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# Alpha Class Discovery A Kurtherian Gambit Series The Etheric Academy Book 3

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Price of Freedom: A Military Space Opera  
Adventure  
A Kurtherian Gambit Series  
Alpha Class - Graduation: A Kurtherian Gambit  
Series  
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Never Submit  
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A Kurtherian Gambit Series  
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Academy  
Book 3*

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**ELLEN POTTS**

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Price of Freedom: A

Military Space Opera  
Adventure Bad  
Company

It's been twenty years  
since the fall, the  
destruction the world  
brought on itself. Can  
Terry Henry Walton,

enhanced as he is, help bring civilization back as he seeks to atone for previous actions? By protecting and nurturing the ones with the knowledge. Terry Henry Walton begins building his Force de Guerre, a paramilitary group that will secure this new world from those who would take and destroy. When the enemies of peace appear before the FDG is ready, Terry partners with a werewolf to fight a battle that he must win. Set in the Kurtherian Gambit Universe, Nomad Found begins the Terry Henry Walton Chronicles, the time between the WWDE and the return of Michael to earth. *A Kurtherian Gambit Series* School of Necessary Magic Rain The long-awaited

follow-up to Voyager: Architects of Infinity from the New York Times bestselling author and cocreator of Star Trek: Picard! As the crew of the Full Circle fleet works to determine the fate of their lost ship, the Galen, a struggle for survival begins at the far edge of the galaxy. New revelations about Species 001, the race that built the biodomes that first drew the fleet to investigate planet DK-1116, force Admiral Kathryn Janeway to risk everything to learn the truth.

*Alpha Class - Graduation: A Kurtherian Gambit Series* Simon and Schuster

A multitude of Kurtherian Gambit Fans. Eight stories. One amazing book. The Kurtherian fans have

come together to create a book by the fans - for the fans. Step inside and take a peek at stories inspired by the wonderful world of the KGU. The Kurtherian Universe Expands, by Micky Cocker A poem to kick introduce our collection of stories Holi's Savior, by N.D. Roberts On the alien world Castellegia, brave young Holi fights for the survival of her ragged band of orphans. Who will save them from the green-eyed mutants who stalk the night? Justice calls upon Castellegia at the moment all is lost for Holi. A story of strength, determination, and the softer side of everybody's favorite benevolent dictator. Last Adventure First, by S.E. Weir Phina just wants to be a spy and

use her self-taught hacker skills to help the Etheric Empire. She embarks on one last adventure to try and make her best friend's wish come true. All it takes is a little B&E and some access pass forgery- no big deal for Phina's skills. But with a mystery man talking in her head and tracking her every move, and a confrontation with leaders of the Etheric Empire, Phina might get more than she bargained for. Renegade, by Erika Everest I am one of the Drakis, the enhanced warriors of our race. Our Gods have sent us to fight ignorance and injustice in the universe, and to bring peace and enlightenment instead. On the planet I am assigned to, I meet a

native who is not grateful for our help. In fact, she despises us for our interference. Her attitude challenges my entire worldview. Is my cause truly as noble as I have always believed? Or is it something more sinister? And what are the God's real intentions for the Drakis? Sarah Jennifer's First Samhain, By N.D. Roberts How do you survive an eternity alone? Sarah Jennifer Walton had it all. A family, a purpose, a husband. Not anymore. Loss has shaped her into a true nomad, wandering the country in a bid to outrun her pain. A chance encounter and a little magic could be the answer to Sarah Jennifer's prayers. Set on the foundation of The Terry Henry

Walton Chronicles this reconciles the past with the future, and a hidden destiny. The Terrorist Within, by James Gartside The Meredith Reynolds is a beacon of hope to many in the federation, but to one young girl it is a symbol of everything she wants to destroy. Dark Savior, by Ian Nicholson What will you do for the one you love? How will you face your worst nightmares? Something sinister is lurking in the dark of New York City, preying on those abandoned by society. Young runaway Adam tries to rescue his best friend, but he ends up caught as well. They have little time and no hope left. Because when monsters are real who can step up to fight them and set things

right? Till The End Comes, by James Gartside The Kurtherians created them to fulfill a need. What happens if they are no longer needed? Do they face obliteration or freedom? Join Michael Anderle and LMBPN Publishing in celebrating these newly published authors!

### **Etheric Researcher**

Dark Shadow Publishing  
Just how much trouble CAN two teenagers get into, anyway? Their parents will find out. Alexis' and Gabriel's childhood ends in violence, but what else would you expect from Bethany Anne's children? Zenith station offers the lessons. Conquering the curriculum may be easy. Being true to

yourself? Not so much. Now the twins must risk it all to save the innocent. A great philosopher once said, "With great power comes great responsibility." The twins reply? "Nobody needed that battlestation, right?" Go up and click Buy Now or Read for Free and jump back into the action! NOTE: This book contains a bit of cursing. Perhaps humorous cursing, but cursing, nevertheless. If this offends you, we don't suggest reading this book.

