

Woken Furies

In the 25th century, humankind has spread throughout the galaxy, monitored by the watchful eye of the U.N. While divisions in race, religion, and class still exist, advances in technology have redefined life itself - a person's consciousness can be easily downloaded into a new body, making death nearly obsolete. Ex-U.N. envoy Takeshi Kovacs has been killed before, but his last death was particularly brutal. Resleeved into a new body in Bay City (formerly San Francisco), Kovacs is thrown into a shady, far-reaching conspiracy that is vicious even by the standards of a society that buys and sells human existence. As a warrior-for-hire, he is called to help a far-flung planet's government put down a bloody revolution. But when a rogue pilot and a sleazy corporate fat cat offer him a lucrative role in a treacherous treasure hunt, he's only too happy to go AWOL with a band of resurrected soldiers of fortune. All that stands between them and the ancient alien spacecraft they mean to salvage are a massacred city bathed in deadly radiation, unleashed nanotechnology with a million ways to kill, and whatever surprises the highly advanced Martian race may have in store.

"In the twenty-fifth century, humankind has spread throughout the galaxy, monitored by the watchful eye of the U.N. While divisions in race, religion, and class still exist, advances in technology have redefined life itself. Now, assuming one can afford the expensive procedure, a person's consciousness can be stored in a cortical stack at the base of the brain and easily downloaded into a new body (or "sleeve") making death nothing more than a minor blip on a screen. Ex-U.N. envoy Takeshi Kovacs has been killed before, but his last death was particularly painful. Dispatched one hundred eighty light-years from home, re-sleeved into a body in Bay City (formerly San Francisco, now with a rusted, dilapidated Golden Gate Bridge), Kovacs is thrown into the dark heart of a shady, far-reaching conspiracy that is vicious even by the standards of a society that treats "existence" as something that can be bought and sold" -- Amazon.com.

Fifty years after the events of ALTERED CARBON, Takeshi Kovacs is serving as a mercenary in the Procterate-sponsored war to put down Joshua Kemp's revolution on the planet Sanction IV. He is offered the chance to join a covert team chasing a prize whose value is limitless -- and whose dangers are endless. Here is a novel that takes mankind to the brink. A breakneck-paced crime thriller, ALTERED CARBON took its readers deep into the universe Morgan had so compellingly realised without ever letting them escape the onward rush of the plot. BROKEN ANGELS melds SF, the war novel and the spy thriller to take the reader below the surface of this future and lay bare the treacheries, betrayals and follies that leave man so ill-prepared for the legacy he has been given: the stars. This is SF at its dizzying best: superb, yet subtle, world-building; strong yet sensitive characterisation; awesome yet believable technology, thrilling yet profound writing. Richard Morgan is set to join the genre's world-wide elite. Advances in science and technology no longer change how we live, they determine it. In the not-too-distant future, techno-scientific developments may make individuals stronger, smarter, healthier and more productive—but to what end? Addressing this question, speculative fiction has created an abundance of transhuman characters, protagonists with extraordinary strength, intelligence or abilities. Often they are antiheroes, openly rejecting—or rejected by—society and acting on immoral or extreme principles that challenge readers to approve, condemn, excuse or explain. This study explores the antihero of speculative fiction as a paradoxical blend of human and transhuman. These protagonists illustrate the dynamics of individual, techno-scientific and societal norms, and blur distinctions between human and machine, biology and technology, right and wrong. Fictional works covered include Mary Shelley's Frankenstein (1818), Olaf Stapledon's Odd John (1935), Alfred Bester's The Stars My Destination (1956), William Gibson's Neuromancer (1986), Alan Moore and Dave Gibbons' Watchmen (1986–1987), Richard Morgan's trilogy (Altered Carbon, 2001, Broken Angels, 2003 and Woken Furies 2005) and Black Man (2007).

