

The Butlerian Jihad Legends Of Dune 1 Brian Herbert

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Space

It is eighty-three years after the last of the thinking machines were destroyed in the Battle of Corrin, after Faykan Butler took the name of Corrin and established himself as the first Emperor of a new Imperium. Great changes are brewing that

will shape and twist all of humankind. The war hero Vorian Atreides has turned his back on politics and Salusa Secundus. The descendants of Abulurd Harkonnen Griffen and Valya have sworn vengeance against Vor, blaming him for the downfall of their fortunes. Raquella Berto-Anirul has formed the Bene Gesserit School on the jungle planet Rossak as the first Reverend Mother. The descendants of Aurelius Venport and Norma Cenva have built Venport Holdings, using mutated, spice-saturated Navigators who fly precursors of Heighliners. Gilbertus Albans, the ward of the hated Erasmus, is teaching humans to become Mentats and hiding an unbelievable secret. The Butlerian movement, rabidly opposed to all forms of "dangerous technology," is led by Manford Torondo and his devoted Swordmaster, Anari Idaho. And it is this group, so many decades after the defeat of the thinking machines, which begins to sweep across the known universe in mobs, millions strong, destroying everything in its path. Every one of these characters, and all of these groups, will become enmeshed in the contest between Reason and Faith. All of them will be forced to choose sides in the inevitable crusade that could destroy humankind forever. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Dune

Follows the adventures of Paul Atreides, the son of a betrayed duke given up for dead on a treacherous desert planet and adopted by its fierce, nomadic people,

who help him unravel his most unexpected destiny.

The Butlerian Jihad

Between the end of Frank Herbert's DUNE and his next novel, DUNE MESSIAH, lies an intriguing mystery: how a hero adored by a planet became a tyrant hated by a universe. Paul Atreides is the man who overthrew a corrupt empire and then launched a terrible jihad across the galaxy, shedding the blood of trillions. The now-hated tyrant, the blind emperor Paul Muad'Dib, has walked off into the endless desert of the planet Arrakis, known as Dune, leaving his turbulent empire without guidance. It's up to his mother Jessica, with her daughter Alia, the brave troubadour-warrior Gurney Halleck, the resurrected Duncan Idaho, the Fremen leader Stilgar, as well as Paul's wife-in-name and biographer, Princess Irulan, to try and hold an empire together even as it tears itself apart from within and without.

The Winds of Dune

What if the entire universe happened to be the creation of alien minds? Dreens are extraordinary storytellers--and they can actually make the worlds they imagine come to life--and this is the origin of Earth and the entire known universe. Even though Dreens live far across the universe, the human race has the technology for

interstellar travel and the military power to destroy the aliens' core planet. But Earth itself is only sustained by the continued existence of the Dreens. If the last Dreen dies, all of humanity will disappear! A science fiction adventure showcasing the imagination that made Frank Herbert famous and the wry wit and satire that brought Brian Herbert critical acclaim.

Sisterhood of Dune

Book Three in the Magnificent Dune Chronicles--the Bestselling Science Fiction Adventure of All Time The Children of Dune are twin siblings Leto and Ghanima Atreides, whose father, the Emperor Paul Muad'Dib, disappeared in the desert wastelands of Arrakis nine years ago. Like their father, the twins possess supernormal abilities--making them valuable to their manipulative aunt Alia, who rules the Empire in the name of House Atreides. Facing treason and rebellion on two fronts, Alia's rule is not absolute. The displaced House Corrino is plotting to regain the throne while the fanatical Fremen are being provoked into open revolt by the enigmatic figure known only as The Preacher. Alia believes that by obtaining the secrets of the twins' prophetic visions, she can maintain control over her dynasty. But Leto and Ghanima have their own plans for their visions--and their destinies.

The Gordian Protocol

The worlds of virtual technology and reality become dangerously intertwined when a top scientist in the field of virtual reality is murdered at a top-secret California installation, despite its extremely tight security. Original.

