

The Star Trek Deep Space Nine The Ferengi Rules Of Acquisition Deep Space Nine The Ferengi Rules Of Acquisition Original

Devil in the Sky Millennium Ds9 #27 A Stitch In Time Avatar Book One I, The Constable Star Trek: Deep Space Nine: Worlds of Deep Space Nine #2: Trill and Bajor Worlds of Deep Space Nine 3 Star Trek: Deep Space Nine: The Never Ending Sacrifice Star Trek: Deep Space Nine: Warpath Deep Space Nine Companion The Left Hand Of Destiny Book Two The War Of The Prophets Section 31: Abyss Star Trek: Body by Starfleet Original Sin Space Camp Unity Millennium Book One: The Fall Of Terok Nor Valhalla Star Trek, Deep Space Nine Objective: Bajor Star Trek: Deep Space Nine: Twist of Faith Prophecy and Change Star Trek: Deep Space Nine: These Haunted Seas The Making of Star Trek, Deep Space Nine Star Trek: Deep Space Nine: Worlds of Deep Space Nine #2 Armageddon Sky Agents of Influence The Star Trek: Deep Space Nine: The Ferengi Rules of Acquisition Star Trek: Deep Space 9 and the U. S. S. Defiant Illustrated Handbook Star Trek: Deep Space Nine: The Missing Star Trek: Deep Space Nine: Worlds of Deep Space Nine #1: Cardassia and Andor The Way of the Warrior Millennium Book Three: Inferno Star Trek: Deep Space Nine—Too Long a Sacrifice #1 Rising Son Star Trek: Deep Space Nine: Fearful Symmetry Fallen Heroes Star Trek: Deep Space Nine: Vengeance Ascendance

Devil in the Sky

An insider's view of the making of the hit series "Star Trek: Deep Space Nine" offers anecdotes, insights into what viewers see, little-known stories, and a detailed look at every stage of production

Millennium

Discover more about the Star Trek planets Trill and Bajor with these two sweeping and unputdownable stories starring Ezri Dax, Kira Nerys, and Benjamin Sisko of the space station Deep Space Nine. They are a people with secrets in Trill. For centuries, they kept their true nature hidden, even taking disturbing steps to protect the small population of near-immortal symbionts with whom a privileged few Trill are joined, body, mind, and soul. They are a people who hold memory to be sacred, yet deny their own past. Now amid a whirlwind of scandal, accusations, and civil unrest, Ezri Dax must penetrate millennia of lies and deceptions, and rediscover what should never have been forgotten. Meanwhile, in Bajor, the honeymoon is over. Following the euphoria of Bajor's entry into the Federation, the real business of making that union work has begun. But even on a world where politics and religion are intertwined, conflicting visions of Bajor's role in the interstellar arena divide the planet's leadership. As newly minted Captain Kira Nerys sets the tone for the kind of Starfleet officer she will be, First Minister Asarem makes a bold move to define Bajor's voice in the Federation, while the returned Benjamin Sisko prepares for a future that only he, as yet, can see.

Ds9 #27 A Stitch In Time

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Tailor, soldier, spy the enigmatic Garak, Cardassian-in-exile on space station Deep Space Nine, established himself rapidly - thanks largely to his superb portrayal by actor (and now author) Andrew Robinson - as one of the best-loved characters on Star Trek DS9. Garak refers to himself as 'just a simple tailor' - but everyone knows that there's more to him than that. Ex-member of the Cardassian invasion forces; ex-member of the Obsidian Order, the dreaded Cardassian secret police; cynic, wit, epicure, man of mystery: - why WAS he banished from his home planet, and why does he choose to spend his exile on Deep Space Nine? Andrew Robinson, to whom Garak's voice comes as readily as his own, spins an enthralling, twisting yarn in true inimitable Garak style.

