

FORTNIGHTLY

UK £9.99, EIRE/MALTA €15.99, SA R139.90, AUS/NZ \$19.99 (inc. GST), US \$20.00

EAGLEMOSS
COLLECTIONS

22

STAR TREK™

THE OFFICIAL STARSHIPS COLLECTION



KRENIM TEMPORAL
WEAPON SHIP

KRENIM IMPERIUM

LAUNCHED: 22nd C

LENGTH: 1,550 METERS

MAX SPEED: WARP 6

KRENIM TEMPORAL WEAPON SHIP

Contents

P04: KRENIM TEMPORAL WEAPON SHIP

P10: DESIGNING THE SHIP

P14: THE KRENIM WARSHIP

P16: THE KRENIM PATROL SHIP

P18: ON SCREEN

Stand assembly:



EAGLEMOSS COLLECTIONS

Eaglemoss Publications Ltd. 2014
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.

Development Director: Maggie Calmels

YOUR COLLECTION STAR TREK – The Official Starships
Collection is published fortnightly.

DON'T MISS AN ISSUE

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!
To subscribe:
Visit our website at www.startrek-starships.com
Call our hotline 0844 493 6091
Post the subscription form (which you will find inside issues
1, 2, 3, 4 & 5)

BACK ISSUES

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

UK distributor:

COMAG Magazine Marketing

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

Call: (03) 9872 4000
E-mail: bissett@bissettmags.com.au
Write to: STAR TREK – The Official Starships Collection,
Bissett Magazine Service Pty Limited, PO Box 3460
Nunawading, VIC 3131

New Zealand

Call: (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

Call: (011) 265 4307
E-mail: service@jacklin.co.za
Write to: STAR TREK – The Official Starships Collection,
Eaglemoss Publications Ltd, Private Bag 18, Centurion 0046

Malaysia

Call: (03) 8020 7112
E-mail: sales@allscript.com
Write to: STAR TREK – The Official Starships Collection,
Allscript Establishment (M) Sdn. Bhd. No. 16, Jalan TP
3, Taman Perindustrian SIME UEP, 47620 Subang Jaya,
Selangor Darul Ehsan, Malaysia

Singapore

Call: (65) 6287 7090
E-mail: sales@allscript.com
Write to: STAR TREK – The Official Starships Collection,
Allscript Establishment,
605A Macpherson Road, #04-04, Citimac Industrial
Complex, Singapore 368240

OVERSEAS BACK ISSUES

Place your order with your local magazine retailer.

Recommended age 14+.

Warning! Collectable figurines.
Not designed or intended for play by children.
Do not dispose of in domestic waste.

 Find us on
Facebook

Join us online for competitions, updates and more!



