**GOROTH’S KLINGON TRANSPORT SHIP**

TYPE: TRANSPORT

LAUNCHED: 22nd C

LENGTH: 88 METERS

WEAPONS: DISRUPTORS
Stand assembly:

Slide the stand over the bottom part of the back of the model.

Final position
GOROTH’S KLINGON TRANSPORT SHIP SPECIFICATION

- Operated By: Klingon Empire
- Type: Transport
- In Service: Mid-22nd Century
- Length: 88 Meters (Approx.)
- Crew: Seven (Approx.)
- Top Speed: Warp 5
- Weaponry: Disruptors, Photon Torpedoes
- Captain: Goroth
Goroth’s Klingon transport vessel was in operation in the mid-22nd century, and was an unusual starship design for the warrior race. It was approximately 88 meters in length, and was horseshoe-shaped. It was still typically aggressive, and featured the familiar Klingon dark-green hull with raised blocks, which may have acted as a defensive plating.

The transport ship possessed warp nacelles in slightly raised sections on either side of the main body, and the ends of the nacelles at the rear emitted a neon green light. At the front of the vessel was an aperture, which gave off a red glow from inside. It was very similar in appearance to the photon torpedo launcher seen on other Klingon vessels, although it was never seen in use on the transport vessel. It did, however, feature at least four forward-facing disruptor-type weapons that were heavily shielded. While most Klingon vessels of this era, such as the D5-class battlecruiser, were offensively superior to Starfleet’s finest ships, the transport vessel struggled to match the firepower of Enterprise NX-01.

The transport ship did, however, feature a tractor beam, a technology Starfleet had yet to master as Enterprise had to make do with a much simpler

**GOROTH’S KLINGON TRANSPORT**

Goroth’s ship was in service with the Klingon fleet in the 22nd century and was used to apprehend fugitives.
grappler system that used a metal chain with claws at the end.

In an emergency, the crew of the transport ship could use escape pods to flee. The one-person rafts were shaped similarly to barrels, and there were at least seven pods located on the underside of the main hull.

**RUDIMENTARY FACILITIES**

The interior of the transport vessel was typical of Klingon vessels in that it was dark, dingy and equipped with no creature comforts. The interior corridors were bathed in red light and featured bare metal walls and no carpeting. The interior also contained a brig for transporting fugitives, which consisted merely of a basic bed covered with a sheepskin-like rug.

In 2153, a Klingon transport vessel was under the command of Captain Goroth. His ship was used mainly to apprehend fugitives who were wanted under Klingon law, so they could be returned to the Klingon homeworld of Qo’noS for trial. It also appeared to be used for policing their borders and detaining anyone who dared make unauthorized entry into Klingon space.

The crew of *Enterprise* crossed paths with Goroth’s ship in March 2153 after Captain Jonathan Archer had been kidnapped and taken to the Klingon ship. A few months earlier, the Klingons had placed a bounty on Archer’s head after he had helped a group of Arin’Sen refugees, who fled from the planet Raatooras after it was annexed by the Klingon Empire. For this

**DATA FEED**

The Klingons also operated another transport ship in the 22nd century, which was approximately 55 meters in length. It was appropriated by Arin’Sen refugees and used to flee from the planet Raatooras after it had been annexed and strip-mined by the Klingons.
'crime,' a Klingon court sentenced Archer to life imprisonment in the dilithium mines of the prison colony Rura Penthe. Archer promptly escaped after his crew bribed a few Klingon officials, but it now meant he was a wanted man.

SNATCHED AND DELIVERED
Goroth offered 9,000 darseks to a Tellarite bounty hunter named Skalaar to apprehend Archer and bring him to his ship. After months of searching, Skalaar finally found Archer and kidnapped him from Enterprise before making contact with Goroth. Rather than deliver him to Qo’noS, Goroth wanted the Starfleet captain brought to his ship.

After Skalaar’s shuttle had docked with Goroth’s vessel, the Klingons took Archer and paid Skalaar just 6,000 darseks, instead of the 9,000 they had previously agreed, before roughly throwing Skalaar off their ship despite his protestations.

