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CARDASSIAN
KELDON CLASS

TYPE: WARSHIP

LAUNCHED: 24th C

LENGTH: 371.88 METERS

MAX SPEED: WARP 9.6

CARDASSIAN KELDON CLASS

Contents

P04: *KELDON CLASS*

P10: *DESIGNING THE SHIP*

P12: *STAR TREK: DEEP SPACE NINE: THE DOMINION ARC*

P18: *ON SCREEN*


Stand assembly:



KELDON CLASS SPECIFICATION




OPERATED BY:	THE CARDASSIAN UNION
TYPE:	WARSHIP
IN OPERATION:	2370s
LENGTH:	371.88 METERS
CREW:	500 (APPROX.)
MAX SPEED:	WARP 9.6
WEAPONRY:	NINE DISRUPTORS




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◀ The overall outline of the *Keldon* class was similar in shape to the ancient Egyptian ankh symbol. Like the *Galor* class on which it was based, the hull was a desert yellow color, while the main deflector emitted a red glow and amber lights were set into the leading edge of the 'wing' section.

Cardassian *Keldon*-class ships were an improved version of the more common *Galor*-class vessels. Although the two classes looked almost identical, the *Keldon* class was faster, more powerful and could accommodate a larger crew.

The *Galor* class had been in use at least as early as the 2340s when the Federation-Cardassian Wars began, while the first *Keldon*-class ships were not seen in action until 2371. It had become clear during the conflicts with the Federation that the *Galor* class was tactically no match for the finest

DATA FEED

The propulsion system on most Cardassian vessels used gas diffusion matter-antimatter engines. On *Keldon*-class ships, these engines could maintain a standard cruising velocity of warp 6 and a top speed of warp 9.6 for short periods.

ships that Starfleet had its disposal. The introduction of the *Keldon* class was the Cardassian's attempt to redress the balance.

While the two classes were based on the same spaceframe and were identical in length at 371.88 meters, the *Keldon* class featured additional areas on the top of the main body and around the pincer-shaped tail. The extra structure built on the backbone of the ship meant it could hold approximately 200 more personnel, taking its total crew to around 500.

ADDED FIREPOWER

This super structure also featured a large spiral-wave disruptor on top of it, which supplemented at least eight more disruptors found at various points around the hull. The *Keldon* class was also equipped with one large aft disruptor wave cannon, and together these weapons provided 360 degrees of coverage.

The front 'wings' or blades housed the warp drive coils and could power the *Keldon* class to a top speed of warp 9.6. This was faster than the maximum speed of *Galor*-class ships of the early 2370s, although improvements in warp drive technology soon saw the difference between the top speed of the two classes become negligible.

Starfleet first became aware of the existence of *Keldon*-class ships in 2371 during a fraught incident in which Thomas Riker hijacked the *U.S.S. Defiant* NX-74205. Based on intelligence reports from the Maquis, Tom Riker took the cloaked *Defiant* into the heart of Cardassian territory to the Orias



◀ A *Keldon*-class ship came under attack when it confronted the *U.S.S. Defiant* in the Orias System. Despite being the most powerful type of ship in the Cardassian fleet, a single *Keldon*-class vessel was no match for the *Defiant* and it was quickly disabled when it was hit by a full spread of quantum torpedoes.

CARDASSIAN KELDON CLASS

The *Keldon* class was an updated variant of the *Galor* class that featured more weapons and faster engines.



▲ A transporter accident resulted in a duplicate of Will Riker being created, who became known as Tom Riker. He stole the *Defiant* and exposed a base where *Keldon*-class ships were being built.

▶ A fleet of *Keldon*-class ships and Romulan Warbirds fired at the Founders' homeworld. They hoped to wipe out the Founders, but it soon became clear that they had been led into a trap.



▲ With the threat of the Dominion becoming ever more serious, Enabran Tain took matters into his own hands. He amassed a fleet comprising of *Keldon*-class ships and Romulan Warbirds to launch a preemptive strike on the Founders' homeworld. He hoped to wipe out the entire species before they decided to attack the Alpha Quadrant.

▲ The *Keldon* class was almost indistinguishable from the older *Galor* class. The most obvious way to tell them apart was that the *Keldon* class featured an extra coffin-shaped structure built on top of its backbone. The other major difference was at the rear where an additional structure was built below its pincer-shaped tail.

system, where it was believed the Cardassians were building a fleet of warships.

It transpired that the Maquis' information was correct, or at least partially correct. A secret fleet was being built, but it was not the Cardassian military who were responsible, but the Obsidian Order – Cardassia's intelligence agency.