KRENIM TEMPORAL WEAPON SHIP

SPECIFICATION

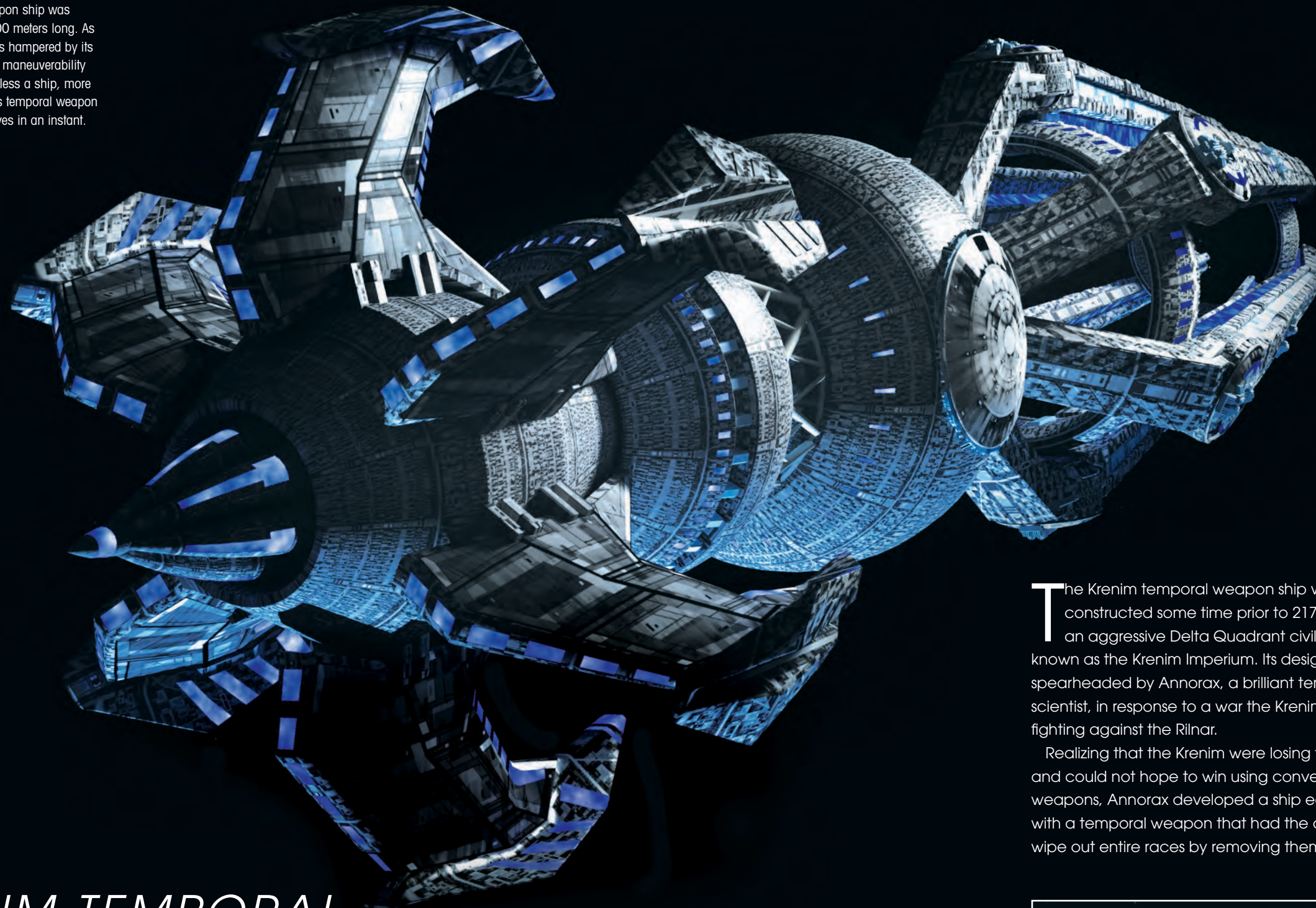


OPERATED BY:	KRENIM IMPERIUM
CONSTRUCTED:	22nd CENTURY
DESTROYED:	2374
LENGTH:	1,550 METERS (APPROX)
TOP SPEED:	WARP 6
POWERED BY:	TEMPORAL CORE
WEAPONRY:	TEMPORAL WEAPON DIRECTED ENERGY WEAPONS
CAPTAIN:	ANNORAX



www.startrek-starships.com

▼ The Krenim temporal weapon ship was massive and more than 1,500 meters long. As a conventional starship it was hampered by its huge mass, resulting in poor maneuverability and limited shielding. It was less a ship, more a huge mobile platform for its temporal weapon that could erase billions of lives in an instant.



KRENIM TEMPORAL WEAPON SHIP

This Delta Quadrant ship operated outside of normal space-time, and could erase entire species from history.

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 Rlnar.

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 focussed, 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 civilizations 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.

OUT OF TIME

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.

DATA FEED

At its most powerful, the Krenim Imperium's territory included 200 star systems and 900 planets, while they also possessed thousands of warp capable vessels.



◀ The temporal weapon ship could eradicate an entire species by firing a chroniton energy beam at the species' homeworld. This pushed them out of the space-time continuum, while leaving the planet intact. Any effect the eliminated species had on the history of other races, or on the Galaxy, was also removed from the timeline.



◀ The main control room aboard the temporal weapon ship featured huge screens depicting the timelines of various elements and how they would interact with one another following a temporal incursion. The crew could spend months calculating the effects of using the temporal weapon on a particular target, but their predictions were never one hundred per cent correct.



▶ Annorax was a brilliant temporal scientist and the commander of the ship. He became obsessed with returning 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.



▲ The effects of the chroniton beam from the temporal weapon ship spread out from a focal point, removing buildings, cities and even entire civilizations as it went. All that would be left was the natural landscape, with no signs that the species had ever existed.

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 as there were just too many variables to take into account.

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.

Devastated by his personal loss, Annorax became obsessed with being reunited with his wife and restoring every Krenim colony, right down to

the last blade of grass. The problem was that every time he used the temporal weapon, it resulted in unforeseen consequences. No matter how carefully the calculations were made, Annorax could never fully restore the Krenim.

FRUITLESS TASK

For more than 200 years Annorax and his crew tried to complete a total restoration of the original timeline. They made countless temporal incursions, erasing dozens of species including the Garenor, the Ram Izad, the Malkoth and the Alsuran, but none of their efforts had the desired effect. The closest Annorax came was when they eradicated the Zahl and completed a 98 per cent restoration, but as this did not include the Kyana colony on which his wife lived, he was not satisfied and continued to make further incursions.

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.

▲ The temporal weapon ship was finally defeated after Annorax's own crew turned on him and took the ship's temporal core offline. This phased the ship back into normal space-time and made it vulnerable to attack. Captain Janeway was still forced to ram the *U.S.S. Voyager* right into the side of it to ensure its destruction.

MUSEUM OF LOST TREASURES

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.

