

Hitman Enemy Within William C Dietz

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Departure

When crisis requires U.S. troops to deploy on American soil, the nation depends on a rich body of law to establish lines of authority, guard civil liberties, and protect democratic institutions. William Banks and Stephen Dycus analyze the military's domestic role as it is shaped by law, and ask what we must learn and do before the next crisis.

Agent 47 Vol. 1: Birth of the Hitman

"The Under-Secretary" by William Le Queux. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

Assaulted Souls III

Andromeda's War

An all-new adventure inspired by the award-winning videogame from BioWare! The universe is under siege. Every fifty thousand years, a race of sentient machines invades our galaxy to harvest all organic life-forms. They are the Reapers. Two people who know the truth are desperately searching for a way to stop the cycle: Navy admiral David Anderson and his partner, Kahlee Sanders. They have uncovered grisly evidence proving that the Reaper threat is real. But in so doing they have exposed the machinations of Cerberus, a secretive paramilitary organization, and its mysterious leader, the Illusive Man—putting David and Kahlee in mortal danger, for Cerberus will stop at nothing to protect its secrets. But along the way, they find an unlikely ally in Gillian Grayson, a young woman with extraordinary powers. Once the subject of horrifying scientific experiments, Gillian

is now free—and beginning to master her deadly abilities. But after learning that Cerberus was responsible for the death of her father, Gillian swears vengeance against the group and the Illusive Man—threatening to unravel everything Kahlee and David are fighting for. From the Paperback edition.

Soldiers on the Home Front

Drifting from one failed relationship and apartment to another, down-on-her-luck protagonist Dana Vilner decides a peaceful home in the country is exactly what she needs to turn things around. So, along with boyfriend Jackson LaPrairie, she packs up her two young daughters and rents what appears to be a paradise on Earth. But it isn't long before paradise transforms into a living hell; the landlord's son begins stalking and threatening them; the landlords start behaving oddly and aggressively, and events escalate to the point that they fear for their lives and sanity. As events spiral out of control and the harassment ratchets up, Dana knows it's only a matter of time before someone becomes seriously injured or winds up dead. A chilling exploration of the fight-or-flight response, Rule 14 ushers you deep inside the minds of those who process information through a twisted and psychotic lens.

The Chameleon Man

The clone assassin has been played long enough— now it's more than a game. Bred to kill, Agent 47 is The Agency's most valuable assassin. So when a competing murder-for-hire organization decides to destroy The Agency, the first person they target for elimination is Agent 47. Tasking someone to off the best hitman in the business is one thing; getting the job done is another. When the attempt falls short, Agent 47 is ordered to track down and kill the culprit who is feeding vital information about The Agency to its enemies. Agent 47 must follow a bloody trail halfway around the world, fight his way through the streets of Fez, Morocco, and battle slavers deep inside Chad. Then he will discover a shattering truth: If he fails at his mission, the price he'll pay will be far greater than his own life. . . . From the Paperback edition.

From the Grave

Searching for a way to stop the invasion of sentient machines called Reapers, who harvest all organic lifeforms, with the help of a young woman with extraordinary abilities, Navy admiral David Anderson and his partner, Kehlee Sanders, unwittingly expose a secretive paramilitary organization. Original.

Rule 14

But when Janey learns that the call is from a hospital all the way in Phoenix, Arizona, and a social worker is telling her that her father-in-law is in the hospital, her busy morning suddenly grinds to a halt. Every year, Janey, her husband, William, and their daughter, Kate, make the trip from Kansas City to Phoenix to visit Jack and Leah Bennett, William's parents, to celebrate a magnificent Christmas holiday. But this trip turns out very differently for this small family. Not long after

his father's admission to the hospital, William is shocked to discover that his mother is missing. He decides to rush out to Arizona to find out what has happened to his father and find his missing mother, leaving Janey and Kate to follow him later. Find out what will happen next as one loving family copes with adversity, rallies among themselves, and grows closer in Abby Jacobson's bittersweet and reflective novel, *Tears in Arizona*.

