

82

STAR TREK™

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UNITED EARTH STARFLEET
WARP DELTA

TYPE: ESCORT

LAUNCHED: 22nd C

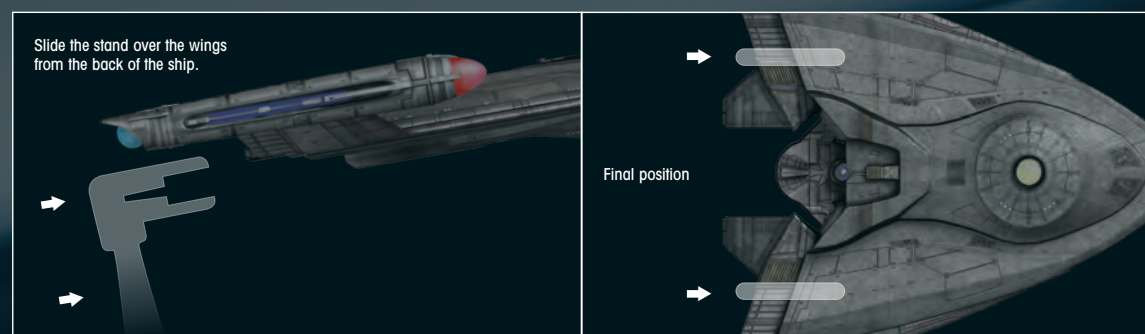
CREW: 30

LENGTH: 130 METERS

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Stand assembly:



UES WARP DELTA SPECIFICATION



TYPE:	ESCORT
AFFILIATION:	UNITED EARTH STARFLEET
LAUNCHED:	22nd CENTURY
LENGTH:	130 METERS (APPROX.)
CREW:	30
TOP SPEED:	WARP 3
WEAPONRY:	PLASMA CANNONS

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▼ The Warp Delta was one of the first ships to serve with United Earth Starfleet. It was equipped with warp nacelles, and could accommodate a crew of around 30. It was mainly used in planetary defense and survey roles.



UNITED EARTH STARFLEET WARP DELTA

Taking its name from its shape, the Warp Delta was armed with phase cannons and mainly used to protect Earth.

The Warp Delta was a United Earth Starfleet (UES) ship that came into service early in the 22nd century before the *NX* class of starships, such as the *Enterprise NX-01*, were launched. It was approximately 130 meters in length and normally carried a crew of around 30.

The Warp Delta took its name from the shape of its main hull, which was triangular, much like the upper-case fourth letter of the Greek alphabet – the ‘Delta.’ On either side of the main body were upswept ‘wings’ onto which short nacelles were attached. When the Warp Delta was first introduced, it had a top speed approaching warp 2. Further advancements in warp technology carried out by the *NX* program meant that by the mid-22nd century the Warp Delta was fitted with engine upgrades that allowed it to reach warp 3.

When the Warp Delta was first introduced, it featured old-style fusion-rocket exhausts at the

rear of the main body, but as progress with propulsion technology was made, they were replaced with more advanced impulse engines. These engines were much more efficient, and enabled the ship to be maneuvered with greater speed and precision.

DEFENSIVE CAPABILITIES

The bridge of the Warp Delta was located on top of the ship, between the front and middle of the main hull. There were a few windows along the edge at the side of the vessel, but most of the hull was covered with polarized armor-plating for protection. This was done through the application of electromagnetic power, which made the metal of the hull several orders of magnitude harder than it was in its non-polarized state. The ship was also equipped with armaments that included two plasma cannons. These fired a plasma discharge in the form of a beam or a burst like a hand-held plasma weapon, but much more powerful.

Warp Delta ships were primarily used as part of a space defense fleet to protect Earth and its early outlying colonies. As humans began to explore well beyond the Sol System with their early warp vessels, it was inevitable that they would come into contact with other advanced species, not

