

109

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BORG QUEEN'S SHIP

AFFILIATION: BORG

IN OPERATION: 2370s

PROPULSION: TRANSWARP

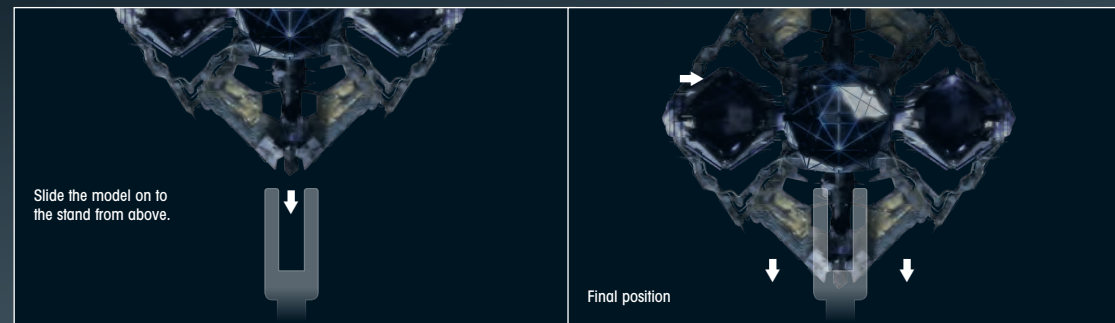
MAIN WEAPON: PROJECTILES

BORG QUEEN'S SHIP

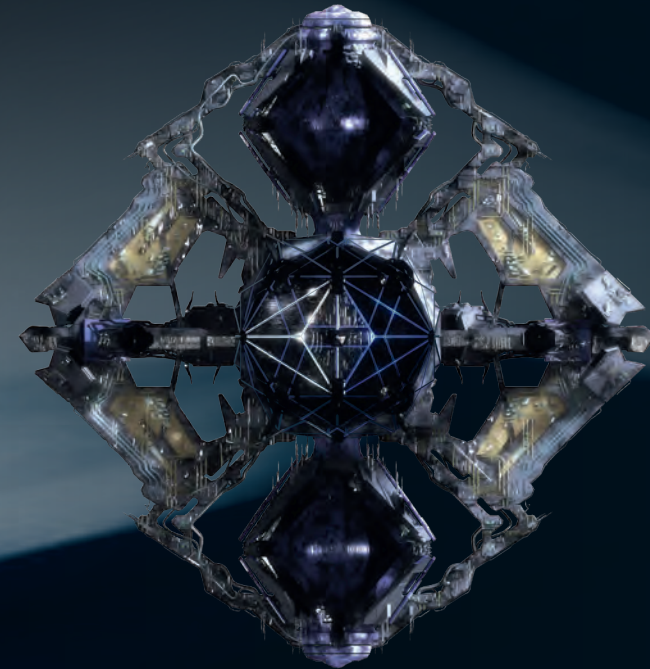
Contents

- P04: BORG QUEEN'S SHIP
- P10: DESIGNING THE SHIP
- P12: U.S.S. VOYAGER'S JOURNEY HOME
- P18: ON SCREEN

Stand assembly:



