KRENIM WARSHIP

TYPE: WARSHIP
LAUNCHED: 24th C
LENGTH: 500 METERS
MAX SPEED: WARP 6
Stand assembly:

Follow stand on to back of ship.

Final position:

OPERATED BY: THE KRENIM IMPERIUM

TYPE: WARSHIP

IN OPERATION: 24TH CENTURY

LOCATION: DELTA QUADRANT

LENGTH: 500 METERS (APPROX.)

MAX SPEED: WARP 6

WEAPONRY: CHRONITON TORPEDOES
The Krenim warship was a powerful vessel used in the 2370s by an aggressive Delta Quadrant civilization known as the Krenim Imperium. They deployed these vessels to zealously protect areas of space that they considered to be their own, and would repel, or even destroy, ships that trespassed into their territory. Just entering their space would be enough to provoke an attack, which happened with little or no warning. Krenim warships were approximately 500 meters in length and had a crew of around 250. They were warp capable, but their top speed was just warp 6. What made them so dangerous was that they were armed not with photonic torpedoes, but chroniton-based torpedoes. These explosive projectiles were in a constant state of temporal flux, and as such were able to pass through a ship’s deflector shields as if they were not there. This weaponry was based on temporal science, which the Krenim were experts in. This field of science focused on the workings of time and its effects on the space-time continuum. The Krenim used their specialised knowledge to make torpedoes that operated out of phase with the spacetime continuum, and essentially existed outside of normal time. This enabled them to penetrate a ship’s shields, before they phased back into normal space-time and impacted on its hull causing catastrophic damage. With their shields completely ineffective, ships had no defense against chroniton torpedoes, which is what made the Krenim warships so deadly.

DOMINANT FORCE

The Krenim were an imperialistic and aggressive species, and they used their warships with their devastating weapons to conquer a large area of the Delta Quadrant. At their height in 2374, the Krenim was composed of over 200 star systems with 900 planets under their control, while they possessed thousands of warp-capable vessels spread out over 5,000 parsecs of space.

In 2374, the U.S.S. Voyager NCC-74656 came under repeated attacks by Krenim warships for nearly a year as it tried to cross a region of the Delta Quadrant ruled by the Krenim. The Krenim did not care that Voyager was merely passing through their region of space on its way back to Earth. They demanded that Voyager turn back.
When Voyager refused to back down, it was attacked by a warship and its chroniton torpedoes caused significant damage. At least one crew member was killed, and its shields were reduced to just 17 percent. Captain Janeway ordered a swift retreat and Voyager's superior speed soon had them out of immediate danger.

After analyzing the Krenim warship's attack, the Voyager crew deduced that the Krenim were using chroniton-based weapons. This was the reason why their attack was so effective, but it was easier said than done to come up with an effective countermeasure.

As the crew tried to fight off the warship, Voyager's phaser banks were burned out and the torpedo launchers failed. They had managed to take out the Krenim ship's aft shields, but it required some creative thinking to win the battle. Janeway ordered four torpedoes to be deployed like mines from the launch doors. As the warship closed in to within 5,000 meters, the torpedoes were detonated and the explosion took out the pursuing warship.

Data Feed

The Krenim looked very much like humans apart from distinctive markings around their temples. They were very different in temperament, though, and their society appeared to be militaristic. They were extremely intransigent, and mistrustful of outsiders. They appeared incapable of compromise or discussion, and anyone entering what they considered to be their territory would be met by a warship and told to leave or face destruction.
Captain Janeway disengaged the temporal shielding on Voyager and flew her vessel straight into Annorax’s temporal weapon ship, which ended the “year of hell” and restored the original timeline.

The U.S.S. Voyager’s “year of hell” in Krenim space actually lasted 257 days. They made first contact with the Krenim on March 16th, 2374 and the final engagement with Annorax’s temporal weapons ship took place on November 29th.

Other species, apart from the Krenim, used chroniton-based technology. The Borg used chroniton fields to protect their ships from the stresses of traveling in transwarp conduits. The Romulan cloaking device emitted chronitons as a result of its operation.

