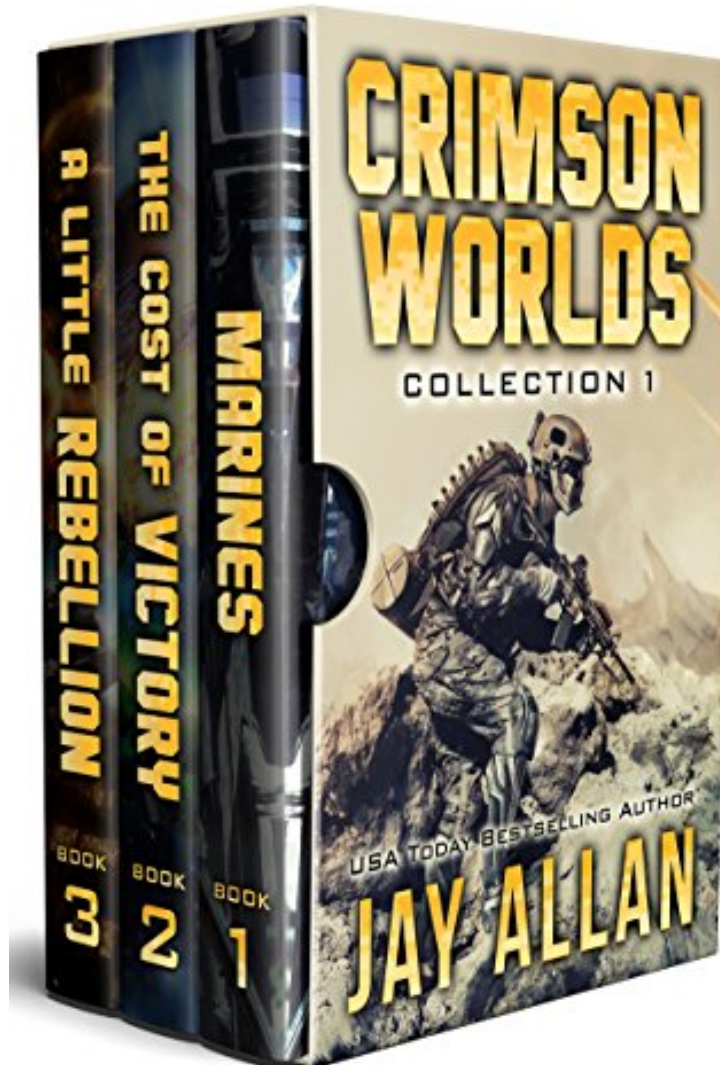


[Mobile pdf] Crimson Worlds Collection 1: Crimson Worlds Books 1-3 (Crimson Worlds Collections)
(English Edition)

Crimson Worlds Collection 1: Crimson Worlds Books 1-3 (Crimson Worlds Collections) (English Edition)

Von Jay Allan

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Von Jay Allan : Crimson Worlds Collection 1: Crimson Worlds Books 1-3 (Crimson Worlds Collections) (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised
Crimson Worlds Collection 1: Crimson Worlds Books 1-3 (Crimson Worlds Collections) (English Edition):

Kundenrezensionen
 Hilfreichste Kundenrezensionen 2 von 2 Kunden fanden die folgende Rezension hilfreich. Marines sind SUPER, aber Jay Allan schreibt dennoch gut.... Von Schelli
 Die abgelutschte Story der tollen Marines und ihrer noch toller Ausbildung und Traditionen ist Gegenstand vieler Geschichten vieler Autoren. Dennoch haben wir es hier nicht mit einer rein pubertr verherrlichenden Story der Marines, sondern mit dem Weg des Erik Cain zu tun, den der Autor in eine dster Welt gesetzt hat. Dies ist auch der Grund, weshalb ich bei aller Verherrlichung der Marines diesen Plot als dennoch gelungen ansehen wrde. Jay Allans Universum ist stimmig dster. Die fiktive Entwicklung der Menschheitsgeschichte ist nicht haarstrubend unrealistisch, man findet sich in die Welt des Erik Cain sehr gut ein und leidet mit. Womit wir auch beim Protagonisten dieser bis dato achtteiligen Serie sind - Erik Cain. Es sorgt fr spannende Lesestunden, die Entwicklung des jungen Erik aus den Ghettos und Slums zu den Marines mizuerleben. Der Autor verpackt hier sozialkritische Elemente mit Spannung und letztlich mit Action. Sehr schnell mag man diesen Erik Cain und fiebert bei den gut beschriebenen Schlachten mit, die sich - wie schon gesagt - vor einem stimmigen gesellschaftlichen Hintergrund abspielen. Nein, es handelt sich nicht um Weltliteratur, aber um gut geschriebene Marines-SciFi, welche vergngliche Stunden verspricht. 5 Sterne!
 0 von 0 Kunden fanden die folgende Rezension hilfreich. Action, Action, Action
 Von Michael Korb
 Super Geschichte, super Speed, klasse Charaktere. So schnell wie Eric Cain ist noch niemand General geworden und deswegen ist die ganze Sache auch nicht langweilig. Andere Autoren htten fr den Inhalt dieser drei Bcher mindestens zehn gebracht.

