

Crusade Destroyermen Book II

[#Crusade Destroyermen](#) [#Destroyermen Book II](#) [#alternate history novel](#) [#Taylor Anderson books](#) [#naval adventure fiction](#)

Crusade, the second installment in Taylor Anderson's compelling Destroyermen series, propels Lieutenant Commander Matthew Reddy and the crew of the USS Walker into an even more intense struggle for survival. Marooned in a perilous alternate Earth, they face relentless conflict against the formidable Grik and treacherous human foes. This thrilling naval adventure blends intense action with rich alternate history, exploring themes of leadership, ingenuity, and cross-species alliance as Reddy navigates a world brimming with danger and unexpected alliances. A gripping read for enthusiasts of military sci-fi and historical fantasy.

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Crusade

New York Times bestselling author Taylor Anderson's phenomenal series of alternate history continues as the crew of the USS Walker battle old enemies in a new world. After being swept from the World War II Pacific into an alternate world, Lieutenant Commander Matthew Patrick Reddy and the crew of the USS Walker have allied with the peaceful Lemurians in their struggle against the warlike, reptilian Grik. But they are sorely outnumbered, and even the power of the Walker cannot turn the tide of battle. Then, Reddy finds Mahan—the other destroyer that passed through the rift. Together, the ships will teach the Lemurians to stand and fight. Or so they think. For there is another vessel at large: the Amagi—the massive Japanese battleship that Walker was fleeing back in the Pacific. The Amagi also came through the rift... And the Amagi is in the hands of their enemies.

Crusade

Hurtled through time and space from the World War II Pacific, Lieutenant Commander Matthew Reddy and the crew of the USS Walker find themselves in a strange alternate world where they ally themselves with the Lemurians in their battle against the warlike reptilian Grik.

Firestorm

BURNING WATERS Designated Supreme Commander of the Allied Forces, Matt Reddy must now contend with a new threat; the Dominion—humans whose lust for power matches the Grik. But even though the Grand Alliance recognizes the danger of the Dominion, it must deal with the land-based Grik first, leaving the Imperial navy—and USS Walker—with little assistance. As war rages, more Japanese ships come through the time-space maelstrom that the Americans call The Squall. One is a "Hell Ship,"

carrying prisoners of an Imperial Japan that is growing ever more ruthless in the face of looming defeat. Escorting it is a new, state-of-the-art destroyer, whose officers recognize no rules of war. Fighting on two fronts, Reddy is plunged into a firestorm of loyalty, betrayal, and sacrifice. But nothing can prepare him for a devastating new Grik weapon—a weapon that could wipe out all who oppose them...

Distant Thunders

The skies explode in this thrilling alternate history novel in Taylor Anderson's New York Times best-selling Destroyermen series. After the terrible battle between the men of the destroyer USS Walker and their Lemurian allies against the savage Grik, Lieutenant Commander Matthew Reddy is shocked by the arrival of a strange ship captained by Commodore Jenks of the New Britain Imperial Navy—an island-nation populated by the descendants of British East Indiamen swept through the rift centuries before. With the Walker undergoing much-needed repairs, Reddy knows the Grik have only been fended off, not defeated, and he will need all hands on deck to fight them off when they next attack—but Jenks' loyalties seem uncertain. As tension between the Allies and the Imperials mount, Reddy will come to realize that his suspicions are not misplaced—and that a greater danger than the Grik is about to be revealed...

Purgatory's Shore

On their way to fight in the Mexican-American War, a group of American soldiers are swept away to a strange and deadly alternate Earth in this thrilling new adventure set in the world of the New York Times bestselling Destroyermen series. The United States, 1847. A disparate group of young American soldiers are bound to join General Winfield Scott's campaign against Santa Anna at Veracruz during the Mexican-American War. They never arrive. Or rather . . . they arrive somewhere else. The untried, idealistic soldiers are mostly replacements, really; a handful of infantry, artillery, dragoons, and a few mounted riflemen with no unified command. And they've been shipwrecked on a terrible, different Earth full of monsters and unimaginable enemies. Major Lewis Cayce, late of the 3rd US "Flying" Artillery, must unite these men to face their fears and myriad threats, armed with little more than flintlock muskets, a few pieces of artillery, and a worldview that spiritually and culturally rebels against virtually everything they encounter. It will take extraordinary leadership and a cadre of equally extraordinary men and women to mold frightened troops into an effective force, make friends with other peoples the evil Holy Dominion would eradicate, and reshape their "manifest destiny" into a cause they can all believe in and fight for. For only together will they have any hope of survival.

