

Read Free Terran Defenders Genesis Pdf File Free

Terran Defenders: Genesis *The Temple of Arrival* *Voyage for the Sundered Crown* *War for the Sundered Crown* **Heir to the Sundered Crown** **The First Fear** **Captain Flandry: Defender of the Terran Empire** **Genesis** *Genesis ; Battle Cry ; Homecoming* **Genesis** **Dark Wraith of Shannara** **99 Months: The Case of the Sydney Double Murders** Genesis **Uller Uprising** *The Ashes of Eden* **The Onion** **Book of Known Knowledge** *Material Feminisms* The New Utopian Politics of Ursula K. Le Guin's *The Dispossessed* *Hidden Treasures: Rare & Unappreciated Gems* *The Forever War* *The Haraway Reader* **Starcraft: Queen of Blades** *Classic Home Video Games, 1985–1988* The Entropy Effect **Starcraft: Uprising** *Dead Man's Hand* Dark Imperium *Hothouse* *Economic Science Fictions* *The Warp* **The Light of Other Days**

Starcraft: I, Mengsk *On the Edge of the Bush* Imagining Extinction **The Final Reflection** Liberty's Crusade *StarCraft: Evolution* *Critical Point of View* Starcraft #3: Speed of Darkness Starcraft: Dark Templar--Shadow Hunters

The Starship Enterprise™ is summoned to transport a dangerous criminal to rehabilitation: the brilliant physicist, Dr. Georges Mordreaux, who is accused of promising to send people back in time, then killing them instead. But when a crazed Mordreaux escapes, he inexplicably bursts onto the bridge and murders Captain Kirk before the crew's eyes. Now Spock must journey back in time to avert the disaster before it occurs. But more is at stake than Kirk's life. Mordreaux's experiments have thrown the universe into chaos, and Spock is fighting time itself to keep the very fabric of reality from unraveling. ‘A thrilling, action packed Fantasy adventure’ – Damien Larkin ‘Fans of Sanderson will love this one’ – The Bookwrym speaks In this world Emotions grant incredible powers. The Supreme rules the world. For years, the people of her Imperium have lived in fear. Dreams of freedom are long dead for most. Those that could challenge her are in hiding. Yet hope remains. Following an incident, Elian, a young man living at the edge of the Imperium, discovers he possesses powers with devastating consequences for both himself and the people he loves. Forced to flee from

the Supreme's most deadly agent, Elian encounters a ragtag band of resistance fighters and a group of powerful rebels led by a charismatic leader, who believes that the key to overthrowing the Supreme lies in the ancient ruins of the once mighty Kingdom of Aeranyth. Can Elian survive long enough to develop his newfound abilities and help the rebels turn the tide against the Supreme? Or will he die trying? --- Praise for *The First Fear*--- "This was such a great book! LOVED it!!! Highly recommend!" - Amazon reviewer "Really good ideas and a fun read!" - Amazon reviewer "Amazing world building" - Amazon reviewer "Wow I wasn't expecting this book to be so good!" - Good Reads reviewer "The First Fear is a gripping, action packed tale" - Good Reads reviewer "Loved how thre magic worked, loved our hero, Elian, can't wait to read more!" - Good Reads reviewer Former marshal-turned-rebel Jim Raynor has broken away from the power-crazed Emperor Arcturus Mengsk. Enraged over Mengsk's betrayal of the powerful telepath, Sarah Kerrigan, to the ravenous Zerg, Raynor has lost all faith in his fellow humanity. Yet, in the aftermath of Mengsk's treachery, Raynor is plagued by strange visions of Char -- a deadly, volcanic world haunted by horrifying alien creatures. As the nightmares grow in intensity, Raynor begins to suspect that they may not be figments of his imagination -- but a desperate form of telepathic contact. Convinced that the woman he loves is still alive, Raynor launches a hasty mission to

