

Star Trek Voyager Homecoming 1

A Simon & Schuster eBook. Simon & Schuster has a great book for every reader. 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

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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.

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

When the U.S.S. Voyager is dispatched on an urgent mission to the planet Kerovi, Captain Chakotay and his first officer, Commander Thomas Paris, must choose between following their orders and saving the lives of two of those dearest to them. B'Elanna Torres and her daughter, Miral, are both missing in the wake of a brutal attack on the Klingon world of Boreth. With the aid of their former captain, Admiral Kathryn Janeway -- as well as many old friends and new allies --

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Voyager's crew must unravel an ancient mystery, placing themselves between two warrior sects battling for the soul of the Klingon people...while the life of Miral hangs in the balance. But these events and their repercussions are merely the prelude to even darker days to come. As Voyager is drawn into a desperate struggle to prevent the annihilation of the Federation, lives are shattered, and the bonds that were forged in the Delta Quadrant are challenged in ways that none could have imagined. For though destiny has dealt them crushing blows, Voyager's crew must rise to face their future...and begin a perilous journey in which the wheel of fate comes full circle.

An original novel set in the universe of Star Trek: Voyager—and the sequel to the New York Times bestseller *Protectors!* Admiral Kathryn Janeway has now taken command of the Full Circle Fleet. Her first mission: return to the Delta Quadrant and open diplomatic relations with the Confederacy of the Worlds of the First Quadrant, a civilization whose power rivals that of the Federation. Captain Chakotay knows that his choices could derail the potential alliance. While grateful to the Confederacy Interstellar Fleet for rescuing the Federation starships from an alien armada, Voyager's captain cannot forget the horrors upon which the Confederacy was founded. More troubling, it appears that several of Voyager's old adversaries have formed a separate and unlikely pact that is determined to

bring down the Confederacy at all costs. Sins of the past haunt the crew members of the Full Circle Fleet as they attempt to chart a course for the future. Will they learn much too late that some sins can never be forgiven...or forgotten?
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In 1995, Star Trek: Voyager brought a new dynamic to Star Trek's familiar, starship oriented, show. Lost 70,000 light-years in space, Voyager and its crew faced an uncertain and changeable future, echoing anxieties felt in the United States at the time. These fifteen essays explore the context, characters, and themes of Star Trek: Voyager, as they relate to the culture and zeitgeist of the 1990s. Essays on gender show how the series both challenges and reinforces typical SF stereotypes through the characters of Captain Janeway, Kes and Seven of Nine, while essays on identity examine the show's intersections with disability studies, race and multiracial identities, family dynamics, and emerging AI and humanity. Using the epic journey of Homer's Odyssey as a starting point for the series, and ending with an examination of the impacts of inception at the birth of the internet age, this book shows the many ways in which Voyager negotiated different perspectives for what the future of the galaxy and the USA could be.

An enemy so intractable that it cannot be reasoned with. The entire race thinks with one mind and strives toward one purpose: to add our biological distinctiveness to their own and wipe out individuality, to make every living thing Borg. In over two centuries, the Federation has never encountered a greater threat. Twice Starfleet assembled and threw countless starships to stand against them. The Borg were stopped, the price paid in blood. Humanity breathed a sigh of relief, assuming it was safe. And with the destruction of the transwarp conduits, the Federation believed that the killing blow had finally been struck against the Borg. Driven to the point of extinction, the Borg continue to fight for their very existence, for their culture. They will not be denied. They must not be stopped. The old rules and assumptions regarding how the Collective should act have been dismissed. Now the Borg kill first, assimilate later. When the Enterprise manages to thwart them once again, the Borg turn inward. The dark places that even the drones never realized existed are turned outward against the enemy they have never been able to defeat. What is revealed is the thing that no one believed the Borg could do.

