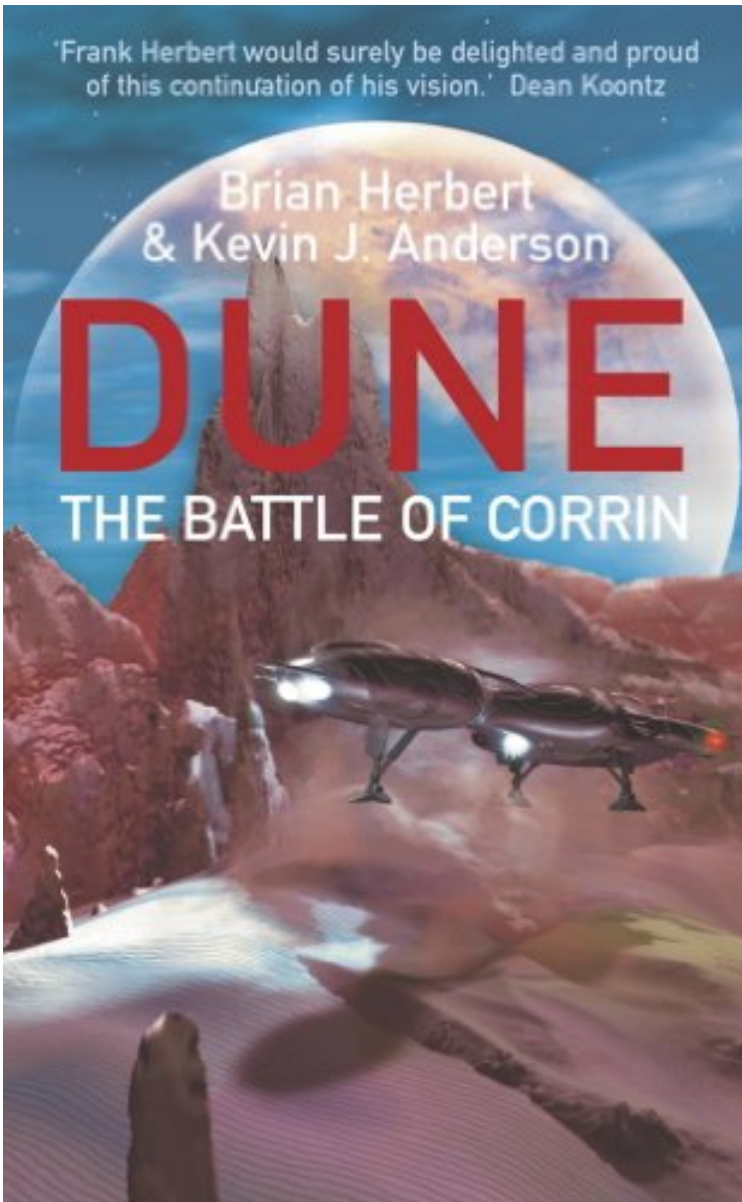


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# The Battle Of Corrin: Legends of Dune 3 (English Edition)



*Par Brian Herbert, Kevin J Anderson  
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**Par Brian Herbert, Kevin J Anderson : The Battle Of Corrin: Legends of Dune 3 (English Edition)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Battle Of Corrin: Legends of Dune 3 (English Edition):

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**Description :** Description du produitFollowing their internationally bestselling novels Dune: The Butlerian Jihad and Dune: The Machine Crusade, Brian Herbert and Kevin J. Anderson forge a final tumultuous finish to their prequels to Frank Herbert's Dune.Dune: The Battle of CorrinIt has been fifty-six hard years since the events of The Machine Crusade. Following the death of Serena Butler, the bloodiest decades of the Jihad take place. Synchronized Worlds and Unallied Planets are liberated one by one, and at long last, after years of victory, the human worlds begin to hope that the end of the centuries-long conflict with the thinking machines is finally in sight.Unfortunately, Omnius has one last, deadly card to play. In a last-ditch effort to

destroy humankind, virulent plagues are let loose throughout the galaxy, decimating the populations of whole planets . . . and once again, the tide of the titanic struggle shifts against the warriors of the human race. At last, the war that has lasted many lifetimes will be decided in the apocalyptic Battle of Corrin. In the greatest battle in science fiction history, human and machine face off one last time. . . . And on the desert planet of Arrakis, the legendary Fremen of Dune become the feared fighting force to be discovered by Paul Maud'Dib in Frank Herbert's classic, *Dune*.

Presentation de l'auteur The universal computer mind Omnium has retreated to its last stronghold, where it plots a devastating new strategy that could undo the victories of the Butlerian Jihad. The surviving Titans are creating new lieutenants to do their will when at last they return to attack the human beings they once ruled. In the years of peace too many of mankind have forgotten that their machine enemies never sleep. But some have forgotten nothing - and learned from their triumphs. The brilliant military commander Vorian Atreides, son of a Titan, has the gift of long life from his terrifying father and knows the machines' minds better than any man alive. Norma Cenva, the genius inventor of humanity's best defences, dreams of new discoveries that will make man invincible. And on the windswept desert planet Arrakis, the power that can give them victory waits. The authors of *PRELUDE TO DUNE* have written the triumphant climax to the history of the Dune universe: the story most eagerly anticipated by its readers. 'If you're familiar with the Dune universe it is oddly compelling. This is a successful space opera that spins in a few genuine surprises.'

Locus From Publishers Weekly Dune addicts will happily devour Herbert and Anderson's spicy conclusion (after 2003's *Dune: The Machine Crusade*) to their second prequel trilogy, *Legends of Dune*. A fearsome robot-engineered plague opens the tumultuous Battle of Corrin, climaxing the century-long galactic war between humans and the computer Omnium's robotic Synchronized Empire. Vorian Atreides, supreme commander of the human Army of the Jihad, initiates the no-holds-barred feud between House Atreides and House Harkonnen by exiling Abulurd Harkonnen for cowardice, while Vorian's granddaughter Raquella molds the Sorceress survivors into a biochemically based sisterhood and Ishmael leads his people into Arrakis's sandwormy desert to become Fremen of Dune. All the Dune themes - religion and politics, fanaticism, ecology, opportunism, totalitarianism, the power of myth - exhaustively prepare the way for Frank Herbert's sweeping classic of corruptibility and survival. Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

From AudioFile Scott Brick brings to life this last of the prequels to Frank Herbert's Dune series. The complications between the thinking machines and the synchronized worlds and unallied planets are coming to a head, building to a great battle. Brick re-creates many of the characters who are familiar from prior books and creates personifications of new additions with dimension and personality. He is an enthusiastic and strong narrator who makes this long and complex book accessible. Brick is particularly adept at drawing out the personality of his characters, especially Omnium and eerily human-like robots. J.E.M. AudioFile 2004, Portland, Maine -- Copyright AudioFile, Portland, Maine