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STARFLEET ACADEMY
**FLIGHT TRAINING
CRAFT**

TYPE: TRAINING CRAFT

IN OPERATION: 24th C

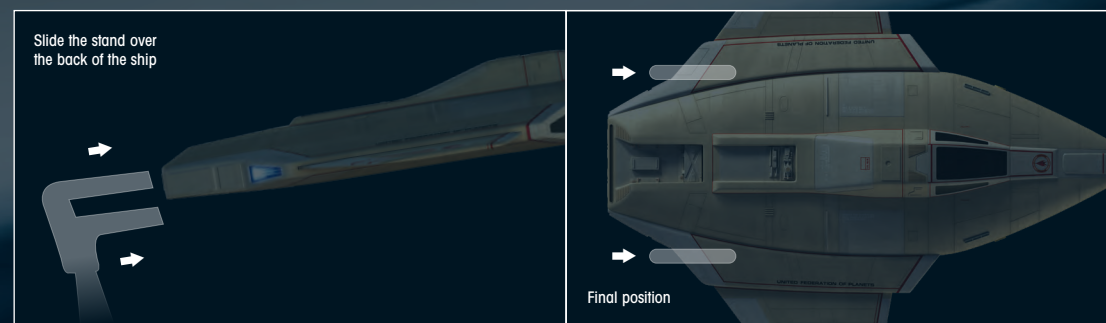
CREW: 1-2

LENGTH: 10.99 METERS

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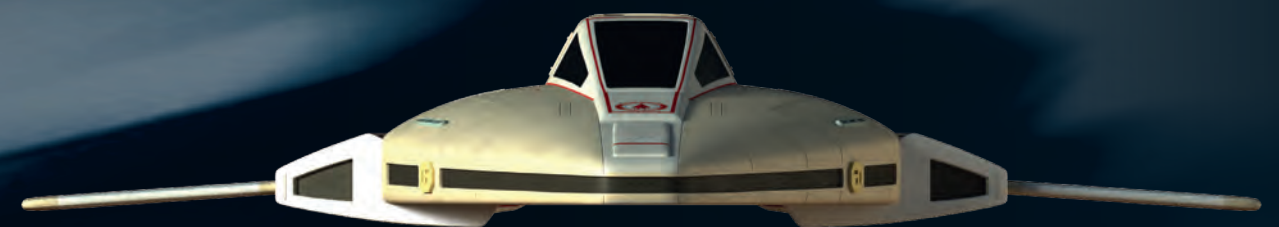
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FLIGHT TRAINING CRAFT

SPECIFICATION



TYPE:	TRAINING CRAFT
AFFILIATION:	STARFLEET ACADEMY
IN OPERATION:	24th CENTURY
LENGTH:	10.99 METERS
CREW:	1-2
PROPULSION:	IMPULSE





STARFLEET ACADEMY FLIGHT TRAINING CRAFT

▲ The Academy training craft were sleek and aerodynamic, as they had to operate in the atmosphere of a planet as well as in space. The cadets often practiced flying the ships on the Academy flight range near Saturn, where they learned more complex maneuvers.

During the 24th century, Starfleet cadets learned flying skills and battle maneuvers at the controls of flight training craft.

Starfleet Academy flight training craft were small, sublight ships used to train cadets in the art of extreme flight maneuvers and combat flying in the mid 24th century.

The training craft were 10.99m in length, and were similar in appearance to conventional atmospheric aircraft. They featured short, forward-swept stubby wings, a pointed nose and a glass canopy surrounding the pilot's position.

The craft were designed for both atmospheric and space flight, and were highly agile. They were equipped with impulse engines and thrusters only, and were not able to achieve warp flight. They normally flew at speeds of around 80,000kph. They were also equipped with landing struts for touchdown on planetary surfaces, proximity alarms and emergency transporters.

COCKPIT LAYOUT

The training craft were normally operated by just one pilot, but could accommodate a second person or an instructor if necessary. Instrumentation included various computer readouts showing speed, course, g-forces and sensor information.

The flight training craft gave the cadets a practical education in the art of aerobatics, while also teaching them the fundamentals of starship operations. Students had to learn such disciplines as astrophysics and navigation, subjects that they would need once they had completed their training and were assigned to a starship.

Cadets who excelled during the flight exercises were picked to join an elite flight team at Starfleet

