

Typhon Pact 1 Zero Sum Game Star Trek Typhon Pact

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.

Aspy for the Typhon Pact -- a new political rival of the Federation -- has stolen the plans for Starfleet's latest technological advance: the slipstream drive. To stop the Typhon Pact from unlocking its 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 to develop -- and for whom he has long harboured passionate feelings. Bashir and Douglas must infiltrate a world controlled by 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 USS 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...

In all of his travels Captain Jean-Luc Picard has never faced an opponent more powerful than Q, a being from another continuum that Picard encountered on his very first mission as Captain of the Starship Enterprise™. In the years since, Q has returned again and again to harass Picard and his crew. Sometimes dangerous, sometimes merely obnoxious, Q has always been mysterious and seemingly all-powerful. But this time, when Q appears, he comes to Picard for help. Apparently another member of the Q continuum has tapped into an awesome power source that makes this being more powerful than the combined might of the entire Q continuum. This renegade Q is named Trelane, also known as the Squire of Gothos, who Captain Kirk and his crew first encountered over one hundred years ago. Q explains that, armed with this incredible power, Trelane has become unspeakably dangerous. Now Picard must get involved in an awesome struggle between super beings. And this time the stakes are not just Picard's ship, or the galaxy, or even the universe, this time the stakes are all of creation.

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

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When Captain Sulu and his crew are kidnapped, it's up to Captain Kirk to rescue them in this Star Trek adventure set during The Original Series era. Captain Sulu of the U.S.S. Excelsior and his crew are kidnapped. When Federation-conducted negotiations come to a standstill, Captain James Kirk and the former officers of the U.S.S. Enterprise™ reunite to rescue their old comrade. The officers learn carrying out their mission could prove difficult when they encounter the kidnappers—a greedy little-known race called the Thraxians, who believe their way is the only way. Now the Thraxians are demanding super-powerful weapons in exchange for the hostages. With no other alternatives, Kirk is forced to consider giving in to the Thraxians to save the Excelsior crew—a decision that could save a few, but endanger the lives of an entire star system...

A boy looks up. He sees a Cardassian's hand on his shoulder and knows that this is usually a prelude to a beating or, if he is fortunate enough, arrest. The boy knows how many disappeared during the Occupation of Bajor. So he does the one thing he can think of: he bites the Cardassian. Then the nightmare begins. He is ripped from the family that took him in as an orphan, clothed him, fed him, always loved him unconditionally. And no matter how earnest, how caring the commander of Deep Space 9 is, the boy knows this is all a horrible mistake. How can someone from Starfleet judge him by what he looks like, not by what he is? He prays to the Prophets; he is Bajoran. They all keep telling him that the test proves the large Cardassian man is his father, that the other Cardassian -- that oily gul -- took him away from his father. But the boy keeps telling them that he is Bajoran, he only wants to go home with his father. So they send Rugal home -- to Cardassia. On the homeworld of the Cardassian Union where sacrifice and devotion to the state are surpassed only by the government's need to keep its people in check, one very lonely boy discovers that if he doesn't resist, his life -- like those of so many others -- will be added to the tally of the never-ending sacrifice.

SEIZE THE FIRE 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. . . .

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 first novel in an epic crossover trilogy uniting characters from every corner of the Star Trek universe, revealing the shocking origin and final fate of the Federation's most dangerous enemy—the Borg. Half a decade after the Dominion War and more than a year after the rise and fall of Praetor Shinzon, the galaxy's greatest scourge returns to wreak havoc upon the Federation—and this time its goal is nothing less than total annihilation. Elsewhere, deep in the Gamma Quadrant, an ancient mystery is solved. One of Earth's first generation of starships, lost for centuries, has been found dead and empty on a desolate planet. But its discovery so far from home has raised disturbing questions, and the answers harken back to a struggle for survival that once tested a captain and her crew to the limits of their humanity. From that terrifying flashpoint begins an apocalyptic odyssey that will reach across time and space to reveal the past, define the future, and show three captains—Jean-Luc Picard of the U.S.S. Enterprise, TM William Riker of the U.S.S. Titan, and Ezri Dax of the U.S.S. Aventine—that some destinies are inescapable.

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.

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.

