

1: The City Who Fought (Brainship, #4) by Anne McCaffrey

*The City Who Fought (Brainship) [Anne McCaffrey, S.M. Stirling] on www.enganchecubano.com *FREE* shipping on qualifying offers. The arrival of an out-of-control refugee ship pursued by space barbarians wakes Simeon, a shellperson attached to a mining station.*

Stirling Cover art by Stephen Hickman Published by Baen Books Reviewed by Leigh Kimmel Before Anne McCaffrey became known primarily as the author of the Dragonriders of Pern series, she wrote a number of works in other fictional universes, some of them stand-alone, some of them interconnected. Among them were several stories about a young woman who was born so severely disabled that her condition was effectively non-survivable without extensive medical intervention, and who was subsequently made the cyborg brain of a starship, where she pursued her talent for music as an avocation. These stories were later collected into a fix-up novel, *The Ship Who Sang* Although the story of Helva was complete in itself, fans found the world interesting enough that they started pestering Ms. McCaffrey for more stories of the Brainship universe. However, by this time Ms. Baen had suggested that perhaps he might invite a few carefully selected professional writers with military experience to write in that particular section of his fictional universe. The series had succeeded so well that Jim Baen saw an opportunity for other established authors to enlist other writers in the process of extending universes that for one or another reason they no longer were going to be writing additional solo volumes for. Furthermore, there was no reason to restrict it to established name authors on the same level with the one who created the fictional universe. A lot of publishing houses were running through one beginning author after another, viewing them as essentially disposable, but Baen was positioning himself to be the successor to John W. Campbell, who was famous for having built the careers of many well-known Golden Age science fiction authors, including Isaac Asimov and Robert A. Her wild success with the Pern books gave her instant name recognition that fairly ensured any book with her byline on it would sell enough copies to make back the original investment and allow a comfortable profit. At the same time, she had a number of fictional universes lying fallow that had good potential to become open-ended series in which an endless number of novels could be written as long as there was a market for them. Stirling, who was already the co-author of several novels, most notoriously the *Draka* novels.. He enjoys playing war-game simulations and dreams of being a brainship, imagining that it would be quite heroic to fight pirates and other enemies.. She calls herself Joat, for "jack of all trades," and shows considerable technical talent, ability that could enable her to make considerable contributions to the community, or that could lead her into extensive trouble. Meanwhile, the peaceful world of Bethel, settled some generations earlier by a minority religious sect that wanted to follow its peculiar beliefs without continual friction with unbelieving neighbors, is attacked by space pirates. The would-be rescuers find a charnelhouse of dead and dying, many of the corpses in an advanced stage of decomposition. As the medical team is nursing the survivors back to health, the leadership cadre of the station pore over the fragmentary records of the ship, trying to understand what just sort of threat the refugees fled -- a threat that may well be following them. The Kolnari are space pirates, the descendants of a number of groups that were expelled from Earth for having been so violent that they could not be tolerated any longer by the civilized worlds. Groups dedicated to hatred of the Other, groups who believed that it was right to impose their philosophies on other groups by force, and outright racketeers. All were herded aboard spaceships to be taken to the world of a hellish star, a world that was so marginally habitable that the government that exiled them could let the planet kill them and thus wash their hands of responsibility for their deaths. Although enormous numbers died on the way as the disparate groups fought one another with their bare hands and teeth, and still more died from the horrific environmental conditions on their new world, they did not all die out. The result of that brutal winnowing is a human subtype of extraordinary endurance, able to survive in conditions that would kill any ordinary human. Their DNA has been reinforced to make it proof against radiation-induced mutations, they are resistant to chemical poisons and in fact need certain compounds toxic to normal humans in order to remain healthy. Even their immune systems are so robust they are barely troubled by diseases that lay ordinary people flat. And they glory in it, regarding themselves as a chosen race

with a natural right to rule, who have been forced to skulk along the margins by those whom they call "scumvermin. Those redeeming qualities made the Draka grayed vilians instead of purely evil ones, even if sometimes their sheer virtuousness and absence of the ordinary vices of venality and selfishness brought them dangerously close to becoming Villain Sues. While the Draka were an extreme version of European racism toward people of color, the Kolnari are most definitely not white. However, neither are they a simplistic inversion along the lines of Robert A. While the peoples of sub-Saharan Africa, southern India, and other tropical regions are actually a very dark brown, the skins of the Kolnari are in fact a strange gunmetal black, making them look like statues of polished ebony. It appears that melanin has been replaced by an even more effective UV blocker -- but it does not extend to their hair, which is an even more striking silvery white, creating an impression reminiscent of the Drow elves of the various Dungeons and Dragons spinoff universes. From this comes one of the more humorous moments amidst the terrifying first encounter, in which Simeon characterizes the Kolnari as "the Ultimately Intimidating Elves from Hell. In this fight, Joat proves her worth with her knowledge of the inner workings of the station and how to move between places unseen and unnoticed, harassing the Kolnari with an endless range of pinprick injuries and humiliations. Review posted December 14,

2: The Ship Who Sang - Wikipedia

The City Who Fought is an enjoyable book if a little heavy-handed at times. The author's need to be sure that the reader is aware of her choice to write a strong, female protagonist sometimes threatens to undermine the character entirely.