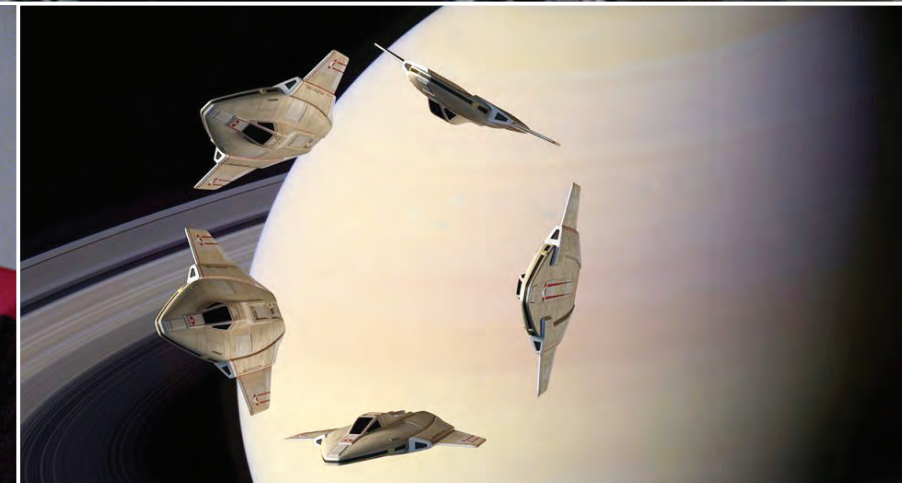


◀ Former ensign of the *U.S.S. Enterprise* NCC-1701-D Wesley Crusher was accepted to Starfleet Academy in 2367. He excelled at flight training and soon became a member of the elite Nova Squadron. During a flight display to mark their graduation ceremony an accident occurred which cost a cadet his life, and Wesley broke his arm.



► Nova Squadron practiced on the Academy flight range, which was located near Saturn. They were in close formation here when there was a collision that destroyed all five ships.

▼ Sito Jaxa and Jean Hajar were also part of Nova Squadron. Like Wesley, they looked up to their team leader, Nicholas Locarno, and were prepared to do anything he told them to keep their team together.



▲ The training craft had a fairly flat cross-section and short wings. They were designed to be able to perform complex aerobatic maneuvers at speeds of at least 80,000 kph. These craft taught cadets not only the rudimentaries of flying, but also what was possible when they were pushed to extremes.

Academy. This was an extremely prestigious position, much like making the football team at a traditional college, and only the most gifted and accomplished cadets were chosen.

These cadets went on to learn and perform various complex formations and maneuvers as a demonstration of their flight prowess. Other students looked up to these cadets, and cheered them on when they competed against other flight schools in competitions like the Rigel Cup.

In 2368, Wesley Crusher, a former ensign aboard the *U.S.S. Enterprise* NCC-1701-D, was part of Nova Squadron, one of the elite flying teams at Starfleet Academy. This five-person team also consisted of Nicholas Locarno, Jean Hajar, Joshua Albert and Sito Jaxa, a Bajoran. Together they had achieved almost legendary status at the Academy by winning the Rigel Cup, which resulted in celebrations that according to groundskeeper

Mr. Boothby, made the parrises squares champion celebrations of 2324 look like a dinner party.

Driven by the ambition of Locarno, the leader of Nova Squadron, they planned to put on a flight show due to be transmitted to the graduation ceremony of 2368 that no-one would forget. That was exactly what they achieved, but unfortunately for all the wrong reasons.

TRAGIC FATALITY

During practice for the flight demonstration, there was an accident that cost the life of one of the pilots – Joshua Albert. The other members of Nova Squadron managed to transport to safety, and although Wesley suffered second-degree burns and multiple fractures of his arm, they survived.

At first, all the surviving members of Nova Squadron said they could not understand how the accident had happened. They were flying in

close formation on the Academy flight range near Saturn when the collision occurred.

Only one of the ships' data recorders was recovered, but this did not reveal what had happened at the moment of the crash. Locarno claimed that they were preparing for a maneuver known as a Yeager loop when Albert's ship collided with Hajar's craft. They had less than two seconds to perform an emergency beam out to the evac station on Mimas, one of Saturn's moons, but Albert did not make it.

It was only when Captain Picard looked into the matter that the truth emerged. He deduced that the squadron were trying to perform a maneuver known as a Kolvoord Starburst. This stunt required great precision, but it was also very dangerous. In fact, it had not been performed for more than a century, as the last time it was attempted it resulted in the deaths of all five cadets.

In the end, Wesley's guilty conscience led him to tell the truth at the inquest. Locarno was expelled from the Academy, but in an impassioned plea he stated that he alone convinced the others to try the Kolvoord maneuver and it was his idea to cover up the truth. He sacrificed himself to save the rest of the squadron, and Wesley and the others were allowed to remain at the Academy.

▲ To prove their piloting prowess, cadets performed aerobatic maneuvers in close formation. While they looked impressive, these exercises were not about showing off, but prepared them for combat flying.



DATA FEED

Cadet First Class Nicholas Locarno was the leader of Nova Squadron. He was confident, charismatic and appeared to be a born leader. He engendered complete trust and loyalty in his fellow cadets, but he was hugely ambitious. He persuaded his squadron to perform the prohibited Kolvoord Starburst maneuver, so they would become legends at the Academy. When it resulted in a death, he tried to persuade the others to cover up what had really happened.

