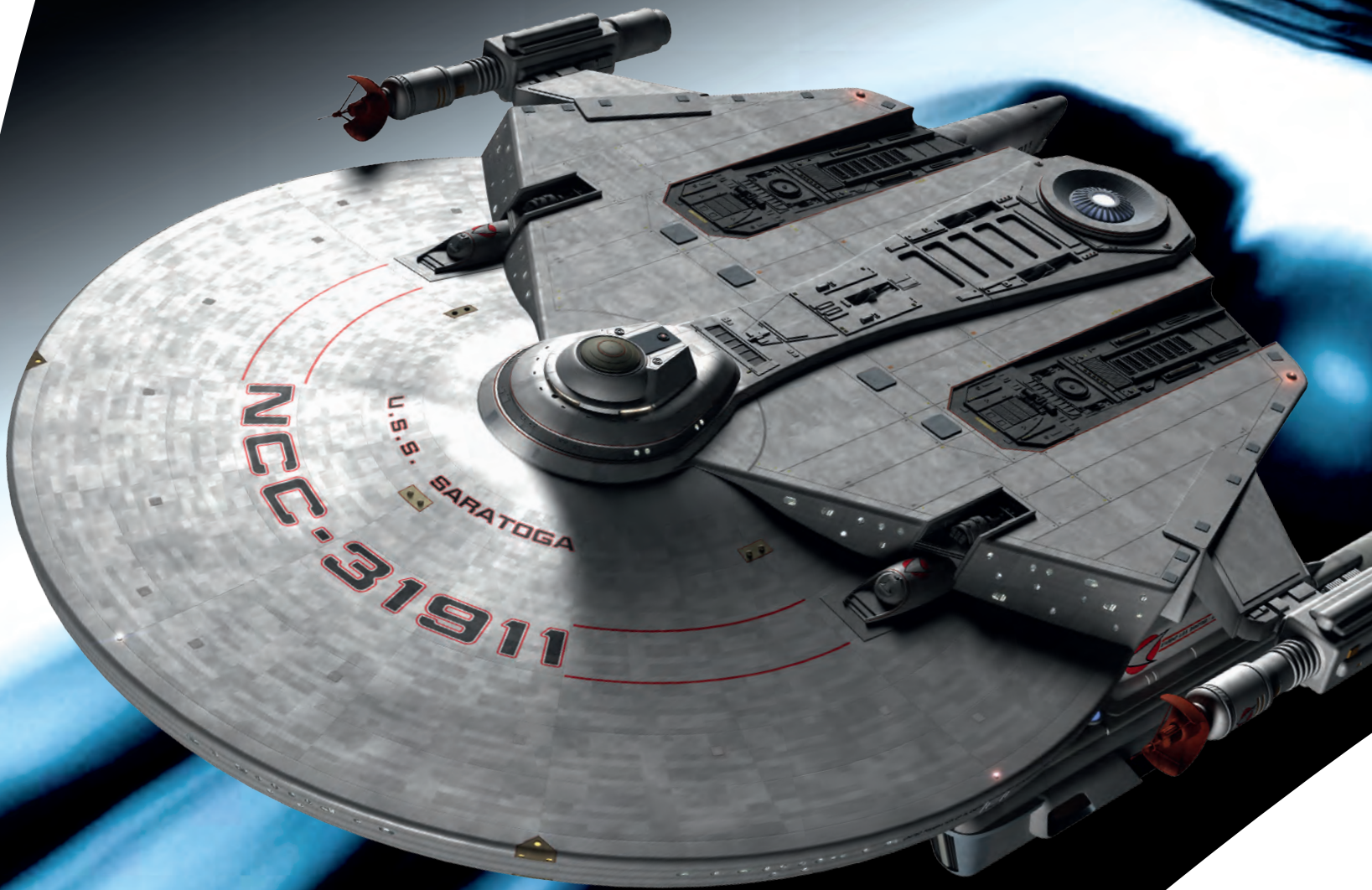


91

STAR TREK™

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U.S.S. SARATOGA
NCC-31911

MIRANDA CLASS

LAUNCHED: 24th C

LENGTH: 243 METERS

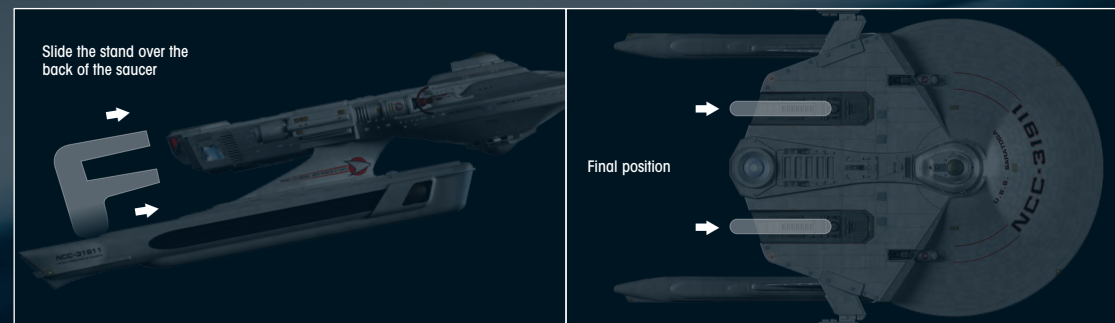
MAX SPEED: WARP 9.2

U.S.S. SARATOGA NCC-31911

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U.S.S. SARATOGA NCC-31911

SPECIFICATION



REGISTRY:	NCC-31911
CLASS:	MIRANDA
LAUNCHED:	24th CENTURY
DESTROYED:	2367
LENGTH:	243 METERS
CREW:	200 (APPROX.)
TOP SPEED:	WARP 9.2
WEAPONRY:	SIX PHASER EMITTERS, TWO TORPEDO LAUNCHERS
CAPTAIN:	MARTIN JEDLIČKA



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► The *U.S.S. Saratoga* did not feature the weapons 'roll bar' over the saucer section like some earlier examples of *Miranda*-class ships. It did, however, include extra sensor pods in the form of two large outboard modules above the ship's nacelles.

