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Deep Space Nine Companion Revenant Star Trek: Deep Space Nine: The Never Ending Sacrifice The Making of Star Trek, Deep Space Nine A Stitch in Time Star Trek: Deep Space Nine: The Missing The Star Trek: Deep Space Nine: The Siege Millennium Book One: The Fall Of Terok Nor Star Trek: Deep Space Nine: Warpath Star Trek: Deep Space Nine: Trial by Error Star Trek: Deep Space Nine: Worlds of Deep Space Nine #1: Cardassia and Andor Star Trek: Deep Space 9 & The U.S.S Defiant Illustrated Handbook The Long Mirage Star Trek, Deep Space Nine What You Leave Behind: S/t Ds9 Final Episode The 34th Rule Star Trek: Deep Space Nine—Too Long a Sacrifice #4 Arcade Avatar Book One The Lives Of Dax Original Sin Avatar The Star Trek: Deep Space Nine: The Ferengi Rules of Acquisition Star Trek: Deep Space Nine #4 The Big Game Emissary Worlds of Deep Space Nine The Star Ghost Force and Motion Enigma Tales Fallen Heroes Ascendance Proud Helios Star Trek, Deep Space Nine Siege The Sparrow Force and Motion I, The Constable Star Trek, Deep Space Nine Special Hero Edition The Deep Space Log Book

With Deep Space Nine descending into chaos, Captain Sisko turns to an unexpected source for assistance—“but how can the Cardassian tailor Garak help? It all comes together in this final issue of IDW's debut DEEP SPACE NINE miniseries! Lavishly illustrated with a wealth of rare photos and drawings, this is the first and only fully authorized, comprehensive companion to seven seasons of the television show "TV Guide" called "the best acted, written, produced, and altogether finest of the four "Trek" series". Hannah is the strong one. The one who cares for her brothers and sisters; the one who's kept the family together. But now, everything is changing. Her father is more distant, and her siblings are starting lives of their own. That's when Hannah decides to make a quilt. A quilt of fabrics from people who are special to the family; people they trust. And when the sisters are separated, Hannah makes sure they each have a piece of the quilt. The quilt she hopes will bring her family together again. Jake and Nog play a virtual reality computer game called the Zhondran Crystal Quest, but then the kids all over the station are falling into comas, their minds trapped in an ever-changing game. Now it's up to Jake to go into the game and rescue them. If he wins, so does the Federation. If he loses, he'll be trapped forever in a deadly game with a very real Borg! 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. 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. A visionary work that combines speculative fiction with deep philosophical inquiry, The Sparrow tells the story of a charismatic Jesuit priest and linguist, Emilio Sandoz, who leads a scientific mission entrusted with a profound task: to make first contact with intelligent extraterrestrial life. The mission begins in faith, hope, and beauty, but a series of small misunderstandings brings it to a catastrophic end. Praise for The Sparrow “A startling, engrossing, and moral work of fiction.”—The New York Times Book Review “Important novels leave deep cracks in our beliefs, our prejudices, and our blinders. The Sparrow is one of them.”—Entertainment Weekly “Powerful . . . The Sparrow tackles a difficult subject with grace and intelligence.”—San Francisco Chronicle “Provocative, challenging . . . recalls both Arthur C. Clarke and H. G. Wells, with a dash of Ray Bradbury for good measure.”—The Dallas Morning News “[Mary Doria] Russell shows herself to be a skillful storyteller who subtly and expertly builds suspense.”—USA Today When Quark holds a poker tournament on Deep Space Nine™ someone from almost every sentient race -- Klingons, Cardassians, Romulans, Vulcans, Ferengi -- shows up for what is sure to be the highest-stakes game of all time. But when one player is killed, the stakes get higher than even these big-money players had counted on. With the station rocked by subspace waves that threaten its destruction, Commander Sisko and Security Chief Odo must hunt down the killer in time to save the players, a killer who has information that can save those onboard Deep Space Nine from the invisible enemy they do not even know they face, a killer who holds all the cards... CARDASSIA. Ravaged by the Dominion War which its leaders helped to begin, this once proud and xenophobic planet is the last place Miles and Keiko O'Brien thought they would build a life. But Cardassia's struggle to make itself anew and to throw off the legacy of its imperial past is hampered by those who prefer the old traditions. Una McCormick weaves a tale which brilliantly captures a world of contradictions: the need to atone and the steely darkness that share the Cardassian soul. ANDOR. From one of the best-known worlds in the Star Trek universe to one of the least. Heather Jarman brings the exotic Andor superbly to life, with its four sexes, its complex social dilemmas and its ancient, mysterious past. For the very first time, the secrets of "Star Trek's" most vital space station are revealed in hundreds of schematic diagrams and illustrations. 