The *Defiant* engaged with two *Keldon*-class ships in which one Cardassian ship's port nacelle was hit, while the other one was battered by a full spread of quantum torpedoes, which took its defense systems and main power off-line. The *Defiant* was also hit, but its shields held firm.

At this point, three more *Keldon*-class vessels appeared and it was evident that the *Defiant* would soon be overwhelmed. Fortunately, before Tom Riker decided to go out in a blaze of glory,

a truce was arrived at in which Tom agreed to surrender in return for the *Defiant*'s sensor logs on the secretive Obsidian Order's base on Orias III, something Gul Dukat was keen to learn about.

ATTACK ON THE FOUNDERS

Later the same year, it became apparent just what the Obsidian Order were up to on Orias III. They had continued unabated to build a fleet of *Keldon*-class ships, not in preparation to take on the Maquis, but to invade the Gamma Quadrant. They had formed an alliance with the Romulan intelligence service, the Tal Shiar, to amass a joint fleet in order to destroy the Founders' homeworld.

There were dozens of *Keldon*-class ships in the invasion fleet and they were all fitted with cloaking devices, presumably supplied by the

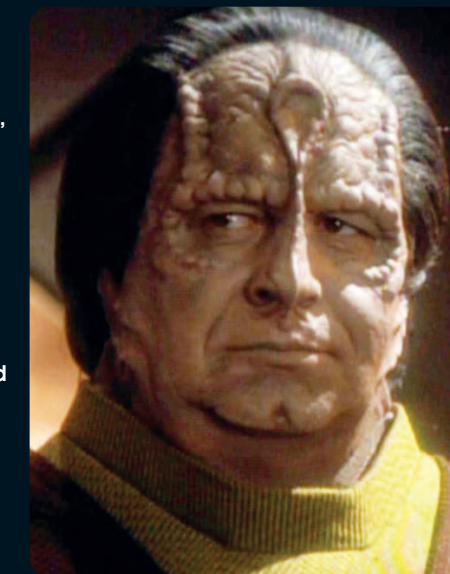
Romulans. The cloaked fleet was able to make its way uncontested all the way to the Founders' homeworld in the Omarion Nebula before decloaking and opening fire from orbit.

The joint fleet launched a massive bombardment, and the first barrage destroyed thirty percent of the planetary crust, but there was no reduction in lifeform readings. It was at this point that the fleet realized the Founders knew about the attack and had deserted the planet.

As orders for the joint Cardassian-Romulan fleet came in to retreat, 150 Jem'Hadar fighters emerged out of the nearby Omarion Nebula with weapons blazing. The joint fleet had walked into an ambush and the Jem'Hadar's phased polaron weaponry destroyed the *Keldon*-class ships with relative ease, along with the Romulan Warbirds.

DATA FEED

The Obsidian Order, under the direction of its former leader Enabran Tain (pictured), covertly assembled a fleet of *Keldon*-class ships on Orias III. Tain's plan was to use these vessels in conjunction with the Tal Shiar's Warbirds to destroy the Founders' homeworld. The attack failed largely due to a Changeling infiltrator, who had taken the place of Tal Shiar officer Colonel Lovok, and the entire fleet was destroyed. This venture ultimately wiped out the Obsidian Order and it ceased to exist.



