

Battletech Shrapnel Issue 3

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Vanishing Monuments

Operation: Hive Strike is an all-out, full throttle Military SF thriller. A surprise strike targeting the homeworld of the cybernetic, insect race known as the Mechi goes horribly wrong. The marines sent to destroy the bugs quickly find themselves in a battle to survive, isolated and alone. The misfits and war crazed worst of the marines must come together if they want find a means of escaping the planet and seeing Earth again. And things get even worse as one of them happens to be a serial killer who enjoys taking human lives just as much as he enjoys slaying bugs.

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BattleTech

On February 5, 2439, the Mackie obliterated all opposition during its first combat trial, ushering in a new era of warfare. The BattleMech-King of the Battlefield-was born. BattleMechs reached their pinnacle during the golden age of the Star League. The fall of the Star League and the Succession Wars that raged for centuries afterward took their toll and by the Fourth Succession War, the technology employed on the battlefields was a mere shadow of what it once was. However, the discovery of the Helm Memory Core unlocked the technological potential to develop new BattleMechs and experimental technologies for the first time in centuries.

Double-blind

THE CLAN INVASION COMES TO A HEAD In 2786, the elite Star League Army fled the Inner Sphere, abandoning the senseless bloodshed ordered by the Successor Lords. Now, almost three hundred years later, the Clans, heirs of the Star League Army, turn their eyes back upon their former home. Nothing will stop them from raising the Star League banner over Earth once again. For two years, the Clans BattleMech war machines have overwhelmed the armies of the corrupt Successor Lords. Now, at the gates of Earth, the Clans must fight one final battle, a battle that will decide the fate of humanity for all time. For Star Colonel Aidan Pryde of Clan Jade Falcon, the battle is more than a question of military conquest. It is an affirmation of the superiority of the Clan way, a way of life that he has sworn to uphold despite his fear that the noble crusade has fallen prey to the lust and ambition of its commanders.

Battletech Era Report:3145

More information to be announced soon on this forthcoming title

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from Penguin USA

BattleTech: A Splinter of Hope/The Anvil

THE WARRIORS OF TOMORROW... The battlefields of the 31st century are ruled by the BattleMech; twelve-meter-tall, 100-ton bipedal engines of pure destruction. Piloted by MechWarriors, commanded by neo-feudal officers, owned by national governments and band of mercenaries, these 'Mechs make every other ground combat vehicle obsolete. This is the warfare of fusion-powered giants. This is BattleTech. THRUST INTO BATTLE TODAY... Allegra Greene is no stranger to the military; her father is a general, after all. But when she enters the Nellus Military Academy, she finds far more than she expected. She finds a group of friends that will keep her going, challenging training, and instructors that push her to the edge and beyond. Unfortunately, that's not all she finds, and soon the endemic politics and warfare of the Inner Sphere reach the Nellus Academy. And when their spaceship is hijacked and crash-lands on a remote moon, Allegra and her friends find themselves in a life-or-death struggle just to survive!

BattleTech: The Nellus Academy Incident

Marcus GioAvanti and his mercenaries, Avanti's Angels, are called to the Periphery, a remote region of space where a religious cult known as Word of Blake is hatching a deadly scheme. Original.

Monsters of New Jersey

As Aidan Pryde, determined to become a BattleMech warrior in the Jade Falcon Clan, endures the harsh trials that will soon earn him a coveted Bloodname, he discovers that the greatest challenge of all is to maintain a semblance of humanity during the brutality of war, in

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an omnibus edition containing Way of the Clans, Bloodname, and Falcon Guard. Original.

