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In celebration of one of science fiction's most beloved franchises, an updated edition of the acclaimed Ships of the Line hardcover collection. They dared to risk it all in a skiff of reeds or leather, on a ship of wood or steel, knowing the

only thing between them and certain death was their ship. To explore, to seek out what lay beyond the close and comfortable, every explorer had to embrace danger. And as they did so, what arose was a mystical bond, a passion for the ships that carried them. From the very first time humans dared to warp the fabric of space, escaping from the ashes of the third World War, they also created ships. These vessels have become the icons of mankind's desire to rise above the everyday, to seek out and make the unknown known. And these ships that travel the stellar seas have stirred the same passions as the ones that floated in the oceans. While every captain has wished that their starship could be outfitted in the same manner as the sailing ship H.M.S. Beagle—without weapons—that proved untenable. From the start, Starfleet realized that each vessel, due to the limited range of the early warp engines, must be able to stand alone against any attack. Thus arose the idea, taken from the days of wooden sailing ships, that every Starfleet vessel must stand as a ship of the line. Through the actions of their captains and crews, countless starships have taken on that role. Here we remember some of those ships and their heroic crews. In celebration of one of science

fiction's most beloved franchises, this updated edition of the acclaimed Ships of the Line hardcover collection now includes dozens of additional images brought together for the first time in book format—spectacular renderings featured in the highly successful Star Trek: Ships of the Line calendar series. With text by Star Trek's own Michael Okuda, the story of each of these valiant starships now comes to life. ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved. Captain's log: We have entered a galaxy where beloved illustrator Jenny Parks has conjured an astonishingly vivid homage to the original Star Trek series with an unexpected twist: a cast of cats. Featuring a hilarious new take on iconic characters and scenes—from Kirk in the Captain's chair to Spock offering his Vulcan wisdom—this eye-opening adventure stays true to the tone of the classic TV show. Playful, loving, and from a strange new world, Star Trek Cats is the perfect gift for fans of, well, Star Trek and cats. From a decidedly inauspicious start as a low-rated television series in the 1960s that was cancelled after three seasons, Star Trek has grown to a multi-billion dollar industry of spin-off series,

feature films, and merchandise. Fueling the ever-expanding franchise are some of the most rabid and loyal fans in the universe, known affectionately as Trekkies. Perhaps no other community so typifies fandom as the devoted aficionados of the Star Trek television series, motion pictures, novels, comic books, and conventions. Indeed, in many respects, Star Trek fans created modern fan culture and continue to push its frontiers with elaborate fan-generated video productions, electronic fan fiction collectives, and a proliferation of tribute sites in cyberspace. In this anthology, a panel of rising and established popular culture scholars examines the phenomenon of Star Trek fan culture and its most compelling dimensions. The book explores such topics as the impact of the recent “rebooting” of the iconic franchise on its fan base; the complicated and often contentious relationship between Star Trek and its lesbian and gay fans; the adaptation of Star Trek to other venues, including live theatre, social media, and gaming; fan hyperreality, including parody and non-geek fandom; one iconic actor's social agenda; and alternative fan reactions to the franchise's villains. The resulting collection is both snapshot and moving picture of the

practices and attitudes of a fan culture that is arguably the world's best-known and most misunderstood. Striking a balanced tone, the contributors are critical yet respectful, acknowledging the uniquely close and enduring relationship between fans and the franchise while approaching it with appropriate objectivity, distance, and scope. Accessible to a variety of audiences—from the newcomer to fan culture to those already well-read on the subject—this book will be heralded by fans as well as serious scholars. An epic new Star Trek saga by New York Times bestselling author Greg Cox set during the original Five-Year Mission! The final frontier erupts into chaos as vast quantities of a rare energy source are discovered beneath the surface of Baldur-3, a remote planet beyond the outer fringes of Federation space. Now an old-fashioned “gold rush” is underway as a flood of would-be prospectors, from countless worlds and species, races toward the planet to stake their claim. The galactic stampede threatens the stability of neighboring planets and space stations, as widespread strife and sabotage and all-around pandemonium result in a desperate need for Starfleet assistance. Captain James T. Kirk and the crew of the Starship Enterprise are

