

# Read Free Star Trek Blackout Star Trek Starfleet Corps Of Engineers 59 Read Pdf Free

*Star Trek: Starfleet Is... Star Fleet Technical Manual Star Trek: Starfleet Academy Star Trek: Starfleet Academy #3 Star Trek Shipyards Star Trek Starships: 2151-2293 The Encyclopedia of Starfleet Ships Have Tech Will Travel Star Trek: Starfleet Academy #4 Star Trek Starfleet Command III Star Trek Starfleet Academy Star Trek: Corps of Engineers: Foundations The Assassination Game Star Trek--starfleet Technical Manual Starfleet Academy Star Trek: Distant Early Warning The Delta Anomaly The Starfleet Survival Guide Star Trek: Progress Star Trek: Starfleet Academy #5 Star Trek: Corps of Engineers: Turn the Page Starfleet Year One Star Trek: Corps of Engineers: Foundations #2 Starfleet and the Federation Star Trek Starfleet Command Star Trek: Corps of Engineers: Foundations #1 Star Trek: Kirk Fu Manual Star Trek: Body by Starfleet Star Trek: Corps of*

**Engineers: Creative Couplings** The Ultimate Star Trek and Philosophy *Star Trek: Troubleshooting* **Star Trek: Corps of Engineers: Aftermath** *Star Trek Star Fleet Technical Manual* **Star Trek: Hard Crash** **Star Trek: Balance of Nature** *Star Trek: Small World* **Star Trek: Out of the Cocoon** Star Trek, Starfleet Command *Star Trek Volume 5* **Star Trek: Corps of Engineers: Wildfire** *Star Trek: Paradise Interrupted* Star Trek: Blackout

**Star Trek: Starfleet Academy #4** Oct 25 2022 The hit new series continues here as our all new cast of cadets sets off on their first mission in space and headlong into a century-old mystery that could change the Academy forever. Meanwhile, Uhura risks her career in Starfleet with her only chance at redemption coming from a most unlikely place.

**Star Trek: Corps of Engineers: Foundations #1** May 08 2021 Beginning an all-new trilogy that tells the origin of the S.C.E.! The U.S.S. da Vinci answers a distress call from a ship careening out of control after going through an ion storm. While researching similar events from the past in an attempt to find a solution, Lieutenant Commander Duffy comes across a piece of history.... One hundred and twelve years before the heyday of the da Vinci, Montgomery Scott took an assignment to the Romulan Neutral Zone to work alongside the crew of the U.S.S. Lovell and her staff from the Starfleet Corps of Engineers. But this S.C.E. is much different from the modern version a down-and-dirty team of technicians given the worst jobs in the fleet. When the repair of one of the Neutral Zone outposts goes horribly wrong, Scotty and the nascent S.C.E. team must work together to keep the outpost in one piece....

Star Trek: Body by Starfleet Mar 06 2021 A fully illustrated guide that bridges the nexus

between stasis and health, *Star Trek: Body by Starfleet* provides real, practical, and fun exercises for Star Trek fans of all ages and physical abilities so that they may boldly live long and prosper. Drawing from the most celebrated and iconic elements of over 50 years of Star Trek, *Body by Starfleet* will provide any pop-culture (or junk-food) junkie a fun and healthy way to engage their warp core and get moving. Whether you view the gym as an impenetrable final frontier or regularly bench press boulders like a Gorn, these simple, easy-to-follow instructions -- created in consultation with a certified fitness trainer -- is for readers of all ages and fitness levels to navigate through a series of enterprising exercises. Everyone, from an ensign in the Command Training Program to an admiral who's voyaged through every quadrant, will benefit from the more than 30 exercises featuring Klingon Tribble Twists, Chekov's Cossack Squats, Jefferies Tube Climbers, and Wesley Crunchers. All of the exercises in *Body by Starfleet* are designed for standard gravity so they can be performed with little to no equipment everywhere from living rooms to gyms to holodecks. Also included is a section covering nutrition so readers can program their replicators to eat better and cleaner, a workout log for recording activities and progress, and special exercises aimed toward non-humanoid species including Horta and Medusans.

