

Typhon Pact

Typhon Pact: Plagues of Night

The first novel in a two-part Typhon Pact adventure set in the universe of Star Trek: The Next Generation! In the wake of the final Borg invasion, which destroyed entire worlds, cost the lives of sixty-three billion people, and struck a crippling blow to Starfleet, six nations adversarial to the United Federation of Planets—the Romulan Star Empire, the Breen Confederacy, the Tholian Assembly, the Gorn Hegemony, the Tzenkethi Coalition, and the Holy Order of the Kinshaya—joined ranks to form the Typhon Pact. For almost three years, the Federation and the Klingon Empire, allied under the Khitomer Accords, have contended with the nascent coalition on a predominantly cold-war footing. But as Starfleet rebuilds itself, factions within the Typhon Pact grow restive, concerned about their own inability to develop a quantum slipstream drive to match that of the Federation. Will leaders such as UFP President Bacco and RSE Praetor Kamemor bring about a lasting peace across the Alpha and Beta Quadrants, or will the cold war between the two alliances deepen, and perhaps even lead to an all-out shooting war?

Takedown

An all-new novel of Star Trek: The Next Generation—one of the most popular Star Trek series of all-time, featuring the adventures of Captain Jean-Luc Picard and the crew of the U.S.S. Enterprise! When renegade Federation starships begin wreaking destruction across the Alpha Quadrant, Captain Jean-Luc Picard and the crew of the U.S.S. Enterprise are shocked to discover that the mastermind behind this sudden threat is none other than Picard's protégé and friend: Admiral William T. Riker. The newly minted admiral is on board the U.S.S. Aventine as part of a special assignment, even as the mystery deepens behind his involvement in the growing crisis. But the Aventine is helmed by Captain Ezri Dax—someone who is no stranger to breaking Starfleet regulations—and her starship is by far the faster vessel...and Riker cannot yield even to his former mentor. It's a battle of tactical geniuses and a race against time as Picard struggles to find answers before the quadrant's great powers violently retaliate against the Federation...
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The Fall: A Ceremony of Losses

The third original novel in the electrifying The Next Generation/Deep Space Nine crossover event! THE NEEDS OF THE MANY Despite heroic efforts by Thirishar ch'Thane, the Andorian species is headed for extinction. Its slow march toward oblivion has reached a tipping point, one from which there will be no hope of return. THE NEEDS OF THE FEW With countless lives at stake, the leaders of Andor, the Federation, and the Typhon Pact all scheme to twist the crisis to their political gain—at any price. THE NEEDS OF THE ONE Unwilling to be a mere bystander to tragedy, Doctor Julian Bashir risks everything to find a cure for the Andorians. But his courage will come at a terrible cost: his career, his freedom...and maybe his life.

Sacraments of Fire

The latest novel in the ongoing Next Generation/Deep Space Nine expanded universe crossover, from New York Times bestselling author David George! 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?™, ®, & © 2015 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Star Trek: The Fall: Peaceable Kingdoms

Can Wonder Woman help us understand feminist philosophy? How Does Wakandan technology transcend anti-Blackness? What can Star Trek teach us about the true nature of reality? *Introducing Philosophy Through Pop Culture* makes important philosophical concepts and the work of major philosophers relevant, fun, and exciting. Using engaging examples from film and television, this easy-to-read book covers everything from basic metaphysics and epistemology to abstract and complex philosophical ideas about ethics and the meaning of life. You don't have to be a pop culture expert to benefit from this book—even a general awareness of cultural icons like Superman or Harry Potter will be more than enough for you to learn about a wide range of philosophical notions, thinkers, and movements. The expanded second edition offers timely coverage of important topics such as race, gender, personal identity, social justice, and environmental ethics. New essays explore the philosophical underpinnings of *The Good Place*, *Game of Thrones*, *Black Panther*, *Star Wars*, *The Avengers*, *South Park*, *The Lego Movie*, *The Big Bang Theory*, and more. This edition is supported by a new website with links to primary philosophical texts, information about all the popular culture discussed, and additional resources for teachers, students, and general readers alike. Features a selection of key essays from the bestselling *Blackwell Philosophy and Pop Culture Series* Draws on examples from popular media including *The Matrix*, *Lost*, *Doctor Strange*, *The Hobbit*, *Westworld*, and *Star Trek* Explains philosophical concepts such as relativism, skepticism, existentialist ethics, logic, social contract theory, utilitarianism, and mind-body dualism Discusses the ideas of Socrates, Aristotle, Plato, Descartes, Nietzsche, Heidegger, Marx, Mill, Kierkegaard, and other important thinkers *Introducing Philosophy Through Pop Culture* is an excellent supplementary textbook for introductory philos for introductory philosophy courses and a valuable resource for general readers wanting to learn about philosophy and its connections with pop culture.