Mass Effect: The Complete Novels 4-Book Bundle

The thrilling novel based on the bestselling video game *Resistance: Fall of Man* Great Britain. July 1951. Three years ago, Russia went dark. Nothing got in. Nothing got out. The world assumed it was political strife. But it was the Chimera: voracious extraterrestrial invaders. And in December 1949, they burst across the Russian border and poured into Europe. The luckiest humans died. The less fortunate succumbed to an alien virus—and changed. Within a year, most of Europe had fallen. Only Great Britain, after struggling desperately, had kept the conquerors at bay. But as the Chimera were repelled, they were evolving. Building. Planning. America. November 1952. The Chimera have crossed the Atlantic. Their lightning strikes on American borders are devastating. Cities are lost. Small towns overrun. Citizens transformed into monstrosities. Enter Lieutenant Nathan Hale, U.S. Ranger. A veteran of the Chimeran conflict, he is uniquely immune to the alien virus. And when regular troops can't stem the Chimeran onslaught, Hale and his special-operations team meet the menace head-on. But while they battle the relentless Chimera, deadly power games rage in the White House. And when Hale discovers a far-reaching conspiracy, one with deadly consequences for the human race, his allegiance to country and mankind is stretched to the breaking point. Based on a game rated Mature by the ESRB

Daniel Defoe

James Abram Garfield (November 19, 1831 - September 19, 1881) was the 20th president of the United States, serving from March 4, 1881 until his death by assassination six and a half months later. He was the first sitting member of Congress to be elected to the presidency, and remains the only sitting House member to gain the White House.[1] Garfield entered politics as a Republican in 1857. He served as a member of the Ohio State Senate from 1859 to 1861. Garfield opposed Confederate secession, served as a major general in the Union Army during the American Civil War, and fought in the battles of Middle Creek, Shiloh, and Chickamauga. He was first elected to Congress in 1862 to represent Ohio's 19th District. Throughout Garfield's extended congressional service after the Civil War, he firmly supported the gold standard and gained a reputation as a skilled orator. Garfield initially agreed with Radical Republican views regarding Reconstruction, but later favored a moderate approach for civil rights enforcement for freedmen.

Hitman: Damnation

In a far corner of the universe, two intelligent insect races, the bee-like Polistine and the Beetleguise have been engaged in a bitter war that has lasted 500 years.

In fact, the only place in the universe where they are able to co-exist is on the asteroid prison, Minerva, home to the worst alien criminals in the galaxy. Even with their inability to end this conflict, both races are faced with the knowledge that greater threats are on the horizon. First, an ancient gem with an insatiable appetite for energy has awoken from its long slumber. The only thing standing in its way is Astral Engineer Kasidy Vulkner and the crew of the Mjolnir. Second, the tyrannical warlord Diabolix is making his way back into this dimension with plans for galactic conquest. And the only being that can stop him is an Abomination.

Hitman: Enemy Within

"Augustus must fall upon taking the crown. If he falls, the goblin people will be saved." ~ Shaman Foretelling Augustus an Grakh, goblin warleader, pursues revenge for an atrocity centuries old that drove the last goblins deep underground. He struggles with elements within his own society that would rather forget the old wrong. Between dodging assassins and facing down the powerful goblin shaman caste and their ominous foretelling, Augustus must lead his people against unknown enemies on the surface above. Artorius Blueiron is a captain in the Royal Dwarven Legionnaires. Though dwarves and goblins have been friends for over a hundred years, he must find a way to stop Augustus from upsetting the already worsening conflict between the cannibalistic Tajumwali Hordes and the Palanisi Empire. But he is also at war with his own dwarven ideals - to let what must be happen. Augustus is determined to have revenge for his people. His destiny will lead him into conflict with the last vestige of decent humanity standing against the Tajumwali Hordes. The world above them does not remember the Tarong goblins. But they will - and the history of the event will be written in rivers of blood. A dark fantasy written from the goblin perspective, the reader comes face-to-face with goblin reasoning on justice, revenge, morality and achievement beyond expectations. Suitable for those who are not weak of heart or character.

