

Baen Books Submission Guidelines

THE HELOT WAR!PART II Together the new Royal Spartan Army and its instructors, the 5th Battalion of Falkenberg's Mercenary Legion, have defeated the initial assault of Grand Senator Bronson's terrorist hordes and their techno-ninja allies. But Bronson's hatred of Sparta and the Legion was as strong as ever; thanks to his limitless wealth and high office, the Helots were able to reform, retreat&nd fight again. This time they are doing better. Besieged within, blockaded by the CoDominium without, Sparta grimly fights to preserve its precious experiment in liberty. But just as it seems that the Spartans and their allies might prevail, Bronson has supplied his minions with a battle plan that will bring something worse than a Helot victory. Codename Endlösung-Final Solution. At the publisher's request, this title is sold without DRM (Digital Rights Management).

The is 2072. At the lunar far-side radio observatory, an old school radio broadcast is detected, similar to those broadcast on Earth in the 1940s and early 1950s, but in an unknown language, coming from an impossible source, and originating at an equally impossible location—Proxima Centauri. While the nations of Earth debate making First Contact, they learn that the Proximans are facing an extinction-level disaster, forcing a decision: Will Earth send a ship on a multiyear trip to provide aid? Interstellar travel is not easy, and by traveling at the speeds required to arrive before disaster strikes at Proxima, humans will learn firsthand the effects of Einstein's Special Relativity and be forced to ponder the ultimate of questions of "Are we alone in the universe?" and "What does it mean to be human?" At the publisher's request, this title is sold without DRM (Digital Rights Management). About Travis S. Taylor: "[E]xplores with inventive action."—Publishers Weekly on Travis S. Taylor's The Quantum Connection "[Warp Speed] reads like Doc Smith writing Robert Ludlum. . . . You won't want to put it down."—John Ringo

The battle between democracy and tyranny is joined, and the American Revolution has begun over a century ahead of schedule. A cosmic accident has shifted a modern West Virginia town back through time and space to land in it and its twentieth century fiction in Germany in the middle of the Thirty Years War. History must take a new course as American freedom and democracy battle against the squabbling despots of seventeenth-century Europe. Continuing the story begun in the hit novels 1632 and 1633, the New York Times best-selling creator of Honor Harrington, David Weber, the best-selling fantasy star Mercedes Lackey, best-selling SF and fantasy author Jane Lindskold, space adventure author K. D. Wentworth, Dave Freer, co-author of the hit novels Rats, Bats & Pyramids Scheme (both Baen), and Eric Flint himself combine their considerable talents in a shared-universe volume that will be a "must-have" for every reader of 1632 and 1633.

The Spider: Master of Men! Before there was Batman, before Peter Parkerä after age got the bug to slip on a mask, one Dark Avenger reigned supreme: the Spider! With sardonic wit and fanatical drive, the Spider faces down a literally faceless master villain, stops skyscrapers from melting, and corrals a mind-controlling madman. Let the Spider rise again: a pulp legend forever! Three no-holds-barred pulp blockbusters by one of the greatest story-spinners of all time, the inimitable Novrell Page. At the publisher's request, this title is sold without DRM (Digital Rights Management). _I suppose I've read about 40 Spiders, one after another, much the way some pop amphetamines. . . . If I was a pulp novel, I'd be entitled Slave of the Spider!äDoc Savage author and famed pulp historian, Will Murray.

Babai! Babai!mskone, one of the Hradiani, a race that is despised for their ragged, thirst for blood, and generally uncivilized behavior, runs afoul of the War God and ends up in trouble involving sorcery, demons, and a great deal more. Reprint.

Overlaid

To End in Fire

The Science Fiction Yearbook

Little People!

Submit, Publish, Repeat

A continuation of the saga that began in 1632 and 1633 describes life for the inhabitants of Grantville, an American town from West Virginia that finds itself hurtled back in time and into the middle of the Thirty Years War, as they struggle to bring their advanced technology to the seventeenth century. Original.

