KRENIM IMPERIUM
LAUNCHED: 22nd C
LENGTH: 1,550 METERS
MAX SPEED: WARP 6

KRENIM TEMPORAL WEAPON SHIP

THE OFFICIAL STARSHIPS COLLECTION

FORTNIGHTLY

### KRENIM TEMPORAL WEAPON SHIP

**Stand assembly:**

Drop the round part of the ship on to the stand.

**Contents**

<table>
<thead>
<tr>
<th>P04</th>
<th>KRENIM TEMPORAL WEAPON SHIP</th>
</tr>
</thead>
<tbody>
<tr>
<td>P10</td>
<td>DESIGNING THE SHIP</td>
</tr>
<tr>
<td>P14</td>
<td>THE KRENIM WARSHIP</td>
</tr>
<tr>
<td>P16</td>
<td>THE KRENIM PATROL SHIP</td>
</tr>
<tr>
<td>P18</td>
<td>ON SCREEN</td>
</tr>
</tbody>
</table>

**EAGLEMOSS COLLECTIONS**

Eaglemoss Publications Ltd. 2014

UK: 1st Floor, Kensington Village, Avonmore Road, W14 8TS, London, UK. All rights reserved.

© & ™ 2014 CBS Studios Inc. STAR TREK and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved.

**YOUR COLLECTION** 10% off - The Official Starship Collectors in question highly recommended.

**WHAT WITH THE TUES?**

To receive your discount every issue, why not register directly online and get the deal? The official Starship Collection newsletter tells you when you are due to receive or invoice for your order. Make sure to get your order in time.

**SUBSCRIPTIONS**

Register online and you will receive exclusive free gifts to your subscription. Visit our website at www.startrek-starships.com or call our hotline on 0844 493 6091

**BACK ISSUES**

To order back issues: Order online at www.startrek-starships.com or call 0844 493 6091

**UK CUSTOMER SERVICES**

Call: 0844 493 6091

Email: startrek-ship@eaglemoss-service.com

Write to: STAR TREK – The Official Starships Collection, Database Factory, Unit 4, Pullman Business Park, Pullman Way, Ringwood, Hampshire, BH24 1HD

**Australia**

Tel: (02) 9688 8838

Email: au-customerservice@eaglemoss.com.au

Write to: STAR TREK – The Official Starships Collection, P.O. Box 3460, Nunawading, VIC 3134

**New Zealand**

Tel: (09) 308 2871

Fax: (09) 302 7661

Email: subs@ndc.co.nz

Write to: STAR TREK – The Official Starships Collection, Netlink Subscriptions, PO Box 47-906, Ponsonby, Auckland

**South Africa**

Tel: (011) 265 4307

Email: service@jacklin.co.za

Write to: STAR TREK – The Official Starships Collection, Eaglemoss Publications Ltd, Private Bag 18, Centurion 0046

**Malaysia**

Tel: 03-8020 7112

Email: e-mail@startrek-starships.com

Write to: STAR TREK – The Official Starships Collection, Allscript Establishment, No. 16, Jalan TP 3, Taman Perindustrian SIME UEP, 47620 Subang Jaya, Selangor Darul Ehsan. Malaysia

**Singapore**

Tel: (65) 6287 7090

Email: sales@allscript.com

Write to: STAR TREK – The Official Starships Collection, Allscript Establishment, 605A Macpherson Road, #04-04, Citimac Industrial Complex, Singapore 368240

**FEEDBACK**

Please leave your feedback with your local magazine retailer.

**RECOMMENDATION**

To make sure you receive every issue, take out a subscription and get STAR TREK – The Official Starships Collection delivered direct to your door or place a regular order with your magazine retailer.

**SUBSCRIPTIONS**

When you subscribe you will receive exclusive free gifts at no cost. Visit our website at www.startrek-starships.com or call our hotline on 0844 493 6091

**BACK ISSUES**

To order back issues: Order online at www.startrek-starships.com or call 0844 493 6091

**OVERSEAS BACK ISSUES**

Place your order with your local magazine retailer.

**RECOMMENDATION**


**OPERATED BY:**

KRENIM IMPERIUM

**CONSTRUCTED:**

22nd CENTURY

**DESTROYED:**

2374

**LENGTH:**

1,550 METERS (APPROX)

**TOP SPEED:**

WARP 6

**POWERED BY:**

TEMPORAL CORE

**WEAPONRY:**

TEMPORAL WEAPON

DIRECTED ENERGY WEAPONS

**CAPTAIN:**

ANNORAX
The Krenim temporal weapon ship was constructed some time prior to 2174 by an aggressive Delta Quadrant civilization known as the Krenim Imperium. Its design was spearheaded by Annorax, a brilliant temporal scientist, in response to a war the Krenim were fighting against the Rilnar.

