

# Fallen Heroes Star Trek Deep Space Nine Band 5

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**Vengeance** - Dafydd ab Hugh  
2000-09-22

Rumors of a secret alliance between the Dominion and the Klingon Empire lure Captain Sisko and the crew of the Defiant on a desperate mission into the Gamma Quadrant, leaving Deep Space None vulnerable to a surprise sneak attack! Now an elite Klingon task force has seized control of the station, and only Chief O'Brient, Dr. Bashir, and Worf

are left to defend Deep Space Nine. But Worf's loyalties are tested when he discovers that the invaders include his oldest friend -- and his own brother!

**Fallen Heroes** - Dafydd ab Hugh  
1999-07-14

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.

### **Star Trek: Deep Space Nine: Day of Honor #2:**

**Armageddon Sky** - L.A. Graf  
2002-07-21

Worf and the USS Defiant find themselves in a deadly trap in this suspenseful and white-knuckled thriller in the bestselling Day of Honor series taking place in Star Trek: Deep Space Nine. Dispatched on a secret mission, Commander Worf and the crew of the USS Defiant find themselves trapped—along with the exiled Klingons who had pledged their loyalty to Worf’s

dishonored family—on an alien world threatened by a global cataclysm. Worf must find a way to save himself and his fellow Klingons and also prevent a bloody massacre that will forever stain the honor of the Klingon Empire.

On the Oceans of Eternity - S. M. Stirling 2000-04-01

Harry Turtledove hailed *Island in the Sea of Time* as “one of the best time travel/alternative history stories I’ve ever read,” and Jane Lindskold called *Against the Tide of Years* “another exciting and explosive tale.” Now the adventures of the Nantucket islanders lost in the time of the Bronze Age continues with *On the Oceans of Eternity*. Ten years ago, the twentieth century and the Bronze Age were tossed together by a mysterious Event. In the decade since, the Republic of Nantucket has worked hard to create a new future for itself, using the technological know-how retained from modern times to explore and improve conditions for the inhabitants of the past. Some of these peoples have

become allies. Some have turned instead to the renegade Coast Guard officer William Walker. And for ten years, the two sides have tested each other, feinting and parrying, to decide who will be the ones to lead this brave new world into the future. Now the official battle lines have been drawn. And only one side can emerge the victor...

**Star Trek: Deep Space Nine: Warped** - K.W. Jeter

2000-09-22

Political tensions on Bajor are once again on the rise, and the various factions may soon come to open conflict. In addition, a series of murders has shaken everyone on board the station. While Security Chief Odo investigates the murders, Commander Sisko finds himself butting up against a new religious faction that plans to take over Bajor and force the Federation to leave Deep Space Nine. Odo soon traces the murders to a bizarre and dangerous form of holosuite technology--a technology that turns it's users into insane killers and now threatens

Sisko's son, Jake. As the situation on Bajor deteriorates, Sisko learns that the political conflict and the new holosuites are connected. Both are the work of a single dangerous man with a plan that threatens the very fabric of reality. The plot is darker than anything Sisko has faced before, and to defeat it, he must enter the heart of a twisted, evil world where danger lurks in every corner and death can come at any moment--from the evil within himself, from his closest friends, or even at the hands of his own son.

**Section 31: Control** - David Mack 2017-03-28

From the New York Times bestselling author David Mack comes an original, thrilling Section 31 novel set in the Star Trek: The Next Generation universe! No law...no conscience...no mercy. Amoral, shrouded in secrecy, and answering to no one, Section 31 is the mysterious covert operations division of Starfleet, a rogue shadow group pledged to defend the Federation at any cost. The discovery of a two-

hundred-year-old secret gives Doctor Julian Bashir his best chance yet to expose and destroy the illegal spy organization. But his foes won't go down without a fight, and his mission to protect the Federation he loves just end up triggering its destruction. Only one thing is for certain: this time, the price of victory will be paid with Bashir's dearest blood. ™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

**Klingon** - Dean Wesley Smith  
2012-12-11

The Klingon Empire remains the Federation's most fearsome and uneasy ally, but can any human fully understand the heart and soul of a true Klingon warrior? During crucial negotiations on Deep Space Nine™. Gowron, leader of the Klingon High Council, tests human understanding of the Klingon way by sharing the powerful story of one warrior's quest for honor... Pok is a young Klingon caught up in the dangerous complexities of clan

politics. When his father is murdered in his own home on the day of Pok's Rite of Ascension, Pok must find the assassin and close the circle of vengeance. But as he searches for the truth amidst strange aliens and treacherous friends, Pok discovers that every day can be a good day to die and that only his own warrior's training stands between him and the business end of d'k tahgknife!

