

The Lost Fleet Beyond The Frontier Steadfast

Admiral Geary's First Fleet of the Alliance survives the journey deep into unexplored interstellar space, a voyage that led to the discovery of new alien species, including a new enemy and a possible ally.

"One of the best military science fiction series on the market," (Monsters and Critics) The Lost Fleet delivers thrilling combat on a grand space opera scale. Now, Admiral John "Black Jack" Geary embarks on a brand new mission—to defend the Alliance from itself—in New York Times bestselling author Jack Campbell's latest action-packed novel... Two Syndicate World star systems have fallen prey to a mysterious fleet of warships—a fleet controlled entirely by artificial intelligence—that is now targeting Alliance space. The warships are no mystery to Geary. They were developed by his government to ensure security, but malfunctioned. If the Syndics learn the truth, the war with the Alliance will resume with a vengeance. As the government attempts to conceal the existence of the A.I. warships—and its role in their creation—Geary pursues them, treading a fine line between mutiny and obedience. But it soon becomes clear that his fleet is no match for the firepower of the machine-piloted armada. With the help of the Dancer species of aliens, Geary has tracked the A.I. ships to their secret base in the supposedly mythical Unity Alternate star system where his fleet, the last hope of the Alliance's future, will end the conflict at any cost...

Admiral John "Black Jack" Geary may have saved the Alliance only to destroy it, in this thrilling and eagerly awaited continuation of the New York Times bestselling series. Geary believed in the Alliance. Even when he uncovered overwhelming evidence that the highest echelons of the government and fleet command were involved in secret programs and prison camps, he believed it was worth saving. And that his duty was to see that justice was served even though some factions feared that revealing the truth would cause the Alliance to crumble. But after narrowly surviving two assassination attempts when he brings evidence of the misdeeds to the capital star system, Geary realizes that some have decided the easiest way to make the Alliance's problems go away is to get rid of him. He finds himself ordered to undertake a perilous new mission outside of the reaches of human-occupied space while the Senate clashes over the evidence. Geary's warships must escort a diplomatic and scientific mission across the dangerous, disintegrating remnants of the Syndicate Worlds empire. But even if he can make it to Midway Star System, the gateway to alien-controlled space, Geary will face former Syndicate officials who have rebelled and regard the Alliance with deep suspicion. And that will be the easy part. . . .

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

Boundless

The Lost Fleet: Victorious

The Lost Fleet: Corsair #1

Guardian

New York Times bestselling author Jack Campbell continues his "series of fast-paced adventure" (SFRevu) as The Lost Fleet: Beyond the Frontier continues... Admiral John "Black Jack" Geary and the crew of Dauntless have safely escorted important alien representatives to Earth. But before they can depart for home, two of Geary's key lieutenants vanish. The search for his missing men leads Geary on a far-flung chase, ultimately ending at the one spot in space from which all humans have been banned: the moon Europa. Any ship that lands there must stay or be destroyed? leaving Geary to face the most profound moral dilemma of his life. To make matters worse, strains on the Alliance are growing as the Syndics continue to meddle. Geary is ordered to take a small force to the border of Syndic space. But what he finds there is a danger much greater than anyone expected: a mysterious threat that could finally force the Alliance to its knees?

The first novel in the New York Times bestselling Lost Fleet series! The Alliance has been fighting the Syndics for a century—and losing badly. Now its fleet is crippled and stranded in enemy territory. Their only hope is a man who's emerged from a century-long hibernation to find he has been heroically idealized beyond belief.... Captain John "Black Jack" Geary's exploits are known to every schoolchild. Revered for his heroic "last stand" in the early days of the war, he was presumed dead. But a century later, Geary miraculously returns and reluctantly takes command of the Alliance Fleet as it faces annihilation by the Syndics. Appalled by the hero-worship around him, Geary is nevertheless a man who will do his duty. And he knows that bringing the stolen Syndic hypernet key safely home is the Alliance's one chance to win the war. But to do that, Geary will have to live up to the impossibly heroic "Black Jack" legend....

