

Exiles Star Trek Next Generation 14

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Dive deep into 'Exiles,' a compelling Star Trek Next Generation episode that presents the USS Enterprise crew with an enigmatic alien presence and complex moral dilemmas. Often identified as TNG episode 14, this installment explores themes of isolation and communication across vast distances. Discover why 'Exiles' remains a significant Star Trek TNG episode, offering a thought-provoking narrative for fans and new viewers alike. Find out where to watch Star Trek Exiles online and uncover its secrets.

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Star Trek

Titles include "Star Trek: The Next Generation #11: Gulliver's Fugitives, Star Trek: The Next Generation #12: Doomsday World, Star Trek: The Next Generation #13: Eyes of the Beholder" and "Star Trek: The Next Generation #14: Exiles".

Exiles

For three centuries the people of Alaj and the people of Etolos have been bitter enemies. However, when crippling disasters strike both worlds, each planet becomes the other's hope for survival. With time running out, Captain Picard and his crew are called to negotiate a peaceful settlement and begin rescue efforts. But some factions would rather see both planets perish and will stop at nothing to prevent peace. Soon the U.S.S. "Enterprise(TM)" crew is caught up in a web of intrigue and terrorism that culminates with an act of ultimate revenge against both peoples -- revenge that will mean the destruction of two worlds and the U.S.S. "Enterprise."

Star Trek: The Next Generation - Hive

In the distant future the entire galaxy has been completely assimilated by Borg and it's kingŠ— Locutus! The only hope for the future lies in the past, in the hands of Captain Jean-Luc Picard and the crew of the Starship EnterpriseŠ—”as Picard faces off against the Borg collective in one final, terrifying, and definitive encounter!

Exiles

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Grounded

While answering a distress call from a scientific station in a remote part of the galaxy, the U.S.S. Enterprise™ becomes infected with a mysterious alien life form which feeds on and transforms inorganic materials. The Starship begins to gradually disintegrate, and Starfleet is forced to order its evacuation and destruction to prevent the dangerous infection from spreading throughout the galaxy. It's the end of an era for Captain Picard and his crew, who are scheduled for transfers that will split them up among different Starfleet vessels. But even as the end draws near for the Starship Enterprise™, Captain Picard begins to formulate a desperate plan to save his ship and preserve his crew -- a plan that will force him to defy Starfleet orders and lead him to a confrontation with a malevolent alien force -- which has the power to destroy the entire Federation.

Star Trek: The Next Generation: A Fury Scorned

Leading a rescue operation to the planet of Epictetus III, where the sun is about to go nova, the crew of the Enterprise faces a difficult decision when they realize that they cannot save everyone.

Chains of Command

After discovering a group of human slaves on a forbidding planet, Captain Picard and his crew sympathize with the slaves' plight but cannot interfere in a brutal slave revolt. When the "owners" return to reclaim their property, Picard and Counsellor Troi are drawn into their deadly plan of vengeance.

Klingon

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 tahg knife!

A Star Trek: The Next Generation: Time #2: A Time to Die

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. It was supposed to be a mission of mercy, until the unthinkable occurred: the destruction of the U.S.S. Juno, killing all hands on board. Starfleet Command has unjustly assessed the actions of Captain Picard and the Enterprise crew during that fateful assignment to the Rashanar Battle Site -- the sector that saw one of the fiercest conflicts of the Dominion War, and which is now a hazardous interstellar graveyard filled with hundreds of devastated starships. While the court-ordered medical evaluation that relieved Picard of command is ongoing, there is growing speculation that his illustrious career may be coming to an end. To clear his former commander, acting captain William Riker and a demoralized skeleton crew agree to conduct a covert operation, and must venture the Starship Enterprise back into Rashanar to track down a mythical menace -- one that may already be responsible for the annihilation of countless fully armed starships.

Unbridled hostility and the promise of death lurk at every turn, but they could never imagine that their only chance of survival may lie in the unexpected return of a long-absent friend....

Star Trek: Titan #3: Orion's Hounds

In the third book in Pocket Books' new Star Trek fiction series Star Trek: Titan, an alien distress call leads Titan and her crew to an uncharted region of space and a complex ethical dilemma.

Star Trek: the Next Generation - the Space Between

Celebrate the 20th Anniversary of Star Trek: The Next Generation with this all-new relaunch of the Star Trek franchise in comics. In the first collection of this special mini-series, travel to Tigan-7, Kandom 9, uncharted space, and more -- each leading the dedicated crew of the Starship Enterprise into unexpected adventures. If you enjoyed watching Star Trek: The Next Generation on television, get ready for the comics adventure you've been waiting for.