U.S.S. SARATOGA NCC-31911

The *Saratoga* was a *Miranda*-class ship that was part of the fleet that fought a Borg Cube at the Battle of Wolf 359.

The *U.S.S. Saratoga* NCC-31911 was a *Miranda*-class vessel that was in service with Starfleet during the 24th century. This class of starship had been operating since at least the 2280s, making it one of the longest serving and most successful types of vessel to be used by Starfleet.

They were designed and mainly used for science and patrol missions, but they could also be deployed in combat duties if the need arose. They normally had a crew complement of around 200, and by the middle of the 24th century they also accommodated crew member's families.

Over the years, *Miranda*-class ships had used slightly different hull configurations, but their overall shape remained basically the same. Like all vessels of this type, the *Saratoga* was 243m in length, and did not feature a separate secondary engineering hull. Instead, an enlarged squared-off section was fitted to the rear of the saucer. This area contained the ship's warp core and impulse engines, as well as two shuttlebays. Both of the shuttlebays also contained escape pods capable of transporting several personnel off the ship in an emergency.

LOCATION OF WEAPONS

Some *Miranda*-class vessels were equipped with a weapons 'roll bar' that was fitted above the rear section of the saucer, and it carried additional phasers and torpedo launchers. The *Saratoga* did not feature this 'roll bar,' and just had the standard number of phasers and torpedo launchers. This included six type-7 phaser emitters, three mounted on top of the saucer and three below, including one that was situated on the sensor dome. There



◀ According to a starship deployment chart seen in a courtroom of Starbase 173 in 2365, the *Saratoga* was captained by Martin Jedlicka while it was on a mission of exploration in Sector 002. By 2367, a Vulcan captain had taken over the command of the ship, while the then Lt. Commander Ben Sisko was its first officer.



► The *Saratoga* engaged the Borg cube at the Battle of Wolf 359. It fired a full salvo of phasers, but they had no effect. The *Saratoga* was then held in a Borg tractor beam, while its shields were drained.

▼ During the encounter with the Borg, the tactical officer aboard the *Saratoga* was a heavily muscled Bolian. He, along with Sisko, were the only members of the bridge crew to survive the attack by the Borg.



▲ *Miranda*-class vessels, such as the *Saratoga*, were normally used for scientific or supply missions. They featured a whole host of upgraded sensor equipment to help them carry out their primary tasks. They were not really designed for combat, but they could be pressed into action if the need arose.

were also two phaser emitters located just below the impulse engines at the rear.

The *Saratoga* had additional cylindrical sensor pods located below the port and starboard side of the saucer section. These were not standard equipment on all *Miranda*-class vessels, and obviously enhanced the scanning ability of the *Saratoga*, providing additional scientific data.

The *Saratoga* had a vertically-installed warp core that spanned several decks, and warp nacelles that hung down below the saucer section. The ship was capable of attaining a top speed of warp 9.2 for short periods, but its standard cruising speed was closer to warp 6.

The main bridge of the *Saratoga* was located on deck 1 at the top of the saucer section. The layout was similar to that found on *Constitution*-class ships, with the flight controller and operations stations were located at the front and the

captain's chair in the middle. Two additional standing consoles were located just behind the captain's chair, with the tactical station being the one on the port side, while science and communications stations were on the starboard side of the bridge.

SERVICE RECORD

In 2365, according to a starship deploy status chart that was on display in a courtroom of Starbase 173, the *Saratoga* was under the command of Captain Martin Jedlicka. It was assigned to a deep space exploration mission of Sector 002 along with the *U.S.S. Apollo* NCC-30000.

By 2367, the *Saratoga* was under the command of a Vulcan captain and its first officer was Lt. Commander Benjamin Sisko, who would later become the commander of Deep Space 9. During that year, it was part of a fleet of at

least 40 starships that massed at Wolf 359 to protect Earth and the surrounding sector from an invasion by a Borg cube.

During the battle, the *Saratoga* unleashed a full spread of phasers and photon torpedoes at the Borg cube, but they had no effect. The *Saratoga* was rendered immobile by a tractor beam emitted by the cube, while its shields were quickly drained of power. With no defenses, the *Saratoga* was helpless against the cube's cutting beam, which sliced apart the hull through decks one to four and caused a massive explosion. The warp core also suffered heavy damage, leading to an antimatter containment failure. Apart from Sisko and the Bolian tactical officer, the entire bridge crew were killed in the attack, while chaos and fires reigned all around them. The entire ship leaned to the left as the stabilizers failed, and it was clear that the *Saratoga* could not be saved.

Sisko tried to get as many survivors to the escape pods as he could, before rushing back to his quarters. He managed to rescue his barely conscious son Jake, but he was too late to save his wife, Jennifer, who also died in the attack. As they left in an escape pod along with a dozen others, the *Saratoga*'s warp core breached and the ship exploded in a massive fireball.