*Star Trek: Troubleshooting* Dec 03 2020 Relaunching the adventures of the U.S.S. da Vinci, as Captain David Gold, Commander Sonya Gomez, and the rest of Starfleet's miracle workers solve the problems of the galaxy, one disaster at a time. Federation Station Deep Space 10 has been plagued by technical difficulties since its construction a year ago. On several occasions, the Starfleet Corps of Engineers team on the da Vinci has been sent to fix them, and now the problems have intensified. Fearing sabotage or worse, Commander Gomez and her team try to

fix the station once and for all -- but Dr. Sarjenka has another idea about what's happening, a theory that puts her at odds with her new superior officer, Dr. Lense. Continuing the all-new adventures of the S.C.E.!

**Starfleet Academy** Apr 18 2022 Cadet David Forester's efforts to stop a plot to destroy Starfleet Academy thrust him into a mission, along with some of Starfleet's legendary captains, to find the cause of a series of deadly raids on Federation outposts.

**Star Trek: Corps of Engineers: Foundations #2** Aug 11 2021 STARFLEET CORPS OF ENGINEERS Continuing the all-new trilogy that tells the origin of the Starfleet Corps of Engineers! While the U.S.S. da Vinci has managed to stop a ship that was careening out of control, they still have work to do: the vessel's computer has broken down, and the ship cannot function without it. This echoes the early days of the S.C.E.: Over a century before the days of the da Vinci, the Starship Enterprise™ encountered -- and deactivated -- a world-running computer called Landru on Beta III. In the aftermath of the incident, a team of engineers, led by Montgomery Scott, is tasked with getting Beta III back on its feet. But even in "death," Landru's influence can still be felt....

**Starfleet and the Federation** Jul 10 2021 Includes 3 books- \*Star Trek Shipyards- 2151-2293 \*Star Trek Shipyards- 2294 to the Future \*Star Trek Shipyards- Federation Members - new for 2019 Limited edition box set with designed slipcase. Each book is a hardcover with dustjacket. Large starship size chart poster included (approx. 35"x25").

The Ultimate Star Trek and Philosophy Jan 04 2021 Reunites the editors of Star Trek and Philosophy with Starfleet's finest experts for 31 new, highly logical essays Features a complete

examination of the Star Trek universe, from the original series to the most recent films directed by J.J. Abrams, *Star Trek* (2009) and *Star Trek Into Darkness* (2013) Introduces important concepts in philosophy through the vast array of provocative issues raised by the series, such as the ethics of the Prime Directive, Star Trek's philosophy of peace, Data and Voyager's Doctor as persons, moral relativism and the Federation's quest for liberation, the effect of alternate universes on reality and identity, the Borg as transhumanists, Federation Treconomics, Star Trek's secular society, and much, much more...! An enterprising and enlightening voyage into deep space that will appeal to hardcore fans and science fiction enthusiasts alike Publishing in time to celebrate the 50th Anniversary of the original TV series

**Star Trek: Distant Early Warning** Mar 18 2022 STARFLEET CORPS OF ENGINEERS

WHAT'S PAST A special six-part S.C.E. event that flashes back to previous adventures of the S.C.E. crew from the 23rd century to the height of the Dominion War, with special guests from all across the Star Trek universe! 2265: Following the discoveries made by the U.S.S.

Constellation in the Taurus Reach, Starfleet has fast-tracked the construction of Starbase 47, a.k.a. Vanguard. But the rapid construction has meant concomitant technical problems, ones that are vexing Vanguard's commanding officer, Commodore Diego Reyes. So it's the Corps of Engineers to the rescue. The U.S.S. Lovell, with its crack S.C.E. team led by Lt. Commander Mahmud al-Khaled, must solve Vanguard's technical crises so the base can become operational as planned. A return to the 23rd century, in the tradition of *Foundations* and *Where Time Stands Still*, and a prequel to the acclaimed new novel series *Star Trek: Vanguard!*

