



Mercenary's Star

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The continuation of the bestselling series based on the most popular SF role-playing game ever. As the battle between man and machine rages, the warriors of the Gray Death Legion are on their first assignment--to serve as the training cadre for farmer rebels seeking to overthrow their ruthless, mechanized oppressors.

Mercenary's Star Details

Date : Published November 3rd 1992 by Roc (first published 1987)

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Author : William H. Keith Jr.

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From Reader Review Mercenary's Star for online ebook

Clint says

Kinda boring. I couldn't maintain interest, and ended up skimming it. There's only so much "he fired his PPC and they shot back with a medium laser" with no character development that I can take.

Greg says

Good fiction for Battletech fans

This book makes me want to play the tabletop game. This books contains a pretty good story that is more than robot vs robot combat.

Andrzej Kaczmarczyk says

Made for a light read.

From a boardgame player perspective the mech combat scenes were built on so many lucky shots, that it made me WTF constantly. To the point, that in scenes of single light mech against regiments combat I felt no drama, as some lucky shot was bound to happen. But, that was consistent with the previous book, so I guess this is Keith's style and you just need to like it or ignore it.

I liked the book as a whole and I liked especially the scenes that were outside the 'Mechs. They made up for 'Mech combat scenes for me. Solid three stars.

Lee says

I liked this one much better than the first. I found the planet and setting to be a much more interesting and appealing place than Trellwan, and the minor characters were more dynamic and developed. Grayson benefited from starting as a fairly admirable character, whereas in the prior book he hadn't learned a lot of his life lessons yet.

I found the battle scenes and military maneuvers compelling and interesting, and the mix of action and quieter developing scenes was well done.

Kagumo and the rest of the antagonists were believable and fleshed out, worthy characters in their own right.

Christian says

Zwar nicht so gut wie "Entscheidung am Thunder Rift", aber auch sehr gut.

Brandon says

Great series

Brian Turner says

Following on from Decision at Thunder Rift, this looks at the Gray Death mercenary unit as they take their first contract.

The population of a planet under the rule of the Draconis Combine need help to get their people able to fight back.

What starts as a training mission soon becomes a lot more as the Gray Death are moved to the front of the action.

The characters are well done, and carry baggage from the first book. Grayson Carlyle has to learn about commanding disparate units that make up his army.

The book suffers from a few "that was lucky" moments (things happening just in the nick of time to avoid defeat) but overall is a good look at early era Battletech universe.

Chris Whetsell says

"Mercenary Star" is really dense, but once the characters are introduced and the action gets going, it never stops. It's a bit old-school in terms of the 'mechs used and whatnot, but overall it's very enjoyable.

Jay says

This book, as the second in the series, continues to serve as a great primer to the Battletech universe. The first quarter of the book details space travel and fighter combat that was only mentioned in the first book. This turned out to be very exciting and added a great dimension to the fictional scope.

This time, the Gray Death Legion has to run a Kurita blockade to land on a planet that has contracted them for aid and training. These sequences are probably the best in the book. Very dramatic and very fun crashing to the planet!

Don't look for tremendous amounts of character growth here, there's not much - and what we do get is often cliched and overwrought. One of the new characters in the book - a female fighter pilot - has the best arc along with the best payoff.

Overall, this is a solid piece of futuristic military fiction and a nice building block of the Battletech universe.

Eric Lawson says

Mercenary's Star continues the story of the Gray Death Legion. It picks up 6 months after the ending of Decision at Thunder Rift. The legion are on Galatea looking for work and they have to take the only offer available. A 40 day mission to train a revolutionary army. Of course things don't go according to plan.

Grayson is an interesting character because of his youth and his training. As another character says during the book, he may be a tactical genius, but he knows nothing about people. This shows during the battles, as well as with his dealings with his people, especially his dealings with women. I enjoyed the character growth throughout the two books so far.

One issue with the book is the noticeable spelling mistakes. These caused interruptions in the flow causing me to have to go back and reread the sentence to work out what it was actually supposed to mean.

Dan says

After a pretty straightforward sci-fi action novel with Decision at Thunder Rift, William Keith attempts to get in to some more complex themes in the second book of the series. I don't think he was successful in creating a work that's made me think all that hard, or will stay with me for years to come. But I had fun reading it.