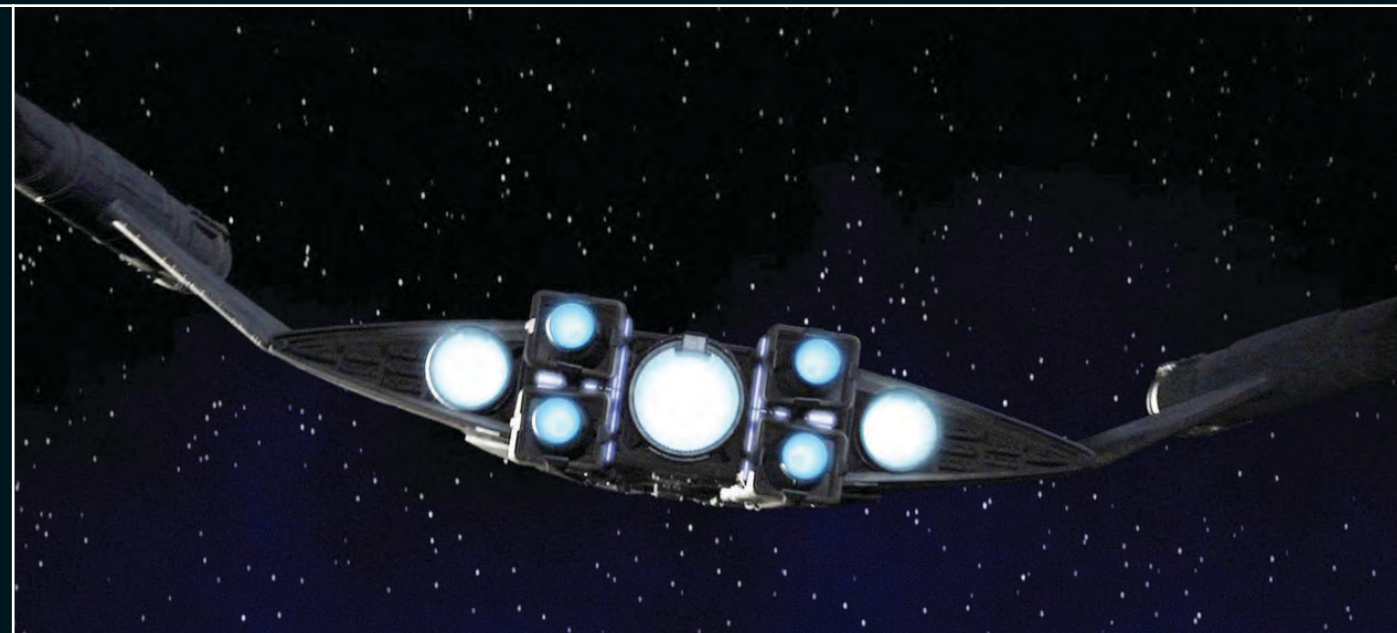


◀ After the Xindi dispatched a prototype of their superweapon that attacked Earth and killed around seven million people, Starfleet boosted the planet’s defense forces. This included operating several vessels, including Warp Delta starships, in the Sol System that could be called upon to engage threats at a moment’s notice.



► An early version of the Warp Delta featured rocket-style engines on the rear of the main body. As propulsion technology improved, these were upgraded with more advanced impulse engines.

▼ Warp Delta starships were used alongside larger vessels, such as the *Intrepid*, as a defense force to protect Earth. Two Warp Delta ships and the *Intrepid* came to the aid of *Enterprise* when it was attacked by the Klingons.



▲ The Warp Delta comprised many of the elements that would come to characterize Starfleet ship design for the next two hundred years. It included warp nacelles attached by pylons to the ship, and the bridge located in a raised section on top of the main hull. The entire ship was clad in polarized armor-plating that could clearly be seen in the patchwork of metal coverings.

all of whom would turn out to be as friendly as the Vulcans. It was therefore critical that Starfleet operated ships that could defend Earth.

SAFEGUARDING EARTH

This point was amply illustrated in 2153, when *Enterprise* NX-01 was recalled home after a Xindi probe had attacked Earth and left seven million people dead. Unfortunately, a cloaked Klingon Bird-of-Prey commanded by Duras was waiting for them as they approached Earth. Earlier, Captain Archer had made himself an enemy of the Klingon Empire after he had helped some members of the Arin'Sen species escape the Raatooras colony that had been annexed by the Klingons. Archer was subsequently captured and sentenced to life imprisonment on the prison planet Rura Penthe, but he managed to escape.

Duras was determined to recapture Archer,

as the Klingon had suffered humiliation and loss of rank for allowing the Arin'Sen to escape in the first place. As *Enterprise* neared home, it was taken by surprise when Duras' Bird-of-Prey swooped in and attacked. The Klingons quickly knocked out *Enterprise*'s phase cannons and crippled one of its nacelles, leaving it nearly defenseless.

Fortunately, following the Xindi probe incursion, Earth's defenses were on high tactical alert and ready to engage the Klingon Bird-of-Prey. Two Warp Delta ships and the *Intrepid* launched a highly-coordinated strike that took out the Bird-of-Prey's third and fourth disruptor banks and forced it to flee. The three ships then accompanied the damaged *Enterprise* safely back to Earth.

Warp Delta ships were also one of the few Starfleet vessels to survive in an alternate timeline in which Earth was destroyed by the Xindi superweapon. They, along with *Enterprise*,

were part of a small convoy that transported the last surviving six thousand humans to the Ceti Alpha system, where they set up a ramshackle colony on Ceti Alpha V.

Warp Delta ships and the other few remaining Starfleet vessels were stationed in orbit of the planet and patrolled the system in order to look out for any threats. They were particularly wary of the Xindi, who had stated their intentions to hunt down the last remaining humans.

LAST STAND

In 2165 of the alternate timeline, the Xindi found them and launched an attack. Despite a valiant rear guard action, the Starfleet ships were unable to repel the Xindi vessels. Humanity would surely have been wiped out, but Archer managed to reset the timeline by initiating a subspace implosion aboard the *Enterprise*.

Warp Delta ships also existed in another alternative timeline – the Mirror Universe. Two Warp Delta vessels were seen in formation alongside the *I.S.S. Enterprise*, a Terran NX-class battle cruiser, as they launched an attack on the surface of an advanced world. These Warp Delta ships had the same blade-like yellow markings on the surface of their hull as was painted on the *I.S.S. Enterprise*.

▲ In an alternate timeline in which Earth had been destroyed by the Xindi, Warp Delta ships were part of the small fleet that attempted to defend the last remaining humans, who had set up a colony on Ceti Alpha V.