Realizing that the Krenim were losing this war and could not hope to win using conventional weapons, Annorax developed a ship equipped with a temporal weapon that had the ability to wipe out entire races by removing them from time.

This devastating weapon took the form of an intense chroniton beam of temporal energy that issued through the nose of the ship. The beam erased from existence all objects it directly hit, while the resultant space-time shock wave rippled out from where it was focused, changing the history of the surrounding space for light years.

The weapon was so powerful that it could wipe out all life on a planet, right down to the smallest microbe, in a single blast. It was the ultimate apocalyptic weapon as it could eradicate entire civilisations from existence, in effect rewriting history. Any effects that an erased race had on other species, or on the Galaxy, vanished from the timeline to the point that it was as if the species had never existed at all.

The key to the Krenim temporal weapon ship’s power was its temporal core. This kept it and everyone on board in a state of temporal flux and outside the flow of normal time. The ship was therefore immune to all conventional weapons, while its crew did not age and were effectively immortal. The ship and the crew were protected from all threats while the temporal core was online, and as a result its conventional shields and weapons were extremely limited and rarely used.

At well over 1,500m long, the Krenim temporal weapon ship was also extremely large with a huge mass. Its size prevented it from exceeding warp 6, but again, as the ship existed outside of normal space-time, its lack of speed and maneuverability was to all intents and purposes irrelevant.

This Delta Quadrant ship operated outside of normal space-time, and could erase entire species from history.
In many ways the Krenim temporal weapon ship was the most powerful vessel ever encountered by Starfleet. It was virtually immune from attack, it could make entire species extinct and its crew could theoretically live for eternity.

There was one major drawback in that it was impossible to predict all the consequences that would result from using the temporal weapon. The computers on the ship could run sophisticated simulations that allowed the crew to judge what effect using the weapon on a particular target would have. These simulations involved incredibly complex calculations, but they could never be one hundred per cent accurate.

After the temporal weapon ship was first constructed, Annorax turned it on the Krenim’s greatest enemy, the Rilnar, and in an instant removed them from history, restoring the Krenim as the dominant power in their sector of space. This appeared to be the exact result Annorax was hoping for, but shortly after a rare disease broke out in many Krenim colonies, and within a year 50 million Krenim had died.

Annorax had not realized that the Rilnar had introduced a crucial antibody into the Krenim genome that protected them from this disease, but the erasure of the Rilnar resulted in the erasure of the antibody too. Annorax tried to undo the damage by using the temporal weapon again. This time it caused the loss of more Krenim life, including the eradication of Kyana Prime, a Krenim colony that was home to Annorax’s beloved wife.

Annorax was a brilliant temporal scientist and the commander of the ship. He became obsessed with restoring the Krenim to their former glory and being reunited with his wife. His obsession consumed him to the point that he thought nothing of annihilating entire races.

In many ways the Krenim temporal weapon ship was the most powerful vessel ever encountered by Starfleet. It was virtually immune from attack, it could make entire species extinct and its crew could theoretically live for eternity.

There was one major drawback in that it was impossible to predict all the consequences that would result from using the temporal weapon. The computers on the ship could run sophisticated simulations that allowed the crew to judge what effect using the weapon on a particular target would have. These simulations involved incredibly complex calculations, but they could never be one hundred per cent accurate.

After the temporal weapon ship was first constructed, Annorax turned it on the Krenim’s greatest enemy, the Rilnar, and in an instant removed them from history, restoring the Krenim as the dominant power in their sector of space. This appeared to be the exact result Annorax was hoping for, but shortly after a rare disease broke out in many Krenim colonies, and within a year 50 million Krenim had died.

Annorax had not realized that the Rilnar had introduced a crucial antibody into the Krenim genome that protected them from this disease, but the erasure of the Rilnar resulted in the erasure of the antibody too. Annorax tried to undo the damage by using the temporal weapon again. This time it caused the loss of more Krenim life, including the eradication of Kyana Prime, a Krenim colony that was home to Annorax’s beloved wife.

The weapon ship was eventually erased from history itself when the U.S.S. Voyager led a small fleet composed of two Mawasi cruisers and three Nihydron ships against it. Many of the crew aboard the temporal weapon ship had become exhausted by Annorax’s impossible demands. Led by Obrist, the ship’s second in command, the crew shut down the temporal core. This caused the ship to phase back into normal space, making it vulnerable to attack. Captain Janeway piloted Voyager straight into the weapon ship, causing a temporal incursion within the ship itself and removing it from history. Ironically, this had the effect that Annorax had been trying to achieve all along. It removed the weapon ship from the timeline, resulting in the complete restoration of all Krenim worlds, including Kyana Prime, and reunited Annorax with his wife.
Annorax described his ship as more than just a weapon, but also a museum of lost histories. In his quarters, he kept hundreds of remnants and artifacts from some of the civilizations he had erased from time. These samples were the only proof that these cultures had existed at all. For example, he kept a bottle of Malkothian spirits, the only product left in the universe of this once powerful race. Annorax’s most prized and treasured possession, however, was a sealed glass pyramid containing a small lock of his wife’s red hair.

