

Read Online Trek Star History Forgotten Investigations Temporal Of Department

Getting the books **Trek Star History Forgotten Investigations Temporal Of Department** now is not type of inspiring means. You could not unaccompanied going subsequent to book deposit or library or borrowing from your associates to read them. This is an enormously easy means to specifically get guide by on-line. This online publication **Trek Star History Forgotten Investigations Temporal Of Department** can be one of the options to accompany you as soon as having other time.

It will not waste your time. say you will me, the e-book will unquestionably declare you extra matter to read. Just invest little get older to entry this on-line proclamation **Trek Star History Forgotten Investigations Temporal Of Department** as well as evaluation them wherever you are now.

KEY=STAR - ELIEZER SHANNON

Star Trek: DTI: Forgotten History [Simon and Schuster](#) 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. **Department of Temporal Investigations: Forgotten History** [Simon and Schuster](#) The agents of the Department of Temporal Investigations are assigned to look into an anomaly that has appeared deep in Federation territory. It's difficult to get clear readings, but a mysterious inactive vessel lies at the heart of the anomaly, one outfitted with some sort of temporal drive disrupting space-time and subspace. To the agents' shock, the ship bears a striking resemblance to a Constitution-class starship, and its warp signature matches that of the original Federation starship Enterprise NCC-1701—the ship of James T. Kirk, that infamous bogeyman of temporal investigators, whose record of violations is held up by DTI agents as a cautionary tale for Starfleet recklessness toward history. But the vessel's hull markings identify it as Timeship Two, belonging to none other than the DTI itself. At first, Agents Lucsly and Dulmur assume the ship is from some other timeline . . . but its quantum signature confirms that it came from their own past, despite the fact that the DTI never possessed such a timeship. While the anomaly is closely monitored, Lucsly and Dulmur must search for answers in the history of Kirk's Enterprise and its many encounters with time travel—a series of events with direct ties to the origins of the DTI itself. . . . **Department of Temporal Investigations: Watching the Clock** [Simon and Schuster](#) 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. **Department of Temporal Investigations: Forgotten History** [Pocket Books/Star Trek](#) In a universe where history as we know it could be wiped out at any moment, only the most disciplined, obsessive, and unimaginative government employees have what it takes to face the existential uncertainty of it all: Federation investigators Lucsly and Dulmur. The agents of the Department of Temporal Investigations are assigned to look into an anomaly that has appeared deep in Federation territory. It's difficult to get clear readings, but a mysterious inactive vessel lies at the heart of the anomaly, one outfitted with some sort of temporal drive disrupting space-time and subspace. To the agents' shock, the ship bears a striking resemblance to a Constitution-class starship, and its warp signature matches that of the original Federation starship Enterprise NCC-1701—the ship of James T. Kirk, that infamous bogeyman of temporal investigators, whose record of violations is held up by DTI agents as a cautionary tale for Starfleet recklessness toward history. But the vessel's hull markings identify it as Timeship Two, belonging to none other than the DTI itself. At first, Agents Lucsly and Dulmur assume the ship is from some other timeline . . . but its quantum signature confirms that it came from their own past, despite the fact that the DTI never possessed such a timeship. While the anomaly is closely monitored, Lucsly and Dulmur must search for answers in the history of Kirk's Enterprise and its many encounters with time travel—a series of events with direct ties to the origins of the DTI itself. . . . **Department of Temporal Investigations: Shield of the Gods** [Simon and Schuster](#) 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 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! **Department of Temporal Investigations: Time Lock** [Simon and Schuster](#) An all new Star Trek e-novella from the world of Deep Space Nine, featuring the fan-favorite Federation bureau 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. As it happens, Agent Gariff Lucsly and his supervisor, DTI director Laarin Andos, are charged with handling a mysterious space-time portal device discovered by Starfleet. But this device turns out to be a Trojan horse, linking to a pocket dimension and a dangerous group of raiders determined to steal some of the most powerful temporal artifacts ever known... **Department of Temporal Investigations: The Collectors** [Simon and Schuster](#) 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... **Star