Man of Two Worlds

NEW STANDALONE NOVEL FROM NEW YORK TIMES BEST-SELLING AUTHOR OF THE HONOR HARRINGTON SERIES, DAVID WEBER A Man of Two Worlds Doctor Benjamin Schröder was far from a man of action. In fact, he was a history teacher—Chairman of the Castle Rock University history department—and if his life wasn't perfect, it was close. Until, that is the discussion of his star student Elzbieta Abramowski's dissertation on Operation Oz, the Pacific Allies' invasion of Vladivostok, staged through occupied Japan to meet their Imperial German allies, was brutally interrupted. The psychotic episode that turned his entire world upside down struck with absolutely no warning, and it was more terrifying than anything he should have been able to imagine, leaving him with a complete, incredibly detailed set of false, nightmare memories. Not just of his own life, but of an entire, ghastly world in which Operation Oz had never happened. In which millions of helpless civilians had been systematically slaughtered in extermination camps that were horrific

beyond belief. In which there was still a Soviet Union. In which the Chinese Communists had succeeded, the Korean Peninsula had been permanently divided, thousands of nuclear warheads had spread their deadly threat across the entire Earth, and the Middle East was a festering sore of bloodshed, fanaticism, and terrorism. The knowledge that those false memories had come from somewhere inside his own psyche was terrible, but with the help of Commander Abramowski, a highly decorated Navy fighter pilot who'd been forced to deal with her own PTSD after crippling combat wounds invalidated her out of service, he's put his life back together. With Elzbieta's support, he's learned to deal with the nightmares, to recognize that they are only nightmares that can't—and won't—be permitted to rule his life. Until, that is, a lunatic named Raibert Kaminski knocks on his door one afternoon with an impossible and horrifying story about alternate realities, time travel, temporal knots, and more than a dozen doomed universes which must inevitably die if the temporal storm front rushing towards the distant future isn't stopped. He has to be lying, of course. Or completely insane. But what if he's not a madman after all? What if he's actually telling the truth? That possibility is the most terrifying thing of all. Because if he is, the false memories aren't false after all, and that other world is just as real as the one Schröder has always known. And if that's true, Benjamin Schröder is about to become the greatest mass murderer in human history, because he has to choose. Whether he acts or refuses to act, Benjamin Schröder is the one man who will decide which universe lives and which dies, along with every star system, every galaxy—and every single human

being—in it. Including the woman he's discovered he loves more than life itself. At the publisher's request, this title is sold without DRM (Digital Rights Management). About The Gordian Protocol: “. . . [A] fun and thrilling standalone from Weber and Holo. . . . time travel enthusiasts will enjoy the moral dilemmas, nonstop action, and crisp writing.”—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 “. . . moves. . . 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.”—Daily News of Galveston “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 “. . . everything you could want in a heroine Excellent ... plenty

of action.”—Science Fiction Age “Brilliant! Brilliant! Brilliant!”—Anne McCaffrey
“Compelling combat combined with engaging characters for a great space opera
adventure.”—Locus “Weber combines realistic, engaging characters with intelligent
technological projection . . . Fans of this venerable space opera will rejoice . .
.”—Publishers Weekly About Jacob Holo: “An entertaining sci-fi action novel with
light overtones of dystopian and political thrillers.”—Kirkus on The Dragons of
Jupiter “Thrilling . . . sci-fi adventure.”—Kirkus on Time Reavers

The Little Green Book of Chairman Rahma

Only the most desperate colonists dare to make a new home on Hellhole. Reeling from a recent asteroid impact, tortured with horrific storms, tornadoes, hurricanes, earthquakes, and churning volcanic eruptions, the planet is a dumping ground for undesirables, misfits, and charlatans but also a haven for dreamers and independent pioneers. Against all odds, an exiled general named Adolphus has turned Hellhole into a place of real opportunity for the desperate colonists who call the planet their home. While the colonists are hard at work developing the planet, General Adolphus secretly builds alliances with the leaders of the other Deep Zone worlds, forming a clandestine coalition against the tyrannical, fossilized government responsible for their exile. What no one knows is this: the planet Hellhole, though damaged and volatile, hides an amazing secret. Deep beneath its surface lies the remnants of an obliterated alien civilization and the buried

memories of its unrecorded past that, when unearthed, could tear the galaxy apart. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Climbing Olympus

