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K'T'INGA-CLASS
BATTLECRUISER

K'T'INGA CLASS

MAX SPEED: 9.6

LENGTH: 349.54 METRES

LAUNCHED: 23rd Century

KLINGON K'T'INGA CLASS BATTLECRUISER

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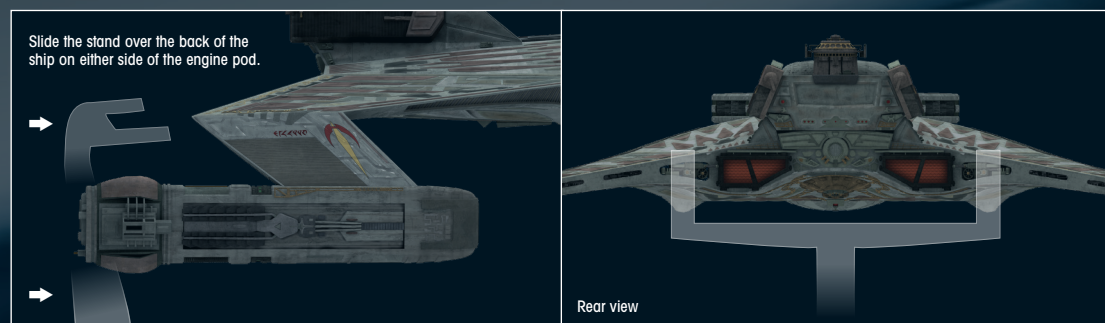
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KLINGON K'T'INGA-CLASS BATTLECRUISER

SPECIFICATION



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CLASS: K'T'INGA

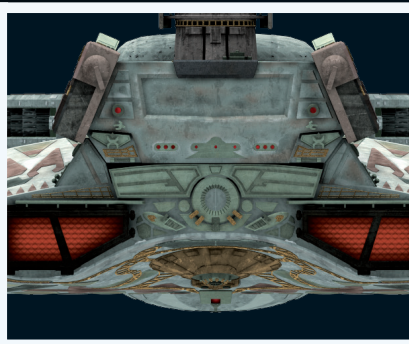
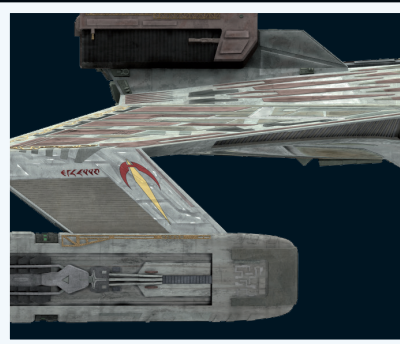
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KLINGON K'T'INGA CLASS

BATTLE CRUISER

The *K't'inga*-class battlecruiser was a deadly and powerful warship that served in the Klingon fleet for over a century.



K'tinga-class vessels were formidable Klingon battlecruisers that were roughly analogous to the *U.S.S. Enterprise NCC-1701* in terms of both size and firepower when they were on the Klingon front line in the late 23rd century.

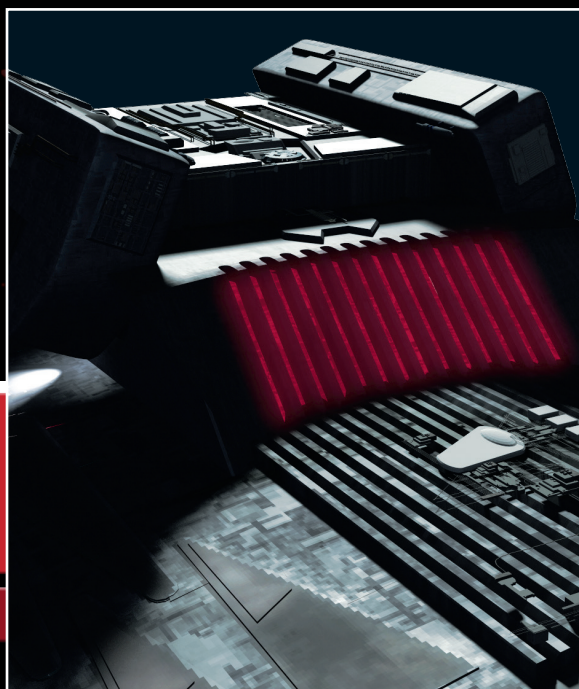
At 349.54m long and with a standard crew of around 800 personnel, the *K'tinga* class was much larger than the *Bird-of-Prey*, the other main class of ship that made up the majority of the Klingon Defense Force in the 23rd century. *K'tinga*-class vessels were also more heavily armed than the *Bird-of-Prey* ships, with fore and aft photon torpedo launchers and six disruptor cannons, while some were also equipped with experimental concussion weapons.

The *K'tinga* class was one of the first types of Klingon vessel to be equipped with cloaking technology which was acquired from the Romulans. The technology meant these ships were unable to fire while still cloaked. Nevertheless, in the days before the Khitomer Accords of 2293 when the Klingons and the Federation signed a peace treaty, a *K'tinga*-class vessel decloaking and suddenly shimmering into view was one of the most feared sights in the Alpha Quadrant as few ships could match its tactical abilities.

CONFIGURATION & LAYOUT

K'tinga-class vessels first entered operation around 2271 and were a design evolution of the earlier *D7* battlecruisers, which they were similar to in both size and overall shape. The engineering hull of the ship formed two wings with the warp nacelles hanging down below them on each side. The plasma in the nacelles shined with either a green or, more often, cyan light. An extended neck connected the engineering hull to the command hull and the bridge was a rounded tower mounted on top of this 'cobra' head. Unlike the *D7*, which was covered in smooth, protective panels, the surface of the *K'tinga* class was much more detailed with features, such as sensors, cargo hatches and running lights clearly visible.

The interior of the *K'tinga* class was sparse, functional and lean with few concessions given to the comfort of the crew. As a militaristic race with a strict code of honour, the Klingons prided themselves in enduring harsh, almost brutal conditions as they believed it would make them better warriors. For example, the crew quarters aboard a typical Klingon vessel were dark, dingy and consisted of just a shelf recessed into a wall that acted as a bunk. It was made of metal and



DATA FEED

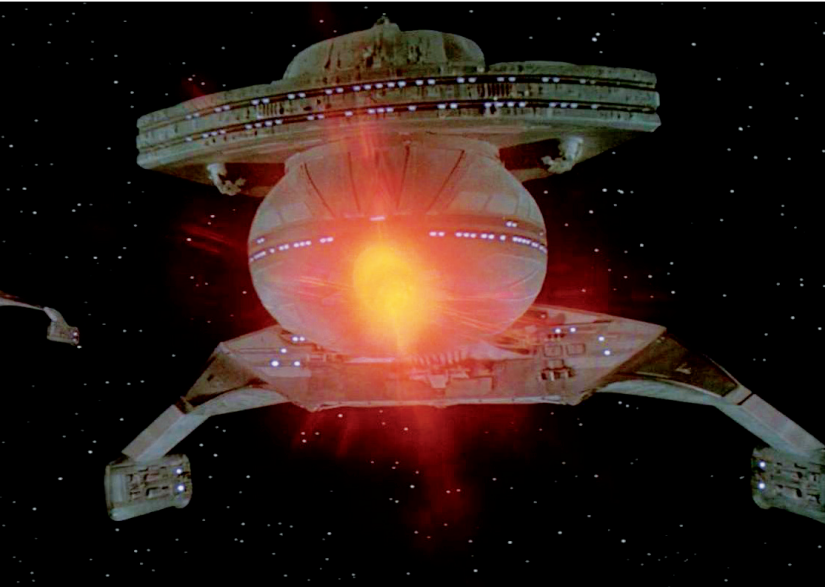
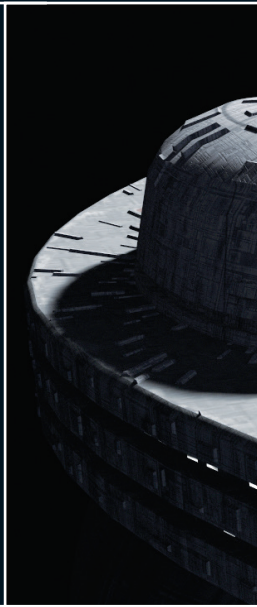
One of the biggest technological revolutions in Klingon ships came in 2268 when the infamous Klingon-Romulan alliance began. The Romulans gave the Klingons access to their cloaking technology and from that point on most Klingon ships have been fitted with cloaking devices, giving them a huge tactical advantage over their Federation counterparts.

◀ Unlike the earlier *D7* battlecruisers that had smooth outer panels, the exterior of the *K'tinga*-class vessels had much more surface detail, such as these radiator baffles.



◀ The dimly-lit bridge aboard a *K't'inga*-class vessel was stripped back and lean. The captain sat at the front in isolation with the other bridge consoles located behind in an area separated by large stanchions.

▶ The bridge on *K't'inga*-class ships was located on top of the 'cobra' head at the front of the ship, directly in front of the dome-shaped sensor tower.



