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JEM'HADAR
BATTLECRUISER

HEAVY CRUISER

LAUNCHED: 24th C

LENGTH: 639.75 METRES

MAX SPEED: WARP 9.6

JEM'HADAR BATTLECRUISER

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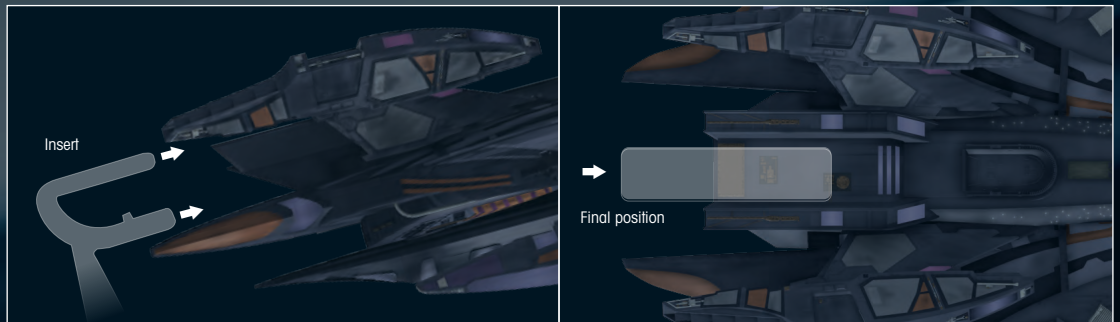
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JEM'HADAR BATTLECRUISER

SPECIFICATION



OPERATED BY:	THE DOMINION
TYPE:	HEAVY CRUISER
LENGTH:	639.75 METRES
TOP SPEED:	WARP 9.6 (observed)
CREW:	2,500 (approx)
WEAPONRY:	SIX POLARON BEAM EMITTERS
	TORPEDO LAUNCHERS
	BREEN ENERGY-DAMPENING
	WEAPON





▲ *Jem'Hadar Battlecruisers* had a distinctive two-pronged forked nose, while the crescent-shaped energy storage pods that hung down below the main body gave them a silhouette similar to that of a *Klingon Bird-of-Prey*. Their aggressive appearance was certainly matched by their offensive capabilities.

DATA FEED

In 2374, a Federation Alliance operation was mounted to retake control of *Deep Space 9*, despite it being protected by 1,254 Dominion ships. The Alliance fleet was outnumbered two-to-one and would undoubtedly have lost had Captain Benjamin Sisko not appealed for intervention from the Bajoran Prophets.

The Jem'Hadar battlecruiser was one of three types of ships that made up the backbone of the Dominion fleet in the 2370s. The smallest, and most common, was the Jem'Hadar fighter, the largest was the Jem'Hadar battleship, while the battlecruiser was somewhere in the middle both in terms of size and firepower.

Despite being known as Jem'Hadar battlecruisers, they were in fact not designed or engineered by the Jem'Hadar. Instead, the technology came from the Founders, a race of shapeshifters who ruled the Dominion, a massive interstellar empire that covered large areas of the Gamma Quadrant.

Using their own know-how, and technology gathered from other races that they had subjugated, the Founders created vast fleets of ships that were crewed by the Jem'Hadar, their genetically-engineered foot soldiers.

NO AMENITIES

As the Jem'Hadar had no need for recreation or relaxation, or even to eat or sleep, the ships they used were extremely functional. Without the need for amenities, such as a sickbay or food replicators, the Jem'Hadar could be packed onto their ships, and battlecruisers carried as many 2,500 troops.

Each ship was typically commanded by one Vorta, who oversaw operations from the bridge. This command centre had no chairs and no viewscreen, as it was deemed unnecessary for the Jem'Hadar crew to be able to see outside the ship; they merely had to follow orders. Instead, the Vorta and the highest-ranking Jem'Hadar, known as the 'First', wore shoulder-mounted virtual display

JEM'HADAR BATTLECRUISER

Bristling with powerful weaponry, the Jem'Hadar battlecruiser proved a highly destructive adversary during the Dominion War.



▲ Starfleet mined the Bajoran wormhole to stop further Dominion reinforcements from entering the Alpha Quadrant, but after it was disabled, vast fleets of Jem'Hadar battlecruisers started to make their way through. Only the intervention of the Bajoran Prophets prevented them from reaching the Alpha Quadrant, where they would have surely won the war for the Dominion.

devices that allowed them to view incoming transmissions or the space around the ship by simply turning their head.

At 639.75m long, the battlecruiser was roughly the same length as a Starfleet *Galaxy*-class ship, and its ion propulsion units were capable of taking it to speeds at least as high as warp 9.6. Among its most notable features, the battlecruiser was equipped with deflector technology that could repulse tractor beams, as well as antiproton beams that could detect cloaked vessels.

As they were designed primarily for battle, the most impressive aspect of these ships was their weaponry. They were armed with torpedoes and at least six phased polaron beam weapons.

Evidence of the firepower of the battlecruisers

came in the early months of the Dominion War after the combined Federation and Klingon fleets found themselves constantly on the run. When the Alliance engaged the Jem'Hadar in the Tyra system, only 14 out of 112 ships survived the assault.

