

Planet X Star Trek The Next Generation Michael Jan Friedman

[#Star Trek The Next Generation](#) [#Planet X](#) [#Michael Jan Friedman](#) [#TNG novel](#) [#science fiction story](#)

Explore the intriguing tale of Planet X within the Star Trek: The Next Generation universe. Penned by the prolific Michael Jan Friedman, this captivating science fiction narrative delves into new frontiers and unexpected challenges for the Enterprise crew, offering fans a unique expansion of the beloved TNG storyline.

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St The Next Generation Planet X

Michael Jan Friedman is the author of nearly sixty books of fiction and nonfiction, more than half of which bear the name Star Trek or some variation thereof. Ten of his titles have appeared on the New York Times bestseller list. He has also written for network and cable television, radio, and comic books, the Star Trek: Voyager® episode ""Resistance"" prominent among his credits. On those rare occasions when he visits the real world, Friedman lives on Long Island with his wife and two sons. He continues to advise readers that no matter how many Friedmans they know, the vast probability is that none of them are related to him.

Star Trek: The Next Generation: Planet X

When the men and women of the planet Xanthos begin mutating into bizarre beings with extraordinary powers, the Enterprise is dispatched to cope with the ensuing crisis and receives unexpected visitors--the X-Men.

A Call to Darkness

The Enterprise discovers a lifeless Federation research vessel, orbiting a planet hidden behind a mysterious energy shield. Over the strong objections of his senior officers, Captain Picard and an away team beam over in search of the missing crew -- And vanish. But soon his captain's disappearance is not the only problem facing Commander Riker. For a mysterious disease has begun ravaging the Enterprise crew. Now Riker must unravel the secrets of the planet below in order to rescue Picard -- a prevent the starship's destruction.

Kahless

For 1500 years, the Klingons have revered him as their first emperor, the legendary warrior who united their people and taught them the meaning of honor, but the truth of his incredible life has been shrouded in myth and fables... until now. A clone of the original Kahless now reigns as emperor, but the discovery of an ancient scroll throws the legends into doubt and threatens to tear the Klingon empire apart. Surrounded by treachery and rumors of revolt, this new Kahless can trust no one - except Captain Jean-Luc Picard and Lieutenant Worf of the U.S.S. Enterprise.

Fortune's Light

Dante Maxima Seven -- a world known to its inhabitants as Imprima. A world where Madragi -- huge social/economic entities wealthy beyond compare -- control the fate of millions.. Years ago, William Riker was part of the Starfleet delegation that opened Imprima to the Federation. Now the disappearance of an old friend -- Teller Conlon, who also served on that team -- draws Riker and the Enterprise™ across the galaxy, back to Imprima. Because the jewel known as Fortune's Light -- one of Madraga Criathis's most priceless possessions -- has been stolen. And Teller Conlon stands accused of its theft. Now Riker must discover the truth behind the disappearance of both his friend and Fortune's Light, no easy task on a world where treachery and intrigue are commonplace...and where even an old friend's embrace may conceal the deadly bite of a dagger's blade.

All Good Things

Seven years ago, Captain Jean-Luc Picard first faced the judgment of the Q Continuum -- a race of beings with God-like powers over time and space who presumed to gauge humanity's fitness to exist in the galaxy. Seven years ago they suspended judgment, but now a decision has been reached: The human race will be eliminated, not only in the present, but throughout time. Humanity will never have existed at all. The only chance to save mankind lies with Captain Picard. An old enemy has granted him the power to revisit his life as it was seven years before, and to experience his life twenty-five years in the future. With the help of friendships that span time and space, Picard struggles to defeat the plans of the Q Continuum. But even as he fights to save the human race from total extinction, he has been set up to be the unwitting agent of mankind's destruction. In an effort to save humanity, Picard must sacrifice himself and all those he commands and if their sacrifice fails all mankind is doomed.

