

## Requiem Star Trek The Next Generation

A thrilling Star Trek adventure novel featuring Captain Kirk and members of the original crew as they face an unknown phenomenon headed to destroy a planet and its possible origins of a past coming back to haunt them. Lt. Jon Anderson is the newest security officer aboard the U.S.S. Enterprise. He joins the crew at a time of mounting tension between the Federation and the Klingon Empire.

Previous battles have been inconclusive, but Starfleet Command fears that the Klingons are gearing up for a major offensive. The Enterprise would be on the front lines of an all-out interstellar war. But Lieutenant Anderson has a secret: he is actually a Klingon infiltrator assigned to sabotage Starfleet from within. His first mission: kill Capt. James T. Kirk.

The world Capulon IV is finally ready to join the Federation after years of waiting. All that remains is the ruler's coronation and a routine signing of the final treaty.

When the crew of the U.S.S. Enterprise™ and their passengers -- a group of women from a religious order dedicated to helping the downtrodden -- arrive for the event they expect to find a world willing and happy to receive them. Instead, they encounter deceit and treachery. The crown prince, once excited and eager to join the Federation, now refuses even to speak with Captain Picard. Beaming to the surface in an attempt to work out the problem, Picard, Troi, and Mother Veronica, the abbess of the nuns, are drugged and captured. Now they must somehow escape and stop the crowning. If they cannot prevent it, the King will be omnipotent, with the power to destroy the Starship Enterprise and all of Capulon IV as well...

Ever since the fall of the Thallonian Empire, Si Cwan has been searching for his younger sister, the only other survivor of the royal family. His quest has been a hard one, filled with many disappointments, but now it may be nearing its end....

On the planet Montos, a mysterious young woman, whose past is shrouded in secrecy, finds herself pursued by both the fanatical Redeemers and a vicious race of feral predators known only as the Dogs of War. All are in search of information regarding the true nature and location of the Quiet Place, a mystical realm celebrated in myth and legend. Only this same woman, now called Riella, may hold the secret of the Quiet Place, a secret that the Redeemers and others will kill to possess. Is Riella indeed Si Cwan's long-lost sister? Before he can learn the truth, he and his crewmates must brave the unchecked savagery of the Dogs of War -- and enter the terrifying heart of the Quiet Place.

In 1997, Star Trek: New Frontier® debuted and became an instant sensation, chronicling the exciting adventures of Captain Mackenzie Calhoun and the U.S.S. Excalibur, as told by New York Times bestselling author Peter David. Now, over a dozen books later, Peter David has gathered some of the finest Star Trek authors to tell new tales of the Excalibur crew: Dayton Ward's thrilling adventure from Calhoun's sordid past Loren L. Coleman's tale of Shelby's first experience with the Borg Robert Greenberger's origin of "Lefler's Laws" Susan Shwartz's

adventure with Soleta and Ambassador Spock Terri Osborne's chronicle of Selar's encounter with the Q David Mack's tale of the longest day of Zak Kebron's life plus stories by Keith R.A. DeCandido, Susan Wright, Josepha Sherman, Ilsa J. Bick, Kevin Dilmore, Christina F. York, Robert T. Jeschonek, Peg Robinson, Mary Scott-Wiecek, Allyn Gibson, and Glenn Hauman & Lisa Sullivan. Added Bonus! Peter David himself tells the untold story of Calhoun and Shelby's honeymoon on Xenex!

The Hidran race and the Klingon Empire have been at each other's throats for seventy years, and Captain Jean-Luc Picard has been asked to do the near-impossible: take the U.S.S. Enterprise™ to the planet Vexx to mediate a treaty that will end the conflict between these two aggressive species. Things get off to a rocky start -- then turn deadly as the Hidran ambassador mysteriously dies, and kills a Klingon delegate as a last act of vengeance. When Lt. Worf is charged with the ambassador's assassination, and Commander Riker and Counselor Troi are trapped far below the surface of the planet, Captain Picard must not only act to save the Hidranas and Klingons from each other, but to save his Klingon officer from a hideous death sentence...