The Czar's Spy

With a supernatural undercurrent, *The Fourth Marker* is the story of an elderly man, Gabriel Townsend, whose spirit is being crushed between the metaphoric anvil of his pragmatic views and the falling hammer of his wife's pending death. The story revolves around a family, the Townsends, whose heritage is partly Native American. The United States' Indian Removal Act of 1830, which resulted in the Trail of Tears episode in American history, required all indigenous people, with few exceptions, to leave their tribal lands in the southeast and east, along the eastern seaboard. Some Lenape (Delaware) tribal members on the Delmarva Peninsula as well as other areas in the east, defied the government and remained on their ancestral lands, hiding from authorities in the Great Pocomoke Forest, outlying islands, and swamps on the southern peninsula. A conscious decision to "hide in plain sight" or not, they eventually intermarried and bred with local whites, African-Americans, and mulattoes. Many families whose ties to Delmarva date back a hundred years or more share a heritage with those aboriginal people; however, the prejudice and racial bias of a bygone era caused many to ignore - even deny - their lineage. In the story, while a child on the family farm during the Great Depression, Gabe Townsend rejected legends of his Native American ancestors and ignored miraculous cures of family members. Gabe's half-breed grandfather,

Noopah, tried to teach him tribal legends and the old ways, explaining that, after most Indians had been killed or driven from their lands by the Army and settlers, tribal elders returned to their lands in spirit form after their deaths. They dwelled at a sacred hill on the family's land and protected their descendants from early death and white man's diseases. During those years, three family members were cured of life-threatening diseases, but Gabe's mother blindly credited their recoveries to the nascent field of modern medicine. After each recovery, a person of evil character and not of tribal blood disappeared, followed by the mysterious appearance of a wood marker on the sacred tribal hill. Yet, despite those events and Noopah's words, Gabe adhered to his mother's intractable views. Now facing the loss of his wife, he relives his childhood memories, guided by the spirit of his grandfather from beyond – well beyond – the grave. Finally understanding the truth of long ago, he decides to beg the tribal spirits to take his life in exchange for his wife's, aware that a fourth marker would signify his own life – and death. As Gabe's father noted, "some understand only what they see; others see only what they understand." The Fourth Marker highlights this most human of vices against the backdrop of Native American legends with ample helpings of farm life during the Great Depression.

Mass Effect

The official prequel to the blockbuster videogame Resistance 3 America. July 1953. In this official prequel to Resistance 3, prospects are not looking up for planet Earth or Lieutenant Joseph Capelli. With the Chimera invasion in full swing, America has crumbled under the fierce alien juggernaut, its defenses overrun, millions dead, the rest left to fend for themselves. Many try to avoid the alien virus that turns humans into Chimeran killing machines. Capelli may be a pariah to the army for killing hero Nathan Hale, but he is still a patriot fighting to save the country and its citizens. However, some soldiers are ready to shoot him on sight—not to mention that Hale's beautiful sister has every reason in the world to want him stone dead. But Capelli's used to being in dangerous situations and taking crazy risks. And the next move he intends to make is pure suicide. From the Paperback edition.

