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**KEY=SAGA - BISHOP FITZPATRICK**

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## Typhon Pact: Brinkmanship

*Simon and Schuster* **An all-new novel set in the universe of Star Trek: The Next Generation, in which tensions escalate between two powerful forces in interstellar space. 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. . . .

## Star Trek: Typhon Pact: Brinkmanship

*Pocket Books/Star Trek* **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. . . .**

## Typhon Pact: The Khitomer Accords Saga

### Plagues of Night, Raise the Dawn, and Brinkmanship

*Simon and Schuster* **Three thrilling novels set in the universe of Star Trek: The Next Generation! Plagues of Night 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? Raise the Dawn 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. Brinkmanship 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. . .

## Star Trek: The Next Generation 365

*ABRAMS* A complete episode-by-episode exploration of the hit TV series—with rarely seen photos and illustrations. With the launch of *Star Trek: The Next Generation*, Gene Roddenberry somehow managed to recapture lightning in a bottle. This new incarnation of *Star Trek* was an instant hit, and its popularity inspired four films and three spin-off television series. A must-have for fans, *Star Trek: The Next Generation 365* provides a fresh, accessible overview of the entire

series, including an authorized guide to all 178 episodes. Featuring classic and rarely seen photography and illustrations, this visual celebration of the voyages of Captain Picard, his crew, and the Enterprise-D offers a loving look back at the Emmy and Hugo Award-winning series.

## Typhon Pact #4: Paths of Disharmony

*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. . . .**

## Star Trek: The Fall: The Crimson Shadow

*Simon and Schuster* **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.**

## Dark Mirror

*Simon and Schuster* **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.

## Star Trek: Destiny #2: Mere Mortals

*Simon and Schuster* 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.

## The Fall: The Crimson Shadow

*Simon and Schuster* The second original novel in the electrifying The Next Generation/Deep Space Nine crossover event! Cardassia Prime is home to a prideful people who, for centuries, forged alliances with those they believed would strengthen them and their place in the Alpha Quadrant, and expanded their empire at great cost to other worlds. For generations, dissenting voices were silenced by either fear or an early grave. When their wartime ally, the Dominion, suddenly turned on them, seeking to transform Cardassia into a tomb for every last member of their race, their old adversary—the United Federation of Planets— put an end to the carnage, and even now works to help rebuild Cardassia Prime. To celebrate this alliance, the Castellan of the Cardassian Union is to welcome the Federation president to Cardassia Prime. As a symbol of this deepening friendship, the U.S.S. Enterprise-E is tasked to carry the Cardassian ambassador to the Federation back home. For his part, Ambassador Elim Garak is working with Captain

Jean-Luc Picard to oversee the diplomatic reception that will commemorate the last of Starfleet's personnel finally leaving the homeworld. However, there are malevolent forces at work, who even now strive to "restore Cardassia to its proper place and glory," and are willing to do anything to achieve their goal....

## Hearts and Minds

*Simon and Schuster* **An electrifying thriller from New York Times bestselling author Dayton Ward, set in the Star Trek: The Next Generation universe. 2031: United States Air Force fighter jets shoot down an unidentified spacecraft and take its crew into custody. Soon, it's learned that the ship is one of several dispatched across space by an alien species, the Eizand, to search for a new home before their own world becomes uninhabitable. Fearing extraterrestrial invasion, government and military agencies which for more than eighty years have operated in secret swing into action, charged with protecting humanity no matter the cost... 2386: Continuing their exploration of the Odyssean Pass, Captain Jean-Luc Picard and the crew of the Starship Enterprise discover what they at first believe is a previously uncharted world, with a civilization still recovering from the effects of global nuclear war. An astonishing priority message from Starfleet Command warns that there's more to this planet than meets the eye, and Picard soon realizes that the mysteries of this world may well weave through centuries of undisclosed human history...™, ®, & © 2016 CBS Studios, Inc. Star Trek and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.**