Avatar Book One

Following the publication of Deep Space Nine tenth anniversary books *RISING SON*, *THE LIVES OF DAX* and *THE LEFT HAND OF DESTINY*, *PROPHECY AND CHANGE* is an anthology of original stories celebrating the television series. Authors include Andrew J. Robinson, who played the mysterious Garak throughout Star Trek: Deep Space Nine, and whose novel *A STITCH IN TIME* was the bestselling Star Trek fiction of 2000. Star Trek: Deep Space Nine is justly acclaimed for its storylines, its characters -- including the large and varied cast of supporting characters, many of whom became favourites with Deep Space Nine fans -- and for the fact it was never afraid to examine some of the darker corners of the Star Trek universe. The stories collected here pay tribute to all those distinctive elements that made Deep Space Nine unique.

I, The Constable

An epic new Star Trek saga by New York Times bestselling author Dayton Ward set during the original Five-Year Mission! For years, Starfleet Intelligence agents have carried out undercover assignments deep within the Klingon Empire. Surgically altered and rigorously trained in Klingon culture, they operate in plain sight and without any direct support, while collecting information and infiltrating the highest levels of imperial power. Their actions have given Starfleet valuable insight into the inner workings of Klingon government and its relentless military apparatus. After three of Starfleet's longest serving agents fear exposure, they initiate emergency extraction procedures. Their planned rendezvous with the USS Endeavour goes awry, threatening to reveal their activities and the damaging intelligence they've collected during their mission. Tasked by Starfleet to salvage the botched rescue attempt, Captain James T. Kirk and the crew of the USS Enterprise must discover the truth behind a secret weapons experiment while avoiding an interstellar incident with the potential to ignite a new war between the Federation and one of its oldest adversaries.

Star Trek: Deep Space Nine: Worlds of Deep Space Nine #2: Trill and Bajor

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.

Worlds of Deep Space Nine 3

The True Reckoning is only seconds away, and only the crew of Deep Space Nine can prevent it from happening. But the Pah-wraiths and their followers, Gul Dukat and the merciless Grigori, will do anything to stop them. Does the answer lie within the realm of the Prophets, opponents of the Pah-wraiths from time immemorial? Or is the real answer hidden in the fact that nearly seven years ago, a Ferengi barkeeper was not killed by the Cardassians?

Star Trek: Deep Space Nine: The Never Ending Sacrifice

A boy looks up. He sees a Cardassian's hand on his shoulder and knows that this is usually a prelude to a beating or, if he is fortunate enough, arrest. The boy knows how many disappeared during the Occupation of Bajor. So he does the one thing he can think of: he bites the Cardassian. Then the nightmare begins. He is ripped from the family that took him in as an orphan, clothed him, fed him, always loved him unconditionally. And no matter how earnest, how caring the commander of Deep Space 9 is, the boy knows this is all a horrible mistake. How can someone from Starfleet judge him by what he looks like, not by what he is? He prays to the Prophets; he is Bajoran. They all keep telling him that the test proves the large Cardassian man is his father, that the other Cardassian -- that oily gul -- took him away from his father. But the boy keeps telling them that he is Bajoran, he only wants to go home with his father. So they send Rugal home -- to Cardassia. On the homeworld of the Cardassian Union where sacrifice and devotion to the state are surpassed only by the government's need to keep its people in check, one very lonely boy discovers that if he doesn't resist, his life -- like those of so many others -- will be added to the tally of the never-ending sacrifice.

Star Trek: Deep Space Nine: Warpath

Death casts its shadow as Constable Odo searches for truth amid a web of treachery and lies. Everyone on the Promenade has a motive for this murder, be it vengeance, justice or old-fashioned greed. Legendary Star Trek scribes Scott Tipton & David Tipton team with noir artist Greg Scott for the first Deep Space Nine comic book series in a decade!

Deep Space Nine Companion

An original novella set in the Star Trek: Deep Space Nine universe! With his Starfleet assignment temporarily on hold, Odo needs a distraction. He welcomes Chief O'Brien's offer to loan him some of the action-packed books that both men relish: tales about hard-boiled private eyes, threatening thugs, and duplicitous dames. Then Quark suddenly goes missing during a hastily planned trip to Ferenginar. His concerned friends on Deep Space Nine feel that Odo, as the station's former chief of security, is uniquely suited to track Quark down. But once on Ferenginar, Odo learns that Quark is trapped in the seamy underbelly of a criminal enterprise that could have been ripped from the pages of one of O'Brien's novels. To find the bartender, Odo discovers that

he must rely not only on his law enforcement background, but his knowledge of all things noir....

