

115

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## TELLARITE CRUISER

TYPE: WARSHIP

IN OPERATION: 2150s

LENGTH: 200 METERS

WEAPON: PARTICLE CANNONS

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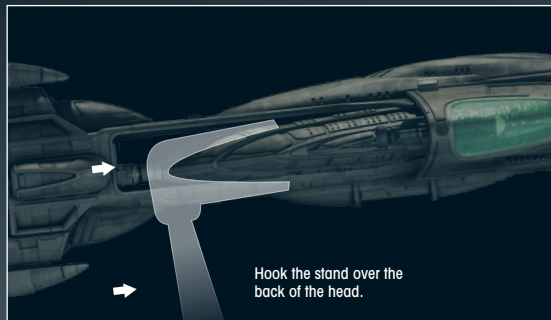
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# TELLARITE CRUISER

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# TELLARITE CRUISER

## SPECIFICATION



OPERATED BY: THE TELLARITES

TYPE: WARSHIP

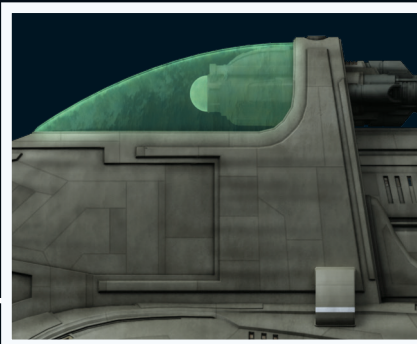
IN OPERATION: 22nd CENTURY

LOCATION: ALPHA QUADRANT

LENGTH: 200 METERS (APPROX.)

TOP SPEED: WARP 5

WEAPONRY: PARTICLE CANNONS



► Tellarite cruisers were mainly used to patrol and protect the borders surrounding the planet Tellar, particularly against neighboring Andorian battle cruisers. The hull of a Tellarite cruiser was dark olive green, and the impulse thrusters at the rear, and the warp nacelles at the sides, emitted a distinctive neon green energy signature.



# TELLARITE CRUISER

In the mid-22nd century, the Tellarite cruiser was the most powerful and common vessel in their fleet.





A Tellarite cruiser was a type of warp-powered warship used by the Tellarites in the mid-22nd century. It was approximately 200 meters in length, making it slightly shorter than *Enterprise NX-01*.

In appearance, the main section of the Tellarite cruiser was similar to a Starfleet vessel in that it was elliptical-shaped, but it was more elongated as if it had been stretched. The rear half of the main body of the ship was sandwiched between two beams, which acted as a kind of backbone, giving it extra strength and protection. At the rear was a vertically-oriented propulsion system, with four thruster-like nozzles, plus two more smaller units located at the sides. They emitted a green glow, as did the two short, stubby nacelles that were

positioned further forward at the sides of the saucer section.

The Tellarites had warp-capable starships since the middle of the 20th century, at least one hundred years before humans achieved faster-than-light travel, but the Tellarite cruisers of the 22nd century were no faster than Starfleet ships like *Enterprise NX-01*. This meant Tellarite cruisers had a top speed of around warp 5, and their sustained cruising speed was probably nearer warp 4.

#### WEAPON SYSTEMS

Tellarite cruisers were armed with particle cannons that were positioned towards the front of the ship on either side of the nose. While they were powerful enough to cause problems for most



#### DATA FEED

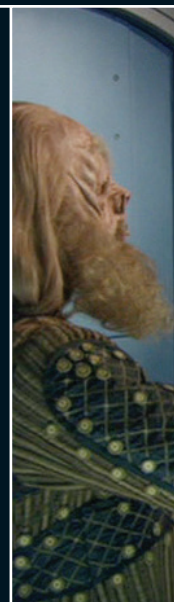
Tellarites had a mostly vegetarian diet, and enjoyed eating a variety of raw fruits and vegetables, but they were known to consider canines a delicacy.

◀ Tellarites were short, stocky humanoids with pig-like facial features. They were renowned for being impatient and stubborn, and to the uninitiated they appeared very rude. It was their custom to begin a social interaction with a series of complaints, and if they had nothing to complain about, they would simply turn to insults.



◀ Despite having much shorter warp nacelles than those used on Starfleet ships, like *Enterprise NX-01*, Tellarite cruisers were capable of similar warp speeds.

▶ Once it was proven that the Romulans were behind the attacks on Tellarite and Andorian vessels, Captain Archer was able to convince them to work together in a joint effort to find the Romulan marauder.



▶ A Romulan marauder drone ship, seen here in its true appearance, had been used to stir up trouble between the main powers of the quadrant. The marauder was able to use multispectral emitters located all over its hull to make it look like a ship belonging to another species.



▲ By the mid 22nd century, there had been bad blood and enmity between the Tellarites and the Andorians for more than a century. A conference had been called on the neutral planet of Babel to end a long-standing trade dispute between the two species, but neither side trusted the other.

other ships, they were tactically inferior to Andorian warships. Ambassador Gral of the Tellarites believed that one of their cruisers would be easily outgunned by two Andorian warships.

One unusual feature of Tellarite cruisers was that they were equipped with mud baths for the crew. In 2154, when several Tellarites were transported to the planet Babel aboard *Enterprise NX-01*, Commander 'Trip' Tucker and his engineers worked triple shifts to install a mud bath to make the Tellarites feel more at home. It appeared that this was one way the Tellarites liked to relax, and they considered it almost a necessity.

