
Destiny Star Trek

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Strategy Is Destiny Simon and Schuster

The price of victory has been high. In the aftermath of the Dominion War, The Klingon General Martok, newly acclaimed Chancellor of the Klingon Empire, returns to the homeworld together with his adopted kinsman, Worf. They find a society splintered into factions and seething with unrest. Many Klingon warriors flock to Martok's banner, but his enemies are strong - chief amongst them his own bastard son... Rebellion, civil war and betrayal rock the Empire in this stirring tale of families riven by bitter conflict and a society poised precariously between redemption and dishonour.

Typhon Pact: Raise the Dawn Pocket Books/Star Trek

How did a pioneering company in the semiconductor industry not only survive but thrive in the face of the explosive change and upheavals that forced it to transform itself twice in the course of its thirty-year history? The answer lies in the quality of its

strategy-making process, contends leading strategic management scholar Robert A. Burgelman in this extraordinary book based on an exhaustive twelve-year study he conducted inside Intel Corporation. At once a history of strategy-making at Intel as well as a strategy-making field manual that any high-technology manager will need to consult frequently, *Strategy Is Destiny* truly describes strategy-in-action as the way of life of senior executives in the corporation of the future.

Star Trek: The Next Generation: A Singular Destiny Simon and Schuster

The sole survivor of the destruction of the U.S.S. Jenolen, engineer Montgomery Scott is revived seventy-five years later aboard a later model of the Enterprise and journeys back in time to prevent the death of James T. Kirk, an effort that has unexpected repercussions, when he, Kirk, and the crew of the Enterprise are trapped in an altered reality. Original.

How Strategy-Making Shapes a Company's Future Simon and Schuster

The third and final 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. The soldiers of Armageddon are on the march, laying waste to worlds in their passage. An audacious plan could stop them forever, but it carries risks that one starship captain is unwilling to take. For Captain Jean-Luc Picard, defending the future has never been so important, or so personal—and the wrong choice will cost him everything for which he has struggled and suffered. For Captain William Riker, that choice has already been made. Haunted by the memories of those he was forced to leave behind, he must jeopardize all that he has left in a desperate bid to save the Federation. For Captain Ezri Dax, whose impetuous youth is balanced by the wisdom of many lifetimes, the choice is a simple one: there is no going back—only forward to whatever future awaits them. But for those who, millennia ago, had no choice...this is the hour of their final, inescapable destiny.

Destiny's Road Free Press

THE MACHINE AGE After the apparent death of James T. Kirk on the U.S.S. *Enterpris* NCC-1701-B, Montgomery Scott decides to leave Starfleet. A chance encounter with a mysterious woman named Guinan leads him to hitch a ride on the U.S.S. *Jenolen* -- which crashes into a Dyson Sphere, leaving only Scotty to survive suspended as a transporter pattern.... Seventy-five years later, he is revived aboard the *Enterprise-D* -- on which Guinan serves as bartender. But fate has not finished with either Scotty or Guinan. The engineer hatches an audacious plan to travel back in time and rescue Jim Kirk the moment before he would vanish into the nexus and bring him back to the twenty-fourth century

without damaging the timeline. Scotty's plan, however, does not go as expected. Though Kirk is rescued, the famed captain and the engineer, as well as Captain Picard, Guinan, and the crew of the *Enterprise-D*, are trapped in an altered past where there is no Federation, and no human race. Sarek of Vulcan leads a ragtag collection of species fighting a losing battle against the Borg, who have swarmed into the Alpha Quadrant and assimilated Earth. Starfleet's finest miracle worker must find a way to restore the timeline before the galaxy is overrun....

Star Trek Deep Space Nine Pocket Books/Star Trek

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.