**Star Trek: Corps of Engineers: Turn the Page** Oct 13 2021 Relaunching the adventures of the

U.S.S. da Vinci, as Captain David Gold, Commander Sonya Gomez, and the rest of Starfleet's miracle workers solve the problems of the galaxy, one disaster at a time. At first, Dr. Sarjenka -- the first Dreman to graduate from Starfleet Medical Academy -- thought her posting to the da Vinci as deputy chief medical officer was a dream assignment. But her new boss, Dr. Elizabeth Lense, doesn't want her there, her mentor, Captain Gold, is surly and unapproachable, and she finds the atmosphere on the da Vinci to be radically different from what she expected. Sarjenka's trial by fire comes when the da Vinci is sent to Betrisius, where neural implants that are used to rehabilitate criminals in lieu of prisons are malfunctioning. The S.C.E. team must find a way to repair the damage -- and learn the truth behind why the implants aren't working before the planet devolves into chaos.... Beginning all-new adventures of the S.C.E.!

*Star Trek: Paradise Interrupted* Jan 22 2020 STARFLEET CORPS OF ENGINEERS For centuries, Risa has been the garden spot of the Alpha Quadrant, the place to go for rest, relaxation, and recreation. When the S.C.E. crew of the U.S.S. da Vinci learn their latest assignment is to Risa, they expect to find themselves in paradise. But paradise isn't what it used to be. Something is draining power from the complex weather systems that keep the planet pleasant, and if the S.C.E. doesn't determine the cause soon, Risa as they know it will cease to exist forever! Paradise Interrupted

**Star Fleet Technical Manual** Mar 30 2023 This is the one, the only, the complete Star Fleet Technical Manual with everything you'll ever want to know about day-to-day life on the Enterprise. With architectural designs of the Enterprise, headquarters, detailed drawings of the weapons and equipment, official patterns for men's and women's uniforms, maps of orbit patterns

and so much more, all your practical questions will finally be answered.

*Star Trek: Starfleet Is...* Apr 30 2023 What is Starfleet? It is the universe's most famous and inspirational coalitions of all time. It has boldly gone where no pop culture franchise has gone before. It is the foundation for a thriving community of passionate fans. Creator Gene Roddenberry said Star Trek "was an attempt to say that humanity will reach maturity and wisdom on the day that it begins not just to tolerate but take a special delight in differences in ideas and differences in life forms . . . If we cannot learn to actually enjoy those small differences, to take a positive delight in those small differences between our own kind, here on this planet, then we do not deserve to go out into space and meet the diversity that is almost certainly out there." After more than 50 years, 11 television series, 13 movies, and countless fan conventions later, Star Trek fans of all ages continue to gather—in person or virtually-- and enjoy, share, and live up to Roddenberry's optimistic vision of the future. Fully authorized and filled with full-color images spanning the entire canon, *Star Trek: Starfleet is...* celebrates of Roddenberry's vision. This commemorative book highlights 50 of the key traits of the Star Trek universe and demonstrates, through memorable images and beautiful artwork, how these ideals are personified by everyone from Kirk and Spock, to Picard and Janeway, to Burnham and Mariner, and their voyages to everywhere from Earth to Vulcan, from Q'onoS to the Delta Quadrant, and even to the Mirror Universe and back in time—and how they are actively and sincerely lived by the Star Trek fans themselves. What is Starfleet? Starfleet is fun. Starfleet is not always logical. Starfleet is adventure. Starfleet is brave. Starfleet is compassion. Starfleet is diverse. Starfleet is evolving. And it is by sharing their passions, supporting one another through

difficult times, celebrating one another's successes, and boldly going into a bright and hopeful future that Star Trek fans show that, above all, Starfleet is family. Starfleet is forever. A portion of the proceeds from Starfleet Is . . . will benefit ALS research.