The Left Hand Of Destiny Book Two

Continuing the Deep Space Nine saga—an original novel from New York Times bestselling author Judith Reeves-Stevens! The crew of the Starship Defiant is trapped in a future in which the Pah-wraiths have triumphed—as the greatest epic adventure in the saga of Deep Space 9™ continues. In the last days of the twenty-fourth century, caught in the crossfire of the apocalyptic confrontation between the Bajoran Prophets and the Pah-wraiths, Captain Benjamin Sisko, and his crew face what might be the final millennium. On one side, the Pah-wraiths' new Emissary—Kai Weyoun—promises his followers that when Bajor's two Celestial Temples are restored as one, all beings in the universe will ascend to a new and glorious existence with the True Prophets. On the other side, the scientists of Starfleet predict that when the two Bajoran wormholes merge, they will create a Warp 10 shock wave of infinite destructive power. With the Federation on the brink of collapse, and Starfleet consumed by Admiral Jean-Luc Picard's obsessive quest to build the largest starship ever conceived, Sisko enters the ultimate race against time for the biggest stakes of all—the survival of the universe itself.

The War Of The Prophets

At the climactic close of the TV series of Star Trek Deep Space Nine the forces of the Federation and their allies finally overcame the Dominion invaders and averted the threat of totalitarian rule. And yet the future of the Alpha Quadrant is by no means as safe as it seems. Deep within the bowels of Deep Space Nine is a secret that has been kept for seven years. When it is uncovered the very heart of the Federation will be ripped apart, succeeding where the shapeshifting Founders failed. The destruction of the Federation is at stake. Only the crew of Deep Space Nine can stop it - but will they be in time?

Section 31: Abyss

Continuing the Deep Space Nine saga—an original novel from New York Times bestselling author David R. George III! At the end of 2385, in a significant shift of its goals from military back to exploratory, Starfleet sent Captain Benjamin Sisko and the crew of the U.S.S. Robinson on an extended mission into the Gamma Quadrant. Tasked with a yearlong assignment to travel unknown regions, they set out to fulfill the heart of Starfleet's charter: to explore strange new worlds, and to seek out new life and new civilizations. But now three months into the mission, their first contact with an alien species comes in the form of an unprovoked attack on the Robinson. With the ship's crew suddenly incapacitated, seventy-eight of the 1,300 aboard are abducted—including Sisko's daughter, Rebecca. But Rebecca had already been kidnapped years earlier by a Bajoran religious zealot, part of a sect believing that her birth fulfilled the prophecy of the arrival of the Infant Avatar. Does her disappearance now have anything to do with the harrowing events of the past? And for what purposes have these enemies taken Sisko's daughter and the rest of the missing?

Star Trek: Body by Starfleet

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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.

Original Sin

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, bladelike 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 marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Space Camp

Tensions caused by speculation that Cardassia is about to reoccupy Bajor are complicated by the arrival of a strange alien ship. When it's discovered that the crew is dead and the ship is carrying valuable Gamma-quadrant technology, it becomes a sought after prize, which Commander Sisko must fight to keep out of Cardassian hands. Meanwhile, Sisko also finds himself at odds with Major Kira, who believes the ship is Bajoran property. When the alien ship suddenly seizes control of *Deep Space Nine*™, and the Cardassians move in to try to capture it, Sisko must face off against a shipload of angry Cardassians -- and the alien being controlling *Deep Space Nine*!

Unity

All Klingons revere the Day of Honor, their most sacred holiday, but the true nature of honor can be a matter worth fighting over. Dispatched on a secret

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mission to investigate the raids, Commander Worf of Deep Space Nine and the crew of the Defiant find themselves trapped on an alien world threatened by global cataclysm -- trapped along with Klingons who were exiled to this world for their loyalty to Worf's dishonored family. Worf must find a way to save the Klingons whose honor bade them to keep their pledges to the House of Mogh despite the orders of the Emperor, and to prevent a bloody massacre that will forever stain the honor of the Klingon Empire!