BATTLE OF THE OMARION NEBULA

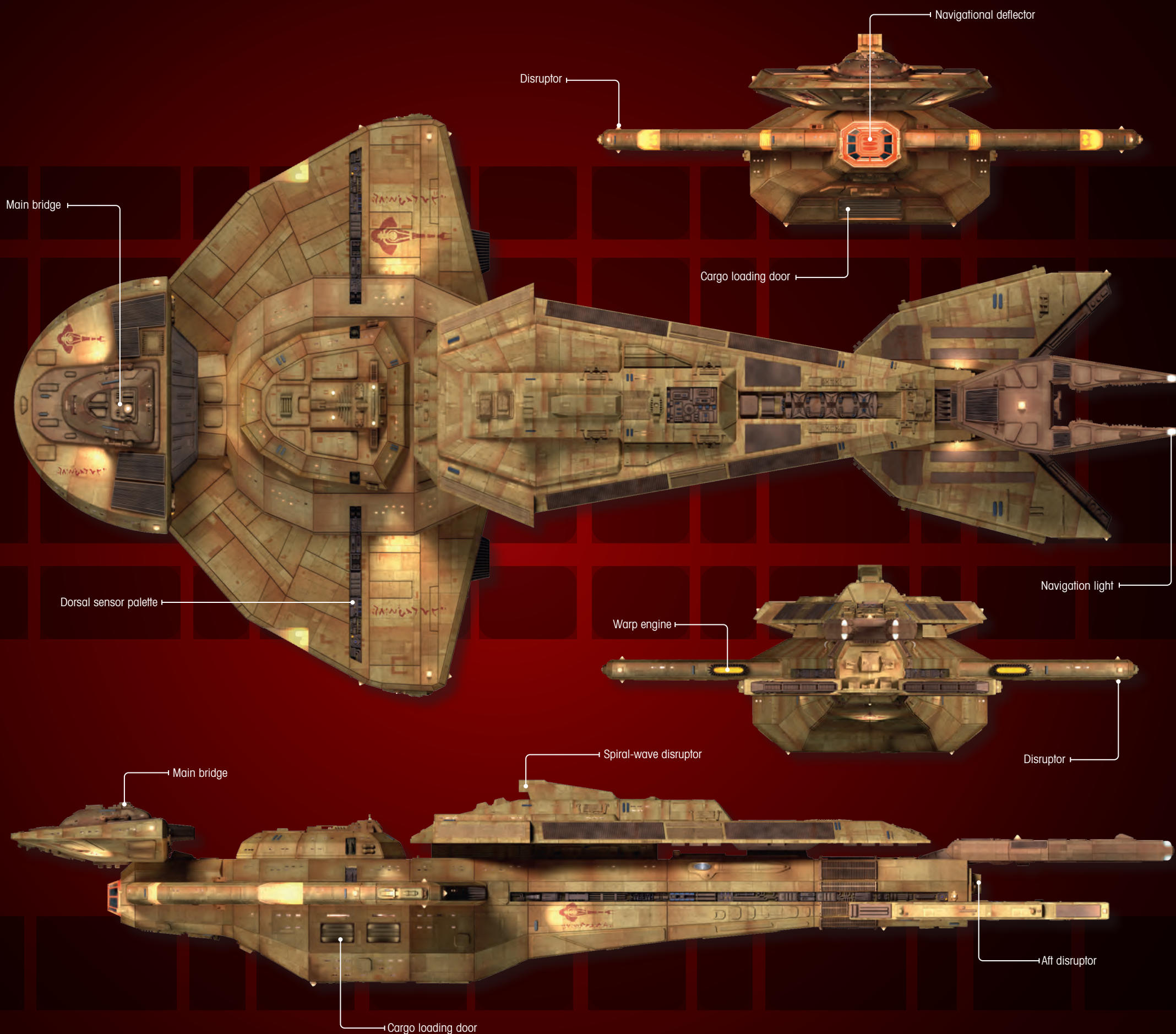
The Obsidian Order were the internal security police of the Cardassian Union and most of the population greatly feared them. One thing that did allow people to sleep a little easier was that under the Cardassian constitution, the Obsidian Order were prevented from possessing any military hardware.

Despite this, Enabran Tain managed to build a whole fleet of *Keldon*-class ships in the Orias system without being stopped. He masterminded a plan along with the Romulan Tal Shiar to destroy the Founders' homeworld. The Cardassian Central Command and the Romulan Senate claimed not to have any knowledge of his mission, even after Tom Riker exposed the secret Cardassian ship-building base on Orias III. It seemed that the respective Cardassian and Romulan governments were waiting to see if the rogue mission was a success or not before denouncing it.

The plan ended up being a complete failure largely because the lead Tal Shiar officer, Colonel Lovok, had been replaced by a Changeling infiltrator. He was able to pass on every aspect of the invasion to the Founders, who evacuated their homeworld and had a huge fleet Jem'Hadar fighters ready to destroy them. The venture wiped out the Obsidian Order altogether, and *Keldon*-class vessels were never seen in operation again.



▲ The *Keldon*-class ships of the Obsidian Order and the Warbirds of the Tal Shiar became sitting ducks after a huge swarm of Jem'Hadar fighters overwhelmed them in orbit of the Founders' homeworld.

**JOINT FLEET**

The fleet that attacked the Founders' homeworld in 2371 consisted of 15 *Keldon*-class ships and five Romulan Warbirds. All the ships were manned by either Cardassian or Romulan combat veterans.

