

Dreadnaught The Lost Fleet Beyond Frontier 1 Jack Campbell

[#Jack Campbell](#) [#The Lost Fleet series](#) [#Dreadnaught novel](#) [#military science fiction](#) [#space opera](#)

Dive into 'Dreadnaught,' the thrilling first installment of Jack Campbell's acclaimed 'The Lost Fleet' series. This captivating military science fiction novel introduces readers to a desperate conflict far beyond the frontier, where a legendary but presumed-dead captain must lead his fleet against impossible odds. Explore epic space opera battles and intricate strategic challenges in this compelling entry.

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Lost Fleet

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 to 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 his 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

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...

Dreadnaught

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.

The Lost Fleet : Beyond the Frontier - Guardian

EMPIRE IN REVOLT 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 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 on the brink of collapse. As Geary endeavours to escort the fleet home unharmed, the Syndics' attempts to spread dissent and political unrest may have already sown the seeds of the Alliance's destruction... Praise for Jack Campbell's The Lost Fleet series: "Absorbing... Neither series addicts nor newcomers will be disappointed."—Kirkus Reviews "Fascinating stuff... this is military SF where the military and SF parts are both done right."— SFX Magazine

Invincible

The war-weary Alliance First Fleet, commanded by Admiral John "Black Jack" Geary, is scores of lightyears from human-controlled space. After narrowly escaping the deadly enigma race they were sent to evaluate, the fleet is facing a second, even more hostile, alien species in an unknown star system. Geary is determined to make it home before danger can strike humanity again. To fight his way out of the alien trap, all he has to do is hold the fleet together, despite everything that threatens to break it apart.

Steadfast

DEFENDING THE ALLIANCE. The search for two missing lieutenants leads Admiral Geary and the crew of Dauntless 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. As strains on the Alliance grow, 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 shrewd and powerful enemy that could finally force the Alliance to its knees. Praise for Jack Campbell's The Lost Fleet series: "Once again, the visceral action comes fast and furious... Well up to the high standards established by this intriguing series." Kirkus Reviews "One of the best military science fiction series on the market." Monsters and Critics

The Lost Fleet: Beyond the Frontier: Dreadnaught

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: Leviathan

Includes an excerpt from The lost stars: Shattered spear.

Lost Fleet: Beyond the Frontier: Invincible

Admiral John "Black Jack" Geary was revived from cryogenic sleep to lead the Alliance against the Syndicate Worlds. But his superiors question his loyalty to the regime. Now in command of the First Fleet, he is tasked with exploring the frontier beyond Syndic space, a mission he fears deliberately puts the fleet—and himself—in harm's way... An encounter with the alien enigmas confirms Geary's fears. Attacked without warning, he orders the fleet to jump star systems—only to enter the crosshairs of another hostile alien armada. Ignoring the First Fleet's peaceful communications, this species sends

its ships into battle while it guards the exiting jump point with a fortress of incalculable power. Now Geary must find a way to reach the jump point without massive casualties—even though the enigmas could be waiting on the other side...

Boundless

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. . . .

Hell's March

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.

Resolute

A Nominee for the 2022 Dragon Award for Best Military Science Fiction or Fantasy Admiral John "Black Jack" Geary must battle dangers both within and without the Alliance, in this exciting continuation of the New York Times bestselling series. Geary knows that some political factions in the Alliance were just trying to get rid of him when he was assigned to escort a diplomatic and scientific mission to the far reaches of humanity's expansion into the galaxy . . . and beyond. But he views his mission as both a duty and an opportunity to make things better wherever he can. And when a crippled Rift Federation ship tumbles out of jump space, Geary leaps into action. But the survivors' story isn't completely adding up. As Geary investigates, he soon finds himself fending off spies and assassins while leading the fleet as it fights its way across space controlled by the mysterious and hostile aliens whom humans call enigmas. Challenges arrive at every turn, including an unknown alien species that invites the fleet to visit one of their star systems. With little information to go on, Geary must weigh the benefits of potential new allies against the possibility of a trap. The fate of the fleet—and perhaps even the future of humanity—will depend on him making the right decision. If he can stay alive long enough to do that.

The Lost Fleet: Corsair #1

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} Jack Campbell, the author behind the Lost Fleet novels, is now bringing his best-selling sci-fi series to comics. The Lost Fleet: Corsair features all the engaging character elements that have helped make the Lost Fleet novels such an incredible success – but this time, the series' epic space battles are brought to stunning life thanks to incredible visuals from Andrew Siregar (Sevara), complimented by color work by Sebastian Cheng (Orphan

Black, The X-Files). Imprisoned by the Syndics, Michael Geary's one chance lies in Destina Aragon – determined commander of a regiment of hardened soldiers now caught up in a wide scale rebellion within Syndic space. Seeking to escape both their prison and Syndic space, will Geary and Aragon join forces to get home – or will the hatreds stirred by a decades-old war kill them both?

