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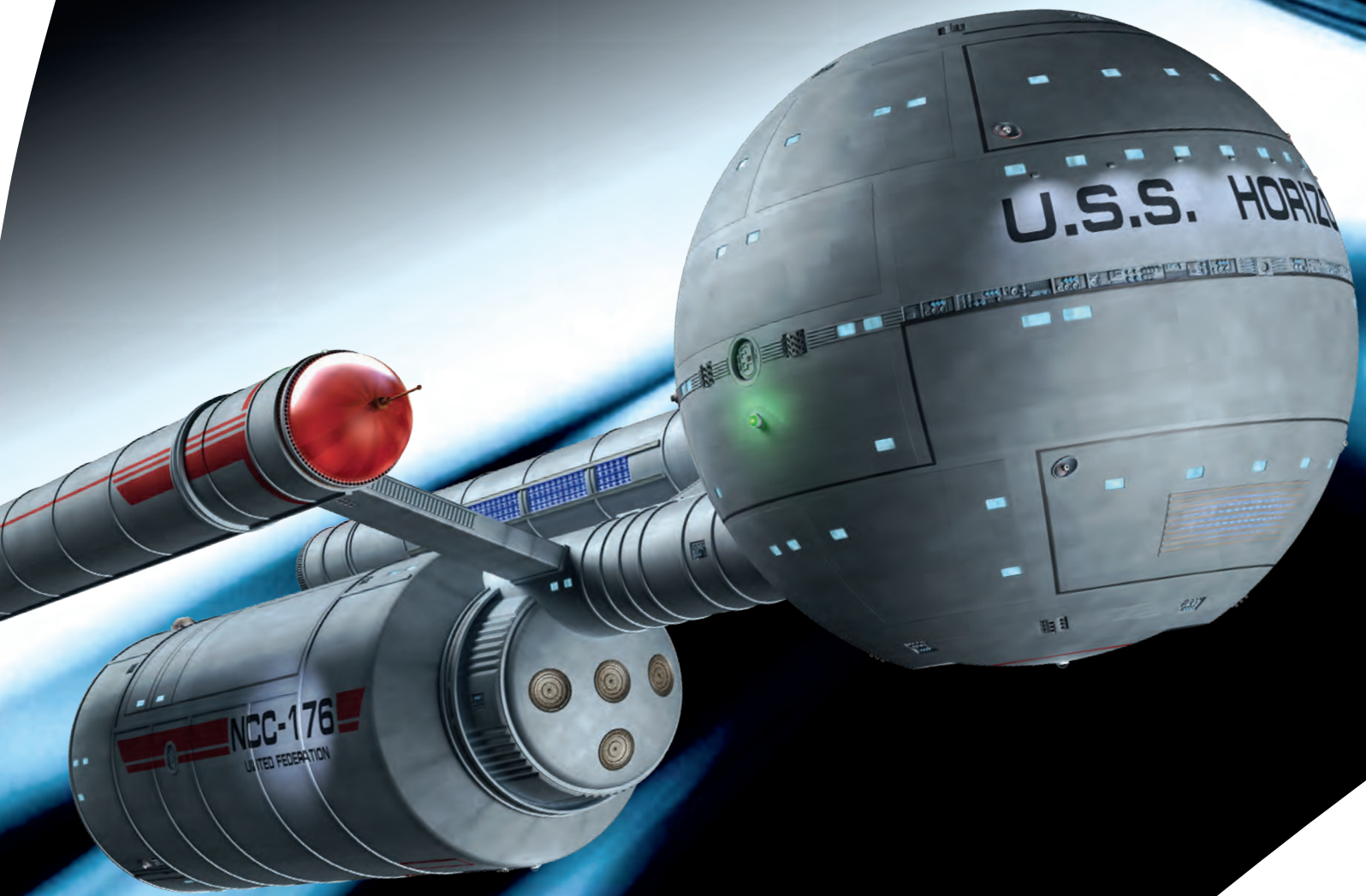
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DAEDALUS CLASS

TYPE: EXPLORER

LAUNCHED: 22nd C

CREW: 229

LENGTH: 140 METERS

DAEDALUS CLASS

Contents

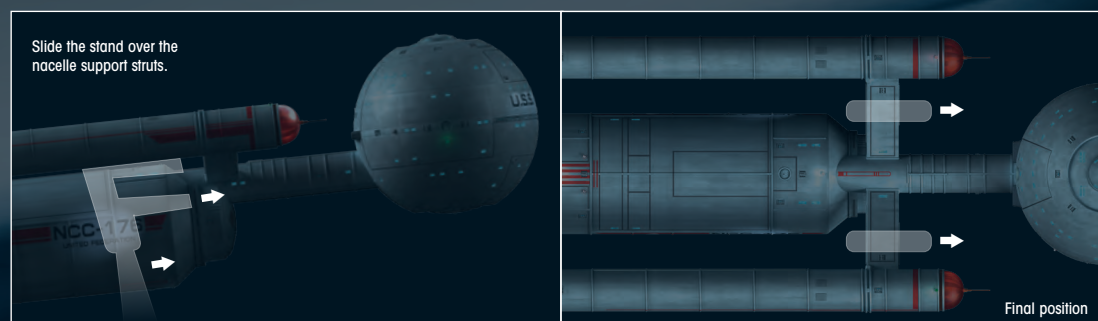
04: **DAEDALUS CLASS**

10: **DESIGNING THE SHIP**

12: **THE STAR TREK HISTORY OF SPACE EXPLORATION**

18: **ON SCREEN**

Stand assembly:



