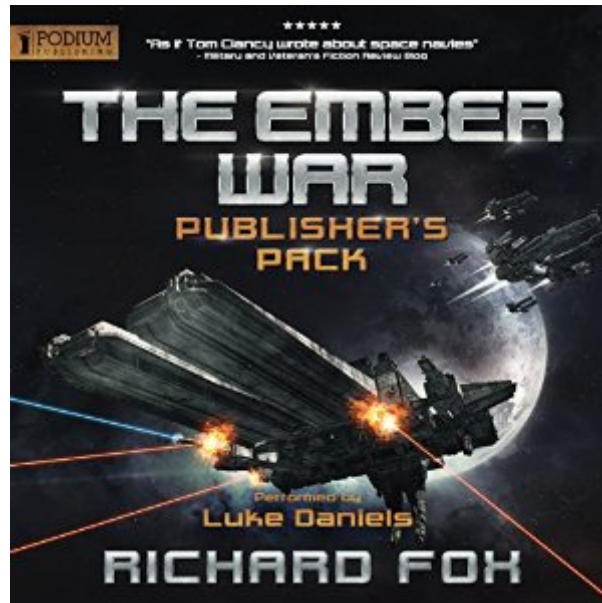


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The Ember War: Publisher's Pack, Books 1-2



Synopsis

The Ember War, book 1: The Earth is doomed. Humanity has a chance. In the near future, an alien probe arrives on Earth with a pivotal mission: to determine if humanity has what it takes to survive the impending invasion by a merciless armada. The probe discovers Marc Ibarra, a young inventor who holds the key to a daring gambit that could save a fraction of Earth's population. Humanity's only chance lies with Ibarra's ability to keep a terrible secret and engineer the planet down the narrow path to survival. Earth will need a fleet. One with a hidden purpose. One strong enough to fight a battle against annihilation. The Ember War is the first installment in an epic military sci-fi series. If you enjoyed *A Hymn Before Battle* by John Ringo and *The Last Starship* by Vaughn Heppner, then you'll love this explosive adventure with constant thrills and high stakes from beginning to end. The Ruins of Anthalas, book 2: An ancient holocaust holds the key to humanity's survival. Only a sliver of mankind survived the Xaros invasion. With Earth's defenses in ashes, nothing can stop the aliens' inevitable return. Hope arrives through a cryptic message from a long-lost alien race, promising the means to rebuild the shattered space fleet. Captain Valdar takes one of the last strike carriers, the Breitenfeld, and his shell-shocked crew on a desperate mission to the dead world. Unfortunately humans aren't the only power that received the ancient message.... The Ruins of Anthalas is the second book in The Ember War Saga, a military sci-fi space opera. If you like David Weber and John Ringo with a touch of Isaac Asimov, then you'll love this fast-paced and captivating adventure where humanity survives at the edge of a knife.

Book Information

Audible Audio Edition

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Customer Reviews

This book starts out a little slow. Some college kid gets woken up by his cell phone and keeps turning it off so he can get back to sleep. He knows heâ€™s supposed to get up and go to classes, but after the night he had, no way. Still, his cell phone keeps ringing. He actually powers it completely down and the thing comes back on and is still yelling at him! By now, I would be really worried about whether I was still asleep or not. He finally answers his phone and then heâ€™s off to rendezvous with something in the desert. Turns out, his rendezvous was a serious necessity if he was to save all of humanity! Wow! Thatâ€™s kind of an important meeting, donâ€™t you think. Anyway, you start off with this kid living approximately around our time and then the next chapter has you flying through space as a Atlantic Union Marine. They're combat dropping on to an asteroid that is supposed to be a mining operation. For some reason, the mining operation has not be answering radio calls so the Marines are going to find out why. From here on in the action is pretty fast and continuous. I just love this kind of science fiction story. Thereâ€™s a lot of shooting and being shot, deranged robot mining machines and then alien droids coming from every where. The whole premise of the story is that the kid, remember him, has been planning for the last 60 years to save humanity from an alien attack. At the time he had his meeting in the desert, Earth and all of humanity was just about as doomed as you can be. Yet, he had just wrote a scientific paper which alerted the envoy from deep space that there might be something worth saving in the Solar System. The only problem is that Earth has only 60 years to get ready.

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