Admiral Geary's First Fleet of the Alliance has survived the journey deep into unexplored interstellar space, a voyage that led to the discovery of new alien species, including a new enemy and a possible ally. Now Geary's mission is to ensure the safety of the Midway Star System, which has revolted against the Syndicate Worlds empire—an empire that is on the brink of collapse. To complicate matters further, Geary also needs to return safely to Alliance space not only with representatives of the Dancers, an alien species, but also with Invincible, a captured warship that could possibly be the most valuable object in human history. Despite the peace treaty that Geary must adhere to at all costs, the Syndicate Worlds regime threatens to make the fleet's journey back grueling and perilous. And even if Geary escorts Invincible and the Dancers' representatives home unharmed, the Syndics' attempts to spread dissent and political unrest may have already sown the seeds of the Alliance's destruction...

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Captain John 'Black Jack' Geary is an Alliance legend, revered for his heroic 'last stand' in the early days of the war against the Syndicate. Long presumed dead, Geary miraculously returned from survival hibernation a century later, reluctantly taking command of the Alliance Fleet as it faced annihilation after a disastrous battle by Syndics. Thanks to a brave rearguard action by Black Jack's relation, Captain Michael Geary, the fleet escaped destruction – but Michael was captured and has been held prisoner by the Syndics, despite the end of the war between the Alliance and Syndics which should have seen him freed. Now, Michael Geary has struck a deal with Executive Destina Aragon, leader of the Tigres, who has rebelled against the Syndic, to help them capture a "Mobile Forces Unit" – a Syndic battleship – and help her troops get home.

The Lost Fleet: Beyond the Frontier: Steadfast

Dreadnaught

Fate of the Free Lands

Beyond the Frontier: Guardian

After being betrayed by the Syndicate, Artur Drakon and Gwen Icení stage a coup for control of Midway in the first novel in a spin-off of the New York Times best-selling Lost Fleet series. 75,000 first printing.

From the author of the New York Times-bestselling Lost Fleet series comes 11 action-packed stories of space exploration. In Jack Campbell's Lost Fleet series, Campbell's hero Captain "Black Jack" Geary explores the furthest reaches of space. Here, Campbell explores what kinds of problems mankind might face as our horizons expand. The third in a series of collections of Campbell's short stories includes some of Campbell's favorite stories, and some of his earliest. A brand-new author's note accompanies each story. "Lady Be Good" is one of Campbell's most popular stories, winner of Analog magazine's "AnLab" reader poll for Best Short Story and cited in Gardner Dozois's Year's Best SF. The Lady Be Good is an old ship, running obscure routes (not all on the right side of the law), with her loyal first officer Kilcannon and reclusive captain. When Kilcannon decides to rescue the survivors of an attack on a Vestral Company ship, a mysterious new passenger thanks him by asking difficult questions about the Lady, with unexpected answers. In "Kyrie Eleison," the Verio shipwrecked centuries ago on an out-of-the-way planet, and the descendants of the ship's survivors have gotten along as well as they can by following the orders that were passed on to them. But those orders weren't intended to govern life on the planet's surface, and when the Bellegrange arrives on a rescue mission, her captain will have to reckon with the unexpected social order on the planet. In "Do No Harm", a ship is so technologically advanced that it can repair itself—but turning over the keys might not be the best idea. And in "Down the Rabbit Hole," a series of failed attempts at faster-than-light travel lead to a novel approach: sending an untested Naval captain out in a space ship to see if he can figure out what's gone wrong. With eleven stories in all, Ad Astra is the most multi-faceted introduction to the short fiction of Jack Campbell, and an essential complement to his bestselling book-length work.

