NEGH’VAR CLASS
LAUNCHED: 24th C
LENGTH: 682.32 METERS
MAX SPEED: WARP 9.6

KLINGON
IKS NEGH’VAR

THE OFFICIAL STARSHIPS COLLECTION

Stand assembly:

Hook the stand over the back of the ship along the center line.

Final position:

OPERATED BY: KLINGON DEFENSE FORCE
CLASS: NEGH'V
CONSTRUCTED: QO'NOS ORBIT FACTORY BASE
LAUNCHED: 2372
LENGTH: 682.32 METERS
CREW: 2,500
TOP SPEED: WARP 9.6
WEAPONRY: 20 DISRUPTOR CANNONS
ONE FORWARD DISRUPTOR
4 TORPEDO LAUNCHERS
The Klingons embarked on a major starship building program in the latter half of the 24th century to replace their aging fleet of K't'inga-class vessels. First, they introduced the 481m long Vor'cha-class attack cruiser in around 2367, and then the even larger 686m long IKS Negh'Var warship was added to their fleet in 2372. This prodigious vessel served as the flagship of the Imperial Fleet, and appeared to be the only ship of its class for a time, although by 2375 there were multiple Negh'Var warships in service.

As befitting the pride of the Imperial Fleet, the Negh'Var was a mightily impressive and intimidating vessel. It could accommodate a crew numbering as many as 2,500 personnel, and it boasted more firepower than just about any other ship in the Alpha or Beta Quadrants. Its weaponry included 20 ship-mounted disruptor cannons, one large forward disruptor, and four torpedo launchers. Like other Klingon ships, it also featured a cloaking device that could render it invisible to both the naked eye and other ships’ sensors.

FAMILIAR DESIGN

The design of the Negh’Var class was clearly based on the layout of the earlier Vor’cha class and they shared many similar features. In particular the central "neck" section of both classes appeared to be almost identical. There were, however, several notable differences, the most obvious of which was that the Negh’Var class was much larger – more than 200m longer and roughly 128m wider. In addition, the bridge module on the Negh’Var class was located on top of a wider “cobra” head front section. Meanwhile, the “wings,” which contained embedded warp nacelles, swept forward, whereas on the Vor’cha class, the nacelles were separate elements attached to the end of the “wings,” and swept backwards.

The Negh’Var also featured additional elements such as a short spike-like protrusion that jutted out from a gap in the front of the ship, and pod-like weapon structures under the wings that emitted disruptor beams. Finally, the Negh’Var featured a built-up triangular-shaped superstructure on top of the aft dorsal section that featured several spikes protruding from the rear of it.

The hull color of the Negh’Var was the same dark green as that found on the B'rel-class Bird-of-Prey of similar styled to the smaller Vor’cha-class attack cruisers, the IKS Negh’Var was more of a warship. What it lacked in maneuverability, it more than made up for in firepower, and there were few ships that could outgun it. The IKS Negh’Var was the first ship of its kind, but a few years after its introduction, several more Negh’Var-class vessels had joined the Klingon fleet.
At some point during 2371, General Martok was captured by the Dominion and sent to Internment Camp 371. Meanwhile, a Changeling adopted his form and took his place as one of the most important leaders in the Klingon military. The Changeling Martok took command of the Negh’Var and launched an unfounded attack on Cardassia, knowing that it would provoke a conflict between the Federation and the Klingon Empire.

The Negh’Var led a Klingon task force in an attack against Deep Space 9 after Captain Sisko had brought the leaders of Cardassia there to keep them safe.

While several Klingon ships were destroyed while attacking Deep Space 9, the Negh’Var survived and disabled two of the station’s shield generators.

The Martok Changeling was almost successful too. He convinced Chancellor Gowron that a coup on Cardassia Prime had been orchestrated by Changeling infiltrators, and that it was necessary to take control of Cardassia in order to keep the Alpha Quadrant safe from the Dominion. He then led a Klingon invasion force from the Negh’Var and it soon overran the Cardassian fleet. The Klingons would have almost certainly captured and killed the leaders of Cardassia, but Captain Sisko managed to coordinate a plan with Gul Dukat and rescue them using the U.S.S. Defiant NX-74205.

The first time Starfleet encountered the IKS Negh’Var was when it suddenly decloaked in close proximity to Deep Space 9. Both Sisko and Dax had heard of it before and knew it was the new Klingon flagship.