▲ Sisko's wife, Jennifer, had taken refuge in their personal quarters along with their son Jake during the Borg invasion. Jake survived the encounter, but Jennifer was killed when an explosion ripped up through the floor.

DATA FEED

Following the Battle of Wolf 359 and death of his wife Jennifer, Sisko took up a posting at Utopia Planitia Fleet Yards on Mars. Emotionally devastated, Sisko poured his energy into helping design a prototype *U.S.S. Defiant*. Design flaws emerged and the project was halted, leaving him on the verge of resigning. It was then that one of his former commanding officers, Captain Leyton, recommended him for a command position aboard *Deep Space 9*.



BATTLING THE BORG

The **U.S.S. Saratoga** was one of at least 40 Starfleet ships that fought an invading Borg cube at the Battle of Wolf 359 in 2367.

Early in the battle, the **U.S.S. Melbourne** NCC-62043 was caught in the cutting beam weapon from the Borg cube. As its shields were being drained, the **Saratoga** rushed in to help the stricken vessel, but it was too late. Half of the **Melbourne's** saucer was blown away, and the burning hulk of what remained was rammed by the cube as it pursued the **Saratoga**. It was soon caught in the cube's tractor beam, while its shields were quickly drained. Once they failed, there was a massive explosion that caused huge damage to decks one through four.

Once the smoke had cleared, First Officer Benjamin Sisko realized that he and the Bolian tactical officer were the only bridge crew who remained alive. Damage reports revealed that a warp core containment failure would destroy the rest of the ship in just four minutes. Sisko had no other option, but to issue the order to abandon the ship. He then went to his crew quarters to find his wife and child, and while Jake was still alive, his wife Jennifer had been killed by fallen wreckage.

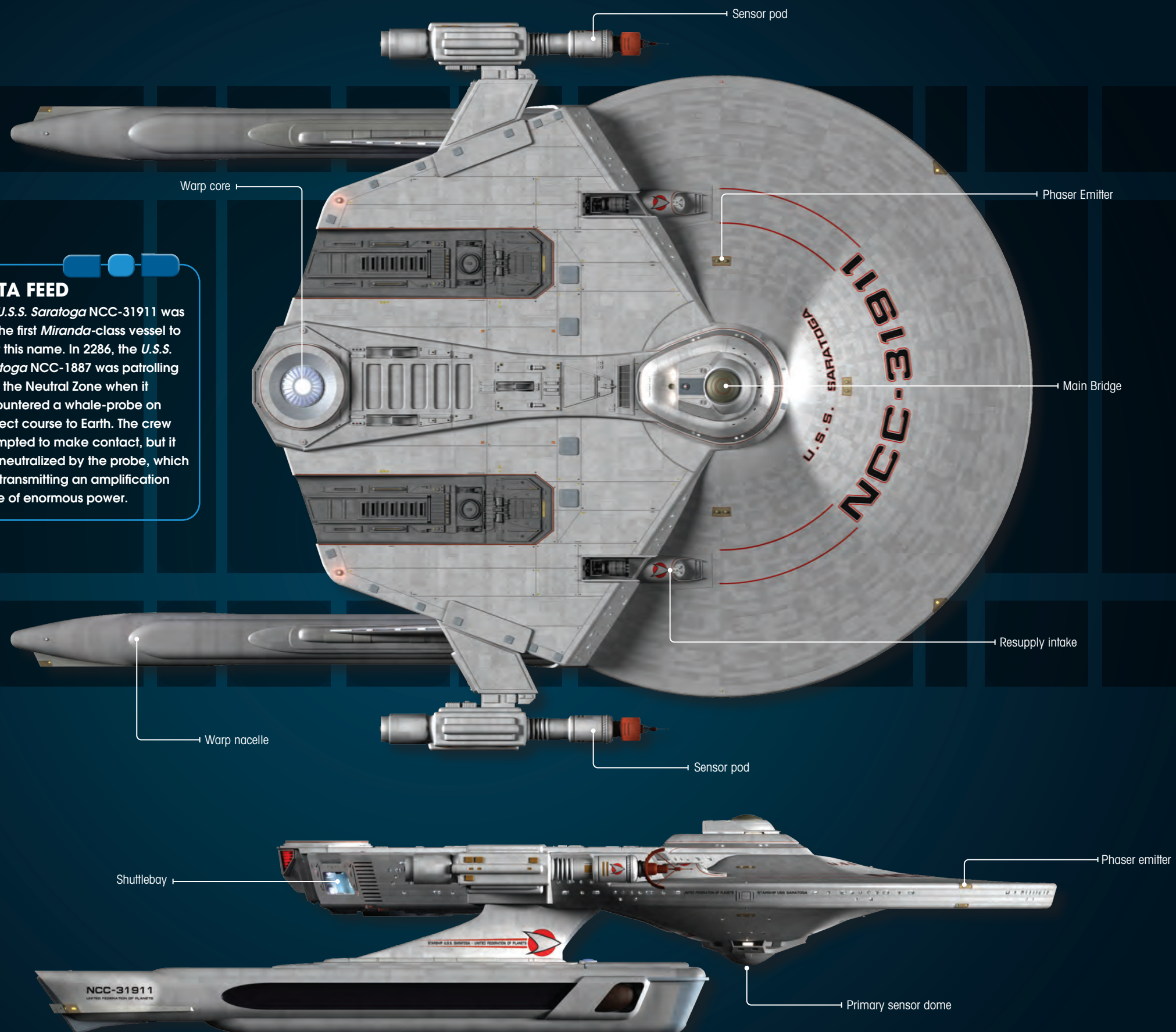
Numb, and with badly burned hands, Sisko found his way to an escape pod where he joined Jake and about a dozen other survivors. The escape pod was launched and then a few seconds later, they watched through the window as the **Saratoga** blew to pieces.



