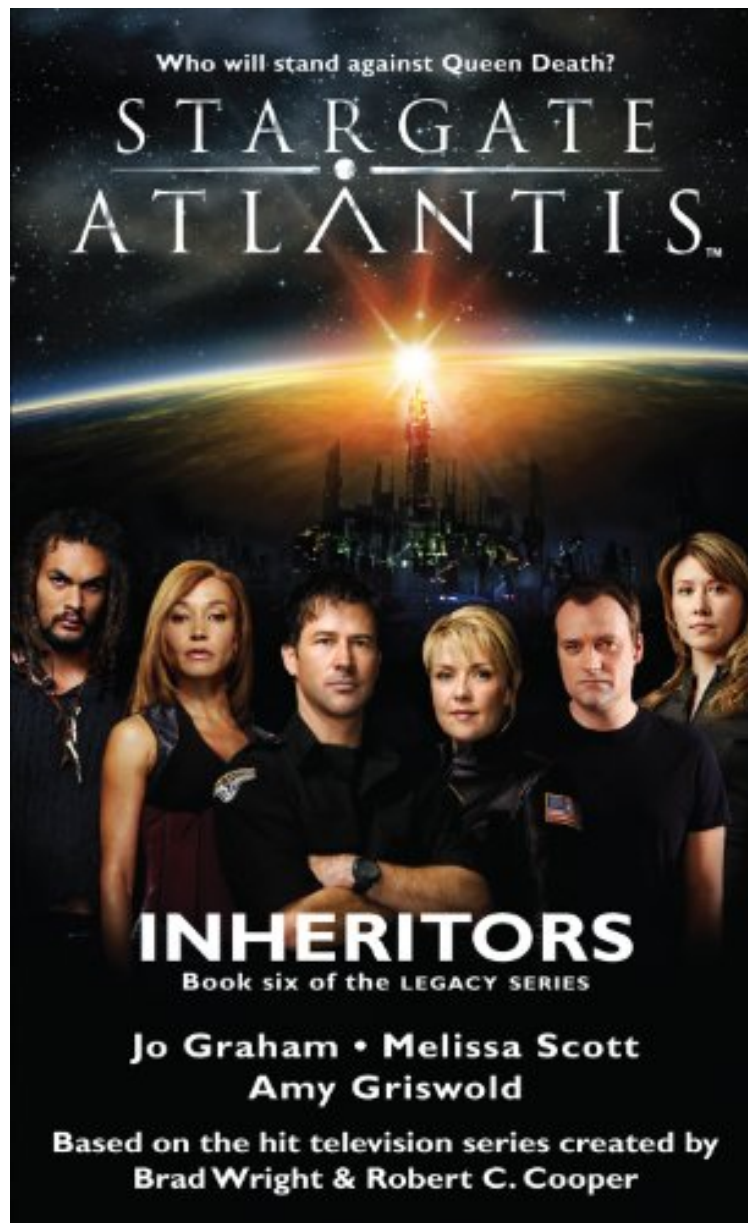


(Mobile pdf) STARGATE ATLANTIS: Inheritors (Book 6 in the Legacy series) (Stargate Atlantis: Legacy series) (English Edition)

## **STARGATE ATLANTIS: Inheritors (Book 6 in the Legacy series) (Stargate Atlantis: Legacy series) (English Edition)**

*Von Melissa Scott, Jo Graham, Amy Griswold*  
*ebooks | Download PDF | \*ePub | DOC | audiobook*



[Download](#)

[Read Online](#)

Produktinformation -Verkaufsrank: #139376 in eBooksVerffentlicht am: 2013-02-12Erscheinungsdatum:  
2013-02-12File Name: B00BFI93R2 | File size: 49.Mb

Von Melissa Scott, Jo Graham, Amy Griswold : STARGATE ATLANTIS: Inheritors (Book 6 in the Legacy series) (Stargate Atlantis: Legacy series) (English Edition) before purchasing it in order to gage whether or not it