An entire Klingon fleet led by the Negh’Var arrived at Deep Space 9 supposedly to protect Bajoran space from a Dominion invasion.

Like the rest of the Klingon fleet, the Negh’Var was aggressively styled, and the outer hull was covered in armor plating and radiator blocks.

The Negh’Var led a Klingon task force in an attack against Deep Space 9. The station’s weaponry had recently been upgraded and they were able to hold off the onslaught long enough for reinforcements to arrive, forcing the Negh’Var and the rest of the fleet, to retreat.

DATA FEED

With Deep Space 9’s shields already temporarily offline, numerous Klingon troops from the Negh’Var were able to beam onto the station and continue the fight.

Ultimately, the Klingon assault failed and the Negh’Var was forced to withdraw, but Gowron warned that he would not forget what had happened.

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**ALTERNATIVE VERSIONS**

In addition to the Negh’Var-class ships operating in the regular universe, they were also found in several alternate realities where their appearance differed slightly from the layout in the prime universe. In around 2395, in an alternate future created by the omnipotent being Q, two Klingon warships almost identical to the Negh’Var class attacked the U.S.S. Pasteur NCC-58925. The Negh’Var was also found in the Mirror Universe. Here, it was absolutely massive at approximately 2 km long. It was commanded by Regent Worf, and in 2372, it spearheaded an Alliance fleet on a failed offensive to retake Terok Nor from the Terran Rebellion. In 2375, it was sabotaged, leaving it completely defenseless, and the Regent was forced to surrender as a prisoner of war.

In another alternative future, a Klingon scientist named Korath had several Negh’Var-class ships at his disposal. Korath used these ships to attack Admiral Janeway’s shuttle after she stole a chrono deflector from him.

![Image of the Negh’Var-class ship operated by Korath](image1)

The Negh’Var-class vessel in an alternative future created by Q featured a long spike in the front nose and a pale green colored hull.

![Image of the Negh’Var-class ship in Q’s anti-time future](image2)

According to the ‘Deep Space Nine Technical Manual’ written by Rick Sternbach, Herman Zimmerman and Doug Drexler, the Negh’Var was built at the Qo’noS Orbital Factory Base.

The Negh’Var ship seen in Q’s anti-time future differed from the version in the prime universe in several ways. It featured a longer spike protruding from the nose, there were disruptor cannons located on the tips of the ‘wings,’ and two ‘fang’-like spikes were attached below the bow. It also did not have the weapon pods attached below the wings.
On STAR TREK: THE NEXT GENERATION, Gowron was one of the good guys; he was certainly more honorable than his enemies in the House of Duras, and, although he had his own agenda, he was a friend to the Federation. On STAR TREK: DEEP SPACE NINE, all that changed, and it became increasingly clear that the Klingon chancellor was more than willing to start wars and sacrifice lives to stay in power.

The changes in Gowron presented the actor who played him—Robert O’Reilly—in a slightly difficult position. “I felt differently about Gowron than the writers did,” O’Reilly admitted. “When they introduced Gowron the whole reason for him was his incorruptibility – he was there as a contrast to the House of Duras – and then they made him corrupt. But, you know, all power corrupts, and I was all-powerful, so I had to adjust.”

It wasn’t always obvious that Gowron was going to become a villain; in fact, when he first appeared on DEEP SPACE NINE in the episode ‘The House of Quark,’ it looked as if O’Reilly might have to adjust to being used for comic relief. Gowron was called on to arbitrate a dispute involving Quark, who had ‘accidentally’ found himself engaged to a Klingon woman after he took credit for her husband’s death. Since the episode was largely comedic, O’Reilly decided to base his performance on one of the world’s greatest comedians. “I got out a whole bunch of old Charlie Chaplin tapes and studied them,” said O’Reilly. “You couldn’t use it a lot, but I tried some stuff and the editors kept it in. There was a bit when I’m using the computer. Klingons, with money, and computers; well, it wasn’t their thing, so Gowron just threw it over his shoulder. If you go back and watch that you’ll see that I studied Chaplin to get the exact movements.”