Create New "The Ship Who In The Future", infants with severe birth defects are placed in self-contained life-support shells in which they will spend their entire lives, and are trained to become the "brain" of a starship and later, space station, megacity, etc. Most "brains" are then partnered with humans, dubbed "brawns", who act as representative and counterpart, going where the brains cannot. McCaffrey first visited the setting in a series of short stories written in the 1980s, following the adventures of a brainship named Helva; these were collected in *The Ship Who Sang* in 1987. The setting was revived in the 1990s by Baen Books for a series of co-written novels: McCaffrey also wrote two more short stories in the "ship who sang" sequence after long gaps "Honeymoon", "The Ship That Returned", and "brainships" have made occasional cameos in her other science fiction series, including the *Crystal Singer* series. This series provides examples of: *And I Must Scream*: In "The Ship Who Dissembled", hijackers capture several brainships and remove from each the life-support shell containing the "brain", leaving the shellperson inside unable to see, hear, or otherwise sense anything outside the shell. One goes mad before rescue arrives. In direct response to this incident, subsequent shells are designed with integrated audiovisual inputs. The reason why typically only children age one year or less become shellpeople is because of different sensory and motor input; most people old enough to be used to being able to move and have a sense of touch have great difficulty adjusting. Tia, who became paralyzed from the neck down as a child, acclimated to being shelled as only being somewhat worse. A disease in *The Ship Who Searched* leaves victims progressively more covered in painful suppurating sores, but still alive, conscious, and able to speak. A horrified Tia viewing one man thinks "Those were once hands. One of the characters in *The Ship Who Searched* is a research scientist whose field is prosthetic limbs. He starts the book in a kind of wheelchair but is volunteered to test bionic legs. In name if not in spirit; each "brainship" is assigned a "brawn" who acts as companion, ambassador and muscle for the immobile ship. Averted because brawns are also required to be pretty smart. *Brain in a Jar*: A problem for any brain and brawn pair who fall in love. This is referred to as "fixation". In *The Ship Who Searched*, the protagonist, after becoming very rich, deals with the problem by commissioning a remote-controlled full-sensory human body. Tia of *The Ship Who Searched*. Joat of *The City Who Fought*. Gently mocked in *PartnerShip*; when Nancia realizes her current brawn is a spy, he says she can call him X. When she points out that she already knows his name, he cheerfully agrees; he just thinks it would be fun to be called that. Helva is mentioned in just about every sequel at some point, but apart from that: Depending on how inherently cool you consider the idea of a brainship. The actual ship body is usually something ordinary and middle-of-the-range, even on the shabby side; only brains working for military and law enforcement get top-of-the-line ship bodies. The cover of *PartnerShip* features an astronaut walking next to a female humanoid hologram being projected from a device that floats next to him as he walks away from a spaceship, giving the impression that the brainship of the novel gains the ability to project an image of herself. The blurb on the back cover also misidentifies the main character and misses the plot entirely. The "brains" are cybernetics carried about as far as possible, with human brains controlling entire space ships and space stations as their prosthetic body parts. The human body is still there, but only as a life-support system for the brain. Advances in this technology are also used to benefit more traditional cyborgs. Kolnar, the homeworld of the villains of *The City Who Fought* is a volcanic, radioactive, heavy gravity nightmare world, in orbit around a sun with a spectral category of blinding. It was colonized by a particularly nasty group of prisoners, who evolved into nigh-unkillable superhumans. They have a nuclear war once every generation and they get their weapons-grade nuclear material by hunting a creature best described as a jet-propelled submarine with fangs. In the research station at the start of *The Ship Who Searched*, decontamination procedures are required whenever someone comes in through the airlock. *Department of Child Disservices*: Only one other character recognises it. *The Ship Who Won* features an alien world with an enormous weather-control system inside the planet. In "The Ship Who Dissembled", the