AMERICAN FREEDOM AND JUSTICE VS. THE TYRANNIES OF THE SEVENTEENTH CENTURY The new government in central Europe, called the Confederated Principalities of Europe, was formed by an alliance between Gustavus Adolphus, King of Sweden, and the West Virginians led by Mike Stearns who were transplanted into 17th-century Germany by a mysterious cosmic accident. The new regime is shaky. Outside its borders, the Thirty Years War continues to rage. Within, it is beset by financial crisis as well as the political and social tensions between the democratic ideals of the 20th-century Americans and the aristocracy which continues to rule the roost in the CPE as everywhere in Europe. Worst of all, the CPE has aroused the implacable hostility of Cardinal Richelieu, the effective ruler of France. Richelieu has created the League of Ostend in order to strike at the weakest link in the CPE's armoräits dependence on the Baltic as the lifeline between Gustav Adolf's Sweden and the rest of his realm. The greatest naval war in European history is about to erupt. Like it or not, Gustavus Adolphus will have to rely on Mike Stearns and the technical wizardry of his obstreperous Americans to save the King of Sweden from ruin. Caught in the conflagration are two American diplomatic missions abroäRebecca Stearns' mission to France and Holland, and the embassy which Mike Stearns sent to King Charles of England headed by his sister Rita and Melissa Matley. Rebecca finds herself trapped in war-torn Amsterdam; Rita and Melissa, imprisoned in the Tower of London. And much as Mike wants to transport 20th-century values into war-torn 17th-century Europe by Sweet Reason, still he finds comfort in the fact that Julie, who once trained to be an Olympic marksman, still has her rifle. . . . At the publisher's request, this title is sold without DRM (Digital Rights Management).

The mixed Mars population of humans, cyborgs, and half-cyborgs is suddenly beset by strange changes in the computer net on which all Martian life depends

A magazine in paperback book format edited by James Baen and Jerry Pournelle. Jim Baen established his own publishing company in 1983. Using the same format as Destinies, which he edited while working at Ace Books, he published seven issues of Far Frontiers in 1985 and 1986. As solo editor, he resurrected Destinies as New Destinies. Eight issues were published from 1987 to 1990.

Fascinating tales of the small beings in our midst: Elves, pixies, sprites, fairies, gremlins, leprechauns... they are the creatures who inhabit a world just beyond the edges of our dreams. When they enter our conscious lives, they can be delightful and charming—or menacing and frightening. Now, meet these elusive beings—venture into the realms of the... LITTLE PEOPLE! United Impä by L. Sprague de Camp _A Cabin on the Coastä by Gene Wolfe _Cargoä by Theodore Sturgeon _Housing Problemä by Henry Kuttner and C. L. Moore _The Goobersä by Avram Davidson _Fairy Taleä by Jack Dann _A Gift of the Peopleä by Robert Sampson _Trouble with Waterä by H. L. Gold _Send No Moneyä by Gardner Dozois and Susan Casper _The Hobä by Judith Moffett At the publisher's request, this title is sold without DRM (Digital Rights Management).

Servants of War

The Stars Must Wait

Mars Plus

Far Frontiers

Guide to Literary Agents 2019

Armor up for a metal-pounding explosion of action, adventure and amazing speculation by toponoth writersäincluding Nebula-award winner Jack McDevitt, Sean Williams, Dan Abnett, Simon Green, and Jack Campbelläa future warrior that might very well be just around the corner. Science fiction readers and gamers have long been fascinated by the idea of going to battle in suits of powered combat armor or at the interior controls of giant mechs. It's an armor-plated clip of hard-hitting tales featuring exoskeleton adventure with fascinating takes on possible future armors ranging from the style of personal power suits seen in Starship Troopers and Halo to the servo-controlled bipedal beast-mech style encountered in Mechwarrior and Battletech. At the publisher's request, this title is sold without DRM (Digital Rights Management).

Awakened from suspended animation aboard his exploration starship, John Jackson is shocked to discover that the ship never left Earth - and that he has slept a century after a world war. Facing a nightmare wilderness inhabited by neo-barbarians and sentient tanks, Jackson is the only man who can bring the world to its senses.

From "An Abbreviated History of the Bolo": The first completely automated Bolo, designed to operate normally without a man on board, was the landmark XV Model M. This model, first commissioned in the twenty-fifty century, was widely used throughout the Eastern Arm during the Era of Expansion and remained in service on remote worlds for over two centuries, acquiring many improvements in detail while remaining basically unchanged, through increasing sophistication of circuitry and weapons vastly upgraded its effectiveness. The always-present, through perhaps unlikely, possibility of capture and use of a Bolo by an enemy was a constant source of anxiety to military leaders and, in time, gave rise to the next and final major advance in Bolo technology: the self-directing (and, quite incidentally, self-aware) Mark XX Model B Bolo Tremendous. The Mark XX was greeted with little enthusiasm by the High Command, who now professed to believe that an unguided-by-operator Bolo would potentially be capable of running amok...

