts Invincible and the Dancers’ representatives home unharmed, the Syndics’ attempts to spread dissent and political unrest may have already sown the seeds of the Alliance’s destruction... After being betrayed by the Syndicate, Artur Drakon and Gwen Icení stage a coup for control of Midway in the first novel in a spin-off of the New York Times best-selling Lost Fleet series. 75,000 first printing.

MUTINY For Lt. Commander Colin MacIntyre, it began as a routine training flight

over the Moon. For Dahak, a self-aware Imperial battleship, it began millennia ago when that powerful artificial intelligence underwent a mutiny in the face of the enemy. The mutiny was never resolved-Dahak was forced to maroon not just the mutineers but the entire crew on prehistoric Earth. Dahak has been helplessly waiting as the descendants of the loyal crew regressed while the mutineers maintained control of technology that kept them alive as the millennia passed. But now Dahak's sensors indicate that the enemy that devastated the Imperium so long ago has returned-and Earth is in their path. For the sake of the planet, Dahak must mobilize its defenses. And that it cannot do until the mutineers are put down. So Dahak has picked Colin MacIntyre to be its new captain. Now MacIntyre must mobilize humanity to destroy the mutineers once and for all-or Earth will become a cinder in the path of galactic conquest. At the publisher's request, this title is sold without DRM (Digital Rights Management).

The Lost Fleet: Relentless found its way onto the New York Times bestseller list... Now Victorious leads the charge again-and "Black Jack" Geary is in command... As war continues to rage between the Alliance and Syndicate Worlds, Captain "Black Jack" Geary is promoted to admiral-even though the ruling council fears he may stage a military coup. His new rank gives him the authority to negotiate with the Syndics, who have suffered tremendous losses and may finally be willing to end the war. But an even greater alien threat lurks on the far side of the Syndic occupied space.

Experience the Human Cost of War! The battle rages on in book two of the award-winning Defending the Future series. Witness sixteen accounts of hardcore military science fiction, from planetside combat to fleet actions up among the stars. Featuring the works of David Sherman, Charles E. Gannon, John C. Wright, James Daniel Ross, Jonathan Maberry, James Chambers, Patrick Thomas, Andy Remic, Danielle Ackley-McPhail, Jeffrey Lyman, Jack Campbell, Mike McPhail, Bud Sparhawk, Tony Ruggiero, and C.J. Henderson. Praise for Breach The Hull, Book One in the Defending the Future series Winner of the 2007 Dream Realm Award "There is more than enough great SF in Breach the Hull for any true fan of the genre, military or not." - Will McDermott, author of Lasgun Wedding "I enjoyed this book and heartily recommend it." -Sam Tomaino, Space and Time Magazine "Pick up Breach the Hull. You're sure to find stories that you like." -David Sherman, author of the DemonTech series and co-author of the Starfist series "[Breach the Hull] kicks down the doors in a way that allows anyone access to the genre[. . .]it read like a bunch of soldiers sitting around swapping stories of the wars. Fun, fast-paced, and packed with action. I give it a thumbs up." -Jonathan Maberry, Bram Stoker Award-winning author "[Breach the Hull] is worth the purchase. I normally don't partake of anthologies as a general rule . . . but Mike McPhail has done a great job in making me rethink this position." -Peter Hodges, Reviewer "Breach the Hull is full of excellent stories, no two of which are the same. While similar themes crop up throughout, each writer has managed to take the subgenre and make it his own." -John Ottinger III,

Grasping for the Wind Reviews "A collection of military science fiction from a well mixed group of authors, both new and established. Found it a good source for some new authors to investigate." -Tony Finan, Philly Geeks

When her world is destroyed by seemingly unstoppable planet pirates and her family is slaughtered, former commando leader Alicia DeVries turns pirate herself, steals a cutting-edge ship from the Empire, and launches a campaign to seek revenge on those responsible, only to find that her fellow veterans are equally determined to stop her, in an expanded new version of the classic novel Path of the Fury.

"Two Syndicate Worlds star systems have fallen prey to a mysterious fleet of warships, a fleet controlled entirely by artificial intelligence that is now targeting Alliance space. The warships are no mystery to Geary. They were developed by his government to ensure security, but malfunctioned. If the Syndics learn the truth, the war with the Alliance will resume with a vengeance. As the government attempts to conceal the existence of the AI warships and its role in their creation, Geary pursues them, treading a fine line between mutiny and obedience"--

CAMPBELL/LOST FLEET COURAGEOUS

The fight to free the Earth from alien domination began in Live Free or Die, and continued in Citadel. Now Tyler Vernon, and his troops aboard the gigantic battle station Troy, face a desperate battle with the forces of galactic tyranny. And the very survival of the Earth and its people is not all that is at stake. The galaxy itself must choose to live free or die-and if the tyrants win this battle, darkness will fall across the galaxy for millennia to come. At the publisher's request, this title is sold without DRM (Digital Rights Management).

View our feature on Jack Campbell's The Lost Fleet: Beyond the Frontier:

Dreadnaught. The New York Times bestselling series that delivers "edge-of-your-seat combat" (Elizabeth Moon, author of the Vatta's War series). The Alliance woke Captain John "Black Jack" Geary from cryogenic sleep to take command of the fleet in the century-long conflict against the Syndicate Worlds. Now Fleet Admiral Geary's victory has earned him the adoration of the people-and the enmity of politicians convinced that a living hero can be a very inconvenient thing. Geary knows that members of the military high command and the government question his loyalty to the Alliance and fear his staging a coup-so he can't help but wonder if the newly christened First Fleet is being deliberately sent to the far side of space on a suicide mission.

CAMPBELL/LOST FLEET VALIANT

How policing became the major political issue of our time Combining firsthand accounts from activists with the research of scholars and reflections from artists, Policing the Planet traces the global spread of the broken-windows policing strategy, first established in New York City under Police Commissioner William Bratton. It's a doctrine that has vastly broadened police power the world over—to deadly effect. With contributions from #BlackLivesMatter cofounder Patrisse Cullors, Ferguson activist and Law Professor Justin Hansford, Director of New York-based Communities United for Police Reform Joo-Hyun Kang, poet Martín Espada, and journalist Anjali Kamat, as well as articles from leading scholars Ruth Wilson Gilmore, Robin D. G. Kelley, Naomi Murakawa, Vijay Prashad, and more, Policing the Planet describes ongoing struggles

from New York to Baltimore to Los Angeles, London, San Juan, San Salvador, and beyond.

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?

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