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DAEDALUS CLASS

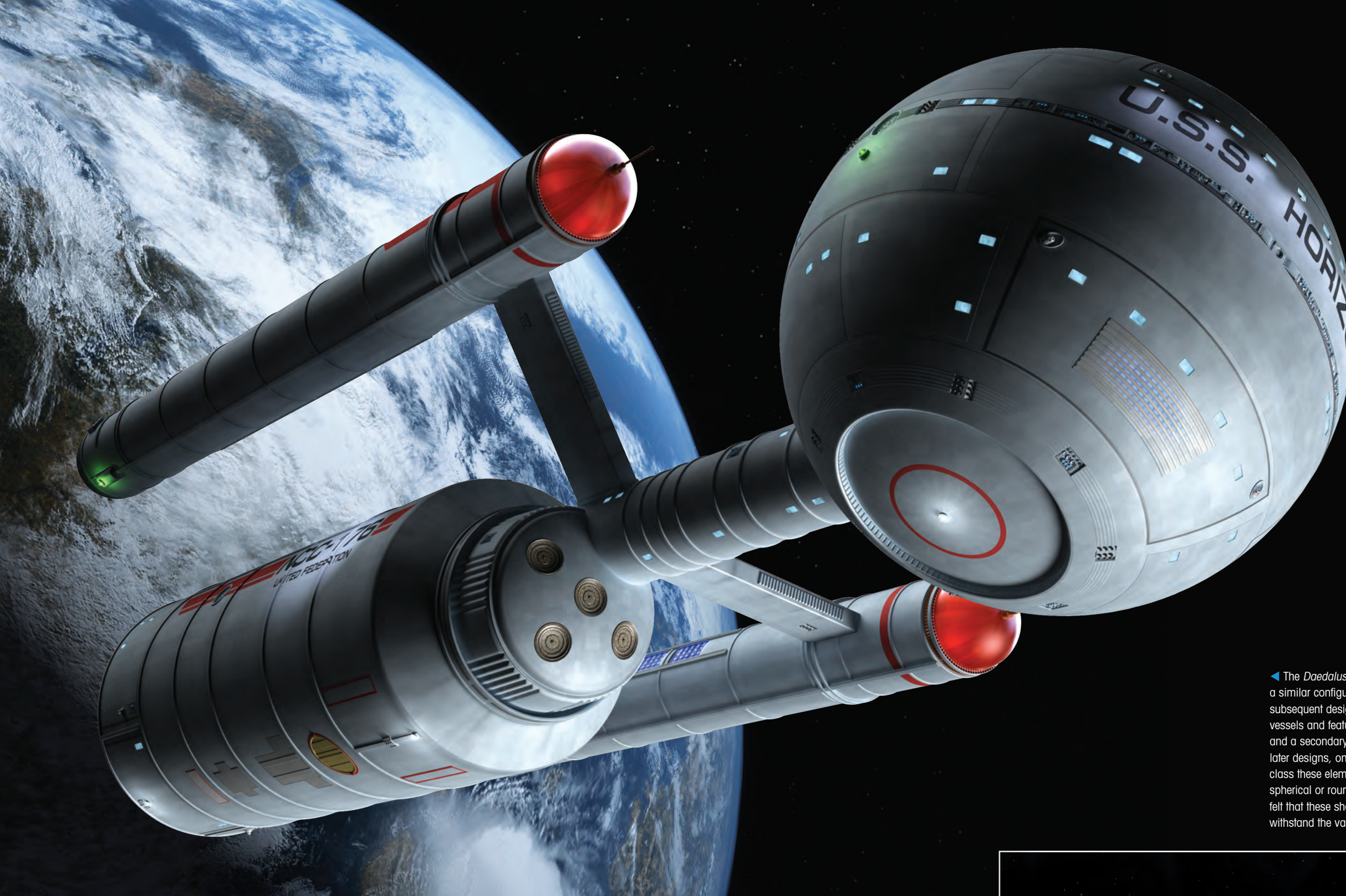
SPECIFICATION



TYPE:	EXPLORER
AFFILIATION:	FEDERATION
LAUNCHED:	22nd CENTURY
LENGTH:	140 METERS (APPROX.)
CREW:	229
TOP SPEED:	WARP 7
WEAPONS:	PHASER EMITTERS, PHOTON TORPEDO LAUNCHERS



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DAEDALUS CLASS

The *Daedalus* class was one of the first Starfleet ships to explore deep space after the Federation had been set up.

◀ The *Daedalus* class followed a similar configuration to most subsequent designs of Starfleet vessels and featured a primary and a secondary hull. Unlike later designs, on the *Daedalus* class these elements were spherical or rounded, as it was felt that these shapes could best withstand the vacuum of space.



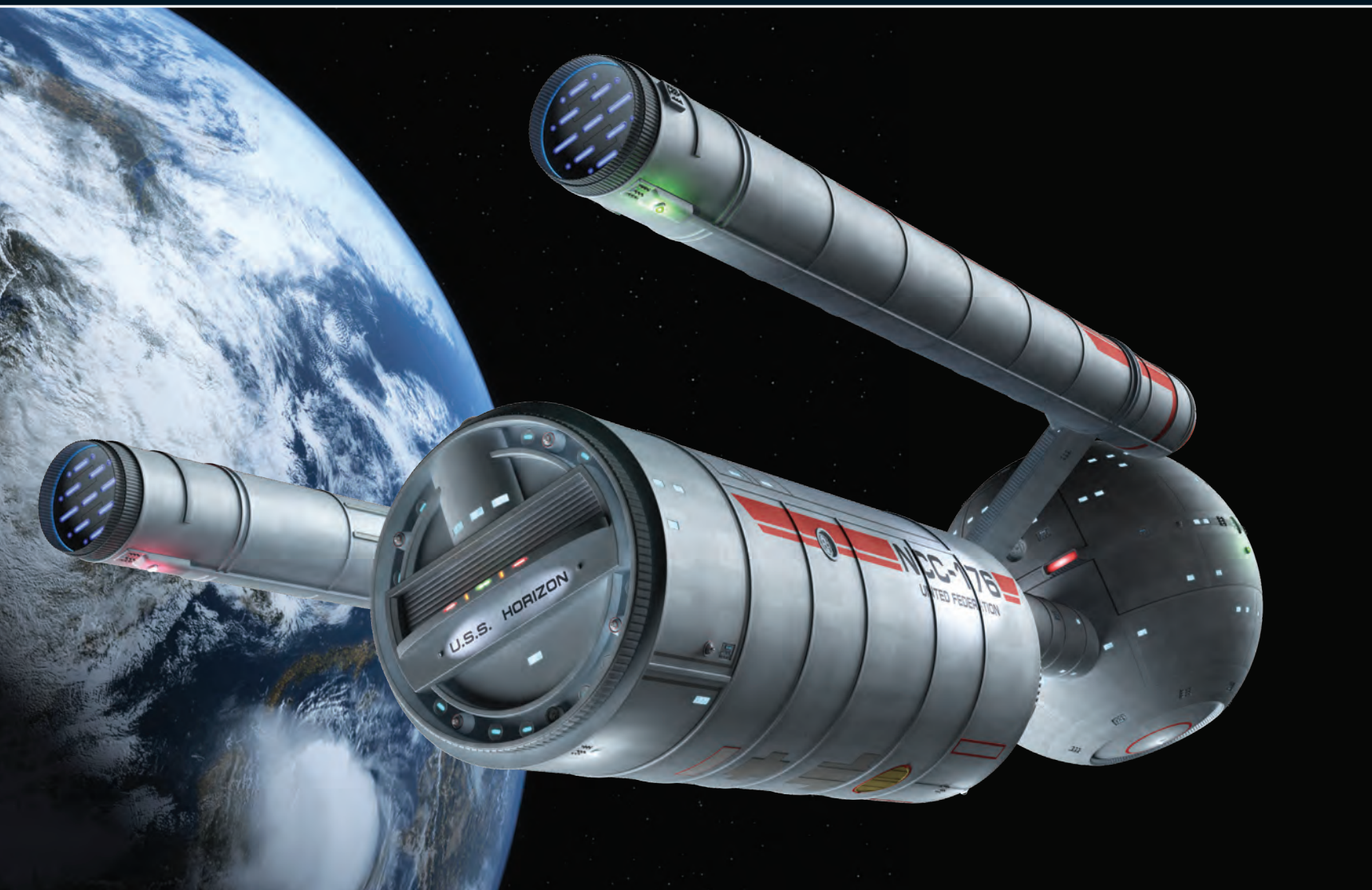
D*aedalus*-class starships were Starfleet vessels that entered service around the same time that the Federation of Planets was formed in 2161. Their most obvious distinguishing feature was a spherical primary hull, while the engineering hull was tubular in shape. The warp nacelles were also cylindrical and fitted above and away from the secondary hull on pylons for safety reasons.

Daedalus-class vessels were approximately 140 meters in length and normally operated with about 230 crewmembers. Around 2161, the *NX* class of ships, like *Enterprise NX-01*, were decommissioned and the *Daedalus* class superseded them as the 'next generation' of starship design. They in effect became the primary vehicles of deep space exploration and research used by Starfleet. Whereas the *NX* class had a top speed of warp 5, *Daedalus*-class ships were capable of reaching warp 7 for short periods of time. They were also fitted with deflector shields, phaser emitters and photon torpedoes.

ON THEIR OWN

Communications were extremely limited at this time, and as a result *Daedalus*-class ships were often out of contact with Starfleet for extended periods. They were equipped with subspace transmitters and transponders which could signal their position, but in the event of trouble they were sometimes forced to rely on radio waves to transmit messages, which could take as long as 100 years to reach Federation space.

