

FORTNIGHTLY

UK £12.99, EIRE/MALTA €18.99, AUS/NZ \$22.99 (inc. GST), US \$22.95

EAGLEMOSS  
COLLECTIONS

149

# STAR TREK™

THE OFFICIAL STARSHIPS COLLECTION



KRENIM  
**WARSHIP**

TYPE: WARSHIP

LAUNCHED: 24th C

LENGTH: 500 METERS

MAX SPEED: WARP 6

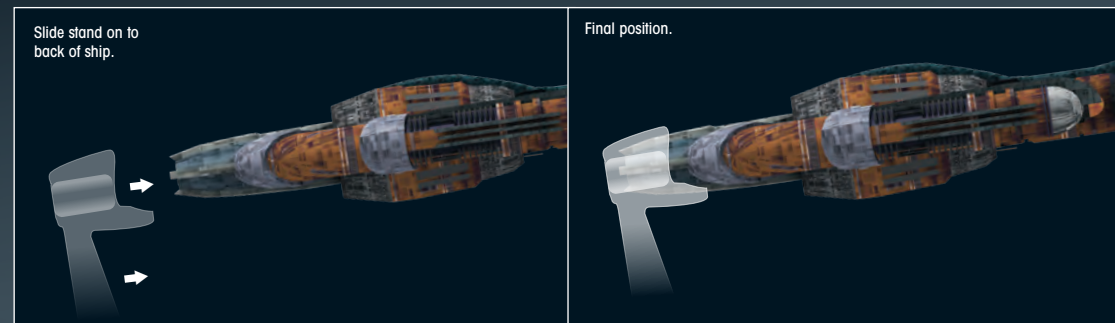


# KRENIM WARSHIP

# Contents

- P04: KRENIM WARSHIP
- P10: DESIGNING THE SHIP
- P12: SHOWS THAT 'UNHAPPENED'
- P18: ON SCREEN

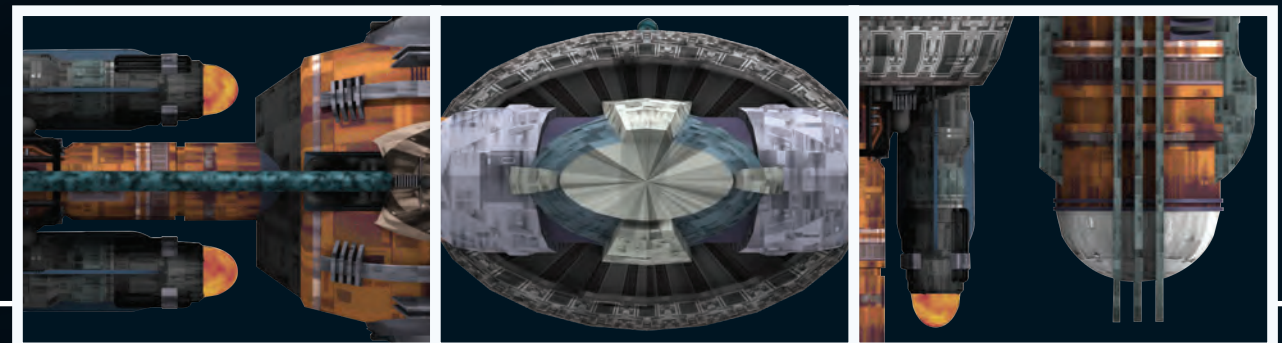
## Stand assembly:



## KRENIM WARSHIP SPECIFICATION



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



**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!**

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](http://www.startrek-starships.com)  
Call 0344 493 6091  
Post the subscription form included with issues 1 to 5

**BACK ISSUES**  
To order back issues:  
Subscribers call 0344 493 6091.  
Retail customers call 020 7429 4000

**UK DISTRIBUTOR: SEYMOUR DISTRIBUTION LTD**  
2 East Poultry Avenue, London EC1A 9PT  
Tel: 020 7429 4000

**shop.eagleboss.com**

## EAGLEMOSS COLLECTIONS

Eagleboss Ltd. 2019  
1st Floor, Kensington Village, Avonmore Road,  
W14 8TS, London, UK. All rights reserved.