Fortunately, Skalaar already had reason not to trust the Klingons. He had only become a bounty hunter in order to raise the funds he needed to pay the fine to get his freighter ship, the Tezra, back after it had been impounded by the Klingons for crossing into their territory. He had recently contacted his brother to tell him that he would soon have the money to get his ship back, but his brother told him that the Klingons had already ripped apart the Tezra and used its systems for spare parts on their own ships.

Even more annoyed after being ripped off again by the Klingons, Skalaar told the crew of Enterprise that Goroth had offered him only 6,000 darseks instead of the 9,000 they had previously agreed upon.
As Enterprise closed in on the Klingon vessel, Archer freed himself and took out several Klingon guards as he made his way to an escape pod and left the vessel. The Klingon ship dropped out of warp and used its tractor beam to lock on to the pod, but Enterprise arrived with its phase cannons blasting. The two ships exchanged fire, but Enterprise emerged victorious after it took out the weapons on the Klingon ship, leaving the crew free to retrieve the pod the captain was in. Enterprise quickly left before more Klingon vessels arrived, while Goroth’s ship was left to limp back to Qo’noS with no weapons and a damaged port nacelle.

DATA FEED
Skalaar was a Tellarite who used to run a freighter called the Tezra. He was enormously proud of his ship as it could haul a million metric tons at a speed of warp 4.5 thanks to engine upgrades he fitted himself. It was impounded by the Klingons after he cut across their space without permission. Subsequently, he became a bounty hunter in order to raise the money to buy back his ship, but unbeknown to him, the Klingons had already cannibalized it for spare parts.
UNEVEN MATCH
Goroth’s ship was not a frontline vessel in the Klingon Imperial Fleet. It appeared to be used mainly for tracking individuals who had run foul of Klingon law and transporting them back to the homeworld for trial. Certainly other Klingon ships, such as the D5 battlecruiser, were considered superior to Starfleet NX-class vessels in terms of tactical ability and speed. While Goroth’s ship was well armed for a transport ship, it was no battle cruiser. This was fortunate for the crew of Enterprise NX-01, as they were able to fairly easily overpower Goroth’s ship, something that would not have been possible with a D5 battlecruiser.
Most Klingon vessels of the 22nd century were equipped with multi-spectral sensors, which according to Arik Soong, a pioneering doctor of genetics, were far superior to those used on the NX class.

Goroth placed a bounty of 9,000 darseks on Captain Archer’s head. The darsek was a Klingon unit of currency. It was still in use in the 24th century as Worf’s son, Alexander, wanted 50 darseks so he could see the mummified head of Molor.

While exploring the wreck of the Somraw, a Klingon Raptor-class vessel, T’Pol claimed that Klingon ships did not have escape pods. She was obviously mistaken, as both Goroth’s ship and some Birds-of-Prey featured escape pods.
Before STAR TREK: ENTERPRISE began filming, concept artist John Eaves was incredibly busy working up illustrations for the designs of everything from Enterprise NX-01 interiors and shuttlepods to alien ships. “It was definitely like a movie workload,” said Eaves. “There were an enormous number of sets in the pilot – they went to a trade center, an ice planet, and then there were all of the bad guy sets and their ships.”

Among these concepts, Eaves was asked to design a Klingon shuttlepod, a single occupant craft which according to the script was to streak through the sky before crashing into a field on Earth in the premiere episode ‘Broken Bow.’ Eaves came up with a couple of designs, one of which featured a craft with clearly separate nacelle structures, but the producers preferred his other concept that was much more compact. In the end, neither of these designs was featured in the episode.

“I don’t recall seeing anything on screen, except maybe a blur of the ship...
crashing,’ said Eaves. “The sequence was a bit more elaborate in the script, with the ship pile driving across the corn field in a very Superman-esque type of crash. All of this was eliminated due to time or costs, and a less complicated idea took to the screen instead.”

