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22ND-CENTURY

## FERENGI STARSHIP

OWNER: ULIS

LAUNCHED: 22nd C

LENGTH: 55 METERS

PROPULSION: WARP

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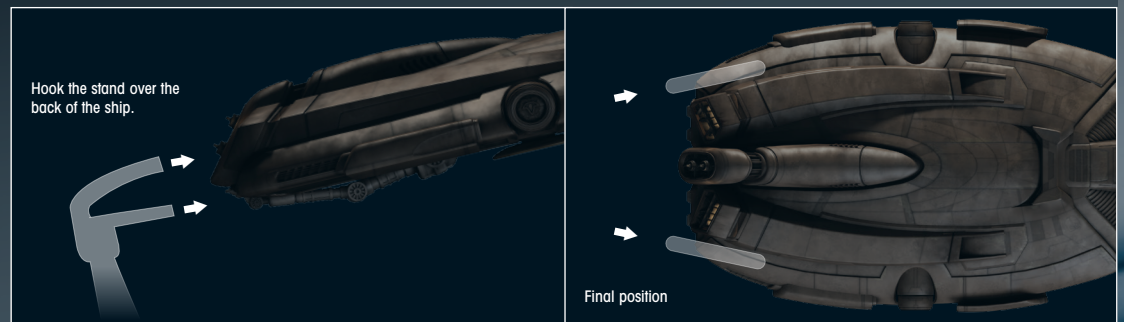
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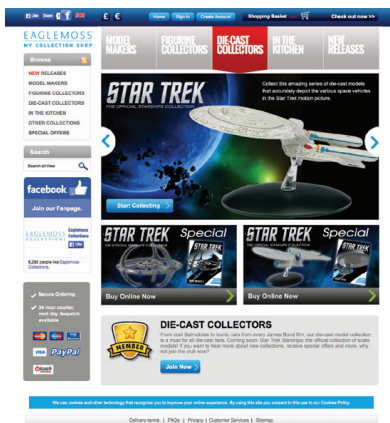
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# 22ND-CENTURY FERENGI STARSHIP

## SPECIFICATION



OWNER:

ULIS

TYPE:

PIRATE SHIP

IN OPERATION:

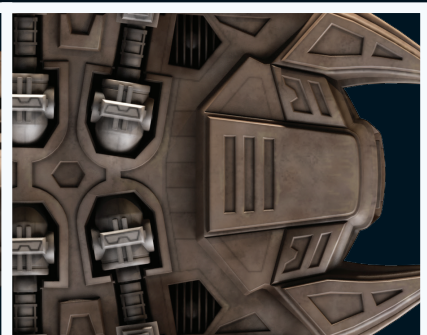
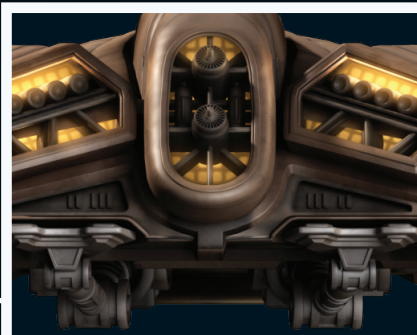
22nd CENTURY

LENGTH:

55 METERS (APPROX.)

PROPULSION:

WARP POWERED





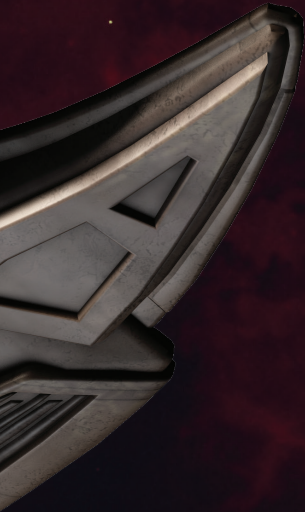


## 22ND-CENTURY **FERENGI STARSHIP**

This small Ferengi vessel of the 22nd century was used to raid other ships and steal anything of value from them.



◀ The vessel operated by the Ferengi merchant Ullis looked similar to a much smaller version of the Ferengi Marauder that was in use in the 24th century. Overall, it had a bug-like appearance, with pincer-shaped structures jutting out the front and a flat underside. It was capable of warp speeds, and much of the interior was given over to cargo space.