PIERCING WEAPONRY

One of the reasons for the battlecruisers' early successes during the war was that their phased polaron beam weaponry was capable of penetrating the deflector shields of the Alliance's ships with ease. Later, shield upgrades to the Alliance's ships meant that they became more resistant to phased polaron beam fire, but still could not resist many hits before their shields failed.

In late 2375, all Jem'Hadar ships were retrofitted

► The Dominion gained a foothold in the Alpha Quadrant by allying themselves with the Cardassians, and their fleets fought side-by-side for much of the war.

▼ Gul Dukat, pictured here with a virtual display device, commanded a battlecruiser alongside Weyoun during the first few months of the Dominion War.



► The battlecruiser's main polaron weapon, located under the front nose section, was able to penetrate the shields of Starfleet ships.



with a Breen energy-dampening weapon following the Breen's alliance with the Dominion. This advanced weapon worked by draining the energy of a targeted ship, in effect making them sitting ducks to be picked off by conventional weapons.

For a time it looked as if the Dominion would win the war because of this weapon, until a Jem'Hadar ship fitted with the technology was captured. Allied engineers were then able to study it and develop a countermeasure that made their ships immune to it.

Nevertheless, the battlecruisers continued to prove a formidable foe and hundreds of ships were destroyed on both sides in the final battle. The Allies eventually prevailed, but it was only when Odo managed to convince the Founder leader to surrender that the Jem'Hadar stood down.



DATA FEED

Both the Jem'Hadar and the Vorta (pictured left) had been genetically engineered by the Founders to serve them, but in very different capacities. The Vorta were the Dominion's field commanders, negotiators and scientists, while the Jem'Hadar were the foot soldiers. A single Vorta would command a Jem'Hadar ship or troop unit and orchestrate battle tactics. Although the Vorta and Jem'Hadar were extremely suspicious of one another, they both revered the Founders as gods and would do anything for them.



