

# Star Trek Type 15 Shuttlepod Free Paper Model Download

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The Making of Star Trek, Deep Space Nine Judith Reeves-Stevens 1994 An insider's view of the making of the hit series "Star Trek: Deep Space Nine" offers anecdotes, insights into what viewers see, little-known stories, and a detailed look at every stage of production

**Star Trek Voyager: 25th Anniversary Special Book** Titan 2020-02-18 A behind-the-scenes souvenir guide to commemorate the 25th anniversary of Star Trek: Voyager. A deluxe collector's edition offering a behind-the-scenes guide to the classic Star Trek series, featuring a selection of interviews and features on the characters, cast, and crew of Star Trek: Voyager with rarely seen photos and art.

Section 31: Control David Mack 2017-03-28 From the New York Times bestselling author David Mack comes an original, thrilling Section 31 novel set in the Star Trek: The Next Generation universe! No law...no conscience...no mercy. Amoral, shrouded in secrecy, and answering to no one, Section 31 is the mysterious covert operations division of Starfleet, a rogue shadow group pledged to defend the Federation at any cost. The discovery of a two-hundred-year-old secret gives Doctor Julian Bashir his best chance yet to expose and destroy the illegal spy organization. But his foes won't go down without a fight, and his mission to protect the Federation he loves just end up triggering its destruction. Only one thing is for certain: this time, the price of victory will be paid with Bashir's dearest blood. ™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

**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

*Space Raptor Butt Trilogy* Chuck Tingle 2016-07-11 With his genre-defining work, Space Raptor Butt Invasion, Chuck Tingle proved that even gay dinosaur erotica could be nominated for a Hugo Award, the most prestigious honor in science fiction. Nobody could have expected what would happen when the story continued. Collected here is the entire trilogy of Chuck Tingle's history making Space Raptor Butt series. SPACE RAPTOR BUTT INVASIONSpace can be a lonely place, especially when you're stationed by yourself on the distant planet Zorbus. In fact, Lance isn't quite sure that can last the whole year before his shuttle pod arrives, but when a mysterious visitor appears at Lance's terraforming station, he quickly realizes that he might not be so alone after all. Soon enough, Lance becomes close with this mysterious new astronaut, a velociraptor. Together, they form an unlikely duo, which quickly begins to cross the boundaries of friendship into something much, much more sensual. It's not gay if it's a man and a dinosaur, is it? SPACE RAPTOR BUTT REDEMPTIONAfter a year stationed on planet Zorbus, astronaut Lance Tanner and his raptor lover Orion return home to find that they are not greeted as

heroes, but as villains. Unbeknownst to Lance, his space travels have been funded by the villainous Scoundrels Inc, a corporation that has deep ties to the illegal trade of unicorn tears and a destructive mining project at the core of the earth. Now Lance is on trial for a number of false charges; from having connections to the wicked Scoundrels, to being too strange for space. The opposing lawyer argues that space is only for serious astronauts, and that love between a raptor and a man is giving space travel a bad name. Lance is arguing that there's room to be weird in space. More importantly, Lance is arguing for the idea of love itself; that just because something comes out of darkness doesn't mean it can't become a beacon of light. Of course, this all culminates in a hardcore dinosaur on astronaut pounding that will have your jaw on the courtroom floor! SPACE RAPTOR BUTT ASCENSIONSoon after blasting off on their mission to find refuge for the people of Earth 1 on the dinosaur inhabited Earth 2, Orion and his space raptor lover Lance find a spaceship stow away, the notorious CEO of Scoundrels Inc, Vam Dox. Vam claims that his intentions are pure, but it's hard to trust such a sad, strange man. After landing in Hugona, the planet capital of Earth 2, our heroes restrain Vam Dox and head off to secure an important diplomatic relationship with the pterodactyl president, but that's when all hell breaks loose. Soon, Vam Dox is storming the capital with a band of rabid dogs, and Lance and Orion are wrongly taking the blame! Fortunately, Lance and Orion know that the only cure for evil this strong is to prove their love in a hardcore gay encounter at the steps of the capital building. When the smoke clears, will Vam Dox be revealed as the super villain that he claims to be, or a meek, lonesome manbaby who is starved for attention?

