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14

# STAR TREK™

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CARDASSIAN  
**GALOR CLASS**

GALOR CLASS

LAUNCHED: 24th C

LENGTH: 371.88 METRES

MAX SPEED: WARP 9.6

# Contents

P04: **GALOR-CLASS WARSHIP**

P10: **THE CHANGING FACE OF GUL DUKAT**

P14: **DESIGNING THE SHIP**

P18: **ON SCREEN**

## Stand assembly:



## EAGLEMOSS COLLECTIONS

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CARDASSIAN  
**GALOR CLASSES**

# ***GALOR-CLASS WARSHIP***

## SPECIFICATION



OPERATED BY: THE CARDASSIAN UNION

CLASS: GALOR

LENGTH: 371.88 METRES

TOP SPEED: WARP 9.6

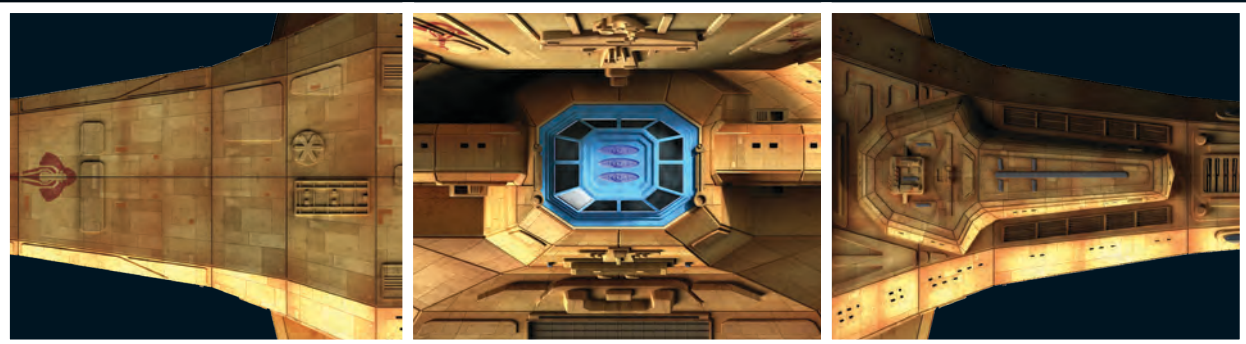
CREW: 600 (approx)

WEAPONRY: EIGHT SPIRAL-WAVE DISRUPTORS

TORPEDO LAUNCHER

BREEN ENERGY-DAMPENING

WEAPON





◀ *Galor*-class ships seized new territories by force and ran off anyone who opposed them, such as the Maquis.

**G**alor-class warships were the most common vessels in the Cardassian fleet in the latter half of the 24th century. They were 371.88 metres long and normally carried a crew of around 600 personnel. Each ship was commanded by a gul, a rank equivalent to a Starfleet captain, and each gul was usually served by two glinns, a position analogous to a first officer.

*Galor*-class ships were powered by gas diffusion matter-antimatter engines. These were embedded within the 'wing' structures on either side of the main body and were capable of propelling the ships to speeds as high as warp 9.6.

#### SHIP'S WEAPONS

The armaments on *Galor*-class ships typically included at least eight spiral-wave disruptors. Several disruptors were located in pyramid-shaped objects at the extremities of the 'wings,' while another was located on the pincer-shaped tail section. The ships also featured a photon or plasma torpedo-type weapon and, during the latter stages of the Dominion War, many were retrofitted with a Breen energy-dampening weapon.

#### DATA FEED

During the late 2360s, at least three variants of the *Galor* class were known to exist. The Type-3 version was the most common and the one considered to be "top of the line." The Cardassian fleet also included an adapted variant of the *Galor* class known as the *Keldon* class. These ships were used by the Obsidian Order, the Cardassian intelligence agency.

CARDASSIAN

# GALOR CLASS

*Galor*-class warships made up the bulk of the Cardassian fleet and proved a constant and deadly menace for the Federation.



◀ After Cardassia joined the Dominion, their military forces were placed under the Vorta's control and *Galor*-class ships fought alongside Jem'Hadar battleships. Cardassian ships were technologically inferior but there were a considerable number of them and the combined fleet won many of the battles in the early months of the Dominion War.

▶ Supported by the might of the Dominion, the Cardassian fleet were able to take on the best of Starfleet and inflict heavy losses on them.



▶ The Cardassians often deployed their *Galor* class vessels in groups of three. When Gul Dukat attempted to retake Deep Space 9 after the discovery of the Bajoran wormhole he was confident that three ships would be enough to overpower the station's meagre defenses.



▲ The technology and firepower of *Galor*-class ships were not a match for most Starfleet vessels. In 2367, the *U.S.S. Enterprise* NCC-1710-D had little trouble in fending off an attack from the *Trager*.

