



Challenger

Diane Carey

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Far from the reaches of the Federation, the starship *Enterprise* has been guiding the development of a once obscure planet upon whose fate the future of the galaxy may now depend. The *Enterprise* has been the sole representative of the Federation, fighting a constant battle to protect the colonists from enemy aliens and standing alone against all those who have their own designs on the colony world.

But all adventure come to an end. It is time for Captain Kirk and the *Enterprise* to turn over the guardianship of the colony to another ship and crew. The new ship arrives in the midst of a deadly attack on the colony -- and is destroyed. With the *Enterprise* off fighting a new and powerful enemy that threatens the colony as well as its enemies, Commander Nick Keller, first officer and ranking survivor of the decimated crew, is marooned and at first alone -- but he must find a way to complete his original mission and come to the aid of the *Enterprise* in what might be its most desperate hour.

Challenger Details

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Author : Diane Carey

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From Reader Review Challenger for online ebook

C.A. Craven says

I read the "Gateways" set before this one (I had to special order these, actually) so I kind of knew where Keller and co. would end up. But that didn't make the story any less fun! I really, really wish they would write more about the Challenger and her crew.

Chris McCown says

In all, this was a very enjoyable book. Seeing as how Diane Carey wrote the first book of this series, it was nice to return to that same writing style for the last book.

It helped that this was a very exciting book. A lot of people who write Star Trek tend to forget that complete lack of character conflict can get boring. The story of Nick Keller and how he got to be captain was gripping. And it was handled way better than I was expecting it to be. When his captain starts to go crazy, I was expecting it to be resolved fairly quickly. However, sometimes you forget that characters should behave like real people, and a real person wouldn't be so quick to overthrow their captain. Like I said, it was handled very well, very realistic, and very enjoyably.

Carey doesn't have a normal character. She always adds something that makes a character unique, that makes them stand out. I liked the characters in this book for the most part.

Also, it was nice to see plot threads from the first book that were completely forgotten picked back up here. In book 1, it's revealed that the Kauld are all dying because of an accident that poisoned all their military men. This was immediately forgotten when book 4 made the Kauld mustache twirling villains. Like I said in my review of that book, it would have been nice if the author had read the books before it.

The only real problem I have with this book is the ending. I'll buy the fact that you can build a starship in 16 days, but go and do something with it. The book ended rather abruptly, with Kirk saving the day magically. I was really looking forward to Keller proving himself and his new ship, but all he did was almost die and then get saved.

Overall, this was a very enjoyable book. Carey's writing style takes some getting used to. The only bad thing about this book was the forced ending, and the fact that you have to get through 3 mediocre to bad books to get to this one (I really liked books 1 and 2).

Kreg says

Characterizations were well done, and although the concept of building a ship out of scrap left over from tens of non-compatible ships is a bit far-fetched, by the end I was believing it. Would have been nice if they could have found the 'missing ship' from book 2, but otherwise a decent ending to the series.

Jess says

An all-too-convenient ending prevented this book from being really outstanding. A gripping read otherwise though.

Benjamin Plume says

Having read the Gateways book first, I expected Challenger to be there from the start of the New Earth series. I'm kind of glad for the long wait, though, because it made me really appreciate this book.

Tommy Verhaegen says

A heroic conclusion of a great series. The only regret i have is that there is so much action and information packed in this book, it is overwhelming. It should be distributed over 2 volumes so some remaining questions could be answered and more light could be thrown on the further evolution of Belle Terre. But, up to new adventures.

Justin says

disjointed and jumps around a lot