Death in Winter

Like HOMECOMING (074346754X) did for Star Trek Voyager and AVATAR (074340050X) did for Star Trek: Deep Space Nine, DEATH IN WINTER picks up the Star Trek: The Next Generation story after the TV/movies are complete and tells all-new stories about favourite Next Generation characters and their subsequent lives. After the fall of Shinzon (as seen in the feature film, STAR TREK: NEMESIS) the elite of the Romulan Empire are battling over who will seize control. Caught up in this struggle are the Kevrata, a once proud people, now strangled under Romulan domination. When a biogenetic disease threatens to wipe out their race, Starfleet assigns its new Chief Medical Officer, Dr Beverly Crusher, to aid the populace. But when she suddenly goes missing and is presumed dead, Jean-Luc Picard must race to try and locate Crusher and help find a cure for the disease that could kill millions.

Relics

The U.S.S. Enterprise discovers the wreckage of a starship upon the monstrous surface of a Dyson sphere, an artificially-constructed habitat built around a star; and preserved in a weak transporter pattern is Starfleet engineering legend Montgomery "Scotty" Scott. Mr. Scott boards the Enterprise to find himself lost in a world that he barely recognizes, a world that has passed him by. But soon the Enterprise finds itself trapped within the Dyson sphere and pulled into the star, and Scotty must work with Lt. Geordi La Forge to rescue the Enterprise.

Relics

In the tradition of UNIFICATION, here is the story that fans of the original STAR TREK series and STAR TREK: THE NEXT GENERATION have been clamoring for -- Montgomery Scott's return to the Star Trek universe and his encounter with the crew of the U.S.S. Enterprise™ NCC 1701-D. Missing in space for seventy-five years, Scotty manages to survive against incredible odds, only to be found by the crew of the Starship Enterprise™. Though rescued, Scotty soon finds himself lost in a world that he barely recognizes, a world that has passed him by... But the adventure is not over for Captain Scott who must

do the impossible when the new U.S.S. Enterprise™ faces a very old danger in a remote sector of space. This time, Captain Picard and his crew will need more than all of their courage and all of their skills to save the great Starship from destruction. This time, they will need a miracle worker.

Star Trek: The Next Generation: Stargazer: Progenitor

Thirty years before the days of Star Trek: The Next Generation®, Captain Jean-Luc Picard was thrust unexpectedly into command of another proud vessel: the U.S.S. Stargazer. Surrounded by a crew he doesn't entirely know or trust, the young Picard must answer the challenges of leadership. While Picard and his senior staff accompany Chief Engineer Simenon to his homeworld of Gnala to undergo a ritual, his second officer, Victoria Wu, is left in command of the Stargazer. Responding to a distress call from a nearby star system, Wu finds herself in the middle of a mystery involving a damaged ship and a peculiar interstellar phenomenon—one that threatens to destroy the Stargazer if she can't learn its secret. Meanwhile, on Gnala, Picard must help his friend undergo the ritual—and find out who is trying to sabotage their chances of completing it before they're all killed!

The First Virtue

An insidious plot for revenge has spanned several years in the life of Jean-Luc Picard, but how did this merciless vendetta get started? Like a double helix curling back on itself, the final answer lies at the very beginning... A series of terrorist attacks have heightened tensions between two alien races, bringing an entire sector to the brink of interplanetary war. While Picard, captain of the U.S.S. Stargazer, struggles to keep the peace, Lieutenant Commander Jack Crusher must team up with a Vulcan officer named Tuvok to uncover the hidden architect of the attacks, but the outcome of their quest would breed dire consequences for the future.

Doomsday World

Cut off from the "Enterprise" and fighting a charge of terrorism on Kirlos--a planet built by an enigmatic dead race called the Ariantu--Geordi, Data, and Worf try to prevent the long-dormant doomsday machinery of the Ariantu from reawakening

Reunion

Before he commanded the Starship Enterprise, Jean-Luc Picard was the captain of the deep space exploration vessel, the U.S.S. Stargazer, on an incredible twenty-two year voyage. Now Picard is reunited with his old crew for the first time in over a decade, on a mission to see his former first officer installed as ruler of the Daa'Vit Empire. The reunion turns deadly when a ruthless assassin begins eliminating the U.S.S. Stargazer crew one by one. Picard's present and former shipmates must join forces to solve the mystery of the Captain's past, before the killer strikes again.