Introducing Philosophy Through Pop Culture

The next novel in the Typhon Pact adventure in the universe of *Star Trek: The Next Generation*. Still on Romulus in pursuit of his goal of reunifying the Vulcans and Romulans, Spock finds himself in the middle of a massive power struggle. In the wake of the assassination of the Praetor and the Senate, the Romulans have cleaved in two. While Empress Donatra has led her nascent Imperial Romulan State to establish relations with the Federation, Praetor Tal'aura has guided the original Romulan Star Empire toward joining the newly formed Typhon Pact. But numerous factions within the two Romulan nations vie for power and undivided leadership, and Machiavellian plots unfold as forces within and without the empires conduct high-stakes political maneuvers. Meanwhile, four years after Benjamin Sisko returned from the Celestial Temple, circumstances have changed, his hopes for a peaceful life on Bajor with his wife and daughter beginning to slip away. After temporarily rejoining Starfleet for an all-hands-on-deck battle against the Borg, he must consider an offer to have him return for a longer stint. Beset by troubling events, he seeks spiritual guidance, facing demons new and old, including difficult memories from his time in the last Federation-Tzenkethi war.

Typhon Pact #3: Rough Beasts of Empire

A spy for the Typhon Pact—a new political rival of the Federation—steals the plans for Starfleet's newest technological advance: the slipstream drive. To stop the Typhon Pact from unlocking the drive's secrets, Starfleet Intelligence recruits a pair of genetically enhanced agents: Dr. Julian Bashir, of station Deep Space 9, and Sarina Douglas, a woman whose talents Bashir helped bring to fruition, and whom Bashir thinks of as his long-lost true love. Bashir and Douglas are sent to infiltrate the mysterious species known as the Breen,

find the hidden slipstream project, and destroy it. Meanwhile, light-years away, Captain Ezri Dax and her crew on the U.S.S. Aventine play a dangerous game of cat and mouse with a Typhon Pact fleet that stands between them and the safe retrieval of Bashir and Douglas from hostile territory.

Typhon Pact #1: Zero Sum Game

WELCOME TO THE NEW DEEP SPACE 9. After the destruction of the original space station by a rogue faction of the Typhon Pact, Miles O'Brien and Nog have led the Starfleet Corps of Engineers in designing and constructing a larger, more advanced starbase in the Bajoran system. Now, as familiar faces such as Benjamin Sisko, Kasidy Yates, Ezri Dax, Odo, and Quark arrive at the new station, Captain Ro Laren will host various heads of state at an impressive dedication ceremony. The dignitaries include not only the leaders of allies—such as Klingon Chancellor Martok, Ferengi Grand Nagus Rom, the Cardassian castellan, and the Bajoran first minister—but also those of rival powers, such as the Romulan praetor and the Gorn imperator. But as Ro's crew prepares to open DS9 to the entire Bajor Sector and beyond, disaster looms. A faction has already set in action a shocking plan that, if successful, will shake the Alpha and Beta Quadrants to the core. And what of Kira Nerys, lost aboard a runabout when the Bajoran wormhole collapsed? In the two years that have passed during construction of the new Deep Space 9, there have been no indications that the Celestial Temple, the Prophets, or Kira have survived. But since Ben Sisko once learned that the wormhole aliens exist nonlinearly in time, what does that mean with respect to their fate, or that of the wormhole...or of Kira herself?

The Fall: Revelation and Dust

An all-new novel that continues the epic saga of the Starship Voyager! Following the destruction of four fleet vessels at the hands of the Omega Continuum, the U.S.S. Voyager and U.S.S. Demeter set course for a region of the Delta Quadrant far beyond anything previously explored. Captain Chakotay is determined to prove to Starfleet Command that the fleet's ongoing mission is vital to Federation interests . . . and the key to doing so may lie in a distress call Voyager received nine years earlier but could not investigate. Meanwhile, Vice Admiral Kathryn Janeway is recalled to the Alpha Quadrant for an evaluation period to determine her next assignment. Given the trauma she has recently endured, Admiral Akaar, Starfleet's commander in chief, is questioning Janeway's fitness to command the fleet. Janeway's primary concern remains the fleet's safety—for their mission to continue, she must find a way to secure the resources they require. But the uncertainty of her superior officers has left her powerless to act in their best interests.

Protectors

Though the Federation still reels from Andor's political decision that will forever affect the Federation, Captain William T. Riker and the crew of the U.S.S. "Titan" are carrying out Starfleet's renewed commitment to deep space exploration. Original.

