



Mission Pack 2: Missions 5-8

J.S. Morin

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Just because every job we pull goes supernova doesn't mean this one will.

Captain Carl Ramsey and the crew of the *Mobius* are constantly on the run from one bad decision to the next. Every time it looks like they might score big, something goes wrong. But no one ever got ahead by quitting, and the only alternative is honest work. There are always more jobs to pull, more schemes to hatch, and more authorities to evade.

Mission 5: Alien Racer

A race contest turns into a heist when Carl can't keep his greed in check. But will he be able to pull it off with billions of holo-vid viewers watching?

Mission 6: Retro Version

A relaxing getaway on a nostalgic colony sounds like a nice break for the *Mobius* crew. But easy living and keeping a low profile aren't in their DNA.

Mission 7: Siege of Mortania

Mort's past catches up with him, and the crew of the *Mobius* are caught in the wizardly crossfire.

Mission 8: Moon of Odysseus

One of Carl's old squadron mates has stumbled onto the location of a salvage prize unlike any the *Mobius* crew has ever seen: a lost Earth Navy battleship. The only problem is the survivors of the crash aren't too welcoming of visitors.

Bonus Short Story: Pinball Wizardry

For Esper Theresa Richelieu, it's time to graduate from apprentice to wizard. But the final exam isn't exactly what she had in mind.

Mission Pack 2: Missions 5-8 Details

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From Reader Review Mission Pack 2: Missions 5-8 for online ebook

James Bryant says

Firefly meets the Dresden files

The stories only get better as they go on. Lots of surprises and action. I'm very excited for book nine.

Jonathan Brickman says

Recently written space opera. Far deeper characters than space opera was in the 1930's and such. Very personable, even intriguingly so. Very good world/tech/etc. premises.

Darlene says

Awesome

I love these Black Ocean Missions. The characters are so real and full of wit and sarcasm. They make me laugh even with the seriousness of their situations at times. This particular book had a mission based on Mordicai The Brown. One of my favorite characters. It was great to learn more about him and get a look inside his head!

S says

Excellent stories, well worth a read. These books continue the trials, tribulations and downright dishonesty of the group. Problem, there is more to come and I think I will have to read them.

The Mysterious Reader says

I've come to the conclusion that the "Mission Packs" is groups of stories set in J.S. Morin's incredible Black Ocean universe is the best way to read these tales. That was certainly the case in the first such pack, and it is again in Mission Pack 2: Missions 5-8 (Black Ocean Mission Pack). Why? Because this crazy mashup of sci-fi and fantasy works so perfectly that it is incredibly addictive. You start mourning when you run out of them, but you do need time to do little things like breathe, eat, interact with family, etc., so it's good to have them parceled out in some sort of measured doses of reading pleasure. So welcome back to the crazy universe of Captain Carl Ramsey and the crew of the ship Mobius. I'm totally sure you'll enjoy the ride. But for the fact that I'm literally dictating this review my husband from my hospital bed I could go on and on with praises - this "Pack" definitely deserves it. Since I can't do that I will simply note that each the "missions" in it is most definitely a total pleasure to read, and it is easy to highly recommend the full set. My only caveat is to advise readers to start with Pack 1 for best results. I'm definitely looking forward to the next

Mission Pack.

Paul Runkle says

Really enjoying this series! It could be a TV show, with each story an episode. I am a fan!

Mr Geoffrey Bowlt says

This series just keeps getting better and better. Saving up to get the next mission pack! Well done that man.

Jason says

Mission Pack 2 just picks up from where Mission Pack 1 left off, starting with Mission 5 through to Mission 8, and a bonus 8.5 where we learn some more about Esper, but you need to read 5 to 8 before you listen to the bonus Mission otherwise it will ruin the surprise!

Mission 5:

So Carl being Carl, as an ex-fighter jock, he loves to abuse racing pilots, that is until the crew get sick of his bragging and tell him to put his money where his mouth is. So he enters the Silde Slims Cadet Racer Challenge, with a massive payout that will see the crew set for a while. Of course Carl is not happy with that, he wants to take it further, rigging the race so he can steal his borrowed racer, with a scheme that has to be seen to be believed.

If he and those that he has dragged into it not only survive, but pull it off, the 250K prize money from the race will be nothing compared to what they will get. Of course, they have to actually pull it off, and Live long enough to do so.

This is just plain old fun, a full on race that makes Pod Racing look like a joke, so many schemes, scams and ploys that the Oceans 11 crew would be lost in the first 10 minutes, and enough Magic and shenanigans to make Harry Potter look like a second rate street performer.

The best part of this story is that Carl actually manages to get the crew to join in with him to pull off the various aspects of the job. Of course it's a Carl job, so very little goes right or goes to plan, but that's what makes these stories so much fun to read.

Morin is an evil genius, there is really no other way to describe how he constantly creates these crazy stories that are so good that you just can't put them down, with such fantastic characters, and so many brilliant twists and turns. If you have read any of these, you know how good they are, and if you haven't, get into them, they are awesome, some of the best Sci-fi action fun, similar to Firefly, Killjoys, the Expanse etc.

I could sit here for hours talking up Carl, Tanny, Mort, Esper, Mrly, Roddy and Kubu, and all the fun things about them, but just go and read it, you won't be disappointed!!

Mission 6:

So with Carl technically 'dead', the crew need a place to lay low for a while, so they go to where Carl's sister Rhiannon is living with her boyfriend Lloyd. This is for a multitude of reasons, it allows for Carl to see his little sister and let her know that he is alright (since it is all over the Galactic news that he is dead), and the planet she lives on, is a Human world, but it is a chance to rest and relax a bit, or so they think.