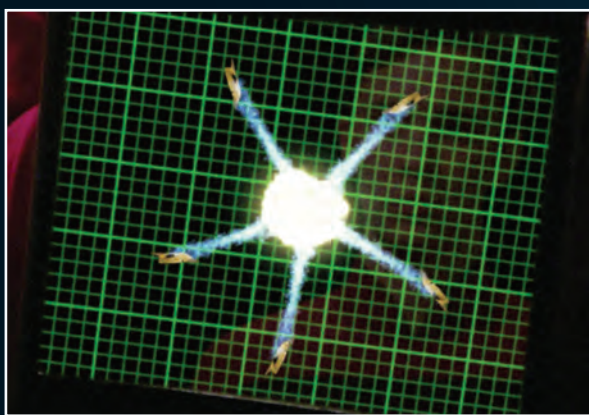
KOLVOORD STARBURST

The Kolvoord Starburst was the name given to a spectacular, but highly dangerous, aerobic space maneuver.

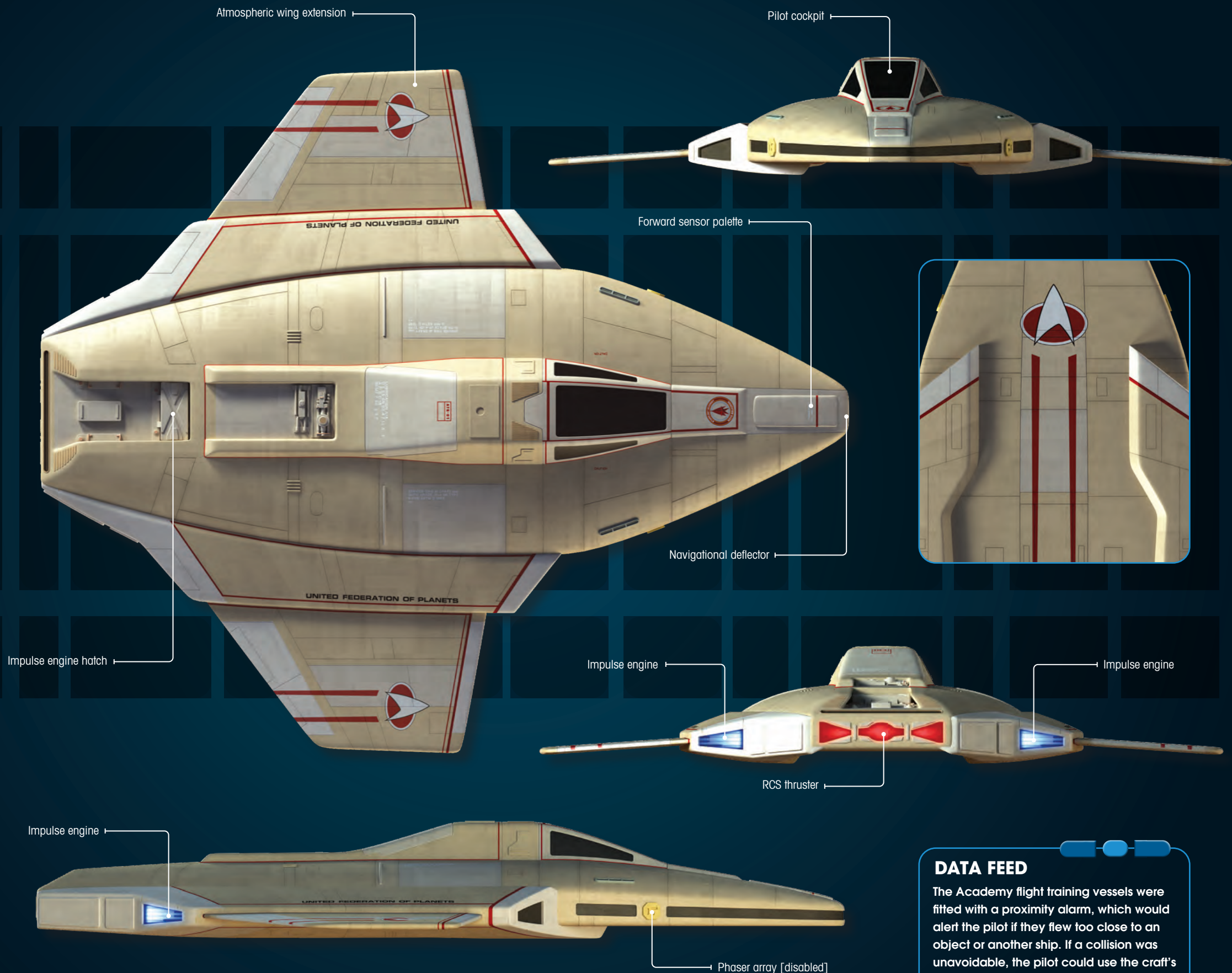
Five training craft were needed to execute the display. They began by arranging themselves in a circular formation, coming extremely close together. They then burst out simultaneously in different directions, igniting their plasma trails in their wake. This produced a spectacular 'starburst' effect, from which the maneuver took its name.

The display was certainly impressive, but a decision was taken to ban it, following the death of five cadets who attempted the stunt. Despite knowing this, Nova Squadron leader Nicholas Locarno wanted to attempt it, and persuaded his team to give it a go, even though they were not given official authorization.