Her enemies think she has been executed, but Commodore Honor Harrington is actually interned on the prison planet Hell, from which she is determined to escape. Reissue.

It's 1134. In a bleak monastery somewhere in Germany, Paul of Arianu begins the chronicle he has been ordered by his religious superiors to write: the story of the knight Karelian Brandeis, for whom Paul once served as squire, who fell prey to the evil wiles of a seductive sorceress, thereby precipitating civil war and the downfall of a king. But before Paul can set down more than a sentence or two of this cautionary tale, the sorceress herself magically appears to him. He is a liar, she tells him, and always has been. She lays a spell on him: from this moment, he will only be able to write the truth. But what is the truth? All his life he has rearranged his memories to suit his faith. He has judged Karelian, judged the women, judged the world. Now, against his will, an entirely different story begins to emerge.

Prince of Sparta

Echoes Of Honor

Armored

Adventures in Far Futures

The Best of Jim Baen's Universe

Old enough to be Used Young Enough to be Broken Sassinak was twelve when the raiders came. That made her just the right age: old enough to be used, young enough to be broken. Or so the slavers thought. But Sassy turned out to be a little different from your typical slave girl. Maybe it was her unusual physical strength. Maybe it was her friendship with the captured Fleet crewman. Maybe it was her spirit. Whatever it was, it wouldn't let her resign herself to the life of a slave. She bided her time, watched for her moment. Finally it came, and she escaped. But that was only the beginning for Sassinak. Now she's a Fleet Captain with a pirate-chasing ship of her own, and only one regret in her life: not enough pirates. At the publisher's request, this title is sold without DRM (Digital Rights Management).

Top-selling established writers and brilliant newcomers both appear regularly in the online magazine, Jim Baen's Universe, edited by Eric Flint, creator of the New York Times best-selling "Ring of Fire" series. Now, editor Flint selects a generous serving of the best science fiction and fantasy stories that have appeared in the magazine. Hugo and Nebula Award winners such as Mike Resnick and Gene Wolfe are on board, and so are best-selling writers David Drake, Gregory Benford, Esther Friesner and more. Jim Baen's Universe is already a resounding hit on the internet, and is certain to be equally popular in the uncybernetic realm of paper reading as well.

Submit, Publish, Repeat is the definitive guide to publishing your creative writing in literary journals. It helps writers of all levels navigate the often confusing world of literary journals.In this book, you'll learn how to find the right literary journals to submit to, maximize your chances of publication, and build momentum in your writing career.Publishing in literary journals is one of the best ways to find the attention of major publishers. Many, many books deals had their origins in publication by literary journals.A literary journal is a magazine that specializes in publishing works of literary merit. Some focus on a particular genre, like science fiction or crime writing, and others publish poetry, short stories, or flash fiction. Most are open to work of all kinds. Many are open to visual art, as well. If you want to publish poetry, short stories, creative nonfiction, or any type of creative writing in literary journals, this book is for you. It gives you an easy-to-follow formula for publishing your work.

Submit the Yearly Reverse! "I've always tried to write the kind of book I most loved to readächaracter-centered adventure. Readers return to such books because those characters have become their friends, and there is no limit to the number of times you want to be with your friends again."äJulius McMaster Bugold, from The Vorkosigan Companion. It's the companion for everything Miles and Vorkosigan: insightful essays, encyclopedic entries on the characters, the plots andämost of alläthe fantastic world-building! Plus, an extensive storyäbehind-the-story essay on the creation of the books, and a Bujold mini-biography! At the publisher's request, this title is sold without DRM (Digital Rights Management). _Bugold mixes quirky humor with action [and] superb character development. [E]njoyably satisfying."äPublishers Weekly

DISOWNED IN A HARSH GALAXY Cast out by his family and exiled from the Rimward Commonwealth, Simon Forrester must make a new life for himself as an apprentice to the powerful Commerce Guild. But others aboard the merchant vessel Stacked Deck have a hidden agenda that might lead directy to interstellar war. Now with rising tensions between the Commonwealth and the neighboring League of Democracies threatens to erupt into open war, Simon finds himself forced to choose between old and new loyalties, with the fate of an empire at stake! At the publisher's request, this title is sold without DRM (Digital Rights Management).