The great scientific, astronomical and technological advances of the 20th century inspired the science fiction genre to imagine distant worlds and futures, far beyond the discoveries of the here and now. This book explores science fiction films, television series, novels and short stories--from *Lost in Space* (1965-1968) to *Fringe* (2008-2013) to the works of Isaac Asimov and Stephen Baxter--with a focus on their underlying concepts of physics and astronomy. Assessing accuracy and plausibility, the author considers the possibilities of solar system, interstellar and faster than light travel; intelligent planets, dark (anti-) matter, the multiverse and string theory, time travel, alternate universes, teleportation and replication, weaponry, force fields, extraterrestrial life, subatomic life, emotional robots, super-human and parapsychological powers, asteroid impacts, space colonies and many other topics.

The Enterprise orbits Ee'iauo in a desperate race to save the inhabitants from a deadly plague. Uhura's secret songs may hold the key to a cure.

Studying the Star Trek myth from the original 1960s series to the 2009 franchise-reboot film, this book challenges frequent accusations that the Star Trek saga refuses to represent queer sexuality. Arguing that Star Trek speaks to queer audiences through subtle yet provocative allegorical narratives, the analysis pays close attention to representations of gender, race, and sexuality to develop an understanding of the franchise's queer sensibility. Topics include the 1960s original's deconstruction of the male gaze and the traditional assumptions of male visual mastery; constructions of femininity in *Star Trek: Voyager*, particularly in the relationship between Captain Janeway and Seven of Nine; and the ways in which *Star Trek: Enterprise's* adoption of neoconservative politics may have led to its commercial and aesthetic failure.

Star Trek - The Next Generation: Requiem Roman Heyne Verlag

The surviving crew of the Excalibur are assigned to new posts within Starfleet as Captain Shelby attempts to prevent a war and Dr. Selar struggles with his own demons. Original.

A Klingon assassin has infiltrated the U.S.S. Enterprise. His mission: To ambush the horrible, dishonorable Captain James T. Kirk. But when Kirk turns out not to be what his Klingon superiors had said he was, the Klingon assassin must decide whether to do what he was told to do, or to follow the dictates of his honor. Every person has a story, and those who are lucky enough to share the voyages of Capt. James T. Kirk aboard the Starship Enterprise™ have stories unlike anyone else's. Some live, some die, but even those who serve below deck sometimes make all the difference in the universe! The news from Starfleet Command is grim: a full-scale war against the Klingon Empire is coming, a war that the Federation may not be able to win. In anticipation of a monumental conflict, the U.S.S. Enterprise™ is assigned to guard a vital starbase located perilously close to Klingon space. But even as Kirk's mission brings him into a tense confrontation with an invading Klingon battle cruiser, an equally deadly menace lurks within the ranks of his own crew: Klingon infiltrator agents, posing as Starfleet officers and sworn to destroy the enemies of the Empire—even at the cost of their own honor!

More than four hundred men and women serve aboard the USS Enterprise. While we are very familiar with Kirk and Spock, what do we know of those who live, and sometimes die, under their command? These are the best of the Federation, men and women of exceptional courage and skill. But not all of them can be trusted. Lieutenant Jon Anderson is the newest security officer aboard the Enterprise, joining the crew at a time of mounting tension between the Federation and the Klingon Empire. Previous battles have been inconclusive, but Starfleet Command fears that the Klingons are gearing up for a major offensive, and the Enterprise would be on the front line of an all-out interstellar war. Lt Anderson, however, has a secret: he is a Klingon infiltrator, assigned to sabotage Starfleet from within. His first mission: kill Captain James T Kirk. Captain Calhoun and the crew of the U.S.S. Excalibur are on Thallon when their sensors detect strange vibrations coming from beneath the surface of the planet. Original.

The mischievous super-being Q joins forces with his nemesis, Captain Picard, to save the universe from the Maelstrom, a metaphysical whirlpool that destroys reality, time, and space.

There are more than four hundred crew members on a Federation starship, and each of the men and women who serve under Captain James T. Kirk has his or her own story. Each has a different part to play in the saga of the USS Enterprise -- and the role of one in particular stands out from the rest... The USS Enterprise is patrolling the Klingon border when sensors detect a massive power source on a planet supposedly without advanced technology. Suspecting a Klingon plot, Kirk beams down to investigate in person, accompanied only by Dr McCoy and a small security team. But Kirk is in danger from an unexpected quarter, for the landing party includes Lieutenant Jon Anderson -- and Anderson is a Klingon agent on an undercover mission, briefed to report on the Enterprise and its crew. Anderson does not know if the Klingon Empire is at work on the unnamed planet, but if it is, then his duty requires that Kirk be stopped -- by any means necessary.