™ & © 2019 CBS Studios Inc. © 2019 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](http://www.startrek-starships.com)  
Call 0344 493 6091  
Post the subscription form included with issues 1 to 5

**BACK ISSUES**  
To order back issues:  
Subscribers call 0344 493 6091.  
Retail customers call 020 7429 4000

**UK DISTRIBUTOR: SEYMOUR DISTRIBUTION LTD**  
2 East Poultry Avenue, London EC1A 9PT  
Tel: 020 7429 4000

**Find us on Facebook**

Join us online for competitions, updates and more!

Email: [info@seymour.co.uk](mailto:info@seymour.co.uk)  
Website: [www.seymour.co.uk](http://www.seymour.co.uk)

**UK CUSTOMER SERVICES:**  
0344 493 6091  
[startrek-ship@eagleboss-service.com](mailto:startrek-ship@eagleboss-service.com)

**Australia:** (02) 8378 7930  
[customer-service-australia@eagleboss-service.com](mailto:customer-service-australia@eagleboss-service.com)

**New Zealand:** (09) 928 4493  
[info@mycollectables.co.nz](mailto:info@mycollectables.co.nz)

**South Africa:** (011) 265 4307  
[service@jacklin.co.za](mailto:service@jacklin.co.za)

**Malaysia:** (03) 8020 7112  
[sales@allscript.com](mailto:sales@allscript.com)

**Singapore:** (65) 6287 7090  
[sales@allscript.com](mailto: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.





# KRENIM WARSHIP

The Krenim used warships armed with chroniton-based weaponry to repel any ships that strayed into their territory.

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 chronitonic 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

◀ The borders of the Krenim Imperium were vigorously protected by a fleet of brutal-looking warships. They were not fast, but they did pack a ferocious punch in the shape of chroniton torpedoes.

## DATA FEED

In the 2170s, the Krenim were losing a war against the Rilnar. It was at this point a temporal scientist named Annorax built a huge temporal weapon ship that had the power to remove the Rilnar from existence.

▶ Chroniton torpedoes issued from two launch tubes on either side of the nose of a Krenim warship. The projectiles were in a state of constant temporal flux, existing out of normal time and therefore could not be stopped by conventional deflector shields. This meant that the warships were essentially firing on unprotected ships.







◀ *Voyager* eventually developed adequate shielding against the Krenim's chroniton torpedoes after studying its technology. Seven of Nine discovered an undetonated torpedo with its warhead still intact lodged in a Jefferies tube. She managed to take some vital sensor readings from it before it exploded, which allowed her to develop effective temporal shielding.



▶ After spending nearly a year in Krenim space, *Voyager* was coming apart at the seams due to the constant attacks by the Krenim warships. There were massive holes blown in the hull, and most of the remaining crew had abandoned the ship in escape pods. Emergency forcefields were the only thing holding the ship together.



▲ The Krenim warship had a tough, imposing presence, and the nose lit up before it fired its devastating weaponry. While its firepower was much more effective than *Voyager's*, the warship's propulsion systems and shields were not as advanced as that of the Starfleet ship.

▲ When seen from the rear, the Krenim warship had a very distinctive U-shaped section for its warp and impulse propulsion systems. It was not the most elegant looking of vessels, but was crudely effective in policing Krenim space and repelling interlopers.

or face destruction, as they did to all vessels that trespassed into their territory.

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. On day 32 of their journey through Krenim space, *Voyager* was subject to another assault by a warship. In the ensuing

barrage, sections 10 through 53 on deck 5 were destroyed, 12 crew members were critically injured and two were killed.