The Ferengi vessel of the 22nd century commanded by Ullis was compact and warp-powered. At just 55 meters in length, it was around 170 meters shorter than *Enterprise* NX-01. The main bridge was at the front of the vessel and extremely cramped, with just enough room to squeeze in its four-man crew, while most of the rear was given over to a cargo hold.

The overall design of the 22nd-century Ferengi starship shared many similarities with the *D’Kora*-class Ferengi Marauder, which was active in the 24th century. Both vessels utilized a horseshoe shape with a flat underside, and crab-like pincers jutting out the front on either side of the ‘nose’ of the ship. Directed energy-beam weapons were

fired from the pincers on the Marauder, and it was entirely possible that the vessel from the 22nd century also had weapons in the same place. Of course, the features of the 22nd-century Ferengi ship were on a much smaller scale to those of the 24th-century Marauder.

### NACELLES AND ENGINES

The warp nacelles on the ship operated by Ullis and his crew appeared to be contained with curved structures that ran along the top of the vessel near to the sides. Another section that rose up along the spine, probably contained the warp and impulse engines. It was learned later in the 24th century that the Ferengi did not develop warp technology themselves, but bought it from another species.

The flat underside of Ullis’ ship looked like it had some form of retractable landing gear, meaning it could set down on a planetary surface. This also indicated that the ship was capable of flying and operating within the atmosphere of a planet.

This was a very useful facility to have because Ullis and his crewmates appeared to use their ship for the same tasks as the Marauders were used in the 24th century – namely to trade, raid or steal from other species.

In many ways, the Ferengi operated like pirates, perhaps not surprising given that they valued greed and profit above all else. By the 24th century, the most successful Ferengi operated Marauders in the quest to acquire more valuable goods, and it was done with the tacit approval



### DATA FEED

The Ferengi were not impressed by the small size of human ears, but they were rather taken by T’Pol’s Vulcan ears. They believed she would fetch a high price at the slave market on Stameris.

◀ Two of the Ferengi crew, wearing breathing apparatus, made their way to engineering aboard *Enterprise* NX-01. There, they disabled the device, which had emitted a gas that knocked out the *Enterprise* crew. The apparatus had been disguised as an artifact, which had been brought to the ship for further study.





▲ The Ferengi starship looked not unlike a scarab beetle, with a hard outer exoskeleton. It was much smaller than *Enterprise*, and probably no match for it in terms of tactical abilities. This was not a problem, as having knocked out the Starfleet crew, the Ferengi vessel was able to dock with *Enterprise*, without meeting any resistance.

of the Ferengi authorities. That was unless they were caught stealing, in which case the authorities denied all knowledge of them.

In 2151, it appeared that Ullis and his ship were operating far outside where the Ferengi normally traded. Ullis and his crew, which consisted of Muk, Grish and Ullis' inexperienced young cousin Krem, came across *Enterprise* NX-01 without their vessel being spotted. The Ferengi crew set a trap by leaving what appeared to be some sort of artifact on the surface of a moon the crew of *Enterprise* was exploring. When it was brought back to the Starfleet ship, a gas was released that knocked out the entire crew apart from Commander Trip Tucker, who was in the decontamination chamber.

The Ferengi starship then docked with *Enterprise*, allowing the four Ferengi to board the ship

unopposed and steal whatever valuables they could get their hands on.

The Ferengi took medical supplies, torpedoes and even some of the female members of the crew, who they planned to sell at a slave auction. They piled everything onto trolleys and wheeled it to the cargo bay aboard their ship.

#### GREEDY FOR MORE

The Ferengi had scored a good haul, and with *Enterprise*'s crew still unconscious with the exception of Trip Tucker, they could have made a clean getaway. But as the 97th Rule of Acquisition stated: "Enough... is never enough," and Ullis was convinced there was a vault aboard *Enterprise*, where the most valuable goods were kept.

They revived Captain Archer in order to discover





◀ Captain Archer was revived and forced to load items into the cargo hold aboard the Ferengi vessel. Archer took the opportunity to sow the seeds of mistrust between Krem and the other Ferengi.

▶ The Ferengi ransacked *Enterprise*, stealing anything that they thought was of value. They even picked out some of the female members of the crew that they wanted to take with them and sell later.