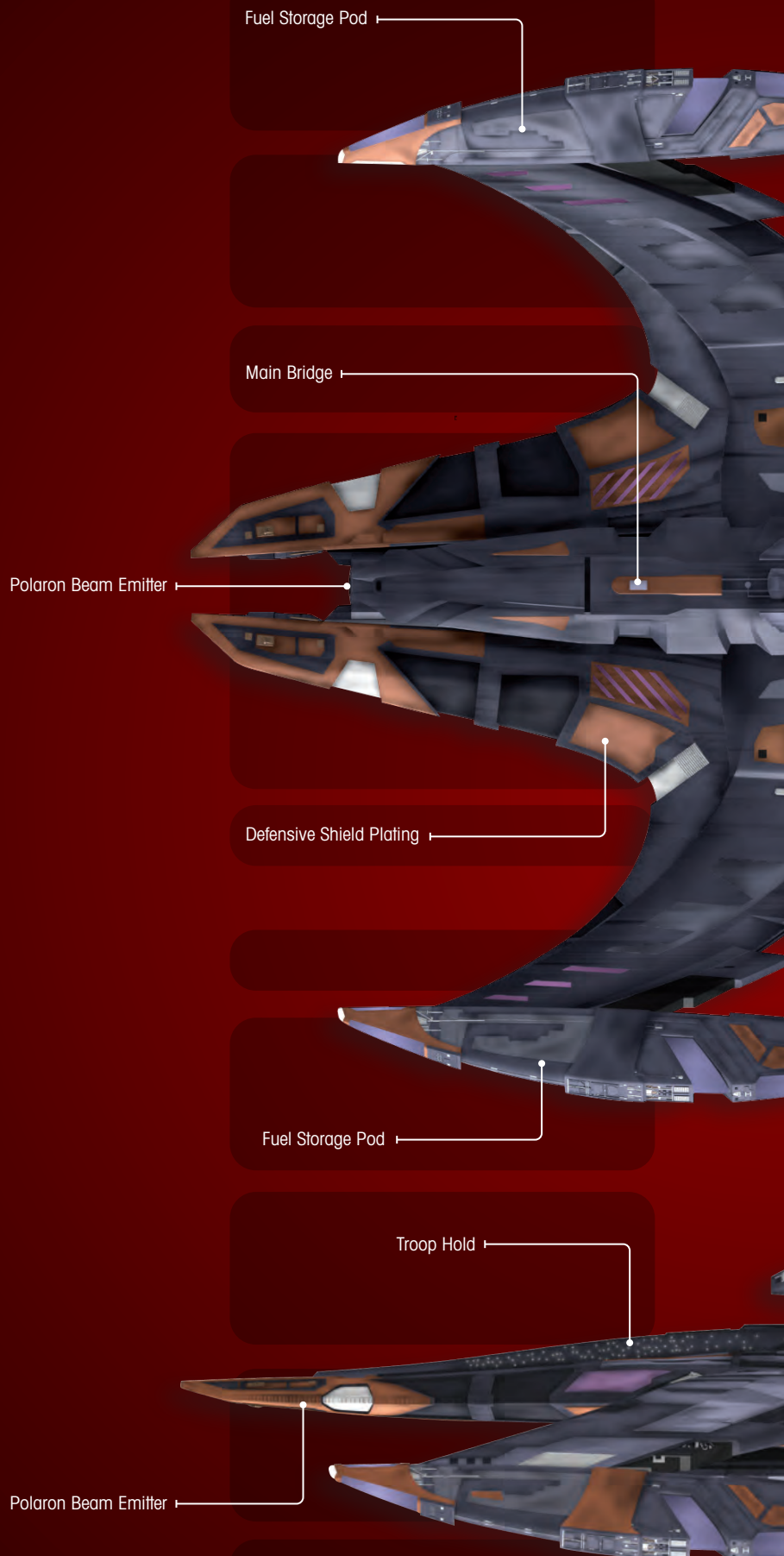
THE END OF THE WAR

Once the Federation Alliance had developed countermeasures to the Breen energy-dampening weapon, they seized their opportunity and launched a massive offensive in a bold effort to bring the war to an end. In the subsequent Battle of Cardassia, involving hundreds of starships, both sides suffered huge losses, with the Federation Alliance losing a third of its fleet before finally breaking through the Dominion's defensive lines.

Regrouping at Cardassia Prime, the Jem'Hadar fleet still had thousands of ships and would have been prepared to fight to the bitter end. But Odo cured the Female Changeling of the morphogenic virus that was killing her and persuaded her to call an end to the fighting by standing down her forces and surrendering.



▲ The remaining Dominion fleet was prepared to make a last stand at Cardassia Prime, but fortunately Odo managed to persuade the Female Changeling to surrender and end the devastating war.





Ion Propulsion Engine

Ion Propulsion Engine

Ion Propulsion Engine

Fuel Storage Pod

Support Pylon

Impulse Engine

Cargo Bay

Fuel Storage Pod

DATA FEED

The Jem'Hadar were engineered to be soldiers and to crew ships – nothing more. Their culture shunned all forms of recreation and comfort as they believed it made them weak.

TRANSPORTERS

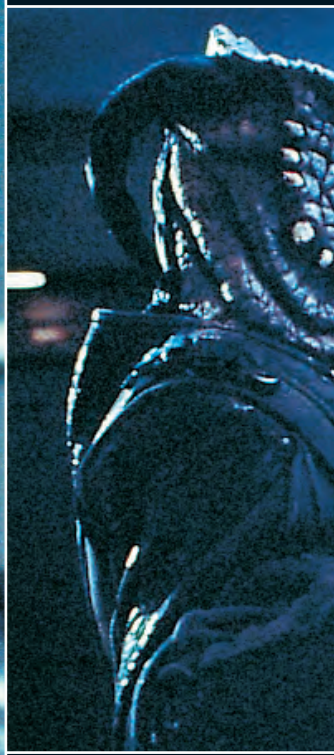
All Jem'Hadar ships possessed transporter technology that allowed them to beam armed troops through an enemy ship's shields. This meant they could take over a ship rather than destroy it.

VORTA ORIGINS

The Vorta claimed they were originally small, timid, ape-like creatures who lived in hollowed trees in the forests of their homeworld. The Founders genetically altered them to become one of the most powerful races in the Gamma Quadrant.

DOMINION RACES

Some of the races known to belong to the Dominion included the Jem'Hadar, the Vorta, the Karemma, the Dosi, the T-Rogorans and the Yaderans. Other races to join the Dominion after contact with the Alpha Quadrant included the Breen and the Son'a.



▲ Unlike the Klingons, the Jem'Hadar had no concept of glory or honour in battle. All that mattered to them was winning the fight.

◀ The writers conceived the Jem'Hadar as being the ultimate professional soldiers. They fought without question and gladly gave up their lives to the Founders.



CREATING THE



▲ The Vorta and the Jem'Hadar were genetically engineered to serve and revere the Founders.



DOMINION

STAR TREK producer Robert Hewitt Wolfe recalls how the writing staff created a worthy foe for the Federation in the form of the Dominion.

The Dominion was created over a series of lunches in 1993. *STAR TREK: DEEP SPACE NINE* was approaching the end of its first season, and the writing staff decided to think about what was on the other side of the wormhole.

Every lunchtime for a month or so, Ira Steven Behr, Peter Allan Fields, Robert Hewitt Wolfe and James Crocker sat down and discussed who the Dominion would be. When they were fairly sure of the direction, Robert Wolfe took his notes away and drew up a memo. As he recalled, they were determined to create something that had never been seen on *STAR TREK* before.

"We wanted to have some scary people. The model we eventually came up with was the anti-Federation. Most of the Federation's opponents were monolithic, single cultural entities: the Klingons are all Klingons, the Romulans are all Romulans, the Cardassians are all Cardassians. We wanted to go away from all that and create a multiracial empire that brought together different people, just like the Federation, but in a totally opposite way."

Since this new culture was to be an enemy, it followed that its morals would be the opposite of the Federation's. "The idea was that this was a culture

where, if they showed up on Earth in say 1400AD, they would have looked around, seen the Mongols, given them tanks and machine guns, and let them take over the entire world. Then they would have made the Mongols be part of their empire as payment."

THREE KEY RACES

Once the writers had established the Dominion's approach, they turned their attention to the different races that would make up this galactic power. They rapidly decided that each race would have a specific function.

"We thought that we needed to start



with three of the races that were close to the top of the pyramid. We talked about having a race called the Founders; we wouldn't know who they were, or what kind of creatures they were, for a long time. That would be a big mystery. Then basically we would have the carrot and the stick – the carrot being the Vorta, who are the merchants who would sell the Mongol hordes the machine guns and tanks. Then, if the Mongols didn't do what they were supposed to do, we needed the stick, and that was the Jem'Hadar."