dispatched to deal with the escalating crisis...which lies on the other side of a famously perilous region of space known as the Antares Maelstrom. As James T. Kirk prepares to retire from a long and illustrious Starfleet career, events in a distant part of the Federation draw him back to a part of the galaxy he had last visited as a young man -- a mysterious world called Faramond whose name takes Kirk on a journey back to his youth. At sixteen, Kirk is troubled, estranged from his father, and has a bleak future. However, a trip into space with Kirk's father George and Starfleet legend Captain Robert April changes James Kirk's life forever, when a simple voyage becomes a deadly trap. Soon Kirk and his father find themselves fighting for their lives against a vicious and powerful enemy. Before the voyage ends, father and son will face life and death together, and James T. Kirk will get a glimpse of the future and his own Best Destiny... For the very first time collected together are the images of starships that Star Trek fans have raved about for years. The volume is being published in conjunction with the 40th anniversary of the series. From the ashes of the Next Generation's Enterprise-D rises a new Starship, the USS Enterprise NCC-1701-E,

under the command of Captain Morgan Bateson. Bateson, as a man from the 23rd century living in the 24th, sees what no-one else can see: that the Klingon Empire is building its forces and preparing to strike against the Federation once more. Seizing his chance, Bateson takes the USS Enterprise on a mission to counter the Klingon threat, only to be thwarted by his enemy, a Klingon who has nursed a personal grudge against him for decades. And standing in the way of Bateson's scheme and the Klingon's plan is Captain Jean-Luc Picard who is faced with the toughest decision of his career: whether to take back command of the USS Enterprise or to let the torch pass to yet another next generation. When members of the Romulan royal family are infected with a virus specially designed to attack their genetic code, suspicion immediately falls on the Federation. With chaos threatening the Romulan Empire and a fragile peace at risk, Ambassador Spock offers the royal family the services of a specialist and friend: Dr Leonard McCoy. McCoy arrives on Romulus with Dr Beverley Crusher of the USS Enterprise-E, who has been investigating a similar virus since the incident that nearly killed her fellow-crew member Deanna Troi. While Crusher attempts to

track the virus to its source, McCoy seeks a permanent cure. To do so he will need to find a member of the royal family who has not been infected. Have they come too late? Not according to Lieutenant Commander Eric Stiles, the grandson of Helmsman John Stiles of the original Starship Enterprise. He will lead Spock and McCoy on a mission to rescue the one uninfected member of the Romulan royal family, and come face to face with his past and his family's ghosts. When the first season of Star Trek opened to American television viewers in 1966, the thematically insightful sci-fi story line presented audiences with the exciting vision of a bold voyage into the final frontiers of space and strange, new galactic worlds. Perpetuating this enchanting vision, the story has become one of the longest running and most multifaceted franchises in television history. Moreover, it has presented an inspiring message for the future, addressing everything from social, political, philosophical, and ethical issues to progressive and humanist representations of race, gender, and class. This book contends that Star Trek is not just a set of television series, but has become a pervasive part of the identity of the millions of people who watch, read and consume the films,

television episodes, network specials, novelizations, and fan stories. Examining Star Trek from various critical angles, the essays in this collection provide vital new insights into the myriad ways that the franchise has affected the culture it represents, the people who watch the series, and the industry that created it. The first voyage of the starship Enterprise 1701-E! (on cover). In the sinister Mirror Universe, Captain Jean-Luc Picard is determined to get his hands on the Terran Empire's new secret weapon, the Galaxy-class warship known as Enterprise, by any means necessary. Unfortunately, one obstacle stands in his way--and his name is William T. Riker! "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." When an alien pirate abducts Kes, U.S.S. Voyager takes off in hot pursuit, but the first rescue mission fails disastrously; an ion storm forces the shuttle to crash on an unknown world. Now Captain Janeway and her Away Team must embark on a hazardous trek through a hostile environment in

