BORG QUEEN’S SHIP

AFFILIATION: BORG
IN OPERATION: 2370s
PROPULSION: TRANSWARP
MAIN WEAPON: PROJECTILES
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BORG QUEEN’S SHIP

SPECIFICATION

OPERATED BY:
BORG COLLECTIVE

IN OPERATION:
2370s

DESTROYED:
2375

LOCATION:
DELTA QUADRANT

PROPULSION:
TRANSWARP

WEAPONRY:
PROJECTILES, TRACTOR BEAM

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The Borg Queen’s ship was strikingly different in appearance than other Borg vessels in that it was diamond-shaped, or more accurately octahedron-shaped. As far as it was known, the Borg Queen’s vessel was unique, and it was normally situated inside the Borg’s Unicomplex. This vast structure was the closest thing the Borg had to a home. It was located deep within the Delta Quadrant, and was composed of thousands of connected modules, spanning at least 600 kilometers. Trillions of drones resided here, with many living on the hundreds of Borg ships that docked with the main structure. The Borg Queen’s ship was heavily protected within the Unicomplex by all the vessels that made up this metropolis. It was difficult to determine the exact size of the Borg Queen’s ship, but it was certainly much smaller than a cube, and possibly smaller than a sphere. It was, nevertheless, larger than an Intrepid-class Starfleet ship, and much more powerful. It was capable of opening a transwarp conduit and flying at transwarp speeds, just like other Borg vessels. Also in common with other Borg ships, the Queen’s vessel was heavily armed with weaponry that included highly-destructive projectiles, and its heavy shielding was backed up by ablative hull armor. In addition, it was capable of generating a dispersal field that prevented anyone from transporting on or off the ship.

ASSIMILATION CAPABILITIES
Other facilities inside the Borg Queen’s ship included an assimilation chamber, where newly captured species were turned into drones, and a sophisticated sensor system that assessed the tactical abilities of other species.

The Borg Queen’s ship acted as a kind of lair for the Borg leader. It appeared that most of the time, the inner ‘core’ section of the Borg Queen’s ship remained still, while the outer framework rotated in an anticlockwise direction when it was traveling through space. It was much smaller than a Borg cube, but it was still a formidable offensive vessel in its own right, although it usually traveled with a multiple ship escort.

BORG
QUEEN’S SHIP
The Borg Queen ‘lived’ on a diamond-shaped ship, from where she could control all aspects of the Collective.

SHIP PROFILE

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DATA FEED
A Borg transwarp coil was made from some kind of polytrinic alloy, and was the key component that allowed Borg ships to travel at transwarp speeds.

The Borg Queen’s ship was afforded maximum protection deep inside an enormous spaceborne Borg city known as the Unicomplex. This was a vast infrastructure of interconnecting modules, grids and technology that formed a cybernetic metropolis. It also contained thousands of Borg ships and trillions of Borg drones.

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The Borg Queen was a disembodied entity who oversaw the Borg's operations. While her 'consciousness' could be said to be located here, she was not limited to one physical place, and was aware of what all her drones and ships were doing, no matter where they were in the Galaxy.

When the Queen's physical presence was required, her head and upper torso descended from above a chamber in her ship, and it was brought down to meet her Borgified humanoid female body. Once in this form, the Borg Queen could control the Collective via a command interface situated within the chamber.

In 2375, the crew of the U.S.S. Voyager NCC-74656 encountered the Borg Queen's ship following a successful mission to steal a Borg transwarp coil from a damaged sphere. During the daring undertaking, Seven of Nine apparently chose to stay behind in the Borg sphere, while the other members of the Away Team escaped with the transwarp coil. In fact, the Borg Queen was aware of the raid, and allowed it to take place so she could be reunited with Seven.

CONQUERING EARTH

The sphere took Seven to the Borg Queen's ship, which was housed within the Unicomplex. The Queen wanted Seven to help the Borg prepare for another mission to assimilate humanity, feeling Seven had a unique insight that would be valuable after their two previous failed attempts. The Queen's ship then left the Unicomplex, flanked by two Borg cubes in order to witness the assimilation of Species 10026. The Queen wanted Seven to re-familiarize herself with the assimilation process, and remind her that it was a gift they were giving to other species - bringing order to chaos in their pursuit of perfection.