The Valiant

The USS Stargazer, a long-range exploration ship commanded by Captain Ruhalter, is assigned to pick up descendents of the survivors of the USS Valiant, a ship that was lost at the far edge of the galaxy in the very first Star Trek Original Series episode. The evacuees claim that a deadly invasion force from outside the galaxy is nearing the United Federation of Planets. When they are ambushed by the invaders, Captain Ruhalter is killed, leaving a young Lieutenant, Jean-Luc Picard, in charge of the ship in the midst of a deadly confrontation. Picard must swiftly learn to be an effective Captain; while dealing both with a crew that has not yet come to trust his judgement and with hostile aliens more powerful than anything the Federation has encountered before.

Star Trek: The Next Generation: Crossover

Science fiction roman.

The Best of Star Trek, the Next Generation

In stories from "Star Trek: the Next Generation," Geordi reenounters an old love, Deanna helps Dr. Crusher come to terms with advancing age, and Captain Picard must face Q once again

Star Trek - the Next Generation Comics Classics: Maelstrom

The crew of the U.S.S. Enterprise experience hardship as a telepath threatens to turn Chief O'Brien into a killer, a skiing holiday turns deadly, a mysterious energy causes strange behavior, and one of Wesley's inventions might mean the end of the universe.

Crossover

Continuing the mission he began in *Unification*, Ambassador Spock tries to help a band of Romulans eager to unite the Romulan Empire and the planet Vulcan. But Spock and his students are taken hostage, and Captain Picard and the U.S.S. Enterprise are dispatched to secure the hostages' release, aided by 140-year-old Ambassador Leonard McCoy.

Requiem

While the Federation stands on the brink of war, Captain Picard is stranded in the past.

Star Trek: The Next Generation: Stargazer: Maker

Discover Captain Jean Luc Picard's first command aboard the Stargazer in this *Star Trek: The Next Generation* novel. Ensign Andreas Nikolas, heartsick over the loss of his Mirror Universe lover, has resigned his post on Jean-Luc Picard's starship, the Stargazer, to seek a home on the freighter *Iktoj'ni*. All he wants of his new life is a chance to forget his troubles. And that's what he gets—until the *Iktoj'ni* is taken over by a monstrous alien with unbelievable powers and a disdain for all forms of life. Without saying why, the alien sends the freighter hurtling toward a part of space inhabited by the Ubarrak, the Federation's deadliest and most xenophobic enemy. And Nikolas, who fears that the incident will start a war, can't convince his captor to turn back. Picard's only hope of stopping the alien menace is Serenity Santana—a woman who once abused his trust in the name of her people's survival. Now she's back, asking for the captain's trust a second time. Picard desperately needs Santana's help in his struggle to save his galaxy. But will she justify his faith in her—or once again twist it to serve her own shadowy ends?

New Worlds, New Civilizations

They said it couldn't be done ... all the myriad worlds which have been sought out and explored through more than 500 television episodes and nine *Star Trek* movies, mapped, illustrated and brought to life in the pages of a comprehensive *Star Trek* atlas. From the comparatively crowded space of the Alpha and Beta Quadrants, home to Earth and Vulcan, Bajor and Betazed, the Cardassian Union and the Romulan and Klingon Empires; to the distant Gamma Quadrant controlled by the Dominion; to the far reaches of the Delta Quadrant, home space of the Borg, where of Federation explorers only the crew of the USS Voyager has ever been; *NEW WORLDS, NEW CIVILIZATIONS* catalogues peoples and planets from all four corners of the galaxy. Ever wondered where the blue-skinned Bolians originated from? Or what it is like on the permanently frozen homeworld of the bloodless Breen? From the first world that the first away team landed on under the command of Christopher Pike in the original pilot episode 'The Cage' (a world that has been off-limits to the Federation ever since), to the world of the Ba'ku as seen in '*Star Trek: Insurrection*', all these and many more are described and depicted in all their fascinating detail by a team of star-studded contributors. Produced in the finest tradition of bestselling *Star Trek* illustrated reference from Pocket Books such as *The Art of Star Trek* and *Where No Man Has Gone Before*, *NEW WORLDS, NEW CIVILIZATIONS* will be an essential addition to every Trekker's shelves.

