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# Read PDF Klingon For The Galactic Traveler By Marc Okrand

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## 81541R - GWENDOLYN JOHNSON

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"Heghlu'meH QaQ jajvam." "It is a good day to die." What is the proper response to this? What should I do? Now, with Klingon for the Galactic Traveler you will know. Organized into four easy-to-use sections, this book will guide your steps through the Klingon language and customs: The regional dialects of the Empire Common, everyday usage of the language The slang phrases and curses that color the Klingon vocabulary Most importantly, the proper verbal, physical, and cultural responses. A misspoken word to a Klingon, who is quick to take offense and even quicker to take action, could have dire consequences. This book is the indispensable guide for the galactic traveler.

Anthropologists have long sought to engage and describe foreign or "alien" societies, yet few have considered the fluid communities centered around a shared belief in alien beings and UFO sight-

ings and their effect on popular and expressive culture. Opening up a new frontier for anthropological study, the contributors to E.T. Culture take these communities seriously. They demonstrate that an E.T. orientation toward various forms of visitation—including alien beings, alien technologies, and uncanny visions—engages primary concepts underpinning anthropological research: host and visitor, home and away, subjectivity and objectivity. Taking the point of view of those who commit to sci-fi as sci-fact, contributors to this volume show how discussions and representations of otherworldly beings express concerns about racial and ethnic differences, the anxieties and fascination associated with modern technologies, and alienation from the inner workings of government. Drawing on social science, science studies, linguistics, popular and expressive culture, and social and intellectual history, the writers of E.T. Culture unsettle the boundaries of sci-

ence, magic, and religion as well as those of technological and human agency. They consider the ways that sufferers of “unmarked” diseases such as Chronic Fatigue Syndrome come to feel alien to both the “healthy” world and the medical community incapable of treating them; the development of alien languages like Klingon; attempts to formulate a communications technology—such as that created for the spaceship Voyager—that will reach alien beings; the pilgrimage spirit of UFO seekers; the out-of-time experiences of Nobel scientists; the embrace of the alien within Japanese animation and fan culture; and the physical spirituality of the Raëlian religious network. Contributors. Debbora Battaglia, Richard Doyle, Joseph Dumit, Mizuko Ito, Susan Lepselter, Christopher Roth, David Samuels

Based on the Star Trek adventures (including Star Trek: The Next Generation) this book uses hundreds of star charts, line drawings and color illustrations to outline the history of the worlds visited by the Starship Enterprise.

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

A compendium of the infinite wisdom of the Klingons, a fierce warrior race, presents information on the Klingon language, lore, and

a collection of adages in Klingon and English. Original.

ONE KID’S CONTINUING MISSION: CATALOG ALL ALIEN LIFE FROM STAR TREK: THE NEXT GENERATION. These are the voyages of Joshua Chapman. In 1990 at 11 years old, he wrote a field guide to the alien races of Star Trek: The Next Generation for school. He continued the project through his awkward teen years and into reluctant adulthood. Boldly go from season to season and learn about Acamarians to Zibilians. Explore strange new feelings, like Joshua’s obsession with Data, and Joshua’s angst toward his mother, who’s more terrifying than a Yridian’s face. Engage... with humanity at its weirdest. “One of my favorite artistic discoveries of the last few years, in any medium. It’s funny, touching, wholly convincing, and even profound—the kind of book you’ll want to give to every misfit adolescent you now know or once did, which is to say everyone who was ever worth knowing.” —Kevin Brockmeier, O. Henry Prize winning author of Things That Fall from the Sky

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.