Star Trek: Best Destiny Simon and Schuster

On Planet Destiny, Jemmy Blocher kills a laborer and flees for his life along the long road forged by the mysterious Cavorite and its crew, who disappeared more than 250 years earlier

Star Trek: Destiny #1: Gods of Night Simon and Schuster

The omnibus edition of an epic crossover trilogy uniting characters from every corner of the Star Trek universe, and revealing the shocking origin and final fate of the Federation's most dangerous enemy--the Borg. DESTINY #1: GODS OF NIGHT THE BORG RETURN—WITH A VENGEANCE. Blitzkrieg attacks by the Borg leave entire worlds aflame. No one knows how they are slipping past Starfleet's defenses, so Captain Picard and the crew of the Enterprise have to find out—and put a stop to it.

Thousands of light-years away, Captain Riker and the crew of the Titan follow bizarre energy pulses to a mysterious, hidden world. But what they find there is a figure out of history: a Starfleet captain long thought dead. At the same time, in the Gamma Quadrant, a new captain and her crew investigate the wreck of the Earth starship Columbia NX-02, missing in action for more than two centuries. Four starships. Four captains. Four lives about to intersect—and discover their shared Destiny. DESTINY #2: MERE MORTALS IT'S A CLASH OF CIVILIZATIONS. The Borg have found a secret passage through subspace and are using it to attack the Federation. But the passage is one of many that the Enterprise crew finds inside a nebula, and Captain Picard and Captain Dax must find the right one—and lead a counterstrike to stop the impending Borg invasion. Meanwhile, Captain Riker and the Titan's crew are held captive by the reclusive and powerful aliens known as the Caeliar. The Titan's freedom hinges on the

action of fellow prisoner Erika Hernandez, commander of the long-lost Earth starship Columbia. Hernandez has lived among the Caeliar for centuries—enduring disasters, accidental time-travel, and interstellar exile. After so long as their prisoner, will she dare to fight for her freedom? Or is an eternity in captivity her inescapable Destiny? DESTINY #3: LOST SOULS THE FINAL BATTLE HAS BEGUN. An armada of several thousand Borg cubes has wiped out a fleet of ships sent by the Federation and its allies. The Collective's goal this time isn't assimilation—it's extermination. Captain Picard, Captain Riker, and Captain Ezri Dax unite in a final desperate bid to halt the Borg's genocidal march through known space. But their three starships—the Enterprise, the Titan, and the Aventine—are no match for the Borg armada. Or are they? With them is Erika Hernandez, former captain of the Columbia. She has powers and insight gained from centuries of living with the aliens known as the Caeliar. She can end the Borg threat forever—or transform it into an unstoppable menace that will devour the galaxy. Destruction or salvation—only one can be her final Destiny.

Rising Son Simon and Schuster

The Starship Rhea has discovered a cluster of carbon planets that seems to be the source of the quantum energies rippling through a section of space. A landing party finds unusual life-forms inhabiting one of the planets. One officer, Lieutenant T'Ryssa Chen -- a half-Vulcan -- makes a tenuous connection with them. But before any progress can be made, the Rhea comes under attack from the Einstein -- a Starfleet vessel now controlled by the Borg. The landing party can only listen in horror as their comrades are assimilated. The Borg descend to the planet, and

just as Chen accepts that she will be assimilated, the lieutenant is whisked two thousand light-years away. A quantum slipstream -- instantaneous transportation -- is controlled by these beings in the cluster, and in the heart of the cluster there is now a Borg ship. Cut off from the rest of the Borg collective, the Einstein cannot be allowed to rejoin it. For the sake of humanity, the Borg cannot gain access to quantum slipstream technology. Starfleet Command gives Captain Picard carte blanche: do whatever he must to help the beings in the cluster, and stop the Einstein no matter the cost.