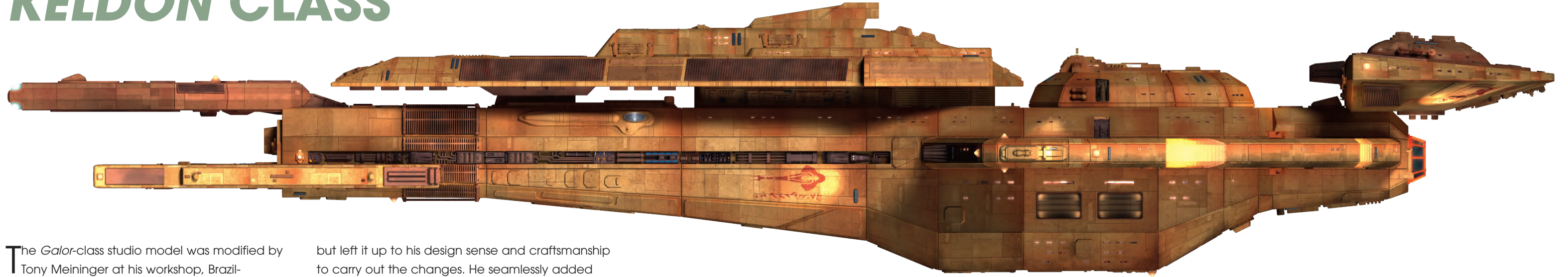
ONLY NAMED SHIP

The only *Keldon*-class ship that was named in a *STAR TREK* episode was the *Koranak*. It was destroyed, along with the rest of the fleet, by the Jem'Hadar at the battle of the Omarion Nebula.

SECRET LIFE

Enabran Tain was the father of Elim Garak, a former Obsidian Order spy who worked as a tailor on *Deep Space 9*. Tain never publicly admitted that Garak was his son. Tain was believed killed during the invasion of the Founders' homeworld, but he was actually captured and detained at Internment Camp 371.

KELDON CLASS



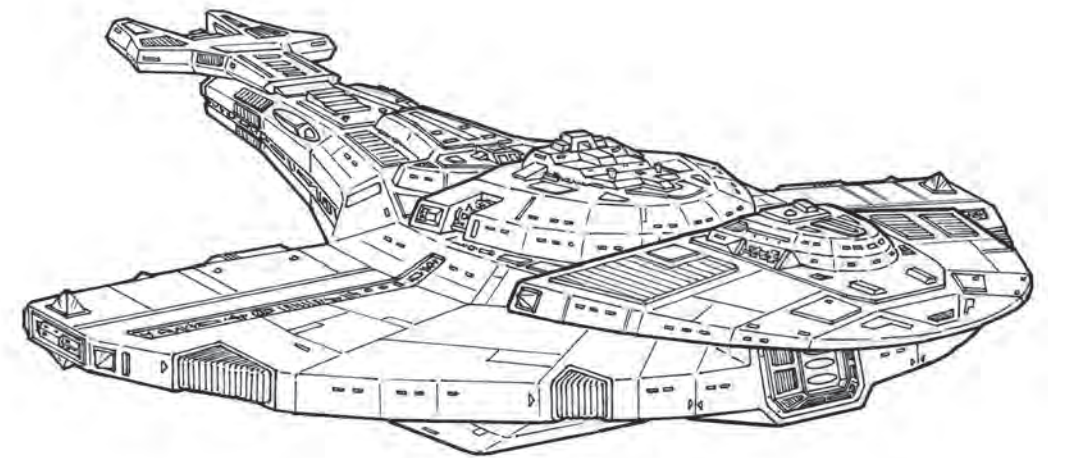
The *Galor*-class studio model was modified by Tony Meininger at his workshop, Brazil-Fabrication & Design in Glendale, California to turn it into the *Keldon* class. Meininger was given some simple verbal instructions by the visual effects department as to what they were after,

but left it up to his design sense and craftsmanship to carry out the changes. He seamlessly added a fin under the forked tail at the rear, and a large module on top of the backbone of the ship. Both these elements were removable, so it could be returned undamaged to its original state.

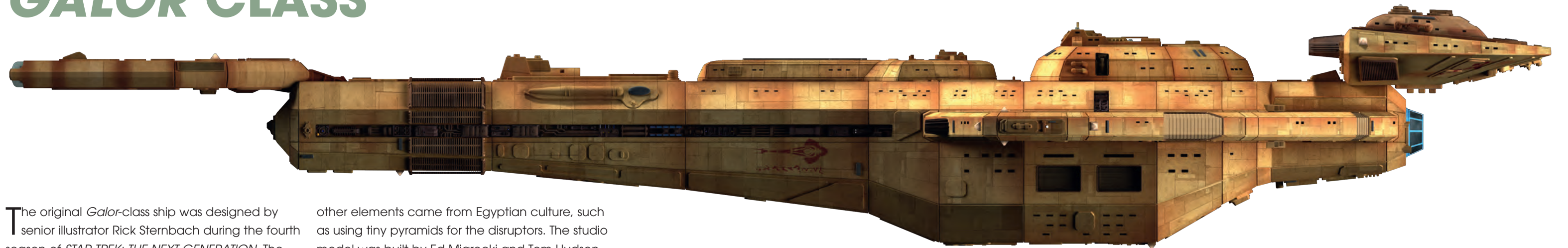
KELDON CLASS VS GALOR CLASS

COMPARISON

► Rick Sternbach used ancient Egyptian architecture for inspiration when designing the *Galor* class because the Cardassians were like the pharaohs to the Bajoran slaves. Sternbach was not involved in the creation of the *Keldon* class, as this was left to model maker Tony Meininger.



