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On worlds all across the frontier, plans are hatched and weapons hoarded. And in taverns and meeting halls the words of an ancient text are uttered in hushed tones. A little rebellion, now and then, is a good thing. ————— The Crimson Worlds Series (Reading Order) Book 1: Marines Book 2: The Cost of Victory Book 3: A Little ...

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Strictly military science fiction, September 4, 2017 This review is from: Marines: Crimson Worlds 1 (Kindle Edition) This book is more military fiction than it is science fiction. The science fiction is that the story is set in the future, the combat taking place on different worlds and in space, using speculative weapons.

Marines (Crimson Worlds #1) by Jay Allan

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MERCS (Crimson Worlds Successors Book 1) eBook: Allan, Jay ...

Crimson Worlds Collection I (Crimson Worlds #1-3) by Jay Allan If you enjoy well paced Military SciFi, then this series is for you! Jay Allan is on form in this trove of books. I'm glad that he placed them into there sets of three books each, as that makes it less cumbersome to read in it's entirety.

Amazon.com: Customer reviews: Crimson Worlds Collection 1 ...

Crimson Worlds Collection II (Crimson Worlds #4-6) by Jay Allan The saga continues. But now we're battling against the leftovers from the First Imperium. Our heroes are deer and deeper into it, and since it is Military SciFi, you can pretty well guess what's going on. But it's well written, and worth your time.

Crimson Worlds Collection II (Crimson Worlds #4-6) by Jay ...

by. Jay Allan (Goodreads Author) 4.44 · Rating details · 289 ratings · 14 reviews. The Shadow Legions. The war with the First Imperium is over, and Grand Fleet is limping home. Erik Cain, Augustus Garret, and the rest of the high command are grimly satisfied that humanity has been saved from the First Imperium menace.

Crimson Worlds Collection III (Crimson Worlds #7-9) by Jay ...

I want to make a new world without corruption or crimson to be a sort of home base to just build using materials I get from other worlds. Is there a way to do this? < > Showing 1-9 of 9 comments . Sgt. Sniper. Aug 2, 2016 @ 1:01pm yes using steampunk items or seeds from the jungle girl ...

Erik Cain joined the marines to get off death row. The deal was simple; enlist to fight in space and he would be pardoned for all his crimes. In the 23rd Century, assault troops go to war wearing AI-assisted, nuclear-powered armor, but it is still men and blood that win battles. From one brutal campaign to the next, Erik and his comrades fight an increasingly desperate war over the resource rich colony worlds that have become vital to the economies of Earth's exhausted and despotic Superpowers. As Erik rises through the ranks he finally finds a home, first with the marines who fight at his side and later among the colonists - men and women who have dared to leave everything behind to build a new society on the frontier, one where the freedoms and rights lost long ago on Earth are preserved. Amidst the blood and death and sacrifice, Erik begins to wonder. Is he fighting the right war? Who is the real enemy? *Crimson Worlds II: The Cost of Victory* - Available Now! *Tombstone: A Crimson Worlds Prequel* - Available Now! *Crimson Worlds III: A Little Rebellion* - December 2012

The Third Frontier War is raging, and all across human-occupied space worlds are burning. Massive battlefleets struggle for dominance and kilometer-long war ships exchange thermonuclear barrages. Battered in the early years of the war, the Western Alliance is resurgent. The brilliant Admiral Augustus Garret leads the Alliance fleet from victory to victory, taking the war to the very heart of the enemy empires. And on the ground, Colonel Erik Cain, hero of the Marine Corps, leads his crack troops again into combat, seeking the final battle. In the background, the secretive intelligence agencies of the despotic Superpowers plot and scheme, using their own soldiers as pawns in the great game for control of space. But the final battle will be fought in the reddish sands of a backwater world, and the prize will be the staggering secret that has lain hidden in a remote cave for untold centuries. All the Powers struggle for the ultimate victory, but at what cost? *The Cost of Victory* is the second book in the *Crimson Worlds* series and the sequel to *Marines*. *The Crimson Worlds Series: Marines (Crimson Worlds I)* - Available Now! *Tombstone (A Crimson Worlds Prequel)* - Available Now! *A Little Rebellion (Crimson Worlds III)* - December 2012 *The First Imperium (Crimson Worlds IV)* - March 2013