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. For once, business is going well for Quark, not that anyone on Deep Space Nine™ truly appreciates his genius for finding profit in the most unlikely of circumstances. Quark is even looking forward to making the deal of a lifetime -- when he suddenly finds himself stuck right in the middle of a major dispute between Bajor and the Ferengi Alliance. It seems that the Grand Nagus is refusing to sell one of the lost Orbs of the Prophets to the Bajoran government, which has responded by banning all

Ferengi activity in Bajoran space. With diplomatic relations between the two cultures rapidly breaking down, Quark loses his bar first, then his freedom. But even penniless, he still has his cunning and his lobes, and those alone may be all he needs to come out on top -- and prevent an interstellar war! Three hundred fifty-seven years, nine lives, one soul—all are Drax. Mother, father, engineer, ambassador, scientist, statesman, serial killer, Starfleet officer: At one time or another, Dax has been all of these things and more. The near-immortal part of a composite species known as the Trill, Dax is a sentient, wormlike symbiont joined body and mind to a succession of humanoid hosts, carrying the memories of each lifetime into the next. Each incarnation is different. Each has its own personality, its own triumphs, its own tragedies, its own dreams—and each one is Dax. Here for the first time are tales from the lives of one of the most unique and compelling Star Trek characters ever created, told by voices as diverse as the hosts themselves: Steven Barnes, Michael Jan Friedman, L. A. Graf, Jeffrey Long, S. D. Perry, Judith and Garfield Reeves-Stevens, Kristine Kathryn Rusch, Robert Simpson, and Susan Wright. Much more than an anthology, this unique collection of stories weaves the tapestry of one being's life...through three and a half centuries of history in the Star Trek universe. Imagine who she's known. Imagine what he's seen. Continuing the post-television Deep Space Nine saga comes this thrilling original novel from New York Times bestselling author David R. George III! More than two years have passed since the destruction of the original Deep Space 9. In that time, a brand-new, state-of-the-art starbase has replaced it, commanded by Captain Ro Laren, still the crew and residents of the former station continue to experience the repercussions of its loss. For instance: Quark continues his search for Morn, as the Lurian—his best customer and friend—left Bajor without a word and never returned. Quark enlists a private detective to track Morn down, and she claims to be hot on his trail. Yet the barkeep distrusts the woman he hired, and his suspicions skyrocket when she too suddenly vanishes. At the same time, Kira Nerys emerges from a wormhole after being caught inside it when it collapsed two years earlier. She arrives on the new DS9 to discover Altek Dans already there. While inside the Celestial Temple, Kira lived a different life in Bajor's past, where she fell in love with Altek. So why have the Prophets moved him forward in time...and why have They brought him and Kira together?™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved. 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. 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? Deep Space Nine™ is forced to curtail entry to the wormhole due to increased graviton emissions, and an air of biting tension settles over the station. This anxiety leads to the murder of an Edeman religious leader, Commander Benjamin Sisko and Security Chief Odo realize they face a larger problem. Soon Sisko and Odo have more lifeless bodies on their hands and a killer who strikes without motive. Then, both the Edemans and Cardassians arrive threatening to destroy the station unless the murderer is given to them for retribution. In order to save Deep Space Nine and stop the killing, Odo must try to destroy a powerful assassin who is the only link to his mysterious past. 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. 