Book Two in the stunning conclusion to Frank Herbert's worldwide bestselling Dune Chronicles At the end of Frank Herbert's final novel, Chapterhouse: Dune, a ship carrying a crew of refugees escapes into the uncharted galaxy, fleeing from a terrifying, mysterious Enemy. The fugitives used genetic technology to revive key figures from Dune's past--including Paul Muad'Dib and Lady Jessica--to use their special talents to meet the challenges thrown at them. Based directly on Frank Herbert's final outline, which lay hidden in two safe-deposit boxes for a decade, Sandworms of Dune will answer the urgent questions Dune fans have been debating for two decades: the origin of the Honored Matres, the tantalizing future of the planet Arrakis, the final revelation of the Kwisatz Haderach, and the resolution to the war between Man and Machine. This breathtaking new novel in Frank Herbert's Dune series has enough surprises and plot twists to please even the most demanding reader. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Race for God

The Sharing Knife Volume Two

An all-new Tale of the Great Schools of Dune -- written to accompany Navigators of Dune by the same authors (Tor, September 2016). At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Dune: The Butlerian Jihad

A Dune prequel portrays the "Butlerian jihad" against technology, a background story vital to the Dune universe.

Ill Wind

Dune: The Butlerian Jihad

Brass Man is the third novel in Neal Asher's popular Agent Cormac series. On the primitive world Cull, a knight errant called Anderson hunts a dragon, not knowing

that elsewhere is a resurrected brass killing machine, Mr Crane, assisting in a similar hunt. Learning that this old enemy still lives, agent Cormac pursues, while scientist Mika begins discovering the horrifying truth about an ancient alien technology. Each day is a survival struggle for the people of Cull. Ferocious insectile monsters roam their planet, as they try to escape to their forefathers' starship still orbiting far above them. But an entity with questionable motives, calling itself Dragon, assists them with genetic by-blows created out of humans and the hideous local monsters. And now the supposedly geologically inactive planet itself is increasingly suffering earthquakes . . .

DUNE: The Graphic Novel, Book 1: Dune

2020. Fueled by an insatiable curiosity, Reid Malenfant ventures to the far edge of the solar system, where he discovers a strange artifact left behind by an alien civilization: A gateway that functions as a kind of quantum transporter, allowing virtually instantaneous travel over the vast distances of interstellar space.

Dune

Book Two of the Epic Prequel to the Classic Novel Dune--Soon to Be a Major Motion Picture Step into the universe of Frank Herbert's Dune, one of the greatest science

fiction novels of all time. Before Dune . . . The epic tale of Duke Leto Atreides and his rise to power . . . The fierce ambitions of his mortal enemy, Baron Vladimir Harkonnen . . . The struggles of the young girl Jessica, the Baron's secret daughter, under the harsh training of the Sisterhood school . . . The schemes of Shaddam Corrino to create a synthetic spice that may bring unlimited wealth, or cause the collapse of the Spacing Guild . . . And the implausible dream of Planetologist Kynes to turn the desert planet Dune into a paradise, uniting the desperate Fremen into a force unlike anything the Imperium has ever seen . . . Dune: House Harkonnen continues the epic story that lays the foundation for Frank Herbert's masterpiece Dune, a complex tale of politics, religion, and the rise and fall of dynasties on a galaxy-spanning canvas. Look for the entire prequel series DUNE: HOUSE ATREIDES * DUNE: HOUSE HARKONNEN * DUNE: HOUSE CORRINO

Horizon Storms

On the peanut-shaped planetoid of Ut, a 150-million-year-old computer named Mamacita rules with dictatorial control. Her every whim is a steadfast rule, and no command is stronger than the ban of Sudanna, the wind that sweeps across Ut spreading the liberating sounds of music. Hiley OIV is one of Ut's most conscientious inhabitants, a man so afraid of losing his head (utpeople have very precarious necks) that a Bad Thought almost never enters his mind. But now his teenage daughter has fallen in love with Prussirian BBD-Ut's most notorious outlaw-

a man who has broken Mamacita's cardinal rule: he makes music.