It was during this journey that all-out war between the Tellarites and the Andorians almost ignited after a Tellarite cruiser seemingly destroyed two Andorian battle cruisers. One of them was

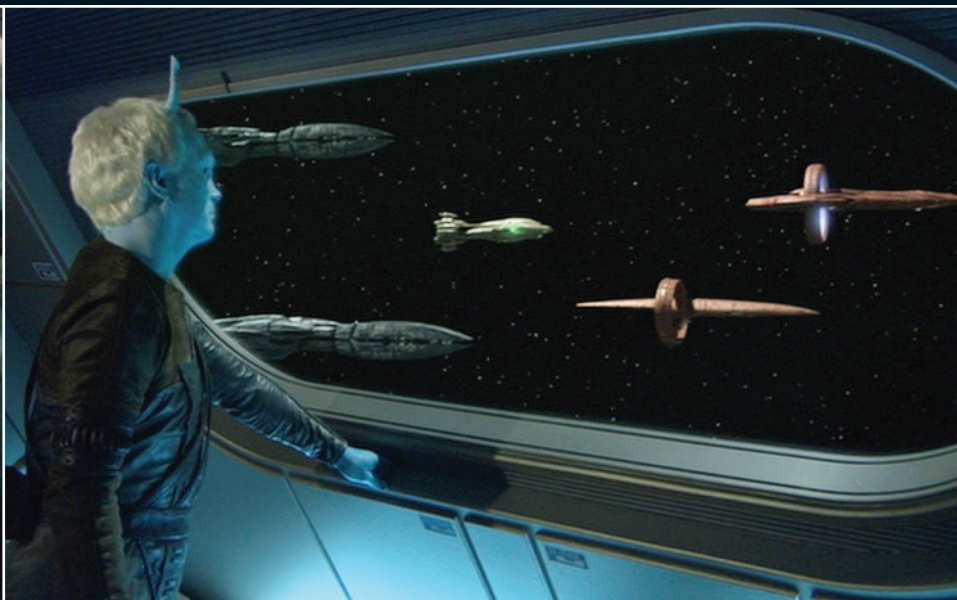
carrying the Andorian ambassador to the trade dispute talks on Babel, while the other was Commander Shran's vessel – the *Kumari*.

### ROMULAN ATTACKER

It was only after a subsequent attack on *Enterprise* by what appeared to be an Andorian battle cruiser that the truth began to unravel. It was noted that the power matrix of the ship that destroyed Shran's vessel, and the one that attacked *Enterprise*, featured boridium cells. Only Romulan ships used this power signature.

This evidence was enough to convince the Tellarites and the Andorians to work together with the Vulcans and Starfleet in a joint fleet operation. They formed a sensor net consisting of 128 ships across a huge area of space. With *Enterprise*





► The Romulans' plan to destabilize the region was eventually ended when their two marauder ships were destroyed. This was accomplished by the Tellarites, Andorians, Vulcans and humans all working together, precisely the opposite effect of what the Romulans had set out to achieve.



▲ The Andorians, Tellarites, Vulcans and Starfleet united in a joint fleet of 128 vessels to form a sensor grid. They hoped that if the Romulan marauder passed into this network, they would be able to locate its position from its unique power signature, even if it was disguised as a ship of another species.

serving as the command ship, the other vessels merely had to exchange communications codes to connect the sensor network.

Once in place, it could detect the unique power signature of what became known as the Romulan marauder drone vessel, even when it was disguised as another ship. The plan worked, and several vessels converged on its location. In the encounter, one of the Tellarite ships was hit, but an Andorian warship rescued the crew. This helped further strengthen the new alliance. The Romulans, who had hoped to destabilize the region with their attacks, actually ended up bringing the main powers together in fighting a common enemy. In fact, just a few years later the Tellarites became one of the founding members of the Federation, along with the Andorians, Vulcans and humans.

## DATA FEED

Some time prior to 2154, Ambassador Gral had served aboard a Tellarite cruiser. He took great pride in the fact that he helped drive the Andorian ships back into their own territory.

Despite Gral's mistrust of the Andorians, who he described as "blue demons," he was able to put his feelings aside and play a pivotal role in forming an alliance with them. His actions ultimately helped facilitate friendly relations with the Andorians.



**PLOT EXPOSED**

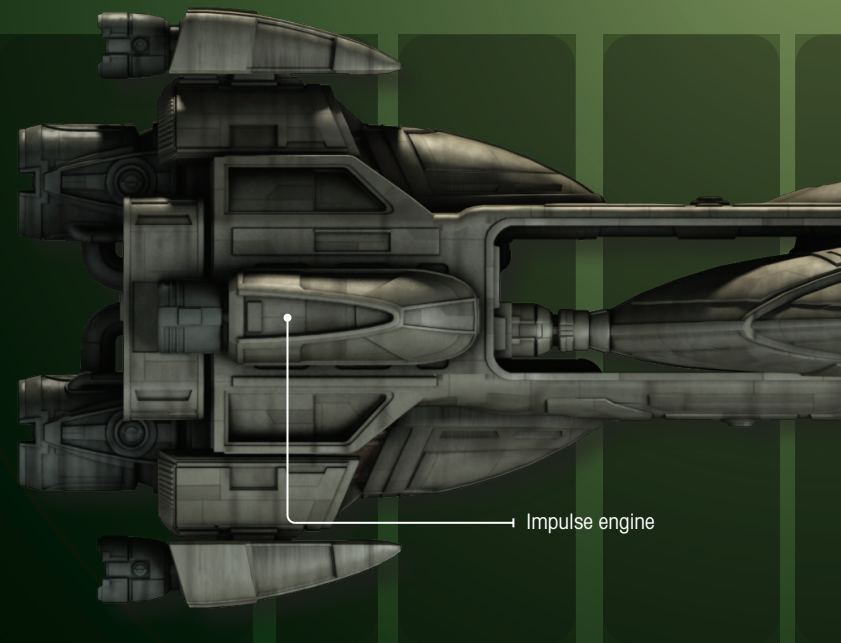
Captain Archer and the crew of *Enterprise NX-01* played a pivotal role in exposing the Romulan plot to destabilize the region, and in forging better relations between the Tellarites and the Andorians.

It was Commander T'Pol who noted that the power signature of the ship that destroyed Shran's vessel, the *Kumari*, and the one that attacked *Enterprise* was the same. At first, Shran did not accept the data, believing that *Enterprise's* sensors were faulty, and that the Tellarites had somehow manipulated the evidence. History had taught him that the Tellarites had violated every accord that they had made with the Andorians, but more evidence emerged that pointed squarely at the Romulans.