Liberated - M. 2008-04-27

## **Star Trek: Deep Space Nine: Worlds of Deep Space Nine**

**#1: Cardassia and Andor** - Una McCormack 2004-06-15

Within every federation and every empire, behind every hero and every villain, there are the worlds that define them. In the aftermath of Unity and in the daring tradition of Spock's World, The Final Reflection, and A Stitch in Time, the civilizations most closely tied to Star Trek: Deep Space Nine can now be experienced as never before...in tales both sweeping and intimate, reflective and

prophetic, eerily familiar and utterly alien. **CARDASSIA:** The last world ravaged by the Dominion War is also the last on which Miles O'Brien ever imagined building a life. As he joins in the reconstruction of Cardassia's infrastructure, his wife Keiko spearheads the planet's difficult agricultural renewal. But Cardassia's struggle to remake itself—from the fledgling democracy backed by Elim Garak to the people's rediscovery of their own spiritual past—is not without opposition, as the outside efforts to help rebuild its civilization come under attack by those who reject any alien influence. **ANDOR:** On the eve of a great celebration of their ancient past, the unusual and mysterious Andorians, a species with four sexes, must decide just how much they are willing to sacrifice in order to ensure their survival. Biological necessity clashes with personal ethics; cultural obligation vies with love—and Ensign Thirishar ch'Thane returns home to the planet he forswore, to face not only the

consequences of his choices, but a clandestine plan to alter the very nature of his kind.

[Antimatter](#) - John Vornholt  
2012-12-11

The Bajoran shipyard is assigned to build an engine for a new starship, a project which could be instrumental in revitalizing the planet's war-ravished economy. As Commander Sisko awaits the arrival of a tanker containing the antimatter that will power the starship, a band of hijackers captures the extremely valuable cargo and escapes through the wormhole. When the hijacking spurs a political debate, Major Kira struggles to mediate the dispute between the opposing factions. Meanwhile, Sisko makes a desperate move to retrieve the antimatter. With the stability of the Bajoran economy at stake, Sisko, Dax, and Odo infiltrate the hijackers, a move that could have deadly consequences for them and the planet Bajor.

**Trials and Tribble-ations** -  
Diane Carey 2000-09-22

Almost a century ago, Captain

James T. Kirk and the crew of the Starship Enterprise™ first encountered the irresistible (and astonishingly prolific) life-form known as the Tribbles<sup>5</sup>, resulting in one of the most unusual adventures in the annals of Starfleet. Now Captain Benjamin Sisko and the crew of the Defiant are transported back in time to that historic occasion, where Darvin, a devious Klingon spy, plots revenge against Captain Kirk. Using the seemingly harmless tibbles, Darvin attempts to destroy Kirk -- but for the misplaced residents of Deep Space Nine™ saving the original Enterprise will be nothing but "tribble." An exciting new novel based on the most mind-boggling STAR TREK: DEEP SPACE NINE adventure of them all!

**A Big Ship at the Edge of the Universe** - Alex White  
2018-06-26

A crew of outcasts tries to find a legendary ship before it falls into the hands of those who would use it as a weapon in this science fiction adventure series for fans of The Expanse

and Firefly. A washed-up treasure hunter, a hotshot racer, and a deadly secret society. They're all on a race against time to hunt down the greatest warship ever built. Some think the ship is lost forever, some think it's been destroyed, and some think it's only a legend, but one thing's for certain: whoever finds it will hold the fate of the universe in their hands. And treasure that valuable can never stay hidden for long.... Read the book that V. E. Schwab called "A clever fusion of magic and sci-fi. I was hooked from page one." *Star Trek Ds9: Fallen Heroes* - Dafydd Ab Hugh 2012-07-17 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,

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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.

