

## Architects Of Infinity (Star Trek: Voyager)

Washed up on a faraway galactic shore, Captain Kathryn Janeway of the U.S.S. Voyager™ faced a choice: accept exile or set a course for home, a seventy-thousand-light-year journey fraught with unknown perils. She chose the latter. Janeway's decision launched her crew on a seven-year trek pursuing an often lonely path that embodied the purest form of the Starfleet adage "to boldly go..."™ Committed to that difficult road, Voyager's crew was rewarded with unimaginable experiences on strange and fantastic worlds, encountering exotic alien species and astonishing phenomena...and challenged along the way by conflicts from within as well as from without. Yet none of their adventures tempered their shared determination to find a way back to friends and family.

It's tough being a teenage Slayer. On the verge of failing her junior year -- thanks to annoying Principal Snyder, who seems to be acting even stranger than usual lately -- Buffy agrees to meet with a tutor. Not helping her studies is the fact that lately she's been exhausted, waking up each morning feeling more tired than she did the night before. To make matters even worse, she's tasked with investigating the disappearance of a child...a little girl who happens to have gone missing mere hours before a child vampire surfaced in Sunnydale, accompanied by a wheelchair-bound male who fits Spike's description perfectly. Fighting off exhaustion and uneasy at the prospect of staking a child vamp, Buffy learns that Principal Snyder is the target of a sleep-deprivation spell that has taken over Sunnydale. Putting aside her fear that her tutor is out to get her, and hoping that the sleeping spell is affecting both humans and demons, Buffy investigates Snyder's odd behavior. She follows him to his childhood home to discover that he has arranged to have his abusive mother banished to the demon dimension. Meanwhile, Drusilla, who has been playing mother figure to the child vampire, is learning how difficult it is to be a parent. As sleep takes hold of the citizens of Sunnydale, Buffy begins to realize that unless she breaks the spell soon, the nightmare is just beginning. In the climactic conclusion to the Star Trek: Destinytrilogy the greatest menace to the galaxy, the Borg, were absorbed into the Caeliar gestalt -- with one exception, Seven of Nine, who finds herself trapped in a half existence, neither drone nor human. Seven agrees to join Chakotay, the former captain of the USS Voyager, to rendezvous with the ships that Starfleet Command has sent into the Delta Quadrant and see if they can solve the mystery of the Caeliar's disappearance. In a region of space which has lived in fear of instant annihilation, Voyager is charged with reaching out to possible allies and resolving old enmities. But these are not the friendly stars of the Federation, and out here the unknown and the unexpected cannot be dealt with by standard Starfleet protocols.

Eighteen years ago, the microbial apocalypse christened Black Ep had virtually wiped humanity from the globe. The survivors of the epidemic have now reached adulthood and are committed to the task of rebuilding civilization. But an ideological rift has divided the survivors into two separate factions—one determined to resurrect the human race, the other obsessed with improving humanity via genetic manipulation. And as the factions clash with one another, a new biological threat rises from the ashes of Black Ep, an even deadlier contagion with one purpose: mankind's extinction. "A compelling work that will appeal to fans of speculative fiction and apocalyptic thrillers."—Midwest Book Review

Acts of Contrition

One Thing or Your Mother

The Denial of Death

Architects of Infinity

Television Episode

*"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." A conclusion to the series exploring future history and human evolution finds an uneasy alliance between Menelaus Montrose and Ximen del Azarchel forging unprecedented broad-scale plans for the intellectual descendants of an extinct humanity.*

*A beautiful and important book about the remarkable collaboration between the modernist architect James Hackshaw (a member of the famous Group Architects), the painter Colin McCahon and the then young sculptor Paul Dibble on twelve New Zealand buildings -- from churches to houses. Drawing on interviews with James Hackshaw before his death and on the McCahon archives, this book brings into the light a body of work and a collaboration that has been little known or examined, even by old McCahon hands. Richly illustrated with Hackshaw's plans, McCahon's drawings, letters and journal entries, and contemporary images of the surviving buildings and artworks, expert essays by Peter Simpson, Julia Gatley, Christopher Dudman, Peter Shaw and Alexa Johnston complete the package.*

*"Based on Star trek created by Gene Roddenberry and Star trek: Voyager created by Rick Berman & Michael Piller & Jeri Taylor."*