The Road to Dune

Including never-before-published chapters from *Dune* and *Dune Messiah*, original stories, and a new short novel by Brian Herbert and Kevin J. Anderson Frank Herbert's *Dune* is widely known as the science fiction equivalent of *The Lord of the Rings*, and *The Road to Dune* is a companion work comparable to *The Silmarillion*, shedding light on and following the remarkable development of the bestselling science fiction novel of all time. Herein, the world's millions of *Dune* fans can now read---at long last---the unpublished chapters and scenes from *Dune* and *Dune Messiah*. *The Road to Dune* also includes the original correspondence between Frank Herbert and famed editor John W. Campbell, Jr.; excerpts from Herbert's correspondence during his years-long struggle to get his innovative work published; and the article "They Stopped the Moving Sands," Herbert's original inspiration for *Dune*. *The Road to Dune* features newly discovered papers and manuscripts of Frank Herbert, and also "Spice Planet," an original sixty-thousand-word short novel by Brian Herbert and Kevin J. Anderson, based on a detailed outline left by Frank Herbert. *The Road to Dune* is a treasure trove of essays, articles, and fiction that every reader of *Dune* will want to add to their shelf. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sandworms of Dune

The alien hydrogues have been defeated, driven back into the cores of their gas-giant planets by an alliance of the Earth Defence Forces, the ancient Ildiran Empire, the gypsy-like Roamer clans and gigantic living 'treeships'. The various factions try to recover - but the deep-seated wounds may prove fatal. The Hansa's brutal Chairman Basil Wenceslas struggles to crush any resistance even as King Peter breaks away to form his own new Confederation among the green priests on Theroc, the Roamer clans and an ever-growing number of colonies who have declared their independence. Like jackals smelling wounded prey, swarms of ancient black robots built by the lost insectoid Klikiss race continue their depredations on helpless worlds with stolen Earth battleships. A race of terrifying fiery elementals, the faeros, has joined with an Ildiran madman to declare war against all life. And the original, voracious Klikiss race - long thought to be extinct - have returned, intent on conquering their former worlds and willing to annihilate anyone who happens to be in the way.

Whipping Star

When a supertanker crashes off the shores of San Francisco, the multinational oil company releases an untested virus designed to break up the oil, but the wind

carries the virus onto the mainland, where it destroys everything made of petroleum, gas in cars, plastic, nylon, and more. Reissue.

Dreamer of Dune

A Dune prequel portrays the "Butlerian jihad" against technology, a background story vital to the Dune universe.

Dune: The Machine Crusade

Dune Hunting Harkonnens Promotional Teaser Story

Frank Herbert's Dune series is one of the grandest epics in the annals of imaginative literature. Selling millions of copies worldwide, it is science fiction's answer to The Lord of the Rings, a brilliantly imaginative epic of high adventure, unforgettable characters, and immense scope. Decades after Herbert's original novels, the Dune saga was continued by Frank Herbert's son, Brian Herbert, an acclaimed SF novelist in his own right, in collaboration with Kevin J. Anderson. Their New York Times bestselling trilogy, Dune: House Atreides, Dune: House Harkonnen, and Dune: House Corrino, formed a prequel to the classic Herbert series that was

acclaimed by reviewers and readers alike. Now Herbert and Anderson, working from Frank Herbert's own notes, reveal a pivotal epoch in the history of the Dune universe, the chapter of the saga most eagerly anticipated by readers: The Butlerian Jihad. Throughout the Dune novels, Frank Herbert frequently referred to the long-ago war in which humans wrested their freedom from "thinking machines." Now, in *Dune: Butlerian Jihad*, Brian Herbert and Kevin J. Anderson bring to life the story of that war, a tale previously seen only in tantalizing hints and clues. Finally, we see how Serena Butler's passionate grief ignites the war that will liberate humans from their machine masters. We learn the circumstances of the betrayal that made mortal enemies of House Atreides and House Harkonnen; and we experience the Battle of Corrin that created a galactic empire that lasted until the reign of Emperor Shaddam IV. Herein are the foundations of the Bene Gesserit Sisterhood, the Suk Doctors, the Order of Mentats, and the mysteriously altered Navigators of the Spacing Guild. Here is the amazing tale of the Zensunni Wanderers, who escape bondage to flee to the desert world where they will declare themselves the Free Men of Dune. And here is the backward, nearly forgotten planet of Arrakis, where traders have discovered the remarkable properties of the spice melange Ten thousand years before the events of Dune, humans have managed to battle the remorseless Machines to a standstill . . . but victory may be short-lived. Yet amid shortsighted squabbling between nobles, new leaders have begun to emerge. Among them are Xavier Harkonnen, military leader of the Planet of Salusa Secundus; Xavier's fiancée, Serena Butler, an activist who will become

the unwilling leader of millions; and Tio Holtzman, the scientist struggling to devise a weapon that will help the human cause. Against the brute efficiency of their adversaries, these leaders and the human race have only imagination, compassion, and the capacity for love. It will have to be enough. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sudanna, Sudanna

