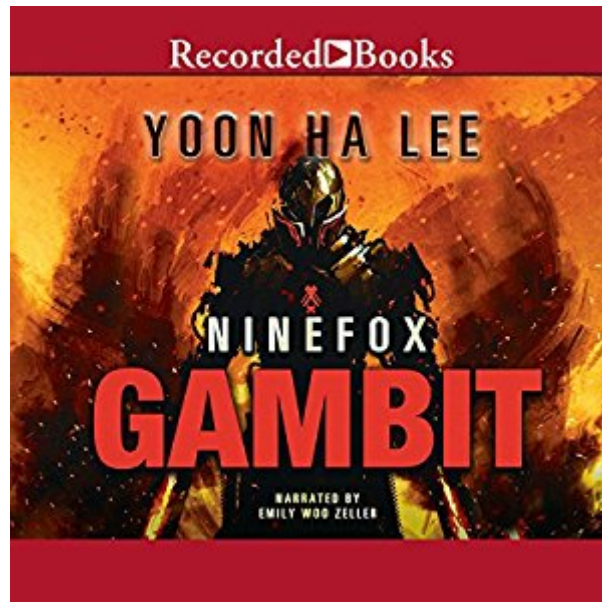


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# Ninefox Gambit



## Synopsis

The first installment of the trilogy, *Ninefox Gambit* centers on disgraced captain Kel Cheri, who must recapture the formidable Fortress of Scattered Needles in order to redeem herself in front of the Hexarchate. To win an impossible war, Captain Kel Cheri must awaken an ancient weapon and a despised traitor general. Captain Kel Cheri of the Hexarchate is disgraced for using unconventional methods in a battle against heretics. Kel Command gives her the opportunity to redeem herself by retaking the Fortress of Scattered Needles, a star fortress that has recently been captured by heretics. Cheri's career isn't the only thing at stake. If the fortress falls, the Hexarchate itself might be next. Cheri's best hope is to ally with the undead tactician Shuos Jedao. The good news is that Jedao has never lost a battle, and he may be the only one who can figure out how to successfully besiege the fortress. The bad news is that Jedao went mad in his first life and massacred two armies, one of them his own. As the siege wears on, Cheri must decide how far she can trust Jedao - because she might be his next victim.

## Book Information

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## Customer Reviews

*Ninefox Gambit* is one of the rare science fiction novels that feels like it takes place in the future - a feat that is both fascinating and frustrating for a reader. But unlike so many mind numbing tech-heavy reads in this genre, at heart this is a book about emotion: fear, loss, doubt, exultation, drive, and most especially empathy. It makes for a heady - if somewhat confusing - mix. Story: Cheri is an officer who has made herself somewhat of an apostate in a 'calendrical driven' military

society. Unsited for her chosen caste, she makes a gamble: help her military defeat heretics who have taken over a military base to get back into good graces. To do so, she must take on the contained essence of a genius long-dead general; one whose insanity caused the deaths of millions of his people. In doing so, she will have to find a way to maintain her own mental stability, learn to sacrifice those who trust her, while also coming to understand some hard-to-accept truths about herself and her world. The book is fairly lean - the writing tight and focused on character development rather than endless discussions of the world or technology. As a result, it is easy to become very confused until there are enough clues given to begin to figure things out. This approach authenticates the setting by not overexplaining it; yet it also drives home that this is a book about the characters and not the sci fi. As to the accessibility of the book to non-dedicated hard sci fi fans, those daunted by speculative fiction may at first be frustrated. Certainly, Ninefox Gambit is more CJ Cherryh than it is Jack Campbell. In fact, had I not checked the author first, I would have definitely attributed it to Cherryh.

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