## The Fall: Peaceable Kingdoms

*Simon and Schuster* **The final original novel in the electrifying The Next Generation/Deep Space Nine crossover event! Following the resolution of the fertility crisis that nearly caused their extinction, the Andorian people now stand ready to rejoin the United Federation of Planets. The return of one of its founding member worlds is viewed by many as the first hopeful step beyond the uncertainty and tragedy that have overshadowed recent events in the Alpha Quadrant. But as the Federation looks to the future and the special election to name President Bacco's permanent successor, time is running out to apprehend those responsible for the respected leader's brutal assassination. Even as elements of the Typhon Pact are implicated for the murder, Admiral William Riker holds key knowledge of the true assassins— a revelation that could threaten the fragile Federation-Cardassian alliance. Questions and concerns also continue to swell around Bacco's interim successor, Ishan Anjar, who uses the recent bloodshed to further a belligerent, hawkish**

political agenda against the Typhon Pact. With the election looming, Riker dispatches his closest friend, Captain Jean-Luc Picard, in a desperate attempt to uncover the truth. But as Picard and the Enterprise crew pursue the few remaining clues, Riker must act on growing suspicions that someone within Ishan's inner circle has been in league with the assassins from the very beginning . . . .

## Typhon Pact: Plagues of Night

*Simon and Schuster* **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?**

## Losing the Peace

*Simon and Schuster* **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.

## Star Trek: Destiny #1: Gods of Night

*Simon and Schuster* 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.

## Takedown

*Simon and Schuster* An all-new novel of Star Trek: The Next Generation—one of the most popular Star Trek series of all-time, featuring the adventures of Captain Jean-Luc Picard and the crew of the U.S.S. Enterprise! When renegade Federation starships begin wreaking destruction across the Alpha Quadrant, Captain Jean-Luc Picard and the crew of the U.S.S. Enterprise are shocked to discover that the mastermind behind this sudden threat is none other than Picard's protégé and friend: Admiral William T. Riker. The newly minted admiral is on board the U.S.S. Aventine as part of a special assignment, even as the mystery deepens behind his involvement in the growing crisis. But the Aventine is helmed by Captain Ezri Dax—someone who is no stranger to breaking Starfleet regulations—and her starship is by far the faster vessel...and Riker cannot yield even to his former mentor. It's a battle of tactical geniuses and a race against time as Picard struggles to find answers before the quadrant's great powers violently retaliate against the Federation...™, ®, & © 2015 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios,

Inc. All Rights Reserved.

## Typhon Pact: Raise the Dawn

*Simon and Schuster* **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.**

## The Fall: A Ceremony of Losses

*Simon and Schuster* **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.**

## Typhon Pact: Raise the Dawn

*Pocket Books/Star Trek* **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.

## Star Trek: Deep Space Nine: The Missing

*Simon and Schuster* An original novel set in the universe of Star Trek: Deep Space Nine—a direct sequel to the New York Times bestselling story arc, The Fall! The entire sector is waiting to see what the newly reopened Bajoran wormhole will mean for the shifting political landscape in the Alpha Quadrant. On Deep Space 9, Captain Ro Laren is suddenly drawn into the affairs of the People of the Open Sky, who have come to the station in search of sanctuary. Despite the opposition of the station's security officer, Jefferson Blackmer, Ro Laren and Deep Space 9's new CMO, Doctor Beverly Crusher, offer the People aid. But when Dr. Crusher's highly secure files are accessed without permission—the same files that hold the secrets of the Shedai, a race whose powerful but half-understood scientific secrets solved the Andorian catastrophe—the People seem the likeliest suspects. As tensions rise on the station, the science vessel Athene Donald arrives as part of its journey of exploration. The brainchild of Doctor Katherine Pulaski, this ship is crewed by different species from the Khitomer Accords and the Typhon Pact. Pulaski's hope is that science will do what diplomacy has not: help the great powers put aside their hostilities and work together. But when the Athene Donald is summarily stopped in her voyage by the powerful vessel of a hitherto unknown species, Pulaski begins to wonder—will this first contact bring her crew together or tear them all apart? ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

