



Freedom Flight

Mercedes Lackey , Ellen Guon

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A disreputable gang of misfits comprised of Ralgha nar Hhallas, Captain K'Kai of Firekka, Captain Ian St. John, and Rikik fly among the stars on a mission to save the world.

Freedom Flight Details

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Author : Mercedes Lackey , Ellen Guon

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From Reader Review Freedom Flight for online ebook

Taylor says

As a fan of the games I enjoyed getting some more detail on some of the events going on during and after Secret Missions 2. Several game characters appear, some with more substantial roles, others as cameos. It was nice - made it feel like the in-game world.

The most interesting parts of this book dealt entirely with the Kilrathi. Two of the main characters of the story are Kilrathi and through them we get glimpses at the sociology and theology of the Kilrathi Empire. It is quite fascinating and left me wanting more. A pity there was not a book written entirely with Kilrathi characters; Rahlga and Kirah are both interesting and understandably different from the humans.

The Firekkans are also fairly well developed as a distinct race in and of themselves. Not as deep as the Kilrathi but there's enough to get invested.

Unfortunately I found myself pushing myself through the read. Barring a few select sections much of the gravity of the situations was lacking descriptions. Hunter is portrayed as far more of an Ace than he ever was in the games (for me, anyway) and he pushes the realms of plausibility in this book for what he gets away with (both in and out of the cockpit).

Overall, I would only recommend this to a fan of Wing Commander 1. If you have not played WC1, you will be unfamiliar with a lot of the characters and ship designs; and the book does not go into much detail explaining what they look like or what they can do.

Aaron says

Cheesy sci fi schlock that is only of interest for nostalgia purposes because I played the Wing Commander games as a kid. It's basically just a story of the Pacific Theatre of WW2, set in space. Cat aliens based on the Japanese fight the humans/Americans on space aircraft carriers. Cliches abound. And there are lots of "I struggle to understand you humans" jokes that fall flat.

Bruce says

Good airplane trash. Well written, not as formulaic as much of the series, only the initiative of the characters is acredible. But that makes it fiction, doesn't it?

Mitchel Seehafer says

Though I have yet to play a game from the Wing Commander series, this book has gotten me interested in the universe and has started me looking for a sale on Origin to buy a copy. I enjoyed how the book takes some time in delving into the characteristics of the cultures and differences between the Humans, Kilrathi,

and Firekkans without full on derailing the story. Also seeing how they interact with each other and the believable gaps of culture that makes initial conversations awkward as the characters get to know each other's cultures. I also enjoyed how Kilrathi religion and politics play into how they fought and how some Kilrathi end up becoming dissatisfied with how the war with the Human led Federation become a eternal stalemate and decide to start a coup with the end goal to make peace, a believable cause to end up following and useful to drive the plot. Not to mention the fact that the pilots the book follows are actually effected by the war they fight and the lose of friend that comes with it instead being killing machines with quirky personalities that are far easier to portray in fiction. All in all I found it an enjoyable read, and would recommend it to my friends how enjoy Video Games and Science fiction as much as I do.

Dawn Paris says

Quite a romp and fun so long as I disconnected my "but he'd be in such trouble for that!" sensor in my head.

I.F. Adams says

Wing commander mind candy. Fighting big cats in space. Woo.

Craig says

A bit basic. But then, I'm not a huge Mercedes Lackey fan, so there you go. The story was sort of flat and the characters weren't super detailed, but it was a good enough read to keep me going in the series.

Thing about this series is that it's so hard to figure out where the books go in the timeline!

Craig Lynch says

Being a huge Wing Commander fan, there was never any way that I wasn't going to enjoy this book. I found it was well written and meshed well with what I've seen of the WC universe via the games. Characters display the same "Top Gun" bravado while dealing with the pain of countless deaths of their fellows.

Jeffrey says

A decent story, but the lack of military discipline shown by Capt. Ian St. John was completely unbelievable. At another point in the book Paladin breaks character rather abruptly and becomes extremely melodramatic leading to a surreal scene that just didn't belong.

Aerine says

Filed under F. with other Wing commander books

Brian says

When I picked this up (ooooh, spaceship!) I totally expected a real stink-burger. While the characters might have been a little flat, and the plot straightforward (but not boring), I enjoyed the story. Hunter, K'Kai, and Kirha made a good team, and their adventures were entertaining.

I did kinda chuckle every time I remembered it was set in the Wing Commander universe. Not sure why. All in all, not too bad :)