The Law of Vibrant Energy

Un ensayo erudito, literario y ameno sobre el poco explorado universo de los videojuegos, sobre su dimensión estética y sus alcances sociopolíticos. Entre los juegos del siglo pasado y los de ahora, cuando las pantallas se miniaturizan, íntimas e invasivas, omnipresentes, El videojugador sigue el fluido único de la ficción y la evasión electrónicas. Convertido el ordenador (del tipo que sea, del teléfono a los cascos de realidad virtual) en almacén, productor y distribuidor de señales e imágenes múltiples, filtro a través del que relacionarse con la realidad, los videojuegos son el círculo mágico en el que se fusionan los elementos esenciales de la fábrica de los pasatiempos: películas, publicidad, información, tebeos, arte, literatura, música, lo que sea, imágenes de imágenes industrialmente repetidas. El videojuego ha copiado a todos los medios, como todos los medios copian hoy al videojuego, que hace años alcanzó los espacios sagrados de la alta cultura de masas, los museos, a la vez que los mundos del juego invadían los escenarios de la vida real de los jugadores: iba a producirse una continuidad entre el mundo imaginario del videojuego y el mundo real del jugador, que vio de pronto cómo su realidad inmediata aparecía en la pantalla como parte del universo del

juego. Y mientras en las calles del mundo de verdad, por ejemplo, debía localizar a sus presas en un juego-cacería, sus videojuegos estrechaban la relación con los nuevos modelos económicos y los nuevos vínculos sociales. En la época de los videojuegos parecen confluir el tiempo de recreo y el tiempo ocupado. Cuando las máquinas inteligentes reducían el número de trabajadores humanos necesarios y se dilataba el ocio, los ordenadores se convirtieron en máquinas para la diversión, y el no-trabajo forzoso, dedicado en gran medida a comprar (por ejemplo, vidas y recursos para seguir participando en un juego en la Red), demostró ser un componente estructural de la nueva economía. Hasta las relaciones con los poderes públicos y empresariales a través de ordenadores asimilan hoy la lógica de un videojuego: el programa obliga al usuario a actuar según un repertorio muy restringido de posibilidades. Como el ciudadano ante el ordenador, el videojugador debe obedecer lo más automáticamente posible las órdenes que le dictan según van apareciendo figuras en la pantalla. La obediencia automática se ha convertido en un pasatiempo de masas industrial. A vueltas con la dimensión estética y las implicaciones sociopolíticas de los videojuegos, con una erudición sabiamente salpimentada de amenidad y comandada por una acreditada solvencia literaria, Justo Navarro debuta en el ensayo con un texto lleno de conexiones inesperadas e intuiciones agudísimas, que aborda un terreno poco explorado en el ámbito hispánico con ánimo indagador y documentada seriedad. Mundo virtual y mundo real, teoría política y ejercicios de comparatismo, reflexiones sobre lenguaje e interactividad: un volumen fundacional e imprescindible.

Caleb Williams

What if the government made it mandatory for you to have a microchip implanted in your brain, saying it was for your security, for your safety? Would you believe it? Would you take it? What if you learned world powers were setting up sophisticated spy cameras everywhere to watch and record your every move 24/7? Would you believe it? Would you run and hide? Would you become a subversive and fight back? What if you learned soldiers and law-enforcement officers had become super soldiers, genetically modified trans-humans capable of out-running Usain Bolt, out-lifting Olympic weightlifters, re-growing limbs, and even communicating telepathically through microchips installed in their heads? Would you believe it? Would you acquiesce? Would you revolt? In a chillingly real examination of these questions, post-apocalyptic disaster survivors Nathan King and Velvet Jones escape government clutches, returning to war-ravaged Prince Edward Island only to discover a living nightmare. They are plunged into a fierce battle with savage, opportunistic tribes struggling for survival; demented military soldiers, and giant insects created by the new world order.

The Tower Builder

The Great White Queen Illustrated

At heart, this is a love story on multiple levels: love of a man for the woman he envisioned years before they met, for dangerous exciting work, and for the unique and mysterious wonders of past history. It is a tale of love toppled and then

resurrected, told symbolically and literally through the true narrative of a near impossible rebuilding of fallen radio towers. A handsome, young tower engineer takes on the impossible task -- rebuild WWII-era, unique radio towers without blueprints. In recounting his work in the most dangerous job on earth, a tantalizing WWII mystery of an unusual rotating aircraft beacon is uncovered. Perched for decades atop a famous radio station, no one knows why it is there. Unsolved for seventy years, with scant records to pursue, it seems unlikely anyone will ever decipher the truth. Following whispering clues from a distant past, a little known history of aviation, WWII flight navigation, and the role of the iconic towers and radio in our country's history unfolds. In the process, the shroud obscuring the origins and purpose of the mysterious beacon is lifted. Parts love story, history, mystery, and biography, this amazing story of faith, danger, and passion will have you cheering by its startling conclusion.