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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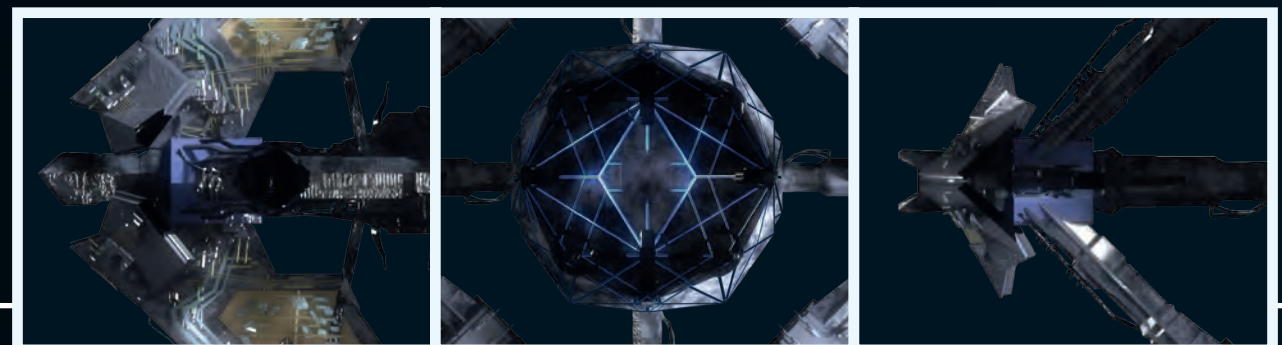
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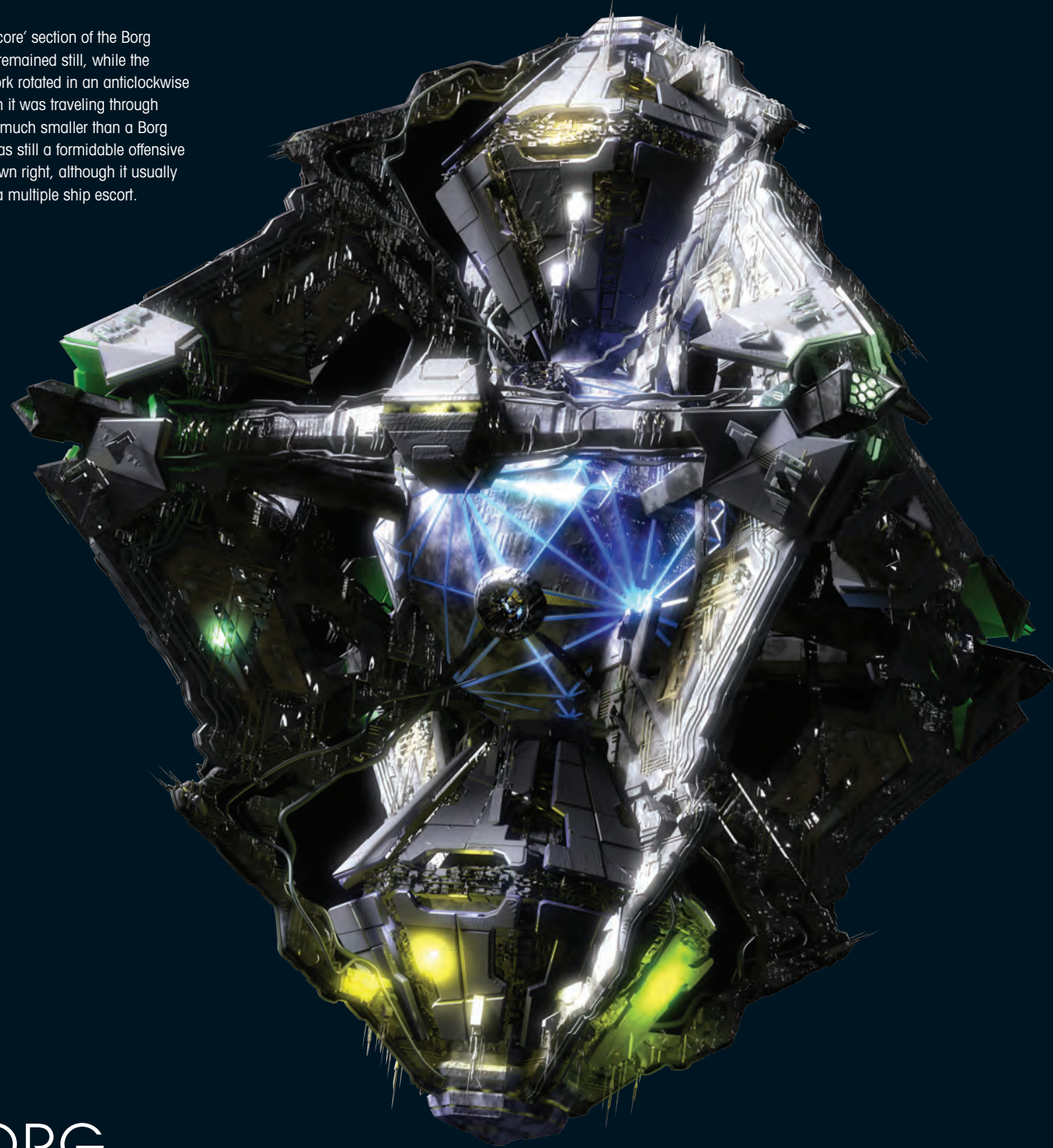
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► The inner 'core' section of the Borg Queen's ship remained still, while the outer framework rotated in an anticlockwise direction when it was traveling through space. It was much smaller than a Borg cube, but it was still a formidable offensive vessel 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.



◀ 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.