After her father's death on a mountain rescue mission, Kaylie Ames watched her family shatter. So when Kaylie fled Tacoma for college in faraway Austin, she figured that even the worst campus drama would be a relief. But when her old

friend Elliott turns up on his knees in the grocery store aisle, raving about something called a morphis, Kaylie feels compelled to enter Elliott's unfamiliar world. Guided by Elliott and his friends, Kaylie signs on to the massively popular online game Edannair. There she discovers a world of beautiful vistas and magical creatures, where people from all over the globe step into the roles of warriors on fantastical quests. But a real-world evil threatens the players: the mysterious Holder, leader of the elite team known as Sarkmarr, is coercing his followers into traumatic offline dares known as "morphis assignments." To save her friends, Kaylie must infiltrate Sarkmarr and survive the Holder's tests. Will she find the courage there to keep her own family from falling apart?

Mosaic tells the life story of Captain Janeway, a compelling tale of personal bravery, personal loyalty, tragedy and triumph. As told by Jeri Taylor, co-creator and executive producer of Star Trek: Voyager, this is an in-depth look into the mind and soul of Star Trek's newest captain. Deep in the unexplored reaches of the Delta Quadrant, a surprise attack by a fierce Kazon sect leaves Captain Janeway fighting a desperate battle on two fronts: while she duels the Kazon warship in the gaseous mists of a murky nebula, an Away Team led by Lt. Tuvok is trapped on the surface of a wilderness planet -- and stalked by superior Kazon ground forces. Forced to choose between the lives of the Away Team and the

safety of her ship, Captain Janeway reviews the most important moments of her life, and the pivotal choices that made her the woman she is today. From her childhood to her time at Starfleet Academy™, from her first love to her first command, she must once again face the challenges and conflicts that have brought her to the point where she must now risk everything to put one more piece in the mosaic that is Kathryn Janeway.

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

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Captain Kirk has finally escaped the attentions of the Klingons and the Nasgul, but when he discovers a long-thought-dead team of explorers, his problems are only just beginning! Can Kirk and the crew persuade the Worthy to be heroes again? Also in this collection are Babylon 5 creator J. Michael Straczynski's classic, haunting tale *Worldsinger*, and Howard Weinstein (*Star Trek: The Animated Series*) presents an explosive team-up with an unexpected alien race — the Klingon Empire! Written by Peter David (*Fallen Angel*) and *Lost In Space's* Bill Mumy, with artists Gordon Purcell and Ken Hooper, this collection also features ultra-rare interviews with George Takei (Mr Sulu) and William Shatner (Captain Kirk)!

Journeying to the gravesite of James Kirk, a mourning Spock is alarmed when he learns that the Borg have brought Kirk back to life for the purpose of hunting down and killing Jean-Luc Picard. Reprint.

Washed up on a faraway galactic shore, Captain Kathryn Janeway of the U.S.S. *Voyager*[™] faced a choice: accept exile or set a course for home, a seventy-thousand-light-year journey fraught with unknown perils. She chose the latter. Janeway's decision launched her crew on a seven-year trek pursuing an often lonely path that embodied the purest form of the Starfleet adage "to boldly go..."[™] Committed to that difficult road, *Voyager's* crew was rewarded with unimaginable

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experiences on strange and fantastic worlds, encountering exotic alien species and astonishing phenomena...and challenged along the way by conflicts from within as well as from without. Yet none of their adventures tempered their shared determination to find a way back to friends and family.

Join the crew of the original Starship Enterprise in these all-new adventures as they near the conclusion of their five-year mission. Finally returning to Federation space, the Enterprise and her crew find the Federation isn't quite the same as the one they left behind! Kirk grapples with a very personal Klingon threat, even as the Enterprise begins its homecoming victory tour, and the Federation's upcoming presidential election is upended when Harry Mudd enters the race! All this against the backdrop of a sinister malaise threatening to rot the Federation from within. Terrible secrets are revealed, among them the origin of Gary Seven and the grand designs of the shadowy AEGIS organization. Can Kirk and the Enterprise crew excise this corruption, or will the five-year mission end in failure? Collects issues #13–19 of the series.

