



Rebels, Book 1: The Conquered

Dafydd ab Hugh

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Book One: When Captain Sisko leads the Defiant on a dangerous mission into the Gamma Quadrant to liberate a conquered world, the Bajoran government insists that Kai Winn, the Federation's long-time nemesis, assume complete control of the space station.

Rebels, Book 1: The Conquered Details

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The Encyclopedia says

Great complete 5 star for anyone trying to start star trek!

Dianah says

This was awful, just...awful. The characters are all off, the story is ridiculous, and there doesn't seem to be any attempt to keep the book in canon with the series.

The errors start off on page one with "Sister" Winn during the Cardassian Occupation of Bajor. Yes, even though the Cardassians had forced the Bajoran religion underground by making it illegal, Winn is repeatedly referred to as "sister" and "priestess". Going forward to roughly season 5, Kai Winn is head of the Bajoran government. Eh? No, Kai Winn was head of the religious, and very powerful, division of Bajoran society, but she was not the boss of the First Minister. The Federation would certainly never leave Deep Space Nine in her care. This takes place after the threat of the Dominion was well established and the Starfleet presence protecting the wormhole was more important than ever. Ugh.

As if that weren't bad enough, the entire Federation crew plus Odo and, inexplicably, Quark have left in the *Defiant* and gone to teach a non-spacefaring race to fight the Cardassians. Believe me, that is as bad as it sounds.

Then something amazing happened. 152 pages into the book, my digital copy simply stopped. While I was wondering how I would make it through this tedious, boring tome about a tribe who worships "new tech", the tech gods smiled on me and smote the book. I think it's quite telling at how bad this book had been up to that point that I don't feel cheated in the least. In fact, I'm going to take it as a sign and, despite my previous decision to faithfully read each book in the series, skip the next two books in the *Rebels Trilogy*.

Angela says

This is a hit and miss book, I'm not sure when it is based. Bajor takes over the station for a trial of 60 days with Kai Winn in charge. Meanwhile the *Defiant* crew try to help a planet invaded by Cardassians. The planet is the fun bit, its slightly slapstick and did make me laugh out loud on occasion. The problem is the Kai Winn backstory that seems really odd when Cardassians had outlawed the religion. A good read, for the planet story only.

Denise says

Kai Winn takes command of the station for a 60 day trial period, much to Kira's displeasure, while the rest of DS9's Starfleet command crew head off on the *Defiant* to check out a planet being invaded by the Cardassians and attempt to help the (weird and rather annoying) natives repel them. Much of the book

concentrates on this second storyline. Neither of the plotlines managed to awaken my interest and the characters are little more than cardboard cutouts - this author can definitely do better. If it weren't for my obsession with reading series completely and in order, I'd feel sorely tempted to skip the remainder of this trilogy.

Paul says

PLOT OR PREMISE:

This is the first of a 3-book series dealing with a time when Bajor takes over the station for a trial period of 60 days. Kai Winn is in command, and her past is revealed through a series of flashbacks to the Occupation and her actions to help the resistance. Worf, Sisko, O'Brien, Quark and Odo are stranded on a planet where all the citizens have advanced technology that has reduced them to a complete dependency relationship. Renegade Cardassians have invaded the planet and have no trouble picking off the inhabitants -- all they have to do is cut the power to the technology. Dax and Bashir are also on the planet in a different environment.

WHAT I LIKED:

Dax and Bashir's trials and tribulations aren't bad and there is interesting interplay with some cadets.

WHAT I DIDN'T LIKE:

Kai Winn's character comes off far too "mature" for the period, and belies the changes when she actually reached power. Major Kira's character is barely fleshed out, and mostly appears as a caricature of the real character on the series. None of the four stranded characters are worth reading about here, and are pale imitations of the real characters on the series.

BOTTOM-LINE:

Not bad but not great

DISCLOSURE:

I received no compensation, not even a free copy, in exchange for this review. I am not personal friends with the author, nor do I follow him on social media.

