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Titan #1: Taking Wing Michael A. Martin 2005-04-01 William Riker, former first officer of the USS Enterprise in Star Trek: The Next Generation, takes command of the new USS Titan in this white-knuckled adventure perfect for longtime and new Star Trek fans. After almost a decade of strife against foes such as the Borg, the Cardassians, the Klingons, and the Dominion, the United Federation of Planets is at the dawn of a new era. Starfleet is renewing its mission of peaceful exploration, diplomacy, and the expansion of knowledge. Among the starships spearheading that endeavor is the USS Titan, commanded by Captain William T. Riker and manned by the most biologically varied and culturally diverse crew in Starfleet history. But their mission does not begin according to plan. In the wake of Star Trek: Nemesis, Praetor Shinzon, slayer of the Romulan Senate, is dead. The power vacuum created by his demise has put the Romulan Star Empire, longtime adversary of the Federation, at the brink of civil war. Competing factions now vie for control of their fragmenting civilization, and if the empire should fall, that entire area of the galaxy may destabilize. To restore order to the region, Titan's long-anticipated mission of exploration is delayed as Starfleet assigns Riker to set up power-sharing talks among the Romulan factions. But even as the first tentative steps are taken toward building a new Romulus, the remnants of the Tal Shiar, the dreaded Romulan intelligence service, are regrouping behind the scenes for a power play of their own. With no other help available, Riker and the Titan crew become the last hope to prevent the quadrant from falling into chaos.

Star Trek: Destiny #3: Lost Souls David Mack 2008-11-25 The third and final novel in an epic crossover trilogy uniting characters from every corner of the Star Trek universe, revealing the shocking origin and final fate of the Federation's most dangerous enemy—the Borg. The soldiers of Armageddon are on the march, laying waste to worlds in their passage. An audacious plan could stop them forever, but it carries risks that one starship captain is unwilling to take. For Captain Jean-Luc Picard, defending the future has never been so important, or so personal—and the wrong choice will cost him everything for which he has struggled and suffered. For Captain William Riker, that choice has already been made. Haunted by the memories of those he was forced to leave behind, he must jeopardize all that he has left in a desperate bid to save the Federation. For Captain Ezri Dax, whose impetuous youth is balanced by the wisdom of many lifetimes, the choice is a simple one: there is no going back—only forward to whatever future awaits them. But for those who, millennia ago, had no choice...this is the hour of their final, inescapable destiny.

Star Trek: Deep Space Nine: Sacraments of Fire David R. George III 2015-06-30 Days after the assassination of Federation President Nan Bacco on Deep Space 9, the unexpected appearance of a stranger on the station raises serious concerns. He seems dazed and confused, providing-in a peculiar patois of the Bajoran language-unsatisfactory answers. He offers his identity as Altek, of which there is no apparent record, and he claims not to know where he is or how he got there. A quick scan confirms the visitor is armed with a projectile weapon—a firearm more antiquated than, but similar to, the one that took President Bacco's life. But the Bajoran liaison to the station believes that Altek has been sent from the Prophets, out of a nearby wormhole. The last time such an event occurred, it was to reassure Benjamin Sisko of his place as the Emissary. For what purpose has Altek now been sent out of the Celestial Temple?

Star Trek Shipyard Star Trek Starships: 2294 to the Future The Encyclopedia of Starfleet Ships Ben Robinson 2018-11-13 The second volume in a chronological history of the Starfleet starships in Star Trek TV and films, from the 24th century to the far future! This in-depth reference book covers Starfleet vessels including the U.S.S. Enterprise, NCC- 1701-D, U.S.S. Voyager and Starfleet's first true warship - the U.S.S. Defiant. The final chapter features time traveling ships from the distant future. All the featured ships are illustrated with CG artwork, including original VFX models made for the TV show. The second volume presenting the first chronological history of all of the Starfleet ships featured in the Star Trek television programs and films. This volume presents the technical information, service history, and artwork of the iconic ships featured in Star Trek: The Next Generation, Star Trek: Voyager, Star Trek: Deep Space Nine, Star Trek: First Contact, and Star Trek: Nemesis.