Full Circle Simon and Schuster

The post-television Deep Space Nine saga continues with this original novel from New York Times bestselling author David R. George III! On the original Deep Space Nine, Captain Kira Nerys watches as the nearby wormhole opens and discharges a single, bladelikey vessel. Attempts to contact its crew fail, and the ship is soon followed by another vessel of similar design. When an armada subsequently begins to emerge from the wormhole, it seems clear that DS9 is under attack. Kira orders her first officer, Commander Elias Vaughn, to board the U.S.S. Defiant and defend the station, and alerts Starfleet to send additional forces as her crew prepares DS9's shields and weaponry for the onslaught to come. Meanwhile, on the lead ship, Iliana Ghemor considers launching an attack on DS9 and finally ending the life of Kira, the fountainhead of all the ills in her miserable life. Her vengeance demands more than mere death, though—it requires pain.

Ghemor refocuses, choosing to follow her plan to mete out her revenge on the captain by first decimating the population of Bajor...™, ®, & © 2015 CBS Studios, Inc. STAR TREK and related

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film tie-in novelization Baen Books

Events in a distant part of the Federation delay James T. Kirk's retirement from Starfleet and send him to Faramound--a world that takes Kirk on a journey back to his troubled youth. Reprint.

Star Trek Deep Space Nine Simon and Schuster

The wizards of the Cold War must uncover a secret cabal responsible for the Kennedy assassination in *The Shadow Commission*, New York Times bestselling author David Mack's globe-spanning historical fantasy sequel to *The Iron Codex*. November 1963. Cade and Anja have lived in hiding for a decade, training new mages. Then the assassination of President Kennedy trigger a series of murders whose victims are all magicians—with Cade, Anja, and their allies as its prime targets. Their only hope of survival: learning how to fight back against the sinister cabal known as the Shadow Commission. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Star Trek: Destiny #1: Gods of Night Simon and Schuster

From the New York Times bestselling author of *Star Trek:*

Discovery: Desperate Hours comes an original, thrilling novel set in the universe of *Star Trek: The Next Generation!* The past returns to haunt Captain Jean-Luc Picard—a crime he thought long buried has been exposed, and he must return to Earth to answer for his role in a conspiracy that some call treason.

Meanwhile, the U.S.S. *Enterprise* is sent to apprehend pirates who have stolen vital technology from a fragile Federation colony. But acting captain Commander Worf discovers that the pirates'

motives are not what they seem, and that sometimes standing for justice means defying the law....

Shatnerverse: Mirror Universe Star Trek: Destiny

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.

Best Destiny Simon and Schuster

When the U.S.S. Voyager is dispatched on an urgent mission to the planet Kerovi, Captain Chakotay and his first officer, Commander Thomas Paris, must choose between following their orders and saving the lives of two of those dearest to them. B'Elanna Torres and her daughter, Miral, are both missing in the wake of a brutal attack on the Klingon world of Boreth. With the aid of their former captain, Admiral Kathryn Janeway -- as well as many old friends and new allies -- Voyager's crew must unravel an ancient mystery, placing themselves between two warrior sects battling for the soul of the Klingon people...while the life of Miral hangs in the balance. But these events and their repercussions are merely the prelude to even darker days to come. As Voyager is drawn into a desperate struggle to prevent the annihilation of the Federation, lives are shattered, and the bonds that were forged in the Delta Quadrant are challenged in ways that none could have imagined. For though destiny has dealt them crushing blows, Voyager's crew must rise to face their future...and begin a perilous journey in which the wheel of fate comes full circle.

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

Book One Simon and Schuster

"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 Shadow Commission Simon and Schuster

As General Martok's war to win back his empire grows in fury, the truth about his past is revealed, leading to a final confrontation against his corrupt son and the woman he once loved. Only an ultimate sacrifice will enable him to reclaim what was taken from him and fulfill his dream of creating a Klingon 'Camelot'. Honour, betrayal, the ties of blood and the warrior ethic: all the most powerful elements of Klingon life are here in a tale which fans will love.