Brian says

I enjoyed the book quite a bit up until about 1/3 of the way through. For some reason, the inhabitants of the planet, where the vast majority of the book takes place, are bizarre and distracting from the overall seriousness of the story. The bizarre nature of the natives, for some reason, changes the overall feel of the book. While the DS9 characters are in character for the first 1/3, they too are portrayed out of character in some instances, or just a bit off in others.

Odo is keen to using weapons (which he refused on the TV show), Worf is a clumsy idiot that basically contributes nothing to the party, and O'Brien complains non-stop.

I enjoyed the Dax/Bashier story line, and the Kai Winn/Kira story line quite a bit, and Quark was a breath of fresh air, when he was utilized. I just had problems with some of the characterization on the planet-side part of the story.

Hugh's writing style is interesting and creative, but some readers might be annoyed with his frequent interjections, or find it a somewhat of a taxing read for a Star Trek book.

While there are other Star Trek books that I basically read cover to cover, this one I tended to linger on, not wanting to read more than a few pages at a time. Hopefully, the other 2 books hold my interest a bit more. It was not a bad book by any means, but I can't say it was a very good one either.

Joshua Palmatier says

Continuing my catch-up on Star Trek reading, I began the Rebel series by Dafydd ab Hugh. I haven't finished the series yet, so this is only a review of the first book.

The main premise is that the Bajorans take over the running of Deep Space Nine (the intent all along was for them to take over eventually) on a trial basis, while Sisko and crew take the Defiant to investigate the Cardassian's sudden interest in an inhabited planet. Kai Winn is assigned to run Deep Space Nine, which irritates Kira to no end. This part of the plot is light in this book and I expect it to be expanded in the follow-ups. Most of the book focuses on Sisko's investigation, where he discovers that the Cardassians and another race are trying to take over the planet from the inhabitants. The planet is rich in minerals and latinum and technology, while the inhabitants are weak and don't appear to be able to fight back. They seem to be a degenerative society--meaning that they were once at a high technological level, but something happened and now they barely know how to use the technology that surrounds them at even a fundamental level. This is why it's so easy for the Cardassians to take control.

I find the situation at Deep Space Nine more interesting than what's happening with Sisko on the planet. Unfortunately, that plot isn't developed much in this book, merely set up. The main focus is on Sisko and the inhabitants of the planet . . . which is unfortunate because I just don't buy into this society at all. Their first encounter with the inhabitants has the Federation crew rescuing a girl who's fallen down a well. They do so by using a rope and a board, which the local inhabitants find astounding. It turns out they put the girl down the well themselves (and could have rescued her easily with their own technology), but as a rite of passage, the girl was supposed to use the technology around her in some new way to save herself. What I couldn't stand was their reaction to the rope and board. They treated like some god and descended from heaven and given them fire. I just couldn't accept the fact that there would be a society with advanced technology (even if they hadn't developed it themselves) that wouldn't also have rudimentary skills and logic enough to use a rope and board. This basic problem persists throughout the whole book. So I had major problems with the foundation of this particular society and their problems.

But setting that aside, Sisko and crew then set out to teach the society essentially how to rebel against the Cardassian invasion. The first book is about shifting their perspective enough that they are goaded into fighting for their own planet. The whole thing violates the Prime Directive in so many ways that I just shake my head. The excuse seems to be that the Cardassians invaded, so the Federation is there to simply make them stop, but that shouldn't require that Sisko and crew interact with the locals and alter their society to such an extent. They should be focused on the Cardassians and how to get them off the planet.

There are some other issues, such as why Quark is even part of the group at all. He should never have been allowed on the mission. And a few other things along those lines.

So, I essentially have a problem with the entire set-up of the book--with the society, and with how the crew is acting to solve the problem. It's entertaining, but I've basically had to turn my brain off and just read for fun. I'm hoping the next two books focus more on Kai Winn, Kira, and the station and less on this planet.

John Wilson says

Pocket Books really got into the idea of "forcing" loyal customers into buying multiple books in order to read a complete story in the late 90s/early 00s. The Millennium trilogy was (probably) the only good example. The "Rebels" trilogy was the absolute nadir.

Just plain awful.

Jerry says

An okay start...hope the trilogy gets better after this!