Discover Vulcan’s geography and customs in this illustrated travel guide that “takes readers on an extensive tour of the Federation’s most logical planet” (Entertainment Weekly). Plan your next trip to the planet Vulcan! Find restaurants that serve the

best fried sandworms and Vulcan port. Take a trip to the Fire Plains or experience spring break at the Voroth Sea. Learn all about the native people of Spock's home planet and their unusual customs. Discover how to correctly perform the traditional Vulcan salutation (you really don't want to get this wrong). Learn key Vulcan phrases such as Nam-tor puyan-tvi-shal wilat: "Where is your restroom?" Find out what to do if you suddenly find yourself host to a katra—a Vulcan's living spirit—at an inconvenient moment. All this and more can be found within the pages of this essential travel guide to one of the most popular—and logical—destinations in the known universe. "Noted Star Trek novelist Dayton Ward wrote Star Trek: A Travel Guide to Vulcan, and the book hilariously refuses to break character even when it describes the way that visitors to this world might be drawn into a conflict over a Vulcan arranged marriage." —Nerdist

As General Martok's war to win back his empire grows in fury, the truth about his past is revealed, leading to a final confrontation against his corrupt son and the woman he once loved. Only an ultimate sacrifice will enable him to reclaim what was taken from him and fulfill his dream of creating a Klingon 'Camelot'. Honour, betrayal, the ties of blood and the warrior ethic: all the most powerful elements of Klingon life are here in a tale which fans will love.

"Heghlu'meH QaQ jajvam." "It is a good day to die." What is the proper response to this? What should I do? Now, with Klingon for the Galactic Traveler you will know. Organized into four easy-to-use sections, this book will guide your steps through the Klingon language and customs: The regional dialects of the Empire

Common, everyday usage of the language The slang phrases and curses that color the Klingon vocabulary Most importantly, the proper verbal, physical, and cultural responses. A misspoken word to a Klingon, who is quick to take offense and even quicker to take action, could have dire consequences. This book is the indispensable guide for the galactic traveler.

The first edition of ELL (1993, Ron Asher, Editor) was hailed as "the field's standard reference work for a generation". Now the all-new second edition matches ELL's comprehensiveness and high quality, expanded for a new generation, while being the first encyclopedia to really exploit the multimedia potential of linguistics. \* The most authoritative, up-to-date, comprehensive, and international reference source in its field \* An entirely new work, with new editors, new authors, new topics and newly commissioned articles with a handful of classic articles \* The first Encyclopedia to exploit the multimedia potential of linguistics through the online edition \* Ground-breaking and International in scope and approach \* Alphabetically arranged with extensive cross-referencing \* Available in print and online, priced separately. The online version will include updates as subjects develop ELL2 includes: \* c. 7,500,000 words \* c. 11,000 pages \* c. 3,000 articles \* c. 1,500 figures: 130 halftones and 150 colour \* Supplementary audio, video and text files online \* c. 3,500 glossary definitions \* c. 39,000 references \* Extensive list of commonly used abbreviations \* List of languages of the world (including information on no. of speakers, language family, etc.) \* Approximately 700 biographical entries (now includes contemporary linguists) \* 200 language maps in print and online Also available online via ScienceDirect - featuring extensive browsing, searching, and internal cross-refer-

encing between articles in the work, plus dynamic linking to journal articles and abstract databases, making navigation flexible and easy. For more information, pricing options and availability visit [www.info.sciencedirect.com](http://www.info.sciencedirect.com). The first Encyclopedia to exploit the multimedia potential of linguistics Ground-breaking in scope - wider than any predecessor An invaluable resource for researchers, academics, students and professionals in the fields of: linguistics, anthropology, education, psychology, language acquisition, language pathology, cognitive science, sociology, the law, the media, medicine & computer science. The most authoritative, up-to-date, comprehensive, and international reference source in its field

Does it take faith to be a Jedi? Are droids capable of thought? Should Jar Jar Binks be held responsible for the rise of the Empire? Presenting entirely new essays, no aspect of the myth and magic of George Lucas's creation is left philosophically unexamined in *The Ultimate Star Wars and Philosophy*. The editors of the original *Star Wars and Philosophy* strike back in this *Ultimate* volume that encompasses the complete *Star Wars* universe Presents the most far-reaching examination of the philosophy behind *Star Wars* - includes coverage of the entire film catalogue to date as well as the Expanded Universe of novels, comics, television series, games and toys Provides serious explorations into the deeper meaning of George Lucas's philosophically rich creation Topics explored include the moral code of bounty-hunter favourite Boba Fett, Stoicism and the Jedi Order, the nature of the Dark Side, Anakin and Achilles in a nihilism face-off, feminism and being chained to a giant slug, cloning, de-extinction, fatherhood, Wookiees, loyalty, betrayal, guardians, republics, tyrants, ter-

rorism, civic duty, friendship, family, and more!