Star Trek: Blackout Dec 23 2019 STARFLEET CORPS OF ENGINEERS When a Federation world suffers a planet-wide blackout, it's the S.C.E. to the rescue. While Commander Gomez and her crack team of engineers work to help keep the planet from falling into chaos, the ship's linguist, Bart Faulwell, is given a special assignment: find the Asarion linguist named Jewlan -- who triggered the blackout with what appears to be a weapon in an archaeological dig. The Asarion people have a unique biology that causes random shifts from male to female. Faulwell's friendship with Jewlan, and her crush on him, is a minor diversion, at first, especially given the struggles Faulwell is having with his own relationship. But when Jewlan becomes Jolen, Faulwell finds himself with more than one difficult decision -- especially when the power outage worsens and threatens to destroy not only Asario, but the da Vinci as well!

**Star Trek: Out of the Cocoon** May 27 2020 #57 STARFLEET CORPS OF ENGINEERS Centuries ago, the S.S. Mariposa transported two sets of colonists -- one a "back-to-nature" group called the Bringloidi, the other a collection of scientists -- to new worlds. Over a decade ago, the Starship Enterprise™ brought the colonies back together as a solution to two problems -- the Bringloidi had lost their home to solar flares, and the Mariposans faced a breeding crisis brought about by their use of cloning. However, the union has not been as fruitful as Captain Picard had hoped, and now the S.C.E. team of the U.S.S. da Vinci has been called in to solve the Mariposans problem -- but will the solution be even worse than the problem? OUT OF THE



## COCOON

Star Trek, Starfleet Command Apr 26 2020

*Star Trek Volume 5* Mar 25 2020 All-new origin stories of the Enterprise crew in the new movie timeline! Find out how Doctor Leonard "Bones" McCoy found himself on a shuttle to Starfleet Academy with James T. Kirk! Learn new secrets about Uhura's past and witness her first meeting with Spock! Discover what led young Montgomery Scott to devote himself to engineering. Witness Sulu's and Chekov's first meeting at Starfleet Academy, and learn how their paths intertwined all the way to the bridge of the Enterprise! All overseen by Trek writer/producer Roberto Orci! Collects issues 17-20 of the Star Trek ongoing series from IDW.

**The Assassination Game** Jun 20 2022 When a terrorist attack rocks Starfleet Academy, it's clear someone has a very serious—and very deadly—secret agenda. The rules are simple: Draw a target. Track him down and “kill” him with a spork. Take your victim’s target for your own. Oh, and make sure the player with your name doesn’t get to you first. No safe zones. No time-outs. The game ends when only one player remains. James T. Kirk is playing for fun. Leonard “Bones” McCoy is playing to get closer to a girl. But when a series of terrorist attacks rock the usually placid Starfleet Academy campus, it becomes clear that somebody is playing the game for real. Is it one of the visiting Varkolak, on Earth to attend an intergalactic medical conference? Or could it be a member of a super-secret society at the Academy dedicated to taking care of threats to the Federation, no matter what rules they have to break to do it? Find out in *The Assassination Game*, the fourth installment in Spotlight’s exciting series for teens.

*Star Trek: Corps of Engineers: Foundations* Jul 22 2022 The first full-length novel starring the

Starfleet Corps of Engineers! Now it can be told: The origin of the S.C.E.! In the twenty-fourth century, the U.S.S. da Vinci and its S.C.E. team led by Commander Sonya Gomez roam the galaxy, solving the technical problems of the universe in a state-of-the-art ship. But the road to the da Vinci was a difficult one, as the S.C.E. had to go through its share of growing pains back in the twenty-third century.... Even as the da Vinci spearheads a dramatic rescue of a runaway vessel, Captain Montgomery Scott recalls his younger days as the chief engineer of the U.S.S. Enterprise™ under Captain Kirk -- and his own encounters with a much different Corps of Engineers. From the edge of the Romulan Neutral Zone, to the planet Beta III in the wake of the Landru computer, to the uncharted regions of deep space, Scotty joins forces with the battered old U.S.S. Lovell to bring the S.C.E. into the future! Foundations (Star Trek: SCE) contains the complete eBook editions of S.C.E. adventures #17-19, Foundations Books 1,2,3.