The Baen Big Book of Monsters

1633

Rogue Bolo

The Vorkosigan Companion

Writer's Market 2019

Edited by bestselling author George R. R. Martin, in the next Wild Cards adventure we follow John Fortune, son of two of the most powerful and popular Aces the world has ever seen. In Death Draws Five, John Fortune's card has finally turned. He's an Ace! And proud of it. . . . except that his new powers put him on a collision course with enemies he never knew he had. Is he the new messiah? Or the Anti-Christ? Or is he just a kid who's in over his head and about to drown? It's really quite simple. Mr. Nobody wants to do his job. The Midnight Angel wants to serve her Lord. Billy Ray, dying from boredom, wants some action. John Nighthawk wants to uncover the awful secret behind his mysterious power. Fortunato wants to rescue his son from the clutches of a cryptic Vatican office. John Fortune just wants to catch Siegfried and Ralph's famous Vegas review. The problem is that all roads, whether they start in Turin, Italy, Las Vegas, Hokkaido, Japan, Jokertown, Snake Hill, the Short Cut, or Yazoo City, Mississippi, lead to Leo Barnett's Peaceable Kingdom, where the difference between the Apocalypse and Peace on Earth is as thin as a razor's edge and where Death himself awaits the final, terrible turn of the card. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

MILITARY FANTASY FROM THE CREATOR OF MONSTER HUNTER INTERNATIONAL LARRY CORREIA AND MASTER OF HORROR STEVE DIAMOND Horror in the trenches! The war between Almacia and the Empire of Kolakovia is in its hundredth year. Casualties heap even higher on both sides as the conflict leaves no corner of the world untouched. Ilarion Glaskov's quiet life on the fringes of the empire is thrown into chaos when tragedy strikes his village. When he is conscripted into the Tsarist military, he is sent to serve in The Wall—an elite regiment that pilots suits of armor made from the husks of dead golems. But the great war is not the only—or even the worst—danger facing Ilarion, as he is caught in a millennia-old conflict between two goddesses. In order to triumph, he must survive the ravages of trench warfare, horrific monsters from another world, and the treacherous internal politics of the country he serves.

About Servants of War: "Servants of War is a gritty, militaristic fantasy that is both engrossing and scary as hell. . . . It gripped me from the beginning and consumed most of a Sunday for me. . . . It's exactly what people want in dark fantasy, and I wholeheartedly recommend it to anyone who is looking for that sort of thing."—Warped Factor "Solid characterization, great world-building, intense action. . . . a great read."—Ellistit Book Review About Larry Correia: "Correia lives on the intrigue, action, and cliffhangers in the invigorating second Saga of the Forgotten Warrior epic fantasy. . . . Correia also weaves in elements that question the value of belief and the cost of giving authority to those who find more profit in preying on the weak. . . . Brisk fight scenes, lively characters, and plenty of black humor continue to make this series a real pleasure."—Publishers Weekly "This book has everything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher, creator of the New York Times best-selling Dresden Files "Best-selling fantasy author Correia casts a compelling spell with this India-influenced series opener. . . . Correia skillfully sets in motion this story of plots within plots,

revealing complex, sympathetic characters and black-hearted villains with equal detail and insight. Full of action, intrigue, and wry humor, this exciting series launch promises many more thrills to come."—Publishers Weekly, starred review "Fans who like Correia's fast-moving style will be pleased with the plethora of action scenes, and epic fantasy readers interested in delving into a new universe should be equally satisfied. A solid choice for admirers of Brent Weeks and Brandon Sanderson's Mistborn series."—Library Journal "Correia is, above all, a storyteller, and he weaves a unique and entertaining tale. Without question, his action sequences pop on the page, his magic system has a nice wrinkle, and he has the foundations laid out for some excellent character growth as the series continues. . . . [A] definite hit." —Bookreporter "The lore here is fascinating and well told. I enjoyed learning the history of the world and the legend of Ramrowan. The politics are just complicated enough to feel real without being too difficult to follow. Where the book truly shines, however, is in the characters. All are well drawn and distinctively voiced."—SFcrowsnest "I loved the book, it was great, fast paced, with wonderful characters, and also a lot of wonderful scenes that screamed to be painted."—Larry Elmore, legendary award-winning artist and cover artist for Son of the Black Sword "Son of the Black Sword: Saga of the Forgotten Warrior tells of what happens after the war with the gods, when demons were cast out and fell to the world to nearly destroy these unstoppable beasts until the gods sent a hero to save them. Centuries have passed since this event and the people have regulated these events to legend. One Ashok has been chosen to be a protector with a powerful weapon in hand, uncovering those who still practice old ways and are potential dangers to the order—but when he discovers all his efforts have been based on a lie, everything's about to change. A powerful epic fantasy evolves into a solid, compelling read."—Midwest Book Review "[A] no-holds-barred all-out page-turner that is part science fiction, part horror, and an absolute blast to read." —BookReporter.com "A gun person who likes science fiction—, heck, anyone who likes science fiction—will enjoy [these books]. . . . The plotting is excellent, and Correia makes you care about the characters. . . . I read both books without putting them down except for work. . . . so whaddaya waitin' for? Go and buy some. . . . for yourself and for. . . . stocking stuffers."—Massad Ayobä "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly on Monster Hunter Vendetta About Steve Diamond: "Residue will scare you—that's its primary goal—but along the way it will touch you, shock you, make you laugh, make you cheer, and make you think. Horror has been waiting for Steve Diamond." — Dan Wells