The plan failed, however, as Seven refused to participate in the assimilation, and in fact helped some members of Species 10026 escape.

Seven of Nine was later rescued by a small Away Team in the Delta Flyer, which had been fitted with the transwarp coil. As they made their escape through a transwarp conduit, the Borg Queen's ship followed, firing its projectile weapons.

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In the central chamber aboard her ship, the Queen explained to Seven of Nine how she planned to conquer humanity. She had developed a biogenic weapon that would be detonated above Earth.

If a Borg ship became critically damaged, its transwarp coils were designed to fail beyond repair by fusing the field regulator. This insured the coils could not be used or studied by other species.

After Voyager blew up a Borg probe ship, the Doctor found a servomotor from a medical repair drone in the debris that was collected. This contained a laser scalpel, biomolecular scanner and micro-suture, all rolled into one instrument. He believed it would revolutionize the way he performed surgery.

Seven of Nine’s parents, Magnus and Erin Hansen, compiled over 9,000 log entries and 10 million teraquads of data in the three years they spent studying the Borg at close quarters.

Seven of Nine’s father, Magnus Hansen, was a drone aboard the Borg Queen’s ship. He had been assimilated 19 years earlier, although it was unclear if he had served aboard the Queen’s ship all that time. The Borg Queen tried to manipulate Seven into rejoining the Collective by telling her that she would be reunited with her father.

The Queen had developed a more surreptitious strategy to conquer humanity, rather than their previous more direct assaults. She had created a biogenic weapon that would be detonated in Earth’s atmosphere. It would infect all lifeforms with nanoprobe viruses, resulting in a more gradual assimilation of humans. It would take longer than their usual tactics, but the Queen believed that half the Earth’s population would be drones before they realized what was happening.

Seven, however, refused to comply, and was ultimately rescued by Captain Janeway.
In Dark Frontier, Part II if the script called for the Borg Queen to have her own vessel, which was described as “massive” and “a complex, distinctive geometric shape that we’ve never seen before.” Beyond that general description, it was left up to the visual effects team to determine its look.

Senior illustrator Rick Sternbach normally handled the designing of the ships, but he was busy with other aspects of the production for this episode. Instead, the task fell to visual effects producer Dan Curry, who collaborated closely with Brandon MacDougall, one of the talented CG artists who worked for effects house Foundation Imaging.

“For the Borg Queen’s ship, we decided to make it distinctive and instantly recognizable as different that the rest of the Borg fleet,” said Curry. “Obviously, Borg aesthetics dictated that it should be some sort of geometric form. It had already been established with the cube ship that the Borg were a race where form followed function, and aerodynamics were irrelevant in the vacuum of space. It was just a matter of coming up with an appropriate geometric form, and I think the diamond shape was a group effort.”

They also wanted to add a sense of dynamism to the Borg Queen’s ship, and to that end they thought the outer structure could spin around the center when it was in motion. “When we shifted from physical models to CG, the opportunity for moving parts presented itself, and we took advantage whenever possible to add ‘life’ to the ships,” said Curry.

Once the basic structure of the Borg Queen’s ship had been decided, it was left up to MacDougall to fill in the details. “I always encouraged the digital modelers to add their own creative inspirations to the ships they were working on,” said Curry. “Brandon and his colleagues were excellent artists and we would get great results. The visual effects team generally decided where things like the weapons fire came from, depending on what worked best for a given shot. The lack of need for cannon-like structures and the complex details of the ship allowed great flexibility and we could make weapons emanate from wherever we wanted. Brandon’s final version was brilliant.”
In Dark Frontier Part I, Captain Janeway complained that their journey home had been increased by about two years in their efforts to avoid the Borg. It was this realization that made her determined to steal a Borg transwarp coil to make up for the time that they had lost. Once the Borg propulsion device was fitted to the U.S.S. Voyager NCC-74656, it brought them 20,000 light years nearer home before it gave out, knocking an estimated 15 years off their journey. This was far from the only occasion when the crew of Voyager found a means to drastically reduce the length of time of their journey to Earth.