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. Continuing the post-television Deep Space Nine saga, this original novel shows the fall of the Cardassian empire as seen through the eyes of a young man with a foot in two worlds. Rugal is an orphaned Cardassian who has been raised by the people his race once conquered, the Bajorans. Reluctantly repatriated to Cardassia as a teenager, Rugal becomes the living witness to the downfall of the proud people to whom he was born, first by the invading Klingons, then during the Cardassians' unholy pact with the Dominion—a partnership that culminated in a near-genocide. Through it all, Rugal's singular perspective illuminates the choices that brought the Cardassians to their ruin...even as he learns that the Cardassian soul is not as easy to understand as he imagined. An all-new novel based on the landmark TV series Star Trek: Deep Space Nine from the acclaimed author of A Big Ship at the Edge of the Universe! Jadzia Dax has been a friend to Etom Prit, the Trill Trade Commissioner, over two lifetimes. When Etom visits Deep Space Nine with the request to rein in his wayward granddaughter Nemi, Dax can hardly say no. It seems like an easy assignment: visit a resort casino while on shore leave, and then bring her old friend Nemi home. But upon arrival, Dax finds Nemi has changed over the years in terrifying ways...and the pursuit of the truth will plunge Dax headlong into a century's worth of secrets and lies!™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved. From the New York Times bestselling author of The Fall: The Crimson Shadow comes a compelling and suspenseful tale of politics and power set in the universe of Star Trek: Deep Space Nine. Elim Garak has ascended to Castellan of the Cardassian Union...but despite his soaring popularity, the imminent publication of a report exposing his people's war crimes during the occupation on Bajor looks likely to set the military against him. Into this tense situation come Dr. Katherine Pulaski—visiting Cardassia Prime to accept an award on behalf of the team that solved the Andorian genetic crisis—and Dr. Peter Alden, formerly of Starfleet Intelligence. The two soon find themselves at odds with Garak and embroiled in the politics of the prestigious University of the Union, where a new head is about to be appointed. Among the front-runners is one of Cardassia's most respected public figures: Professor Natima Lang. But the discovery of a hidden archive from the last years before the Dominion War could destroy Lang's reputation. As Pulaski and Alden become drawn into a deadly game to exonerate Lang, their confrontation escalates with Castellan Garak—a conflicted leader treading a fine line between the bright hopes for Cardassia's future and the dark secrets still buried in its past...™, ®, & © 2016 CBS Studios, Inc. Star Trek and related marks are trademarks of CBS Studios, Inc. All Rights Reserved. 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? As the Federation prepares to launch a counterstrike against the Dominion, Colonel Kira Merys searches for a way to prevent another galactic holocaust. Set on a space station rather than a ship, Deep Space Nine is unique in the Star Trek universe. Its setting has helped to develop ongoing storylines, unparalleled character growth and a host of recurring characters with whom the lives

of its regular crew has intertwined and collided over seven exciting, turbulent, heart-stopping years. What will happen to Sisko and Jake, Dax, Worf, O'Brien and Kira, Odo and Dr Bashir? What lies in store for Quark and Rom and Leeta, for Garak, Dukat, Weyoun and Damar? What is the fate of the Prophets, and of the planet Bajor? Deep Space Nine fans have theories of their own, and speculation on the Internet is rife. But the answer lies only in the special two-hour final episode to be screened in the USA in June (first UK screening end 1999) - and here in the pages of Diane Carey's must-have final episode novelization. While living on Deep Space Nine™, Jake Sisko has seen a lot of strange things, since his father, commander of the station, opened it to every lifeform who passes through this sector of space. But when Jake's Ferengi friend Nog says he's seen a ghost, Jake doesn't believe him, until a shimmering figure with glowing red eyes appears in Jake's quarters. Soon enough the spectre has Jake on a dangerous mission into the depths of the station, with the fate of Deep Space Nine resting on his boyish shoulders. An original novel based on the acclaimed Star Trek TV series! Commander Benjamin Sisko is just recovering from the death of his wife when he is assigned command over the former Cardassian, but new Federation space station, Deep Space Nine. This space station is strategically located not only because of its orbit about Bajor, but also because of its proximity to the only known stable wormhole in the galaxy. After meeting the other Bajoran and Starfleet