Woken FuriesNetflix Altered Carbon book 3Hachette UK

From the world of the best-selling trilogy of books and the hit Netflix show comes a new chapter in the ALTERED CARBON universe! In the future, bodies can be changed like clothes, giving life an entirely new meaning--or lack of meaning. Takeshi Kovacs--once a member of the Envoy Corps, the elite, deadly troops of the Interstellar Earth Protectorate--now finds himself imprisoned . . . both in a jail and in an extremely weak body. When he learns that Envoys he served with in a battle he somehow can't remember have been stolen and sold to one of the richest people in the universe, Kovacs vows to rescue them and get revenge. Leaving behind a staggering body count as he blazes across the galaxy, he wonders why he has a hole in his memory . . . and what secrets that gap holds for understanding his future and himself. ALTERED CARBON writer/creator RICHARD K. MORGAN is joined by writer SCOTT BRYAN WILSON (Batman Annual, Batman: Gotham Nights) and artist MAX FUCHS (Halcyon Days) to deliver the original graphic novel ALTERED CARBON: ONE LIFE, ONE DEATH, a violent, galaxy-spanning adventure of prison breaks, political intrigue, and sinister machinations.

Ringil, the hero of the bloody slaughter at Gallows Gap is a legend to all who don't know him and a twisted degenerate to those that do. A veteran of the wars against the lizards he makes a living from telling credulous travellers of his exploits. Until one day he is pulled away from his life and into the depths of the Empire's slave trade. Where he will discover a secret infinitely more frightening than the trade in lives. Archeth - pragmatist, cynic and engineer, the last of her race - is called from her work at the whim of the most powerful man in the Empire and sent to its farthest reaches to investigate a demonic incursion against the Empire's borders. Egar Dragonbane, steppe-nomad, one-time fighter for the Empire finds himself entangled in a small-town battle between common sense and religious fervour. But out in the wider world there is something on the move far more alien than any of his tribe's petty gods. Anti-social, anti-heroic, and decidedly irritated, all three of them are about to be sent unwillingly forth into a vicious, vigorous and thoroughly unsuspecting fantasy world. Called upon by an Empire that owes them everything and gave them nothing. Richard Morgan brings his trademark visceral writing style, turbo-driven plotting and thought provoking characterisation to the fantasy genre and produces a landmark work with his first foray.

In the distant future, the human body is atemporary and interchangeable commodity - if you can pay. For the interstellar elite, bodies are swappedout and reused without a second thought. You never grow old; you neverdie. However, some bodies are more temporary thanothers ... Takeshi Kovacs was once a member of the EnvoyCorps, stormtroopers for the Interstellar Earth Protectorate, ultra-lethaladepts in switching bodies across the stars. While he served, he was known by avariety of names--Mamba Lev, One Hand Rending, the Icepick--all testament to hiscapacity for rapid response and extreme violence in whatever flesh he wore. Nowhe's out of the service and trying to live a different life. But theProtectorate hasn't changed its spots, no matter what world Kovacs drifts to,and with that old combat rage still burning deep inside him, will he ever reallybe able to walk away? Created by Richard K. Morgan, Altered Carbonwas previously adapted as a Netflix television series. This original graphicnovel, written by Rik Hoskin (Brandon Sanderson's White Sand/Pierce Brown's RedRising, expands upon the Altered Carbon universe.

The papers collected in this volume document the exchange and development of ideas that comprised the 5th Global Conference on Visions of Humanity in Cyberculture, Cyberspace, and Science Fiction, hosted at Mansfield College, Oxford, United Kingdom, in July 2010.

People came to Huntington Beach in search of the endless party, the ultimate high and the perfect wave. Ike Tucker came to look for his sister and for the three men who may have murdered her. In that place of gilded surfers and sun-bleached blondes, Ike looked into the shadows and found parties that drifted towards pointless violence, joyless

violations and highs you might never come down from... and a sea of old hatreds and dreams gone bad 'Perhaps the ultimate beach read' - Pif Magazine 'What Hemingway's Nick Adams did for fishing, Kem Nunn does for surfing. Through the sensibility of its hero and the sensitivity of its author, Tapping the Source puts you there and makes you understand' - Saturday Review 'Tense and driven with a sense of the apocalypse around the corner' - Washington Post

Short stories labeled "Mirroshade," "Neuromanatic," "Cyberpunk," etc. by such authors as Greg Bear, Pat Cadigan, William Gibson, Rudy Rucker, Lewis Shiner, John Shirley and others.

