

132

STAR TREK™

THE OFFICIAL STARSHIPS COLLECTION



WARSHIP VOYAGER

TYPE: SIMULATION

IN USE: 3074

CREW: 300 SOLDIERS

ARMAMENT: MULTIPLE WEAPONS

Contents

- 04: WARSHIP VOYAGER
- 10: DESIGNING THE WARSHIP VOYAGER
- 14: TIM RUSS ON DIRECTING 'LIVING WITNESS'
- 18: ON SCREEN

Stand assembly:



WARSHIP VOYAGER

SPECIFICATION



TYPE:	SIMULATION
IN USE:	3074
LENGTH:	344 METERS
CREW:	300 SOLDIERS
TOP SPEED:	WARP 9.975
WEAPONRY:	30 TORPEDO TUBES, 25 PHASER BANKS, ASSAULT PROBES, BIOGENIC AGENTS

SHOP ONLINE

There's more to us than you might think!

Order **XL Starships, bonus editions, binders** to safely store your magazines **and much more!**

shop.eaglemooss.com

EAGLEMOSS COLLECTIONS

Eaglemooss Ltd. 2018
1st Floor, Kensington Village, Avonmore Road, W14 8TS, London, UK. All rights reserved.

TM & © 2018 CBS Studios Inc. © 2018 Paramount Pictures Corp. STAR TREK and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved.

STAR TREK – The Official Starships Collection is published fortnightly.

DON'T MISS AN ISSUE: place a regular order with your magazine retailer.

SUBSCRIBE and receive exclusive free gifts – www.startrek-starships.com
Call 0344 493 6091
Post the subscription form included with issues 1 to 5

BACK ISSUES
To order back issues: Order online at www.startrek-starships.com or call 0344 493 6091

UK distributor: COMAG Magazine Marketing

Facebook
Find us on Facebook
Join us online for competitions, updates and more!

CUSTOMER SERVICES:
www.startrek-starships.com

UK: 0344 493 6091
startrek-ship@eaglemooss-service.com

Australia: (03) 9872 4000
bissett@bissettmags.com.au

New Zealand: (09) 308 2871
Fax: (09) 302 7661
subs@ndc.co.nz

South Africa: (011) 265 4307
service@jacklin.co.za

Malaysia: (03) 8020 7112
sales@allscript.com

Singapore: (65) 6287 7090
sales@allscript.com

OVERSEAS BACK ISSUES
Place your order with your local magazine retailer.

Recommended age 14+.
Warning! Collectable models.
Not designed or intended for play by children.
Do not dispose of in domestic waste.





► The Kyrians attempted to reconstruct *Voyager* in a holographic simulation from incomplete historical records. They believed it was an impressive warship, bristling with weaponry, which almost wiped out their species.

WARSHIP VOYAGER

The Warship *Voyager* was armed to the teeth and operated by violent sociopaths – at least according to the Kyrians.



The Warship *Voyager* was not a real starship, but rather a holographic simulation of the *U.S.S. Voyager NCC-74656* created in the 31st century by the Kyrians, a Delta Quadrant species.

The Warship *Voyager* was reconstructed from a partial schematic of the *U.S.S. Voyager*, which had been found in the Cyrik Ocean, a body of water on the Kyrian homeworld. This schematic was badly corroded because it had spent hundreds of years in the sea, and as a result the recreation of *Voyager* was wildly inaccurate.

In the Kyrian version of events from 700 years earlier, they believed that *Voyager* was a warship from Mars, with huge destructive power that could wipe out entire civilizations. They had got the basic size and shape of *Voyager* correct, but they added a whole host of armaments to its hull, so it looked more like a weapons platform than the ship of exploration it really was.

SHIP OF DESTRUCTION

For example, the Kyrians believed that it had a triple-armored hull, 25 phaser banks and 30 photonic torpedo tubes, which were mounted all over its surface. Moreover, they believed its crew was made up of 300 blood-thirsty soldiers led by a merciless and cruel Captain Janeway.

The Kyrians also maintained that the crew included members of the Kazon race, several Borg warrior-drones controlled by Seven of Nine and an android doctor. Their historical records contended that the android doctor created a bioweapon, which incorporated Borg technology. It was

◀ The Kyrians believed that the *Voyager* crew was full of sadistic warriors. As part of their reconstruction, they showed Harry Kim and Chakotay, with a much larger facial tattoo, torturing Tedran, the Kyrian leader. The Kyrians of the 31st century believed this was an accurate representation of the past, even though they had little evidence.