**What Would Captain Kirk Do?** Brandon T. Snider 2016 Dig through the many pages of advice in this fun pop philosophy book as narrated by Captain Kirk, based on the characters from Star Trek: The Original Series. The cosmos is filled with a great many wonders--uncharted worlds, bizarre life forms, chaos and calm. Tread carefully as you navigate through this collection of scenarios as Captain Kirk teaches you how to handle even the most challenging situations. The possibilities are as limitless as the universe itself.

**Star Trek Cats** Jenny Parks 2017-02-28 Captain's log: We have entered a galaxy where beloved illustrator Jenny Parks has conjured an astonishingly vivid homage to the original Star Trek series with an unexpected twist: a cast of cats. Featuring a hilarious new take on iconic characters and scenes—from Kirk in the Captain's chair to Spock offering his Vulcan wisdom—this eye-opening adventure stays true to the tone of the classic TV show. Playful, loving, and from a strange new world, Star Trek Cats is the perfect gift for fans of, well, Star Trek and cats.

**Star Trek Designing Starships Volume 2: Voyager and Beyond** Ben Robinson 2019-01-08

Explore the behind the scenes process to reveal the thinking - and the artwork - behind the creation of the most iconic ships in Star Trek's history! This book, which covers more than 30 ships including the U.S.S Voyager, Delta Flyer, V'ger, and the Enterprise-J, is packed with original concept art, and includes work from legendary artists Syd Mead and Robert McCall. Continue the exploration of the design process that led to the iconic Star Trek ships from the hit television programs and films. Featuring interviews with the ship designers and screen model builders, this first-time ever explored subject will appeal to all Star Trek fans. Includes first-time ever collected concept art and sketches. Learn about the real-world people events behind one of the greatest science fiction universes.

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.

**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 Autobiography of Jean-Luc Picard* David A. Goodman 2017-10-17 The Autobiography of Jean-Luc Picard tells the story of one of the most celebrated names in Starfleet history. His extraordinary life and career makes for dramatic reading: court martials, unrequited love, his capture and torture at the hand of the Cardassians, his assimilation with the Borg and countless other encounters as captain of the celebrated Starship Enterprise.

*Star Trek Shipyards: The Borg and the Delta Quadrant Vol. 1 - Akritirian to Krenim* Ian Chaddock 2021-05-04 Featuring ships of the Borg and vessels of the Delta Quadrant, the first of two companion volumes of ships from STAR TREK: VOYAGER. This volume begins with the ships operated by STAR TREK's greatest villains: the Borg, including the Borg Cube and Sphere, the Borg Queen's Ship, the Renegade Borg Vessel and the Borg Tactical Cube. From there, it profiles more than thirty-five ships operated by the species Voyager encountered in the Delta Quadrant, featuring ships from A - Akritirian to K - Krenim. With technical overviews and operational histories, the ships are illustrated with CG artwork - including original VFX models made for the show. The vessels include warships, fighters, transports, hospital ships, patrol ships, racing ships, and shuttles. Each ship is illustrated with CG artwork, including original VFX models made for the TV show, and is presented with its technical data and operational history. A size chart showing Borg ships to scale is included, and an appendix of listings for each ship's debut appearance, and of other appearances throughout the Star Trek series. After you read this, be sure to check out the companion volume - THE DELTA QUADRANT: Ledosian to Zahl, which profiles more than 50 ships of the Delta Quadrant species, among them the Lokirrim Warship, the Species 8472 Bioship, and the Vidiian Warships. With previously unseen artwork specially created in CG the two official volumes form the most comprehensive account of Delta Quadrant ships from STAR TREK VOYAGER ever produced. THE BORG AND DELTA QUADRANT: Akritirian to Krenim IS THE FIFTH BOOK IN THE SERIES STAR TREK SHIPYARDS.