hijacked ships are carrying tightly-controlled drugs that have important medical uses but also other less reputable applications. PartnerShip has several designer drugs, including Blissto and Seductron. Very expensive, and you still have to accelerate and decelerate relative to your destination on conventional drives, making the trips less than trivial. Played with in "The Ship Who Killed". Hyperspace Is a Scary Place: Singularity drive, on the other hand The usual transit time is on the order of seconds. However, sometimes ships get stuck, at which the horrors can last for weeks. One notable example involved a brainship having to burn out dozens of powerful processors, put down a mutiny, and finish the translation using a handful of known good processors including the graphics processor for the screens and a processor or two donated from the body of a cyborg, all while looping between two realities that turned your teeth to rotten mush in one and long stabbing needles in another. In "The Partnered Ship", brainship Helva learns that one of the crewpeople at her home spaceport has fallen in love with her. Shellpeople are explicitly stated to have a life span of centuries. Several other characters in The Ship Who Sang are casually mentioned to be over a hundred years old and still in their productive years, including Theoda in "The Ship Who Mourned" and Nia in "Dramatic Mission", with the possible implication that a longer lifespan is the norm. In The Ship Who Won, the "magic" discovered on an alien world is powered by an enormous weather-control system inside the planet, which the mages are abusing to cast "spells". A benign version takes place over the course of The Ship Who Searched. Hypatia Cade is seen telling her stockbroker to invest some of her earnings into a cybernetics company that is apparently not very profitable. Later, now owning a majority stake, she introduces herself as their new owner. Man in the Machine Mindlink Mates: Helva and Niall end up as this in "Honeymoon". Some stories have the brainship serving as a mission control for their mobile "brawn" partner when they leave the confines of the ship. Naming Your Colony World: In "The Ship Who Sang" the original short story that became the first section of the novel, the climax takes place in the Ravel star system, with its two colony worlds Daphnis and Chloe. No Conservation of Energy: Played with in The Ship Who Won. A brainship finds a world where magic actually works, complete with all the standard no conservation of energy tropes. The Noun Who Verbed: Many of the titles. Theoretically, once parents give consent for their babies to become brainships, they have no further contact with them and the kids grow up knowing nothing about their background. Tia is also a rare case of having become a shellperson in childhood rather than infancy, and thus had several years of normal family bonding before a disease paralyzed her body. The Ship Who Sang is composed of previously-published short stories, with a final story added to round them off. The handful of survivors of this disease are either immune or are left paralyzed. Helva supports Theoda in an attempt to demonstrate that physiotherapy may be effective for the latter. Tia and Alex, the Brain and Brawn of The Ship Who Searched are forced to deal with more than one plague spread by contaminated artifacts. Monofilament wire used as a weapon in The City Who Fought. The brainship Cerialle once suffered a fuel tank explosion as the result of sabotage. As she drifted in space, she detected movement on her outer hull, but was unable to generate a signal to get the attention of whoever it was. Later rescued, repaired and returned to service, Cerialle re-encounters the salvagers after a considerable period of time. He winds up going to prison for a long, long time. Cerialle, however, manages to help the younger crewmembers get away, since they helped her resolve the current crisis. Samus Is a Girl: Sapient Ship Schizo Tech: In The Ship Who Won, most of the colonists are living in a neo-feudal situation while their masters are in control of technology so advanced it looks like magic. In PartnerShip, a character is running a mine with a labour force of native animals. It turns out that they are intelligent, but getting them registered as such is some kind of Catch 22 situation. He therefore breaks the rules in order to get them registered. His punishment is community work with another native species who might turn out to be sapient. Shameful Source of Knowledge: Sharpened to a Single Atom: The effects are messy. He actually belongs to an organization called the neo-Darwinists. The villains of The City Who Fought are an entire race of these who have grown up in an extremely harsh environment. Son of a Whore: One of the secondary protagonists from The City Who Fought describes himself as "the son of a pimp and dockside whore. Any of the female shellpeople who opt for ship bodies, to some extent. Another book has a brainship who had gone through a terrible traumatic event; in therapy a counselor had her channel her emotions and frustrations into art, and eventually had her create a self portrait. Strawman Has a Point: Her parents lavish

THE CITY WHO FOUGHT (BRAINSHIP) pdf

love and attention on her when present, but are frequently absent working on the dig, and she knows not to interrupt them and that they usually leave their comms off. For obvious reasons, shellpeople are physically unable to weep, and they occasionally wish they had that release.

3: The City and The Ship (Brainship, #4, #7) by Anne McCaffrey

About the Book. Space Station SSSC, a profitable but out-of-the-way trading and mining center, is attacked by Kolnari, pirates from a planet of sociopathic exiles.

4: FictFact - Brainship series by Anne McCaffrey

The Brainship series is set in a far future, when mankind has long out grown Earth and the immediate vicinity and spread to the stars. The bureaucracy of this vast empire known as Central Worlds is run by a few powerful families who have raised nepotism to an art form.

5: The City Who Fought () READ ONLINE FREE book by Anne McCaffrey in EPUB,TXT.

Space Station SSSC, a profitable but out-of-the-way trading and mining center, is attacked by Kolnari, pirates from a planet of sociopathic exiles.

6: The Ship Who (Literature) - TV Tropes

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Tiffany M. reviewed The City Who Fought (Brainship, Bk 4) on 10/27/ + 29 more book reviews This is a great story, with lots of action and some truly interesting main characters. One of my favorite Brainship books.

8: The City Who Fought by Anne McCaffrey | LibraryThing

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9: Review -- The City Who Fought by Anne McCaffrey and S. M. Stirling

The City Who Fought (Brainship, #4)McCaffrey, AnneSimon thought he was going to have the best carrier in the universe until the pirates came and he learned to fight with all his intelligence and all his connections to save the people he was intrusted to care for.

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