Storm Surge

In the Pacific, as USS Walker is repaired and updated after a previous battle and Matt Reddy is healing from his wounds, planning begins for a bold raid on the very heart of the Grik Empire. But time is running out for the Alliance army in Indiaa, and the Allied forces in the west must gather in an unprecedented land, air, and sea campaign to destroy the mighty Grik battle fleet and break through to their relief. All other plans go on hold when the attempt proves more difficult—and more heartbreakingly costly—than anyone imagined. Meanwhile, the struggle continues on other fronts near and far: in the jungles of Borno in distant southern Africa and in the Americas, where the Allies are finally learning the terrible truth about the twisted Dominion. The Alliance is on the offensive everywhere, but their enemies have a few surprises, including new weaponry and new tactics...and a stunning geographic advantage that Reddy never suspected. Until now.

Into the Storm

A captain and his crew journey out of time and into battle in the first novel in New York Times bestselling author Taylor Anderson's alternate history Destroyermen saga. Pressed into service when World War 2 breaks out in the Pacific, USS Walker—a Great War-era destroyer—finds itself in full retreat from pursuit by Japanese battleships. Its captain, Lieutenant Commander Matthew Patrick Reddy, heads Walker into a squall for cover. They emerge somewhere else... Familiar landmarks appear, but the water teems with vicious, monstrous fish—and there appear to be dinosaurs grazing onshore. Matt and his crew have entered an alternate world...and they are not alone. Humans have not evolved, but two other species have. And they are at war. Reddy and the crew of the Walker have the power and weaponry capable of turning a primitive war into a genocidal Armageddon. Now they must decide which species they will support, because the side they choose will be victorious...

Maelstrom

The spectacular alternate military history saga continues in the third novel in the New York Times bestselling Destroyermen series... Lieutenant Commander Matthew Reddy, along with the men and women of the battleship Walker, are once again at war. Having sided with the peaceful Lemurians against the savage, reptilian Grik, they now find themselves scrambling to prepare for the attack that is sure to come. Meanwhile, the Japanese juggernaut Amagi, also trapped in this strange world, is under Grik control. Soon, they will have amassed a force that no amount of fire-power and technology will be able to stop. Reddy, his crew, his allies, and his loved ones face annihilation. But if there is one thing they have learned about their new world, it is that hope-and help-may just be over the horizon...

Iron Gray Sea

In Taylor Anderson's acclaimed Destroyermen series, a parallel universe adds an extraordinary layer to the drama of World War II. Now, Lieutenant Commander Matthew Reddy, the crew of USS Walker, and their allies battle an ever-growing host of enemies across the globe in a desperate battle for freedom ... War has engulfed the—other earth. With every hard-won victory and painful defeat, Matt Reddy and the Allies encounter more friends—and even more diabolical enemies. Even, at last, in the arms of the woman he loves, there is little peace for Reddy. The vast sea, and the scope of the conflict, have trapped him too far away to help on either front, but that doesn't mean he and Walker can rest. Cutting short his "honeymoon," Reddy sails off in pursuit of Hidoiame, a rogue Japanese destroyer that is wreaking havoc in Allied seas. Now that Walker is armed with the latest "new" technology, he hopes his battle-tested four-stacker has an even chance in a straight-up fight against the bigger ship—and he means to take her on. Elsewhere, the long-awaited invasion of Grik "Indiaa" has begun, and the Human-Lemurian Alliance is pushing back against the twisted might of the Dominion. The diplomatic waters seethe with treachery and a final, terrible plot explodes in the Empire of New Britain Isles. Worse, the savage Grik have also mastered "new" technologies and strategies. Their fleet of monstrous ironclads—and an army two years in the making—are finally massing to strike...

Winds of Wrath

Series order taken from author's website.