# The Brink

## President Reagan and the Nuclear War Scare of 1983

*Simon & Schuster* “An informative and often enthralling book...in the appealing style of Tom Clancy” (Kirkus Reviews) about the 1983 war game that triggered a tense, brittle period of nuclear brinkmanship between the United States and the former Soviet Union. What happened in 1983 to make the Soviet Union so afraid of a potential nuclear strike from the United States that they sent mobile ICBMs (intercontinental ballistic missiles) into the field, placing them on a three-minute alert Marc Ambinder explains the anxious period between the United States and the Soviet Union from 1982 to 1984, with the “Able Archer ’83” war game at the center of the tension. With astonishing and clarifying new details, he recounts the scary series of the close encounters that tested the limits of ordinary humans and powerful leaders alike. Ambinder provides a comprehensive and chilling account of the nuclear command and control process, from intelligence warnings to the composition of the nuclear codes themselves. And he affords glimpses into the secret world of a preemptive electronic attack that scared the Soviet Union into action. Ambinder’s account reads like a thriller, recounting the spy-versus-spy games that kept both countries—and the world—in check. From geopolitics in Moscow and Washington, to sweat-caked soldiers fighting in the trenches of the Cold War, to high-stakes war games across NATO and the Warsaw Pact, “Ambinder’s account of a serious threat of global annihilation...is spellbinding...a masterpiece of recent history” (Publishers Weekly, starred review). The Brink serves as the definitive intelligence, nuclear, and national security history of one of the most precarious times in recent memory and “shows the consequences of nuclear buildups, sometimes-careless language, and nervous leaders. Now, more than ever, those consequences matter” (USA TODAY).

## Typhon Pact: The Struggle Within

*Simon and Schuster* An original eBook novella set in the acclaimed Typhon Pact series! An original e-novella in the acclaimed Typhon Pact series! The Enterprise-E is on a diplomatic mission to the Talarian Republic, the last holdout in the Federation’s efforts to expand the Khitomer Accords in response to the emergence of the Typhon Pact. In the wake

of Andor's recent secession, the Federation is more concerned than ever with strengthening its alliances. The Talarians have been a tenuous potential partner at best, given the history of conflict and mistrust between them and the Federation. But the negotiations between Picard and the Talarians are disrupted by a growing public protest of those who are demanding greater rights—and before long, it becomes clear that the dissidents are not limiting themselves to nonviolent means....

## Diplomatic Implausibility

*Simon and Schuster* **200 YEARS AGO:** The expanding Klingon™ Empire found a frozen world rich in deposits of the mineral topaline. They named the planet taD -- Klingon for "frozen" -- and they called the people jekhpu'wl' -- conquered. **FOUR YEARS AGO:** The Klingon Empire invaded Cardassia, breaching the Khitomer Accords and causing a break with the Federation. On taD, depleted Klingon forces were overthrown in a small coup d'état, and the victorious rebels took advantage of the disruption to appeal for recognition from the Federation. **NOW:** The Klingons have returned to taD and re-established their control. But the stubborn rebels insist on Federation recognition. A solution to the diplomatic impasse must be found, a task that falls to the Federation's new ambassador to the Klingon Empire -- Worf. Worf thinks of himself as a fighter, not a negotiator, but the Federation disagrees. Now, for the sake of the Federation and the Empire, a Klingon warrior must weave a fragile peace out of a situation ripe for war!

## Star Trek: Coda: Book 2: The Ashes of Tomorrow

*Simon and Schuster* 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. **THE FUTURE IS AT WAR WITH THE PAST.** The epic Star Trek: Coda trilogy continues as friends become foes, the Temporal Apocalypse accelerates, and the catastrophe's true cause is revealed. ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

# The Battle Of Betazed

## Star Trek The Next Generation

*Simon and Schuster* **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 is 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.**

## Star Trek: Coda: Book 3: Oblivion's Gate

*Simon and Schuster* **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.**

## Star Trek: Captain's Glory

*Simon and Schuster* **After narrowly averting a Reman and Romulan civil war, Captain James T. Kirk is determined to finally raise his son, Joseph, while investigating Spock's death, until Admiral Janeway requests Kirk's help to stop a new threat to the Federation.**

# Cold Equations: The Body Electric

## Book Three

*Simon and Schuster* **Book Three** in the New York Times bestselling Cold Equations trilogy set in the expanded universe of Star Trek: The Next Generation! **AT THE CENTER OF THE GALAXY...** A planet-sized Machine of terrifying power and unfathomable purpose hurls entire star systems into a supermassive black hole. Wesley Crusher, now a full-fledged Traveler, knows the Machine must be stopped...but he has no idea how. Wesley must enlist the aid of Captain Jean-Luc Picard and the Enterprise crew, who also fail to halt the unstoppable alien juggernaut's destructive labors. But they soon divine the Machine's true purpose—a purpose that threatens to exterminate all life in the Milky Way Galaxy. With time running out, Picard realizes he knows of only one person who might be able to stop the Machine in time to avert a galactic catastrophe—if only he had any idea how to find him...