HARD WORK
Although O’Reilly enjoyed having the chance to do comedy, he remembered that the shoot itself was physically very demanding. The air conditioning malfunctioned, so the stage became very hot. It was bad enough for the crew, who were in shirtsleeves, but it was even worse for him, because he was dressed in full Klingon regalia. “A lot of people don’t realize that the cape I wore weighed about 30 or 40 pounds,” said O’Reilly. “It was made for Charlie Cooper, who played K’mpec, the previous Klingon leader. He was 6’5” and I’m not! I had to keep that cape on the entire show.”

Gowron’s new place in the scheme of things was firmly established on his next appearance, when he launched an all-out assault on the collapsing Cardassian Union. “I knew there was a change in ‘The Way of the Warrior,’” said O’Reilly. “The main reason was that I became Worf’s nemesis. In this one I said, ‘You’re a traitor.’ I knew at that moment that I would probably be a guest character on DEEP SPACE NINE for a while, because I was his antagonist, and once you’re an antagonist they need you.”

O’Reilly went on to explain that this was when Gowron “made his turn,” and started to place his own survival above honor. From this point on, the changes in Gowron presented the actor who played him—Robert O’Reilly—in a slightly difficult position. “I felt differently about Gowron than the writers did,” O’Reilly admitted. “When they introduced Gowron the whole reason for him was his incorruptibility – he was there as a contrast to the House of Duras – and then they made him corrupt. But, you know, all power corrupts, and I was all-powerful, so I had to adjust.”

Actor Robert O’Reilly looks back on how his character, Chancellor Gowron, evolved during DEEP SPACE NINE.
writers definitely used him as a threat to Sisko and the Federation. O’Reilly felt that his job was to make sure that Gowron was always a credible character and never a simple villain.

**MOivated and Believable**

“There are always elements of good and bad in any character,” said O’Reilly. “I was trying to make him one of the good guys, but what the writing did was make him one of the bad guys. As an actor you have to play against the grain; if he’d just been bad Gowron it wouldn’t have been interesting, so I was always trying to find a defense. My motives were always Machiavellian – to make me more powerful and my enemies less powerful – but I was acting in the interests of the Empire. The main thing was that I never wanted to mix Klingons with humans.”

O’Reilly also saw Gowron as the representative of a truly Klingon mindset. This presented a contrast with Worf, who now firmly chose the human way, leading Gowron to brand him a traitor. “Gowron’s viewpoint was that the Klingon leader is all-powerful,” said O’Reilly. “The logic of a human is to question the leader, but the logic of a Klingon is not to, and anybody who does that is literally a traitor, so Worf is a traitor. He’s a Klingon.”

**Agent of the Dominion?**

Although O’Reilly was confident that his role as Worf’s enemy would lead to several more appearances on *Deep Space Nine*, the writers weren’t so sure. The third season ended with Odo’s claim that Gowron was actually a Changeling, and the next year opened with the crew traveling to Ty’Gokor to assassinate him. “I knew right away when I read that he was sending men into battle to lose, that he had basically gone insane, and I knew he would die,” said O’Reilly. “In the very end they had him killing indiscriminately. You can’t have that. It’s psychosis time. Up until then it was always in the interests of the Empire.”

In some ways, O’Reilly said the fact that he knew where Gowron was headed actually made it harder for him to play the role. “I think it became more difficult to play Gowron at the very end, because I didn’t want to tip off what was going to happen,” said O’Reilly. “It was eventually Gowron, killing him in hand-to-hand combat, and making way for Martok to become the Klingons’ honor.”

**Driven Insane**

Gowron may have survived “Apocalypse Rising,” but when he next appeared in “When It Rains…” it was clear that he was becoming more and more corrupt. He was now fearful that Martok was becoming too successful and too powerful, so, in an effort to discredit and perhaps kill him, he sent Martok on increasingly dangerous missions. As O’Reilly read the final scripts, he understood that Gowron had become corrupted by power and this meant that he was approaching the end of the line. “I knew right away when I read that he was sending men into battle to lose, that he had basically gone insane, and I knew he would die,” said O’Reilly. “In the very end they had him killing indiscriminately. You can’t have that. It’s psychosis time. Up until then it was always in the interests of the Empire.”

