



## Pawn

*Ernie Lindsey*

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## **Pawn** Ernie Lindsey

The world ended long before Caroline Mathers was born, but that doesn't mean life stops for the fourteen-year-old army scout for the People's Republic of Virginia.

Abandoned by her parents, raised by her grandfather, she slinks through the forests surrounding her encampment, monitoring the woods for nomadic bands of criminals known as Republicons, all while keeping a watchful eye on her northern enemies from the Democratic Alliance. It's a hard life, but a simple one, at least until the day Caroline hears the sound that everyone dreads: distant drums echoing throughout their quiet valley, pounding to the beat of the war rhythm.

With some help from two unlikely allies, Caroline leads her people in a breathtaking retreat, praying they'll find salvation in their capitol city. Along the way, haunting dreams may reveal a look into the mystery of her past.

The first book of the Warchild series is a powerful, coming of age, dystopian thriller full of fast-paced action, tragic choices, and the undeniable strength of the human bond.

## **Pawn Details**

Date : Published February 3rd 2014 by Createspace (first published January 29th 2014)

ISBN : 9781495428937

Author : Ernie Lindsey

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## From Reader Review Pawn for online ebook

### **Karen says**

I thought the main character was rather impulsive but I like her! I might read more from this author.

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### **Scott says**

#### **Good book just not my choice**

I enjoyed the first book I read by this author but this one use people with super powers. I just don't enjoy this type of bok even though it was well written.

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### **Robin R Finch says**

#### **Page turner**

I have read two books by this author, and I have to say I'm a fan! This book is the first in a trilogy. I can't wait to read the other two. I would highly recommend these to anyone who enjoys fantasy and/or future dystopia fiction.

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### **Ali says**

Boom boom ba ba boom. KER FLOP.

Honestly I lost count of how many times I thought I should give up and DNF this one.

The characters don't feel real. We don't know them.

There's no flow or rhythm to the story except run... death... find more people... run death... find more people. Simply put... blah.

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### **Harmony Kent says**

Wow. Brilliant. Racing on to book two :)

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### **OT says**

2.5 Stars

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## Nancy Steinle gummel says

Warchild: Pawn by Ernie Lindsey is another take on future America. The governing goes to regional sections. Groups of homesteads bind together and make due unless they need something special, like medicine. They keep trackers and guards for hostile groups like the Republicons and if an army from up north appears. In this future there is a constant rain. Tracker Caroline hears the drums of the army approaching. She finds Finn another tracker from the northern army. The north wants slaves because their own people do not want to work. Finn is a deserter and follows her back to their village. She tries to get her grandfather up but he dies on her. She gets caught by the north advance team. They slaughter the villagers who didn't flee. They bring out Ms. Elmerly who is a kinder. She moves speedily away until they surmise she is a kinder. She tells them Caroline will be their downfall. They shoot her. Next there are arrows killing the soldiers. A republicon group comes to their aid. James, their leader says they protect them Til they reach the capitol. Caroline discovers she's a kinder.

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## J.C. Cauthon says

When I pulled this book off the free book list a couple of months ago, I was a bit iffy about it. It looked interesting, and I love Dystopian-style novels, but it also had an alternative fiction sound to it, and I've never really been able to get into that, but I tried it anyway. It was a very good read.

It takes place in the distant future in the area that is made up of Southern Virginia and, I think, the north-eastern pocket of North Carolina. I know what Warrentville used to be, but the geography was a bit hard to determine. A larger sect of one of the governments is invading this governmental group to capture "workers" to run their factories and harvest their fields.

There is a small group of people known as the Kinders that seem to be a scientific experiment that turned on their own government. It never fully explains what they are because the only information Caroline (the young narrator) has is all handed down through oral history, and it's been distorted over the years. They are super-humans, and Caroline and her buddy, Finn, turn out to be the only two left. They have had no true training in their powers, and Caroline is not even supposed to come into her powers until her fifteenth birthday.

Two major things about this story really bother me, and both seem to be "coincidental bits of luck" that seemed to only happen because the story could not have unfolded like it did if they did not happen. However, it did not make sense that it unfolded that way.

Number one: Yes, Caroline is a great scout, and she seems to be very well-trained in surviving, but she is fourteen years old. Why would a grown man and his band of outlaws follow a 14-year-old girl who at the time is not showing that there is anything special about her.

Number two: She had been struggling with her powers the entire novella. She could not make them work when she needed them to. She does not even know what all of her powers are because Finn says that every Kinder's powers are different. It just bugged me that in that dire moment at the end of the novella, that her powers suddenly came to their full strength (before her birthday, mind you) and that she was able to control all of them, even the ones she had never exhibited before this moment. For me, it was "convenient" and mostly unbelievable. Now, I know that there are sequels to this story, so her getting killed because one of her powers failed or because she overestimated herself was not an option, but she could have gotten hurt. That would have made it more believable for me.

All in all, though, it was a good read. I will definitely be keeping a look out for the next one.