### Never Submit

Createspace Independent Publishing Platform  
You take out one annoying vampire in revenge, and now you have to clean up the mess? What a pain in the ... something.

Bethany Anne and crew are back! They need to grab a ship, figure out who is trying to dig into her businesses, get their hands around the potential for creating an A.I. and the ongoing mess with Anton and South America. One of these days, she will get a break. Fortunately for us, it wasn't today. Got an attitude? That's nice. Just don't show it around Bethany Anne. When she slaps a face off, the whole head goes with it. Bite This, The Kurtherian Gambit 04 follows the story after Love Lost. If you haven't read the preceding books YOU PRETTY MUCH HAVE TO. These are a series and many of the characters have been introduced in preceding volumes.  
\*\*Please note, as

mentioned in another review, there is flagrantly foul language in this novel. The main character does not have a problem with cussing, just uninspired cussing.  
**Spellcasters Spy Academy** Lmbpn Publishing  
Sawyer Brown is no more, but he was just the minor opening act... Terry Henry and Charumati (Char) have to deal with her Alpha coming back, the new refugees getting settled in town and .. Beer! With the FDG doubling in size, Terry Henry needs to bring about a little organizational structure to the group. While also deciding how to have that conversation with Char about her lineage... Not sure how that is going to go.

Terry Henry had better figure it out, or he is going to be up to his armpits in Werewolves and won't be sure if he can depend on his one ace-in-the-hole. Or not. Set in the Kurtherian Gambit Universe, Nomad Redeemed continues the Terry Henry Walton Chronicles, the time between the WWDE and the return of Michael to earth. \*\* As noted in other series set in the Kurtherian Universe, there IS cursing in this book, occasionally, it's funny, too. \*\*

### Rebel Witch

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Platform

They say that behind every great man is a great woman...But what if that woman is a Werewolf? "Serenity and Clint Eastwood

fans saddle up! This is a straight shooting futuristic story that celebrates honor and survival with a little paranormal on the side." Settled into their new home of North Chicago, Terry and Char find more enemies than they suspected. Faced with their greatest threat, they put the FDG into action against a Forsaken who's surrounded himself with a small army of loyal humans. With Akio's aid, they go to war. "I swear this series just gets better and better. " "The saga of TH and Char continues as they protect the innocent and attempt to return civilization to the people. The characters and story are great as usual. I found myself more and more

engrossed as I devoured the book." Love Lost Etheric Academy  
In the brief pause between apocalypses, one woman standing for honor, courage, and commitment will bring the UnknownWorld back from the brink. WWDE+210 - Earth is silent. Sarah Jennifer Walton had turned her back on humanity after losing everything. Now she's their only hope. Civilization has fallen in all but a few places as the Madness ravages Europe and Asia. America is the last holdout against the corruption causing nanocytes to malfunction. Bethany Anne is far away fighting for the survival of the entire universe, unaware that her technology has turned on humanity. Earth

needs a protector from Bethany Anne's line, and the Kurtherian Lilith has found her champion. Sarah Jennifer might not be Bethany Anne's last blood descendant on Earth, but she's the only one with the ability to unite Salem's Weres and magic users and shape them into a force capable of facing the Madness head on. Join her in The Line Unbroken as she takes her first steps on the road to the Age of Magic.

*Taken* Alpha Class - Discovery: A Kurtherian Gambit Series  
Humanity's greatest export-Justice. Space is a dangerous place, even for the wary, especially for the unprepared. The aliens have no idea. Here comes the Bad Company. Colonel

Terry Henry Walton takes his warriors into battle, for a price, in this first installment of The Bad Company. He believes in the moral high ground and is happy getting paid for his role in securing it. Set in the Kurtherian Gambit Universe, Terry, Char, and their people-humans, Werewolves, Weretigers, and Vampires-form the core of the Bad Company's Direct Action Branch, a private conflict solution enterprise. Join them as they fight their way across Tissikinnon Four where none of the warring parties were what they expected. --- PLEASE NOTE --- Inside this book is cursing, amusing cursing, but cursing nonetheless. If bad language offends you, perhaps this book

is not for you. Set on the foundation laid by the Kurtherian Gambit Series, The Bad Company tells an entirely new story in the Age of Expansion-- when the Etheric Empire is fast becoming the Etheric Federation with all of the trials and tribulations that come with bringing together different peoples, systems, and ideals. Intergalactic Pest Control Etheric Academy  
Life is beyond dangerous when you are caught up in the ongoing war between Bethany Anne's group and the Forsaken. Both Vampires and Humans have been targeted, but if there is one thing that those who work with Bethany Anne learn, it is you are NEVER FORSAKEN.