Twenty years after Earth is conquered by invaders from space, the exiled US government has a chance to reclaim their lost planet 2513 AD. For the past generation, since Earth was taken over by the Invaders, the US president and his cabinet have lived in exile on a planet in orbit around faraway Alpha Centauri. The Centaurian colony has become the center of the human race, reducing Earth to a backwater region in a sprawling foreign domain. But the banished American leaders still have a powerful yearning to return home. Now, President Ralph Wireman and his government finally have the financial aid and weaponry needed to retake their native planet. Wireman's son, Michael, is parachuted to Earth as a Free Terrestrial, where the military-trained warrior is thrust into battle not between human and alien, but among factions of outlaw earthlings who demand nothing less than his total surrender. A novel about war, politics, and assimilation, Falling Torch also presents an incisive portrait of one man's aspirations of greatness and leadership.

THE CHANGING OF THE GUARDS SAGA CONTINUES. ADVENTURE AND INTRIGUE IN HONOR HARRINGTON'S STAR KINGDOM FROM NEW YORK TIMES BEST-SELLING AUTHORS DAVID WEBER AND ERIC FLINT. The Solarian League lies in defeat, crushed by the Grand Alliance of Manticores, Haven, and Grayson. Obedient to the Alliance's surrender demands, the League is writing a new Constitution, to prevent the reemergence of out-of-control bureaucrats, like the "Mandarins" who led it to disaster. Frontier Security has been disbanded, the outer worlds have regained control of their own economic destinies, and multiple star systems will soon secede from the League entirely. Yet the League is—and will remain—the largest, most economically powerful human star nation in existence, and despite the overwhelming evidence that their unselected political leaders were the driving force behind the war, many League citizens deeply resent the fashion in which their star nation—the Solarian League—has been humbled. And those who most resent the Grand Alliance continue to blame Manticores for the nuclear bombardment of the planet Meesa after its surrender. They refuse to accept that the League—and the members of the Grand Alliance—could have been manipulated by a deeply hidden interstellar conspiracy called the Mesan Alignment. The Alignment is only an invention of the Grand Alliance, no more than a mask, a cover, for its own horrific Eridani Violations. Those Solarians will never accept the war guilt of the League, because they know the Grand Alliance was just as bad. Because they deeply resent the way in which the Grand Alliance pretends to be the innocent "good guys." And in the fullness of time, those Solarians will seek vengeance upon their enemies. Not all Solarians feel that way, but even some of those who accept that there was an interstellar conspiracy cherish doubts about its origins. But it is still out there, and now defeated Solarians and agents of the victorious Alliance must join forces to find it. Even if they don't believe in it, it believes in them. They must find it and identify it, to prove to revanchist Solarians that there was a conspiracy. And they must find it and destroy it to end its evil once and for all. The Crown of Slaves Honorverse Series: Crown of Slaves Torch of Freedom Cauldron of Ghosts At the publisher's request, this title is sold without DRM (Digital Rights Management). About the Crown of Slaves Saga: "Fans of Weber's Honor Harrington series. . . . will be delighted with this offshoot in which he and coauthor Flint develop several situations and characters from other stories. . . . This outstanding effort transcends the label 'space opera' and truly is a novel of ideas."—Publishers Weekly About David Weber: "[A] balanced mix of interstellar intrigue, counterespionage, and epic fleet action. . . . with all the hard- and software details and tactical proficiency that Weber delivers like no one else; along with a large cast of well-developed, believable characters, giving each clash of fleets emotional weight."—Booklist "[M]oving. . . . as inexorably as the Star Kingdom's Grand Fleet, commanded by series protagonist Honor Harrington. . . . Weber is the Tom Clancy of science fiction. . . . His fans will relish this latest installment."—Publishers Weekly "This entry is just as exciting as Weber's initial offering. . . . The result is a fast-paced and action-packed story that follows [our characters] as they move from reaction to command of the situation. Weber builds Shadow of Freedom to an exciting and unexpected climax."—The Galveston County Daily News "Weber combines realistic, engaging characters with intelligent technological projection and a deep understanding of military bureaucracy in this long-awaited Honor Harrington novel. . . . Fans of this venerable space opera will rejoice to see Honor back in action."—Publishers Weekly "This latest Honor Harrington novel brings the saga to another crucial turning point. . . . Readers may feel confident that they will be Honored many more times and enjoy it every time."—Booklist About Eric Flint: "This alternate history series is. . . . a landmark. . . ."—Booklist "[Eric] Flint's 1632 universe seems to be inspiring a whole new crop of gifted alternate historians."—Booklist "[R]eads like a technothriller set in the age of the Medicis. . . ."—Publishers Weekly