When a famous Federation scientist dies, his son puts his inventions up for sale to the highest bidder, be they Federation, Klingon, Romulan, or Cardassian. Among the items at auction is a photon pulse canon capable of punching through a starship's shields with a single shot. Meanwhile, Wesley Crusher is kidnapped from the Academy by renegade Ferengi who have set their sights on the photon canon as well, and Captain Picard must outmaneuver enemies on every side to save Wesley and protect the Enterprise™ from the deadly fire of the new canon.

SPECIAL DOUBLE-SIZED ISSUE! The next chapter in 2021's Netflix global phenomenon begins here as MARK MILLAR returns for the sequel to one of his most critically acclaimed series. Chloe and Hutch have gotten married and had more children. The superheroes are working in harmony with humanity and creating a perfect world. But all is not well in the Garden of Eden as the Sampson family gets ripped apart and the secrets of the Netflix show's mysterious island begin to be revealed. Order big, as this will be a juggernaut!

Poised on the verge of interstellar war, Captain Kirk's last best hope that the Federation can stop the Klingons is the people of Organia, avowed pacifists. Forced to disguise themselves as interstellar traders, Captain Kirk and Mister Spock are trapped on the primitive world of Organia as Klingon Defense Forces occupy the planet. Determined to make the Organians see that they need not bow to oppression, the Starfleet officers sabotage Klingon materiel. In retaliation, the Klingon captain, Kor, executes many Organians. Unconcerned, the Council of Elders begs Kirk and Spock to stop the violence. While in deep space the forces of Starfleet and the Klingon Empire scramble to position their fleets for the first onslaught of what could be a long and deadly war. A Klingon assassin has infiltrated the U.S.S. Enterprise. His mission: To ambush the horrible, dishonorable Captain James T. Kirk. But when Kirk turns out not to be what his Klingon superiors had said he was, the Klingon assassin must decide whether to do what he was told to do, or to follow the dictates of his honor. There are more than four hundred sagas aboard the Starship Enterprise™, one for each of the unique men and women serving under the command of Capt. James T. Kirk. For years their personal adventures, their individual struggles and successes, have gone largely untold...until now. The U.S.S. Enterprise™ is patrolling the Klingon border when sensors detect a massive power source on a planet supposedly populated only by a race of primitive humanoids. Suspecting some sort of Klingon plot, Captain Kirk decides to investigate the matter personally, beaming down to the planet with Dr. McCoy and a team of security officers. But Kirk is in more danger than he knows. Among the landing party is Lt. Jon Anderson, a Klingon infiltrator on an undercover mission aboard the Enterprise. Anderson does not know if the Empire is at work on the unnamed planet, but if it is, then his duty demands that Kirk be stopped—by all means necessary.

The United Federation of Planets and the Klingon Empire stand on the brink of war. Captain James T. Kirk and the Starship Enterprise™ are sent back to System 7348 -- site of a previous skirmish with the Klingons -- for a confrontation with the I.K.S. D'k Tahg under the command of Captain Koloth. Even as the two great ships face each other, trouble is brewing among their crews. On the Enterprise, Lieutenant Leslie Parrish is pregnant with a half-Klingon child and must face a critical decision about her future, while Section Chief Michael Fuller still carries the wounds of the twenty-five-year-old Battle of Donatu V, of which he was one of the few survivors -- not to mention his



grief over the death of his son, recently killed in battle against the Klingons. On the D'k Tahg, First Officer Karel finds himself trapped between the scheming, dishonorable Councillor Duras and his commanding officer, Koloth. While the stakes only seem to be the possession of a single star system, the ramifications may spread throughout the Klingon Empire, as they find themselves at a crossroads between conquest and honor! As the Enterprise prepares to return home from its mission defending the colonists, their relief ship arrives badly damaged and the crew must help with repairs while the colony faces its gravest challenge. Original.

This is the third edition of "Lessons Learned from Star Trek". This updated e-book is a collection of articles, which in an entertaining way, discuss important philosophical and moral issues, that our world is facing, by using the themes from the science fiction series, Star Trek. If you are a Trekkie, nor never heard of the TV series; this book is for everybody, and provides an entertaining overview of the franchise. Our world is facing so many problems today, and humanity needs to look to the lessons seen in Star Trek, as the perfect guide to help all of us discuss as a society, on how we can come together to create a better world. The world needs Star Trek, now, more than ever!