A biography of the science fiction writer, presented by his son, describes Herbert's childhood in Tacoma, Washington, his early years as a reporter and editor, his military service, and his struggles to become published.

Virtual Destruction

The Jesus incident by Frank Herbert & Bill Ransom: A sentient Ship with godlike powers (and aspirations) delivers the last survivors of humanity to a horrific, poisonous planet, Pandora-rife with deadly Nerve-Runners, Hooded Dashers, airborne jellyfish, and intelligent kelp. Chaplain/Psychiatrist Raja Lon Flattery is brought back out of hybernation to witness Ship's machinations as well as the schemes of human scientists manipulating the genetic structure of humanity.

Sequel to Frank Herbert's Destination: Void. Book 1 in Herbert & Ransom's Pandora Sequence.

Dune: The Battle of Corrin

After solving the environmental problems of the United States, dictator Chairman Rahma must fight off new weapons being deployed by the corporations and deal with unsettling reports of mutants in the new novel from the author of Hellhole. 25,000 first printing.

The Jesus Incident

Brian Herbert and Kevin J. Anderson's Navigators of Dune is the climactic finale of the Great Schools of Dune trilogy, set 10,000 years before Frank Herbert's classic Dune. The story line tells the origins of the Bene Gesserit Sisterhood and its breeding program, the human-computer Mentats, and the Navigators (the Spacing Guild), as well as a crucial battle for the future of the human race, in which reason faces off against fanaticism. These events have far-reaching consequences that will set the stage for Dune, millennia later. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Forgotten Heroes

A classic novel from the master of science fiction, Frank Herbert's *Whipping Star*. "Herbert is one of the most thought-provoking writers of our time; by focusing on 'alien' culture, he makes us examine what the true definition of 'human' is." —*The Pacific Sun*

In the far future, humankind has made contact with numerous other species: Gowachin, Laclac, Wreaves, Pan Spechi, Taprisiots, and Caleban, and has helped to form the ConSentiency to govern among the species. After suffering under a tyrannous pure democracy, the sentients of the galaxy find the need for a Bureau of Sabotage (BuSab) to slow the wheels of government, thereby preventing it from legislating recklessly. BuSab is allowed to sabotage and harass the governmental, administrative, and economic powers in the ConSentiency. Private citizens must not be harassed, and vital functions of society are also exempt. Jorj X. McKie is a born troublemaker who has become one of BuSab's best agents. Drafted for the impossible task of establishing meaningful communication with an utterly alien entity who defies understanding, McKie finds himself racing against time to prevent a mad billionaire from wiping out all life in the ConSentiency. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Dune: Red Plague

For centuries the slobs that inhabit the Earth have been rocketing their refuse into the galaxy, carelessly littering the cosmos with trash. Now the universe is striking back. An immense comet of garbage has been sighted on a collision course with Earth! Only one man, a human discard, lowly government worker who dreams of becoming a Space Patrol Captain, the unheroic, imperfect Sidney Malloy CA stop it.

Dune: House Harkonnen

One hundred and ten centuries from now, humanity has spread across space. And all-powerful machines rule the humans who were once their masters. It began in the Time of Tyrants, when ambitious men and women used high-powered computers to seize control of the heart of the Old Empire including Earth itself. The tyrants translated their brains into mobile mechanical bodies and created a new race, the immortal man-machine hybrids called cymeks. Then the cymeks' world-controlling planetary computers - each known as Omnius - seized control from their overlords and a thousand years of brutal rule by the thinking machines began. But their world faces disaster. Impatient with human beings' endless disobedience and the cymeks' continual plotting to regain their power, Omnius has decided that it no longer needs them. Only victory can save the human race from extermination. 'Such vile villains and such a fascinating description of splendid places.' Anne McCaffrey on HOUSE HARKONNEN