▶ In the simulation, the android Doctor developed a biogenic weapon. It was fired through *Voyager's* phaser array from orbit, and destroyed entire cities, killing millions of Kyrians.

▼ The Kyrians made many incorrect assumptions about the *Voyager* crew. They thought Seven of Nine was a full Borg drone, who controlled her own mini Collective of three more drones.



▲ After seven centuries, the Kyrian view of *Voyager* as a warship was totally unrealistic. It was a case of revisionist history based on a few relics and biased accounts from survivors. It depicted *Voyager's* hull as covered in numerous phaser banks and huge torpedo tubes, while its defensive shielding had been beefed up too.

launched at the behest of Captain Janeway, and killed as many as eight million Kyrians.

In short, the Kyrians of the 31st century had set up a hologram entitled 'The *Voyager* Encounter' at the Museum of Kyrian Heritage, which depicted *Voyager* as a frighteningly devastating warship. It also characterized the crew as militaristic, brutal murderers, who committed genocide and torture.

Of course, none of this was true and the Kyrians had rewritten history in a way that painted themselves as hapless victims. In the 24th century, the Kyrians had strained relations with the neighboring Vaskans, which boiled over into war shortly after *Voyager* agreed to trade medical supplies in exchange for dilithium with the Vaskans.

Before the transaction could take place, a group of Kyrians boarded *Voyager* believing that the Starfleet ship and the Vaskans were forming an alliance against them. During this incident, Tedran,

the leader of the Kyrians, was killed by the Vaskan ambassador, and *Voyager* was forced to fight off an assault by several Kyrian ships.

BLAMING VOYAGER

In order to avoid any further skirmishes in a conflict that had nothing to do with them, *Voyager* quickly left this sector of space. Unbeknown to the Starfleet crew, this encounter led to all-out war, which resulted in an almost total victory for the Vaskans. Nearly 700 years later, the Kyrians were still being treated as second-class citizens by the Vaskans, as the two races lived uneasily side-by-side.

The Kyrians believed that they had lost the war only because *Voyager* had helped the Vaskans. They continued to think they were blameless victims until about 3074 when a backup module of the Doctor was discovered beneath a ruined Kyrian city named Kesef.

Quarren, the curator of the Kyrian Museum of Heritage, activated the Doctor and he was horrified to learn how *Voyager* and his fellow crewmates had been portrayed. He told Quarren that *Voyager* was attacked without provocation by the Kyrians and that Tedran was not a matyr, but led the assault. At first, Quarren did not believe him, but after activating a Starfleet medical tricorder, another artefact that the Kyrians had found, it supported what the Doctor had told him.

Unfortunately, many young Vaskans were angry that they had been lied to by the Kyrians and they attacked the museum with photon grenades. The Doctor believed he could be responsible for another outbreak of war between the two species and asked to be deleted, but Quarren refused. He thought everyone should hear the truth and that history should stop being abused, regardless of the consequences.

As it transpired, the Doctor's testimony led to a greater understanding between the Kyrians and the Vaskans, which brought in a new age – the Dawn of Harmony. Quarren died six years later, while the Doctor became the surgical chancellor of their society for many years, before he took a small craft and headed for the Alpha Quadrant, attempting to trace the path of *Voyager*.

▲ The Doctor was furious with Quarren after he was reactivated 700 years later and learned how *Voyager* and its crew had been misrepresented. He was determined to put the record straight, but it almost led to war again.



DATA FEED

Quarren was the curator of the Museum of Kyrian Heritage in the 31st century. He was largely responsible for the holographic simulation entitled 'The *Voyager* Encounter,' in which *Voyager* was shown as a warship. It was not his intention to deceive, but he had been brought up to believe that *Voyager* was the reason for his people's ills. Although he was reluctant to listen to the Doctor at first, he was eventually convinced and was at the forefront of trying to correct the historical records.

DOCTORED HISTORY

'The *Voyager* Encounter' simulation sought to make the *U.S.S. Voyager* almost entirely responsible for a devastating period of Kyrian history. The truth was that *Voyager* was merely a convenient scapegoat for the whole sorry affair, and a way for the Kyrians to avoid accepting responsibility for their role in events.

They painted *Voyager* as a devastating warship, with huge destructive power. The brutality and detachment of the crew was chilling, as Captain Janeway ordered the use of biogenic weapons on the most populated Kyrian territories. The android Doctor was also prepared to use torture on a captured Kyrian by injecting him with a neural solvent that caused his optic nerves to dissolve.

