

# The Lost Command Lost Starship Series Book

Recovery  
 The High Crusade  
 Ender's Game  
 Alien Wars  
 The Lost Starship  
 A Military Sci-Fi Series  
 The Forever War  
 The Lost Years  
 Alien Shores  
 Stark's Command  
 Alpha  
 Dooku: Jedi Lost (Star Wars)  
 Losing Earth  
 The Lost Planet  
 Ender's Game  
 The Terran Fleet Command Saga -  
 Learning Unix for Mac OS X  
 The Lost Supernova  
 Dreadnought  
 The Lost Earth  
 The Praetorian STARShip : the untold story of the Combat Talon  
 Journey to Star Wars: The Force Awakens: Lost Stars  
 Assault Troopers  
 Starman Jones  
 The Sundered  
 Star Soldier  
 Ship of the Line  
 The Lost Stars: Shattered Spear  
 Orphans of the Sky  
 The Lost Command  
 The Lost Patrol  
 Lost Fleet: Beyond the Frontier: Invincible  
 Cybership  
 The Last War  
 The Decade We Could Have Stopped Climate Change  
 Windows on a Lost World  
 The Lost Star Gate  
 Star Trek: The Next Generation: The Lost Era: The Buried Age  
 The Lost Artifact

*The Lost Command Lost Starship Series Book*

Downloaded from [ftp.wtvq.com](http://ftp.wtvq.com) by guest

## MATHEWS MADALYNN

Recovery Createspace Independent Publishing Platform

HE STARTED A REBELLION. NOW HE'LL HAVE TO LEAD IT. United States military forces on the moon have overthrown the ranking officers and placed Sergeant Ethan Stark in command. Now, in addition to fighting a merciless enemy on the moon's surface, Stark must contend with the U.S. government's reaction to his mutiny. The Moon's American civilian colony has offered to assist the military with food and supplies on one condition: that Stark's troops back the Colony's plea for independence. In order to survive, civilian and soldier must learn to trust one another, as one man's cause becomes a crusade...

*The High Crusade* Baen

The Long Awaited Final Book In The Lost Years Saga! Recovery It began with The Lost Years: the story of what happened to Captain Kirk and the legendary crew of the U.S.S Enterprise™ when their original five -year mission ended. The saga continued in A Flag Full Of Stars and Traitor Winds. Now, in Recovery, J.M. Dillard brings to an end one of the most exciting chapters in STAR TREK® history! Admiral James T. Kirk, former Captain of the U.S.S Enterprise and now Chief of Starfleet Operations, is at a crossroads in his career. When he is assigned to supervise the testing of the U.S.S. Recovery, an experimental new rescue vessel, he begins to realize how tired he is of being trapped behind a desk, away from the action. Fully automated, the Recovery is a high-speed transport vessel capable of evacuating large populations without risking the lives of Starfleet personnel. But when its creator falls under alien influence, the Recovery becomes a pawn in a deadly game that could lead to interstellar war. Trapped in the bowels of the ship Admiral Kirk's old friend Dr. Leonard "Bones" McCoy, who is being hunted by a homicidal madman determined that no one on the ship will survive. Taking command of a starship, Admiral Kirk must find a way to save Dr. Mckoy's life -- and save the galaxy from deadly chaos!

**Ender's Game** 47North

Jerry Thigpen's study on the history of the Combat Talon is the first effort to tell the story of this wonderfully capable machine. This weapons system has performed virtually every imaginable tactical event in the spectrum of conflict and by any measure is the most versatile C-130 derivative ever produced. First modified and sent to Southeast Asia (SEA) in 1966 to replace theater unconventional warfare (UW) assets that were limited in both lift capability and speed the Talon I quickly adapted to theater UW tasking including infiltration and resupply and psychological warfare operations into North Vietnam. After spending four years in SEA and maturing into a highly respected UW weapons system the Joint Chief of Staff (JCS) chose the Combat Talon to lead the night low-level raid on the North Vietnamese prison camp at Son Tay. Despite the outcome of the operation the Talon I cemented its reputation as the weapons system of choice for long-range clandestine operations. In the period following the Vietnam War United States Air Force (USAF) special operations gradually lost its political and financial support which was graphically demonstrated in the failed Desert One mission into Iran. Thanks to congressional supporters like Earl Hutto of Florida and Dan Daniel of Virginia funds for aircraft upgrades and military construction projects materialized to meet the ever-increasing threat to our nation. Under the leadership of such committed hard-driven officers as Brenci Uttaro Ferkes Meller and Thigpen the crew force became the most disciplined in our Air Force. It was capable of penetrating hostile airspace at night in a low-level mountainous environment covertly to execute any number of unconventional warfare missions.