▶ Similar designs of battlecruiser had formed the backbone of the Klingon fleet since the 22nd century, and were commanded by legendary figures such as Kor and Kang. The design was so well regarded that Chancellor Gorkon made one his flagship, *Kronos One*. Most *K't'inga*-class vessels were light gray-green in color, but *Kronos One* had gold accents and maroon paneling, while the plasma in the nacelles gave off a cyan-colored glow.



▲ The *K't'inga*-class was fitted with two torpedo launchers, one aft and one in the front section on the lower part of the 'cobra' head as seen above.

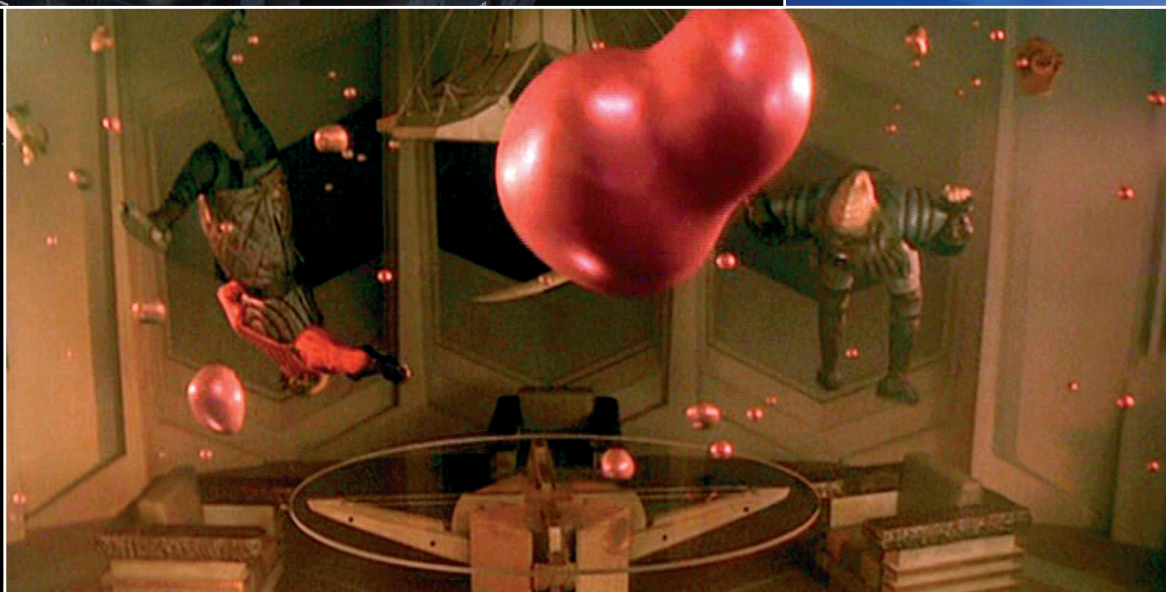
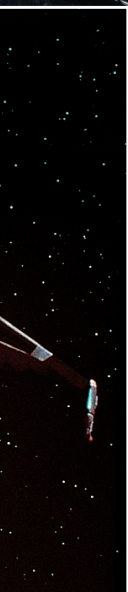
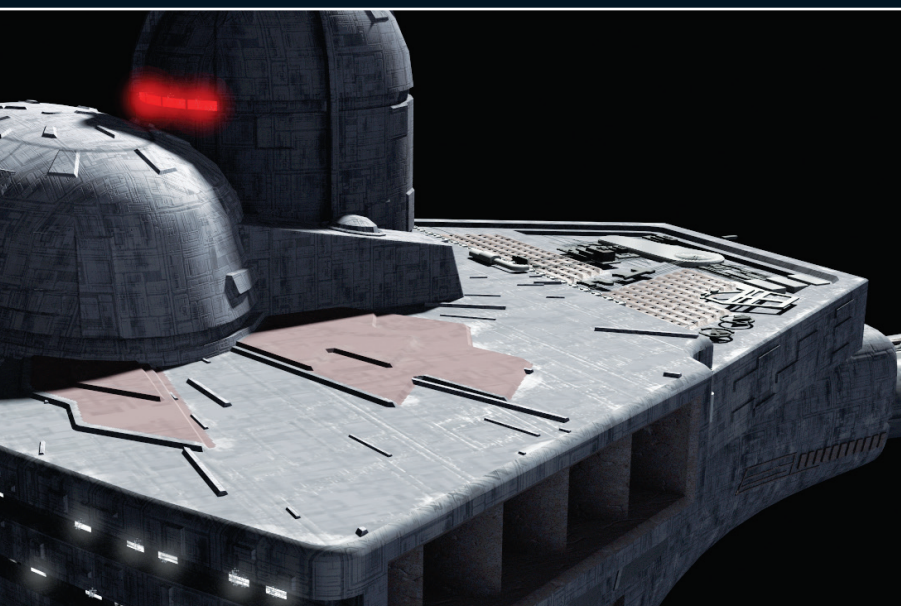
had no bedding as Klingons believed it would soften their bodies to put down a pad.

FUNCTIONAL BRIDGE

The bridge of the *K't'inga* class was similarly utilitarian and bathed in red light, which gave it a dark, moody atmosphere. On the earliest models the commanding officer sat in the forward part of the bridge, on a circular raised platform. The area directly around him was completely bare with all the screens and consoles located on the walls. The main viewer was positioned directly in front of the commanding officer's chair and there were also several more monitors surrounding the viewer on which tactical information could be displayed. Two bridge officers sat at stations directly behind the

captain in a raised area that was separated from him by a framed archway. There were two further seated consoles in this area that could rotate so the operators could continue to work and see the various wall-mounted consoles without having to leave their seats.

The *K't'inga* class was the most advanced ship in the Klingon fleet in the late 23rd century as evidenced by the fact that one such ship, named *Kronos One*, served as Chancellor Gorkon's flagship. Other *K't'inga*-class vessels, such as the *I.K.S. T'Ong* were equipped to act as sleeper ships for deep-space exploration missions. The entire crew could be placed in cryogenic suspension, and the automatic systems were programmed to contact the Empire when they awoke.



▲ A *K't'inga*-class vessel was easily a match for all Starfleet ships in the late 23rd century in terms of firepower. In fact, their ability to cloak gave them a significant tactical advantage.

◀ Chancellor Gorkon was assassinated in the large stateroom on board *Kronos One* after the ship's artificial gravity had been disabled.

By the 2360s the *K't'inga* class had been superseded by the larger and more powerful *Vor'cha* class. However, the high attrition rates of Federation and Klingon ships during the Dominion War of the 2370s meant that *K't'inga*-class vessels had their operational lifespans extended.

Many *K't'inga*-class battlecruisers were retrofitted with advanced technology, including a disruptor located near the forward torpedo launcher. The cloaking device was also upgraded as the old cloaking technology had trouble masking the ship's gamma ray output. These improvements allowed the *K't'inga* class to be pressed back into front-line service and play an important part in the Klingon Defense Force, one hundred years after they were first introduced.

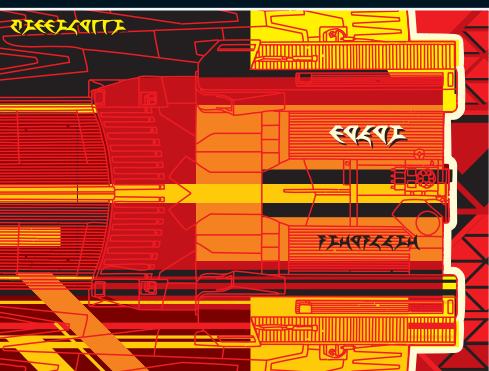


DATA FEED

The *K't'inga* designation for these ships has never been used in dialogue on screen. The original screenplay on which the script for *STAR TREK: THE MOTION PICTURE* was based referred to these ships as Koro class. This was changed to *K't'inga* class in Gene Roddenberry's novelisation of the film. The name was referenced in the *STAR TREK Encyclopedia* as a "conjectural designation" and has been used ever since for this class of Klingon vessel. *K't'inga* literally translated from Klingon is supposed to mean 'bringer of destruction'.



▲ Areas of the ship, such as the bridge, could be enlarged on the master systems display to give more detailed information.



▲ The display would immediately alert the crew if there was a malfunction to any of the hundreds of systems on board.