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**Ready to Die**

Ultimately, Worf was the more humanized of the two warriors, and he, not Martok, challenged and killed Gowron, thus bringing O’Reilly’s run on the show to an end. “A lot of people around me were upset that I was being killed,” said O’Reilly. “But I was very OK with it. I was going, ‘No, it’s the end of the show. It’s what should happen.’ We all die. Gowron had gone the full distance. I always figured, ‘What’s the half-life of a Klingon leader?’ I never thought I would last nine years and two series. That was plenty for me; it was perfect.”
The design for what would become known as the Negh’Var warship began in March 1994. Senior illustrator Rick Sternbach was asked to come up with a look for a “future Klingon ship” that was due to appear in STAR TREK: THE NEXT GENERATION’s final episode ‘All Good Things…’ At this point, it was thought the ship would only ever appear in this one episode, so the cost of designing and building a brand new Klingon ship from scratch could not be justified. Instead, Sternbach based his design on the existing Vor’cha-class model, adding features that could be easily applied to the existing model.

“An alternative timeline upgrade of the Vor’cha was called for in the story,” said Sternbach, “and so I added some proposed modifications to the original attack cruiser sketch, suggesting new hardware bits that could be attached to the existing filming miniature. These modifications had the same basic styling as used on the original, but hopefully looking different enough to say it was a new design. Word came through that the producers wanted a somewhat more radical take on the cruiser, so I followed up with another sketch. This featured some of the add-ons that I had previously suggested, but made them integral to the design, with some new proportions. ‘The design was definitely still Klingon, but different enough to see it wasn’t a Vor’cha with some bits stuck on. The wing platforms were reversed, bending forward to give a hint of a bird-like shape, the engines were clipped slightly and embedded within the wings, while ‘canards’ were blended into the nose area. I also gave it a new main bridge, an ominous ‘snake head’ at the bow, ‘fang’ antennae, and a new disruptor cannon. Like most ship designs I got to contribute on, this was an absolute ton of fun.”

**ANNOTATED FEATURES**

As can be seen on the annotations that Sternbach added to his illustrations, he intended for the spike at the front of the ship to be the main disruptor cannon, while the built-up section on top of the main body was supposed to be a detachable emergency craft.

“I suppose the ‘daughtercraft’ was an extension of the thing I did on the Vor’cha with its main disruptor cannon section,” said Sternbach. “That is to say, I designed it to be detachable in a fight if the ship was disabled. I was influenced by the movie ‘The Beast of War,’ which STAR TREK production designer and art director Richard James worked on, where one of the Russian tank guys said, ‘Out of commission, become a pillbox.’

The design was relatively small because it was built from the same molds that had been used to create the Vor’cha model. When it was first designed and built, it was known within the STAR TREK production as the ‘Voodieh’ class. This was probably a corruption of the Klingon word ‘voDIeH,’ which means ‘emperor.’
The two ‘fang’ fins on the bottom of the bow and the nacelle spikes were removed, the long front spike was shortened, but extra ‘weapon’ pods were added under the ‘wings.’ The overall color scheme was changed too, and it was repainted in the same dark green seen on the Klingon Bird-of-Prey.

The Negh’Var model was next used in the mirror universe episode ‘Shattered Mirror,’ where it portrayed Regent Worf’s flagship vessel. Here, it appeared in an almost identical configuration, although the spike in the nose of the ship was now removed completely.

**FINAL APPEARANCES**

The Negh’Var was next seen in the episode ‘By Inferno’s Light.’ But this just featured stock footage of it from ‘The Way of the Warrior,’ so obviously its appearance was exactly the same. The studio model’s final outing came in another mirror universe episode, ‘The Emperor’s New Cloak,’ where it was seen in almost the same configuration, although now the short spike had returned to the front of the ship.

The Negh’Var then became a CG model for its appearance in STAR TREK: VOYAGER’s finale ‘Endgame.’ Making it the last physical studio model to be translated into a CG model. It was built at visual effect house Foundation Imaging by Trevor Pierce, and incorporated design elements from all its previous appearances. Thus, the CG version featured a long spike at the front and the two ‘fangs’ attached to the bottom of the bow as the studio model had in ‘All Good Things…’ It also featured the weapon pods below the ‘wings’ as it had in its appearances on DEEP SPACE NINE, although the tips of these pods were now colored red.

The original studio model of the Negh’Var was sold at the Christies’ ‘40 Years of STAR TREK: ‘The Collection’ auction in 2006 for $26,400.

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**SENT ON TOUR**

After the filming of ‘All Good Things…’ it was assumed that the ‘future Klingon ship’ would never be seen on screen again, and it was loaned out as part of a touring Star Trek exhibition.