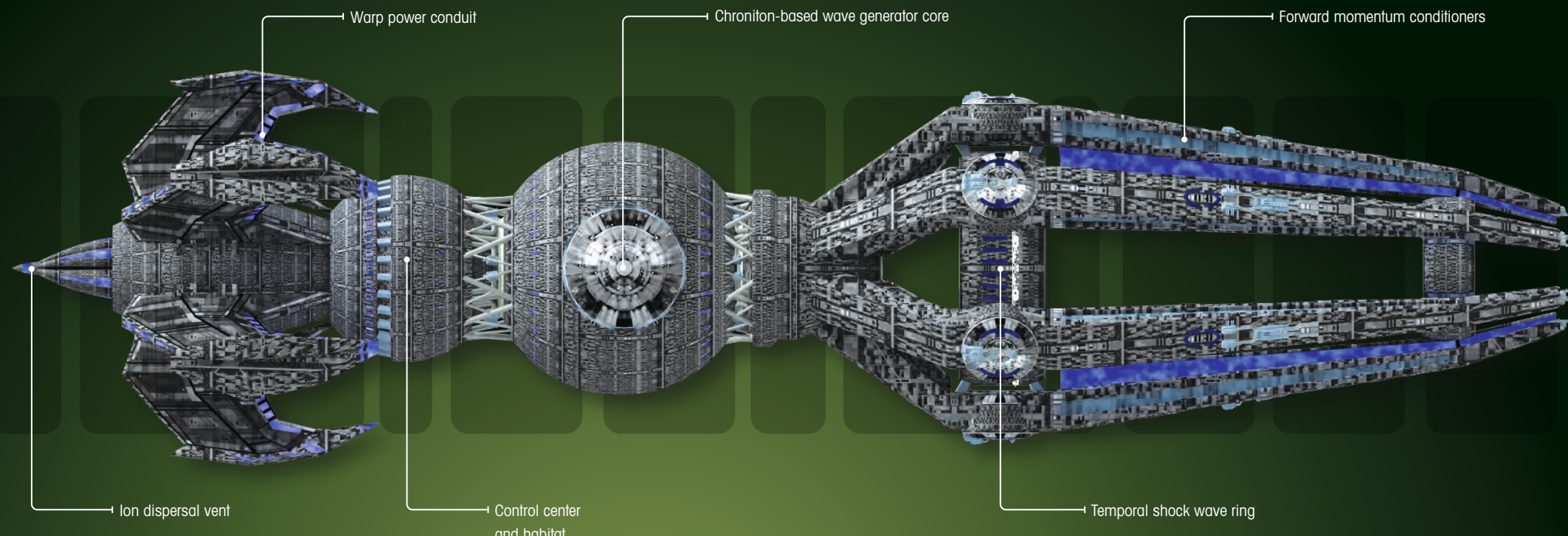


▲ Annorax kept mementoes from some of the worlds he erased from history on a desk in his study, including a bottle of Malkothian spirits and an ornament containing a lock of his wife's hair.

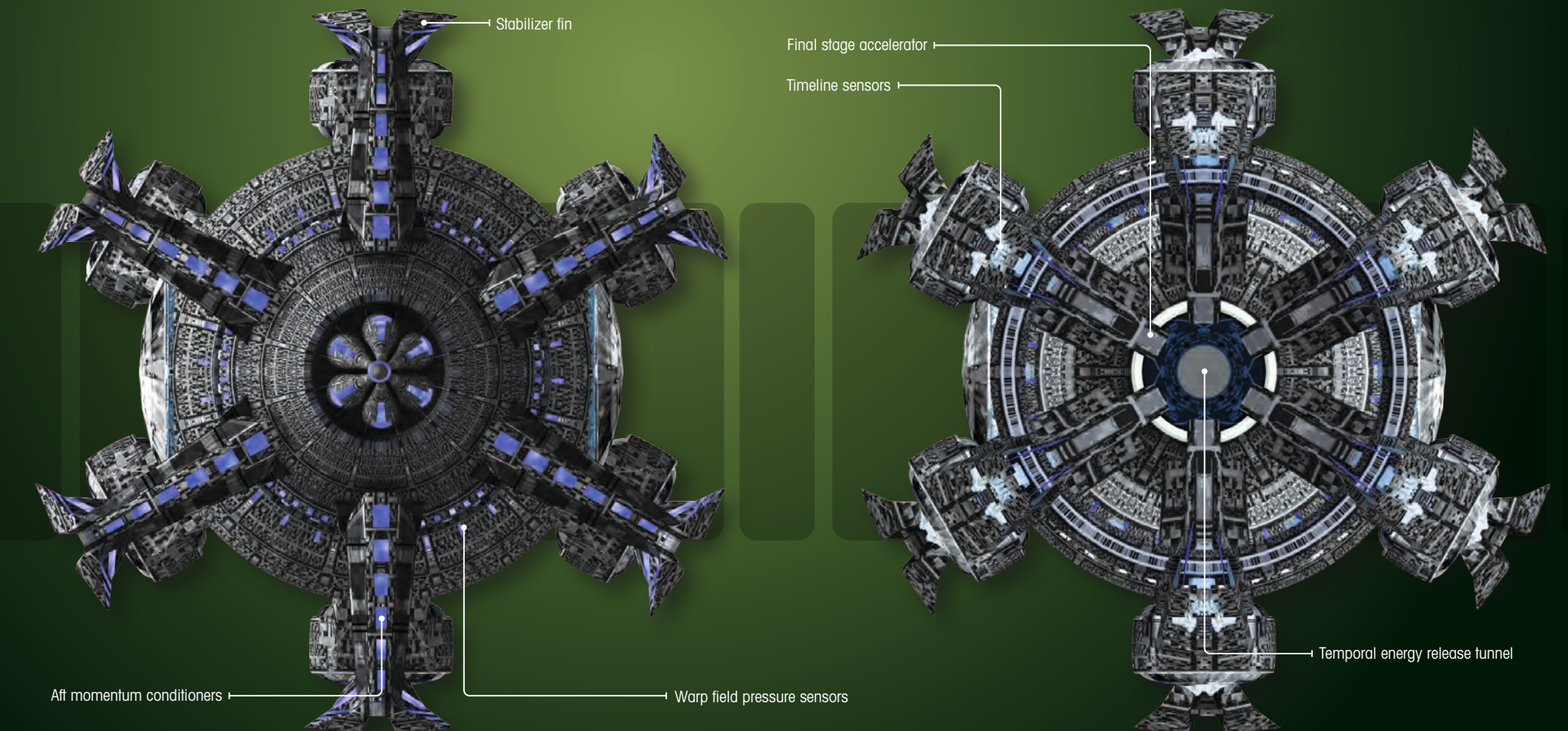


DATA FEED

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.



Warp power conduit
 Chroniton-based wave generator core
 Forward momentum conditioners
 Ion dispersal vent
 Control center and habitat
 Temporal shock wave ring



Stabilizer fin
 Final stage accelerator
 Timeline sensors
 Aft momentum conditioners
 Warp field pressure sensors
 Temporal energy release tunnel

MISCALCULATION

When the temporal weapon ship erased the Garenor species from history, it resulted in a timeline where the Krenim reverted to a pre-warp state, while their territory was reduced to just a few planets.

