U.S.S. DEFIANT
NX-74205

DEFIANT CLASS
LAUNCHED: 2370
LENGTH: 170.68 METRES
MAX SPEED: WARP 9.982
U.S.S. DEFIANT
NX-74205

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Stand assembly:

The stand hooks over the rear of the ship.

Final position
**U.S.S. DEFIANT NX-74205**

**SPECIFICATION**

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<td>CLASS:</td>
<td>DEFIANT</td>
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<td>CONSTRUCTED:</td>
<td>ANTARES FLEET YARDS</td>
</tr>
<tr>
<td>LAUNCHED:</td>
<td>2370</td>
</tr>
<tr>
<td>LENGTH:</td>
<td>170.68 METRES</td>
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<tr>
<td>DECKS:</td>
<td>4</td>
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<tr>
<td>CREW:</td>
<td>40</td>
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<tr>
<td>TOP SPEED:</td>
<td>WARP 9.982</td>
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<tr>
<td>WEAPONRY:</td>
<td>FOUR PULSE PHASER CANNONS, 6 TORPEDO LAUNCHERS</td>
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<tr>
<td>CAPTAIN:</td>
<td>BENJAMIN Sisko</td>
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The U.S.S. Defiant was built for battle and was armed with pulse phaser cannons, quantum torpedoes, and a cloaking device.

The Defiant may have been small, but was one “tough little ship” as Commander Riker once described her. Designed in response to the Borg threat, the Defiant was a no-frills battleship and the most offensively powerful ship in Starfleet.
The **U.S.S. Defiant** was the first Starfleet ship to be equipped with ablative armor plating. This was a type of protective skin that covered the hull plating. It was designed to disperse the energy from weapons fire, thus protecting the ship even if its shields were not up. Ablative armor was added to the **Defiant** after its deployment to Deep Space 9 and the technology was so secret hardly anybody in Starfleet knew it had been installed.

**Officially classed as an escort ship, the U.S.S. Defiant NX-74205** was a prototype vessel designed to be Starfleet’s first dedicated warship. Developed in response to the threat of a Borg invasion, the **Defiant** was a heavily armed, highly manoeuvrable, stripped-down vessel designed for combat rather than exploration.

At just 170.68 m long and with a standard operational crew of 40 people, the **Defiant** may have been small but it packed a considerable punch. Armed with advanced quantum torpedoes, as well as Mark-VIII and Mark-IX photon torpedoes, plus four twin-pulse cannon phasers, the **Defiant** was the most destructively powerful ship Starfleet ever produced for its size.

In addition to its formidable weaponry, the **Defiant** was covered in ablative armor, a protective skin on the hull of the ship that dissipated the energy of weapons fire. This was an extra layer of defense that meant even if the conventional shields failed, the ship still had some protection.

Although it still had design flaws, the **Defiant** was assigned to Deep Space 9 in 2371. The spacestation’s commander, Benjamin Sisko, who had worked on the development of the **Defiant**, requested its use to help protect the station from the threat posed by the Dominion.
The Defiant marked a radical change in policy by Starfleet in that it had previously only designed ships for exploration, peace-keeping or scientific purposes. The Defiant was a response to the threat posed by the Borg after their invasion of the Alpha Quadrant and the massacre at the Battle of Wolf 359 in which Starfleet lost 39 ships and 11,000 lives.

TOO POWERFUL
Development of the Defiant began in 2367 with the then Lieutenant Commander Sisko assisting in the design work and flight tests. Launched in 2370 from the Antares Shipyards, the Defiant proved to be over-gunned and overpowered for its size and the structural integrity field struggled to prevent the ship from tearing itself apart in battle drills.

Despite the Defiant's enormous potential, after several years of development its design flaws had still not been overcome and the project was mothballed, especially as the perceived threat from the Borg was considered less urgent.

It was not until the Defiant was assigned to Deep Space Nine in 2271 at the now Commander Sisko's request that its design faults were ironed out and it became a vital component in the station's defenses against the Dominion and its allies.