◀ *Daedalus*-class ships came into operation roughly 100 years after Zefram Cochrane invented warp drive. In that time, starship technology had improved to the point that *Daedalus*-class vessels could achieve a maximum speed of warp 7. This meant deep space exploration was now possible, but it brought with it new challenges and dangers.



► The *U.S.S. Archon* disappeared near the planet Beta III. The crew were 'absorbed' into their society by a computer that used telepathy to control them. All free will was removed and they acted as if in a trance.

▼ The lotians had modeled their society on one run by gangsters after the *U.S.S. Horizon* left behind a book that described in detail the way of life of the mobsters who ran Chicago in the 1920s.



▲ *Daedalus*-class vessels served as the primary exploratory ships for Starfleet after the Earth/Romulan wars. They ventured into territory that was so remote that Starfleet did not thoroughly explore it until the mid 23rd century. Conditions on board these vessels were cramped, and facilities to make life easier, such as replicators and holodecks, had not yet been invented.

The limitations of 22nd-century communication systems meant that *Daedalus*-class vessels were much more independent than their later counterparts. With no nearby support, life on these missions could be extremely dangerous, and many of these ships were lost in action.

For example, the *Daedalus*-class *U.S.S. Archon* NCC-189 disappeared in 2167 while visiting the planet Beta III. It was pulled from orbit by a planetary computer system called Landru, and its crew was either killed or 'absorbed' into Beta III's society. The fate of the ship was not discovered until the *U.S.S. Enterprise* NCC-1701 was sent there 100 years later to find out what had happened.

Daedalus-class ships were also exploring the galaxy and visiting worlds before Starfleet established the Prime Directive. This was the non-interference edict that prevented Starfleet personnel from interfering with the natural

development of non-warp societies. On a visit to the planet Sigma Iotia II in 2168, the crew of the *Daedalus*-class *U.S.S. Horizon* NCC-176 freely interacted with the native inhabitants, contaminating their culture by leaving a book about the Chicago mobs behind.

CHANGED WORLD

The *Horizon* was lost shortly after leaving Sigma Iotia II, but the highly imitative lotians proceeded to use the book as a blueprint for their society. Starfleet only received the radio reports from the *Horizon* a century later, and when the *Enterprise* went to investigate, it found that lotian society had split into territories ruled by mob bosses.

The *Daedalus*-class *U.S.S. Essex* NCC-173 also went missing with all hands in a sector of space overseen by Admiral Uttan Narsu from Starbase 12. Its subspace distress signal was picked up 201 years

later by the *U.S.S. Enterprise* NCC-1701-D coming from an M-class moon in orbit of a gas giant planet called Mab-Bu VI.

Records revealed that the *Essex* was under the command of Captain Bryce Shumer, but it had never been found and it remained a mystery as to what had happened to it.

It transpired that the *Essex* had been lured there by condemned prisoners from a system called Ux-Mal. Hundreds of years earlier, these prisoners had been separated from their physical bodies and left to drift in the storms on the moon. They tried to escape on the *Essex*, but it could not pull free from the violent atmosphere and crashed.

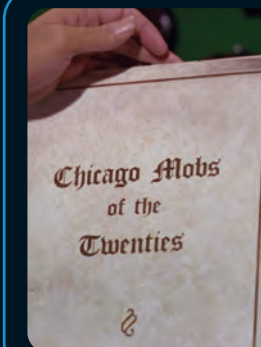
The prisoners had another chance to escape when the *Enterprise-D* arrived in 2368, and three of them claimed they had been part of the *Essex* crew, believing it would give them a greater chance of leaving the moon. In the end, they

were found out and Captain Picard had the entities beamed back down to the moon's surface.

The *Daedalus* class was in operation for 35 years, and all examples were retired from service by 2196. But *Daedalus*-class ships were far from forgotten; few Starfleet vessels deviated from the basic layout which they established, and many considered the *Daedalus* class to be a design classic.

▲ An away team from the *Enterprise-D* were lured to a moon by non-corporeal criminals, who somehow took over their bodies. They later claimed to be from the crew of the *Daedalus*-class *U.S.S. Essex*.

DATA FEED



The *Daedalus*-class *U.S.S. Horizon* was responsible for contaminating the natural development of the lotians, a pre-warp society. The crew of the *Horizon* left behind several books, including one entitled *Chicago Mobs of the Twenties*. The lotians came to revere this publication and modeled their entire society on it. Cultural contamination like this led Starfleet to introduce the Prime Directive – a policy of non-interference in pre-warp civilizations.

POSSESSED CREW

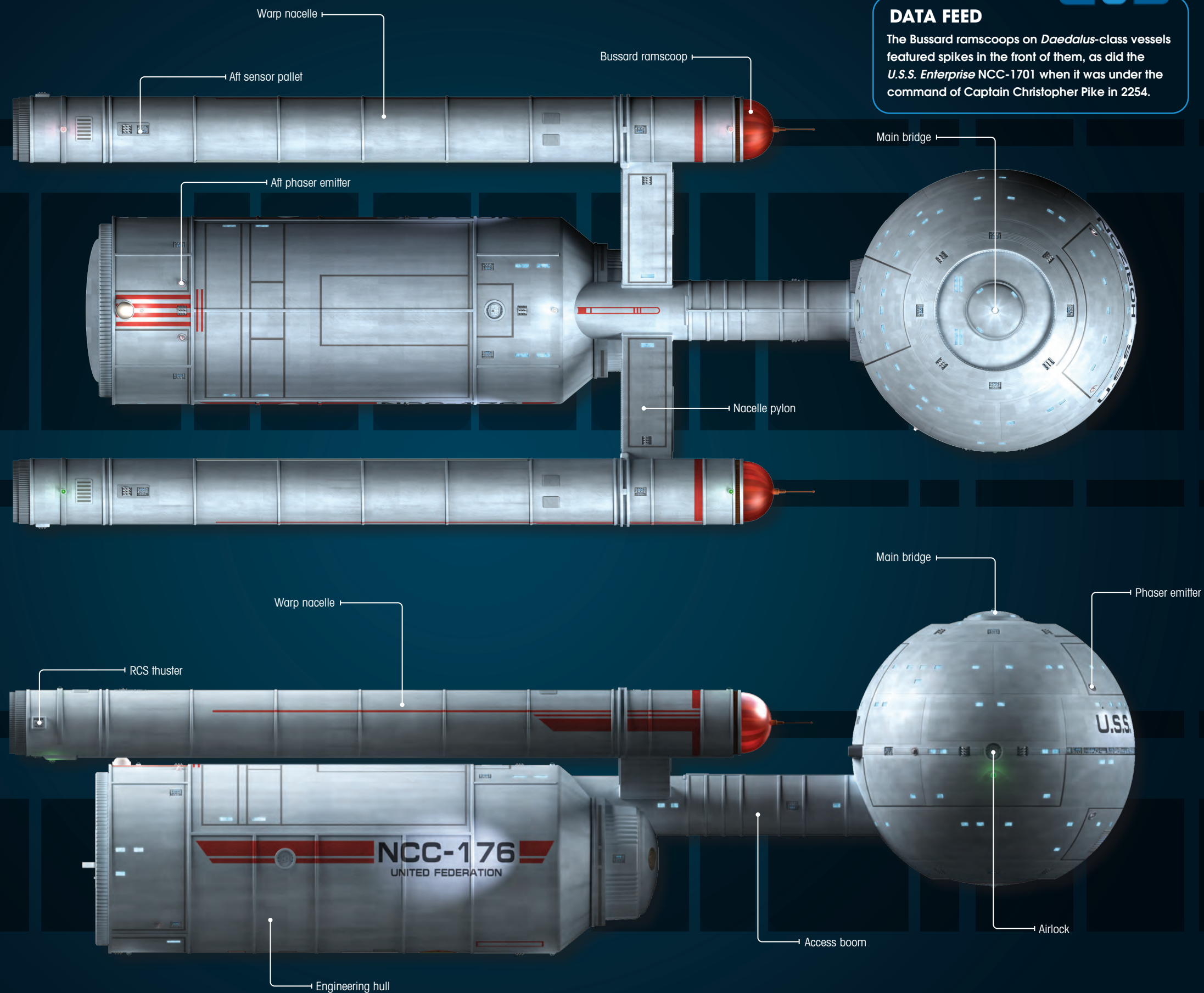
In 2167, the *Daedalus*-class *U.S.S. Essex* NCC-173 was under the command of Captain Bryce Shumar. His first officer was Commander Steven Mullen and the ship's security chief was Lt. Morgan Kelly. The *Essex*, along with its 229 crew members, went missing in a region of space that was overseen by Starbase 12.