An astonishing effort on the part of the leading Klingon scholars of today, telling a story of blood, honour and vengeance in true Klingon tradition. With the English-language version printed on the left and the Klingon on the right, this best-known of Shakespeare's plays, a tour-de-force of Elizabethan theatre, can now be read and understood in the great warrior tongue even by non-Klingon speakers. As General Chang (Christopher Plummer) was heard to remark in the movie *Star Trek IV: The Undiscovered Country*: "Shakespeare is better in the original Klingon." Building on the groundwork of linguist Marc Okrand, author of *The Klingon Dictionary*, who constructed a fully spoken language out of what began as little more than a background prop, the Klingon Language Institute in Flourtown, Pennsylvania, is dedicated to the study and teaching of Klingon as a living tongue. Translating the great works of literature, Hamlet among them, is central to their philosophy of education and discovery.

Organised into categories such as friendship, diplomacy and management, *Quotable Star Trek* demonstrates the truly universal appeal of Gene Roddenberry's extraordinary creation. Words of wit, wisdom and compelling insight applicable to everyday life have been selected from over 500 hours of television episodes and eight *Star Trek* motion pictures. For more than thirty years the *Star Trek* universe has used its much-loved characters and consistently literate scripts to argue thought-provoking ideas, to tackle moral dilemmas, to deal with issues of humanity and responsibility, or to come up with intriguing solutions to seemingly intractable problems. *Quotable Star Trek* selects over 300 pages of

gems which together encapsulate that unique and inimitable spirit.

A thrilling Star Trek adventure novel featuring Captain Kirk and members of the original crew as they face an unknown phenomenon headed to destroy a planet and its possible origins of a past coming back to haunt them. Lt. Jon Anderson is the newest security officer aboard the U.S.S. Enterprise. He joins the crew at a time of mounting tension between the Federation and the Klingon Empire. Previous battles have been inconclusive, but Starfleet Command fears that the Klingons are gearing up for a major offensive. The Enterprise would be on the front lines of an all-out interstellar war. But Lieutenant Anderson has a secret: he is actually a Klingon infiltrator assigned to sabotage Starfleet from within. His first mission: kill Capt. James T. Kirk.

For too long, readers throughout the Federation have been exposed to *The Tragedy of Khamlet, Son of the Emperor of Qo'nos*, that classic work of Klingon™ literature, only through inadequate and misleading English translations. Now at last, thanks to the tireless efforts of the Klingon Language Institute, this powerful drama by the legendary Klingon playwright, Wil'yam Shex'pir, can be appreciated in the elegance and glory of its original tongue. This invaluable volume contains the complete text of the play, along with an English translation for easy consultation and comparison. In addition, an incisive introduction explains the play's crucial importance in Klingon culture, while copious notes illustrate how the debased English version diverges from the original, often distorting and even reversing the actual meaning of the verses. *Khamlet, the Restored Klingon Version*, is a work that belongs in the library of every human who hopes truly to unders-

tand what it means to be Klingon.

Klingon Captain Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace. Suddenly he must fight a secret battle of his own. His empire has a covert plan to shatter the Federation. Only Krenn can prevent a war -- at the risk of his own life!

This fascinating book takes invented languages and explores the origins, purpose, and usage of these curious artefacts of culture. Written by experts in the field, chapters discuss a wide range of languages - from Esperanto to Klingon - and uncover the motives behind their creation and the outcomes of their existence.

More than four hundred men and women serve aboard the USS Enterprise. While we are very familiar with Kirk and Spock, what do we know of those who live, and sometimes die, under their command? These are the best of the Federation, men and women of exceptional courage and skill. But not all of them can be trusted. Lieutenant Jon Anderson is the newest security officer aboard the Enterprise, joining the crew at a time of mounting tension between the Federation and the Klingon Empire. Previous battles have been inconclusive, but Starfleet Command fears that the Klingons are gearing up for a major offensive, and the Enterprise would be on the front line of an all-out interstellar war. Lt Anderson, however, has a secret: he is a Klingon infiltrator, assigned to sabotage Starfleet from within. His first mission: kill Captain James T Kirk.