Deadly Shores

National bestselling author Taylor Anderson's explosive WWII alternate-history series continues as a do-or-die battle is waged that risks far more than anyone bargained for. The long-planned raid on the heart of the Grik Empire has grown more ambitious—and dangerously ill defined. Only Matthew Reddy, commander of the old destroyer USS Walker, seems focused on its original intent. Many Lemurians see an opportunity to reconquer their sacred homeland, which was stolen long ago, and have no intention of simply striking a blow and then pulling back. Others, Lemurian and human, have their own agendas—which may not be in the best interests of the Alliance. Complicating matters further is Reddy's suspicion that his task force is being stalked by an unknown power bent on aiding the Grik for reasons of its own. As the raid begins and chaos reigns, Reddy has no choice but to go all-in, risking everything in a desperate act that results in a sprawling, nightmarish battle on the beaches of "Grik City," on the very decks of Walker, and in the labyrinthine passageways of the Celestial Palace itself. The final cost could be more than Matt Reddy—or the Alliance—can bear.

Rally Cry

When Union Colonel Andrew Keane and his soldiers were swept through a space-time warp, they found themselves in an alternate world where their rifles were centuries advanced over swords, spears and crossbows. But they also found themselves up against creatures who considered humans mere cattle to sacrifice!

Deadpool Vol. 9: Institutionalized

Collects Deadpool #40-44. After the fallout - nuclear and otherwise - of the Merc with a Mouth's antics in Arizona, the government is faced with an impossible question: what to do with Deadpool? The answer: stick him in an institution! When you think about it, it might be the only solution - after all, he really does need some professional help ... as well as protection from the enemy: himself.

Denkschrift des hohen Standes Unterwalden nid dem Wald, als Antwort auf die Anmassung des hohen Standes Unterwalden ob dem Wald, seinen Vorschlag zu einer Uebereinkunft über die gegenseitigen Niederlassungs-Verhältnisse der hohen Tagsatzung zur Bestätigung vorzulegen

The crew of a WWII destroyer face their greatest challenge yet as they try to survive in a strange new world in the next thrilling book in the New York Times bestselling series. Commander Matt Reddy and his crew are afraid it may finally be the end of the USS Walker. Ever since their ship was transported to another world, and they became embroiled in a deadly conflict between the Lemurians and the vicious Grik, the Walker has been taking a pounding. With Walker out of commission for repairs, Reddy takes command of a different ship and joins a desperate battle to block the Grik swarm. Meanwhile, the humans and their allies face a deadly second front in the Republic to the south. All of Reddy's forces are committed, and there's no turning back. Either they'll win—or lose—everything...

River of Bones

After being transported to a strange alternate Earth, Matt Reddy and the crew of the USS Walker have learned desperate times call for desperate measures, in the return to the New York Times bestselling Destroyermen series. Time is running out for the Grand Human and Lemurian Alliance. The longer they take to prepare for their confrontations with the reptilian Grik, the Holy Dominion, and the League of Tripoli, the stronger their enemies become. Ready or not, they have to move--or the price in blood will break them. Matt Reddy and his battered old destroyer USS Walker lead the greatest army the humans and their Lemurian allies have ever assembled up the Zambezi toward the ancient Grik capital city. Standing against them is the largest, most dangerous force of Grik yet gathered. On the far side of the world, General Shinya and his Army of the Sisters are finally prepared for their long-expected assault on the mysterious El Paso del Fuego. Not only is the dreaded Dominion ready and waiting for them; they've formed closer, more sinister ties with the fascist League of Tripoli. Everything is on the line in both complex, grueling campaigns, and the Grand Alliance is stretched to its breaking point. Victory is the only option, whatever the cost, because there can be no second chances.