Star Trek Shipyards Star Trek Starships: 2151-2293 The Encyclopedia of Starfleet Ships Dec 27 2022 For the first time ever, a chronological history of the Starfleet starships from Star Trek television shows and films! Profiles more than 250 years worth of Starfleet ships! Including Zefram Cochrane's ship The Phoenix, which made the first faster-than-light journey in human history, through Captain Kirk's famous Enterprise up to the Enterprise-B: the ship where Kirk was lost. Plus all of the Starfleet ships from the STAR TREK: DISCOVERY TV series! This in-depth reference book includes a technical overview and operational history for each ship and is illustrated with CG artwork, including original VFX models made for the TV show. Includes THE ENTERPRISE NX-01, THE U.S.S. DISCOVERY & THE U.S.S. ENTERPRISE NCC-1701 STAR TREK SHIPYARDS is a series of lavishly illustrated books that provide in-universe

profiles of STAR TREK ships. Each ship is profiled with technical information, its operational history and much more.

*Starfleet Year One* Sep 11 2021 When Earth Command first defeated the Romulans and the Neutral Zone was established, it was with the help of other races across the galaxy. Out of those first uneasy but crucial alliances came the United Federation of Planets and its combined forces, Starfleet. But the close confines of a starship with so many different races and personalities on board creates tensions across all the ranks. Control of what could grow to be the greatest power in the galaxy is at stake and no one can take it lightly. So when the flagship of the new Federation fleet is up for grabs among six new Starfleet captains, Admiral Ed Walker is determined to keep this jewel, and all of Starfleet with her, away from the scientists and under military command. Walker chooses Captain Aaron Stiles as his protege in this endeavour. Stiles, bent on avenging the death of his brother Jake, faces stiff resistance from Walker's rebellious space-jock nephew Dane and scientist Captain Bryce Shumar. But they face their biggest threat of all in an unknown alien race destroying the bases of the Oreias system. Can they ignore their differences and pull together to ensure that Starfleet and the Federation has a future?

**Star Trek: Balance of Nature** Jul 30 2020 In the wake of the catastrophic events of Wildfire, P8 Blue returns to her homeworld, only to find herself caught up in a web of intrigue. Strange disappearances among her fellow Nasats and odd happenings throughout her homeland have stymied local authorities. Due to her experiences with Starfleet in general and the S.C.E. in particular, Blue is asked to aid in the investigation. What they turn up will lead to a terrible secret from the Nasat's past, and it will take all of Blue's ingenuity to save her people -- and an entire

world....

**Star Trek: Corps of Engineers: Wildfire** Feb 23 2020 Whenever there's a need to fix, repair, or salvage, Starfleet calls in the crack S.C.E. team on the U.S.S. da Vinci. Under the command of Captain David Gold and Commander Sonya Gomez, the S.C.E. solves the unsolvable, from finding a Starfleet vessel lost inside a holographic ship to doping out new technology captured during the Dominion War. However, the da Vinci's mission to Galvan VI will prove to be the S.C.E.'s greatest challenge to date, as they must salvage the U.S.S. Orion from the turbulent atmosphere of a gas giant. As if that wasn't enough, the Orion is carrying the prototype of the deadly Wildfire device -- a protomatter warhead that can ignite gas giants into stars -- and the planet seems to be home to a strange alien life-form that may have been responsible for the Orion's destruction! Wildfire contains the complete eBook editions of S.C.E. adventures #20-24: Enigma Ship, War Stories Book 1, War Stories Book 2, Wildfire Book 1, and Wildfire Book 2.  
*Star Trek Star Fleet Technical Manual* Oct 01 2020

**Star Trek: Starfleet Academy #5** Nov 13 2021 In the epic finale of IDW's new hit mini-series, past and present collide as our new crew finds the most unlikely allies in the heart of uncharted space! Can they finally come together and change the future of Starfleet forever?