Warrior, Coupe

NOWHERE TO RUN The Gray Death Legion is in the employ of the Free Worlds League, and has even been given a landhold on the planet Helm. But dark forces conspire against them, and the Legion soon finds themselves declared renegade war criminals, fair game for anyone to attack. Now they are on the run on their home planet, trying desperately to reach safety before the might of House Marik falls upon them. They are about to discover the true motives of those who engineered their downfall. And what they discover will change the Inner Sphere forever

Sisters of Battle: The Omnibus

THE DAY THE STAR LEAGUE DIED! Shrapnel: The Official BattleTech Magazine brings you more BattleMech action from the war-torn 31st century and beyond! Celebrate Star League Day with tales of a long-abandoned 'Mech rediscovered and pressed into service, a quest for vengeance in enemy territory, the resurgence of old ghosts, and the threat of bitter betrayal in the face of long odds. Charge headlong into technical readouts, assassin conspiracies, in-depth equipment articles, playable holiday-themed scenarios, and more—all from BattleTech veterans, fan favorites, and new authors: Michael A. Stackpole Loren L. Coleman Blaine Lee Pardoe Bryan Young Bryn Bills Charles Dalmas Chris Hussey Daniel Isberner Alex Kaempfen Craig A. Reed, Jr. Eric Salzman Lance Scarinci David Smith Tom Stanley

BattleTech Legends: Lost Destiny

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“Loren Coleman has taken a hard look at one of America’s most haunting monsters and discovered that it’s more terrifying than we ever knew. Read this book now—before it’s too late. You’ve been warned.” —Richard Hatem, screenwriter, *The Mothman Prophecies*

Mothman: Evil Incarnate, by cryptozoologist Loren Coleman, is a brand new companion title to the late John Keel’s *The Mothman Prophecies* (1975), which investigated the sightings of a winged creature called Mothman and became popularized in the 2002 movie of the same name starring Richard Gere. With new material by Loren Coleman, extensive annotations on each chapter of *The Mothman Prophecies*, a detailed Mothman death list, and a gallery of images, *Mothman: Evil Incarnate* comprises the most up-to-date information on Mothman phenomena. In addition to providing context to John Keel’s cult classic, Coleman expands on missing details from the movie, explores the deaths that followed the West Virginia incident, describes the recent Chicago Mothman sightings, and delves into the life of John Keel. This companion book should find its place on every Mothman aficionado and cryptozoology fan’s bookshelf. The mystery continues...

BattleTech: A Bonfire of Worlds

Succeeding in their invasion campaign with the secret aid of ComStar, the BattleTech warriors are unaware of ComStar's ulterior motive to reunite the Inner Sphere worlds under its single rule. Original.

Lost Destiny

THE THIRD NOVEL IN THE EPIC BLOOD OF KERENSKY TRILOGY! THE FINAL ASSAULT The Clans. Warriors bred for battle and mated to fantastic war machines, Clansmen live for victory and pray for death before defeat. Invaders from beyond the

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Periphery, the Clans have beaten the forces of the Inner Sphere repeatedly. Now the Clans are driving toward their ultimate objective—Terra, cradle of humankind, and hub of the ComStar communications network. Nothing the Inner Sphere has can stop them. The heir to the throne of the Draconis Combine is missing. Whole regiments of BattleMechs lie smashed like abandoned toys. Rasalhague is overrun. The Clans are sweeping toward the center of the known universe in a relentless tide. Humanity's only hope is the Inner Sphere's most powerful traitor. ComStar betrayed the Inner Sphere by aiding the Clans in their conquests. Now the mystic sect that controls all interstellar communication must face the Clan hordes—alone. And a mysterious, elderly warrior—along with the untested warriors of ComStar—is the Inner Sphere's last defense against total defeat.

Operation Excalibur

The Earth lies in ruins in the aftermath of an extraterrestrial invasion, the land devastated by a desperate war with no winners between mankind and a race of vicious, intelligent creatures. The seas are drying up while the atmosphere corrodes and slowly cooks any life remaining on the now desolate rock. Food is scarce, trust even more so, and the only people left alive all have done horrific things to stay that way. Among the few survivors is Lucas, an ordinary man hardened by the last few years after the world's end. He's fought off bandits, murderers, and stranded creatures on his long trek across the country in search of his family, the one thing that drives him to outlive his dying planet. What he finds instead is hope, something thought to be lost in the world. There's a ship buried in a crater wall. One of theirs. One that works. To fly it, Lucas must join forces with a traitorous alien scientist and a captured, merciless raider named Asha. But unless they find common ground, all will die, stranded on a ruined Earth.