DATA FEED

Duras, son of Toral, was an ancestor of the infamous Duras family of the 24th century that tried to take control of the Klingon Empire through various nefarious means. The Duras of the 22nd century was the commanding officer of the *IKS Bortas*, who was ordered to capture a group of Arin'Sen rebels after they fled from a colony that had been annexed by the Klingons. Captain Archer helped them escape, humiliating Duras in the process, and the Klingon spent the next year trying to hunt down Archer.

UNITED EARTH DEFENSE

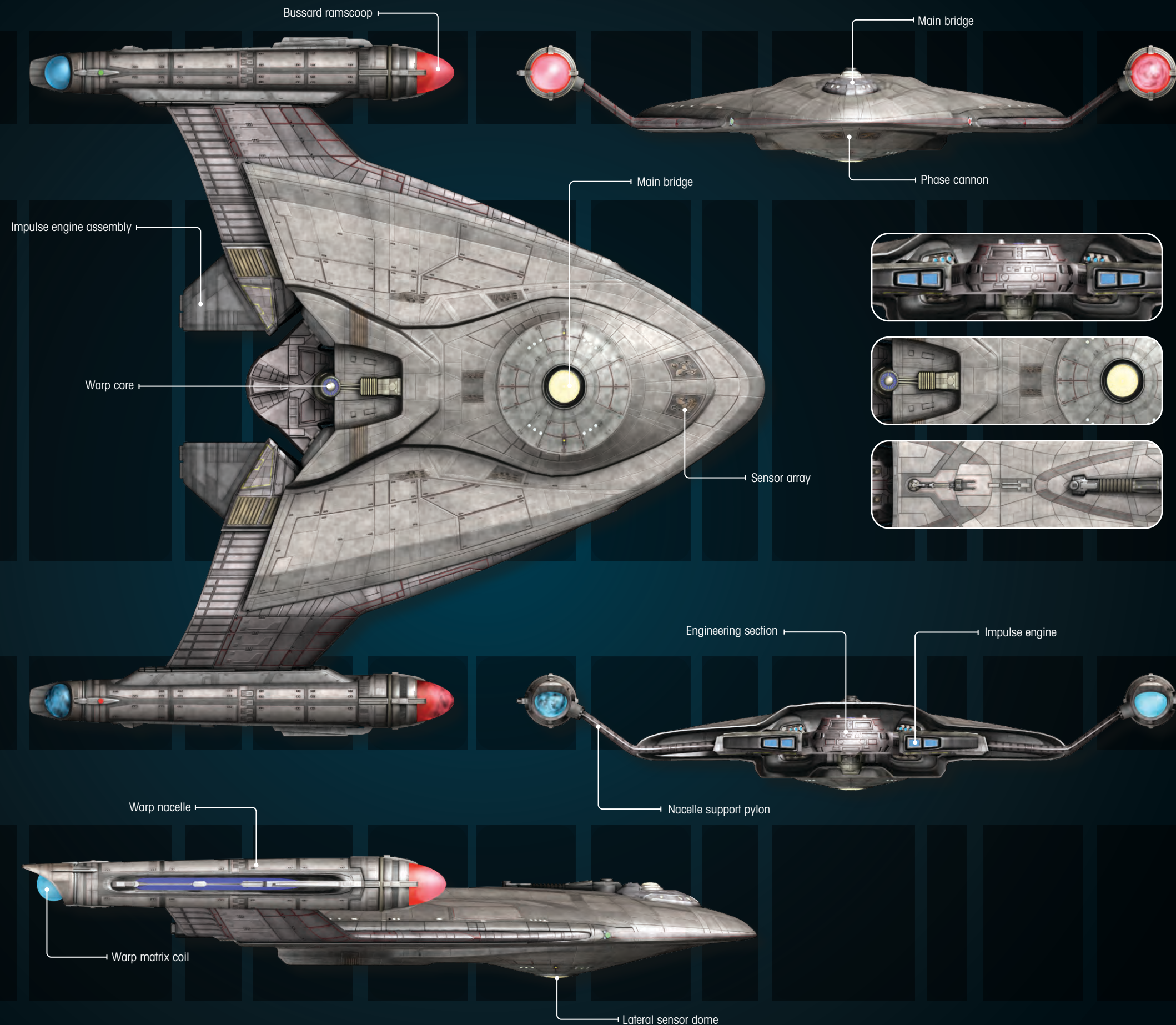
A United Earth government was established early in the 22nd century. By the 2150s, it governed the Sol System and had begun to spread out to nearby star systems, such as Alpha Centauri and Terra Nova, where human colonists had settled. The government needed to protect its territories, and it turned to Starfleet – its primary space defense and exploration organization – to carry this out. Starfleet operated a number of ships, but the Warp Delta was one of its first vessels that was not built purely for exploration or transportation. The Warp Delta had combat capabilities both in terms of its firepower and agility, and it was used as a line of defense to protect Earth and its early off-world colonies.



▲ Warp Delta ships often worked in conjunction with larger ships, such as the *Intrepid*, to defend Earth. In 2153, they launched a coordinated attack on a Klingon Bird-of-Prey, forcing it to retreat.