By the 24th century the Cardassian fleet was enormously important to maintaining the welfare of their society. Their homeworld was poor in natural resources and millions of the Cardassians' ancestors died from starvation. The problem was solved by attacking neighbouring planets and seizing their resources. This aggressive expansionist policy was only made possible by maintaining a strong fleet of ships and it served them well until it brought them into conflict with the Federation.

In 2347, Cardassian forces raided a Federation colony on Setlik III and killed over a hundred civilians. This massacre precipitated the Federation-Cardassian Wars, a sporadic conflict that lasted for the next 20 years.

Throughout this period, the Cardassians found

that their ships, such as the *Galor* class, were no match for the best vessels operated by Starfleet. For example, in 2367 the *Trager*, a *Galor*-class ship, opened fire on the *U.S.S. Enterprise* NCC-1701-D, but managed to inflict only minor damage. The *Enterprise* was then able to disable the *Trager's* forward shields with just a few phaser hits.

### CUNNING TACTICS

Despite *Galor*-class ships having inferior technology, they nevertheless made for difficult opponents. This was partly due to the fact that *Galor*-class ships were typically deployed in groups of three, in effect tripling their offensive capabilities, but also because of the tactics they employed. They tended to favour covert operations and deception over direct



confrontation, implementing decoys with sensor ghosts and holo-projections before striking their confused enemies. A typical Cardassian offensive was often complex and said to consist of a “plan within a plan within a plan leading to a trap.”

*Galor*-class warships were able to win many engagements by employing unique tactics despite their relative weaknesses and this was probably why the Cardassian Wars proved to be a stalemate as opposed to an easy victory for Starfleet.

Later, the Cardassians joined forces with the Dominion and the *Galor*-class ships formed an important part of their combined fleet. They helped to win many engagements during the Dominion War, but ultimately the conflict left the Cardassian fleet destroyed and their homeworld decimated.



## DATA FEED

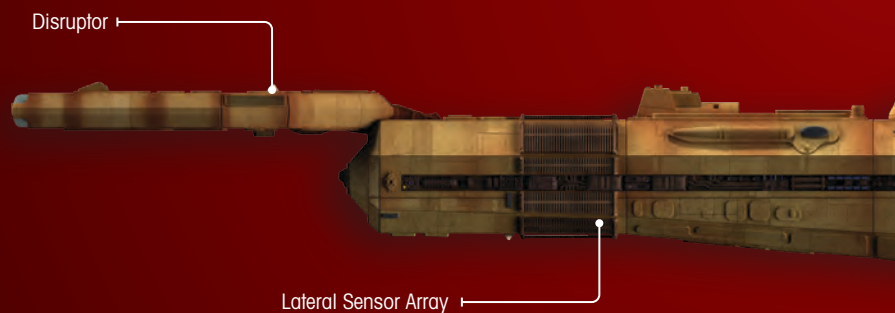
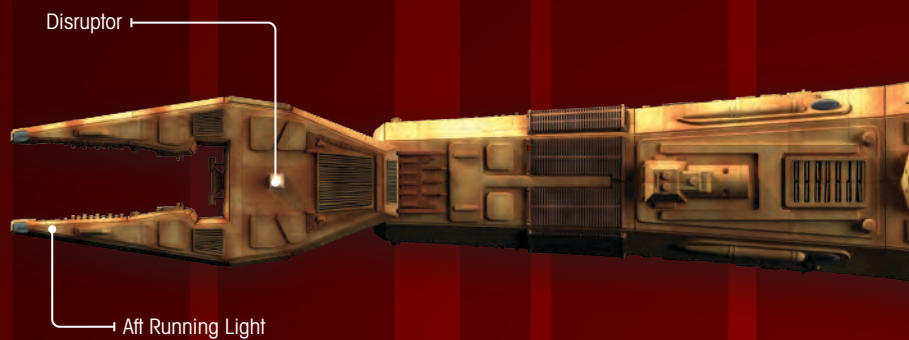
Gul Dukat commanded a *Galor*-class vessel between 2369 and 2372. It was unclear if Dukat was in charge of the same ship during this period or if he utilised different examples of the same class. In 2373, he was in command of the *Prakesh* when he used it to evacuate members of the Detapa Council from Cardassia Prime during the early days of the Klingon-Cardassian War. En route to *Deep Space 9*, the *Prakesh* was destroyed by three Klingon *Birds-of-Prey*.

**SHIPS OF WAR**

The versatility of the *Galor*-class ships meant that they played a prominent role in most of the skirmishes and battles between the Cardassians and the Federation in the second half of the 24th century. Starfleet struggled to contain the threat they posed during the Cardassian Wars, but it was during the Dominion War that they were at their most dangerous. Backed by the Dominion's resources, *Galor*-class ships helped to drive the Klingons out of Cardassian territory and wipe out the Maquis within a matter of days. They also took part in most of the major battles of the war, helping to inflict huge losses on the combined Federation forces.