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,

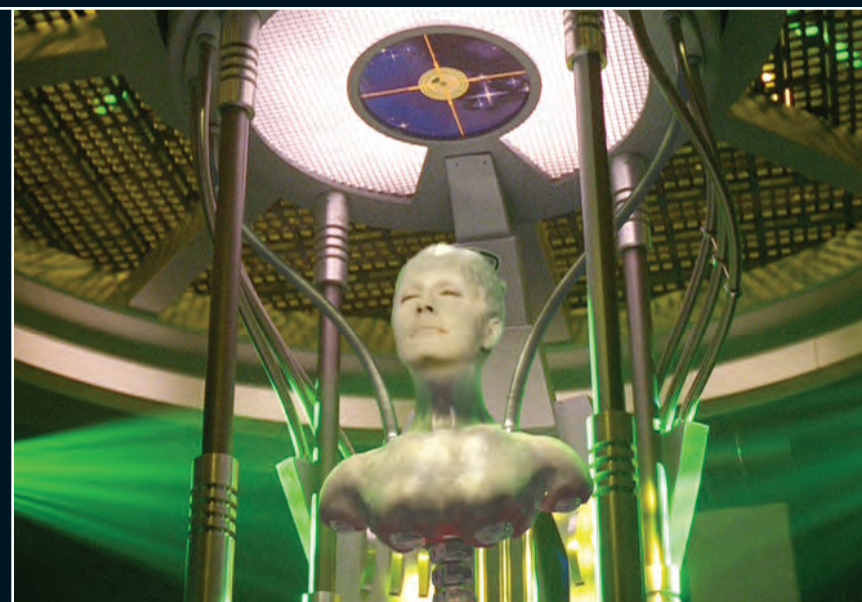
DATA FEED

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.



► A central chamber within the Borg Queen's ship was where the Queen was assembled into her humanoid form. Her head and upper torso were lowered from the ceiling, and secured onto her waiting body.

▼ With Seven of Nine on board, the Borg Queen's ship traveled at transwarp speed to a planet, where the Queen wanted Seven to witness the assimilation of its entire population.



► After Seven of Nine was rescued, the *Delta Flyer* attempted to escape through a transwarp conduit, but the Borg Queen's ship managed to follow. Even at these extreme speeds, the Borg Queen's ship was able to launch projectiles, but the *Delta Flyer* made it safely back to normal space before their foe was destroyed.



▲ As with other Borg vessels, the Borg Queen's ship contained an assimilation chamber. Captured individuals from other species were brought here to be turned into drones. The agonizing screams of victims could be heard, as various body parts were removed and replaced with cybernetic prosthetics.

▲ The diamond shape was unique to the Borg Queen's ship, as no other Borg vessels took this form. Despite its singular structure, it appeared to have all the standard attributes of other Borg ships, and the familiar green energy signature.

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. As the *Delta Flyer* emerged back into normal space, *Voyager* fired a full spread of photon torpedoes at the conduit, which caused it to collapse. Seconds later, the Borg Queen's vessel emerged, but it was in tiny pieces, having been blown to smithereens.

DATA FEED

The Borg Queen appeared to be the living embodiment of the Borg consciousness. She was the center of the Borg Collective and was normally situated in her ship within the Unicomplex. From here, she controlled all the Borg ships and drones through a network of neural transceivers. She received a constant stream of information from her drones, and was instantly aware of everything they saw or experienced.



ENTICING SEVEN OF NINE

The Borg Queen claimed that she had deliberately let Seven of Nine live among the crew of the *U.S.S. Voyager*, so that she could gain more insight into humanity. The Queen wanted Seven to rejoin the Collective with her individuality intact, as it would provide valuable information about how they could defeat Earth, following their previous two failed attempts.

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.