The *Essex*'s subspace transponder signal was picked up 201 years later coming from the moon of Mab-Bu VI by the *U.S.S. Enterprise* NCC-1701-D. It transpired that the *Essex* had been investigating the moon when non-corporeal criminals from Ux-Mal, who had been imprisoned there centuries before, attempted to escape by possessing the *Essex* crew. The prisoners were somehow able to superimpose their neural patterns over the *Essex*'s crew and took control of their ship. They then attempted to escape, but the *Essex* was caught in a violent electromagnetic storm and the ship was ripped apart. The *Essex*'s crew was killed, but the consciousness of the prisoners survived as anionic energy and they could remember everything about their human hosts.

The criminals remained stranded on the moon for nearly another two centuries before luring the passing *U.S.S. Enterprise* NCC-1701-D there by broadcasting the *Essex*'s signal. Three of these life forms took over the bodies of Troi, Data and O'Brien before they were eventually found out and separated from their hosts' bodies. The criminal entities were then exiled back to the surface of the moon.



▲ The criminals from Ux-Mal had been separated from their bodies and lived as anionic energy. They were eventually rounded up on the *Enterprise*-D and beamed back to the moon of Mab-Bu VI.

**DATA FEED**

The Bussard ramscoops on *Daedalus*-class vessels featured spikes in the front of them, as did the *U.S.S. Enterprise* NCC-1701 when it was under the command of Captain Christopher Pike in 2254.

RARE FEATURE

The only other type of Starfleet vessel with a spherical main hull, apart from the *Daedalus* class, was the 24th-century *Olympic*-class medical vessel from an alternate future.

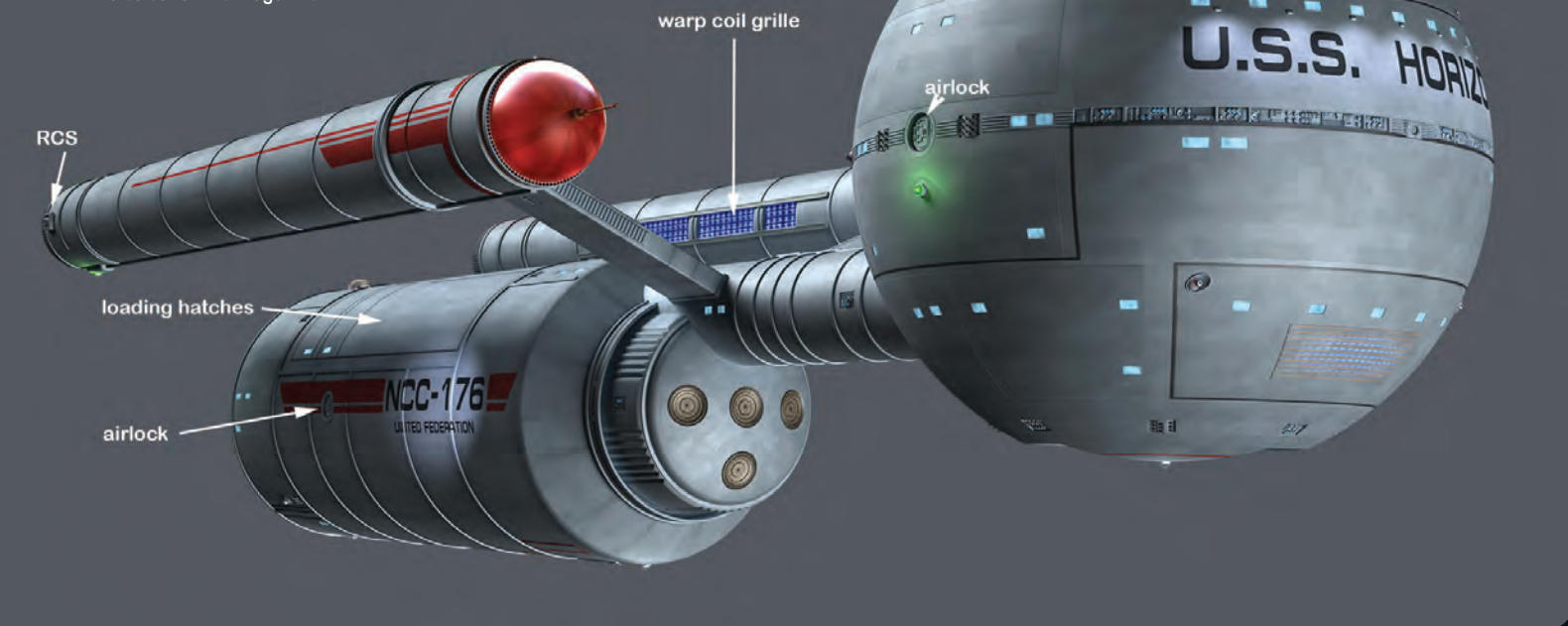
UNCERTAIN EXAMPLE

According to the *STAR TREK Encyclopedia* [second edition] by Michael and Denise Okuda, the *U.S.S. Carolina* was a *Daedalus*-class ship. It supposedly sent an emergency distress signal to the *U.S.S. Enterprise* in 2267.

NOVEL REPLACEMENT

In the *ENTERPRISE* novels *The Good that Men Do*, *Kobayashi Maru* and *Beneath the Raptor's Wing*, the *Daedalus* class featured heavily as the main replacement of the *NX*-class fleet, as *NX* ships were deemed too expensive and took too long to build.

▼ This CG rendering by Fabio Passaro of a *Daedalus*-class ship was based on photographs of an original model and was specially created for this magazine.



DESIGNING THE

DAEDALUS CLASS

At Michael Okuda's request, a *Daedalus*-class model was built by Greg Jein based on a design Matt Jefferies had for the original *Enterprise*.

Greg Jein, who built many *STAR TREK* studio models and whose company was the primary supplier of the ship miniatures used during the entire run of *THE NEXT GENERATION*, was asked to construct a *Daedalus*-class model for a publication Michael Okuda was working on.

The model was based on a design that Matt Jefferies had come up with in the 1960s when he was noodling ideas for the look of the *U.S.S. Enterprise* NCC-1701. Initially, Jefferies did not want to use a saucer shape in the

design of the *Enterprise* because of the term 'flying saucer,' and the fact that it had become a hackneyed term when talking about space ships. Thinking about what other shapes he could use, Jefferies considered using a sphere. This made sense from a physics point of view because this shape would make the best possible pressure vessel for use in a vacuum.