personnel assigned to the station, including a former Bajoran freedom fighter and a shapeshifter, Sisko finds himself in that very wormhole and in the midst of a metaphysical experience as the alien inhabitants of the wormhole question the concepts of time and love. Sisko, filled with humanistic hubris, begins to explain these experiences, and resolve his painful past. When Quark brokers a lucrative deal to trade trellium crystals from the Gamma Quadrant for gold-pressed latinum, the potential for profit seems too good to be true. It is. Pretty soon, Deep Space Nine is under fire from at least three different alien races, each accusing the others of theft, piracy, and worse. Then, angry Klingons get involved, and so do the Ferengi... Odo wouldn't mind seeing one of Quark's schemes backfire, but not when it places the entire station in the middle of a shooting war that might consume them all! Everyone is a suspect on a space station one murder away from plunging into total chaos. Constable Odo has a suspect in his sights, but there's one final piece to this dark puzzle that will change everything he thought he knew—not to mention life on Deep Space 9—forever. Don't miss the shocking conclusion to this space noir from David & Scott Tipton (Star Trek: Mirror Broken, Star Trek: The Q Conflict) and Greg Scott (Gotham Central, The X-Files)! A thrilling original novel set in the universe of Star Trek: The Next Generation / Deep Space Nine! In 2367, Captain Benjamin Maxwell of the starship Phoenix ordered the destruction of a Cardassian warship and a supply vessel, killing more than six hundred crew members. Maxwell believed that the Cardassians were arming for a new attack on the Federation, and though history eventually proved he was probably correct, the Federation had no choice but to court martial and incarcerate him. Almost twenty years have passed, and now Maxwell is a free man, working as a maintenance engineer on the private science station Robert Hooke, home to crackpots, fringe researchers, and, possibly, something much darker and deadlier. Maxwell's former crewmate, Chief Miles O'Brien, and O'Brien's colleague, Lieutenant Commander Nog, have come for a visit. Unfortunately, history has proven that whenever O'Brien and Nog leave Deep Space 9 together, unpredictable forces are set into motion...™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved. 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.... A thrilling original novel set in the universe of Star Trek: The Next Generation / Deep Space Nine! In 2367, Captain Benjamin Maxwell of the starship Phoenix ordered the destruction of a Cardassian warship and a supply vessel, killing more than six hundred crew members. Maxwell believed that the Cardassians were arming for a new attack on the Federation, and though history eventually proved he was probably correct, the Federation had no choice but to court martial and incarcerate him. Almost twenty years have passed, and now Maxwell is a free man, working as a maintenance engineer on the private science station Robert Hooke, home to crackpots, fringe researchers, and, possibly, something much darker and deadlier. Maxwell's former crewmate, Chief Miles O'Brien, and O'Brien's colleague, Lieutenant Commander Nog, have come for a visit. Unfortunately, history has proven that whenever O'Brien and Nog leave Deep Space 9 together, unpredictable forces are set into motion...™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved. 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... An in-depth look behind the scenes of the smash-hit television series. The free flow of traffic to the Gamma Quadrant is vital to the recovery and survival of the planet Bajor and to Federation interests as well. When a mysterious cloaked ship begins raiding wormhole shipping, cleaning out holds and killing entire crews, Commander Benjamin Sisko of Deep Space Nine™ acts at once to stop the menace. Commander Sisko has unexpected aid: the cloaked vessel has been striking Cardassian ships as well, and the Cardassian commander Gul Dukat intends to destroy the ship at all costs. Their unlikely alliance works well -- until two of Sisko's crewmen are captured by the raiders. Gul Dukat will stop at nothing to gain his victory; now Sisko must locate the predator ship, hold off the Cardassians long enough to rescue his people -- and prevent an interstellar war! A look behind the scenes of the second season of Sky TV's Deep Space 9. The book includes interviews with the cast, the special-effects team and the producers, and a complete episode guide giving credits and character profiles. 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.

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