Once assigned to Deep Space Nine, the Defiant was granted special dispensation to be equipped with a Romulan cloaking device. The Romulans agreed to supply the cloaking technology in return for all intelligence gathered on the Dominion.

The Defiant was equipped with a class-7 warp core and a Master Systems Display located on the wall of main engineering.
drive and the core spanned three decks in the aft section of the ship. It was extremely powerful for a ship of this size and it could propel the ship at speeds of warp 9.5 for extended periods and even reach warp 9.982 for limited bursts.

**NO-FRILLS STARSHIP**

As a combat vessel, the interior of the *Defiant* was extremely functional and had no provision for families or recreational activities. Even the science and medical facilities on deck 2 were extremely limited. One of the few communal areas of the ship was a mess hall where the crew could gather and eat meals dispensed from replicators.

The main bridge was the nerve center, but unlike on other Starfleet ships, it was sunk into the center

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**DATA FEED**

A special amendment to the Treaty of Algeron allowed the *Defiant* to be fitted with a Romulan cloaking device. The treaty stipulated that the Federation could not develop cloaking technology. In this instance, the Romulans loaned the *Defiant* a cloaking device, provided it was used only in the Gamma Quadrant and that its operation was overseen by Subcommander T'Rul (pictured). In return, Starfleet shared all intelligence the ship gathered.
The Borg's second major incursion into Federation space culminated in the Battle of Sector 001 when the Defiant and about 30 other Starfleet ships engaged a Borg Cube. The fleet was successful in destroying the cube, and although the Defiant took heavy damage it was ultimately salvageable and soon back in service at Deep Space 9.

In one of the pivotal battles of the Dominion War, the Defiant led a combined Starfleet and Klingon force in an attempt to win back control of Deep Space Nine. Despite the Dominion having twice the number of ships, the operation was successful and Captain Sisko was once again back in charge of the station.

The vessel where it was afforded more protection than it would have been if it was exposed on the top of the ship.

LAST RESORT WEAPONRY
In addition to all the Defiant's state-of-the-art weaponry, as a last resort the entire front 'nose' section, which contained several torpedo warheads, could detach and be used as a missile. If this function was deployed, the main body of the ship could then no longer travel at high speeds, but it was equipped with landing gear so it could set down on a planetary surface in an emergency.

The U.S.S. Defiant NX-74205's active service began in early 2371 when it was assigned to Deep Space 9 to help protect it from the escalating threat posed by the Dominion. Their genetically engineered army, the Jem’Hadar, had recently destroyed a Galaxy-class ship, the U.S.S. Odyssey NCC-71832 and Sisko felt that the station needed an extra line of defense.

It was not long before Chief Miles O’Brien managed to iron out most of the Defiant’s flaws and the ship proved vital both in the defense of Deep Space Nine and in the later Dominion War.

BATTLING THE BORG
In 2373, the Defiant was forced into action for the purpose for which it was originally designed when the Borg returned. While many Starfleet ships were destroyed early in the engagement, the Defiant managed to keep fighting for some time, inflicting
The Breen entered the war on the side of the Dominion at the Second Battle of Chin’toka. The Breen’s energy dampening weapon proved decisive in the battle as it completely disabled all of the Allied ship’s primary systems, leaving them sitting ducks. The Allied force was wiped out, and even the DEFIANT was destroyed, although the crew managed to eject in escape pods.

DATA FEED

The U.S.S. Sao Paulo NCC-75633 was almost identical to the Defiant. It was, however, upgraded with redesigned deflector shield generators to counteract the Breen energy dampening weapon, which was responsible for the destruction of the first Defiant. The bridge was also modified as some of the consoles were redesigned and the aft operations table was replaced with a free-standing console.

The fighting was long, arduous, and at times seemingly hopeless, but the Defiant continued to survive against the odds and won many vital engagements during the war. In mid-2374, the Defiant led a force that retook control of Deep Space Nine and by the end of the year the war finally seemed to be turning in their favour when the Defiant led another fleet to victory in the First Battle of Chin’toka.