Pass of Fire

Major Lewis Cayce will need to use every weapon in his arsenal to keep his stranded men alive on a deadly alternate Earth in this gripping new adventure set in the world of the New York Times bestselling Destroyermen series. It is 1847, and almost a full year after being shipwrecked on another, far stranger and more dangerous Earth on their way to fight Santa Anna in the Mexican-American War, Lewis Cayce and his small group of artillerymen, infantrymen, and dragoons have made friends in the Yucatán, helped build an army, and repulsed the first efforts of the blood-drenched Holy Dominion to wipe their new friends out. As an even more radical cult of Blood Priests arises and begins to pursue its own path to power, the Dominion can't let its defeat stand. It must crush the heretics and expel them from the land it has claimed. Fortunately, Lewis Cayce is a professional. He understands defense can only result in a stalemate at best, and a stalemate with the more populous Dominion will only lead to defeat in the end. The lucky few will be enslaved. The rest will be sacrificed in the most horrific way imaginable. The only hope his new allies have is to win—and to do that, his little army must attack the most powerful and diabolical enemy on the planet in its own territory. Achieving victory will take all Lewis's imagination, the courage and trust of his soldiers—and all the round shot and canister his tiny band of artillerymen can slam out.

Hell's March

Matt Reddy and the crew of the USS Walker are positioned to push the line of battle to the breaking point on an alternate Earth, in the thrilling return to the New York Times bestselling Destroyermen series. Matt Reddy and his sailors have fought, bled, and died for their Lemurian friends and other allies from across time, but their enemies are still operational. In Africa, the Grik General Esshk has escaped defeat to build a new army and new weapons, and is desperate enough to use them to destroy the world if he can't have it. In South America, the NUS, General Shinya, and the Army of the Sisters have the evil Dominion on the ropes and are closing in on the seat of its blood-drenched power, but the twisted Don Hernan has struck a deal with the fascist League, and Victor Gravois is finally assembling the awesome fleet of modern ships he's always craved. If he's successful, the war will be lost. Undermined by treachery on a stunning scale, Matt Reddy must still steam his battered old ship halfway around the world, scraping up what forces he can along the way, and confront the mightiest armada the world has ever seen in a fiery duel to the death.

Winds of Wrath

A FORBIDDEN RELATIONSHIP TURNS A YOUNG PLOUGHMAN INTO A WARRIOR ON AN ILL-FATED CRUSADE TO JERUSALEM. In the year 1096, the Kingdom of France is set ablaze by righteous fire. Men, women, brigand, and knight - with a promise of forgiveness of sins - answer the pope's call to retake Jerusalem. In a village along the Oise River, Anseau of Valois, a young ploughman, has defied his Church, enraged his lord, and disappointed his father. His forbidden relationship with Channah, a Jew, forces him into the service of a bishop. The bishop trains Anseau to chronicle a ragtag pilgrim army marching to reclaim Jerusalem. Completing this offers him absolution and a way back to Channah. However, after distinguishing himself in battle, Anseau proves himself a leader and becomes ensnared in the politics and subterfuge of a wayward campaign. Should Anseau survive, he must fight friend and foe, ally with the most unlikely of companions, and lead a resistance against the formidable Sultan of Rûm. Meanwhile, Channah and her family come under attack by a different band of crusading pilgrims, and though Anseau doesn't know it, his fate and the fate of his army rests with Channah's ability to persevere and win the graces of an emperor "Archers to the front!" Godfrey ordered when he had returned from the short deliberation. Over a thousand archers stepped through the ranks of cavalry and foot-soldiers to take their position within striking range of the town's walls. Each man carried twenty arrows in hand and stuck them into the ground at their side. Boy runners were ready to retrieve more arrows from the arrow bags once the archers had spent their twenty. "What in God's name is Peter doing?" Anseau asked Sir Reinold. "It appears we are preparing for war. The Lord must favor you, young sir." Sir Reinold winked and slapped Anseau on the back. "But our quarrel is with Saracens, not Christians." "Peter believes that we are God's mighty hand of vengeance. We avenge what is unjust wherever we find it. The Hungarians' disgrace cannot go unpunished." "This pleases you?" "I would not have taken the cross if I did not think I was doing the will of God. I think the question is if it pleases you, young sir." Anseau thought about the question as he witnessed the beginnings of his first siege. He would have to relate in his chronicles that Peter's first battle was against Christians and not Saracens. To Anseau, that was a disgrace. There must be ulterior reasons Peter had for attacking. He took out the silver cross around his neck and kissed it, wondering how many times his father had done something similar. "1066 was a catalyst for Saxon and Norman alike: that fateful day in October upon that bloody battlefield affected the lives of many people in many ways, for many years. The People's Crusade accompanies a cast of richly-woven, believable characters as they confront the moral dilemmas of conquest, and the conflict of religious faith. A thoughtfully written, intriguing novel."--Helen Hollick: author of *Harold the King* (UK) / *I Am the Chosen King* (US) "The People's Crusade is a fresh, interesting novel featuring a strong storyline and original characters that feel and act like real people."--Publishers Weekly Booklife Prize "Plenty of books have been written about the Crusades era... Few succeed in capturing the atmosphere and purpose of the times like *The People's Crusade*."--D. Donovan, Senior Reviewer, Midwest Book Review