Star Trek: Titan: Fallen Gods

The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. **STARFLEET'S FINEST FACES A CHALLENGE UNLIKE ANY OTHER TOMORROW IS DOOMED** Time is coming apart. Countless alternate and parallel realities are under attack, weakening and collapsing from relentless onslaught. If left unchecked, the universe faces an unstoppable descent toward entropy. **WANDERER, ORACLE, ALLY** Scarred and broken after decades spent tracking this escalating temporal disaster, while battling the nameless enemy responsible for it, an old friend seeks assistance from Captain Jean-Luc Picard and the crew of the Starship Enterprise. The apocalypse may originate from their future, but might the cause lie in their past? **EVERYTHING THAT WILL BE** Identifying their adversary is but the first step toward defeating them, but early triumphs come with dreadful costs. What will the price be to achieve final victory, and how will that

success be measured in futures as yet undefined? ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Star Trek: Coda: Book 1: Moments Asunder

A thrilling e-novella based on Star Trek: The Next Generation, following the dramatic events as chronicled in the New York Times bestselling story arc The Fall! Newly promoted Admiral William Riker and the crew of the U.S.S. Titan are ordered to race to Garadius IV—a planet Riker knows all too well from an unsuccessful peace mission when he was still first officer of the U.S.S. Enterprise. But this time, he finds a mysterious new situation: one with the potential to imperil the entire Federation. One of the warring parties has simply vanished...

Titan: Absent Enemies

Continuing the milestone 50th anniversary celebration of Star Trek—an epic new trilogy that stretches from the events of The Original Series movie The Search for Spock to The Next Generation! The Klingon Empire stands on the precipice. In the wake of violence from the cult known as the Unsung, paranoia threatens to break Chancellor Martok's regime. Klingons increasingly call for a stronger hand to take control...one that Lord Korgh, master manipulator, is only too willing to offer. But other forces are now in motion. Assisted by a wily agent, the Empire's enemies secretly conspire to take full advantage of the situation. Aboard the USS Titan, Admiral William T. Riker realizes far more than the Federation's alliance with the Klingons is in danger. With the Empire a wounded animal, it could either become an attacker—or a target. Yet even as hostilities increase, Commander Worf returns to the USS Enterprise and Captain Jean-Luc Picard with a daring plan of his own. The preservation of both the Empire and the Federation alliance may hinge on an improbable savior leading a most unlikely force....

Prey: Book Three: The Hall of Heroes

The powerful follow-up to the Star Trek: Destiny explores the consequences of the shattering events that have reshaped the universe. In the uneasy weeks after the events of Star Trek: Destiny #3: Lost Souls, 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. 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.

Star Trek: The Next Generation: A Singular Destiny

Sequel to: The ashes of tomorrow / by James Swallow.

Star Trek: Coda: Book 3: Oblivion's Gate

The Federation races to discover the culprits of several terrorist attacks, sending their flagship, the USS Prometheus, to stop war breaking out in the galaxy. A mysterious terrorist organization has carried out several attacks against the Federation and Klingon Empire. Tensions are running high in a region already crippled by conflict. The perpetrators are tracked to the Lembatta Cluster, a mysterious region of space whose inhabitants, the Renao, regard the the Alpha Quadrant's powers as little more than conquering tyrants. The Federation are desperate to prevent more bloodshed, and have sent their flagship, the U.S.S. Prometheus,

into the Cluster to investigate the threat before all-consuming war breaks out.

Star Trek Prometheus

The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. **THE FUTURE IS AT WAR WITH THE PAST.** The epic Star Trek: Coda trilogy continues as friends become foes, the Temporal Apocalypse accelerates, and the catastrophe's true cause is revealed. TM, [®], & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Star Trek: Coda: Book 2: The Ashes of Tomorrow

An all-new novel set in the universe of Star Trek: The Next Generation, in which tensions escalate between two powerful forces in interstellar space. The Venette Convention has always remained independent, but it is about to become the flashpoint for a tense military standoff between the two power blocs now dominating interstellar space—the United Federation of Planets and the recently formed Typhon Pact. The Venetan government turns to the Typhon Pact's Tzenkethi Coalition for protection in the new order and has agreed to allow three of their supply bases for Tzenkethi use. But these bases—if militarized—would put Tzenkethi weapons unacceptably close to Federation, Cardassian, and Ferengi space. While Captain Ezri Dax and the crew of the U.S.S. Aventine are sent to investigate exactly what is happening at one of the Venette bases, Captain Jean-Luc Picard and the U.S.S. Enterprise are assigned to a diplomatic mission sent to the Venette homeworld in order to broker a mutually acceptable resolution. But the Cardassian delegates don't seem particularly keen on using diplomacy to resolve the situation, which soon spirals out of control toward all-out war...