DEFIANT’S DESTRUCTION

Unfortunately, in 2375 a new alliance between the Dominion and the Breen swung the war back in their favour and the Defiant was among 311 Federation Alliance ships destroyed in the Second Battle of Chin’toka.

A new Defiant-class vessel, the U.S.S. Sao Paulo NCC-75633 was assigned to Deep Space 9 and Captain Sisko received special dispensation from Starfleet Chief of Operations to rename the ship after its illustrious predecessor. This second-generation Defiant was upgraded with new deflector shield generators that counteracted the Breen energy dampening weapon that had decimated the allied fleet at Chin’toka.

This Defiant participated in the final battle of the Dominion War in late 2375 when the Federation Alliance launched an invasion of Cardassia where the Dominion had centered its operations in the Alpha Quadrant.

The Defiant found itself in the thick of the action and, despite taking heavy fire, managed to help the Alliance forces to punch a hole through the Dominion’s defensive perimeter. The Alliance lost more than a third of its fleet in the battle, but the Defiant survived and the Dominion was defeated as they declared an unconditional surrender of all their forces in the Alpha Quadrant.

For the next several months, the Defiant fought as part of the Second Fleet, operating out of Starbase 375. The Defiant took serious fire, leading to a loss of main power and it was left adrift in space, but not before the crew was beamed to safety aboard the U.S.S. Enterprise NCC-1701-E.

THE DOMINION WAR

The Defiant was soon repaired and later the same year was used to mine the Bajoran Wormhole to stop the Dominion’s military build-up in Cardassian space. Although this prevented more Dominion forces from entering the Alpha Quadrant, it could not prevent the Dominion from taking control of Deep Space 9 and all-out war soon followed.

For the next several months, the Defiant fought as part of the Second Fleet, operating out of heavy damage on the Borg Cube. Unfortunately, the Defiant took serious fire, leading to a loss of main power and it was left adrift in space, but not before the crew were beamed to safety aboard the U.S.S. Enterprise NCC-1701-E.

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WEAPONRY AND FIREPOWER

Because its original purpose was to defend the Federation against the Borg, the U.S.S. Defiant was very heavily armed. It was equipped with four forward-facing phaser cannons with two located each side of the ship on the nacelles. They were usually deployed in short rapid-fire bursts, but they could also be fired as a continuous beam. In addition to these cannons, the Defiant featured conventional phaser emitters as found on other Starfleet vessels.

The Defiant was also equipped with four forward-facing and two-aft facing torpedo launchers. These could be used to fire photon torpedoes or quantum torpedoes. The latter contained a plasma warhead and were more effective than conventional antimatter explosives in penetrating deflector shields.

\[\text{Diagram showing various parts of the Defiant, such as the Main Bridge, Shuttlebay Hatch, Impulse Vents, etc.}\]

\[\text{The Defiant was the most heavily armed vessel in Starfleet and it played a vital role in numerous battles during the Dominion War.}\]
According to one of *Deep Space Nine*’s writers and producers Ronald D. Moore, the Defiant class had entered full-scale production by 2373. Although only the Defiant, its replacement, the Sao Paulo, and the Valiant were named, several more Defiant-class vessels were seen in the episode, ‘A Call To Arms’.

The Defiant was equipped with landing gear in the form of four retractable struts built into the underside of the hull. This meant it was capable of landing on a planetary surface in an emergency.

As the Defiant was permanently assigned to Deep Space 9, it had no specific or dedicated crew. The vessel was manned by station personnel and its crew complement varied by mission. At various times Sisko, Dax and Worf all commanded the Defiant.