The Best of Star Trek the Next Generation

The Best of "*Star Trek: The Next Generation*® is an omnibus volume gathering four stories from the DC Comics "*Star Trek: The Next Generation* series. Includes "Survivors," "The Lesson," "The Gift," and "Thin Ice." It includes an introduction by Jeri Taylor, the Executive Producer of "*Star Trek: The Next Generation*."

Star Trek: The Next Generation: Death in Winter

Destinies are shattered, the Romulan Empire is shaken to its core, and Jean Luc-Picard's life is changed forever in this *Star Trek: The Next Generation* novel. Long before Captain Jean-Luc Picard took command of the legendary Starship Enterprise™, he fell deeply and hopelessly in love with Doctor Beverly Crusher. Though, for one reason or another, Picard never acted on his feelings, he found a

measure of contentment as Beverly's close friend, colleague, and daily breakfast partner. But when Doctor Crusher leaves her position on the Enterprise to become the chief medical officer of Starfleet, the brightest light in Picard's life is taken from him. And he has hardly resigned himself to his loss when he learns that Beverly has been declared missing in action on a distant planet—and presumed dead. Kevratas is a bleak, frozen world on the far side of the Romulan Neutral Zone where the Federation has become the plague-ravaged natives' only real hope of survival and freedom. Starfleet has no recourse but to send in another team to try to save the Kevrata—and Picard is the natural choice. Critical to the success of his mission are two colleagues who served under him when he commanded the Starship Stargazer—Pug Joseph, a man with a past to live down, and Doctor Carter Greyhorse, who has served time for attempted murder—as well as a Romulan who left his people years earlier and never expected to return. Together, they follow the trail of Beverly Crusher to Kevratas, determined to succeed where the doctor failed. On the Romulan homeworld, meanwhile, the political vacuum created by the demise of Praetor Shinzon has been filled by his staunchest supporter, Senator Tal'aura. But there are those who oppose her, including Commander Donatra and the warbird fleets under her command, because of the way Tal'aura has mishandled rebellions on the Empire's subject worlds. And one rebellion in particular; the movement for self-determination on frigid Kevratas. So begins a desperate struggle—not only for the freedom of the long-oppressed Kevrata but also for the soul of the Romulan Empire. Before it's over, destinies will be forged and shattered, the Empire will be shaken to its ancient foundations, and Jean-Luc Picard's life will be changed...forever.

Dujonian's Hoard

Captain Picard goes undercover on a Starfleet mission to rescue a former officer who is now missing.

Stargazer Book Two: Progenitor

Captain Jean-Luc Picard and the crew of the USS Stargazer accompany engineer Phigus Simenon, a member of the lizard-like Gnalish, to his home planet where he intends to participate in a survival competition. The test will allow the winners to contribute to the gene pool and carry on the species. But Simenon soon realizes that his chances of survival have been sabotaged. Someone is out to kill him, and suddenly it is up to Jean Luc and the Stargazer crew to save him. Meanwhile the Stargazer itself is also in mortal danger. In an effort to save a research vessel, the Stargazer has locked on to the smaller ship, which is being pulled further and further into a deadly phenomenon every minute. Lieutenant Commander Wu, sitting in the captain's seat for the first time in her career, is forced to make a series of life-or-death decisions . . .

All Good Things...

Seven years ago, Captain Jean-Luc Picard first faced the judgment of the Q Continuum -- a race of beings with God-like powers over time and space who presumed to gauge humanity's fitness to exist in the galaxy. Seven years ago they suspended judgment, but now a decision has been reached: The human race will be eliminated, not only in the present, but throughout time. Humanity will never have existed at all. The only chance to save mankind lies with Captain Picard. An old enemy has granted him the power to revisit his life as it was seven years before, and to experience his life twenty-five years in the future. With the help of friendships that span time and space, Picard struggles to defeat the plans of the Q Continuum. But even as he fights to save the human race from total extinction, he has been set up to be the unwitting agent of mankind's destruction. In an effort to save humanity, Picard must sacrifice himself and all those he commands and if their sacrifice fails all mankind is doomed.