POWERFUL SENSORS

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.

PUNISHED BY TIME

Over the years, Annorax became paranoid and unstable, believing that time held a personal grudge against him. He thought time was angry with him for trying to manipulate it and was taking its vengeance on him by withholding his wife and denying him a happy future.

▼ The Krenim Warships were about 500 meters long and had an imposing presence. They were used to aggressively protect Krenim space.



THE

KRENIM WARSHIP

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 Weapon Ship 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.

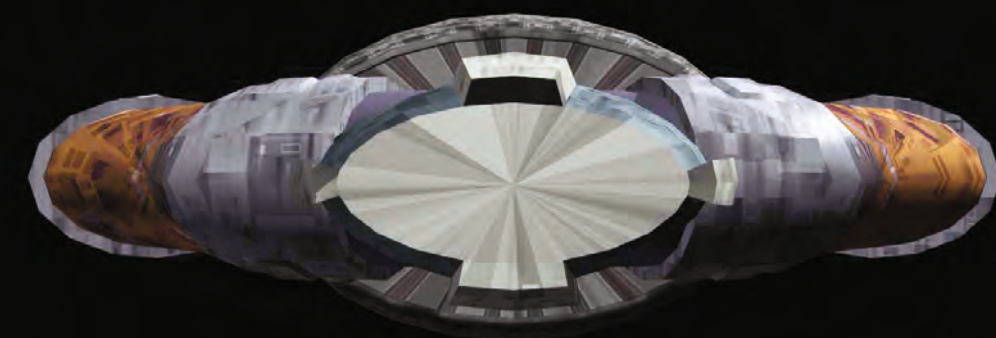
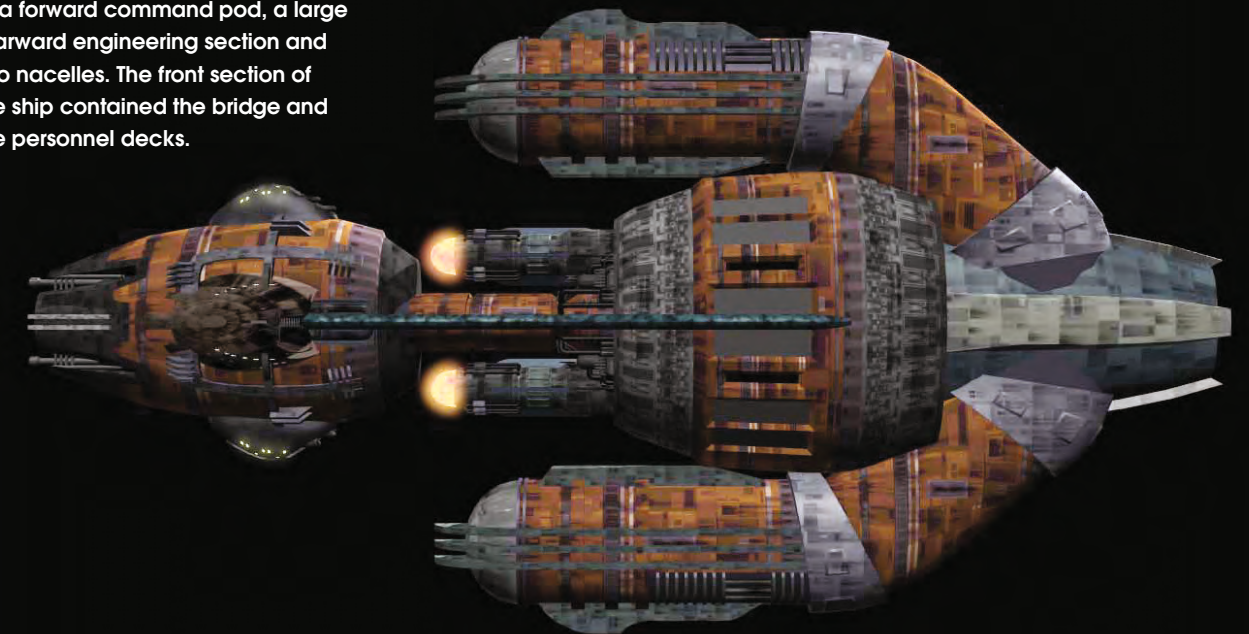
FORE VIEW

The chroniton torpedoes were launched from a large, elliptical port at the front of the craft.



DORSAL VIEW

The vessel's fuselage was made up of a forward command pod, a large rearward engineering section and two nacelles. The front section of the ship contained the bridge and the personnel decks.



AFT VIEW

The Krenim Warships were nearly 50 percent larger than the *U.S.S. Voyager*.

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



THE

KRENIM PATROL SHIP

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.