▲ Sisko was lost in his thoughts about his deceased wife as he fled the **Saratoga** in one of its escape pods. Seconds later, the **Saratoga**, which could be seen through the window, erupted in a huge fireball.

DATA FEED

The **U.S.S. Saratoga** NCC-31911 was not the first **Miranda-class** vessel to bear this name. In 2286, the **U.S.S. Saratoga** NCC-1887 was patrolling near the Neutral Zone when it encountered a whale-probe on a direct course to Earth. The crew attempted to make contact, but it was neutralized by the probe, which was transmitting an amplification wave of enormous power.

**CLOSE NEIGHBOR**

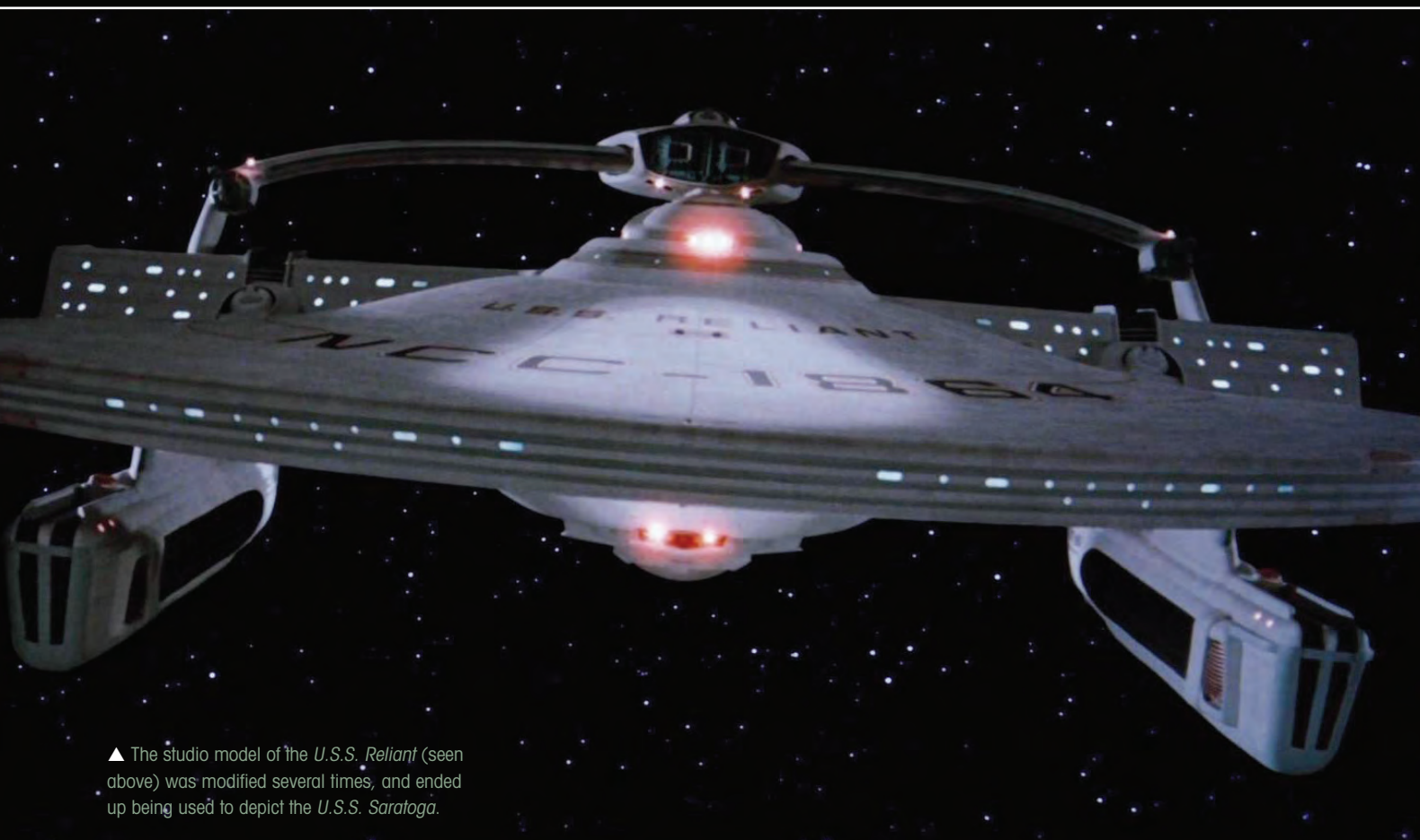
Wolf 359 was the primary star in the Wolf system. In reality, it is located in the constellation Leo, approximately 7.8 light years from Earth. It is one of the nearest stars to the sun.

BOLIAN NAME

The name of the **Saratoga's** Bolian tactical officer was never given on screen. His name was revealed as Hranok in the novelization of the **STAR TREK: DEEP SPACE NINE** episode *Emissary*.