#### INNOVATIVE STRATEGY

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.

With each subsequent attack *Voyager* faced over the following months, the ship suffered further damage. On day 47 of the journey through Krenim

space, an undetonated chroniton torpedo was found lodged in a starboard Jefferies tube. Seven of Nine managed to determine its exact temporal variance, and this helped her perfect an effective shielding against the chroniton weapons.

From this point on, *Voyager* was no longer so vulnerable to the warships, but this "year of hell" as Janeway dubbed it, was not yet over. It was only resolved when they managed to destroy the Krenim temporal weapon ship commanded by Annorax. This reset the timeline and took a fully restored *Voyager* back to when it first entered Krenim space. When a Krenim warship approached, its captain said that the region was under dispute and suggested that the territory be avoided. Janeway took the advice and ordered a course to be plotted around Krenim space.

#### 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.





**RESETTING THE TIMELINE**

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.

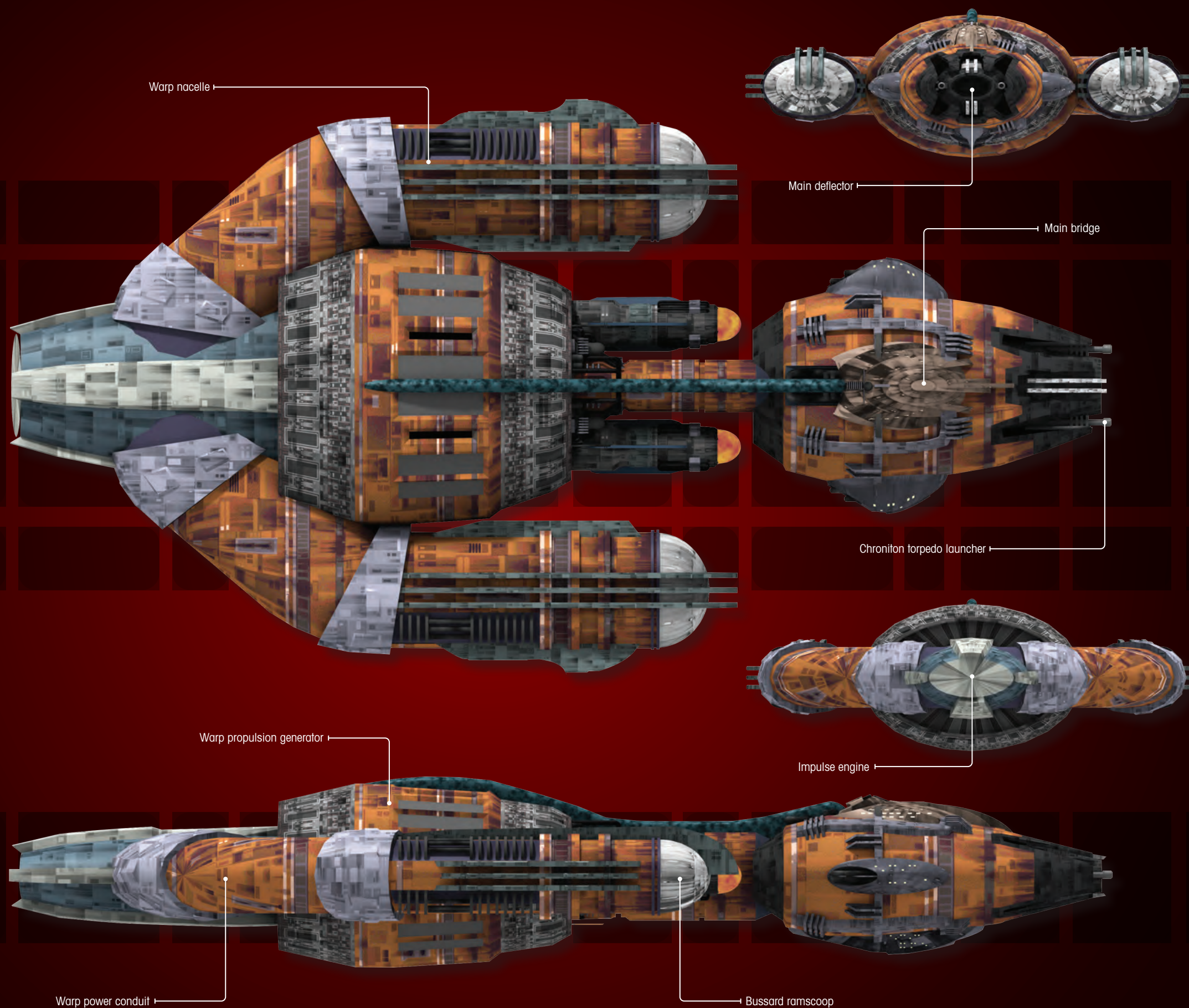
A short time later, Annorax's temporal ship eradicated the homeworld of the Zahl and this changed the timeline. The small Krenim patrol ship instantly changed into a larger warship armed with chroniton torpedoes. The warship was very much a threat, and marked the start of nearly a year of *Voyager* having 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 time Seven 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.