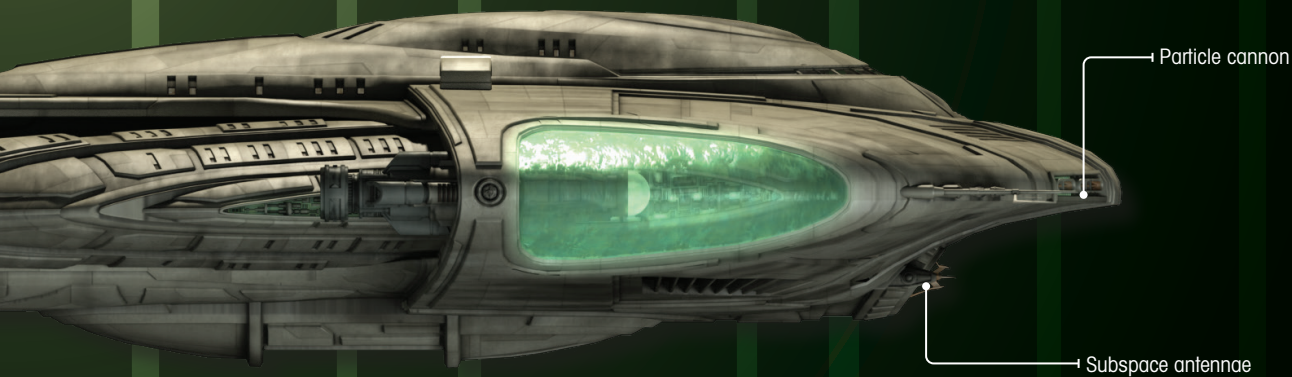
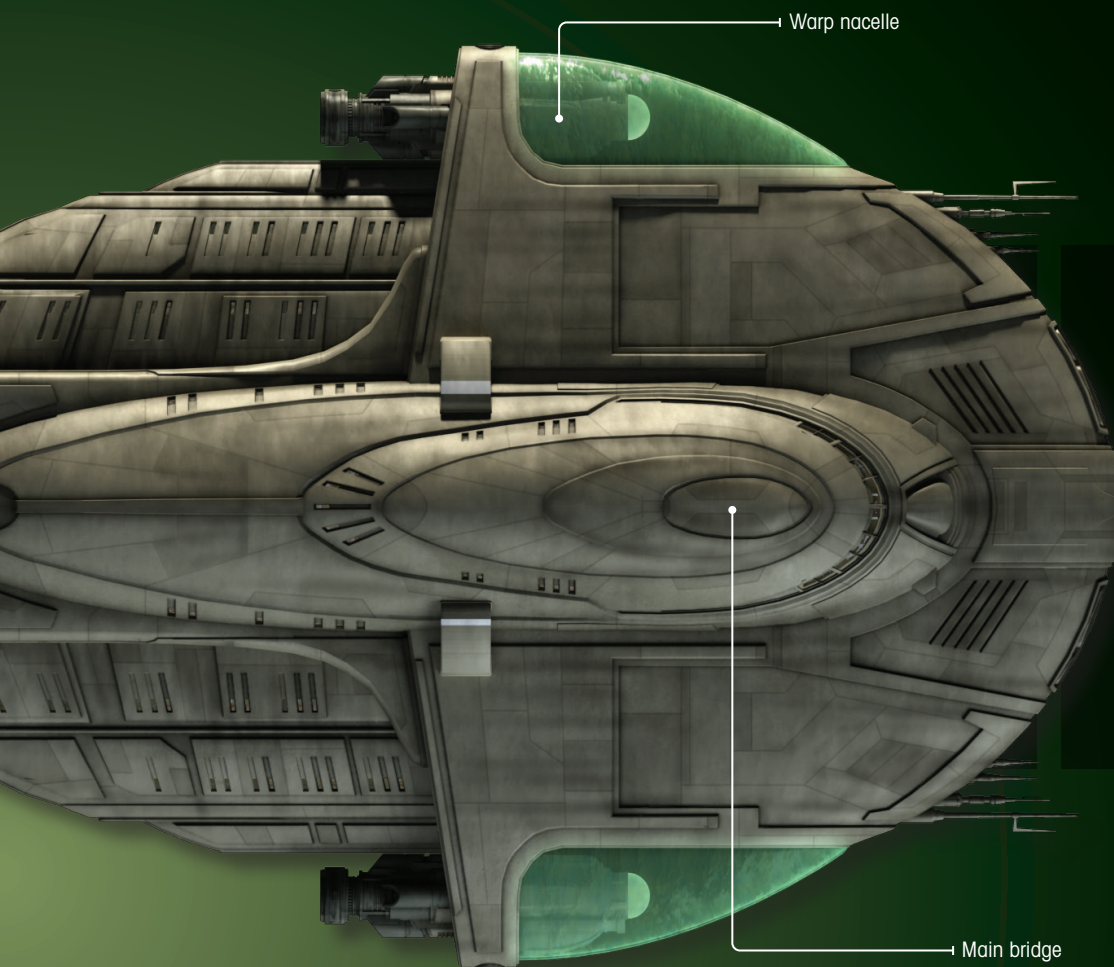
The vessel that had carried out the attacks on both the Andorian battle cruisers and *Enterprise* had boridium cells in its power matrix, which were only used by Romulan ships. It was also noted that its disruptor utilized triphasic emitters, and this technology could simulate the weapons signature of both Tellarite and Andorian phaser cannons. This proved to both the Tellarites and the Andorians that they had not been responsible for the destruction of each others' ships, but that the Romulans were behind the attacks.



▲ If it had not been for the actions of Captain Archer and his crew, the Romulan plot might never have been exposed and the joint fleet that gathered to locate the Romulan marauder would not have happened.







### DATA FEED

Tellarites found the temperatures aboard human ships to be too cold for their comfort, which indicated that conditions aboard their own ships were much warmer. Interestingly, the Andorians preferred much colder temperatures, which perhaps partly explained why the Tellarites and the Andorians had trouble getting along.

### HISTORICAL FIGURE

Shallash was an important figure in Tellarite history, and was known as the second liberator of the people. In 2161, Captain Archer mentioned him in a speech before signing the Federation Charter.