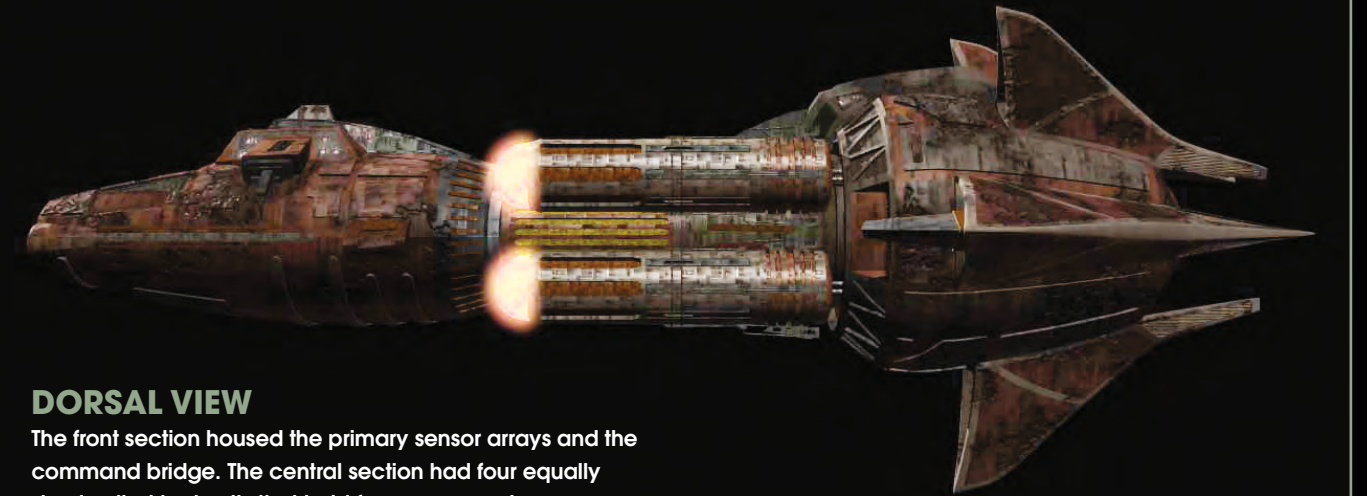
AFT VIEW

Five fins swept backward and narrowed to a thin bar that formed an open framework around the rear of the drive section.