Lieutenant Robin Lefler's mother died in a shuttle explosion ten years ago. So is the woman being held prisoner in Thallonian space really her? If it is, what is her connection to the mysterious woman holding a weapon that could doom entire worlds? With the lives of billions at stake, Robin Lefler, Captain Calhoun and the crew of the U.S.S. Excalibur must find the answers before time runs out for them and for the struggling remnants of the once-great Thallonian Empire.

When the Ferengi plan to enslave the people of Megara and use them to destroy the Federation, Captain Jean-Luc Picard of the Starship Enterprise must try to convert a duplicitous ambassador to the planet to good. Original.

Before he commanded the Starship Enterprise, Jean-Luc Picard was the captain of the deep space exploration vessel, the U.S.S. Stargazer, on an incredible twenty-two year voyage. Now Picard is reunited with his old crew for the first time in over a decade, on a mission to see his former first officer installed as ruler of the Daa'Vit Empire. The reunion turns deadly when a ruthless assassin begins eliminating the U.S.S.

Stargazer crew one by one. Picard's present and former shipmates must join forces to solve the mystery of the Captain's past, before the killer strikes again.

When the U.S.S. Excalibur was suddenly and mercilessly destroyed, Starfleet lost one of its finest starships. But the crew members of the Excalibur lost their captain...and their home. Now, in mourning for their ship and Captain Mackenzie Calhoun, First Officer Elizabeth Shelby and the rest of the crew await new assignments For Lieutenant Soleta, that means a painful reunion with her Romulan father, while Zak Kebron and Mark McHenry are sent undercover to investigate a series of mysterious alien abductions an a low-tech world. Going their separate ways throughout the Alpha Quadrant, the Excalibur's survivors must face diverse challenges and dangers on their own. The ship is history, but the adventure continues...

Having made a pact to collaborate, Richard and Buckingham purge one opponent after the next. What will Richard do next in order to lay claim to the crown? Meanwhile, Elizabeth prepares for a counterattack... -- VIZ Media

Twenty-five years ago, Captain Jean-Luc Picard conducted breakthrough negotiations with an aggressive race called the Gorn. Now, on the anniversary of that achievement,

Captain Picard and the U.S.S. Enterprise™ are headed for the Gorn Homeworld to continue that important work. But when the ship stops to investigate a mysterious alien artifact, Captain Picard is suddenly hurled through time and space. Just as Commander Riker and the Starship Enterprise™ crew begin an impossible search for their captain, the Gorn summit goes terribly wrong. As war looms over the galaxy and Picard is desperately needed on the Gorn Homeworld, the captain finds himself stranded in the past on a planet called Cestus III at a crucial turning point in Federation history. Now, caught in a deadly situation that challenges Picard's most cherished beliefs, he must weigh the fate of a world against the future of the entire Federation...

The crew of the Enterprise must defend a group of colonists against alien attack while helping the settlers unravel the mysteries of their new world. Original.

After rescuing Dr. Leonard McCoy from the Romulans and stealing the sword that symbolizes Romulan power, pride, and tradition, Ael must prevent the Romulans from declaring war against the Klingons and the Federation in order to retrieve their sword. The Cry Of The Onlines Boaco Six -- a once-tranquil Federation colony, now caught up in the throes of revolution. The Enterprise's mission: re-establish contact with the planet, and determine whether or not formal ties between the Federation and Boaco Six should be strengthened. Negotiations between Captain Kirk and the planet's ruling Council of Youngers are proceeding smoothly, until the atmosphere of goodwill is shattered by the sudden destruction of a Boacan -- at the hands of an experimental Starfleet vessel! Now, in order to prevent full-scale war from breaking out, the Enterprise™ must recapture the stolen Starfleet vessel and its abductors. A mission that will require the aid of the galaxy's most reclusive genius -- and bring Captain Kirk face-to-face with the long-buried secrets of his past...

Following the harrowing events of the Errand of Vengeance trilogy, tensions between the Federation and the Klingon Empire are the highest they have been for twenty-five years. Even as Federation Ambassador Robert Fox engages in tense negotiations with his Klingon counterpart to maintain the peace, Captain James T. Kirk of the Starship Enterprise sees his vessel refitted from a ship of exploration to a ship of war. The impact of the coming conflict will be felt by many of the Enterprise crew - and by those on the other side. Amongst them is security supervisor Leslie Parrish, who is stunned to learn she is carrying her dead lover's child - and that he was a Klingon spy, surgically altered to pass as human and infiltrate Kirk's ship. Meanwhile Karel, the brother of the Klingon agent who was posing as John Anderson, faces a crisis of faith and conscience as he sees the Klingon Empire falling into dishonourable ruin... And Michael Fuller, whose son Sam was killed in a battle with Klingons, reenlists in Starfleet. But is he driven by loyalty or revenge?