▲ 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.

**NINE MONTHS**

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.

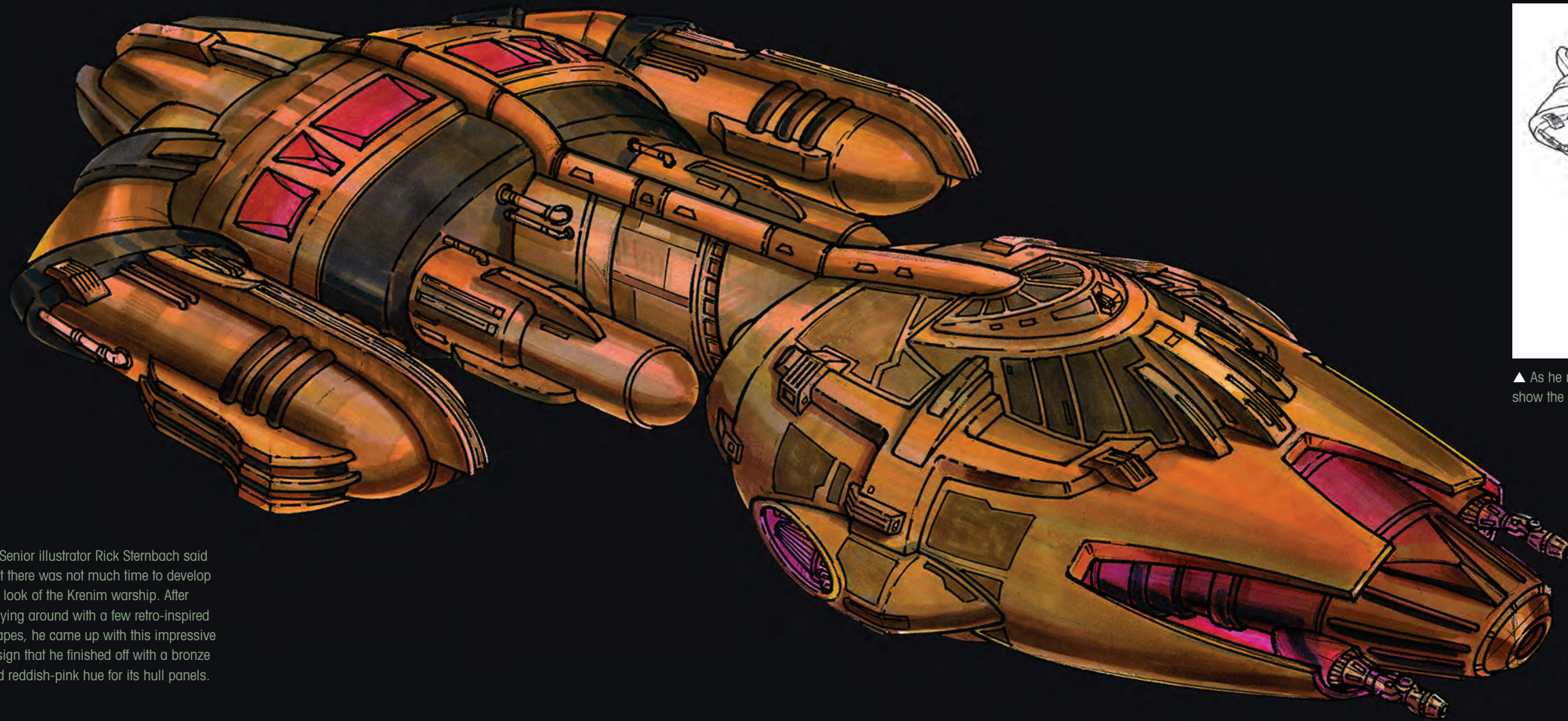
**MATCHING VARIANCE**

As well as matching the *U.S.S. Voyager*'s shields to a temporal variance of 1.47 microseconds to negate the Krenim warships' chroniton torpedoes, *Voyager* also had to match its deflector array to the inverse of that variance.

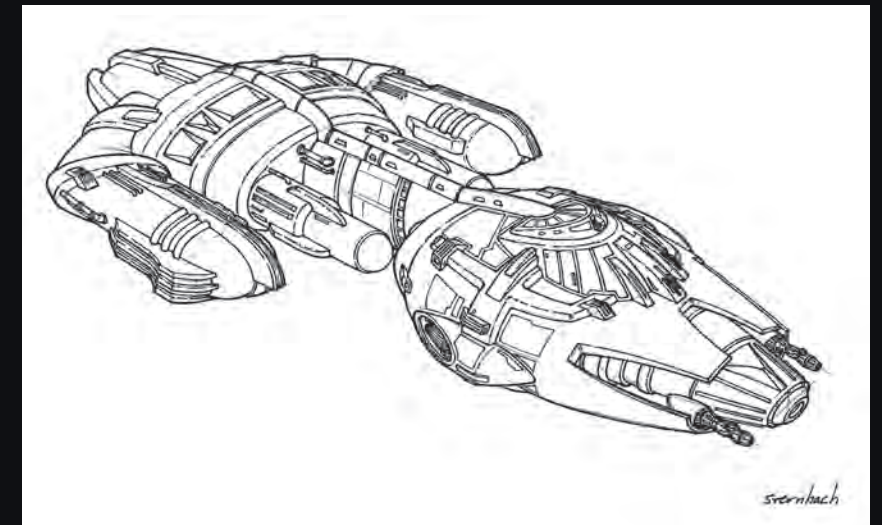
**CHRONITON USES**

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.





► 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.



▲ 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.

*Sternbach*

## DESIGNING THE

# KRENIM WARSHIP

With a general idea for an art deco starship, Rick Sternbach tinkered with a few shapes before hitting on the look for the Krenim warship.

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.





## 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.

**T**ECHNICALLY speaking, some episodes of *STAR TREK* never happened. This is due to temporal anomalies: those wrinkles in time that created alternate realities that lasted for the duration of an episode or episodes before someone traveled back in time, altered the past, and put everything back to normal.

Look at 'The Year of Hell, Part I and II.' Almost an entire year took place in an alternate timeline when the *U.S.S. Voyager* was harried and harassed by Krenim warships. The ship was pushed to the brink of destruction and several crew members were killed. In the end, a tormented Captain Janeway took a desperate gamble and was

forced to ram her vessel directly into Annorax's temporal weapon 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.'