Vanguard

Jack Campbell returns to the world of the New York Times bestselling Lost Fleet novels with an action-packed military science fiction series that explores the founding of the Alliance...and the men and women who fought to create 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. As battles rage and pirates take an increasing toll throughout the colonies, the only hope for lasting peace lies with Carmen Ochoa, a “Red” from the anarchic world of Mars, and Lochan Nakamura, a failed politician. They have a plan: to lay the groundwork for mutual defense that could someday grow into an alliance. But if their efforts don't succeed, the growing power of aggressor worlds could turn regions of space founded on freedom into battlefields between the first interstellar empires....

Towards a Global Community

This book is the outcome of a global study undertaken on behalf of the World Education Fellowship (WEF) in collaboration with UNESCO. It provides education policy makers with evidence to support programs that address the major challenges faced by education systems in the next decade. It contains case studies, and it expands on the work done by UNESCO's International Commission on Education for the 21st Century (the Delors Report).

The British Navy Book

The Americans were the first to set foot on the moon. They intend to be the last. The United States of America reigns over Earth as the last surviving superpower. To build a society free of American influence, foreign countries have inhabited the Moon, taking advantage of the natural resources to earn their own riches. Now the U.S. military has been ordered to wrest control of Earth's satellite from America's rivals. Sergeant Ethan Stark must train his squadron to fight against a desperate enemy in an airless atmosphere at one-sixth normal gravity. Ensuring his team's survival means choosing which orders to obey--and which to ignore...

Stark's War

Dematr is a world ruled by the diametrically opposed Mage and Mechanic Guilds. For centuries, the two Great Guilds have been bitter rivals. But now a Storm approaches, one that could sweep away everything that humans have built. Only one person has any chance of uniting enough of the world behind to stop the Storm. Mari is a brilliant young Mechanic, just out of the Guild Halls, where she has spent most of her life learning how to run the steam locomotives and other devices of her Guild. Alain is the youngest Mage ever to learn how to change the world he sees with the power of his mind. Each has been taught that the works of the other's Guild are frauds. But when their caravan is destroyed, they must join forces. Their union could save the world from the approaching Storm, but it could also upend the Great Guilds who will stop at nothing to preserve their power. Mari and Alain will have to choose between protecting their lives and their Guilds, or risking everything to protect Dematr from the coming Storm.

The Dragons of Dorcastle

The finale to the sweeping, multi-generational saga that began with THE TEA ROSE and continued with THE WINTER ROSE. London, 1914. World War I looms on the horizon, women are fighting for the right to vote, and explorers are pushing the limits of endurance in the most forbidding corners of the earth. As the last golden days of summer give way to the gathering clouds of war, two men and one woman find their lives forever intertwined in a lethal web of forbidden loves, hidden loyalties, and dangerous lies. With myriad twists and turns, thrilling cliffhangers, and fabulous period detail and atmosphere, THE

WILD ROSE is a highly satisfying conclusion to the sweeping, multi-generational saga that began with the tea Rose and the Winter Rose - an unforgettable trilogy. Praise for the Rose trilogy: 'truly seductive, hard to put down, filled with mystery, secret passions, unique locations, and a most engaging heroine ... captivates from the first page to the last' - Barbara Taylor Bradford

The Wild Rose

Someone onboard the USS Michaelson is selling secrets, and to uncover the traitor, legal officer Lieutenant Paul Sinclair must walk the dangerous line between duty and honour.

JAG in Space - Against All Enemies (Book 4)

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 Lost Fleet: Beyond the Frontier: Steadfast

A new hero emerges to save Dematr from destruction in this sequel to the *Pillars of Reality* series from the New York Times–bestselling author. For centuries, the Great Guilds conspired to keep Dematr unchanged. The Mechanics Guild kept secret the technology for steam locomotion, rifles, and far-talkers, leaving most people to live in a world of oil lamps, crossbows, and horse cavalry, while the Mages treated all others as if they were nothing—until Master Mechanic Mari, dragon slayer and pirate queen, and Master of Mages Alain raised an army to free their world. Kira of Pacta Servanda, Mari and Alain's daughter, has known since childhood that she would always live in the shadow of her heroic parents. But then the world of Dematr learned that a new kind of ship had left the far-distant world of Urth. The ship would take just ten years to reach Dematr. But for what purpose? Kira is sixteen when the ship from Urth arrives—and she discovers that her world still needed heroes.

Daughter of Dragons

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....