Spartacus

When the Enterprise answers a distress call from a damaged alien vessel, an entire fleet from Velma arrives and claims that Captain Picard and his crew are aiding their escaped slaves. The Velman fleet threatens to fight if Picard doesn't stand aside, and Picard must choose between his ship's safety and the annihilation of an entire race.

Survivors

Treva is an isolated human colony on the fringes of known space on the verge of becoming a true interstellar community, a full fledged member of the Federation. But now the U.S.S. Enterprise™ has received a distress signal for Treva is in the throes of a violent revolution, a revolution led by a merciless warlord who has committed countless atrocities in the name of freedom. Data and Lt. Tasha Yar are dispatched to investigate. Once they reach Treva, they discover the truth, and any possible solution may be far more complex than a simple rebellion. Treva's president wants more than Starfleet's good words in her fight against the rebels, she wants their weapons technology. And before the battle is over, she means to get them. Over Data's and Yar's dead bodies, if necessary.

Best of Star Trek: the Next Generation

The planet Selva -- a lush colony world settled by a hardy group of humans, who found the planet already inhabited by a small gang of young Klingons. When violence erupts between the two groups, Captain Picard and the U.S.S. Enterprise are sent to render assistance. Worf leads a landing party to the planet while the Starship Enterprise is called away on another urgent mission. On Selva, Worf and his party find that the old hatreds and prejudices between humans and Klingons are revived, and the settlers are out for blood. Now, Worf must prevent a horrible massacre before all of them fall prey to Selva's deadly secret...and raging fury.

War Drums

To save the dying Gemworld and free the Enterprise from the lethal grip of the singularity which has trapped it there, Picard and his crew must disable the artificial shell which holds the planet's atmosphere intact. But to safeguard the shell - since the planet could not survive without it - it cannot be shut down without six clearance keys. One key is in the possession of each of the planet's distinct and often reclusive species, and travel on the crumbling, disintegrating surface is nearly impossible. A religious sect views the shell as a holy object and will stop Picard from tampering with it - at any cost. And when all the keys are gathered and a mysterious murder is solved, the responsible party is discovered to be the planet itself!

Gemworld Book Two

Based on today's #1 syndicated television show, every title in Pocket Books' Star Trek: The Next Generation series is a New York Times bestseller. Captain Picard and his companions are drugged and captured when they arrive on Capulon IV, a world about to join the Federation. The group must escape and stop the new ruler's coronation to prevent mass destruction.

Guises of the Mind

The Rashanar Sector, site of one of the fiercest battles of the Dominion War, now contains a vast interstellar graveyard littered with the hulks of hundreds of devastated starships. The destruction of so many warp drives has created a danger zone where the space-time continuum is distorted, and bizarre energies and anomalies are unleashed. To some, the former battleground is hallowed space. To others it is a scavengers' paradise, ripe for plunder, and the USS Enterprise is assigned to patrol it, protecting those engaged on legitimate salvage. But the ships' graveyard holds a deadly secret -- one that will force the android Data to make a heart-wrenching decision about the path his life will take, and will endanger not only the Enterprise, but Picard's very future in Starfleet.

A Time To Be Born

Lieutenant Melora Pazlar, first seen in the Deep Space Nine episode that bears her name (Melora), is the only Elaysian in Starfleet. Stationed on board the USS Enterprise, six years after her short-lived romance with Dr Bashir, she receives a desperate call for help from her crystalline, multi-species homeworld. When subspace contact fails, Captain Picard sends the Enterprise to investigate, only to find the ship nearly torn apart by a dimensional rift and stranded, badly damaged, below the shields that protect the carefully constructed planet. With both escape and rescue impossible, Picard and crew set out to discover the cause of the rift and the strange, cancerous growth in the crystal choking the planet itself. A Federation ship attempts to reach the Enterprise but is destroyed, and when thoron radiation threatens to kill the crew, all signs on the planet point to sabotage...

Gemworld Book One

IDW's Star Trek comics line launched with Star Trek: The Next Generation - The Space Between, a series of six stand-alone issues. Now, prepare for the latest voyage of the Enterprise as the creative team that brought you Klingons: Blood Will Tell tackles an all-new Star Trek: TNG mini-series.

Star Trek: Intelligence Gathering

Abtrünnige Raumschiffe der Föderation lassen Chaos und Zerstörung über den Alpha-Quadranten hereinbrechen. Captain Jean-Luc Picard und die Besatzung der U.S.S. Enterprise sind schockiert, als sie erfahren, dass niemand Geringeres, als Picards ehemaliger Schützling und Freund – Admiral William T. Riker – dahintersteckt. Dieser befindet sich im Rahmen eines Sonderauftrags an Bord der U.S.S. Aventine. Das Schiff ist um einiges schneller als die Enterprise ... und Riker kann gegenüber seinem ehemaligen Mentor nicht zurückstecken. Es ist eine Schlacht taktischer Genies und ein Rennen gegen die Zeit, während Picard verzweifelt nach Antworten sucht, bevor die Großmächte des Quadranten mit aller Gewalt zum Gegenschlag gegen die Föderation ausholen ...