They found out first hand how dangerous it was when the training craft collided during the maneuver and all five vessels were destroyed. Four team members managed to use their emergency transporters just in time and beam to safety, but one – Joshua Albert – did not and he died in the accident.



▲ The Kolvoord Starburst took its name from the effect it produced when five ships came together before flying apart while igniting their plasma trails, producing a neon-white star effect in space.

**LATIN GRAMMAR**

The Starfleet Academy logo featured the Latin phrase 'Ex Astra, Scientia.' This was grammatically incorrect and was later updated to 'Ex Astris, Scientia,' which meant 'From the stars, knowledge.'

SECOND CHANCE

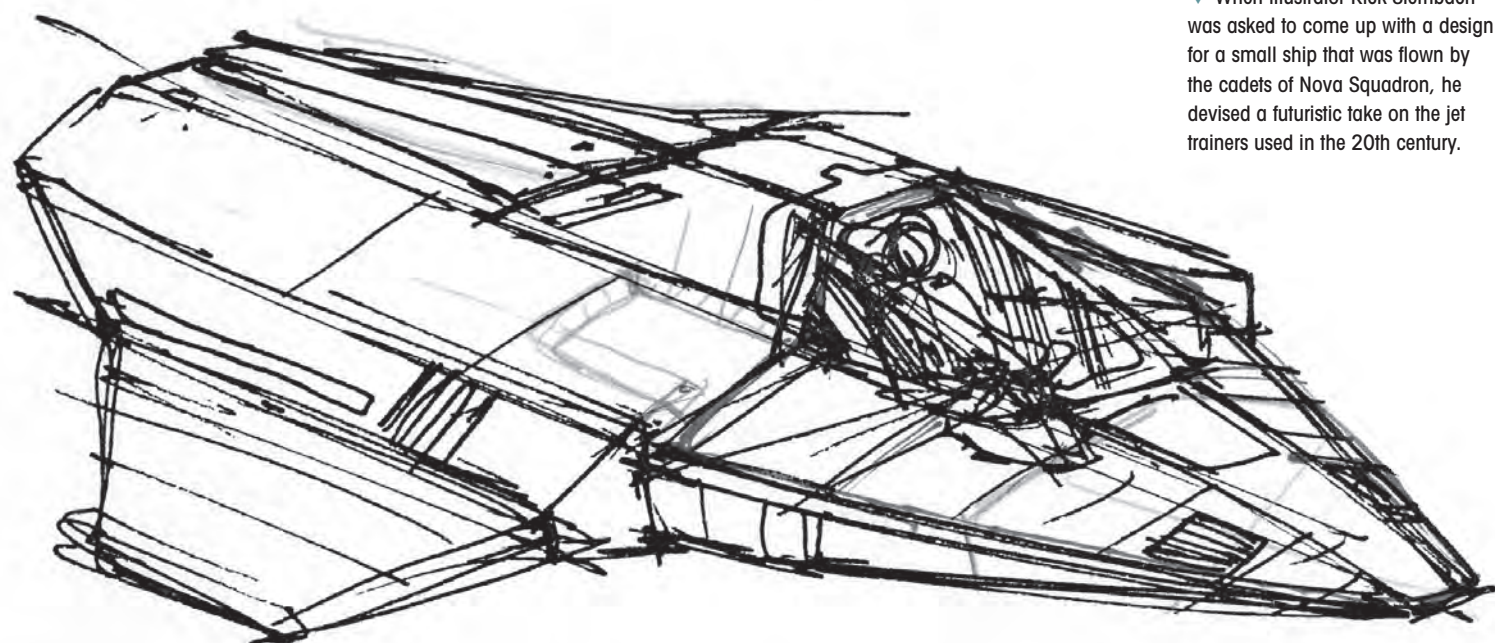
Sito Jaxa, the Bajoran member of Nova Squadron, was later assigned to serve aboard the *U.S.S. Enterprise* NCC-1701-D at the request of Captain Picard because he wanted to make sure she had a fair chance to redeem herself.

SQUAD TROUBLE

In addition to Nova Squadron, Starfleet Academy also operated another elite group of cadets known as Red Squad. In 2372, a number of Red Squad cadets disabled a global power distribution center in Lisbon, allowing Admiral Leyton to launch a coup attempt.

DATA FEED

The Academy flight training vessels were fitted with a proximity alarm, which would alert the pilot if they flew too close to an object or another ship. If a collision was unavoidable, the pilot could use the craft's emergency transporter to beam to safety.



▼ When illustrator Rick Sternbach was asked to come up with a design for a small ship that was flown by the cadets of Nova Squadron, he devised a futuristic take on the jet trainers used in the 20th century.

DESIGNING THE ACADEMY FLIGHT TRAINING CRAFT

Rick Sternbach came up with a suitable design for a cadet training ship that included many typical Starfleet elements and styling motifs.