Those who tried never returned, and those who didn't, always wondered what they were missing by not attempting the perilous journey to 'Heaven'. The official designation of the giant anti-gravity floating disc was 'International Land Extension U.S.23'. But to the people living like sardines in the fam-apts and

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dormitories on the ground below, it was known as 'Heaven'. Government regulations meant that it was almost impossible for a human being to get to 'Heaven' - almost, but no quite, as Vic Sterling found out when he began to hunt for his missing half-brother Johnny Considine. For Johnny, along with over a hundred other rebels, had decided they could no longer stand the living conditions on Earth and had hitched a ride to 'Heaven', a 'Heaven' full of unexpected dangers for Vic when he decided to follow.

The long-awaited follow-up to *Voyager: Architects of Infinity* from the New York Times bestselling author and cocreator of *Star Trek: Picard*! As the crew of the Full Circle fleet works to determine the fate of their lost ship, the *Galen*, a struggle for survival begins at the far edge of the galaxy. New revelations about Species 001, the race that built the biodomes that first drew the fleet to investigate planet DK-1116, force Admiral Kathryn Janeway to risk everything to learn the truth.

Throughout human history, mankind has turned its goals and dreams toward exploration. With wagon trains, ships, satellites and starships, humanity has chosen to seek out the new frontier, to explore new worlds, and to go where no human has gone before—even to the furthest reaches of the Delta Quadrant. There, Captain Janeway and the crew of the *Starship Voyager*[™] have discovered

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many strange and wondrous civilizations...but few as alien as the Chiar. An advanced and scientific people who have made great strides with nanotechnology, the Chiar expanded internally rather than externally. Every inch of their planet is crawling with the tiniest bits and pieces of artificial intelligence imaginable, working in concert as the new lifeblood of this mechanical world. The people themselves are inseparable from their nanites, which layer their skin and provide extra limbs or senses as required. Caught up in a bitter civil conflict, some Chiar will try to take advantage of their meeting with the crew of Starship Voyager. They imagine that their homegrown nanites can harness the incredible power of the deadly Borg, and instead set in motion an experiment that goes devastatingly out of control.

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

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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.

Seven years ago the USS Voyager, embroiled in a three-way conflict with Federation Maquis renegades and the Cardassian warship that was pursuing them, took evasive action and found itself flung by means of a strange alien technology to the furthest corner of the galaxy, the unexplored Delta Quadrant, many thousands of lightyears from home. More than 170 episodes later, Captain Kathryn Janeway and her crew have encountered planets, races, civilisations and phenomena unseen by any other Federation eyes. But no matter the space they have explored or the obstacles they have overcome, their goal has always been the same: the impossible journey home. Will the USS Voyager make it back to Federation space and will her crew ever be reunited with those they left behind? Here is the first chance for UK fans to find out in full what happens in the final, emotive conclusion of the Voyager story.

Kathryn Janeway reveals her career in Starfleet, from her first command to her epic journey through the Delta Quadrant leading to her rise to the top as vice-admiral in Starfleet Command. The woman who travelled further than any human ever had before, stranded decades from home, encountering new worlds and

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species and overcoming one of Starfleet's greatest threats – the Borg – on their own remote and hostile territory.

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.

After seven long years in the Delta Quadrant, the crew of the Starship Voyager now confront the strangest world of all: home. For Admiral Kathryn Janeway and

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her officers, Voyager's miraculous return to planet Earth brings new honours and new responsibilities. For some there are reunions with long-lost loved ones, while for others such as the Doctor and Seven of Nine, there is the challenge of forging new lives in a Federation that seems to hold little place for them. But even as Janeway and the others go their separate ways, pursuing new horizons and opportunities, a strange cybernetic plague strikes Earth, transforming men, women and children into a new generation of Borg. Soon the entire planet faces assimilation, and Voyager -- newly returned from the heartland of the Borg -- may be to blame.