The Story of Garfield

"Behind the Throne" from William Le Queux. Anglo-French journalist and writer (1864-1927).

Mass Effect: Deception

Jason Hughes is a British tourist who takes a trip to Gambia, a small coastal country of West Africa. He is lured to a remote village where he finds himself in unusual captivity and discovers that he is neither the first, nor alone. He befriends an American who is desperate to escape and he falls in love with a strange woman, in a place where everyone seems to be acting out their part in a real life drama, where the lines between real and false, and truth and lies are blurred. Jason must find a way out of the complications which he finds himself without losing his life and what he holds dearest. But who can he trust?

Tears in Arizona

Reproduction of the original: Adventures in Australia by W.H.G Kingston

Adventures in Australia

Purchase one of 1st World Library's Classic Books and help support our free internet library of downloadable eBooks. Visit us online at www.1stWorldLibrary.ORG - - "There was a mysterious affair last night, signore." "Oh!" I exclaimed. "Anything that interests us?" "Yes, signore," replied the tall, thin Italian Consular-clerk, speaking with a strong accent. "An English steam yacht ran aground on the Meloria about ten miles out, and was discovered by a fishing-boat who brought the news to harbor. The Admiral sent out two torpedo-boats, which managed after a lot of difficulty to bring in the yacht safely, but the Captain of the Port has a suspicion that the crew were trying to make away with the vessel."

The Unwary Tourist

In 1969 a young Slovenian painter Vili Vaupotic arrives in London with the great

hope that within two years his masterpieces will be exhibited in the Tate gallery, while he himself will be invited to the annual Queen's tea party for successful immigrants. (Sir William Wowpotitch?) Tea with the Queen is a bitter-sweet tale of lost illusions, rich with unexpected reversals and (self)reflections. The external narrative is merely a means whereby the author creates in front of the reader's eyes 'a stream of those aspects of reality that most people, because of their trivia-laden minds, no longer register'. The novel's admirable flow is interspersed with 'a cacophony of aggressive sounds' forcing their way into the minds of the characters from outside, revealing that 'the outside reality is kinder than the reality of our souls'. Tea with the Queen is thus a luxurious, vibrant story about eternal human fallibility, about our blindspots and hopes, mistakes and sorrows; in other words, as universal as a story can be. Thanks to the author's exceptional feeling for nuances, dialog and dramatic fabulation even such a long novel is a pleasure to read. In terms of narrative mastery, Tea with the Queen surpasses even the author's legendary Sorcerer's Apprentice, in the past 30 years the most widely read novel by any Slovenian writer.

Syngé and the Ireland of His Time

Live the good life and learn the secret to manifesting all that you want. William Walker Atkinson, a founding father of metaphysical New Age thought, explains the timeless understanding that science and Spirit meet when we put intention behind our "frequency". Holding intentions of gratitude, love and well being for all can improve your quality of life immensely. Atkinson explains, in easy, plain language, how to live a more meaningful and deeper existence while improving your life and the lives of those around you. William Walker Atkinson (December 5, 1862 - November 22, 1932) was an attorney, merchant, publisher, and author, as well as an occultist and an American pioneer of the New Thought movement. He is also known to have been the author of the pseudonymous works attributed to Theron Q. Dumont and Yogi Ramacharaka. He obtained mention in past editions of Who's Who in America, Religious Leaders of America, and several similar publications. His works have remained in print more or less continuously since 1900.

The Land of Tomorrow

Perfect adaptation, that's what it was. When a human being can blend with his surroundings, funny things can happen!