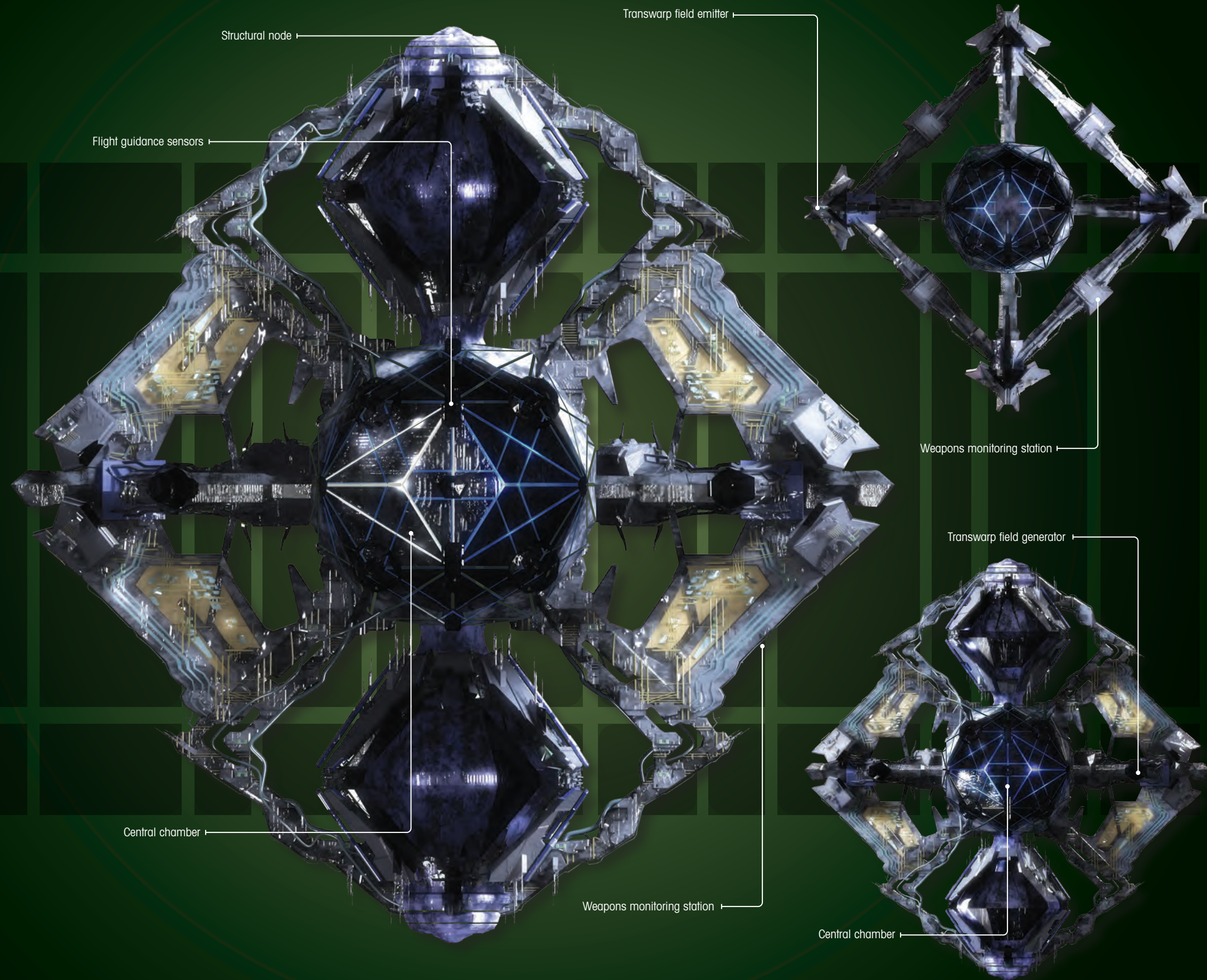
Seven, however, refused to comply, and was ultimately rescued by Captain Janeway.



▲ In 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.

DATA FEED

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.