FAMILIAR VOICE

Majel Barrett, the actress who played Nurse Christine Chapel in **THE ORIGINAL SERIES** and wife of Gene Roddenberry, recorded the lines said by the **Saratoga's** computer voice, as she had done previously for the **U.S.S. Enterprise-D's** computer voice.



▲ The studio model of the *U.S.S. Reliant* (seen above) was modified several times, and ended up being used to depict the *U.S.S. Saratoga*.

FILMING THE

U.S.S. SARATOGA

Perfectly constructed for filming, it was not surprising that the *U.S.S. Reliant* was reused to portray other ships, including the *U.S.S. Saratoga*.

The studio model of the *U.S.S. Saratoga* NCC-31811 was actually a reuse of the *U.S.S. Reliant* NCC-1864 that had been created for *STAR TREK II: THE WRATH OF KHAN*. This *Miranda*-class model had originally been designed by Joe Jennings, Mike Minor and Lee Cole – see issue 11 for more details on the design of this ship.

This high quality large scale model proved a success as it was perfectly constructed for filming. It therefore

made sense to reuse it, not just once, but several times over the next 15 years. After a few modifications, it was used to depict the *U.S.S. Saratoga* NCC-1887 in *STAR TREK IV: THE VOYAGE HOME*. This was also a *Miranda*-class vessel, but different to the *Saratoga* that appeared later in the *STAR TREK: DEEP SPACE NINE* episode *Emissary*.

The model then went on to appear in *THE NEXT GENERATION* as the *U.S.S. Lantree* NCC-1837 in the episode

Unnatural Selection. For this outing, the effects crew were unable to make the internal lighting on the 'roll bar' work in time for the shoot, so it was left off. The model then appeared as the *U.S.S. Brattain* NCC-21166 in the episode *Night Terrors*, where the model was mistakenly labeled as the 'Brittain.'

After more extensive modifications, the model was used to depict the *Soyuz*-class *U.S.S. Bozeman* NCC-1941 in *Cause and Effect*, and it also



▲ The *Miranda*-class model turned up as the *U.S.S. Lantree* in *Unnatural Selection*. The roll bar was absent in this appearance as the lighting could not be made to work.



▲ A few changes later, the model appeared again as the *U.S.S. Brattain* in *Night Terrors*. Unfortunately the name was misspelled on the saucer as 'Brittain.'

appeared later as an unnamed ship in both *STAR TREK GENERATIONS* and *STAR TREK: FIRST CONTACT*.

HARD-WORKING MODEL

The studio model's other appearance was as the *U.S.S. Saratoga* NCC-31911 in *DEEP SPACE NINE*'s pilot episode *Emissary*. Three break-away models were also constructed for this episode, cast from molds taken from the original studio model. This was because they wanted to blow up the ship for its destruction sequence when it battled the Borg at Wolf 359. They obviously did not want to destroy the detailed and expensive original studio model, hence the reason for building cheaper, specially prepared models that were wrapped in explosive primer cord.

The sequence was shot on a larger sound stage at Paramount, rather than at Image G for safety reasons. The explosion had to be substantial and produce enough debris to be believable. In the end, it took them three attempts to achieve the desired detonation, but they got the shot they needed using a high-speed camera.

The original studio model, labelled as



▲ This studio model was altered once more and labeled as the *U.S.S. Saratoga* for its outing in *Emissary*, but the roll bar was ultimately left off.

the *U.S.S. Saratoga* on the main body and the *U.S.S. Brattain* on the roll bar was sold at the *40 Years of STAR TREK: THE COLLECTION* auction in 2006. It was described as the *U.S.S. Reliant* model and sold for \$60,000.



▲ The visual effects team prepared several breakaway models of the *Saratoga* with explosives in order to film its destruction.



THE EVOLUTION OF BENJAMIN SSKO

Executive producer Ira Steven Behr discusses how Ben Sisko changed over the course of the show, arguing that he developed and evolved more than any other major character in the history of *STAR TREK*.

▲ Benjamin Sisko reluctantly came to Deep Space 9 to prepare the Bajoran people to join the Federation. He was on the brink of resigning his commission with Starfleet, but he soon found a new sense of purpose. In the years that followed, he learned as much as he taught, finally accepting his destiny as Emissary of the Prophets.

IN the history of *STAR TREK*, no character went through more changes than Benjamin Sisko. When he first arrived on Deep Space 9, he was a grieving widower who was uncomfortable about his role as the Bajoran Emissary. Seven years later, he was a married man, who planned to make his home on Bajor but sacrificed everything to save his adoptive people by becoming one of the Prophets. "It was an amazing arc," said executive producer Ira Steven Behr, "and I defy anyone to point to any other lead in a *STAR TREK* series who went on such an incredible journey."

However, Behr added, it would be a mistake to think that the writers knew what was going to happen when they first started work on *STAR TREK: DEEP SPACE NINE*. In fact, the character that series creators Michael Piller and Rick Berman came up with was intended to be quite different than the Sisko that developed. As Behr remembered it, one of their major concerns was to distinguish him from Picard. "I think they were looking for someone more accessible," said Behr. "Not a guy where you'd have to twist his arm to get him to play cards with the crew. Also, the part was conceived

as younger, and that was what brought about the dreaded 'commander' status."

The series bible said that Sisko was a man with a temper that he had to work hard to keep under control, but had a gentle demeanor. *Emissary* also established that he had lost his wife at the Battle of Wolf 359, and that before arriving on the station he was uncertain what to do with his life.