Echoes Of HonorBaen Books

Death Draws Five

Space Pioneers

The Spider: City of Doom

Shooting the Rift

Knight Watch

Includes "one-year access to the literary agent content on WritersMarket.com"~Cover.

While Esmay Suiza and Barin Serrano struggle to convince their families that their marriage is good for everyone, rumors that the Space Service was unwittingly given bad drugs cause violent reactions. Reprint.

BUILD-A-BEAR WORKSHOP MEETS JURASSIC PARK WHEN A NEWLY GRADUATED GENETIC ENGINEER GOES TO WORK FOR A COMPANY THAT AIMS TO PRODUCE CUSTOM-MADE DRAGONS Noah Parker, a newly minted Ph.D., is thrilled to land a dream job at Reptilian Corp., the hottest tech company in the American Southwest. He's eager to put his genetic engineering expertise to use designing new lines of Reptilian's feature product: living, breathing dragons. Although highly specialized dragons have been used for industrial purposes for years, Reptilian is desperate to crack the general retail market. By creating a dragon that can be the perfect family pet, Reptilian hopes to put a dragon into every home. While Noah's research may help Reptilian create truly domesticated dragons, Noah has a secret goal. With his access to the company's equipment and resources, Noah plans to slip changes into the dragons' genetic code, bending the company's products to another purpose entirely. . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). About Dan Koboldt: ". . . very readable and highly enjoyable. . . . Characters that are more than the sum of their parts, a world that has so much to offer, and a story that races along space. . . ."—SFf World on The World Awakening

Thrilling in the history of artillery and unsurpassed in its ability to reason, Bolo replaced man in that most human of endeavors: war. In these scintillating tales of the ever-advancing Dinochrome Brigade, the most effective weapons ever devised of their own story in action-packed chronicles of extra-terrestrial adventure. Bolo: fighting in proud combat as monster saviors of their human creators.

Features Baen Books, a publisher of science fiction and fantasy books in Riverdale, New York. Lists new and future books. Offers access to read sample chapters and see the catalog. Contains an author appearance calendar and submission guidelines. Posts contact information via mailing address and e-mail.

In Fury Born

Born to Run

A Novel of the Serrated Edge

Bolo

Baen Books

Want to get published and paid for your writing? Let Writer's Market 2019 guide you through the process with thousands of publishing opportunities for writers, including listings for book publishers, consumer and trade magazines, contests and awards, and literary agents—as well as new playwrighting and screenwriting sections. These listings feature contact and submission information to help writers get their work published. Beyond the listings, you'll find all-new material devoted to the business and promotion of writing. Discover the secrets to ten-minute marketing, how to make money covering live events, and seven steps to doubling your writing income. Plus, you'll learn how to do video effectively, create a business plan for success, and so much more. This edition includes the ever-popular pay-rate chart and book publisher subject index! You also gain access to: • Lists of professional writing organizations • Sample query letters

Three runaways become unwitting pawns in a deadly war between the good elves, whose interests lie in stock car racing, and the bad elves, who have gotten into kiddie porno rings and snuff films.