DATA FEED

During the first half of the 22nd century, freighters belonging to the Earth Cargo Service were humanity's only real presence in outer space. It was not until the development of faster warp engines in the latter half of the century, which were fitted to ships like the Warp Delta, that humans really began to explore the Galaxy.

**EARLY UES SHIPS**

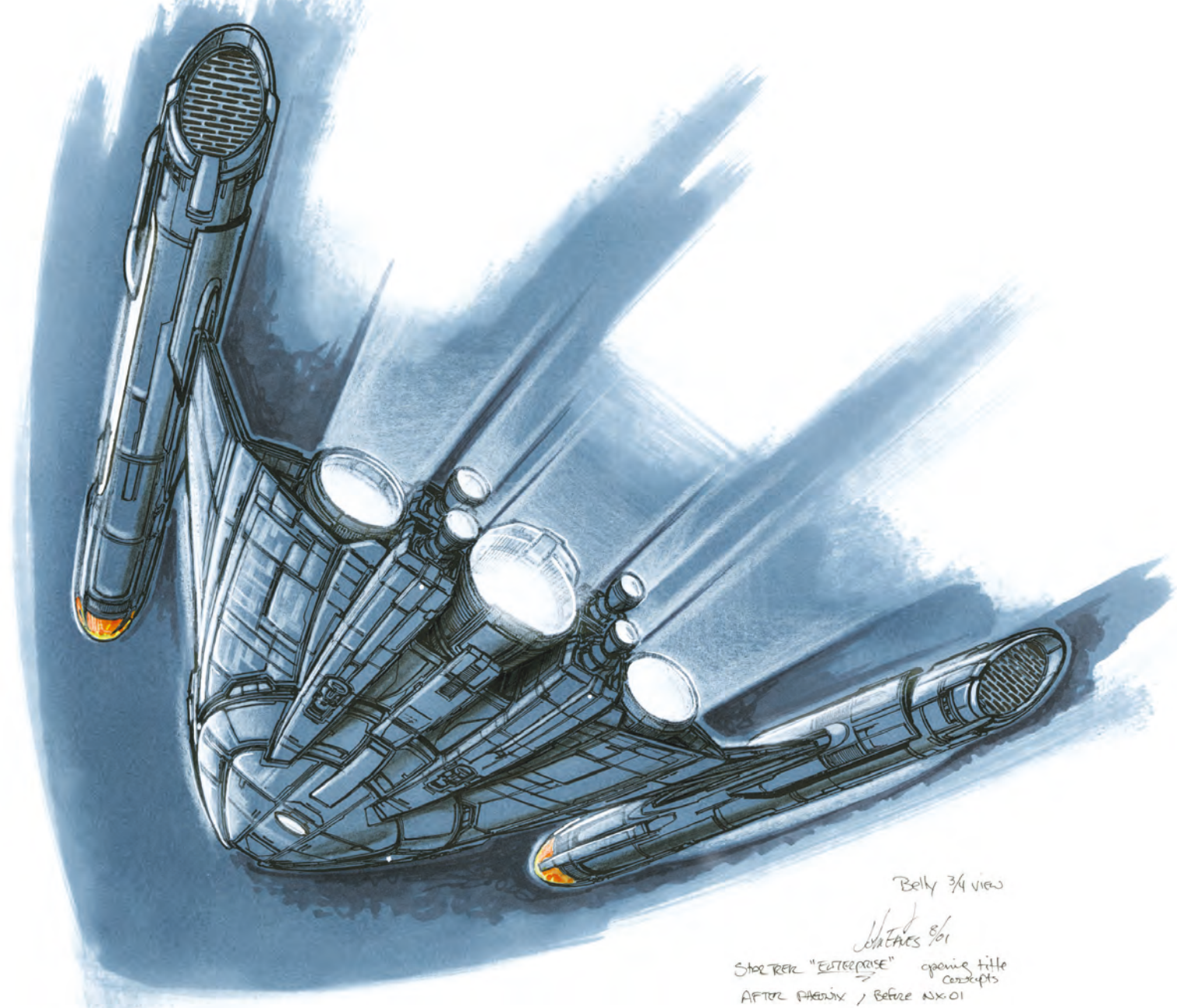
Other vessels that served with United Earth Starfleet in the mid-22nd century included the *Neptune*-class survey ships and the *Sarajevo*-type transport vessels.

CONTINUING ACTION

According to the *STAR TREK: ENTERPRISE* novel *Rise of the Federation: Uncertain Logic* by Christopher L. Bennett, Warp Delta ships, including one named *Eberswalde*, served in the Earth-Romulan War that began in 2156.

WARP 2 BARRIER

Prior to the NX Project, which was set up in the early 2140s, human ships were incapable of exceeding warp 2. In 2143, the *NX Alpha* briefly broke the warp 2 barrier before it exploded. Shortly after, the *NX Beta* reached warp 2.5 with Jonathan Archer and A.G. Robinson piloting the craft.



Belly 3/4 view
 John Eaves '01
 STAR TREK "ENTERPRISE" opening title
 AFTER PHOENIX / Before NX-01
 concepts

DESIGNING THE

WARP DELTA

▲ This was the final version of the Warp Delta. John Eaves paid particular attention to the surface detail so that it roughly matched that found on *Enterprise*.