When the U.S.S. Voyager first entered Krenim space, their ships were small and weak. They had limited armaments and posed no threat to Voyager, but even so they demanded that the Starfleet vessel leave their territory.

A short time later, Annorax’s temporal ship eradicated the homeworld of the Zahl and this changed the timeline. The small Krenim patrol ship instantly changed into a larger warship armed with chroniton torpedoes. The warship was very much a threat, and marked the start of nearly a year of Voyager having to fend off repeated attacks from Krenim warships. In that time, Voyager was nearly destroyed on more than one occasion and several crew members were killed in the engagements.

By the timeSeven of Nine had managed to devise temporal shielding, Voyager was in such a weakened state that it was still vulnerable. The Starfleet crew only found a way out of their dire situation when they realized that Annorax’s temporal weapon ship held the key to everything.

Captain Janeway forged a coalition with three ships from the Nihydron and two from the Mawasi, species that had also been persecuted by the Krenim. Together they attacked Annorax’s ship, causing it to implode, removing it from the time stream. This reset the timeline and Voyager and its crew were instantly made whole again.
As he nearly always did, Sternbach drew up a black and white line drawing of the ship to show the producers, and once it was approved by them he then thought about its color scheme.

Senior illustrator Rick Sternbach said that there was not much time to develop the look of the Krenim warship. After playing around with a few retro-inspired shapes, he came up with this impressive design that he finished off with a bronze and reddish-pink hue for its hull panels.

With just eight months to devise and make a 26-episode season on STAR TREK: VOYAGER, the production schedule was hectic to say the least. Often, at least one new starship would have to be created for each episode, and in the case of "The Year of Hell, Part I & II" a total of five ships was needed, plus a very damaged-looking Voyager. Annorax’s temporal weapon ship was the major new addition, and concept artist Steve Burg, who worked for visual effects company Foundation Imaging, spent time developing its look based on sketches that had been drawn by senior illustrator Rick Sternbach.

The Krenim warship, on the other hand, was designed over a much shorter gestation period, as it did not feature quite so prominently. This was standard practice for many of the more minor "ships-of-the-week" and Sternbach had it down to a fine art.

Tried and tested methods
As always, Sternbach began by taking out a blank sheet of paper and sketching out a few interesting shapes, hoping that one of them would spark his imagination. "A few pages of loose doodles usually led to one or two shapes that popped out and became worthy of more exploration," said Sternbach. "It was just a case of avoiding firmly established general shapes and colors associated with well-known aliens like the Romulans or Klingons, and something useful would eventually emerge."

This process had worked for Sternbach over many years and it continued to serve him well. "I can’t say that I linked anything about the Krenim as described in the script with what I was drawing. I just drew what I thought were interesting alien ship parts, with no more than a general mental assignment of a retro, or deco, style to some of the equipment. Some cues might have come from the set design, which was something I liked to do, but I can’t recall if that was the case here. "With alien ships like this, my first concern was to make a cool shape that felt like hardware that we had not seen before, but at the same time looked like something with which we were familiar. A lot of folks think that we worked out every single detail about a particular design, but nothing could be further from the truth. Unless it was a hero ship like Voyager, there was simply no time to dream up and document everything in most cases. Once the design was out of the door to get built as a miniature of a CG render, it was onto the next thing."

It may have been a fairly quick process, but once again Sternbach had created another distinctive alien vessel that was perfect for its role.
Janeway took a desperate gamble and was killed. In the end, a tormented Captain Janeway was forced to ram her vessel directly into Annorax's temporal weapons ship to stop him destroying entire civilizations. Voyager was also destroyed, but the collision caused the events of the episodes to reset so that it was as if none of it had ever happened - they had 'unhappened.'

**STOPPING EARTH'S DESTRUCTION**

Perhaps the only episodes of ENTERPRISE that truly unhappened were the third season episodes 'Twilight' and 'E2.' The fate of these saw Captain Archer infected with subspace parasites that prevented him from forming new long-term memories. As a result, he had to step down as commander of Enterprise and T'Pol took over, but she failed to stop the Xindi superweapon and Earth was destroyed. Twelve years later, the few surviving humans had settled on Ceti Alpha V, where T'Pol cared for the memory-impaired Archer.