Passed down from the time of Kahless, ten precepts have shaped Klingon culture and indoctrinated Klingons in the Way of the Warrior. With this new translation, people from all walks of life—and all

worlds—can harness the ancient Klingon wisdom and learn to embody courage, discipline, and honor. • Choose your enemies well. • Strike quickly or strike not. • Always face your enemy. • Seek adversity. • Reveal your true self in combat. • Destroy weakness. • Leave nothing until tomorrow. • Choose death over chains. • Die standing up. • Guard honor above all.

If you think about it, all languages are made up - some are just more open about it than others. In *The Universal Translator*, Yens Wahlgren heads up an expedition through time, space and multiple universes to explore the words that have built worlds. From the classic constructed languages of *Star Trek* and Tolkien to (literally) Orwellian Newspeak and pop-culture sensations such as *Game of Thrones*, *The Witcher* and *The Mandalorian*, this is your portal to over a hundred realms and lexicons - and perhaps the starting point to creating your own.

The Klingon Dictionary is the first comprehensive sourcebook for Klingon language and syntax, including fundamental rules of grammar as well as words and expressions that illustrate the complex nature of Klingon culture. It features a precise pronunciation guide, rules for proper use of affixes and suffixes, and a small phrasebook with Klingon translations for essential expressions such as "Activate the transport beam," "Always trust your instincts," and the ever-popular "Surrender or die!"

There are more than four hundred crew members on a Federation starship, and each of the men and women who serve under Captain James T. Kirk has his or her own story. Each has a different part to play in the saga of the USS Enterprise -- and the role of one in particular stands out from the rest... The USS Enterprise is

patrolling the Klingon border when sensors detect a massive power source on a planet supposedly without advanced technology. Suspecting a Klingon plot, Kirk beams down to investigate in person, accompanied only by Dr McCoy and a small security team. But Kirk is in danger from an unexpected quarter, for the landing party includes Lieutenant Jon Anderson -- and Anderson is a Klingon agent on an undercover mission, briefed to report on the Enterprise and its crew. Anderson does not know if the Klingon Empire is at work on the unnamed planet, but if it is, then his duty requires that Kirk be stopped -- by any means necessary.

The doctoral thesis argues that the term Subcreation with its revised and broadened definition, in part differing from J.R.R. Tolkien's original term sub-creation, may be used for the discussion of the making of fictional worlds in literary discourse. The successful conception of a fictional world depends on the reader's willing suspension of disbelief. This depends both on the author and his skilled composition of the world and all its aspects, as well as on the reader's acceptance of this invented fictional world. The author needs to create a narrative with an inner consistency, which is crucial to achieving the effect of the reader's immersion in the fictional world. The fundamental aspects that an author needs to realize to achieve successful Subcreation have been structured into and analysed in four categories: Language and Linguistic Variation, Physiopoeia, Anthropoeia and Mythopoeia. Furthermore, this thesis shows that, as contemporary examples of fantastic literature, both Tad Williams's and Terry Pratchett's fictional worlds are successfully created through the realization of these aspects of Subcreation. Apart from commenting on the success of the subcreative process, this thesis al-

so remarks upon the cultural influences both authors include in their writings. While both may be considered Anglophone in a general categorization, Pratchett's Discworld retains a feeling of 'Britishness' that is not to be found in Williams's Otherland. The thesis proposes several approaches to Subcreation that may be studied subsequently. So, for example, it may be possible to determine the success of an author's Subcreation by collecting empirical data. Apart from literary works this field of studies may also include other media.