Sam and Dean Winchester know all the secrets their father recorded in his journal. Now you can, too. On November 2, 1983, Sam and Dean Winchester lost their mother to a demonic supernatural force. In the wake of the tragedy, their father, John, set out to learn everything he could about the paranormal evil that lives in the dark corners and on the back roads of America . . . and how to kill it. In his personal journal, he not only compiled folklore, legend, and superstition about all manner of otherworldly enemies but he also recorded his experiences—hunting the creature that killed his wife even as he raised his two sons. Part prequel, part resource guide, John Winchester's Journal finally gives fans the ultimate companion book for Supernatural. It's all here: the exorcism Sam and Dean used in "Phantom Traveler," John's notes on everything from shape-shifters to Samuel Colt, Dean's first hunt, Sam's peewee soccer team . . . and John's single-minded pursuit of a growing and deadly evil.

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. **THEIR MOST DAUNTING MISSION WILL BE THEIR FINEST HOUR.** The epic Star Trek: Coda trilogy comes to a shattering conclusion as the Temporal Apocalypse forces Starfleet's greatest heroes to make the greatest sacrifices of their lives. ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

The omnibus edition of an epic crossover trilogy uniting characters from every corner of the Star Trek universe, and revealing the shocking origin and final fate of the Federation's most dangerous enemy--the Borg. **DESTINY #1: GODS OF NIGHT THE BORG RETURN—WITH A VENGEANCE.** Blitzkrieg attacks by the Borg leave entire worlds aflame. No one knows how they are slipping past Starfleet's defenses, so Captain Picard and the crew of the Enterprise have to find out—and put a stop to it. Thousands of light-years away, Captain Riker and the crew of the Titan follow bizarre energy pulses to a mysterious, hidden world. But what they find there is a figure out of history: a Starfleet captain long thought dead. At the same time, in the Gamma Quadrant, a new captain and her crew investigate the wreck of the Earth starship Columbia NX-02, missing in action for more than two centuries. Four starships. Four captains. Four lives about to intersect—and discover their shared Destiny. **DESTINY #2: MERE MORTALS IT'S A CLASH OF CIVILIZATIONS.** The Borg have found a secret passage through subspace and are using it to attack the Federation. But the passage is one of many that the Enterprise crew finds inside a nebula, and Captain Picard and Captain Dax must find the right one—and lead a counterstrike to stop the impending Borg invasion. Meanwhile, Captain Riker and the Titan's crew are held captive by the reclusive and powerful aliens known as the Caeliar. The Titan's freedom hinges on the action of fellow prisoner Erika Hernandez, commander of the long-lost Earth starship Columbia. Hernandez has lived among the Caeliar for centuries—enduring disasters, accidental time-travel, and interstellar exile. After so long as their prisoner, will she dare to fight for her freedom? Or is an eternity in captivity her inescapable Destiny? **DESTINY #3: LOST SOULS THE FINAL BATTLE HAS BEGUN.** An armada of several thousand Borg cubes has wiped out a fleet of ships sent by the Federation and its allies. The Collective's goal this time isn't assimilation—it's extermination. Captain

Picard, Captain Riker, and Captain Ezri Dax unite in a final desperate bid to halt the Borg's genocidal march through known space. But their three starships—the Enterprise, the Titan, and the Aventine—are no match for the Borg armada. Or are they? With them is Erika Hernandez, former captain of the Columbia. She has powers and insight gained from centuries of living with the aliens known as the Caeliar. She can end the Borg threat forever—or transform it into an unstoppable menace that will devour the galaxy. Destruction or salvation—only one can be her final Destiny.

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

The second novel in a two-part Typhon Pact adventure set in the universe of *Star Trek: The Next Generation*. 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.

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....

An epic new Star Trek saga by New York Times bestselling author Greg Cox set during the original five-year mission! The planet Vok is holding its first free elections after years of oppressive military rule. Captain James T. Kirk and the crew of the Starship Enterprise have been dispatched by Starfleet to serve as impartial observers, but remaining neutral proves a challenge, as Kirk confronts a tangled web of scandal, conspiracy, and assassination plots—with the stability of an entire sector at stake. To make matters worse, Dr. Leonard McCoy has vanished while on a mission of mercy to Braco, a nearby planet only a system away. With Kirk unable to abandon his vital mission on Vok to hunt for his friend, it's up to First Officer Spock and Christine Chapel to lead a team in search of the missing doctor, even if it means risking whatever fate befell McCoy. Unknown to his friends and crewmates, however, McCoy has been spirited away to another world, Ozalor, where he's expected to find a cure for a mysterious ailment plaguing a member of the planet's ruling family. Torn between his Hippocratic oath and his desire to escape, McCoy finds himself at the center of deadly palace intrigues—and a struggle for power that may ultimately consume all three worlds! 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.

Klingon Captain Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace. Suddenly he must fight a secret battle of his own. His empire has a covert plan to shatter the Federation. Only Krenn can prevent a war -- at the risk of his own life!