## A Stitch in Time

*Simon and Schuster* **An unique and intense tale following Elim Garak as he attempts to stitch the ravaged society of Cardassia back together.** For nearly a decade Garak has longed for just one thing—to go home. Exiled on a space station, surrounded by aliens who loathe and distrust him, going back to Cardassia has been Garak's one dream. Now, finally, he is home. But home is a world whose landscape is filled with death and destruction. Desperation and dust are constant companions and luxury is a glass of clean water and a warm place to sleep. Ironically, it is a letter from one of the aliens on that space station, Dr. Julian Bashir, that inspires Garak to look at the fabric of his life. Elim Garak has been a student, a gardener, a spy, an exile, a tailor, even a liberator. It is a life that was charted by the forces of Cardassian society with very little understanding of the person, and even less compassion. But it is the tailor that understands who Elim Garak was, and what he could be. It is the tailor who sees the ruined fabric of Cardassia, and who knows how to bring this ravaged society back together. This is strange, because a tailor is the one thing Garak never wanted to be. But it is the tailor whom both Cardassia and Elim Garak need. It is the tailor who can put the pieces together, who can take a stitch in time.

## The Fall: Revelation and Dust

*Simon and Schuster* **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 emperor. 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?

## Star Trek: Picard: The Dark Veil

*Pocket Books/Star Trek* **A thrilling untold adventure based on the acclaimed Star Trek: Picard TV series! The Alpha Quadrant is mired in crisis. Within the United Federation of Planets, a terrorist strike on the shipyards of Mars has led to the shutdown of all relief efforts for millions of Romulans facing certain doom from an impending supernova. But when the USS Titan is drawn into a catastrophic incident on the Romulan-Federation border, Captain William Riker, his family, and his crew find themselves caught between the shocking secrets of an enigmatic alien species and the deadly agenda of a ruthless Tal Shiar operative. Forced into a wary alliance with a Romulan starship commander, Riker and the Titan crew must uncover the truth to stop a devastating attack—but one wrong move could plunge the entire sector into open conflict!**

## Imzadi

*Simon and Schuster* **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.**

## Dictionary of Jargon (Routledge Revivals)

*Routledge* **First published in 1987, the Dictionary of Jargon expands on its predecessor Newspeak (Routledge Revivals, 2014) as an authoritative reference guide to specialist occupational slang, or jargon. Containing around 21, 000 entries, the dictionary encompasses a truly eclectic range of fields and includes extensive coverage of both British and U.S. jargon. Areas dealt with range from marketing to medicine, from advertising to artificial intelligence and from skiing to sociology. This is a fascinating resource for students of lexicography and professional lexicographers, as well as the general inquisitive reader.**

## Star Trek: Picard: The Last Best Hope

*Pocket Books/Star Trek* **The USA TODAY bestseller—based on the new Star Trek TV series! “Fifteen years ago...you led us out of the darkness. You commanded the greatest rescue armada in history. Then...the unimaginable. What did that cost you? Your faith. Your faith in us. Your faith in yourself. Tell us, why did you leave Starfleet, Admiral?” Every end has a beginning...and this electrifying novel details the events leading into the new Star Trek TV series, introducing you to brand-new characters featured in the life of Jean-Luc Picard—widely considered to be one of the most popular and recognizable characters in all of science fiction.**

# Star Trek: Discovery: Wonderlands

*Simon and Schuster* **An all-new novel based upon the explosive Star Trek TV series! In a desperate attempt to prevent the artificial intelligence known as Control from seizing crucial information that could destroy all sentient life, Commander Michael Burnham donned the "Red Angel" time-travel suit and guided the USS Discovery into the future and out of harm's way. But something has gone terribly wrong, and Burnham has somehow arrived in a place far different from anything she could have imagined--more than nine hundred years out of her time, with Discovery nowhere to be found, and where the mysterious and cataclysmic event known as "the Burn" has utterly decimated Starfleet and, with it, the United Federation of Planets. How then can she possibly exist day-to-day in this strange place? What worlds are out there waiting to be discovered? Do any remnants of Starfleet and the Federation possibly endure? With more questions than answers, Burnham must nevertheless forge new friendships and new alliances if she hopes to survive this future long enough for the Discovery crew to find her.... (tm), ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.**