Jefferies therefore started playing with the shape and sketched out a few designs that used a spherical-shaped primary hull. In the end, he felt that the

design just looked too bulky and was not working. Instead, he flattened out the design and wound up with a saucer shape in the end anyway.

PERFECT FIT

The spherically-shaped ship design by Jefferies may have ended up just as a footnote in the creation of the *Enterprise*, but then Okuda felt the look of it would make it the perfect candidate to represent a *Daedalus*-class ship entry in the *STAR TREK Chronology* book he was working on.

As the ship model was not going to be filmed for an episode, its detailing and 'fit and finish' were not quite up to the standards of Jein's studio models, but he still did an impressive job.

Before photographing the *Daedalus*-class model, weathering effects were added to bring out the panel detail, and it appeared as a black and white photograph in the first edition of *STAR TREK Chronology: The History of the Future* published in 1993. The *Daedalus*-class model subsequently appeared in color photographs in later editions of the *Chronology* and in *The STAR TREK Encyclopaedia*, where it was also used to depict the *U.S.S. Essex*.

Castings of the *Daedalus*-class model built by Jein were later taken and an additional model was created that featured in actual *STAR TREK* episodes, although not as a 'real' fully-functioning starship. It appeared instead as a background desktop decoration in Sisko's office and in the Keiko O'Brien's classroom in several episodes of *DEEP SPACE NINE*.

CG UPDATE

More reference photographs of the *Daedalus*-class model were recently taken and sent to digital artist Fabio Passaro, so he could create CG images of the ship for this publication. Due to the fact that the model was never intended to feature on screen, it was missing some of the finer details that Passaro had to fill in.

Passaro had the following to say about the CG images he created of the *Daedalus*-class ship: "Firstly I built the fundamental structure of the ship as close to the reference pictures as possible. Then I set about bringing in more detail and integrating missing components in a logical fashion.

"There was the suggestion of deflector dishes on the original model at the front of the engineering hull, but it was

soon apparent that these would not actually be able to project any sort of field to clear debris in front of the vessel because the large spherical hull in front was simply in the way.

FUNNY FACE

"It was decided, therefore, to incorporate a deflector component on the front of the main sphere section instead. Unfortunately, having a visible round or elliptical dish on the front of the craft made it look like it had a big clown face and a huge nose! A variety of different deflectors were experimented with until it was decided that the best choice aesthetically was to use a semi translucent panel at the front of the sphere to hint that there was a deflector behind it. The old small dishes on the front of the engineering hull were now relabeled as simple communication or even possibly transporter emitter arrays.

"The phaser emitters were designed to mimic the ones seen on the *TOS Enterprise*, but were recessed within the hull as much as possible so as not to make it a purely aggressive ship, but to hint that it could protect itself if necessary.

"Impulse engines – which were missing off the original studio model – were placed at the rear of the sphere once approved by Mike Okuda.

"And finally the all-important iconic photon torpedo launchers were added. The front launcher was behind horizontally opening doors right at the center of the equatorial sensor ring, while a rear launcher was placed at the very bottom of the shuttle bay section.

"In the end, I felt I came very close to being totally faithful to the original shape and design of the studio model. But, I also incorporated a more modern look, with components added that definitely hinted at a transitional phase between Captain Archer's *Enterprise* and Captain Kirk's *Enterprise*."



▲ These were some of the reference pictures taken of the copy of Greg Jein's *Daedalus*-class model that were sent to digital artist Fabio Passaro.



THE *STAR TREK* HISTORY OF SPACE EXPLORATION

Beginning in the 20th century, we map the progress of humanity's attempts to leave Earth and explore space in the *STAR TREK* universe.

▲ The Vulcans made first contact with humans after their survey ship spotted Zefram Cochrane's ship, the *Phoenix*, making humanity's first warp flight. This encounter encouraged further space exploration.

The history of space exploration in the latter half of the 23rd century and the 24th century was pretty well documented in the *STAR TREK* universe, and the exploits of Captain Archer's crew in the 22nd century also helped to fill in some gaps. But what about humankind's first forays beyond Earth and the early days of the Federation with the adventures of *Daedalus*-class vessels?

Certainly much less is known, but there have been some references to this period of space travel history in all the *STAR TREK* franchises.

'SUPERMEN' EXPELLED

The 20th century had ended tumultuously with the Eugenics Wars in the 1990s, when a group of genetically engineered 'supermen,'

including the infamous Khan Noonien Singh, had tried to take control of Earth.

However, they were overthrown by 1996, and forced to flee Earth in a *DY-100*-class interplanetary sleeper craft Khan christened the *S.S. Botany Bay*.

Meanwhile, the millennium ended on a note of optimism with the completed construction of the Millennium Gate. This was built in Indiana, North America, and was a model for the first colony on Mars. Although a specific date was not mentioned, the *ENTERPRISE* episode *Terra Nova* confirmed that Mars was colonized before 2069 with the building of a settlement on Utopia Planitia.

It was so large it could be seen from orbit, and was designed as a self-contained ecosystem. It helped scientists learn how to protect the environment and recreate it on other worlds. The film *STAR TREK: GENERATIONS* informed us that among the pioneers who settled the first colony were some of Captain Picard's ancestors. This project was of great importance to those who were intent on the exploration of space, and helped pave the way for others.

FINAL FRONTIERS

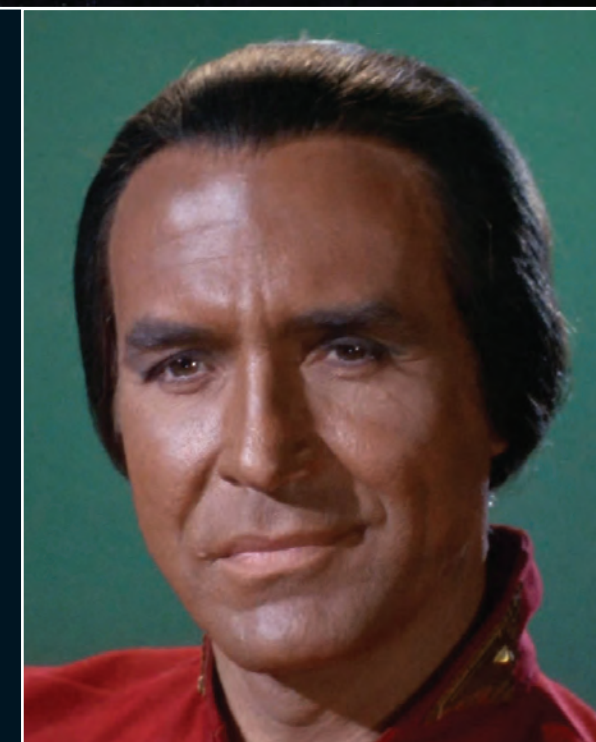
Just after the turn of the century, in 2002, the interstellar *Nomad* probe, designed by noted scientist Jackson Roykirk, was launched from Earth; it was the first probe to be built with the express purpose of seeking out other life in the Galaxy, but was presumed destroyed in flight by a meteor collision. In fact, as we learned from *THE ORIGINAL SERIES* episode *The Changeling*, *Nomad* encountered an alien probe named *Tan Ru* in deep space, and the two units merged, resulting in a hugely powerful machine. By 2267, it was on a self-appointed mission to destroy anything that it perceived to be imperfect.

In 2009, Shaun Geoffrey Christopher commanded the first successful starship mission from Earth to Saturn. Meanwhile, his father Captain John Christopher had an encounter with the *U.S.S. Enterprise* NCC-1701 when it was thrown back in time to 1969 in the episode *Tomorrow Is Yesterday*.