Master systems d

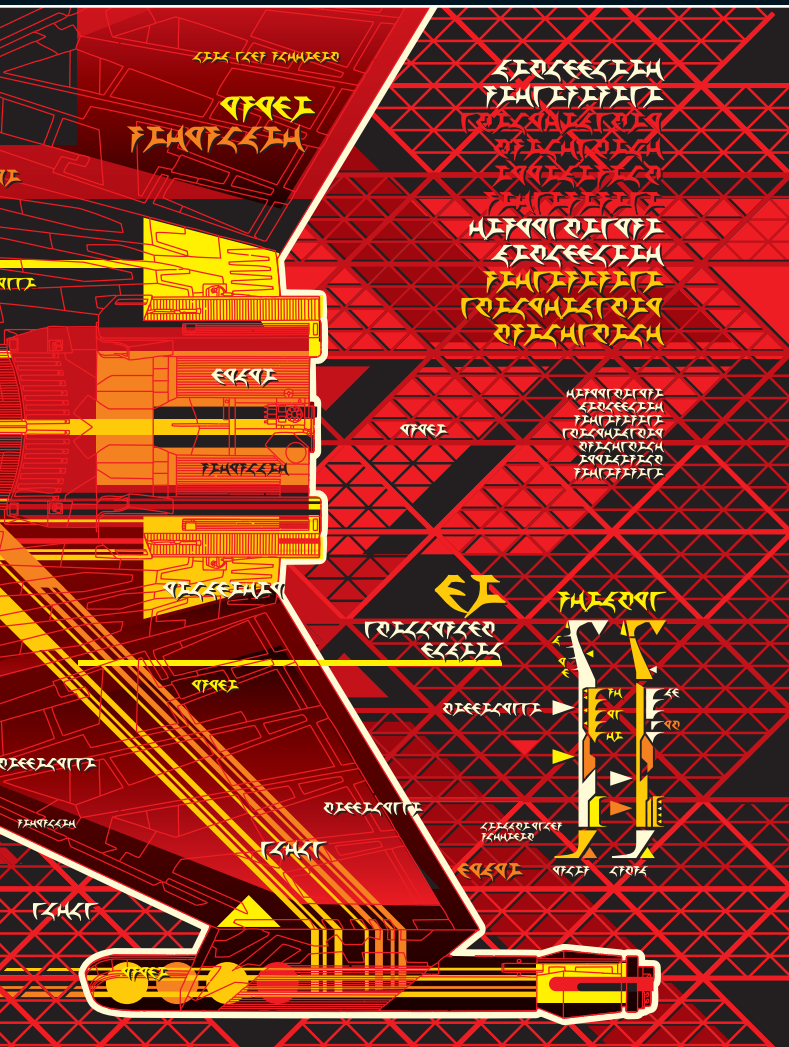
Just as on Starfleet ships, *K't'inga*-class vessels were equipped with a master systems display. This was a large computer console screen, usually mounted on a wall on the bridge or in the engineering section, which featured a large cutaway illustration of the vessel's systems.

The master systems display allowed crew members to monitor the functioning and 'health' of all the ship's major functions, from weapons to life support to the warp engines. The crew could see at a glance the status of the ship's systems and if there were any problems and where they were occurring.

The console also allowed the user to highlight a particular area of the ship and enlarge it. If a problem with one part of the ship was detected by the master fault display, it could be used to repair the system, or, if it was more serious, it could be used to shut the system down while repair teams were sent directly to the site of the malfunction.

Changes and recalibrations of the ship's systems could also be carried out from here depending on the ship's mission. For example, it could be used to reroute more power to the ship's weapons or shields, depending on the position it found itself in.





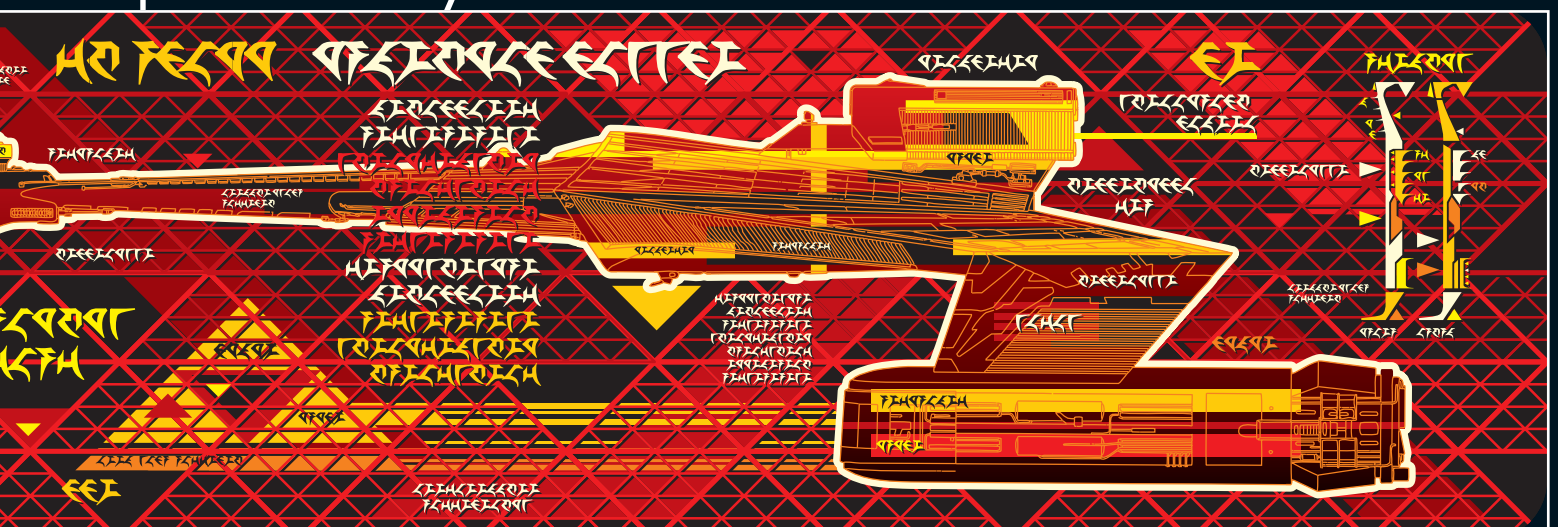
DATA FEED

Klingon consoles were designed for *STAR TREK: THE MOTION PICTURE*. Lee Cole, a production designer, used angular, primitive shapes for the alphabet that he thought embodied the Klingon's militaristic focus. The language's basic sound, along with a few words was devised by actor James Doohan, who played Scotty, especially for *STAR TREK: THE MOTION PICTURE*. The Klingon language was developed further by linguist Mark Okrand for *STAR TREK III: THE SEARCH FOR SPOCK*.

▼ On a Klingon ship the master systems display was normally displayed on the engineering station and provided information about all the ship's systems.



isplay



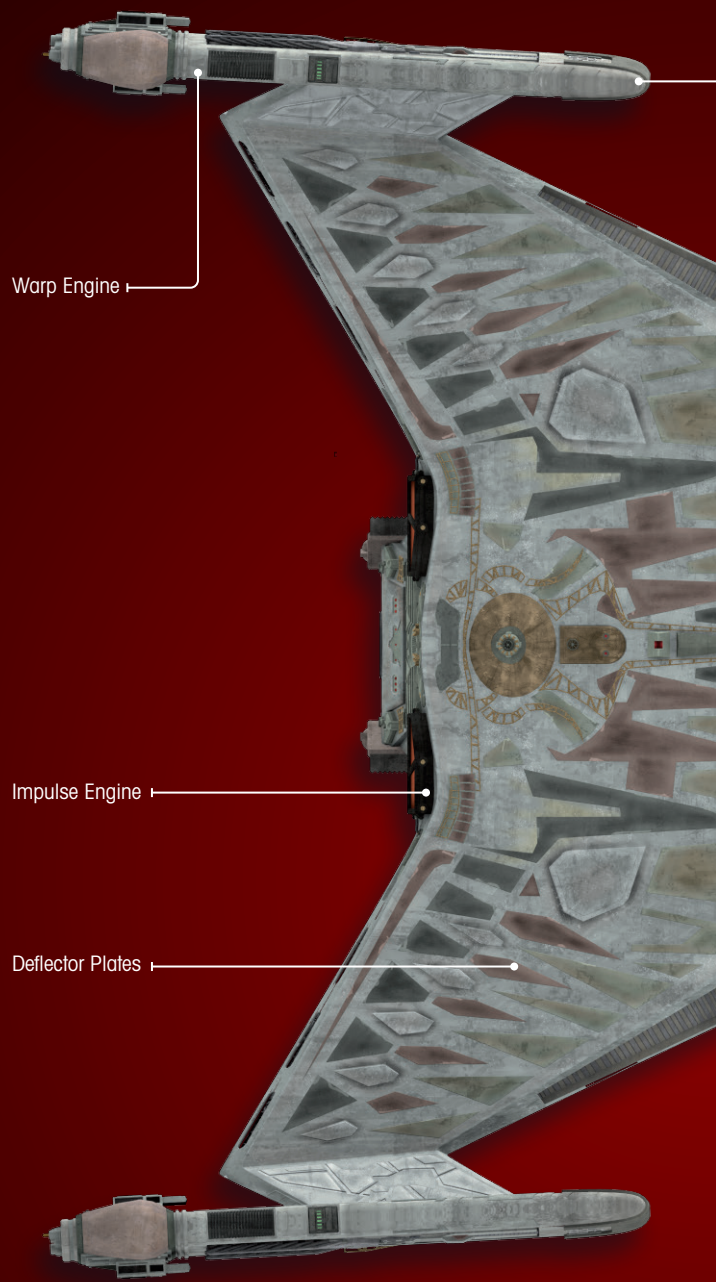


DISRUPTOR CANNONS

K't'inga-class vessels were designed for combat. Unlike Federation starships that were constructed primarily for research and exploration, Klingon vessels were optimised to seek out and destroy enemies of the Empire. In addition to the photon torpedo launchers, *K't'inga*-class vessels were equipped with six disruptor cannons. These directed energy weapons could fire in either a pulse or a continuous beam. A single blast from a disruptor was normally powerful enough to destroy an unprotected ship.