Mr. Scott's Guide to the Enterprise Shane Johnson 1987 A floor plan of the U.S.S. Enterprise encompasses a chronology of the events in the recent Star Trek movies and looks at the new "Enterprise" built to replace the destroyed old ship

Star Wars Roleplaying Game Gary Astleford 2007 This supplement contains advanced starship combat rules for the "Star Wars] Roleplaying Game Saga Edition." In addition, it provides new character options for spacefaring heroes as well as descriptions, deckplans, and statistics for starships from all eras.

Deep Space Nine Companion Terry J. Erdmann 2000 Chronicles the seven-year history of the television series with in-depth synopses, interviews with cast and crew, and photographs and illustrations that span all 176 episodes.

The Science of Star Wars Jeanne Cavelos 2007-04-01 Could the science fiction of Star Wars be the actual science of tomorrow? -How close are we to creating robots that look and act like R2-D2 and C-3PO? -Can we access a "force" with our minds to move objects and communicate telepathically with each other? -How might spaceships like the Millennium Falcon make the exhilarating jump into hyperspace? -What kind of environment could spawn a Wookiee? -Could a single blast from the Death Star destroy an entire planet? -Could light sabers possibly be built, and if so, how would they work? -Do Star Wars aliens look like "real" aliens might? -What would living on a desert planet like Tatooine be like? -Why does Darth Vader require an artificial respirator? Discover the answers to these and many other fascinating questions of physics, astronomy, biology and more, as a noted scientist and Star Wars enthusiast explores The Science of Star Wars.

Star Trek: The Next Generation: A Singular Destiny Keith R. A. DeCandido 2009-01-27 The Shape of Things to Come The cataclysmic events of Star Trek: Destiny have devastated known space. Worlds have fallen. Lives have been destroyed. And in the uneasy weeks that follow, the survivors of the holocaust continue to be tested to the limits of their endurance. But strange and mysterious occurrences are destabilizing the galaxy's battle-weary Allies even further. In the Federation, efforts to replenish diminished resources and give succor to millions of evacuees are thwarted at every turn. On the borders of the battered Klingon Empire, the devious Kinshaya sense weakness -- and opportunity. In Romulan space, the already-fractured empire is dangerously close to civil war. As events undermining the quadrant's attempts to heal itself become increasingly widespread, one man begins to understand what is truly unfolding. Sonek Pran -- teacher, diplomat, and sometime adviser to the Federation President -- perceives a pattern in the seeming randomness. And as each new piece of evidence falls into place, a

disturbing picture encompassing half the galaxy begins to take shape...revealing a challenge to the Federation and its allies utterly unlike anything they have faced before.

The Higher Frontier Christopher L. Bennett 2020-03-10 An all-new Star Trek movie-era adventure featuring James T. Kirk! Investigating the massacre of a telepathic minority, Captain James T. Kirk and the crew of the U.S.S. Enterprise confront a terrifying new threat: faceless, armored hunters whose extradimensional technology makes them seemingly unstoppable. Kirk must team with the powerful telepath Miranda Jones and the enigmatic Medusans to take on these merciless killers in an epic battle that will reveal the true faces of both enemy and ally!

Dreadnought! Diane Carey 2000-09-22 Star Empire is the Federation's most powerful new weapon -- a dreadnought, first in a class of super-starships -- capable of outgunning a dozen Klingon cruisers, or subduing a galaxy. On the eve of her maiden voyage, Star Empire is stolen by terrorists who demand a rendezvous with the Starship Enterprise™ -- and with Lieutenant Piper, stationed aboard Kirk's ship on her first training cruise. Now Piper must discover why her friends from Starfleet are among the terrorists...and why they insist the ship was stolen not to attack the Federation -- but to save it!