Worf found it difficult to adjust to life aboard *Deep Space 9* after he accepted a post there as strategic operations officer. To help him adjust, Sisko granted him permission to live aboard the Defiant while it was docked at the station.
When Ira Steven Behr took over as executive producer and show runner at the beginning of season three of *STAR TREK: DEEP SPACE NINE*, he decided to pick up the action level of the show and include more hard-hitting, exciting battle sequences. The Dominion had been introduced as the show’s villains, but the protagonists on *DEEP SPACE NINE* really did not have anything appropriate with which to fight them.

As Behr explained, “We had all these plans for the Dominion... and what were we going to go after them with? Shuttlecrafts?! It just seemed ridiculous.”

A new, more powerful starship that could realistically meet the threat posed by Dominion was needed and it would give the writers an opportunity to have more direct conflict. The task of envisioning this new Starfleet vessel fell to illustrator Jim Martin, who was working under the supervision of production designer Herman Zimmerman.

The brief they were given instructed that the ship could not look like any other class of Starfleet ship seen before. They were also told that it should be small, but so powerful and scary that no one would mess with it, so Martin began by working on designs that looked like ‘beefed-up’ runabouts.

These early designs were rejected by the producers so Martin came up with a new design direction that was more
of a cross between a starship and a runabout, but this was rejected too.

In the end, the design the producers chose came about rather by chance as Martin explained, “Working on the show you have a lot of ships of the week. A new race is coming to the station so you do a new space ship design to accommodate them. The Defiant started as one of these ships of the week. It was an illustration I had done, I think, as a cargo ship and it was kind of a sporty thing. We threw it in with three or four other drawings and submitted them to (executive producer) Rick Berman and that was it. He keyed in on that and we started tweaking it from there.”

These illustrations were then passed on to modelmaker Tony Meininger, who worked with visual effects supervisor Gary Hutzel, to refine the look further. As Hutzel explained, “We went to Tony Meininger and I said to him that it’s got to have speed – it has to look fast.”

Taking inspiration from exotic sports cars, Meininger added additional design elements that completed the final look.

Everyone was pleased with the final result, not least Jim Martin, who said, “That was my favorite thing to draw for the show. It’s kind of like a sports car, very compact and very contained in a shell. We joked in the art department that it was the ‘Battle Turtle’.”
The producers chose a design close to this version. Originally, Martin had planned to use the design for a Maquis fighter.

The ‘Maquis fighter’ design was refined further, so it looked sleeker and more recognisably of Starfleet origin. Initially, the Defiant was going to be called the U.S.S. Valiant hence the markings on the illustration.
The producer and writer Ronald D. Moore was given the task of "inventing" the capabilities and features of the Defiant. Originally he wanted to call the ship the Valiant, but he was told he could not name it with anything beginning with 'V' as STAR TREK: VOYAGER was about to debut and no-one wanted two shows that starred ships starting with the same letter.

Among the names inscribed on the Defiant’s dedication plaque is a Starfleet officer by the name of Ira Steven Behr – the same name as the executive producer of the show. He wrote or co-wrote 53 episodes of DEEP SPACE NINE - more than any other writer.

DATA FEED
Production illustrator Jim Martin first professional job after leaving university was on DEEP SPACE NINE. He went on to work on the pilot of STAR TREK: VOYAGER, STAR TREK GENERATIONS and STAR TREK: ENTERPRISE. Apart from designing the Defiant, his other STAR TREK creations include the Bajoran Solar Sailor and the Jem’hadar fighter.

The studio model of the DEFIANT was built at Brazil-Fabrication & Design by Tony Meininger, who also contributed to the design.

Creating and Filming The U.S.S. Defiant
The U.S.S. Defiant started out as a highly-detailed studio model and was later joined by a more adaptable CGI version.

The studio model of the U.S.S. Defiant NX-74205 was built by Tony Meininger and his team at his modelling shop, Brazil-Fabrication & Design in Los Angeles. Meininger’s first involvement with STAR TREK had come several years earlier when he had designed and built the Delta Rana warship seen in THE NEXT GENERATION episode, ‘The Survivors’. This was one of the first starships seen on STAR TREK that had not been designed by a member of the THE NEXT GENERATION art staff and Meininger did such a good job that he went on to become the main supplier of studio models for STAR TREK: DEEP SPACE NINE.