MODIFIED DESIGN
This meant that Eaves’ concept for the Klingon shuttle was never featured on screen, but when another Klingon vessel was needed for the season two episode ‘Bounty,’ Eaves knew just where to turn to save time. “The script called for another Klingon ship of different architecture from the big wing designs,” said Eaves. “It had to be a cheap build, so we pitched a redress, revamp and rescale of the ‘Broken Bow’ shuttle because the CG model existed already. It was born from a new adaptation of its prior concept. It made for a fun redraw and it looked really nice on screen.”
STAR TREK: ENTERPRISE provided the perfect opportunity to revisit some aliens that had not been seen since THE ORIGINAL SERIES. These species included the Tellarites, the Andorians, the Tholians, the Rigelians and the Orions. There was, of course, the reappearance of some favorite aliens such as the Vulcans, the Klingons and the Romulans, while a Gorn also turned up, albeit in the Mirror Universe.

While some species had made numerous appearances in subsequent STAR TREK series, it could have been very different had Gene Roddenberry got his way. When devising THE NEXT GENERATION, he was adamant that aliens from THE ORIGINAL SERIES would not turn up in the sequel. He wanted the writers to think of brand new races, and not rely on what had been done before. As THE NEXT GENERATION writer and co-producer Herb Wright explained, “Gene (Roddenberry) did not want to have anything from the old show leaking over into the new show. He didn’t want to have the old villains, the old problems and so forth. Gene kept shooting down supervising producer Bob (Justman)’s idea of having a Klingon on board.

ENTERPRISE provided the perfect opportunity to bring back and re-imagine several aliens that had not appeared since THE ORIGINAL SERIES. Not much was known about the Tellarites and Andorians, so the writers were free to add details about their characters, and fill in the blanks about how the Federation was founded.
CREATING CONFLICT

The major reason Wright wanted a Klingon on board was that he felt all the other characters were very well adjusted and peaceful. "I felt that if everybody was politically correct," continued Wright, "then they’d have no conflict with each other. We were going to need some conflict because that’s what humans could relate to. I wanted to have one character who could say, ‘We should kill them all and sort it out later.’"

Despite his initial reluctance, Roddenberry was eventually worn down by Justman’s persistence and Worf was given his post on the bridge. By the third season, Michael Piller was running the writing staff, and in a fateful decision he asked a young writer named Ronald D. Moore to have another look at the Klingon Empire. Moore soon produced a memo that reinvented the Klingons.

Moore’s take on the Klingons brought them into a new focus and became the foundation stone upon which their Empire was built. “I remember talking about them being a cross between medieval Samurai and Vikings,” said Moore. “That was my take. They had these real intricate codes of honor and poetry, like the Samurai. They were also like Vikings; they were big, brawling, larger than life, they liked to drink and sing big songs like the Vikings. That was where I began with the culture.” This new take ensured their place as one of THE NEXT GENERATION’s most popular races.

Another race that was already famous from THE ORIGINAL SERIES was the Romulans. They appeared in the final episode of THE NEXT GENERATION’s first season, ‘The Neutral Zone,’ in which Romulan outposts had been attacked. In fact, producer Maurice Hurley planned to kill the...
BEHIND THE SCENES

Romulans off as part of a story arc in the second season that would feature Picard, Q and the Borg. In the end, Hurley left the show and the Romulans lived on, even though they were used sparingly. The Vulcans were used even more sporadically, and with the exception of Tuvok in STAR TREK: VOYAGER, were hardly seen at all. A couple of notable exceptions were the reappearances of Sarek and Spock in THE NEXT GENERATION.

Roddenberry became confident enough with TNG to try a character crossover between the series. Mark Lenard returned as Sarek in an episode where he was suffering from Bendii Syndrome, a neurological illness that caused him to lose control of his emotions. He also appeared, along with Spock, in the two-parter ‘Unification.’ Towards the end of the first part, Sarek died at the age of 201 after telling Picard about Spock.

As Michel Piller explained, this wasn’t done simply to satisfy the needs of the story. “It wasn’t an accident that Sarek died,” said Piller. “Essentially, in our minds, Sarek was Roddenberry. When we wrote the first story about Sarek beginning to lose it, that really was a story about our boss. Roddenberry was a character who was greatly venerated, but was having grave health problems.”