DORSAL VIEW

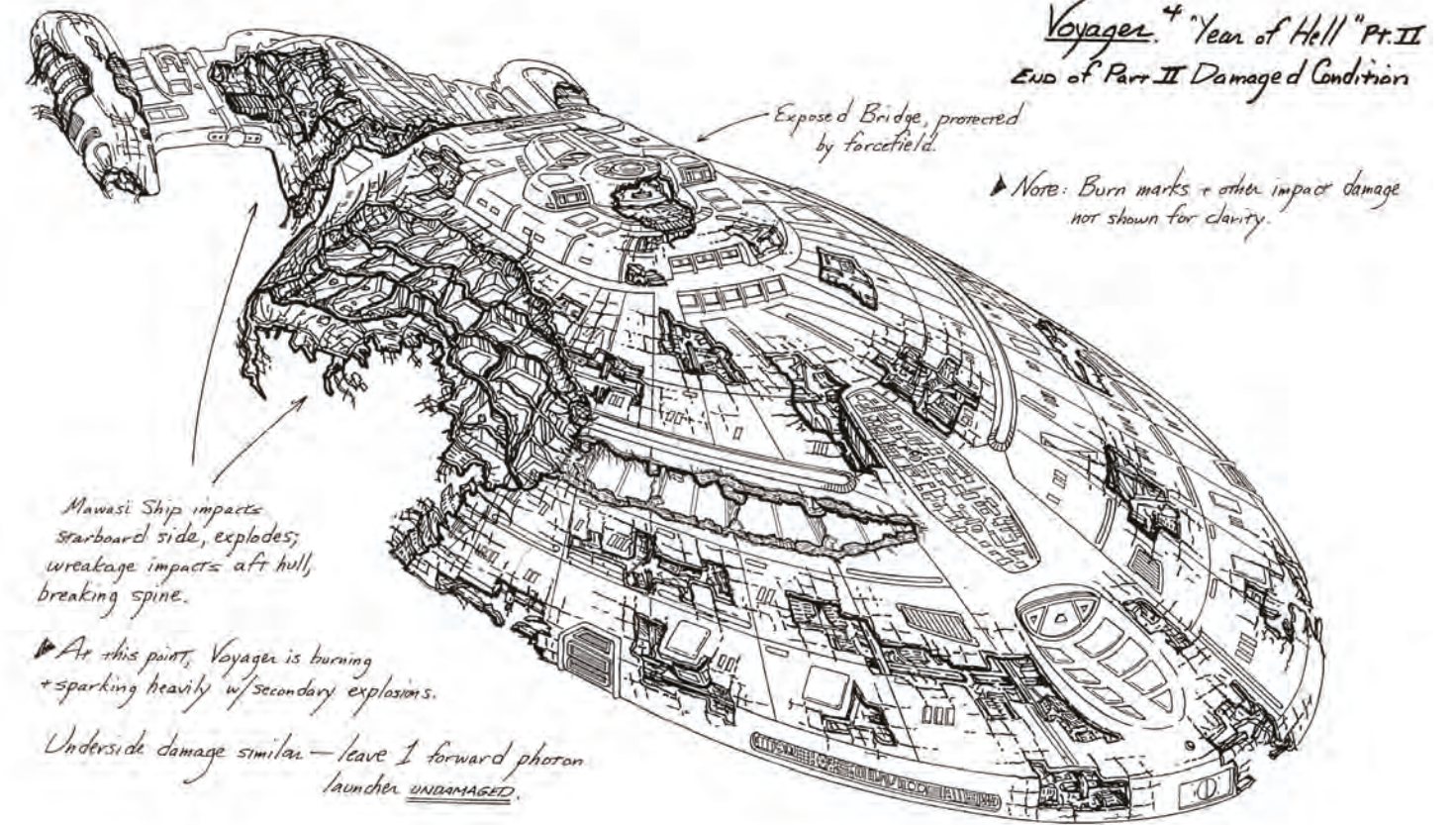
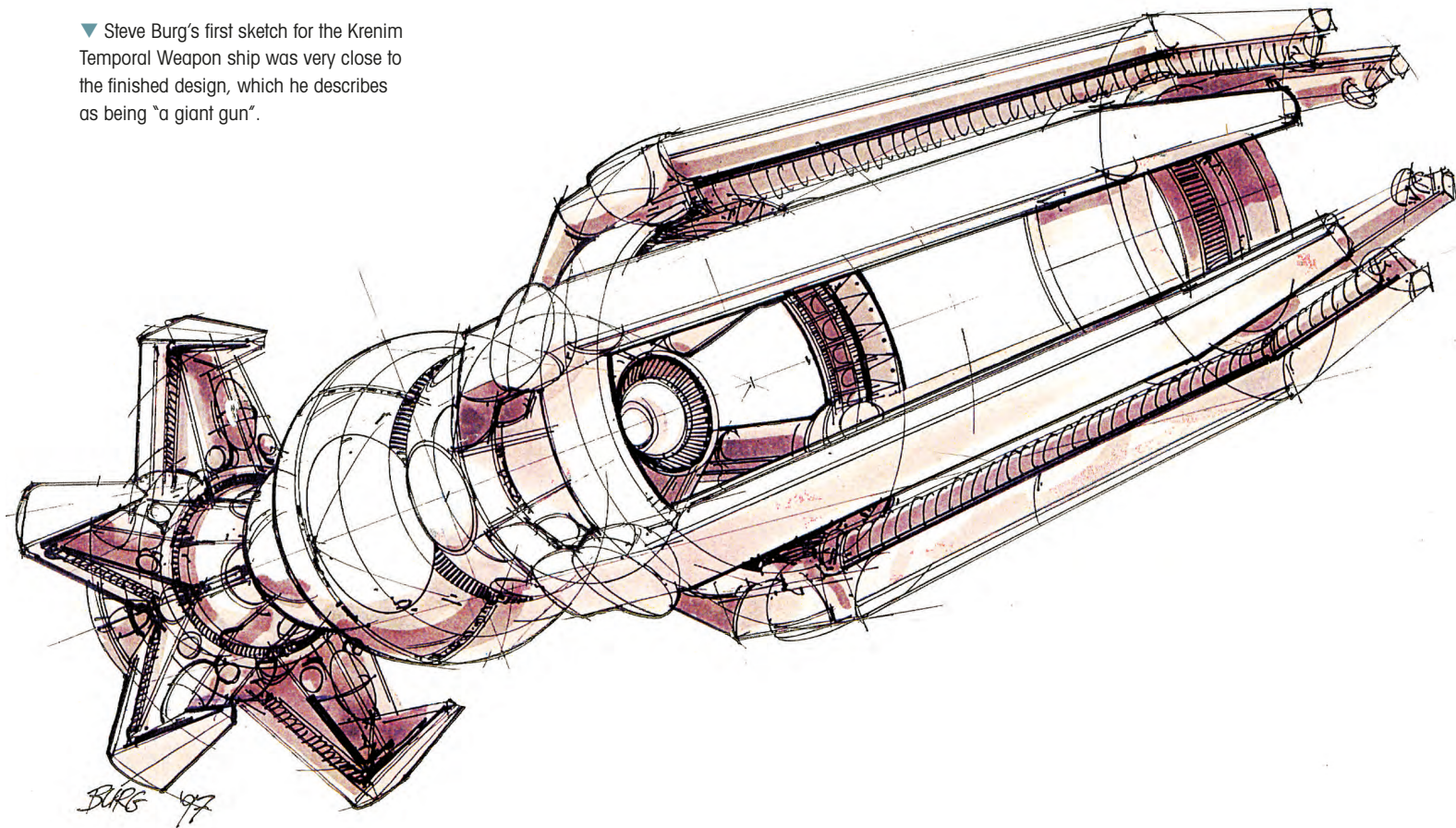
The front section housed the primary sensor arrays and the command bridge. The central section had four equally sized cylindrical units that held four warp reactors.



FORE VIEW

The main weapon emitter was in the oval bow section and fired blue bolts of energy.

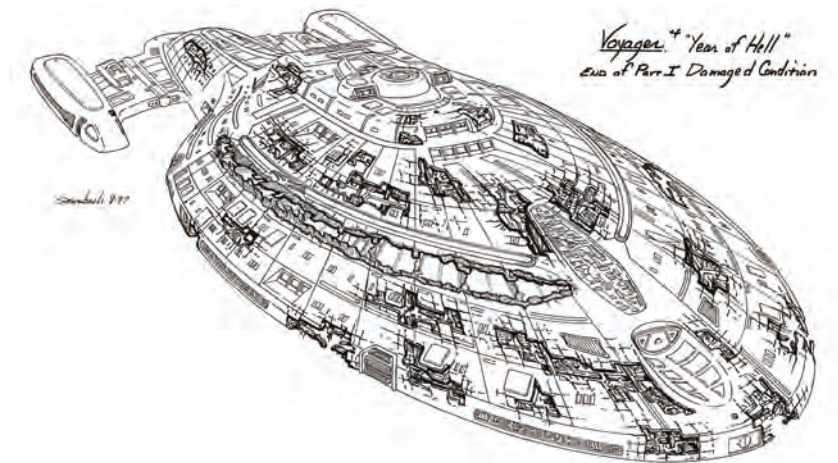
▼ Steve Burg's first sketch for the Krenim Temporal Weapon ship was very close to the finished design, which he describes as being "a giant gun".