The captains of the Original Series, The Next Generation, Voyager, and Deep Space Nine meet for the first time in a contest of unwilling champions! When a dispute between godlike beings threatens the galaxy, it will take all of Starfleet's best captains to stop them. Join James T. Kirk, Jean-Luc Picard, Kathryn Janeway, and Benjamin Sisko as they go head-to-head in a competition that will determine the fate of the Earth and beyond. Will they be able to emerge victorious, or will they be torn apart by THE Q CONFLICT?

Homecoming Pocket Books/Star Trek

"Based on Star trek created by Gene Roddenberry and Star trek: Voyager created by Rick Berman & Michael Piller & Jeri Taylor."

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Captain Chakotay, one-time Maquis resistance fighter, is ready to prove himself as the new commanding officer of the Starship Voyager - but sceptics back at Starfleet Command are watching him closely for any sign that he will revert to his renegade Maquis ways. His first mission as captain, to transport a group of displaced colonists back to their home planet of Loran II, seems easy enough: make sure the planet is safe for colonisation, unload the settlers, and head back to Earth. He even has an extra reason to enjoy the trip - his sister Sekaya has joined the mission as a spiritual advisor to the gentle and peace-loving colonists. But on Loran II they discover a mysterious storm, an ominously deserted settlement and a hidden threat from Chakotay's past that could destroy them all. Will his career as captain be over before it has even begun?

Tracking a shuttle's distress signal to the nearly deserted Arbuk System, the crew of the U.S.S. Voyager encounters an unusually powerful weapon, an unconscious alien, and a fleet of attacking warships. Original.

NATIONAL BOOK AWARD FINALIST • NATIONAL BESTSELLER • An audacious, darkly glittering novel set in the eerie days of civilization's collapse—the spellbinding story of a Hollywood star, his would-be savior, and a nomadic group of actors roaming the scattered outposts of the Great Lakes region, risking everything for art and humanity. Now an original series on HBO Max. Kirsten Raymonde will never forget the

night Arthur Leander, the famous Hollywood actor, had a heart attack on stage during a production of King Lear. That was the night when a devastating flu pandemic arrived in the city, and within weeks, civilization as we know it came to an end. Twenty years later, Kirsten moves between the settlements of the altered world with a small troupe of actors and musicians. They call themselves The Traveling Symphony, and they have dedicated themselves to keeping the remnants of art and humanity alive. But when they arrive in St. Deborah by the Water, they encounter a violent prophet who will threaten the tiny band's existence. And as the story takes off, moving back and forth in time, and vividly depicting life before and after the pandemic, the strange twist of fate that connects them all will be revealed. Look for Emily St. John Mandel's new novel, *Sea of Tranquility*, coming in April 2022!

The fate of the world lies in their hands... Discover the magic, adventure and romance in award-winning author Christie Golden's *The Final Dance Trilogy*. Now, you can get all three books in one handy bundle: *On Fire's Wings*, *In Stone's Clasp*, and exclusively in eBook format, *Under Sea's Shadow*.

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-

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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.

Faced with skepticism over assignment as the new commanding officer of Voyager in light of his Maquis past, Chakotay accepts his first assignment to transport a group of displaced colonists back to their home planet of Loran II, but when they arrive, they discover a deserted settlement, a mysterious storm, and a dangerous threat from Chakotay's past. Original.

After seven years trapped in the Delta Quadrant, Admiral Kathryn Janeway and the crew of Voyager miraculously find their way home, where they find new opportunities, adventures, and reunions with loved ones, until a mysterious cybernetic plague strikes Earth, transforming humans into a new generation of Borg. Original.