Waihoura, the Maori Girl

The complete Green on Green Trilogy of novels is a complex saga of the Viet Nam war era, from the POV of a drafted infantry soldier, Private Michael Landers, very much against the war. By subtle revelations, it melds in with a mythological saga of a tribe of Montagnard people in the Vietnamese Mountains who have never heard of Americans or even Vietnamese on purpose. A boy and an old man with wizardly powers have been drafted into a war between their gods. In Departure, Landers is due to be shipped out from the Oakland Army Departure Depot, where thousands of soldiers per week are sent to Viet Nam. Only he shows up up on LSD, stating that the war is against all American principles; that he won't go. This

becomes a 2-month stand-off between him and the military bureaucracy. Begins with Landers surfing and partying with old friends in San Diego's offbeat Ocean Beach. Soon moves to the San Francisco Bay Area, where, when off the military bases, he wanders the streets of San Francisco with a pair of Viet Nam infantry vets, to delve into this extreme version of "Drugs, sex and rock and roll" versus "the Establishment." He uncovers shady government provocateurs leading the U.C. Berkeley anti-war demonstrations. Closely based on personal experience.

Criticism and Fiction

THE OFFICIAL, ALL-ORIGINAL, ALL-OUT THRILLING PREQUEL TO THE MUCH-ANTICIPATED NEW GAME HITMAN: ABSOLUTION Since the devastating conclusion of Hitman: Blood Money, Agent 47 has been MIA. Now fans awaiting the return of the blockbuster videogame and film phenomenon can pinpoint the location of the world's most brutal and effective killer-for-hire before he reemerges in Hitman: Absolution. When the Agency lures him back with a mission that will require every last ounce of his stealth, strength, and undercover tactics, they grossly underestimate the silent assassin's own agenda. Because this time, Agent 47 isn't just going to bite the hand that feeds him. He's going tear it off and annihilate anyone who stands in his way.

The Goblin Adventure

My life has for several years been a theatre of calamity. I have been a mark for the vigilance of tyranny, and I could not escape. My fairest prospects have been blasted. My enemy has shown himself inaccessible to entreaties, and untired in persecution. My fame, as well as my happiness, has become his victim. Every one, as far as my story has been known, has refused to assist me in my distress, and has execrated my name. I have not deserved this treatment. My own conscience witnesses in behalf of that innocence, my pretensions to which are regarded in the world as incredible. There is now, however, little hope that I shall escape from the toils that universally beset me. I am incited to the penning of these memoirs only by a desire to divert my mind from the deplorableness of my situation, and a faint idea that posterity may by their means be induced to render me a justice which my contemporaries refuse. My story will, at least, appear to have that consistency which is seldom attendant but upon truth.

Silent Enemies

Tea with the Queen

Behind the Throne

"Synge and the Ireland of His Time" by W. B. Yeats. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good

Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

The Eye of Hermes

A classic "Lost Race" tale, set in Africa. Originally published in 1896, *The Great White Queen*, is one of the over one hundred novels written by the prolific writer and journalist William Le Queux.

El videojugador

Picking up where the bestselling videogames left off, the *Mass Effect* novels take readers into the far reaches of outer space. From the prequel novel, *Revelation*, to the series capstone, *Deception*, these original adventures weave together a science fiction epic as they follow Starship Alliance commander David Anderson and his young protégée, scientist Kahlee Sanders, in their battle to save humanity. Packaged together for the first time, this exhilarating eBook bundle includes: *REVELATION ASCENSION RETRIBUTION DECEPTION* Since discovering a cache of Prothean technology on Mars in 2148, humanity has spread to the stars. Now, on the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station. Who attacked this post and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base hours before her colleagues were slaughtered? Sanders is now the prime suspect, but finding her creates more problems than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy—one he won't live to tell about. Or so the enemy thinks.