rescue Kerrigan from Char. But deep beneath the planet's smoldering surface, Raynor finds a strange chrysalis...and is forced to watch in horror as a terrible, all-too-familiar entity rises from it. Before him stands a creature of depthless malice and vengeance... Sarah Kerrigan: the Zerg Queen of Blades. The Kingdom of Delfinnia has fallen, but hope remains. Sent on a daring voyage to seek out allies from across the sea the wizard, Luxon Edioz and his companions rediscover the continent of Tulin. A land that is full of dangers, magic, and adventure. There they will find new allies, new wonders, and new enemies. As Danon's conquest draws closer to completion, Luxon must use all of his wits and powers to unite the peoples of Tulin and convince them to help him save his homeland. It will be a voyage that will test him to his limits and one that will decide the fate of all. Following his reluctant retirement, Captain James Kirk is offered an irresistible adventure by a mysterious young woman that will force Kirk to confront the fragile peace between the Federation and the Klingons Following the explosive ending to Blaze of Glory (Book 1), Will Tanner and Tamari's Tigers are back in action once more. But after corrupt Sergeant Lock vows revenge on Tanner, he finds himself the target of an assassin - and a friend pays the ultimate price. And at the end only one man will stand triumphant - but will it be Will? Collecting issues #1 to #4 of the hit miniseries. On Satan's Footstool I. Commander-in-Chief Front and Center II. Rakkeed,

Stalin, and the Rev. Keeluk III. Four-and-Twenty Geek Heads IV. If You Read It in Stanley-Browne V. You Can Depend on It It's Wrong VI. The Bad News Came After the Coffee VII. Bismillah! How Dumb Can We Get? VIII. Authority of Governor-General von Schlichten IX. Don't Push Them Anywhere Put Them Back in the Bottle X. The Geek Luftwaffe and the Kragan Airlift XI. Of Princedoms Which Have Been Won by Conquest XII. The Shadow of Niflheim XIII. A Bag of Tricks We Don't Have XIV. The Reviewers Panned Hell Out of It XV. A Place in my Heart for Hildegarde

A poet of the twenty-first century looks back on the artificial metamorphosis of Mars into a habitable planet As the extinction of species accelerates and more species become endangered, activists, filmmakers, writers, and artists have responded to bring this global crisis to the attention of the public. Until now, there has been no study of the frameworks that shape these narratives and images, or of the symbolic meanings that the death of species carries in different cultural communities. Ursula Heise makes the case that understanding how and why endangered species come to matter culturally is indispensable for any effective advocacy on their behalf. Heise begins by showing that the tools of conservation science and law need to be viewed as cultural artifacts: biodiversity databases and laws for the protection of threatened species use rhetorical and cultural resources that open up different approaches to the problem of

understanding global wildlife. The second half of her book explores ways of envisioning alternative futures for biodiversity. The narrative of nature's decline or even imminent disappearance has been a successful rallying trope for those skeptical of modernization and ideologies of progress. But environmentalists' nostalgia for the past and pessimistic outlook on the future have also alienated parts of the public. Heise tells the story of environmental activists, writers, and scientists who are creating new stories to guide the environmental imagination." Sydney's most sensational murder case to date! On 15 September 2003, two Singaporean students at the University of New South Wales in Sydney, Tony Tan Poh Chuan and Tay Chow Lyang, were brutally murdered in their apartment. More than eight months later, their housemate and fellow Singaporean, Ram Tiwary, was arrested for their murders. Although Ram proclaimed innocence, he was found guilty in 2006 and sentenced to life imprisonment. A successful appeal overturned the conviction and awarded him a retrial, which also resulted in a guilty verdict in 2009. But just two days after the second appeal in 2012, the New South Wales Court of Criminal Appeal overturned the 2009 conviction and acquitted him. He was released after spending 99 months in maximum security jail. What happened in the courtroom that compelled the most senior judges in the state to overturn two murder convictions within a day of the hearings? From the police claims

of 'losing' evidence from evidence safes, revelations in the courtroom that the DPP had hidden crucial evidence from its own expert witnesses, solid leads that were inexplicably abandoned, detectives seemingly caught lying under oath and the Crown's theory of naked assassins, this is Ram's story of the 99 months that have left us with more questions than answers. An action-packed novel that ushers in a new age of adventure in the critically acclaimed StarCraft series from Blizzard Entertainment The #1 New York Times bestselling author of Thrawn pens the latest chapter in the stunning StarCraft saga, building on the game's rich legacy to create an unforgettable new story. After nearly a decade of brutal warfare, three mighty factions—the enigmatic protoss, the savage zerg, and the terrans, humanity's descendants in the sector—have entered a cease-fire, but the peace is tenuous at best. When the sudden restoration of an incinerated planet is brought to light, tensions erupt. Neutrality swings back to hostility, and old enemies are accused of developing biological weapons to reignite the bitter conflict. An expedition of terran and protoss soldiers and researchers is deployed to investigate the mysterious zerg planet and its inhabitants' intentions. But the lush alien landscape is host to other denizens, creatures shrouded in shadow, and should they be unleashed, they will change the fate of the entire galaxy. Book 1 in the Dark Imperium Trilogy. Fell times have come to the galaxy. Cadia has fallen,