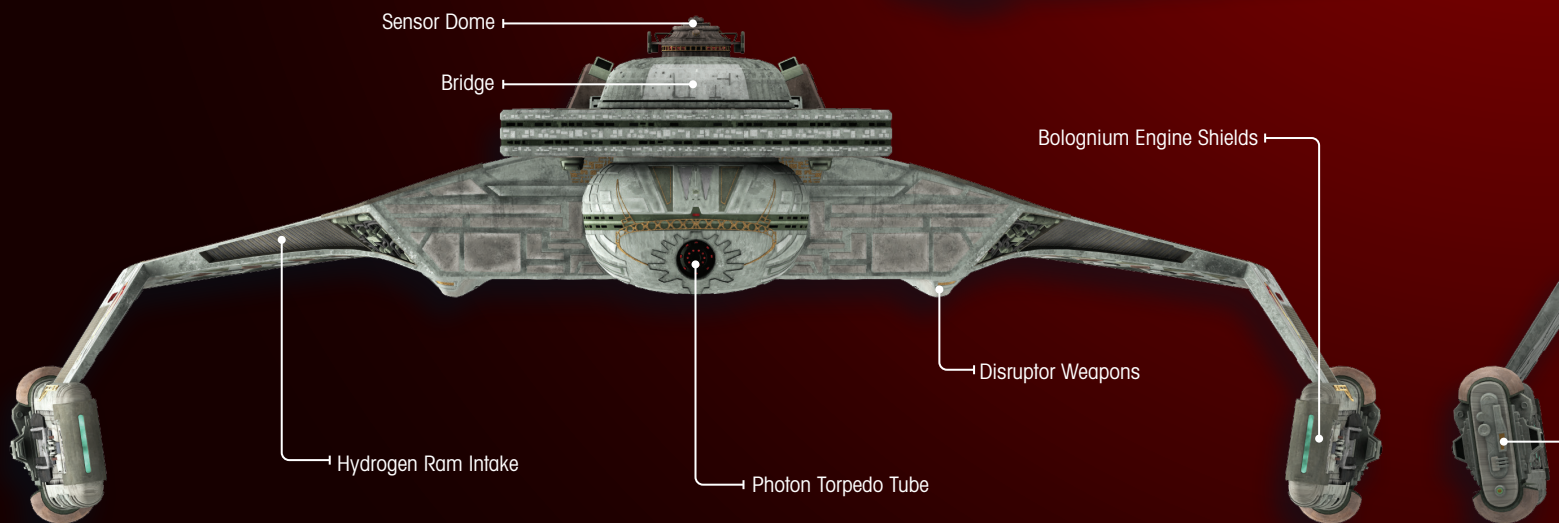
▲ In addition to the disruptor cannons, *K't'inga*-class vessels were equipped with even more destructive photon torpedoes.



Warp Engine

Impulse Engine

Deflector Plates



Sensor Dome

Bridge

Bolognium Engine Shields

Disruptor Weapons

Hydrogen Ram Intake

Photon Torpedo Tube

DATA FEED

The favorite drink aboard Klingon vessels is bloodwine. It is highly intoxicating and most humans can only tolerate a small amount, although Klingon physiology allows them to drink a fair volume without becoming too inebriated to carry out their duties.

Bolognium Engine Shields



Life Support/Engineering Section

Disruptor Weapon



Photon Torpedo Tube

Disruptor Weapon

DATA FEED

Klingon ship names are usually preceded by the prefix I.K.S. - this stands for Imperial Klingon Starship

SIMULATED SCENARIO

A *K'ringa*-class ship appeared in the infamous no-win *Kobayashi Maru* training program at Starfleet Academy in the 23rd century. James T. Kirk is the only known cadet to have beaten the scenario.

TRANSPORTER

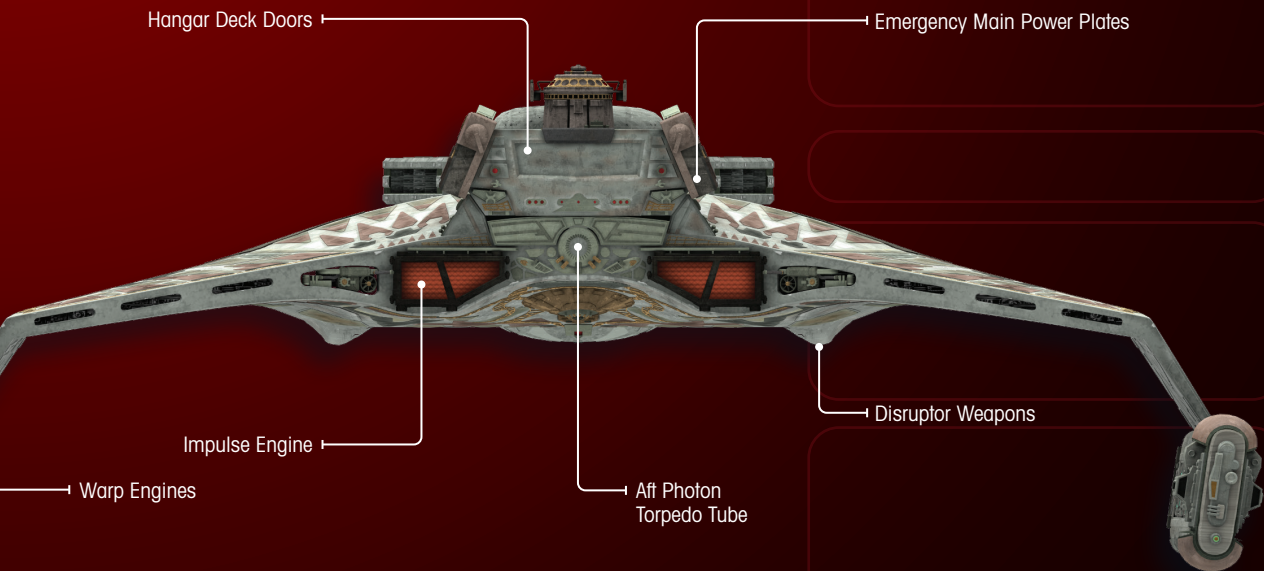
Like Starfleet ships, *K'ringa*-class vessels had transporter rooms on board. The Klingon transporter pads were arranged side by side in a line against a wall and had provision to transport up to five members of the crew at a time.

MILITARY SHIP

K'ringa-class ships operate under the Klingon Defense Force. During the Dominion War its headquarters were moved from the Klingon homeworld to *Ty'Gokor*, a heavily defended planetoid located inside an asteroid belt.

