



The Atlantis Ship

A.C. Hadfield

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A legendary enemy attacks...
Galactic peace is threatened...
Unless one man can find and stop the *Atlantis* ship

Carson Mach, a former war hero turned freelancer, seeks the biggest payday of his life when he's tasked to hunt down a ghost ship that has echoed through the centuries. The legendary *Atlantis* ship has become a reality, appearing at the Commonwealth frontier, and obliterating an orbital station.

Facing a lack of resources, a ragtag crew, and aliens who want him dead, Mach must use all his leadership skills and experience if he's to beat the overwhelming odds. His mission will take him across the galaxy and to uncharted dark areas of space.

Failure to stop the *Atlantis* ship will not only mean the death of Mach and his crew, but the end of the Commonwealth and all of humanity. Somehow, Mach must find a way to solve an ancient mystery if he's to succeed where everyone else before him has failed.

The Atlantis Ship Details

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From Reader Review The Atlantis Ship for online ebook

Jose Sierra says

A decent start.

Let me start with: this isn't a bad book. Not at all. It's not the greatest and it's not the worst. In fact it's better than average. Definitely worth a read if you're into the adventures of a band of rogue misfits in space that also happen to be the best at what they do. I love those kinds of books, but it's also in a sense one of the flaws of this book.

The editor should probably be beaten for letting some of the awkward phrasing and grammatical errors get by. There are entire sentences that don't make sense, but for the most part you get the gist of it and 90% of the writing flows along mostly well.

The characters are great, more or less developed, and charming in their own way. I appreciated the efforts to create an anti-hero in the protagonist but those efforts were abandoned in favor of keeping the reader's opinions about the crew clear. Still, I definitely enjoyed discovering them even as they seemed a little familiar... And I didn't mind it.

The premise, the plot, the story... Nothing super innovative here but it works as a yarn, somewhat jumpy, a little rushed, faintly formulaic, the kind of story you don't mind reading but aren't exactly surprised by. So there's that: no surprises here but also, no disappointment either.

It's a decent start. Good enough to be enjoyable and good enough that I'll read the next one in hopes that the author will continue to develop and grow. I encourage any and all to give this book a try.

To the author: worry less about labeling things that don't matter. For example, the brand and model of the Kill-o-matic Instakill 2000 blaster. It's slightly reminiscent of Harry Harrison and his Bill the Galactic Hero series, but those were clearly intended as tongue in cheek. Keep it simple and concentrate on what they're doing and why. It's the future, after all. That being said, good job with this one, and I'm looking forward to the next one. Keep up the good work!

Anthony Pratt says

I am a complete fan of Space Opera's. I have been a long time Trekkie and fan of Science Fiction in general. This really goes right along with it. Its a combination of Star Trek and Star Wars with a complete world all on its own. I have been waiting for a new series to keep my interest with a great background and action packed story. I highly hope that someone takes notice of this book and makes a T.V. series about it. I loved all of the characters in this story and a great start to the Carson Mach adventure. Left open to have this story spin off into many adventures. Even become part of the Kindle Worlds collection and allow other authors to write their own adventure in this world.

Chris Philbrook says

I wrapped this one up in quick fashion, happily and easily.

The Atlantis Ship is a straight-forward, well written space opera. The technology and setting are fun and outlandish enough to be pure entertainment, yet believable enough that it doesn't feel far-fetched.

Most of the characters are cliched to the bone, but for a fun space opera, that's not a bad thing. Development is also thin through the book for said characters, but the action is thick, entertaining, and with the plot it's totally cool.

My primary complaint with the book is the abrupt ending. I was about 75% of the way to finished and had the thought, 'Well, there's no way this is a stand-alone. Gotta have a sequel.' And somehow, A.C. Hadfield squished the climax into the rest of the book. Of course to me the ending felt very rushed and simplified, and didn't do the good buildup justice.

Having said that.... This is a fun space opera that I enjoyed, and would recommend it to people who like their sci-fi pulpy and fast.