The Lost Fleet: Dauntless

The *Lost Fleet* continues its perilous journey home. Badly damaged and low on supplies, the Alliance Fleet is raiding Syndic mines for raw materials—and Captain "Black Jack" Geary hopes they can continue to remain one step ahead of their enemies. But the Syndics are the least of Geary's worries when he learns of the existence of aliens with the power to annihilate the human race.

The Lost Fleet: Courageous

In the thrilling conclusion to the *Legacy of Dragons* trilogy, ancient weapons of mass destruction lie hidden under the city of Pacta Servanda. Remnants of the Great Guilds and rebellious factions of the Empire want to seize those weapons to allow them to regain control of the world of Dematr. Only Jason, brought by the first ship from Earth since the colony failed, might be able to disarm the threat. But he

also might know how to employ those weapons, making him a danger for all sides. Standing between those threats is Kira of Dematr. But Kira, who inexplicably has been able to manifest Mage powers as well as technical skills, finds herself being consumed by the mental conflicts between those powers and skills. As rogue Mechanics, Mages, and mercenaries attack with every weapon at their disposal, Kira suffers more blackouts and begins to lose her mind. The fate of her world rests on whether she can stay alive and find answers in time to problems that no one else has ever confronted.

Destiny of Dragons

The Year is 2040. The Marines have landed on Mars to guard the unearthed secrets of an ancient and dangerous alien race: Ourselves. Scientists have discovered something astonishing in the subterranean ruins of a sprawling Martian city: startling evidence of an alternative history that threatens to split humanity into opposing factions and plunge the Earth into chaos and war. The USMC -- a branch of a military considered, until just recently, to be obsolete -- has dispatched the Marine Mars Expeditionary Force, a thirty-man weapons platoon, to the Red Planet to protect American civilians and interest with lethal force if necessary. Because great powers are willing to devastate a world in order to keep an ancient secret buried. Because something that was hidden in the Martian dust for half a million years has just been unearthed . . . something that calls into question every belief that forms the delicate foundation of civilization . . . Something inexplicably human.

Semper Mars

A compilation of 3M voices, memories, facts and experiences from the company's first 100 years.

A Century of Innovation

In this fiendishly original new novel, Mark Leyner is a leather-blazer-wearing, Piranha 793-driving, narcotic-guzzling monster who has potential rivals eliminated by his bionically enhanced bodyguards, has his internal organs tattooed, and eavesdrops on the erotic fantasies of Victoria's Secret models -- which naturally revolve around him. Leyner's jet-propelled roller derby through the cultures of celebrity, cyberpunk, and rabid egotism is exhilaratingly bizarre, exhaustingly funny -- and you'd better hope it's just fiction.

Et Tu, Babe

The second volume of The Cambridge History of Communism explores the rise of Communist states and movements after World War II. Leading experts analyze archival sources from formerly Communist states to re-examine the limits to Moscow's control of its satellites; the de-Stalinization of 1956; Communist reform movements; the rise and fall of the Sino-Soviet alliance; the growth of Communism in Asia, Africa and Latin America; and the effects of the Sino-Soviet split on world Communism. Chapters explore the cultures of Communism in the United States, Western Europe and China, and the conflicts engendered by nationalism and the continued need for support from Moscow. With the danger of a new Cold War developing between former and current Communist states and the West, this account of the roots, development and dissolution of the socialist bloc is essential reading.

The Cambridge History of Communism

This memoir was first published in 1930 and describes the author's school days, his time in the Army, his experiences as a war correspondent and his first years as a member of Parliament.

My Early Life

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

On the world of Dematr, the Emperor and his legions rule over the lands on the eastern side of the Sea of Bakre, and the Great Guilds rule over the Emperor and his subjects. The Mechanics Guild, whose members claim they came from the stars, controls technology far beyond that of the swords and sailing ships of the common people, while the Mage Guild wields strange powers that terrify all who face them. Jules, an orphan from the Imperial city of Landfall, has fought her way up to become an officer in training with the Emperor's fleet. But her plans and her life are shattered when a Mage prophesizes that a daughter of her line will one day overthrow the Great Guilds and free the world. In that moment, the prophecy takes over her life. The Mages plot to kill her, the Mechanics try to find ways to use her, and the Emperor seeks to coerce her into having his children. Unwilling to surrender her life to serving the prophecy, Jules makes her escape by joining the crew of a pirate ship. As she fights for her comrades' freedom as well as her own, she learns that the world is finally changing. But if that change triggers all-out war between the Great Guilds and the Empire, it may well devastate the world rather than free it.