Hangar Deck Doors

Emergency Main Power Plates



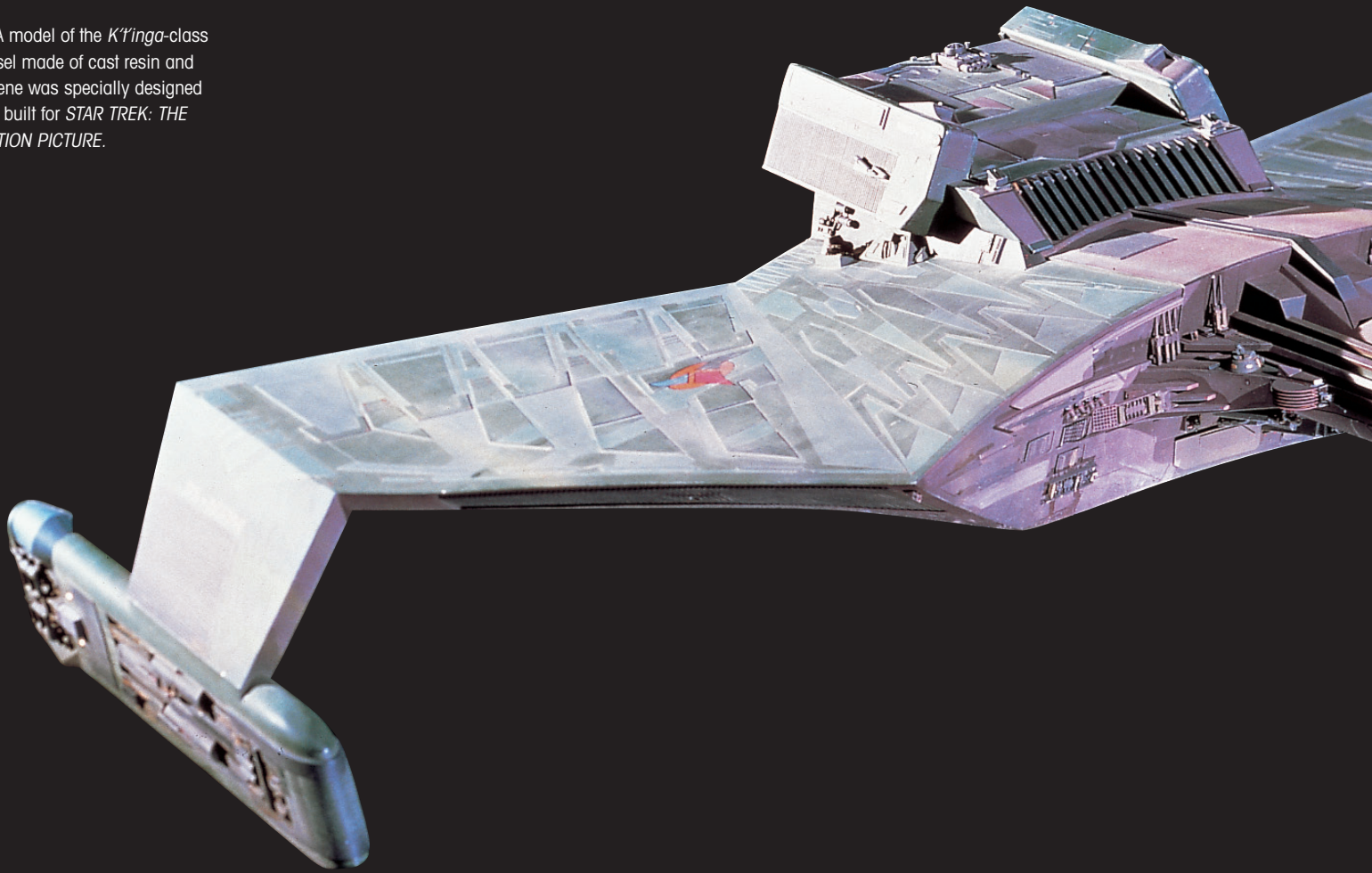
Impulse Engine

Disruptor Weapons

Warp Engines

Aft Photon Torpedo Tube

▼ A model of the *K't'inga*-class vessel made of cast resin and styrene was specially designed and built for *STAR TREK: THE MOTION PICTURE*.



DESIGNING THE



K'T'INGA CLASS

Based on the earlier *D7*-class Klingon vessel, the design of the Klingon battlecruiser was upgraded to include much more detail.

The *K't'inga*-class battlecruiser made its first appearance in *STAR TREK: THE MOTION PICTURE* (1979). The design was based on the *D7*-class Klingon vessel that had been created by art director Matt Jefferies for the original *STAR TREK* which first appeared in the third season episode *Elaan of Troyius*. Soon after in *The Enterprise*

Incident – broadcast in 1968 – it was shown under Romulan control. This was explained later as a result of a technology exchange between the Romulans and the Klingons.

Jefferies designed the *D7* to evoke a predator's form akin to a manta ray in both shape and colour. This was because he wanted to give it

an ominous look so that it would be instantly recognisable to the viewers as the 'villain' ship.

A new six-foot model of the *D7* was built by miniature specialists Magicam in 1977-78 for the planned TV series *STAR TREK: PHASE II*. However, when this TV series was upgraded to *STAR TREK: THE MOTION PICTURE*, it was decided that



► The near right picture shows Matt Jefferies with the D7-class model. He said he based its shape on the look of a manta ray. This vessel provided the basis for the more detailed K'ringa-class ship that Andy Probert is shown with in the far right picture.

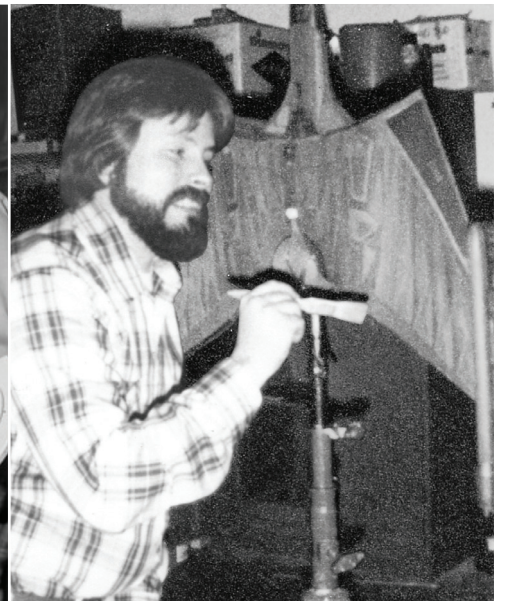
the model also had to be upgraded and feature much more detail if it was to look convincing on the big screen.

Andrew Probert, the production illustrator who worked on the redesign, said, "We attempted to stay as close to the TV series version as possible, but after running some camera tests we discovered that an additional level of detail was needed for widescreen photography."

Richard Taylor, who worked on *STAR*



TREK: THE MOTION PICTURE as art director, recalled, "We redesigned all the surface textures, the photon torpedo tube and many other details. I tried to put a kind of bird-feather design



on the surface. One of the things we did with all of the models was to give them surface details and interesting designs. A smooth object has no scale so it's important in model work to find ways

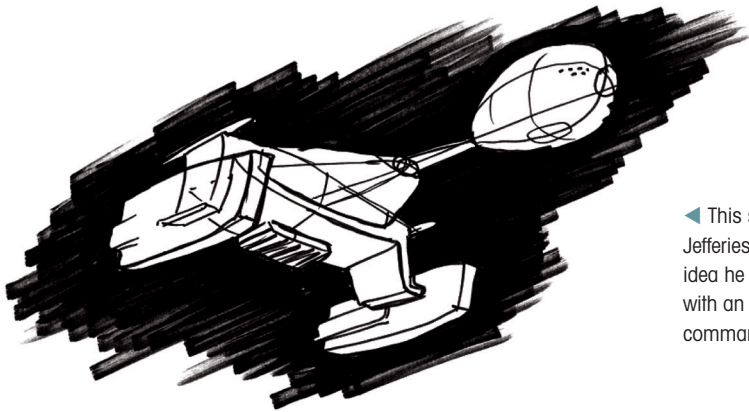
of creating scale. Sometimes it's very subtle but it's one of the most important elements in model photography."

When Douglas Trumbull took over supervision of the special effects for the film, he asked Probert to contribute to the design of the vessel's bridge. "Doug

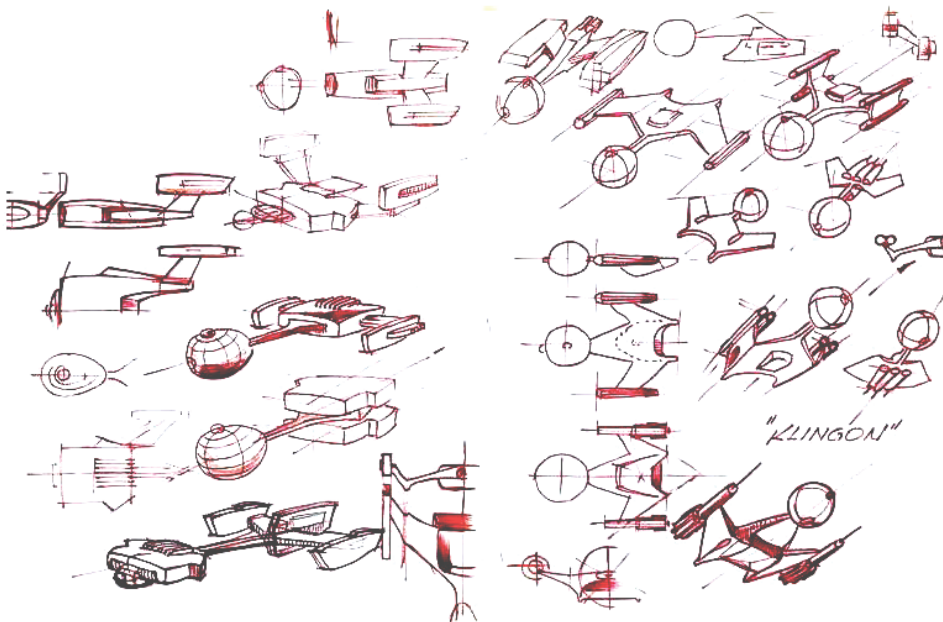
wanted something like the interior of a Japanese submarine," recalled Probert. "He wanted a bridge suspended between big shock-absorbing supports with mechanically operating stations for the crewmen." As Trumbull put it, he wanted it to look like "an enemy

submarine in World War II that's been out at sea too long."