**Star Trek Designing Starships: Deep Space Nine and Beyond** Ben Robinson 2021-08-24 The inventive concept art behind Star Trek: Deep Space Nine's titular space

station, U.S.S. Defiant and dozens more ships comes to life on the page! Deep Space Nine is considered by many Star Trek fans to be the best of all the Trek shows in the franchise's illustrious 55-year history, and Star Trek Designing Starships puts the spotlight on the show's space-faring vessels. The fifth entry in Hero Collector's ongoing series of Star Trek Designing Starships, Deep Space Nine and Beyond delivers original production art and extensive interviews with the award-winning artists who created the ships and helped bring them to the screen over the course of the show's seven-year run (1993-1999) and its 176 episodes. The Fifty-Year Mission: The Complete, Uncensored, Unauthorized Oral History of Star Trek: The First 25 Years Edward Gross 2016-06-28 This is the unauthorized, uncensored and unbelievable true story behind the making of a pop culture phenomenon. The original Star Trek series debuted in 1966 and has spawned five TV series spin-offs and a dozen feature films, with an upcoming one from Paramount arriving in 2016. The Fifty-Year Mission is a no-holds-barred oral history of five decades of Star Trek, told by the people who were there. Hear from the hundreds of television and film executives, programmers, writers, creators and cast as they unveil the oftentimes shocking story of Star Trek's ongoing fifty-year mission - a mission that has spanned from the classic series to the animated show, the many attempts at a relaunch through the beloved feature films. Make no mistake, this isn't just a book for Star Trek fans. Here is a volume for all fans of pop culture and anyone interested in the nuts and bolts of a television touchstone.

**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.

*Space Shuttle* Dennis R. Jenkins 2001 Provides schematic diagrams and photographs of various components of the space shuttle system, and chronicles the development of reusable spacecraft from the designs of Nazi rocket scientists to versions currently under discussion.

Towards Sustainable Innovation Sven Pastoors 2017-02-17 With sustainability having gained a lot of momentum over the last years and companies implementing strategies to create corporate sustainability, there are lots of opportunities for innovation. Thus, the two concepts of sustainability and innovation should not be considered separately - they are closely interlinked with one another. The main

goal of sustainable innovation is to develop new products and technologies that have a positive impact on the company's triple-bottom-line. To meet this aim, they have to be ecologically and economically beneficial as well as socially balanced. In order to help companies to improve their sustainable innovation process practically, this book is structured into five possible phases of a sustainable innovation process: Awareness of a sustainability problem, Identification & Definition of the problem, Ideation & Evaluation of the solutions, Testing & Enrichment of the solutions, Implementation of the solutions & Green Marketing.

**Star Trek: The Next Generation: Engines of Destiny** Gene DeWeese 2005-03-01 THE MACHINE AGE After the apparent death of James T. Kirk on the U.S.S. Enterprise NCC-1701-B, Montgomery Scott decides to leave Starfleet. A chance encounter with a mysterious woman named Guinan leads him to hitch a ride on the U.S.S. Jenolen -- which crashes into a Dyson Sphere, leaving only Scotty to survive suspended as a transporter pattern... Seventy-five years later, he is revived aboard the Enterprise-D -- on which Guinan serves as bartender. But fate has not finished with either Scotty or Guinan. The engineer hatches an audacious plan to travel back in time and rescue Jim Kirk the moment before he would vanish into the nexus and bring him back to the twenty-fourth century without damaging the timeline. Scotty's plan, however, does not go as expected. Though Kirk is rescued, the famed captain and the engineer, as well as Captain Picard, Guinan, and the crew of the Enterprise-D, are trapped in an altered past where there is no Federation, and no human race. Sarek of Vulcan leads a ragtag collection of species fighting a losing battle against the Borg, who have swarmed into the Alpha Quadrant and assimilated Earth. Starfleet's finest miracle worker must find a way to restore the timeline before the galaxy is overrun...