GALOR CLASS



The original *Galor*-class ship was designed by senior illustrator Rick Sternbach during the fourth season of *STAR TREK: THE NEXT GENERATION*. The inspiration for the design was based around the shape of the ancient Egyptian ankh, and many

other elements came from Egyptian culture, such as using tiny pyramids for the disruptors. The studio model was built by Ed Miarecki and Tom Hudson at their model shop called Science Fiction Model-making Associates (SFMA) in just three weeks.



STAR TREK: DEEP SPACE NINE

THE DOMINION ARC

The Dominion War, and the lead up to it, was *STAR TREK*'s first truly serialized storytelling, and it broke new ground for the franchise.

▲ The Dominion War, which featured epic space battles between the Jem'Hadar and the Cardassians against the Federation and its Allies, was the culmination of a story arc that had begun five years earlier. The writers always knew that they ultimately wanted to feature a vast conflict between major powers, but they invented the story of how they reached the war as they went along.

STAR TREK: DEEP SPACE NINE in many ways was ahead of its time. It was darker and grittier than previous incarnations of the franchise, and featured morally ambiguous characters. Most of all, though, it introduced a more serialized approach to storytelling, with the Dominion arc at its heart.

Executive producer and showrunner Ira Steven Behr felt early on in the show's run that standalone episodes were not the way to go. He and the rest of the writers believed a new approach was needed to make it a success.

By the end of Season One, the writers had already formulated a plan to experiment with

serialization by introducing the Dominion – the vast empire that controlled the Gamma Quadrant.

"Politically the Dominion was modeled after the Roman Empire," said writer and producer Robert Hewitt Wolfe. "That was their policy: you can be an ally of the Roman Empire and keep your own identity, but you pay us taxes and we protect you. Or, if you don't, we'll send in the 10th Legion and you'll be a province of the Roman Empire."

It may seem strange to link the Dominion with a culture as impressive as ancient Rome. After all, the Romans gave us many things that are still in use today. But, as Wolfe pointed out, it's easy to look at the Romans through rose-colored spectacles.

"When you really think about the Romans, they were better than a lot of the people around them, but they were pretty bad," said Wolfe. "It was a fascistic system, and they had no defined way of determining who their ruler was, except military power. I would not want to live in the Roman Empire. It worked as a good model for us."

PLAY IT BY EAR

While a broad outline, with the Dominion as the main antagonists had been decided on, the nitty gritty of how it would be played out was really only accomplished as the episodes were written.

"Everybody thought we had this great master plan, but we were inventing it as we went along," said Ira Steven Behr. "It looked from the outside like we always knew what we were going to do and when we were going to get there. We never did, we really were flying by the seat of our pants. We had some plans, but the plans kept changing and things kept coming up that forced us to re-evaluate and re-focus our energies."

The writers decided that the Founders would be the leaders of the Dominion, but at first they hadn't decided what kind of species they would be. Instead, they concentrated on the Vorta and the Jem'Hadar. "The Vorta were the merchants," said Wolfe. "They had that telekinetic blast ability (which we only ever saw in one episode, 'The Jem'Hadar'). They were supposed to be kind of sexy, and ingratiating, and a little oily."

Even at this early stage, the writers determined that the Founders had genetically engineered both the Vorta and the Jem'Hadar. "I think, to a certain extent, the Vorta's ability to pull the wool over people's eyes was due to a bit of genetic engineering," said Wolfe. "On the other hand it was training, but I thought if they did have any kind of psychic ability it was looking at someone and knowing what they wanted, and what their motivations were. They could then turn around and exploit those things."

Wolfe said that the writing staff wanted to address genetic engineering because they felt it was something *STAR TREK* had largely ignored, and added that it would be a very real problem for humanity in the near future. "I think it's an issue for us as a species," said Wolfe. "What does it mean to be human, and how much tweaking and fiddling

► The writers started to think about a worthy foe for the Federation during the latter stages of the first season of *DEEP SPACE NINE*. They came up with the Dominion, which was controlled by the Founders, policed by the Jem'Hadar and administered by the Vorta. At first, they did not know which species would be the Founders, but they decided that the Jem'Hadar would be the ultimate soldiers, who only cared about winning.