The Warp Delta was created for the opening titles of *ENTERPRISE*, and with a few changes it also appeared in several episodes.

What would become known as the Warp Delta starship started out as an early warp vessel seen in the opening credits of *STAR TREK: ENTERPRISE*. Illustrator John Eaves was asked to come up with some

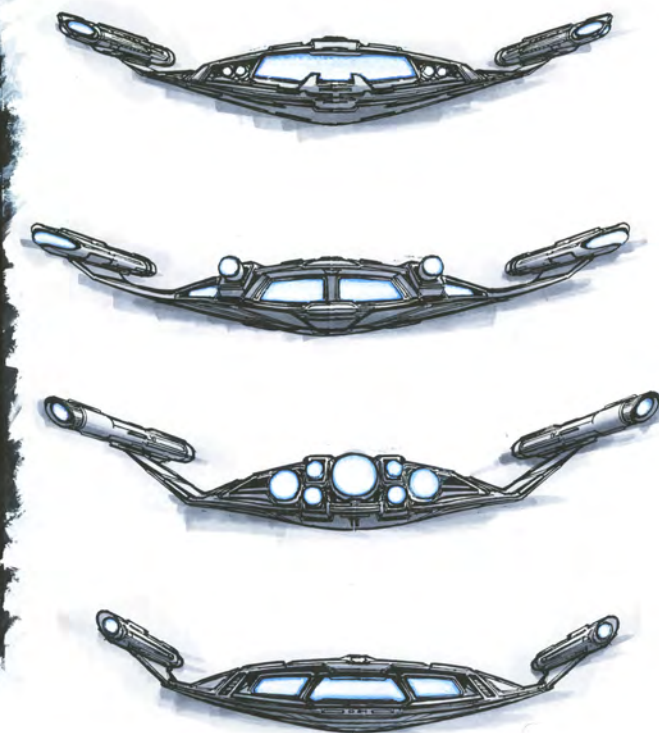
concepts that bridged the gap between the *Phoenix*, Earth's first warp ship, and *Enterprise NX-01*.

"Starting with a sailing ship called *Enterprise*, the opening credits sequence took you through a journey

of historical milestones that eventually wound up in space and bore witness to the world of *ENTERPRISE* and *STAR TREK*," said Eaves. "I had to connect the current route of technology with that of *STAR TREK*'s architecture."



▲ Eaves came up with several alternatives for the rear of the craft. The producers chose the version that looked like it was powered by more traditional rocket engines for the opening titles, but the CG model was later updated to an impulse engine look when it appeared in episodes.



Eaves came up with a number of concepts that fulfilled this brief, including a half saucer design, but that was considered too advanced. Instead, he illustrated a few different takes on a ship that was closer to present-day space shuttles. These concepts proved popular, and Eaves continued to refine the idea. Eventually, he came up with a design that he felt could have preceded *Enterprise NX-01*.

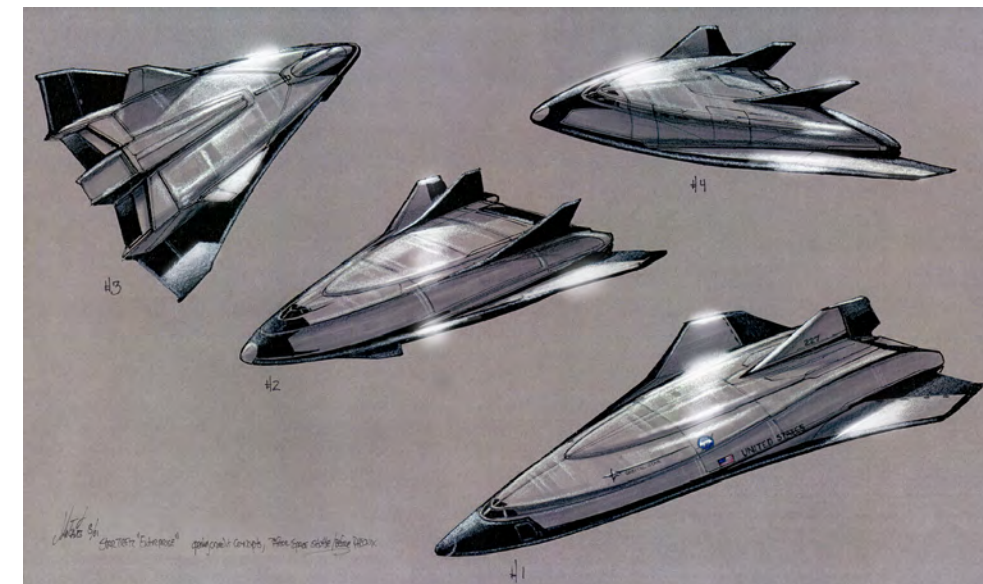
ENGINE CHOICE

Once the ship had been approved by the producers, Eaves looked more closely at how it was powered and illustrated a few different rear views to show how the engines could be depicted. These ranged from glowing impulse-type apertures to more old-fashioned rocket-style exhausts, with the latter proving the winning idea.