**SELF-DESTRUCTING**

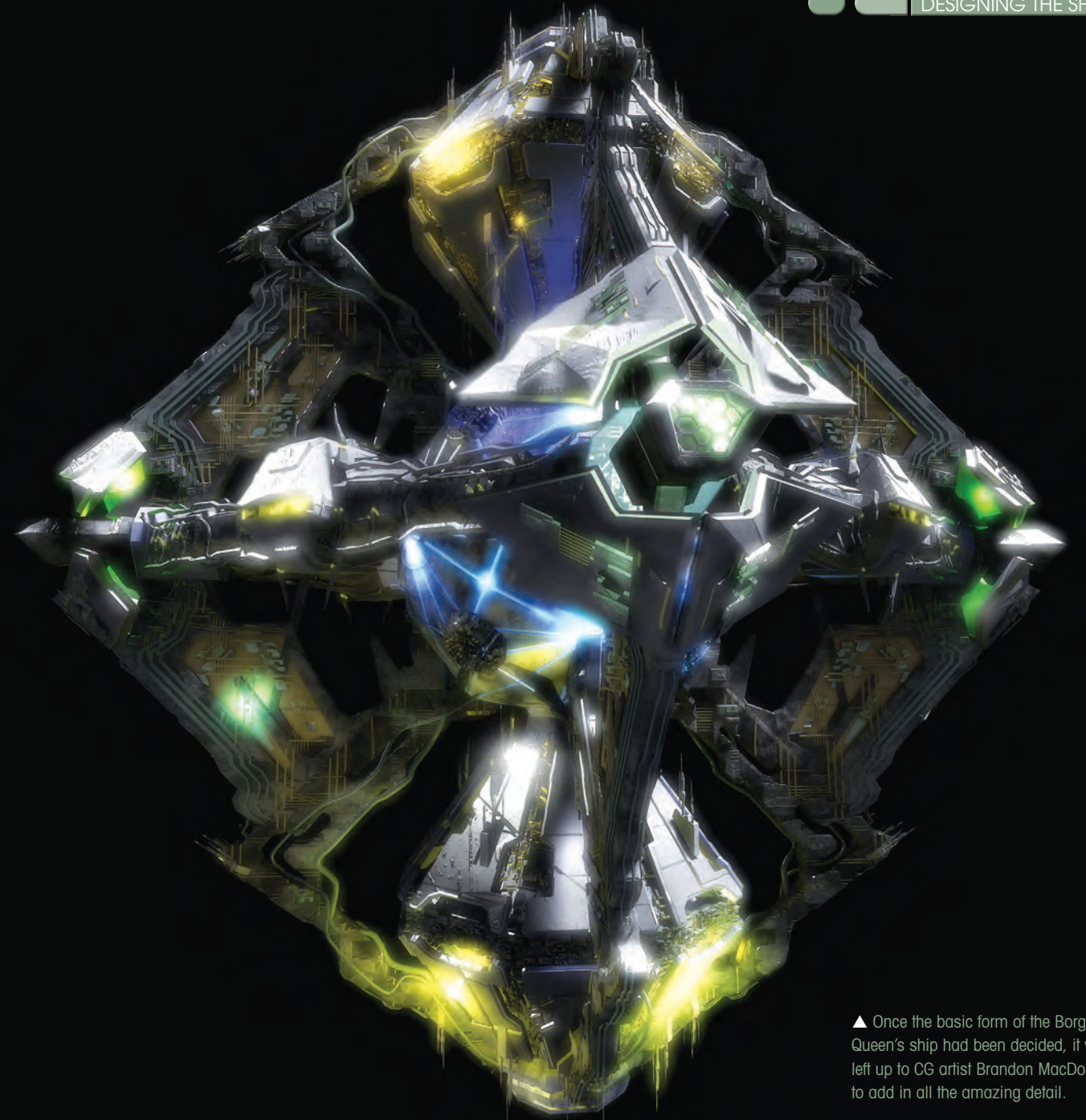
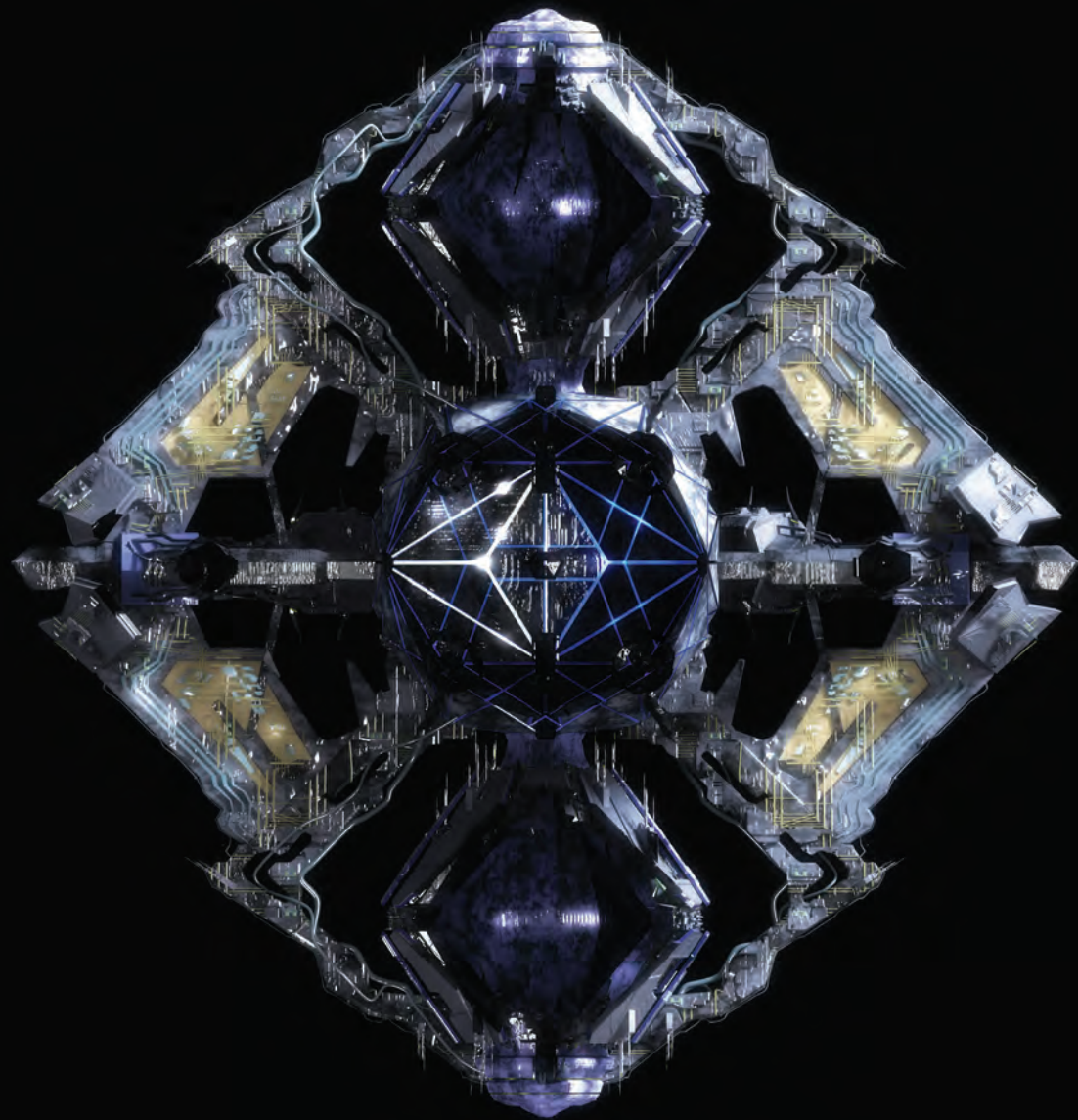
If a Borg ship became critically damaged, its transwarp coils were designed to fail beyond repair by fusing the field regulator. This insured the coils could not be used or studied by other species.