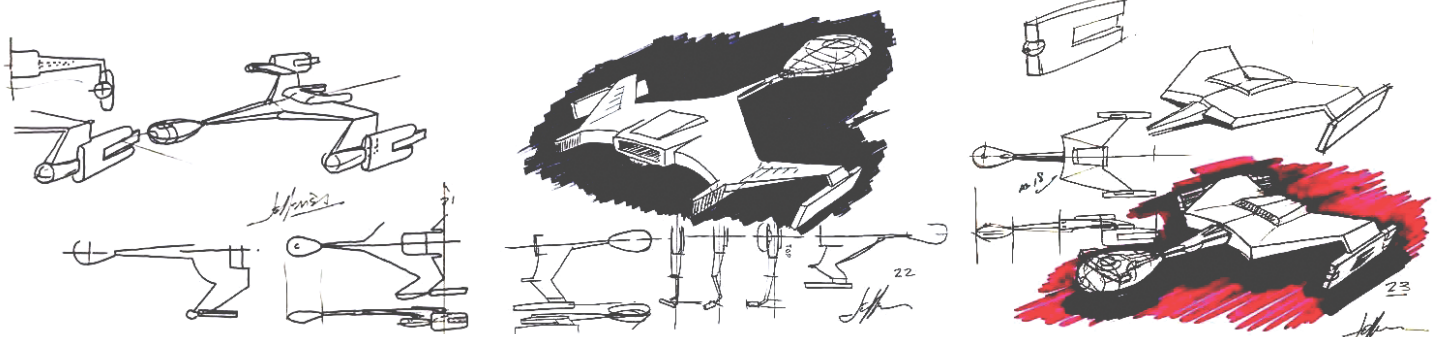
By the time the model of the Klingon ship was finished, the differences between it and the earlier D7 model were considerable. Aside from being metallic rather than light grey, the film version had a less bulbous nose, a larger bridge dome and far more extensive hull detail. In fact, it now no longer made sense that the film version was the same class as the ship that had appeared in the earlier TV version.



◀ This sketch by Matt Jefferies shows an earlier idea he had for the D7 with an unusually shaped command module.



▲ Matt Jefferies experimented with numerous sketches as he searched for the perfect look that would be instantly recognisable as the 'villain' ship.

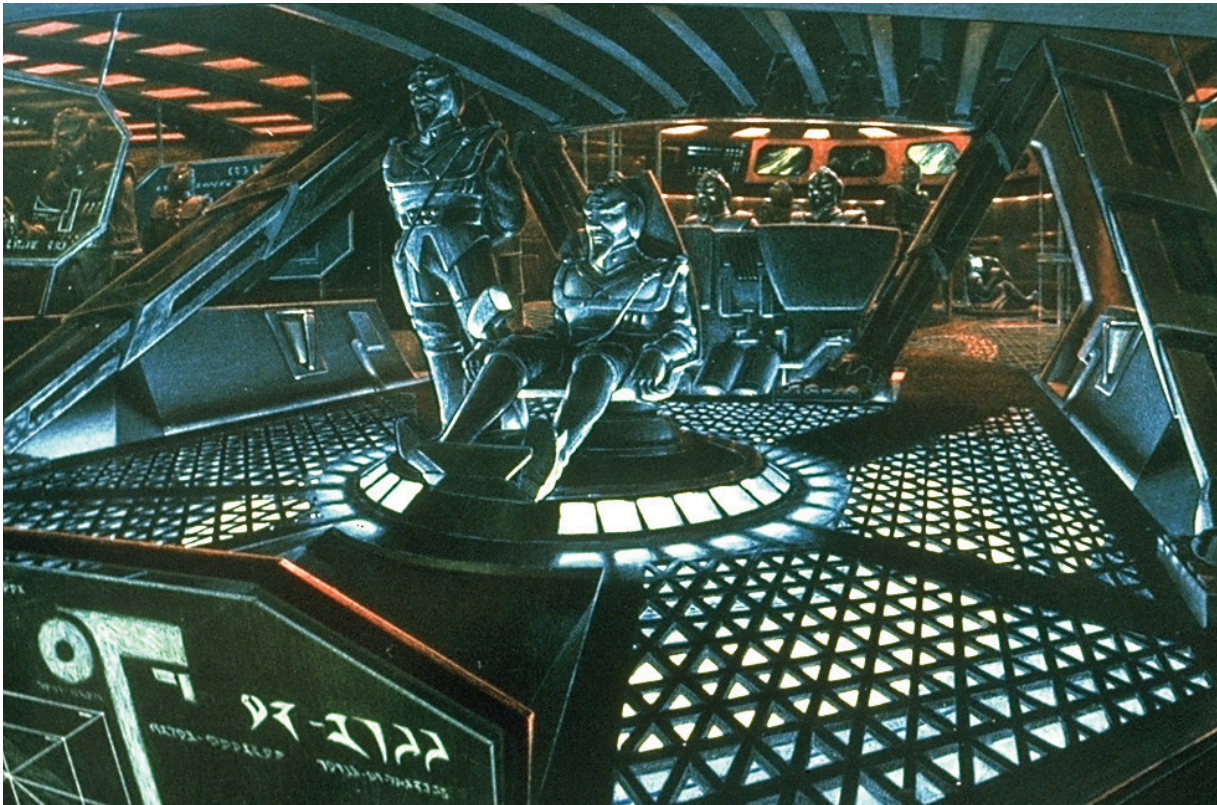


▲ Jefferies's sketches for the Klingon ship continued to evolve and he decided early on that it would have the same basic structure as the *Enterprise* with twin nacelles and separate engineering and command hulls.

NAMING THE SHIP

In the *STAR TREK: PHASE II* script written by Harold Livingston, entitled *In Thy Image*, the three Klingon vessels were identified as *Koro* class. They were later changed to *K'tinga* class in Gene Roddenberry's novelisation of *STAR TREK: THE MOTION PICTURE*, and although this designation was never referenced in on-screen displays or dialogue, it was later recognized as the official name.

The *K'tinga* model was used again for *STAR TREK VI: THE UNDISCOVERED COUNTRY* (1991) where it underwent extensive modification to become Chancellor Gorkon's flagship, *Kronos One*. Industrial Light & Magic enhanced the original studio model with glowing engine nacelles and changed the colour from the metallic gun metal to light grey with gold accents and maroon panelling.



▲ This illustration by Andy Probert shows how he envisioned the bridge of the Klingon ship. According to Probert he was asked to design something that resembled “an enemy submarine in World War II that’s been out at sea too long”.

Bill George, who worked as visual arts director on the film, was heavily involved in the modifications to the *K't'inga* model and was particularly pleased with the end result. “It looks very regal,” said George, “and contrasts with the *Enterprise* when they are flying together. The *Enterprise* is smooth, monochromatic and cool, while the Klingon ship is adorned, ostentatious and warm.”

Upon completion of *THE UNDISCOVERED COUNTRY*, the *K't'inga* model was loaned out to the

Smithsonian Institution where it was displayed alongside the *D7* model that had been built for *THE ORIGINAL SERIES*.

This was not the end of the *K't'inga* model’s working life, though, and it was used again in shots for *STAR TREK: DEEP SPACE NINE*’s opening season four story *The Way of the Warrior*.

The last time this model was used was as Kang’s battlecruiser in the *STAR TREK: VOYAGER* episode *Flashback* in 1996 where it was seen attacking Captain Sulu’s *U.S.S. Excelsior NCC-2000*.

DATA FEED

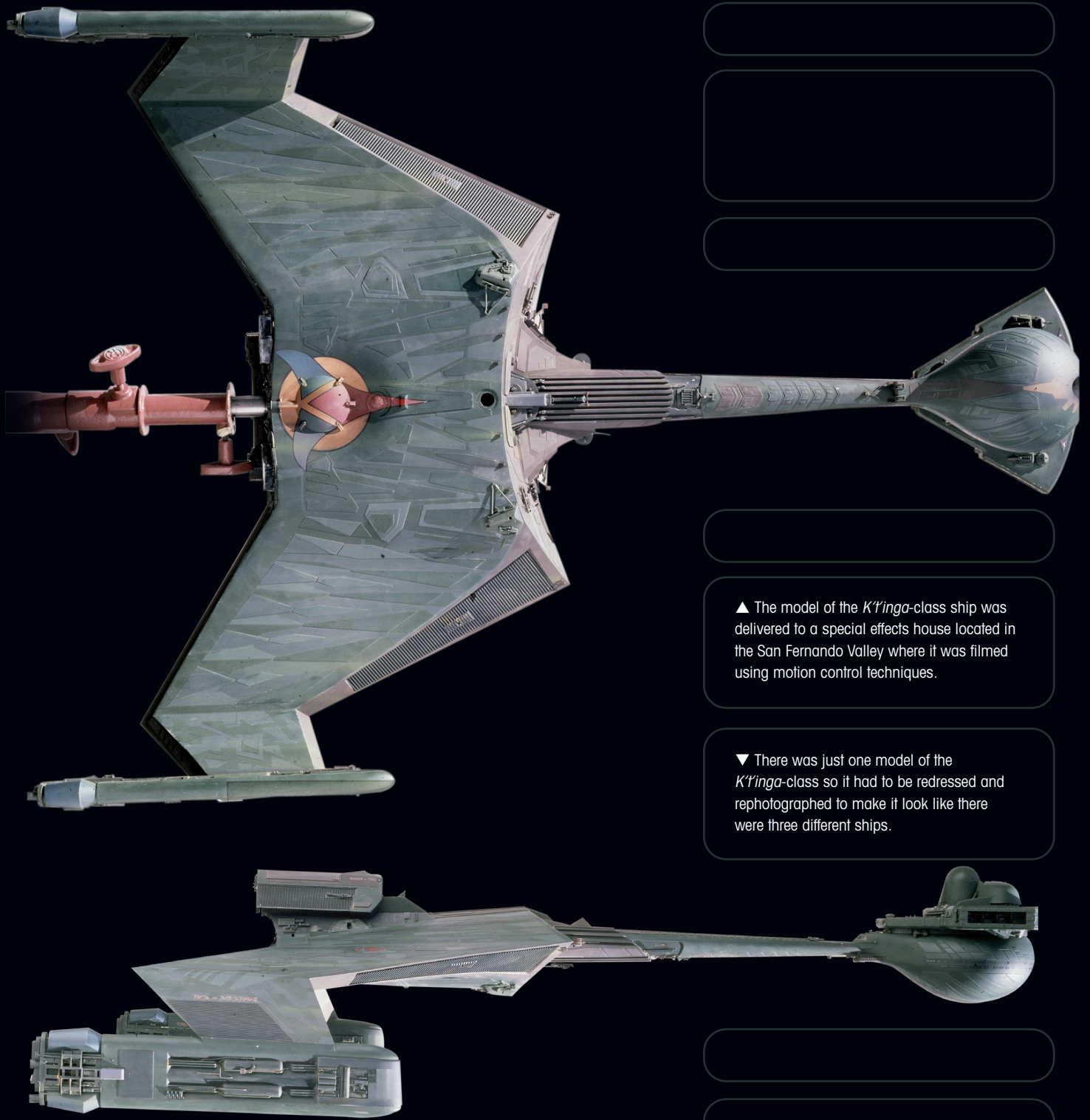
Andrew G. Probert is a concept designer/illustrator who has worked on some of science-fiction most popular productions. His first job involved working on a new science-fiction project where he was asked to come up with new designs for robots. This project became *Battlestar Galactica* and the robots Probert designed became the infamous Cylons.