**Star Trek: Corps of Engineers: Aftermath** Nov 01 2020 Having recovered from the catastrophic events of Wildfire, the Starfleet Corps of Engineers team on the U.S.S. da Vinci meets its new second officer: Mor glasch Tev, an arrogant Tellarite who's the best there is -- and he knows it. Even as Captain Gold and Commander Gomez get used to their acerbic new officer, the S.C.E. team faces crises in its own solar system. A strange vessel appears in the middle of

San Francisco that the S.C.E. must deal with -- aided by engineers extraordinaire Montgomery Scott and Miles O'Brien. Then they have to help the Venus terraforming team -- a mission that brings Bynar computer expert Soloman to a difficult crossroads. That's only the beginning of the challenges for the Corps as it faces a Ferengi with a time machine, a prison colony in a black hole -- and a mission from the Dominion War that comes back to haunt the da Vinci crew in more ways than one. . . .

**The Delta Anomaly** Feb 14 2022 The year is 2250, and it has been six months since James Kirk joined Starfleet Academy. A rebellious young man, Kirk is used to doing things his way--and whenever he feels like it. However, the Academy is changing him little by little, showing him how to transform his headstrong attitude and ambition into qualities that make him a leader. Kirk's behavior often brings him to clash with another Starfleet Academy member, a half-Vulcan, half-human named Spock. This book series will delve into the lives and relationships of Kirk and the other recruits at the Academy, their training, their missions, and their romances. In *The Delta Anomaly*, a shocking San Francisco crime shakes up Starfleet Academy, entangling Kirk, McCoy, Uhura, and Spock.... and turns out to have chilling intergalactic implications.

**Star Trek: Corps of Engineers: Creative Couplings** Feb 02 2021 These are the voyages of the U.S.S. da Vinci. Their mission: to solve the problems of the galaxy, one disaster at a time. Starfleet veteran Captain David Gold, along with his crack Starfleet Corps of Engineers team led by former Starship Enterprise™ engineer Commander Sonya Gomez, travel throughout the Federation and beyond to fix the unfixable, repair the irreparable, and solve the unsolvable. The S.C.E.'s missions don't always go as planned -- repairing the weather grid on the resort planet

Risa turns into a deadly first contact, constructing an industrial complex on a nonaligned world leads to some startling revelations about the financier behind it, diverting a runaway ship could spell death for the crew the da Vinci didn't even know was there, and a planet in a box proves a more valuable prize than anyone could have imagined -- but their greatest challenge comes much closer to home... Captain Gold's granddaughter Esther is marrying Khor, son of Lantar, a Klingon politician. Now Gold faces what may be the greatest challenge of his career: officiating the first-ever Klingon-Jewish wedding!

**Star Trek Starfleet Command** Jun 08 2021 As the next chapter in the hit Starfleet Command series, Orion Pirates has all the gameplay loved by "Star Trek" fans, with new ships, new missions, new races, and a new storyline. With the help of this official strategy guide, gamers can take command.

**Star Trek: Starfleet Academy** Feb 26 2023 A bold new chapter for STAR TREK begins here, in an all-new series that shows you what life is like for cadets at the galaxy's greatest school! Witness the student days of the iconic cast before they joined the Enterprise! Plus, meet an all-new group of students as they embark on bold new adventures of their own! The first new characters in the Star Trek movie universe make their mark here.

**Star Trek: Kirk Fu Manual** Apr 06 2021 In unabashed celebration of Captain James T. Kirk's singular fighting skills, Star Trek: Kirk Fu Manual is every Starfleet cadet's must-have training guide for surviving the final frontier. As captain of the legendary U.S.S. Enterprise, James T. Kirk engaged in his share of fisticuffs, besting opponents with a slick combination of moves and guile that remains unmatched. Is there anyone you'd rather have watching your back as you take

on Klingons, alien gladiators, genetically engineered supermen, and even the occasional giant walking reptile? Kirk Fu is a series of unarmed combat techniques developed by one of Starfleet's most celebrated starship captains over several years of encounters with alien species on any number of strange new worlds. A blend of various fighting styles, Kirk Fu incorporates elements of several Earth-based martial arts forms as well as cruder methods employed in bars and back alleys on planets throughout the galaxy. It is as unorthodox in practice as it is unbelievable to behold. Including excerpts from Kirk's own notes and personal logs, the Star Trek: Kirk Fu Manual is the perfect training guide for surviving the depths of space. With proper training and practice, every Starfleet cadet can become one with Kirk Fu.