In actual fact, it was the Kyrians who attacked *Voyager* as they believed the Starfleet crew were negotiating an alliance to fight alongside the Vaskans against them. The Kyrians boarded *Voyager* and killed three of their engineering crew and took Seven of Nine and an injured crew member hostage. Captain Janeway tried to negotiate a peaceful resolution to the situation, but the Vaskan ambassador, Daleth, shot and killed Tedran, the leader of the Kyrians. This was what led to the Great War between the two species, and *Voyager* and its crew were merely innocent bystanders, who found themselves in the wrong place at the wrong time.



▲ The Kyrians blamed the warship *Voyager* for a conflict that led to the death of millions of their citizens, but in fact the war was sparked when their leader Tedran attacked *Voyager* and took Seven hostage.

**ALTERED UNIFORMS**

In the altered history of events created by the Kyrians, the crew of the warship *Voyager* had no combadges or rank insignia on their uniforms and they wore black gloves and turtlenecks.

FIGHTER FLEET

The Kyrian recreation of the warship *Voyager* suggested that it had a fleet of fighter shuttles that could be deployed in a direct assault against the Kyrian homeworld. This tactic was proposed by the 'evil' Tom Paris in the Kyrian simulation.

FALSE BELIEFS

The Kyrians made many incorrect assumptions about the *Voyager* crew. They thought Chakotay had a large Māori tattoo that entirely covered one side of his face, Seven of Nine was a full Borg, the Doctor was an android and that there was at least one Kazon crew member.



▲ The *Warship Voyager* was a CG model created by digital artists. It was based on alterations Rick Sternbach made to an existing piece of line art of the regular *U.S.S. Voyager*, which were designed to make it look beefier.