JEM'HADAR BACKSTORY

While the Founders were to remain something of a mystery, Wolfe recalled that the writers were fairly sure about the Jem'Hadar's origins. "I think we all agreed that the Jem'Hadar were originally like the Mongols. They were some incredibly nasty, conquering subculture on a world of their own, but without all the genetic engineering; they didn't grow up in three days and all that stuff. The Founders got a hold of them and said, 'We'll make you the



▲ The Jem'Hadar were basically killing machines kept under control by their addiction to ketracel-white.

ultimate killing machines, what do you think?' And they said 'YEAH!' They just volunteered."

At this very simplistic level, the Jem'Hadar didn't sound that much different from *STAR TREK*'s other major race of warriors, the Klingons. Wolfe said that everyone realised that this could be a problem, and was determined to make sure that the Jem'Hadar would have their own unique identity.

"The model for the Klingons is the sort of Viking idea of 'eat, drink, be merry,

fight, for tomorrow we die,' combined with a form of Samurai honour; it's all about honour and glory. That meant the Jem'Hadar had to be about none of those things. The Jem'Hadar have no honour, they don't care about glory, it's all about loyalty. For that, we used the model of the Roman legionnaire. We also thought about the British soldiers in India, who were really just doing it for the Empire. We wanted to go for something we hadn't seen before in *STAR TREK*, which was the consummate professional soldier."

Another way the writers made the Jem'Hadar different was by deciding to make them addicted to a drug (ketracel-white) that was controlled by the Vorta. Wolfe explained that one of the major reasons they did this was to show that the Jem'Hadar were essentially violent and were only just under the Founders' control.

"The typical science fiction thing is: 'If we can only break them of their addiction to the white, then they won't be such horrible people. They won't be the puppets of the Dominion any more,



◀ The writers decided that the Dominion would be made up of three main races. The Founders would be the mysterious leaders, the Vorta would be the merchants, who would 'sell' the benefits of joining the Dominion, while the Jem'Hadar would enforce the Founders' will.

and they won't do all these bad things.' What we wanted to say was: 'If you break them of the addiction to the white, then you take away what little control anyone has over them, and they'll do what they always wanted to do, which is run around and kill everybody they can get to.'

DOMINION MEMBERS

Some aspects of the writing staff's original plans did not make it to screen, however. For example, the idea that the Dominion would be made up of dozens of different races never really played an important role. "We thought we'd be able to do more races," said Wolfe. "At some point, we thought that if we ever saw the bridge of a Dominion ship, there would be all these different races just like on a Starfleet ship, but in practice there are budgetary constraints that made that a little more difficult than we had hoped. And also we just became really focused on doing those races really, really well."

With everything in place, the writers slowly began to build up the Dominion.

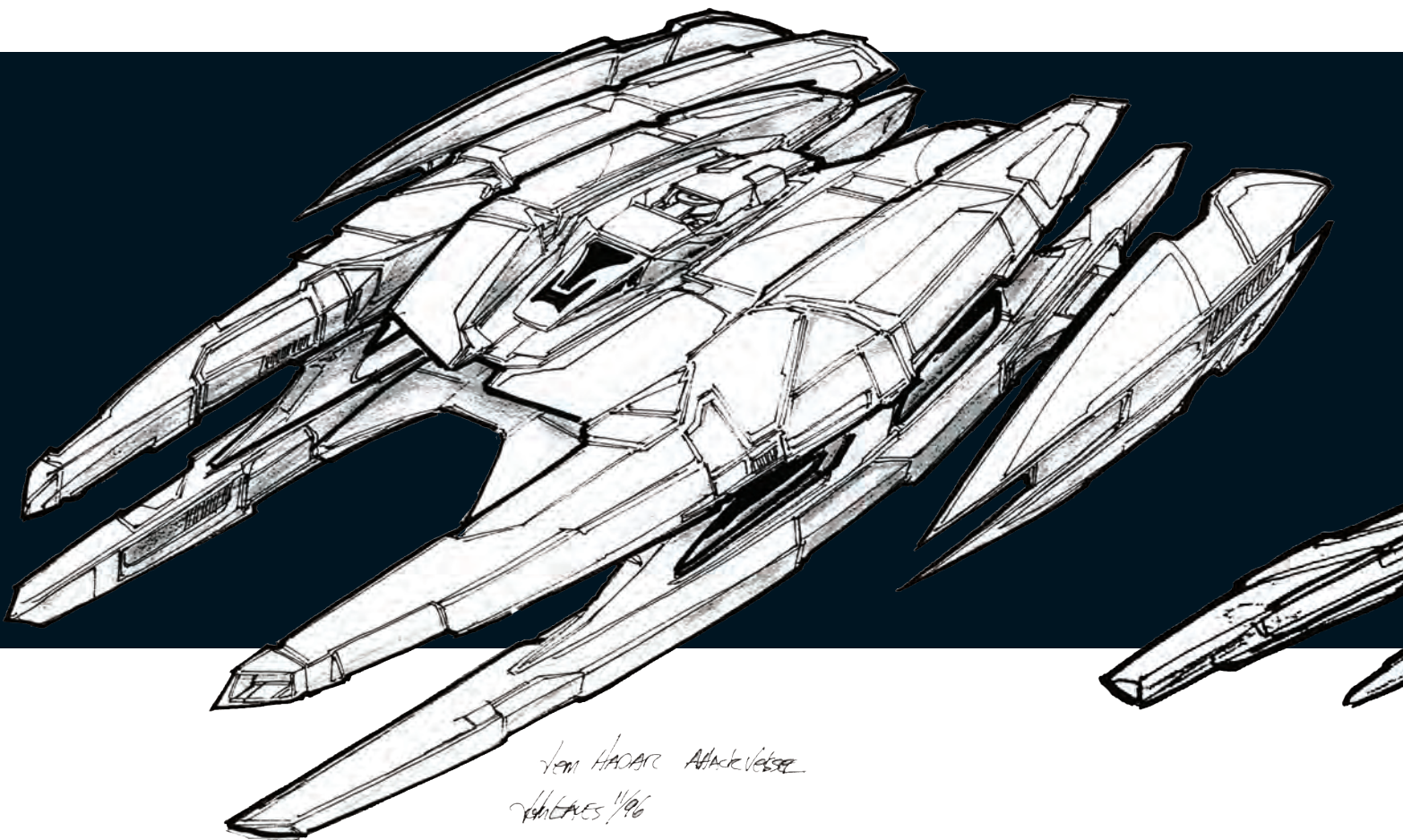
Wolfe revealed that even in their discussions in the first season, they knew that by the end of the series the Dominion would be the major threat.