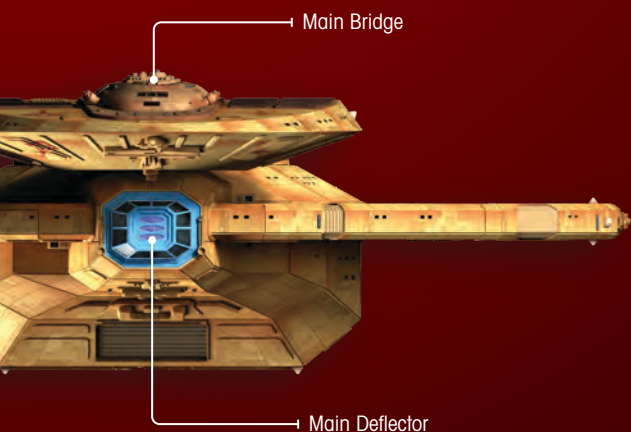
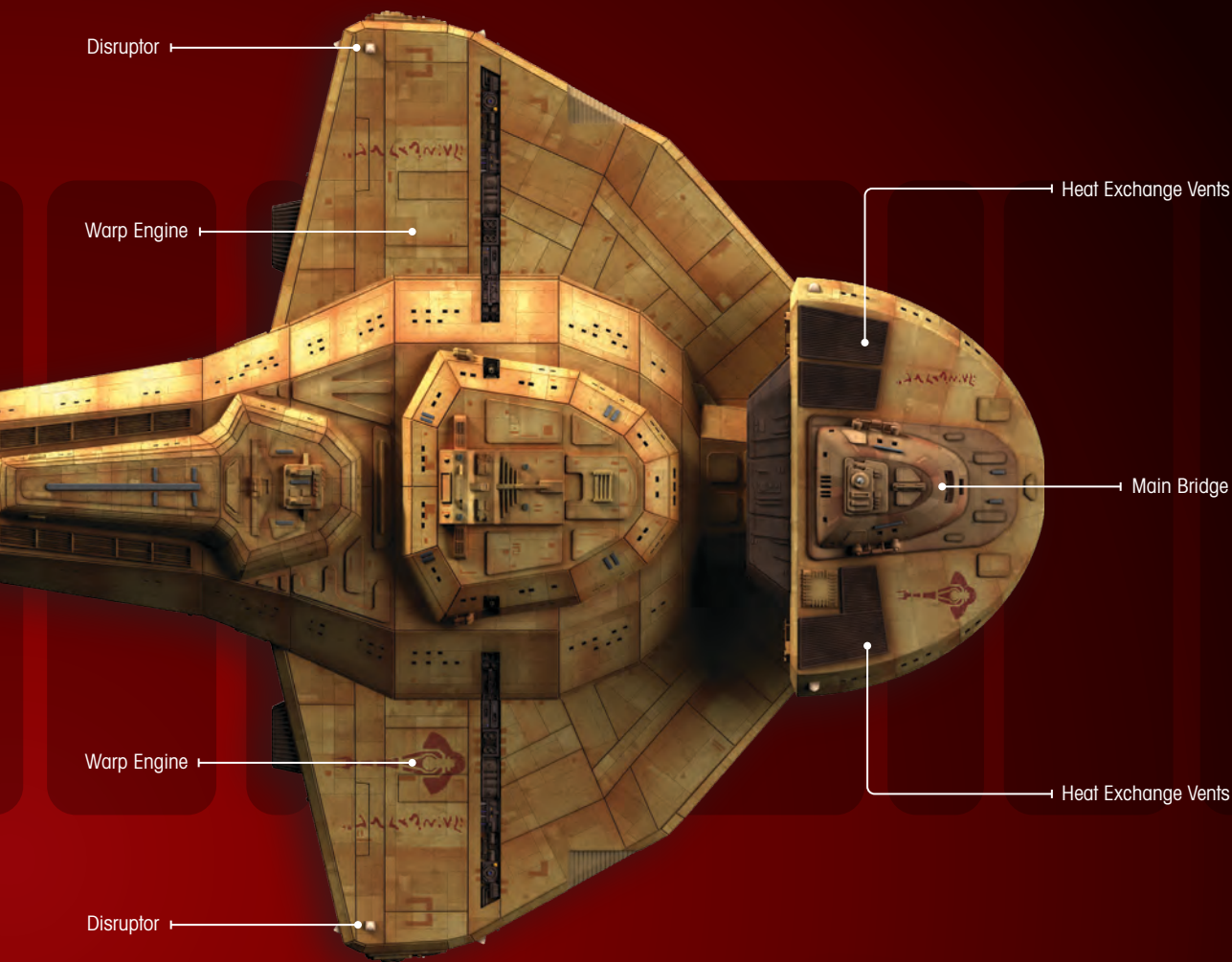


▲ Allied with the Dominion, the Cardassian fleet went on the offensive and constantly forced the Federation and its allies to retreat.