DESIGNING THE

YEAR OF HELL

◆ Rick 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...

As 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

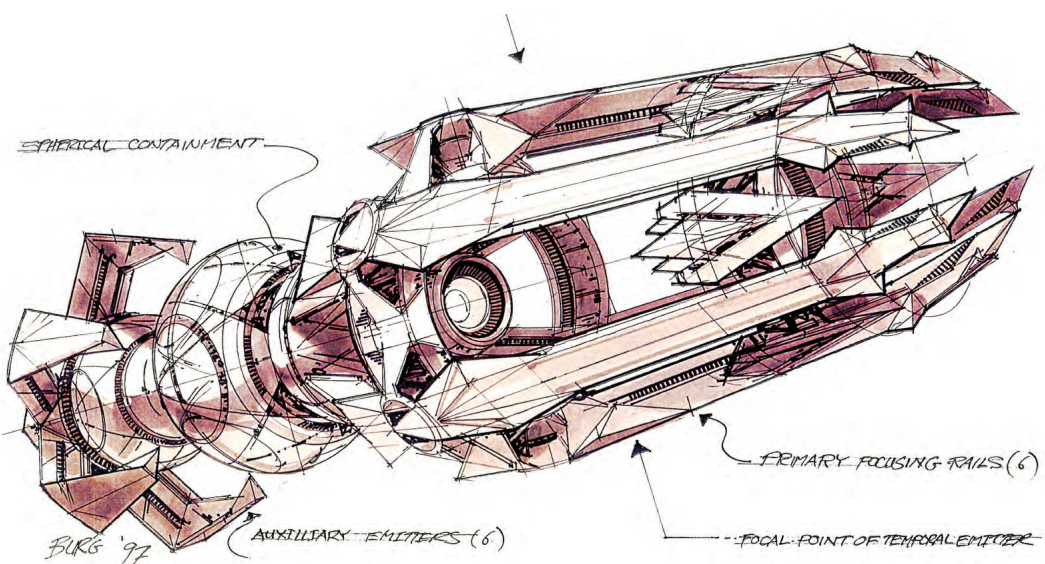
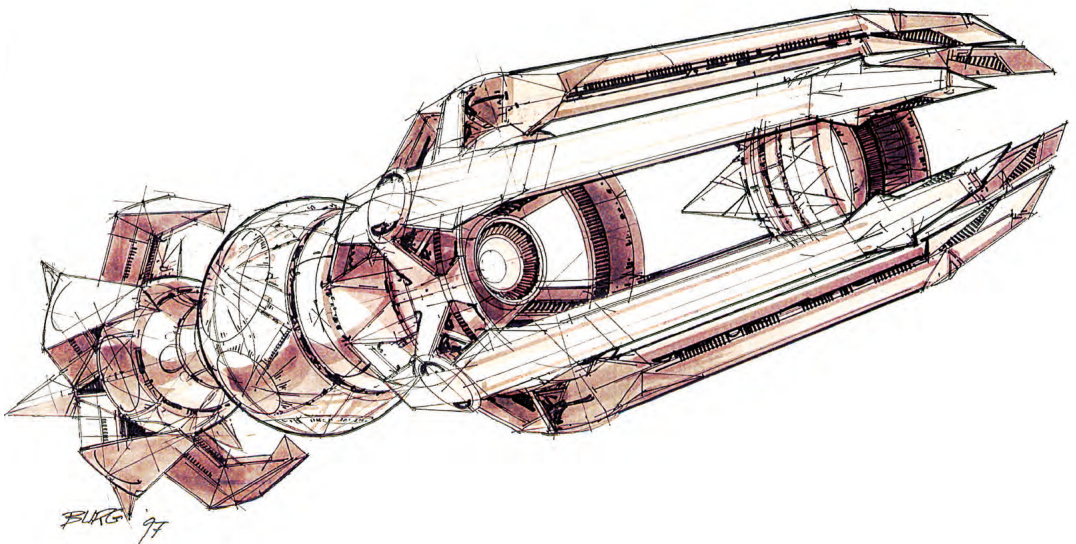
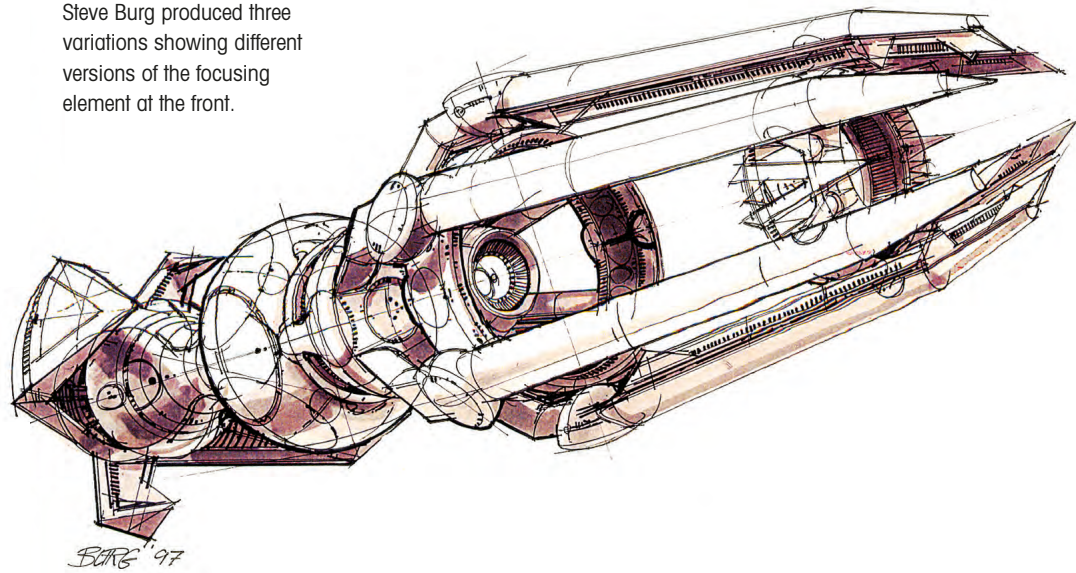
structural framing, outer and inner gamma-welded hull surface layers, room modules, utilities and consumables conduits."