Millennium Book One: The Fall Of Terok Nor

Amoral, shrouded in secrecy, answerable to no one, Section 31 operates outside the constraints of either conscience or the law. They are the covert operations arm of Starfleet. Their mission: to protect the Federation at whatever cost. Mere days after the startling events which unfolded in Deep Space Nine: Avatar, Dr Julian Bashir faces his darkest nightmare when Section 31 compels him to undertake a mission to stop one of their own. But this renegade is no ordinary agent. Like Bashir, Dr Ethan Locken is genetically enhanced, a human superior in both body and mind. Unlike Bashir, however, Locken dreams of remaking the galaxy in his own image - and of creating a new human empire based on the example of the infamous Khan Noonien Singh. As he begins to understand the terrifying truth about his opposite number, Bashir will learn more about himself than he ever wanted to know.

Valhalla

In our universe, a Cardassian sleeper agent--Iliana Ghemor--was once surgically altered to resemble and replace resistance fighter Kira Nerys, future Starfleet captain and hero of the planet Bajor's liberation. That plan never reached fruition, and the fate of the agent remained unknown until now. Robbed of the past sixteen years, Iliana Ghemor is back with a vengeance. Over a decade and a half of imprisonment and abuse by her former masters has brought her to the brink of madness, sustained only by the twisted belief that she is, in fact, the real Kira Nerys. She has already made one near-successful attempt on the real Kira's life, but instead of assuming the identity of the woman she was intended to replace, Ghemor has set her sights on the most unexpected target of all: Kira's other double, the malicious Intendent, Bajor's iron-fisted ruler in the alternate reality commonly known as the "Mirror Universe." But far more is unfolding in the Mirror Universe than Ghemor realizes, and the heroes of Deep Space Nine somehow must stop the false Kira without derailing the delicate flow of history that must unfold if both universes, and countless others, are to survive. Parallel stories set in both universes reflect and build upon each other in this Two-in-One "Flip Book," the continuation of both the ongoing DS9 saga as well as the Mirror Universe line of books.

Star Trek, Deep Space Nine

Presents two novels in one volume, including "Unjoined," in which upheaval threatens stability on Trill, and "Fragments and Omens," in which conflicting visions of Bajor's role in the Federation divide the planet's inhabitants.

Objective: Bajor

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The Hive came from another galaxy: billions of alien beings living inside a vast, biological starship. They have already destroyed one planet, converting it into raw material and fuel for their endless voyage through the cosmos. Now the Hive is heading for Bajor and they have given the planet's inhabitants an ominous warning: evacuate in three days or die along with their world. The Bajorans would rather die than abandon their sacred home, but their hastily assembled military fleet does not stand a chance against the awesome power of the Hive. Unless Captain Sisko can penetrate the Hive's defenses -- and discover their most closely guarded secret -- all of Bajor faces extinction.

Star Trek: Deep Space Nine: Twist of Faith

The Hortas of Janus VI are the greatest miners in the galaxy, capable of burning through solid rock the way humanoids move through air. Recruited to help rebuild Bajor's devastated mining industry, the Hortas could provide new hope for the planet's struggling economy. But when Cardassian raiders abduct the Mother Horta, Commander Sisko finds himself stuck with twenty Horta eggs -- and then the eggs begin to hatch. While Major Kira leads a desperate rescue mission deep into Cardassian space, Commander Sisko faces a ravaging mass of newborn Hortas -- uncontrollable, indestructible, and eager to consume Deep Space Nine™ itself!

Prophecy and Change

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.