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Combining gritty post-apocalyptic survival and epic space opera, *The Last Exodus* is the beginning of a new action-packed science fiction adventure where the future of the human race depends on its survivors leaving the past behind. Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

Test of Vengeance

1982 - Copilot Dillon Lawless finds himself in command of a USAF B-52G bomber on a nuclear-strike mission. The pilot, Captain Spaulding McQuagg, is dead of a gunshot Lawless had been forced to fire himself. A coup d'état in Moscow has left a junta of generals and KGB officers struggling for control of the Soviet government and has launched a largescale attack into West Germany. Pale Horse 3 - the lone, airborne B-52 - is tasked with destroying seven Soviet targets in East Germany with nuclear-tipped missiles. Spurlin AFB, Maine, is home to Pale Horse 3 and has been targeted for destruction by a Soviet Naval Spetsnaz team with a man-portable nuclear weapon. The chances of Pale Horse 3 returning home safely are low. Will Pale Horse 3 return to an intact Air Force installation or a radioactive wasteland, or will the NEST teams and Army Rangers eliminate the infiltrators before they can detonate a nuclear weapon on U.S. soil?"Rus Greer uses his experiences as a USAF B-52 pilot to take us on a gut-wrenching romp into the unthinkable war scenario he was trained to fight.

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Riveting and immersive!" - Dan Hampton, Lieutenant Colonel, USAF (Ret) NYT and international bestselling author of Chasing the Demon.

Mothman

THE DAY THE STAR LEAGUE DIED! Shrapnel: The Official BattleTech Magazine brings you more BattleMech action from the war-torn 31st century and beyond! Celebrate Star League Day with tales of a long-abandoned 'Mech rediscovered and pressed into service, a quest for vengeance in enemy territory, the resurgence of old ghosts, and the threat of bitter betrayal in the face of long odds. Charge headlong into technical readouts, assassin conspiracies, in-depth equipment articles, playable holiday-themed scenarios, and more—all from BattleTech veterans, fan favorites, and new authors: Michael A. Stackpole Loren L. Coleman Blaine Lee Pardoe Bryan Young Bryn Bills Charles Dalmas Chris Hussey Daniel Isberner Alex Kaempfen Craig A. Reed, Jr. Eric Salzman Lance Scarinci David Smith Tom Stanley

Pale Horse 3

This book presents stories of the best known of the Garden State's cryptid population.

BattleTech Legends: The Price of Glory

When a renegade faction of the Draconis Combine military invades the Ghost Bear capital of Alshain, the long-time bitter enemies are once again plunged into bitter conflict, a brutal war in which Jake Kabrinski, an Elemental, a race of genetically engineered warriors equipped with advanced power armor, is destined to play a key role. Original.

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The Imperial Infantryman's Handbook

ON THE HUNT AGAIN... It is the Dark Age—3139—and the famed mercenary regiments of Wolf's Dragoons have returned to the employ of House Kurita after a century of bitter enmity. Somehow, mercenaries and Kuritans must find a way to work together in a combined invasion of the Dragon's oldest enemy, House Davion. Thrust into the middle of this new conflict, Colonel Henry Kincaid is surprised by the commonalities—duty, honor, expediency—the Wolves and Combine forces share. But as the Wolves' lightning tactics and unstoppable drive brings world after Davion world under the Dragon's banner, old hatreds arise anew, and with them come insidious plots engineered to cause the mercenaries' downfall. Throughout the campaign, Colonel Kincaid struggles to rectify what he thought he had always known about the Kuritans with the truth he discovers while actually working with them. But when his forces are trapped on a Davion world with no way to escape and the regiments of House Davion closing in, can he pull another bit of genius from his hat, or will the battalions of Wolf's Dragoons be destroyed?

BattleTech: Shrapnel, Issue #3

Definitive omnibus edition of James Swallow's popular Sisters of Battle series. The Adepta Sororitas, or Sisters of Battle, are the military arm of the Ecclesiarchy, and their remit is to prosecute the enemies of mankind with extreme prejudice. Uniquely among the fighting forces of the Imperium, all the warriors of this organisation are female. Clad in ceremite power armour and armed with an awesome array of wargear, they fight with fanatical fervor for the glory of the Emperor, scourging both xenos and heretic alike with bolter and flamer. This omnibus collects together James Swallow's two classic Sisters of Battle novels, Faith & Fire and Hammer &

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Anvil, along with the prose version of the audio drama *Red & Black*.