Skip Klahorst says

A perfect space opera

Everything needed for a good space opera is
In this story. A humble hero, an accomplished assassin, and big, ugly, powerful aliens.
I had tough time putting it down, and looking forward to the next installment.

James says

A passable story spoiled by poor writing and characterization.

Jim Kratzok says

I read this book as part of the "Galactic - Ten Book Space Opera Sci-Fi Boxset" because I would never have chosen to read it otherwise. It was just not so good. The characters were wooden, the technology was not believable and the aliens were a joke. I guess if I was 10 years old and reading this in the 1960s it would have been ok. But 50 years later and reading it now, my expectations are a bit higher.

Cr says

Satisfying

Well paced and interesting, good characters. Happy it doesn't end on a cliffhanger. I read it twice and recommend it.

Robert D says

When I started this book I thought Carson Mach was going to be like Han Solo, the Han Solo that shot first. It certainly was the impression the author gave in telling you everyone's opinion of the main character. Unfortunately He was unable to keep that feel.

In fact the whole book was more of telling the reader things rather than showing and/or leading the reader through the tale. There is little character development, other than Carson shifting to trying to be the team builder of the misfit crew. You are told, this person is an assassin with no feeling for anyone, and that's pretty much the end of that character development, pretty much the same for the rest of the crew.

There were many conveniently easy 'jobs' along the way of fulfilling the main mission. From a "jewel" heist with almost no guards, which made no sense as the crystals were the power source for the ships and in great demand because of a coming war and government purchase and ordering of new construction on capital ships. One thing that really annoyed me was the lack of Newtonian physics in the climatic end sequence. If you're going to write a space opera you need to have a grasp of physics in a weightless environment using kinetic weaponry.

Mark says

The Atlantis Ship

Author: A. C. Hadfield

Date: 2015

Pgs: 402

REVIEW MAY CONTAIN SPOILERS

Summary:

Freelancer. Former War Hero. He hunts a ghost ship, a legend, a Dutchman, the Atlantis Ship.

Then, the object of his quest sails out of a wormhole and starts destroying everything in its path. Carson Mach finds himself against overwhelming odds on a mission across the galaxy. If he fails, all of humanity may pay the price. The mystery of the Atlantis Ship has to be solved.

Genre:

Adventure

Fiction

Military

Science fiction

Space

Space opera

War

Why this book:

Came to me on a read for review program.

Favorite Character:

Carson Mach, ne'er-do-well, bounty hunter, troublemaker, washout, busted out of the service. He's very Han Solo-ish, from the attitude that comes off of him to the bar fight with one of his bounty targets in his introduction.

Tululu, the vestan engineer. Love the line where Mach wonders if she is excited about her escape or if she is just insane as she pilots her small podship around the Black Swan Orbital.

Squid, the droid. One of Babcock's many worker droids from his lone exile planet. This one was more companion and friend during his long lonely exile.

Least Favorite Character:

Admiral Morgan comes across as a bit of a cardboard cutout and cliche. And compared to Mach and his crew's personalities, he seems to not be fully drawn in. The parts of the book where he features feel a bit like we are being lead by the nose rather than being told a story.

Character I Most Identified With:

Carson Mach. He's a swashbucker. He's what I'd want to be in that world. An excellent bit of escapism imagining yourself in his shoes.

The Feel:

This is a great mix of Trek, Wars, and Firefly.

Favorite Scene:

Love the open with the poor bastard out doing exterior maintenance on Orbital Forty as the Atlantis Ship wormholes in and destroys the station underneath him.

The Shawshank from the Commonwealth prison as a way to fill out the crew was great.

Tululu's escape from the Black Swan Orbital.

Pacing:

The pacing is good, provided you aren't drawn offside by the occasional editorial lapse. The back-at-command with Admiral Morgan scenes drag on the pace of the story.