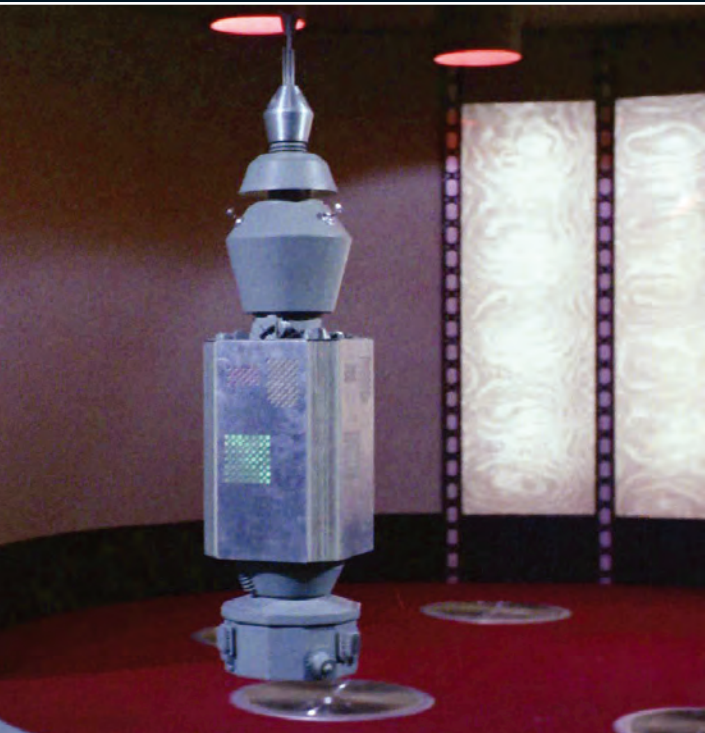


▲ Some of humanity's first space vessels were the *DY-100* class. They were in use in the late 20th century and were nuclear powered. The crew were put in suspended animation, so they did not age during voyages that could take years to complete.

▶ Khan and his fellow genetically-enhanced followers escaped Earth in the *S.S. Botany Bay* after he was overthrown. The *DY-100* ship proved incredibly reliable as he and his crew were found still alive in suspended animation nearly 300 hundred years later.

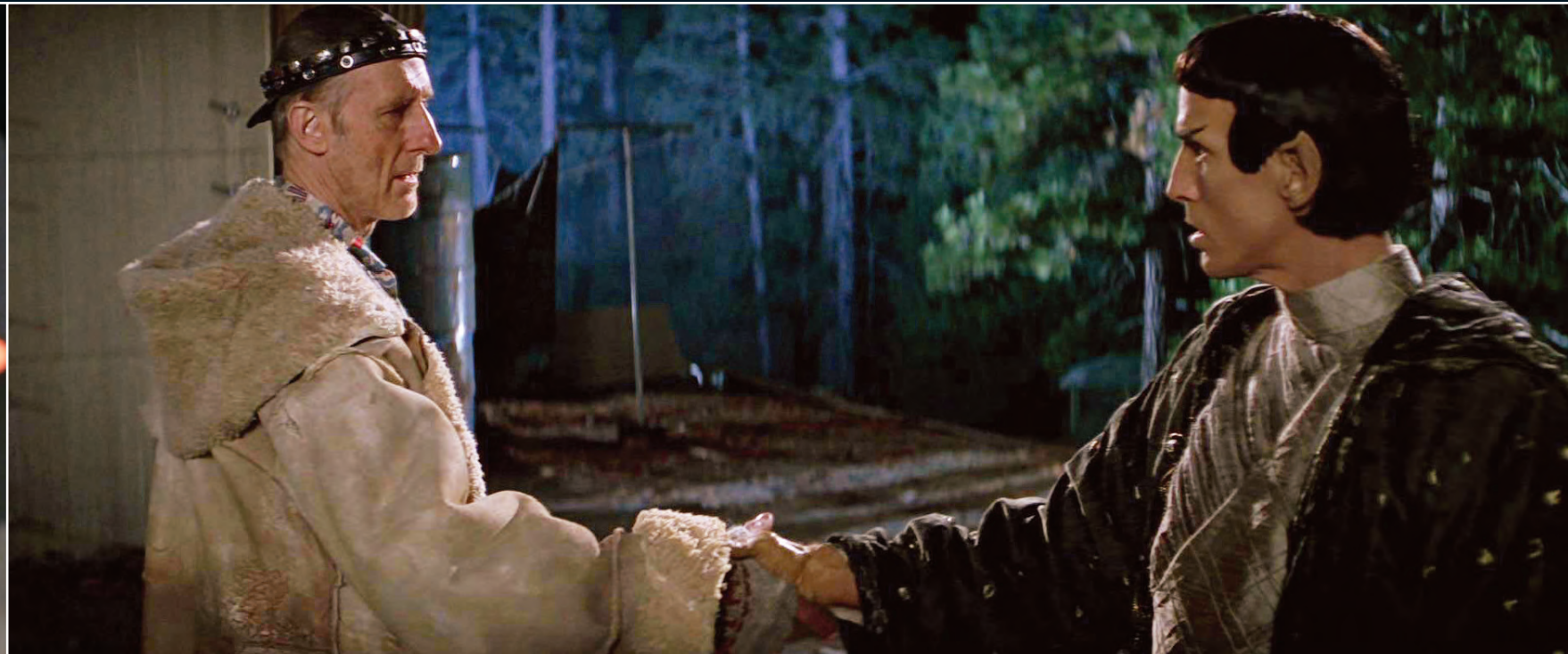


▶ A thriving colony was settled on Mars in the late 21st century. This proved that humanity had the technology and know-how to terraform a previously lifeless planet.



◀ There were many significant leaps forward in the exploration of space in the first half of the 21st century. The *Nomad* probe that was later encountered by the *U.S.S. Enterprise* was the first device built expressly to seek out new life.

▶ John Christopher, who had an encounter with the *U.S.S. Enterprise* in 1969, was father to Colonel Shaun Geoffrey Christopher, the commander of the first probe to reach Saturn.



▼ *Ares IV* was one of the first spacecraft to deliver astronauts to Mars in 2032. During the mission, the ship was lost in a spatial anomaly.

The efforts and achievements of the National Aeronautics and Space Administration, or NASA, were also particularly noteworthy in the space race. The *VOYAGER* episode *One Small Step* revealed that the spacecraft *Ares IV* made humanity's first mission to Mars in 2032. Unfortunately it was lost, along with its commander, Lt. John Kelly, in a graviton ellipse that eventually ended up in the Delta Quadrant in 2376. The loss of the *Ares IV* could

have signaled the end of manned missions into space, but the event instead provided inspiration for generations to come.

NOT GOING TO PLAN

Attempts to reach beyond the solar system, however, proved more problematic. The NASA spacecraft *Charybdis*, launched in 2037, was the third attempt to pass Pluto. The ship lost contact with Earth, but unknown to NASA it

succeeded in its mission to leave the solar system. Eventually, it arrived at the Theta 116 system in 2044, and its commander, Colonel Steven Richey, lived there in captivity until his death in 2082 as revealed in *THE NEXT GENERATION* episode *The Royale*.

While mankind continued to try and make strides into space, the situation on Earth itself was often far from ideal. In 2053, the event many humans had dreaded since the development of the atom bomb finally arrived with the start of World War III.

RISING FROM THE ASHES

Six hundred million people died in the hostilities and most major cities were destroyed. The previously flourishing technological societies of Earth were thrown back to a barbaric state more like the Dark Ages of the medieval period over 1,000 years earlier. Humanity came close to annihilating itself, but Zefram Cochrane, who was born in 2030, helped changed all that with his invention of mankind's first warp powered vessel – the *Phoenix*.

