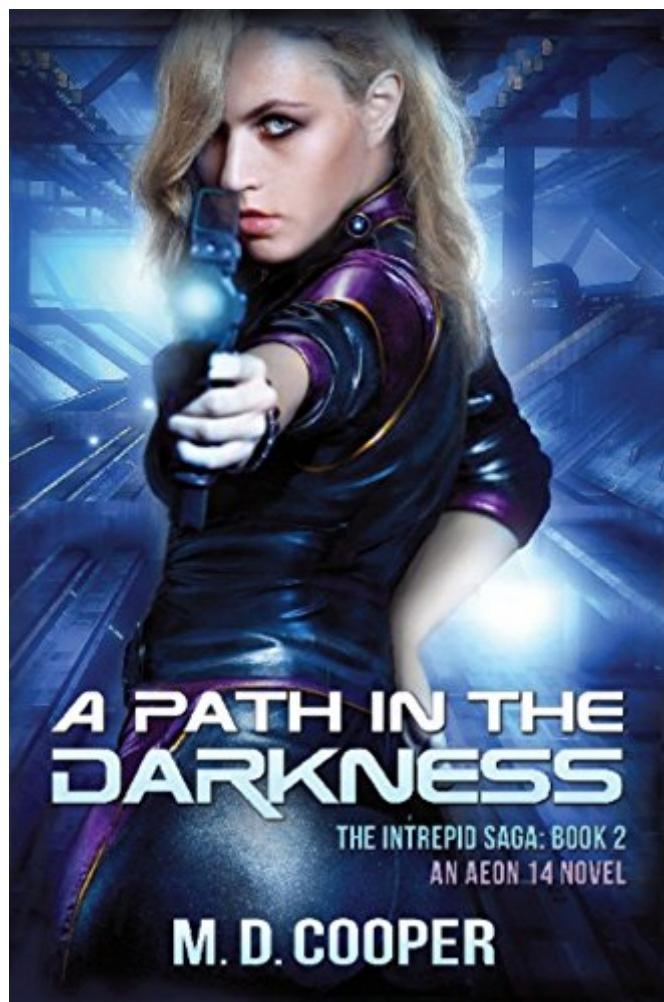


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# A Path In The Darkness: A Military Science Fiction Space Opera Epic: Aeon 14 (The Intrepid Saga Book 2)



## Synopsis

The colony ship Intrepid is falling into a star. The ship's AI has lost control of the engines and core systems. Battling a saboteur who strives to isolate him, his last act is to wake Colonel Tanis Richards from stasis. Tanis finds herself alone on a dying ship, unable to contact the AI. She must discover what has happened and save the Intrepid from burning up in the star's angry red light. Even if she is successful, the journey to the colony world of New Eden is just beginning. With decades of travel ahead, she will have to find a path in the darkness. Categories include: space opera ebook series, space opera military fiction, space opera military fiction adventure, space opera novels, space opera action adventure series, military science fiction series, colonization science fiction

## Book Information

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## Customer Reviews

Being the first to review something is always a weird place to be. I finished the first book in this series about 24 hours before writing this. I gave it a solid 5 stars, as its only flaw was some fairly minor editing issues. This is a very good follow up, but it is weaker though mainly only because it lacks the strength of the other. There is a lot of action in this book, more romance and much more in the

way of sexual situations in this one, and interestingly this remains a still purely human adventure through space. That may change, but it is interesting to see humans so alone, and so managing to screw themselves up. This book seems to represent the journey through space, at least stage one. The last book was about the attempt to complete the work on the ship and commence the journey. There is an almost mythical aspect to all of it. The mystery set up is slightly weaker in this book. Other negatives: slightly worse editing, a character who is extremely a caricature (Jessica) who was ill developed, also Trist was too little featured, this was also too short of novel by comparison to the first, and finally the sheer underlying terrorism theme is getting a tad overworked. But honestly those are all small issues. Check out this space opera series if you have not yet, it is excellent.

MD Cooper paints an exciting, futuristic canvas. If you're a fan of Science Fiction, this book will probably be up your alley. The main character is acting as a security officer on a colony ship which is largely in stasis. The ship has had some form of malfunction and may be headed to its certain doom. The heroine of the story is witty, intelligent, and fun. She's more often than not using her brains to get out of problems, than her brawn but she can tussle when she needs to. And she makes mistakes. I don't like my heroes TOO perfect, and she's passably human to not cross into Mary Sue territory.

As a reader of the first book I eagerly awaited the release of the second, and for good reason, this is a great follow up! One of my favorite parts of this book, and the series as a whole is that, at least to me, it feels believable. It may be science fiction, but based in actual science. No warp drives and other such fantastical things, but rather a feeling that while this takes place far off into the future, the characters are limited by the technology and environment and must work with limited resources to solve their problems. The character development continues from the first book.

This book is half about filling in some of the main characters past, with the major event in their lives, and half continuing the story from book one. I'm not a fan of this method of character building. I would rather have it done as we went along and skip the whole flash back scenario. Hence the three stars. The parts that did deal with the main story were OK but a bit on the slow side compared to the first book.

The lead characters are more detailed and colorful and I am now familiar with the augmented human capacity as their heroics save the day and avert catastrophe repeatedly. I cheered for the

good guys as they defeated a rogue AI and attacking drones and bots, saved Bob, captured an asteroid for fuel, rendezvoused with the Intrepid that narrowly escaped the red giant planet, and discovered the nefarious Hilda and Mick saboteurs. I booed the baddies as the story twisted and turned. Adding Jessica to the mix to assist in unmasking the arch villain in the next story was clever. I am eager to begin reading book 3.

I really loved the first book in this series but it took a while to get to the second because life interfered. Thankfully it was worth the wait! 'A Path in the Darkness' by M. D. Cooper picks up where Outsystem leaves off. The colony ship Intrepid has finally left the Sol system for the planet of New Eden but when Tanis wakes up from stasis, they have not reached their destination. Instead she wakes up alone in a disabled, dying ship heading towards a star. She must quickly figure out what has happened and save everyone once again. Stylistically the book is a little different than the first. Because they have left the system there is no outside action or interaction going on. This means in many ways it's not quite as action packed as the first book was. This gives Cooper a chance to do a little more character building. We learn more of the back story behind Tanis and begin to delve deeper into her relationship with her AI, Angela. With the action now confined to the single ship, there was naturally some forced introspection, which I enjoyed. As Tanis and the colonists react to their new predicament, they are forced to rethink how things are being run and who is running them. Because not everyone is on the same side. Not all of their enemies have been left behind. Cooper has set up an interesting situation and I can't wait to find out what he has in store for the crew of the Intrepid as the series continues. I was given a free copy in exchange for an honest review but the opinions are mine in every way.

(I initially wrote a long review about this book only to have my Kindle reboot right at the end. What irks me about software platforms that make a lot of money is that they are full of bugs.) Novel writing 101, keep flashbacks to a minimum. I now know two things about this author: he loves acronyms and flashbacks. The Toro incident did not make sense from any logical point of view. Grotesque, yes, logical, NO. Tom Clancy once stated, "The difference between reality and fiction? Fiction has to make sense." The novel then ended abruptly, and shamelessly so to sell the next book in the series.

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