▶ The crew of the Ferengi starship was made up of Ullis, his cousin Krem, Grish and Muk. Krem was the youngest member of the crew and was treated with disrespect by the others. Ultimately, when Captain Archer allowed the Ferengi to leave, he put Krem in charge of their ship, while the others remained tied up.



the whereabouts of the vault, but this proved to be their undoing. They were led to the bio-matter resequencing room on the bottom deck of the ship, where the Ferengi were so eager to get their hands on the valuables that they all entered simultaneously. Once inside, they were met by T'Pol, who had been awoken by Trip, and she stunned them with a phase-pistol.

After the Ferengi regained consciousness, Captain Archer forced them to put back all the items that they had stolen. Archer told them that there would be serious consequences if they came within a light year of a Starfleet or Vulcan ship again. He then let them leave, without ever finding out the name of their species. His message must have been taken seriously, as the Ferengi did not cross Starfleet again until the 24th century.

## DATA FEED

Ullis was the captain of the Ferengi starship. He and his crewmates plundered *Enterprise* and would have escaped scot-free, but Ullis believed there was more treasures to find. He thought *Enterprise* must have a vault, and he had Captain Archer revived to tell them where it was hidden. This was a mistake as when Archer saw what motivated the Ferengi, he built up mistrust between them to the point that they did not realize they were being lured into a trap.





**FERENGI BRIDGE**

The bridge of the 22nd-century Ferengi starship was located in the prow, and was just large enough to accommodate the four Ferengi crewmen. The captain occupied the only chair, which was in the center of the room, while the console to his left featured controls for the ship's sensors. It appeared that most of the rest of the ship's functions could be controlled from the work station at the front of the bridge, including helm and navigation. Like Ferengi vessels of the 24th century, many of the consoles featured domed interfaces, while the speed and direction of the vessel could be controlled by pushing or pulling on large lever handles. At the rear of the bridge was a doorway that led to the cargo area, which took up most of the rear of the ship.



▲ As the leader of these fortune-hunting Ferengi, Ullis occupied the central command chair, while Krem operated the flight controls from the large domed interface, and Muk monitored the sensors.

**DATA FEED**

By the 24th century, it was known that access to the most important systems on Ferengi ships was protected by security codes. It was also known that even basic communication transmissions were scrambled and encoded as a matter of routine to prevent them from being heard by other species.