**Star Trek: Hard Crash** Aug 30 2020 There's more to Starfleet than exploring strange new worlds. When serious technical know-how is required, Starfleet sends in an S.C.E. team, such as the one stationed aboard the U.S.S. da Vinci. This topflight assemblage of engineers and technical specialists is a mixture of extraordinarily talented humans and exotic aliens, including P8 Blue, an insectlike alien who specializes in analyzing structural systems, and a single, unpaired Bynar, unique among his species. Under the command of Captain David Gold, the crew of the da Vinci takes on the down-and-dirty, hands-on jobs that only they can handle. **HARD CRASH** An alien starship of unknown origin has crashed into a planet inhabited by a large and populous civilization. Accompanied by Geordi La Forge, temporarily on loan from the Starship Enterprise™, the S.C.E. investigates the mysterious vessel, only to discover that the ship was not nearly as damaged as it first seemed. Now the berserk ship, which seems to possess its own life and intelligence, is on a rampage across the surface of the planet, and Captain Gold and his crew

face the awesome challenge of trying to stop a starship gone insane!

Have Tech Will Travel Nov 25 2022 HAVE TECH, WILL TRAVEL STARFLEET CORPS OF ENGINEERS Need a gigantic, marauding starship explored? Is your global computer system starting to break down? Call in the crack team from the Starfleet Corps of Engineers. Overseen by Captain Montgomery Scott from his office at Starfleet Headquarters, the S.C.E. can build, rebuild, program, reprogram, assemble, reassemble, or just figure out everything from alien replicators to doomsday machines. Just don't expect them to perform miracles -- unless they absolutely have to. Captain David Gold, his first officer Commander Sonya Gomez, and the crew of the U.S.S. da Vinci put their lives on the line to save a colony world threatened by a deadly alien and rescue a ship trapped in the ravages of interphase. Join Starfleet's miracle workers for a wrenching journey through the new frontier! HAVE TECH WILL TRAVEL, SCE #1 contains the complete eBook editions of S.C.E. adventures #1-4.

*Star Trek: Starfleet Academy #3* Jan 28 2023 The all-new hit STAR TREK mini-series continues here, as Uhura and Kirk draw closer to uncovering the truth surrounding a century-old mystery. Meanwhile, T'Laan and the new cadets find themselves on the brink of elimination from the Centennial Competition!

*The Starfleet Survival Guide* Jan 16 2022 Standard issue for all Starfleet Officers, this vital tool for space survival covers everything from space suit leaks and hotwiring a tri-corder to hostile alien encounters. Paying particular attention to the importance of initiative in situations where available technology is malfunctioning, The Survival Guide is broadly divided into the following sections: understanding alien technology; dealing with alien wildlife; modifying federation



technology; and encountering temporal anomalies. There is information on essential Federation emergency equipment, and various extreme escape and survival scenarios are accompanied by actual accounts by legendary Starfleet heroes of their own dramatic improvisations. The whole is illustrated throughout with explanatory black & white line art illustrations, easy to follow in a crisis -- especially valuable when a reader is stranded on a downed shuttlecraft with only a com-badge and a self-sealing stem-bolt.

**Star Trek--starfleet Technical Manual** May 20 2022 OFFICIAL USE ONLY MARK R5PC  
STARFLEET COMMAND STARFLEET HEADQUARTERS UNITED FEDERATION OF  
PLANETS FRANZ JOSEPH UNITED FEDERATION REPRESENTATIVE STARDATE  
7512.02 To: Ballantine Books Planetary Agents, NA, USA, 10019 1. A printed Terran version of the Starfleet Technical Manual was approved by the Federation Council for release to civilians and civilian auxiliaries on your planet. We have reviewed copies of this version as printed by you, and wish to assure you and the others that these copies are precisely correct and complete as authorized. We believe some of your civilians are confused because they are unfamiliar with the system and arrangement of Technical Orders, therefore, we offer the following by way of clarification. 2. The print-out version of the Starfleet Technical Manual, as used by the Starfleet Academy, is a collection of only those Technical Orders necessary to the indoctrination of new cadets until such time as they become experienced in the use of the data read-out stations of Mastercom/SFHQ. Further, the Terran version contains even fewer Technical Orders because of the prohibition of the Prime Directive. Neither version is a book of pages as the questioners seem to think--nor do they contain all of the technical information stored in the data banks of

