



Warship

Joshua Dalzelle

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In the 25th century humans have conquered space. The advent of faster-than-light travel has opened up hundreds of habitable planets for colonization, and humans have exploited the virtually limitless space and resources for hundreds of years with impunity.

So complacent have they become with the overabundance that armed conflict is a thing of the past, and their machines of war are obsolete and decrepit. What would happen if they were suddenly threatened by a terrifying new enemy? Would humanity fold and surrender, or would they return to their evolutionary roots and meet force with force? One ship—and one captain—will soon be faced with this very choice.

Against incredible odds, Jackson Wolfe is determined to save humanity—and in the process, might end up saving himself.

Warship Details

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From Reader Review Warship for online ebook

Yuri Krupenin says

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????????? ????? Blindsight.

Jirka says

Hned jak se to prehoupne přes povinné seznamovací detaily, tak vás kniha chytne, nepusti a přectete ji jedním dechem. Odpustíte silné hnusnou Cz obalku, par korektorských chybek, kycovité jméno hlavního hrdiny a užijete si starou dobrou hardcore sci-fi valečnou jízdu. A teď zase sedet a marně čekat další rok na pokračování....

Daniel says

Vrlo zabavna, mada predvidiva, space opera. Slabo toga je originalno, od likova do događaja ali opet sve je nekako fino upakovano da mi je leglo. Lako se cita, koristi tek koliko treba terminologije da ideju kako je nesto moguće ali ne ulazi previše u detalje tako da je većina knjige nesto što se desava umesto ekspozicije.

Isto tako svidja mi se i postavka svemira, odnosno cinjenica posto je svemir tako velik a imamo tehnologiju da brzo putujemo nema vise ratova za resorse ili mesto za zivot. Samim tim kada se desi nesto nepredvidjeno nisu bas spremni za to.

Kao sto rekoh zabavno. Nikakvo remek delo al taman stivo koje me je interesovalo da citam.

Lee says

A great military scifi story. Review to follow.

MadProfessah says

VERY Military SF with Alien Space Battles

This book is perfect for everyone who yearns for more science fiction in the mode of the original Star Trek.

D.harrow says

A frustrating read that never really left the starport. The book is concerned with the last hurrah of an aggrieved captain on a condemned ship. The inane descriptive passages coupled with vapid character interactions meant that the periods of downtime were tedious at best. The battle sequences were underwhelming and a silent enemy provided little excitement. The ship's hierarchy was well crafted and believable but an improbable mutiny was an unnecessary development. The impossible escape and the notion that a war hero would be allowed to dither under armed guard until all was righted at the final hour was preposterous and scuttled the denouement. The author acknowledged that the book was based on an earlier work and one cannot but feel further refinement was required or at least a long stay in the maintenance bay.

Mike (the Paladin) says

Okay...weirdness. The plot in this series and the plot in another series I picked up about the same time is/are so close that it's...well the books should be pictured in the dictionary next to the word, "uncanny".

Civilization spreading in an explosive way after FTL travel is developed... No war for so long humans have become complacent... One ship placed in a situation where it has to stand against incredible odds.

Still it's not really a been there done that. It's handled well and I can also recommend these.

Enjoy.

Murkypoke says

WARSHIP is a book in which the Captain of said ship gets in and out of his chair on the bridge a whole lot. Basically when you look through the outer wrapping it is a novel about a few people who sit in a room together. If that sounds boring to you imagine actually reading the entire 296 pages.

The inevitable foe that WARSHIP fights displays levels of technology that should wipe the Captain and his crew from existence. But dogged determinism, a never-give-up attitude and some plain old good luck save the day. Or in other words: The plot is laboured, trite and cliched, the characters are paper thin caricatures of recycled pop icons and a lack of creativity is evident throughout the entire book.

This book really deserved one-star but I loved that the Winters bitch got it in the end. Hence the extra star.

By awarding WARSHIP two stars I mean only one thing, without the wonders of amazon's self-publishing platform no-one apart from the author and his mum would have ever read this book.

Guillermo says

First and foremost, I have to say the book is not bad. Or maybe just not *terrible*. I mean, I am giving it two stars. Two stars is not terrible... right?

Be that as it may, it does have a lot of flaws: I could not help but feel the writing had a definite sloppiness about it, for example. Like the penchant for repeating words over and over, terms, whole phrases or ideas. A lot of things also felt like padding, in both first and second half of the books, though in the second half stuff was at least *happening*. Most of the time.