DESIGNING THE WARSHIP

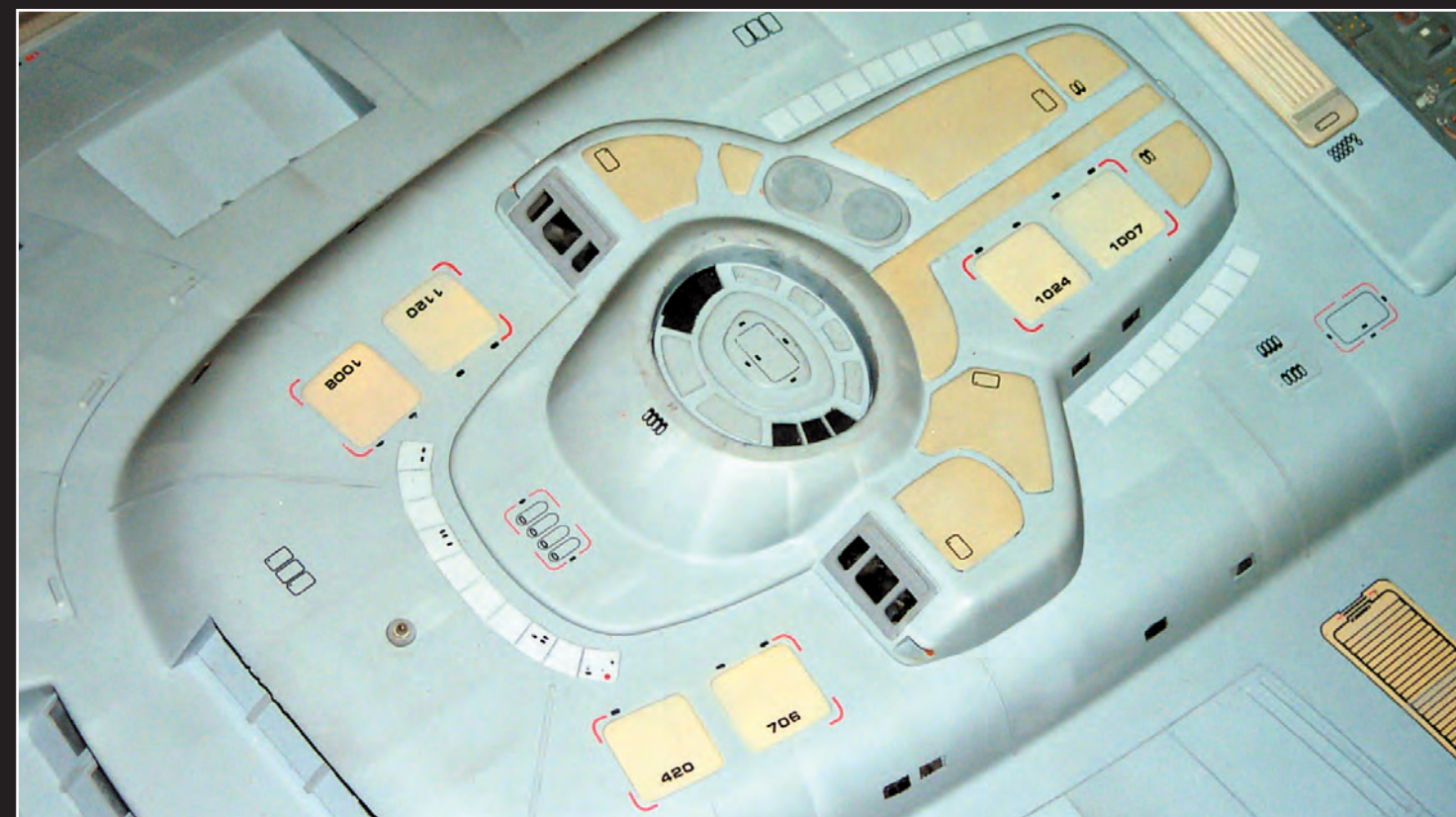
VOYAGER

The *U.S.S. Voyager* studio model was covered in carefully thought out detail, so a CG model was altered to depict the *Warship Voyager*.

For the *Warship Voyager* that appeared in the *STAR TREK: VOYAGER* episode 'Living Witness,' senior illustrator Rick Sternbach simply added extra weaponry to the top and sides of the primary hull, as well as adding a few bits to the stern of the engineering hull. Most of these extra parts were larger phaser strips, and a few others were more substantial torpedo launchers.

Sternbach created the *Warship Voyager* by drawing on an existing illustration of the *U.S.S.*

Voyager, and it was this that was seen on the set graphic in the episode. Sternbach did not do any other sketches of the *Warship Voyager* because it was seen only very briefly on screen. In fact, just a single shot of the *Warship* was created, and it was rendered in CG rather than altering the expensive physical studio model. The CG version of the *Warship Voyager* was not hugely different to the regular one, but it was made to look beefier, while extra guns and weapons ports were added.



There was absolutely no way that the special effects guys were going to risk irreparably damaging the physical studio model to create the *Warship Voyager* for just one shot. A huge amount of work had gone into creating the studio model, and Sternbach had spent around five months designing the *U.S.S. Voyager* and thinking about every inch of its hull.

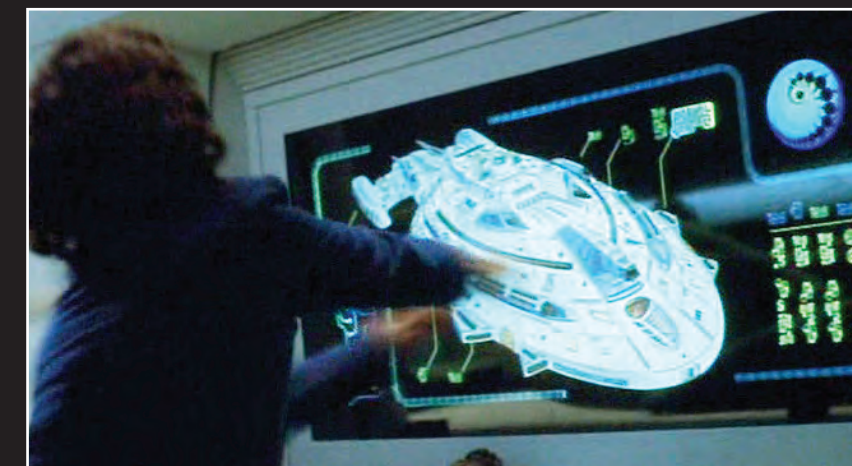
LOGICAL THINKING

"Many of *Voyager's* components were easily identified, since we saw them in action," said Sternbach. "*Voyager* had warp nacelles, phasers, photon torpedo launchers and a navigational deflector dish. We knew that the bridge was on deck 1 at the top of the ship. What the casual viewer might not have realized, however, was that the burnt orange-colored wedges along the forward hull were reaction control system thrusters (RCS), or that the ovals cut into deck 9 were extendible airlocks. All of the surface details were painstakingly translated from blueprint to plastic by Tony Meininger's Brazil Fabrication, and then to computer generated imagery (CGI) by firms like Santa Barbara Studios, Foundation Imaging, Digital Muse and Digital Magic."