A young fleet officer and a Marine stand together to defend their colony in the continuation of the powerful and action-packed Genesis Fleet saga from New York Times bestselling author Jack Campbell. In the three years since former fleet officer Rob Geary and former Marine Mele Darcy led improvised forces to repel attacks on the newly settled world of Glenlyon, tensions have only gotten worse. When one of Glenlyon's warships is blown apart trying to break the blockade that has isolated the world from the rest of human-colonized space, only the destroyer Saber remains to defend it from another attack. Geary's decision to take Saber to the nearby star Kosatka to safeguard a diplomatic mission is a risky interpretation of his orders, to say the least. Kosatka has been fighting a growing threat from so-called rebels--who are actually soldiers from aggressive colonies. When a "peacekeeping force" carrying thousands of enemy soldiers arrives in Kosatka's star system, the people of that world, including Lochan Nakamura and former "Red" Carmen Ochoa, face an apparently hopeless battle to retain their freedom. It's said that the best defense is a good offense. But even if a bold and risky move succeeds, Geary and Darcy may not survive it...

Awakened from a cryogenic sleep to win the century-long conflict between the Alliance and the Syndicate Worlds, Captain John "Black Jack" Geary discovers that his loyalty is being questioned and suspects that he is being deliberately sent on a suicide mission.

The Lost Fleet: Dauntless

Ad Astra

Resolute

Beyond the Frontier - Steadfast

"Black Jack" Geary has ordered his fleet back to the Lakota Star System where the Syndics nearly destroyed them, a desperate gamble that may give them a fighting chance of survival?or tear them apart."
--Amazon.com.

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

After rescuing POWs from a labor camp in the Heradao Star System, Captain John "Black Jack" Geary discovers that the Syndics plan to ambush his fleet, forcing him to jump from one star system to the next in an effort to avoid the enemy.

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...

The Lost Fleet: Courageous

The Lost Fleet: Beyond the Frontier: Leviathan

The Lost Fleet: Valiant

Triumphant

"Admiral John "Jack Black" Geary and the crew of Dauntless have safely escorted important alien representatives to Earth. But before they can depart for home, two of Geary's key lieutenants vanish. The search for the missing men leads Geary on a far-flung chase, ultimately ending at the one spot in space from which all humans have been banned: the moon Europa. Any ship that lands there must stay or be destroyed- leaving Geary to face the most profound moral dilemma of his life."--Back cover.

The Lost Fleet: Relentless found its way onto the New York Times bestseller list... Now Victorious leads the charge again-and "Black Jack" Geary is in command... As war continues to rage between the Alliance and Syndicate Worlds, Captain "Black Jack" Geary is promoted to admiral-even though the ruling council fears he may stage a military coup. His new rank gives him the authority to negotiate with the Syndics, who have suffered tremendous losses and may finally be willing to end the war. But an even greater alien threat lurks on the far side of the Syndic occupied space.

Returning from survival hibernation and assuming the command of the Alliance fleet, legendary hero Captain John "Black Jack" Geary must retrieve the stolen Syndic hypernet key to save the Alliance from destruction at the hands of the Syndics. Original.

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

The Lost Fleet: Corsair #2

Ascendant

The Lost Fleet: Relentless

Beyond the Frontier : Guardian

Trapped inside the Empire, Captain Jules of Landfall has to use every deadly trick and strategy she knows to avoid recapture by the Emperor's legions, and stay alive despite every attempt the Mages make to kill her. The only chance to get away may require walking back into the trap she barely escaped the first time. But even her freedom won't be enough. The prophecy that consumes Jules's life demands she has an heir to carry on her line. Yet how can she satisfy that while being hunted everywhere? And what might the prophecy cause to happen if she doesn't have a child? Battling wind, waves, implacable Mage assassins, and Imperial ships, Jules is forced to turn to an unlikely ally—the hated Mechanics. She must gather men, women, and ships from all of the new settlements to face the Imperial legionaries and galleys. For only Jules can lead the free people of the west in the final battle that could be their salvation—or the destruction of all that she's fought for.

Admiral John "Black Jack" Geary journeys home with a captured warship and representatives of an alien species while staying one step ahead of the threatening Syndicate Worlds regime.

CAMPBELL/LOST FLEET VALIANT

'Invincible' continues the story begun in 'Dreadnaught', following the trials and tribulations of Admiral John 'Black Jack' Geary and Captain Desjani.

Swords and Saddles

The Lost Fleet: Fearless

The Lost Stars: Imperfect Sword

The Alliance has been fighting the Syndic for a century, and losing badly. Now its fleet is crippled and stranded in enemy territory. Their only hope is Captain John 'Black Jack' Geary - a man who has emerged from a century-long hibernation himself heroically idealized beyond belief.