**A Star Trek: The Next Generation: Time #9: A Time for War, A Time for Peace** - Keith R. A. DeCandido  
2004-10-01

The shattering conclusion to the nine-book Next Generation series that chronicles the untold adventures of the Enterprise crew between the events depicted in the feature films Star Trek: Insurrection and Star Trek Nemesis! On the cusp of their epic battle with Shinzon, many of Captain Jean-Luc Picard's long-time crew were heading for new assignments and new challenges. Among the changes were William Riker's promotion to captain and his new command, Riker's marriage to Counselor Deanna Troi, and Dr. Beverly Crusher's new career

at Starfleet Medical. But the story of what set them on a path away from the Starship Enterprise™ has never been told. UNTIL NOW. Following the scandalous Tezwa affair, the Federation president's resignation forces an election, with the future of the United Federation of Planets to be determined by who emerges victorious from a hotly contested vote. But it is the fate of the entire galaxy that may actually be decided on Qo'noS, as the Federation embassy is seized by terrorists whose actions expose intrigue reaching the highest levels of Klingon government—and it will take all of Ambassador Worf's skills to keep the fragile Federation-Klingon alliance from collapsing. And while this potential intergalactic chaos looms, Commander Riker finds his plans for command and marriage soured by a brutal, high-level inspection of the ship from which the crew may not escape unscathed... The epic miniseries comes to a shocking conclusion—one that will leave the Star Trek

universe changed forever!

Laertian Gamble - ROBERT  
SHECKLEY 2012-10-02

When a mysterious alien woman from the planet Laertes convinces Dr. Bashir to gamble for her at Quark's gaming tables, things seem innocent enough. Yet the more Dr. Bashir wins, the more things go wrong in the Federation: Ore ships vanish. Planets lose their atmosphere. Suns go nova. The cause and effect is hard to understand, but is proven by the bizarre Laertian science called Complexity Theory. When Bashir tries to stop gambling, a Laertian warfleet appears to force him to continue, while on the planet Laertes itself Major Kira and Science Officer Dax must battle their way through chaos and danger to find a way to stop the Laertians -- and save Deep Space Nine™ and the Federation from utter destruction!

*The Conquered* - Dafydd ab  
Hugh 2000-09-02

When Captain Sisko leads the Defiant on a dangerous mission into the Gamma Quadrant to

liberate a conquered world, the Bajoran government insists that Kai Winn, the Federation's longtime nemesis, assume complete control of the space station. Left behind by Sisko, Major Kira expects the worst from the Kai's new regime, but even she is caught by surprise when a fleet of alien warships attack Deep Space Nine!

Inferno - Judith Reeves-Stevens  
2000-05-27

Continuing the Deep Space Nine saga—an original novel from New York Times bestselling author Judith Reeves-Stevens! Now begins the final battle of the Prophets and the Pah-wraiths within the nightmarish realm of nonlinear time—as the greatest epic adventure in the saga of Deep Space 9™—reaches its staggering conclusion... As predicted in ancient Bajoran texts, the Celestial Temple has been restored, ending normal space-time existence for all except Captain Benjamin Sisko and those trapped on the Starship Defiant and the Klingon warship Boreth. But as apocalyptic war rages between

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the Prophets and the Pah-wraiths, one last chance for survival beckons—a return to Deep Space 9. Yet, in the realm of nonlinear time, it appears that there are two possible times at which Sisko and his allies can turn to the station: on the day of the Cardassian Withdrawal, or on the day six years later when DS9 Was destroyed. But which choice will lead to the triumph of the Prophets? And which to eternal victory for the Pah-wraiths? With time literally running out and the fate of the universe in his hands, Sisko now must confront his own personal inferno-in order to change the past and restore the present, he must be ready to make the ultimate sacrifice...his future...

Star Trek: Deep Space Nine: These Haunted Seas - David R. George III 2008-06-17

It is a time of renewed hope. As the U.S.S. Defiant sails through the wormhole and charts a new course of discovery into the unknown ocean of the Gamma Quadrant, powerful individuals from distant worlds gather at station Deep Space 9™ to

usher in a bright new era; with the Dominion War now only a memory, Bajor is poised at last to enter the Federation. For Colonel Kira Nerys, Commander Elias Vaughn, and all those who follow them, these are the voyages they were born to undertake. But where they seek to go is defined by the journeys they have made before, and ghosts populate these uncharted waters -- the spectres of lost leaders, fallen friends, forsaken lovers, vanquished enemies, and earlier selves. Some of these shades drive the travelers on, others are drawn inexorably into their wake; but all make their presence felt, and in feeling, the men and women of DS9 and the Defiant must somehow navigate the perilous rapids of their pasts in order to find the future. Originally published as *Twilight* and *This Gray Spirit* -- the first two novels in the critically acclaimed *Mission: Gamma* series -- *These Haunted Seas* is the next chapter of the epic saga begun in *Twist of Faith*, continuing

the chronicles of Star Trek: Deep Space Nine® beyond the small screen, propelling its heroes to realms they could never have imagined, and truths they cannot escape.