The People's Crusade

The Talisman is a novel by Sir Walter Scott. It was published in 1825 as the second of his *Tales of the Crusaders*, the first being *The Betrothed*. *The Talisman* takes place at the end of the Third Crusade, mostly in the camp of the Crusaders in Palestine. Scheming and partisan politics, as well as the illness of King Richard the Lionheart, are placing the Crusade in danger. The main characters are the Scottish

knight Kenneth, a fictional version of David of Scotland, Earl of Huntingdon, who returned from the third Crusade in 1190; Richard the Lionheart; Saladin; and Edith Plantagenet, a relative of Richard.

The Talisman

Robyn Young is a compelling voice in historical fiction, writing in the tradition of Bernard Cornwell, Conn Iggulden and Manda Scott. This is the epic second novel in the million-selling Brethren trilogy. It is 1274 and in the fortified city of Acre, the last major stronghold of the Crusaders in Palestine, an epic conflict is beginning. Will Campbell is a Templar Knight, trained for war, but as a member of the mysterious group known as the Brethren, he is also a man of peace. After years of bloodshed the Brethren have helped create a truce between the Christians and Muslims. But there are those on both side for whom peace is not an option. As war looms, Will is torn between his oath as a Templar, his secret role in the Brethren and his duty to Elwen, the woman he loves but is forbidden to marry.

Crusade

Captain John "Black Jack" Geary races to save a group of Alliance POWs from certain death in this gripping novel in New York Times bestselling author Jack Campbell's Lost Fleet series. Alliance prisoners of war are being held at a labor camp in the Heradao star system, which also happens to be the location of the majority of the surviving Syndic warships. Determined not to leave any of his people behind, "Black Jack" Geary orders the fleet to strike hard and fast to rescue the POWs with minimal Alliance losses. The raid is successful, but victory is short-lived. Geary discovers that the Syndics plan to ambush the fleet with their powerful reserve flotilla in an attempt to annihilate it once and for all—but he doesn't know where the enemy is located. And as Geary has the fleet jump from one star system to the next, hoping to avoid the inevitable confrontation, saboteurs contribute to the chaos...

The Lost Fleet: Relentless

It has been 10 years since a group of American Civil War soldiers was swept away from the battlefields of Earth to a distant world--where the only place for a human is as a slave to an alien race. But even though they are far from home, the members of the Union 35th Main regiment still embody the radical ideas of democracy and freedom--and they're willing to lay down their lives rather than sound retreat!

Never Sound Retreat

"Martin Padway was a smart enough young man, with a scientific education, but no universal genius. He had the misfortune to be dropped back suddenly into a former time, and a very alarming time at that -- sixth-century Rome, when the Goths ruled Italy and civilization in the West was collapsing. To make a living, and to try to shore up civilization, Padway undertook to introduce inventions Some worked and some didn't ..."--Jacket, back inside flap.

Lest Darkness Fall

"An edge-of-the-seat epic of survival and adventure in deep space." -- Gareth L. Powell, BSFA Award-Winning author Sigma Station. The ultimate luxury hotel, in the far reaches of space. For one small group, a tour of the Horsehead Nebula is meant to be a short but stunning highlight in the trip of a lifetime. But when a mysterious ship destroys Sigma Station and everyone on it, suddenly their tourist shuttle is stranded. They have no weapons. No food. No water. No one back home knows they're alive. And the mysterious ship is hunting them.

Adrift

An updated edition of the classic survey of World War II's military history

The Great Crusade

Julian Penn, starship trooper, leads his infantry against both Bug and Skinny forces. In this book you command a squad of Robert Heinlein's Mobile Infantry (M.I.) on a mission. In each section of this game book, a military decision is described. You are given choices. When you make the right decision, morale improves and you are closer to completing the mission. Wrong decisions get men killed.