The ship was turned into a CG model by the effects house Foundation Imaging, and it was here that the modelers started to refer to it as the

"Warp Delta." For the opening credits sequence, the Warp Delta was only seen from the rear view, and to save time and money, the CG modelers only built the back end of the ship. It was not until the episode 'The Expanse,' where two examples of the ship came to the aid of *Enterprise* after it was attacked

by a Bird-of-Prey, that the complete shape of the ship was finalized. To further update its look, the CG modelers replaced the rocket exhausts at the rear with one of Eaves' earlier ideas of the ship with impulse engines, helping to sell the idea that this was a more advanced version of the vessel.



▲ One of Eaves' ideas for what would become the Warp Delta was an evolution of the space shuttles that have recently been used by NASA. The basic 'Delta' shape was used, but it was felt the ship should look more advanced.



PLANET EARTH

A SECRET HISTORY

STAR TREK: ENTERPRISE spent more time on Earth than ever before, as the planet grew into a major galactic force.

FOR YEARS EARTH was effectively off limits. We barely saw it in *STAR TREK*: there was a glimpse in one of Pike's visions in *The Menagerie*; *STAR TREK: THE MOTION PICTURE* started there, but rapidly left; a handful of episodes of *STAR TREK: THE NEXT GENERATION* and *DEEP SPACE NINE* were set there, but that was it.

When we did see Earth it was almost always in the past, whether that was the 1930s, the 1960s or the 21st-century Bell riots. There were hints that our future – *STAR TREK*'s past – was difficult, involving eugenics wars, and some kind of nuclear conflict that led to the almost complete collapse of society before the events of *STAR TREK: FIRST CONTACT* set us on the path to a utopian future.

But the details of that future have always been kept vague. We know that Earth is a beautiful and cosmopolitan planet and that it is the capital of the Federation, but it is not really part of the *STAR TREK* story, which has always been about exploring the outer reaches of space.

STAR TREK: ENTERPRISE would be different. When co-creators Rick Berman and Brannon Braga first put their plans together they planned to set the show on Earth for at least the first season. We would have seen the development of the Warp 5 project and how it was effected by Earth politics, as Braga told *STARTREK.COM* in 2001, "our original idea was to set it on Earth and take it a little further back, to the building of the first starship, and really make it a prequel."

However, as the series developed, the decision was taken to focus on the traditional *STAR TREK* theme of exploration, so after an appearance in the pilot, Earth was literally left behind. And, if things had worked out as the producers had intended that's exactly where it would have stayed, but the events of 9/11 changed everything. As writer Mike Sussman, who worked on all four seasons of *ENTERPRISE*, remembers, they were filming a story he and Phyllis Strong had written when the planes hit the twin towers. "We were shooting an episode called *Civilisation*. It was a kind of a light-hearted romp. It was very much an original series kind of episode, which was really where season one of *ENTERPRISE* was trying to live. And then 9/11 happens. We shut down production for the day. It was devastating news for everyone and, it was really hard for the actors to get into this light-hearted spirit that the episode was trying to convey."

COURSE CORRECTION

From this point on, many members of the writing staff felt that the approach they were taking to *ENTERPRISE* was out of step with the times. *STAR TREK* had always commented on contemporary issues but, unfortunately, they had set out to make a more light-hearted version of the show, just as America entered one of the most traumatic periods of recent history.

"9/11 was so encompassing and changed all our lives in a very real way," Sussman says. "It felt incredibly false to not be addressing that in the show and it required a major course correction. I think it was inevitable that Rick and Brannon's intention for what the show was going to be would get thrown out of the window. It didn't happen straight away, the show continued for another two seasons along the same glide path, but we were grappling with this new world. As a result I think season two was – for me – a season where the show was creatively lost."

This led the producers to sit down and consider a serious retooling of the show. They deliberately gave the show its own parallel for 9/11 – the Xindi attack that wiped out a large part of North America and brought Archer and his crew back home. The Xindi arc instantly forced the characters to confront the kind of issues that



▲ We barely saw Earth in the original series, though it did make an appearance in one of the fantasies that the Talosians pulled from Pike's mind.



▲ The crew of the *Enterprise-D* returned to Earth on a couple of occasions. The most memorable was in the episode *Family*, which saw Picard visit his ancestral home.



▲ Earth's past has appeared more often than the 23rd or 24th century versions. *DEEP SPACE NINE* showed us how dark that past could be with the Bell Riots in *Past Tense*.



▲ ENTERPRISE started when a Klingon crash-landed on Earth. But after Archer and his crew had taken him to the Klingon homeworld, they headed out into deep space rather than back home.



▲ We have seen surprisingly little of Earth - with Starfleet Academy in San Francisco making many more appearances than any other location.



▲ ENTERPRISE was dramatically reinvented at the end of the second season when the Xindi attacked Earth. There would be lasting consequences for humanity as it sought to protect itself.

many Americans were facing. The crew were in shock and dealing with grief and anger – particularly Trip, who had lost his sister – and they were given a new mission to find the Xindi and to put a stop to their attack. Along the way Archer would be confronted by many moral challenges, as he had to decide how far he was prepared to go to protect his planet.

“What that enabled us to do,” Sussman explains, “was to tap in to something even deeper and possibly more interesting. We went out on a mission of exploration and we got our asses handed to us. We had to change our approach, but how were we going to change?”