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

The third and final novel in an epic crossover trilogy uniting characters from every

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

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.

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?

The pulse-pounding new Star Trek thriller from David Mack—a direct sequel to the New York Times bestselling series *The Fall!* Amoral, shrouded in secrecy, and answerable to no one, Section 31 is the mysterious covert operations division of Starfleet, a rogue shadow group committed to safeguarding the Federation at any cost. Doctor Julian Bashir sacrificed his career for a chance to infiltrate Section 31 and destroy it from within. Now it's asking him to help it stop the Breen from stealing a dangerous new technology from the Mirror Universe—one that could give the Breen control over the galaxy. It's a mission Bashir can't refuse—but is it really the shot he's been waiting for? Or is it a trap from which even his genetically enhanced intellect can't escape? ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Years before they served together on board the U.S.S. Enterprise™, Commander William Riker and ship's counselor Deanna Troi had a tempestuous love affair on her home planet of Betazed. Now, their passions have cooled and they serve together as friends. Yet the memories of that time linger and Riker and Troi remain *Imzadi*—a powerful Betazoid term that describes the enduring bond they still share. During delicate negotiations with an aggressive race called the Sindareen Deanna Troi mysteriously falls ill and dies. But her death is only the beginning of the adventure for Commander Riker, an adventure that will take him across time, pit him against one of his closest friends, and force him to choose between Starfleet's strictest rule and the one he calls *Imzadi*.

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.

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

Typhon Pact #1: Zero Sum Game Simon and Schuster

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. . . .

From the New York Times bestselling author of Star Trek: Discovery: Desperate Hours comes an original, thrilling novel set in the universe of Star Trek: The Next Generation! The past returns to haunt Captain Jean-Luc Picard—a crime he thought long buried has been exposed, and he must return to Earth to answer for his role in a conspiracy that some call treason. Meanwhile, the U.S.S. Enterprise is sent to apprehend pirates who have stolen vital technology from a fragile Federation colony. But acting captain Commander Worf discovers that the pirates' motives are not what they seem, and that sometimes standing for justice means defying the law....

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

While searching the Beta Quadrant for an ancient civilization's long-lost quick-

terraforming technology, Captain William T. Riker and the crew of the U.S.S. Titan face a difficult choice after discovering a terrible danger.

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?

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.

The second novel in an epic crossover trilogy uniting characters from every corner of the Star Trek universe, revealing the shocking origin and final fate of the Federation's most dangerous enemy—the Borg. On Earth, Federation President Nanietta Bacco gathers allies and adversaries to form a desperate last line of defense against an impending Borg invasion. In deep space, Captain Jean-Luc Picard and Captain Ezri Dax join together to cut off the Collective's route to the Alpha Quadrant. Half a galaxy away, Captain William Riker and the crew of the Starship Titan have made contact with the reclusive Caeliar—survivors of a stellar cataclysm that, two hundred years ago, drove fissures through the structure of space and time, creating a loop of inevitability and consigning another captain and crew to a purgatory from which they could never escape. Now the supremely advanced Caeliar will brook no further intrusion upon their isolation, or against the sanctity of their Great Work. For the small, finite lives of mere mortals carry little weight in the calculations of gods. But even gods may come to understand that they underestimate humans at their peril.

As the Federation and Cardassia Prime celebrate their strengthening ties and the Cardassian

ambassador to the Federation arranges a glittering diplomatic reception, forces who oppose the alliance prepare to make their move.

Few films have been so keenly awaited or the subject of so much internet debate as the twelfth Star Trek movie -- the first since 2002 -- which is scheduled to be released in May 2009.

Directed by J.J. Abrams, creator of cutting-edge cult television shows *Lost* and *Alias*, the film is expected to launch the Star Trek franchise into a new stellar era. Going back to the very beginnings of the classic Star Trek, the film tells how James T. Kirk, the half-Vulcan Spock, Dr McCoy, engineer Montgomery Scott and crew members Chekov, Sulu and Uhura first came together as rookie Starfleet recruits, and how they embraced the destiny that would later send them out across the galaxy accompanied by the immortal words: 'These are the voyages of the Starship Enterprise...' A largely brand new cast including Chris Pine as Kirk, Zachary Quinto (Heroes) as Spock, Simon Pegg as Scotty, Karl Urban as McCoy alongside Eric Bana, Winona Ryder and Leonard Nimoy will bring Star Trek to a whole new audience, while at the same time Alan Dean Foster's novelization will enthrall both existing fans and a new generation of readers.

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. . . .

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.

Book One in the New York Times bestselling *Cold Equations* 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?

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