Star Trek: Signature Edition: Pantheon

The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. From Earth to the edge of our galaxy and beyond, from the early days of warp flight to the latter half of the twenty-fourth century, humankind and its alien partners in the Federation have looked to their heroes to expand the limits of their knowledge. And as each generation's pantheon of heroes has passed on into legend, a new generation has risen to take its place. So it was with the crew of the S.S. Valiant, the first Earth vessel to cross the galactic barrier. So it was with the crew of the Starship Stargazer and her fledgling commander, Captain Jean-Luc Picard. And so it was with the U.S.S. Enterprise NCC-1701-D, the flagship of Starfleet, which Picard commanded with wisdom and temperate maturity. Over the years, Fate has woven the voyages of these three vessels into a vivid skein of treachery and sacrifice, hardship and determination, tragedy

and courage—each step of the way demonstrating the immeasurable worth of the flawed but farseeing heroes who commanded them.

Secret of the Lizard People

A rescue mission turns dangerous for Data!

Shadows on the Sun

As a young doctor with a beautiful family and a promising medical career, Dr. Leonard McCoy thought he had it all. But when the woman he loved betrayed him, McCoy fled to Starfleet, hoping to lose his pain in the depths of space. Now, more than forty years later, the Enterprise™ and her crew are ordered to transport a group of mediators to the planet Ssan, a world where assassination is a time-honored tradition, and McCoy is surprised to learn that his ex-wife, now remarried, is one of the mediators. And before he can come to terms with his conflicted feelings for his former love, she and Captain Kirk are trapped on Susan, and McCoy is caught in an explosive civil war, the only one with the power to save the woman who once nearly destroyed him.

Reunion

On the planet Xhaldia, ordinary men and women are mutating into bizarre creatures with extraordinary powers. But is this a momentous evolutionary leap or an unparalleled catastrophe? The very fabric of Xhaldian society is threatened as fear and prejudice divide the transformed from their own kin. Dispatched to cope with the growing crisis, Captain Picard and the crew of the "Starship Enterprise(TM)" receive some unexpected visitors from another reality -- in the form of the group of mutant heroes known as the uncanny X-Men(R). Storm, leader of the X-Men, offers their help in resolving a situation that is agonizingly similar to the human/mutant conflicts of their own time and space. But when hostile aliens appear in orbit around Xhaldia to try and abduct the transformed for use as a superpowered force in an attack on the Federation, even the combined forces of the crew of Starfleet and the X-Men may be unable to prevent an inferno of death and destruction. Starfleet's finest crew and Earth's greatest mutant heroes will need all their powers and abilities to save the Xhaldian people and stop a deadly threat to the Federation.

Star Trek: The Next Generation: Crossover

Continuing the mission he began in "Unification," Starfleet Ambassador Spock endeavors to impart the logic of the Vulcan way to a small band of Romulans eager to unite the Romulan Empire and the planet Vulcan. But unbeknownst to them, a Romulan spy has joined the ranks disguised as a Unification sympathizer. Deceived by this traitor, Spock and his students are taken hostage. Fearful that Spock's knowledge of Federation security will fall into enemy hands, Starfleet dispatches its best ship, the U.S.S. Enterprise™ 1701-D, and most respected captain, Jean-Luc Picard, to secure the hostages' release. Spock's former shipmate from the original Starship Enterprise™, Ambassador McCoy -- over one hundred forty years old, but still as feisty as ever -- is brought in to consult on the negotiations. Their situation is further complicated when Captain Montgomery Scott confiscates an out-of-service starship and effects his own daring rescue of Spock. Picard must now find a way to preserve the Federation's security and prevent a war while treading a mindfield of danger and deadly Romulan politics that threaten his ship, his crew, and the Federation he serves.

Star Trek - The Next Generation: Relics

Missing in space for seventy-five years, Scotty manages to survive against incredible odds, only to be found by the crew of the Starship Enterprise. Though rescued, Scotty soon finds himself lost in a world that he barely recognizes, a world that has passed him by...