Ships of the Line Doug Drexler 2014-12-02 In celebration of one of science fiction's most beloved franchises, an updated edition of the acclaimed Ships of the Line hardcover collection. They dared to risk it all in a skiff of reeds or leather, on a ship of wood or steel, knowing the only thing between them and certain death was their ship. To explore, to seek out what lay beyond the close and comfortable, every explorer had to embrace danger. And as they did so, what arose was a mystical bond, a passion for the ships that carried them. From the very first time humans dared to warp the fabric of space, escaping from the ashes of the third World War, they also created ships. These vessels have become the icons of mankind's desire to rise above the everyday, to seek out and make the unknown known. And these ships that travel the stellar seas have stirred the same passions as the ones that floated in the oceans. While every captain has wished that their starship could be outfitted in the same manner as the sailing ship H.M.S. Beagle—without weapons—that proved untenable. From the start, Starfleet realized that each vessel, due to the limited range of the early warp engines, must be able to stand alone against any attack. Thus arose the idea, taken from the days of wooden sailing ships, that every Starfleet vessel must stand as a ship of the line. Through the actions of their captains and crews, countless starships have taken on that role. Here we remember some of those ships and their heroic crews. In celebration of one of science fiction's most beloved franchises, this updated edition of the acclaimed Ships of the Line hardcover collection now includes dozens of additional images brought together for the first time in book format—spectacular renderings featured in the highly successful Star Trek: Ships of the Line calendar series. With text by Star Trek's own Michael Okuda, the story of each of these valiant starships now comes to life. ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Ships of the Star Fleet Todd Guenther 1998-08-01

Losing the Peace William Leisner 2009-06-30 Continuing the events detailed in Star Trek: Destiny: With the displacement and devastation wrought by the Borg, can the Federation survive? Fortune has smiled on Lieutenant Jasminder Choudhury, chief of security on the U.S.S. Enterprise.™ She has survived. But her homeworld, Deneva, one of the planets targeted in the massive Borg invasion, has not. The entire surface has been wiped clean of everything, killing anyone who did not evacuate and rendering the planet uninhabitable. Choudhury is left to wonder whether her family was one of the displaced. Or are they all gone forever? The Enterprise is just one ship, and Jasminder Choudhury is just one officer, yet her story is being repeated over and over across the galaxy. Hundreds of thousands of displaced persons haunt the space ways, seeking comfort, looking for someplace safe, somewhere, anywhere to find solace. Captain Jean-Luc Picard is ordered to do everything he can to rescue and if need be to recover the lost souls from the Borg invasion. For the first time in generations, citizens of the Federation know want, uncertainty, and fear. Bloodied yet unbowed, the Federation now stands on the edge of a precipice. The captain of the Enterprise finds himself in the unenviable position of wondering whether it is true that those who can win a war well can rarely make a good peace.

Sight Unseen James Swallow 2015-09-29 In the wake of political upheaval across the United Federation of Planets, Admiral William Riker and the crew of the U.S.S. Titan find themselves in uncertain waters as roles aboard the ship change to reflect a new mandate and a new mission. On orders from Starfleet, Titan sets out toward the edge of Federation space to tackle its latest assignment: to work with an alien species known as the Dinac, who are taking their first steps into the galaxy at large as a newly warp-capable civilization. But when disaster befalls the Dinac, the Titan crew discovers they have unknowingly drawn the attention of a deadly, merciless enemy—a nightmare from Riker's past lurking in the darkness. Friendships will be tested to the limit as familiar faces and new allies must risk everything in a fight against an unstoppable invader—or a horrific threat will be unleashed on the galaxy!

The Battle Of Betazed Susan Kearny & Charlotte Douglas 2012-08-28 As the war between the Dominion and the Federation rages across the Alpha Quadrant, Counselor Deanna Troi finds she is faced with more than she expected when she kidnaps a telepathic killer to bring to the aid of the resistance movement on the occupied planet of Betazed. At the same time, the Enterprise-E is leading a Starfleet attack against a Cardassian space station in orbit above the skies of Betazed. Dominion scientists are using the Betazed people as raw material in their experiments to create a more highly evolved Jem'Hadar -- the genetically engineered warrior species which forms the core of the Dominion forces. What transpires is an awesome battle -- including hostages and narrow escapes -- with unexpected twists which lead to a truly explosive ending.

Star Trek: Enterprise: Rise of the Federation: A Choice of Futures Christopher L. Bennett 2013-06-25 When a new threat emerges from a force so alien and hostile that negotiation seems impossible, a group of unaligned worlds turned to Starfleet for protection. Original. 60,000 first printing.