search of a way off the planet, while Voyager, commanded by Chakotay, confronts an enemy fleet in the depths of space. Just as Kirk faces the prospect of retirement, he goes on an adventure which offers the chance of recapturing his youth. Having saved Earth from the threat of V'Ger, James T. Kirk is called again to the final frontier. His new mission: to lead a valiant group of settlers to a distant world, to defend the struggling colony from alien threats, and to explore the diverse mysteries and dangers of a strange new Earth! Far from the Federation, a newly discovered M-class world has been selected as a potential home by a group of hardy and determined colonists. Starfleet can spare only one ship to escort the would-be settlers on their perilous voyage - but that ship is none other than the legendary Starship Enterprise, commanded by the most famous captain in the quadrant. Now Kirk finds himself responsible for the lives of 30,000 men, women and children - a task that grows all the more difficult when the expedition is caught in the middle of an ancient feud between two dangerous alien races! 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. In all of his travels Captain Jean-Luc Picard has never faced an opponent more powerful than Q, a being from another continuum that Picard encountered on his very first mission as Captain of the Starship Enterprise™. In the years since, Q has returned again and again to harass Picard and his crew. Sometimes dangerous, sometimes merely obnoxious, Q has always been mysterious and seemingly all-powerful. But this time, when Q appears, he comes to Picard for help. Apparently another member of the Q continuum has tapped into an awesome power source that makes this being more powerful than the combined might of the entire Q continuum. This renegade Q is named Trelane, also known as the Squire of Gothos, who Captain Kirk and his crew first encountered over one hundred years ago. Q explains that, armed with this incredible power, Trelane has become unspeakably dangerous. Now Picard must get involved in an awesome struggle between super beings. And this time the stakes are not just Picard's ship, or the galaxy, or

even the universe, this time the stakes are all of creation. Stranded far from the ruins of the Terran Empire, Captain Janeway of the rebel ship Voyager has crowned herself Pirate Queen of the Delta Quadrant! Of course, the locals won't give in without a fight--especially not scavengers Neelix and Kes. And who is this apparent Terran who calls herself Annika Hansen? Find out in Mirror Voyager's amazing comic book debut! The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Imzadi: to the people of the planet Betazed, including Counselor Deanna Troi of the Starship Enterprise,[™] it means "beloved" and denotes that which can never be truly broken. Yet to whom does Deanna's heart truly belong? Commander William Riker was the first Deanna called Imzadi. Long before they served together on board the Enterprise, they shared a tempestuous love affair back on Betazed. And even now, many years later, Riker will embark on a desperate journey across time and space to save Deanna's life. But Riker is not the only Starfleet officer to capture Deanna's heart. Lieutenant Commander Worf, the fierce Klingon

warrior, is also drawn to Deanna's gentle and caring nature. Brought together by fate, he and Deanna share an unexpected passion that tests the bonds between Troi and Riker—even as a deadly Romulan conspiracy threatens them all! Available for the first time in easily framed, high-quality prints, these highly collectible works by fan-favorite artists depict iconic Star Trek ships and vessels in battle and exploring the cosmos, bringing to vivid life dynamic scenes from the history of sci-fi's most enduring franchise in celebration of Star Trek. Twenty-four ready-to-display prints by some of the industry's most accomplished and recognized artists showcase the U.S.S. Enterprise, Klingon Birds of Prey, and other famous Federation ships from nearly a half century of Star Trek television series, films, games, and novels. "On his first mission Worf is caught between the Federation and the Klingon Empire!" front cover. Celebrate Star Trek: The Original Series with this epic, fully authorized coffee-table book! New interviews, archival conversations, never-before-seen art and sketches, and more! Gene Roddenberry's "Wagon Train to the Stars" continues to live long and prosper, with Discovery, Lower Decks, and Picard currently on the air, and Strange New