For the *STAR TREK: THE NEXT GENERATION* episode *The First Duty*, senior illustrator Rick Sternbach was asked to design a "trainer craft" suitable for cadets to use at Starfleet Academy.

Normally, the art department would receive a story synopsis of an upcoming episode before a first draft of the screenplay was completed, helping them to form a sense of what elements would be required for any new vessels. At this early stage, Sternbach felt he would keep the design fairly straightforward, and then add more detailed elements later if needed.

"As far as the design of the trainer craft was concerned, the basic idea was pretty simple," said Sternbach. "It wasn't based on any existing craft, but it did get drawn up with known Starfleet styling. It was a case of designing a 24th-century equivalent of a jet trainer, like a T-38 Talon or a T-45 Goshawk.

"I added some small visual reminders that it could operate in an atmosphere, which meant including elements like wings and a streamlined nose."

Of course as a Starfleet ship, even one used by cadets, it had to have visual reminders of its origins. "The hull shape and details were all consistent

with familiar Starfleet styling," said Sternbach. "Straight or gently curving lines and softened edges were all incorporated. Other details, such as hull surface divisions, RCS thrusters, conformal antennae, radiators, plant-on 'greeblies' and the like were also included to give it a familiar look."

FAMILIAR FEATURES

As always, Sternbach gave thought to how the craft would actually function, and what elements would be needed. "I added thin sensor strips around the fuselage," said Sternbach. "I also drew in anti-collision/ID light strips as you



▲ The photos above show the detailed flight training craft model that featured in two brief scenes in *The First Duty*. Electronic connectors and mount points were incorporated into the model, such as the tail mount cap, so it could be lit and attached to a rig when it was filmed using motion control photography.

would find on present day aircraft, and formation lights. There was no obvious navigational deflector, but there could have been an emitter tucked into the nose behind some EM-transparent panels. I didn't see the need to include phaser emitters, especially if the point of the craft was to develop flight and navigational skills. Plus, there was the fact that Starfleet had never really been into small fighter craft."

Sternbach also gleaned other details of the trainer craft from the story synopsis, and made sure his illustration squared with what had been written. "This was a single seater, impulse-only craft," said Sternbach. "This was not to say that a craft of a similar size and

design couldn't be fitted with a warp system, but I didn't include any visual cues like Bussard collectors or blue warp grilles in the illustration. I figured that the impulse system would work in two modes: as a heated-air ramjet for flight within a planetary atmosphere, and as a more familiar space-time driver coil system in space."

PRODUCING THE MODEL

Once Sternbach had completed his design for the trainer craft, his illustrations were sent over to the 'Gregory Jein Inc' workshop, where the studio model was built. As Sternbach remembers, "Almost everything on the miniature was in my

original construction drawing. Greg usually built things really, really close to what was drawn, or he found little plastic parts that would be perfect for what was needed."

In fact, Jein did add one small decorative element that was not in the drawings. His physical miniature model, which measured about 14 inches in length, featured the Cobra symbol from the 'G.I. Joe' franchise on the nose of the ship just in front of the cockpit window. As a fan of the action figures and comics, Jein decided to include it as a bit of fun, knowing it would be much too small to be picked up on screen in the brief scenes in which the model featured in the episode.

► The finished studio model built by Greg Jein very closely followed what Sternbach had drawn. Although it is too small to really be seen here, Jein added a Cobra symbol from the *G.I. Joe* franchise on the nose of the ship.





WIL WHEATON ON WESLEY CRUSHER

Wil Wheaton reveals his thoughts on playing boy genius Wesley Crusher, how the character evolved, and why he left the show.

▲ Wil Wheaton is a big *STAR TREK* fan, and was hugely excited when he landed the role of Wesley Crusher. He soon found it was not always easy playing the young genius, and had to work hard to win fans over.

In an interview *STAR TREK* creator Gene Roddenberry gave in 1988, he said that Wesley Crusher was based partly on himself at the age of 14, although he hastened to add that he was no genius. Roddenberry certainly had an affinity for the character, as he gave him his own middle name: Wesley.

While Roddenberry had a soft spot for Wesley

Crusher, the same could not be said for some fans of the show, as the character soon became unpopular with them. They expressed annoyance that Wesley always seemed to be the one to save the *U.S.S. Enterprise* NCC-1701-D, making the rest of the crew, including the hypersmart android Data, look like dunces. There were at least seven occasions on which Wesley 'saved the day,' even



though he was on a ship filled with Starfleet's best and brightest.

For Wil Wheaton, who played Wesley Crusher, it was hard to deal with the criticism of the character at the time. He was just 14 years old when *THE NEXT GENERATION* began, and it was a lot to take on his young shoulders.

THE WESLEY PROBLEM

"I hated it at the time, and a lot of the criticism was directed personally at me, which I felt was terribly unfair," said Wheaton. "(There was) a panel at a convention in LA the first year of *THE NEXT GENERATION* called 'Solving the Wesley Problem.' I walked into a room full of probably 500 people who hated me. I turned a lot of them around, and I felt really good about that. But I was not philosophical about it at the time; I was hurt and offended. I didn't understand it."