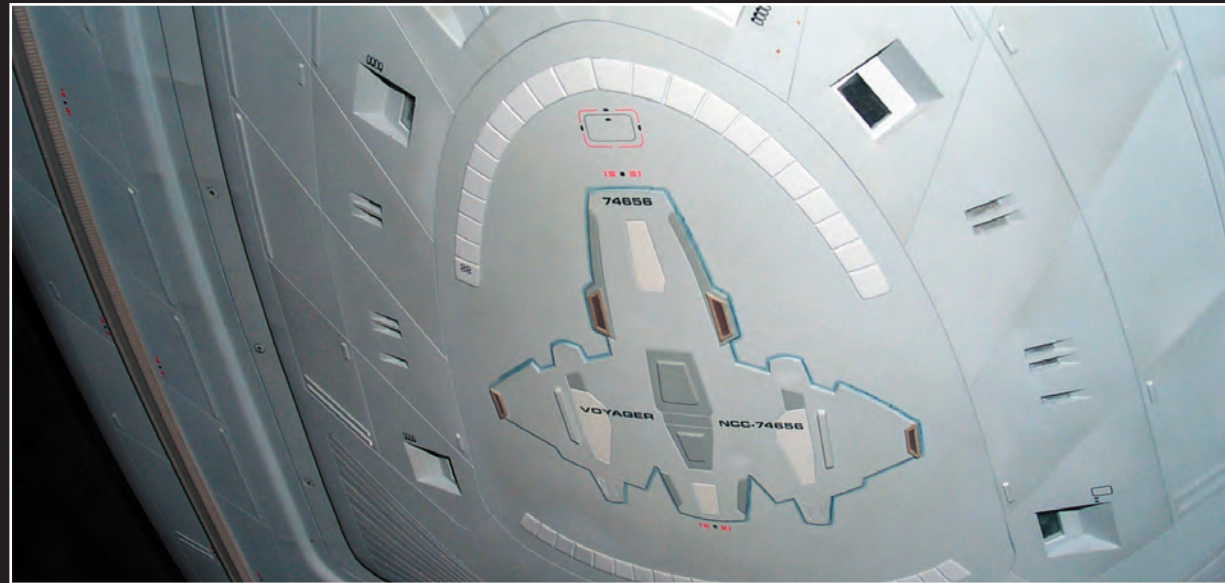
Sternbach was meticulous in his designing of *Voyager* and there was one part, on the underside of the saucer section, which he was asked about more than any other. "It was the ship-like outline under the primary hull," said Sternbach. "This was the aeroshuttle and it was patterned after the Starfleet runabout. It was designed to function like the captain's yacht on the *U.S.S. Enterprise* NCC-1701-D and the *U.S.S. Enterprise* NCC-1701-E, but it never saw service, possibly because not all the necessary systems had been installed by the time *Voyager* had to leave *Deep Space 9* for the Badlands. In the same area as the aeroshuttle

▲ Although it was never seen, Sternbach designed *Voyager's* bridge to be a self-contained module that could detach itself from the ship in the event of an emergency.

▼ The computer graphic of the *Warship Voyager* that was seen in 'Living Witness' was a direct copy of the illustration Sternbach drew on to create the ship.



► Like the *U.S.S. Enterprise* NCC-1701-D, *Voyager* had a small auxiliary craft nestling on the underside of the saucer. It was called the aeroshuttle, but it was never seen in action.



► Immediately behind the bridge at the top of *Voyager's* dorsal neck, was a large sensor platform. Further down, next to the two red stripes, was a docking port door, which was the same as the one used on the holodecks.



► Below the airlock, and even further down the dorsal neck, were twin torpedo launchers. This particular design made its first appearance on the *Voyager* studio model.



◀ The large diamond shape near the front of the saucer section was a massive sensor platform. In front of that was the auxiliary deflector dish, which would be used if the main deflector failed.

were curved rows of sensor pallets, deck 9 windows, and various parts of the defensive shield grid."

Sternbach also revealed a few secrets about the abilities of *Voyager* that never came to light. "It was not generally known outside of *STAR TREK* technical circles that the bridge was a free-flying module, complete with its own maneuvering thrusters," said Sternbach. "The bridge module also contained two turbolift docking shafts for easy access to a starbase. The area around deck 1 also contained sensor pallets, formation lights, and escape pod hatches."

