

Star Trek Enterprise Rise Of The Federation Tower Of Babel

Star Trek 101: A Practical Guide to Who, What, Where, and Why Surak's Soul Ship of the Line Star Trek: DTI: Forgotten History The Higher Frontier The Captain's Oath Star Trek: The Next Generation: The Lost Era: The Buried Age Crossover The Star Trek Book Spider-Man: Drowned in Thunder Rosetta The Star Trek: The Original Series: The Eugenics Wars #1 By the Book Star Trek: The Original Series: Foul Deeds Will Rise Federation Rise of the Federation: Uncertain Logic Starfleet Year One Star Trek Star Trek: Mirror Universe: Rise Like Lions Titan #1: Taking Wing Hearts and Minds Star Trek: Year Five - Odyssey's End (Book 1) The Good That Men Do Daedalus Department of Temporal Investigations: Watching the Clock Rise of the Federation: Live by the Code Star Trek Federation Star Trek: Enterprise: The Romulan War: Beneath the Raptor's Wing Star Trek - The U. S. S. Enterprise NCC-1701 and 1701-A Watchers on the Walls Last Full Measure Prime Directive Rise of the Federation: Patterns of Interference Star Trek: Enterprise: Rise of the Federation: A Choice of Futures Star Trek: Enterprise: Rise of the Federation: Tower of Babel Star Trek: Mirror Universe: Glass Empires Broken Bow The Romulan War: To Brave the Storm Department of Temporal Investigations: Shield of the Gods Kobayashi Maru

Star Trek 101: A Practical Guide to Who, What, Where, and Why

There's likely no more of a thankless job in the Federation than temporal investigation. While starship explorers get to live the human adventure of traveling to other times and realities, it's up to the dedicated agents of the Federation Department of Temporal Investigations to deal with the consequences to the timestream that the rest of the Galaxy has to live with day by day. But when history as we know it could be wiped out at any moment by time warriors from the future, misused relics of ancient races, or accident-prone starships, only the most disciplined, obsessive, and unimaginative government employees have what it takes to face the existential uncertainty of it all on a daily basis . . . and still stay sane enough to complete their assignments. That's where Agents Lucsly and Dulmur come in—stalwart and unflappable, these men are the Federation's unsung anchors in a chaotic universe. Together with their colleagues in the DTI—and with the help and sometimes hindrance of Starfleet's finest—they do what they can to keep the timestream, or at least the paperwork, as neat and orderly as they are. But when a series of escalating temporal incursions threatens to open a new front of the history-spanning Temporal Cold War in the twenty-fourth century, Agents Lucsly and Dulmur will need all their investigative skill and unbending determination to stop those who wish to rewrite the past for their own advantage, and to keep the present and the future from devolving into the kind of chaos they really, really hate.

Surak's Soul

An original novel continuing the saga of the TV series Star Trek:

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Enterprise—featuring Captain Jonathan Archer and the crew of the Enterprise! Years ago, Jonathan Archer and T'Pol helped unearth the true writings of Vulcan's great philosopher Surak, bringing forth a new era of peaceful reform on Vulcan. But when their discovery is seemingly proven to be a fraud, the scandal threatens to undo a decade of progress and return power to the old, warlike regime. Admiral Archer, Captain T'Pol, and the crew of the U.S.S. Endeavour investigate with help from their Vulcan allies, but none of them suspect the identity of the real mastermind behind the conspiracy to reconquer Vulcan—or the price they will have to pay to discover the truth. Meanwhile, when a long-forgotten technological threat re-emerges beyond the Federation's borders, Captain Malcolm Reed of the U.S.S. Pioneer attempts to track down its origins with help from his old friend "Trip" Tucker. But they discover that other civilizations are eager to exploit this dangerous power for their own benefit, even if the Federation must pay the price!