In subsequent years, Wheaton gave the 'problem' a lot of thought. "Behind everything Wesley did was this thing where he was really concerned about proving himself to the captain, fitting in with the crew, and helping out – to his detriment," said Wheaton. "As audience

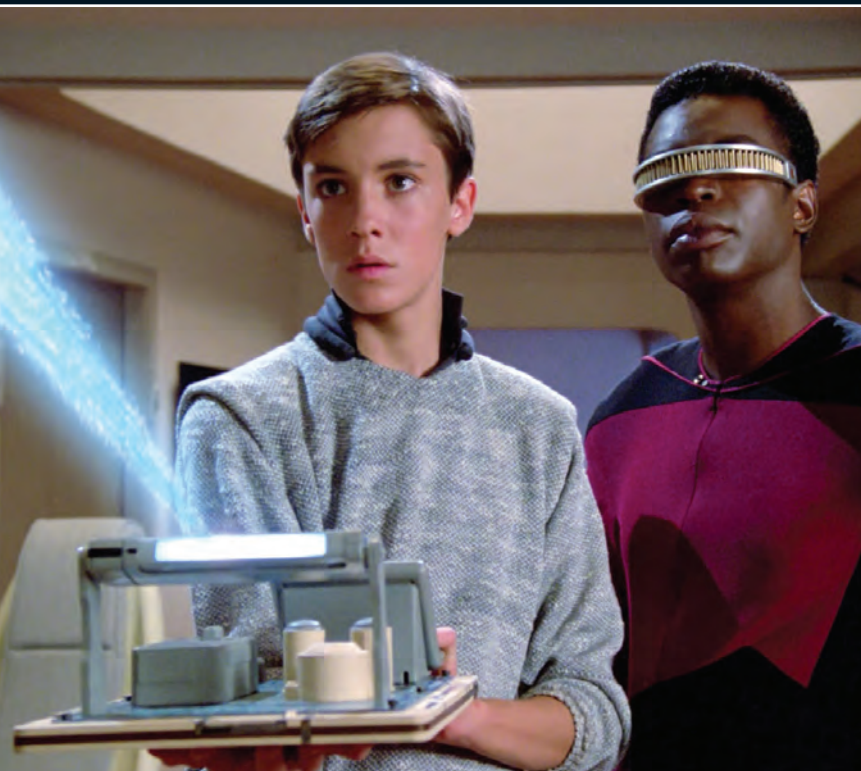
members, we all got tired of the precocious kid. I believe that was Wesley's great failure, and the writers got stuck on that."

With hindsight, Wheaton admitted that he could understand why fans had such a hard time accepting Wesley. In episodes like *The Battle*, Wesley solved the problem just from glancing at the sensor readings that no one else could figure



▲ Wesley was introduced to the audience and Captain Picard after he fell into a river on the holodeck. While Wesley was undoubtedly brilliant academically, he often found himself getting into silly scrapes on the ship.

◀ Doesn't he look young? Wil Wheaton was just 14 when he began playing Wesley Crusher. He had previously appeared in films such as *The Secret of NIMH*, *The Last Starfighter* and *Stand By Me*.



◀ The sweaters that Wesley wore – such as this pumpkin-colored monstrosity – hardly endeared him to the audience. Wheaton can laugh about it now, but the vitriol he faced at the time was tough to take.

▶ Wesley was seen as a more human, flawed individual in *The First Duty*. He was caught between remaining loyal to his friends and telling the truth after his fellow Nova Squadron cadets performed a banned stunt that resulted in a death.



▲ In *The Naked Now*, Wesley saved the ship using a theory based on a miniature tractor beam emitter he created. To some viewers, the idea that a 'kid' could find a solution to the dangers they faced was irksome.

out. According to Wheaton, even he had a hard time liking Wesley after scenes like that. And, of course, if that wasn't enough, Wheaton pointed out the selection of sweaters that they made the character wear were hideous.

The whole precocious kid with the annoying sweaters easily solving mysterious problems was not something audiences could relate to. "I argued forcefully for years that we should have

seen a more human side of him," said Wheaton. "When did we love Picard the most? Not when he was kicking the Borg's ass or lecturing some planet on the importance of the Prime Directive. We loved Picard when he was sitting around drinking tea. When we saw him being a human being. When did we love Data? Not when he was solving a problem. We loved Data when he was trying to solve what it means to be human. Those were the moments when we really identified with these characters. And those moments were few and far between for Wesley."

NOT ALWAYS A HERO

It was not until later seasons that Wesley began to evolve, and was seen as less than perfect and more identifiable as a character. He got involved in a cover-up when his fellow students performed the illegal and highly dangerous Kolvoord Starburst maneuver (*The First Duty*), and his scientific curiosity got the better of him when the 'nanites' from his lab experiment got loose aboard ship (*Evolution*). "That was fun," said Wheaton. "Our great heroes are the best when they do heroic deeds but we see in them the human flaws that we have ourselves. Then we identify with them."