THOROUGH STUDY

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

MEDICAL MARVEL

After *Voyager* blew up a Borg probe ship, the Doctor found a servo-armature 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.



DESIGNING THE BORG QUEEN'S SHIP

Visual effects producer Dan Curry worked with CG artist Brandon MacDougall to create a stunning design for the Borg Queen's ship.

In *Dark Frontier, Part II* 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 than 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."

▲ Once the basic form of the Borg Queen's ship had been decided, it was left up to CG artist Brandon MacDougall to add in all the amazing detail.



U.S.S. VOYAGER'S

JOURNEY HOME

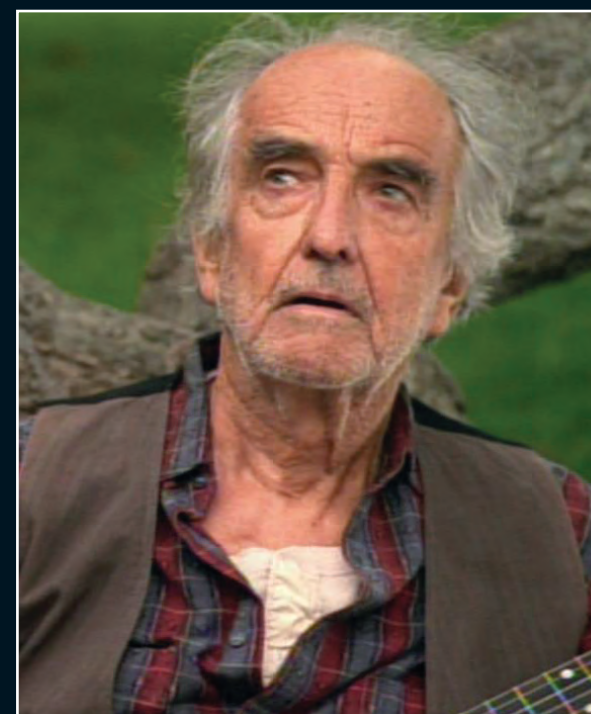
The *U.S.S. Voyager* made its epic 70,000 light year crossing back to Earth in just seven years. We look at the various methods they used that allowed them to complete the journey in such a short space of time.