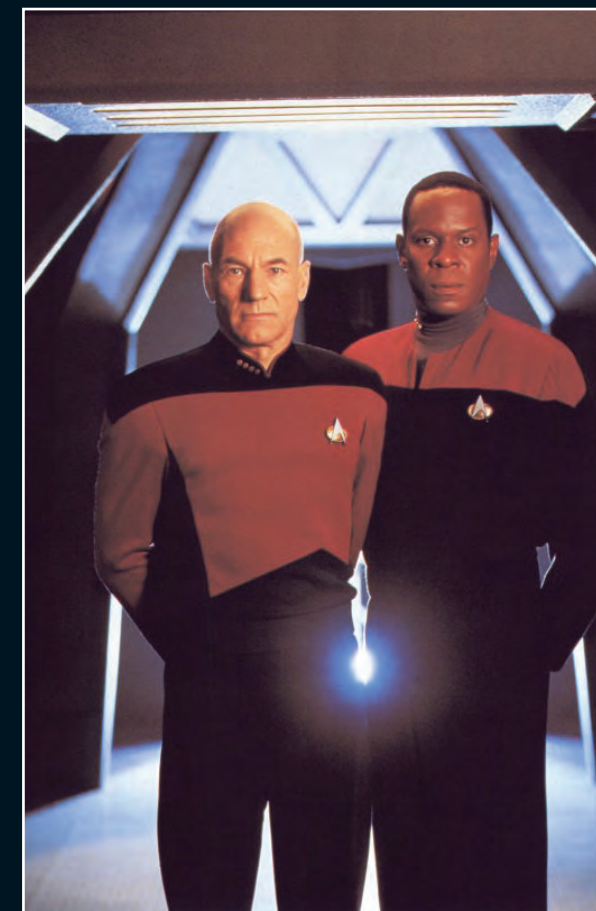
KIRK AND PICARD

The instruction given to the writers was that Sisko was a cross between Kirk and Picard, combining the best elements of each. "That sounded terrific," Behr said. "It sounded as if it made sense, but it wasn't that simple – every character was contingent on who you cast. René Auberjonois changed our take on Odo; Terry Farrell had a tremendous impact on Dax; and Avery Brooks made us rethink Sisko. You don't cast someone like Avery and then make him a commander. The audience could never buy that."

Because Avery Brooks was a mature man with a commanding presence it was also hard to imagine him hanging out with the crew in Quark's, or taking Kirk's somewhat happy-go-lucky approach to the universe. "Still," Behr said, "we were a little slow on the uptake, because the idea of a combination of Kirk and Picard sounded so good. That proved, I think, less than wonderful, both for us and Avery; though he never complained, and just did whatever we gave him, no matter what he must have thought of it at times."

A character is largely defined by the relationships they have with other people, and as the series began two relationships were particularly important to Sisko. "I think Jake and Dax were the things we were holding on to," said Behr. "Dax was supposed to be a whole different type of character. Again, casting Terry had an impact. Originally, the character was supposed to have a lot more wisdom and gravitas. Eventually, we realized we had to make her the type of person who would marry Worf, and that would never have worked with what we originally had in mind."

The idea was that the Sisko-Dax relationship would provide a kind of mirror to the Kirk-Spock relationship, with the human commander taking advice from a wise alien who could offer a different perspective on any situation. Given Dax's



◀ Sisko was on the *U.S.S. Saratoga* with his wife and son during the infamous encounter with the Borg – led by the Borgified Picard. This led Sisko to have some bitterness toward Picard, however misguided, for the death of his wife.



◀ The relationship between Ben Sisko and his young son Jake was intended to be one of the cornerstones of the series. This was the first time that an ongoing parent-child relationship had really been tried on *STAR TREK*.



◀ Before they cast the roles of Sisko and Dax, the creators imagined Sisko turning to Dax for advice and support in the same way that Kirk had done with Spock.

► Making Sisko the Emissary thrust him into the heart of Bajoran politics, and he came into conflict with Winn Adami. When the series began, the writers had no intention of continuing the Prophets storyline, but it later played a big part.



many lives, she would also act as a mentor figure to Sisko, helping him to understand himself and his situation. However, the chemistry between the actors led to a very different result, and Dax was later reinvented as a "female Errol Flynn."

"I think the idea of Dax and Sisko was a valid one," Behr said, "but in terms of success you can't compare it to the relationship with Jake, which was one of the best father-son relationships. It wasn't treacly, it wasn't over-sentimental, and I'm very proud of it."

SISKO AND RELIGION

The pilot also set up Sisko's role as the 'Emissary of the Prophets,' a significant figure in Bajoran religion, but at this stage the writers didn't expect that the Prophets, who were very strange characters with an extraordinary concept of time, would play a significant role in the rest of the series. "At first glance the Prophets did not seem very viable," said Behr. "I don't think any of us really had our heads wrapped around it. I thought it was a great concept for the pilot, but it took us a while to

warm up to the fact that we could actually use them to make good drama. Also there was concern we were doing too much stuff with Bajor, and if people didn't like Bajor, how were they going to respond to the Prophets? The whole idea of religion on television was dicey at best."

DIFFICULT QUESTIONS

During the first season, the writers did explore how Sisko's role as the Emissary affected his relationship with the Bajorans, but at this stage Sisko had some serious reservations about the whole idea of Bajoran religion and insisted that he was simply a Starfleet officer. And this was very much how the writers played him – early episodes focused on how difficult it was for him to apply Starfleet morality to the complicated situations he encountered. Inevitably, there was a certain imperialist undertone to all of this. *STAR TREK* had a tendency to present Starfleet characters as somehow possessing 'the answers,' and it would have been very easy to write shows in which Sisko taught the Bajorans how to be better people.