The Force Unleashed Campaign Guide Sterling Hershey 2007-11 Unleash the Force and fight the Empire. The Emperor has swept away the last vestiges of the Old Republic. Darth Vader and his dark apprentice hunt down the surviving Jedi one by one, but a few escape capture and find refuge on backwater worlds. Fewer still reach deep into the Force, unleashing powers beyond their wildest imaginings. Meanwhile, other brave heroes rise to oppose the tyranny of the Empire, heralding the birth of the Rebellion. This campaign guide draws its inspiration from The

Force Unleashed, a revolutionary new video game from Lucasfilm, Ltd. It presents a complete campaign setting during the period between Episode III: Revenge of the Sith and Episode IV: A New Hope. The guide offers exciting new character options and Force powers for players as well as adventure content, campaign seeds, and ready-to-play adversaries for Gamemasters. This supplement is designed for use with the Star Wars Roleplaying Game Saga Edition core rulebook.

Star Trek: Kirk Fu Manual Dayton Ward 2020-03-03 In unabashed celebration of Captain James T. Kirk's singular fighting skills, Star Trek: Kirk Fu Manual is every Starfleet cadet's must-have training guide for surviving the final frontier. As captain of the legendary U.S.S. Enterprise, James T. Kirk engaged in his share of fisticuffs, besting opponents with a slick combination of moves and guile that remains unmatched. Is there anyone you'd rather have watching your back as you take on Klingons, alien gladiators, genetically engineered supermen, and even the occasional giant walking reptile? Kirk Fu is a series of unarmed combat techniques developed by one of Starfleet's most celebrated starship captains over several years of encounters with alien species on any number of strange new worlds. A blend of various fighting styles, Kirk Fu incorporates elements of several Earth-based martial arts forms as well as cruder methods employed in bars and back alleys on planets throughout the galaxy. It is as unorthodox in practice as it is unbelievable to behold. Including excerpts from Kirk's own notes and personal logs, the Star Trek: Kirk Fu Manual is the perfect training guide for surviving the depths of space. With proper training and practice, every Starfleet cadet can become one with Kirk Fu.

Amber Fang: Hunted Arthur Slade 2019-04-16 Amber Tyrell enjoys life's simple pleasures. A perfect evening for her includes a good book, a glass of wine and, of course, a great meal, preferably straight from the jugular. Raised to eat ethically, Amber dines only on delicious cold-blooded killers. But confirming that her chosen victims deserve to die takes time. And patience. So it's a good thing Amber is studying to be a librarian. Her extraordinary research skills help her hunt down her prey, seek out other vampires and stay on the trail of her mother, who has been missing for over two years now. But one day while Amber is stalking a rather tasty-looking murderer, things go horribly wrong. Amber has walked into a trap. The hunter becomes the hunted. Now on the run, Amber receives the perfect job offer out of the blue. Someone wants to pay her to kill (and eat) the world's worst criminals. It sounds too good to be true. Amber Fang: Hunted is the first book in this exciting new vampire series.

Tales of the Dominion War Keith R. A. DeCandido 2012-08-14 The Dominion War -- as seen in seasons 5,6 and 7 of Star Trek: Deep Space Nine -- introduced a major story arc to the Star Trek universe and brought the Federation closer than it had ever been to total annihilation. Against a background of conflict and chaos, alliances were made and broken, ideals compromised for the sake of survival, fortunes shifted and lives irrevocably shattered as the series explored the impact of war on combatant and civilian alike. It took countless lives and numerous acts of heroism and sacrifice on the part of many people -- human and Klingon, Bajoran and Romulan; yes, and Cardassian too -- to save the day and neutralize the threat of the Dominion. Now top Star Trek authors present twelve new stories of those whose courage helped to win the war, among them Captain Picard from Star Trek: The Next Generation and Captain Calhoun from Star Trek: New Frontier. Featured authors include Greg Cox, Peter David, Kevin Dilmore, Michael Jan Friedman, Dave Galanter, Robert Greenberger, Heather Jarman, Jeffrey Lang, David Mack, Andy Mangels, Michael A. Martin, Josepha Sherman, Susan Shwartz, Dayton Ward and Howard Weinstein.

Endgame Diane Carey 2001-06-26 In "Endgame" Admiral Kathryn Janeway considers the costs which Voyager's long return has exacted from her crew and undertakes a risky journey to change history, and in "Homecoming" the returning crew members must face the changes in themselves and in the ones they left behind.