**Alien Wars** Disney Electronic Content

Androids used to mingle among us, pretending to be human. Then an alien puppet-master altered their programming. Unknown to us, androids began leaving human society, burning their clothes and peeling off their skin to reveal the chrome-colored bodies underneath.They gathered in a

system were a star had exploded, blowing away the atmosphere of a Jupiter-like planet. The supernova had hurled heavy metals against the remaining core. The androids are mining supermetals that can turn ordinary ship weapons and shields into invincible armaments.The altered programming includes human genocide, which will start with a murderous attack on Earth.Luckily, Captain Maddox finds the enemy system. But during a space battle, something happens to hurl Victory thousands of light-years away into the Scutum-Centaurus Spiral Arm. The crippled starship will take years to reach home again. Long before that, Earth will be a radioactive ruin.Now begins a desperate journey in hostile space that will stretch everyone as Maddox strains to reach the Lord High Admiral in time with knowledge about the coming android attack.THE LOST SUPERNOVA is the tenth book in the LOST STARSHIP SERIES.

*The Lost Starship* Penguin

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...

**A Military Sci-Fi Series** Simon and Schuster

-The New York Times bestselling author of The Lost Fleet series returns to the -strong saga-\* of a rebellion against a totalitarian regime, and the determination of two people to create a better future in the farthest reaches of the colonized galaxy... The Syndicate Worlds continues to splinter as more star systems pledge allegiance to President Gwen Icen, General Artur Drakon, and the new government they're establishing at Midway. But the toxic legacy of Syndicate rule undermines their efforts as the rebels encounter difficulty trusting one another and believing their new leaders' promises of freedom from tyranny. Before Icen and Drakon can put their house in order, they must deal with another threat. An enigma warship has appeared and vanished near a Syndic colony. If the aliens are capable of jumping into other human-occupied star systems, then billions of people could be vulnerable to a hostile invasion fleet anywhere it chooses to strike. But an even greater liability lies with Icen and Drakon as a once-trusted adviser turned saboteur plans revenge....

**The Forever War** Macmillan

Windows On A Lost World While Captain Kirk and a landing party from the Starship Enterprise™ explore the ruins of an ancient civilization on the uninhabited planet Careta IV, they discover strange devices that appear to be windows.But the mysterious windows prove to be more than they seem when Kirk, Chekov, and two security guards enter them and disappear. Suddenly, Kirk and his team find themselves find themselves trapped in a strange alien environment and must fight with all their strength to survive and keep their sanity. Now Spock must locate his missing comrades and solve the window's ancient mysteries before his captain and crewmates are lost forever....

*The Lost Years* DIANE Publishing

Star Watch defeated the Swarm Invasion Fleet, but at a terrible cost in destroyed star systems, smashed battleships and billions of dead. In the aftermath of the costly victory, chaos threatens as worlds leave the Commonwealth of Planets, face mass starvation or succumb to increased piracy.The war against the Swarm Imperium has just begun. Humanity needs unity or each planet will fall alone.Brigadier O'Hara of Star Watch Intelligence stumbles onto a secret conspiracy. Someone is trying to destroy the Commonwealth from within, and they have an alien artifact of incredible power.O'Hara summons Captain Maddox. Although she fears to lose him, she knows that Maddox and his crew have the best chance of finding the hidden enemy. If the captain fails, the

Commonwealth will be powerless to stop its destruction. What O'Hara doesn't know-it would probably break her heart if she did-is that she has just sent Maddox into the most harrowing battle of his career. **THE LOST ARTIFACT** is the eighth book in the **LOST STARSHIP SERIES**.

**Alien Shores** Baen Publishing Enterprises

Human pioneers fleeing Earth for the promised land of New Eden found hell instead, falling prey to the reptilian Kresh. But street-savvy Cyrus Gant escaped the aliens, rescued master telepath Klane, and began a desperate journey to head off the impending Kresh invasion of Earth. When the insectile Chirr and human cyborgs join the war, Cyrus suddenly faces a triple threat. Only by absorbing the powerful consciousness of the mortally wounded Klane does he stand a chance against the deadly enemies surrounding him. But when a malevolent alien entity invades his mind, Cyrus must do battle in both outer and inner space to save his soul and his sanity. In the thrilling sequel to *Alien Honor* and *Alien Shores*, Cyrus rolls the dice to win the biggest prize anyone has ever chased: the future of humanity.