Unfortunately Phabian Investigation Services come looking for them to investigate the 'accident', trying to

determine if Carl really did die as it appears he did. Carl has to disappear so he can't be found, leaving Tanny and Roddy to cover the ship and tell their version of events. Esper and Mort have taken a mysterious trip together. As Phabian investigations continue their investigation, the crew come and go on various missions of their own. Carl as usual ends up in trouble, and Mort, with the help of Mrly goes to rescue him. In the meantime, Esper and Tanny go on their own rescue mission, to find and free Kubu finally.

Retro-Vision is just a fantastic story, it moves a little slow to start with, building towards a spectacular ending. What is really great about this series is that the characters continue to grow and develop, each and every 'Mission' we learn something new about the main crew, or they grow in a measured capacity. With each Mission we not only get a brilliant story, we watch the crew of the Mobius develop and grow as well, and we become more attached to them as they become like a part of our little Sci-Fi family.

The wonderful mix of magic and tech and amazing characters make this a superb read, and with Morin's ability to create a sensational storyline that is a cross between Firefly, Blake's 7 and several other Epic other shows this is a must read.

Mission 7:

Mordecai the Brown has been on the run for a long time, and for everyone's sake, it has been a long time since someone from the Convocation came looking for him to arrest him and turn Mort over. So what happens when someone does turn up and try it on? So Lloyd has a secret, he is a Wizard in disguise, come to detain Mort for his crimes against the Convocation. Whilst the crew is trying to find a new place to hide-out for a while, Lloyd attacks, mentally impairing and imprisoning each of the crew in their own prison within his head. What unfolds however is a rather enthralling game as Carl is not normal. This is an incredibly fascinating read, both from a psychological point of view (Morin did some really good research into this), but also from the battle that ensues and unfolds between Lloyd and Mort and the rest of the crew in a psychological battle of wits as he tries to capture each of them.

This Mission moves at a bit of different pace to the others, as the story is unfolding in people's heads, but it makes for a completely different, and extraordinarily well done story. We see another side of Carl in this story, getting a really interesting look at what goes on inside of his head. The other character we get a good look at is Mort. We have seen a lot of Mort, but this time, we see another side to him, and it is both creative and compelling.

This is one of the best Missions so far as far as getting a good look at characters but also fascinating and creative storylines. If you love this series, make sure you read this one.

Mission 8:

Scarecrow contacts Carl and tells him she has found it, the Odysseus a long lost ARGO Battleship, which to the crew will be worth more money than the crew has ever earnt, probably more than all their jobs combined. It will also answer some questions for Carl (and Scarecrow), about what happened on their last mission. However, finding the ship, and surviving to salvage the ship could be 2 different things, as whatever brought down the Odysseus also brings down the Mobius.

The crew of the Mobius suddenly find themselves in the middle of two warring factions, the marines who have fallen under the sway of something that is calling itself a God, and the Scientists, who are trying to discover whatever the strange magical effect is that is supressing technology and denying them the ability to leave the planet.

This is rather an interesting book in the series as it is the first in what is the start to a mini-series within the series, and also sees a new dynamic for the crew, with the introduction of new characters (Scarecrow), as well as Carl seeming to have a desire to set up a kind of base camp at the site of the Odysseus.

With all sorts of new challenges, threats and a God trying to make life unpleasant for them, this is certainly going to be a challenge for the crew in both the short and the long run.

As with all these books, this is a fantastically fun read, but this one does have a slightly different arc to it that you just know that things are going to get worse for Carl (and the rest of the crew) before they get better.

If you enjoy this series, this is definitely one to read (and the next several to continue the arc), as it is a great set of stories in the series. As I say with all these reviews, if you have ever looked sideways at Firefly, this series is the best series in the world as a replacement, starships and a wizard that operates as the star drive – it is awesome!

Mission 8.5

So how does one test a Wizard to see if they are fit for the Convocation? Do they have to fight something hideous? Beat a Dragon? Fight a hoard of Monsters or Wizards?

No – You have to get the highest score on a Pinball machine, what else of course??

So Mort takes Esper for a stroll one night, and on the way explains that due to all the effort that she has been making in Mortania, that she is actually well past due to take the test. In fact, if one really wanted to get picky, she is actually starting to get quite old, given that each night in Mort's head is kind of like a year, and that they have been doing this for several months now, and when you starting adding that up...so it's so many months, by so many years, carry the one.... Oh well, you get the drift, she is actually 'Mentally' getting on a bit, and NO ONE wants to kind of work out how old Mort is, since he has been doing it for decades now!

Anyway, Esper is told she has to beat this infernal contraption, and if she can beat the highest score, Hey, She will be a recognised Wizard with the Convocation. Of course, the game is rigged, no magic is allowed, and you only have a certain amount of time.

As with all these types of tales, what unfolds is just another 'legend' in what will one day be the history of I am sure is going to be one of the greatest Wizards ever to be known, Esper Theresa Richelieu...

If you have been following the story, this Mission Pack is worth buying JUST for this story, as it is brilliant, and a lot of fun.

Morin is an absolute genius, there is no doubting that – I am beginning to think he is Mort, which is why he has his lovely wife Kristin (who deserves an award for all her efforts behind the scenes!!) to help him with all that baffling, confounding technology...

Raymond says

These episodes build upon the prior adventures and are entertainingly imaginative and amusing.

Arnis says

<https://poseidons99.wordpress.com/201...>

Claudette Gabbs says

I enjoyed this book. Lots of action and adventure. I still like the characters. A lot has happened in these 4 books. I recommend reading it