Embedded Warp Engine





#### EXOTIC MATERIALS

Materials used in the construction of *Galor*-class vessels included beritium, dolamide, kelindide, rhodium and uridium.

#### COLOURED BEAMS

In the first appearance of the *Galor* class in the *STAR TREK: THE NEXT GENERATION* episode 'The Wounded', its energy weapon beams were coloured pink. In all subsequent episodes, the *Galor*-class's weapons fire was coloured amber.

#### GALOR NAMES

The names of *Galor*-class ships that appeared in *STAR TREK: THE NEXT GENERATION* included, the *Trager*, the *Reklar* and the *Vetar*. *Galor*-class ships that were seen in *STAR TREK: DEEP SPACE NINE* included the *Aldara*, the *Kraxon* and the *Prakesh*.

#### DATA FEED

*Galor*-class warships were held in high regard by Cardassians. They were named after the Galor, a masked, shadow warrior from mythology. The shape of the ship itself closely mirrored the symbolic representation of the Galor, which was also used as the symbol of the Cardassian Union.



◀ Like all the best villains, Dukat thought of himself as a true hero, but Ira Steven Behr always reminds people that, for all his charms, Dukat had done terrible things that no-one should forget.

▶ Dukat was an egotist who placed his own gratification above all else, as his treatment of Bajoran woman proved.



THE CHANGING FACE OF ||

# GUL DUKAT

As executive producer Ira Steven Behr explains, Gul Dukat may have appeared to be a complex character, but he was essentially evil.

**G**ul Dukat was one of the most intriguing and fascinating characters on *STAR TREK: DEEP SPACE NINE*. On the one hand he was a charismatic and charming villain; on the other hand, he was *STAR TREK*'s equivalent of a Nazi war criminal. Executive producer and writer Ira Steven Behr felt that often Dukat's charms were so powerful the audience forgot just how dark his soul really was.

"I had certainly done my part in making Dukat a kind of swashbuckling

villain," said Behr, "but I always thought the Cardassians were horrific. I think anyone who doesn't is obviously confused. The Cardassians were the fascists and I had no love for them."

## DELUDED HERO

While Dukat came across as complex, Behr never believed he was anything but evil. On the other hand, Marc Alaimo, the actor who played Dukat, had a very different view of the character. "What made it perfect,"

said Behr, "was that Alaimo took it in his head that he was the hero of the series – that Dukat was really misunderstood; that he was sweet, and he was kind!"

Certainly in the early seasons of the show Dukat often seemed to be presented in a favourable light, and even when he negotiated the treaty with the Dominion, he appeared to be doing it for the good of Cardassia. However, Behr explained that for all Dukat's talk about restoring Cardassian honor, his motives were mostly personal



◀ Dukat could do things that seemed to be noble and heroic, such as saving his half-Bajoran daughter, Tora Ziyal, from a Breen labour camp. This selfless act cost him his family as they disowned him and he lost his standing in Cardassian society. But for Behr, Dukat was always motivated by his own ego.



▶ Dukat announced to the people of Cardassia that he had made an alliance with the Dominion, believing that it would make them strong again, but he was gravely mistaken.



▲ At times, even Kira Nerys was affected by Dukat's charms.

and the Dominion simply offered him the chance to have what he had always wanted. "To me it was all about power with Dukat," said Behr. "It was about getting Bajor back and that's why he wound up forming the alliance with the Dominion. He identified too strongly with his victims and I think he enjoyed controlling Bajor much more than he could ever admit to himself. For him, those were the good old days and nothing was that good."

Behr was amazed that there were some people in the audience who felt any kind of sympathy for Dukat. "One of the many things that surprised me was that so many of the fans did not seem

to go from the starting place that Dukat was this horrible guy," said Behr.

"I just assumed that we were taking this appalling character and trying to show different facets of him. But so many viewers got caught up in how sexy he was. It was the last thing I thought of.

#### DIVIDING OPINION

"I can't think of another character that polarized people so much," said Behr. "We'd sit in the writers' room and laugh about it sometimes. Of course, it's science fiction, you put makeup on and suddenly it's OK. If it's Idi Amin or Pol Pot no one's thinking of spending a romantic weekend in his arms, but you

give him a bony neck and rubber outfit, it's a whole different thing."

While some viewers may have seen Dukat in a more favourable light, it was nothing compared to how the character perceived himself. But as Behr explained, Dukat was seriously deluded as his belief that Cardassia's relationship with the Dominion was good thing clearly showed.