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### **Kathryn says**

I've heard comparisons for this book that it is as good as *The Hunger Games*, not true. There is no smooth transition to when she receives her powers. It's like the last *Kinder* says it out loud and magically it all happens and she's mastered all of them. I also think there is too much time in the book of the travel across the lands. Overall it seem like a very amateur written book.

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### **Jessica Armstrong says**

DISCLAIMER: I was given a free copy of this book from the author, which I very much appreciate.

Warchild: *Pawn* is the first installment of what Lindsey promises to be (at least) a trilogy. It's the story of a 14 year old girl in the Appalachian mountains of what was once the United States. The world ended and people formed two distinct groups – the People's Republic of Virginia and the Democratic Alliance. Our protagonist is with the former.

The book is strikingly fast paced – there isn't a paragraph where something exciting isn't happening. From page one, we're birthed into a world of battle and death. Lindsey doesn't hold back when it comes to putting his readers right in the thick of it.

The characters are interesting and progress quickly throughout the book. The story itself, however, is a little less interesting. The entire book is essentially walking (I know, I know, *Lord of the Rings* was the same way) to their goal. Not to say that it isn't a faced paced, interesting walk – but it's walking, none the less.

I had difficulty feeling that urge to read more and more – it wasn't one of those books I couldn't put down.

It's a quick read, but for an indie-published book, I would still recommend it to anyone who's a fan of the dystopian young adult genre.

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### **Toni L. says**

This book wasn't to bad. On to the 2nd.

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### **Dianne says**

Somebody had to do it. She was only fourteen years old, but she would become a leader of a ragtag band of humans determined to remain free. Ernie Lindsey's **WARCHILD** is a fierce tale of survival, determination and discovery for Caroline Mathers as she learns she is more than just a normal human with a Fate that cannot be denied.

Wonderful world building, raw action and a true coming of age story make this young adult dystopian tale a surefire way to hold the interest of readers who believe in the power of youthful determination.

Caroline's feelings of insecurity in her role, her mental struggle with herself and those who desperately followed her away from the killing armies of the enemy had me from page one. Ernie Lindsey has nailed the young adult persona as each scene comes alive, often gritty, but very realistic.

Definitely fantasy adventure to get lost in!

Series: Warchild - Book 1

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### **Jamie (Books and Ladders) says**

[Brandon dying and Caroline's village being captured and burnt (hide spoiler)]

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### **Adam Windsor says**

This post-apocalyptic YA story starts fairly well, but for me it goes off the rails when it introduces the "Kinder" about halfway through; this element comes without any real foreshadowing and dramatically changes the assumed setting and our protagonist. And not for the better, to my mind.

I was able to read through to the end because it's a pretty short and relatively fast-moving book, but that jarring transaction hurt my engagement. This volume also ends on a "buy the sequel!" cliffhanger. I won't be, for the record.

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### **P. Kirby says**

Fourteen-year-old Caroline lives in a rural village in backwoods Virginia, in a future where the U.S. has fallen apart due to environmental degradation and the ensuing political strife. Her village is former military outpost of the People's Republic of Virginia (PRV), but the only remains of its martial past are a despotic commander and a few scouts. These scouts, including Caroline, roam the woods, keeping watch for incursions by the northern enemies, the Democratic Alliance, and the more immediate threat, the Republics (\*Snort\* I know, that name, right?), outlaws who prey on the weak.

That is until the day she hears war drums, which signal a massive invasion by the Democratic Alliance into PRV lands. Soon after, Caroline finds herself the unlikely (and how), leader of a growing movement of refugees who are fleeing toward the PRV's capital.

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To be blunt, the story, though written with an eager, puppy-dog-like earnestness, is a thin pastiche of every YA dystopian cliché. The most glaring being Caroline, herself, who is the chosen one, the literal "girl who will lead them." This trope, though overused, has its appeal; I mean, that's why I still read dystopians. The nobody who becomes somebody is a timeless fantasy.

But...it works best when the chosen one, like Katniss in *Hunger Games*, is more of a propaganda tool for the overall movement. Or when those she leads are primarily teens as well. Or when she's proven herself worthy of leadership.

Caroline, at fourteen, is too young, untested and lacking in key leadership traits like intelligence, humor or charm. As the story unfolds, it is revealed that she is one of the last Kinders, a race genetically engineered super soldiers. But her abilities don't manifest publicly until she has already amassed a large following.

The narrative offers no credible reason why anyone, adults or teens, would follow her or take her command. The people of the region are tough, folks who've been living off the land, on their own for decades. Uneducated, but also independent and not easily led.

It doesn't make a lick of sense, and the weak characterization is made worse by thin world building. I've been spoiled by novels like those of Paolo Bacigalupi, whose dystopian version of the world is frighteningly credible and prescient. The backstory in *Warchild* reads more like a quick sketch of an idea, rather than a fully developed world.

At a little over 200 pages, *Warchild* is a quick, fast-paced fantasy which might appeal to young readers. There isn't enough meat on this novel's bones for my taste, though.

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