



Some Assembly Required

Greg Brodeur, Troy Denning, Dave Galanter, Keith R.A. DeCandido, Dan Jolley, Aaron Rosenberg

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Need to corral a group of giant monsters that fell through an interdimensional gateway? Need to get your brand-new planetary computer system working -- but the instructions are written in an alien language? Contact the Starfleet Corps of Engineers team on the *U.S.S. da Vinci*. Led by Captain David Gold and former Starship Enterprise™ engineer Commander Sonya Gomez, the crew live by their motto: Have tech, will travel.

Overseen by Starfleet legend Captain Montgomery Scott, the S.C.E. crew must solve the mystery of an outpost attacked by a strange new weapon and improvise a way to defeat a foe who has them outgunned in a heart-stopping space battle.

Join Starfleet's miracle workers for a death-defying journey!

Some Assembly Required Details

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From Reader Review Some Assembly Required for online ebook

Thom says

Four more light stories, with continuity from the previous book and other semi-canon trek incidents. These are fun stories, I'll definitely read more.

Tammy says

The stories were quick to read, but they didn't really have any substance. There was little character development even though each one starts roughly where the last one leaves off, and the situations and resolutions seemed forced.

I thought 'Ambush' was cute. The plot wasn't that believable, but I felt more connected with the crew and the one off characters.

Bernard says

This third collection of Star Trek Starfleet Corps of Engineers e-books was much like the previous two. Given the short format of the stories a lot has happened in 12 short stories, but the main thing I wanted to read out of this one was the follow-up tie-in to the Gateways crossover (book 7 of 7 here: Gateways Book Seven: What Lay Beyond: Star Trek All Series), which I'd read years ago. Those 7 were some really good TNG/DS9/VOY/TOS (and even New Frontier) books and I figured the completionist in me would insist on reading every tie-in. Other than that kind of crossover (of which there was a DS9 crossover in volume 2) I didn't really have much desire for this series to begin with, but now some of the characters, new and old (some Enterprise 1701-D characters are in the crew), are growing on me. I may yet seek out volume 4. But for this set of stories, the characters grow and solve another batch of 4 engineering puzzles, each of which stands on its own merits sort of like episodes of the TNG television series: connected by way of character but mostly resolved in one story. I think my favorite character so far must be the first officer Gomez (a 1701-D character) and the solitary Bynar, Soloman. Not much really to say from a bird's eye view without getting into the individual stories, although my favorite of the four was the first story about the mystery of the mining station's demise. I also appreciate the fact that the stories, since they are short, make for easier reading on the bus & train to work, because I can finish one in a day or two and feel a sense of completion as opposed to reading a 400 pager that drags on for weeks....

Matthew says

I'm kind of just skimming through these now. They have so little substance to them, and the characters have only the vaguest of personalities (plus, they feel like different people in each story thanks to all the different authors). The overly dramatic adventures they keep having are getting in the way of giving these characters any growth.

Joe says

Really good stories by really good writers.
Thank you everyone.

Bradley says

Fun and interesting. I enjoyed the short stories. =)