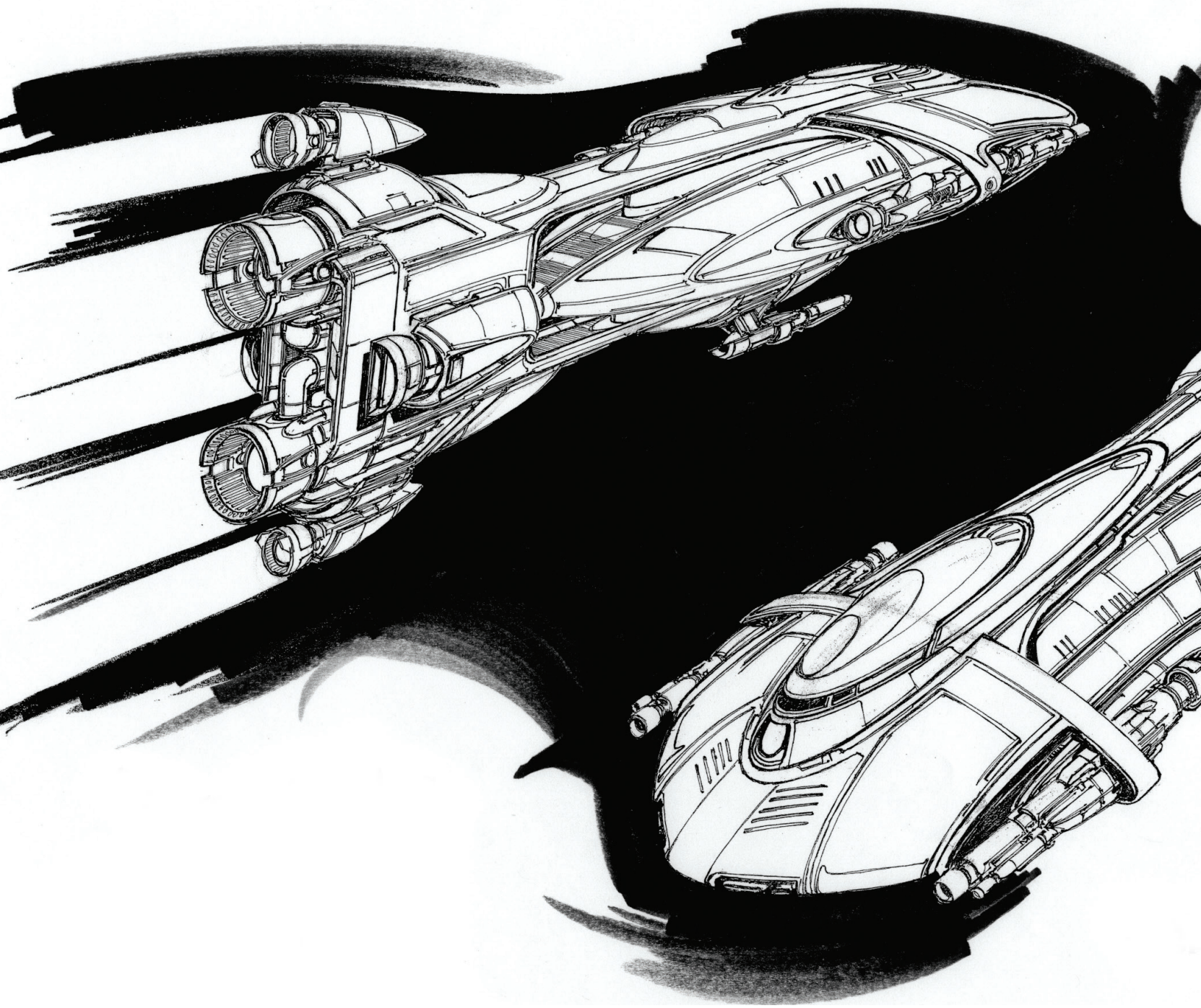
### IMPRESSIVE SHIP

The Tellarite Mining Consortium oversaw a number of freighters in the 22nd century, including the *Tezra*, which could haul one million tons of cargo at a speed of warp 4.5.

### EARTH VISIT

It was known that Tellarites had had warp-capable ships since at least 1957. A Tellarite freighter picked up the distress call of a Vulcan survey ship that had crash-landed on Earth, near Carbon Creek, Pennsylvania. The Tellarite ship passed the information onto the Vulcan High Command.



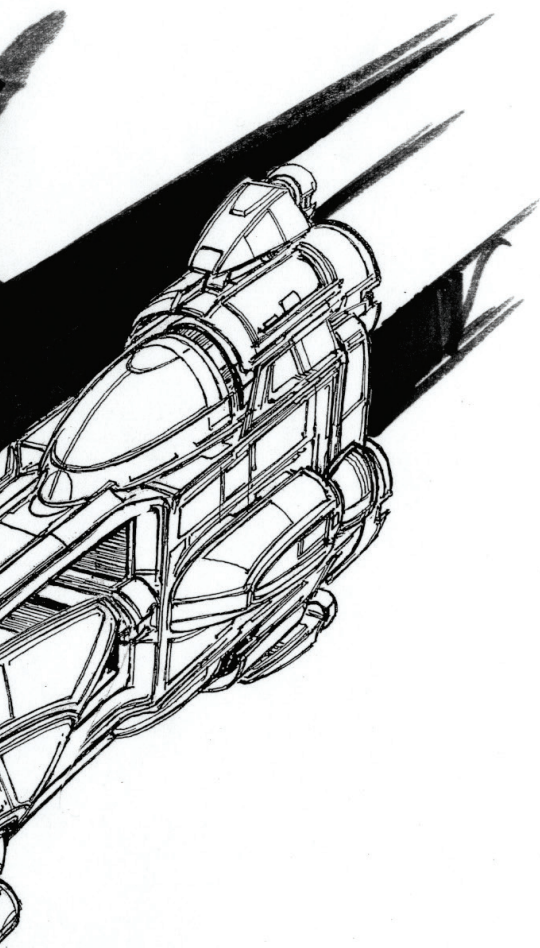


DESIGNING THE

# TELLARITE CRUISER

A bonnethead shark was the inspiration for a starship that ended up being used on three separate occasions on *STAR TREK: ENTERPRISE*.