Typhon Pact: Brinkmanship

Book One in the New York Times bestselling trilogy set in the expanded universe of Star Trek: The Next Generation! A **BRAZEN HEIST** Captain Jean-Luc Picard and the Enterprise crew race to find out who has stolen Data's android brother B-4—and for what sinister purpose. A **BROKEN PROMISE** One desperate father risks all for the son he abandoned forty years ago—but is he ready to pay the price for redemption? A **DARING MISSION** Against overwhelming odds, and with time running out, Commander Worf has only one chance to avert a disaster. But how high a price will he pay for victory?

Cold Equations: The Persistence of Memory

An all-new novel of The Next Generation expanded universe from the New York Times bestselling author! It is a new age of exploration, and the USS Enterprise is dispatched to "the Odyssean Pass," a region charted only by unmanned probes and believed to contain numerous inhabited worlds. Approaching a star system with two such planets, Captain Jean-Luc Picard and his crew find a massive alien vessel, drifting in interstellar space for decades. Sensors detect life aboard the derelict—aliens held in suspended animation. Thought to be an immense sleeper ship, the vessel actually is a weapon capable of destroying entire worlds...the final gambit in a war that has raged for generations across the nearby system. Captain Picard is now caught in the middle of this conflict and attempts to mediate, as both sides want this doomsday weapon...which was sent from the future with the sole purpose of ending the interplanetary war before it even began!

Armageddon's Arrow

The fourth original novel in the electrifying The Next Generation/Deep Space Nine crossover event! One simple act, and the troubles of the United Federation of Planets have grown darker overnight. The mystery

behind the heinous terrorist attack that has rocked the Federation to its core grows ever deeper, and William Riker finds himself beset by rumors and half-truths as the U.S.S. Titan is ordered back to Earth on emergency orders from the admiralty. Soon, Riker finds himself drawn into a game of political intrigue, bearing witness to members of Starfleet being detained—including people he considered friends—pending an investigation at the highest levels. And while Riker tries to navigate the corridors of power, Titan's tactical officer, Tuvok, is given a series of clandestine orders that lead him into a gray world of secrets, lies, and deniable operations. Who can be trusted when the law falls silent and justice becomes a quest for revenge? For the crew of the U.S.S. Titan, the search for answers will become a battle for every ideal the Federation stands for...™, ®, & © 2013 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

The Fall: The Poisoned Chalice

Book Two in the New York Times bestselling Cold Equations trilogy set in the expanded universe of Star Trek: The Next Generation! A WAR OF LIES Three years after the disastrous final Borg Invasion, a bitter cold war against the Typhon Pact has pushed Starfleet's resources to the breaking point. Now the rise of a dangerous new technology threatens to destroy the Federation from within. Captain Jean-Luc Picard and the Enterprise crew answer a distress call from an old friend, only to become targets in a deadly game of deception. To protect a vital diplomatic mission, they must find a way to identify the spies hiding in their midst, before it's too late. But Worf soon realizes the crew's every move has been predicted: Someone is using them as pawns. And the closer they get to exposing their enemy, the deeper they spiral into its trap...

Cold Equations: Silent Weapons

An all-new Star Trek e-novella featuring the Department of Temporal Investigations! The dedicated agents of the Federation Department of Temporal Investigations have their work cut out for them protecting the course of history from the dangers of time travel. But the galaxy is littered with artifacts that, in the wrong hands, could threaten reality. One of the DTI's most crucial jobs is to track down these objects and lock them safely away in the Federation's most secret and secure facility. When Agents Lucsly and Dulmur bring home an alien obelisk of incredible power, they are challenged by a 31st-century temporal agent who insists they surrender the mysterious artifact to her. But before they know it, the three agents are pulled into a corrupted future torn apart by a violent temporal war. While their DTI colleagues attempt to track them down, Lucsly and Dulmur must restore temporal peace by setting off on an epic journey through the ages, with the future of the galaxy hanging in the balance...