**Star Trek: 50 Artists 50 Years** Titan Books 2016-09-06 To coincide with the 50th anniversary of the original Star Trek TV series, CBS Consumer Products have commissioned a series of art pieces to celebrate moments, characters, storylines and episodes from the franchise. Artists from around the world as well as famous fans have lovingly made posters, photos, sculptures, comic strips, textiles and much more to commemorate this beloved show. Foreword by Nicholas Meyer.

**The Art of Star Trek** Judith Reeves-Stevens 1997-10-01 From the public's first glimpse of the original Starship Enterprise to the brave new worlds explored in Star Trek: Voyager, the never-ending phenomenon that is Star Trek has treated generations of viewers to a dazzling barrage of unforgettable images of the future. Bizarre alien beings, breathtaking extraterrestrial landscapes, exotic costumes, state-of-the-art special effects, and remarkably convincing futuristic sets and props and equipment have brought Gene Roddenberry's inspiring vision to life before the public's awestruck eyes. The Art of Star Trek is a one-of-a-kind gallery of Star Trek artwork, as well as tribute to the many artists, designers, and technicians whose diverse talents and imagination created the distinctive look of the Star Trek universe. Every incarnation of Star Trek is explored: The Original Series, The ANimated Series, Star Trek: The Next Generation, Star Trek: Deep Space Nine, and Star Trek: Voyager, and the films -- with the complete behind-the-scenes story of Star Trek's design history. With hundreds of full-color illustrations and photographs, many from private collections, readers will at last be able to linger on Star Trek's rich visual legacy and trace the evolution of and images from their initial conceptions to their final form on television and film screens. Like all great works of art, the many sights and visual surprises of Star Trek have been built from scratch through a combination of inspiration and

painstaking effort. The Art of Star Trek covers the entire universe of Star Trek artwork and production design to reveal how, in all of its various forms, Star Trek has allowed us to look boldly into the future and see what no one has seen before. The Art of Star Trek is the art of pure imagination, the art of a bright, hopeful future, and the art of three remarkable decades on nonstop action and adventure. Lavishly illustrated, it is a book to be read and referred to time after time, as well as one that will become a cherished chronicle fo Star Trek's first thirty years.

**The Wounded Sky** Diane Duane 2000-09-22 An alien scientist invents the Intergalactic Inversion Drive, an engine system that transcends warp drive -- and the U.S.S Enterprise™ will be the first to test it! The Klingons attempt to thwart the test, but a greater danger looms when strange symptoms surface among the crew -- and time becomes meaningless. Now Captain Kirk and his friends face their greatest challenge -- to repair the fabric of the Universe before time is lost forever!

**Star Trek Nerd Search** Glenn Dakin 2020-09-01 Think you know Star Trek, the original series like no fan has done before? Well boldly go and take up our unique puzzle challenge! The perfect holiday gift for the Star Trek fan in your life! It's a puzzle book, Jim, but not as we know it. This is no conventional 'search-and-find.' Each of its detailed, full-color pages is packed with out-of-context items and cosmic continuity errors that only a true fan can spot. It would be illogical to resist this challenge, when the accuracy of the whole Trek universe is at stake. Captain Kirk, Mr Spock and the Enterprise crew have discovered that a series of exploding tribbles have been hidden by the Klingons in locations visited by the Enterprise. Kirk and his crew must seek and find each exploding tribble. At the same time, fans must spot items from every story in The Original Series, also concealed in the pictures. This is next-level Where's Waldo for adult fans, plus a chance to save the galaxy into the bargain! The book opens with an article exploring the grand tradition of fans spotting continuity gaffes in the world of Star Trek. Then this is followed by an explanatory spread telling the reader how to use the book. A feedback session at the back clears up all quibbles with tribbles and debates about the non-interference directive! Three levels of engagement: • TRIBBLE TREK: SPOT the all-important EXPLODING TRIBBLE • NERD ALERT: Spot five continuity errors, mistakes within the featured episode itself. • THE ARTEFACT INCIDENT: Find the out-of-context items from other episodes, ten to a spread.