destroyed by the onslaught of Chaos. A Great Rift in the warp has opened and from its depths spew daemons and the horrors of Old Night. But all hope is not lost... A hero, long absent, has returned, and with him comes the wrath of the Ultramarines reborn. Roboute Guilliman has arisen to lead the Imperium out of darkness on a crusade the likes of which has not been seen since the fabled days of the Emperor. But never before have the forces of Ruin amassed in such numbers, and nowhere is safe from despoliation. From the dreaded Scourge Stars come the hordes of the Plaguefather, Lord Nurgle, and their pustulent eye is fixed on Macragge. As the Indomitus Crusade rages on, Guilliman races to Ultramar and a confrontation with the Death Guard. Far in the future, 60,000 light-years from Earth, a loose confederacy of Terran exiles is locked in battle with the enigmatic Protoss and the ruthless Zerg Swarm. Each species struggles to ensure its own survival among the stars in a war that will herald the beginning of mankind's greatest chapter -- or foretell its violent, bloody end. Danny Liberty was a good reporter...too good. When his investigations struck too close to the heart of the corrupt Terran Confederacy, he faced a simple choice: continue his current series of exposés, or take a hazardous new assignment covering the Marines on the front lines of the Koprulu Sector. It didn't take him long to decide.... Behind the attacks of the Zerg and the Protoss lies the story of a lifetime, but every piece of information

blurs the mystery further. Thrown into the middle of a war where the outcome will determine mankind's very survival, the only thing that Danny Liberty knows for sure is that the only person he can trust to keep him alive is himself. Liberty's Crusade The first in an epic new series of space warfare novels set in the world of the bestselling computer game! THE FIRST-EVER GRAPHIC NOVEL SET IN THE WORLD OF SHANNARA! Possessing an awesome power he is only beginning to understand, young Jair Ohmsford must summon the devastating yet darkly seductive magic of the wishsong on a fateful mission to save his friends . . . and protect the future from the forces of evil. If you've never ventured into the wondrous world of Shannara, consider this an ideal opportunity. Prepare to enter the breathtaking realm of the Four Lands, where beings both noble and sinister have quested and clashed, crossed swords in the names of darkness and light, and engaged in adventures rich with mystery and majesty. "Terry's place is at the head of the fantasy world." –Philip Pullman, author of The Golden Compass It's blazing science fiction adventure starring Dominic Flandry¾Science Fiction's James Bond¾in the Fifth Volume of the Complete Technic Civilization Saga. At the publisher's request, this title is sold without DRM (Digital Rights Management). Betrayed. Hunted. The Liberators defiant stand at the city of Asta has sparked the fires of resistance in the downtrodden people. Slaves, serfs and even

members of the aristocracy have risen against the regime and flock to the Liberator banner. As conflict spreads across the world, the Supreme's gaze is fixated on Elian more than ever. Reeling from his mentor's betrayal and battle with the First Fear he is hunted relentlessly by Hollowed and Venerable Chamber Seekers. The only person who can help Elian is a mysterious Empowered One--who he's not even sure he can trust. Terrible secrets await. Secrets about himself. Secrets that could herald the end of all things. Temple of Arrival is the second book in the exciting Empowered Ones fantasy series. If you like action, sprawling battlefields, and power enhanced heroes, then you'll love this series. -Reviews for Temple of Arrival- 'The Temple of Arrival is a fantastic sequel to The First Fear. From the opening chapter, we're thrown right back into the action as Elian and the Liberators, along with their Gifted allies, battle the forces of the Supreme. 'Just like the first book, the action sequences were gripping as were the plot twists. We learned a lot more about the origins of the Power which really set the scene for the dramatic closing chapters.' 'If you're a fan of well written fantasy with interesting characters and settings, then check both of these books out.' 'A very strong sequel to the first novel which grips the reader from the outset. Usually the second book in a series is weaker than the first - however I would go as far as to say that this one is even better than the first novel.' 'Matthew's ability to world-build is