Kurzbeschreibung
 The First Three Books of Jay Allan's Bestselling Crimson Worlds Series in One Discounted Collection
 Marines (Crimson Worlds 1)
 Erik Cain joined the Marines to get off death row. The deal was simple; enlist to fight in space and he would be pardoned for all his crimes. In the 23rd Century, assault troops go to war wearing AI-assisted, nuclear-powered armor, but it is still warriors and blood that win battles. From one brutal campaign to the next, Erik and his comrades fight an increasingly desperate war over the resource rich colony worlds that have become vital to the economies of Earth's exhausted and despotic Superpowers. As Erik rises through the ranks he becomes a deadly warrior, and he finally finds a home, first with the Marines who fight at his side and later among the colonists - men and women who have dared to leave everything behind to build a new society on the frontier, one where the freedoms and rights lost long ago on Earth are preserved. But causes can be fleeting, imperfect things. Amidst the blood and death and sacrifice, Erik begins to wonder. Is he fighting the right war? And who is the real enemy?

 The Cost of Victory (Crimson Worlds 2)
 The Third Frontier War is raging, and all across human-occupied space worlds are burning. Massive fleets struggle for dominance and kilometer-long war ships exchange thermonuclear barrages. Battered in the early years of the war, the Western Alliance is resurgent. The brilliant Admiral Augustus Garret leads the Alliance fleet from victory to victory, taking the war to the very heart of the enemy empires. And on the ground, Colonel Erik Cain, hero of the Marine Corps, leads his crack troops again into combat, seeking the final battle. But war is the province of more than soldiers in the line, and in the background, the secretive intelligence agencies of the despotic Superpowers plot and scheme, using their own soldiers as pawns in the great game for control of space. The final battle will be fought in the reddish sands of a backwater world, where the rivalries of the Superpowers are about to become irrelevant, overshadowed by a staggering secret that has lain hidden in a remote cave for untold centuries. All the Powers struggle for the ultimate victory, but at what cost?

 A Little Rebellion (Crimson Worlds 3)
 The Third Frontier War is over, and the Western Alliance is triumphant. All across human-occupied space, colony worlds celebrate the coming of peace. But peace is an elusive dream, and more trouble is brewing. The war was expensive, and the economies of the Superpowers, always fragile, are on the verge of total collapse. The Directorate, the shadowy intelligence organization that has become the true power behind the Alliance government, plans to strip the colonies bare to pay the costs of war. Already, they are tightening their control over the freewheeling colonial governments. And the Marine Corps faces total destruction at the hands of the worst traitor in its history. But the colonists are a different breed than the passive mob on Earth, and they have no intention of meekly surrendering their hard-won freedoms. On worlds all across the frontier, plans are hatched and weapons hoarded. And in taverns and meeting halls the words of an ancient text are uttered in hushed tones. A little rebellion, now and then, is a good thing.

 The Crimson Worlds Series (Reading Order)
 Book 1: Marines
 Book 2: The Cost of Victory
 Book 3: A Little Rebellion
 Book 4: The First Imperium
 Book 5: The Line Must Hold
 Book 6: To Hell's Heart
 Book 7: The Shadow Legions
 Book 8: Even Legends Die
 Book 9: The Fall
 Standalone, Can be Read at Any Point:
 Red Team Alpha (A Crimson Worlds Novel)
 Kurzbeschreibung
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