"He's not getting it; he's not looking at reality," said Behr. "He's got this plan and he's going to stick to it by God. In terms of the deal itself? Good grief, talk about dancing with the devil in the pale moonlight. Not a good move. I knew from the beginning that the Dominion



had to make the Cardassians look like the second stringers and that was not a place where Dukat would want to be. And once he's in that position to think he's going to bully Weyoun. That was borderline insanity. Dukat was not living in the same world as the rest of us."

#### IN HIS ELEMENT

The episode 'Wrongs Darker Than Death or Night' also showed how much pleasure Dukat had taken in ruling Bajor. His fascination with the Bajorans now led him to become the servant of the Pah-wraiths. "Dukat made some very strange friends," Behr said, "but he had a total need to get back to where he once was."

The fact that Dukat became the

Pah-wraiths' emissary also made a lot of sense from a structural point of view. From the very beginning he had been a dark reflection of Sisko, so making him the anti-emissary was fitting.

#### MANY FACES

It also revealed how desperate Dukat was for power. He'd tried to make it as a Cardassian leader, then as part of the Dominion, all without success, so now he underwent surgery to turn himself into a Bajoran. "I always saw him as a guy who was trying on a role, trying on different faces," said Behr. "That's why it was so beautiful when he wound up with the face of a Bajoran."

This final transformation brought Dukat into partnership with the one

person in the universe who was as deluded as he was: Kai Winn. "They looked at each other and saw only themselves reflected back. They were people who were able to talk to each other and hear only themselves. There was that passion, because he's finally got his Bajoran and she finally got to kick up her heels and put her hand in the flame, and it felt good."

#### TRUE NATURE REVEALED

This pairing allowed Behr and the other writers to push both characters to their absolute limits, and reveal the full horror of their evil natures. As Behr explained, "I got to tell you, and I think we all felt this towards the end as we were doing it, as much as we enjoyed it, it truly was



▲ Sisko was the saviour and emissary of the Bajoran people, while Dukat became the anti-emissary.



▲ Dukat underwent surgery to disguise himself as a Bajoran in a final desperate attempt to regain power.

◀ The extent of Dukat's self delusion was all too apparent in his belief that he could control Weyoun.



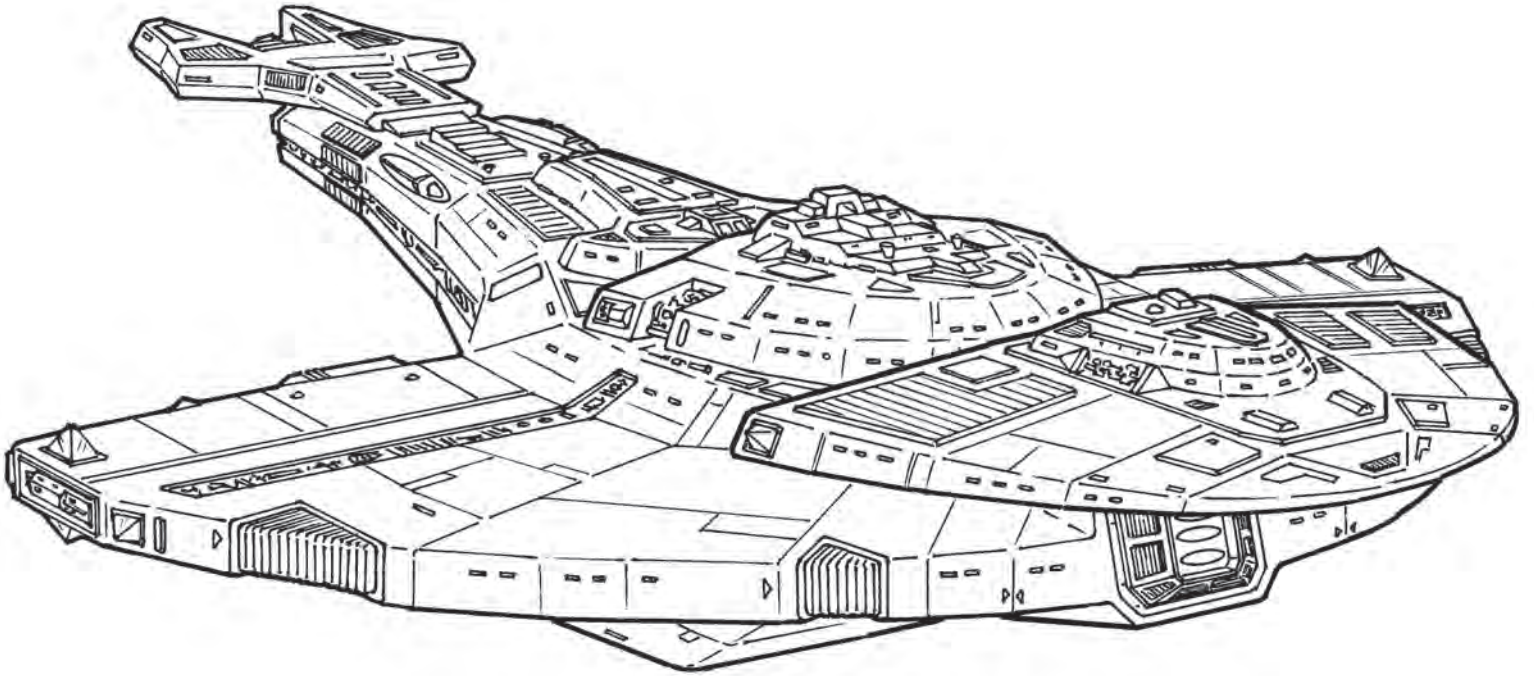
◀ Towards the end of the series Dukat and Kai Winn fell in love, but this was only because they saw themselves reflected back in one another's eyes. Really they were both in love with power and were prepared to go to extreme lengths to obtain it.