Trek: Department of Temporal Investigations: Watching the Clock** [Pocket Books/Star Trek](#) 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. **The Higher Frontier** [Simon and Schuster](#) 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! **Star Trek: The Original Series: From History's Shadow** [Simon and Schuster](#) Captain James T. Kirk discovers two intruders from Earth in the year 1968 on the Enterprise in 2268, a Vulcan and a member of an unknown race who has spent twenty years trying to bring about the destruction of humanity. **Star Trek: The Original Series: The Continuing Missions, Volume I** **The Rings of Time, That Which Divides, DTI: Forgotten History** [Simon and Schuster](#) Three original novels set in the universe of Star Trek: The Original Series! This ebook bundle includes: **The Rings of Time** **That Which Divides** **Department of Temporal Investigations: Forgotten History** **Star Trek: The Next Generation: The Lost Era: The Buried Age** [Pocket Books/Star Trek](#) 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. **The Face of the Unknown** [Simon and Schuster](#) Continuing the milestone 50th anniversary celebration of Star Trek—a brand-new novel of The Original Series featuring James T. Kirk, Spock, and the crew of the USS Enterprise! Investigating a series of violent raids by a mysterious predatory species, Captain James T. Kirk discovers that these events share a startling connection with the First Federation, a friendly but secretive civilization contacted early in the USS Enterprise's five-year mission. Traveling to the First Federation in search of answers, the Enterprise suddenly comes under attack from these strange marauders. Seeking refuge, the starship finds its way to the true home of the First Federation, an astonishing collection of worlds hidden from the galaxy beyond. The inhabitants of this isolated realm are wary of outsiders, and some accuse Kirk and his crew for bringing the wrath of their ancient enemy down upon them. When an attempt to stave off disaster goes tragically wrong, Kirk is held fully accountable, and Commander Spock learns there are even deeper forces that threaten this civilization. If Kirk and Spock cannot convince the First Federation's leaders to overcome their fears, the resulting catastrophe could doom them all! **Rise of the Federation: Patterns of Interference** [Simon and Schuster](#) 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. **Living Memory** [Simon and Schuster](#) An all-new Star Trek movie-era adventure! While attempting to settle in as commandant of Starfleet Academy, Admiral James T. Kirk must suddenly contend with the controversial, turbulent integration of an alien warrior caste into the student body—and quickly becomes embroiled in conflict when the Academy controversy escalates to murder. Meanwhile, Captain Spock of the USS Enterprise and

Commander Pavel Chekov of the USS Reliant are investigating a series of powerful cosmic storms seemingly targeting Federation worlds—unstoppable outbursts emitting from the very fabric of space. Endeavoring to predict where the lethal storms will strike next, Spock and Chekov make the shocking discovery that the answer lies in Commander Nyota Uhura's past—one that she no longer remembers....™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved. Star Trek: Myriad Universes #1: Infinity's Prism [Simon and Schuster](#) It's been said that for any event, there are an infinite number of possible outcomes. Our choices determine which outcome will follow, and therefore all possibilities that could happen do happen across countless alternate realities. In these divergent realms, known history is bent, like white light through a prism -- broken into a boundless spectrum of what-might-have-beens. But in those myriad universes, what might have been...is what actually happened. A Less Perfect Union: More than a hundred years after the Terra Prime movement achieved its dream of an isolationist Earth, humanity is once again at a fork in the river of history...and the path it follows may ultimately be determined by the voice of a single individual: the sole surviving crewmember of the first Starship Enterprise.™ Places of Exile: Midway through Voyager's journey across the galaxy, Captain Kathryn Janeway and Commander Chakotay must choose whether to brave a deadly war zone or abandon their quest for home. But an attack by Species 8472 cripples the ship, and the stranded crew must make new choices that will reshape their destinies...and that of the Delta Quadrant itself. Seeds of Dissent: Khan victorious! Almost four centuries after conquering their world, genetically enhanced humans dominate a ruthless interstellar empire. But the warship Defiance, under its augmented commander, Princeps Julian Bashir, makes a discovery that could shake the pillars of his proud civilization: an ancient sleeper ship from Earth named the Botany Bay. Final Frontier [Simon and Schuster](#) 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. Star