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# The Lost Planet (Lost Starship Series Book 6)



## Synopsis

Last voyage, Captain Maddox entered a distant star system with a Swarm fleet. The sheer numbers were staggering, a 100-1 advantage against all human spacecraft. If the highly aggressive, racist insects gained hyper-spatial tube technologyâallowing them to cross a thousand light-years in secondsâit would mean Armageddon for Earth. Star Watch desperately needs something powerful to offset the annihilating Swarm numbers. As if on cue, Professor Ludendorff declares he has discovered the whereabouts of ancient Builder technology, a tech so potent it could defeat the Swarm. Star Watch takes the bait, ordering Captain Maddox to find the lost planet holding the ancient technology. Ludendorff has a plan involving androids to lure his arch rivalâMethuselah Man Strandâto his doom. The crew of Starship Victory knows nothing of this and thus blindly enters a web of intrigue and danger. The captain will need the AI Galyan, Valerie and Riker like never before. Humanityâs hope against the coming Swarm holocaust rests on the outcome. THE LOST PLANET is the sixth book in the LOST STARSHIP SERIES.

## Book Information

File Size: 1236 KB

Print Length: 465 pages

Publication Date: December 31, 2016

Sold by:Â Digital Services LLC

Language: English

ASIN: B01N1Y30EB

Text-to-Speech: Enabled

X-Ray: Enabled

Word Wise: Enabled

Lending: Not Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #4,208 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #40 inÂ Books > Science Fiction & Fantasy > Science Fiction > Military > Space Fleet #58 inÂ Books > Science Fiction & Fantasy > Science Fiction > Colonization #60 inÂ Kindle Store > Kindle eBooks > Science Fiction & Fantasy > Science Fiction > Colonization

## Customer Reviews

This story in a word..was great! Having been along for this ride with Vaughn from the beginning I

can see that his expertise at crafting stories, particularly with the characters from the star watch realm has, if anything grown far more capable over the years. The writer crafts an unusual array of connecting mythos within each story that is part of the greater whole, yet fully capable of standing on their own independent of each other. I feel that we are at this point moving towards an inevitable conclusion of a human/Newman alliance against a implacable swarm enemy in a rather hellish war where many questions will be answered and lives lost yet somehow it doesn't feel rushed or contrived. I can tell the writer is in no rush and allowing UA to become immersed and of course hooked on the developing story and dramas personae. I am enjoy in the ride and revelations fully and expect Vaughn to keep up his end of the bargain of expert storytelling as I'm sure we will fully keep ours by staying hooked to these wonderful characters.

Disclaimer: I'm a Vaughn Heppner fan. I drank the Kool-Aid and read a huge number of his books. How did The Lost Starship Series get on its sixth novel anyway? Must be magic. Regardless, in this episode, installment, whatever, "The Lost Planet," Captain Maddox takes on what may be his most thankless assignment ever. Oh sure, he encountered the Swarm in the last book and tested the might of its countless vessels of destruction that will surely turn every outpost of humanity into a cinder. But this time, he's got to juggle the combined difficulties of Professor Ludendorff and the other Builder-enhanced man who has lived hundreds of years and gathered all sorts of intelligence. This other guy is Strand. And he's gotten help from an android, who belongs to a group of androids Maddox has been fighting for some time. Ludendorff leads them to a planet in uncharted space. It's been bombed into oblivion and its atmosphere poisoned. The original inhabitants have been turned into mindless killers. Maddox and his team want to recover a Builder relic that will help them determine when the Swarm will attack human space. But it's buried somewhere on this planet of death. In the meantime, enemy vessels set out to attack Maddox's ship and Strand has his own devious strategies. The plot unfolds with Maddox in as difficult a situation as he's ever been. Yet, he must somehow find a way out. Otherwise all is lost. Great book. Great read. Excellent battles.

This is the best book in the series. If you even moderately enjoyed the series so far, you will love this episode for sure! There seems to be a vast improvement in writing quality, more exciting subplots, and a lack of unnecessary or unintriguing chapters. I am almost finished with the book, but felt the need to write a review now, I am sure the ending won't disappoint! Vaughn Heppner, please keep this style up!

Captain Maddox and his crew are on a mission to bring back a scanner that can help humanity. This scanner is located deep in the Beyond, somewhere where no human have been. It takes the skills from a Mesuthela Man and a Star Watch Patrol Officer/Intelligence Agent to arrive at its destination in one piece. Of course, working with Professor Lundenghorf, has its challenges. Captain Maddox knows from past experience that Professor Lundenghorf always has his own agenda in cooperating with Star Watch. His motives are for his own reason for finding "builder technology". The highly prized equipment is also on Dr. Strand's radar. He has a couple of new fangled toys of his own to follow and even get ahead of the Adok's starship, Victory. He has planned a devious move, not only to get the scanner, but to also get his nemesis, Professor Lundenghorf. He also wants the starship, Victory and it's captain. But if Captain Maddox is involved, you can bet that brilliant minds don't always see what's to come.

Great series. This one moves it along. However, the difficulties are quite over the top. So much so I found myself tuning out. The same characters are mostly used, and we get a lot more about Strand. Not that I care anything about Strand. The few new characters are plot adjuncts and not well developed, and in fact behave in arbitrary ways to move the plot along, almost Deus ex Machina. Oh, they almost make friends with a New Man. Almost. We'll see. The interesting null space they went through, and the things in it, were not used. I kept expecting them to be. The setup for the endgame with the insectoids promises more over the top difficulties. There is an opening there with Thrax Ti Ix's dissatisfaction, but it is not obvious Heppner is going to do anything with it. Despite the Builder mods, Ti Ix seems as one dimensional as the other insects.

I took a while to read this installment, but enjoyed it all the same. The saga has progressed and there is still scope for further development. The only issue I find, as is the case with this sort of sci-fi, is that the author seems to create more sophisticated and far-reaching technology that can sometimes become pretty difficult for a mere reader to swallow! If the story-line then becomes weak, everything falls over.

The author strives to use a balance of earth's historical, and folklore past, to create amazing adventurous avenues tying-in the Masonic Sci-Fi "Builders" of mechanical races while overseeing, perfecting or altering, intelligent and unintelligent biological species (for Builder purposes). The author is a wit at using popular colloquialisms, phrases and slangs that many of us grew up within the commonwealth and English speaking cultures. Very refreshing!!! The characters are exceptional

and compliment one another with an author gifted balance. But one cannot miss having a Scottish Rite individual (Kieth, the ace pilot) placed within the story. It would not be Masonic Sci-Fi without it (or is it Sci-Fi?). Glorious!!!

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