# Star Trek: The Original Series: Crucible: Spock: The Fire and the Rose

*Simon and Schuster* **IN A SINGLE MOMENT ...the lives of three men will be forever changed. In that split second, defined paradoxically by both salvation and loss, they will destroy the world and then restore it. Much had come before, and much would come after, but nothing would color their lives more than that one, isolated instant on the edge of forever. IN A SINGLE MOMENT ...Spock, displaced in time, watches his closest friend heed his advice by allowing the love of his life to die in a traffic accident, thereby preserving Earth's history. Returning to the present, however, Spock confronts other such crises, and chooses instead to willfully alter the past. Challenged by the thorny demands of his logic, he will have to find a way to face his conflicting decisions. IN A SINGLE MOMENT ...that stays with Spock, he preserved the timeline at the cost of Jim Kirk's happiness. Now, the death of that friend will cause Spock to reexamine the fundamental choices he has made for his own life. Unwilling to accept his feelings of loss and regret, he will seek that which has previously eluded him: complete mastery of his emotions. But while his quest for the perfect geometry of**

total logic will move him beyond his remorse, another loss will bring him full circle to once more face the fire he has never embraced.

## How Reason Almost Lost Its Mind

### The Strange Career of Cold War Rationality

*University of Chicago Press* In the United States at the height of the Cold War, roughly between the end of World War II and the early 1980s, a new project of redefining rationality commanded the attention of sharp minds, powerful politicians, wealthy foundations, and top military brass. Its home was the human sciences—psychology, sociology, political science, and economics, among others—and its participants enlisted in an intellectual campaign to figure out what rationality should mean and how it could be deployed. *How Reason Almost Lost Its Mind* brings to life the people—Herbert Simon, Oskar Morgenstern, Herman Kahn, Anatol Rapoport, Thomas Schelling, and many others—and places, including the RAND Corporation, the Center for Advanced Study in the Behavioral Sciences, the Cowles Commission for Research and Economics, and the Council on Foreign Relations, that played a key role in putting forth a “Cold War rationality.” Decision makers harnessed this picture of rationality—optimizing, formal, algorithmic, and mechanical—in their quest to understand phenomena as diverse as economic transactions, biological evolution, political elections, international relations, and military strategy. The authors chronicle and illuminate what it meant to be rational in the age of nuclear brinkmanship.

## Star Trek: Body by Starfleet

### A Fitness Guide

*Hachette UK* A fully illustrated guide that bridges the nexus between stasis and health, *Star Trek: Body by Starfleet* provides real, practical, and fun exercises for Star Trek fans of all ages and physical abilities so that they may boldly live long and prosper. Drawing from the most celebrated and iconic elements of over 50 years of Star Trek, *Body by Starfleet* will provide any pop-culture (or junk-food) junkie a fun and healthy way to engage their warp core and get

moving. Whether you view the gym as an impenetrable final frontier or regularly bench press boulders like a Gorn, these simple, easy-to-follow instructions -- created in consultation with a certified fitness trainer -- is for readers of all ages and fitness levels to navigate through a series of enterprising exercises. Everyone, from an ensign in the Command Training Program to an admiral who's voyaged through every quadrant, will benefit from the more than 30 exercises featuring Klingon Tribble Twists, Chekov's Cossack Squats, Jefferies Tube Climbers, and Wesley Crunchers. All of the exercises in *Body by Starfleet* are designed for standard gravity so they can be performed with little to no equipment everywhere from living rooms to gyms to holodecks. Also included is a section covering nutrition so readers can program their replicators to eat better and cleaner, a workout log for recording activities and progress, and special exercises aimed toward non-humanoid species including Horta and Medusans.

## The Magic of Interactive Entertainment

*Prentice Hall* This book is a complete survey of the field of interactive entertainment, packed with product reviews and inside information from product developers from the hottest companies in the industry. The CD contains evaluation copies of some of the hottest PC and Mac games in the industry, as well as test-drive samples of multimedia products and shareware games.

## Star Trek: Coda: Book 1: Moments Asunder

*Simon and Schuster* 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

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# The Autobiography of Jean-Luc Picard

*Titan Books (US, CA)* **The Autobiography of Jean-Luc Picard tells the story of one of the most celebrated names in Starfleet history. His extraordinary life and career makes for dramatic reading: court martials, unrequited love, his capture and torture at the hand of the Cardassians, his assimilation with the Borg and countless other encounters as captain of the celebrated Starship Enterprise.**