Trek: Mere Anarchy [Simon and Schuster](#) Mestiko: a world on the brink of interstellar travel -- and one that is closely and discreetly monitored by the Federation. But when a rogue pulsar sweeps through the star system, threatening to destroy all life on their planet, Starfleet must mount a desperate effort to protect the planet from annihilation. Under the command of James T. Kirk, the Starship Enterprise™ is able to mitigate some of the damage -- but the world's surface is still devastated with appalling loss of life. Over the next three decades, the Enterprise and its crew revisit Mestiko -- whether to keep them from falling prey to the machinations of the Klingon Empire or to deliver a new method of replenishing the planet's ozone -- through trials and tribulations, hardship and strife, love and death. Originally published as six eBooks, Mere Anarchy is the saga of one crew's career-long relationship to one world, and the ties that bound them inextricably together. Star Trek: Enterprise: Rise of the Federation: A Choice of Futures [Simon and Schuster](#) 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. From History's Shadow [Simon and Schuster](#) An original novel set in the universe of Star Trek: The Original Series! 2268: Following the encounter with the mysterious Gary Seven in the twentieth century, the crew of the U.S.S. Enterprise is startled by two intruders who have transported through space and time from Earth circa 1968. Incredibly, one of the infiltrators is a Vulcan, who asserts that he's lived among Earth's population for over a decade. The other represents a little-known race, and reveals to Captain James T. Kirk that she has spent the last twenty years working to bring about humanity's destruction. It is then that Gary Seven's young protégé, Roberta Lincoln, arrives seeking Kirk's help... 1947: In the wake of the infamous "Roswell Incident" involving a crashed alien craft and beings from another world, Captain James Wainwright finds himself recruited as one of the first members of Majestic 12, a secret organization with two goals: Collect evidence of extraterrestrial activity on Earth, and develop strategies to combat alien invaders. And it is this very mission that will consume Wainwright's life for the next two decades, driven by the knowledge that the danger is as real as the aliens living among us...™, ®, & © 2013 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved. Ex Machina [Simon and Schuster](#) An intense "missing" tale from the beginning of the Star Trek movie era, when the crew of the U.S.S. Enterprise was first reunited and confronting issues of both nature of God and artificial intelligence. Following the events of Star Trek: The Motion Picture, the reunited crew of the Starship Enterprise revisits a loose end from their earlier adventures: the resettlement of refugee colonists from a destroyed planet, whose lives have depended so long on the godlike artificial intelligence that guided them through space, they ability to survive without it is now in doubt. At the same time, Kirk, Spock, and McCoy, back together now after almost three years, must relearn how to work together in a story that examines this iconic relationship as never before. Star Trek: Corps of Engineers: Aftermath [Simon and Schuster](#) The U.S.S. da Vinci is at last ready to resume its mission after the catastrophic events of Wildfire -- but before the ship can even leave Spacedock, a mysterious alien vessel appears out of nowhere in San Francisco. With the aid of Captain Montgomery Scott and former Starship Enterprise™ and Deep Space Nine™ engineer Miles O'Brien, the S.C.E. must investigate the alien vessel and learn if this is an attack, a first contact -- or something worse.... What they find may land the Federation in the midst of an interdimensional war, as Commander Sonya Gomez works with Starfleet legends from two generations to untie the secrets of the alien ship before it's too late! Star Trek: Titan #5: Over a Torrent Sea [Simon and Schuster](#) As the Federation recovers from the devastating events of Star Trek: Destiny, Captain William Riker and the crew of the U.S.S. Titan are ordered to resume their deep-space assignment, reaffirming Starfleet's core principles of peaceful exploration. But even far from home on a mission of hope, the scars of the recent cataclysm remain with them as they slowly rebuild their lives. The planet Droplet is a world made mostly of water without a speck of solid ground. Life should not exist here, yet it thrives. Aili Lavena, Titan's aquatic navigator, spearheads the exploration of this mysterious world, facing the dangers of the vast, wild ocean. When one native species proves to be sentient, Lavena finds herself immersed in a delicate contact situation, and Riker is called away from Deanna Troi at a critical moment in their marriage. But when good intentions bring calamity, Lavena and Riker are cut off from the crew and feared lost. Troi must face a life-changing event without her