Mastercom/SFHQ. Your civilians must understand these technical data banks contain all the knowledge presently known to the United Federation of Planets from all the member planets. If it were to be published in book form, the sum total would amount to more books than you now have stored in your libraries. Obviously, this cannot be done. It is equally obvious that you cannot have the galactic knowledge of future centuries given to your planet as a gift; you must earn it by your own efforts just as others have done.

3. In the Terran version, the General Index summarizes the subject area groupings by Technical Order number blocks as a part of the total system of classification. It does not give the total classification system, nor does it indicate whether or not such subject matter is available. The Introduction (T.0:00:00:06) for instance, is not included because it has not been authorized for release at this time. Each Section Index lists the Technical Orders currently approved for each section, and shows the correct issue by authentication date (and amendment code—if required). Thus a Section Index shows whether or not a particular manual contains the correct issues. Those listed with an asterisk may become available in a future print-out from Mastercom/SFHQ. Other Technical Order numbers that are missing do not appear by reason of the prohibition of the Prime Directive, or they have not been approved for release at this time.

4. In as gentle and as diplomatic a manner as we may, we would like to point out that this confusion is just another example of the many primitive attributes of your planet that prevents its acceptance into the United Federation of Planets at this time in your current calendar. But be patient, the day will come when your planet will have finally overcome these obstacles, and take its place in the intergalactic community of intelligent life forms. Live long and prosper.

**Star Trek Starfleet Command III** Sep 23 2022 Assimilate the Next Generation of Starfleet Strategies. Starfleet Command III puts you in control of the most powerful starships of the 24th century. Warp into the Next Generation as you take command of Federation, Klingon, and Romulan starships in your continuing mission to defend -- or conquer -- the Alpha and Beta Quadrants. This detailed guide will help you rise through the ranks and take on bigger and bolder challenges --including a new menace that threatens not only the safety of empire but the fragile peace of the known galaxy. Written with the full support of Activision, this exclusive guide is packed with the strategies, tactics, and analysis you need to become an expert commander. Inside you'll find:- In-depth analysis of each empire and its ships and weapons- Detailed stats for everything in the game, including non-playable races- Expert customization tips so that your starship is primed for battle- Advanced tactical training to ensure combat success- Comprehensive walkthroughs for the Klingon, Romulan, and Federation campaign missions- Multiplayer tactics for succeeding in skirmishes and Dynaverse 3 games

*Star Trek: Small World* Jun 28 2020 STARFLEET CORPS OF ENGINEERS The da Vinci's latest mission involves bringing precious cargo to the Mu Arae system -- an entire world that, through a miraculous feat of engineering, is being stored in a small, pyramid-shaped box. Unfortunately, a hostile species wants the pyramid -- and its amazing technology -- for itself, and won't hesitate to go through the da Vinci to get it. To make matters worse, the caretaker of the world is in critical condition in sickbay. The S.C.E. must figure out the secret of the planet-in-a-box before it's destroyed. **SMALL WORLD**

**Star Trek: Progress** Dec 15 2021 STARFLEET CORPS OF ENGINEERS WHAT'S PAST A

special six-part S.C.E. event that flashes back to previous adventures of the S.C.E. crew from the 23rd century to the height of the Dominion War, with special guests from all across the Star Trek universe! 2369: With the recommissioning of the U.S.S. Progress, Captain David Gold is contemplating his next command while on a mission to the Federation protectorate Drema IV. Gold's chief medical officer, Dr. Katherine Pulaski, has her own reasons for wanting to return to Drema IV -- to check up on a former patient of hers: Sarjenka, a girl who befriended Data of the Starship Enterprise™, and whose memories Pulaski erased. A mining accident on Drema IV brings together the S.C.E., Pulaski, Gold, and Sarjenka in an adventure that will have far-reaching consequences for all of them....

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