Star Trek: Deep Space Nine: These Haunted Seas

Commander Sisko has made Jake an offer he can't refuse -- the chance to attend Starfleet Academy Summer Space Camp on Rijar, once home to an ancient civilization, now an archaeologist's dream. Jake's father has even agreed to send Nog. Jake is looking forward to the adventure and maybe finding something in the ruins to write a story about. But from the day they arrive it's a disaster! The best friends are on their way to becoming worst enemies -- until an accident triggers the countdown of a megabomb that threatens the entire planet! Jake and Nog lead an expedition into the catacombs under the base in a desperate race against time. Their only hope is a terrifying voyage into cyberspace to gain control of the ticking bomb that is about to explode

The Making of Star Trek, Deep Space Nine

Chronicles the seven-year history of the television series with in-depth synopses, interviews with cast and crew, and photographs and illustrations that span all 176 episodes.

Star Trek: Deep Space Nine: Worlds of Deep Space Nine #2

The mysterious People of the Open Sky are the main suspects when sensitive files are accessed without permission on Deep Space Nine, as tensions arise on a science vessel crewed by species from the Khitomer Accords and the Typhon Pact.

Armageddon Sky

Uneasy Peace. Worlds In Flux. Tests Of Faith. The Final Episode Was Only The Beginning. The Dominion War is over or is it? Three months after the Allied victory against the invaders from the Gamma Quadrant, a surprise attack awakens the fear of renewed hostilities. At the same time, a senseless murder sets a space station commander on a path that will test the limits of her faith while a strange discovery within the plasma storms of the Badlands propels an old soldier toward a rendezvous with destiny. Elsewhere, amidst the ruins of an ancient civilization, a young man is about to embark on a dangerous quest to fill the hole in his life -- one left by the loss of his father. So begins the unprecedented, authorized continuation of Star Trek: Deep Space Nine®, springing from the seven-year television odyssey of Captain Benjamin Sisko and his crew aboard a Federation starbase at the edge of the final frontier. Following the serial format and evolving character arcs that were the hallmarks of the TV series, the new Deep Space Nine novels pick up where the show left off, daring to imagine what happened after the final episode. Now the first five tales of that critically acclaimed storyline are collected in one massive volume. Originally published as the two-part Avatar, Abyss, Demons of Air and Darkness, and the novella "Horn and Ivory," Twist of Faith revisits the aftermath of the Dominion War, the pivotal planet Bajor, its mysterious connection to the timeless Prophets of the wormhole, as well as the familiar faces, new friends, and uncertain allies whose fates intertwine at the crossroads of the galaxy. With an introduction by New York Times bestselling author David R. George III (Mission: Gamma -- Twilight; The Lost Era: Serpents Among the Ruins; the Crucible trilogy), Twist of Faith takes the Deep Space Nine saga to a new level exploring what was left behind, and what awaits beyond.

Agents of Influence

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.

The Star Trek: Deep Space Nine: The Ferengi Rules of Acquisition

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A guide to the technology of the imaginary space station at the heart of the program provides descriptions, schematic diagrams, and other data

Star Trek: Deep Space 9 and the U. S. S Defiant Illustrated Handbook

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: The Missing

They were created to be killing machines. Highly intelligent, resourceful, and deceptively complex, the Jem'Hadar are a species engineered for war and programmed at the genetic level for one purpose: to fight until death as soldiers of the sprawling stellar empire known as the Dominion. No Jem'Hadar has ever lived thirty years, and not even their masters, the shape-shifting Founders, know what such a creature is capable of becoming were it to be freed of its servitude. One Founder, however, has dared to wonder. Appointed by Odo himself to learn peaceful coexistence aboard Deep Space 9™, Taran'atar, an Honored Elder among the Jem'Hadar, had for months been a staunch, if conflicted, ally to the crew of the station, ever struggling to understand the mission on which he was sent . . . until something went horrifically wrong. Consumed by self-doubt and an ever-growing rage, Taran'atar has lashed out against those he was sworn to aid. While Captain Kira Nerys and Lieutenant Ro Laren both lie near death aboard DS9, their assailant has taken a hostage and fled into Cardassian space, pursued by Commander Elias Vaughn on the U.S.S. Defiant. But as the hunt unfolds, Taran'atar's true objective becomes increasingly less certain, as the rogue Jem'Hadar leads the Defiant to a discovery even more shocking than his crime.