OLD FAVORITES

When STAR TREK: ENTERPRISE first hit the screens in 2001, there was no reluctance to feature aliens from THE ORIGINAL SERIES – in fact it was positively encouraged. Of course, they couldn’t bring in species that would not be encountered for many years, but some races were definitely on the agenda. With T’Pol as a member of Enterprise’s crew, it was obvious that the Vulcans would play...
a strong role. Despite Spock’s presence in THE ORIGINAL SERIES, facts about his homeworld and his species were fairly limited.

It was certainly the case that relations between humans and Vulcans were not without their problems, even in Captain Kirk’s time. In ‘Journey to Babel,’ we learned that Sarek disapproved of Spock’s decision to join Starfleet, and we knew that Vulcans generally found humans’ emotional tendencies rather unpleasant. The distrust was certainly played up in ENTERPRISE, while much more was learned about their homeworld in episodes such as ‘The Forge’ and ‘Awakening.’

The Vulcans had loomed over ENTERPRISE since day one, usually with a secret agenda. Executive producer Brannon Braga said, “One of our goals with this series was to make the Vulcans interesting again. I think they’d been taken for granted; not since THE ORIGINAL SERIES had we really gotten into the skin of Vulcans. I think the Vulcans in the 22nd century were very complicated and made good antagonists.”

REVIVED ANDORIANS
The ENTERPRISE writing staff were also very keen to bring the Andorians back, although they were not without their challenges. One of the only other times they had featured was in THE NEXT GENERATION episode ‘The Offspring.’ Lal, an android constructed by Data, was considering her appearance and briefly flirted with choosing an Andorian. “The Andorians were ludicrous,” said Braga. “I never thought that I would get [executive producer] Rick Berman to agree to have them on the show, because of the way they looked. They’re still Andorians, but we gave them better costumes, we made the makeup cooler, and we created very complicated animatronics so that their antennas moved in different ways, depending on their emotional state.”

In devising the story for ‘The Andorian Incident,’ Braga also felt the Andorians would make an ideal adversary for the Vulcans. Part of the process of giving them more conceptual depth was to contrast them with the Vulcans, and they were depicted as being the opposite of unemotional. In effect, they were set up as being paranoid, extremely agitated and full of energy with a hair-trigger temper.

► For the first time since THE ORIGINAL SERIES, the Vulcans played a much stronger role, especially with T’Pol joining the crew. Much more was learned about Vulcan society, and they weren’t simply the ‘good guys,’ as they often clashed with humans.

► One of the most famous and respected figures in Vulcan history was T’Pau. She was the priestess who officiated at Spock’s proposed wedding in THE ORIGINAL SERIES episode ‘Amok Time.’ At that time it was never revealed why she was so venerated.

► ENTERPRISE provided the opportunity to look into the background of T’Pau, and discover why she became revered. As a young woman, T’Pau was a leader of an organization that helped reform Vulcan society by following the true teachings of Vulcan philosopher Surak.
Another fan favorite was reintroduced in the season two episode ‘Bounty’ when the Tellarites made an appearance. “The hunter in ‘Bounty’ was originally a nondescript alien,” said writer/producer Mike Sussman, “but making him a familiar species helped jump start the episode.”

The Tellarite makeup was also updated to help make them more convincing. “We reconceived the makeup so it was not quite as hokey,” said Braga. “They were never really developed, so we also tried to create a little character and culture for them.” The Tellarites were portrayed as being impatient, having stubborn pride, and were renowned for enjoying a good argument.

The Orions were another species from THE ORIGINAL SERIES that were brought back for ENTERPRISE. Originally, Sussman wanted to feature Orion privateers in the third season episode ‘Anomaly.’ He had sketched out a scenario where the Orions had been peaceful merchants, but hardships in the Delphic Expanse meant that they had become more aggressive and predatory when dealing with other species.

ORIONS RE-IMAGINED

In the end, this story was dropped and the Orions first reappeared in the fourth season episode ‘Borderland.’ Here, the males were shown to be brutish, while some of the females were featured as slave girls whose extremely potent pheromones caused males to be highly susceptible to suggestion. All the Orions appeared as they had done in THE ORIGINAL SERIES with green skin, although it was now more sophisticated with the...
actors being spray-painted in special booths for approximately four hours.