Pirate of the Prophecy

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An Historical Account of the Black Empire of Hayti, Comprehending a View of the Principal Transactions in the Revolution of Saint Domingo

The bestselling author of STALINGRAD and BERLIN: THE DOWNFALL on the Spanish Civil War, drawing on masses of newly discovered material from the Spanish, Russian and German archives. The civil war that tore Spain apart between 1936 and 1939 and attracted liberals and socialists from across the world to support the cause against Franco was one of the most hard-fought and bitterest conflicts of the 20th century: a war of atrocities and political genocide and a military testing ground before WWII for the Russians, Italians and Germans, whose Condor Legion so notoriously destroyed Guernica. Antony Beevor's account narrates the origins of the Civil War and its violent and dramatic course from the coup d'etat in July 1936 through the savage fighting of the next three years which ended in catastrophic defeat for the Republicans in 1939. And he succeeds especially well in unravelling the complex political and regional forces that played such an important part in the origins and history of the war.

The Battle for Spain

Now captain of her own pirate ship, Jules of Landfall faces ambushes by Mage assassins and threats from Mechanics who can't decide whether to kill her or try to use her for their own ends. The Emperor has made her an offer he doesn't think she can refuse, but Jules wants nothing to do with that gilded cage. Now, the Emperor's forces are redoubling their efforts to capture her. The free ships of the pirates have never gathered around any single leader, but when the Mechanics seek to limit the power of the Empire, Jules realizes it offers her a means to grow the strength of the free people escaping the Emperor's grasp. Gaining access to the strange Mechanic weapons known as "revolvers", she marshals her forces in an unprecedented attempt to capture an Imperial settlement. Ultimately, Jules must play the three greatest powers in the world against each other, in a desperate gambit to survive.

Explorer of the Endless Sea

A young fleet officer and a Marine must stand together to defend their neighbors and their colony in this return to the powerful and action-packed Genesis Fleet saga from New York Times bestselling author Jack Campbell. The recently colonized world of Glenlyon has learned that they're stronger when they stand with other star systems than they are on their own. But after helping their neighbor Kosatka

against an invasion, Glenlyon has become a target. The aggressive star systems plan to neutralize Glenlyon before striking again. An attack is launched against Glenlyon's orbital facility with forces too powerful for fleet officer Rob 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 Kosatka is still battling the remnants of the invasion forces on its own world, and if it sends its only remaining warship to help will be left undefended against another invasion. While Carmen Ochoa fights for the freedom of Kosatka, Lochan Nakamura must survive assassins as he tries to convince other worlds to join 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?

Triumphant

Legendary war hero Captain "Black Jack" Geary fights to stay ahead of his enemies in the fourth novel in Jack Campbell's New York Times bestselling military science fiction series. Deep within Syndicate World space, the Alliance fleet continues its dangerous journey home under the command of Captain John "Black Jack" Geary—revived after a century spent in suspended animation. Geary's victories over the enemy have earned both the respect—and the envy—of his fellow officers... Geary has made many risky decisions as commander of the Alliance fleet, but ordering them back to the Lakota Star System where the Syndics nearly destroyed them has his officers questioning his sanity. It's a desperate gamble that may buy the fleet just enough time to prepare for the Syndics' inevitable return. Even as he struggles to give the fleet a fighting chance at survival, Geary faces dissent from within. An unknown number of officers want a change of command, but Geary knows that the Alliance fleet must stand together, or else the Syndic forces will tear them apart...

The Lost Fleet: Valiant

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...

Ascendant

Captain John "Black Jack" Geary tries a desperate gamble to lead the Alliance Fleet home through enemy-occupied space in this novel in the thrilling Lost Fleet series. Geary is convinced that the Syndics are planning to ambush the fleet and finish it off once and for all. Realizing the fleet's best (and only) chance is to do the unexpected, Geary takes the offensive and orders the fleet to the Sancere system. There, a multitude of possible routes home give the Alliance fleet a better chance of avoiding their pursuers—and an attack on the Sancere shipbuilding facilities could decimate the Syndic war effort. Weary from endless combat, the officers and crew of the Alliance fleet can't see the sense in charging deeper into enemy territory—prompting a mutiny that divides them, and leaving Geary with the odds higher against him than ever before...

The Lost Fleet: Fearless

Tanner Malone is starting to enjoy his navy post in the honor guard. After surviving violent conflicts with space pirates in the void, he hopes to stay out of the stars for a while. But when the government of Archangel, a prosperous Union state including four terraformed worlds, makes a dangerous decision to defy the Big Three's corporate dominance, war threatens the galaxy. The interstellar fighting escalates,

and duty calls a reluctant Tanner to the front lines, where it becomes more and more difficult to tell the difference between politician, pirate, and protector. When secret intel reveals a vast network of bloody covert operations, along with a rigged economic system that enslaves its members, Tanner finds himself at the perilous intersection between the government, the Big Three, and pirates who will stop at nothing to remain free.

Rich Man's War