"The whole idea was that this would be an accelerating thing. We would build it slowly, and by the end we knew we would probably be dealing with them on a weekly basis. That was part of what we discovered about the space station series; you don't go anywhere, so other people have to show up more and more. We knew in the long run we'd be dealing with the Dominion quite a lot. We pretty much knew that eventually it would come to a cataclysmic, apocalyptic war."

▲ The Jem'Hadar were filled with an almost uncontrollable urge to fight and would enjoy honing their skills by fighting each other.



◀ From early on in the series, the writers knew that they wanted to build up to a devastating war between the Federation and the Dominion.



DESIGNING THE



BATTLECRUISER

When a new, more threatening ship for the Jem'Hadar was required, production illustrator John Eaves turned to the military for inspiration.

As the main story arc of *STAR TREK: DEEP SPACE NINE* built towards all-out war between the Federation and the Dominion, it became clear that the Jem'Hadar had to be seen operating larger, more threatening ships to emphasise the grave threat they posed.

Production illustrator Jim Martin had designed the small Jem'Hadar fighter ships that had featured earlier in the series, but as he had left the show, the

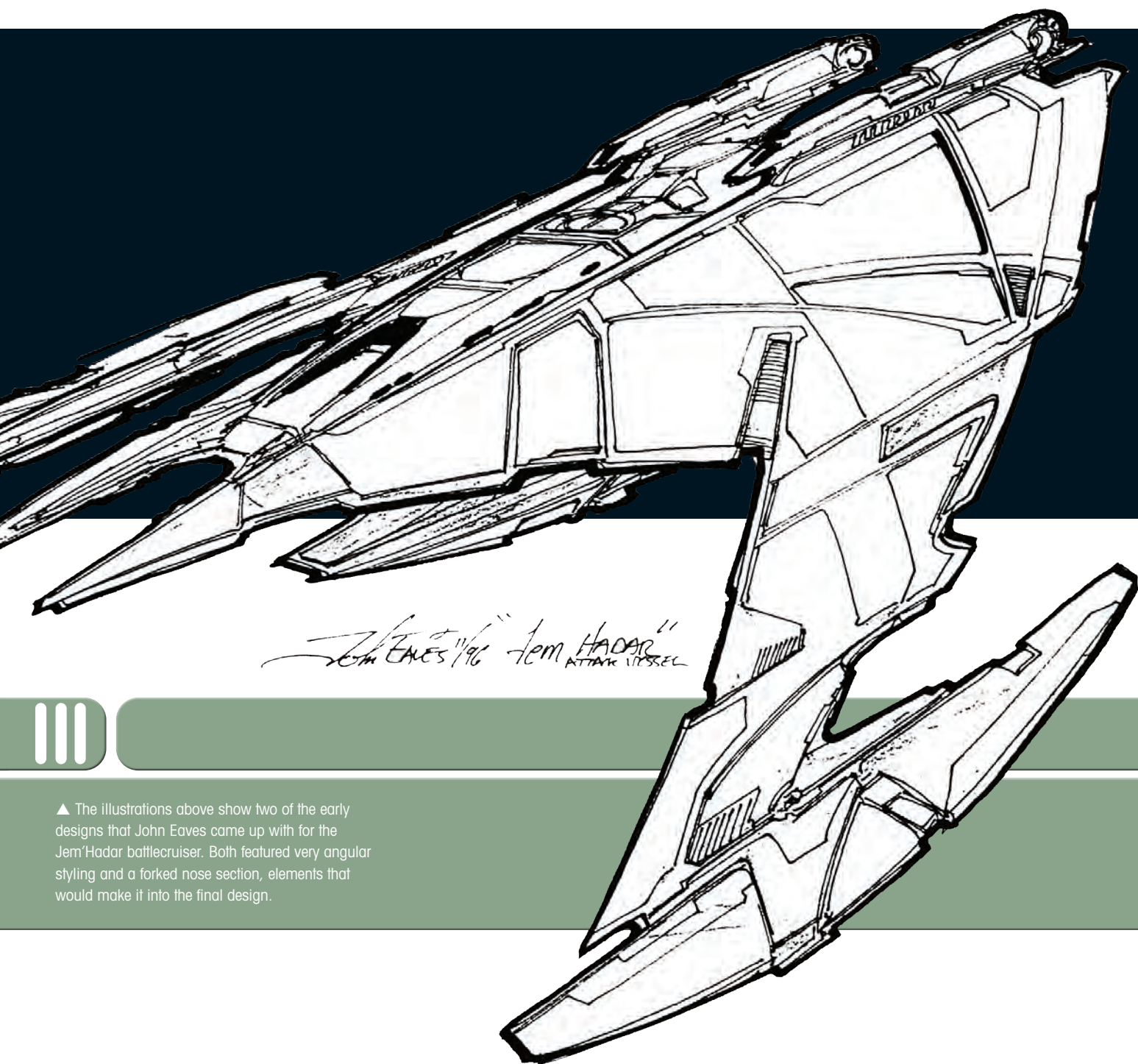
task of coming up with a new look for the larger Jem'Hadar battlecruiser fell to his successor John Eaves.