Never Forsaken, The Kurtherian Gambit 05 follows the story after Bite This. If you haven't read the preceding books YOU PRETTY MUCH HAVE TO. These are a series and many of the characters have been introduced in preceding volumes.

\*\*Please note, as mentioned in another review, there is flagrantly foul language in this novel. The main character does not have a problem with cussing, just uninspired cussing. Risk Be Damned Bad Company

What you thought you knew about Vampires and Werewolves is wrong...So Very, Very, Wrong. A thousand years of effort to keep the UnknownWorld hidden is unraveling and the Patriarch is tired. He needs to find

someone to take over.He finds Bethany Anne.Unknown, untested and untried she sets out to accomplish the impossible while forging a new future. One that no one knew was in danger.And she does it with an attitude that will make you stand up and cheer!They say a dress can make a women, but in this case, the dress is Death,and Death Becomes Her very well indeed.\*\*\*An Amazon Best-Selling Series, The Kurtherian Gambit has turned the relationship of author and fans upside down.Treat yourself to a fun, exciting and thrilling ride by starting The Kurtherian Gambit series today and you will ask yourself the same question others have: When will I

sleep?

### **Any Port In A War**

Watkins Media Limited  
 In a small library no one ever seems to visit in the middle of nowhere, a young boy continues reading books. Perhaps these books hold the answers to all of the questions of his life? In 14 short chapters, this ebook will take you on a journey of discovery. Strange events follow Daniele through the library and beyond, as the young boy tries to uncover a secret he has since forgotten. Doors open and close, pages turn by themselves, strawberries grow in the snow... amid this surreal landscape, will Daniele find the answers he needs before returning to his ordinary life? This short story consists of

approximately 6000 words. This ebook has been translated from Italian to English by Andrea Pakieser.  
[A Kurtherian Gambit Series](#) Penguin  
 Available for the first time as an ebook! Life in the California sun suits Elvis Cole--until the day a fifteen-year-old girl and her two younger siblings walk into his office. Then everything changes. Three years ago, a Seattle family ran for their lives in a hail of bullets. Hired by three kids to find their missing father, Elvis now must pick up the cold pieces of a drama that began that night. What he finds is a sordid tale of high crimes and illicit drugs. As clues to a man's secret life emerge from the shadows, Elvis knows he's not just up

against ruthless mobsters and some very angry Feds. He's facing a storm of desperation and conspiracy--bearing down on three children whose only crime was their survival...

*To Lose the Earth*

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A truly contemporary take on how to be a witch, *Rebel Witch* is an antidote to the cookie-cutter witchcraft agenda that gives a new perspective on the craft, asking each reader to create a powerful, personalized practice that taps into the current mood of female empowerment and spiritual rebellion. *Rebel Witch* reminds witches of the wondrous opportunity to jump into

experimentation and invent something wild and individual, a practice shaped by their individual personality and life journey, rather than allowing themselves to be spoon-fed. It challenges witches to design a nurturing practice that is truly theirs. There's information about all the elements of the craft, from energy raising, sacred space creation and receiving signs to casting spells, holding rituals, scrying, potions and much more ... crucially, in each case the topic is discussed from an exciting contemporary perspective. So, when Kelly-Ann talks about sacred texts, she stresses that you can choose the texts that resonate with you - so why not Alice in

Wonderland or Narnia? Maybe you want to move away from the traditional Wheel of the Year and create your own divisions? Instead of honouring a traditional deity, why not construct your own, choosing elements from rock stars, movie icons or fictional heroes? Or embody magical signs in your clothing and jewellery? Creativity and experimentation are encouraged, with tips to help the reader to be inventive. A curious reader with a desire to create an inspired, deeply personal path and free themselves from conformity will finish the book ready to take action and make magick happen!

*The Kurtherian Gambit*  
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Platform  
Humanity's greatest export - Justice. Space is a dangerous place, even for the wary, especially for the unprepared. The aliens have no idea. Here comes the Bad Company. \*\*\* Price of Freedom is a 2018 Dragon Award Finalist \*\*\* On Earth, parents told stories about the devil to frighten children. But devils exist and from time to time, they find their way here. Terry and Char, take the Bad Company's Direct Action Branch into combat to rid a world beyond the borders of a new incursion. All it will cost is the inhabitants' most advanced technology, a miniaturized power supply that will revolutionize the Etheric Federation.

Nathan wants it, badly enough that he's made the mission non-negotiable. Terry's hands are tied as he takes the team into the hot zone. Join Terry and Char as the War Axe delivers the team to a planet well outside of Federation space where they have to convince the local aliens that the Bad Company is from the government and they're there to help. Join the Bad Company as they fight an enemy from their worst nightmares. --- PLEASE NOTE --- \*NOTE: If cursing is a problem, then this might not be for you.