*The Architect of Aeons*

*Full Circle*

*Toward a Ludic Architecture*

*Star Trek: Picard: Rogue Elements*

*A Novel About the History of Philosophy*

*'It made me rethink the roots of our deepest fears and insecurities, and why we often disappoint ourselves in how we manifest them' Bill Clinton, Guardian Winner of the Pulitzer Prize in 1974 and the culmination of a life's work, The Denial of Death is Ernest Becker's brilliant and impassioned answer to the 'why' of human existence. In bold contrast to the predominant Freudian school of thought, Becker tackles the problem of the vital lie - man's refusal to acknowledge his own mortality. The book argues that human civilisation is a defence against the knowledge that we are mortal beings. Becker states that humans live in both the physical world and a symbolic world of meaning, which is where our 'immortality project' resides. We create in order to become immortal - to become part of something we believe will last forever. In this way we hope to give our lives meaning. In The Denial of Death, Becker sheds new light on the nature of humanity and issues a call to life and its living that still resonates decades after it was written.*

*As the Federation and Cardassia Prime celebrate their strengthening ties and the Cardassian ambassador to the Federation arranges a glittering diplomatic reception, forces who oppose the alliance prepare to make their move.*

*The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. THE FUTURE IS AT WAR WITH THE PAST. The epic Star Trek: Coda trilogy continues as friends become foes, the Temporal Apocalypse accelerates, and the catastrophe's true cause is revealed. ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.*

*After seven years trapped in the Delta Quadrant, Admiral Kathryn Janeway and the crew of Voyager miraculously find their way home, where they find new opportunities, adventures, and reunions with loved ones, until a mysterious cybernetic plague strikes Earth, transforming humans into a new generation of Borg. Original.*

*Genesis Wave: Book One*

*Edenborn*

*Day of Honor*

*Star Trek: Voyager: Mirrors and Smoke*

*Incident at Arbuk*

*The long-awaited follow-up to Voyager: Architects of Infinity from the New York Times bestselling author and cocreator of Star Trek: Picard! As the crew of the Full Circle fleet works to determine the fate of their lost ship, the Galen, a struggle for survival begins at the far edge of the galaxy. New revelations about Species 001, the race that built the biodomes that first drew the fleet to investigate planet DK-1116, force Admiral Kathryn Janeway to risk everything to learn the truth.*

*"Del Rey book." Battling the Taurans in space was one problem as Private William Mandella worked his way up the ranks to major. In spanning the stars, he aged only months while Earth aged centuries.*

*An exhilarating thriller from bestselling author Dayton Ward set in the universe of Star Trek: The Next Generation, following Captain Jean-Luc Picard and his crew as they explore the previously uncharted and dangerous Odyssean Pass. Surveying a nebula as part of their continuing exploration of the previously uncharted "Odyssean Pass," Captain Jean-Luc Picard and the crew of the Starship Enterprise encounter a rogue planet. Life signs are detected on the barren world's surface, and then a garbled message is received: a partial warning to stay away at all costs. Determined to render assistance, Picard dispatches Commander Worf and an away team to investigate, but their shuttlecraft is forced to make an emergency landing on the surface—moments before all contact is lost and the planet completely disappears. Worf and his team learn that this mysterious world is locked into an unending succession of random jumps between dimensions, the result of an ambitious experiment gone awry. The Enterprise crewmembers and the alien scientists who created the technology behind this astonishing feat find themselves trapped, powerless to break the cycle. Meanwhile, as the planet continues to fade in and out of various planes of existence, other parties have now taken notice.... ™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.*

*The eagerly awaited continuation of OLD WOUNDS! Captain Chakotay and his sister, Sekaya, are being held captive beneath the surface of Loran II by a Changeling -- an outcast Founder masquerading as Chakotay's second-in-command, Andrew Ellis. To Chakotay's horror, the Changeling gives the two prisoners over to the infamous Cardassian scientist Crell Moset, who plans to use Chakotay's Sky Spirit-enhanced DNA to create a super species that will bring him the fame and acceptance he craves. Leaving Chakotay and Sekaya to their fate, the Changeling assumes Chakotay's image and infiltrates the Starship Voyager™, putting the entire crew at risk. Dr. Jarem Kaz and Lieutenant Harry Kim, increasingly suspicious of their captain's odd behavior, turn to Admiral Janeway and Lieutenant Commander Tom Paris for help. As Paris races to save Voyager from catastrophe, the real Chakotay must undertake a "Spirit Walk" that could set him and his sister free -- or lead to their ultimate destruction....*

*Who Owns Russia?*

*Shadows Have Offended*

*Unworthy*

*To Lose the Earth*

*Star Trek: Coda: Book 1: Moments Asunder*

*A thrilling untold adventure based on the acclaimed Star Trek: Picard TV series! Starfleet was everything for Cristóbal Rios—until one horrible, inexplicable day when it all went wrong. Aimless and adrift, he grasps at a chance for a future as an independent freighter captain in an area betrayed by the Federation, the border region with the former Romulan Empire. His greatest desire: to be left alone. But*