Star Trek - The Next Generation 12: Jagd

Captain Picard and the crew of the Enterprise respond to a distress call and find a terribly wounded scientist aboard a marooned ship. While evaluating the planet below (and its two warring nations) for possible Federation membership, Picard discovers to his horror that the survivor of the disaster is foreseeing his death. Written by Eisner-nominated writer Zander Cannon (Top Ten).

Star Trek: Next Generation - Ghosts

The full extent of the devastation caused by the Genesis Wave is only now being recognised. An entire sector of space has been reduced to the most primitive levels, and more than one high-tech interstellar civilisation lies in ruins. Helping rebuild them from the ground up is the Genesis Force, a covert Federation group of humans and aliens with extra abilities greater than those of the average humanoid. Their mission: to remake the devastated worlds so that new life can flourish, and to protect the people of the newly named Genesis Sector from those who would seek to conquer and exploit them.

Star Trek, the Next Generation

Redefining a familiar universe for a more modern time, Star Trek: The Next Generation introduced Captain Jean-Luc Picard, the officers and crew of the U.S.S. Enterprise NCC-1701-D, and the worlds of the twenty-fourth century to a new legion of Star Trek ® fans. In the two decades since, viewers and

readers have embraced these heroes, thrilled to their personal achievements, their shared victories, their passionate loves...and mourned their painful losses. Celebrate the twentieth anniversary of this landmark series by joining these now-legendary characters for all-new adventures: fourteen stories that span the time from before their earliest voyages through their missions onboard the Enterprise-E -- untold tales of intrigue, action, insight, and exploration, as told by: Christopher L. Bennett - Greg Cox - Keith R.A. DeCandido Bob Ingersoll & Thomas F. Zahler - David A. McIntee - Scott Pearson Michael Schuster & Steve Mollmann - Susan Schwartz Amy Sisson - James Swallow - Geoff Trowbridge Dayton Ward & Kevin Dilmore - Richard C. White

Genesis Force

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

The Enterprise is traveling to the Farpoint station to open relations with the Bandi people.

Takedown

Abandoned remnants of an extinct interstellar civilisation, the Gateways connect the Alpha Quadrant with the farthest reaches of the galaxy. Their rediscovery could revolutionise space travel...but it could also open the door to who knows what dangers from the other side. Twenty years ago, in the space near the planet of Belle Terre, a caravan of alien vessels disappeared into a gigantic Gate. Now the descendants of those aliens have returned, armed with incredible new weapons and abilities. Commander Nick Keller of the USS Challenger, already struggling to maintain peace in a volatile sector of space, is all that stands in the path of a fleet of invaders driven by a hostile -- and fanatical -- agenda. Diane Carey revisits the ship and crew she created for Challenger, the final volume of the Original Series six-part New Earth sequence, in which Keller and the USS Challenger's crew took over the guardianship of the new colony of Belle Terre from Captain Kirk and the USS Enterprise. Now Keller finds himself defending not just a farflung colony of terrestrial pioneers but the security of half the known galaxy itself.

Star Trek: The Next Generation: Into the Nebula

Includes Gene Roddenberry's vision by Rick Berman; TV GUIDE goes on-set for the final episode with cast & crew; personal profile of each regular cast member; sneak preview of the final episode; a look at the Next Generation movie & the new series, Star Trek: Voyager; complete year-by-year descriptions of every episode for all 7 seasons; how to plan your own STNG farewell party; TV GUIDE reader tributes to Star Trek: The Next Generation; STNG trivia quiz & Klingon word search. Complete fan club information; & collector's corner.

Encounter at Farpoint

A missing jewel may bring war to an entire world, and death to commander Riker.

Gateways Book Two: Chain Mail

Genetically engineered infiltrators bring The U.S.S. Enterprise to the brink of a new eugenics war!

Farewell to Star Trek

When Lieutenant Worf is suspected of murdering a member of an emotion-casting race aboard the Enterprise, the surviving aliens overwhelm the crew with an onslaught of emotions, and Worf must find the true killer.