KNOWING NODS
While the Orions, Tellarites and Andorians were the major species from THE ORIGINAL SERIES to be resurrected for ENTERPRISE, the mysterious Tholians were also brought back in the episode ‘Future Tense,’ and they made an appearance in the Mirror Universe along with a Gorn. In addition, there were plenty of references to planets and aliens from THE ORIGINAL SERIES in ENTERPRISE that would only be picked up by knowledgeable Trekkers.

For example, planets in the Rigel system were referred to several times, although nothing had been heard about Rigel X before ‘Broken Bow.’ Coridan, where Archer and T’Pol were captured by anti-government rebels, applied for Federation membership in ‘Journey to Babel,’ and Risa, of course, continued to be a vacation resort well into the 24th century; Picard visited there in ‘Captain’s Holiday,’ and several DEEP SPACE NINE characters went there in ‘Let He Who Is Without Sin …’

The Axanar, who made an appearance in ‘Fight or Flight’ also had a place in STAR TREK history; Captain Kirk’s awards included the Palm Leaf of Axanar, and Captain Garth of Izar won a famous battle there. The Malurians, who were mining the planet in ‘Civilization,’ were the unfortunate race who were wiped out by Nomad in ‘The Changeling.’ And in ‘Rogue Planet’ T’Pol made a passing reference to Deneva Prime, which may well have been the same Deneva where Kirk’s brother Sam was based in ‘Operation: Annihilate!’

ENTERPRISE would not have been complete without the reintroduction of Orion slave girls. Even people with a passing interest in STAR TREK remembered the green-skinned women from THE ORIGINAL SERIES, who were known for their innate skill in seduction.
Jordan Lund made his third appearance in the STAR TREK franchise as the Tellarite Skalaar in ‘Bounty.’ He had previously played a Klingon named Kulge, who fought Gowron in THE NEXT GENERATION episode ‘Redemption, Part II.’ He also played a Bajoran called Woban in the DEEP SPACE NINE episode ‘The Storyteller.’ Fittingly, as Skalaar, Lund once again played opposite Robert O’Reilly, who portrayed rival bounty hunter Kago-Darr (pictured below). O’Reilly is best known to STAR TREK audiences as the Klingon Gowron.

The Tellarite space station visited by Skalaar was a reuse of the Monac shipyards from the DEEP SPACE NINE episode ‘Shadows and Symbols’ and was also used as the Kelvas repair facilities in ‘Tacking into the Wind.’

Before the STAR TREK: ENTERPRISE episode ‘Bounty,’ it was assumed that only Vulcan males underwent Pon farr. In this episode T’Pol revealed that Vulcan females also experienced the ritual in which they had to mate within eight days or the neurochemical imbalanced caused by the condition could result in their death.

Skalaar’s ship comes under attack from another bounty hunter named Kago-Darr who wants Archer for himself. Archer helps Skalaar fight off Kago-Darr, and then learns that Skalaar wants to use the bounty money to buy back his ship that the Klingons have impounded. Unfortunately, when they contact Skalaar’s brother, they learn that the ship has already been stripped for parts.

Annoyed at being duped, Skalaar provides Archer with a device to help him escape when he hands him over to Goroth’s Klingon transport ship. After Skalaar is dismissed, Archer flees the Klingon ship in an escape pod just as Enterprise arrives to rescue him.

KEY APPEARANCES

STAR TREK: ENTERPRISE
‘Bounty’
Some of the crew of Enterprise NX-01 are taking shore leave when a Tellarite named Skalaar offers to give them a tour of the planet. Upon boarding Enterprise, Skalaar kidnaps Captain Archer and departs in his ship with plans to turn him over to the Klingons for a substantial reward.

Meanwhile, T’Pol and Dr. Phlox return from the planet infected by a microbe. This causes T’Pol to prematurely enter Pon farr, the Vulcan mating cycle. Phlox tries to treat an increasingly unstable T’Pol, while the rest of the crew try to track down Archer.

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