Alpha Class -  
Discovery: A Kurtherian  
Gambit Series  
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My name is Keta. I'm

an elite soldier for the interplanetary military, a G.H.O.S.T. operative. I've lived my whole life preferring solitude. I'm content to live my life without males trying to control me. Who needs love, I have my blasters, right? But fate changes my lonely existence. Somehow I've ended up mated to an Indarian triad - a shapeshifting race of Alpha Males. Lucky me. The Indarians are a patriarchal society, which goes against everything that I stand for. I refuse the triad and disappear, determined to continue to live my life on my terms, as a Ghost. I immerse myself in my work and my newest assignment, may be my toughest one yet. Not only do I have to shut down a black market slave ring on

Heruta, I also have to work with a team of Indarian triads. And guess what, they are mine. Can I really let go of my solitary life and embrace my Indarian mates, or will I continue to Ghost them when all is said and done?\*\*\*CONTENT & TRIGGER WARNING\*\*\*\*  
Journey within a Story  
 Pocket Books/Star Trek Building a New Empire is supposed to be dangerous, but training the next generation of leaders? That's not supposed to be dangerous, right? Follow us as we have the people in the Etheric Empire setting up a special academy to train the first set of teens on a leadership track. They are supposed to learn about the different groups in the Etheric Empire and areas

(including R&D, Weapons, Operations and others). Unfortunately, some of the members of those teaching teams tapped to train the kids don't realize how ... adventurous... the teens can be. Especially if the teachers are Team BMW. Travel with us as we are introduced to Alpha Class, one of the teams in the new Etheric Academy as they merge human's and Wechselbalg (Were's) in a group of five young adults as they learn to become the first cohesive group on their first assignment. With Team BMW as their teachers, nothing could go wrong, right? \*\*\*A Kurtherian Gambit Adventure for Younger Readers.... Or those who are young at

heart.\*\*\*

Nomad Redeemed

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Platform

Anne and Jinx are back! When you are a young adult in the Etheric Empire, your life can be changed in mere moments. Often for the better. Jinx is finding it's harder than she expected to protect her friend's back. Anne has some ideas about that, but with bigoted teachers and potential dog-nappers, having the Empress tell them they've lost their damage deposit is the least of their worries. Anne and Jinx acquire new friends and colleagues in their effort to support the Empress. Together, the young woman and her partner, Jinx, have a future to affect. Set on

the foundation laid by the Kurtherian Gambit Series, this story tells about one of the fan favorites and her new partner. Together, they just may be instrumental in changing the future of technology and life.

*Alpha Class*

Createspace  
Independent Publishing  
Platform

Risk Be Damned is part of the Best-Selling Kurtherian Gambit Series Risking One's Heart is often harder than Risking One's life. Jennifer is in a bind, and that doesn't even stop to consider she got herself stuck right in the spider's castle.No, she did something a little rash, more for herself, than anything else. The problem is she knows she has hurt her very new boyfriend and God

only knows how he was taking it. The reunion with a man over a thousand-years old might be a bit tense. However, at the end of the day, Jennifer and Stephen are part of the Queen's team and while the emotions for each other run high, they will get the job done. Along with everyone else on the team. While all of this is going on, the Queen has a special set of purchases that are wanted by others, so they can track where she is. And team BMW are trying to figure out who can brew the best beer of all. Damned Into Hell is part of The Kurtherian Gambit Universe set between books 13 and 14. Loosely, these three years are called "The Dark Years" or "The Lost Years." The

Dark Years - when the Trials and Tribulations of being merciful were shouldered by Bethany Anne and her people. Nomad Found Giovanni Venturi  
 What is a (powerful) mother to do when she needs to fight a war and her children need to grow up FAST? The universe is a dangerous place for the children of an empress in exile, and helping themselves to their mother's favorite battleship did nothing to convince their parents they were ready to take on the responsibility of active duty. What does Bethany Anne do when she has to leave the twins on Devon to fight for the Bakas' freedom? She creates a gameworld that has to be lived in to be believed. Once that

challenge was accomplished, she sends Alexis, Gabriel, and friends K'aia and Trey to learn what it takes to be true leaders. Lost in time and separated in space, the twins and their friends must navigate a world designed to challenge their preconceptions at every turn. DO THEY HAVE WHAT IT TAKES

TO GROW UP? In this companion volume to The Kurtherian Endgame 06: Enter into Valhalla, we invite you to step out of time and join Alexis and Gabriel on the next steps of their journey into adulthood. Go up and click Read for Free or Read Now to find out how the children of the Empress handle...maturity.

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