From the award-winning author of *Altered Carbon* and *Broken Angels*—a turbocharged new thriller set in a world where killers are stars, media is mass entertainment, and freedom is a dangerous proposition . . . A coup in Cambodia. Guns to Guatemala. For the men and women of Shorn Associates, opportunity is calling. In the superheated global village of the near future, big money is made by finding the right little war and supporting one side against the other—in exchange for a share of the spoils. To succeed, Shorn uses a new kind of corporate gladiator: sharp-suited, hard-driving gunslingers who operate armored vehicles and follow a Samurai code. And Chris Faulkner is just the man for the job. He fought his way out of London's zone of destitution. And his kills are making him famous. But unlike his best friend and competitor at Shorn, Faulkner has a side that outsiders cannot see: the side his wife is trying to salvage, that another woman—a porn star turned TV news reporter—is trying to exploit. Steeped in blood, eyed by common criminals looking for a shot at fame, Faulkner is living on borrowed time. Until he's given one last shot at getting out alive. . . .

In 1942, with a black-market chicken tucked under his arm by his mother, Leo Marks left his father's famous bookshop, 84 Charing Cross Road, and went off to fight the war. He was twenty-two. Soon recognized as a cryptographer of genius, he became head of communications at the Special Operations Executive (SOE), where he revolutionized the codemaking techniques of the Allies and trained some of the most famous agents dropped into occupied Europe. As a top codemaker, Marks had a unique perspective on one of the most fascinating and, until now, little-known aspects of the Second World War. This stunning memoir, often funny, always gripping and acutely sensitive to the human cost of each operation, provides a unique inside picture of the extraordinary SOE organization at work and reveals for the first time many unknown truths about the conduct of the war. SOE was created in July 1940 with a mandate from Winston Churchill to "set Europe ablaze." Its main function was to infiltrate agents into enemy-occupied territory to perform acts of sabotage and form secret armies in preparation for D-Day. Marks's ingenious codemaking innovation was to devise and implement a system of random numeric codes printed on silk. Camouflaged as handkerchiefs, underwear, or coat linings, these codes could be destroyed message by message, and therefore could not possibly be remembered by the agents, even under torture. *Between Silk and Cyanide* chronicles Marks's obsessive quest to improve the security of agents' codes and how this crusade led to his involvement in some of the war's most dramatic and secret operations. Among the astonishing revelations is his account of the code war between SOE and the Germans in Holland. He also reveals for the first time how SOE fooled the Germans into thinking that a secret army was operating in the Fatherland itself, and how and why he broke the code that General de Gaulle insisted be available only to the Free French. By the end of this incredible tale, truly one of the last great World War II memoirs, it is clear why General Eisenhower credited the SOE, particularly its communications department, with shortening the war by three months. From the difficulties of safeguarding the messages that led to the destruction of the atomic weapons plant at Rjukan in Norway to the surveillance of Hitler's long-range missile base at Peenemünde to the true extent of Nazi infiltration of Allied agents, *Between Silk and Cyanide* sheds light on one of the least-known but most dramatic aspects of the war. Writing with the narrative flair and vivid characterization of his famous screenplays, Marks gives free rein to his keen sense of the absurd and wry wit without ever losing touch with the very human side of the story. His close relationship with "the White Rabbit" and Violette Szabo -- two of the greatest British agents of the war -- and his accounts of the many others he dealt with result in a thrilling and poignant memoir that celebrates individual courage and endeavor, without losing sight of the human cost and horror of war.