BattleTech: Divided We Fall

VICTORY AT ANY COST... Jump into your BattleMech cockpit, fire up your fusion engine, and charge into the fray with two all-new BattleTech novellas from Philip A. Lee and bestselling writer Blaine Lee Pardoe. *A Splinter of Hope*: Violent expansion of the Capellan Confederation and the Draconis Combine has cost recently crowned First Prince Julian Davion both his mentor and countless Federated Suns worlds. To rally his people, he funnels the fires of justice into an ambitious yet risky campaign to retake a vital system: New Syrtis, the occupied capital of the Capellan March. However, the Capellan people have fought dearly for their prize and will do anything in their power to hold onto it. Will Julian's gamble preserve the future of the Federated Suns, or is the invasion doomed before it even begins? *The Anvil*: Khan Malvina Hazen of Clan Jade Falcon is known throughout the Inner Sphere as a merciless, bloodthirsty tyrant. The next target for her scorched-earth, take-no-prisoners tactics is the Lyran Commonwealth world of Coventry: a persistent stain on the Jade Falcons' history. But not all Falcons follow Malvina's lead. Ordered to take Coventry at any cost, Galaxy Commander Stephanie Chistu wishes to see her Clan victorious, but no victory is worth the Jade Falcons losing their very soul. To stand up to tyranny and find an honorable path forward for her Clan, she must balance the razor's edge between duty and honor—or die trying.

BattleTech Legends: Falcon Guard

BattleTech: Redemption Rift

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Exciting stories of tank warfare from the classic comic book *Highlighting hard-hitting tales about armored warfare, this collection brings together a British soldier's search for a German Tiger Tank to save an American ally, British tanks making an unexpected contribution to victory against the Japanese, and the relationship between one particular tank called Tessie—with a will of her own—and the tanker she always protected. Includes "Trail of the Tiger", "Bring on the Tanks!", and "A Tank Called Tessie."*

Battletech Record Sheets: 3060

THE ENEMY OF MY ENEMY Since appearing in the Inner Sphere, the frenzied Clans have overwhelmed every planet they've invaded, brutally crushing any opposing force. Their race is selectively bred for combat. Their technology is superior to anything the Inner Sphere possesses. Nothing the Great Houses have can stop them. Humanity's only hope—an alliance of mortal enemies—may be doomed. The Clan invaders have chosen their next objective—Luthien, capital of the Draconis Combine. House Kurita must now fight for survival on its homeworld. Hanse Davion is presented with a situation undreamt of: the final defeat of the Dragon itself. Should he attack his distracted foe and destroy the enemy his family has battled for over 300 years? Or should he reinforce a fellow House of the Inner Sphere against a force that Davion and the Federated Commonwealth might not otherwise defeat when their time comes? And even if the Houses should somehow agree to stand together against the Clan menace, another just as dangerous threat lurks within their very midst. ComStar, the semi-mystic sect that controls interstellar communication, schemes to hurl House Davion, House Kurita, and the Clans into a devastating war that will leave ComStar in a position to dominate the Inner Sphere

