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Keith R.A. DeCandido, Kevin Dilmore, David Mack, Dayton Ward

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Take it apart, figure it out, put it back together. That's the ongoing mission of the U.S.S. da Vinci, commanded by Captain David Gold and his first officer, Commander Sonya Gomez, late of the Starship Enterprise™ and one of Starfleet's top engineers. They oversee a crack S.C.E. team composed of specialists in such diverse fields as tactical systems, alien cultures, computers, linguistics, and cryptography. Together they're ready to cope with just about every kind of high-tech challenge imaginable-and a few that nobody could have imagined.

FATAL ERROR

For centuries, the planet Eerlik has had a thriving civilization, completely run, maintained, and administered by a giant sentient computer. But now that computer is breaking down and the desperate inhabitants are helpless to repair the damage. Only the crew of the U.S.S. da Vinci, accompanied by Geordi La Forge, can hope to fix the massive computer before the Eerlikkan society collapses entirely. Their mission grows more dangerous, however, when they discover evidence of sabotage-and learn firsthand that hostile forces will do whatever it takes to stop Gold and his crew from saving the imperiled planet!

Miracle Workers Details

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From Reader Review Miracle Workers for online ebook

Tammy says

'Miracle Workers' consists of: 'Interphase: Book Two', 'Cold Fusion', 'Invincible', and the 'Star Trek: S.C.E. Minipedia'. I thought all of the stories were mediocre. I just never really got into them. I was afraid of too much technobabble, which though present, was not overwhelming.

Interphase: Book Two - The crew of the U.S.S. da Vinci try to salvage an old ship, U.S.S. Defiant (TOS), from intersphase in Tholian space. I found some of the plot points forced or contrived. I might just be missing some context from the first book since it has been a long time since I read it.

Cold Fusion - The da Vinci is sent to help Nog obtain a fusion core for DS9 from Empok Nor. I liked this story best from the set. I did not fully buy the plot, but there was more interesting crew interaction / background.

Invincible - Sonya Gomez is on temporary assignment to help mining operations on a planet. The story was an interesting idea, but the series of mistakes and subsequent deaths seemed unbecoming of a capable Starfleet officer. I was surprised Sonya was not more traumatized by the ordeal (or more competent at dealing with it), given that she was so scarred from her encounter with the Borg.

Star Trek: S.C.E. Minipedia - Glossary as pertains to the S.C.E.

Mike Crate says

The second book in the Starfleet Corps of Engineers series presents three stories under the title "Miracle Workers". The first story is a direct continuation from the first novel as the Da Vinci deals with the USS Defiant and the Tholians in Interphase Book Two. Events are spiraling out of control as the Tholians look to bury a dark secret and the Federation diplomatic corps seem more willing to sacrifice Starfleet personnel than stand up to this alien power.

The second story is Cold Fusion and this where Deep Space Nine makes its presence felt post the Dominion War as the Da Vinci is tasked with meeting with Lt. Nog to salvage the fusion core from the Cardassian station Empok Nor for use on DS9. Complications arise when they find that they are not alone.

The final story "Invincible" concentrates on Commander Sonya Gomez who has been on detached duty from the Da Vinci and working on the planet Sarindar on a project which has been suffering many issues. The Nalori in a reversal of nearly two centuries of mild xenophobia invited Starfleet into their space to help fix the problems and in return will open up their space to Starfleet long range exploration ships. Gomez (formerly of the Enterprise) has immediate success until a number of the workers are slaughtered by something thought to be legend and no help is forthcoming.

Miracle Workers maintains the strong character driven elements of the SCE series, the second part of Interphase demonstrates the publishers/editors will embrace longer stories when required and this mix seems to be a winner.

Terry says

A Smooth Read

I always have enjoyed DeCandido's writing style, smooth and not tiresome. I look forward to many new books written by him.

Trev says

A good book to pass the time, but not the best SCE by any stretch of the imagination. I enjoyed the first one a great deal so read this book expectantly. Whilst I wasn't disappointed, I was very underwhelmed. The first story was as strong as the first SCE book finished that story nicely. The second and third didn't play as well as I'd hoped.

I'll try and explain (I'm trying to do this without leaving spoilers...). The second story involves Nog from DS9 and the interplay with him just doesn't feel right. The SCE team don't come across as likeable and then when Nog comes up with a plan (a fairly simple plan it has to be said) everyone suddenly wants him to join the SCE.

The third story is a decent storyline (though often seen before in Trek) and is enjoyable, but misses the interaction and humour that makes the novels so enjoyable.

The book does also include a minipedia for SCE which is useful and worth flicking through. If you're a geek like me you'll enjoy the references that help tie everything in with the rest of the Trek universe.

The stories presented are well written and are worth reading but come out weaker in comparison to book 1.

Bradley says

Amusing short stories. I rather enjoyed them. =)

Abraham Ray says

Not the greatest Star Trek book in my opinion. It really leaves something to desire in my opinion.

Thom says

A collection of four stories, better on average than the first four, including one cleverly done story. The first story finishes up the cliff hanger from the first collection. Having read the first 8 stories from the S.C.E., I have to say they are pretty enjoyable.

Eric says

I'm not sure why, exactly, but I'm really enjoying the SCE series.

Like the first volume, this is an omnibus edition of some novellas which had previously been available separately.

reherrma says

Im 2. Sammelband von "Star Trek: Corps of Engineers" wird der Kurzroman "Interphase" von Dayton Ward und Kevin Dilmore fortgesetzt, bei dem die Besatzung der DA VINCI das historische Wrack eines Schiffes aus der Kirk-Ära zu retten versucht, das in einem Dimensionsspalten gefangen ist.

Unglücklicherweise wird die Rettungsaktion durch die Tholianische Versammlung gestört und angegriffen, aber die listigen Ingenieure finden wie immer einen Ausweg aus der gefährlichen Situation. Die beiden anderen Geschichten des Bandes sind nicht weniger spannend und mit großem Vergnügen zu lesen, besonders die witzigen Momente, wie z.B. die Bemerkung Montgomery Scotts über die Aufgabe des Ingenieurs "Normen sind nur eine grobe Handlungsanweisung, die Aufgabe des Ingenieurs ist, möglichst kreativ darum herumzunavigieren", sind immer für einen Lacher gut.

Die letzte Geschichte, in der es um eine Ingenieurs-Aufgaben inmitten einer lebensfeindlichen Umgebung und inmitten von Fremden- und Frauenfeindlichen Mitarbeitern geht, ist wieder ein Cliffhanger zu einem dritten Sammelband.

Insgesamt mit Vergnügen zu lesen, ohne jedoch einen literarischen Leckerbissen verpasst zu bekommen, macht Spaß wie ein Big Mac, aber wenige Tage später sind die Highlights vergessen...

Leo says

I didn't mind the first 2 stories, they were nice homages to the TOS and DS9, but the 3rd one just ticked me off. It was Ghost in the Darkness in Star Trek.

Bryan says

Not as good as the first volume. I read the first one because I received it free when I downloaded the eReader software for my Palm smartphone.

And I read the second book because one of the stories was left on a cliffhanger in the first book, and it was continued here.

But really, this was not as good, and I likely will not read any more.

At least it was short and I was able to read it without too much effort.