distasteful. You didn't want to think about them too much. The world is a very complicated place. That's what I went away with – that the mind, what we can think, what we can justify is truly scary."

Of course, since this is television Dukat and Winn were finally defeated, with Dukat trapped with the Pah-wraiths for eternity. "I think he got what he deserved, let me put it like that," said Behr. "I can't say that I feel sorry for him. I really don't. He and Kai Winn were two characters I just could not sympathize with. Though we tried in all fairness to give them their points of view and give them their attitudes. They were very deluded characters and they did horrible things."



◀ In the end, Dukat got the fate he deserved when he became trapped for all eternity with the Pah-wraiths. He had committed some truly heinous crimes when he oversaw the occupation of Bajor and he lusted after that same power again.



▲ Rick Sternbach's final concept drawing the *Galor* class, showing all the important surface details.

## DESIGNING THE



# GALOR CLASS

The *Galor* class became one of the most unusual designs for a starship after illustrator Rick Sternbach turned to the Egyptians for inspiration.

When the Cardassians were introduced in the *STAR TREK: THE NEXT GENERATION* episode 'The Wounded' the script called for a new ship for the series' new aliens. The task of designing a starship for them fell to senior illustrator Rick Sternbach.

Beginning the design process as he always did, Sternbach produced a series of very rough thumbnail sketches. "I'll put together some sketches just to

give the producers something to start with," said Sternbach. "I don't want to give them too many finished drawings because there might be time lost if I'm going in a direction they don't like."

### NEW DIRECTION

Once one of these sketches had been selected by the producers, Sternbach would work it up into a more detailed drawing, which was normally approved. Sometimes, however, things were not

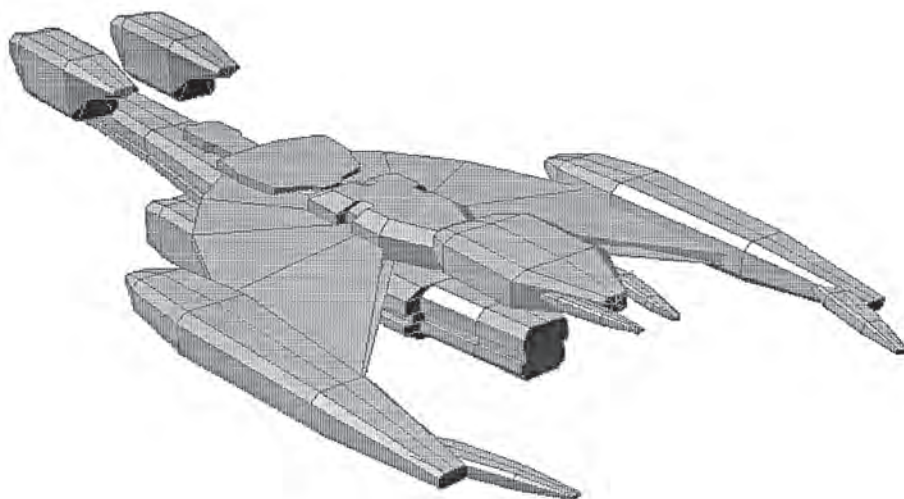
quite so straightforward, and the design went through a major revolution.

"The original design direction for the *Galor*-class Cardassian ship was very bland, very pedestrian," said Sternbach. "I really didn't have a good sense of who these people were or what the ship should look like. I did some very quick 3D sketches on the computer, putting the Cardassian ship up against the *Enterprise*, and I wasn't really satisfied with what it turned out looking like. I



▲ The studio model, built by Ed Miarecki and Tom Hudson followed Sternbach's design closely, although the modelmakers took the liberty of incorporating their initials into the panel work.

► Early on in the design process Rick Sternbach produced a series of simple 3D renders showing possible design directions. After his first designs fell short, he took inspiration from an Egyptian ankh and produced this version.



turned the sketches in, and (producer) Peter Lauritson came back and said, 'Give us something really weird!'