However, he goes on to say that although the attack on Earth became a defining element of the show in the third season, it didn’t actually result in us spending any time there. “The irony of season 3 was that even though there was a threat to Earth, we only really spend one episode on Earth and then we’re out exploring the Xindi.”

AFTER THE XINDI

It was only when the Xindi arc came to an end that Earth came to the fore. “It certainly seemed natural after spending an entire season in deep space saving the Earth from a threat, that we now had to deal with the repercussions of what had happened. And the repercussions that we were dealing would be onerous. How is the Earth recovering? How are our characters dealing with the racism and xenophobia that now exists? We would see them react in shock, because we thought we were this advanced society and now here we were giving into our basest impulses because of this terrible attack. There were certainly parallels for that in 2004 and 2005 when those episodes aired. The parallels are even more striking today in 2016.”

Sussman made a major contribution to this line of storytelling when he wrote the episode, *Home*. “It was pitched me that we needed to do an episode where we were back on Earth. Obviously the analogue for it was Ron Moore’s wonderful *TNG* episode *Family* after the Borg incident. What I really enjoyed digging into were the scars that everyone was now living with, that Archer was now living with. We’d had optimism. We went out there with the best of intentions and with an



outstretched hand and we nearly got our species killed.”

For Sussman this was something that *ENTERPRISE* was uniquely well positioned to do. Certainly by Picard’s time it was clear that almost all Federation citizens were enlightened people, who were completely free of racism and prejudice. The *DEEP SPACE NINE* storyline from *Homefront* had explored how the shapeshifting Founders could cause paranoia, but this was something different.

“The idea of questioning whether exploration is a good idea is something we could only do on *ENTERPRISE*. Being able to ask that question within the format of *STAR TREK* was a very fresh thing that you absolutely couldn’t do in the Picard or Kirk era. I would have liked to have done a little more of that.”

THE CONSEQUENCES OF WAR

The story had twin narratives that dealt with Trip and T’Pol on Vulcan and Archer back on Earth. “The interesting part of the Earth side of the story,” Sussman says, “was Archer dealing with the fact that he had become a warrior and that’s not what he signed up for. He was kind of a test pilot. He had wanted to explore and he had done some terrible things that he had never imagined he was going to have to do.

“It’s easy in the moment to put a guy, an alien, in an airlock and threaten to kill him by draining the air out if he doesn’t tell you what you want to know. But now Archer was being haunted by this and trying to regain his sense of optimism and his

soul of exploration. What we were trying to do was have Archer find a measure of peace with what he had done in order to save Earth. Erica Hernandez points out to him that ‘every new school has been named after you Jonathan and that’s quite an honor.’ But he felt he hadn’t done anything honorable at all. He felt he had betrayed his principles: he had crossed many red lines in order to save Earth. To me that was one of the most satisfying elements of season 4. And we never could have done that if we hadn’t done the Xindi story and embraced the 9/11 parallels because that’s the world that we were living in at the time and sadly still continue to live in.”

UNITED EARTH

Home also raised questions about Earth that had never really been addressed. “They pitched to me that there was going to be a big ceremony and there’d be a podium with a Starfleet logo on it. My immediate thought was, ‘I don’t know if that’s right.’ They haven’t just saved Starfleet, they’ve saved the planet, so shouldn’t that be the equivalent of the flag of our nation and our nation is Earth.

“I found myself asking ‘what is the government of Earth like?’ We certainly said in the pilot that the nations of the Earth were united but what is the name of the government? Was it the new United Nations? Was it the United Earth? We certainly heard both terms thrown about.”

Sussman is a huge original series fan, and knew that in the earliest episodes back in the 1960s it wasn’t entirely clear that the Federation existed.

▲ In the early days of the original series Kirk’s *Enterprise* appeared to be an Earth ship rather than a Federation vessel. Mike Sussman had the production base the Earth government logo on a symbol that had appeared in the second pilot.



▲ The attack on Earth influenced the development of the NX-02, which became a more militaristic ship, and forced Phlox to confront racism.

There were references to the United Earth Space Probe Agency and in the second pilot, we'd actually seen what looked like a United Earth symbol on a cup.

"It was on a styrofoam cup that flew across the room in *Where No Man Has Gone Before*. It kind of looked like the UN logo, that said *U.S.S. Enterprise* and had palm leaves on it. We clearly weren't going to do that logo exactly but I wanted to see that design. And we did - we put it on the podium and to me it was very moving and emotional moment where Archer is addressing the people of Earth and there is the Earth logo: Earth embraced in the palm leaves just as the Federation logo is the universe in that same kind of graphic.

▼ Not everyone on Earth was happy about the influence aliens were having on their society, and Paxton wanted to expel them all.



"I think that logo alone speaks volumes to me about *STAR TREK* and its ideals and about where we will hopefully go as a species and that is something to for. To me it is as hopeful as the image of Earth rising over the moon that the Apollo astronauts photographed."

But Earth would take its time getting there. The Xindi hadn't just had an effect on Archer, the attack had also had a profound effect on humanity as a whole. And this was clearly shown in the way that Starfleet was developing.