SENSORS AND EMITTERS

There was plenty of other surface detail on *Voyager's* hull, all of which had a specific purpose and weren't just interesting shapes. "There was a curious assemblage of parts aft of the bridge and down *Voyager's* spine included a couple of airlock doors, a large sensor platform and the aft-firing photon torpedo launchers," said Sternbach. "On the forward hull, an auxiliary deflector dish supplemented the main dish, and a large bank of sensor instruments provided data on phenomena along *Voyager's* flight path. Flanking the auxiliary deflector and positioned in other locations around the ship were the transport emitters, the large, flat antennae responsible for sending and receiving the transporters' focused matter streams. The multi-emitter phaser strips were strategically placed on the hull for maximum coverage in a crisis.

"On *Voyager's* underside were a number of cryptic shapes, all easily explained," continued Sternbach. "Outboard of the aeroshuttle were sets of fan-shaped doors that led up into a pair of cargo bays. Further back on the port and starboard underside of the saucer were two faceted hexagon ports with small flap doors in the center. These were workpod launch tubes, designed to accommodate a small, one-crew (or robotic) spacecraft for handling fix-it tasks outside the starship."

It was clear from how much thought Sternbach had given in creating the surface details of *Voyager* that there was no way anyone would be hacking into the studio model to add more weaponry for a single appearance as the *Warship Voyager*. It was far easier and much cheaper for the digital artists to make changes to an existing CG version of *Voyager*, and that way the physical studio model would be preserved in all its glory.



◀ The fan shapes on the underside of the saucer section were large doors that led into the cargo bays. Further back was a hexagon-shaped port that was designed to launch a workpod – a small craft that could be used to make repairs to the hull.



TIM RUSS ON DIRECTING

'LIVING WITNESS'

Tim Russ talks about his experience of directing 'Living Witness,' and some of the highlights of playing Tuvok, *Voyager's* resident Vulcan.

▲ While playing Tuvok on *VOYAGER*, Tim Russ took a two-year course on directing, which allowed him to helm an episode of the program. He found the experience to be a very rewarding one, and enjoyed seeing what he had planned come to fruition on screen.

Tim Russ was no stranger to *STAR TREK* when he landed the role of the Vulcan chief of security Tuvok aboard the *U.S.S. Voyager* NCC-74656. He had previously made guest appearances on *THE NEXT GENERATION* and *DEEP SPACE NINE*, as well as being hired for a small role on the movie *STAR TREK: GENERATIONS*. And, way back at the start of *TNG* Russ had auditioned for the role of chief engineer Geordi La Forge. "LeVar Burton had the only recognizable name in that cast," said Russ. "All the other actors were relatively unknown, and they were trying to sell this thing. But LeVar was very much right for that role, so I totally understood why they went for him."

Despite not getting that part, Russ must have made a good impression on the *STAR TREK* producers because he was hired a few times in a short space of time. First, he played the terrorist Devor in the *TNG* episode 'Starship Mine,' followed a few months later by an appearance as a Klingon, *T'Kar*, on *DS9's* 'Invasive Procedures.' Then came his appearance as an unnamed lieutenant aboard the *U.S.S. Enterprise* NCC-1701-B in *GENERATIONS* before he was hired as Tuvok on *VOYAGER*, a part which, of course, he played for seven seasons.

"It was a career move," Russ said. "There's no way in hell any working actor is going to turn

down an opportunity to do a series, unless they've got something else going on or have a whole lot of bread and they don't need it. Or they're nuts – one of the two! You're talking about a financial boon, and a chance to get ahead of the game and be able to choose your products after that."

DIRECTORIAL DEBUT

Another opportunity that Russ was not about to turn down was the chance to direct an episode of *VOYAGER*. "The producers allowed you to do an internship while being on the show and you eventually got a shot at shooting an episode," said Russ. "The (directing) program took about two years, and then it was another year before my turn came up. It was a wonderful opportunity and a hell of a learning experience."

Russ was actually the third main cast member of *VOYAGER* to direct an episode following Robert Ducan McNeill (Tom Paris) and Robert Picardo (The Doctor). Russ' opportunity came in Season Four on the episode 'Living Witness.'

