

Fires Of Oblivion Survival Wars Book 4

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Fires of Oblivion has several big plot holes, things that you simply have to ignore. Just jump on and go! Author James has some more character development than he did in the third book and foreshadows a relationship he brings out more books 6 and 7.

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5.0 out of 5 stars Fires of Oblivion (Survival Wars Book 4) by Anthony James. Reviewed in the United States on October 22, 2018. Verified Purchase. I gave this book five 5-Stars because it had a great storyline, and action sequence. I highly recommend reading this book if you enjoy Science Fiction books.

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This book is excellent, it gives the best of everything. Sci-Fi, bad guys and underdogs who come to the rescue. It begins with dash disgraced captain and his crew sent to retrieve a ship that none of them know exists.

Captain John Duggan rots in his cell, facing execution at the hands of his captors. Having discovered the secret which the Ghosts wished to remain hidden, he is left powerless to find answers to the questions which will determine the future of the Confederation. Elsewhere in the Garon sector, the Dreamers have been putting their own terrible plans into action. They possess the power to destroy entire worlds from unimaginable distances. Whilst humans and Ghosts descend once more into war, the biggest threat of all puts in motion a chain of events which will result in a hundred billion deaths if left unchecked. John Duggan and his crew are forced into a position where they must end not just one war, but two. The Space Corps' most accomplished officer will be reunited with humanity's most powerful weapon in a race to forge peace when a return to conflict seems inevitable. Standing above all else is the seemingly unstoppable Dreamer mothership, which Duggan must face if he is to succeed against the longest of odds. Fires of Oblivion is a science fiction adventure and the fourth book in the Survival Wars series.

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

Negation Force. A planet without power, locked down by an alien war fleet. The human Confederation has known an unprecedented time of peace, unheard of in a universe where every other species is not only technologically advanced, but also incredibly hostile. The good times are about to end. Out on the fringes, the planet Atlantis is attacked by an alien foe remembered only by the oldest members of the Space Corps. These aliens - known as Vraxar - are abominations of flesh and metal, driven to exterminate every other life form in the universe. Now it's humanity's turn. In the ruins of the Tillos military installation, Sergeant Eric McKinney is determined to fight back and find out why the Vraxar have come. Meanwhile, a response fleet is mustered with the intention of facing the enemy head-on. It's a mission with no hope of success. As events unfold, it becomes apparent the Vraxar have secrets which give clues to their purpose. The answers are more shocking than anyone could have imagined. The lives of strangers are intertwined and together they must try and salvage something from this first exchange in a war that will not end until one side is utterly defeated. Luckily, the Tillos base holds secrets of its own...a

warship with an exceptionally powerful Obsidiar core is contained within an underground bunker. It is the only hope for Atlantis... Negation Force is a science fiction action and adventure book which begins The Obsidiar Fleet series.

Following his successful mission to recover the missing warship ESS Crimson, Captain John Duggan finds himself unredeemed in the eyes of his superiors. His duties resume and this time he's given something easy - escort a cargo ship to a distant planet and bring it home safely. But war is never so predictable and a straightforward mission becomes something much more important. The outcome may well determine the future of humanity. Someone has terrible plans for the ESS Crimson and Duggan is about to find himself party to endless destruction. Even as worlds die, a new threat is waiting on the horizon. Bane of Worlds is a universe-spanning sci-fi adventure, which continues the Survival Wars series.

In this collection, leading scholars in both film studies and Israeli studies show that beyond representing familiar historical accounts or striving to offer a more complete and accurate depiction of the past, Israeli cinema has innovatively used trauma and memory to offer insights about Israeli society and to engage with cinematic experimentation and invention. Tracing a long line of films from the 1940s up to the 2000s, the contributors use close readings of these films not only to reconstruct the past, but also to actively engage with it. Addressing both high-profile and lesser known fiction and non-fiction Israeli films, Deeper than Oblivion underlines the unique aesthetic choices many of these films make in their attempt to confront the difficulties, perhaps even impossibility, of representing trauma. By looking at recent and classic examples of Israeli films that turn to memory and trauma, this book addresses the pressing issues and disputes in the field today.

A chronicle of the Pacific Air War in World War II draws on interviews with surviving veterans of all duties to paint a detailed look at the war in the sky

For Captain John Duggan, it seems like war never ends. Each success brings another mission and more death. Following events at the Helios Blackstar, Duggan is given the Space Corps' newest warship - a heavy cruiser armed to the teeth with the latest weapons and technology. A prospector craft, the SC Lupus, has gone missing and his superiors want to find out what happened and the aggressors dealt with accordingly. The wrecked spaceship is soon found. However, nothing is as it seems. What Duggan finds on a distant planet turns everything on its head. With the survival of humanity potentially in the balance, Duggan - a man forever chained by duty - is required to take the biggest risk of all. The man who has faced everything is about to come up against an opponent he cannot possibly defend himself against. Chains of Duty is a science fiction adventure and the third book in the Survival Wars series.

A Forgotten Past. A Terminal Future. Earth has emerged from a cataclysmic dark age with little knowledge of its past. Aided by the discovery of advanced alien technology, humanity ventures into the stars, joining other sentient races in a sprawling, prosperous interstellar Confederacy. That peace is soon shattered. Without warning, the Confederacy comes under attack by an unstoppable alien force from the unknown regions. With hopes for civilization's survival dwindling, Commander Jared Carter is sent to pursue an unlikely lead: a collection of ancient alien religious fragments which may--or may not--hold the key to their salvation . . . Book one of The Chronicles of Sarco series.

As the country goes through various political upheavals from colony to socialist republic to civil war to peace and capitalism, the world outside seeps into Ludo's life through snippets on the radio, voices from next door, glimpses of someone peeing on a balcony, or a man fleeing his pursuers. A General Theory of Oblivion is a perfectly crafted, wild patchwork of a novel, playing on a love of storytelling and fable.

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