Warp nacelle

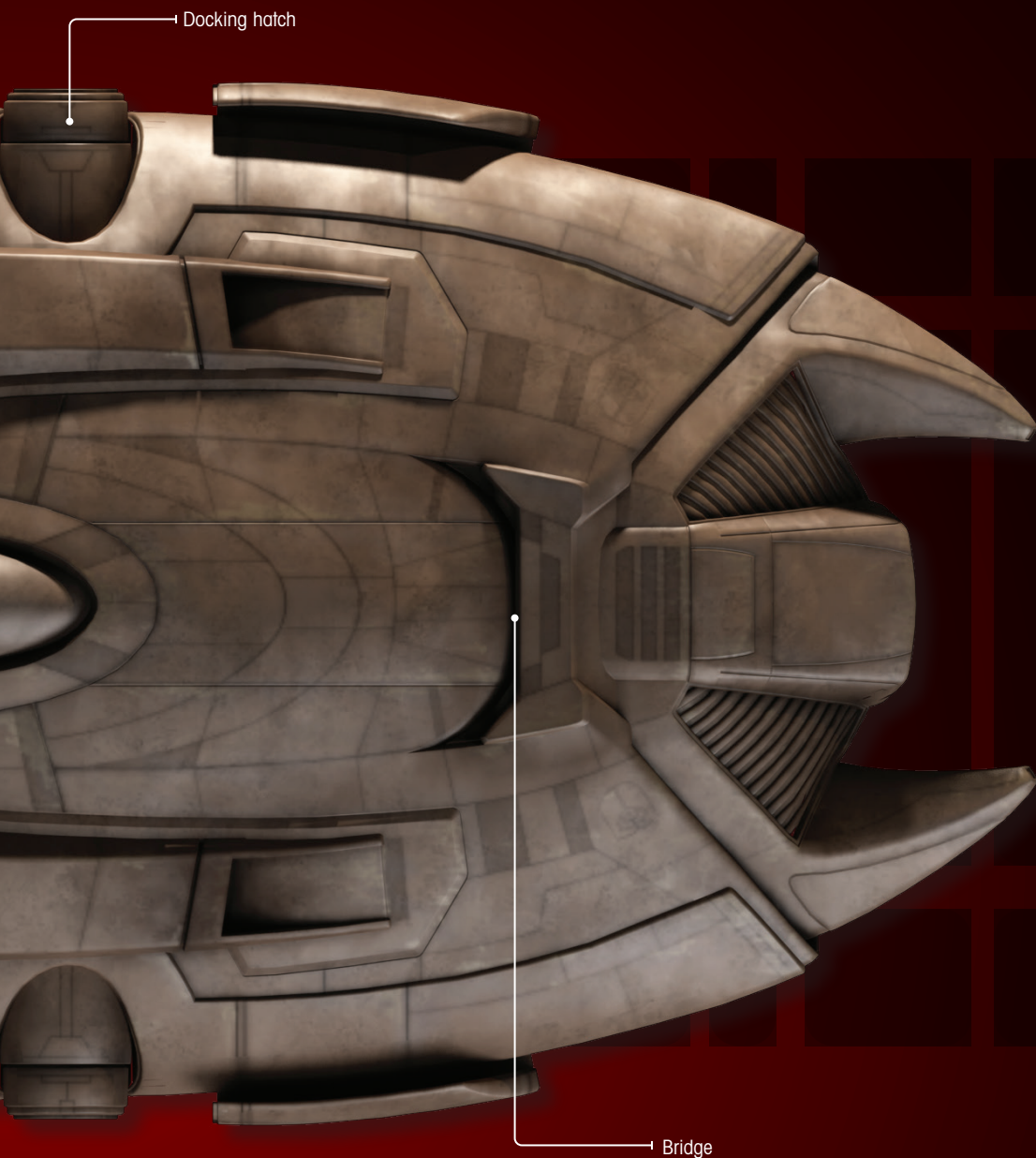


Impulse engine



Fusion reactor cooling coils





Docking hatch

Bridge



Docking hatch

#### DOUBLE STANDARDS

The Ferengi managed to avoid many of the worst aspects of human history in their society such as genocide and slavery, but this did not prevent them from capturing aliens and selling them at slave markets.