would be worth my time, and all praised STARGATE ATLANTIS: Inheritors (Book 6 in the Legacy series) (Stargate Atlantis: Legacy series) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Ein NeuanfangVon TBMit dem 6. Buch hat die Legacy-Serie einen gelungenen Abschluss gefunden!Ohne etwas verraten zu wollen: viele Handlungsstränge wurden hier zusammen geführt, offene Fragen beantwortet - und neue Fragen aufgeworfen. Die Buch-Serie ist in sich geschlossen, hlt aber die Option für zukünftige Abenteuer offen.Das Buch hat eigentlich alles, was man sich wünscht: großartige Raumschlachten, last-minute Rettungsmissionen, Charakterentwicklung (insbesondere auch einige "Nebencharaktere" wie Zelenka und Lorne kommen hier nicht zu kurz) - und ein Happy End(?).Einiges hat mich sehr überrascht (besonders die Weiterentwicklung bestimmter Charaktere) - macht aber neugierig auf weitere Geschichten! Ich hoffe, es geht hier bald weiter.1 von 1 Kunden fanden die folgende Rezension hilfreich. Krönender Abschluss oder doch nicht?(Teilweise Spoiler)Von JoVorab muss ich sagen ich bin nicht enttäuscht worden.Dieses Buch, obwohl an manchen Stellen bermig berechenbar, gibt ein großartiges Finale, die Weltraumschlacht war außerordentlich gut beschrieben, besser als ich bis dahin je gelesen htte und das Endresultat war akzeptabel.Das Buch lsst noch genug offen um wenn gewollt noch weiter herauszubringen, wobei es aber genug beantwortet um als finales Finale akzeptiert zu werden.Spoiler-TeilMir stellen sich aber ein paar Fragen und kleinere Anmerkungen anhand von Ungereimtheiten:1. Warum zum Teufel sind die Asgard Beam Weapons immer kaputt?2. Die Armada von Death war doch ein wenig klein, wenn man bedenkt, dass es vorher ungefhr 70 oder mehr Basisschiffe gab und Death die Kontrolle ber nahezu alle Wraith hatte.3. Ist es nicht, ein wenig bezogen, dass die Hammond und das Antiker Schiff beide ohne grenen Schaden aus der Sache rausgekommen sind, vor allem nur mit Rail Guns, die voher immer relativ ineffektiv waren?4. Warum sind die Waffensysteme der Pride of Genii nicht kaputtgegangen, wie zu erwarten wre mit dem dem geackten Kristall?5. Mckay hat echt immer Pesch, selbst wenn er gerettet wird und berlebt.1 von 1 Kunden fanden die folgende Rezension hilfreich. schner Abschluss der Legacy-SerieVon Sabine Martini-Hansskestimmiger, aber etwas hektischer Abschluss der Legacy-Serie. Für mich wurde Ronon's Charakter im Verlauf des Buches leider immer unglaubwürdiger und unsympathischer.

KurzbeschreibungEnd gameThe battle lines are drawn. Queen Death is mustering her fleet. But who will stand against her?As conflicts and betrayal threaten to shatter Atlantiss fragile alliances with Guides Wraith and the Genii, humanity's only hope of survival rests on the fate of an Ancient device a weapon too terrible to use but too powerful to cast aside. A weapon capable of exterminating every Wraith in the galaxy, and with them every human carrying Wraith DNAWith Queen Deaths fleet fast approaching, Colonel Sheppard and his team must make their final choice. In the sixth and concluding installment of the STARGATE ATLANTIS Legacy series, the future of Atlantis will be decided and more than one of her crew will be called upon to sacrifice everything in the fight for her survivalStargate Atlantis: The Inheritors"So let's get this done," John said. "Well, I'll need the device before I can destroy it," Sam said. "If you'll go get it from wherever you hid it ..." "You may as well come with me," John said, after a moment's hesitation that he decided wasn't entirely rational. "I'd rather not handle the weird Ancient device we don't understand any more than I have to. You don't have the ATA gene, so you're less likely to destroy all the Wraith in the galaxy by accident."Sam followed him up a transport chamber and several sets of stairs to the catwalks where he usually went running with Ronon. Above them, a tangled grid of struts and roof supports extended up into the shadows."It's up there," John said. He scrambled up onto the rail of the catwalk, and then hauled himself up the jungle gym of struts and poles until he could reach the ledge where he'd stashed the weapon in between a spare Wraith stunner and a box of C4.The stunner and the C4 were both still there, still securely duct taped to the ledge. In between them, the web of duct tape had been slit neatly with a knife."Damn it!" "What?" Sam called from the catwalk below."The weapon's gone," John said. "Somebody got here first."KurzbeschreibungEnd gameThe battle lines are drawn. Queen Death is mustering her fleet. But who will stand against her?As conflicts and betrayal threaten to shatter Atlantiss fragile alliances with Guides Wraith and the Genii, humanity's only hope of survival rests on the fate of an Ancient device a weapon too terrible to use but too powerful to cast aside. A weapon capable of exterminating every Wraith in the galaxy, and with them every human carrying Wraith DNAWith Queen Deaths fleet fast approaching, Colonel Sheppard and his team must make their final choice. In the sixth and concluding installment of the STARGATE ATLANTIS Legacy series, the future of Atlantis will be decided and more than one of her crew will be called upon to sacrifice everything in the fight for her survivalStargate Atlantis: The Inheritors"So let's get this done," John said. "Well, I'll need the device before I can destroy it," Sam said. "If you'll go get it from wherever you hid it ..." "You may as well come with me," John said, after a moment's hesitation that he decided wasn't entirely rational. "I'd rather not handle the weird Ancient device we don't understand any more than I have to. You don't have the ATA gene, so you're less likely to destroy all the Wraith in the galaxy by accident."Sam followed him up a transport chamber and several sets of stairs to the catwalks where he usually went running with Ronon. Above them, a tangled grid of struts and roof

supports extended up into the shadows. "It's up there," John said. He scrambled up onto the rail of the catwalk, and then hauled himself up the jungle gym of struts and poles until he could reach the ledge where he'd stashed the weapon in between a spare Wraith stunner and a box of C4. The stunner and the C4 were both still there, still securely duct taped to the ledge. In between them, the web of duct tape had been slit neatly with a knife. "Damn it!" "What?" Sam called from the catwalk below. "The weapon's gone," John said. "Somebody got here first."