**The Crippled God** - Steven Erikson 2011-03-01

The climax to the epic Malazan Book of the Fallen series that will determine how the world is ruled. Savaged by the K'Chain Nah'Ruk, the Bonehunters march for Kolanse, where waits an unknown fate. Tormented by questions, the army totters on the edge of mutiny, but Adjunct Tavore will not relent. One final act remains, if it is in her power, if she can hold her army together, if the shaky allegiances she has forged can survive all that is to come. A woman with no gifts of magic, deemed plain, unprepossessing, displaying nothing to instill loyalty or confidence, Tavore Paran of House Paran means to challenge the gods - if her own troops don't kill her first. Awaiting Tavore and her allies are the Forkrul Assail, the final arbiters of humanity. Drawing

upon an alien power terrible in its magnitude, they seek to cleanse the world, to annihilate every human, every civilization, in order to begin anew. They welcome the coming conflagration of slaughter, for it shall be of their own devising, and it pleases them to know that, in the midst of the enemies gathering against them, there shall be betrayal. In the realm of Kurald Galain, home to the long lost city of Kharkanass, a mass of refugees stand upon the First Shore. Commanded by Yedan Derryg, the Watch, they await the breaching of Lightfall, and the coming of the Tiste Liosan. This is a war they cannot win, and they will die in the name of an empty city and a queen with no subjects. Elsewhere, the three Elder Gods, Kilmandaros, Errastas and Sechul Lath, work to shatter the chains binding Korabas, the Otataral Dragon, from her eternal prison. Once freed, she will rise as a force of devastation, and against her no mortal can stand. At the Gates of Starvald Demelain, the Azath House sealing the portal

is dying. Soon will come the Eleint, and once more, there will be dragons in the world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**Force and Motion** - Jeffrey Lang 2016-05-31

A thrilling original novel set in the universe of Star Trek: The Next Generation / Deep Space Nine! In 2367, Captain Benjamin Maxwell of the starship Phoenix ordered the destruction of a Cardassian warship and a supply vessel, killing more than six hundred crew members. Maxwell believed that the Cardassians were arming for a new attack on the Federation, and though history eventually proved he was probably correct, the Federation had no choice but to court martial and incarcerate him. Almost twenty years have passed, and now Maxwell is a free man, working as a maintenance engineer on the private science station Robert Hooke, home to crackpots, fringe researchers, and, possibly, something much

darker and deadlier. Maxwell's former crewmate, Chief Miles O'Brien, and O'Brien's colleague, Lieutenant Commander Nog, have come for a visit. Unfortunately, history has proven that whenever O'Brien and Nog leave Deep Space 9 together, unpredictable forces are set into motion...™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Revenant - Alex White  
2021-12-21

An all-new novel based on the landmark TV series Star Trek: Deep Space Nine from the acclaimed author of *A Big Ship at the Edge of the Universe!* Jadzia Dax has been a friend to Etom Prit, the Trill Trade Commissioner, over two lifetimes. When Etom visits Deep Space Nine with the request to rein in his wayward granddaughter Nemi, Dax can hardly say no. It seems like an easy assignment: visit a resort casino while on shore leave, and then bring her old friend Nemi home. But upon arrival,

Dax finds Nemi has changed over the years in terrifying ways...and the pursuit of the truth will plunge Dax headlong into a century's worth of secrets and lies! ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

*Fallen Heroes* - Dafydd Ab Hugh 1994

Commander Sisko and the crew of Deep Space Nine face their greatest challenge yet when alien soldiers take over the space station. Original. [Reaper's Gale](#) - Steven Erikson 2008-03-04

A clash of warriors draws closer as Rhulad Sengar, the Emperor of a Thousand Deaths, spirals into madness, surrounded by sycophants and agents of his Machiavellian chancellor. Against this backdrop, a band of fugitives seek a way out of the empire, but on

*Emissary* - J M Dillard 2012-12-11

Commander Benjamin Sisko is just recovering from the death

of his wife when he is assigned command over the former Cardassian, but new Federation space station, Deep Space Nine™. This space station is strategically located not only because of its orbit about Bajor, but also because of its proximity to the only known stable wormhole in the galaxy. After meeting the other Bajoran and Starfleet personnel assigned to the station, including a former Bajoran freedom fighter and a shapeshifter, Sisko finds himself in that very wormhole and in the midst of a metaphysical experience as the alien inhabitants of the wormhole question the concepts of time and love. Sisko, filled with humanistic hubris, begins to explain these experiences, and resolve his painful past.