We set them free, now we have to take them down. *The Crimson Pact Volume 3* features fifteen action packed and frightening short stories, including, "That Which We Fear" by New York Times bestselling author Larry Correia, and Steven Diamond, which features Diego Santos, a bad ass marine who knows the exact time of his death, and Jarvis "Lazarus" Tombs, a federal agent who investigates the paranormal, and has the strange habit of coming back from the dead. "The Ronin's Mark" by Donald Darling is a story from an arch demon's point of view and provides a fascinating study of what happens when a demon becomes too close to the world he is trying to destroy. "Whispers in the Code" by Patrick M. Tracy uncovers the sinister truth about the secrets found inside the internet, and those trying to stop the end of days. "Stumble and Fall" by Isaac Bell tells a tale of his famous character, John Olshoe, who recalls a time when he failed to be the hero. "Singe, Smolder, Torch, Whither" by Eric M. Bosarge is a creepy tale Stephen King could have written if he decided to write a story with a more literary style. "The Jar of Needs" by Patrick M. Tracy is about a depraved customer who will do anything for the sullen barrista he's fallen in lust with. "Monsters on the Trail" by Patrick S. Tomlinson shows us what happens when investigators find out a demon may be involved with a political campaign. "David in Disguise" by Kelly Swails takes us to a 1960's Chicago protest march where a young woman, who wants to be a journalist, finds out she may have to join the family business after all . . . and hunt demons. "Fallout from My Former Life" by Valerie Dircks proves that a young woman can never escape her past, especially at her high school prom. "The Recruit" by Craig Nybo profiles the boxing champion, Micky Atlas, in what may be his last fight . . . on Earth. EA Younker gives us a steampunk apocalypse story, "Fight" where the rebels steal an airship and take the battle to the demon-possessed bots who have destroyed their world. "The Third Eye" by Chante McCoy tells the tragic story of a failed Greek Orthodox priest in the early 1900's, who is unable to convince his countrymen that the demons are indeed coming. "A Contract Between Thieves" by Stephanie M. Loree is one of the most entertaining stories in the anthology and is set in a "Italian Renaissance steampunk meets traditional sword & sorcery world" and features a rogue named Feni, and her lover, Raf, and their travails after Feni accepts the absolutely wrong job-that feels so right. "Shen Llamo's Daughters," takes us on a trip to Tibet in a time when the old customs of the mountain people, typified by pragmatic Yumi, battle with the new religion of Buddhism, and demonic spirits roam a haunted valley in the Himalayas. "The Scarlet Cloak" by Karen Bovenmyer, which book-ends this collection and will not soon be forgotten, is about a young woman who takes revenge on her enemies by using an artifact of terrible power that may consume her in the end, or perhaps it will set her true self free.

The combined forces of humanity have beaten back the First Imperium invasion. For the first time, the enemy has been defeated in battle. The cost was high in blood and suffering, but the Line held. The heart of human-occupied space has been saved from annihilation. For now. There is little time for the victorious warriors to savor their triumph or mourn their dead. The First Imperium has been driven back, but it has not been defeated. No one expects the fruits of victory to be more than a brief respite. Augustus Garret, Erik Cain, and the rest of the human high command have a decision to make. Do they stand on the defensive, waiting for the massive second invasion they all know will come? Or do they consider another option, one that compels them to face overwhelming odds, and launch a strike that could end the war in one campaign? The attack ship *Hornet* returned home after a miraculous run through enemy space, and her crew brought with them priceless intelligence...the location of a world of the First Imperium. In the capitals of Earth, the ruling classes call for caution, for the armed forces to stand on the defensive. But on the frontier, Garret and his compatriots are planning something different, and they do not intend to be deterred. They are going to take the war to the enemy. They are going to march into hell's heart.

Book 4 of the bestselling Crimson Worlds series... The Alliance and its colonies have called a truce and signed the Confederation Agreement, providing the frontier worlds with guarantees of self-government. No one expects the deal to last, and both sides are preparing for the next showdown. But from the depths of space another challenge is coming, one that will endanger the very survival of mankind and force not just the Alliance and its colonies, but all of the Superpowers, to join forces or face annihilation. The dusty ruins the Alliance discovered on Epsilon Eridani IV were built by an ancient race, eons dead. But their guardians remain, and the disturbance of the long silent cave triggered an automated alert, one which has been heard. Erik Cain and his Marines grimly take to the field once again, for what may be their final battle, against the robotic legions of the First Imperium. But facing a ruthless and technologically superior enemy may be easier than learning to fight alongside old enemies.