The temporal core of the ship kept it out of phase with normal space-time and this meant that it was immune to conventional weapons. As a consequence, its regular shielding was incredibly weak and Tom Paris determined a photon grenade would be enough to penetrate its hull.

The sensors on the temporal weapon ship were capable of tracking the temporal wave as it moved through space and calculating the level of restoration to the original timeline in percentages.
When the U.S.S. Voyager first encountered the Krenim in 2374, they were operating small vessels that posed little threat. These Krenim ships had a crew of just 15, were capable of only low warp speeds and had limited armaments.

After the Krenim Temporal WeaponShip erased the Zahl homeworld, the timeline changed, and in an instant the small Krenim vessels were transformed into large, powerful warships. The Krenim Warships were particularly formidable because they were armed with chroniton torpedoes. These projectiles were in a constant state of temporal flux and could pass directly through an enemy ship’s shields.

**RELENTLESS PURSUIT**
The Krenim used these warships to fiercely protect their borders. When Voyager merely tried to pass through their territory, it came under constant attack from numerous warships. For months on end Voyager suffered at the hands of the Krenim Warships, leading to the crew dubbing it the “year of hell.” In that time, Voyager lost nine decks, more than half of the ship was destroyed and several crew members were killed.

Voyager seemingly had no defense against the Krenim Warships until Seven of Nine developed temporal shielding. This was done by matching the shields to the temporal variance of the torpedoes and matching the deflector array to the inverse of that variance.
Before the Krenim Temporal Weapon Ship destroyed the Zahl homeworld, the Krenim operated small patrol ships.

The Krenim were no less belligerent in this timeline, and they were equally fierce in protecting what they considered to be their region of space. Their patrol ships were not capable of carrying out the warnings issued by their captains, but it did not stop them from threatening to destroy any vessel that entered their territory.

**FEW SIMILARITIES**

The Krenim Patrol Ships had identical hull markings and the same bio-spectral frequency as the larger warships in the alternate timeline. That was where the similarity ended, as the patrol ships were about half the size of the warships and possessed only limited firepower. The vessels had a series of small disruptor cannons mounted on the wings at the rear of the ship and another cannon mounted on the bow. They also possessed relatively weak deflector shields, and had to supplement their defenses with sectional plating on the outer hull.

**THE KRENIM PATROL SHIP**

The Krenim Patrol Ship had identical hull markings to the Warship, but it was much smaller and much less powerful.

| **AFT VIEW** | Five fins swept backward and narrowed to a thin bar that formed an open framework around the rear of the drive section. |
| **DORSAL VIEW** | The front section housed the primary sensor arrays and the command bridge. The central section had four equally sized cylindrical units that held four warp reactors. |
| **FORE VIEW** | The main weapon emitter was in the oval bow section and fired blue bolts of energy. |
A s with so many stories, ‘Year of Hell’ began with an image – Voyager is badly damaged, the hull torn and twisted by repeated attacks. It was something Ken Biller had written into the third season episode ‘Before and After’, which showed Kes travelling along the timeline. Along the way we glimpsed a damaged Voyager for a few seconds. The image and the expression “year of hell” had stuck in Brannon Braga’s mind. When the writing staff were discussing the big, midseason story he returned to it. ‘Before and After’ had also established that in the future Voyager would be attacked by a race called the Krenim, who used temporal weapons. No one was sure exactly what temporal weapons were so Braga and his co-writer Joe Menosky started to think about how time could be used as a weapon. Braga came up with the idea that the Krenim were using a “Death Star like weapon” which fired a beam that could wipe a planet out of history. The story they developed became the two-part ‘Year of Hell’ and the two ships – the Krenim Weapon and the damaged U.S.S. Voyager would be central to it.

For Braga the central image of the story was a Voyager that had been torn to pieces. The task of working out exactly what this would look like fell to Rick Sternbach. Since the damage would involve tearing holes in the hull, it would reveal how Federation ships are constructed. Fortunately, this was something that Sternbach had already devoted a lot of thought to when he co-wrote the STAR TREK: THE NEXT GENERATION Technical Manual with Mike Okuda. “In general terms, Voyager’s construction is very similar to that of the Enterprise-D,” Sternbach explains, “we pretty thoroughly worked that out in the tech manual. There’s structural framing, outer and inner gamma-welded hull surface layers, room modules, utilities and consumables conduits.”