Star Trek Spaceflight Chronology Stan Goldstein 1980 Covers the history of space flight from the beginning of the twentieth century through the year 2202, with the story of man's conquest of the stars chronicled in illustrations and star maps

The Star Trek Encyclopedia Michael Okuda 2011-05-17 From 'audet IX to Zytchin III, this book covers it all. This is the ultimate reference book for all Star Trek fans! Added to this edition are 128 new pages. This addendum highlights the latest episodes of Star Trek: Deep Space Nine®, Star Trek: Voyager® and the newest feature film, Star Trek: Insurrection™. The thousands of photos and hundreds of illustrations place the Star Trek universe at your fingertips. Planets and stars, weapons and ships, people and places are just part of the meticulous research and countless cross-reference that fill this book.

Honor Blade Diane Duane 2002-01-09 An electrifying thriller from bestselling author Diane Duane set in the Star Trek: The Original Series universe. At last, the United Federation of Planets and the Romulan Star Empire have agreed to meet on neutral ground to attempt to resolve the tangle of intrigue and conspiracy that began with the hijacking of the U.S.S. Intrepid many years ago—but the meeting may be as dangerous as the war they hope to avoid. As a show of good faith, the crew of the legendary Starship Enterprise™ has been ordered to attend the talks. In their informal charge is Romulan renegade Ael, the wanted fugitive who, with Kirk, served as a catalyst of the current troubles. Kirk must represent the interests of the Federation first and foremost, but the best approach to an agreement remains muddled in the ever-shifting Romulan order. And the visiting Romulan party is as fractious and divided as their troubled world. Among the Romulan nobles in attendance are the hero and popular Senator Arrhae, who secretly helped rescue Dr. Leonard McCoy from a Romulan execution, and the very men and women who put McCoy on trial for treason—and tried to carry out the sentence. As Kirk and crew attempt to renegotiate a delicate peace, and Romulans attempt to restore their tarnished honor, it becomes increasingly apparent that their only course of action is to prepare for war!

Legacy Era Campaign Guide Rodney Thompson 2009 In this "Star Wars" roleplaying game supplement, players can find everything they need to create heroes that fit perfectly into the Legacy Era, while Gamemasters can learn to create exciting adventures against the backdrop of a galaxy ruled by the Sith.

The Meaning of Star Trek Thomas Richards 1997 Explores the television programs' success, drawing from classical literature and popular culture to explain the importance of Star Trek's fictional universe to the series' popularity

The Complete Trailer Sailor: How to Buy, Equip, and Handle Small Cruising

Sailboats Brian Gilbert 2007-06-22 A soup-to-nuts introduction to small, economical sailing craft Trailer sailers--the smallest, most economical sailboats with sleeping accommodations--are a popular platform for learning the basics of sailing and are often considered to be the entry level to cruising under sail. Author Brian Gilbert shows how trailer sailers can be the ideal craft for a lifetime of enjoyment, including serious, long-distance cruising. This book covers all the bases, including how to inspect, buy, and equip a boat; how to trailer, sail, navigate, and cruise in small boats; how to use communications and navigation equipment; and more.

Star Fleet Technical Manual Franz Joseph 1986 Gathers diagrams of spaceships, transporters, control stations, equipment, medical instruments, weapons, shuttlecraft, uniforms, insignia and fleet headquarters, and includes Federation maps and treaties

War Stories Keith R. A. DeCandido 2002-11-15 CONCLUDING THE EXCITING UNTOLD TALE OF THE DOMINION WAR! To prevent his being defeated by the S.C.E. crew of the U.S.S. da Vinci a third time, Overseer Biron of the Androssi has decided to learn about his enemies by studying their adventures during the conflict with the Dominion... Following the battle at Chin'toka, the Federation captured a small ship inside a Jem'Hadar war vessel. The da Vinci's S.C.E. team -- led by Sonya Gomez's predecessor, Commander Salek of Vulcan -- must determine the nature of the small ship. But will the mysterious vessel prove to be beneficial to the war effort -- or deadly?

Physics of the Impossible Michio Kaku 2008-03-11 Teleportation, time machines, force fields, and interstellar space ships--the stuff of science fiction or potentially attainable future technologies? Inspired by the fantastic worlds of Star Trek, Star Wars, and Back to the Future, renowned theoretical physicist and bestselling author Michio Kaku takes an informed, serious, and often surprising look at what our current understanding of the universe's physical laws may permit in the near and distant future. Entertaining, informative, and imaginative, Physics of the Impossible probes the very limits of human ingenuity and scientific possibility.