amazing and you can see all of the different literary and fantasy elements in this book - coupled with his capacity to shock the reader and provide plot twists at every turn.' 'Give the book a read!' An innovative new anthology exploring how science fiction can motivate new approaches to economics. From the libertarian economics of Ayn Rand to Aldous Huxley's consumerist dystopias, economics and science fiction have often orbited each other. In *Economic Science Fictions*, editor William Davies has deliberately merged the two worlds, asking how we might harness the power of the utopian imagination to revitalize economic thinking. Rooted in the sense that our current economic reality is no longer credible or viable, this collection treats our economy as a series of fictions and science fiction as a means of anticipating different economic futures. It asks how science fiction can motivate new approaches to economics and provides surprising new syntheses, merging social science with fiction, design with politics, scholarship with experimental forms. With an opening chapter from Ha-Joon Chang as well as theory, short stories, and reflections on design, this book from Goldsmiths Press challenges and changes the notion that economics and science fiction are worlds apart. The result is a wealth of fresh and unusual perspectives for anyone who believes the economy is too important to be left solely to economists. Contributors AUDINT, Khairani Barokka, Carina Brand, Ha-Joon Chang, Miriam

Cherry, William Davies, Mark Fisher, Dan Gavshon-Brady and James Pockson, Owen Hatherley, Laura Horn, Tim Jackson, Mark Johnson, Bastien Kerspern, Nora O Murchú, Tobias Revell et al., Judy Thorne, Sherryl Vint, Joseph Walton, Brian Willems First Published in 2004. Routledge is an imprint of Taylor & Francis, an informa company. Two mysterious alien spaceships are heading for Earth, bringing either salvation or destruction. Can Moses Jameson and his team unlock the ancient secrets behind their mission — before time runs out for humanity? If you like explosive action, alien invaders and ancient mysteries Terran Defenders: Genesis is for you . A realm torn asunder by civil war will give rise to a hero. The Kingdom of Delfinnia is in chaos. After Assassins kill the king and his family, the barons now battle one another for the crown. Unknown to them, one heir yet lives. As the civil war worsens, dark things begin to stir in the vast Eclin mountains. Horrors long thought destroyed have returned and led by an ancient evil begin to march upon the war-torn kingdom. Meanwhile, in the mage city of Calradia and as all hope seems lost, a young man named Luxon will discover his powers. The first wizard for a century, he is the man who will one day be known as the Legendary and the hero will give the realm its greatest king. Sent on a quest to find the hidden heir, Luxon teams up with the legendary monster slayer, Ferran of BlackMoor, the deadly yet beautiful Witch Hunter

Sophia Cunning and the noble Knight of Niveren, Kaiden of the Marble shore. Together they travel the realm battling deadly monsters, assassins, and the most feared enemies of them all, the servants of the dark lord Danon himself, the evil N'Gist cult. The Heir to the Sundered Crown is a heroic fantasy tale filled with action, battles and magic that will ignite the imagination and set the stage for an epic confrontation between the light and the darkness. Reviews for Heir to the Sundered Crown 'I have to say that this is probably one of my favorite fantasy books of the year' 'Epic story, magic, brave knights, formidable foes and a cool dragon, what's not to love?' 'Exciting and Gripping Read! Buy It!' 'Epic Fantasy that has everything' Sixty-thousand light-years from Earth, the corrupt Terran Confederacy holds the Koprulu sector tightly in its tyrannical grip, controlling every aspect of its citizens' lives. One man dares to stand up to this faceless empire and vows to bring it to its knees: Arcturus Mengsk -- genius propagandist, tactician, and freedom fighter. A monstrous act of bloody violence sows the seeds of rebellion in Arcturus, but he is not the first Mengsk to rail against such oppression. Before Arcturus grew to manhood, his father, Angus Mengsk, also defied the Confederacy and sought to end its brutal reign. The destiny of the Mengsk family has long been tied to that of the Confederacy and the Koprulu sector, but as a new empire rises from the ashes of the past and alien invaders threaten the very existence of