A young fleet officer and a Marine must stand together to defend their neighbors and their colony in this return to action-packed Genesis Fleet saga from New York Times bestselling author Jack Campbell. The recently colonized Glenlyon has learned that they're stronger when they stand with other star systems than they are on their own. But their neighbor Kosatka against an invasion, Glenlyon has become a target. The aggressive star systems plan to neutralize Glenlyon before striking again. An attack is launched against Glenlyon's orbital facility with forces too powerful for the Alliance. Rob Geary to counter using their sole remaining destroyer, Saber. Mele Darcy's Marines must repel repeated assaults. A hacker tries to get into the enemy systems to give Saber a fighting chance. To survive, Glenlyon needs more firepower than its only source for that is their neighbor Kosatka or other star systems that have so far remained neutral. But Kosatka, the remnants of the invasion forces on its own world, and if it sends its only remaining warship to help will be left vulnerable against another invasion. While Carmen Ochoa fights for the freedom of Kosatka, Lochan Nakamura must survive as he tries to convince other worlds to join a seemingly hopeless struggle. As star systems founded by people seeking autonomy, will Kosatka, Glenlyon and others be able to overcome deep suspicions of surrendering any authority to the free star systems stand together in a new Alliance, or fall alone?

"Two Syndicate Worlds star systems have fallen prey to a mysterious fleet of warships, a fleet controlled entirely by artificial intelligence that is now targeting Alliance space. The warships are no mystery to Geary. They were developed by his grandfather to ensure security, but malfunctioned. If the Syndics learn the truth, the war with the Alliance will resume with a vengeance. The government attempts to conceal the existence of the AI warships and its role in their creation, Geary pursues t

fine line between mutiny and obedience"--

View our feature on Jack Campbell's *The Lost Fleet: Beyond the Frontier: Dreadnaught*. The New York Times bestseller that delivers "edge-of-your-seat combat" (Elizabeth Moon, author of the *Vatta's War* series). The Alliance woke Captain "Black Jack" Geary from cryogenic sleep to take command of the fleet in the century-long conflict against the Syndicate. Now Fleet Admiral Geary's victory has earned him the adoration of the people--and the enmity of politicians convinced a living hero can be a very inconvenient thing. Geary knows that members of the military high command and the government question his loyalty to the Alliance and fear his staging a coup--so he can't help but wonder if the newly christened *Dreadnaught* is being deliberately sent to the far side of space on a suicide mission.

Dauntless

Invincible

Lost Fleet: Beyond the Frontier: Invincible

Vanguard

CAMPBELL/LOST FLEET COURAGEOUS

The New York Times--bestselling author of the *Lost Fleet* series tells tales of an alien ambush, time-traveling cavalymen, and a military lawyer in space. In his New York Times bestselling *Lost Fleet* series, author Jack Campbell has taken readers and Captain "Black Jack" Geary on a fast-paced journey of conquest across vast reaches of space. Now, in the three novellas contained in *Swords and Saddles*, first in a series of short fiction collections from Jack Campbell, readers can explore the entire universe of Campbell's fiction. A new author's note accompanies each story. Begin by entering "The Rift." Answering a distress call from a colonized planet, a combat team finds themselves ambushed. They manage to scabble their way to a remote research facility in the countryside, joining a group of schoolchildren that have holed up with the researchers--three groups united in fear that their lives will last only as long as they can avoid discovery by the aliens that have come to their planet. When the aliens do come, it becomes clear that despite all the years of research, the humans' understanding of the aliens is woefully incomplete. "Swords and Saddles" is one of several alternate history stories that Jack Campbell has written. When lightning strikes Captain Ulysses Benton and his U.S. Cavalry Fifth Regiment, they recover to find an ancient structure in the desert that they've never seen before--and writing in a language none of them recognize. When they next find themselves skirmishing with soldiers wearing armor more appropriate to Roman centurions than 1870s Kansas, it becomes clear that wherever it is they are, it isn't Kansas. But where are they, then? And how do they make their way home? The *Lost Fleet* isn't the only Jack Campbell series full of outer space intrigue. "Failure to Obey" is a novella in his Paul Sinclair series. When Lieutenant Jen Shen saves the day after a terrorist attack on a space station, she gets a medal, but Ivan Sharpe, a fellow officer and Paul's former master-at-arms, gets a court martial. In a classic court martial scene that rivals the best in American literature, Paul must work behind the scenes to save Ivan's military career.