Department of Temporal Investigations: The Collectors

Reunites the editors of Star Trek and Philosophy with Starfleet's finest experts for 31 new, highly logical essays Features a complete examination of the Star Trek universe, from the original series to the most recent films directed by J.J. Abrams, Star Trek (2009) and Star Trek Into Darkness (2013) Introduces important concepts in philosophy through the vast array of provocative issues raised by the series, such as the ethics of the Prime Directive, Star Trek's philosophy of peace, Data and Voyager's Doctor as persons, moral relativism and the Federation's quest for liberation, the effect of alternate universes on reality and identity, the Borg as transhumanists, Federation Treconomics, Star Trek's secular society, and much, much more...! An enterprising and enlightening voyage into deep space that will appeal to hardcore fans and science fiction enthusiasts alike Publishing in time to celebrate the 50th Anniversary of the original TV series

The Ultimate Star Trek and Philosophy

The next novel in the Typhon Pact adventure in the universe of Star Trek: The Next Generation. Shortly after revealing its union with the Federation's newest adversary—a coalition of galactic powers known as the Typhon Pact—the Gorn Hegemony suffers an ecological disaster that destroys the hatchery world of their

critically important warrior caste. Fortunately, the Gorn had already been investigating traces of an ancient but powerful “quick terraforming” technology left behind by a long-vanished civilization. This technology, should it prove controllable, promises to restore their delicate biological and social status quo. But when a Gorn soldier prepares to use the technology to reshape the planet Hranrar into a new warrior-caste spawning ground, threatening to extinguish the native Hranrarii, he draws the unwanted attention of a mad Gorn trooper determined to bring the military caste into dominance. Meanwhile, as the U.S.S. Titan embarks upon a search for this potent technology in the hope of using it to heal the wounds the Federation sustained during the recent Borg crisis, Captain Riker must balance his responsibility for his crew’s safety against the welfare of the Hranrarii and his duty to the Prime Directive. With a menacing Typhon Pact fleet nipping at his heels, Riker must not only stop the Gorn warriors but also plumb the secrets of an ancient terraforming artifact. But of everyone serving aboard Titan, Commander Tuvok may be the only one who understands how dangerous such planet-altering technology can be, even when used with the best of intentions...

Typhon Pact #2: Seize the Fire

The next novel in the Typhon Pact adventure set in the universe of Star Trek: The Next Generation. On a diplomatic mission to the planet Andor, Captain Picard and the crew of the Enterprise-E bear witness to the rank devastation resulting from the Borg invasion. With the reproductive issues that have long plagued the Andorian people reaching crisis level, avenues of research that at first held great promise have proven largely unhelpful, and may well indeed be worsening the problem. Despite the Federation's seeming inability to provide assistance and growing doubt over its commitment to a staunch, longtime ally, Andorian scientists now offer renewed hope for a solution. However, many segments of Andorian society are protesting this controversial new approach, and more radical sects are beginning to make their displeasure known by any means available. In response, President Nanietta Bacco has sent the Enterprise crew and a team of diplomats and scientists to Andor to convene a summit, in the hope of demonstrating that the Federation's pledge to helping Andor is sincere. But the Typhon Pact is watching, and their interests may very well lead the Andorian people down an even more treacherous path...

Typhon Pact #4: Paths of Disharmony

Three thrilling novels set in the universe of Star Trek: The Next Generation! Plagues of Night In the wake of the final Borg invasion, which destroyed entire worlds, cost the lives of sixty-three billion people, and struck a crippling blow to Starfleet, six nations adversarial to the United Federation of Planets—the Romulan Star Empire, the Breen Confederacy, the Tholian Assembly, the Gorn Hegemony, the Tzenkethi Coalition, and the Holy Order of the Kinshaya—joined ranks to form the Typhon Pact. For almost three years, the Federation and the Klingon Empire, allied under the Khitomer Accords, have contended with the nascent coalition on a predominantly cold-war footing. But as Starfleet rebuilds itself, factions within the Typhon Pact grow restive, concerned about their own inability to develop a quantum slipstream drive to match that of the Federation. Will leaders such as UFP President Bacco and RSE Praetor Kamemor bring about a lasting peace across the Alpha and Beta Quadrants, or will the cold war between the two alliances deepen, and perhaps even lead to an all-out shooting war? Raise the Dawn After the disastrous events in the Bajoran system, Captain Benjamin Sisko must confront the consequences of the recent choices he has made in his life. At the same time, the United Federation of Planets and its Khitomer Accords allies have come to the brink of war with the Typhon Pact. While factions within the Pact unsuccessfully used the recent gestures of goodwill—the opening of borders and a joint Federation-Romulan exploratory mission—to develop quantum-slipstream drive, they have not given up their goals. Employing a broad range of assets, from Romulus to Cardassia, from Ab-Tzenketh to Bajor, they embark on a dangerous new plan to acquire the technology they need to take control of the Alpha and Beta Quadrants. While UFP President Bacco and Romulan Praetor Kamemor work feverishly to reestablish peace, Captains Sisko, Jean-Luc Picard, and Ro Laren stand on the front lines of the conflict...even as a new danger threatens the Bajoran wormhole as it once more becomes a flashpoint of galactic history. Brinkmanship The Venette Convention has always remained independent, but it is about to become the flashpoint for a tense military standoff between the two