◀ Wesley was in trouble again, this time on Rubicun III when he faced execution for straying into a banned area while chasing a ball.

Wheaton felt, though, that the writers missed other opportunities with his character, notably in the relationship with his mother, Beverly. "We rarely saw her be a mother," said Wheaton. "From the time your children are born until they're about 12, 13, 14 years old, you manage their lives. As they become teenagers you consult with them and help them make the right decisions and learn from their mistakes, and you let them become adults. Dr. Crusher and Wesley should have been in that consultation area, and I don't think they ever did that. They had her try to manage it a couple of times, and it didn't really work."

POSITIVE INFLUENCE

Despite his frustrations, Wheaton felt he made a contribution as a good role model when playing Wesley. "I received a letter from a woman who said, 'My son was doing nothing with his life, and saw *STAR TREK* and decided that he wanted to be Wesley. He turned all of his grades around and became a model student and wanted to be involved in space sciences because of your character.' My purpose in life is to do the right thing and lead by example, and if I can be a positive role model, what better way to fulfill that purpose."

Wheaton also has fond memories of his fellow

cast members. "I was extremely close to Brent (Spiner) and Jonathan (Frakes) and Michael (Dorn). I felt I had a rapport with everyone," said Wheaton.

"My greatest regret is that I didn't fully appreciate what I had when I had it. I don't think any teenager can fully appreciate it. But I cherish my friendship with Brent, I cherish my friendship with Jonathan and with Patrick (Stewart). I felt very close to everyone."

He also looked back on some excellent shows. "There was one where we crashlanded the shuttlecraft and went into the cave and Picard was going to die and I saved him (*Final Mission*). The most fun was *The First Duty*. That was fun to shoot because I got to work with a bunch of actors my own age. That was really cool. It was with Robbie McNeill. I like him very, very much. He's wonderful."

NEW GROWTH

It was also during this episode that the writers felt that they fleshed out the character of Wesley more. "I felt this episode humanized Wesley in a way that he never had been, and maybe now would allow fans to actually like him," said producer Jeri Taylor. "He wore this awful mantle of the genius child who always saved the ship, and in

▲ One of Wheaton's favorite Wesley episodes was *Evolution*, in which a science project went wrong and two micro-biotic 'nanites' bred and began to consume the ship's computer core.





▲ Wheaton greatly enjoyed working closely with Patrick Stewart on *Samaritan Snare*. In the episode, Wesley flew Picard to a starbase in a shuttle in order for the captain to undergo a serious medical procedure. During their trip, their relationship grew, and Wheaton felt the audience saw another side to Wesley.

that sense seemed remote from a real person. He was the perfect Wesley, and that was hard with people to identify with. He made a mistake, a bad mistake, he was flawed. It gave him something he had to work through. That made him a finer person in the end instead of just being a plastic perfect teenager.”

Writer and producer Ronald D. Moore wholeheartedly agreed. “We took that character in a really interesting direction and I think made him more accessible and human,” said Moore. “I was just really happy with what the episode became. It was probably my favorite episode of the year. It had a lot of meaty stuff; the Picard/Wesley scene was powerful. When Picard looked up from behind the desk and got up, you thought he was going to slug him. Picard just had a real heartfelt anger in his face.”

TIME FOR A CHANGE

Even though episodes like this helped Wesley’s character to open up to some extent and won support among the fans, Wheaton decided things had to change. “I was 18 years old, and I’d been acting since I was seven,” said Wheaton. “I was stricken with a problem that most 18 year olds

were stricken with, and that was I had all the answers to everything, and I knew what was best for everyone. Also I was trying very hard to have a career. To be an actor. At that time I was so frustrated, and I was bored. I had been used to doing a different character every four or five months; (on *TNG*) I had been doing the same character, with whom I was increasingly displeased, for close to five years. It felt like a very long time.”

HUGE OPPORTUNITY

Then came a dream offer of a role in a film made by director Milos Forman. But Wheaton needed time off at the beginning of a new *TNG* season, which was not possible due to the schedule. The disappointment was deep, adding to his frustrations. He left the show, with the understanding that he would be available as a recurring character in future episodes. Wheaton said, “The reason I wanted to do that was because to take a character that had four years of development and to just vanish that character would be disturbing to the audience. So they brought me back a few times, and then eventually wrote me out.”



Wheaton continued with guest appearances until a few weeks from the end of Season Seven, where in *Journey’s End* Wesley set off with the Traveler to explore the Galaxy. It was in this

episode that Moore pushed for Wesley to head off in a different direction. “I was the one who pushed to get Wesley out of the Academy and send him off with the Traveler,” said Moore. “I felt that there was a built-in contradiction in a character that we’d said was like Mozart in his appreciation of higher mathematics and physics, yet was just on the same career path as any Starfleet cadet. It seemed like he was only going to the Academy to live up to the memory of his father and the expectations of Picard, not because it was his best destiny.