### CHANGING REALITIES

Over the years we've seen a lot of shows like this, and it's easy to work out why: want to go to war with the Klingons, kill half the crew, or blow up the ship? All you need is a temporal anomaly; as long as you reset the timeline before the final credits roll, you can do anything you like. But just how many

▲ Captain Janeway piloted *Voyager* smack bang into Annorax's temporal weapons ship, destroying them both. This reset the timeline to the point that all the events of the episode 'unhappened,' and everything reverted back to normal. This was a classic use of this popular concept, but it was far from being the only time it happened on *STAR TREK*.

shows have unhappened, and are there more of them now than there used to be?

*STAR TREK: ENTERPRISE* had many episodes that played around with time, and there was even a multiple arc that featured the Temporal Cold War and the enigmatic temporal agent Daniels from the 31st century. Episodes like 'Cold Front,' 'Shockwave,' and 'Azati Prime' were concerned with correcting damage to the timeline rather than 'undoing' events so that they never happened.

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 all rather confusing – not to mention the fact that it involved alien Nazis.

### STOPPING EARTH'S DESTRUCTION

Perhaps the only episodes of *ENTERPRISE* that truly unhappened were the third season episodes 'Twilight' and 'E2.' The first 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.

'E2,' meanwhile, featured a version of *Enterprise* that had been thrown back in time from the year 2154 to 2037. In the intervening years, *Enterprise* had become a generational ship and T'Pol and Trip Tucker had given birth to a son named Lorian, who became the ship's commander. He had been unable to stop the Xindi probe from reaching Earth in 2153 and decided to try and intercept *Enterprise*

► 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.

► 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 before Dr. Phlox found a cure that helped them form a plan to make the previous years unhappen.

► In 'E2,' *Enterprise* was thrown back in time 117 years and Commander Tucker and T'Pol had a son named Lorian. This led to the bizarre situation of Tucker from 2154 working with his son, who had been born in the previous century, on *Enterprise's* engines together. The modifications prevented *Enterprise* from traveling into the past, but it was unknown what happened to Lorian and his crew.







▲ Not one episode of *THE ORIGINAL SERIES* unhappened, but in 'The City on the Edge of Forever' Captain Kirk and Spock had to undo the damage to the timeline that Dr. McCoy had inadvertently caused by saving Edith Keeler's life.



▲ In 'Yesterday's Enterprise,' the crew of the *Enterprise-D* helped to send the *Enterprise-C* back through a temporal rift to its own time, so it could assist a Klingon outpost during an attack by the Romulans – an heroic act that would prevent a future war with the Klingons.

in 2154 to stop it from being thrown back in time. He was ultimately successful, but it was unknown what became of Lorian and his version of the *Enterprise*. Archer and T'Pol speculated that Lorian 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* 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 usual. 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 Ocampan, in which case they may have had a lingering sense that something odd had happened.



◀ In 'Cause and Effect,' the *Enterprise-D* got caught in a temporal causality loop that saw it being destroyed time and again when it collided with the *U.S.S. Bozeman*. The crew of the *Enterprise-D* were stuck for 17.4 days repeating the same events, until they worked out how to break free of the loop.

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 meddling 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 'Visionary.' In this show, O'Brien kept being pulled into a future where the Romulans destroyed the station. Interestingly, O'Brien ended up changing places with himself, so the O'Brien we saw for the rest of *DS9* was actually from an alternate reality.

*DS9* repeated the idea 13 episodes later, in 'The Visitor.' Unusually, this show was set in the future and dealt with Jake Sisko's attempt to alter the past and save his father. He was successful, of course, so the timeline in which he became an acclaimed novelist never came to pass.

*DS9* returned to unhappening once more in 'Children of Time.' The *U.S.S. Defiant*'s crew crashed on the surface of a planet, where they met future versions of themselves (except Kira, who they learned had died). In order to preserve this timeline they prepared to leave the planet, knowing they would crash and create the versions of themselves they'd just met. But the future Odo arranged for them to escape so that Kira wouldn't die. This meant that all the people they had just met must have suddenly unhappened. Don't worry if you don't understand how they met in the first place; temporal anomalies are pretty complex.