Sternbach produced a series of drawings that showed how Voyager would become increasingly damaged as the story progressed. "I made modified photocopy sketches to show the producers what the damage might look like, and give the CG modelers and animators some visual guides for their

work. I seem to recall that we didn't completely break Voyager's spine toward the end, though we certainly did tear the ship up quite a bit."

Sternbach's sketches were handed on to Foundation Imaging, where VFX supervisor Adam 'Mojo' Lebowitz headed up the team that would turn them into reality. "Dragging Voyager through the coals during an entire year of non-stop combat was music to our ears," he recalls, "but it also meant we

▼ After his initial drawing, Steve Burg produced three variations showing different versions of the focusing element at the front.



would also face our own month of hell, as we did all the work needed to get the two-parter finished on time."

Damaging *Voyager* was one of the biggest tasks the team had to tackle. It actually involved building several new models of the ship, each of which showed a different level of damage. "It fell upon our chief CG modeler Koji Kuramura to build all those versions of the ship. Ultimately we wanted the ship to look like it was ready to fall apart, and Koji's final stage of the damaged *Voyager* was a sight to behold, with interior deck work visible and destroyed crew quarters truly giving off the sense that just one more phaser blast would spell doom for all."

By the end of the second episode *Voyager* was so badly damaged that the roof had been torn off the bridge and the only thing keeping the crew alive was a forcefield. To achieve this the front wall of the bridge set was matted out and replaced by an Eric Chauvin matte painting.

GIANT WEAPON

The other main design challenge was creating the Krenim ship itself. To do this Foundation brought in freelance designer Steve Burg, the man who had designed the Species 8472 creatures and their ships. "Basically," Burg says, "it was a giant gun. It was a time cannon. My thinking was that there was a huge energy core at the back where they would generate power that would disrupt time itself. Then the front is like a giant rail gun that would focus the power."

Burg had started to use 3D software, but admits that at this point his skills were still very basic. He remembers mocking up the basic shapes of the Krenim ship in 3D then tracing over them to add details. As he recalls it, the design went through very few changes, and his drawings concentrated on details such as the shape of the pincers that



▲ 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.

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*."

ON SCREEN



- FIRST APPEARANCE: YEAR OF HELL, PART I (VOY)
- TV APPEARANCE: STAR TREK: 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.

STAR TREK: VOYAGER 'Year Of Hell, Part II'

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.

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 Thrax 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 obsessional 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."



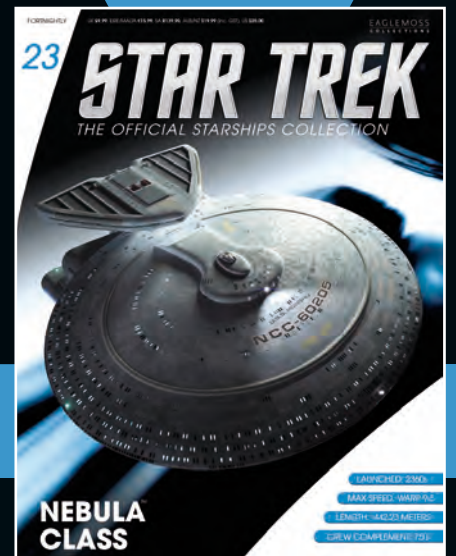
The episode 'Year of Hell, Part I' marks the introduction of the *U.S.S. Voyager's* astrometrics lab. It combined Starfleet and Borg technology to provide more accurate mapping and plotted a route back to Earth that took nearly five years off the journey.

COMING IN ISSUE 23

THE NEBULA CLASS

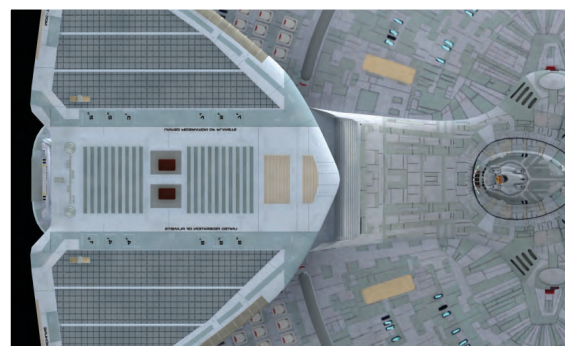
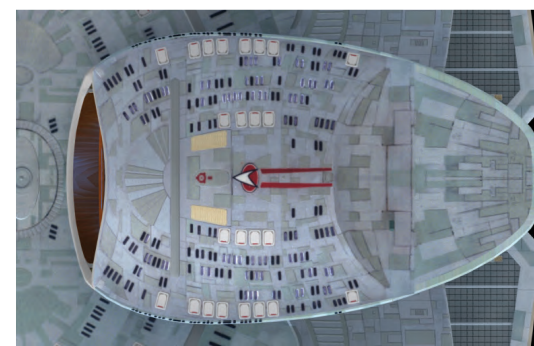


EVERY TWO WEEKS AT YOUR RETAILER



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



STAR TREK™