◀ This was the design that illustrator John Eaves came up with for an Arkonian military vessel. Later, its belly-mounted gun was removed and the cannons at the sides were transformed into smaller nacelles to turn it into a Xindi-Arboreal starship. Finally, after a color change, it was used again to depict a Tellarite cruiser.



▲ The Arkonians, who had lizard-like skin, featured in just one episode of *ENTERPRISE*, and their military vessel made only a brief appearance when it intercepted *Enterprise* NX-01 near a planet the Arkonians had annexed.

The Tellarite cruiser was a reuse of a design that had been used twice before. It originally appeared in the episode *Dawn* as an Arkonian military vessel, or as the production staff called it, a destroyer. It was then used as a Xindi-Arboreal starship, before it finally featured as the Tellarite cruiser.

John Eaves, the resident *STAR TREK* illustrator at the time, remembered that the producers just wanted a general alien attack vessel for its initial outing.

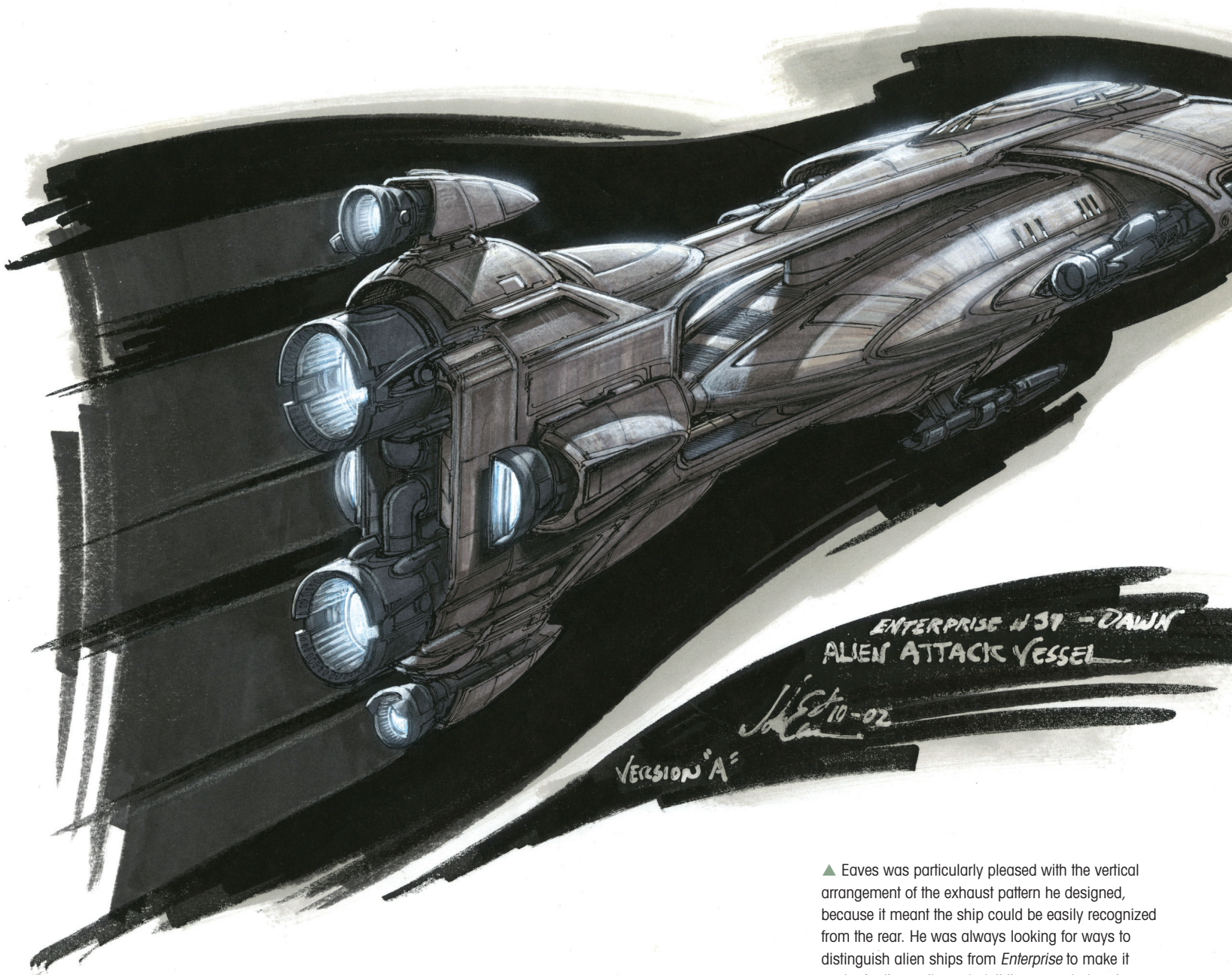
"The producers didn't have any specific requirements," said Eaves. "That was ok because it happened most of the time. I drew quite a few quick pencil sketches for the producers to choose from. Once they had picked what they liked, I came up with a few more detailed drawings that I did with a black line marker."

One of the designs that Eaves created was based on a bonnethead shark. They are a species of

hammerhead shark, but have a smooth, much more rounded spade-like head, just like the front of the Arkonian vessel that Eaves drew. "I didn't want it to be too obvious that I'd based its design on a shark, so it didn't have dorsal fins on it, said Eaves. "Although, a shark's tail goes upright, and that's where the vertical engines at the rear came from.

"I also remember I had a running architecture going on in *ENTERPRISE* at that time. There was a gap between the





▲ Eaves was particularly pleased with the vertical arrangement of the exhaust pattern he designed, because it meant the ship could be easily recognized from the rear. He was always looking for ways to distinguish alien ships from *Enterprise* to make it easier for the audience to tell them apart at a glance.