Worlds on the way. But it all began 55 years ago with Star Trek: The Original Series. The second installment in Hero Collector's Celebration line (following Star Trek: Voyager - A Celebration), Star Trek: The Original Series - A Celebration includes more than a dozen new interviews with cast and creatives, scores of never-before-seen photographs and sketches, as well as chapters taking fresh looks at the show's creation, directing, visual effects, props, and most-pivotal episodes. The Autobiography of James T. Kirk chronicles the greatest Starfleet captain's life (2233-2371), in his own words. From his birth on the U.S.S. Kelvin, his youth spent on Tarsus IV, his time in the Starfleet Academy, his meteoric rise through the ranks of Starfleet, and his illustrious career at the helm of the Enterprise, this in-world memoir uncovers Captain Kirk in a way Star Trek fans have never seen. Kirk's singular voice rings throughout the text, giving insight into his convictions, his bravery, and his commitment to the life—in all forms—throughout this Galaxy and beyond. Excerpts from his personal correspondence, captain's logs, and more give Kirk's personal narrative further depth. Witness the events leading to the new CBS All Access series PICARD in this graphic

novel where new characters are introduced and secrets will be revealed. Before he retired to his vineyard, Jean-Luc Picard was the most decorated admiral in Starfleet. Then one mission changed his life forever. What could make this dedicated and disciplined leader question his calling? Ship Of The Line tells the story of the first voyage of the U.S.S Enterprise™ NCC-1701-E, under the command of Morgan Bateson. Captain Bateson, a man from the 23rd century now living in the 24th, sees what no one else can see: that the Klingon Empire is building its forces and preparing to strike against the Federation. Seizing his one chance, Bateson takes the U.S.S. Enterprise on a mission to counter the Klingon threat, only to be thwarted by his enemy, a Klingon who has nursed a grudge against Bateson for decades. Standing in the way of Bateson's scheme and the Klingons' plan is Captain Jean-Luc Picard who, faced with the toughest decision of his career, must choose whether to take back command of the U.S.S Enterprise or let the torch pass to yet another next generation! Join the crew of the U.S.S Enterprise in all-new adventures as they near the end of their five-year mission, featuring the characters from the Original Series! The crew of

the Enterprise left Earth four years ago. They've traveled to strange new worlds, defeated impossible foes, and made universe-changing decisions. But now, with the end in sight, they'll have to face their biggest challenge yet. Step aboard the Enterprise with Kirk, Spock, Bones, Uhura, Sulu, Scotty, and Chekov as they begin the end of their original five-year mission and boldly go into an uncertain future in this new continuing Star Trek series! Collects issues #1-6. Dive deeper into the world of Star Trek with the first of several extra-long issues focusing on the memorable aliens of the franchise! To begin: the story of Kahless the Unforgettable, from the death of his coward brother Morath to his victory at Three Turn Bridge. Witness history unfolding in this can't-miss issue! The ultimate Star Trek visual history, complete with personal accounts, anecdotes, and full-color photos, this entertaining, informative book provides a behind-the-scenes glimpse of the world of Star Trek, and includes essays by the late master of science fiction, Isaac Asimov. You've seen the trailer... now, witness the events leading to CBS All Access's Picard. Before he retired to his vineyard, Jean-Luc Picard was the most decorated admiral in Starfleet. Then one

mission changed his life forever. The Countdown starts here! Get caught up with the Mirror Enterprise-D before its crew—helmed by Jean-Luc Picard—faces new threats and challenges in the upcoming Mirror War event! Following the failure of the attempt to steal ships from the Prime Universe, Picard and the Mirror Crew are called back to Earth to report to the Emperor personally... so long as they can survive the trip! Dispels the myth that the television industry is giving viewers the programming they want to see and, thus, we as viewers are responsible for the existence of shows like "Fear Factor" and yet another "Survivor". Introducing us to the political economy of television, the author covers programming and organizations that seek industry accountability. The U.S.S. Enterprise™ is assigned to the planet K'Trall -- a planet just coming out from under the heel of barbarous suppression. When the planet's newly emerging freedom is threatened by a rouge ship attacking Federation shipping, Captain Jean-Luc Picard and his crew put their lives on the line to protect K'Trall from the raids. But the planet itself holds a deadly secret, one that could lead to a resurgence of the despotic cruelty they have suffered for centuries. With time running out,