Tank Attack

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A novel reminiscent of the works of Herman Koch and Rachel Cusk, in which a lesbian couple attempts to escape the secrets of their pasts. "A slow-burning examination of identity, gender, desire, and immigration Mootoo's subtle, thought-provoking tale stands out among stories of characters gripped by the past." --Publishers Weekly "Compellingly charts the complexity of human relationships, the illusions of memory, and the corrosive power of denial." --Kirkus Reviews "Polar Vortex is a powerful, fraught, and inventive exploration of the impossibility of ever really knowing the people we come to love. Told in urgent, incandescent prose and effortlessly spinning in and out of time, the book is an intimate and starkly honest examination of the complexities of sexual identity, lust, shame, regret, and how we, no matter where we come from or how we identify, are at our most complicated when it comes to the whims and failings of the human heart." --Joe Meno, author of *Marvel and a Wonder* "How to know the shifting pieces of ourselves, how to acknowledge contradictory desires, as we are pulled into the maelstrom of desire and memory? Shani Mootoo's intimate new novel suspends us in the vortex between acts of betrayal and acts of love. It is a powerfully unsettling work from a brilliant artist." --Madeleine Thien, author of *Do Not Say We Have Nothing* "The past isn't even past--and the present is tense with conflicting desires and untold stories. What brings clarity to this setting is Shani Mootoo's limpid prose, clean and bracing. Polar Vortex is an honest, but also moving, exploration of true intimacy." --Amitava Kumar, author of *Immigrant, Montana* "What a gorgeous and thrilling novel. Beautifully crafted, with perfect form and icy-clear tone--Shani Mootoo held me under her spell until the shock and release of the last page!" --Sarah Selecky, author of *Radiant Shimmering Light* Polar Vortex is a seductive and tension-filled novel about Priya and Alex, a lesbian couple who left the big city to relocate to a bucolic countryside community. It seemed like a good way to leave their past behind and cement their newish, later-in-life

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relationship. But there's leaving the past behind--and then there's running away from awkward histories. Priya has a secret--a long-standing, on-again, off-again relationship with a man, Prakash. In Priya's mind Prakash is little more than an old friend, but in reality things are a bit complicated. Why has she never told Alex about him? Prakash has tracked Priya down in her new life, and before she realizes what she's doing, she invites him to visit. Alex is not pleased, and soon the existing cracks in their relationship widen, revealing secrets Alex herself would have preferred to keep. Into the fissure walks Prakash, whose own agenda forces all three to face the inevitable consequences of their choices.

BattleTech Legends: The Gray Death Legion Box Set

THE TRUE FATE OF CLAN WOLVERINE... Every member of Clan society knows of the Not-Named Clan, the one that was erased from history for perpetrating acts of heresy against the Way of the Clans. But what truly happened to Clan Wolverine? Long before the Clans invaded the Inner Sphere in 3049, their ancestors escaped the brutal Succession Wars by braving uncharted space and forming a new society, only to plunge back into the ravages of war once more. The year is 2822. The Pentagon Civil War is long over, and Operation Klondike saw ilKhan Nicholas Kerensky's twenty Clans victorious over the petty warlords who had conquered the Pentagon worlds. But with no true enemies left to fight, the nascent Clans have lost their laser-sharp focus, and begun straying from the ilKhan's vision. Khan Sarah McEvedy, leader of the progressive Clan Wolverine, sees the dangerous path the ilKhan is steering his Clans onto, but she cannot follow them without compromising her beliefs or her honor. Unsure whom to trust among the scheming Clans, she must navigate the political waters of the Grand Council with caution and resolve, or suffer the deadly consequences. As her enemies seek to engineer her Clan into the ultimate scapegoat, Khan

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McEvedy must do everything she can to ensure that her Clan survives, or they will all be hunted down and destroyed. Written by BattleTech veteran Blaine Lee Pardoe, *Betrayal of Ideals* tells the complete story of the true history of Clan Wolverine.

The Classic Era

Describes and illustrates combat vehicles and other military equipment used in the BattleTech series of games.

Battletech Technical Readout Succession

A GALAXY AFLAME... The universe has gone dark. Interstellar communications has been lost across the Inner Sphere, threatening the corporate giant ComStar—and maybe civilization itself. Risking everything on a last chance for survival, Comstar has kidnapped the engineering genius Tucker Harwell, hoping he can unravel the mystery of the blackout. But Tucker isn't just working on why it happened he's also trying to figure out who's behind it. Meanwhile, Khan Malvina Hazen solidifies her hold on a purified Clan Jade Falcon while hunting for the next enemy to crush under the talons of her brutal Mongol Doctrine. Hundreds of light-years away, Clan Wolf is carving out territory along the Lyran Commonwealth/Free Worlds League border—and Alaric Wolf is primed to make his moves in the halls of power. Plans years in the making begin to come together across hundreds of star systems, and secrets hidden for decades will finally be revealed while an empire goes up in flames...