Richard Morgan blazed onto the SF scene in 2002 with *ALTERED CARBON*, which won the Philip K. Dick award and was optioned by Hollywood. He followed this up with two further novels continuing the adventures of Takeshi Kovacs - *BROKEN ANGELS* and *WOKEN FURIES*. He also wrote two further standalone SF novels, *MARKET FORCES* and *BLACK MAN* (which won the Arthur C. Clarke award). All five of these novels are collected here as the perfect introduction to Richard's work, or a welcome reminder of his power as a writer. Richard has also written two computer games (*CRYSIS 2* and *SYNDICATE*), comics for *MARVEL* and is currently working on a fantasy trilogy comprising *OF THE STEEL REMAINS*, *THE COLD COMMANDS*, *THE DARK DEFILES*.

"An anthology exploring the complex mythologies of the Golden State"--Cover.

Serving as a mercenary in a distasteful war, Takeshi Kovacs joins a covert team that aims to secure a coveted archeological prize, an endeavor that ensnares him in a web of treachery and betrayal unlike any he has experienced before. By the author of *Altered Carbon*. Original.

Moss' life is going nowhere until a mysterious woman knocks on his door and leaves him with the key to take down one of the world's largest corporations. When he discovers a familial connection to the stranger, Moss leaves the comfort of his home with his best friend for the sprawling megacity. There, he joins a group of ruffians dedicated to freeing people from the yoke of the evil companies. Police-for-hire, motorcycle gangs and betrayal threaten them at every turn. Can Moss help this small group of rebels fight the power before it's too late? Find out in *Into Neon: A Cyberpunk Saga*.

The third book in the thrilling Donovan series, a sci-fi action adventure set on a treacherous alien planet where corporate threats and dangerous creatures imperil the lives of the colonists.

Corporate assassin Tamarland Benteen's last hope is the survey ship Vixen. With a load of scientists aboard under the supervision of Dr. Dortmund Weisbacher, Vixen is tasked with the first comprehensive survey of the newly discovered planet called Donovan. Given that back in Solar System, Boardmember Radcek would have Benteen's brain dissected, he's particularly motivated to make his escape. The transition that should have taken Vixen years is instantaneous. Worse, a space ship is already orbiting Donovan, and, impossibly, human settlements have been established on the planet. For Dortmund Weisbacher, this is a violation of the most basic conservation tenets. Donovan is an ecological disaster. Down on Donovan, Talina Perez takes refuge in the ruins of Mundo Base with the wild child, Kylee Simonov. But the quetzals are playing their own deadly game: one that forces Talina and Kylee to flee farther into the wilderness. Too bad they're stuck with Dortmund Weisbacher in the process. Back in Port Authority, Dan Wirth discovers that he's not the meanest or deadliest man on the planet. Tamarland Benteen is making his play for control of PA. And in the final struggle, if Benteen can't have it, he'll destroy it all.

One hundred years from now, and against all the odds, Earth has found a new stability; the political order has reached some sort of balance, and the new colony on Mars is growing. But the fraught years of the 21st century have left an uneasy legacy ... Genetically engineered alpha males, designed to fight the century's wars have no wars to fight and are surplus to requirements. And a man bred and designed to fight is a dangerous man to have around in peacetime. Many of them have left for Mars but now one has come back and killed everyone else on the shuttle he returned in. Only one man, a genengineered ex-soldier himself, can hunt him down and so begins a frenetic man-hunt and a battle survival. And a search for the truth about what was really done with the world's last soldiers. BLACK MAN is an unstoppable SF thriller but it is also a novel about prejudice, about the ramifications of playing with our genetic blue-print. It is about our capacity for violence but more worrying, our capacity for deceit and corruption. This is another landmark of modern SF from one of its most exciting and commercial authors.

From the lead writer of the Crysis 2 video game! Set in the world of the award-winning Crysis games comes the newest hit series from EA Comics! Earth, 2020. United States Special Forces Major Laurence 'Prophet' Barnes and the soldiers of Raptor Team thought their deployment on the Lingshan islands was a basic covert op against North Korean forces. But they couldn't be more wrong. What archaeologists awakened on the island had lain buried for millions of years, and was utterly hostile to human life. Now an alien race are stirring, first contact has turned into humanity's worst nightmare, and Prophet's squad are the last remaining survivors. Only one real question remains - can Prophet get his people off Lingshan alive, and back to civilization in time to warn the rest of the human race what's on its way.