▶ Past, present and future collided in 'All Good Things ...' when an anomaly that defied causality grew larger and larger until it wiped out all life on Earth in the distant past. A very confused Picard jumped from one time to another until he eventually worked out his actions were the cause of the anomaly, and he was able to prevent the anomaly from being formed in the first place.



▶ After being poisoned by radiation, Chief O'Brien experienced several time jumps into the near future, where he saw the destruction of *Deep Space 9*. Eventually, O'Brien worked out that a cloaked Romulan warbird was responsible for destroying the station. He enlisted the help of his future self to expose the Romulan plot, and the destruction of *Deep Space 9* was undone.



▶ The crew of the *Defiant* came across a planet in the Gamma Quadrant that was home to their descendants in 'Children of Time.' An energy barrier around the planet prevented the *Defiant* from leaving and threw them 200 years into the past. By 2373 the crew were long dead, but Odo was still alive and he helped the *Defiant* escape, in effect causing the descendants to never exist in the first place.







◀ In an episode that foreshadowed 'The Year of Hell,' Kes lived her life backwards in 'Before and After' due to exposure to chronitons. In this reality several crew members were killed by the Krenim, including Captain Janeway and B'Elanna Torres. These events unhappened when Kes was put in a bio-chamber that purged her system of chroniton particles, and she reverted back to the proper timeline a year before they encountered the Krenim.



◀ 'Timeless' was another classic unhappening episode. In 2375, *Voyager's* warp core was modified with a quantum slipstream drive, but complications with it led to the ship crashing onto an ice planet and the crew died. Chakotay and Kim survived because they were on the *Delta Flyer*, and 15 years into the future they set about trying to undo these events and keep the crew alive.



◀ 'Relativity' saw Seven of Nine time hopping all over the place as she was recruited by a 29th-century Federation timeship to stop a bomb from going off and destroying *Voyager* in the past. The plot had a typical mind-bending quality to it, as it was discovered that Captain Braxton, who recruited Seven in the first place, had planted the bomb.

*DS9* made one last show that relied on things that happened and then didn't: 'Time's Orphan.' In this episode, Molly O'Brien fell down a hole, and when they pulled her out again she was 10 years older. Things didn't work out, so the O'Briens went back to the hole, the older Molly jumped in, and this time they managed to pull out a younger version of her.

*STAR TREK: VOYAGER* stands out above the other series for its continued fascination with weird temporal anomalies, and there was an unhappening episode in every season. *VOYAGER* waited only three episodes before an entire show unhappened. 'Time and Again' involved an accident that destroyed the population of a planet and fractured time. When *Voyager* investigated the accident, Janeway and Paris fell through a hole in time and relived the planet's final hours. Paradoxically, it soon emerged that the rest of the crew's attempts to rescue them caused the accident in the first place. As soon as they stopped what they were doing, the accident unhappened, and, with nothing to attract their attention, *Voyager* didn't even bother to visit the planet.

#### THE NEED FOR TIME POLICE

Season Three's 'Future's End' turned on a temporal violation – the accidental destruction of Earth in the 29th century – that unhappened. Captain Braxton of the 29th century went back in time to stop *Voyager* from causing the accident, then crashed his ship on Earth in 1967. Henry Starling stumbled on his ship and set a train of events in motion that almost resulted in the destruction of 29th-century Earth. Fortunately, *Voyager* was also thrown back in time, and when they found out what was happening they stopped Starling. This resulted in another timeline, where Braxton didn't know anything about Starling. Interestingly, only some of the events in this episode unhappened. Twenty-ninth-century Earth was OK, but the first Braxton's crash didn't unhappen. This was obviously why they had time police in the future.