*solitude isn't in the cards for the captain of La Sirena, who falls into debt to a roving gang of hoodlums from a planet whose society is based on Prohibition-era Earth. Teamed against his will with Ledger, his conniving overseer, Rios begins an odyssey that brings him into conflict with outlaws and fortune seekers, with power brokers and relic hunters across the stars. Exotic loves and locales await—as well as dangers galore—and Rios learns the hard way that good crewmembers are hard to find, even when you can create your own. And while his meeting with Jean-Luc Picard is years away, Rios finds himself drawing on the Starfleet legend's experiences when he discovers a mystery that began on one of the galaxy's most important days... ?™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.*

*A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.*

*When an unstoppable Borg plague breaks out upon Earth, blame quickly falls on the newly returned crew of the Starship Voyage™. Did Kathryn Janeway and the others unknowingly carry this insidious infection back with them? Many in Starfleet think so, and Seven of Nine, in particular, falls under a cloud of suspicion. Now, with a little help from the Starship Enterprise™, Admiral Janeway must reunite her crew in a desperate, last-ditch attempt to discover the true source of the contagion and save Earth itself from total assimilation into a voracious new Borg Collective. But time is running out. Has Voyager come home only to witness humanity's end?*

*An original novel based on the acclaimed Star Trek TV series! The USS Enterprise has been granted the simple but unavoidable honor of ferrying key guests to Betazed for a cultural ceremony. En route, sudden tragedy strikes a Federation science station on the isolated planet Kota, and Captain Jean-Luc Picard has no qualms sending William Riker, Data, and Chief Medical Officer Beverly Crusher to investigate. But what begins as routine assignments for the two parties soon descends into chaos: Picard, Worf, and Deanna Troi must grapple with a dangerous diplomatic crisis as historic artifacts are stolen in the middle of a high-profile ceremony...while nothing is as it seems on Kota. A mounting medical emergency coupled with the science station's failing technology—and no hope of rescue—has Doctor Crusher racing against time to solve a disturbing mystery threatening the lives of all her colleagues....™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.*

*Homecoming*

*The Space of Play and Games*

*Department of Temporal Investigations: Shield of the Gods*

*A Star Trek novel*

*A Pocket Full of Lies*

Kathryn Janeway reveals her career in Starfleet, from her first command to her epic journey through the Delta Quadrant leading to her rise to the top as vice-admiral. The woman who travelled further than any human ever had before, stranded decades from home, encountering new worlds and species and overcoming one of Starfleet's greatest enemies, the Borg – on their own remote and hostile territory.

Detecting a signal that could lead them back home, Captain Janeway and the stranded crew of the starship Voyager become enmeshed in an ages-old battle between good and evil. From the New York Times bestselling author David Mack comes an original, thrilling Section 31 novel set in the Star Trek: The Next Generation universe! No law...no code...no morals. Amoral, shrouded in secrecy, and answering to no one, Section 31 is the mysterious covert operations division of Starfleet, a rogue shadow group pledged to defend the Federation at all costs. The discovery of a two-hundred-year-old secret gives Doctor Julian Bashir his best chance yet to expose and destroy the illegal spy organization. But his foes won't go down without a fight, and his mission to protect the Federation he loves just end up triggering its destruction. Only one thing is for certain: this time, the price of victory will be paid with Earth.™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

When the U.S.S. Voyager is dispatched on an urgent mission to the planet Kerovi, Captain Chakotay and his first officer, Commander Thomas Paris, must choose between obeying orders and saving the lives of two of those dearest to them. B'Elanna Torres and her daughter, Miral, are both missing in the wake of a brutal attack on the Klingon warrior sects. With the aid of their former captain, Admiral Kathryn Janeway -- as well as many old friends and new allies -- Voyager's crew must unravel an ancient mystery, placing themselves in harm's way as warrior sects battling for the soul of the Klingon people...while the life of Miral hangs in the balance. But these events and their repercussions are merely the prelude to what is to come. As Voyager is drawn into a desperate struggle to prevent the annihilation of the Federation, lives are shattered, and the bonds that were forged in the Delta Quadrant are tested in ways that none could have imagined. For though destiny has dealt them crushing blows, Voyager's crew must rise to face their future...and begin a perilous journey in which all comes full circle.