Dr. Phlox eventually managed to engineer a cure and a fully restored Captain Archer managed to work with the rest of the crew to find a solution to their dire situation. They created a subspace implosion, which destroyed Enterprise, but also the subspace parasites that had initially infected Archer. They existed outside normal spacetime and this, in effect, reset the timeline and made the previous 12 years unhappen.

**SHOWS THAT 'UNHAPPENED'**

Episodes that deal with alternate timelines like 'The Year of Hell', in which events are undone, are very popular, as this analysis shows.

In 'Twilight', Captain Archer was hit by a spatial anomaly that prevented him from forming any long-term memories. This forced him to stand down as captain, but led to the Xindi winning the war against Earth. Archer spent 12 years being looked after by T'Pol on Ceti Alpha V. Dr. Phlox found a cure that helped them both to plan to stop the Xindi winning the war.

In 'E2', Enterprise was thrown back in time to 1944 where they became allies of the Nazis. From here, they were able to regroup and create an alternate timeline that would allow them to win the temporal war, but Captain Archer and his crew were able to stop them.

The Na'kuhl were a species from the 29th century, who were fighting a temporal war with several different factions. They traveled back in time to Earth of 1944 where they became allies of the Nazis. From here, they were able to regroup and create an alternate timeline that would allow them to win the temporal war, but Captain Archer and his crew were able to stop them.

It could be argued that events depicted in 'Zero Hour' and 'Storm Front, Parts I & II' did 'unhappen,' but this was more about undoing the damage that the species known as the Na'kuhl had done by changing history. In other words, Captain Archer and his crew corrected an altered history caused by the Na'kuhl and reset the proper timeline, but it was still rather confusing - not to mention the fact that it involved alien Nazis.
In 2154 to stop it from being thrown back in time. He was ultimately successful, but it was unknown what became of Loron and his version of the Enterprise. Archer and T’Pol speculated that Loron and his ship might have been destroyed, but it was equally likely that they unhappened and were simply erased from history.

**NO UNHAPPENINGS**

Remarkably, not one episode of the original STAR TREK: THE ORIGINAL SERIES unhappened. This is particularly extraordinary given that several episodes dealt with time travel. To be fair, “The City on the Edge of Forever” did suggest an alternate timeline in which the Nazis conquered the Earth and there was no Federation. Some early drafts of the script even showed this reality, but the final episode only referred to it, and we certainly didn’t see any of the characters interacting with it.

Things only really got going later, with STAR TREK: THE NEXT GENERATION. There was no unhappening at all in the first year, but in Season Two’s “Time Squared” the crew encountered another Captain Picard, who was from a version of the future in which the ship was destroyed. This show probably wins the award for the most confusing time travel episode ever. The alternate Picard was thrown back in time by the destruction of the U.S.S. Enterprise. Because of his presence, our Picard decided to do things differently, so the alternate future didn’t happen.

**UNUSUAL BEHAVIOR**

The alternate Picard disappeared as if he were never there, but everyone remembered interacting with him. This was not unusual. When things unhappened people didn’t normally remember them – unless they just visited the alternate reality, or somehow survived its destruction (like the alternate Tasha Yar), or they were El-Aurian or Ocampa, in which case they may have had aingeing sense that something odd had happened.

Next was “Yesterday’s Enterprise,” which was the first episode that took place almost entirely in an alternate timeline and completely unhappened. Season Four all happened, but in Season Five we got “Cause and Effect,” which wins the award for a single event – the destruction of the Enterprise – happening and unhappening most often. Season Six featured two stories that involved a degree of unhappening. “Tapestry” showed Picard meddaling with his own past, with disastrous results. Thankfully, the whole episode unhappened and everything was returned to normal. Then, at the end of the season, a few seconds of time unhappened in “Timescape,” so this episode wins the award for the shortest amount of unhappening.

TNG ended with one of the all-time classic unhappening episodes. “All Good Things…” showed us alternate versions of the past and the future, which we can only assume unhappened when Picard sealed the anti-time rupture.