BattleTech: Forever Faithful

THE UNTOLD STORY OF THE INVENTION OF THE BATTLEMECH *Break-Away* is the first of six novellas detailing

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the struggle to create the next awesome weapon to rule the battlefield—the BattleMech. In the mid-25th century, factions of mankind are desperate to invent the next technological leap in warfare—a machine that would give each group an overwhelming advantage on the battlefield. And no one is more aware of the race to perfect this new machine than the leaders on Terra. But during the final trials to find the first pilot for the Terran prototype, the contest is infiltrated by a deadly enemy who wants to ensure that no one survives. It's up to the last remaining Terran candidate—and a scientist struggling to make a breakthrough on the human-machine interface that will control this new war machine—to save Terra's BattleMech program from those who wish to destroy it.

BattleTech: Legacy

Polar Vortex

In the wake of several hard-won battles, Prince Hanse Davion's forces anticipate the fall of Maximillian Liso's empire, until two saboteurs threaten to destroy vital technology and an attempt is made on the life of Davion's wife. Original.

Ghost War

THE FIRST TRILOGY IN THE EPIC SAGA OF FUTURE WAR

Thirty meters tall, seventy tons of quick-striding death and destruction, the armored war machines called BattleMechs are the front-line forces of the crumbling star empire locked in the horror of the endless Succession Wars. Their pilots are MechWarriors, 31st-century knights riding armored machines powerful enough to destroy an entire city. AND THE BEGINNING OF A LEGEND... The Gray Death Legion Trilogy brings together three complete

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Battletech novels featuring one of the most popular mercenary units very created—the Gray Death Legion. **DECISION AT THUNDER RIFT** Grayson Death Carlyle had been training to be a MechWarrior since he was 10 years old, but his graduation came sooner than expected. With his friends and family dead and his father's regiment destroyed, young Grayson finds himself stranded on a world turned hostile. Now he must learn the hardest lesson of all: it takes more than a BattleMech to make a MechWarrior. But to claim that title, all Grayson has to do is go out and capture one of those giant killing machines if it doesn't kill him first.

MERCENARY'S STAR Galatea. The Mercenary's Star. Even the most down on their luck units can find work here. Leading the new Gray Death Legion has been challenging for Grayson Death Carlyle, so when a job comes their way, he's only too happy to take it. The mission: train the local resistance on the planet Verthandi to resist their Draconis Combine masters. But things do not go well from the moment the Legion arrives. Trapped on Verthandi and facing a superior force and a fractured populace, the men and women of the Legion find themselves in a situation that makes the campaign on Trelwan look like a walk in the park. And Grayson quickly learns that repeating his past successes may not be so easy this time... **THE PRICE OF GLORY** The Gray Death Legion is in the employ of the Free Worlds League, and has even been given a landhold on the planet Helm. But dark forces conspire against them, and the Legion soon finds themselves declared renegade war criminals, fair game for anyone to attack. Now they are on the run on their home planet, trying desperately to reach safety before the might of House Marik falls upon them. They are about to discover the true motives of those who engineered their downfall. And what they discover will change the Inner Sphere forever...

BattleTech 25 Years of Art & Fiction

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BROTHERS IN ARMS... At long last, the Clans' campaign for the Inner Sphere is coming to a head. Khan Alaric Wolf is preparing for his biggest moves yet...and is willing to enlist just about anyone who can help him achieve his ultimate goal—the conquest of Terra. To that end, he sends one of his own on a special assignment. Marotta Kerensky is a Clan Wolf warrior unlike any other—the perfect candidate for a mission unlike any other: convince the legendary Wolf's Dragoons to rejoin the Clan they originally came from. But when Marotta reaches the mercenary unit, he finds them quite different from the storied force of a century ago. Times have changed since then, and the Dragoons have as well...or have they? Driven to accomplish his mission at any cost, Marotta allies with a Dragoons officer on a risky gambit that may help him deliver what his Khan wants...or tear Wolf's Dragoons apart forever.