Spectre Simon and Schuster

The soldiers of Armageddon are on the march, laying waste to worlds in their passage. An audacious plan could stop them

forever, but it carries risks that one starship captain is unwilling to take. For Captain Jean-Luc Picard, defending the future has never been so important, or so personal -- and the wrong choice will cost him everything for which he has struggled and suffered. For Captain William Riker, that choice has already been made. Haunted by the memories of those he was forced to leave behind, he must jeopardize all that he has left in a desperate bid to save the Federation. For Captain Ezri Dax, whose impetuous youth is balanced by the wisdom of many lifetimes, the choice is a simple one: there is no going back -- only forward to whatever future awaits them. But for those who, millennia ago, had no choice...this is the hour of their final, inescapable destiny.

Star Trek: The Next Generation: Greater than the Sum
Simon and Schuster

SURROUNDED BY DEATH, THE SECRET OF IMMORTALITY IS WITHIN REACH. A new novel of space exploration and alien contact from Chain of Command author Frank Chadwick. Sam Bitka, a naval reserve officer, is recalled to wartime service and soon earns a reputation for aggressive tactics and insufficient deference to his academy-graduated superiors. His latest run-in with authority earns him a transfer to command of an armed transport, USS Cam Ranh Bay. When a mysterious alien probe materializes from Jump Space and remotely reprograms The Bay's star drive, Sam and his crew begin an involuntary voyage that takes them three thousand light years out of known space, across the galactic rift to the Sagittarius Spiral Arm, and into the heart of an ancient, previously unknown civilization—the first encountered by Humans and the other five races of the Cottohazz—Stellar Commonwealth—in over a century. The

genetically altered immortals known as The Guardians, a race so old they do not remember their own origins, soon turn murderously violent. Now Sam and his crew must elude capture by the Guardians, find some means of reprogramming their own star drive, and then return to the Cottohazz with the news of a powerful new civilization bent on their destruction. But they may also be carrying the secrets of the origin of their own star drive and of the path to immortality. At the publisher's request, this title is sold without DRM (Digital Rights Management). Praise for Chain of Command: "Chadwick's heavy hitter succeeds at teeth-gritting action scenes, deep psychological portraits of diverse characters and societies, and abundant puzzles and mysteries. All . . . mixed in seamlessly with the vivid tragedies of war and balanced with dark humor."—Publishers Weekly, starred review ". . . strong characterization and the briskness of the plot should please. Fans of military sf and of Chadwick, in particular, should give it a look."—Booklist "Chain of Command is very smartly put together . . . Chadwick gets the details right, whether he's talking about the effects of prolonged weightlessness or the intricacies of geo and interstellar politics and economics . . . a solid piece of Mil-SF writing that pulls from many historical sources and manages to convey a lot of what the Surface Navy is like. . . . It isn't the steel hulls that make the navy tough, it's the sailors that crew them."—SFRevue About Come the Revolution: "[A]dventure,

family secrets and humor. . . . The plot is as hard as the science Chadwick uses. . . . [E]ngages readers. First-rate science fiction; it moves at a fast pace throughout."—The Galveston County Daily News "Chadwick offers an exciting military SF story set on the Varoki home planet of Hazz' Akato in his follow up to How Dark the World Becomes . . . Chadwick, a leading designer of military and science-fiction board- and role-playing games, knows his way around a battlefield . . . eccentric cohorts are entertaining, and a few surprises guarantee that readers will be seeing more of this series."—Booklist "This sequel to How Dark the World Becomes is a fast-paced, action-packed sf adventure. Readers new to Chadwick's series will be able to start here without too much trouble; essential background information is given, and the author leaps straight into an original story set two years after the previous entry."—Library Journal About How Dark the World Becomes: "How Dark the World Becomes is a crackling debut novel that speaks of great things to come! It's whip-smart, lightning-fast and character-driven—in short it has everything required to be totally satisfying. Highly recommended." —Jonathan Maberry, New York Times best-selling author of Assassin's Code ". . . [a] far off, hard scrabble intergalactic underworld . . . fast-paced intergalactic adventure full of far-flung alien intrigue."—Astroguyz ". . . thrilling space adventure . . . I was reminded of Jack McDevitt's Alex Benedict novels and Mark L. Van Name's Jon & Lobo adventures."—SFCrowsnest