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Ship of the Line

There are moments glimpsed only in shadow, where darkness rules and evil incarnate thrives. You hope against hope that in your lifetime, evil is relegated to the shadows. But what if it wasn't? What if you lived in a universe where your life was measured only by what you could do for the Empire? What would you do to survive? Would you sell your soul to free yourself? If you were offered the chance to rule, would you seize it? If you could free your universe from the darkness but only at the cost of your life, would you pay that price? Star Trek: Enterprise®—she seized power in a heartbeat, daring to place herself against all the overlords of the Empire. Empress Hoshi Sato knows the future that could be; now all she has to do is make sure it never happens. For her to rule, she must hold sway not only over the starship from the future but also over her warlords, the resistance, and her Andorian husband. As quickly and brutally as Hoshi seized power, imperial rule is taken from her. Her only chance to rule again is to ally herself with a lifelong foe, and an alien. Star Trek® One man can change the future, but does he dare? Spock, intrigued by the vision of another universe's Federation, does what no Vulcan, no emperor, has ever done: seize power in one blinding stroke of mass murder. And at the same instant he gains imperial power, Spock sows the seeds for the Empire's downfall. Is this a form of Vulcan madness, or is it the coolly logical plan of a man who knows the price his universe must pay for its freedom? Star Trek: The Next Generation®—Humanity is a pitiful collection of enslaved, indentured, and abused peoples. No one dares to question the order, except at peril of their lives. One man survives by blinding himself to the misery around him. However, Jean-Luc Picard resists, just once. And in that one instant he unlocks a horror beyond the tyranny of the Alliance. Can a man so beaten down by a lifetime of oppression stop the destruction?

Star Trek: DTI: Forgotten History

When forces who oppose plans to bring the rich and powerful Rigel system into the fledgling Federation capture vital information and Starfleet personnel, captains Malcolm Reed and T'Pol and their crews work to rescue the captives.

The Higher Frontier

Offers a historical account of the first 150 years of the fictional United Federation of Planets, as well as the years that preceded its founding in the year 2161, complete with illustrations, source documents, and an imaginary bibliography.

The Captain's Oath

Captain Jonathan Archer and the crew of the Starship Enterprise find their way forward blocked by a mysterious alien vessel, piloted by a race they will soon come to know as the Antianna. Unable to decipher the alien ship's transmissions, unwilling to risk a battle, Enterprise is forced to veer from its planned course. Almost immediately, they find themselves in the heart of space ruled by the Thelasian Trading Confederacy, who have also had dealings with the Antianna. The Thelasian leader, Governor Maxim Sen, is in fact in the middle of organising a war against the Antianna, to eliminate the threat they pose to the Confederacy's trading routes. Archer suspects Sen has other motives as well. He also suspects that there is a reason for the Antianna's seemingly hostile posture. But with the assembled races of an entire sector against him, he needs more than just suspicions. He needs facts. And only one woman can give them to him: Ensign Hoshi Sato. If she can translate the Antianna language, peace may just be possible. If not, war - a devastating sector-wide war - will soon result.

Star Trek: The Next Generation: The Lost Era: The Buried Age

An electrifying thriller from New York Times bestselling author Dayton Ward, set in the Star Trek: The Next Generation universe. 2031: United States Air Force fighter jets shoot down an unidentified spacecraft and take its crew into custody. Soon, it's learned that the ship is one of several dispatched across space by an alien species, the Eizand, to search for a new home before their own world becomes uninhabitable. Fearing extraterrestrial invasion, government and military agencies which for more than eighty years have operated in secret swing into action, charged with protecting humanity no matter the cost 2386: Continuing their exploration of the Odyssean Pass, Captain Jean-Luc Picard and the crew of the Starship Enterprise discover what they at first believe is a previously uncharted world, with a civilization still recovering from the effects of global nuclear war. An astonishing priority message from Starfleet Command warns that there's more to this planet than meets the eye, and Picard soon realizes that the mysteries of this world may well weave through centuries of undisclosed human history™, ®, & © 2016 CBS Studios, Inc. Star Trek and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Crossover