Star Trek, the Next Generation Rick Sternbach 1996 A fan's collection of "Enterprise" blueprints reveals every deck, corridor, and corner of the ship that explored the vast reaches of space

Star Trek: The Fall: The Crimson Shadow Una McCormack 2013-09-24 As the Federation and Cardassia Prime celebrate their strengthening ties and the Cardassian ambassador to the Federation arranges a glittering diplomatic reception, forces who oppose the alliance prepare to make their move.

Star Trek, Deep Space Nine Herman Zimmerman 1998 A guide to the technology of the imaginary space station at the heart of the program provides descriptions, schematic diagrams, and other data

Unworthy Kirsten Beyer 2012-12-11 In the climactic conclusion to the Star Trek: Destiny trilogy the greatest menace to the galaxy, the Borg, were absorbed into the Caeliar gestalt -- with one exception, Seven of Nine, who finds herself trapped in a half existence, neither drone nor human. Seven agrees to join Chakotay, the former captain of the USS Voyager, to rendezvous with the ships that Starfleet Command has sent into the Delta Quadrant and see if they can solve the mystery of the Caeliar's disappearance. In a region of space which has lived in fear of instant annihilation, Voyager is charged with reaching out to possible allies and resolving old enmities. But these are not the friendly stars of the Federation, and out here the unknown and the unexpected cannot be dealt with by standard Starfleet protocols.

Star Wars W. Haden Blackman 2003 An ultimate Star Wars fan's guide to the spacecraft and vehicles that put Luke Skywalker and his companions in the driver's seat profiles such ships as the Millennium Falcon, the Tie- and X-Wing fighters, and the Death Stars, and has been updated to include new full-color artwork, as well as entries from The Phantom Menace, Attack of the Clones, and more. Original.

Dark Nova Breandan O'Ciarraí 2014-03-15 An anthology of tales from the Colonial Territories

Objective: Bajor John Peel 2000-09-22 The Hive came from another galaxy: billions of alien beings living inside a vast, biological starship. They have already destroyed one planet, converting it into raw material and fuel for their endless voyage through the cosmos. Now the Hive is heading for Bajor and they have given the planet's inhabitants an ominous warning: evacuate in three days or die along with their world. The Bajorans would rather die than abandon their sacred home, but their hastily assembled military fleet does not stand a chance against the awesome power of the Hive. Unless Captain Sisko can penetrate the Hive's defenses -- and discover their most closely guarded secret -- all of Bajor faces extinction.

The Romulan War: To Brave the Storm Michael A. Martin 2011-10-25 The Romulan Star Empire engages in all out war against Earth, determined once and for all to stop the human menace from spreading across the galaxy. Earth stands alone. The Coalition of Planets has shattered, with Vulcan, Andor, and Tellar abrogating the treaty. Their pledge to come to the mutual defense of any power that is attacked has been shunted aside. Horrified by how easily the Romulans can seize control of their advanced starships, turning them into weapons, Andor and Tellar have joined Vulcan on the sidelines. Humanity is now the only thing that stands between the Romulan Star Empire and total domination of the galaxy. To drive humans from the stars, the Romulans employ ruthless and murderous tactics...and even dare to strike on the Vulcan homeworld with the hopes of demoralizing their Vulcan brethren. Heartened by their victories, the Romulans carry their all-out war assault closer to the heart of humanity--Earth. But the tattered remains of Starfleet stand unwavering, with the resolution that never again would any enemy strike ever reach Earth. On the front lines of the Earth- Romulan War is the United Earth flagship, the Starship Enterprise. Her captain, Jonathan Archer, has seen his vessel of exploration become a battleship. Once hailed for his work bringing the Coalition of Planets into existence, Archer is now a pariah. Undaunted, the captain keeps fighting, searching for allies and determined to do his duty: to save Earth and forge a new federation of planets.

Star Wars Revised Rulebook Bill Slavicsek 2002-05-01 Containing all the rules needed to play the popular Star Wars Roleplaying Game, this rulebook has been updated and expanded to include changes based on customer feedback and all-new "Star Wars: Attack of the Clones" material.