**Star Trek: the Official Guide to the Animated Series** Rich Schepis 2019-09 The first and only guide to the beloved and star-studded Star Trek: The Animated Series, the in-canon (mostly) continuation of the iconic Star Trek: Original Series. Star Trek: The Animated Series (TAS) was a critical success, airing 22 episodes over two seasons and earning the franchise its first Emmy Award in 1975. The show featured the voices of almost the entire original cast, including William Shatner and Leonard Nimoy, along with the original series writers Dorothy Fontana ("Journey to Babel"), David Gerrold ("The Trouble with Tribbles"), acclaimed science-fiction author Larry Niven, and many more. Star Trek: The Official Guide to The Animated Series reveals the efforts it took to translate Star Trek: The Original Series into animated form, with a Databank illustrating how the animated series ties into other Star Trek shows. This book provides fans with behind-the-scenes production documents, never-before-seen art, and all-new interviews with the people who produced the Enterprise's new animated adventures.

*Star Trek Shipyards 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.

**The Kobayashi Maru** Julia Ecklar 2000-09-22 A freak shuttlecraft accident -- and suddenly Captain Kirk and most of his senior officers find themselves adrift in space, with no hope of rescue, no hope of repairing their craft, or restoring communications -- with nothing, in short but time on their hands. Time enough for each to tell the story of the Kobayashi Maru -- the Starfleet Academy test given to command cadets. Nominally a tactical exercise, the Kobayashi Maru is in fact a test of character revealed in the choices each man makes -- and does not make. Discover now how Starfleet Cadets Kirk, Chekov, Scotty, and Sulu each faced the Kobayashi Maru...and became in turn Starfleet officers.

The Television Companion David J. Howe 2013 The Unofficial and Unauthorised Guide to Dr Who.

**First Frontier** James I. Kirkland 2000-09-22 A Star Trek adventure set during The Original Series era and featuring James T. Kirk and the U.S.S. Enterprise crew! While testing a new shielding device, the U.S.S. Enterprise™ is caught in the middle of a Klingon/Romulan battle. The Enterprise crew rescues a lifepod, and they are confronted by a Klingon who claims to know nothing of human existence. Convinced the Klingon is telling the truth, Captain Kirk hurries to Starfleet Headquarters in search of answers. But upon arriving on Earth, the Starship Enterprise crew finds that Earth is a vast jungle-like paradise where large, reptilian animals rule, with no signs of human life anywhere. Kirk must travel to the past in search of the key to the mystery, or face the destruction of the human race.

**So Say We All: The Complete, Uncensored, Unauthorized Oral History of Battlestar Galactica** Edward Gross 2018-08-21 From Mark A. Altman and Edward Gross, the bestselling authors of the definitive two-volume Star Trek oral history, *The Fifty-Year Mission*, comes the complete, uncensored, unauthorized oral history of Battlestar Galactica in *So Say We All*. Four decades after its groundbreaking debut, Battlestar Galactica—both the 1978 original and its 2004 reimagining have captured the hearts of two generations of fans. What began as a three-hour made for TV movie inspired by the blockbuster success of Star Wars followed by a single season of legendary episodes, was transformed into one of the most critically acclaimed and beloved series in television history. And gathered exclusively in this volume are the incredible untold stories of both shows—as well as the much-maligned Galactica 1980. For the first time ever, you will learn the unbelievable true story of forty years of Battlestar Galactica as told by the teams that created a television legend in the words of over a hundred cast, creators, crew, critics and executives who were there and brought it all to life. *So Say We All!* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*Gulliver's Fugitives* Keith Sharee 2000-09-22 While searching for the U.S.S. Huxley, missing for more than 10 years, the Enterprise™ stumbles across a forgotten colony of humans on a planet called Rampart, where fiction and works of the imagination of any kind are considered a heinous crime. A survey team beams aboard the ship to search for "contraband," and the crew are drawn immediately into a vicious civil war between Rampart's mind police and a band of determined rebels.