This was only the second ship Eaves had designed for *STAR TREK*, although he had been involved with work for the franchise since the late 1980s, when he was employed as a studio model maker on *STAR TREK V: THE FINAL FRONTIER* (1989). Although mindful of the design language Jim Martin had established with the Jem'Hadar fighter, Eaves wanted to steer

away from copying its unique look for the new larger ship.

MILITARY JET

Instead, he turned to old aircraft images for inspiration and based the design of the battlecruiser on the Douglas A-4 Skyhawk military jet. In particular, the cruciform style of the tail and the low-mounted delta-wings on the jet influenced the look of the elevated structures that emerged from the top rear



JOHN EAVES '96 Jem'HADAR
BATTLECRUISER

▲ The illustrations above show two of the early designs that John Eaves came up with for the Jem'Hadar battlecruiser. Both featured very angular styling and a forked nose section, elements that would make it into the final design.

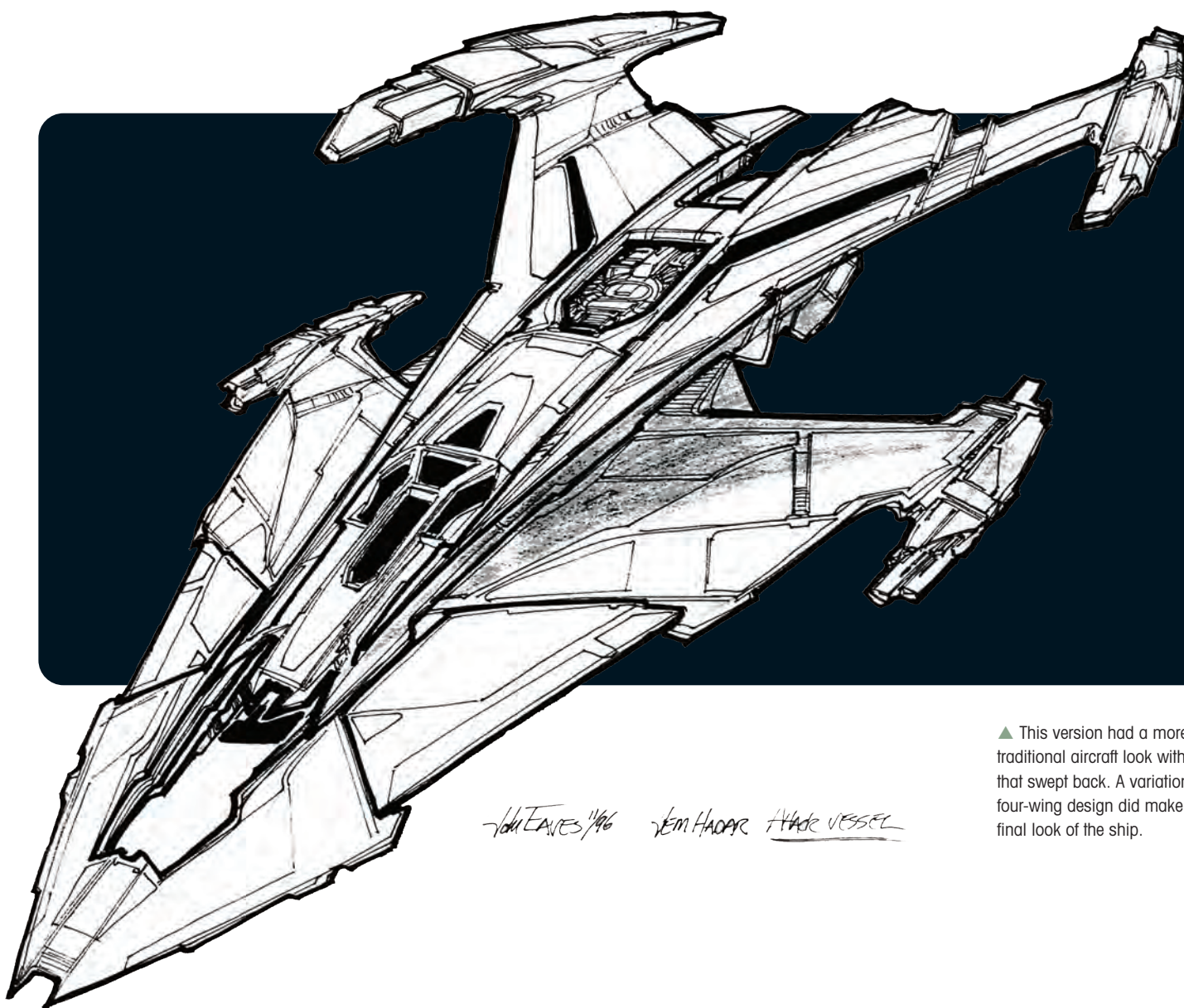
section of the battlecruiser. Eaves envisaged the larger of these elevated structures as being the warp engines, while he thought of the smaller structures in between as being the impulse engines and piloting thrusters.