This pioneering flight attracted the attention of a Vulcan ship, the *T'plana-Hath*, on a survey mission through Earth's solar system, and humans met aliens for the first time. This historic event paved the way for a better, more equal

and civilized society, and during the next 50 years, poverty, disease and war were eradicated on Earth.

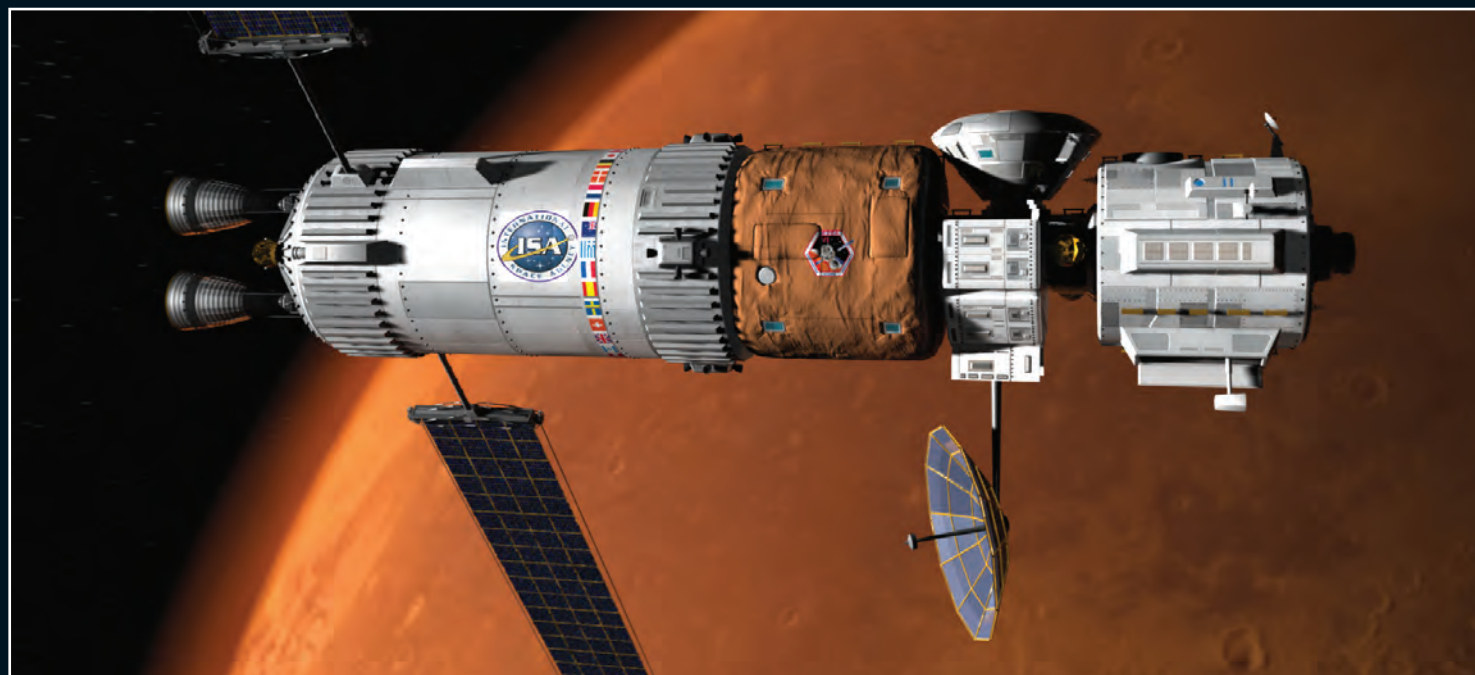
BEYOND THE STARS

With the advantage of warp speed, the human race began to explore space at a phenomenal rate, and as early as 2065 human ships such as the *S.S. Valiant* were already capable of reaching the edge of the Galaxy. In fact, the *Valiant* was swept out of the Galaxy, and when it tried to return six crew members were killed. Another member experienced a mutation, leading the captain to self-destruct the ship to prevent the dangerous crew member, who had developed godlike powers, from escaping.

Just prior to its destruction, the *Valiant* ejected its own disaster recorder, which was eventually picked up by Kirk's *Enterprise* in 2265 as was seen in *THE ORIGINAL SERIES* episode 'Where No Man Has Gone Before.'

In 2067, the United Earth Space Probe Agency launched a deep space probe named *Friendship 1*. This was just four years after first contact, and humanity was keen to find other intelligent lifeforms. The probe contained a great deal of information about humans and how to communicate with them. Contact with the probe was lost in 2248, but the *VOYAGER*

▲ Zefram Cochrane's revolutionary vessel ushered in the warp era, and led to the first meeting with the Vulcans. This subsequently laid the foundations for an Earth-Vulcan alliance that eventually formed the basis for the Federation.





◀ A remnant of the *Charybdis*, an explorer ship from the mid-21st century, was beamed aboard the *Enterprise-D* in 2365. The *Charybdis* was Earth's third manned attempt to travel beyond the Solar System, but contact with it was lost. The debris found near Theta VIII proved that it had most definitely achieved its goal.



◀ *Friendship 1* was a deep space probe launched in 2067 with the purpose of contacting other species. The probe contained a great deal of information about humans and how to contact them.



◀ Launched in 2069, the *S.S. Conestoga* was one of Earth's first colony ships. Traveling at just over warp 1, it took nine years to reach its destination. This was a planet about 20 light years from Earth that was named Terra Nova. Here, the 200 colonists used the ship to build the initial settlement structures.

episode *Friendship One* revealed that eventually the probe landed on the planet Uxal in the Delta Quadrant. Unfortunately, the inhabitants learned about antimatter from the probe and applied it to their planetary power grid, where it caused a nuclear winter.

HUMAN COLONIES

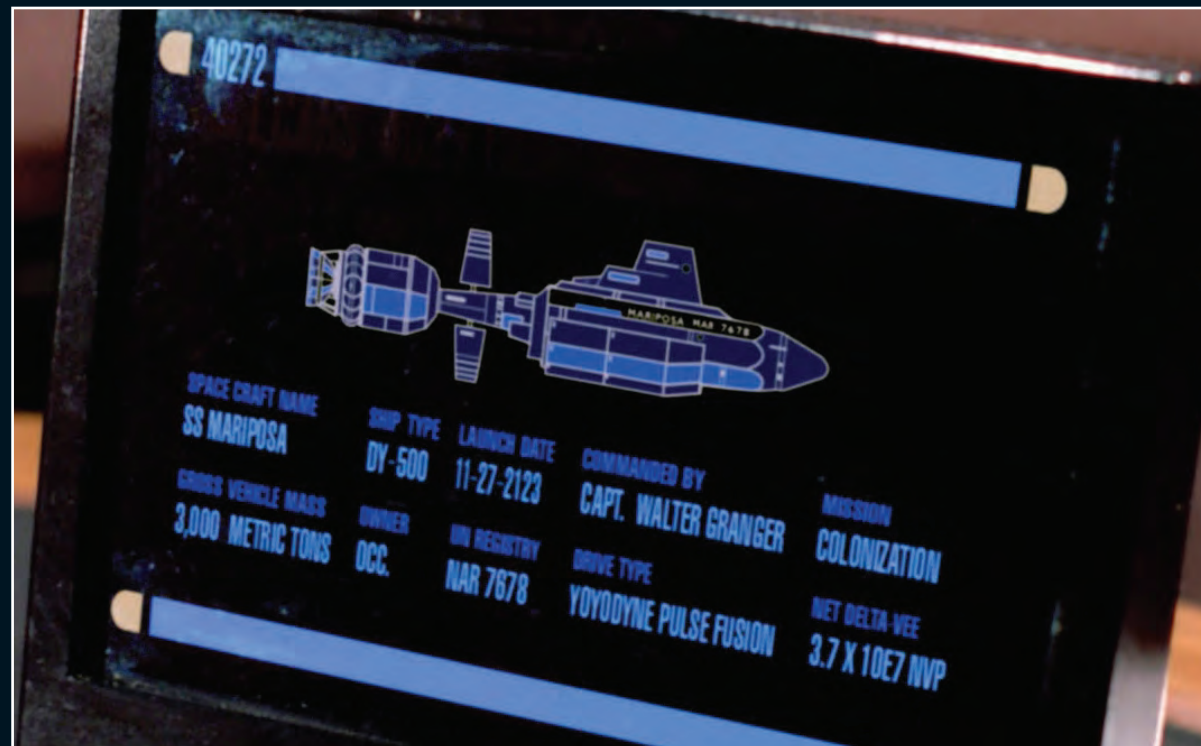
While some vessels had ventured far from Earth, other ships, such as the *S.S. Conestoga* were helping to set up colonies just 20 light years from home. The *ENTERPRISE* episode *Terra Nova* revealed how the *Conestoga* left Earth in 2069 with 200 colonists commanded by Captain Mitchell. Traveling at just over warp 1, it took nine long years to reach Terra Nova, but once there, the ship was dismantled and used to form the colony's initial structures.