**Star Trek: Coda: Book 3: Oblivion's Gate** - David Mack 2021-11-30

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.  
*Warchild - David Daley 2011-08*

**Millennium** - Judith Reeves-Stevens 2002-05-12  
Welcome, Emissary. As Benjamin Sisko picked his way over the wreckage that was his new command, a thousand questions, countless problems, dire reports, and the soon-to-be-familiar harangue of the Bajoran Liaison Officer clamored for his attention. From the shadows, a monk stepped out and greeted him. With all that had happened, it is no small wonder that Sisko took that greeting and relegated it to the back of his

mind. Six years have passed. Despite the recent retaking of Deep Space 9™, it seems that the Federation is losing the Dominion war. As commander of a front-line post, Sisko focuses on the war effort, paying little attention to the latest rumor. "The fabled lost Orbs of the Prophets have been recovered. Legend holds that these orbs are the key to unlocking a second wormhole -- a second Celestial Temple." In war, sometimes the little things you don't notice are your undoing. Now Benjamin Sisko, a man of science and a Starfleet officer -- and also the Emissary -- is swept up in the ultimate war of good versus evil. Every decision he makes draws him, his family, and his crew into the abyss. Faced with the possibility that he alone must decide the fate of life in the galaxy, Captain Sisko must unlock the truth behind the fabled Orbs of the Prophets or the future, the past, and even the present will wink out of existence!

**The Big Game** - Sandy Schofield 2000-05-23

When Quark holds a poker tournament on Deep Space Nine™ someone from almost every sentient race -- Klingons, Cardassians, Romulans, Vulcans, Ferengi -- shows up for what is sure to be the highest-stakes game of all time. But when one player is killed, the stakes get higher than even these big-money players had counted on. With the station rocked by subspace waves that threaten its destruction, Commander Sisko and Security Chief Odo must hunt down the killer in time to save the players, a killer who has information that can save those onboard Deep Space Nine from the invisible enemy they do not even know they face, a killer who holds all the cards...

**The 34th Rule** - Armin Shimerman 2000-09-22

For once, business is going well for Quark, not that anyone on Deep Space Nine™ truly appreciates his genius for finding profit in the most unlikely of circumstances. Quark is even looking forward to making the deal of a lifetime -- when he suddenly finds

himself stuck right in the middle of a major dispute between Bajor and the Ferengi Alliance. It seems that the Grand Nagus is refusing to sell one of the lost Orbs of the Prophets to the Bajoran government, which has responded by banning all Ferengi activity in Bajoran space. With diplomatic relations between the two cultures rapidly breaking down, Quark loses his bar first, then his freedom. But even penniless, he still has his cunning and his lobes, and those alone may be all he needs to come out on top -- and prevent an interstellar war!

Bloodletter - K.W. Jeter  
2000-05-23

Starfleet Command has learned that the Cardassians are planning to construct a base on the other side of the wormhole to establish a presence and claim the rich unexplored territory. Now, it falls to Commander Sisko, Major Kira, and the crew of Deep Space Nine™ to set up a Federation station there immediately. Before Major Kira can deliver

the new base, a fanatic from her violent past appears. Kira must engage in a life and death struggle with an enemy who will stop at nothing to destroy her, as the fate of Bajor, the wormhole, and possibly the entire Federation hangs in the balance.

Wrath of the Prophets - Peter David 1997

When Bajor is threatened with extinction by a terrible disease, Captain Sisko accepts help from Ro Laren, a Starfleet officer turned Maquis renegade, who teams up with a reluctant Kira in a quest to track the plague to its source. Original.

The Star Trek: Deep Space Nine: The Ferengi Rules of Acquisition - Ira Steven Behr 1995-07-01

The Ferengi are greedy, avaricious, ruthless, cowardly and completely unscrupulous. For centuries the famous Ferengi Rules of Acquisition have been the guiding principles of the galaxy's most successful entrepreneurs. These 285 Rules of Acquisition range from, #1 "Once you have

their money, never give it back." to #21 "Never place friendship before profit." These rules and hundreds more have taken many successful Ferengi to new frontiers of profit.

**Betrayal** - LOIS TILTON 2012-12-11

Ambassadors from all over the Federation have assembled on Deep Space Nine™ for a conference that will determine the future of the planet Bajor.

