



A Call to Arms

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MechWarrior-aspirant Raul Ortega finds himself called to battle when warring factions-who have seceded from the Republic-wage war on his home world to obtain one of the few working interstellar communication nets.

A Call to Arms Details

Date : Published February 4th 2003 by Roc (first published 2003)

ISBN : 9780451459121

Author : Loren L. Coleman

Format : Paperback 320 pages

Genre : Science Fiction, Fiction

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Grantcorp says

This book was a very welcome change of pace after the stale spy story of the previous volume in the series. "A Call to Arms" is clearly displaying its connection with the Mechwarrior game as it keeps its focus where it belongs; on the battlefield.

After a massive blackout in the interstellar communications network, which leaves most planets blind and deaf, the backwater planet of Achernar suddenly finds itself in the crosshairs of three factions now vying for control over the still functioning communications array. The local Republic militia has to face an invasion force related to the Wolf Clan while at the same time having to deal with the machinations of the Swordsworn, a military splintergroup related to the Federated Suns.

The story advances at fast pace and offers interesting dilemmas for the three factions to solve. The different personalities are all a bit clichéd but quite intense and entertaining nonetheless. Players of the related Dark Age boardgame will also find plenty of scenarios for reenactment here. Overall this is one of the very best books in the Dark Age-series, but I feel you still need to be familiar with the Mechwarrior universe to get anything out of it.

Michael says

This is the second book in the Mech Warrior Dark Age series. This series is a continuation of the Battletech series. The books in this series, like the books in the original Battletech series, are by various authors. This one is by Loren L. Coleman. The Republic of the Sphere has known a long period of peace and prosperity. Then the interstellar communications network is destroyed by terrorists and many planets in the Republic find themselves cut off from the rest of the galaxy with communications taking weeks or even months. Unrest leads to several factions on several planets trying to overthrow the local governments and seize power for themselves. Only a few planets have a working Hyperpulse Generator Station. Achernor is one of these planets and finds itself at the center of a struggle by two different factions to take control of the planet. It is up to Raul Ortega, a failed candidate for a post as a MechWarrior, and the local militia to repel these invaders and keep their planet safe for it's people and for the Republic. This book has plenty of action and intrigue and is a good read.

Joshua says

Meh.

Richard Tran says

This novel was a bit interesting as it talked about one of the major power players in The Republic after the collapse. It introduces Tassa Kay who turns out to be a Kerensky Clan warrior and Raul Ortega a devoted

Republic citizen

Chau says

It was a good intro into the BattleTech realm of novels. It does lack descriptively if you are not already familiar with Mechwarrior terminology thought and could use a bit more character development early on in the book.
