



SpaceWoman

SpaceWoman by Ann Greyson

Customer Reviews

Rating Snapshot



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Encino, California

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[A Solid Space-Opera Novel.](#)

SpaceWoman by Ann Greyson skillfully blends covert espionage and galactic intrigue with the exploratory journey of Neruda, the first Mayorant to venture into space in centuries. The way her first mission ends in disaster, fleeing in an escape-pod and becoming a voyage of unexpected twists, makes the story both thrilling and inspiring.

There are many excellently written characters that ooze with personality in **SpaceWoman**—for example Arachtor Captain Bohk is convincingly portrayed as a tragic figure. His psychology is familiar: a commander whose authority hardens into stubbornness at precisely the wrong moment. By abandoning caution in favor of aggression, Bohk seals his fate. Here is where the author uses alien perspectives to explore human flaws. That scene in the book isn't merely about a warship's destruction, but about how fear blurs into fatal misjudgment, suspicion outweighs truth, and pride can blind even advanced civilizations—right up until the moment the universe reminds them how small they are.

This is science fiction that thrives on tension, succeeding strongly in atmosphere and point of view. The cantina, and the stations and spaceports' corridors are familiar sci-fi spaces, but they're used well among the uneasy mingling of species, creating a sense of constant motion and danger. There are engaging action scenes that effectively blend character motivation with fast-paced space combat. The firefights are easy to visualize, with effective use of evasive maneuvers, shield hits, and escalating danger, action that doesn't linger too long and keeps tension high.

Above all else, **SpaceWoman** feels like a cinematic rollercoaster, which I adamantly believe should be a book-turned-video game. This story of conquering the stars and battling aliens has a strong assertion of style for a Sony PlayStation PS5 space strategy and multi-player role-playing (real-time strategy genre) game, as well as a simulation. Players could immerse themselves in this story that explores galactic conspiracy, weapon heists and politics with a task to plot a careful course between the Industrial Consortium and the Annexed Confederacy. In the gameplay, I can see Praloon bounty hunter Lurai Sul in her ship, gunning down hostile alien ships with a variety of weapons in firefights in space. For a range of playstyle, there should be a unique ship design system, which would let you modify the weapons and utility systems of the spaceships, which make hyperjumps and travel through wormholes across numerous missions focusing on hyper-detailed combat and tactical-level engagements that could pit Patrol-Force United soldiers against the droids and other insurgents; weapons cosmetics included.