Celebrating the 25th anniversary of the TV series in 2020! Everything you want to know about Captain Kathryn Janeway's Starship Voyager and crew. The perfect holiday gift

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for the Star Trek fan in your life! Just wonderful and so well written - stuff I never knew which surprised me - and I was on the show! You will enjoy this I guarantee. - Ethan Phillips, Neelix from Star Trek: Voyager Go behind the scenes of the making of a television classic, with the cast and crew who brought the adventures of the intrepid U.S.S. Voyager to life. Packed with in-depth features on each creative department, from visual effects and art to costume and makeup, this volume celebrates STAR TREK's epic adventure in the Delta Quadrant. Alongside production and concept art, the cast - including Kate Mulgrew and Jeri Ryan - share their personal highlights from seven seasons and 172 episodes of STAR TREK: VOYAGER. STAR TREK: VOYAGER was groundbreaking. It was the first STAR TREK show with a female captain and had the franchise's most diverse cast. It pushed the boundaries of visual effects and makeup further than ever before, and literally took the show into new territory when Voyager was stranded in the Delta Quadrant, home of the Borg Collective. STAR TREK: VOYAGER - A CELEBRATION tells the behind-the-scenes story of Voyager's epic journey, from its earliest origins and pivotal episodes to in-depth features on writing, directing, visual effects, production art and more. The ultimate guide to the making of a television classic, based on more than 30 new interviews, featuring the nine principal cast members, including Kate Mulgrew, Jeri Ryan, and Robert Picardo, and key behind-the-scenes personnel who reveal the stories and secrets behind the show. STAR TREK: VOYAGER first appeared on TV on 16 January 1995, running for 172 episodes

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over seven seasons.

It is 1941, and friends Adam, Joe, Dale, and Catherine are similar to most young adults. College, dating, and fast cars are what they know and live for. And in Chicago, Illinois, the near center of America, world conflict seems merely a distant rumor. But as turmoil in Europe develops into full-scale war, Chicago suddenly abounds with talk of America's entering the fight. Drawn by the promise of freedom and the allure of battle, Joe and Dale join the Army, Adam the Marines, and Catherine the Naval Nurse Service. Far away from home and facing the reality of war in all its horror, they find the world a frighteningly big and unforgiving place, and what began as a quest for freedom becomes a battle to stay alive in one of the bloodiest wars of the twentieth century. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An original novel set in the universe of Star Trek: Voyager, from the New York Times bestselling author! As the Federation Starship Voyager continues to lead the Full Circle Fleet in its exploration of the Delta Quadrant, Admiral Kathryn Janeway remains concerned about the Krenim Imperium and its ability to rewrite time to suit its whims. At Captain Chakotay's suggestion, however, she orders the fleet to focus its attention on a unique planet in a binary system, where a new element has been discovered. Several biospheres exist on this otherwise uninhabitable world, each containing different atmospheres and features that argue other sentient beings once resided on the

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surface. Janeway hopes that digging into an old-fashioned scientific mystery will lift the crews' morale, but she soon realizes that the secrets buried on this world may be part of a much larger puzzle—one that points to the existence of a species whose power to reshape the galaxy might dwarf that of the Krenim. Meanwhile, Lieutenants Nancy Conlon and Harry Kim continue to struggle with the choices related to Conlon's degenerative condition. Full Circle's medical staff discovers a potential solution, but complications will force a fellow officer to confront her people's troubled past and her own future in ways she never imagined...™, ®, & © 2018 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved. After weeks of lonely journeys through a desolate region fo the Delta Quadrant, the crew of Voyager is badly in need of shore leave, so the planet Ryolanov seems just what the doctor ordered. Full of warm sunlight and gracious, hospitable people, Ryolanov is a veritable oasis amidst the endless reaches of uncharted space. Alerted by his spirit guide, Chakotay is the first to suspect that there may be a serpent lurking in this paradise, but he is not alone. Driven by a psychic call she cannot ignore, Kes must conquer her own fears to discover the terrifying secret lurking beyond the black shore. For ages they have sought to claim our worlds. Now, at last, we take the battle to them. . . . Far from the Federation's desperate war against the invading Furies, the crew of the U.S.S. Voyager™ encounters something they never expected to hear again: a Starfleet distress call. The signal leads them to a vast assemblage of non-humanoid

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races engaged in a monumental project of incredible magnitude. Here is the source of the terrible invasion threatening the entire Alpha Quadrant -- and, for the Starship Voyager™, a possible route home. But soon there may not be any home to return to . . .