humanity, what will the future hold for the next generation...? Originally published in 1988, *Genesis* was the first major work of fiction that addressed the idea of terraforming Mars. It not only suggested the idea, but provided a feasible solution for doing so. During its initial publication, *Genesis* was on the list of recommended reading at NASA, and has since gone on to enjoy cult status. -- For millions of internet users around the globe, the search for new knowledge begins with Wikipedia. The encyclopedia's rapid rise, novel organization, and freely offered content have been marveled at and denounced by a host of commentators. This book moves beyond unflagging praise, well-worn facts, and questions about its reliability and accuracy, to unveil the complex, messy, and controversial realities of a distributed knowledge platform. The essays, interviews and artworks brought together in this reader form part of the overarching 'Critical Point of View' research initiative, which began with a conference in Bangalore (January 2010), followed by events in Amsterdam (March 2010) and Leipzig (September 2010). With an emphasis on theoretical reflection, cultural difference and indeed, critique, contributions to this collection ask: What values are embedded in Wikipedia's software? On what basis are Wikipedia's claims to neutrality made? Are you a witless cretin with no reason to live? Would you like to know more about every piece of knowledge ever? Do you have cash? Then

congratulations, because just in time for the death of the print industry as we know it comes the final book ever published, and the only one you will ever need: The Onion's compendium of all things known. Replete with an astonishing assemblage of facts, illustrations, maps, charts, threats, blood, and additional fees to edify even the most simple-minded book-buyer, THE ONION BOOK OF KNOWN KNOWLEDGE is packed with valuable information—such as the life stages of an Aunt; places to kill one's self in Utica, New York; and the dimensions of a female bucket, or "pail." With hundreds of entries for all 27 letters of the alphabet, THE ONION BOOK OF KNOWN KNOWLEDGE must be purchased immediately to avoid the sting of eternal ignorance.

A follow up to 2007's *Classic Home Video Games, 1972–1984*, this reference work provides detailed descriptions and reviews of every U.S.–released game for the Nintendo NES, the Atari 7800, and the Sega Master System, all of which are considered among the most popular video game systems ever produced. Organized alphabetically by console brand, each chapter includes a description of the game system followed by substantive entries for every game released for that console. Video game entries include publisher/developer data, release year, gameplay information, and, typically, the author's critique. A glossary provides a helpful guide to the classic video game genres and terms referenced throughout the work, and a preface provides a

comparison between the modern gaming industry and the industry of the late 1980s. Harnessing the energy of provocative theories generated by recent understandings of the human body, the natural world, and the material world, *Material Feminisms* presents an entirely new way for feminists to conceive of the question of materiality. In lively and timely essays, an international group of feminist thinkers challenges the assumptions and norms that have previously defined studies about the body. These wide-ranging essays grapple with topics such as the material reality of race, the significance of sexual difference, the impact of disability experience, and the complex interaction between nature and culture in traumatic events such as Hurricane Katrina. By insisting on the importance of materiality, this volume breaks new ground in philosophy, feminist theory, cultural studies, science studies, and other fields where the body and nature collide. Far in the future, 60,000 light-years from Earth, a loose confederacy of Terran exiles is locked in battle with the enigmatic Protoss and the ruthless Zerg Swarm, as each species struggles to ensure its own survival among the stars -- war that will herald the beginning of mankind's greatest chapter or foretell its violent, bloody end. All Ardo Menikov ever dreamed of was to live in peace on the verdant colony world of Bountiful. But when the vicious Zerg Swarm attacked the colony and annihilated his loved ones, Ardo was forced to wake from his dream and

accept the brutal realities of a war-torn galaxy. Now a confederate marine, charged with defending the worlds of the Terran confederacy, Ardo must come to terms with the painful memories of his past -- and the unsettling truths that may dominate his future. In all generations of video games there contains Hidden Treasures, Unappreciated Gems that exist. These games can sometimes be rare or unknown, while other times you may have seen them sitting on the shelf but looked right past them. This book looks at a few of these games, generation by generation, to give a little insight into a few that you may not have noticed. How many of these gaming treasures have you played? From Arthur C. Clarke, the brilliant mind that brought us *2001: A Space Odyssey*, and Stephen Baxter, one of the most cogent SF writers of his generation, comes a novel of a day, not so far in the future, when the barriers of time and distance have suddenly turned to glass. When a brilliant, driven industrialist harnesses cutting-edge physics to enable people everywhere, at trivial cost, to see one another at all times—around every corner, through every wall—the result is the sudden and complete abolition of human privacy, forever. Then the same technology proves able to look backward in time as well. *The Light of Other Days* is a story that will change your view of what it is to be human. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Five years