I get that the first half might have been meant mostly to establish characters and do some world-building (The latter of which I enjoyed well enough) but at least as far as characters go, there are none that are terribly interesting. The MC feels like a thinly disguised generic bad-ass with troubled past and drinking problem, and the rest of the cast are not too terribly better. We spend a lot of time revolving around the ship, giving orders and waiting, but not much, if any, of that time is spent exploring those characters and their reaction to such a huge, world-changing event beyond a few shallow lines.

But yeah, despite all the above, the book entertains. Whether that is enough or not is up to you. As for me, I am not actually sure whether I'll read or not the second entry. I might just give it a try to see if the author does get better at it, and learns from the missed opportunities here.

Brett says

I have been reading science fiction for over 40 years and 'Warship' by Joshua Dalzelle has to rank among some of the best in space warfare.

The characters are very well developed and you truly care what happens to them.

Granted this is science fiction, but the author has obviously spent a great amount of time working out the science for his universe. Much is based on current theories and it is written and explained very well. As a science geek, I look for that in the stories I read. Yes, there can be and are great stories that bypass the science to focus on other things, but when the science is used and explained, it needs to be done as well as Dalzelle has done here.

Not only is this a story of man's expansion throughout the universe, it is also a cautionary tale of probabilities. Just what or who else is out there and how will they react to us grabbing world after world? Jackson Wolfe is the Captain of the TCS Blue Jacket, DS-701. A Raptor-class destroyer, part of the Black Fleet. A fleet of aged ships in a time of peace.

Peace that is going to slip away in a dramatic fashion and Captain Wolfe and his crew will be the ones to confront the cause.

I am looking forward to reading the next two novels in the trilogy and am quite unhappy I don't have them at hand.

Nathaniel says

This is some classic military sci-fi action right here, and if that's your thing then this is your book. It's a simple but satisfying scenario: humans are unprepared when an alien menace attacks, and one down on his luck captain with an aging ship and a ragtag crew are all that stand between the planet-destroying incursion and the soft inner systems.

I think by now you know perfectly well if you're going to like this book or not.

This has all been pretty generic, of course, because I don't want to give away spoilers. Even when the template is a familiar one, sometimes the ride is still worth taking, like how a movie can be a by-the-numbers revenge film and--if it's done deftly enough--still satisfy. Same applies here.

It's candy. Sweet, delicious candy.

But if you eat too much of it, it will make you sick. I got through this one in two days and then immediately went through the sequel *Call to Arms* in the next two days, and while I do want to go on to book 3... not yet. It would be too much.

There are several details that held the book back in my view. First, the bad guys are a little too generic. They are basically just the Zerg from *StarCraft*. Second, the plot is a little *too* by the numbers. There were a couple of places where things could have been made much more interesting, but those opportunities were all ignored. This is especially true of the ending, which was way too formulaic when it had a chance to really do something different. Finally, the moral universe is also a little too absolute. For example, the captain never once reconsiders his decision to shoot first (without attempting any kind of first contact). And, while it made sense in the moment, the fact that it never becomes a question for serious debate later on is a major flaw. The only people who criticize him are the Bad Guys, and that's unfortunate.

So, I ultimately took down my review score from 4 to 3 as I wrote this. It was a really, really fun ride but it was also an underachiever. Bubble gum instead of something that could have kept all the action and adventure and added a little bit of thoughtfulness or novelty.

Michael Pang says

Nice start, can't wait for the next book. This read started off a little slow and ended with a bang; literally, mag-cannons, laser batteries, missiles and nukes.

The first thing I ask when I start a military sci-fi novel is what type of combat: here it is ship-ship (versus space marines, ground combat).

The book is a light and quick read. Not hard scifi, but enough of a nod to science-physics to keep things honest. When the fighting starts (about midway through the book) it is non-stop straight through to the end.

Looking forward to the next installment and would recommend it to anyone looking for their next military scifi read.

Rubi says

Buna. In genul Battlestar Galactica, dar la o scara mai redusa.

Omenirea traieste in pace de cateva sute de ani, au colonizat stelele, s-au impartit pe zone cosmice.

Una dintre ultimele nave de razboi, construite acum aproape 100 de ani, o lalaie printr-un santier orbital pentru reparatii, apoi primeste ordine neasteptate de plecare. Trebuie sa duca pe cineva intr-un anumit loc. Apoi totul o ia razna: are loc prima intalnire cu o alta civilizatie, dar nu e deloc pasnica. Nava extraterestra tocmai a ras orice urma de viata de pe 2 planete umane.