Fortune's Light

Intended to create life from nothingness, the Genesis Device became instead a weapon of awe-inspiring destructiveness, capable of rearranging matter and life energy on a planetary scale. After the cataclysmic death of the Genesis Planet, Starfleet wisely decided to destroy all data and records on Project Genesis, hoping to bury its deadly secret forever. Now, nearly a century later, all that remains of Genesis is the knowledge stored in the mind of an elderly, almost forgotten scientist named Dr Carol Marcus. But Dr Marcus has gone missing, and a mysterious wave of energy is sweeping across the Alpha Quadrant at terrifying speed, wiping out the populations of entire planets, rearranging matter on a molecular level to create bizarre new landscapes and lifeforms. The USS Enterprise, commanded by Captain Jean-Luc Picard, is the first Starfleet vessel to discover the threat, but they are not the only ones in danger. Trillions of souls and hundreds of inhabited planets lie in the path of the mutagenic wave, which is expanding outwards as it traverses the cosmos, and Earth itself faces total obliteration!

Infiltrator

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. A cataclysmic war between the Federation and the Klingon Empire has been miraculously averted, and a new government is finally in place on the planet Tezwa. But deadly secrets still threaten the fragile peace accord. Rebels still loyal to the old Tezwa regime have captured Commander Riker and are willing to kill to achieve their goals...the Orion Syndicate is interfering in the rebuilding -- and may also be involved in much more than that. But the most devastating revelation of all threatens the very foundations of the Federation itself -- leaving Captain Picard to possibly face the very conflict that he labored so hard to prevent....

Star Trek: The Next Generation: Sins of Commission

SINS OF COMMISSION while on a mission to save the planet Lessenar from environmental collapse, the crew of the U.S.S. Enterprise™ is crippled by an emotional onslaught as the surviving aliens respond in anger and pain to the death of their comrade. Worf must overcome this alien influence and find the true killer with the destruction of the Starship Enterprise, the survival of Lessenar, and his Klingon honor hanging in the balance....

The Genesis Wave Book One

Captain Jean Luc Picard accepts a courageous mission which he soon finds could be a deadly trap in this Star Trek: The Next Generation novel. In 1893 a time-traveling Jean-Luc Picard encountered a long-lived alien named Guinan, who was posing as a human to learn Earth's customs. During this "first encounter," Picard saved Guinan's life, a favor she would never forget. Five centuries later, Captain Picard, now commander of the Starship Enterprise™, brought Guinan aboard as the ship's "bartender." The hope was that her wisdom and inner peace would provide a moral grounding for Picard's crew as they experienced the dangers of space. Because he hadn't yet made his trip through time, Picard had no knowledge of his nineteenth-century meeting with Guinan. But he did remember a different first encounter with the mysterious El-Aurian—a tumultuous adventure in which Picard and Guinan would risk their lives in a maze of interplanetary intrigue, with the future of the known universe at stake. This is the story of that fateful meeting, and of a Guinan very different from the woman we think we know—a person wracked by pain and longing, shaken to the roots of her soul. A Guinan who yearns for oblivion.

A Star Trek: The Next Generation: Time #8: A Time to Heal

A rift in the Mirror Universe threatens the crew of the Stargazer in this Star Trek: The Next Generation novel. Identical twins Gerda and Idun Asmund lost their human parents early in life and were raised as warriors on the Klingon homeworld. They were taught to face every danger shoulder to shoulder—regarding each other as the only certainty in a dangerous and uncertain universe. The Asmunds continued to

depend on each other as helm officer and navigator on the Starship Stargazer, peril and adversity forging a bond between them as strong as tritanium. But that bond is tested when a transporter mishap deposits a mysterious visitor on the Stargazer—a beautiful woman from another universe who resembles Gerda and Idun as closely as they resemble each other. As Captain Jean-Luc Picard pits the Stargazer against a savage alien species in a gallant attempt to send their visitor home, Gerda comes to suspect the woman of treachery. But she has to wonder—is she following her Klingon instincts or succumbing to simple jealousy? Gerda needs to find out—before Picard and his crew pay for their generosity with their lives.

Star Trek, the Next Generation

When a Vulcan space probe reports that the Ferengi are advancing the people of the planet Megara from a primitive agricultural state to a sophisticated technological society, Captain Jean-Luc Picard and the Starship Enterprise™ are ordered to transport an unlikely passenger to the system, a ruthless twentieth-century businessman who is now a Federation ambassador. The Ferengi have been changing Megaran culture, turning a hard working and honorable people into vicious xenophobic killers. But the Ferengi are only hired hands. They have hidden masters, with plans to use the Magaran people as a powerful weapon against the Federation. Now Picard must find a way to use the talents of this new ambassador to free the Megarans. But the ambassador is hiding a deadly secret of his own -- a secret that could unleash an unstoppable destructive force on the Federation.

Star Trek: The Next Generation: Sins of Commission

Star Trek: The Next Generation: Stargazer: Oblivion