DIFFERENT TIMES

"We'd established in season 2 that the NX-02 was under construction. That was also a part of the storyline of *Home* where Archer is meeting his former lover and the commander of the NX-02 and lamenting the fact that this ship is now more of a warship than *Enterprise* was and this was the way that it had to be. We had to go into deep space and we had to go out there loaded for bear because we don't know what we're going to encounter."

This growing sense of how dangerous space could be was also reflected in the way the people of Earth reacted to aliens. The story also featured a plot, in which Phlox sees an uglier side of humanity. "Phlox, who'd we'd established had spent many years on Earth and enjoyed Earth cuisine and the people of Earth suddenly, to his surprise, found himself an outsider on Earth. People are picking fights in bars over his very presence. I would have loved to have known more of Phlox's reaction. He's an irrepressible

optimist even in the darkest scenario but could we have taken his character to a place where even he would have decided 'Maybe the brightest idea isn't for me to be on this planet until you people heal from this wound'?"

At the same as *ENTERPRISE* was dealing with the consequences of the Xindi conflict, the show's new showrunner, Manny Coto, was determined to focus on how the Federation had come to be born. This resulted in a series of stories set on Vulcan, Andoria and, of course, Earth.

UNANSWERED QUESTIONS

Coto was also keen to explore the elements of Earth's past that had been mentioned in the original series but never expanded on. One of the ideas he had was to do a story about Colonel Green, a fantasy version of whom, had appeared in the original series episode *The Savage Curtain*. Green was a military leader who had led a "genocidal war" in the 21st century. That show evolved into the augments arc, which dealt with survivors of the Eugenics Wars.

There would however, be a two-part story that dealt with a man who believed that Green had done the right thing and that explored how Earth could retreat from its place in the Galaxy. *Terra Prime* focused on Paxton, a businessman who was determined to cleanse Earth of alien influences.

"What Earth was grappling with was xenophobia, which again in season 4 was something that you could only do on our show. It wouldn't have been believable I think in Picard's time or Kirk's time if the people of Earth had that kind of reaction.

"If you look at the demands of someone like Paxton who basically wanted to build a wall to keep the aliens out. Even though he was defeated and he was ultimately a black hat villain, you could certainly imagine a political figure taking advantage of people's prejudices and coming to power."

Ultimately, that story was the last one set in *ENTERPRISE*'s regular continuity, but Sussman is clear that had the show survived for another season, there would have been many more stories that dealt with how Earth was evolving. He points that the next important element in *STAR*

TREK's established history would have been the Earth-Romulan wars which ultimately led to the establishment of the Federation. Manny Coto clearly planned to show them and, as a consequence, we would have seen Earth continue grow until it was finally ready to take its place at the center of the Federation, and eventually become the utopia that Roddenberry had promised.



◀ Paxton led a group who would have been horrified by the very idea of the Federation. For them, involvement with different cultures had only made life worse.

ON SCREEN



FIRST APPEARANCE:	'THE EXPANSE' (ENT)
TV APPEARANCE:	STAR TREK: ENTERPRISE
DESIGNED BY:	John Eaves

KEY APPEARANCES

STAR TREK: ENTERPRISE

'The Expanse'

After a devastating attack on Earth by a probe of unknown origin, *Enterprise* is recalled home. On the way, Captain Archer is abducted by the Suliban, and a shadowy figure tells him that the probe was sent by the Xindi. Archer is returned to his ship, but as they near Earth, a Bird-of-Prey commanded by Duras attacks them. Fortunately, three Starfleet ships, including two Warp Delta starships, force the Klingon vessel to retreat. Back on Earth, Archer urges his superiors to send his ship to look for the Xindi, even though they are rumored to live in the dangerous Delphic Expanse.

STAR TREK: ENTERPRISE

'Twilight'

When a spatial anomaly hits *Enterprise*, Captain Archer is infected by subspace parasites that prevent him from forming new memories. Next, he wakes up 12 years in the future on Ceti Alpha V with T'Pol taking care of him. He is stunned to learn that Earth was destroyed by the Xindi. Dr. Phlox believes he has finally discovered a cure for his condition, but the Xindi find them before the treatment is completed. The remaining human fleet, including Warp Delta starships, put up a valiant fight, but it looks as if the human race will be doomed unless they can find a way to reset the timeline.

TRIVIA

The Warp Delta ship seen flying above Luna in the opening credits of *STAR TREK: ENTERPRISE*, right after a scene of Zefram Cochrane's *Phoenix* and before the shots of *Enterprise* NX-01, was labeled the S.S. *Emmette* by the art department. The other imagery for the opening titles came from a drawing that illustrator John Eaves created of a number of real-world and *STAR TREK* vessels leaving Earth – see below.



Serena Scott Thomas, the sister of Kristin Scott Thomas, filmed scenes for the *STAR TREK: ENTERPRISE* episode *The Expanse*, in which she played Becky, a love interest of Captain Archer. This episode was running ten minutes long when completed and it was decided to remove the scene where Captain Archer meets Becky in a restaurant in Chinatown in San Francisco.



Enterprise leading a rag-tag fleet to a new home after the destruction of Earth in the *STAR TREK: ENTERPRISE* episode *Twilight* was a homage to *Battlestar Galactica*. Before writing the episode, Mike Sussman had just read a pilot script of the re-imagined *Battlestar Galactica*.

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