Celebrate 50 years of one of the longest running and beloved sci-fi franchises with The Star Trek Book. This comprehensive guide to the series delves into the myriad worlds and different dimensions visited by the crew of the U.S.S. Enterprise. Discover the amazing science of Star Trek and how it has influenced real-world technology such as flip phones. Featuring informative and analytical text combined

with exciting photography and infographics throughout, The Star Trek Book is broken down into main categories such as science and technology, Starfleet, allies and enemies, and more. Perfect for fans of the various Star Trek TV series, including The Next Generation, Deep Space Nine, Voyager, and Enterprise, The Star Trek Book details everything you need to know about 50 years of excitement and adventure on the final frontier. ® & © 2016 CBS Studios Inc. © 2016 Paramount Pictures Corporation. STAR TREK and related marks are trademarks of CBS Studios Inc. All Rights Reserved.

The Star Trek Book

Jean-Luc Picard. His name has gone down in legend as the captain of the U.S.S. Stargazer and two starships Enterprise. But the nine years of his life leading up to the inaugural mission of the U.S.S. Enterprise™ to Farpoint Station have remained a mystery -- until now, as Picard's lost era is finally unearthed. Following the loss of the Stargazer and the brutal court-martial that resulted, Picard no longer sees a future for himself in Starfleet. Turning to his other love, archaeology, he embarks on a quest to rediscover a buried age of ancient galactic history and awakens a living survivor of that era: a striking, mysterious woman frozen in time since before the rise of Earth's dinosaurs. But this powerful immortal has a secret of cataclysmic proportions, and her plans will take Picard -- aided along the way by a brilliant but naive android, an insightful Betazoid, and an enigmatic El-Aurian -- to the heights of passion, the depths of betrayal, and the farthest reaches of explored space.

Spider-Man: Drowned in Thunder

Captain James T. Kirk's Original Starship Enterprise! Everything you want to know about this iconic starship in the FIRST full color volume ever published. Featuring details from both TV series and the first six movies. This volume, featuring the U.S.S. Enterprise NCC-1701 and the U.S.S. Enterprise NCC-1701-A, is a detailed, illustrative account of the TV starship from the original 1966-1969 series, and the movie starship from STAR TREK: THE MOTION PICTURE (1979), STAR TREK II: THE WRATH OF KHAN (1982), STAR TREK III: THE SEARCH FOR SPOCK (1984), STAR TREK IV: THE VOYAGE HOME (1986), STAR TREK V: THE FINAL FRONTIER (1989), and STAR TREK VI: THE UNDISCOVERED COUNTRY (1991). Plus, Captain Pike's Enterprise from the hit TV series STAR TREK: DISCOVERY. With isometric illustrations of all the key locations, annotated plan views, detailed technical information, Starfleet equipment, and uniforms and insignia, the chapters follow the starships through time and provide an extraordinary reference guide to these iconic Federation vessels.

Rosetta

Spock's vision for the future is at risk as rebel freedom fighters make their last stand against the Klingon-Cardassian Alliance and Mac Calhoun and his Romulan allies try to join forces with the Terran Rebellion and achieve victory.

The Star Trek: The Original Series: The Eugenics Wars #1

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When a mysterious assassination threatens the peace process the U.S.S Enterprise is overseeing in a distant solar system, Captain James T. Kirk suspects Lenore Karidian, who tried to kill him twenty years earlier.

By the Book

Continuing the mission he began in "Unification," Starfleet Ambassador Spock endeavors to impart the logic of the Vulcan way to a small band of Romulans eager to unite the Romulan Empire and the planet Vulcan. But unbeknownst to them, a Romulan spy has joined the ranks disguised as a Unification sympathizer. Deceived by this traitor, Spock and his students are taken hostage. Fearful that Spock's knowledge of Federation security will fall into enemy hands, Starfleet dispatches its best ship, the U.S.S. Enterprise™1701-D, and most respected captain, Jean-Luc Picard, to secure the hostages' release. Spock's former shipmate from the original Starship Enterprise™, Ambassador McCoy -- over one hundred forty years old, but still as feisty as ever -- is brought in to consult on the negotiations. Their situation is further complicated when Captain Montgomery Scott confiscates an out-of-service starship and effects his own daring rescue of Spock. Picard must now find a way to preserve the Federation's security and prevent a war while treading a mindfield of danger and deadly Romulan politics that threaten his ship, his crew, and the Federation he serves.