▲ With the aid of several shortcuts – wormholes, transwarp corridors, subspace slingshots, and so on – the *U.S.S. Voyager* managed to cross the vast distance from deep in the Delta Quadrant and back to Earth in just seven years.

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



◀ The Caretaker, seen here in humanoid form, used a displacement wave to transport *Voyager* to him. The ship crossed 70,000 light years in an instant, and several crew members were killed in the process. He was looking for a species with whom he could procreate, as he was dying.



◀ The Caretaker's array generated the displacement wave that brought *Voyager* to the Delta Quadrant. The array was later destroyed by *Voyager* to stop it falling into the hands of the Kazon, but this also meant *Voyager* was now stranded 70,000 light years from home.



◀ Kes' psychokinetic powers began to grow rapidly in 2374. Soon, she was evolving onto a different plane of existence. As she left *Voyager* to explore her new powers, she helped the ship make its first major jump, and sent it 9,500 light years nearer home in an instant.

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 refit 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.

HUGE JUMPS

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



▲ Arturis was one of the few surviving members of Species 116 after they were attacked by the Borg. Species 116 had developed quantum slipstream propulsion.

▲ 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.

▲ *Voyager* used a version of quantum slipstream propulsion devised by its own crew, but it resulted in a catastrophic crash on an ice planet.

▼ 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 passageway linked two faraway points in space, and saved *Voyager* from two years of travel.

produce. *Voyager* hit speeds faster than any Starfleet ship was designed to go, and Tom Paris could not even name the warp factor at which they were traveling. As the ship started to come apart, it suddenly slowed to impulse, having crossed 9,500 light years. This jump was particularly valuable since it meant the ship avoided the heart of Borg space.

In 2374, *Voyager* experienced another significant leap home in *Hope and Fear*. This was when they

first came across quantum slipstream drive, a propulsion technology developed by aliens known only by their Borg designation – Species 116. These incredibly intelligent aliens developed the technology that could exceed a Starfleet ship's maximum warp by an unprecedented degree. It worked in a similar way to transwarp technology, but routed energy through a deflector dish, producing a quantum field, which allowed a vessel to penetrate the quantum barrier. *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.

SHORTCUT OUT OF NOTHING

The following year, the crew were shown a spatial vortex in *Night*, by the Malon waste controller Emck. 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. In fact, nothing appeared to exist here at all, but it was later discovered that 'night aliens' had lived here undisturbed for millions of years. At one point, it looked like *Voyager* would have to spend at

least two years crossing this vast emptiness, but the spatial vortex ended up shaving almost 2,500 light years off their journey and delivering them back into normal space.

SLIPSTREAM REVISITED

Later in 2375, *Voyager* tried experimenting with quantum slipstream drive once more in *Timeless*, despite their earlier reservations. This time, they constructed their own version of the technology using benamite crystals. Early tests revealed that a phase variance in the slipstream threshold would overload the drive's quantum matrix and destroy *Voyager*, but if a smaller ship flew in front it could detect the phase variance earlier and send back corrections to the larger vessel.

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.

▲ By using a Borg temporal transmitter, Chakotay and Kim were able to send a message into the past. This resulted in *Voyager* exiting the quantum slipstream earlier, and thus avoiding the fatal collision with the ice planet.

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





▲ Seven of Nine took part in an operation to steal a transwarp coil from a damaged Borg sphere. It was a bold and risky plan, which almost resulted in the Borg recapturing Seven, but in the end paid off.

transwarp conduits or corridors, an artificially-created 'path' through subspace. Ships entering these conduits could travel hundreds of light years in a matter of minutes. Fitting a transwarp coil to *Voyager* brought the crew another 20,000 light years nearer home before it gave out.

SECRET NETWORK

In 2376, *Voyager* found itself pulled into a subspace corridor or 'Underspace' in 'Dragon's Teeth.' This area of space was filled with asteroids,

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 ingenious 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.

