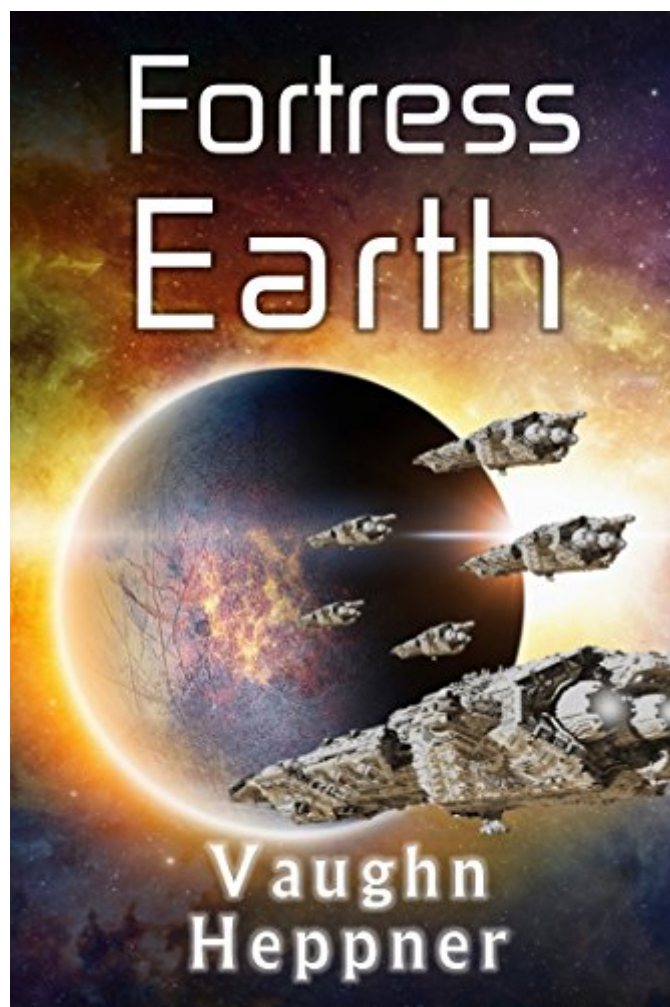


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Fortress Earth (Extinction Wars Book 4)



Synopsis

In the fourth book of the Extinction Wars series, Abaddon commands a Karg-Jelk Super Fleet bent on annihilating humanity. He's the galaxy's most ruthless strategist wielding superior technology. That includes the perfect raid-ships, able to teleport anywhere at will. Humanity has Commander Creed and he has his Assault Troopers. He's going to take the fight to the enemy. He's buying time, learning secrets and setting up for the greatest space battle in the Orion Arm. Creed is determined to win. He has too. If he doesn't, the human race dies.

Book Information

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Customer Reviews

Commander Creed may be Vaughn Heppner's roughest creation. He's mean. He sacrifices his girlfriend for the sake of humanity. He risks everything, and everyone, to get the win. But he's humanity's greatest weapon and only hope. In "Fortress Earth," the fourth and perhaps final Heppner entry in the Extinction Wars series, Creed's world has done all it can to prevent another alien invasion like the one that decimated it into a smoking ruin years before when an alien race enslaved the remaining humans to use the toughest in its mercenary armies. Fortress starts when another enemy, this time a moon-sized space ship teleports into the solar system and nearly

destroys all the defenses the planet has installed. This comes despite what earth leaders had hoped would be enough to pulverize any invader. Only Creed crash landing a force onto the planet ship succeeds in taking it. But that's only scene one. Heppner always rewards his fans with fast action and industrial strength plot development. He forges ahead this time, reintroducing old enemies and the strange creations of the ancients that all seem to want humanity erased. And Heppner sends Creed into what can only be described as a battle between good and evil. Abaddon has escaped whatever black dimension he'd been trapped in and brought a fleet of death merchants so massive that nothing could survive their path. And all Abaddon wants is Creed's neck. But then Heppner introduces the caretaker in the Orion Arm. He's something. God maybe? Perhaps. Perhaps not. The theme of the divine is recurring in Heppner's novels. He treats it with care, exploring the potential and the power, making his readers think. And that's the mark of a talented author, one who stokes imaginations. And, spoiler, this may not be the last we see of Creed. I'm game for more. Certainly.

Much more mature writing style, with fast pace adventure and space action. It seems that Mr. Heppner was in the zone for this one, so I definitely recommend reading all of them if you haven't yet, and this one if you already have. Will be eagerly waiting for Commander Creed to make yet another appearance!

Another entertaining and rousing adventure for CDR Creed and crew. Creed's commandoes face the threat of extinction and become pawns in an ancient game of galactic chess..almost. In brilliant style Creed and crew check and mate the enemy at every turn, even enlisting power from one of the oldest beings in creation. Plenty of blood and guts to satisfy a die hard assault trooper and then some. A great read that leaves open the prospect of even greater adventures in the end... I kept thinking Green Lantern after reading the epilogue..those of you who finish may understand why.

Upon reading all four books, I have come to believe that they have been written for the under 20s set and self-published using spell check instead of a real proofreader. Many, many misspellings, wrong words, and the like. slows down the read as one must stop and determine what the writer was trying to say. the lack of four-letter-words, especially those in common usage today by Junior High students, makes wonder if intended for a Christian audience. The story is fast-paced but a bit unbelievable. While sci-fi it must still follow the laws of physics, somewhat. the characters perform outlandish tasks reminiscent of fantasy computer games. One also wonders about the use of British terms as a means of futuristic speech. Also irritating is the use of modern slang, which I believe

would not be carried 300+ years into the future. I gave it the four stars because it was entertaining in a simple-minded way, and provided a few cute surprises. If it wins an award, I would question the award.

A lot of the successful series out there fall into this category of light, entertaining. Start strong with good first 1-2 books, most with a reasonable story/plot, and then kind of tread water or kinda go downhill -- from my perspective. They start leaping into soap opera big time and just keeps on going. There goes credibility, the more far out the story gets. First, why does this, and so many others, pop up as Mil? It's clear most of these authors never served and really don't have a good idea of the culture nor TO, tactics, techniques, etc., etc. I will say that one of the main reasons I've read this series is this author brings up a lot of military history. Some of his interpretation leaves a little to be desired but he goes into and describes a lot of military history over the past 2,000 years. Most of the other authors don't know or bother. The Authors generally write well, don't get too technical and this one follows that. But the super hero keeps doing the impossible and the story goes soap, in a bad way for me. This is entertainment, as many others are, and if you want to settle down on serious, thought provoking, look elsewhere. If you want to pass some time and be entertained, as I do waiting for my authors, then this will do. At least you learn some military history.

Truly a hard book to set down! I've really enjoyed this series and feel this one might be the best yet. If you're a fan of military sci-fi and you haven't read the Extinction Wars then be sure to start with book 1 and enjoy! Hoping that Heppner continues on with Creed's character, but either way I'm now a fan.

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