BattleTech: Betrayal of Ideals

The ultimate introduction to life as an Imperial Guardsman! Welcome to the Astra Militarum, Guardsman! You don't know it yet, but this book is your new best friend. In its pages, you'll find everything you need to know in order to defeat mankind's enemies and prove yourself worthy of being a trooper in the Imperial Guard. It'll teach you how to march, how to shoot, how to maintain your weapons (and how to request replacements if you misplace yours), and much more. Learn the prayers and benedictions that will protect you from your foes, and how to best kill each of the Imperium's enemies with minimum effort. It's the essential guide for every Guardsman. CONTENTS Imperial Munitorum Manual Imperial Infantryman's Uplifting Primer The Benedictions of the Emperor

BattleTech

Alani Baum, a non-binary photographer and teacher, hasn't seen

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their mother since they ran away with their girlfriend when they were seventeen -- almost thirty years ago. But when Alani gets a call from a doctor at the assisted living facility where their mother has been for the last five years, they learn that their mother's dementia has worsened and appears to have taken away her ability to speak. As a result, Alani suddenly find themselves running away again -- only this time, they're running back to their mother. Staying at their mother's empty home, Alani attempts to tie up the loose ends of their mother's life while grappling with the painful memories that—in the face of their mother's disease -- they're terrified to lose. Meanwhile, the memories inhabiting the house slowly grow animate, and the longer Alani is there, the longer they're forced to confront the fact that any closure they hope to get from this homecoming will have to be manufactured. This beautiful, tenderly written debut novel by Bronwen Wallace Award for Emerging Writers winner John Elizabeth Stintzi explores what haunts us most, bearing witness to grief over not only what is lost, but also what remains.

BattleTech: Shrapnel, Issue #1

JUMP BACK INTO THE COCKPIT! Picking up the battle standard for BattleTech fiction, Shrapnel: The Official BattleTech Magazine continues the tradition of hard-hitting stories set in the war-torn interstellar future of the 31st century and beyond. Fire up your 'Mech's fusion reactor, secure your neurohelmet, and wade into battle with stories from the merciless front lines of the Clan Invasion and other eras, conspiracy theory articles, game scenarios, and more from veteran BattleTech authors, fan favorites, and some new recruits. Featuring: Michael A. Stackpole • Blaine Lee Pardoe • Kevin Killiany • Craig A. Reed, Jr. • Chris Hussey Jason Hansa • Lance Scarinci • Michael J. Ciaravella Patrick Wynne • Aaron Cahall

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Operation

IN THE 31ST CENTURY, LIFE IS CHEAP... A Draconis Combine warrior struggles with immoral orders in the First Succession War. A House Davion MechWarrior participates in a risky heist as part of Operation Guerrero. A history buff battles the Word of Blake during the Liberation of Terra. What do these MechWarriors have in common? Each one pilots the same BattleMech, a survivor that has been repaired and rebuilt countless times throughout its long and bloody 300-year lifespan. BATTLEMECHS ARE NOT. The seventy-ton GHR-5H Grasshopper can outmaneuver and outlast some of the most fearsome enemy 'Mechs, making it an invaluable asset to battlefield commanders. Even an incapacitated Grasshopper will be rebuilt to fight another day, with a new pilot at its controls, because MechWarriors can be replaced, but 'Mechs cannot. In *BattleTech: Legacy*, thirteen all-new stories chronicle the fortunes and tragedies of a single 'Mech across several tumultuous points in its wide-ranging combat history. Veteran *BattleTech* authors Kevin Killiany and Craig A. Reed, Jr. bookend this exciting collection, while other familiar names and new blood explore important moments in this 'Mech's history of constant, unmitigated warfare that leaves no corner of the Inner Sphere untouched.

The Last Exodus

For Almost A Millennium, The Symbol Of The Dragon Has Struck Fear Into The Rest Of The Inner Sphere. The Fearless Dedication Of Its Warriors, The Devotion Of Its People, And The Awesome Ambitions Of Its Coordinator: House Kurita Has Been More Reviled Than Any Other Power. Yet A New Leader Has Arisen In The Last Decades, Bringing About A Host Of Reforms And Reigning In The Realm'S Most Rapacious Desires. Such Rebirth Comes At A Price, As Various Shadowy Influencers Fix Their Eyes

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