This was never what Behr or the show's other production-writer Peter Allan Fields had in mind, and their boss Michael Piller had always intended *DEEP SPACE NINE* to present a more complicated view of the universe. Toward the end of the second season, Sisko was forced to confront the Maquis, and was presented with a situation so difficult that it was dividing Starfleet.

"The moment I knew that we were going to do things that were going to rock the boat," Behr said, "was in *The Maquis* when Sisko said something like, 'It's easier to be a saint in Paradise.' It's one thing to have Quark criticize the Federation, in terms of



right and wrong, but this was Sisko; he was the man. He was the authority figure, the guy with the mission, and to question that mission was pretty much unheard of in *STAR TREK*. There might have been an episode where Picard would say, 'Maybe we're doing the wrong thing,' but no one had ever really deconstructed what they were doing. I thought that was really interesting, and I thought Avery brought a power and a righteousness to those questions."

REVELATION

Sisko now had a unique perspective that clearly distinguished him from the other captains, but there was still an unfortunate gap between the character the writers were putting on the page and the character they were seeing on the screen. "I wasn't convinced that it was really working, but to be honest it never hit me between the eyes until I finally went to see Avery do *Robeson* on stage," said Behr. "I have to tell you, I was blown away. I was looking at an actor and it was a totally different guy. I was sitting there going, 'Oh my



God! We have screwed up! This man is terrific, and we had him straitjacketed in this role. This is a multitasking guy who didn't have to just stand around stiffly in this uniform, relating only to his kid.'

Sisko's character was effectively relaunched in the opening episode of the third season, *The Search*, when he returned to Deep Space 9, with the *U.S.S. Defiant* NX-74205 and an expanded backstory. We now learned that after the battle of Wolf 359 he had been involved with the project to design the *Defiant*. This established that he was a 'builder,' which was something that would become very important to his character in subsequent episodes.

COMING INTO HIS OWN

As the third season drew to a close, the project to reinvent Sisko was paying off, and Behr felt that the writers finally had a real handle on his character. "*Explorers* was, in my mind, a really important show, that was when all the elements came together," said Behr. "We were feeling very good. That was when we first got the permission to try the

◀ The introduction of the *U.S.S. Defiant* at the beginning of the third season was a conscious attempt to reinvent the series and make Sisko more proactive. He would now take the fight to his enemies and show his true strengths.

► The episode entitled *The Maquis* proved to be a turning point for Sisko, who could see that the issues at stake were much more complicated than Starfleet was prepared to acknowledge.



◀ Behr said that many people in the military found Sisko to be the most realistic leader that they had seen in a *STAR TREK* series, and so he decided to make the most of that quality.

◀◀ 'Explorers' finally showed Sisko enjoying himself when he built an ancient Bajoran starship, and for the first time we saw him embracing Bajoran culture.



▲ Behr was pleased that they were able to give Sisko a significant family life, with a father, a son and an ongoing romantic relationship.



▲ In *Rapture*, Sisko experienced visions that led him to recommend that Bajor delay joining the Federation, much to Starfleet's annoyance.



▲ Sisko was warned by the Prophets not to marry Kasidy as they could "not walk the same path," but he decided to ignore them.



▲ Sisko met with his destiny when he followed Winn Adami and a Pah-wraith-possessed Dukat into the Fire Caves on Bajor.

beard. And we knew that we were going to be hitting them up about making him a captain, three or four episodes later. We wanted the hair off soon, and the religious thing – the Bajoran thing – felt new and interesting."

By the time the fourth season began, Sisko had been promoted and the important parts of his character were in place. However, as Behr explained, he was still something of a solitary person. This was largely because the character had become a military man, and, despite the original idea that he would be happy to join the crew for a game of poker, the reverse had turned out to be true.

FAMILY MAN

Behr wanted to expand Sisko's personal life, so in the fourth season we were introduced to his father, Joseph, and he started dating Kasidy Yates. Behr was determined that these relationships would be real and convincing.

"In *Homefront* you met his dad," said Behr. "And it was not your usual TV dad stuff – 'I have a problem with my dad; unfinished business, have to work it out. Bye bye dad.' It was a continuing relationship. The same thing was true with Kasidy – it was an ongoing, serious relationship. Avery just had this maturity and this vibe that seemed to give it credibility."

By now the writers were devoting more and more time to his position as the Emissary. In *Rapture* he started experiencing visions, and became more

and more distant from his superiors in Starfleet. He even advised Bajor to postpone joining the Federation, and following his discovery of *B'hala*, the Bajorans began to openly revere him as a religious figure. All of this made it important for the writers to portray Sisko as a very human character. After all, here was a man who identified himself as much with the Bajorans as he did with his own people. And his position as the Emissary gave him enormous power. Sisko's humanity was vital to our understanding of just how bizarre the things that were happening to him were.

ESSENTIAL HUMANITY

"To make the idea of him being the Emissary viable, we had to insure that he appeared more and more human, to make his conundrum more three-dimensional," said Behr. "Ultimately, you have to make the most human captain in order to turn him into a god."