Dune: Legends, Heroes, Schools

The titanic war between the elemental alien hydrogues and faeros continues to sweep across the Spiral Arm, extinguishing suns and destroying planets. Chairman Wenceslas and King Peter must now unify the human race with iron-fisted policies in a final bid to stand together -- or face total annihilation. But disparate civilizations are forging new alliances that threaten the old order. The Roamer and Theron clans will not yield their independence, and the new Mage-Imperator Jora'h now faces a threat that no other Ildiran leader has ever seen -- a civil war that could break apart the entire Empire.

The Dune Encyclopedia

This discounted ebundle includes Legends of Dune: The Butlerian Jihad, The Machine Crusade, The Battle of Corrin; Heroes of Dune: Paul of Dune, The Winds of Dune; Schools of Dune: Sisterhood of Dune, Mentats of Dune, Navigators of Dune Frank Herbert's Dune series is one of the great creations of imaginative literature, science fiction's answer to The Lord of the Rings. Brian Herbert--Frank Herbert's son--and coauthor Kevin J. Anderson have continued the series, keeping the original author's vision alive, bringing the saga to millions of new readers, and carrying on this brilliantly imaginative epic of high adventure, unforgettable

characters, and immense scope. Tor books by Brian Herbert and Kevin J. Anderson
Dune Universe books by Brian Herbert and Kevin J. Anderson Dreamer of Dune:
The Biography of Frank Herbert by Brian Herbert The Butlerian Jihad The Machine
Crusade The Battle of Corrin The Road to Dune by Frank Herbert, Brian Herbert,
and Kevin J. Anderson Hunters of Dune Sandworms of Dune Paul of Dune The
Winds of Dune Sisterhood of Dune Mentats of Dune Navigators of Dune The
Hellhole Trilogy by Brian Herbert and Kevin J. Anderson Hellhole Hellhole
Awakening Hellhole Inferno Other books The Little Green Book of Chairman Rahma
by Brian Herbert The Forgotten Heroes by Brian Herbert At the Publisher's request,
this title is being sold without Digital Rights Management Software (DRM) applied.

Dune Wipping Mek Promo Short Story

Who needs Heaven? God, it turns out, lives on the planet Tananius-Ofo in the distant galaxy 722C12009. And now, after countless millennia, He's invited us to come visit Him. Not everybody, mind you. Just an odd assortment of heathens, heretics, pantheists, perverts, and true believers of every sect and creed—all crammed into a single white spaceship piloted by a slightly crazed biocomputer. Each pilgrim is determined to be the first to reach God and learn His secrets . . . If they don't all kill each other on the way there.

Brass Man

The United States Merchant Marine has a tradition of being in the forefront of every American military action and has served with distinction in every conflict. New York Times bestselling author Brian Herbert chronicles the amazing exploits of these gallant seamen, assembling a fascinating array of data from historical documents, government records, diaries, and interviews with surviving veterans. This brilliant history details the heroism, self-sacrifice and grim determination that have always been the hallmark of the United States Merchant Marine. Herbert also reveals one of the great injustices of American history. The civilian fighters of the Merchant Marine performed feats of extraordinary bravery during World War II; they were the lifeline of the entire Allied war effort, delivering troops, materiel, food, fuel, and every essential needed for victory over the Axis. In doing so, the Merchant Marine suffered losses so high that the casualty rates were kept secret. At war's end, the men and women of every other service branch were honored by parades and given medical and educational benefits--but the members of the Merchant Marine, who were so vital to our victory, have received neither the benefits nor the recognition they deserved. Herbert is part of a growing movement across the United States to right the wrong. *The Forgotten Heroes* is a history of these unsung heroes and a plea for justice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Metal Swarm

They were prisoners, exiles, pawns of a corrupt government. Now they are Dr. Rachel Dycek's Adin, surgically transformed beings who can survive on the surface of Mars. Their mission is to terraform the Red Planet, but some want rebellion instead.