Combat Command

From the bestselling author of *Firestorm* comes the hotly anticipated seventh book in the Destroyermen series.

Iron Gray Sea

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, 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... The war may be over, but Geary and his newly christened First Fleet have been ordered back into action to investigate the aliens occupying the far side of Syndic space and determine how much of a threat they represent to the Alliance. And while the Syndic Worlds are no longer united, individually they may be more dangerous than ever before. Geary knows that members of the military high command and the government question his loyalty to the Alliance and fear him staging a coup—so he can't help but wonder if the fleet is being deliberately sent on a suicide mission...

The Lost Fleet: Beyond the Frontier: Dreadnaught

Lieutenant Commander Matthew Reddy and the crew of the U.S.S. Walker continue to battle for freedom and survival in a parallel universe during World War II in this novel from the author of *Distant Thunders*.

Rising Tides

When the Human-Orion war to end all interstellar wars collapses into an uneasy peace, mistrust and fear swells on both sides. Responding to hails from a patrolling Orion sentry, a ship using ancient human codes from a long lost colony appears and opens fire on the Orions in a quest to free Holy Mother Terra.

Crusade

Lieutenant Commander Matthew Reddy waits for his destroyer, the Walker, to be repaired after battling alongside their Lemurian allies to repel the savage Grik, and questions the loyalties of Commodore Jenks, who may be devoted to those representing an even greater danger.

Distant Thunders

Fictional war narratives often employ haunted battlefields, super-soldiers, time travel, the undead and other imaginative elements of science fiction and fantasy. This encyclopedia catalogs appearances of the strange and the supernatural found in the war stories of film, television, novels, short stories, pulp fiction, comic books and video and role-playing games. Categories explore themes of mythology, science fiction, alternative history, superheroes and "Weird War."

Encyclopedia of Weird War Stories

War has come to the North. The kingdoms of Rogscroft and Delranan are engaged in a bitter struggle that can only result in the total annihilation of an entire kingdom. Yet while the opposing armies battle, a new threat approaches that may tip the balance of power and give King Badron total control. Seeking new evidence of the Dae'shan, the last surviving wizard, Anienam Keiss, believes Bahr and the others are all that stand in the way of the dark gods' return to Malweir. Seeking the only weapon that has the power to stop the dark gods, Bahr, and his beleaguered band of allies, search for an ancient book said to contain the whereabouts of the mythical Blud Hamr. The mystical Dae'shan continue to manipulate the politics of the northern kingdoms from within the shadows, eager to drive the balance between light and good irrevocably evil. Once that balance is undone the way will be open for the dark gods to return and claim Malweir as their own once again. Darkness approaches as the flames of war burn brighter. One king shall stand. One shall fall. Malweir's fate hangs in the balance as a weary band of adventurers struggles to find the Blud Hamr and end this war.

Providing the Means of War

The 2nd volume of the Northern Crusade series continues the story began in *Hammers in the Wind*. With over 600 reviews and ratings the Northern Crusade is a must read for all fantasy fans. War has come to the North. The kingdoms of Rogscroft and Delranan are engaged in a bitter struggle that can only result in the total annihilation of an entire kingdom. Yet while the opposing armies battle away a

new threat approaches. An army of Goblins marches from the Deadlands, summoned by the nefarious Amar Kit'han and the Dae'shan. This new army will tip the balance of power and give King Badron total control. Locked away in the dungeons under Chadra Keep, Bahr and his small band of would-be heroes suffer Harnin One Eye's torture. Evidence of the Dae'shan is quickly discovered, leading the last surviving wizard, Anienam Keiss, to believe Bahr and the others are all that stands in the way of the dark gods' long anticipated return to Malweir. Lord Argis, the traitor lord, helps Bahr escape and the tiny, beleaguered band races off into the night in search of an ancient book containing the whereabouts of the mythical Blud Hamr. Only the hammer has the power to stop the dark gods and save the world. The mystical Dae'shan continue to manipulate the politics of the northern kingdoms from within the shadows, eager to drive the balance between light and good irrevocably evil. Once that balance is undone the way will be open for the dark gods to return and claim Malweir as their own once again. Darkness approaches as the flames of war burn brighter. One king shall stand. One shall fall. Malweir's fate hangs in the balance as a weary band of adventurers struggles to find the Blud Hamr and end this war.

