



# Vengeance

*Dafydd ab Hugh*

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## **Vengeance** Dafydd ab Hugh

Rumors of a secret alliance between the Dominion and the Klingon Empire lure Captain Sisko and the crew of the Defiant on a desperate mission into the Gamma Quadrant, leaving Deep Space Nine vulnerable to a surprise sneak attack!

Now an elite Klingon task force has seized control of the station, and only Chief O'Brien, Dr. Bashir, and Worf are left to defend Deep Space Nine. But Worf's loyalties are tested when he discovers that the invaders include his oldest friend -- and his own brother!

## **Vengeance Details**

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# From Reader Review Vengeance for online ebook

## Dianah says

A Klingon plot puts the station and the *Defiant* in danger. Yes, it isn't a terribly original plot, but that isn't where this book fails. I believe I mentioned when reviewing Dafydd ab Hugh's other DS9 book *Fallen Heroes* the amount of time spent describing people crawling through the station's access tunnels and conduits. This time there's even more ventilation shaft crawling. Joy.

Another problem hit me like a disruptor blast in zero-g (don't even ask!) with the convoluted logic the characters have to come up with to make the plot devices work. Luckily, the characters explain in length why they are coming to the decisions they are since they are fairly silly choices to make. I can't be specific without giving any spoilers, but there's a moment near the end when Quark believes another character is joking and so did I since there was no need for him to continue their plan. Both Quark and I are still confused as to why they did what they did accept to extend the word count.

So why does this book get 2 stars? For giving me the enjoyment of finally having O'Brien, Bashir, and Garak together. I enjoyed most of their dialogue and could really see the scene when Garak, overheard by O'Brien, says *"Doctor, I really have no idea what you're talking about. I'm a simple tailor. I have no access to super secret tricorder suppressors. I'm not an intergalactic spy!"* He leaned close, whispering conspiratorially in Bashir's ear, *"or am I?"* I'm tempted to increase the rating to 3 stars solely due to that scene. Sadly, the rest of the book isn't worthy of that scene so the 2 star rating stands.

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## Denise says

Intelligence suggesting the Klingons and Jem'Hadar are working together lures the *Defiant* along with most of DS9's senior staff into the Gamma Quadrant. In their absence, a bunch of Klingons invade and take control of the station. Worf, left in temporary command of the station, is forced to cooperate, walking a fine line between seeming compliant and rendering what aid he can to the tiny resistance movement forming around O'Brien and Bashir.

It feels like it's been ages since Julian got a primary role in one of the novels, so I enjoyed seeing him in the spotlight again. (It's just adorable how flustered he gets at the idea of actually being in command of anything.) Plus there's Garak playing an actual role rather than just popping up in a cameo appearance, so points for that. The plot had some holes, though, and the convoluted logic the characters occasionally employed made my head spin. The author made a number of attempts to inject some levity via the writing style, but mostly it felt forced. A few scenes, like the dialogue between Quark and Odo at the end, were comedy gold, though.

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## Daniel Kukwa says

The best thing about this novel is the pace of the storytelling, and the snappy dialogue. However, the abandoned station idea is a head-scratcher thanks to (1) being used twice already in the series, and (2) the evidence of season 5 clearly demonstrating that the stations has NOT been fearfully abandoned...if anything,

it's even more busy as preparations to deal with the Dominion increase. This is a symptom of a larger more familiar problem with these DS9 novels: still trying too hard (or too little) to fit into series continuity. This novel screams at the top of its lungs "this is early season 5", and yet a number of the characters still seem far removed from the tight family presented at this point in the series. Kira especially needs to be toned down, and O'Brien & Bashir have an incredibly deep friendship by this point...but their relationship plays out as far more earlier in their acquaintance. That said, Sisko, Rom, Quark and Odo are handled with a solid degree of confidence, and Garak is as enjoyable as he should be. An easy read, but as with most of the first two dozen DS9 novels, incredibly frustrating.

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### **Craig says**

A great Deep Space Nine novel which ties well into the show and feels very much like an episode but doesn't overindulge itself into the prior experiences of the crew like a Greg Cox novel would do. The dilemma of where Worf fits into the story and if they can trust him was an interesting dynamic which hasn't shown up too much in the Star Trek novels which I thought was very original.

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### **Angela says**

An amusing book in parts. Klingons take over a nearly abandoned DS9 and only 5 people are left to take it back. At first the characters grated a bit, for example O'Brien doesn't like Bashir but by this time in the series they were firm friends. Once it gets going though it's good, and the characters seem to be spot on. A decent read.

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### **Nabil Hussain says**

#### **Thoroughly Exciting, Original and Entertaining Read!!!**

This book was wonderfully written and composed. It was undeniably original and appealing. The story went from strength to strength at each page. At some stages, I couldn't put the book down and wanted to read more and more. There was a good sense of dramatic plot and the pacing of the story was impressive. Hats off to Dafydd An Hugh for a sterling piece of work. He has written other DS9 novels which have been equally good. He is one of the supreme writers for DS9 books. Fabulous work, Dafydd.

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### **Sanna says**

Pretty average for a DS9 book.

Scenes with O'Brien and Bashir were fun, Worf's thought processes were well written but I guess I would've liked more on the subject of his (ex)brother Kurn and his new identity and life on the Klingon home world. The action scenes in the gamma quadrant were cool.

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## Joshua Palmatier says

I love Deep Space Nine, and now that the show is over the books are all I have. This book had an interesting premise, but overall the story was simply "good" when it could have been better.

The idea is that the threat of the Dominion has grown so great that most people have left Deep Space Nine since it's on the edge of the wormhole where the Dominion--if they invade--must come to reach the Alpha Quadrant. So the station is mostly empty. A ship suddenly appears through the wormhole, pursued by Klingons, and it is destroyed before those on DS9 can help. When they investigate the wreckage after the Klingons flee back to the Gamma Quadrant, they discover hints that the Dominion may be allied with the Klingons. Sisko takes the Defiant through the wormhole to investigate. But the Klingon's plan is more insidious than that. While they Defiant is away, they attack and seize control of DS9, leaving O'Brien, Worf, Dr. Bashir, and a few others who escape capture to retake the station.

Like I said, the premise had lots of potential and for the most part the book is engaging and interesting. Its gets off to a great start. However, once the station has been seized the book kind of lags, with not a whole lot going on. And some of the characters act strangely, doing things that are out of character or doing things that just don't make a ton of sense. For example, Worf helps the cause once he's captured by pretending he's on the Klingon's side. He gets the Klingon search party to do random, disorganized searches. Why didn't the leader of the invasion force realize this and stop him? It should have been blatantly obvious what he was doing. Similarly for other characters and other plot elements.

Now, the writing was decent. There were some good science elements incorporated into the plot, making it a little more realistic in that respect. There were a few sections where I felt the writing got repetitious, repeating information that we already knew (most often because we'd switched characters or settings). And perhaps it was a little more "wordy" than it needed to be.

So, overall, a good read. A few issues, but a decent entry into the DS9 universe.

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