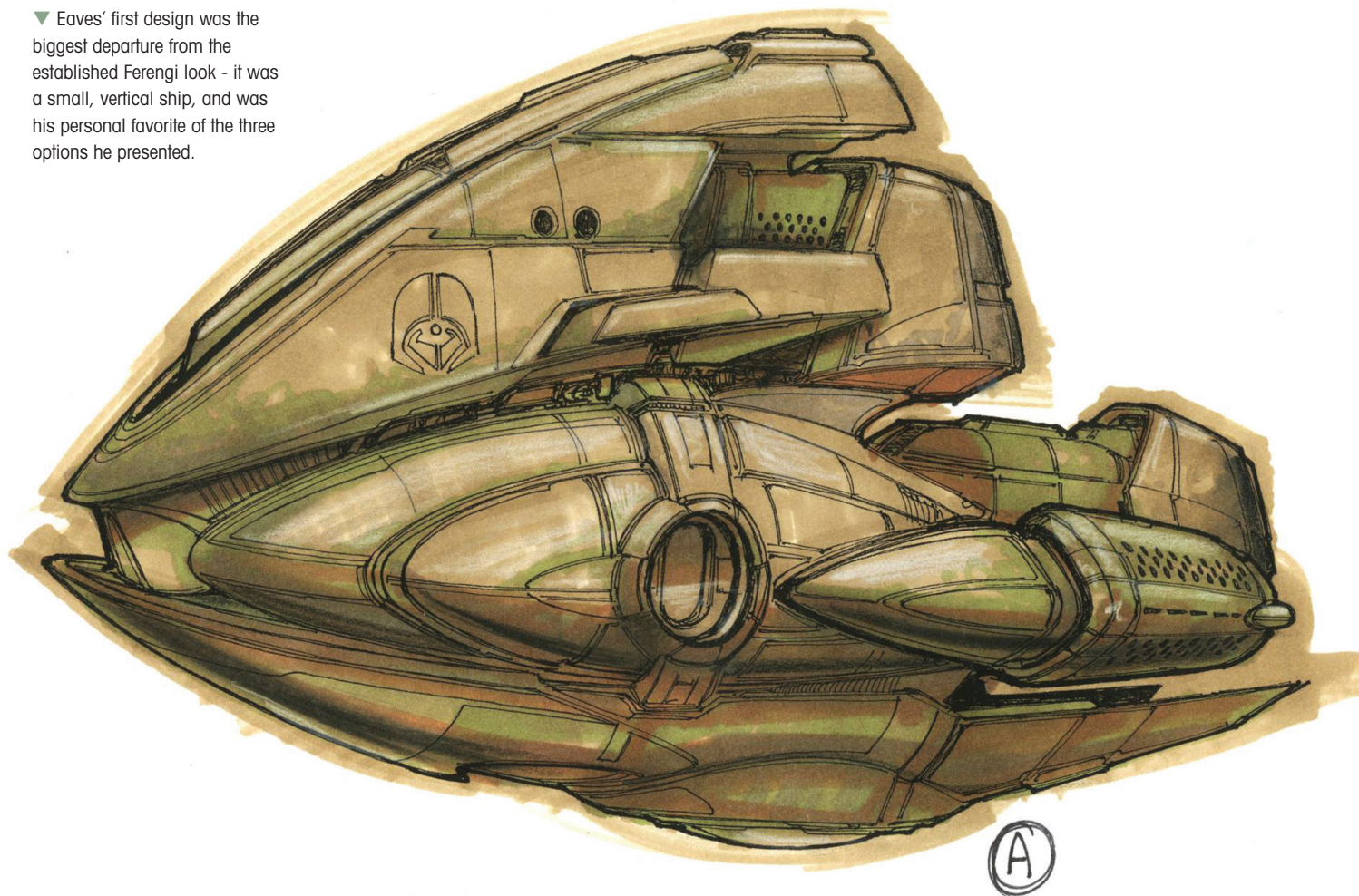
#### FIRST CONTACT

The Ferengi actually had their first interaction with humans not in 2151, but in 1947 when a shuttle carrying Quark, Rom and Nog traveled through a time warp and crashed in Roswell, New Mexico.

#### MUK IS NO MENK

Ullis' starship probably visited the planet Valakis prior to its encounter with *Enterprise* NX-01. This could be deduced from the fact that Muk asked, "Do I look like a Menk to you?" Menk were the far less evolved of two humanoid species that lived on Valakis, and were looked down upon by the smarter Valakians.

▼ Eaves' first design was the biggest departure from the established Ferengi look - it was a small, vertical ship, and was his personal favorite of the three options he presented.



DESIGNING THE 22ND CENTURY

# FERENGI SHIP

The Ferengi was another familiar culture that appeared on *ENTERPRISE* years before the ships we knew would be designed.

In *ENTERPRISE*'s first season Archer and his crew encountered the Ferengi for the first time. This was more than two centuries before the two cultures would establish lasting contact so the Ferengi and their ship would be forgotten.

When concept artist John Eaves was given the beat sheet, he knew that he had to design something that would be