Ragnarok

Enigma Tales

Star Trek: Voyager: Atonement

Headlong Flight

Children of the Storm

*An all new Star Trek e-novella featuring the fan-favorite Federation bureau the Department of Temporal Investigations! The stalwart agents of the Department of Temporal Investigations have tracked down many dangerous artifacts, but now they face a greater, more personal challenge:*

retrieving a time-travel device stolen from their own vault by a rogue agent of the Aegis, a powerful, secretive group that uses its mastery of time to prevent young civilizations from destroying themselves. Blaming the Aegis itself for a tragedy yet to come, this renegade plans to use the stolen artifact to sabotage its efforts in the past, no matter what the cost to the timeline. Now the DTI's agents must convince the enigmatic Aegis to work alongside them in order to protect history—but they must also wrestle with the potential consequences of their actions, for preserving the past could doom countless lives in the future!

Intended to create life from nothingness, the Genesis Device had the potential to become a weapon of awe-inspiring destructiveness, capable of rearranging matter and life energy on a planetary scale. After the cataclysmic explosion of the Genesis Planet, and the Klingon Empire's attempt to steal the top-secret technology for its own military purposes, Starfleet wisely decided to destroy all data and records on Project Genesis, hoping to bury its deadly secrets forever. Nearly a century later, all that remains of Genesis is the knowledge stored in the mind of an elderly, almost-forgotten scientist named Dr. Carol Marcus. But Dr. Marcus has gone missing, and a menace from bygone days has come rushing back with a vengeance. Sweeping across the Alpha Quadrant at a terrifying speed, a mysterious wave of energy is wiping out populations of entire planets, rearranging matter on a molecular level to create bizarre new landscapes and life-forms. The Starship Enterprise™, commanded by Captain Jean-Luc Picard, is the first Starfleet vessel to discover the threat, but Picard and his crew are not the only ones in danger. Billions of living beings and hundreds of inhabited planets lie in the path of the mutagenic wave, which is expanding outward as it traverses the cosmos. Earth and the Romulan Empire face total obliteration. To discover the origin of the wave, Picard and his crew must probe the long-buried mysteries of the past. But even if he can uncover the shocking history of the Genesis Wave, is there any way to save the future from its unleashed fury? The Genesis Wave, Book One, is the beginning of an apocalyptic two-part adventure that will pit the desperate crew of the Starship Enterprise against a disaster of galactic proportions.

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

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 Autobiography of Kathryn Janeway*

*The Forever War*

*Star Trek: The Fall: The Crimson Shadow*

*Hackshaw, Mccahon, Dibble*

*Star Trek: Coda: Book 3: Oblivion's Gate*

"YOU WERE TOLD NOT TO RETURN TO OUR SPACE." Little is known about the Children of the Storm—one of the most unique and potentially dangerous species the Federation has ever encountered. Non-corporeal and traveling through space in vessels apparently propelled by thought alone, the Children of the Storm at one time managed to destroy thousands of Borg ships without firing a single conventional weapon. Now in its current mission to the Delta Quadrant, Captain Chakotay and Fleet Commander Afsarah Eden must unravel why three Federation starships—the U.S.S. Quirinal, Planck, and Demeter—have suddenly been targeted without provocation and with extreme prejudice by the powerful Children of the Storm . . . with thousands of Starfleet lives at stake from an enemy that the Federation can only begin to comprehend. . . .

"Based on Star Trek created by Gene Roddenberry, and Star Trek, Voyager created by Rick Berman & Michael Piller & Jeri Taylor."

Tracking a shuttle's distress signal to the nearly deserted Arbuk System, the crew of the U.S.S. Voyager encounters an unusually powerful weapon, an unconscious alien, and a fleet of attacking warships. Original.

€œToward a Ludic Architecture€ is a pioneering publication, architecturally framing play and games as human practices in and of space. Filling the gap in literature, Steffen P. Walz considers game design theory and practice alongside architectural theory and practice, asking: how are play and games architected? What kind of architecture do they produce and in what way does architecture program play and games? What kind of architecture could be produced by playing and gameplaying?

*The Farther Shore*

*Pathways*

*Sophie's World*

*Star Trek: Coda: Book 2: The Ashes of Tomorrow*

*Star Trek: Voyager*

The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. THEIR MOST DAUNTING MISSION WILL BE THEIR FINEST HOUR. The epic Star Trek: Coda trilogy

comes to a shattering conclusion as the Temporal Apocalypse forces Starfleet's greatest heroes to make the greatest sacrifices of their lives. ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