Star Trek: The Original Series: Foul Deeds Will Rise

In January 2002, forty-six-year-old Christa Worthington was found stabbed to death in the kitchen of her Truro, Cape Cod, cottage, her curly-haired toddler clutching her body. A former Vassar girl and scion of a prominent local family, Christa had abandoned a glamorous career as a fashion writer for a simpler life on the Cape, where she had an affair with a married fisherman and had his child. After her murder, evidence pointed toward several local men who had known her. Yet in 2005, investigators arrested Christopher McCowen, a thirty-four-year-old African-American garbage collector with an IQ of 76. The local headlines screamed, "Black Trash Hauler Ruins Beautiful White Family" and "Black Murderer Apprehended in Fashion Writer Slaying," while the sole evidence against McCowen was a DNA match showing that he'd had sex with Worthington prior to her murder. There were no fingerprints, no witnesses, and although the state medical examiner acknowledged there was no evidence of rape, the defendant was convicted after a five-week trial replete with conflicting testimony, accusations of crime scene contamination, and police misconduct—and was condemned to three lifetime sentences in prison with no parole. Rarely has a homicide trial been refracted so clearly through the prism of those who engineered it, and in *Reasonable Doubt*, bestselling author and biographer Peter Manso is determined to rectify what has become one of the most grossly unjust verdicts in modern trial history. In his riveting new book he bares the anatomy of a horrific murder—as well as the political corruption and racism that appear to be endemic in one of America's most privileged playgrounds, Cape Cod. Exhaustively researched and vividly accessible, *Reasonable Doubt* is a no-holds-barred account of not only Christa Worthington's murder but also of a botched investigation and a trial that was rife with bias. Manso dug deep into the case, and the results were explosive. The Cape DA indicted the author, threatening him with fifty years in prison. The trial and

conviction of Christopher McCowen for rape and murder should worry American citizens, and should prompt us to truly examine the lip service we pay to the presumption of innocence . . . and to reasonable doubt. With this explosive and challenging book Manso does just that.

Federation

Rise of the Federation: Uncertain Logic

To protect the cargo ships essential to the continuing existence of the fledgling Coalition of Planets, the captains of the United Earth's Starfleet are ordered to interstellar picket duty, with little more to do than ask "Who goes there?" into the darkness of space. Captain Jonathan Archer of the Enterprise™ seethes with frustration, wondering if anyone else can see what he sees. A secret, closed, militaristic society, convinced that their survival hangs by a thread, who view their neighbors as a threat to their very existence -- the Spartans of ancient Greece, the Russians of the old Soviet Union, the Koreans under Kim Il-sung -- with only one goal: attain ultimate power, no matter the cost. The little-known, never-seen Romulans seem to live by these same principles. The captain realizes that the bond between the signers of the Coalition charter is fragile and likely to snap if pushed. But he knows that the Romulans are hostile, and he believes they are the force behind the cargo ship attacks. If asked, Archer can offer no proof without endangering his friend's life. To whom does he owe his loyalty: his friend, his world, the Coalition? And by choosing one, does he not risk losing all of them? What is the solution to a no-win scenario?

Starfleet Year One

In this thrilling and eye-opening Star Trek: Enterprise novel, T'Pol finds herself torn between the teachings of Vulcan and the regulations of Starfleet. You are alone in the dark reaches of space, surrounded by aliens who do not understand who you are and what you are, and who will not accept your beliefs. Under such circumstances, an emotional human would feel lost, cut off, adrift, but Sub-Commander T'Pol is a Vulcan, and Vulcans control their emotions. However, no other Vulcan has served for longer than a few weeks on a human ship. Has she, as others imply, lost her way? Pulled, once again, into one of Captain Archer's dangerously impulsive attempts to make first contact, the sub-commander finds her life threatened. T'Pol reacts, draws her phase pistol and kills. It was a simple act of self-defense. But is killing ever simple? Has she forsaken the teachings of Surak? Determined to be true to her heritage, T'Pol forswears violence. She tells Captain Archer that never again will she kill—even if ordered. Is she, as Archer suggests, endangering the entire ship?