The curved-blade shaped wing tip pods that hung down below the main body were not the warp nacelles as might be assumed. According to Eaves, these were the storage tanks for the fuel the ship's propulsion system required.

Eaves produced a three-quarter view of his design for the new Jem'Hadar ship, as he felt it was the fastest way to get across an overview of its appearance, and it was quickly approved. Eaves then drew up more elaborate plan views that were used by special effects house VisionArt to create a CG version, while model maker Don Pennington simultaneously built a physical studio model.

Due to budget constraints, the studio

model of the battlecruiser was built from fibreglass rather than newer, more expensive lightweight composites. As the model ended up quite large, measuring 48 x 48 in., it weighed a considerable amount and took three or four people to lift and turn it for various camera shots. While everyone thought it was a great-looking model, and it was easy to light and film, its hefty weight meant that it became affectionately known as the 'Lead Hadar'.



▲ This version had a more traditional aircraft look with wings that swept back. A variation of this four-wing design did make it into the final look of the ship.

The studio model of the battlecruiser proved to be the second to last physical model that was built for *STAR TREK* and it debuted in the episode 'In Purgatory's Shadow' and appeared for the last time in 'Sacrifice of Angels' as stock footage. It was sold at auction in 2006 for \$7,200.

CGI APPEARANCE

The CGI version of the battlecruiser, meanwhile, was also used in the season five episode 'In Purgatory's Shadow,' where several were shown inside a nebula

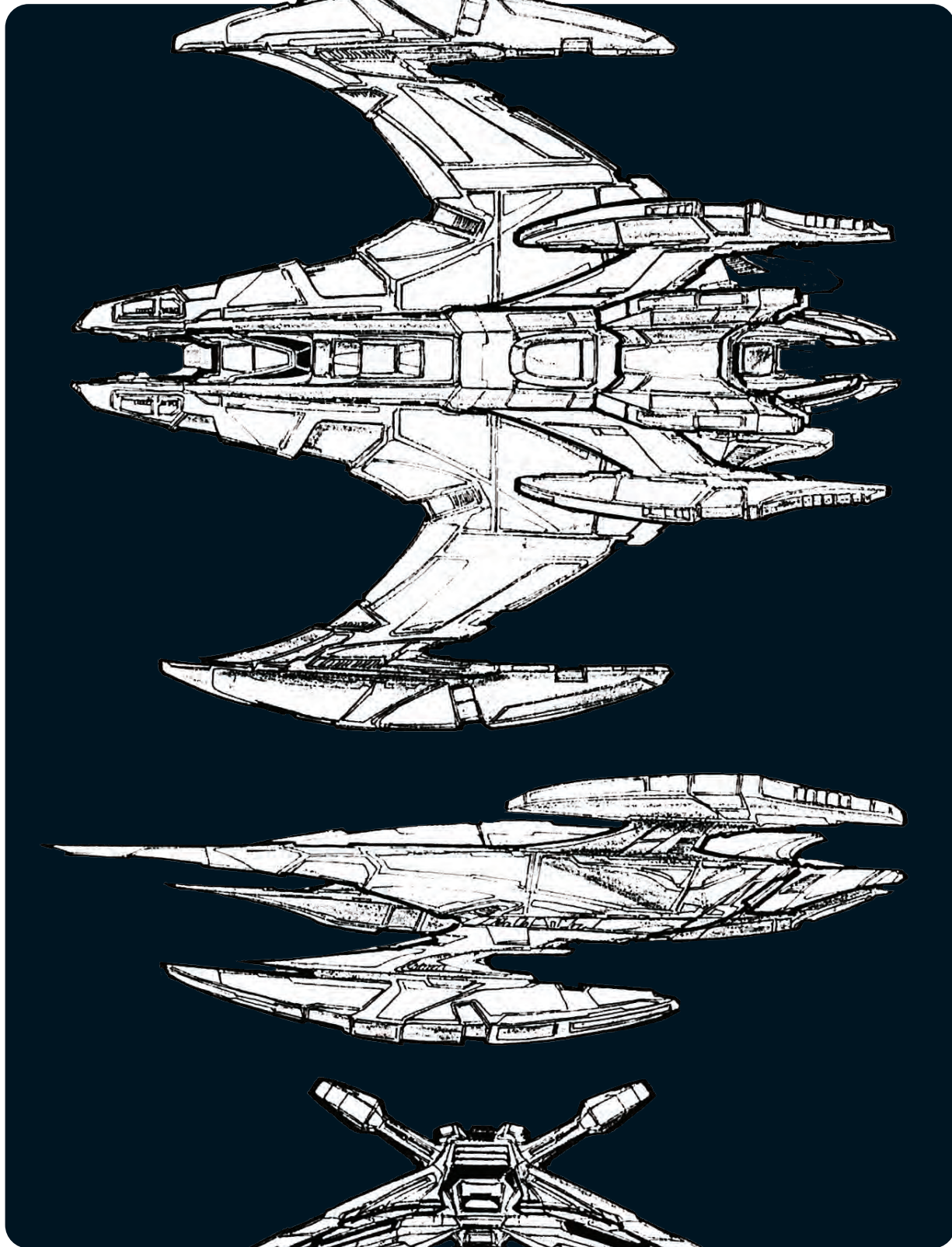
chasing down a Runabout piloted by Worf and Garak.