power blocs now dominating interstellar space—the United Federation of Planets and the recently formed Typhon Pact. The Venetan government turns to the Typhon Pact’s Tzenkethi Coalition for protection in the new order, and has agreed to allow three of their supply bases for Tzenkethi use. But these bases—if militarized—would put Tzenkethi weapons unacceptably close to Federation, Cardassian, and Ferengi space. While Captain Ezri Dax and the crew of the U.S.S. Aventine are sent to investigate exactly what is happening at one of the Venette bases, Captain Jean-Luc Picard and the U.S.S. Enterprise are assigned to a diplomatic mission sent to the Venette homeworld in order to broker a mutually acceptable resolution. But the Cardassian delegates don’t seem particularly keen on using diplomacy to resolve the situation, which soon spirals out of control toward all-out war. . .

Typhon Pact: The Khitomer Accords Saga

An original eBook novella set in the acclaimed Typhon Pact series! An original e-novella in the acclaimed Typhon Pact series! The Enterprise-E is on a diplomatic mission to the Talarian Republic, the last holdout in the Federation’s efforts to expand the Khitomer Accords in response to the emergence of the Typhon Pact. In the wake of Andor’s recent secession, the Federation is more concerned than ever with strengthening its alliances. The Talarians have been a tenuous potential partner at best, given the history of conflict and mistrust between them and the Federation. But the negotiations between Picard and the Talarians are disrupted by a growing public protest of those who are demanding greater rights—and before long, it becomes clear that the dissidents are not limiting themselves to nonviolent means....

Typhon Pact: The Struggle Within

Since the publication of the first James Blish novelizations of Star Trek episodes in 1967, close to 900 tie-in novels, anthologies, and omnibus editions have been published. Star Trek tie-in novels have had a significant influence on Western popular culture. The works of beloved science fiction authors have shaped the way fans understand Star Trek and its universe, and many stand as near equal builders of the Star Trek franchise, next to Gene Roddenberry, his producers, and the many creators of the later series. With such a vast and varied body of work, tie-in books form a rich and deep cultural phenomenon, the history and content of which are worthy of concerted study. Despite the enduring popularity of the franchise they are based on, no previous essay collection has ever focused on the numerous and widely diverse books of Star Trek tie-in novels. This collection does just that by examining the tie-in works as relevant literature. The essays primarily focus on tie-in books published from 1990 to 2022, and each author discusses the plot and context of separate novels while simultaneously exploring major themes such as canon vs. fanfiction and merits of the genre. The collection ends with an exploration of the continuity of this period of Star Trek as it stands following a narrative conclusion announced in 2021.

Strange Novel Worlds

Der erste Roman eines zweiteiligen TYPHON PACT-Abenteuers, das im Universum von STAR TREK - THE NEXT GENERATION und STAR TREK - DEEP SPACE NINE spielt! Nachdem die letzte Borg-Invasion ganze Welten zerstört, dreiundsechzig Milliarden Personen das Leben gekostet und der Sternenflotte einen lähmenden Schlag versetzt hatte, haben sich sechs der Vereinigten Föderation der Planeten feindlich gesinnte Nationen zum Typhon-Pakt zusammengeschlossen: das Romulanische Sternenimperium, die Breen-Konföderation, die Tholianische Versammlung, die Gorn-Hegemonie, die Tzenkethi-Koalition und der Heilige Orden der Kinshaya. Beinahe drei Jahre fochten die Föderation und die Klingonen als Verbündete innerhalb des Khitomer-Abkommens mit dem benachbarten Bündnis, dem Typhon Pakt, einen vorwiegend kalten Krieg aus. Doch als die Sternenflotte wieder aufgebaut wird, werden Splittergruppen innerhalb des Paktes nervös aus Sorge um ihre Unfähigkeit, einen Quanten-Slipstream-Antrieb zu entwickeln, der sich mit dem der Föderation messen kann. Werden Anführer wie Föderationspräsidentin Bacco und der romulanische Praetor Kamemor einen anhaltenden Frieden bewirken, oder wird sich der kalte Krieg zwischen den beiden Allianzen verschärfen, und eventuell zu einem

ausgewachsenen heißen Krieg führen?