Final Frontiers: an anthology of stories from classic and contemporary masters that explores the wide-open frontier that may await humanity when we take to the stars. DON'T YOU KNOW YOUR FUTURE IS IN SPACE? Since the dawn of time, humankind has felt the urge to explore the four corners of our globe. To push at the boundaries of our world and discover what lies over the horizon. And since the dawn of science fiction, writers have wondered about the next frontier: the one that lies Out There. Here then, a generous collection of stories that reach out into the unknown void, finding awe, wonder, other minds—even terror. But always going beyond the world we know to explore a universe strange beyond the outermost limits of human imagination. Stories of brave men and women who risk all to explore, colonize, and settle the vast reaches of space. As e. cummings put it, "Isten: there's a hell of a good universe next door; let's go." Well said, but there's a hell of a big, strange universe right here. And it's waiting for us all! Great tales of space exploration and pioneering by David Drake, Sarah A. Hoyt, Theodore Sturgeon, Edmond Hamilton, and more. At the publisher's request, this title is sold without DRM (Digital Rights Management). About some of the contributors: [David Drake is] a superb storyteller. . . . [first-rate science fiction, demonstrating how short stories can still entertain]."—Library Journal ". . . first-rate science fiction, demonstrating how short stories can still entertain."—Galveston County Daily News A Cosmic Christmas 2: You "This creative and sprightly Christmas science fiction anthology spins in some surprising directions. . . . A satisfying read for cold winter evenings. . . . a great stocking stuffer for SF fans."—Publishers Weekly As Time Goes By: ". . . does an excellent job of exploring not only romance through time travel—relationships enabled or imperiled by voyaging through time—but the intrinsic romance of time travel itself. . . . The range of styles and approaches is as wide as the authors' sensibilities and periods might suggest. . . . full of entertaining and poignant stories. . . ."—Alvaro Zinos-Amaro, IntergalacticMedicineShow.com

Three masters of speculative fiction, including Roger Zelazny, Stephen Baxter, Gregory Benford, and Nancy Kress, explore the future of computerized intelligence and how humanity will interact with machines that can outthink them—and are learning to outsmart them. Original. NEW TIME TRAVEL. ALT. HISTORY FROM A MASTER: Flint's King of Fire and Boundary series have proved him to be a master of time travel alternate history. Here then, a new tale of persons displaced in time, fighting for their lives. Twice before, mysterious cosmic catastrophes have sent portions of the Earth across space and back in time—first, with the Grantville Disaster in West Virginia, and then again with a maximum security prison in southern Illinois. Now, the planet is struck with yet another such cataclysm, whose direct impact falls upon the Queen of the Sea, a cruise ship in the Caribbean. When the convulsions subside, the crew and passengers of the ship discover that they have arrived in a new and frightening world. They are in the Mediterranean now, not the Caribbean. Still worse, they discover that the disaster has sent them more than two thousand years back in time. Following the advice of an historian among the passengers, Marie Easley, they sail to Egypt—or, at least, where they hope Egypt will be. Sure enough, Egypt is there—ruled over by Ptolemy, the founder of the Ptolemaic dynasty and one of Alexander the Great's chief generals. Alexander the Great, it turns out, died just two years ago. The western world has just entered what would become known as the Hellenistic Period of history, during which time Greek civilization would spread around the Mediterranean and beyond. But the first fifty years of the Hellenistic Period was the Age of Diadochi—the Time of the Successors—when Alexander's empire would collapse into chaos. By the time the Successors finished their strife, every single member of Alexander's dynasty would be murdered and only three of the generals who began that civil war would still be alive. That is the new world in which the Queen of the Sea finds itself. Can Marie Easley and Captain Lars Flodden guide the crew and passengers through this cataclysm? Fortunately, they have some help: a young Norwegian ship's officer who forms an attachment to Alexander's widow; a French officer who is a champion pistol marksman; a Coney Congressman from Utah—and, most of all, many people of the time who are drawn to a vision of the better world of the future. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Eric Flint's King of Fire series: "This alternate history series is...a landmark..."—Booklist "[Eric] Flint's 1632 universe seems to be inspiring a whole new crop of gifted alternate historians."—Booklist "...reads like a technothriller set in the age of the Medicis..."—Publishers Weekly