“*Journey’s End* also seemed like an opportunity to see someone walk away from Starfleet with their head held high and just say, ‘It’s cool, but not for me.’ I was tired of everyone in the 24th century saying, ‘All I want to do is wear the uniform and serve on a starship.’ Hey, it was cool, but it was not for everyone. So I pushed to have Wes realize his destiny was elsewhere and have him walk away.”

Wheaton felt he had made the right decision in leaving the show. “I’d had these grave misgivings that I was going to be trapped in *STAR TREK* for the rest of my life,” he said. “There was no way I could do it; that was not right for me.”

FORGIVEN BY PATRICK

So, Wheaton left the show, but there was one thing that really bothered him until he got an opportunity to set it right a few years later.

“I saw Patrick (Stewart) at the Screen Actors Guild Awards one year,” said Wheaton. “I genuinely adore Patrick. I respect and admire him. It was one of my greatest regrets that I felt I had not earned the right to relate to him as an adult. So I said to him, ‘I felt like I was loud-mouthed and arrogant, and that I didn’t appreciate working with you when we were doing the show together. I wish that I had kept my mouth shut more times and kept my ears open instead.’ And Patrick looked at me for a long time, and then he embraced me, and said, ‘I always related to you as an actor.’ And at that moment I really felt forgiven by him.”

Wheaton now reflects on his time in *STAR TREK* with enormous gratitude. He said it has played a huge part in who he is now, and while he has sometimes had a complicated relationship with it, he also feels it has been wonderful and a blessing.

◀ Another of Wheaton’s favorite episodes, and the one in which he appeared for the last time as a regular member of the cast, was *Final Mission*. Wesley and Picard were involved in a shuttle crash and forced to work together to survive on a hostile desert moon.

◀ After he revealed his true identity the Traveler encouraged Wesley to seek his own destiny beyond Starfleet.

◀ Wesley thanks Captain Picard as he sets off on a new journey beyond time. Wheaton felt similar gratitude for the opportunity to have worked with Patrick Stewart, who he greatly admires.

ON SCREEN



TRIVIA

Robert Duncan McNeill played disgraced Cadet First Class Nicholas Locarno in the *STAR TREK: THE NEXT GENERATION* episode *The First Duty*. The makers of *STAR TREK* considered bringing back Locarno as a regular character on *STAR TREK: VOYAGER*. This idea was later dropped, but they did bring back McNeill to play Tom Paris, a character partly based on Locarno. A picture of McNeill as Locarno would later appear on Admiral Owen Paris' desk representing Tom Paris as a cadet in the *VOYAGER* episode *Pathfinder* [see below].



Although the institution was spoken of since *THE ORIGINAL SERIES*, *The First Duty* was the first time that Starfleet Academy was shown on screen. A matte painting of the Academy was created that incorporated live action footage filmed on location at the Japanese Garden of the Tillman Water Reclamation Planet in Van Nuys, California.



The First Duty establishes that Captain Picard graduated from Starfleet Academy in 2327. This would make Picard somewhere between 60-65 years old in 2368, while groundskeeper Boothby would have been around 100-110 years old.

- FIRST APPEARANCE: THE FIRST DUTY (TNG)
- TV APPEARANCES: STAR TREK: THE NEXT GENERATION
- DESIGNED BY: Rick Sternbach

KEY APPEARANCES

STAR TREK: THE NEXT GENERATION *The First Duty*

En route to Starfleet Academy, where Captain Picard is scheduled to deliver the year's commencement address, the crew learns that Wesley Crusher has been involved in a devastating accident. While practicing for a demonstration of precision flying in an Academy flight training craft, a collision occurred in which all five ships were destroyed and one cadet was killed.

As an inquiry gets underway, the squadron leader, Nicholas Locarno, urges the four surviving members to stick together, even if it means being economical with the truth.

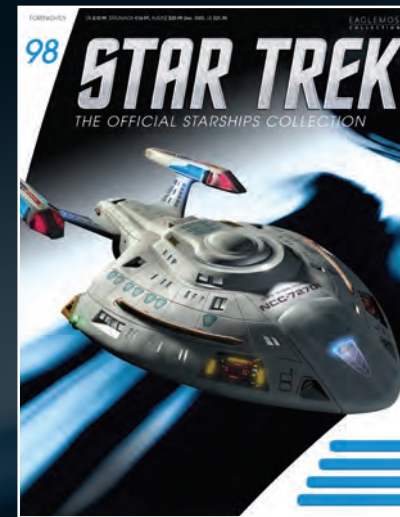
To help get to the bottom of what happened, Picard runs his own parallel investigation aboard the *Enterprise*. It is not long before it becomes clear that there are flaws in the cadets' account.

While there is no concrete proof, Picard suspects that the accident was caused when the cadets attempted the Kolvoord Starburst – a maneuver so dangerous that it has been banned. Picard urges Wesley to come clean and tell the inquiry what really happened.

Wesley is torn between keeping quiet and remaining loyal to Locarno and his squadron, or confessing, which will probably end all of their careers with Starfleet before they have begun.

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