In 2123, the *S.S. Mariposa* NAR-7678, a *DY-500*-class ship, left Earth with two groups of settlers on a colonization expedition to the Ficus sector. After travelling for decades, the *Mariposa* reached Bringloid V, where a group of Irish Neo-Transcendentalists set up a low-tech colony.

The *Mariposa* then continued on its journey for half a light year to the planet Mariposa, where a group of scientists planned to set up another colony. Unfortunately, the ship's hull breached during the descent to the planet and only five people survived. These scientists then used cloning to build up their numbers on the planet. *THE NEXT GENERATION* episode *Up The Long Ladder* revealed that both colonies were forgotten on Earth until the colonists on Bringloid V sent out an SOS in 2365.

STARSHIP EXPANSION

In the *ENTERPRISE* episode *First Flight* we learned that humans broke the warp 2 barrier in 2143 with Captain A.G. Robinson at the controls of the *NX-Alpha* spacecraft. This led to a whole host of new ships that were developed at this time that had a maximum speed of no more than warp 2. A list of Earth launches between 2123-2190 was seen on Captain Picard's desk monitor in *THE NEXT GENERATION* episode *Up The Long Ladder*. These included *DY-245*, *DY-430*, *DY-732*, *DY-950* and *DY-1200*-



class ships, and they were engaged in various types of mission including deep space exploration, colonization, stellar mapping and diplomatic assignments.

The *ENTERPRISE* episode *First Flight* also established that warp 3 was first achieved by Commander Duvall piloting the *NX-Delta* in 2144. By 2149, the keel of *Enterprise NX-01* was laid, and in April of 2151 the ship, Earth's first warp 5 vessel, was finally launched.

FOUNDING OF THE FEDERATION

Of course, thanks to *ENTERPRISE*, this period of history was pretty well covered. This took us up to the founding of the Federation of Planets in 2161 after Earth, Vulcan, Andoria and Tellar jointly won the war against the Romulans that lasted from 2156 to 2160.

The period between then and the launch of Captain Kirk's first five year mission in the *U.S.S. Enterprise NCC-1701* in 2265 remains sketchy at best. We know that Starfleet made first contact with numerous species and the Federation continued to expand. We also know thanks to *STAR TREK VI: THE UNDISCOVERED COUNTRY* that by 2223 relations with the Klingon Empire became extremely strained and a tense cold war began. But in terms of Starfleet ships and the exploration of the Galaxy, we know little.

◀ A readout on a computer screen in Captain Picard's ready room from *THE NEXT GENERATION* episode *Up The Long Ladder* gave us more information as to what Starfleet ships were operation and what they were up to in the 22nd century, before the advent of *Daedalus*-class ships in the late 22nd century.

This was the period when *Daedalus*-class ships were in operation, and it appeared to be a dangerous time, both for the Starfleet crews and the worlds they visited. The Prime Directive was not yet in place, and *Daedalus*-class crews appeared to have had an unfortunate influence on pre-warp societies.

But, it was also an exciting time for exploration. As Captain Janeway said to Harry Kim in the *VOYAGER* episode *Flashback*: "Imagine the era they lived in: the Alpha Quadrant still largely unexplored... Humanity on the verge of war with the Klingons, Romulans hiding behind every nebula. Even the technology we take for granted was still in its early stages... Their ships were half as fast. No replicators. No holodecks. You know, ever since I took Starfleet history at the Academy, I've always wondered what it would be like to live in those days.

"Space must have seemed a whole lot bigger back then. It's not surprising that they had to bend the rules a little. They were a little slower to invoke the Prime Directive, and a little quicker to pull their phasers. Of course, the whole bunch of them would be booted out of Starfleet today. But I have to admit: I would have loved to ride shotgun at least once with a group of officers like that."

ON SCREEN



TRIVIA

Although the *Daedalus* class was mentioned in both *STAR TREK: THE ORIGINAL SERIES* and *STAR TREK: THE NEXT GENERATION*, it was never actually seen. In fact, it was only ever seen on screen as a scale model in *STAR TREK: DEEP SPACE NINE*. It appeared in various episodes as the *U.S.S. Horizon* NCC-176 in Benjamin Sisko's ready room and in the school run by Keiko O'Brien aboard *Deep Space 9*.



Something rarely seen in the *STAR TREK* franchise appeared in the *STAR TREK: THE NEXT GENERATION* episode *Power Play*. As the shuttlepod *Campbell* made its way through the turbulent atmosphere of the moon of Mab-Bu VI, the occupants could be seen strapped into their seats with seatbelts.



Marina Sirtis playing Counselor Troi broke her coccyx while performing a stunt in *Power Play* in which she was flung back by the force of a storm. Sirtis later said that her face was barely visible during the shot, and that it "could have been Worf in Troi's costume and we wouldn't have known."

- FIRST APPEARANCE:** THE RETURN OF THE ARCHONS (TOS)
- TV APPEARANCES:** STAR TREK: THE ORIGINAL SERIES, STAR TREK: THE NEXT GENERATION
- DESIGNED BY:** Matt Jefferies and Greg Jein

KEY APPEARANCES

STAR TREK: THE ORIGINAL SERIES A Piece of the Action

The *U.S.S. Enterprise* NCC-1701 picks up a 100-year-old radio transmission from the *Daedalus*-class *U.S.S. Horizon* while near Iotia. The *Horizon* was lost with all hands shortly after leaving the planet, but its visit happened before the Prime Directive was initiated. Kirk and his crew visit the surface to discover if the *Horizon* interfered with the natural development of the society. What they find is alarming to say the least. The Iotians have developed a violent culture based on a book left behind by the *Horizon*: *Chicago Mobs of the Twenties*.

STAR TREK: THE NEXT GENERATION Power Play

Responding to a subspace distress signal from the *Daedalus*-class *U.S.S. Essex*, which went missing nearly two centuries ago, an away team crash lands on a moon. Chief O'Brien races to rescue them before they are engulfed by an intense electromagnetic storm. Back on the *Enterprise-D*, Troi, Data and O'Brien behave strangely before taking hostages and commandeering the ship. It transpires that they have been possessed by powerful entities, who now want to free the rest of their kind that are still stranded on the moon.

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