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Star Trek Volume 9: The Q Gambit

Mike Johnson

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Mike Johnson : Star Trek Volume 9: The Q Gambit before purchasing it in order to gauge whether or not it would be worth my time, and all praised Star Trek Volume 9: The Q Gambit:

1 of 1 people found the following review helpful. An unexpected Kelvin Trek/Prime Trek crossover-and all the better for it By Lee Kirby "Star Trek: The Q Gambit" is not the crossover you might expect. Sure, the Kelvin timeline crew meets Q, and it's indeed the Q who bedeviled the crews of both "Star Trek: The Next Generation" and "Star Trek: Voyager" in the prime Trek universe, not a Kelvin timeline variant. But neither of those ensembles appears

here. Instead, this crossover features the crew of "Star Trek: Deep Space Nine"-the crew Q avoided after Ben Sisko punched him. Specifically, it's the DS9 crew from seasons four-six, when both Jadzia Dax and TNG's Worf were part of that group. But they're not the DS9 characters from the prime universe. Rather, they're from an alternate universe, where-among other things-Sisko is a rebel leader, Worf is a Klingon commander, and Keiko O'Brien commands the Defiant. On the other side, recurring DS9 villain Gul Dukat leads the Cardassian side of the Dominion. Though it's set in an alternate reality, writer Mike Johnson's story is firmly based in DS9 concepts. Dukat, possessed by the Pah-wraiths, is threatening to lead the Dominion to victory over Sisko's rebel forces. That impending win threatens the Q Continuum, so Q drafts the Kelvin timeline versions of Kirk and company to intervene. In order to provide some degree of personal involvement for Kelvin Kirk, Q also tries to prove to the captain the existence of the "no-win scenario," which was, of course, an integral part of prime Kirk's character arc in "Star Trek II: The Wrath of Khan." However, Kelvin Kirk doesn't learn this in the course of this story; rather, his belief that a "no-win scenario" is impossible as long as his Enterprise crew is with him is reinforced. Johnson also deals with a "gone, but not forgotten" theme, as his story begins shortly after the events of the "Countdown" miniseries which led into JJ Abrams' 2009 film. Jean-Luc Picard, now a Federation ambassador, is mourning fellow ambassador Spock's apparent death when longtime frenemy Q appears to tell him that the Vulcan's not dead, but alive and well in the Kelvin timeline. Picard's sadness turns to hope when he learns that Spock's legacy is living on elsewhere. Artist Tony Shasteen shines here, as the script requires him to draw characters from the Kelvin timeline and two prime Trek universe TV series. "Star Trek: The Q Gambit" is highly recommended for "Deep Space Nine" fans and, to a lesser extent, "Next Generation" fans. 0 of 0 people found the following review helpful. I missed Q! By Jessalynn Brown There, I said it. Q is impossible, reckless, and deserving of a very painful death....but its hard to imagine a trek universe--or timeline--without him! He's the super annoying character that everyone wants to beat to a pulp...as soon as they stop laughing...so, let's face it, he's the entertainment in any adventure! 0 of 0 people found the following review helpful. Great read By J. Largent I love the connection. That ending was classic too.

The crew of the new Star Trek film franchise encounters the classic Trek villain Q for the first time in this galaxy-spanning adventure developed in association with screenwriter/producer Roberto Orci! The mischievous Q sends James T. Kirk on a quest that will see the Enterprise joining forces with familiar faces from Star Trek lore, in "The Q Gambit"! Collects issues 35-40.

About the Author Mike Johnson wrote the Star Trek ongoing series for IDW and currently writes the sequel series Star Trek: Boldly Go, both set in the Kelvin timeline of the films by J.J. Abrams and Justin Lin. With fellow Orci/Kurtzman employee Tim Jones, he also wrote Star Trek: Nero and Star Trek: The Official Motion Picture Adaptation. His other credits include Superman/Batman and Supergirl for DC Comics and the miniseries Eight for Dark Horse, with artist and co-writer Raphael Albuquerque. Tony Shasteen has been an illustrator and graphic designer since graduating from the Art Institute of Atlanta with a degree in Visual Communications. His work has been featured in publications such as Communication Arts, Playboy, and Spectrum. He lives in the tranquil suburbs of Atlanta with his wife, two sons, and as many cats as possible.