Star Trek: The Next Generation: Stargazer: Three

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.

Legacy

A routine survey of the planet Alpha Octavius Four turns disastrous as Spock is attacked and poisoned by a huge creature and Kirk's landing party is trapped underground by a violent earthquake. As Spock fights for his life in sickbay, Scotty organizes a search for Kirk and his men. However, rescue efforts must cease when the U.S.S. Enterprise™ is called away to the Beta Cabrini system where a mining colony is under heavy attack. At Beta Cabrini, the U.S.S. Enterprise™ faces off against a Marauder named Dreen -- a man that Spock had watched his former captain Christopher Pike defeat years before. Fighting the effects of the poison, Spock struggles to his feet and takes command of the ship. Soon, Spock and Dreen are locked into a deadly game of cat and mouse -- a game driven by mad revenge that can have only one survivor!

Q's Guide to the Continuum

Captain's log, Stardate Eleventy-leven eighty six point negative nine. Charted a blah blah blah with my blah blah crew today, collecting samples of blah blah blah... Aren't you tired of surveying all the brave new worlds and startling new civilizations of the galaxy with the safe, polite, politically correct members of the Federation? After all, they only have fun when they break their own rules and leave a communicator behind on a planet of curious mimics, or travel through time to play with tribbles. Wouldn't you rather travel the stars with me? Who am I? Spelled the same way front as back: Q! You've heard of me. All-seeing, all-knowing, dashing beyond comparison. The Q have been here since the dawn of time (and in some cases, a little before that, but that's another story), and we've seen it all. But I've put it all together in a form you can understand. The title? Q's Guide to the Continuum! (Well, what did you think I would call it? Picard's Incessant Droning About Stellar Gas Formations?) Want to know what the longest-lived race in the galaxy is? It's here. Ever wonder who is the greatest mass murderer of all time? I know that, too. And are you dying to find out if a certain relative of mine ever played the harpsichord while dressed like a Victorian nobleman? Well, there are some things I won't tell you, but the rest will be revealed in Q's Guide to the Continuum! (Love that title, don't you?) Prepare to be enlightened!

Star Trek: The Next Generation: Stargazer: Enigma

Without warning, a Starfleet ship is overwhelmed by a mysterious, alien aggressor—one who appears to possess an intimate knowledge of the vessel's tactical technology. Then a second Starfleet ship is attacked. And a third. Twenty-eight-year-old Jean-Luc Picard, captain of the U.S.S. Stargazer—a Constellation-class starship—is ordered to help form a desperate line of defense against the aggressor. But it seems nothing can stop the aliens' headlong plunge into the heart of the Federation. Or rather, nothing in front of them can. Trailing one of the alien attack formations is a tiny Starfleet shuttle with a half dozen crewmembers aboard. One of them is Picard's first officer and best friend, Gilaad Ben Zoma. Another is Arlen McAteer, the ambitious admiral who has made it his business to relieve Picard of his command. Can Ben Zoma and McAteer work together to unlock the secret of the alien assault? Or will their differences sabotage their effort—and deprive the Federation of its last hope for survival?

Reunion

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.

Star Trek: The Next Generation: Stargazer: Oblivion

Klingon Capt. Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace when his empire hatches a covert plan to shatter the Federation. Only Krenn can prevent a war—at the risk of his own life!

The Final Reflection

The U.S.S. Enterprise™ members must resolve a conflict that could be their demise. En route to Alpha Malurian Six to settle a dispute between two religions, the U.S.S. Enterprise™ first stops to do a routine check on the progress of a terraforming colony on Beta Canzandia Three—a colony whose inhabitants include Carol and David Marcus. While Spock is left behind at the terraforming colony to continue his scientific studies, the rest of the crew heads to Alpha Malurian Six to find the dispute has turned to war. As Kirk, McCoy, and Scotty search for a solution to end the conflict, a ship piloted by a Klingon faction arrives at the terraforming colony to take control of the facility. When colonists are imprisoned, Spock and David must defeat the Klingons or face certain death...

Faces of Fire