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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 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 . . . Everything became still. Even the wind. The children on either side of the Storyteller grasped his outstretched hands. A ripple of hand holding moved through the gathering until everyone was connected. Whispers raced along the pond. Its mirrored surface reflected images of the galactic center, a glistening white haze filling half the eastern sky. The Storyteller remembered when the Milky Way formed misty bands across the heavens...but not anymore. Not since the collision with a neighboring galaxy transformed it from a spiral into a sphere. At last, the children's

thoughts quieted themselves. "Storyteller," Morolan spoke the rehearsed invocation, "we are ready to hear your wisdom." The Storyteller gave a nod and entered their minds, showing them images as he spoke. "Eons ago, a man set out on a journey. He never knew the events about to unfold would play an important part in..."

An electrifying thriller from bestselling author Diane Duane set in the *Star Trek: The Original Series* universe. The sword was the ultimate symbol of Romulan power, tradition, and pride. It lay in the Senate Chamber of the Romulan Star Empire, revered and untouched for centuries, until the day Dr. Leonard McCoy was tried for treason—and both were stolen during a daring attack on Romulus itself. Now, to avenge that insult and save face in the eyes of their deadly enemies, the Empire must recover the sword at any cost. Their envoys to the Federation demand the return of the sword and the extradition of the Romulan renegades who aided the *Starship Enterprise*™ in McCoy's escape. If diplomacy fails, the Romulans will trap the Klingons™ and the Federation in open war. In such dangerous times, the *Starship Enterprise* is assigned the most valuable—and volatile—element of all: the fugitive Ael, her stolen *Bird-of-Prey Bloodwing*, and the sword they carry. Ael will undoubtedly attempt to use ship and sword to foil her enemies and play her hand in the dangerous game that she's begun. But she will do it all under the watchful eyes of James T. Kirk, the Federation starship captain who knows her dangerously well... From the universe of *Star Trek: The Next Generation*®! Throughout the *Star Trek: New Frontier* saga, Mark McHenry, the navigator on the U.S.S. *Excalibur*, has demonstrated abilities beyond those of the somewhat odd human being he appears to be. When the inhabitants of an innocent solar system are confronted by a menace linked to the source of McHenry's powers, his true heritage is revealed at last. Meanwhile, Zak Kebron is going through a startling change that will leave him both more and less than he was. 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. As the war between the Dominion and the Federation rages across the Alpha Quadrant, Counselor Deanna Troi finds she is faced with more than she expected when she kidnaps a telepathic killer to bring to the aid of the resistance movement on the occupied planet of Betazed. At the same time, the Enterprise-E is leading a Starfleet attack against a Cardassian space station in orbit above the skies of Betazed. Dominion scientists are using the Betazed people as raw material in their experiments to create a more highly evolved Jem'Hadar -- the genetically engineered warrior species which forms the core of the Dominion forces. What transpires is an awesome battle -- including hostages and narrow escapes -- with unexpected twists which lead to a truly explosive ending. 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 Trek series! Collects issues #1-6. Long ago, before the dawn of civilization, they were banished to the realm of nightmares. Now the terrors are real... A generation ago, another Starship Enterprise™ fought off a ship of exiled aliens intent on conquering all of the Alpha Quadrant.