Keeping dozens of ambassadors happy is hard enough, but soon terrorists begin a bombing campaign on the station, and Commander Sisko's job becomes nearly impossible. Distracted by all of this, he's in no position to deal well with the arrival of a belligerent Cardassian commander demanding the return of Deep Space Nine to the Cardassian empire, but he must rise to the occasion if his station and Bajor are to emerge from the crisis intact

**Enigma Tales** - Una McCormack 2017-06-27

From the New York Times bestselling author of The Fall: The Crimson Shadow comes a

compelling and suspenseful tale of politics and power set in the universe of Star Trek: Deep Space Nine. Elim Garak has ascended to Castellan of the Cardassian Union...but despite his soaring popularity, the imminent publication of a report exposing his people's war crimes during the occupation on Bajor looks likely to set the military against him. Into this tense situation come Dr. Katherine Pulaski—visiting Cardassia Prime to accept an award on behalf of the team that solved the Andorian genetic crisis—and Dr. Peter Alden, formerly of Starfleet Intelligence. The two soon find themselves at odds with Garak and embroiled in the politics of the prestigious University of the Union, where a new head is about to be appointed. Among the front-runners is one of Cardassia's most respected public figures: Professor Natima Lang. But the discovery of a hidden archive from the last years before the Dominion War could destroy Lang's reputation. As Pulaski and Alden become drawn into a

deadly game to exonerate Lang, their confrontation escalates with Castellan Garak—a conflicted leader treading a fine line between the bright hopes for Cardassia's future and the dark secrets still buried in its past...

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*Star Trek: The Original Series: Excelsior: Forged in Fire* -

Michael A. Martin 2007-12-26 Discover how Sulu rose to the captaincy of a starship in this Star Trek adventure set during The Original Series era. A vicious pirate known as the Albino is cutting a deadly swath across space, creating turmoil in the Klingon Empire that threatens to spill into the Federation. But this criminal also has a secret that could shake the halls of Imperial power, and his genocidal plans against the race that bore him will have consequences even he cannot imagine, as several unlikely allies join swords to bring the Albino to justice:

Hikaru Sulu of the U.S.S. Excelsior; Klingon captains Kor, Koloth, and Kang; and a hotheaded young Federation diplomat named Curzon Dax. Tempered in the flames of their shared adversity, a captaincy is forged, a Blood Oath is sworn...and a hunt begins that will stretch from one generation to the next.

The Final Fury - Dafydd ab Hugh 1999-10-19

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 . . .

**Legends of the Ferengi** - Ira Steven Behr 1997-08-01

"Once you have their money, never give it back." -- #1

"Anything worth doing is worth doing for money." -- #13

For centuries these and the other famous Ferengi 'Rules of Acquisition' have been the guiding principles of the galaxy's most successful entrepreneurs. But the wisdom behind them was not won without a high cost in lives and latinium. Now at last these inspiring tales of avaricious Ferengi wresting monetary gain from the jaws of poverty are available to the profit-hungry across the galaxy!

Star Trek: Deep Space Nine: These Haunted Seas - David R. George III 2008-06-17

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small screen, propelling its heroes to realms they could never have imagined, and truths they cannot escape.

*Rising Son* - S.D. Perry  
2003-01-01

From the author of *Avatar (I & II)* and *Section 31: Cloak*, this intense story reveals the much-anticipated fate of Jake Sisko, missing since *Avatar Book Two*, as well as the long-awaited return of someone missing since the first season of *Star Trek: Deep Space Nine*... Months ago, young Jake Sisko came upon a mysterious prophecy in the ruins of B'hala, one that told of a Son destined to enter the Celestial Temple of the Prophets and return home with a lost Herald. Certain that the ancient text was intended for him, Jake entered the wormhole to bring back his father, Captain Benjamin Sisko—missing since his final, fateful confrontation with Gul Dukat in the Fire Caves of Bajor. But Jake's quest has failed. Or so he believes. Flung across the galaxy by a power beyond his understanding, Jake is rescued by a strange ship

with an even stranger alien crew. Joining them on a voyage unlike any he has ever experienced, Jake learns that his search for the truth will lead him to find the last thing he ever expected, and to discoveries far beyond his wildest imaginings.

**The Burning Times** - Jeanne Kalogridis 2002-03-05

A fourteenth-century monk is charged with the task of determining whether a midwife turned abbess accused of heresy by the Inquisition should be dubbed a saint or burned at the stake.