"I decided to take the chance to direct in order to broaden my career horizons, and I found it a fresh creative challenge," said Russ. "Prior to *VOYAGER*, I had only co-directed a couple of commercials. TV is a producer's medium and the



◀ Russ is seen on set here directing the scene in 'Living Witness' when a Kyrian captive is being tortured by the 'evil' *Voyager* crew. Russ said that the regular cast had a blast playing their characters as if they were sadistic psychopaths, but he was careful not to let their performances go too far over the top.

director is just a hired hand for the week, because the look and feel of the show has already been established. You're simply working within the set parameters. But the whole process was challenging and fascinating – the prep could be difficult because you didn't have much time and the script changed often, but it was quite satisfying. The process was hard, but the results were very rewarding."

QUALITY SCREENPLAY

Russ thought he was very lucky to be given such a great script to helm his first TV show. "First, because – just for fun – you got the chance to see the cast members in their 'evil' incarnations," said Russ. "I think for the whole cast, it was fun to be



◀ It was while playing an unnamed lieutenant on the bridge of the *U.S.S. Enterprise* NCC-1701-B in *GENERATIONS* that Russ learned the producers were developing a new series called *VOYAGER*. He was told that if there was a part suitable for him on the show, he would be called in to audition for it.



▲ Russ' first *STAR TREK* role was as Devor in *THE NEXT GENERATION* episode 'Starship Mine.' Devor was part of a group of mercenaries, who tried to steal a powerful explosive substance from the *Enterprise-D* while it was undergoing a baryon sweep at an Arkarian Base.

able to behave in an entirely different manner than they normally would. It was an absolute kick for all of them to do this work. And on a more serious note, it was a story that dealt with how a culture could be shaped by the misinterpretation of historical events. We can see examples of that even today."

Russ went on to explain that 'Living Witness' was a much bigger and more challenging episode than he thought he would be given for his first

► One of the best early episodes on *VOYAGER* for Russ was 'Meld' in which Tuvok mind-melded with the murderer Lon Suder. This caused Tuvok to lose control of his own violent emotions, and he almost killed Suder before he managed to regain control of himself.



▲ For his second *STAR TREK* appearance, Russ played a mercenary again, but this time as a Klingon named T'Kar on the *DEEP SPACE NINE* episode 'Invasive Procedures.'

directing job. There were many sets required for the shoot including the one for the Kyrian Museum of Heritage, which was very expensive and difficult and time consuming to light. Fortunately, he could rely on an experienced production crew to help him, and he found Director of Photography Marvin Rush extremely helpful.

WATCHFUL EYE

Russ was also careful not to allow the cast to go too over-the-top when playing their 'evil' selves in the Kyrian simulation. "It was a bit of a tweak here and there to try to get the parts refined because the tendency was to go overboard when you did something like that, to get carried away," said Russ. "So I had to keep it in line, because I was looking at it as a third-party observer, an objective standpoint. Everybody came up with their own sort of twist."

During the filming, Russ also had to deal with Robert Picardo's inclination to come up with lots of ideas and suggestions. "In some cases,"

explained Russ, "I had to say, 'Bob, I can't do it! I've got four or five pages of dialogue and I've got to get out of here in two and a half hours.' But I did allow for extra time in some of the most important scenes."

Despite these challenges, Russ came in under budget and thoroughly enjoyed the process. The part that he enjoyed the most was seeing how the finished episode measure up against how he had originally envisaged it. "There were a couple of small points here and there that I would have liked to have done differently," said Russ. "There's always something you could do better. But ultimately, the piece was wonderful. And I got very good feedback from it as well."

'Living Witness' turned out to be one of Russ' favorite *VOYAGER* episodes and not just because he directed it. "It was timeless," said Russ. "You could play that story now or a thousand years from now and the storyline would still be relevant."

VOYAGER HIGHLIGHTS

Other episodes in which Russ was heavily involved, this time as an actor that stood out for him included 'Meld,' 'Gravity' and 'Riddles.' "The shows were what gave the character a backstory, a history," said Russ. "Gradually we understood the character throughout the seven-year period. It was more fun to tell it through a story, like for example 'Flashback,' which dealt with what Tuvok's life was like after joining the Academy, and his history serving alongside humans on George Takei's ship (the *U.S.S. Excelsior*).

"Another defining moment for Tuvok came in 'Meld,' when he became completely unlocked and lost control his emotions. Similarly, I felt Tuvok faced another kind of challenge in 'Gravity' when he encountered Noss, a women who reminded him of someone he knew as a child. I thought it was an enlightening episode in terms of how his past effected the character he became."

