Dust World

The Galactics arrived with their Battle fleet in 2052. Rather than being exterminated under a barrage of hell-burners, Earth joined a vast Empire that spans the Milky Way. Our only worthwhile trade goods are our infamous mercenary legions, elite troops we sell to the highest alien bidder. In 2122 a lost colony expedition contacts Earth, surprising our government. Colonization is against Galactic Law, and Legion Varus is dispatched to the system to handle the situation. Earth gave them sealed orders, but Earth is thirty-five lightyears away. The Legion commanders have a secret plan of their own. And then there’s James McGill, who was never too good at listening to authority in the first place... In DUST WORLD, book two of the Undying Mercenaries Series, McGill is promoted to Specialist and sent to a frontier planet outside the Empire. Earth's status within the Empire will never be the same.

Steel World

In the twentieth century Earth sent probes, transmissions and welcoming messages to the stars. Unfortunately, someone noticed. The Galactics arrived with their battle fleet in 2052. Rather than being exterminated under a barrage of hell-burners, Earth joined their vast Empire. Swearing allegiance to our distant alien overlords wasn't the only requirement for survival. We also had to have something of value to trade, something that neighboring planets would pay their hard-earned credits to buy. As most of the local worlds were too civilized to have a proper army, the only valuable service Earth could provide came in the form of soldiers... someone had to do their dirty work for them, their fighting and dying. I, James McGill, was born in 2099 on the fringe of the galaxy. When Hegemony Financial denied my loan applications, I was kicked out of the university and I turned to the stars. My first campaign involved the invasion of a mineral-rich planet called Cancri-9, better known as Steel World. The attack didn't go well, and now Earth has entered a grim struggle for survival. Humanity's mercenary legions go to war in STEEL WORLD, bestselling author B. V. Larson's latest science fiction novel.

Armor World

In a twist of fate that rocks the Galactic Empire, James McGill finds himself negotiating the future of a thousand inhabited worlds. An artificial object made of compressed stardust is barreling toward Earth. Is it an invasion ship? A doomsday weapon? Perhaps it's the final response of Squanto, the Warlord of Rigel who McGill has repeatedly humiliated. Or could it be from the Mogwa, sent to avenge McGill's assassination of Earth's Imperial Governor? No one knows the truth of its origins, but the object is huge and unstoppable. Whoever hurled this rock at us isn't answering our calls. Every weapon bounces off, and the people of Earth begin to go mad as they realize their destruction is only hours away. ARMOR WORLD is the eleventh book of the Undying Mercenaries Series. With over three million copies sold, author B. V. Larson is the king of modern military science fiction.
Death World

Unknown aliens attack Earth. Their planet is uncharted, mysteriously having avoided detection for centuries. It's a world packed with the most vicious aliens humanity has yet to encounter. James McGill has discovered: DEATH WORLD. In the fifth book of the Undying Mercenaries series, the war comes home and aliens strike a devastating blow. Bent on revenge, Legion Varus chases the raiders to the stars and discovers a growing alien menace. A cancerous species has invaded our region of the galaxy and must be dealt with. McGill learns why the Cephalopod Kingdom has yet to attack Earth and what's happening behind the scenes in the Core Worlds. Throughout, he upholds his unique sense of right, wrong and honor. DEATH WORLD is a military science fiction novel by bestselling author B. V. Larson.

Rebel Fleet

They hunt us. They bomb our worlds for target practice. A star cluster in the constellation of Orion rotates once every thousand years. Those who rule there have an ancient tradition: When each cycle ends, they train their fleets by spilling the blood of lesser beings. The enemy fleets are coming again. In response, the Rebel Worlds gather their starships to face the terrifying threat, and this time humanity is asked to stand with them. The last time they considered Earth, Vikings in longboats were raiding English coastlines. Today, we're less primitive. Today, we're a target. One man is chosen to command Earth's single ship in the Rebel Fleet. When the war breaks out, Leo Blake must win it... or die trying. "Classic B. V. Larson. This book grabs you by the plasma cannon and won't let go. Fast adventure, fast action--and I loved the space-battles!" - S. Arthur

Kockroach - A Novel

It is the mid-1950s, and Kockroach, perfectly content with his life infesting a fleabag hotel off Times Square, awakens to discover that somehow he's been transformed into, of all things, a human. A tragic turn of events, yes, but cockroaches are awesome coping machines, so Kockroach copes. Step by step, he learns the ways of man—how to walk, how to talk, and how to wear a jaunty brown fedora. Led by his primitive desires and insectile amorality, he navigates through the bizarre human realms of crime, business, politics, and sex. Will he find success or be squashed flat from above? Will he change humanity, or will humanity change him?

Orion Fleet

What enemy could be more terrifying than a soulless, alien machine? A year ago the Kher Empire was forced to retreat, but they were not beaten. In ORION FLEET they return with a new weapon. A huge ship driven by AI begins methodically grinding inhabited worlds to dust. This unstoppable enemy is without fear or remorse, and the Rebels begin a desperate battle just to slow its advance. Leo Blake takes Earth's first warship into space to find a counter to this deadly new attack. The Imperial Fleets take notice of Earth's interference, and they're intent upon revenge. Even if he wins, Blake might have doomed our homeworld. ORION FLEET is the

**Mech 3: the Empress**

A new form of alien, a human feudal society and an army of mech rebels clash in the fourth story of the Mech series. Ignis Glace is a war-torn world of fire and ice. Tidally-locked to its tiny red sun, one side of the planet bakes while the other side is forever frozen. Known as Sunside and Nightside, these two wastelands are bordered by a narrow inhabitable region known as Twilight. Humans and mechs battle for control of their world, even while a third player approaches the game: the Skaintz Imperium. Once the aliens strike, no world is ever the same. MECH 3 is the longest book of the series. A grim novel of Alien Invasion by bestselling author B. V. Larson.

**Straker's Breakers**

From Hugo and Dragon Award finalist David VanDyke, and millions-selling science-fiction legend and Dragon finalist B.V. Larson, comes book five in the epic military space opera adventure saga! It's been five years since the end of the Hive Wars. Straker has handed over the burden of governing the Earthan Republic to civil authorities. This should be a happy time, as Straker and his most loyal soldiers retire to a planet and step off the galactic stage. Unfortunately, authoritarian forces within the Earthan Republic are still simmering with rage at his victory. Rumors reach Straker of a growing new Republic Fleet manned by state loyalists. Planets begin to fall under their influence and go dark. Even in retirement, they see Straker's Breakers as a threat. Fearing he may have to move again in the name of freedom and the people, Straker begins to train and plan. Will they dare to come for him? His battlesuiters have formed families and planted roots on Culloden. What of their children and stories of neighboring worlds reverting to dictatorships? Straker's Breakers prepare to fight again, alone and without support, in this new novel of military science fiction by David VanDyke and B. V. Larson. This is the fifth book in the Galactic Liberation series. Look for book #1, STARSHIP LIBERATOR if you're new to this expanding universe.

**On the Psychology of Military Incompetence**

The Crimea, the Boer War, the Somme, Tobruk, Pearl Harbor, the Bay of Pigs: these are just some of the milestones in a century and a half of military incompetence, of costly mishaps and tragic blunders. Are these simple accidents—as the “bloody fool” theory has it—or are they inevitable? The psychologist Norman Dixon argues that there is a pattern to inept generalship, a pattern he locates within the very act of creating armies in the first place, which in his view produces a levelling down of human capability that encourages the mediocre and limits the gifted. A classic study of military leadership, On the Psychology of Military Incompetence is both an original exploration of infamous modern battles and an essential guide for the next generation of military leaders.