► The Vorta were the administrators, negotiators, politicians and scientists of the Dominion because the Founders did not consider these matters worthy of their attention. At least one Vorta, Eris, had the ability to generate a powerful blast of telekinetic energy that could knock a humanoid off his feet. The Vorta and the Jem'Hadar were both subject to genetic engineering, as it was an issue the writers wanted to explore.





▲ The Jem'Hadar were kept in check by their addiction to ketracel-white, which was rationed to them by the Vorta. This was designed to ensure their loyalty.

with the original blueprints can we do and still maintain our humanity? I think that's going to be one of the biggest issues in the near future."

The writers had no conception of what the Vorta were like before the Founders altered their DNA. "We didn't know what the Vorta started out as," said Wolfe. "I think eventually we said they'd been squirrels! The Vorta weren't even sentient before the Founders got a hold of them, which I thought was pretty funny."

BODY ARMOR

Originally, the version of the Jem'Hadar that the writers conceived was quite different to the lizard-skinned creatures we saw on screen. "What I actually envisaged were creatures that would wear no clothing, because they would have armor plating over their entire bodies," said Wolfe. "It was organic armor plating that would actually absorb or reflect phaser fire, because it had some kind of internal crystalline structure. If they wanted to have a holster or something like that they would just weld it on to their bodies."

Giving the Vorta control of the ketracel-white was part of a plan to give the Dominion an internal structure that would prevent anyone from overthrowing the Founders. "The idea was that the structure was set up in such a way that the



▲ The writers wanted to make the Changelings the leaders of the Dominion. This had far reaching implications for Odo, who up until then had no idea where he was from.

Jem'Hadar were totally immune to the Vorta's charms, so, if the Vorta ever tried to take over, the Jem'Hadar would kill them all," said Wolfe. "And if the Jem'Hadar ever got out of hand, the Vorta would cut off the supply of white and the Jem'Hadar would die. They were checks and balances against each other. I think we even said that there had been several Jem'Hadar rebellions in the history of the Dominion, and they had all been put down. It was pretty close to what actually made it to the screen."

DOMINION LEADERS

A significant change to the writers' plans happened when they decided who the Founders should be. "We thought, 'This is going to be a mystery and we'll figure out who they are at some point down the road,'" said Wolfe. "But I think after a couple of weeks of talking about it we pretty much landed on the fact that the Founders had to be the shapeshifters. It just worked so nicely that Odo was the lost prince and potentially could be the leader of this entire evil empire."

The writing staff weren't sure whether they would be able to sell this idea to their boss, Michael Piller. He had played a major role in creating Odo and establishing his backstory, and they thought he might object to the idea that Odo's people were

villains. As it turned out, they needn't have worried. "We sat down with Michael and he said, 'You know what? The Founders should be the shapeshifters,'" explained Wolfe. "And we said, 'That was pretty much what we intended, but we didn't know whether you'd go for it.' He said, 'Yeah, of course, they have to be.' We thought we'd do that at the beginning of Season Four, but he said, 'It's too good, you can't wait that long. You've got to do it right away.' So that's why we revealed it at the beginning of Season Three in 'The Search, Part I.'"

NO ILLUSIONS

Wolfe explained that there were several good reasons for making the shapeshifters the Founders; most significantly it would have an enormous impact on one of their cast regulars. "The main motivation was because we knew it would really be a good way to torture Odo, and we couldn't resist that," said Wolfe. "We loved to make our characters go through hell. If Odo was going to find his people, the first thing you'd think was that they would be really wonderful and he'd be really happy. What if you started searching for your long-lost father you'd never met before, and it turned out he was some Nazi war criminal?"

The writers had dropped a few hints about Odo's people before they made this decision. Wolfe said although they hadn't planned it they had given

the shapeshifters good reasons for forming an oppressive empire. "It made sense, because we'd already set up that Odo's people were oppressed, and that a lot of bad things had happened to them thousands of years ago," said Wolfe. "It made sense to make them the puppet-masters of the Dominion, because they had the most logical reasons for creating something like that.

"We always believed that the Dominion had excellent reasons for doing the things they did, and that they were, to a certain extent, sympathetic. They believed that the universe was inherently a horrible, chaotic place, and they really did think that once they'd taken everything over it would all be worth it. They believed they were the heroes of the story, and the best villains always believed that they are the heroes.