**Stark's Command** Simon and Schuster

Earth needs a miracle. Out of the Beyond invade the New Men, stronger, faster and smarter than the old. Star Watch sends a massed battle fleet to stop them. It's a disaster. Admiral Fletcher barely escapes annihilation by heading at sub-light speed for a nearby star system. His battered ships are running out of food, fuel and missiles. He knows the New Men will use jump gates, waiting for him six months from now at his destination. Star Watch Command frantically searches for a way to rescue the vessels. Earth has an ancient alien starship in the Oort cloud, with a suspicious AI refusing to cooperate with the scientists. The vessel has powerful weapons-if anyone could figure out how to make them work after ten thousand years. Star Watch summons Captain Maddox, an unorthodox Intelligence officer who makes things happen. He is given command of Victory and told to fix the ancient weapons, rescue Fletcher's ships and help them battle home again.

**Alpha** Author: toriharris.com

It's the year 2277. For fifty years, Earth has received mysterious data transmissions from random locations in deep space. The streams include advanced technology, allowing Humans to achieve faster-than-light travel virtually overnight. As we prepare to take our first, tentative steps into interstellar space, we know almost nothing about our alien benefactors, and their motivations remain unexplained. While completing their shakedown cruise, Captain Tom Prescott and the crew of the first Terran Fleet Command starship, TFS Ingenuity, stumble into a first contact situation. They learn that Earth is not the first civilization granted access to the stars before their time - and how this Faustian gift has inevitably led to centuries of interstellar war. Humanity's existence hangs in the balance as a powerful alliance assembles a preemptive military strike, believing it to be their only option to protect themselves ... from us. Prescott and his small, initially unarmed starship must serve as our only line of defense. Ingenuity is our only hope. \_\_\_\_\_ TFS INGENUITY is the first book of the Terran Fleet Command Saga by author Tori Harris. The story is typically associated with the military science fiction, space exploration science fiction, colonization, first contact, genetic engineering, space opera technothriller, galactic empire, or alien invasion categories.

**Dooku: Jedi Lost (Star Wars)** Penguin

Newly reinstated Captain Deborah Allen Riker (a.k.a. Admiral Dare) has been called many things over the years. Risk-averse is not one of them. When she and her badly crippled starship found themselves lost in the middle of an ocean of uncharted stars... with the fate of the galaxy on the line... facing enemies from the past, present and future... she did what any Riker would do... She attacked. Book 2 in the Exodus Earth Military Sci-Fi Series from Amazon Bestseller Andrew Beery. It's perfect for fans of Rick Partlow, Christopher G. Nuttall, and Mark Wayne McGinnis.

**Losing Earth** Pocket Books/Star Trek

The Earth died when aliens rained thermonuclear warheads on her cities and sprayed the surface with a bio-terminator. A deadly poison drifted to every corner of the planet, threatening the last survivors with annihilation. For a soldier in Antarctica like Creed, there is only one way to keep breathing untainted air. He must join the Jelk Corporation as an assault trooper, leaving the planet for outer space. In return for his and other people's services, the Jelk will house the last humans for as long as the assault troopers keep winning. For the price of living and the chance to save humanity, Creed has to wear a shock chip in his neck-Jelk discipline is harsh-and he has to don a symbiotic battlesuit that feeds off his sweat. Human life is cheap in the vast alien war. The assault troopers are little more than suicide soldiers, but for humanity to escape extinction, they must survive. But Creed didn't agree to the bargain in order to remain a dog to the aliens. He has a plan, and he'll need all his cunning to beat the extraterrestrials and begin the road to freedom for the human race.

**The Lost Planet** Simon and Schuster

Starship Victory is on its loneliest mission yet. Captain Maddox and his crew are thousands of light-years from Earth, searching for the dreaded Swarm Imperium. But there are androids among them seeking to use the starship for hidden purposes. Maddox and the crew are on their own, facing perils inside the ship and terrifying alien dangers outside in one of the remotest regions of the Orion Arm. Then they stumble upon the darkest secret of all. Unless the A.I. Galyan, Meta, Sergeant Riker and the others can help their beleaguered captain, Victory is doomed and Earth will never learn of the terrible threat gathering in the stellar darkness. **THE LOST PATROL** is the fifth book in the **LOST STARSHIP SERIES**.