Probert’s work has spanned numerous other influential TV shows and films, including *Airwolf*, *Indiana Jones and the Temple of Doom*, *Street Hawk* and *Back to the*

Future. He is best known for his work on *STAR TREK: THE MOTION PICTURE* and *STAR TREK: THE NEXT GENERATION*. As well as completing the design of the refit *Enterprise NCC-1701* and designing the *Enterprise NCC-1701-D*, Probert designed the *Type 7* shuttlecraft, the *Ferengi Marauder* and the Romulan *D’eridex*-class warbird.

Probert even made a cameo appearance in *Encounter at Farpoint*, the first episode of *STAR TREK: THE NEXT GENERATION*, where he played a spectator wearing a hat that resembled “a large tribble.”

The *K't'inga* model that was built by Magicam and later modified by Industrial Light & Magic Model Shop was sold at auction in 2006. It was expected to make between \$3,000-\$4,000, but actually went for an incredible \$102,000.



▲ The model of the *K'tinga*-class ship was delivered to a special effects house located in the San Fernando Valley where it was filmed using motion control techniques.

▼ There was just one model of the *K'tinga*-class so it had to be redressed and rephotographed to make it look like there were three different ships.

FILMING THE

K'TINGA CLASS



Filming the *K't'inga* model for *STAR TREK: THE MOTION PICTURE* was a painstaking process that also took a great deal of ingenuity.

Once the model of the *K't'inga*-class had been completed, it had to be filmed for the opening sequences of *STAR TREK: THE MOTION PICTURE* where the Klingon ships encounter the *V'Ger* cloud. This task fell to a special effects house named Apogee, Inc, run by John Dykstra, who had previously worked on the original *Star Wars* movie.

When the model of the Klingon ship arrived for filming, John Dykstra and his team were extremely pleased with it, but they soon realized that the lighting inside the ship would have to be redone as it would not work with the photographic techniques they employed.

In just a few days, all the small lights that had been fixed inside the model were taken out and replaced with lights of a more significant size. The Apogee effects team could then set about shooting and compositing the opening sequence. As Dykstra explained, "It was a very difficult shot to do. It took almost three weeks of original photography to get the single center ship. Of course, there was only one Klingon ship. So, we had to rephotograph and redress the single ship for three different variations, so you felt as though you were looking at three different ships."

The finale of the opening sequence involved an even more complex effect in which *V'Ger*

strikes the Klingon ships with an energy bolt, which instead of blowing up the vessels, 'digitises' them for storage in its databanks. Nothing like this had ever been done before and the ambitious effect required some innovative thinking.

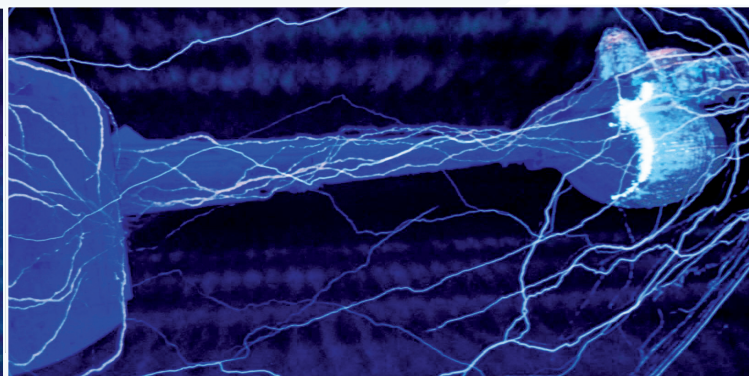
Firstly, additional model sculptures that exactly matched the outline of the *K't'inga* model were created and then real SP lightning produced by a Tesla coil was fired at them. The effects team could then film the electrical discharge actually crawling up over the surface of the models.

The final part of the effect involved using a small, but still potent, laser to create the disappearance, or digitisation, of the Klingon ships. The end result was an original and eye-startling effect as Dykstra explained, "At the end there's something like an arc - a brilliant, flaring light, which is supposed to indicate that the ship's molecular structure has been reduced to raw information and consumed by the cloud. It's been destroyed, but in a more elegant way than just blown up."

The effort Apogee put into filming the *K't'inga* model was considerable, but also worth it. Not only did it contribute to *THE MOTION PICTURE* being nominated for an Oscar™ for best visual effects, but the shots of the *K't'inga* model continued to be re-used for years and it was only finally created in CG for *DEEP SPACE NINE*'s seventh season.

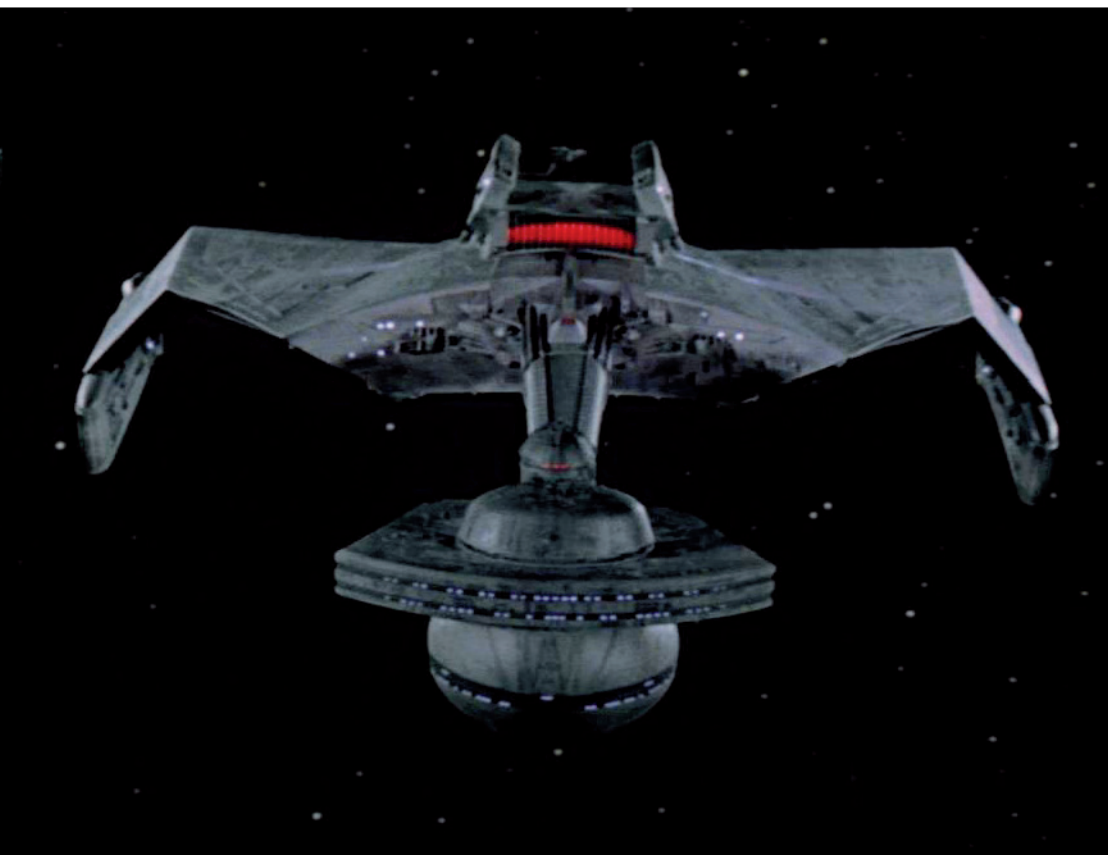


▲ The opening sequence where the camera passes over the top of the *K't'inga*-class ships took almost three weeks to shoot.