Plot Holes/Out of Character:

The Captain sent to investigate the destruction of Orbital Forty being snippy with Admiral Morgan over subspace because she feels that she was sent on a wild goose chase that could have been taken care of by the natives of the local planetary system and, then, intimates to the Admiral that he isn't in her chain of command and that she is really there to challenge the horan movements in the area. If that were the case, then, she would need to be in the area anyway and her one sentence earlier reticence about the mission to the Orbital Forty debris field doesn't wash.

Mack and Adira's interactions are repetitious.

Hmm Moments:

A coup in the fleet, Morgan going over his boss's head due to his being frozen out of the command chain and put on the Atlantis Ship chase without any resources to carry out the mission. How this plays in relation to Mack's hunt for the Dutchman isn't clear yet. And then, the coup in wider circles playing out as well. The scenes that take place outside of Carson Mach's presence drag.

The best scene featuring Morgan is the last scene in the denouement where he is trying to talk Mach into becoming Sky Marshal.

Why isn't there a screenplay?

This could go big screen. Heck, it could be a series.

Casting call:

You'd have to reach outside of the obvious choices for Mach due to his similarities to Kirk, Solo, and Reynolds. Maybe Idris Elba.

Dwayne Johnson or Vin Diesel as Sanchez.

Clancy Brown as Babcock.

Jim Parsons as the voice of Squid.

Last Page Sound:

Very nice.

Author Assessment:

The story is strong enough to overcome the editorial shortcomings.

Editorial Assessment:

The story needed a few more passes under the editor's blade and a re-read or two from the author. The repetitiousness between Mack and Adira should have been caught by an editor.

The dialogue is very rough in places. The novel desperately needed to be edited another time.

Knee Jerk Reaction:

really good book

Disposition of Book:

e-Book

Would recommend to:

genre fans

Errata:

Dan says

I just could not get into it. Gave up after 15% or so.

Beau says

I had fun with this book. I liked the characters and the world they were in. I'll read the next one as soon as I can. It is a space opera, and until they start writing StarFist again, I'll just keep looking around for good ones.

Meanwhile, I'd like to pick a nit or two.

First, you need to have a very high quality Belief Suspender. The things that happen to keep the Good Guys from being crushed by the Bad Guys are improbable. References to programming, bugs, and hacking are an example.

Second, be ready to ignore most specific references to distance. The author describes events in space by saying that objects are "only a klick away" when interplanetary speeds might be about 10 kps at a minimum.

And a 3rd complaint? At the climax, when everything is still in doubt, the scene fades out, so to speak, and we go straight to the denouement after a victory. I see this sometimes, and I feel like the author has omitted a critical scene.

Again, those are just nits and I enjoyed the story. If they are big hot buttons for you, maybe you should keep driving.

Maciek says

A good, quick action adventure in space. Former military freelancer gathers a crew to capture mythical ship while war tensions between empires surge.

Michael Wood says

Classic Libertarian Space Opera

Hadfield's "Bleach" character cleans up messes that the officialdom can't handle. Libertarian in outlook, he really does not appreciate rules and regulations. After being cashiered by the Space Navy, Mach (seemingly his regular name) makes a living as a bounty hunter, until he is set up for a long prison sentence *UNLESS* he is willing to take on an impossible task.

I found it very readable, an easy, enjoyable read. Mach's disagreement with the government would make him a Trump supporter in 2017, but in his time, he just does not fit in.

HIGHLY RECOMMENDED

David Rose says

Fun space opera focusing on a ne'er-do-well swashbuckling hero (Carson Mach) drafted in to save 'the galaxy' (which feels a lot more like a local quadrant, or even just a solar system, than an actual galaxy). Although the tropes employed are somewhat cliched, Hadfield's writing reflects a sense of fun well enough to make the story enjoyable, and he manages to put his own spin on a couple of them. Occasional tautologies do pop up, but the pace is great, the action is well written, and the characters are oddly likeable, even Adira the psychotic assassin. I got this book with the *Vast Frontiers: 6 Book Sci-Fi omnibus*, so paying only about 49c for this made it well worth the price. Recommended as good value for the money.

Joel Rogers says

Not bad