The Grantville Gazette

Ring of Fire

The Alexander Inheritance

The Black Challenge

SIZE MATTERS From the dragons of legend to Jack the Giant Killer's colleague to King Kong and Godzilla, people have found the idea of giant creatures both scary and fascinating. Why so many should find accounts of a critter big enough to gulp down a puny human like an insignificantly small hor d-oeuvre or step on said human and leave a grease spot might be explained by the psychologists, but such yarns are undeniable fun, and here-s a book crammed full of things that you can-t outrun because they take _bigsteps, by writers with equally large reputations, including: David Drake, best-selling author of the Hammer-s Slammers and RCN series, describes the far future plight of an unusual descendant of present-day humans, who-s being pursued by the descendants of another species, which are much larger than they were in our time. Robert Bloch, winner of the Hugo award and the lifetime achievement award of the World Fantasy Convention, and author of the classic horror novel _Psycho, introduces an unusual orphan and aspiring thespian who was much more than he seemed and was destined to play the biggest role of anyone's lifetime. Philip Wylie, co-author of the SF classic, _When Worlds Collide, and other imaginative works, tells of the arrival of a very _very tall giant upon Earth and what happened next, in a sharp-edged satiric tale. Murray Leinster, known as the Dean of Science Fiction Writers, spins a yarn of a stranded starship whose crew must get replacement parts from an abandoned outpost in order to take off againä if they can reach the outpost through the swarming gigantic insect life of the planet. H.P. Lovecraft, _renowned master of horror, is on board with a story of a star-ship that is wrecked in the North Atlantic, and the crew must survive versus alien creatures. Best fictional use of a Volvo station wagon ever."—Larry Correia About Tim Akers: "A must for all epic fantasy fans."—Starburst "Full of strong world building, cinematic and frequent battle scenes, high adventure, great characters, suspense, and dramatic plot shifts, this is an engaging, fast-paced entry in a popular subgenre."—Booklist (starred review) "Take a bit of fantasy, mix in the horror of the demonic, and put in some top-notch writing and you'll have Akers' latest novel."—Hellnotes "Fast-paced. . . . an epic fantasy story with action, intrigue and a good story."—RPG "Delivers enough twists and surprises to keep readers fascinated...contains action, grittiness, magic, intrigue and well created characters."—Rising Shadow "An extremely well-developed secondary world."—SF Signal

When her world is destroyed by seemingly unstoppable planet pirates and her family is slaughtered, former commando leader Alicia DeVries turns pirate herself, steals a cutting-edge ship from the Empire, and launches a campaign to seek revenge on those responsible, only to find that her fellow veterans are equally determined to stop her, in an expanded new version of the classic novel Path of the Fury.

A.s

Change Of Command

Cosmic Tales

The Annals of the Dinochrome Brigade

Ordering In

RRR in The Court!

ORDER IN THE COURT! A new anthology of science fiction stories that explores what the future of jurisprudence might well be like, with thrilling, hilarious, and downright entertaining results! So much fun, it oughta be illegal! Stories by Robert A. Heinlein, Clifford D. Simak, Sarah A. Hoyt, and more. Lawyers—pardon me, attorneys—may be portrayed in fiction as the good guys (and gals) or as greedy conniving shysters. In mundane fiction, the former are represented ably by Earle Stanley Gardner's Perry Mason and by Harper

Lee's *Atticus Finch* in *To Kill a Mockingbird* (we'll pass over her other novel, *Go Set a Watchman*, with a less inspiring portrait—consider it obviously set in a parallel world). The less favorable view was expressed by Edgar Rice Burroughs in his SF classic, *A Princess of Mars*, in which his doubly immortal John Carter observes that the Martians are very fortunate in that, while they may behave with savage cruelty, and are constantly at war, at least they have no lawyers. Both views of the legal profession have been explored in science fiction and fantasy since John Carter set foot on the Red Planet, as well as looking into possible ways that future punishment for crimes may change, not necessarily for the better. Some of science fiction's greatest talents are included in this book, including classics by Robert A. Heinlein, Larry Niven, Clifford D. Simak, Robert Silverberg, and more, and newer stories by Sarah A. Hoyt, Alex Shvartsman, and Alvaro Zinos-Amaros, and still other stellar talents bringing down the judge's gavel with a verdict of excellent entertainment. At the publisher's request, this title is sold without DRM (Digital Rights Management). Praise for the contributors: Robert A. Heinlein: "[Stories] as sleekly engineered as a starship."—*Publishers Weekly* Larry Niven: "[A] writer of supreme talent . . ."—Tom Clancy Clifford D. Simak: "[W]armth, imaginative detail . . . finely rendered . . ."—John Clute, *The Encyclopedia of Science Fiction* Robert Silverberg: ". . . when Silverberg is at the top of his form, no one is better."—George R. R. Martin Sarah A. Hoyt: ". . . fanciful and charming."—*Library Journal*

Domesticating Dragons

Saving Proxima

How to Publish Your Creative Writing in Literary Journals

The Most Trusted Guide to Getting Published

Sassinak