Star Trek

When Earth Command first defeated the Romulans and the Neutral Zone was established, it was with the help of other races across the galaxy. Out of those first uneasy but crucial alliances came the United Federation of Planets and its

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combined forces, Starfleet. But the close confines of a starship with so many different races and personalities on board creates tensions across all the ranks. Control of what could grow to be the greatest power in the galaxy is at stake and no one can take it lightly. So when the flagship of the new Federation fleet is up for grabs among six new Starfleet captains, Admiral Ed Walker is determined to keep this jewel, and all of Starfleet with her, away from the scientists and under military command. Walker chooses Captain Aaron Stiles as his protege in this endeavour. Stiles, bent on avenging the death of his brother Jake, faces stiff resistance from Walker's rebellious space-jock nephew Dane and scientist Captain Bryce Shumar. But they face their biggest threat of all in an unknown alien race destroying the bases of the Oreias system. Can they ignore their differences and pull together to ensure that Starfleet and the Federation has a future?

Star Trek: Mirror Universe: Rise Like Lions

Join the crew of the U.S.S Enterprise in all-new adventures as they near the end of their five-year mission, featuring the characters from the Original Series! The crew of the Enterprise left Earth four years ago. They've traveled to strange new worlds, defeated impossible foes, and made universe-changing decisions. But now, with the end in sight, they'll have to face their biggest challenge yet. Step aboard the Enterprise with Kirk, Spock, Bones, Uhura, Sulu, Scotty, and Chekov as they begin the end of their original five-year mission and boldly go into an uncertain future in this new continuing Star Trekseries! Collects issues #1-6.

Titan #1: Taking Wing

When a Xindi weapon unleashes an unprovoked attack on Earth, killing millions across two continents, a contingent of Military Assault Command Operations personnel (the MACOs) joins the Enterprise to work together with the Starfleet personnel to stop Xindi deparadations across the galaxy. Original.

Hearts and Minds

"Based upon Star Trek created by Gene Roddenberry and Star Trek: Enterprise created by Rick Berman & Brannon Braga."

Star Trek: Year Five - Odyssey's End (Book 1)

When a strange inactive vessel causes an anomaly in Federation territory, Agents Lucsly and Dulmur examine the history of James T. Kirk's Enterprise and its many encounters with time travel in an attempt to discover the origin of the ship.

The Good That Men Do

The saga of the Star Trek: Enterprise TV series continues with this thrilling original novel! The time has come to act. Following the destructive consequences of the Ware crisis, Admiral Jonathan Archer and Section 31 agent Trip Tucker both attempt to change their institutions to prevent further such tragedies. Archer pushes for a Starfleet directive of non-interference, but he faces opposition from

allies within the fleet and unwelcome support from adversaries who wish to drive the Federation into complete isolationism. Meanwhile, Tucker plays a dangerous game against the corrupt leaders of Section 31, hoping to bring down their conspiracy once and for all. But is he willing to jeopardize Archer's efforts—and perhaps the fate of an entire world—in order to win? ™, ®, & © 2016 CBS Studios, Inc. Star Trek and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Daedalus

At last! The long awaited novel featuring both famous crews of the Starship Enterprise in an epic adventure that spans time and space. Captain Kirk and the crew of the U.S.S. Enterprise NCC-1701 are faced with their most challenging mission yet--rescuing renowned scientist Zefram Cochrane from captors who want to use his skills to conquer the galaxy. Meanwhile, ninety-nine years in the future on the U.S.S. Enterprise NCC-1701-D, Picard must rescue an important and mysterious person whose safety is vital to the survival of the Federation. As the two crews struggle to fulfill their missions, destiny draws them closer together until past and future merge--and the fate of each of the two legendary starships rests in the hands of the other vessel

Department of Temporal Investigations: Watching the Clock

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.