The Beginner's Latin Book

47 and his handler, Diana Burnwood, are a team responsible for some of the most ruthless, efficient and untraceable assassinations across the globe. But before they were operatives of the shadowy International Contracts Association, 47 and Burnwood were on their own separate paths in life - streets lined with blood, bullets and revenge. As 14-year-old Diana begins a mission to track down the people who killed her parents, 47 is struggling to free himself and his friend, 6, from the mysterious Institute which has bred them as killers since they were kids. With a story that stretches from the heartland of America to the Berlin Wall, *Lone Wolves* will trace the birth of the legendary Hitman and the secret past of the woman behind him who pulls the string and knows just how hard taking a life truly is.

Journalism, a Bibliography

Reproduction of the original: *Waihoura, the Maori Girl* by W.H.G Kingston

The Enemies of Books

"Returning to his Legion of the Damned universe, Dietz illustrates why he's a master of the genre" (RT Book Reviews). And in *Andromeda's War*, his heroine will face her ultimate test—as a battle-scarred legionnaire and as an innocent young woman who once lost everything... Now a platoon leader, Legionnaire Andromeda McKee seems to have successfully left behind her true identity of Lady Catherine "Cat" Carletto, one of the last two surviving members of the Carletto family targeted for death by Empress Ophelia. After failing at her one shot at vengeance, Andromeda had been questioning her own resolve. But now her uncle has been killed in a government raid back on Earth, leaving her as the last Carletto standing—and the family's only chance for justice... A chance that comes when the empress's ship crashes on a hostile planet and Andromeda is assigned to head up the rescue mission. As a legionnaire, Andromeda McKee has countless kills under her belt. But when faced with her greatest enemy, it will be Cat Carletto who has to pull the trigger on the one who really matters...

The Under-Secretary

Resistance: A Hole in the Sky

Cordosa, a small village in Brazil's most southern state of Rio Grande do Sul, is experiencing traumatic illness and loss of life from unknown causes. The population of landless farmers is slowly deteriorating. Jake Parker, ex U.S. Army Intelligence Officer, is assigned as a photojournalist to investigate the possible causes. What he soon discovers is that he will be watched, manipulated and harassed by high ranking United States government officials who will stop at nothing to gain revenge within their own ranks. With lives hanging in the balance, Jake finds himself in the middle of an undetected world of spiritual warfare and a congressional war filled with greed and corruption. As a beautiful young Deaf woman stumbles into the scandal, the hunt begins, and Jake Parker must figure out how to save her life as well as his own.

The Fourth Marker

As the Gypsies gather in the ancient village of Les-Saintes-Maries-de-la-Mer for the annual celebration honoring their patron saint, a mystical convergence of events brings four adolescents together at a haunted house and sets them on a perilous quest to locate a centuries-old manuscript that holds the power to release the devastating force of the Ancient Ones upon the Earth. Fifteen-year-old Sarah and her younger brother Luca are lonely Gypsy kids who travel about Europe with their parents. Forced by their Gypsy father to beg and pick pockets for money, Sarah and Luca find it impossible to earn their father's approval. Fifteen-year-old Edgar cannot stand his parents (and the feeling is mutual) when the family moves from New Jersey to France so that his parents can live out their dream of being French aristocracy. Fourteen-year-old Aleck's world is turned upside down when his parents are killed in a car crash and his older sister decides that he would be better off in France with their Aunt and Uncle whose real concern is their own lavish lifestyle. Beset by their parents and guardians, the four young people must also survive the mercurial activities of a spirit haunting the house that holds clues

to the location of the manuscript which is also sought by a secret society bent on locating it for their own purposes. In a frenzied chase that takes them from the ancient villages of Provence through the blood-soaked quarries of Roussillon to the macabre catacombs of Paris, the four must put aside their differences and suspicions to outwit the evil forces who would stop at nothing to get their hands on the ancient book. "From the Grave: The Prayer" is a classic tale of terror, suspense and intrigue set in southern France, written by the Master of the Macabre, William Castle.

Resistance The Gathering Storm

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