Navigators of Dune

“A saga of daring deeds and unlikely romance.” —Library Journal One of the most respected writers in the field of speculative fiction, Lois McMaster Bujold has won numerous accolades and awards, including the Nebula and Locus Awards as well as the fantasy and science fiction genre’s most prestigious honor, the Hugo Award for Best Novel, four times (most recently for *Paladin of Souls*). With *The Sharing Knife* series, Bujold creates a brand new world fraught with peril, and spins an extraordinary romance between a young farm girl and the brave sorcerer-soldier entrusted with the defense of the land against a plague of vicious malevolent beings. *Legacy* continues the tale of Fawn Bluefield and Dag Redwing Hickory—the dangerous repercussions of their rebellious marriage and the strengthening of their love in the face of dark magic—as duty and disaster call the Lakewalker patroller away from his new bride and toward a peril that could forever alter the lovers and

their world.

Children of Dune

The breathtaking vision and incomparable storytelling of Brian Herbert and Kevin Anderson's *Dune: The Butlerian Jihad*, a prequel to Frank Herbert's classic *Dune*, propelled it to the ranks of speculative fiction's classics in its own right. Now, with all the color, scope, and fascination of the prior novel, comes *Dune: The Machine Crusade*. More than two decades have passed since the events chronicled in *The Butlerian Jihad*. The crusade against thinking robots has ground on for years, but the forces led by Serena Butler and Irbis Ginjo have made only slight gains; the human worlds grow weary of war, of the bloody, inconclusive swing from victory to defeat. The fearsome cymeks, led by Agamemnon, hatch new plots to regain their lost power from Omnium--as their numbers dwindle and time begins to run out. The fighters of Ginaz, led by Jool Noret, forge themselves into an elite warrior class, a weapon against the machine-dominated worlds. Aurelius Venport and Norma Cenva are on the verge of the most important discovery in human history--a way to "fold" space and travel instantaneously to any place in the galaxy. And on the faraway, nearly worthless planet of Arrakis, Selim Wormrider and his band of outlaws take the first steps to making themselves the feared fighters who will change the course of history: the Fremen. Here is the unrivaled imaginative power that has put Brian Herbert and Kevin Anderson on bestseller lists everywhere and

earned them the high regard of readers around the globe. The fantastic saga of Dune continues in Dune: The Machine Crusade. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Hellhole

A Dune prequel portrays the "Butlerian jihad" against technology, a background story vital to the Dune universe.

Sidney's Comet

Following their internationally bestselling novels Dune: The Butlerian Jihad and Dune: The Machine Crusade, Brian Herbert and Kevin J. Anderson forge a final tumultuous finish to their prequels to Frank Herbert's Dune. Dune: The Battle of Corrin It has been fifty-six hard years since the events of The Machine Crusade. Following the death of Serena Butler, the bloodiest decades of the Jihad take place. Synchronized Worlds and Unallied Planets are liberated one by one, and at long last, after years of struggle, the human worlds begin to hope that the end of the centuries-long conflict with the thinking machines is finally in sight. Unfortunately, Omnius has one last, deadly card to play. In a last-ditch effort to destroy humankind, virulent plagues are let loose throughout the galaxy, decimating the

populations of whole planets . . . and once again, the tide of the titanic struggle shifts against the warriors of the human race. At last, the war that has lasted many lifetimes will be decided in the apocalyptic Battle of Corrin. In the greatest battle in science fiction history, human and machine face off one last time. . . . And on the desert planet of Arrakis, the legendary Fremen of Dune become the feared fighting force to be discovered by Paul Muad'Dib in Frank Herbert's classic, Dune. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Dune: The Butlerian Jihad

The definitive graphic novel adaptation of Dune, the groundbreaking science-fiction classic by Frank Herbert Dune, Frank Herbert's epic science-fiction masterpiece set in the far future amidst a sprawling feudal interstellar society, tells the story of Paul Atreides as he and his family accept control of the desert planet Arrakis. A stunning blend of adventure and mysticism, environmentalism, and politics, Dune is a powerful, fantastical tale that takes an unprecedented look into our universe, and is transformed by the graphic novel format. In the first volume of a three-book trilogy encompassing the original novel, Brian Herbert and Kevin J. Anderson's adaptation retains the story's integrity, and Raúl Allén and Patricia Martín's magnificent illustrations, along with cover art by Bill Sienkiewicz, bring the book to life for a new generation of readers.

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