An original novel set in the universe of Star Trek: Voyager—and the sequel to the New York Times bestseller *Protectors!* Admiral Kathryn Janeway has now taken command of the Full Circle Fleet. Her first mission: return to the Delta Quadrant and open diplomatic relations with the Confederacy of the Worlds of the First Quadrant, a civilization whose power rivals that of the Federation. Captain Chakotay knows that his choices could derail the potential alliance. While grateful to the Confederacy Interstellar Fleet for rescuing the Federation starships from an alien armada, Voyager's captain cannot forget the horrors upon which the Confederacy was founded. More troubling, it appears that several of Voyager's old adversaries have formed a separate and unlikely pact that is determined to bring down the Confederacy at all costs. Sins of the past haunt the crew members of the Full Circle Fleet as they attempt to chart a course for the future. Will they learn much too late that some sins can never be forgiven...or forgotten? ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

The raging question in the world today is who is the real Vladimir Putin and what are his intentions. Karen Dawisha's brilliant *Putin's Kleptocracy* provides an answer, describing how Putin got to power, the cabal he brought with him, the billions they have looted, and his plan to restore the Greater Russia. Russian scholar Dawisha describes and exposes the origins of Putin's kleptocratic regime. She presents extensive new evidence about the Putin circle's use of public positions for personal gain even before Putin became president in 2000. She documents the establishment of Bank Rossiya, now sanctioned by the US; the rise of the Ozero cooperative, founded by Putin and others who are now subject to visa bans and asset freezes; the links between Putin, Petromed, and "Putin's Palace" near Sochi; and the role of security officials from Putin's KGB days in Leningrad and Dresden, many of whom have maintained their contacts with Russian organized crime. Putin's Kleptocracy is the result of years of research into the KGB and the various Russian crime syndicates. Dawisha's sources include Stasi archives; Russian insiders; investigative journalists in the US, Britain, Germany, Finland, France, and Italy; and Western officials who served in Moscow. Russian journalists wrote part of this story when the Russian media was still free. "Many of them died for this story, and their work has largely been scrubbed from the Internet, and even from Russian libraries," Dawisha says. "But some of that work remains."

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.

*The Architect and the Artists*

*Available Light*

*Putin's Kleptocracy*

*Star Trek: Voyager: Spirit Walk #2: Enemy of My Enemy*

*Star Trek: Voyager: Distant Shores Anthology*

The past comes back to haunt Captain Jean-Luc Picard in this brand new thriller set in the universe of Star Trek: The Next Generation. Section 31, the covert organization which has operated without

accountability in the shadows for more than two centuries, has been exposed. Throughout the Federation, the rogue group's agents and leaders are being taken into custody as the sheer scope of its misdeeds comes to light. Now Starfleet Command must decide the consequences for numerous officers caught up in the scandal—including Admirals William Ross, Edward Jellico, Alynna Nechayev, and Captain Jean-Luc Picard who, along with many others, are implicated in the forced removal of a Federation president. Meanwhile, deep in the distant, unexplored region of space known as the Odyssean Pass, Picard and the crew of the Starship Enterprise must put aside personal feelings and political concerns as they investigate a massive mysterious spacecraft. Adrift for centuries in the void, the ship is vital to the survival of an endangered civilization which has spent generations searching for a world to sustain what remains of its people. Complicating matters is a band of marauders who have their own designs on the ancient ship, with only the Enterprise standing in their way....

An original novel set in the universe of Star Trek: Voyager, from the New York Times bestselling author! As the Federation Starship Voyager continues to lead the Full Circle Fleet in its exploration of the Delta Quadrant, Admiral Kathryn Janeway remains concerned about the Krenim Imperium and its ability to rewrite time to suit its whims. At Captain Chakotay's suggestion, however, she orders the fleet to focus its attention on a unique planet in a binary system, where a new element has been discovered. Several biospheres exist on this otherwise uninhabitable world, each containing different atmospheres and features that argue other sentient beings once resided on the surface. Janeway hopes that digging into an old-fashioned scientific mystery will lift the crews' morale, but she soon realizes that the secrets buried on this world may be part of a much larger puzzle—one that points to the existence of a species whose power to reshape the galaxy might dwarf that of the Krenim. Meanwhile, Lieutenants Nancy Conlon and Harry Kim continue to struggle with the choices related to Conlon's degenerative condition. Full Circle's medical staff discovers a potential solution, but complications will force a fellow officer to confront her people's troubled past and her own future in ways she never imagined...™, ®, & © 2018 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

B'Elanna Torres has no intention of celebrating the Day of Honor. A day of glory for others of Klingon heritage, the day for Torres has always been a dark one, for reasons that stretch back to childhood memories she has tried to forget. This Day of Honor is no better. Trouble with the warp engines has crippled the U.S.S. Voyager just as it confronts a deadly threat. Torres and Tom Paris must put their lives on the line to restore the engines. With time running out, Torres has one last chance to accept the great loss she once suffered and reveal the true feelings she has buried for years.

Section 31: Control