"The wait is over. New York Times bestselling author Jack Campbell continues his action-packed spin-off to the *Lost Fleet* series as the Syndicate's civil war threatens to spread even farther into the final frontier ... President Gwen Icen and General Artur Drakon have successfully liberated the Midway Star System--but the former rulers of the Syndicate Worlds won't surrender the region without a fight. The dictatorial regime has ordered the ex-Syndicate CEOs terminated with extreme prejudice and the system's citizens punished for their defiance. Outnumbered and led by junior officers hastily promoted in the wake of the uprising, Midway's warships are no match for the fleet massing and preparing to strike. But the Syndicate isn't the only threat facing Icen and Drakon. Another former CEO has taken control of the Ulindi Star System, the first calculated move toward establishing his own little empire. With Drakon's ground forces dispatched to Ulindi, Midway erupts in violence as Syndicate agents and other, unknown enemies stoke a renewed revolt against Icen's power--leaving both her and Drakon vulnerable to trusted officers just waiting for an opportune moment to betray them ..."--

Admiral Geary and Captain Desjani return to their battle cruiser *Dauntless*. Geary is charged with command of the third fleet. Its first mission: to probe deep into the territory of the alien race to find out more.

Lost Fleet

The Lost Fleet: Beyond the Frontier: Dreadnaught

The Lost Fleet

Steadfast

Jack Campbell returns to the world of the New York Times bestselling Lost Fleet novels with a new action-packed military science fiction series that explores the founding of the Alliance . . . and the men and women who fought to create it. Earth is no longer the center of the universe. After the invention of the faster-than-light jump drive, humanity is rapidly establishing new colonies. But the vast distances of space mean that the old order of protection and interstellar law offered by Earth has ceased to exist. When a nearby world attacks, the new colony of Glenlyon turns to Robert Geary, a young former junior fleet officer, and Mele Darcy, a onetime enlisted Marine. With nothing but improvised weapons and a few volunteers, Geary and Darcy must face down warships and armored soldiers--or die trying. As battles rage and pirates take an increasing toll throughout the colonies, the only hope for lasting peace lies with Carmen Ochoa, a "Red" from the anarchic world of Mars, and Lochan Nakamura, a failed politician. They have a plan: to lay the groundwork for mutual defense that could someday grow into an alliance. But if their efforts don't succeed, the growing power of aggressor worlds could turn regions of space founded on freedom into battlefields between the first interstellar empires...

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

complimented by color work by Sebastian Cheng (Orphan Black, The X-Files). Imprisoned by the Syndics, Michael Geary's one chance lies in Destina Aragon - determined commander of a regiment of hardened soldiers now caught up in a wide scale rebellion within Syndic space. Seeking to escape both their prison and Syndic space, will Geary and Aragon join forces to get home - or will the hatreds stirred by a decades-old war kill them both? Strains on the Alliance grow as the Syndics continue to meddle, and Black Jack Geary is ordered to take a small force to the border of Syndic space. There he finds a mysterious threat that could finally force the Alliance to its knees. As he mounts a desperate battle to protect the Alliance against a shrewd and powerful enemy, he's left with just one question: Who are they?

When his fleet's hyperspace jump lands them in the midst of a massive, hostile alien armada, Admiral John "Black Jack" Geary tries to find a way to destroy the enemy while questioning the orders that led him right to them.

Tarnished Knight

The Lost Fleet: Beyond the Frontier: Guardian

The Lost Fleet: Outlands -

Beyond the Frontier

The Lost Fleet: Beyond the Frontier: GuardianPenguin

Beyond the Frontier : Dreadnaught