**Ender's Game** 47North

The Lost Command

**The Terran Fleet Command Saga** - Simon and Schuster

From the First Golden Age of SF master Robert A. Heinlein, this is the so-called juvenile (written, Heinlein always claims, just as much for adults) that started them all and made Heinlein a legend for multiple generations of readers—with a new introduction and afterword by popular military science fiction author Michael Z. Williamson. A poor young man seeks his fortune in space and comes of age a ship's officer and hero. The stars were closed to Max Jones. To get into space you either needed connections, a membership in the Guild, or a whole lot more money than Max, the son of a widowed, poor mother, was every going to have. What Max does have going for him are his uncle's prized astrogation manuals—book on star navigation that Max literally commits to memory word for word, equation for equation. When Max's mother decides to remarry a bullying oaf, Max takes to the road, only to discover that his uncle Chet's manuals, and Max's near complete memorization of them, is a ticket to the stars. But serving on a spaceship is no easy task. Duty is everything, and a mistake can mean you and all aboard are lost forever. Max loves every minute of his new life, and he steadily grows in the trust of his superior officers, and seems to be on course for a command track position. But then disaster strikes, and it's going to take every trick Max ever learned from his tough life and his uncle's manuals to save himself and the ship from a doom beyond extinction itself. From the First Golden Age of Heinlein, this is the so-called juvenile (written, Heinlein always claims, just as much for adults) that started them all and made Heinlein a legend for multiple generations of readers. About Robert A. Heinlein: "Not only America's premier writer of speculative fiction, but the great writer of such fiction in the world."—Stephen King "One of the grand masters of science fiction."—Wall Street Journal

**Learning Unix for Mac OS X** Crown

"The classic of modern science fiction"--Front cover.

**The Lost Supernova** O'Reilly & Associates Incorporated

An epic account of the Navy SEALs of Alpha platoon, the startling accusations against their chief, Eddie Gallagher, and the courtroom battle that exposed the dark underbelly of America's special forces—from a Pulitzer Prize-winning reporter "Meticulously assembled and brilliantly written . . . [a] remarkable and engrossing book."—The New York Times By official accounts, the Navy SEALs of Alpha platoon returned as heroes after their 2017 deployment to Mosul, following a vicious, bloody, and successful campaign to drive ISIS from the city. But within the platoon a different war raged. Even as Alpha's chief, Eddie Gallagher, was being honored by the Navy for his leadership, several of his men were preparing to report him for war crimes, alleging that he'd stabbed a prisoner in cold blood and taken lethal sniper shots at unarmed civilians. Many young SEALs regarded Gallagher as the ideal special operations commando. Trained as a sniper, a medic, and an explosives expert, he was considered a battle-tested leader. But in the heat of combat, some in his platoon saw a darker figure—a man who appeared to be coming unhinged after multiple deployments in America's forever wars. Their excitement to work with a tough, experienced chief soon gave way to a grim suspicion that his thirst for blood seemed to know no bounds and a belief that his unpredictability was as dangerous as the enemy. In riveting detail, Pulitzer Prize-winning New York Times correspondent David Philipps reveals the story of a group of special operators caught in a moral crucible—should they uphold their oath and turn in their chief, or honor the SEALs' unwritten code of silence? It is also a larger story of how the SEAL Teams drifted off course after 9/11, and of the "pirate" subculture that festered within their ranks—a secret brotherhood that, in a time of endless war with few clear victories, made the act of killing itself the paramount goal. The investigation and trial following Alpha's deployment—and Gallagher's ultimate acquittal on the most serious charges—would pit SEAL against SEAL, set the Navy brass on a collision course with President Donald Trump, and turn Gallagher into a political litmus test in a hotly polarized America. A page-turning tale of battle, honor, and betrayal, Alpha is a remarkable exposé of the fault lines fracturing a country that has been at war for a generation and counting.

**Dreadnought** Hassell Street Press

In the year of grace 1345, as Sir Roger Baron de Tourneville is gathering an army to join King Edward III in the war against France, a most astonishing event occurs: a huge silver ship descends through the sky and lands in a pasture beside the little village of Ansby in northeastern Lincolnshire. The Wersgorix, whose scouting ship it is, are quite expert at taking over planets, and having determined from orbit that this one was suitable, they initiate standard world-conquering procedure. Ah, but this time it's no mere primitives the Wersgorix seek to enslave¾they've launched their invasion against free Englishmen! In the end, only one alien is left alive¾and Sir Roger's grand vision is born. He intends for the creature to fly the ship first to France to aid his King, then on to the Holy Land to vanquish the infidel. Unfortunately, he has not allowed for the treachery of the alien pilot, who instead takes the craft to his home planet, where, he thinks, these upstart barbarians will have no choice but to surrender. But that knavish alien little understands the indomitable will and clever resourcefulness of Englishmen, no matter how great the odds against them... At the publisher's request, this title is sold without DRM (Digital Rights Management).

**The Lost Earth** Penguin

In Neptune's cloud cities, orbital stations and spaceships, the computers are taking over, killing every human. Jon Hawkins is a mercenary and a political prisoner aboard Battleship Leonid Brezhnev, frozen in a cryogenic unit for the long trip to Earth. He wakes up to find that almost everyone is dead, and that they died while destroying the main computer. The few survivors make a startling discovery. A first-contact alien vessel is gathering empty spaceships, parking them in orbit around the moon Triton and arming them with alien weaponry. The war for the Solar System has begun, and Jon Hawkins may be the only person who can save the human race.