*Genesis Force* John Vornholt 2012-10-16 The full extent of the devastation caused by the Genesis Wave is only now being recognised. An entire sector of space has been reduced to the most primitive levels, and more than one high-tech interstellar civilisation lies in ruins. Helping rebuild them from the ground up is the Genesis Force, a covert Federation group of humans and aliens with extra abilities greater than those of the average humanoid. Their mission: to remake the devastated worlds so that new life can flourish, and to protect the people of the newly named Genesis Sector from those who would seek to conquer and exploit them. Star Fleet Medical Reference Manual 1977

**Star Trek: the Next Generation / Doctor Who: Assimilation 2 Volume 2** David Tipton 2013-01 Captain Jean Luc Picard and the crew of the USS Enterprise join forces to combat a dangerous alliance between enemies of both the federation and Doctor Who, but the Doctor and Picard disagree on how to handle the threat.

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.

*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.

*The Nitpicker's Guide for Classic Trekkers* Phil Farrand 2010-03-31 Six feature films, the wildly successful television spin-off *Star Trek: The Next Generation*, endless reruns, videotapes, conventions, a line of best-selling novels, and William Shatner's New York Times best-seller *Star Trek Memories* have kept the *Star Trek* spirit alive and well, even 25 years after its cancellation. Now this must-have book for all Trekkers -- which covers every episode of the original series, the pilot, and all six movies -- reveals all the bloopers, continuity errors, plot oversights, equipment malfunctions, and goof-ups that discerning, die-hard fans love to spot, but may have missed. Written especially for all those who find themselves thinking, "Hey, if the transporter is broken, why don't they just use a shuttlecraft?", this nitpicky volume includes Kirk's toupee watch; an examination of the logic of the miniskirted female crew members; number of times Kirk violated the Prime Directive and lots of trivia questions, fun facts, quizzes, and more. Live long and nitpick.

*A Passage at Arms* Glen Cook 2007-03-01 The ongoing war between Humanity and the Ulat is a battle of attrition that humanity is unfortunately losing. However, humans have the advantage of trans-hyperdrive technology, which allows their climber fleet, under very narrow and strenuous conditions, to pass through space almost undetectable. *Passage at Arms* tells the intimate, detailed and harrowing story of a climber crew and its captain during a critical juncture of the war. Cook combines speculative technology with a canny and realistic portrait of men at war and the stresses they face in combat. *Passage at Arms* is one of the classic novels of military science fiction.

**Final Frontier** Diane Carey 2013-04-02 Commander George Samuel Kirk was aboard the *Enterprise* under the command of Captain Robert April before his famous son was born. Starfleet has just been founded and the *Enterprise* has just been built, and

is sent on its first mission. The mission takes the *Enterprise* into the heart of hostile Romulan territory, where cosmopolitical machinations and advanced weapons technology will decide the fate of a hundred innocent worlds.

**The Anatomy of Story** John Truby 2008-10-14 "If you're ready to graduate from the boy-meets-girl league of screenwriting, meet John Truby . . . [his lessons inspire] epiphanies that make you see the contours of your psyche as sharply as your script." --LA Weekly John Truby is one of the most respected and sought-after story consultants in the film industry, and his students have gone on to pen some of Hollywood's most successful films, including *Sleepless in Seattle*, *Scream*, and *Shrek*. *The Anatomy of Story* is his long-awaited first book, and it shares all his secrets for writing a compelling script. Based on the lessons in his award-winning class, *Great Screenwriting*, *The Anatomy of Story* draws on a broad range of philosophy and mythology, offering fresh techniques and insightful anecdotes alongside Truby's own unique approach to building an effective, multifaceted narrative.

**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

**Star Trek: Countdown to Darkness** Mike Johnson 2013 The countdown to the motion picture event begins here, in this blockbuster 4-issue prequel mini-series that sets the stage for the upcoming *STAR TREK* film! Like the best-selling *STAR TREK: COUNTDOWN* in 2009, this all-new series leads directly into the next movie, with a story by *STAR TREK* writer/producer Roberto Orci and Mike Johnson (*STAR TREK* ongoing series), and drawn by the original *STAR TREK: COUNTDOWN* artist, David Messina! *STAR TREK: COUNTDOWN TO DARKNESS* is the can't-miss lead-in to the new adventures of the *Enterprise* crew!