As *DEEP SPACE NINE*'s final season began, Behr knew where all this was headed. "By the seventh season, when we knew it was time to put the space station in mothballs, we had decided he was going to be a Prophet," said Behr. "I was well aware that I have a certain perverse quality. I hated the audience feeling too comfortable, because life isn't comfortable and it doesn't turn out the way you want it to. The last thing in the world you would have expected, and maybe the last thing in the world you thought you wanted, was to take this guy and make him into a Prophet,

and this was what we were going to do. If you were going to be a fan of the show, it was one test after the other!"

PAYING THE PRICE

But Behr knew that if Sisko was effectively going to become a god, there would have to be a big price to pay. He would have to give up everything – his new wife Kasidy, his son Jake, the home he planned to build on Bajor – and he would exist only as a noncorporeal entity in the Bajoran wormhole. "I never saw him as dead," Behr explained, "but he was with the Prophets and he wasn't going to be coming back for a very long time! He was gone."

And if this story was going to mean anything, we had to feel Sisko's loss. "If he was going to earn the right to be a Prophet, he needed the purity of being a really human character," said Behr. "At the beginning of the series, he just seemed so aloof from it all, and so disconnected. I thought, 'Let's connect him as much as we can. Let's connect him to the point where his life meant so much to him and he had so much to lose, and then let him lose it. Because he was losing it all for something with a little more depth than a five-year mission.'"

So, after seven years, Sisko's journey was complete, and it was a journey that Behr said he could never have predicted when the series started. The path the writers took was full of inspired suggestions and unexpected turns.

Sometimes they were trying to fix something; other times they were looking for something new; but, Behr said, they always knew that their "seven-year mission" was to explore the characters.

FALLING INTO PLACE

In many ways *DEEP SPACE NINE* was a debate about *STAR TREK*, about how the Federation and the individual characters related to the universe around them. That debate was played out through Sisko and, as all the different elements came together, his story fell into place. Looking back, Behr was amazed at what they managed to achieve, and the way countless decisions worked together to create such a complex and satisfying story. "You know," he smiled, "it was pretty cool!"



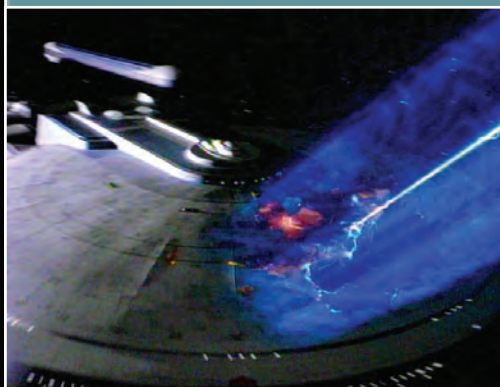
◀ By the beginning of the seventh season, Behr knew how he wanted the series to end. He realized that not everyone would agree, but he did not want to end up with a trite happy ending, as life rarely ends up that way. Sisko would sacrifice everything to save Bajor from the Pah-wraiths by thrusting them back into the fire caves and imprisoning them forever.

ON SCREEN



TRIVIA

A scene that was cut from the teaser of the *STAR TREK: DEEP SPACE NINE* episode *Emissary* had Sisko notifying his captain that the *U.S.S. Gage*, *U.S.S. Kyushu* and the *U.S.S. Melbourne* [pictured below] had been ordered into battle against the Borg by Admiral Hanson. Commander Riker had been offered the command of the *Melbourne* in *THE NEXT GENERATION* episode *The Best of Both Worlds*, but he turned it down. The *Gage* was a new reference that was later recorded in the *STAR TREK* Encyclopedia by Mike and Denise Okuda.



FIRST APPEARANCE: EMISSARY, PART I (DS9)

TV APPEARANCES: STAR TREK: DEEP SPACE NINE,

DESIGNED BY: Joe Jennings, Mike Minor and Lee Cole

KEY APPEARANCES

STAR TREK: DEEP SPACE NINE

Emissary

A Borg cube heads towards Earth while a fleet of Starfleet ships has gathered at Wolf 359 in an attempt to stop it.

Among these ships is the *U.S.S. Saratoga*, and its first officer is Lt. Commander Ben Sisko. Before long, the *Saratoga* is attacked by the cube and the bridge is destroyed, with Sisko and the tactical officer the only survivors.

Sisko orders an evacuation of the ship, then rushes to his quarters to rescue his wife Jennifer, but she has been killed. Sisko is dragged to an escape pod, and as it leaves he watches numbly as the *Saratoga* is blown apart.

Three years later, Sisko is appointed commander of Deep Space 9. His mission is to help the Bajorans rebuild their world after the Cardassians ravaged it.

Sisko is not keen on the assignment, until he makes an incredible discovery. He finds a nearby stable wormhole to the Gamma Quadrant that is populated by non-linear aliens. They make him realize that he stopped truly living at the point he lost Jennifer on the *Saratoga*.

This encounter changes Sisko's attitude and he finds that he is now reinvigorated. He wants to take on the challenge of commanding this space station that has become a new frontier.

J.G. Hertzler played the Vulcan captain of the *U.S.S. Saratoga*. He was credited under the name 'John Noah Hertzler,' but of course he is much better known for his portrayal of the Klingon General Martok. He also appeared as the Changeling Laas in the *DEEP SPACE NINE* episode *Chimera*.



Jennifer and Jake Sisko's appearance aboard the *Saratoga* marked the first time that families were seen aboard *Miranda*-class ships. Up to this point, families had only been seen on *Galaxy*-class ships like the *U.S.S. Enterprise NCC-1701-D*

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