Captain Picard must see his way past a maze of deadly deception, with billions of lives hanging in the balance. The iconic Star Trek character's lifestory appears for the first time in his own words; perfect for fans of the upcoming Star Trek: Strange New Worlds. One of Starfleet's finest officers and the Federation's most celebrated citizens reveals his life story. Mr Spock explores his difficult childhood on Vulcan with Michael Burnham, his controversial enrolment at Starfleet Academy, his time on the Enterprise with both Kirk and Pike, and his moves to his diplomatic and ambassadorial roles, including his clandestine mission to Romulus. Brand-new details of his life on Vulcan and the Enterprise are revealed, along with never-before-seen insights into Spock's relationships with the most important figures in his life, including Sarek, Michael Burnham, Christopher Pike, Kirk, McCoy and more, all told in his own distinctive voice. In *The World of Star Trek*, David Gerrold opens up dialogue on the people, places, and events that made Star Trek one of the most popular series ever. Gerrold discusses what was successful and what wasn't, offering personal interviews with the series' legendary stars and dissecting the trends that developed throughout

the seasons. The complete inside story of what happened behind the scenes of the Star Trek universe, from scriptwriters' memos to special effects and more, *The World of Star Trek* is the companion all Trekkies need for the most all-encompassing breakdown and analysis of Star Trek. Traces the influence of early ocean vessels on Starfleet ships and incorporates more than seventy-five additional images featured in the "Star Trek: Ships of the Line" calendar series. In this first of the thrilling Day of Honor series, Star Trek: The Next Generation's Worf and his son find themselves at a deadly crossroads between Klingon honor and their own personal ideals. To Klingon warriors, no occasion is more sacred than the Day of Honor—a celebration where they pay homage to all that makes them Klingon. But honor often comes at a price and Worf finds his tested when he goes undercover to infiltrate a planetary criminal network. How can he root out the overwhelming corruption without resorting to deceit and treachery himself? Meanwhile, his son, Alexander, is confronted with his own dilemma. How can he align his own sense of Klingon honor with his human heritage? Together, father and son embark on a complicated and dangerous journey that may

cost them their Klingon souls. Famed for its original storylines, endearing and complex characters as well as the sheer enjoyment of watching, Star Trek is a serious hobby for some, a part-time job for others, and a rich source of fun for all. On Board The U.S.S. Enterprise is the golden ticket for a once-in-a-lifetime, access-all-areas personal tour of the fabled corridors of the U.S.S. Enterprise, deconstructed with all the seriousness and depth of an equivalent guide to the Titanic. Captain Picard's Starship Enterprise has become the enduring image of Star Trek: TNG, and this is the legend at the centre of this title. Contents The enclosed CD-ROM contains a 3D tour of much of the U.S.S. Enterprise, which has been created in close dialogue with the creators of the Star Trek sets. The Star Trek franchise's exclusive, cordoned-off vaults have been fully explored to illustrate the inside of the craft to loving levels of detail that are unmatched even on the TV show. In the book, replete with original commentary, chapters touch upon the origins of the U.S.S. Enterprise, why and how the Enterprise was built, star charts and navigation, the warp core, power generation and Faster Than Light propulsion systems, technology and equipment, teleportation and

turbolifts, living quarters, the Bridge, attack and defence systems (including tractor beams, cloaking, photon cannons and force fields), the sick bay, and more. Based on the Star Trek adventures (including Star Trek: The Next Generation) this book uses hundreds of star charts, line drawings and color illustrations to outline the history of the worlds visited by the Starship Enterprise. This beautiful adult colouring book features 45 stunningly detailed, black and white images to colour in any way you choose! With all brand new original illustrations by an amazing crew of artists, this is a must-have collectible for Star Trek fans everywhere!

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