"I said, 'OK, you want weird; I'll give you something weird.' So I went back to the 3D program, and started pushing and pulling shapes. We knew that the Cardassian makeup involved that sort of little elongated oval on the forehead, so I thought maybe that was an interesting shape to play with. Somehow I made a mental connection with the Cardassians being like Egyptian pharaohs. After all, they had enslaved the Bajoran population and taken over Bajor, so I thought perhaps something

in that vein would work for me.

"I looked into the ankh symbol as a start for the shape of the ship. That eventually worked out with little bits and pieces of bridge module; the main body became a little bit streamlined; the tailpiece grew out of the ankh shape. Once the basic building blocks of the body were done, the details fell right into place, right down to little tiny

pyramids for the shipboard phasers.

"There was also, on the very top of the ship, something of a sacrificial altar, complete with giant urns. It was all done in ship hardware shapes, but the idea was to bring out some of that Egyptian feel. We even spec'd the ship out as being a desert yellow colour with some cobalt blue accents and dark Chinese red, very much like the Tutankhamun



◀▼ The studio model of the GALOR class featured a complex internal lighting system that illuminated the windows, engines and navigational deflector. The model was sold at auction in 2006 for \$24,000.



sarcophagus. It was a departure from the familiar starship style, and I had a good time being steered away from the very straight Starfleet look.”

The studio model of the *Galor*-class ship was built by Ed Miarecki and Tom Hudson at their model shop called Science Fiction Modelmaking Associates (SFMA). They had previously constructed some of the props, such as tricorders and medical scanners, used on *STAR TREK: THE NEXT GENERATION*, but the commission for the *Galor* class was by far the biggest they had undertaken for the franchise.

Miarecki and Hudson were enormously excited to win the contract to build the model, but then the enormity of the task hit home. They had just three weeks to complete the model and knew it would involve some very long working hours. Rick Sternbach and

scenic art supervisor Mike Okuda sent them fairly simple pencil plans of the ship, including colour chips to show them what colours it should be painted.

#### COMPLEX MODEL

The construction was one of the most complex that they had ever undertaken, but it went largely without a hitch. The basic framework was made from aluminium and the model featured complex lighting circuits that made the impulse engines, windows, navigational deflector and navigational beacons light up. The final model ended up measuring 37 inches long, and according to Miarecki and Hudson, it had their initials ‘EM’ and ‘TH’, built into the detailing.

The *Galor*-class studio model ended up appearing in seven episodes of *STAR TREK: THE NEXT GENERATION*, 14

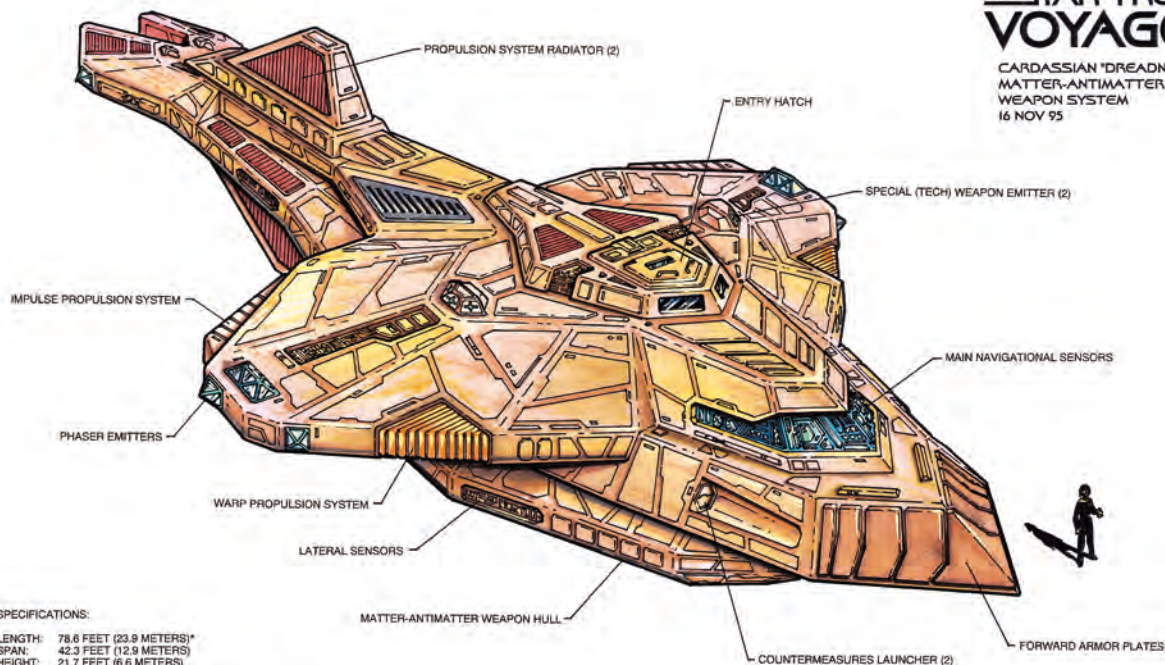
episodes of *STAR TREK: DEEP SPACE NINE* and two episodes of *STAR TREK: VOYAGER*. It was sold at the ‘40 Years of *STAR TREK: The Collection*’ auction in 2006 for \$24,000.