We all know that in 2371 Voyager was stranded 70,000 light years from Earth in the Delta Quadrant by the Caretaker. This meant that, even traveling at near Voyager’s maximum speed and with no delays, it would take them around 75 years to make it back to Earth. Actually, a careful examination of the figures showed that this was a very optimistic estimate.

Voyager may have been capable of reaching warp 9.975, but according to Rick Sternbach (STAR TREK: VOYAGER’s senior illustrator and technical advisor) it could only maintain this speed for periods of up to 12 hours. More realistically, the ship cruised at warp 6, and even then it needed to make regular stops to refuel, cool the engines, and re-fit worn out components, to say nothing of exploring strange new worlds. Using these figures, it would have taken Voyager approximately 200 years to reach Earth.

By this time the crew would have succumbed to old age, even if the dangers of the Delta Quadrant did not get them, so it was vital that they found some kind of shortcut.

Fortunately for Janeway and her crew, they found various ways to knock years off their journey, and in the end it took them just seven years to reach home. But, what were the various means they used to accomplish this? The first three years were very slow going, and despite some promising leads Voyager didn’t find any quicker methods. This changed in season four episode The Gift, when the evolving Kes transported the ship 9,500 light years closer to home.

For some reason Kes underwent a massive surge in her mental powers, perhaps because of contact with the telepathic nature of Species 8472, but this was never confirmed. Kes’ enhanced telekinetic powers allowed her to do all sorts of things, including complex surgical procedures, using only her mind. These powers came at a cost, however, and she started to destabilize at the subatomic level, which also caused massive damage to Voyager. Not wanting to endanger her friends, Kes departed Voyager in a shuttle to explore her new condition, but as she left the corporeal world behind, she gave them a parting gift: she ‘pushed’ Voyager closer to home. This resulted in the efficiency of the matter/antimatter warp core rising to 120 percent, far greater than it was designed to.

With the aid of several shortcuts – wormholes, transwarp corridors, subspace slingshots, and so on – the U.S.S. Voyager managed to carry us from deep in the Delta Quadrant and back to Earth in just seven years. The U.S.S. Voyager made its epic 70,000 light year crossing back to Earth in just seven years. We look at the various methods they used that allowed them to complete the journey in such a short space of time.
Star Trek History

The following year, the crew were shown a spatial vortex in Night, by the Malon waste controller Emek. This astrological phenomenon worked in the same way as a wormhole. In this case, one end of it was situated in a region of the Delta Quadrant where no star system existed for 2,500 light years. Voyager was shown a spatial vortex. This phenomenon linked two faraway points in space, and saved Voyager from two years of travel.

By making modifications to Voyager’s warp core, the ship was able to enter a quantum slipstream, where it stayed for an hour and traveled 300 light years.

While in an area of space known as ‘The Void,’ where no star systems existed for 2,500 light years, Voyager was shown a spatial vortex. This phenomenon linked two faraway points in space, and saved Voyager from two years of travel.

By using a version of quantum slipstream propulsion devised by its own crew, Voyager was outfitted with this technology and remained in a quantum slipstream for an hour before it collapsed. This resulted in the ship crossing 300 light years, but their diagnostics concluded that they could not risk using the technology again.

Commander Chakotay and Ensign Kim flew the Delta Flyer in front of Voyager, but Kim sent the wrong correction values back to Voyager when it was just 10 light years from the Alpha Quadrant. Voyager crashed on an ice planet, killing the entire crew. Chakotay and Kim survived and returned to Earth, but they were filled with guilt.

Fifteen years later, they found a way to correct the mistake, and used a Borg temporal transmitter to send the correct phase variance to Voyager in the past, in the hope it would change history. The initial corrections did not work, however, but they at least averted the disaster of Voyager crashing into the ice planet. Instead, they transmitted information into the past that brought Voyager out of the quantum slipstream earlier, and the ship survived. Nevertheless, Voyager still managed to spend enough time in the quantum slipstream to take “nearly 10 years” off their journey.

Borg Heist

Following this adventure brought us to the events surrounding the stolen transwarp coil in Dark Frontier. Transwarp coils were, of course, the device that allowed the Borg to generate

While making modifications to Voyager’s warp core, the ship was able to enter a quantum slipstream, where it stayed for an hour and traveled 300 light years.
destroyed ships and other debris, and Voyager was in it for about five minutes before making contact with another vessel. This belonged to the Turei, and when Captain Janeway explained that she wanted a way out, the Turei ship fired a resonance pulse at Voyager knocking it clear of the corridor. When the crew were back in normal space, they found that they had traveled over 200 light years.