husband, while the crew must brave the crushing pressures of the deep to undo the global chaos they have triggered. Stranded with her injured captain, Lavena must win the trust of the beings who control their fate -- but the price for Riker's survival may be the loss of everything he holds dear. Star Trek: The Next Generation: Greater than the Sum [Simon and Schuster](#) The Starship Rhea has discovered a cluster of carbon planets that seems to be the source of the quantum energies rippling through a section of space. A landing party finds unusual life-forms inhabiting one of the planets. One officer, Lieutenant T'Ryssa Chen -- a half-Vulcan -- makes a tenuous connection with them. But before any progress can be made, the Rhea comes under attack from the Einstein -- a Starfleet vessel now controlled by the Borg. The landing party can only listen in horror as their comrades are assimilated. The Borg descend to the planet, and just as Chen accepts that she will be assimilated, the lieutenant is whisked two thousand light-years away. A quantum slipstream -- instantaneous transportation -- is controlled by these beings in the cluster, and in the heart of the cluster there is now a Borg ship. Cut off from the rest of the Borg collective, the Einstein cannot be allowed to rejoin it. For the sake of humanity, the Borg cannot gain access to quantum slipstream technology. Starfleet Command gives Captain Picard carte blanche: do whatever he must to help the beings in the cluster, and stop the Einstein no matter the cost. Rogue [Simon and Schuster](#) A distant planet in turmoil becomes the focus of a series of conspiracies, treachery, and betrayal that transforms old friends into bitter enemies, as Captain Picard and his crew tangle with the sinister minions of Starfleet's mysterious Section 31. Original. Star Trek: Titan #3: Orion's Hounds [Simon and Schuster](#) As the U.S.S. Titan ventures beyond the outermost reaches of known space, the telepaths in her crew -- including Diplomatic Officer Deanna Troi -- are overwhelmed by an alien cryof distress, leading the ship to the scene of a shocking act of carnage: a civilization of interstellar "whalers" preying upon and exploiting a familiar species of sentient spaceborne giants. Appalled but reluctant to rush to judgment, Captain William Riker and his crew investigate, discovering a cosmic spawning ground in a region of active star formation -- the ecosystem for a bewildering array of diverse but similarly vast life-forms. While attempting to negotiate an end to the victimization of these creatures, Riker's crew inadvertently grants them the means to defeat their hunters' purpose...only to learn that things are not exactly as they seem. Typhon Pact: The Struggle Within [Simon and Schuster](#) 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.... The Captain's Oath [Simon and Schuster](#) 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. Rise of the Federation: Uncertain Logic [Simon and Schuster](#) An original novel continuing the saga of the TV series Star Trek: 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!™, ®, & © 2015 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved. Star Trek: Deep Space Nine: Hollow Men [Simon and Schuster](#) At the turning point of the Dominion War, Captain Benjamin Sisko of Starbase Deep Space 9™, facing certain defeat by the relentless forces of the Jem'Hadar and the Cardassians, went through with a secret plan to secure the aid of the Federation's longtime adversaries, the Romulans. What began as a desperate attempt to save lives became a descent into an abyss of deception, moral compromises, and outright criminal acts, as Sisko sacrificed every ideal he held dear in order to preserve the civilization that espoused those selfsame principles. Now the aftermath of that choice is revealed for the first time as Sisko is summoned to Earth to take part in the first Allied talks to come out of the Federation's new partnership with the Romulans. But Sisko's conscience weighs heavily on him, compelling him to seek some kind of penance for what he has done...while elements within Starfleet itself set in motion a scheme to use Elim Garak as a pawn against a human political dissident who may hold the key to the outcome of the war. HOLLOW MEN A TALE OF THE DOMINION WAR Star Trek: The Darkness Drops Again [Simon and Schuster](#) Mere Anarchy A new six-part epic covering thirty years of Star Trek® history, continuing with an adventure that takes place between The Motion Picture and The Wrath of Khan ! Book 4: The Darkness Drops Again The rebuilding of Mestiko is starting to make progress: the atmosphere is partially restored and Federation scientists are introducing new methods of replenishing the planet's biosphere. But their efforts are being stymied by the growing power of the mar-Attya, who shun all offworlders. The arrival of the Starship Enterprise under the command of James T. Kirk proves less than fortuitous, as the ship becomes a flashpoint for all of Mestiko's troubles. Now