Rise of the Federation: Live by the Code

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.

Star Trek Federation

In the future, a heroic captain and his crew explore the Galaxy in a really fast spacecraft. The crew's standing orders are: "to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before."™ Simple, straightforward -- that's Star Trek.® So what's all the fuss? Why do news crews always seem to find someone, somewhere dressed up in a Star Trek costume? What could be so interesting to so many people? Star Trek 101 is the answer. You'll learn just a little about the heroes (Captain Kirk believes that man wasn't meant to live in paradise), the villains (Klingons have a thirst for conquest), and the important aliens (Vulcans live their lives by logic). In the handy recaps for all things Star Trek, you'll discover that the television shows and movies run the gamut from action-adventure to comedy. Just want to sample? The ten essential episodes are offered for your consideration. Star Trek 101 is a quick primer of the television shows and movies that carry the Star Trek name.

Star Trek: Enterprise: The Romulan War: Beneath the Raptor's Wing

An all-new Star Trek adventure set during The Original Series era and featuring James T. Kirk! The saga of James T. Kirk's historic command of the U.S.S. Enterprise is known throughout the galaxy. But one part of the legend has barely been touched upon until now: the story of Kirk's first starship command and the remarkable achievements by which Starfleet's youngest captain earned the right to succeed Christopher Pike as the commander of the famous Enterprise. From his early battles with the Klingons to the rescue of endangered civilizations, Kirk grapples with difficult questions: Is he a warrior or a peacemaker? Should he obey regulations or trust his instincts? This thrilling novel illustrates the events and choices that would shape James T. Kirk into one of the most renowned captains in Starfleet history.

Star Trek - The U. S. S. Enterprise NCC-1701 and 1701-A

In their first few weeks in space, Captain Jonathan Archer and the crew of the Enterprise™ have already discovered several new species and explored strange new worlds. But each planet brings new discoveries and new dangers. BY THE BOOK The Fazi, whose ultraregulated culture ranges from strict conversation protocols to unvarying building designs, inhabit half of a planet discovered by the Enterprise. But after a disastrous first contact with the ruler of the Fazi, Archer must depend on Vulcan science officer T'Pol and communication specialist Hoshi Sato to help him mend relations with the people of this planet, and unravel the mystery of the other creatures living on the world.

Watchers on the Walls

The continuing conflict between Spider-Man and crusading newspaper publisher J. Jonah Jameson continues to escalate, with Jameson exploiting a series of mysterious attacks in Manhattan to manipulate public opinion, just when Spider-Man needs every ally in his corner as he searches for the truth about the killer

robots he is trying to stop. Original.

Last Full Measure

Following in the bestselling tradition of Spock's World and The Lost Years, this is a white-knuckled Star Trek tale of mystery and wonder that spans the galaxy in a vivid race against time. Starfleet's most sacred commandment has been violated. Its most honored captain is in disgrace, its most celebrated starship in pieces, and the crew of that ship scattered among the thousand worlds of the Federation. Thus begins the epic tale Prime Directive. Journey with Spock, McCoy, and the rest of the former crew of the Starship Enterprise to the planet where their careers ended. A world once teeming with life that now lies ruined, its cities turned to ashes, its surface devastated by a radioactive firestorm—all because of their actions. There, they must find out how and why this tragedy occurred and discover what has become of their captain.

Prime Directive

Pax Galactica. Enemies become allies. Old secrets are at last revealed. Long-held beliefs and widely accepted truths are challenged. Man turns to leisurely pursuits. In this golden age, two old friends are drawn together. They seek to understand, and wonder how what they have long believed, what they have been taught, was never so. Over two hundred years ago, the life of one of Starfleet's earliest pioneers came to a tragic end, and Captain Jonathan Archer, the legendary commander of Earth's first warp-five starship, lost a close friend. Or so it seemed for many years. But with the passage of time, and the declassification of certain crucial files, the truth about that fateful day -- the day that Commander Charles "Trip" Tucker III didn't die -- could finally be revealed. Why did Starfleet feel it was necessary to rewrite history? And why only now can the truth be told?