'Before and After' dealt with a future we know will never happen. The dying Kes traveled back in time, effectively living her life backward, only to be stopped during *VOYAGER's* third season. We can't be sure at what point that future unhappened, but we do know that the Krenim didn't kill Janeway.

Then, of course, was 'The Year of Hell' with Annorax casually interfering with time to create hundreds of versions of reality that subsequently unhappened. 'Timeless' also took place in a future that unhappened, this time because of Harry and Chakotay's absolute devotion to saving the rest of the *Voyager* crew, and the revelation that Borg drones have temporal transponders.

#### TOO CONFUSING

'Relativity' probably involved the most complex series of alterations to the timeline, with Seven of Nine darting all over time in search of a temporal bomb planted by Captain Braxton, who had been driven mad by all the confusing time travel he'd been involved in. Then, in the sixth season, 'Fury' involved some fairly major changes to the timeline that ensured B'Elanna's death unhappened.

*VOYAGER* also ended with an all-time classic unhappening episode. In 'Endgame, Part I & II,' the finale featured a future that sought to undo itself by righting previous wrongs. 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



◀ In 'Fury,' Kes returned to *Voyager* three years after she left the ship with a grudge against her former crewmates. She used her psionic abilities to destroy large parts of the ship and kill B'Elanna Torres. These events were made to unhappen when Kes saw a holographic recording of herself she had made in 2371. It explained that the Starfleet crew had not abandoned her and she had left through her own choice.

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* out of a grand total of just over 527 hours. In other words, every 30th hour of *STAR TREK* involves an alternate timeline, which worked out at just over three percent of all episodes.



◀ In a final brilliant unhappening episode, a future Admiral Janeway from 2404 was able to go back in time 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.

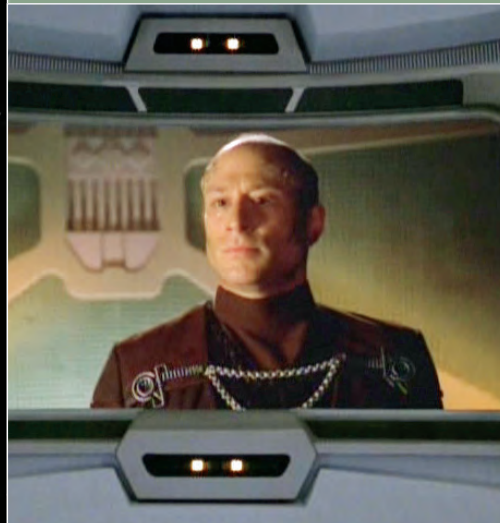


# ON SCREEN



## 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 Peter Marx. He also appeared as three different Ferengis in *THE NEXT GENERATION*. He first played Nibor in 'Ménage à Troi,' then he appeared as Doctor Reyga in 'Suspicious,' 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.'

- FIRST APPEARANCE: 'THE YEAR OF HELL, PART I' (VOY)
- TV APPEARANCE: STAR TREK: VOYAGER
- DESIGNED BY: Rick Sternbach

### 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.

COMING IN ISSUE 150

# U.S.S. ANTARES NCC-9844



EVERY TWO WEEKS AT YOUR RETAILER



## Inside your magazine

- A profile of the *U.S.S. Antares* NCC-9844, a 24th-century *Miranda*-class vessel that was seen at Starbase 375 during the Dominion War
- How a 'kitbashed' model of the *U.S.S. Antares* was created by visual effects coordinator [Adam Buckner](#)
- An interview with [Chase Masterson](#), who played Bajoran dabo girl Leeta on *STAR TREK: DEEP SPACE NINE*.

## eaglemoss.com/shop

The place to order your STAR TREK ships

- Use the special **INTRODUCTORY DISCOUNT CODE** STAR10 to get **10% OFF** your first online order
- Sign up for the **NEWSLETTER** to be the first to hear about **EXCLUSIVE ONLINE OFFERS**
- 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™