Discover Vulcan's geography and customs in this illustrated travel guide that "takes readers on an extensive tour of the Federation's most logical planet" (Entertainment Weekly). Plan your next trip to the planet Vulcan! Find restaurants that serve the best fried sandworms and Vulcan port. Take a trip to the Fire Plains or experience spring break at the Vorothe Sea. Learn all about the native people of Spock's home planet and their unusual customs. Discover how to correctly perform the traditional Vulcan salutation (you really don't want to get this wrong). Learn key Vulcan phrases such as Nam-tor puyan-tvi-shal wilat: "Where is your restroom?" Find out what to do if you suddenly find yourself host to a katra—a Vulcan's living spirit—at an inconvenient moment. All this and more can be found within the pages of this essential travel guide to one of the most popular—and logical—destinations in the known universe. "Noted Star Trek novelist Dayton Ward wrote *Star Trek: A Travel Guide to Vulcan*, and the book hilariously refuses to break character even when it describes the way that visitors to this world might be drawn into a conflict over a Vulcan arranged marriage." —Nerdist
"YOU WERE TOLD NOT TO RETURN TO OUR SPACE." Little is known about the Children of the Storm—one of the most unique and potentially dangerous species the

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Federation has ever encountered. Non-corporeal and traveling through space in vessels apparently propelled by thought alone, the Children of the Storm at one time managed to destroy thousands of Borg ships without firing a single conventional weapon. Now in its current mission to the Delta Quadrant, Captain Chakotay and Fleet Commander Afsarah Eden must unravel why three Federation starships—the U.S.S. Quirinal, Planck, and Demeter—have suddenly been targeted without provocation and with extreme prejudice by the powerful Children of the Storm . . . with thousands of Starfleet lives at stake from an enemy that the Federation can only begin to comprehend. . . .

An original novel set in the universe of Star Trek: Voyager from New York Times bestselling author Kirsten Beyer—and the sequel to *Atonement* and *Acts of Contrition*! The Full Circle Fleet has resumed its unprecedented explorations of the Delta Quadrant and former Borg space. Commander Liam O'Donnell of the U.S.S. Demeter makes a promising first contact with the Nihydron—humanoid aliens that are collectors of history. They rarely interact with the species they study but have created a massive database of numerous races, inhabited planets, and the current geopolitical landscape of a large swath of the quadrant. When an exchange of data is proposed via a formal meeting, the Nihydron representatives are visibly shaken when Admiral Kathryn Janeway greets them. For almost a century, two local species—the Rilnar and the Zahl—have fought for control of the nearby planet Sormana, with both sides claiming it as their ancestral

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homeworld. The shocking part is that for the last several years, the Rilnar have been steadily gaining ground, thanks to the tactics of their current commanding officer: a human woman, who appears to be none other than Kathryn Janeway herself... ™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

The most talented Starfleet engineers of two generations unite to solve a two-hundred-year-old technological mystery that turns out to be only the beginning of a wider quest. With the support of Guinan and Nog, as well as the crew of the U.S.S. Challenger, Geordi La Forge and Montgomery Scott soon find themselves drawn into a larger, deadlier, and far more personal adventure. Helped by old friends and hindered by old enemies, their investigation will come to threaten everything they hold dear. Seeking out the new, and going where no one has gone before, Geordi, Scotty, and Guinan find that their pasts are very much of the present, and must determine whether any sufficiently advanced technology is really indistinguishable from magic.

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