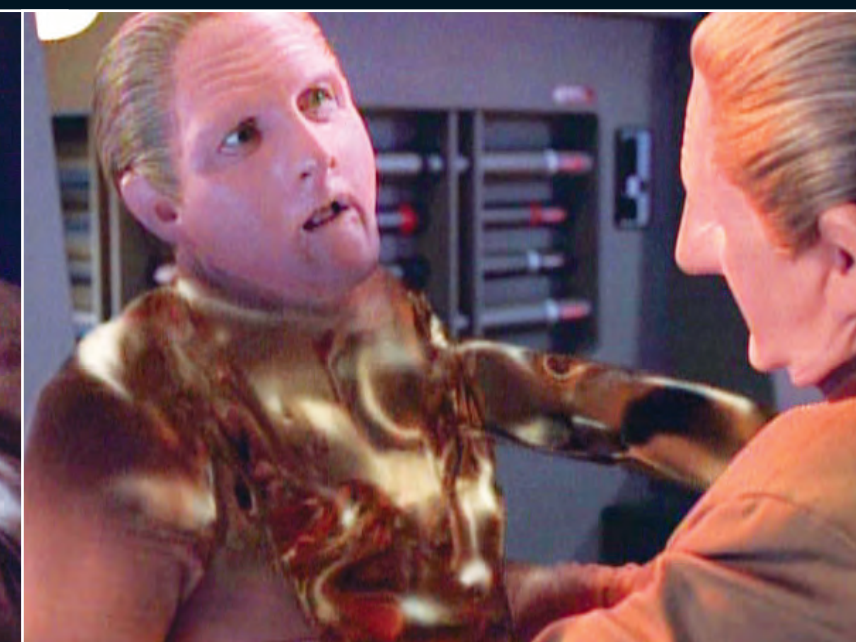
SEEDS OF DESTRUCTION

Because the writers knew that the Dominion were going to play such an important role in the series, they made them as powerful as possible; their technology was superior to the Federation's, and they had incredible resources. Wolfe said that in their early discussions they didn't bother to work out how Starfleet would ultimately defeat them, but they did build in a few weaknesses.

"What we said at one point, and I don't know if it ever got onto the air, was that the Dominion had



▲ At first Odo was delighted to find others like him, and although he was torn, he ultimately rejected his people because of their fascistic beliefs towards 'solids.'



▲ The writers really made Odo suffer, particularly when they had him become the first Changeling to harm another when he killed a shapeshifter in 'The Adversary.'

► War with the Federation looked inevitable when scores of Dominion ships emerged from the Bajoran wormhole into the Alpha Quadrant in the episode 'By Inferno's Light.' The same episode also had Gul Dukat announcing that Cardassia had joined the Dominion.



► Colonel Lovok of the Romulan Tal Shiar had been replaced by a Changeling imposter. He was able to forewarn the Founders of an invasion orchestrated by Enabran Tain of the Obsidian Order. The Jem'Hadar destroyed the Cardassian-Romulan fleet, and the Dominion felt that they now only had to worry about the Federation and the Klingons.



been planning to go to war with the Federation for 100 years, and they were slowly preparing," said Wolfe. "They were expecting to meet the Federation's borders in 200 years, but Sisko going through the wormhole blew all their plans out of the water, and they had to fight the Federation 200 years before they were ready.

"That was why they were pushing so hard to get everyone to leave; they were trying to get the original timetable back. They were saying, 'Go away and leave us alone, we don't want you here.' But their real motivation was 'Go away and leave us alone for 200 years, and then we'll be able to kick your asses.' One of the things we

always figured with the Dominion is that they only fought to win, and they would plan these things out a long, long time in advance."

CHANGELING INFILTRATOR

It was also established in 'Heart of Stone' that the Founders could assume a convincing humanoid form and this set up an element of paranoia among the Alpha Quadrant races. This had far reaching ramifications in 'The Die is Cast' when a Founder posed as Colonel Lovok, a member of the Romulan Tal Shiar. He was able to forewarn the Founders of an impending invasion by a joint Obsidian Order/Tal Shiar fleet. The Jem'Hadar were ready for them, and completely wiped them out.

Following this, Lovok said, "After today, the only real threat to us from the Alpha Quadrant are the Klingons and the Federation. And I doubt that either of them will be a threat for much longer." This comment led the writers to amp up the danger from the Founders by having them manipulate a war between the Klingons and the Federation in the fourth season.

Ultimately, this led all led to war with the Dominion, something writer and producer Hans Beimler felt they had to tackle. "I was a big fan of the war," said Beimler. "I felt it gave us a context. I thought it allowed us to tell certain stories that hadn't really been done in the *STAR TREK* universe. We knew the war was coming. I think that the



episode 'The Ship' was a conscious effort to address it. The whole notion of war – what it means and the price of it – was something we always wanted to resonate in our series. Too often there's an element of how cool war is, especially, when it features fighting starships and it's kind of exciting.