Star Trek: Deep Space Nine: Worlds of Deep Space Nine #1: Cardassia and Andor

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!

The Way of the Warrior

Drawing on the vast body of styles practiced around the world, including ancient and obscure styles from every continent on the planet, The Way of the Warrior is an indispensable, one-stop reference work for anyone interested in the martial-arts canon.

Millennium Book Three: Inferno

Fourth in the series of STAR TREK ILLUSTRATED HANDBOOKS, this guide takes an in-depth look at the space station Deep Space 9 and the starship U.S.S. Defiant. The perfect gift for the Star Trek fan in your life Exploring the former Cardassian space station in detail, this volume looks at Deep Space 9's history and operation under the command of Captain Benjamin Sisko of the United Federation of Planets. The chapters feature the station, the warship the U.S.S. Defiant, and the small, multi-purpose runabouts used as transport by the crew. With technical information from official sources, annotated exterior views and isometric illustrations of key locations, this handbook provides an extraordinary reference guide to 24th century Federation life on the diplomatic outpost. With technical information from official sources, annotated exterior views and isometric illustrations of key locations, this volume provides an extraordinary reference guide to 24th century Federation life on the diplomatic outpost.

Star Trek: Deep Space Nine—Too Long a Sacrifice #1

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!

Rising Son

S.D. Perry's two-book sequence Avatar launched the new series of Deep Space Nine novels in 2001, capturing and expanding on the unique qualities of the television series and mixing new characters with old to acclaim from both critics and fans. Continuing the themes begun in Avatar through her next volume Rising Son, Perry here unites the threads in a stunning resolution which sees the return of Captain Benjamin Sisko. Starfleet Captain, father, husband, Emissary of the Prophets, a religious and spiritual icon to the people of the planet Bajor -- Benjamin Sisko is, or has been, all these things. Reconciled to his role as the conduit through whom the mysterious alien entities known as The Prophets worked, he succeeded in saving Bajor from destruction by the Pah-Wraiths, and appeared to be translated into a different form of existence, joining the Prophets in their non-corporeal world. Appearing in a vision to his new wife, Kasady Yates, he promised her he would return to her some day. Find out how, in a masterful, gripping tale which sees not only Sisko's return but the birth of his son and the historic entry of Bajor to the United Federation of Planets.

Star Trek: Deep Space Nine: Fearful Symmetry

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.

Fallen Heroes

Star Trek's grittiest and most challenging series may have reached its climactic conclusion on the television screen, but all-new adventures on the frontiers of Federation space continue between the covers of Pocket Books. In the aftermath of the Dominion War that brought the Star Trek universe to the brink of ruin, space station Deep Space Nine - the galaxy's nexus of military and scientific intrigue, situated as it is on the wormhole that links two quadrants - once again becomes a flashpoint of impending Armageddon when a surprise attack cripples the station, killing the First Officer and threatening the fragile peace. Colonel Kira and the surviving crew of DS9 - along with four controversial new officers - are all that stand against the outbreak of a new conflict and a doom foretold by the Prophets to coincide with the birth of Captain Benjamin Sisko's child. Meanwhile, Captain Jean-Luc Picard and the crew of the USS Enterprise make a startling discovery, one that will determine the course of an entire civilisation and profoundly affect the lives of the crew of Deep Space Nine

Star Trek: Deep Space Nine: Vengeance

THE DOMINION: Odo continues his efforts - begun on DS9 - to understand his shape-shifting people, The Founders, and why they felt driven to conquer the Federation. His quest leads him unexpectedly to questions about the gods and their creations ... and what those creations do when they believe that those gods have forsaken them. **FERENGINAR:** Political turmoil threatens to unseat Rom from the leadership of the Ferengi Alliance. A scandal involving criminal charges against Rom's former wife uncovers secrets which could not only bring him down but could undermine all the well-meaning changes his regime has introduced. Worse still, hardcore capitalist Quark has been enlisted by Rom's political adversaries to join forces with them against him, with promises of all the wealth and success Quark has ever dreamed of ... as long as he helps them to overthrow his brother.

Ascendance

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.

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