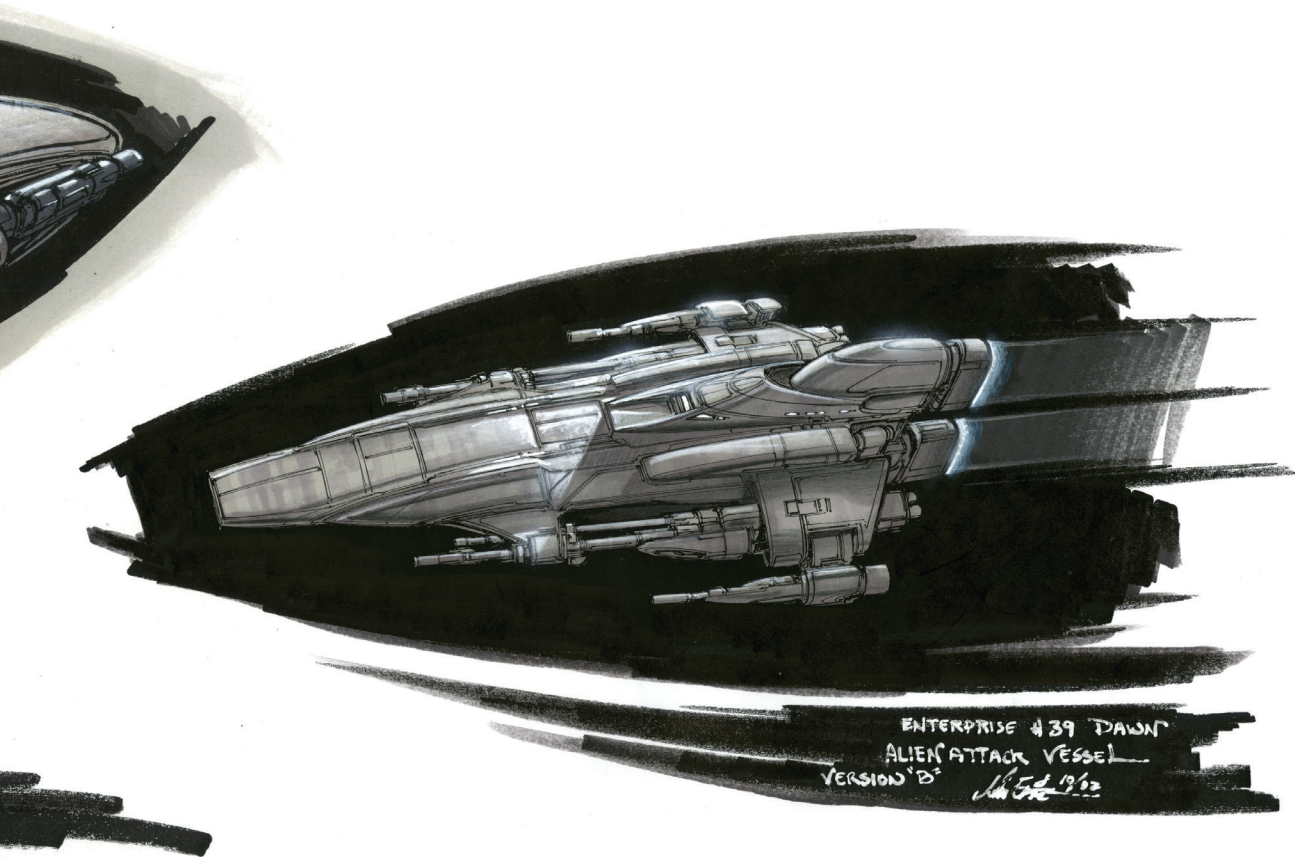
body and the front of the ship. We were able to do open space with CG, but you couldn't do that with physical miniatures because it threw up big optical issues. I always liked that positive and negative space, and this was one of those ships that allowed us to do that. This was not that long after *STAR TREK NEMESIS* and the Romulan *Valdore* had the same thing with open space after the neck. It was just like a little art trend I had going at the time."

This design was the one that ultimately got chosen, but Eaves also came up with two more designs to show the producers. One of them had a wedge design, and Eaves likened it to the A-wing interceptor from *Star Wars*, with exposed engines and blaster cannons on the side. The wedged front was actually based on a tool for splitting logs that Eaves had seen in a catalogue.

The other design he worked up was based on a pelican's beak. His

mother-in-law had an unusual pencil drawing of just a pelican's beak on a wall in her home, and Eaves thought it would make a really cool shape for a ship. This version also had a more conventional rear end, rather than the vertically-stacked engines he had given to the other designs. Where possible, Eaves always liked to give the producers a choice, just so he would not be accused of forcing them to take one particular direction.





◀ Eaves also came up with this design for the 'alien attack vessel,' but it was never used. Eaves based the wedge-shaped front end on a tool he had seen that was used for splitting logs.

As it happened in this case, Eaves preferred the design that the producers had chosen. He liked that it had a very distinctive front and back end. He always felt that the alien ship should look noticeably different than the hero ship, so the audience would not confuse them visually, and having an unusual exhaust pattern at the rear certainly achieved that goal.

Once a design had been chosen, Eaves would move on to the next task, and he often did not see the finished CG ship until the episode aired. This was fine by him, as was the fact that they sometimes reused a design. This was mainly down to saving money, particularly on episodes that featured many special effects. Thus, the Arkonian vessel became the Xindi-Arboreal starship after its belly-mounted cannon was removed, and then a color change later it became the Tellarite cruiser.



◀ The ship was seen for a second time when it was used to depict the small Xindi-Arboreal starship. In this slightly changed configuration, it featured in two episodes – *The Council* and *Countdown* – where it was dwarfed by the vessel used by the Xindi-Aquatics.







# TELLARITE APPEARANCES

We've combed through the *STAR TREK* franchise to highlight some of the more important appearances of the porcine-snouted Tellarites.

▲ The pig-faced Tellarites were hard to miss when they made their debut in *Journey to Babel*. They certainly grabbed the audience's attention in one of the earliest scenes in *STAR TREK* that featured multiple species interacting together.

The Tellarites have made a big impression on *STAR TREK* audiences, despite relatively few appearances in the franchise. They made just two confirmed appearances in *THE ORIGINAL SERIES* and did not really feature prominently again until *ENTERPRISE*.