Without warning, a Starfleet ship is overwhelmed by a mysterious, alien aggressor—one who appears to possess an intimate knowledge of the vessel's tactical technology. Then a second Starfleet ship is attacked. And a third. Twenty-eight-year-old Jean-Luc Picard, captain of the U.S.S. Stargazer—a Constellation-class starship—is ordered to help form a desperate line of defense against the aggressor. But it seems nothing can stop the aliens' headlong plunge into the heart of the Federation. Or rather, nothing in front of them can. Trailing one of the alien attack formations is a tiny Starfleet shuttle with a half dozen crewmembers aboard. One of them is Picard's first officer and best friend, Gilaad Ben Zoma. Another is Arlen McAteer, the ambitious admiral who has

made it his business to relieve Picard of his command. Can Ben Zoma and McAteer work together to unlock the secret of the alien assault? Or will their differences sabotage their effort—and deprive the Federation of its last hope for survival? One hundred years ago, four crewmembers of the "U.S.S Enterprise™ crossed the dimensional barrier and found a mirror image of their own universe, populated by nightmare duplicates of their shipmates. Barely able to escape with their lives, they returned, thankful that the accident which had brought them there could not be duplicated, or so they thought. But now the scientists of that empire have found a doorway into our universe. Their plan is to destroy from within, to replace a Federation Starships with one of their own. Their victims are the crew of the "U.S.S. Enterprise NCC-1701-D, who now find themselves engaged in combat against the most savage enemies they have ever encountered, themselves.

It isn't always those in command of a starship that make the important decisions -- sometimes those below decks can hold the fate of the ship in their hands... The news from Starfleet Command is grim: the Federation is on the brink of a full-scale war against the Klingon Empire -- a war that they may not be able to win. In anticipation of the coming conflict, the USS Enterprise is assigned to guard a strategically vital starbase located close to Klingon space. But even as their mission brings them into a tense confrontation with a Klingon battle cruiser, a equally deadly menace lurks within the ranks of Kirk's own crew: Klingon infiltrator agents, posing as Starfleet officers and sworn to destroy the enemies of the Empire -- even at the cost of their own honour. He is perhaps the ultimate human achievement: a sentient artificial life-form -- self-aware, self-determining, possessing a mind and body far surpassing that of his makers, and imbued with the potential to evolve beyond the scope of his programming. Created by one of the most brilliant and eccentric intellects the Federation has ever known, the android Data has always believed he was unique, the one true fulfillment of a dream to create children of the mind. But is he? Investigating the mysterious destruction of a new android created by Starfleet, Data and the crew of the U.S.S. Enterprise™ uncover startling secrets stretching back to the galaxy's dim past. That knowledge is coveted by beings who will stop at nothing to control it, and will force Data to redefine himself as he learns the hidden history of artificial intelligence.

From Tolkien to Star Trek and from Game of Thrones to The Walking Dead, imaginary worlds in fantastic genres offer highly detailed political worlds beyond capitalism. This book examines the complex ways in which these popular storyworlds offer valuable conceptual tools for anti-capitalist participatory politics.

Eine verlassene Station gibt der Enterprise Rätsel auf Vor fünfundzwanzig Jahres ist es Captain Picard gelungen, Kontakt zu den aggressiven, echsenähnlichen Gorn herzustellen und einen Krieg in der Galaxis zu verhindern. Jetzt eskalieren interne Auseinandersetzungen auf dem Heimatplaneten der Gorn, erneut droht Krieg. Picard soll als Unterhändler der Föderation eine Katastrophe verhindern. Auf dem Weg zur Konferenz entdeckt die Enterprise eine gigantische, offenbar längst verlassene Raumstation. Erste Sondierungen lassen keine Gefahr erkennen, doch als der Captain das Objekt persönlich untersuchen will, erwacht die Station zum Leben. Als der energetische Sturm abebbt, ist der Captain verschwunden.

[Copyright: de576caf9455e472cb2cc894d830f260](https://www.pdfdrive.com/requiem-star-trek-the-next-generation)