CARDASSIAN KELDON CLASS

TYPE: WARSHIP
LAUNCHED: 24th C
LENGTH: 371.88 METERS
MAX SPEED: WARP 9.6
Stand assembly:

Stand further:

Final position:

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KELDON CLASS

SPECIFICATION

OPERATED BY: THE CARDASSIAN UNION

TYPE: WARBIRD

IN OPERATION: 2370s

LENGTH: 371.88 METERS

CREW: 500 (APPROX.)

MAX SPEED: WARP 9.6

WEAPONRY: NINE DISRUPTORS

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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 ships that Starfleet had at 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 superstructure 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 System. 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.

**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.
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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.

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 the pincer-shaped tail.

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. Tom’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.

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. 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.
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.

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.

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.

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.

**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 of 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 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.

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.

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.
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 ARC**

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**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. If you don’t, we’ll send in the 10th Legion 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 do we want to do with our genetic makeup?”

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.

**PLAY IT BY EAR**

While a broad outline, with the Dominion as the main antagonists had been decided on, the gritty reality 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 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 do we want to do with our genetic makeup?”
The Jem'Hadar were kept in check by their addiction to ketracel-white, which was part of a plan to give the Dominion an internal crystalline structure. If they wanted to have organic armor plating that would actually absorb hits, they would cut off the supply of white and the Jem'Hadar would die. They were checks and balances against each other. Wolfe said, "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 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 they made this decision. Wolfe said, "One of the biggest issues in the near future." The writers had dropped a few hints about Odo's people before they made this decision. Wolfe said that there had been several Jem'Hadar rebellions that the Founders had to put down. It was pretty close to what actually made it to the screen.

**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 phase 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 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. Wolfe said that 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.'"

**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."

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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 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 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.


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.

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 *Deep Space Nine* before.

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 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 Klingons.

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War with the

real threat to us from the Alpha Quadrant are the

Klingons and the Federation. And I doubt that

we have 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’s 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 400 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
taught 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

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.”

Eventually, 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

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Gul Dukat announcing

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THE DOMINION ARC

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TRIVIA

Korina, 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-D in the NEXT GENERATION episode ‘Yesterday’s Enterprise’. O’Neil also played the Klingon scientist Kuraq in the NEXT GENERATION episode ‘Suspicion’.

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.

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.

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

ON SCREEN

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• The writers and producers of STAR TREK: ENTERPRISE look back on the third season and talk about the Xindi

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