Starfleet thought the foe had been repelled forever—until now. The Furies have returned in might warships even more powerful than before. But their weapons are more than merely physical, for these aliens are the origins of all the demons and monsters of ancient myth, and they have found a way to project fear directly into the minds of their enemies. To defeat the Furies, and save the Federation, Picard and the crew of the U.S.S. Enterprise must first conquer the darkest terrors of their unconscious minds. Long ago, before the dawn of civilization, they were banished to the realm of nightmares. Now the terrors are real... A generation ago, another Starship Enterprise™ fought off a ship of exiled aliens intent on conquering all of the Alpha Quadrant. Starfleet thought the foe had been repelled forever—until now. The Furies have returned in might warships even more powerful than before. But their weapons are more than merely physical, for these aliens are the origins of all the demons and monsters of ancient myth, and they have found a way to project fear directly into the minds of their enemies. To defeat the Furies, and save the Federation, Picard and the crew of the U.S.S. Enterprise must first conquer the darkest terrors of their unconscious minds. In 2008 Clive Hamilton was at Parliament House in Canberra when the Beijing Olympic torch relay passed through. He watched in bewilderment as a small pro-Tibet protest was overrun by thousands of angry Chinese students. Where did they come from? Why were they so aggressive? And what gave them the right to shut down others exercising their democratic right to protest? The authorities did nothing about it, and what he saw stayed with him. In 2016 it was revealed that wealthy Chinese businessmen linked to the Chinese Communist Party had become the largest donors to both major political parties. Hamilton realised something big was happening, and decided to investigate the Chinese government's influence in Australia. What he found shocked him. From politics to culture, real estate to agriculture, universities to unions, and even in our primary schools, he uncovered compelling evidence of the Chinese Communist Party's infiltration of Australia. Sophisticated influence operations target Australia's elites, and parts of the large Chinese-Australian diaspora have been mobilised to buy access to politicians, limit academic freedom, intimidate critics, collect information for Chinese intelligence agencies, and protest in the streets against Australian government policy. It's no exaggeration to say the Chinese Communist Party and Australian democracy are on a collision course.

The CCP is determined to win, while Australia looks the other way. Thoroughly researched and powerfully argued, Silent Invasion is a sobering examination of the mounting threats to democratic freedoms Australians have for too long taken for granted. Yes, China is important to our economic prosperity; but, Hamilton asks, how much is our sovereignty as a nation worth? 'Anyone keen to understand how China draws other countries into its sphere of influence should start with Silent Invasion. This is an important book for the future of Australia. But tug on the threads of China's influence networks in Australia and its global network of influence operations starts to unravel.' –Professor John Fitzgerald, author of *Big White Lie: Chinese Australians in White Australia*