Rise of the Federation: Patterns of Interference

In the twentieth century, an international cabal of scientists launches the Chrysalis Project, the development of an artificially enhanced breed of humans, while Gary Seven, an undercover operative for an advanced alien species struggles to neutralize the threat while watching the children of Chrysalis, including the brilliant Khan Noonien Singh, grow to adulthood. Reprint.

Star Trek: Enterprise: Rise of the Federation: A Choice of Futures

An all new Star Trek e-novella featuring the fan-favorite Federation bureau the Department of Temporal Investigations! The stalwart agents of the Department of Temporal Investigations have tracked down many dangerous artifacts, but now they face a greater, more personal challenge: retrieving a time-travel device stolen from their own vault by a rogue agent of the Aegis, a powerful, secretive group that uses its mastery of time to prevent young civilizations from destroying themselves. Blaming the Aegis itself for a tragedy yet to come, this renegade plans to use the stolen artifact to sabotage its efforts in the past, no matter what the

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cost to the timeline. Now the DTI's agents must convince the enigmatic Aegis to work alongside them in order to protect history—but they must also wrestle with the potential consequences of their actions, for preserving the past could doom countless lives in the future!

Star Trek: Enterprise: Rise of the Federation: Tower of Babel

October 5, 2140. After a half-dozen years of research and testing, Starfleet prepares to launch its first warp 5 vessel-Daedalus. Propelled by a radical new engine designed by Earth's most brilliant warp field theorist, Victor Brodesser, the new ship will at last put the stars within mankind's reach. But on the eve of her maiden voyage, a maintenance engineer, Ensign Charles Tucker III -- 'Trip' to his friends -- discovers a flaw in Daedalus's design. When he confronts Brodesser, the scientist -- as charismatic as he is brilliant -- eases Trip's concerns. The ship launches on schedule and as Trip watches in horror, explodes in a catastrophic matter/anti-matter reaction, killing all aboard. Thirteen years pass. Still haunted by memories of that disaster, Trip now serves as chief engineer aboard the Enterprise. When a freak explosion cripples his vessel, leaving her helpless before a surprise attack, Trip is forced to abandon his ship -- and his shipmates. On the verge of mounting a desperate rescue attempt, however, a shocking turn of events forces him to confront the ghosts of Daedalus one final time.

Star Trek: Mirror Universe: Glass Empires

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!

Broken Bow

The X-Men come to the rescue of a group of alien refugees that crash land on Earth while fleeing pursuers intent on their destruction and find their loyalties tested when they discover that the refugees are a form of life that is so alien that its very existence threatens Earth itself. Original.

The Romulan War: To Brave the Storm

Jonathan Archer, the first Captain of the Starship Enterprise, must lead his crew, including Vulcan Sub-Commander T'Pol and Dr. Phlox, on their mission to explore the universe, but first they must get past the Klingons, in a novelization of the pilot episode of Enterprise. Reprint. (A Paramount Pictures TV series, created and written by Rick Berman & Brannon Braga, starring Scott Bakula, Connor Trinneer, Jolene Blalock, Dominic Keating, Anthony Montgomery, Linda Park, & John Billingsley) (Science Fiction & Fantasy)

Department of Temporal Investigations: Shield of the Gods

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.

Kobayashi Maru

Ship Of The Line tells the story of the first voyage of the U.S.S Enterprise™ NCC-1701-E, under the command of Morgan Bateson. Captain Bateson, a man from the 23rd century now living in the 24th, sees what no one else can see: that the Klingon Empire is building its forces and preparing to strike against the Federation. Seizing his one chance, Bateson takes the U.S.S. Enterprise on a mission to counter the Klingon threat, only to be thwarted by his enemy, a Klingon who has nursed a grudge against Bateson for decades. Standing in the way of Bateson's scheme and the Klingons' plan is Captain Jean-Luc Picard who, faced with the toughest decision of his career, must choose whether to take back command of the U.S.S Enterprise or let the torch pass to yet another next generation!

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