Go behind the scenes of Altered Carbon in this exclusive collection of art. Packed with concept art, final designs, and artist commentary plus previously unseen storyboards. Awaken into the cyberpunk world of Skydance's Altered Carbon. Stacks - implanted chips that store human consciousness - have made death obsolete. When Envoy Takeshi Kovacs finds himself sleeved in an unfamiliar body and assigned to investigate the murder of a wealthy businessman, he begins to uncover the seedy underbelly of a society where death is no longer permanent. This richly detailed and beautiful coffee table book takes readers from the glittering Aerium to the gritty streets of Bay City. Featuring development art, stills, set photos, storyboards, and VFX builds from the first two seasons, plus interviews with cast and crew. Altered Carbon: The Art and Making of the Series will bring readers into this visually stunning futuristic world where technology has transformed mortality.

Mindstar Rising is the first in Peter F. Hamilton's hugely popular Greg Mandel series. It's the 21st century and global warming is here to stay, so forget the way your country used to look. And get used to the free market, too – the companies possess all the best hardware, and they're calling the shots now. In a world like this, a man open to any offers can do just fine. A man like Greg Mandel for instance, who's psi-boosted, wired into the latest sensory equipment and carrying state-of-the-art weaponry. He's also been part of the English Army's Mindstar Battalion. As the cartels battle for control of a revolutionary new power source, and corporate greed outstrips national security, tension is mounting to boiling point. And Greg Mandel is about to face the ultimate test. Mindstar Rising is followed by A Quantum Murder and The Nano Flower to complete the Greg Mandel trilogy.

Ringil Eskiath, scarred wielder of the kiriath-forged broadsword Ravensfriend, is a man on the run - from his past and the family who have disowned him, from the slave trade magnates of Trelayne who want him dead, and apparently from the dark gods themselves, who are taking an interest but making no more sense than they ever have. Outlawed and exiled from his ancestral home in the north, Ringil has only one place left to turn - Yhelteth, city heart of the southern Empire, where perhaps he can seek asylum with the kiriath half-breed Archeth Indamaninarmal, former war comrade and now high-up advisor to the Emperor Jhiral Khimran II. But Archeth Indamaninarmal has problems of her own to contend with, as does her house guest, bodyguard and one time steppe nomad Egar the Dragonbane. And far from gaining the respite he is seeks, Ringil will instead find himself implicated in fresh schemes and doubtful allegiances no safer than those he has left behind. Old enemies are stirring, the old order is rotted through and crumbling, and though no-one yet knows it, the city of Yhelteth is about to explode . . .

PRE-ORDER NOW - READY PLAYER TWO: THE HIGHLY ANTICIPATED SEQUEL TO READY PLAYER ONE _____ '[A] masterful tale of Earth's desperate struggle against a powerful alien foe.' - Andy Weir, bestselling author of The Martian _____ It's just another day of high school for Zack Lightman. He's daydreaming through another boring math class, with just one more month to go until graduation and freedom-if he can make it that long without getting suspended again. Then he glances out his classroom window and spots the flying saucer. At first, Zack thinks he's going crazy. A minute later, he's sure of it. Because the UFO he's staring at is straight out of the videogame he plays every night, a hugely popular online flight simulator called Armada-in which gamers just happen to be protecting the earth from alien invaders. But what Zack's seeing is all too real. And his skills-as well as those of millions of gamers across the world-are going to be needed to save the earth from what's about to befall it. Yet even as he and his new comrades scramble to prepare for the alien onslaught, Zack can't help thinking of all the science-fiction books, TV shows, and movies he grew up reading and watching, and wonder: Doesn't something about this scenario seem a little too... familiar? Armada is at once a rollicking, surprising thriller, a classic coming of age adventure, and an alien-invasion tale like nothing you've ever read before-one whose every page is infused with author Ernest Cline's trademark pop-culture savvy. _____ Here's what everyone's saying about this epic masterpiece: 'a modern classic' - R.M. Rangeley on Amazon, 5 stars 'A modern masterpiece full of a new style of literary magic' - Spiros Kagadis on Amazon, 5 stars 'Excellent. Even better than Ready Player One.' - David Hay on Amazon, 5