Long ago, before the dawn of civilization, they were banished to the realm of nightmares. Now the terrors are real . . . A generation ago, another Starship Enterprise™ fought off a ship of exiled aliens intent on conquering all of the Alpha Quadrant. Starfleet thought the foe had been repelled forever -- until now. The Furies have returned in might warships even more powerful than before. But their weapons are more than merely physical, for these aliens are the origins of all the demons and monsters of ancient myth, and they have found a way to project fear directly into the minds of their enemies. To defeat the Furies, and save the Federation, Picard and the crew of the U.S.S. Enterprise™ must first conquer the darkest terrors of their unconscious minds. Long ago, before the days of myth and legend, our worlds belonged to them. Now they want them back... Captain Kirk is stunned when the Federation receives an urgent plea for help—from the Klingon Empire. A mysterious starship has invaded Klingon space and resisted all their efforts to destroy it. Establishing contact with the stranger's ship, Kirk discovers that it is only the vanguard of a vast alien fleet obsessed with conquering the Klingons, the Federation, the Romulans, and all who dwell in the space that was once their own. The Invasion has begun... Lured by a mysterious signal to a ghost ship floating adrift in space, Captain Janeway brushes aside warnings about the ship's legendary reputation in the hopes that it contains information that may bring the Voyager crew back home. Original. For the "Star Trek" fans who think they know it all comes the hottest brain twisting book this side of the Galactic Barrier--with 50 puzzles from crossword puzzle master John Samson. 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 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 . . . Stranded far from the ruins of the Terran Empire, Captain Janeway of the rebel ship Voyager has crowned herself Pirate Queen of the Delta Quadrant! Of course, the locals won't give in without a fight--especially not scavengers Neelix and Kes. And who is this apparent Terran who calls herself Annika Hansen? Find out in Mirror Voyager's amazing comic book debut! Discover the beginnings of Klingon's most sacred holiday in this thrilling entry in the bestselling Star Trek series. Signi Beta is an M-class planet ideal for farming. The Federation wants it, but the Klingon Empire has the stronger claim. Captain Kirk of the USS Enterprise hates to lose the planet, especially to his old adversary, Commander Kor. Their mutual antagonism turns into an uneasy alliance, however, when yet another alien fleet attacks both the Klingons and the USS Enterprise. Now Kirk and Kor must rely on each other's honor—or none of them may survive to wage their war again. Millenia ago, an apocalyptic battle was fought in the Alpha Quadrant. The losers were banished, but what became of the victors? The Federation is threatened by this ancient mystery when a battered and broken version of the Defiant is found, frozen for five thousand years, in an icy cloud of cometary debris. Captain Sisko and the crew of Deep Space Nine™ are summoned to answer the most baffling question of their lives: how and when will their ship be catapulted back through time to its destruction? And does its ancient death mean that one of the combatants in a primordial battle is poised now to storm the Alpha Quadrant? Only the wormhole holds the answer -- and the future of the Federation itself may depend on the secrets it conceals. In this sequel to The Expendables, Reg struggles neck-breakingly hard to deal with the fallout from the mission to the Daystrom Annex. Will he get broken under the stress of his past if it comes back to haunt him? Will he lose everything he holds most close to his heart? 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. This book provides a wide-range of Star Trek treasures you can appreciate whether you're a devoted Trekkie or a novice collector of this epic American science-fiction franchise. Then the pages of this spectacular guide, you'll discover more than 1,500 color photos including memorabilia direct from Paramount Studios warehouses. In addition, you'll enjoy chapters covering more than 40 years of Star Trek action figures, lunch boxes, games, pins, posters, uniforms, original scripts and countless other items, all with identifying details and current market values. Many light-years away from the safety of the Federation, the Starship Enterprise stands guard over an unstable alien world whose unique natural resources could change the balance of power throughout the Star Trek galaxy. Against all odds, Captain James T. Kirk and his crew have preserved the struggling Federation colony on Belle Terre, but their heroic efforts may have been in vain. In a last-ditch attempt to drive the entrenched settlers off their new home, the alien species Kauld have contaminated the planet's atmosphere with a destructive biochemical agent that will soon render the entire world uninhabitable to human life. With only weeks to spare, Spock races to find a scientific solution to their dire predicament, while Kirk takes the battle to the enemy, determined to wrest the secret of their salvation from the very forces out to destroy the future of this new Earth. Captain Mackenzie Calhoun has often been accused of playing God, but he has never faced off against real gods—until now. As Captain Kirk did before him, Calhoun has

encountered beings of unnatural power and abilities verging on godhood, and who claim to be the very individuals who inspired the Greek, Roman, Norse, and, other pantheons from Earth culture. These beings say that all they want is our worship, and in return for it will provide us with a peaceful galaxy-wide paradise of perfect health and endless pleasure. When the Federation, in the person of Captain Calhoun and the crew of the U.S.S. Excalibur, refused their offer, the resulting battle left Morgan Primus dead and Lieutenant Mark McHenry, whose own powers over time and space had proved to be substantial, in a limbo beyond death. Now, with a wounded ship and an injured crew, Captain Calhoun, along with Captain Shelby and the crew of the Trident, must face these god-like beings once again, with the fate of galactic civilization at stake. "Story by Dayton Ward, James Swallo, and David Mack. Based on Star Trek and Star Trek: the next generation created by Gene Roddenberry. Star Trek: Deep space nine created by Rick Berman & Michael Piller. Star Trek: Voyager created by Rick Berman & Michael Piller & Jeri Taylor." The Ephrata Institute is an intellectual think tank at the outer fringes of the final frontier. Dedicated to the arts and sciences, the Institute seems an unlikely target for an invasion, but it proves easy pickings when the Crusade comes from beyond, determined to impose its harsh, unbending Truth on all the worlds of the Federation. Armed with weaponized gravity, the alien Crusaders will stop at nothing to rescue the universe from its myriad beliefs . . . even if it means warping the mind and soul of every sentient being they encounter. Responding to an urgent distress signal, Captain James T. Kirk and the crew of the U.S.S. Enterprise soon find themselves in conflict with the Crusade, and facing individual challenges. When Kirk and Spock are transported to the Crusade's distant homeland to confront the source of the invasion, Sulu finds himself trapped behind enemy lines, while Lieutenant Uhura is faced with possibly the most difficult decisions of her career. As the Crusade sets its sights beyond Ephrata IV, it is up to the Enterprise and its besieged crew to keep freedom of thought from being crushed beneath the weight of worlds! Sequel to: Moments asunder / by Dayton Ward. This exclusive guide to the new Star Trek game prepares players for battle by providing complete enemy and weapons profiles. Trekkies receive combat tactics for fighting in and against various space crafts, in addition to detailed walkthroughs of the 20 missions and tips and strategies for multiplayer gaming. Color interior. The original full-colour