COST OF WAR

"That episode was the first time where the captain of a starship reflects on the cost of all this," continued Beimler. "Captain Kirk would lose red shirts left and right every time he beamed down to a planet. We'd never really addressed that issue before. This was the time. Sisko's speech at the end where he actually contemplates the cost of this war was an important element."



Later, the writers decided that the Cardassians should join the Dominion as they wanted to show what happened to a species that the viewers were familiar with when they joined this dysfunctional family. "We thought the Cardassians should join the Dominion, and then we'd see what it was like to be a member of the Dominion from the inside," said Wolfe. "We'd have characters we knew being part of the Dominion, and that would be a cool way to show the cost of this fascistic structure."

FUNDAMENTAL MESSAGE

And in the end it was the Cardassian rebellion that forced the Dominion to abandon its assault on the Alpha Quadrant, which as Wolfe pointed out reinforced *STAR TREK*'s central message that, in order to prosper, a society must respect individuality and cultural diversity. "The Founders may have meant well, and they may have calculated that, by creating the Dominion and fighting all these wars, ultimately they may save trillions of lives once they got the whole Galaxy under their heel and everyone was behaving exactly the way they are supposed to. But the ends obviously didn't justify the means, and that was part of the message. If the means of government were oppression, it didn't matter what your intentions were; eventually the people who were oppressed wouldn't be happy, and the oppressors wouldn't be happy either."

◀ The Dominion War eventually broke out at the end of the fifth season in 'Call to Arms.' The war continued over the final two seasons of *DEEP SPACE NINE* in which the Cardassians fought alongside the Dominion. The writers made sure that they addressed the true tragic cost of war, something that had not really been done on *STAR TREK* before.

◀ When the Cardassians joined the Dominion, we got to see the effect it had on Gul Dukat. At first, he believed it would benefit him and his people, but it soon became apparent he had made a deal with the devil as he lost his power, his position and his sanity..

ON SCREEN



TRIVIA

Korinas, the operative from the Obsidian Order in the *STAR TREK: DEEP SPACE NINE* episode 'Defiant,' was played by Tricia O'Neil. Her most notable *STAR TREK* role was as Captain Rachel Garrett [pictured below], who commanded the U.S.S. *Enterprise* NCC-1701-C in *THE NEXT GENERATION* episode 'Yesterday's Enterprise.' O'Neil also played the Klingon scientist Kurak in *THE NEXT GENERATION* episode 'Suspicious.'



The *DEEP SPACE NINE* episode 'The Die is Cast' featured the largest on-screen ship battle in *STAR TREK* history up to that point. Motion control photography and studio models were used to film the action, and it took 20 days to capture all the footage that was needed for the extensive battle.



Quantum torpedoes were first seen in use by a Starfleet vessel in 2371 when the U.S.S. *Defiant* NX-74205 fired four of them at a *Keldon*-class vessel, knocking its main power off-line. The Cardassians possessed an advanced warship missile called the ATR-4107 that carried quantum torpedoes as early as 2369.

- FIRST APPEARANCE: 'DEFIANT' (DS9)
- TV APPEARANCE: STAR TREK: DEEP SPACE NINE
- DESIGNED BY: Rick Sternbach & Tony Meininger

KEY APPEARANCES

STAR TREK: DEEP SPACE NINE 'Defiant'

Commander Riker arrives at *Deep Space 9* and hijacks the U.S.S. *Defiant* NX-74205, with Major Kira as his prisoner.

It transpires that he is not Will Riker, but Tom Riker, the clone created in a transporter accident. He is working with the Maquis and plans to take the cloaked *Defiant* deep into Cardassian space to expose a secret base. It is the work of the Obsidian Order, who are building a fleet of powerful *Keldon*-class ships. Tom Riker is intent on destroying as many Cardassian ships as he can, unless Sisko, who is working with Gul Dukat, can persuade him to stand down.

STAR TREK: DEEP SPACE NINE 'The Die is Cast'

A joint fleet of Cardassian *Keldon*-class warships and Romulan Warbirds decloak around *Deep Space 9* before entering the Bajoran wormhole. An intercepted message from Enabran Tain, the former leader of the Obsidian Order, reveals that they are on the way to destroy the Founders' homeworld.

Once in orbit of the planet, the fleet launch a bombardment of the surface, but there is no change in lifeform readings. Suddenly, 150 Jem'Hadar fighters emerge out of a nebula and attack. The fleet have been led into an ambush and are blown to smithereens.

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