Tellarites did show up in two of the movies – *STAR TREK IV: THE VOYAGE HOME* and *STAR TREK VI: THE UNDISCOVERED COUNTRY* – but they were only shown in the background and very easy to miss.

Footage of the Tellarites from *THE VOYAGE HOME* was recycled and used in *THE NEXT GENERATION* episode *Conspiracy*, and the same shot was used in the *VOYAGER* episode *Non Sequitur*.

The Tellarites never appeared in *DEEP SPACE NINE*, but there were several references to them.

Mention was made of a Tellarite freighter that had a layover at Deep Space 9 in the episode *Shadowplay*. In *Apocalypse Rising*, a drunken Klingon boasted of having killed a Tellarite helmsman, and Kira stated that Tellar could be the next to be invaded by the Dominion after the fall of Betazed in the episode *In the Pale Moonlight*.

It was not until *ENTERPRISE* that more was seen of the Tellarites, and we learned that they were one of the founding members of the Federation. Surprisingly though, a Tellarite has never been seen serving on a Starfleet ship.

What follows is a breakdown of some of the more important episodes that the Tellarites have showed up in, and a look at how their appearance has evolved...



## STAR TREK: THE ORIGINAL SERIES

### EPISODE: JOURNEY TO BABEL

▼ From their first appearance when Ambassador Gav harangued Ambassador Sarek, the Tellarites were known for their antagonistic and irascible disposition.



The Tellarites first appeared, along with the Andorians, in *Journey to Babel*, which was written by D.C. Fontana. The story saw the Orions attempt to disrupt a Federation conference by using an agent disguised as an Andorian to kill a Tellarite ambassador, while laying the blame on Ambassador Sarek. It was really the first episode to show the Federation at work, with a number of alien characters from different races coming together to discuss whether Coridan could join their organization. "It was the first show we had done with a number of different aliens all together," said Fontana. "Personally I was more involved, in terms of interest as a writer, with the personal story of Spock and Sarek and Amanda."

Despite Fontana's focus on the Vulcans, the audience's interest was sparked by all the other aliens. There was the short, gold-skinned species with fez-like hats, the blue-skinned Andorians with their distinctive antennae, plus of course the stocky, hairy, pig-snouted Tellarites.

This provided a huge challenge for Fred Phillips, who was in charge of makeup. He was hampered by an incredibly tight budget and lack of proper materials. In addition, he was given virtually no notice and had to design the Tellarite makeup the night before shooting. The best he could do was work with plaster instead of alginate to make life masks, plus latex to mold prosthetics, and a rubber cement

to hold everything on. He also made hairy Tellarite gloves, which had three fingers on each hand, and he painted their nails red.

The sunken eyes of the mask that was applied to actor John Wheeler to transform him into Tellarite Ambassador Gav caused him no end of problems. It meant that he had real trouble seeing through the prosthetic, and he had to tilt his head backwards to see where he was going. This in fact gave rise to the opinion that the Tellarites were somewhat arrogant, as he appeared to look down his nose at other species.

In the episode, other characteristics of the Tellarites could be inferred from Gav's interactions with the various species aboard the *U.S.S. Enterprise NCC-1701*. For example, Gav was impatient to know Sarek's position on whether the Coridans should be allowed into the Federation. Sarek was incredibly dismissive of Gav, stating loudly in a room packed with assembled dignitaries that "Tellarites do not argue for reasons. They simply argue."

Other than that, little was learned about the Tellarites. Fontana left details about the conference sketchy, although it was strongly hinted that the Tellarites were exploiting the world of Coridan by setting up illegal mining operations for the dilithium crystals on the planet and transporting them off in their ships.

## STAR TREK: TOS EPISODE: WHOM GODS DESTROY



▲ A Tellarite and an Andorian acted as the henchmen for Garth of Izar, and prevented Captain Kirk and Spock from leaving the Elba II insane asylum.

The second appearance of a Tellarite occurred in the third season episode *Whom Gods Destroy*, in which a member of the species was seen confined to an insane asylum on Elba II. Nothing new was learned about the Tellarites in this episode, and in fact the Tellarite was never given a name, nor he did not utter a single word, but was merely a lackey to Garth of Izar.

The part of the Tellarite was played by stuntman Gary Downey, who worked as William Shatner's double in the episode *Catspaw*. The makeup worn by Downey to turn him into a Tellarite was changed slightly, with the most obvious alteration being around eyes. They were no longer hooded, which gave Downey the luxury of being able to see where he was going. He also wore the Tellarite gloves to give him claws, but they appeared to have been streamlined somewhat from the earlier appearance to make it easier for him to hold things.



▲ A dead alien that looked similar to a Tellarite appeared in the episode *The Lights of Zetar*, but confirmation of his species was never given.

## STAR TREK: ENTERPRISE EPISODE: BOUNTY

Apart from very brief appearances, the next time the Tellarites turned up was in the *ENTERPRISE* episode *Bounty*. Here, a Tellarite bounty hunter named Skalaar captured Captain Archer and planned to hand him over to the Klingons in return for a big reward. Skalaar had turned to bounty hunting after his freighter was confiscated by the Klingons for entering their territory. Before his ship was taken away, Skalaar had run cargo for the Tellarite Mining Consortium, indicating that they were heavily involved in mining operations, just like the Tellarites from the 23rd century. It was also in this episode that T'Pol told Captain Archer that the Tellarites were not the "most agreeable species" and that they enjoyed "a good argument," because they considered it a sport on their planet.



▲ The look of the Tellarites was changed considerably when they returned in *ENTERPRISE*, thanks to advances in makeup materials and techniques.

Makeup supervisor Michael Westmore was delighted to get the chance to create an updated look for the Tellarites, something he had wanted to do for some time. He made the Tellarite eyes less deep set than they had been in *THE ORIGINAL SERIES*, and he modified their noses, giving them less of a pig snout. He also gave them five fingers, rather than three, but they were given cloven fingernails. Of course, Westmore had a larger budget than what was available in the 1960s, and most of it went on the wig and facial hair, with the makeup bill coming to around \$4,000 for just one Tellarite.