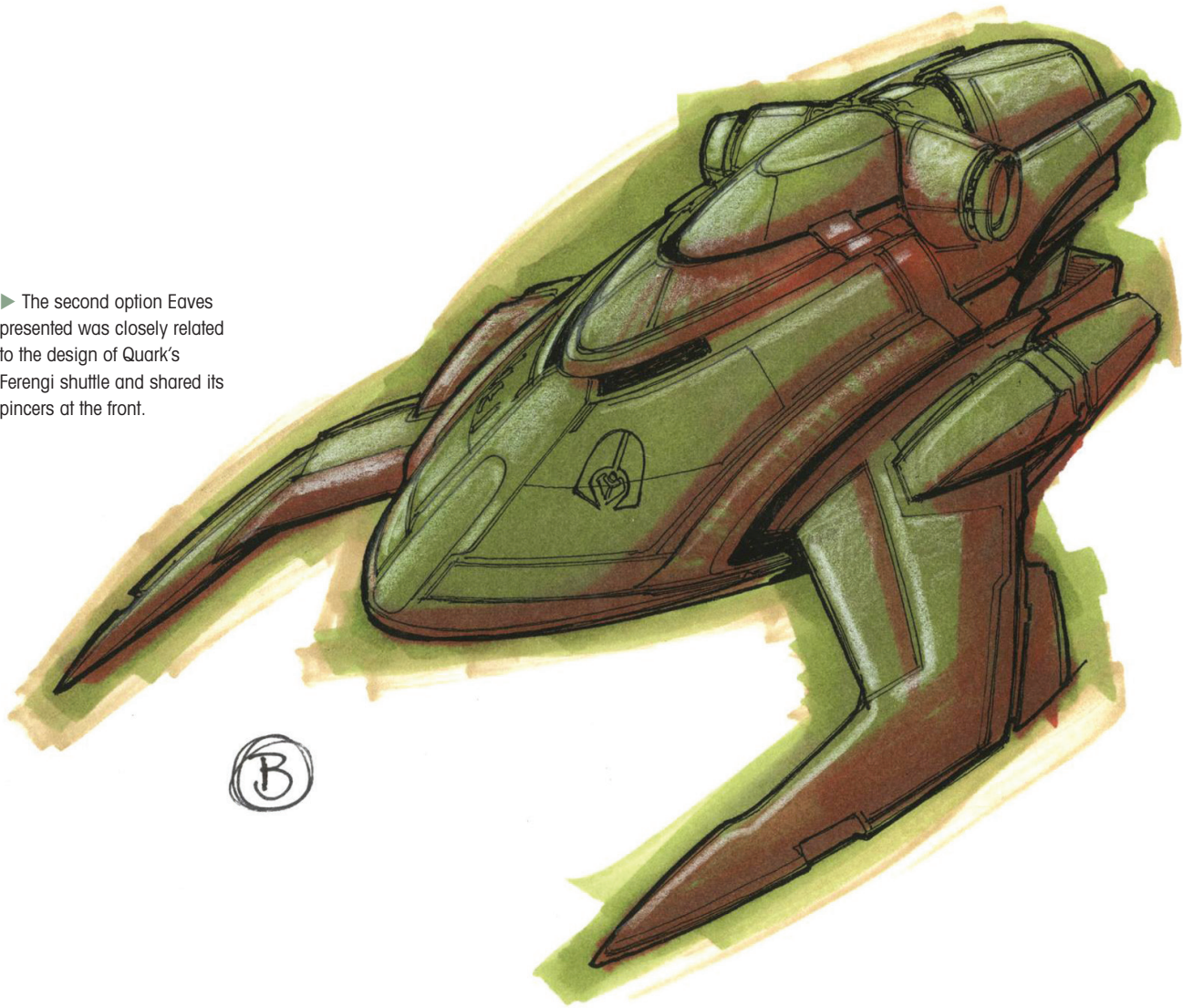
in keeping with what we knew about the Ferengi, but wouldn't be too obvious.

Eaves rapidly produced three sketches for the producers to choose from: a vertical design, which he says was his favorite, one that was relatively close to the Ferengi shuttle that had appeared on *DEEP SPACE NINE*, and

finally a ship that condensed the elements of Andy Probert's familiar Ferengi Marauder. This last sketch was chosen by the producers, who accepted it without any modifications. Eaves remembers that he didn't have even to take a second pass before his drawing was passed on to the team at Eden FX, who built the CG model.