Meanwhile, John Eaves, who had been hired as STAR TREK’s resident illustrator between the third and fourth seasons of DEEP SPACE NINE, was asked to come up with some designs for a new, larger Klingon ship. While Eaves did produce some new concepts, it was decided that the cost of building a new studio model was beyond their budget.

Instead, the producers realized they could save money by using the existing ‘future Klingon ship’ as the KS Negh’Var and it was recalled from the exhibition tour. Unfortunately, during transport, the model was severely damaged as effects supervisor Gary Hutzel explained. ‘Apparently, when the Negh’Var model got to customs, they thought there might be drugs hidden in it so they broke it open. When it came back, it was in pieces. That was a nasty surprise.’

While the model was being repaired, modifications were made and this was the reason why some of the details were different on it from its appearance in ‘All Good Things…’ to its next appearance in ‘The Way of the Warrior.’

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Out of ammo, become a bunker. Out of time, become heroes. I figured that would work for the Klingons. It wasn’t that the little ship was there to run away, but more to give them options to fight.”

Once Sternbach’s design had been approved, his illustrations were sent over to Greg Jein’s workshop in Santa Monica. Jein had built the original Vor’cha attack cruiser, so it made sense that he should also build this “future Klingon ship” studio model. He modified the molds of the original Vor’cha model to create it, and this meant that the center part of the ship, which included the neck, was identical. It also meant that the model was relatively small, measuring approximately 33 inches x 24 inches.

The model maintained the same color scheme as the Vor’cha class, being placed at a midpoint between the dark green of the Bird-of-Prey and the light gray of the U.S.S. Enterprise NCC-1701-D. Separate portions of the ship were also built, including the port wingtip section, cast from the molds of the master model, as in the episode these parts were blown off the ship when the future Enterprise-D attacked it.

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**DESIGNING THE SHIP**

After the studio model of the Negh’Var was damaged by customs, it was repainted in the same dark green seen on the Klingon Bird-of-Preys.

The Negh’Var model was next used in the mirror universe episode ‘Shattered Mirror,’ where it portrayed Regent Worf’s flagship vessel. Here, it appeared in an almost identical configuration, although the spike in the nose of the ship was now removed completely.

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Initially, the Negh’Var model had a long spike in the nose of the ship. Sternbach intended for it to be the ship’s main disruptor cannon, but it was never seen firing from here. This spike was later shortened when the model was rebuilt.

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As well as a new paint scheme, the later Negh’Var model featured weapon pods beneath the ‘wings’ and extra windows. Meanwhile, the long spike in the nose was shortened and the disruptors were removed from the tips of the ‘wings.’
ON SCREEN

TRIVIA
Illustrator John Eaves was hired between seasons three and season four of STAR TREK: DEEP SPACE NINE. One of his first tasks was to design several new Klingon ships, but because of budget concerns, none of his concepts were turned into a studio model. Instead, it was decided to use the existing Negh’Var studio model, which was on a STAR TREK exhibition in Scotland. Upon its return, the model was found to be badly damaged as customs had broken it apart believing that there might be drugs inside.

KEY APPEARANCES
STAR TREK: DEEP SPACE NINE
‘The Way Of The Warrior’
Professor Jennifer Sisko, the Mirror Universe counterpart of Sisko’s deceased wife, uses Jake to lure Sisko to her universe. Once there, the Terran rebels explain that an Alliance fleet led by Regent Worf aboard his flagship the Negh’Var is on its way to retake Terok Nor. Their only hope to repel the attack comes in the form of a copy of the U.S.S. Defiant NX-74205, but their version, like the original, has structural problems. They need Sisko to help repair their Defiant if they are to stand any chance of defeating the mighty Alliance fleet.

‘Shattered Mirror’
Regent’s flagship in the STAR TREK: DEEP SPACE NINE episode ‘Shattered Mirror’ was almost identical to the Negh’Var warship in the prime universe, except it was much larger. A specially built 30 foot-long studio model just of the underside of the ship was built to make it appear enormous in comparison with the Defiant.

APPEARANCES
IKS NEGH’VAR

COMING IN ISSUE 48

ARMOURED U.S.S. VOYAGER
NCC-74656

Inside your magazine
- In-depth profile of the armoured U.S.S. Voyager NCC-74656
- The story behind Rick Sternbach’s design for Voyager’s sleek shielded look
- How Foundation Imaging developed the CG effect of the ablative armor

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