stars 'One of my favourite books of all time. Incredibly well written' - Erin Coppin on Amazon, 5 stars 'Awesome! If you liked Ready Player One, would be very surprised if you don't like this' - T. Llewellyn-Sanders on Amazon, 5 stars 'Absolutely awesome!!! Read in less than 24 hours, hooked on every page' - R. Nicholson on Amazon, 5 stars 'Amazing and a great follow up read to Ready Player One!' - Chris on Amazon, 5 stars 'an incredible story which had me on the edge of my seat the whole time... a joy to read' - Helen Ratcliffe on Amazon, 5 stars 'Cline brings you back to all those amazing, unbelievable things you imagined could happen as a kid and makes them real' - Amazon reviewer, 5 stars 'Absolutely brilliant! Couldn't put it down, a must read' - Sam Bean on Amazon, 5 stars 'a love letter to old school alien invasion sci-fi... Highly, HIGHLY recommended for all fans of Cline's previous novel, Ready Player One, as well as any classic science fiction fan' - Izzy on Amazon, 5 stars 'Ernest Cline is celebrating this culture in a way that's not just adding another book to the genre, but actually truly celebrating it, the possibilities, wonders and madness of it all' - Heather on Amazon, 5 stars 'majorly, fantastically geeky... Armada just ticked all my boxes' - H. Ross on Amazon, 5 stars This book has been published with two different covers and may be delivered with either cover. Please rest assured that regardless of the cover, the content of the book is the same.

It presents us with the youthful Cioran, who described himself as "a Nietzsche still complete with his Zarathustra, his poses, his mystical clown's tricks, a whole circus of the heights." It also presents Cioran as a connoisseur of apocalypse, a theoretician of despair. For Cioran, writing and philosophy are closely related to physical suffering: both share the "lyrical virtues" that alone lead to metaphysical revelation. The result is a book that becomes a substitute for as well as an antidote to suicide. By enacting the struggle of the Romantic soul against God, the universe, and itself, Cioran releases a saving burst of lyrical energy that carries him safely out of his desperation. On the Heights of Despair shows the philosopher's first grappling with themes he would return to in his mature works: despair and decay, absurdity and alienation, futility and the irrationality of existence.

"... The survivors of Natasha's last tirade start coming back to haunt her .. and they're beginning to join forces. Also featuring a guest appearance by Daredevil!"--P. [4] of cover.

Chris Faulkner has just landed the job of his dreams. But Shorn Associates are market leaders in Conflict Investment. They expect results, they expect the best. Chris has one very high-profile kill to his name already but he will have to drive hard and go for kill after kill if he's to keep his bosses happy. All he has to do in the meantime is stay alive ... Morgan's new futuristic thriller is perfect for any fan of the modern thriller. It combines the big ideas of Michael Crichton with a pounding narrative drive.

This is high action, ideas driven noir SF of the highest order. Morgan has already established himself as an SF author of global significance. Takeshi Kovacs has come home. Home to Harlan's World. An ocean planet with only 5% of its landmass poking above the dangerous and unpredictable seas. Try and get above the weather in anything more sophisticated than a helicopter and the Martian orbital platforms will burn you out of the sky. And death doesn't just wait for you in the seas and the skies. On land, from the tropical beaches and swamps of Kossuth to the icy, machine-infested wastes of New Hokkaido the hard won gains of the Quellist revolution have been lost. The First Families, the corporations and the Yakuza have a stranglehold on everything. Embarked on a journey of implacable retribution for a lost love, Kovacs is blown off course and into a maelstrom of political intrigue and technological mystery as the ghosts of Harlan's World and his own violent past rise to claim their due. Quellcrist Falconer is back from the dead, they say, and hunting her down for the First Families is a savage young Envoy called Kovacs who's been in storage ...