Star Trek Typhon Pact 5

\\"Based on Star Trek and Star Trek: the Next Generation created by Gene Roddenberry.\\"

Prey: Book Two: The Jackal's Trick

The next novel in the Typhon Pact adventure in the universe of Star Trek: The Next Generation. Shortly after revealing its union with the Federation's newest adversary—a coalition of galactic powers known as the Typhon Pact—the Gorn Hegemony suffers an ecological disaster that destroys the hatchery world of their critically important warrior caste. Fortunately, the Gorn had already been investigating traces of an ancient but powerful “quick terraforming” technology left behind by a long-vanished civilization. This technology, should it prove controllable, promises to restore their delicate biological and social status quo. But when a Gorn soldier prepares to use the technology to reshape the planet Hranrar into a new warrior-caste spawning ground, threatening to extinguish the native Hranrarii, he draws the unwanted attention of a mad Gorn trooper determined to bring the military caste into dominance. Meanwhile, as the U.S.S. Titan embarks upon a search for this potent technology in the hope of using it to heal the wounds the Federation sustained during the recent Borg crisis, Captain Riker must balance his responsibility for his crew's safety against the welfare of the Hranrarii and his duty to the Prime Directive. With a menacing Typhon Pact fleet nipping at his heels, Riker must not only stop the Gorn warriors but also plumb the secrets of an ancient terraforming artifact. But of everyone serving aboard Titan, Commander Tuvok may be the only one who understands how dangerous such planet-altering technology can be, even when used with the best of intentions...

Typhon Pact #2: Seize the Fire

Als neue kommandierender Offizier der Voyager, muss sich Captain Chakotay erst beweisen. Eine eigentlich normale und friedliche Mission wird zur Bewährungsprobe. Captain Chakotay ist bereit, sich als neuer kommandierender Offizier des Raumschiffs Voyager zu bewähren. Doch Skeptiker beim Sternenflottenkommando beobachten ihn ganz genau, ob er in seine abtrünnigen Maquis-Verhaltensmuster zurückfällt. Seine erste Mission als Captain scheint leicht genug zu sein, nämlich eine Gruppe Kolonisten zu ihrem Heimatplaneten Loran II zurückzubegleiten. Er soll sicherstellen, dass der Planet für die Besiedelung sicher ist, die Siedler absetzen und zur Erde zurückkehren. Er hat sogar einen besonderen Grund, die Reise zu genießen, denn seine Schwester Sekaya hat sich der Mission als spirituelle Beraterin für die harmlosen, friedliebenden Kolonisten angeschlossen. Doch als die Besatzung Loran II erreicht, entdecken sie einen geheimnisvollen Sturm, eine verdächtig verlassene Siedlung - und eine verborgene Bedrohung aus Chakotays Vergangenheit, die sie alle vernichten könnte. Wird Chakotays erster Auftrag als Captain der Voyager auch sein letzter sein?

Star Trek - Voyager 3

Bond arbeitet vorübergehend für die amerikanische Regierung. Seine Partnerin, die taffe und wunderschöne Cedar, ist die Tochter seines alten Freundes Felix Leiter. Ihr Gegner? Ein alter Feind, das legendäre SPECTRE (Spezialeinheit für Chaos, Terrorismus, Rache und Erpressung) ist wieder aufgetaucht. Bond und Cedar finden sich in einer Vielzahl tödlicher und erschreckender Situationen wieder - von Flugzeugentführung über herabstürzende Fahrstühle, Heerscharen von Killerameisen im Mittleren Westen zu Schrecken in einer privaten Einschienenbahn -, bevor sie schließlich auf den Erben von Blofelds mörderischem Imperium treffen.

James Bond 17: Der Kunstsammler

Wen rufst du, wenn dein Schiff plötzlich unter dem Bann des uralten Supercomputers Landru steht oder wenn du ein fremdartiges Objekt entdeckst, das, lange bevor sich Leben entwickelte, auf deiner Welt platziert wurde? Ruf Captain Gold und die heimlichen Helden des Sternenflotteningenieurteams der U.S.S. da Vinci! Captain Gold und Dr. Elizabeth Lense stehen vor ihren schwersten Prüfungen. Gold stellt sich einem alten Freund, der Sabotage verübt und das Leben von Millionen bedroht. Und Lense stellt sich dem Schrecken, den sie im Dominion-Krieg erlebte, um die Heilung eines Virus auf Shermans Planet zu finde, bevor es die ganze Bevölkerung des Planeten – und der da Vinci – auslöscht.