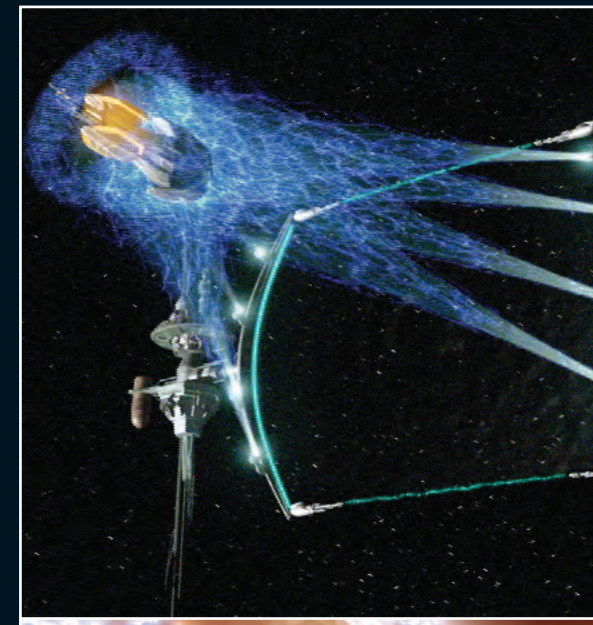
So far, all this added up to approximately 43,000 light years. If we then added this to the 6,000 or so light years the crew had traveled by conventional methods, we can see that they had covered around 49,000 light years. This meant that they must have been in the Beta Quadrant, which clearly they weren't. 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 30,000 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 2378 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



◀ The crew of Tash's vessel shared the graviton catapult they had built with *Voyager*. It operated by locking on to a ship with a graviton surge, which threw it into null space. The vessel would then emerge thousands of light years away in only a few hours.



◀ The final leg of *Voyager's* epic journey involved taking on dozens of Borg ships that flew around one of their transwarp hubs. *Voyager* had some help from the future in the shape of Admiral Janeway, but they successfully found a transwarp conduit that took them just one light year from Earth.



► 'Underspace' appeared to be a natural phenomenon of subspace corridors that covered a huge area of the Delta Quadrant. *Voyager* accidentally discovered them when it was pulled into one. *Voyager* traveled hundreds of light years in just a few minutes before it was knocked out of the corridor by another ship.

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.

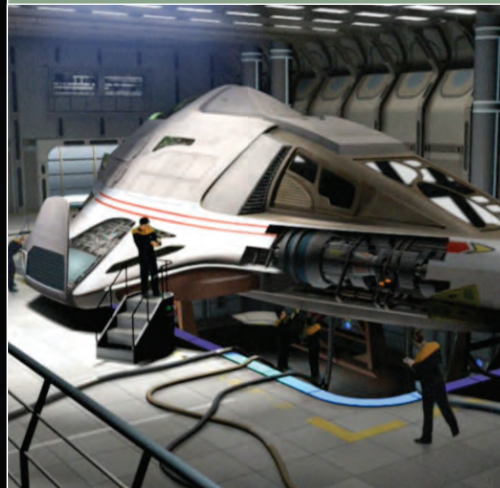
Voyager had done it. The crew had returned from the Delta Quadrant, completing a journey of 70,000 light years, which should have taken at least 75 years, in just seven years. It was an arduous journey during which around 40 crew members died, but thanks to newly discovered propulsion technology, various 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."

FIRST APPEARANCE:	DARK FRONTIER, PART I (VOY)
TV APPEARANCE:	STAR TREK: VOYAGER
DESIGNED BY:	Dan Curry

KEY APPEARANCES

STAR TREK: VOYAGER

Dark Frontier, Part I

Captain Janeway has become tired of always running from the Borg, as it has added years to their journey. Her crew come up with a plan to stage a 'heist' on a damaged Borg sphere, and steal its transwarp coil.

The mission goes as planned until Seven of Nine announces that she wants to stay on board the Borg ship and rejoin the Collective. Janeway is forced to leave her behind, and the sphere takes Seven to the Borg Unicomplex. Seven is then brought to the Borg Queen's ship, where she watches as the Queen is assembled.

STAR TREK: VOYAGER

Dark Frontier, Part II

The Borg Queen explains that she allowed Seven to be rescued by *Voyager*, so the Borg could learn more about humanity. She also says Seven's individuality will help them with her new plan to assimilate Earth.

As part of Seven's reintegration into the Borg, she is invited to take part in assimilating another species. The Borg Queen's ship heads off to their planet flanked by several cubes.

Here, Janeway and an Away Team in the *Delta Flyer* catches up with them, but if they are to save Seven, they must first infiltrate the Borg Queen's ship.

COMING IN ISSUE 110

STARFLEET SPRINGFIELD CLASS



EVERY
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- Profile of the *Springfield* class, a 24th-century Starfleet vessel that fought the Borg at the Battle of Wolf 359
- Senior illustrator *Rick Sternbach* talks about the many ships and props he designed for *STAR TREK*
- A listings guide to some of the more obscure Starfleet vessels that have appeared on screen throughout the *STAR TREK* franchise

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