Star Trek comics reprinted in paperback at last! Star Trek comics debuted in 1967, the same year as the original television series and outlasted the TV version by ten years. This volume collects the first eight issues and features the original Enterprise crew in adventures to be found nowhere else. Hannah is the strong one. The one who cares for her brothers and sisters; the one who's kept the family together. But now, everything is changing. Her father is more distant, and her siblings are starting lives of their own. That's when Hannah decides to make a quilt. A quilt of fabrics from people who are special to the family; people they trust. And when the sisters are separated, Hannah makes sure they each have a piece of the quilt. The quilt she hopes will bring her family together again.

Fallen Heroes When a troop of alien warriors demands the return of an imprisoned comrade -- a prisoner no one on Deep Space Nine™ knows anything about -- Commander Benjamin Sisko has a deadly fight on his hands. Under sudden attack from the heavily armed warriors, Sisko and his crew struggle desperately to repel the invaders and save the lives of everyone on board. Meanwhile, a strange device from the Gamma Quadrant has shifted Ferengi barkeeper Quark and Security Chief Odo three days into the future to a silent Deep Space Nine. To save the station they must discover what caused the invasion to take place -- and find a pathway back through time itself.

In a world shrunk by modern transport and communication, Star Trek has maintained the values of western maritime exploration through the discovery of 'strange new worlds' in space. Throughout its fifty-year history, the 'starry sea' has provided a familiar backdrop to an ongoing interrogation of what it means to be human. This book charts the developing Star Trek story from the 1960s through to the present day. Although the core values and progressive politics of the series' earliest episodes have remained at the heart of Star Trek throughout half a century, in other ways the story it tells has shifted with the times. While *The Original Series* and *The Next Generation* showed a faith in science and rationalism, and in a benign liberal leadership, with *Deep Space Nine* and *Voyager* that 'modern' order began to decline, as religion, mental illness and fragmented identities took hold. Now fully revised and updated to include the prequel series *Enterprise* and the current reboot film series, this new second edition of *Star Trek: The Human Frontier* – published to coincide with Star Trek's golden jubilee celebrations – addresses these issues in a range of cultural contexts, and draws together an

unusual combination of expertise. Written to appeal to both the true Trekker and those who don't know Star Trek from Star Wars, the book explores and explains the ideas and ideals behind a remarkable cultural phenomenon. An iconoclast young cyber engineer assigned to help B-4 to maximize his cognitive function finds some unexpected movement in his neural net. Very shortly, she discovers a web of manoeuvres that was going to threaten the entire Federation. Has she really found true love with the most unlikely of heroes? Will they survive long enough to reach a happy ever after? Four stories all linked together with one horrific theme - INVASION! Each generation must battle the invading Furies to save the Earth from ultimate destruction. Set your taste-buds to stunned! These Cosmic recipes will take you where no one has gone before. They're cocktails, Jim, but not as you know them.... The perfect holiday gift for the Star Trek fan in your life! Have you ever longed for a taste of Romulan Ale? Or pined for the mellowing effect of Dr McCoy's Mint Julep? Perhaps a Fuzzy Tribble would get you purring? Or a soothing sip of Captain Picard's Earl Grey Martini? This voyage into the future of stylish drinking is a must for all Star Trek - and cocktail - fans. With a galaxy of illustrations, and a witty garnish of quotations, this book will help you celebrate your favorite show. Mix the classic cocktails served on Starfleet starships throughout the Federation! Picard, Kirk, McCoy, Scotty, Quark, and more - try out each crew member's favorite!

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