Russ also especially enjoyed 'Riddles,' directed by colleague Roxann Dawson. In this show, Tuvok lost his memory and his logic skills. As a result, his relationship with Neelix - normally a source of exasperation - was turned on its head. "It was very good," he said. "It was the only show in six years that I had a chance to play Tuvok with the full range of emotions, not just the violent ones!"



◀ 'Flashback' revealed a great deal about Tuvok's past when a mind-meld with Captain Janeway led to memories of his uncomfortable time among humans on the *U.S.S. Excelsior* under Captain Sulu.



◀ The nearest Tuvok got to a romance was in 'Gravity,' when he and Tom Paris encountered an alien woman, Noss, who had been surviving alone in the face of a hostile enemy.



◀ Tuvok and Neelix's characters were at opposite ends of the spectrum and they had something of an 'odd couple' relationship, which was often played to comic effect. This made the episode 'Riddles' even more affecting when Tuvok's personality was stripped away and Neelix was the one to help him regain his former self.

ON SCREEN



TRIVIA

Quarren [pictured below], who was the curator of the Museum of Kyrian Heritage, was played by Henry Woronicz. He previously portrayed the Klingon Lt. J'Dan in *THE NEXT GENERATION* episode 'The Drumhead,' and the Voth paleontologist Professor Forra Gegen in the *VOYAGER* episode 'Distant Origin.' Meanwhile, Rod Arrants, who played the Vaskan Daleth in 'Living Witness,' had earlier appeared in *THE NEXT GENERATION* episode 'Manhunt' as Rex, a bar owner from the Dixon Hill series of holographic novels.



Some of the exhibits on display at the Museum of Kyrian Heritage included a photon torpedo, a medical tricorder and a phaser from the *U.S.S. Voyager*. This set was built on Paramount Stage 16, and it was later reused for the body enhancement facility aboard Ru'af'o's ship in the movie *STAR TREK: INSURRECTION*.



B'Elanna Torres was not seen in 'Living Witness,' but she was mentioned, as the Kyrians mistakenly believed she was the chief transporter operator. The reason for her absence was that Roxann Dawson had just given birth to her daughter, Emma Dawson, who was born on 16 January 1998.

- FIRST APPEARANCE: 'LIVING WITNESS' (VOY)
- TV APPEARANCES: STAR TREK: VOYAGER
- DESIGNED BY: Rick Sternbach

KEY APPEARANCE

STAR TREK: VOYAGER 'Living Witness'

Captain Janeway, who looks slightly different and more sinister than normal, is explaining to an alien the Starfleet way: if diplomacy fails, violence and force are used without apology.

Janeway and her crew have been asked by the Vaskans to intimidate the neighboring Kyrians and capture their leader using the superior firepower of the Warship *Voyager*. In exchange, the Vaskans will show them a wormhole, which will lead them closer to home.

Voyager is crammed full of weaponry, and its crew are made up of sadistic warriors, including a member of the

Kazon race and several Borg drones controlled by Seven of Nine.

The Doctor is an android, and Janeway orders him to prepare a biogenic weapon after *Voyager* is attacked by several Kyrian fighter ships.

It soon becomes clear that this is all a simulation in a museum, which the Kyrians believe accurately reflects events of 700 years earlier.

A backup module of the Doctor is discovered and activated, and is shocked at the misrepresentation of history. As the only 'living' witness, he wants to set the record straight, but the truth threatens to set off old tensions and reignite a centuries-old war.

COMING IN ISSUE 133

IRINA'S RACING SHIP



EVERY TWO WEEKS AT YOUR RETAILER



Inside your magazine

- In-depth profile of *Irina's Racing Ship*, a fast compact Terrellian ship from the Delta Quadrant that took part in the first Antarian Trans-stellar Rally
- Illustrator *Rick Sternbach* explains how a starship he had created earlier was turned into *Irina's Racing Ship*
- The writers look back on some of the episodes from Season Seven of *STAR TREK: VOYAGER* including 'Drive'

eaglemoss.com/shop

The place to order your STAR TREK ships

- WANT 5% OFF YOUR NEXT ORDER? Sign up to our newsletter and receive a unique discount code
- Sign up to be the first to hear when **STARSHIPS** are **BACK IN STOCK**
- All orders are delivered direct to your door. **ANY DAMAGES REPLACED - NO QUESTIONS ASKED!**



BINDERS

Order specially-designed binders to store your magazines. There are two designs to choose from.

BACK ISSUES

Complete your collection by ordering any missing issues, and sign up to the newsletter to be the first to know when rare items come back into stock.



eaglemoss.com/shop

STAR TREK™