From the acclaimed author of *Forest of a Thousand Lanterns* comes a fantastical new tale of darkness and love, in which magical bonds are stronger than blood. Will love break the spell? After cruelly rejecting Bao, the poor physician's apprentice who loves her, Lan, a wealthy nobleman's daughter, regrets her actions. So when she finds Bao's prized flute floating in his boat near her house, she takes it into her care, not knowing that his soul has been trapped inside it by an evil witch, who cursed Bao, telling him that only love will set him free. Though Bao now despises her, Lan vows to make amends and help break the spell. Together, the two travel across the continent, finding themselves in the presence of greatness in the forms of the Great Forest's Empress Jade and Commander Wei. They journey with Wei, getting tangled in the webs of war, blood magic, and romance along the way. Will Lan and Bao begin to break the spell that's been placed upon them? Or will they be doomed to live out their lives with black magic running through their veins? In this fantastical tale of darkness and love, some magical bonds are stronger than blood.

Terrence Compton is one of Earth's greatest admirals, a warrior almost without equal. Alongside his oldest friend and brilliant colleague, Augustus Garret, he and his forces have saved Earth from invasion by the genocidal robotic legions of the ancient First Imperium's insane computer Regent. There is just one problem. The First Imperium was held back not by military victory, but by the disruption of the sole warp gate connecting the two domains...and Compton and 300 of his ships are trapped on the wrong side, surrounded by the Regent's vast fleets and cut off from Earth. Pursued by their deadly enemy, Compton and his fleet must flee into the vast and unknown darkness of unexplored space, in search of safety, fuel, supplies...and ultimately a new home. The great admiral knows the one thing his people cannot do is seek a way back, a trail the enemy could follow to Earth. He is determined to prevent that from happening, even if the cost is dissension and mutiny. Their journey will take Compton and his people deep into the heart of the First Imperium, to the silent, windswept worlds where the ancient race that built the Regent once dwelled...and uncover the lost secrets of that great civilization's mysterious fall 500,000 years ago

Can a powerless hacker survive in a world of living weapons? Thrown into an Arctic bunker as a teenager, Spencer Harrington 's been put on ice by an overbearing super soldier of a father. His mother kidnapped as he watched, Spencer was certain his Dad would find her. But after nearly two years, the trail has run cold. Now a socially maladjusted nineteen year old, Spencer has decided it 's up to him to do what his father can 't and uncover his mother 's fate. Armed only with a multi-tool and an arsenal of weapons-grade snark, Spencer launches into a world of robots and living weapons. Along the way he rallies a team of retiree Augments and everyday people living in the shadow of a weapons program gone wrong. On the brink of Armageddon, with his mother's very existence at stake, Spencer soon stumbles into the true mastermind's web only to discover he's been the prey all along... *Crimson Son* is the first book in the *Crimson Son Universe*, a series of gritty cyberpunk-inspired superhero tales with witty characters, heart-pounding adventure, and helmed by a vulnerable hero with an unmistakable voice. Buy *Crimson Son* and launch into action with Spencer today!

Fifty-three years after it vanished, Earth's only Super-Devastator warship, the ESS *Crimson* sends out a distress signal... Humanity is fighting against an implacable foe. The Ghosts – a ruthless alien race - seem hell-bent on wiping out mankind. They have a vast warfleet and their technology is advancing at a terrible rate. Captain John Nathan Duggan and his crew are given a mission – find the missing ESS *Crimson* and bring it home. Little does Duggan realise, this is no ordinary mission. As he struggles against enemies both within and without, he desperately tries to unlock the mystery surrounding the *Crimson* 's disappearance and the unknown weapons it carries. He soon discovers the missing warship might be the only hope for salvation that mankind has left. When everything is veiled in secrecy nothing is easy, as Duggan is about to find out. *Crimson Tempest* is the first instalment in an epic sci-fi action-adventure series.

"Something horrible is happening in the Crimson Forest. I need you to promise me you'll stay away from it."Eighteen-year-old Angelina Adams had every intention of taking that advice. She had no desire to disappear into the trees as so many hunters had done. But when her mother is brutally murdered in their home, and the attacker comes for her, she has no choice but to flee into the blood-red woodland that claimed her father's life years before. There she meets Nicolai, a handsome, mysterious stranger who vows to protect her from the dark forces bent on destroying her life. But can he be trusted? Is he who he says he is, or will he simply take what he wants from her and move on?Angelina soon realizes that nothing is as it seems in the Crimson Forest, a place where creatures known only to humans through myth and legend fight for love and survival. It's a world where fairy tales thrive, nightmares become reality, and some secrets are better left undiscovered. *Crimson Forest* is the first book in *The Crimson Chronicles*, an exciting new adult fantasy series from Christine Gabriel. Book Two is *Crimson Moon*.

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