

Angels Adrift

By Ryan Southwick

Synopsis

ALVIN contemplates his recent setback with the destruction of the alien ship, and is unsure how he will recover. The alien breaks into his headquarters looking for the planetary engineering computer CHARLIE and MARK stole—the ENTITY who had taken control of ANNE's mind. Alvin and the alien enter a temporary truce and agree to join forces to get it back.

Meanwhile, Anne and her friends are recovering in Resistance headquarters. Anne is adjusting to her role as master vampire and unites all vampires as one. The Entity was a slave, they discover, just as ZIMA had been to Alvin. The alien plans to terraform the Earth into something uninhabitable by humans, and the Entity is the key. Without it, the alien cannot complete its plans.

They're also mourning CAPPa, whose android body remains brain-dead despite their efforts to bring her online, and begin to wonder if Charlie will ever emerge from his deep depression. Collectively, they convince him not to give up on her. The crew band together and, with the help of an ancient *chi* master, manage to re-infuse Cappa's body with a new spirit.

Anne's daughter, TABBY, finally learns the truth about her brutal conception. She runs off in anguish, wondering how her mother could love her, while the revelation triggers Anne's first flashback in a long time. The vivid hallucination deeply affects vampires across the world. She takes the necessary time to talk them through, while Zima and Cappa chase down Tabby and help her reconcile her own trauma with the aid of Anne's brother and sister-in-law, who are both counselors.

During Cappa's birthday / resurrection celebration, Alvin's troops and the alien invade Resistance headquarters, leaving the Resistance devastated and one of Anne's loved ones dead: an innocent child. Anne chases after them in a fit of rage, but the alien escapes with the Entity.

Devastated by her loss, and with humanity's fate once again in peril, Anne pulls the Resistance together to plan a rescue. The governments of the world won't help voluntarily, so Anne runs a positive PR campaign, outing vampires to the world in a good light. The campaign pressures the president of the US to give her the aid of an Arleigh-Burke-class destroyer.

Zima's past comes back to haunt her when the captain and XO of the destroyer learn her true identity: a soldier for the wrong side who killed many of their friends. They take her into custody. Zima and the rest of the team work hard to finally convince them that she's their only chance of storming Alvin's nigh-impregnable base in Sumatra. Charlie and Mark then use their advanced technology to upgrade the ship, while Zima integrates with the systems and trains the crew.

Alvin launches an all-out offensive against the destroyer, but with Charlie's technology and Zima's amazing targeting, the destroyer survives, but barely. Zima falls overboard and is almost

lost to the crushing ocean depths, but a daring rescue from Anne and MARK brings her back. Zima launches a missile counter-strike that devastates their base, paving the way for a final assault.

The Z-Tech crew fly off to hopefully rescue the Entity and thwart Alvin's plan to turn Earth into a frigid ball of ammonia—a plan he's already set in motion.