In addition to the Defiant, Meininger also built studio models of the Danube-class runabouts, the miniatures for STAR TREK: VOYAGER’s debut episode, ‘Caretaker’, and most notably, Deep Space 9 itself.

Meininger and his team built the model of the Defiant based on the concept drawings created by Jim Martin, but visual effects coordinator Gary Hutzel encouraged him to add his own ideas to the design. In particular, Meininger was told that the Defiant had to look fast, so he pinned up some posters of fast cars for inspiration. By adding additional elements, Meininger was able to impart a feeling of speed into the design of the Defiant that it had previously lacked.

The finished miniature of the Defiant ended up measuring 37” x 27” and was convincingly realistic. It was then taken to the visual effects company, Image G, where it was filmed using a motion control camera.

The studio model was soon joined by a CG version of the Defiant, which was built by visual effects company Vision Art Design & Animation in 1994. This CG version of the Defiant was co-built by visual effects artists Daniel Kramer and Carl Hooper. It was first used for a shot of the ship going to warp in the episode called, ‘Defiant’, and from the beginning of the fourth season onwards it featured in the title sequence of DEEP SPACE NINE.

An upgraded CG version of the Defiant was later built by effects house Digital Muse after it entered into a joint venture with Vision Art, as the series moved away from practical models. This version allowed the VFX team to create much more elaborate and complicated shots, which would have been impractical using traditional model and motion control photography.

The new CG version allowed for some stunning sequences, such as the Defiant flying alongside a fleet of other starships or doing an aerobatic loop-the-loop in the final episode, ‘What You Leave Behind’ – shots that just a few years previously would have been impossible.

△ The original version of the Defiant was a practical model that was introduced in DEEP SPACE NINE’s third season. A variety of CG models were then created and upgraded over the show’s remaining years, and there are subtle but noticeable differences between them.
The decision to destroy the Defiant in the episode "The Changing Face Of Evil" was not taken lightly. As executive producer Ira Steven Behr explained, "The ship had become a character that had caught on in people's hearts and minds." It was felt, however, that the Breen had to make a formidable impact and this could best be done by destroying the Defiant. As Behr said, "We wanted to kill the Defiant as a statement on how tough the Breen were. We thought that would rock the characters and the audience."

The studio model of the Defiant, measuring 37” x 27” was sold at the ‘40 Years of STAR TREK’ auction in October, 2006 for $85,000.

Early drafts of the STAR TREK: FIRST CONTACT script featured the destruction of the Defiant at the hands of the Borg. Ira Steven Behr objected to his show's ship being destroyed, arguing it would cause problems for the writers. The Defiant was thus allowed to survive the battle and a line was added to the script revealing that it was "adrift, but salvageable."

The U.S.S. Defiant NX-74205 is assigned to Deep Space 9 to help protect it from the escalating threat posed by the Dominion. Its first mission is to head into the Gamma Quadrant and find the Founders in order to convince them that the Federation is not a threat. Initially, the Defiant’s cloaking device appears to work well, but it is still detected and drawn into a fire-fight with several Jem’Hadar ships. The Defiant is eventually overwhelmed and the crew are captured, leading to their first encounter with the mysterious Founders.

The Federation and its allies, who had appeared to be gaining the upper hand in the war, find themselves on the back foot once again after the Dominion’s new allies, the Breen, launch a devastating attack on Earth. The Defiant is ordered into battle when it looks like the Federation is going to lose the Chin’toka system, which it had only recently won from the Dominion. In the ensuing battle, the Alliance fleet, including the Defiant, is first neutralised by the Breen’s energy-dampening weapon and then destroyed.
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- The story behind the design of the *Borg Sphere* for *STAR TREK: FIRST CONTACT*
- How Industrial Light & Magic created the studio model of the ship

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