Star Trek - Corps of Engineers Sammelband 4

Wenig ist über die Kinder des Sturms bekannt, eine einzigartige und möglicherweise eine der gefährlichsten Spezies, die der Föderation jemals begegnet ist. Die Kinder des Sturms sind körperlos und bereisen den Weltraum in Raumschiffen, die offenbar nur durch Gedanken angetrieben werden, und sie haben es einst geschafft, Tausende Borg-Raumschiffe zu zerstören, ohne eine einzige konventionelle Waffe abzufeuern. Captain Chakotay und Flottenkommandant Afsarah Eden müssen auf ihrer jetzigen Mission zum Delta-Quadranten herausfinden, warum drei Raumschiffe der Föderation, die U.S.S. Quirinal, die Planck und die Demeter, plötzlich gnadenlos und ohne Provokation von den Kindern des Sturms als Ziel anvisiert wurden ... Tausende von Leben innerhalb der Sternenflotte stehen auf dem Spiel durch einen Feind, den die Föderation gerade erst beginnt zu verstehen ...

Star Trek - Voyager 7: Kinder des Sturms

Alle James-Bond-Romane von Robert Markham (Band 15) & John Gardner (Bände 16-29) in einer unverwechselbaren Sammelbox! Wer gerne ferne, exotische Länder und pulsierende Städte bereisen will, muss in keinen Flieger steigen. Eine Welt abseits des Alltags voller halbsbrecherischer Missionen und erotischer Eskapaden inkl. einer Reise um den Globus bieten auch die 15 James-Bond-Romane von Robert Markham und John Gardner. Passend dazu hat der Illustrator Michael Gillette für jedes Buchcover eine Femme fatale entworfen, die den Geschichten entnommen sind und jedem Buch einen eigenen Charakter verleihen. Das ideale Geschenk für alle Bond-Liebhaber und -Liebhaberinnen! Die Fortsetzung der einzigartigen James-Bond-Bibliothek, die dazu einlädt, dem Kult um den britischen Gentleman-Geheimdienstler mit der Lizenz zum Töten auf den Grund zu gehen.

James Bond Gesamtbox 2: Schubert gefüllt mit den Bänden 15-29 plus dem Filmroman Goldeneye

An original novel set in the universe of Star Trek: Voyager—and the sequel to the New York Times bestseller Protectors! Admiral Kathryn Janeway has now taken command of the Full Circle Fleet. Her first mission: return to the Delta Quadrant and open diplomatic relations with the Confederacy of the Worlds of the First Quadrant, a civilization whose power rivals that of the Federation. Captain Chakotay knows that his choices could derail the potential alliance. While grateful to the Confederacy Interstellar Fleet for rescuing the Federation starships from an alien armada, Voyager's captain cannot forget the horrors upon which the Confederacy was founded. More troubling, it appears that several of Voyager's old adversaries have formed a separate and unlikely pact that is determined to bring down the Confederacy at all costs. Sins of the past haunt the crew members of the Full Circle Fleet as they attempt to chart a course for the future. Will they learn much too late that some sins can never be forgiven...or forgotten? TM, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Acts of Contrition

Derrick Storm ist der Typ, den die CIA anheuert, wenn sie jemanden für Ermittlungen im Inland braucht. Er ist gerade auf dem Weg zurück von einer Klettertour in den Schweizer Alpen, als das Flugzeug, in dem er

sich befindet, in zehn Kilometern Höhe plötzlich zu einem Sturzflug ansetzt. Storm benutzt seine Kletterausrüstung, um sich an einen der Flügel zu binden und rettet so heldenhaft sowohl das Flugzeug als auch alle Anwesenden an Bord. Doch leider war Storm nicht in der Lage, den drei anderen Flugzeugen zu Hilfe zu eilen, die unter ähnlichen Umständen abstürzten und bei denen keiner der Insassen überlebte. Interessanterweise handelt es sich bei den meisten Opfern um einflussreiche Persönlichkeiten aus Politik, Wirtschaft und religiösen Gruppen. Der stets geheimnisumwitterte Jedidiah Jones, Leiter des National Clandestine Service, betraut Storm mit den Ermittlungen. Storm findet heraus, dass ein unbekannter Extremist genügend Promethium, ein Element, das zu den Seltenen Erden gehört, an sich gebracht hat, um einen Laser zu entwickeln, mit dem man Flugzeuge vom Boden aus abschießen kann. Die Problematik nimmt schon bald globale Ausmaße an, als vier weitere Flugzeuge über der Arabischen Wüste abstürzen. Die Spurenlage, seine Intuition und sein Mut führen Storm nach Monaco, Panama-Stadt und Ägypten, wo er auf der heldenhaften Suche nach dem Wahnsinnigen hinter den Anschlägen wunderschöne Frauen trifft, auf zornigen Kamelen reitet und unschuldige Opfer rettet.

Derrick Storm 2: Wild Storm - Wilder Sturm

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