From the bestselling author of The Rules of Supervillainy: Cassius Mass was the greatest star pilot of the Crius Archduchy. He fought fiercely for his cause, only to watch his nation fall to the Interstellar Commonwealth. It was only after that he realized the side he'd been fighting for was the wrong one. Now a semi-functional navigator on an interstellar freight hauler, he tries to hide who he was and escape his past. Unfortunately, some things refuse to stay buried and he ends up conscripted by the very people who destroyed his homeland. LUCIFER'S STAR is the first novel of the Lucifer's Star series, a dark science fiction space opera set in a world of aliens, war, politics, and slavery.

Alexandra's older brother died the night he graduated. That day changed everything for her. No longer was she the party girl. No longer did she care about being popular and no longer was her family the happy unit she always thought existed. The only person who could help her heal is the same person who loved her brother as much as she did, his best friend. She only hopes to keep her entire heart from breaking when Jesse will move on, and she knows he will. After Ethan died, Jesse excelled at basketball, partying, and girls. He used it all to turn his emotions off, but the irony was that Alex was the only person who could do that for him. She helped him forget, but she was the one person he shouldn't be with because the secrets he knows could shatter everything. They could shatter her. This is part one, so expect a cliffhanger for an ending.

The heroes have arrived. You've watched them grow. You've learned their secrets. And now, you're about to see them change the world - for better or worse! When a god-like Hyperion discovers his whole life has actually been an elaborate government-made lie, his reaction could mean the end of the Earth! Do the world's other super-powered beings have any chance at stopping Hyperion if the truth sends him over the edge? Collects Supreme Power #7-12.

An atmospheric tale of corruption and abduction set on Mars, from the author of the award-winning science fiction novel Altered Carbon, now an exciting new series from Netflix. From the moment Richard K. Morgan's dazzling debut, Altered Carbon, burst onto the scene, it was clear that a distinctive new voice had arrived to shake up science fiction. His subsequent novels--including the sequels Broken Angels and Woken Furies--confirmed him as a master of hard-boiled futuristic thrillers. Now Morgan returns to the world of SF noir with a riveting tale of crime, corruption, and deadly crisis on a planet teetering close to the edge. On a Mars where ruthless corporate interests violently collide with a homegrown independence movement as Earth-based overlords battle for profits and power, Hakan Veil is an ex-professional enforcer equipped with military-grade body tech that's made him a human killing machine. But he's had enough of the turbulent red planet, and all he wants is a ticket back home--which is just what he's offered by the Earth Oversight organization, in exchange for being the bodyguard for an EO investigator. It's a beyond-easy gig for a heavy hitter like Veil . . . until it isn't. When Veil's charge, Madison Madekwe, starts looking into the mysterious disappearance of a lottery winner, she stirs up a hornet's nest of intrigue and murder. And the deeper Veil is drawn into the dangerous game being played, the more long-buried secrets claw their way to the Martian surface. Now it's the expert assassin on the wrong end of a lethal weapon--as Veil stands targeted by powerful enemies hellbent on taking him down, by any means necessary.

An elite squadron must go undercover behind enemy lines in this thrilling new space adventure from the author of the Odyssey One series. Humanity has reached an uneasy truce with the Empire--but unless the allies bring the fight to the enemy, extinction is all but assured. In preparation for the inevitable next war, Commander Stephen Michaels is at the helm of the Archangel Squadron, and his orders are simple: go rogue. Disguised as mercenaries, Commander Michaels and the Archangels seek valuable intelligence on their imposing foe. Their mission takes them deep into uncharted territory, where they make inroads with the Empire, fiercely guarding their true identities and purpose. Fighting