**SWAPPING PLACES**

STAR TREK: DEEP SPACE NINE resisted the unhappening episode until Season Three’s “Babel.” In this show, the crew ended up changing places with the people of the alternate universe of the DS9 universe, a place of which we are very familiar, a place where the Romulans conquered the Earth and there was no Federation. Most of the crew was able to swap back to their own reality, but the two crew members who could not did not unhappen. Some early drafts of the script even showed this reality, but the final episode only referred to it, and we certainly didn’t see any of the characters interacting with it.

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In an episode that took place in Season Two, "Time and Again," Chakotay and 20 other crew members, as well as the madness of Tuvok. Ultimately, this undid the consequences of their actions, allowing Voyager to return to Earth much sooner.

In the next great exploration episode, "Year of Hell," Kes lived her life backwards in "Before and After" due to exposure to the chroniton particles, and she reverted back to the future they set about changing. In this case, the deaths of Seven of Nine, Chakotay and 20 other crew members, as well as the madness of Tuvok. The now Admiral Janeway from the year 2404, 26 years in the future, decided she could no longer live with such loss and decided to go back in time to help Voyager get home sooner and avoid all those deaths. Never mind the fact that she was grossly violating one of Starfleet’s highest ideals by breaking the Temporal Prime Directive, she was determined to change the timeline.

A little statistical analysis shows that at least 20 episodes (three of which were two-parters) never happened. That’s a little over 17 hours of STAR TREK Voyager out of a grand total of just over 527 hours. In other words, every 30th hour of STAR TREK Voyager involves an unhappening episode, which worked out at just over three percent of all episodes.

In a final brilliant unhappening episode, a future Admiral Janeway from 2044 was able to go back to 2378 armed with anti-Borg technology and persuade her younger self to enter a nebula containing a Borg transwarp hub. Ultimately, this undid the deaths of Seven of Nine and Chakotay and allowed Voyager to return to Earth much sooner.
**ON SCREEN**

**TRIVIA**

The Krenim commandant, who was seen in charge of the Krenim warship in “The Year of Hell” was played by Peter Slutsker, although he is now known as Pete Marx. He also appeared as three different Ferengis in THE NEXT GENERATION. He first played Nibor in ‘Ménage à Troi,’ then he appeared on Doctor Reyga in ‘Suspicions,’ and finally he portrayed Birta in ‘Bloodlines.’

It was established in ‘The Year of Hell, Part I’ that Captain Janeway’s birthday was on May 20th when Chakotay gave her a replicated pocket watch similar to the one worn by Captain Cray of the British Navy.

The Year of Hell, Part II was the second episode to feature the complete destruction of Voyager, and was the fifth time Captain Janeway died in the series. In total, Voyager was destroyed five times during the seven seasons it aired. The other episodes were ‘Deadlock,’ ‘Course: Oblivion,’ ‘Timeless,’ and the final time was in ‘Relativity.’

**KEY APPEARANCES**

**STAR TREK: VOYAGER**

‘The Year of Hell, Part I & II’

This two-part episode is a favorite with both fans and critics alike. In it, Captain Janeway and her crew are pushed to their limits as they battle a genocidal villain in the shape of Annorax. He has a monumentally powerful temporal weapons ship that can manipulate time itself and eradicate entire civilizations in the blink of an eye.

Annorax wants to restore his race’s empire to its former glory, but more importantly he wants to resurrect his wife and family. He becomes obsessed with restoring the timeline exactly how it was, but he is never fully successful and begins to believe that time itself has a vendetta against him for daring to believe he can bend it to his will. Voyager is caught up in the events as it spends nearly a year fending off attacks by Krenim warships armed with chroniton torpedoes. The crew become increasingly desperate, as Voyager falls apart under relentless bombardment.

Crew members are killed and Tuvok is blinded before Janeway is forced to order most of the crew to abandon ship. She finally pilots the decimated Voyager straight into Annorax’s ship, blowing them both up. As she suspects, this resets events back to as if “the year of hell” never happened.

**FIRST APPEARANCE:**

THE YEAR OF HELL, PART I (Voy)

**TV APPEARANCE:**

STAR TREK: VOYAGER

**DESIGNED BY:**

Rick Sternbach