De aici incolo urmeaza o batalie spatiala foarte reusita in care nava umana antica trebuie sa faca fata, pentru prima oara, unei nave ce poseda o tehnologie nemaintalnita. Plus ca niciunul dintre oamenii ce traiesc atunci nu s-au luptat vreodata cu nimeni.

P.S.

Face parte dintr-o trilogie. Vesti bune pentru mine.

Mr. Matt says

Faster than Light travel has been a Godsend to humanity. With unlimited resources and unlimited planets to colonize, the wars of the twenty-first and twenty-second centuries are a distant, uncomfortable memory of a darker, more savage past. With no shooting war in over a hundred years, the interstellar navies of the loosely aligned human states, atrophy. The new, sleek, ultra-modern ships = while powerful - are built more for shuttling civilians about space than for honest-to-goodness in your face combat.

The Blue Jacket is an anachronism of that more lethal age. Although built after the last war, it was still built with war in mind. Massive plating and shields line her hull. Multiple, redundant systems run through her bones. The old girl even carries a battery of rail guns designed for close ship-to-ship combat rather than lobbing missiles across mind-boggling distances. The point being that Bluejacket despite her age was intended to take a punch.

Like the Blue Jacket, her commander, Jackson Wolfe, is a misfit in the new navy as well. He's from old Earth rather than the new colonies. It is common knowledge that only the best and the brightest were siphoned off to settle the stars. The people who remained behind actually still fought the occasional police action or ground war! They just weren't as bright and enlightened as the off-worlders. They were also browner.

Wolfe and Blue Jacket are rushed out of dry dock on a seemingly pointless mission. They are to shuttle an arrogant politician's aide to an unspecified location. The Admiral also lets Wolfe know that this will be Blue Jacket's last mission. When they return the ship will be salvaged for scrap. There is no need for an old, relic like the Blue Jacket in an era of budget cuts. And there is no room for an Earther as captain in the new navy.

Surprise, surprise! Things do not go according to plan. Blue Jacket finds a devastated colony planet. All two million inhabitants are gone as are the cities and towns. Jumping to the next system they find another devastated system - and this time there is a massive, alien ship in orbit. The Blue Jacket engages the alien

craft. The two ships engage in a series of savage engagements across multiple systems.

The Blue Jacket is bruised and battered, but she's game for the contest. Her multiple redundant systems, her thick armor, and even her antiquated rail guns save her skin time and time again. That and her crew's creativity help them protect multiple human colonies from certain annihilation. When the end comes, the old girl gives as good as she gets.

Wow! I'd been hankering for some good spaceship battles, and this book came out of nowhere to deliver. I can't even remember how it wound up in my kindle, but thank goodness it did. This book was utterly unexpected and so, so much fun. I have no doubt that low expectations played a part in my enjoyment, but the book was a blast.

Four and a half stars rounded down to four. From an enjoyment perspective, I'd give the book five stars, but I just can't do that. It was too linear. I predicted almost everything that happened in the story. But I think that is OK. Sometimes it's not about originality and newness. Sometimes it's just about fun. And this book was packed with fun. When the shooting started, it just never let up.

Enzo says

You can guess what it is about just by looking at its cover and you might have read another book that has a similar plot. But the character buildup done by Joshua Dalzelle and the descriptions of the space engagements are top notch.

So first the plot - Humans have finally conquered space and believe it or not they have explored and found just vacuum. Its dark out there and they are the only ones with a candle. So they have left earth for greener pastures. Having found nothing they have grown complacent and pencil pushers are the norm. In this drab universe we find Captain Jackson Wolfe. A native Earther (there seems to be a stigma attached to earthers by the Spacers) added to this he serves in the Black Fleet or the Dumping Ground for the Military miscreants. After his ship the Blue Jacket a Raptor class destroyer goes in for a refit they are harassed out of dock for what seems to be a glorified transportation assignment. The crew including the brand new XO feel annoyed. But it all leads up to a final mission to go out and check a patrol ship sudden loss of communication. What they don't know is that an Alien race are sending a gigantic ship. They have devastated complete solar systems, the Blue Jacket and Captain Jackson Wolfe turn out to be Humanities first line of defense. Its in this battles that the novel really shines.