The American Villain: Encyclopedia of Bad Guys in Comics, Film, and Television seeks to provide one go-to reference for the study of the most popular and iconic villains in American popular culture. Since the 1980s, pop culture has focused on what makes a villain a villain. The Joker, Darth Vader, and Hannibal Lecter have all been placed under the microscope to get to the origins of their villainy. Additionally, such bad guys as Angelus from Buffy the Vampire Slayer and Barnabas Collins from Dark Shadows have emphasized the desire for redemption—in even the darkest of villains. Various incarnations of Lucifer/Satan have even gone so far as to explore the very foundations of what we consider "evil." The American Villain: Encyclopedia of Bad Guys in Comics, Film, and Television seeks to collect all of those stories into one comprehensive volume. The volume opens with essays about villains in popular culture, followed by 100 A-Z entries on the most notorious bad guys in film, comics, and more. Sidebars highlight ancillary points of interest, such as authors, creators, and tropes that illuminate the motives of various villains. A glossary of key terms and a bibliography provide students with resources to continue

their study of what makes the "baddest" among us so bad. Examines in detail how villains and villainesses have appeared in comics and other media over the decades Shows how villains and villainesses have reflected the fears, anxieties, and hopes of American society at any given period Provides scholarly material that gives readers additional important historical context in five essays Ensures that diverse and obscure villains and villainesses are given equal coverage

paq'batlh: The Klingon Epic is the definitive edition of the grand Klingon epic of the Kahless the Unforgettable (qeyllIS IljlaHbogh pagh). The story of Kahless is a tale of legendary proportions comparable to those of our own ancient heroes Hercules, Ulysses and Gilgamesh. Betrayed by his brother and witness to his father's brutal slaying, Kahless is pitted against his bitter enemy, the mighty tyrant Molor. To regain his honor he must travel into the Underworld, create the first bat'leth, and unite with his true love, Lady Lukara, to fight many epic battles. Through this awe-inspiring adventure Kahless redefines what it is to be truly Klingon. Reconstructed from several sources, this bilingual Klingon/English edition provides a keen insight into the nature of Klingon culture and mythology, and features the first publication of Ancient Klingon (no'HoI) fragments. Meticulously translated by the world's leading Klingon language expert, Marc Okrand, this classic epic is a must have for anyone interested in Klingon culture and language.

This book is the first to explore the varied ways in which invented languages can be used to teach languages and linguistics in university courses. There has long been interest in invented languages, also known as constructed languages or conlangs, both

in the political arena (as with Esperanto) and in the world of literature and science fiction and fantasy media - Tolkien's Quenya and Sindarin, Dothraki in Game of Thrones, and Klingon in the Star Trek franchise, among many others. Linguists have recently served as language creators or consultants for film and television, with notable examples including Jessica Coon's work on the film *Arrival* Christine Schreyer's Kryptonian for *Man of Steel*, David Adger's contributions to the series *Beowulf*, and David J. Peterson's numerous languages for Game of Thrones and other franchises. The chapters in this volume show how the use of invented languages as a teaching tool can reach a student population who might not otherwise be interested in studying linguistics, as well as helping those students to develop the fundamental core skills of linguistic analysis. Invented languages encourage problem-based and active learning; they shed light on the nature of linguistic diversity and implicational universals; and they provide insights into the complex interplay of linguistic patterns and social, environmental, and historical processes. The volume brings together renowned scholars and junior researchers who have used language invention and constructed languages to achieve a range of pedagogical objectives. It will be of interest to graduate students and teachers of linguistics and those in related areas such as anthropology and psychology.

Well-known writer Michael Hemmingson offers a history and critique of the original Star Trek TV series, and the impact it has had on our culture, language, and science. Also included is the first coverage in book form of the 2009 Star Trek motion picture.

Master the harsh, guttural language of Klingon with this indispens-

able audio phrasebook. This amusing and enlightening primer on ill-tempered and proud Klingon culture uses a built-in sound module to teach readers an array of crucial compliments ("You blud-geon divinely."), toasts ("Today is a good day to die"), and insults ("Your mother has a smooth forehead") as well as phrases used commonly in intergalactic travel ("Passport? My fist is my passport!"), theatergoing ("Two for Romulan and Juliet"), and more. Illustrated scenarios set the scene and offer additional useful phrases, making *How to Speak Klingon* an essential guide for any Star Trek® fan.