▲ The effect where the Klingon vessel is 'digitised' by *V'Ger* involved a Tesla coil that produced a real lightning discharge.

ON SCREEN



TRIVIA

In *STAR TREK: THE MOTION PICTURE* only one of the three Klingon ships is identified by name; this is the *I.K.S. Amar*. The commander of the *Amar* was played by Mark Lenard, who also played Spock's father Sarek in one episode of *STAR TREK*, in the animated series, three *STAR TREK* movies and two episodes of *TNG*. Lenard also played the first Romulan ever seen in *STAR TREK* in the episode, *Balance of Terror*, making him the first *STAR TREK* actor to play members of three different races.



Klingons were named after Lieutenant Wilbur Clingan, who served with *STAR TREK* creator Gene Roddenberry in the Los Angeles Police Department.

- FIRST APPEARANCE:** STAR TREK: THE MOTION PICTURE
- TV APPEARANCES:** STAR TREK: THE NEXT GENERATION; STAR TREK: DEEP SPACE NINE; STAR TREK: VOYAGER
- DESIGNED BY:** ANDREW PROBERT (AFTER MATT JEFFERIES)

KEY APPEARANCES

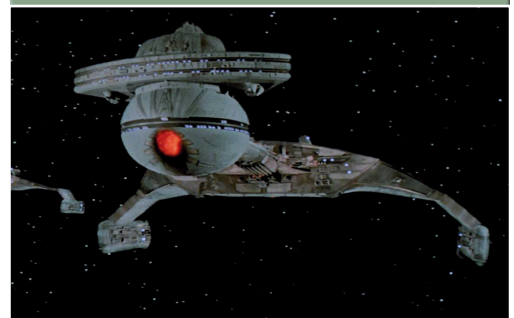
STAR TREK: THE MOTION PICTURE

A giant luminescent cloud of immeasurable power enters Klingon space and is attacked by three *K't'inga*-class vessels. The cloud responds by unleashing vicious tendrils of energy that engulf the ships, vaporizing them completely. A Starfleet communications outpost relays this encounter to headquarters and reveals the even more troubling news that the cloud is on a direct heading to Earth. As the newly refitted *Enterprise* is the only Starfleet ship within intercept range, it is sent out to stop this mysterious cloud.

STAR TREK VI:

THE UNDISCOVERED COUNTRY

A massive explosion on Praxis, the key energy-production moon of the Klingon homeworld, brings the Klingon Empire to its knees and forces Chancellor Gorkon to seek peace with the Federation. The crew of the *Enterprise-A* are sent to rendezvous with Gorkon's *K't'inga*-class *Kronos One* flagship and escort it back to Earth. While en route, the *Enterprise-A* seems to fire on *Kronos One* and Gorkon is assassinated. Kirk and McCoy are framed for his murder and it is left to Spock to rescue them and restore the peace talks before it is too late.

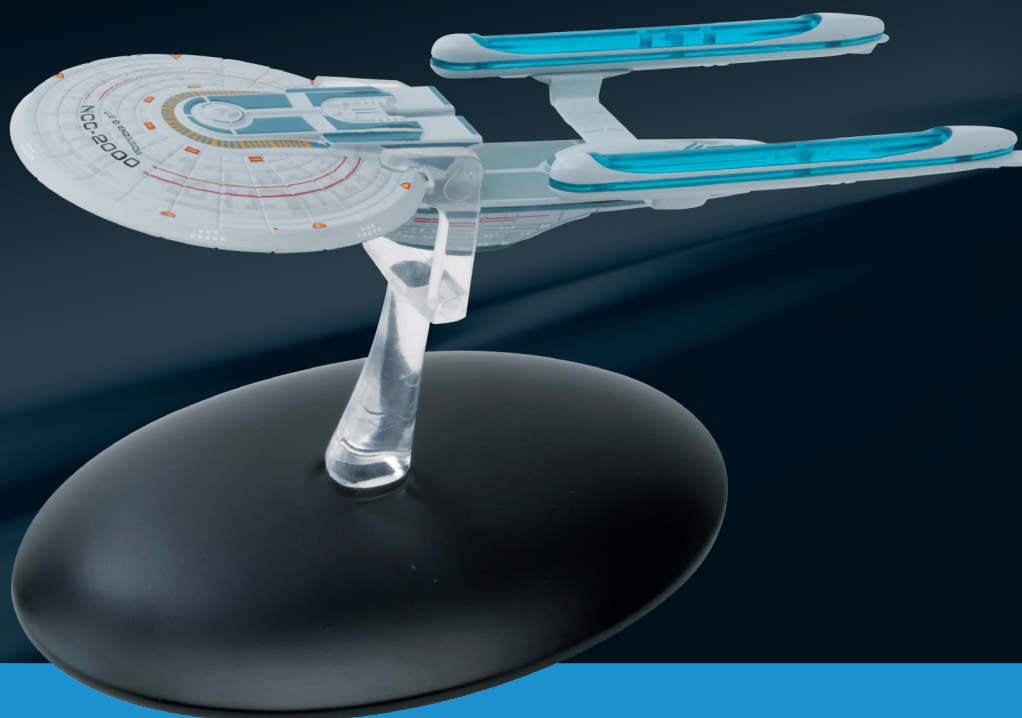


K't'inga-class vessels made various appearances in *STAR TREK: THE NEXT GENERATION* episodes, but no new models were made. Instead, all its appearances in this incarnation of the show were reuses of the stock footage taken from *THE MOTION PICTURE*.

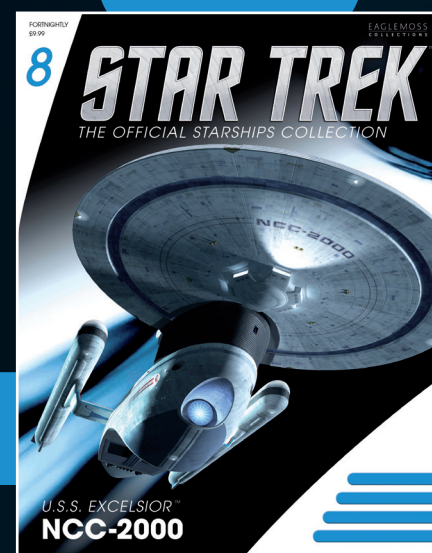
COMING NEXT

U.S.S. EXCELSIOR

NCC-2000

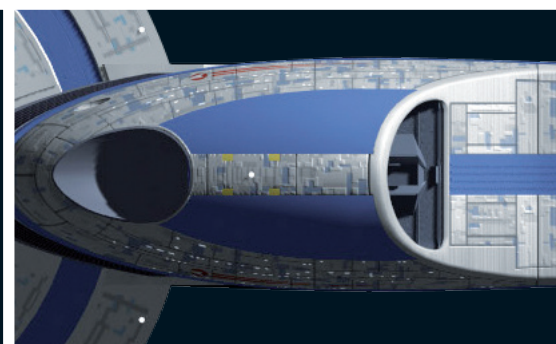
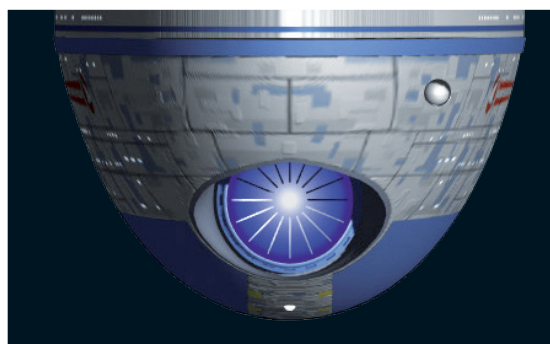
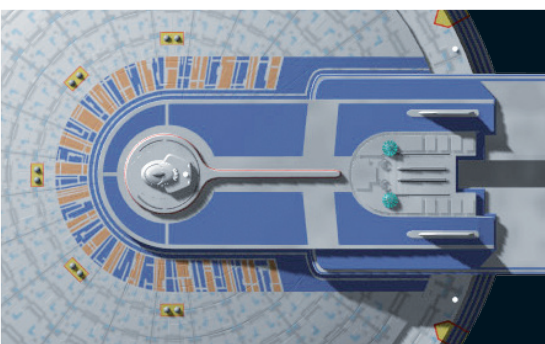


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Inside your magazine

- In-depth profile of the *U.S.S. Excelsior*,
The first ship of the *Excelsior* class and Captain Sulu's first command
- How the ship was designed for *STAR TREK III: THE SEARCH FOR SPOCK*
- The story behind Industrial Light & Magic's model of the ship



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