This marked the first of several appearances of the battlecruiser that have confused fans of the show, as its 'wings' appeared to be attached to the hull at a steeper angle, making it look like a different ship. The two designs were intended to be the same ship, however, and the differences were down to a misinterpretation of Eaves's original design sketches.

Later, another CGI version of the

battlecruiser was built by special effects house Foundation Imaging where they had the physical studio model with them for reference. As a result, this CGI version perfectly matched the studio model and was first used in 'Sacrifice of Angels' and every subsequent episode the battlecruiser appeared in.

The design of the battlecruiser proved to be ideal as it blended sleek styling with aggression and intimidation, making it the perfect ship for the Jem'Hadar and a worthy adversary for Starfleet.



Jem'Hadar Battlecruiser "In Purgatory's Shadow" 11/96 John Eaves

◀ These plan views of the final design of the battlecruiser were drawn up by John Eaves. They were then used to build both a physical studio model and a CG model of the ship.

◀ The Jem'Hadar battlecruiser appeared in 13 episodes of *STAR TREK: DEEP SPACE NINE*, its first appearance coming in 'In Purgatory's Shadow' and its last in 'What You Leave Behind'.

ON SCREEN



TRIVIA

There is some confusion over the correct name for the two larger Jem'Hadar ships as both have been called battleships on screen. The ship that is the subject of this magazine and the one that first appeared in 'In Purgatory's Shadow' is referred to as a 'warship' in the 'STAR TREK Encyclopedia', but as a 'battle cruiser' in the 'STAR TREK: Deep Space Nine Technical Manual.' The larger Jem'Hadar ship that first appeared in 'Valiant' is usually known as the battleship.



Although the Jem'Hadar battlecruiser was a Gamma Quadrant vessel, it made three appearances in STAR TREK: VOYAGER, but only on an LCARS display. The three episodes where it appeared were 'Drone', 'The Voyager Conspiracy', and 'Life Line'.

FIRST APPEARANCE:

'IN PURGATORY'S SHADOW' (DS9)

TV APPEARANCES:

STAR TREK: DEEP SPACE NINE;

STAR TREK: VOYAGER

DESIGNED BY:

John Eaves

KEY APPEARANCES

STAR TREK: DEEP SPACE NINE

'In Purgatory's Shadow'

A Gamma Quadrant listening post picks up a Cardassian transmission, which turns out to be a distress call from Enabran Tain, the former head of the Obsidian Order. Garak and Worf are sent into the Gamma Quadrant on a rescue mission, but stumble across a huge Dominion fleet inside an interstellar nebula that is preparing to invade the Alpha Quadrant. Their Runabout is attacked and boarded, and Garak and Worf are sent to a prison camp. Here, they discover not only Tain, but also General Martok and Dr. Bashir.

STAR TREK: DEEP SPACE NINE

'Call to Arms'

With fleets of Jem'Hadar ships continuing to flood into the Alpha Quadrant, Captain Sisko realises that an attack on *Deep Space 9* is imminent. He orders the wormhole to be mined to prevent further Dominion reinforcements from coming through, an act that provokes an attack on the space station. The combined fleet of Dominion and Cardassian ships overwhelms *Deep Space 9*'s defences and Starfleet is forced to abandon the station, but not before the minefield is complete. The Dominion War has begun.



The name Jem'Hadar was taken from the Urdu word Jemadar, which was the lowest rank for a Viceroy's commissioned officer in the British Indian Army.

COMING NEXT

GALOR CLASS

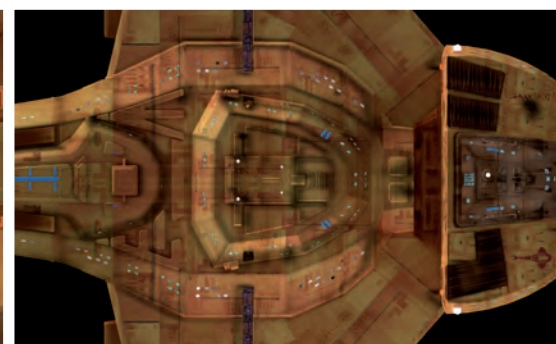


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- How the *Galor class* was inspired by an Egyptian symbol
- Building and filming the *Galor class* studio model



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