For the last two seasons of *STAR TREK: DEEP SPACE NINE*, the *Galor* class appeared as a CG model. The physical model was sent to visual effects house Foundation Imaging as a reference for Brandon MacDougall, who built the CG model. He placed the physical model on a flat bed scanner to get an identical copy of the panel details and colour that he could then use for the base 3D texture, ensuring an accurate reproduction of the model. The CG version of the *Galor* class made its debut in the *STAR TREK: DEEP SPACE NINE* episode ‘Sacrifice of Angels’ and its last appearance was in the show’s finale ‘What You Leave Behind.’





◀ The CG version of the *Galor* class was built at the effects house Foundation Imaging by Brandon MacDougall. Since that time it has been upgraded making it suitable for use in print and capable of being used for an HD broadcast.



## STAR TREK VOYAGER

CARDASSIAN "DREADNOUGHT"  
MATTER-ANTIMATTER STAND-OFF  
WEAPON SYSTEM  
16 NOV 95

### SPECIFICATIONS:

LENGTH: 78.6 FEET (23.9 METERS)\*  
SPAN: 42.3 FEET (12.9 METERS)  
HEIGHT: 21.7 FEET (6.6 METERS)

ALL DIMENSIONS APPROXIMATE

MASS (LOADED): 80,564 POUNDS (36,543 KILOGRAMS)  
INCLUDES 2,000 KILOGRAMS MATTER-ANTIMATTER  
DESTABILIZATION SYSTEM

◀ Cardassians were shown to use a handful of other ships, including a freighter, a small scout ship and an upgraded version of the *Galor* class, which had a built-up section running along its back and was known as the *Keldon* class. This rejected design for the Cardassian missile in the *VOYAGER* episode, *Dreadnought*, owed a debt to the design of the *Galor* class.

© 1995 Paramount Pictures

# ON SCREEN



## TRIVIA

Actor Marc Alaimo, who starred as Gul Dukat, also appeared as Gul Macet in the *STAR TREK: THE NEXT GENERATION* episode 'The Wounded'. In addition, Alaimo played several other characters in *STAR TREK: THE NEXT GENERATION* including, the Antican Badar N'D'D in 'Lonely Among Us,' Commander Tebok in 'The Neutral Zone' and the 19th century gambler Frederick LaRouque in 'Time's Arrow.'



Jeri Taylor, an executive producer and writer for *STAR TREK: THE NEXT GENERATION*, wrote 'The Wounded', the first episode to feature the Cardassians. As such, she invented the name for the race.



*STAR TREK* makeup designer Michael Westmore said that he got the idea for the distinctive 'spoon' mark on the forehead of Cardassians from an abstract painting of a woman with a spoon in her forehead he saw in art gallery in Los Angeles. The 'spoon' ridge on female Cardassians was given a blue tinge to help differentiate them from their male counterparts.

**FIRST APPEARANCE:**

'THE WOUNDED' (TNG)

**TV APPEARANCES:**

STAR TREK: THE NEXT GENERATION; STAR TREK:

DEEP SPACE NINE; STAR TREK: VOYAGER

**DESIGNED BY:**

Rick Sternbach

### KEY APPEARANCES

#### STAR TREK: THE NEXT GENERATION 'ENSIGN RO'

Ensign Ro Laren is assigned to the *U.S.S. Enterprise* NCC-1701-D to help track down a suspected Bajoran terrorist named Orta. Upon finding him, Orta proclaims his innocence and Captain Picard suspects he is telling the truth. When two *Galor*-class ships demand that the *Enterprise* stand aside so they can destroy the ship Orta is travelling on, it becomes clear that the Cardassians have used Starfleet to find Orta for them. Picard must find a way to save Orta and preserve the fragile peace between the Federation and the Cardassians.

#### STAR TREK: DEEP SPACE NINE 'WAY OF THE WARRIOR'

The Klingons launch an attack on Cardassia after becoming convinced the Detapa Council has been infiltrated by Changelings. Forewarned on the invasion, Dukat attempts to lead the council to safety aboard his *Galor*-class warship, the *Prakesh*, but they are intercepted by three Klingon vessels. Just before it is destroyed, the *U.S.S. Defiant* NX-74205 arrives and beams the occupants of the *Prakesh* aboard. The *Defiant* warps back to *Deep Space 9* with the Klingon fleet in pursuit and ready to destroy the station if they fail to hand over the Cardassians.

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