Tides of Blood and Steel

"LAWHEAD KNOWS HOW TO SPIN A TALE." —Booklist In a time of legends and heroes, blood and mystery, one man will carry on his family's destiny as he sets upon a dangerous and glorious quest. The Great Crusade is long over, or so Duncan, son of Murdo, believes until a long-lost uncle appears from the East bearing tales of immense treasure. Though the Iron Lance had been won for the emperor, an even holier relic has been found: the Black Rood—the prayer-worn, blood-stained remnant of the True Cross—now endangered by the greedy ambitions of ruthless crusader barons bent on carving kingdoms from the desert sands of the Middle East. When Duncan's life is shattered by tragedy, he sets sail on his own pilgrimage to Jerusalem, following in the footsteps of his father. But the gates to the Holy Land are guarded by the warrior priests known as the Knights Templar. These fearsome guardians hold the key to more than just Duncan's fate—the very destiny of the West is in their hands. "HISTORICAL DETAILS BRING THE SETTING TO ROBUST LIFE." —Publishers Weekly

Tides of Blood and Steel

Welcome to Cyrene, a city where energy is currency and music is the lifeblood of its young citizens. Everyone lives on the grid, and the residents of the world's largest playground are encouraged to pursue every physical and emotional pleasure imaginable. Vee is the lead singer of the Sugar Skulls, an all-girl band that is Corporate's newest pet project. Micah haunts the city like a ghost after an overdose of a deadly illegal street drug knocks him off the grid. When Micah and Vee forge an immediate, undeniable connection, their troubled worlds collide. Trading concert stages for Cyrene's rooftops and back alleys, they have to evade vicious thugs and Vee's possessive manager as they unravel the mysteries connected to their dark pasts. And before the curtain falls, Micah and Vee will bring the city to its knees in their desperate bid for love, home, and a future together.

The Black Rood

After being transported to a strange alternate Earth, Matt Reddy and the crew of the USS Walker have learned desperate times call for desperate measures, in the return to the New York Times bestselling Destroyermen series. Time is running out for the Grand Human and Lemurian Alliance. The longer they take to prepare for their confrontations with the reptilian Grik, the Holy Dominion, and the League of Tripoli, the stronger their enemies become. Ready or not, they have to move—or the price in blood will break them. Matt Reddy and his battered old destroyer USS Walker lead the greatest army the humans and their Lemurian allies have ever assembled up the Zambezi toward the ancient Grik capital city. Standing against them is the largest, most dangerous force of Grik yet gathered. On the far side of the world, General Shinya and his Army of the Sisters are finally prepared for their long-expected assault on the mysterious El Paso del Fuego. Not only is the dreaded Dominion ready and waiting for them; they've formed closer, more sinister ties with the fascist League of Tripoli. Everything is on the line in both complex, grueling campaigns, and the Grand Alliance is stretched to its breaking point. Victory is the only option, whatever the cost, because there can be no second chances.

Sugar Skulls

Set in an alternate nineteenth century, muskets and magic are weapons to be feared in the first "spectacular epic" (Fantasy Book Critic) in Django Wexler's Shadow Campaigns series. Captain Marcus

d'Ivoire, commander of one of the Vordanai empire's colonial garrisons, was serving out his days in a sleepy, remote outpost-until a rebellion left him in charge of a demoralized force clinging to a small fortress at the edge of the desert. To flee from her past, Winter Ihernglass masqueraded as a man and enlisted as a ranker in the Vordanai Colonials, hoping only to avoid notice. But when chance sees her promoted to command, she must lead her men into battle against impossible odds. Their fate depends on Colonel Janus bet Vhalnich. Under his command, Marcus and Winter feel the tide turning and their allegiance being tested. For Janus's ambitions extend beyond the battlefield and into the realm of the supernatural-a realm with the power to reshape the known world and change the lives of everyone in its path.

Pass of Fire

The Thousand Names