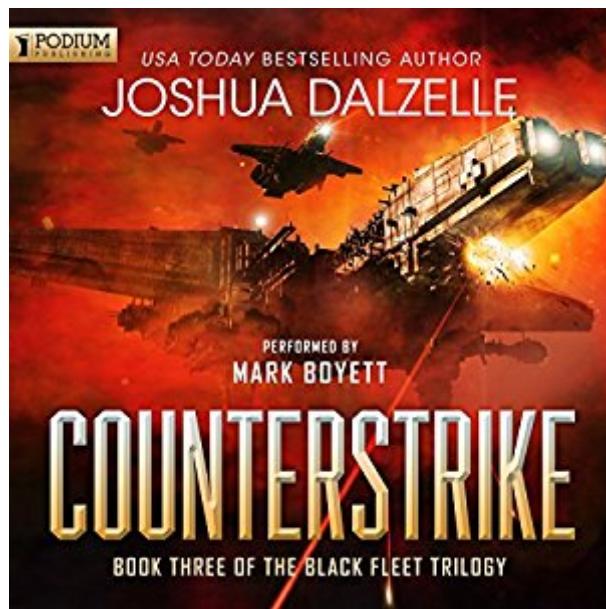


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Counterstrike: Black Fleet Trilogy, Book 3



Synopsis

Captain Jackson Wolfe never thought he'd see the end of the Phage War in his lifetime. The enemy was too powerful, too numerous, and utterly determined to exterminate humanity. But the appearance of a new ally in the fight has changed all of that. For the first time since the original incursion, Wolfe thinks that maybe there's a chance to stop their implacable enemy before they have the chance to wipe out any more human planets. That opportunity comes at great cost, however, and even as he makes plans for their first offensive move on the Phage, Jackson is all too aware that most of them will not survive.

Book Information

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Customer Reviews

Just a heads up, there will be spoilers in this review! I picked up the first book in this series, *Warship*, on a whim and I ended up tearing through it in less than a day and immediately went and bought the next two books. Having just finished *Counterstrike* I can say that this was a great trilogy and a satisfying way to end the series. This book has a lot of strengths. The pacing is top notch, my eyes were glued to the pages throughout the novel and I had a hard time putting it down. There is always some new development or action sequence that keeps things interesting. Furthermore, Dalzelle has done a great job creating a unique and interesting world. The interplanetary politics, the depictions of alien species, and the military mechanisms all work together well and paint a great picture. Finally, the overall story is quite interesting. I like how the story continued to escalate and expand as you proceed through the trilogy. *Warship* focuses on a single ship and its single target. *Call to Arms*

expands to the defense of the human colonies from invasion, and Counterstrike takes it even further with the last ditch attack on the Phage. Speaking of aliens, I like how the motives and histories of the Phage and the Vaughn are expanded upon. In particular the conversation between Wolfe and the Hive Mind was very well done. All that being said I did have a few problems with this book. The biggest issue I had with Counterstrike (and the rest of the series) is the lack of depth to the characters. Pretty much every character in the novel with the exception of Wolfe and Pike had absolutely no personality. Most characters have no backgrounds or motives and their only dialog is simply "eyes sir" when Wolfe gives them an order. Even major characters end up becoming card board cut outs. Celesta was barely in this novel and never had a personality to begin with, Singh barely says anything despite being supposedly close to the captain, and Blake (who had a ton of potential) doesn't really develop any kind of depth until seconds before he blows himself up. It's too bad because these are great characters; I just wish Dalzelle had spent more time developing them. A minor complaint I had were the loose ends. While there is nothing huge left dangling, a few things were left unexplained. For example, what happened to the rest of Blake's team? They were with the fleet, but then we never hear about them again. Did they go back to Earth? We don't know. My final complaint is purely subjective, but I felt the ending was a tad depressing. Despite humanity winning and most major characters making it out alive, I felt that the conclusion to Wolfe's story was kind of a downer. After single-handedly saving the human race he is forced to retire from the career he loves and is basically left broken and alone. Even the girl who was supposedly in love with him basically ditches him at the end. It just left me feeling a bit hollow. I honestly would have felt better if he had died, at least then it would have been a fitting end to his journey. I know this is a more "realistic" outcome to Wolfe's story, but this series has never been "realistic" in that regard. If it had been, Wolfe would have been imprisoned when he released to information about the Ark and stole command of the fleet in Call to Arms, and Marcum would be tried for crimes against humanity for abandoning the rest of the human race to die while he hid with the politicians on the Ark. I'm not saying he should have become president or anything, but it would have been nice if Wolfe got some kind of happiness in the end. Long story short, this was a great series and Counterstrike was a fitting way to end it. The story was great and built up well over the course of the series, the pacing and action are top notch, and world the author created is very interesting (I hope he revisits it). The only knocks I have against the book is that the characters could have been developed better and the ending could have tied things up a bit better and had a slightly brighter conclusion to Wolfe's story.

I really enjoyed this whole series more than I expected I would. It had naval style engagements and strategy reminiscent of WWII and even the Battle of Trafalgar.-position, and speed. It was also very well written and the pacing was superb. There were some politics but just enough to move the story along-and move it did. I already started on the continuation in the companion series. Joshua Dalzelle's book are as entertaining, if not more than those of the late Tom Clancy. The technology described is plausible and feels grounded. The characters feel real. A movie deal would be great-when they get tired of making Fast and Furious 29 and 37 Jump Street.

A story well worth the readers time. Many surprises centered around a wonderfully crafted complicated antihero of sorts. The development of the primary characters throughout the three volumes allowed for a relationship to bond the reader to the tale. I can't imagine stopping until all volumes are consumed. I thank the author for working so hard in crafting this work.

One thing I enjoyed is how much time it takes to get from one place to another. We are spoiled with shows that it takes an instant to get somewhere. It makes me think of naval engagements how a crew knows they will battle in many hours and somehow have to get down time to be refreshed. Thanks for making it seem believable.

Very well written interesting series of books. I was taken by book one and very sad at the ending. Took me some time to find books 2 and 3, but I'm glad I did. Very good military sci-fi with lots of great characters, technical devices and of course the big bad enemy. Fun reading, long story that kept me going and going. Thank you, I look forward to more great stories by this very fine author.

Despite being worse than a novice understanding the technical and scientific matter detailed in this book, the writer still kept me engaged and enthralled. Mainly due to the fact that this is a human story. In every sense of it. Jackson Wolfe is a character that I identify with on many levels. Most inspirational. Some identifiable. I had the first book in my arsenal for a long time before reading and regret doing so. After reading the first chapter, the craving was insatiable. I'm just happy the book and the ending lived up to my expectations. However, my appetite to continue reading more about black fleet is not yet satiated and look forward to any further spinoffs in the future. Loved it!

Three and half stars. This conclusion the the crisis against the Phage seemed a bit contrived. There

were some points that felt rushed and other parts forced. Days worth of battle transpire in a couple pages (or less). Like a lateral promotion, it moves but doesn't really go anywhere.

This series had some good moments, but pretty predictable throughout. It was somewhat trying to be a hard sci-fi story, but missed the mark a tad, or actually glossed over the vast distances that these encounters would have actually been handled. I got all the way through to the end though, so that is a plus for Counterstrike.

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