Raya elMora, the leader of the planetary council, finds herself facing exile -- which could spell doom for Mestiko.... Rise of the Federation: Live by the Code [Simon and Schuster](#) "Based upon Star Trek created by Gene Roddenberry and Star Trek: Enterprise created by Rick Berman & Brannon Braga." Star Trek: Coda: Book 1: Moments Asunder [Simon and Schuster](#) "Story by Dayton Ward, James Swallo, and David Mack. Based on Star Trek and Star Trek: the next generation created by Gene Roddenberry. Star Trek: Deep space nine created by Rick Berman & Michael Piller. Star Trek: Voyager created by Rick Berman & Michael Piller & Jeri Taylor." Star Trek: Enterprise: Rise of the Federation: Tower of Babel [Simon and Schuster](#) 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 Farther Shore [Simon and Schuster](#) The Earth is in the crosshairs of an unrelenting Borg

plague in this white-knuckled Star Trek thriller featuring Admiral Janeway and her crew. When an unstoppable Borg plague breaks out upon Earth, blame quickly falls on the newly returned crew of the U.S.S. Voyager. Did Kathryn Janeway and the others unknowingly carry this insidious infection back with them? Many in Starfleet think so, and Seven of Nine, in particular, falls under a cloud of suspicion. Now, with a little help from the U.S.S. Enterprise, Admiral Janeway must reunite her crew in a desperate, last-ditch attempt to discover the true source of the contagion and save Earth itself from total assimilation into a voracious new Borg Collective. But time is running out. Has Voyager come home only to witness humanity's end? **The Lost Era: The Buried Age** [Simon and Schuster](#) The mysterious "missing years" of Captain Picard's life—before he commanded the Enterprise—are revealed at last in this Star Trek: The Next Generation novel! 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. **Hearts and Minds** [Simon and Schuster](#) 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. **The Lives Of Dax** [Simon and Schuster](#) Three hundred fifty-seven years, nine lives, one soul—all are Drax. Mother, father, engineer, ambassador, scientist, statesman, serial killer, Starfleet officer: At one time or another, Dax has been all of these things and more. The near-immortal part of a composite species known as the Trill, Dax is a sentient, wormlike symbiont joined body and mind to a succession of humanoid hosts, carrying the memories of each lifetime into the next. Each incarnation is different. Each has its own personality, its own triumphs, its own tragedies, its own dreams—and each one is Dax. Here for the first time are tales from the lives of one of the most unique and compelling Star Trek characters ever created, told by voices as diverse as the hosts themselves: Steven Barnes, Michael Jan Friedman, L. A. Graf, Jeffrey Long, S. D. Perry, Judith and Garfield Reeves-Stevens, Kristine Kathryn Rusch, Robert Simpson, and Susan Wright. Much more than an anthology, this unique collection of stories weaves the tapestry of one being's life...through three and a half centuries of history in the Star Trek universe. Imagine who she's known. Imagine what he's seen. **Rise of the Federation: Patterns of Interference** [Simon and Schuster](#) 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. **Rise of the Federation: A Choice of Futures** [Simon and Schuster](#) An original novel set in the universe of Star Trek: Enterprise! A new nation has arisen from the ashes of the Romulan War: the United Federation of Planets, an unprecedented union of diverse species cooperating for the good of all. Admiral Jonathan Archer—the former captain of the Earth starship Enterprise, whose efforts made this union possible—envisions a vibrant Federation promoting galactic peace and a multispecies Starfleet dedicated to exploring strange new worlds. Archer's former crewmates, including Captain T'Pol of the U.S.S. Endeavour and Captain Malcolm Reed of the U.S.S. Pioneer, work with him to secure that bright future. Yet others within the Federation see its purpose as chiefly military, a united defense against a dangerous galaxy, while some of its neighbors view that military might with suspicion and fear. And getting the member nations, their space fleets, and even their technologies to work together as a unified whole is an ongoing challenge. When a new threat emerges from a force so alien and hostile that negotiation seems impossible, a group of unaligned worlds asks Starfleet to come to its defense, and the Federation's leaders seize the opportunity to build their reputation as an interstellar power. But Archer fears the conflict is building toward an unnecessary war, potentially taking the young nation down a path it was never meant to follow. Archer and his allies strive to find a better solution...but old foes are working secretly to sabotage their efforts and ensure that the great experiment called the Federation comes to a quick and bloody end. ™, ®, & © 2013 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.