Sternbach produced a series of drawings showing the different levels of damage Voyager would endure. Exactly how damaged it would be at each stage was discussed with the writers. With the Krenim using their ship to play havoc with the timelines, the art and VFX teams had a chance to inflict some serious damage...
DESIGNING THE SHIP

Focused the temporal energy. The model of the ship was built by Foundation’s President Ron Thornton. “One of the most striking features of that ship,” Mojo explains, “was the front-placed ‘time jewel,’ the main element that would wipe its victim from time itself. The jewel object was specially constructed as a true CG ‘glass’ object, so when light passed through it, through ray-tracing it would refract and distort what was seen on the other side, truly giving a sense that it was constructed from alien material.”

FINAL COLLISION

The finale of the show called for these two ships to crash into one another, wiping the Krenim’s actions out of the timeline. “The final battle was one of the most ambitious in the show’s history,” Mojo recalls. “The ships literally collide, scraping alongside one another and doing damage never before seen. This was one of the most complicated and difficult FX shots we ever attempted, but it started off quite differently. I originally staged the shot as a shocking, fast moment, with the alien vessel literally striking Voyager from below and going right through the hull, taking half of it with it. The producers had a different vision for the shot – they wanted to see two massive, Titanic-like vessels slowly scraping up against one another. So it was back to the drawing board.

“With hardly a week left in the schedule I spent a very long day restaging the shot using the low resolution previz models, then it was handed over to top animator Emile Smith. He spent the next week in hell creating the final, truly epic version of the shot, complete with shards of metal and sparks flying in all directions. I think this is easily the money shot of the entire episode and the one that put the whole thing over the top. But was it worth a month of sleepless nights for the crew? Well, it resulted in something totally unexpected - the very first Emmy nomination Foundation Imaging would receive for its work on STAR TREK.”

One of the damaged Voyager models created by Koji Kuramura, who had to build the structure underneath the hull, including the rooms and structural frame members specified by Rick Sternbach.
ON SCREEN

TRIVIA

The actor Kurtwood Smith, who played Annorax in the ‘Year of Hell’ episodes, had appeared in two earlier STAR TREK productions. He played the Efrosian President of the Federation in STAR TREK VI: THE UNDISCOVERED COUNTRY and the Cardassian Throx in the STAR TREK: DEEP SPACE NINE episode ‘Things Past’. The name Annorax is remarkably close to Professor Pierre Aronnax, the main character in Jules Verne’s classic science fiction novel ‘Twenty Thousand Leagues Under The Sea.’

The name Annorax may have come from Pierre Aronnax, but Annorax’s obssessional personality owes more to Captain Nemo, another character in ‘Twenty Thousand Leagues Under The Sea.’ Indeed, at one point Tom Paris refers to Annorax as “Captain Nemo.”

ON SCREEN

STAR TREK: VOYAGER

‘Year Of Hell, Part I’

Chakotay and Tom Paris, who have been kidnapped and are aboard the Krenim ship, realize that it is behind these reality changing shock waves. The huge Krenim ship has a temporal weapon that can eradicate entire species and thus change the timeline. To stop its commander, Annorax, from wiping out more species, Chakotay and Paris take the ship’s temporal core offline, leaving it vulnerable to conventional weapons. Voyager attacks but is repelled, and Janeway is forced into a desperate kamikaze run.

The episode ‘Year of Hell, Part I’ marks the introduction of the U.S.S. Voyager’s astrometrics lab. It combined Starfleet and Borg technology to provide more accurate mapping and plotted a route back to Earth that took nearly five years off the journey.

FIRST APPEARANCE: ‘YEAR OF HELL, PART I’ (VOY)

TV APPEARANCE: GIANT IRAK: VOYAGER

DESIGNED BY: Steve Burg

KEY APPEARANCES

STAR TREK: VOYAGER

‘Year Of Hell, Part I’

The U.S.S. Voyager NCC-74656 enters a region of space that is claimed by both the Zahl and the Krenim. Suddenly, a massive space-time shockwave appears that somehow erases the Zahl and makes the Krenim ships much more powerful. The following months see Voyager constantly attacked by the Krenim, and the ship is left barely functioning. When another shockwave hits, the Krenim ships become much weaker, but Voyager’s reprieve is short-lived as a different, larger Krenim ship looms into view and attacks.

Inside your magazine

- In-depth profile of the Nebula class, a 24th-century Starfleet ship that featured a distinctive and adaptable upper equipment module
- How the design of the Nebula class evolved
- The story behind the introduction of the Cardassians

www.startrek-starships.com