**TASH’S CATAPULT**

In the Voyager Conspiracy, Voyager came across a graviton catapult, which had been built by the crew of a stranded starship commanded by Tash. This ingeniously device generated a massive graviton surge that locked onto a ship through an array of projectors. The surge ‘catapulted’ the ship into an abnormal realm known as null space for hours, and when it emerged back into normal space, it had traveled hundreds of light years.

It was powered by a tetryon reactor, the same technology that was found on the Caretaker’s array. The Voyager crew therefore suspected that the graviton catapult used similar displacement wave technology as the Caretaker had used to bring vessels to him in the Delta Quadrant. After Voyager used the graviton catapult, it found that it had crossed 30 sectors in less than an hour, and taken an estimated three years off their journey. So far, all this added up to approximately 43,000 light years. If we then added this to the 6,000 or so light years the crew had traveled by conventional methods, we can see that they had covered around 49,000 light years. This meant that they must have been in the Beta Quadrant, which clearly they weren’t. Perhaps delays and detours had cost them some distance, but they must have been around 30,000 light years from home, and only about 1,500 light years or so from the border with the Beta Quadrant.

**REGULAR STARFLEET CONTACT**

It was shortly after events in The Voyager Conspiracy that Lieutenant Reginald Barclay managed to find a way for Starfleet to communicate directly with Voyager using the MIDAS array to create a micro-wormhole. Certainly by the season seven episode Inside Man, Counselor Troi emphatically stated that Voyager was 50,000 light years from Earth, at which point they were able to establish two-way live visual communication for 11 minutes a day.

It would appear that Voyager was very close to crossing over into the Beta Quadrant, when in Endgame it came across high levels of neutrino emissions coming from inside a nebula. Upon further investigation, the crew found a Borg transwarp hub - a vast network of transwarp conduits, with exit apertures in all four quadrants of the Galaxy. The nebula also contained at least 47 Borg cubes, and Captain Janeway felt this made it too dangerous to explore further. She ordered Voyager to keep going and ignore this potential route home. This was to prove a fateful decision as it took Voyager another 16 years to reach Earth, by which time another 22 more crew members had died including Seven of Nine. This was why Admiral Janeway decided in 2404 to go back in time to 2376 with anti-Borg technology to the point where Voyager found the transwarp hub.

Admiral Janeway then persuaded her younger self to explore the nebula and find a conduit that would lead back to Earth. The younger Captain Janeway also took the opportunity to damage the Borg infrastructure considerably by destroying the entire hub, but not before Voyager had entered one of the conduits. Voyager exited the aperture of the conduit less than a light year from Earth before it collapsed, and it was escorted the rest of the way home by a small welcoming fleet.

Voyager had done it. The crew had returned from the Delta Quadrant, completing a journey of 70,000 light years, which should have taken at least 75 years, in just seven years. It was an arduous journey during which around 40 crew members died, but thanks to newly discovered propulsion technology, various spatial shortcuts and some luck, Voyager made it home safely against all odds.
ON SCREEN

TRIVIA

In Dark Frontier, Part I, the footage of the Delta Flyer being fitted with the transwarp coil that the crew stole from the Borg sphere was a reuse of the matte shot first seen in the episode Extreme Risk. In addition, the sequence showing the Delta Flyer exiting Voyager’s shuttlebay door was another example of reused footage, as this was previously seen in the episodes Extreme Risk and Thirty Days.

Seven of Nine’s parents, Magnus and Erin Hansen, invented the bio-dampener. This small device worn on the arm created a field around the wearer’s body, which simulated the physiometric conditions within a Borg vessel, allowing them to move around the ship without being detected by the drones.

The Borg referred to humans as Species 5618. The Borg Queen seemed obsessed with assimilating humanity, even though she apparently did not regard them highly. She described them as, “Physiology inefficient, below average cranial capacity, minimal redundant systems, [with] limited regenerative abilities.”

APPEARANCES

BORG QUEEN’S SHIP

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