Explore the homeworld and vast dominion of Star Trek's formidable Klingons in this "fun and engaging" travel guide full of "fascinating facts" (Starburst Magazine). nuqneH! Bored of standard vacations to places like Risa or Wrigley's Pleasure Planet? Want to discover a unique and ancient culture not bound by standard niceties and social mores? Then Qo'noS and the vast Klingon Empire are for you! This one-of-a-kind travel guide will give you all the information you need to plan, enjoy, and survive your trip to the very heart of Klingon territory, from an overview of Klingon history to tips on what to wear (fur and leather are very popular) to a glossary of important phrases like "maml' DaneH'a'? nltebHa' maml' DaneH'a'?" (Would you like to dance with me?). Every major location in the Klingon Empire is covered in depth, with tips on where to eat (you've not lived until you've eaten Klingon skull stew), how best to get to and from your chosen destination, and what to do if you find yourself challenged to a bat'leth battle to the death. Locations include the homeworld Qo'noS and its famous locales such as the First City, the Caves of No'mat, the Hammar Mountains, and the city of Krennla, plus neighboring moons



Corvix and Praxis, and many, many more must-see areas. The book also features exclusive maps and illustrations that bring to life the Klingon Empire and form the perfect reference guide for any visitor. So what are you waiting for? Qapla'!

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.

Join the "Immersion Book of Steampunk" for an expedition through a new age of glorious industry. Encounter suffragette air-

pirates, the art-deco terror of imperial skies, unwrap the bullet-proof magic of a cynical prince, or discover the dark, ensorcelled secrets of evolutionary public engineering.

A Klingon assassin has infiltrated the U.S.S. Enterprise. His mission: To ambush the horrible, dishonorable Captain James T. Kirk. But when Kirk turns out not to be what his Klingon superiors had said he was, the Klingon assassin must decide whether to do what he was told to do, or to follow the dictates of his honor. There are more than four hundred sagas aboard the Starship Enterprise™, one for each of the unique men and women serving under the command of Capt. James T. Kirk. For years their personal adventures, their individual struggles and successes, have gone largely untold...until now. The U.S.S. Enterprise™ is patrolling the Klingon border when sensors detect a massive power source on a planet supposedly populated only by a race of primitive humanoids. Suspecting some sort of Klingon plot, Captain Kirk decides to investigate the matter personally, beaming down to the planet with Dr. McCoy and a team of security officers. But Kirk is in more danger than he knows. Among the landing party is Lt. Jon Anderson, a Klingon infiltrator on an undercover mission aboard the Enterprise. Anderson does not know if the Empire is at work on the unnamed planet, but if it is, then his duty demands that Kirk be stopped—by all means necessary.

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

a ship of wood or steel, knowing the only thing between them and certain death was their ship. To explore, to seek out what lay beyond the close and comfortable, every explorer had to embrace danger. And as they did so, what arose was a mystical bond, a passion for the ships that carried them. From the very first time humans dared to warp the fabric of space, escaping from the ashes of the third World War, they also created ships. These vessels have become the icons of mankind's desire to rise above the everyday, to seek out and make the unknown known. And these ships that travel the stellar seas have stirred the same passions as the ones that floated in the oceans. While every captain has wished that their starship could be outfitted in the same manner as the sailing ship H.M.S. Beagle—without weapons—that proved untenable. From the start, Starfleet realized that each vessel, due to the limited range of the early warp engines, must be able to stand alone against any attack. Thus arose the idea, taken from the days of wooden sailing ships, that every Starfleet vessel must stand as a ship of the line. Through the actions of their captains and crews, countless starships have taken on that role. Here we remember some of those ships and their heroic crews. In celebration of one of science fiction's most beloved franchises, this updated edition of the acclaimed Ships of the Line hardcover collection now includes dozens of additional images brought together for the first time in book format—spectacular renderings featured in the highly successful Star Trek: Ships of the Line calendar series. With text by Star Trek's own Michael Okuda, the story of each of these valiant starships now comes to life. ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.