## STAR TREK: ENTERPRISE EPISODES: BABEL ONE & UNITED

While a Tellarite was seen at an Orion slave auction in *Borderland*, the next major episodes in which Tellarites featured were *Babel One* and *United*. These episodes told the story of how the Tellarites made an alliance with the Andorians, Vulcans and humans to fight a common enemy in the shape of the Romulans. This was the beginning of these species working together, which ultimately led to them becoming the founding members of the Federation.

In *Babel One*, which was obviously a reference to *THE ORIGINAL SERIES* episode *Journey to Babel*, the Tellarites were confirmed as short, stocky characters, who were argumentative and belligerent. It was also learned that the Tellarites had been at odds with their neighbors, the Andorians, for some time and they definitely did not trust each other.

It was not long before the two species were blaming each other for attacks on their respective fleets, and Ambassador Gral and Commander Shran came to blows. Later, Shran broke into Gral's quarters aboard *Enterprise* and pointed a phaser at his head. This caused a full blown fight, but just as Captain Archer came to tell them that he had proof that someone else was responsible for the attacks on their vessels, one of the Tellarites named Naarg grabbed a phase-pistol and shot Commander Shran's lover Talas.

When Talas later died from her injuries, Shran demanded justice and challenged Naarg to a duel to the death. This threatened a plan that Captain Archer had put in place



▲ The Tellarites and Andorians had been at odds for years, and full-blown war between them nearly broke out during an incident aboard *Enterprise*.

that involved the fleets of the Tellarites and the Andorians working together to track down and locate the Romulan drone ship that had been attacking their vessels.

Fortunately, Archer invoked the right of substitution and fought Shran in Naarg's place. During the duel, Archer cut off one of Shran's antennae, which brought the fight to an end without either of them being killed. Although a humiliating experience for Shran, the duel was fought according to Andorian code of honor and Shran was ready to move on. He agreed to allow the Andorian fleet to be used in Archer's plan, and for the time in their history the Tellarites and the Andorians worked together.

The plan was a success, and they exposed that the Romulans were behind the attacks, while it also forged a new alliance between the Tellarites and the Andorians.

## STAR TREK: ENTERPRISE EPISODES: DEMONS & TERRA PRIME

The next stage on the path to the formation of the Federation was talks held on Earth about setting up a Coalition of Planets. The conference sought to build on the work that Captain Archer had begun, and participants included dignitaries from various planets including Tellar.

During these talks the Tellarite delegation was pushing for a trade embargo against the Orions, who they claimed had been attacking Tellarite freighters. It seemed that there had been trouble over mining concerns involving the Orions long before events in *Journey to Babel*.



▲ Tellarite dignitaries were seen on Earth during talks to set up a Coalition of Planets, and this organization became the precursor to the Federation.

# ON SCREEN



## TRIVIA

The Tellarite Ambassador Gral, who appeared in *Babel One* and *United*, was played by Lee Arenberg. He had previously played another character named Gral, who was a Ferengi, in the *DEEP SPACE NINE* episode *The Nagus*. Arenberg also appeared in *THE NEXT GENERATION* as two more Ferengi – Prak in *Force of Nature* and Bok in *Bloodlines*. His other *STAR TREK* appearance was in *VOYAGER* as Pelk, a Malon, in the episode *Juggernaut*.



The Ushaan-Tor, the Andorian ice-miner's tool seen in *United*, was designed by visual effects producer Dan Curry. In the episode, the audience learned that the Andorians played with these sharp tools as children.



*United* was the first episode to feature a Rigellian vessel when it was destroyed by the Romulan drone ship disguised as *Enterprise NX-01*. This episode was also the first to feature the founding members of the Federation – humans, Vulcans, Andorians and Tellarites – since *THE ORIGINAL SERIES* episodes *Journey to Babel* and *Whom Gods Destroy*.

<b>FIRST APPEARANCE:</b>	BABEL ONE (ENT)	
<b>TV APPEARANCE:</b>	STAR TREK: ENTERPRISE	
<b>DESIGNED BY:</b>	John Eaves	

### KEY APPEARANCES

#### STAR TREK: ENTERPRISE

##### *Babel One*

Commander Shran's Andorian battle cruiser is attacked and destroyed by a Tellarite cruiser. Meanwhile, *Enterprise NX-01* is taking a delegation of Tellarites to peace talks with the Andorians.

En route, *Enterprise* receives a distress call from Shran and rescues the survivors. Shran blames the Tellarites, but then *Enterprise* is attacked by an Andorian warship. Analysis reveals that although the ships looked very different, it was the same vessel that carried out both attacks. It seems a third party is trying to incite war between the Tellarites and the Andorians.

#### STAR TREK: ENTERPRISE

##### *United*

With Commander 'Trip' Tucker and Lt. Malcolm Reed trapped aboard the mysterious Romulan drone ship, Captain Archer tries to convince the Tellarites and the Andorians to work together.

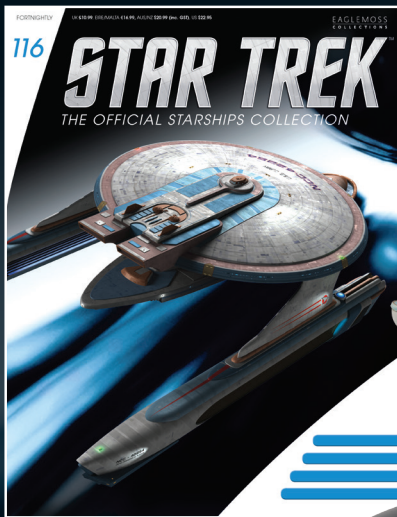
Plans to set up a sensor grid to locate the drone ship requires the use of 128 starships operating together. For it to work, Captain Archer needs the help of both the Tellarite and Andorian fleets. This looks unlikely after Shran challenges a Tellarite to a duel for killing his girlfriend. Archer is forced to step in, and after he defeats Shran, the races unite to track down the Romulan drone ship.



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- Visual effects supervisor *Dan Curry* explains how he 'kitbashed' the model named after himself from commercially available models of the *U.S.S. Excelsior* and the *U.S.S. Reliant*

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