have passed since the Battle of Eclin, but peace in the Kingdom of Delfinnia remains elusive. Fell Beasts terrorise the countryside, dragons attack the Westerlands and, worst of all, strange ships have been sighted off the coast. Luxon Edioz still searching for his mother embarks on a journey to Stormglade, a city at the edge of the Great Plains. It is a land full of monsters and deadly tribal warriors. There he will learn that Danon, the enemy of mankind, has not been idle since his defeat at Eclin. The dark one has amassed a vast army. Its sole purpose; to destroy the kingdom and plunge the world into a never-ending darkness. "Del Rey book." Battling the Taurans in space was one problem as Private William Mandella worked his way up the ranks to major. In spanning the stars, he aged only months while Earth aged centuries. The Dispossessed has been described by political thinker Andre Gorz as 'The most striking description I know of the seductions—and snares—of self-managed communist or, in other words, anarchist society.' To date, however, the radical social, cultural, and political ramifications of Le Guin's multiple award-winning novel remain woefully under explored. Editors Laurence Davis and Peter Stillman right this state of affairs in the first ever collection of original essays devoted to Le Guin's novel. Among the topics covered in this wide-ranging, international and interdisciplinary collection are the anarchist, ecological, post-consumerist, temporal, revolutionary, and open-ended

utopian politics of *The Dispossessed*. The book concludes with an essay by Le Guin written specially for this volume, in which she reassesses the novel in light of the development of her own thinking over the past 30 years. The three popular adventures that launched the *Robotech* series begin when the *Robotech Masters* bring their war to Earth and continue with Henry Gloval's command of the *SDF-1* and his attempts to escape the Zentraedi pursuers. Original. An original tale of space warfare based on the bestselling computer game series from Blizzard Entertainment. Driven by the living memories of a long-dead protoss mystic and hounded by the Queen of Blades' ravenous zerg, archaeologist Jake Ramsey embarks on a perilous journey to reach the fabled protoss homeworld of Aiur. Seeking a vital piece of protoss technology, Jake finds that Aiur has been overrun by the zerg. Descending into the shadowy labyrinths beneath the planet's surface, he must find the sacred crystal before time runs out -- for him...and the universe itself. Yet, what Jake discovers beneath Aiur is a horror beyond his wildest nightmares -- Ulrezaj -- an archon comprised of the seven most deadly and powerful dark templar in history.... Klingon Captain Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace. Suddenly he must fight a secret battle of his own. His empire has a covert plan to shatter the Federation. Only Krenn can prevent a war -- at the risk of his own life! A Hugo Award-winning classic about a far-

future Earth dominated by gargantuan plants and the few humans who remain Millions of years beyond our time, our Earth has long since stopped spinning—and giant flora have taken over the sunlit half of the motionless world. Here humans are among the very few animal species that still exist, struggling to survive against enormous odds, but they have become small and weak, and their numbers have dwindled to almost nothing. When the aging leader of Gren’s tribe decrees it is time for the old ones to go “Up,” the younger are left to make their own way below. Although the journey will not be an easy one for young Gren, he sets off on an odyssey across a perilous world populated by carnivorous plants and other evolved vegetation. But any knowledge to be gained at the terminator—the forbidding boundary between the day world and the night—might well prove worthless for the boy and the companions he amasses along the way when the expanding sun goes nova and their Earth is no more. A thrilling parable of courage, discovery, and survival, *Hothouse* is among Grand Master Brian W. Aldiss’s most beloved and enduring works. Ingeniously inventive, richly detailed, and breathtakingly lush and vibrant, the doomed world and people that Aldiss creates will live forever in the minds of all those who enter this remarkable realm. The arrival on Earth of an abandoned alien battle fortress saves humankind from extinction during the Global Civil War, but the untried Robotech Defense Force must now defend

humanity against the most feared conquerors in the universe Far in the future, 60,000 light-years from Earth, a loose confederacy of Terran exiles are locked in battle with the enigmatic Protoss and the ruthless Zerg Swarm. Each species struggles to ensure its own survival among the stars in a war that will herald the beginning of mankind's greatest chapter -- or foretell its violent, bloody end. She is the Zerg Queen of Blades. Her name has become legend throughout the galaxy, and that legend is death for all who stand against her. Yet once, long ago, Sarah Kerrigan was human -- the unwilling subject of an insidious clandestine experiment. She was forced to serve as a merciless assassin for the Terran Confederacy until a twist of fate propelled her toward a destiny none could have foreseen. This is the untold tale of Kerrigan's shadowy origin...and the war that was fought for her very soul. An original tale of universal conflict set in the world of the award-winning, bestselling computer game from Blizzard Entertainment.

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