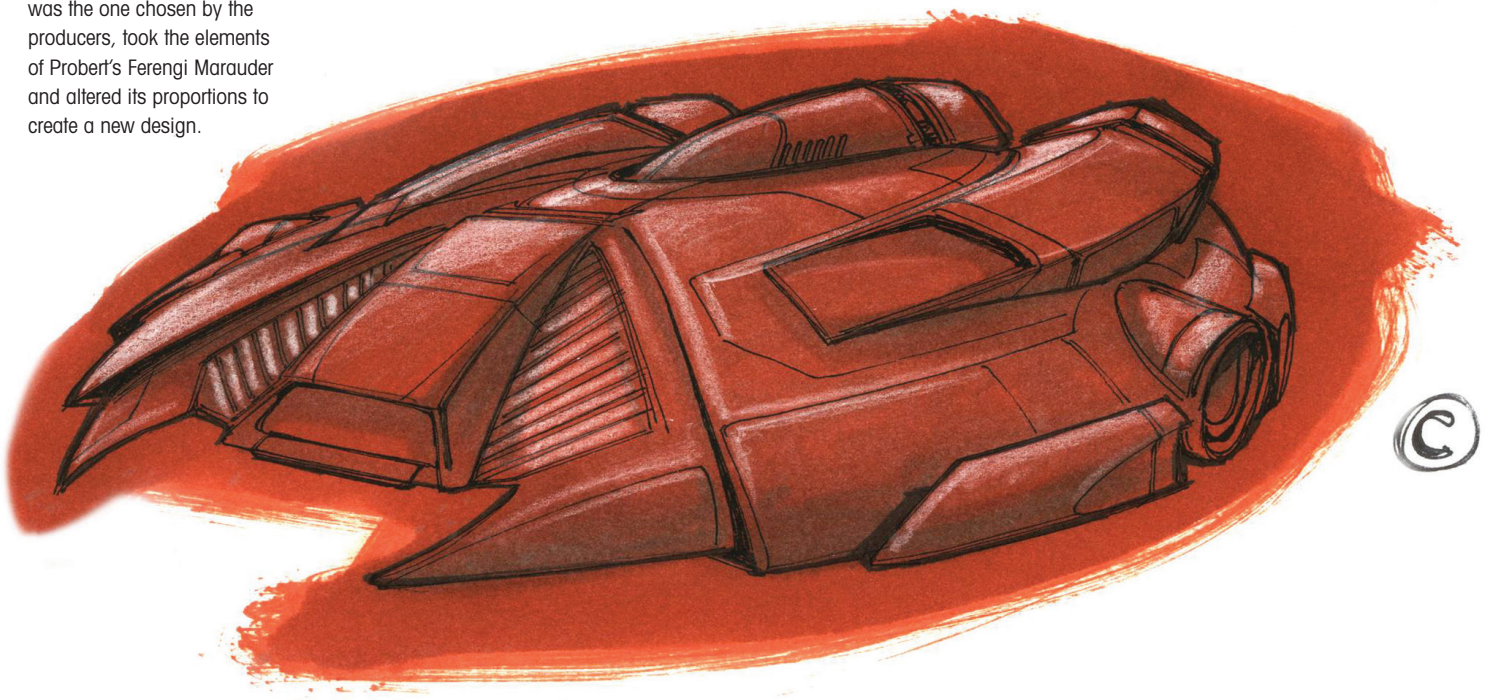


► The second option Eaves presented was closely related to the design of Quark's Ferengi shuttle and shared its pincers at the front.



(B)

▼ The final option, which was the one chosen by the producers, took the elements of Probert's Ferengi Marauder and altered its proportions to create a new design.



(C)





THE FERENGI ON

# ENTERPRISE

The four actors who played the unscrupulous Ferengi pirates in *Acquisition* talk about their experiences of working on *ENTERPRISE*.

▲ [From left to right] Jeffrey Combs [Krem], Matt Malloy [Grish], Ethan Phillips [Ulis] and Clint Howard [Muk] had a great time playing a motley group of bickering Ferengi, who attempted to plunder *Enterprise* NX-01, but failed due to their excessive greed.

**U**LIS, MUK, Krem and Grish took over *Enterprise* NX-01 after a device they had planted was brought aboard by Trip Tucker and released a fast-acting sedative, rendering the entire crew, apart from Trip, unconscious. Ulis, the leader of the group, was played by Ethan Phillips. This was not too long after his working week had been spent portraying Neelix on *STAR TREK: VOYAGER*, but he was pleased to return. "It was wonderful to see the crew – all the old people – and hang out with them," he said. "They were such a great group of guys and girls – it was terrific. I was reminded of scores of different gags that we had done over the years that I had forgotten about –

every crew member had a favorite, and we just had a ball." Phillips had played one of *STAR TREK*'s earliest Ferengi, Dr. Farek in *STAR TREK: THE NEXT GENERATION*'s *Menage a Troi*. "And we did an episode of *VOYAGER* called *False Profits* where I had to get dressed up in the butthead!"

Ulis' cousin, Krem, was played by another veteran: Jeffrey Combs, in his seventh *STAR TREK* role. "Scott Bakula (Captain Archer) thought Krem's last name was Brûlée – I thought it was De La Crème!" he joked. "Krem was the innocent one. Kindly – if there was such a thing with the Ferengi – and conscientious, and perhaps a little slow." The role was a contrast to Combs' other



*ENTERPRISE* outing as the far-from-kindly Andorian Shran. “I was thankful for that,” Combs said. “Of course, I was covered up, but still there was a tone and an energy that came through, so I was grateful for the contrast. I heard that they had been thinking of me for one of the more aggressive Ferengi but decided that Krem would be more interesting for me, and I thanked them for thinking that way, because I had a tremendous time with the role. It was wonderfully written, and it was just a nice progression.”

Combs had to be mindful of his incarnation as Liquidator Brunt in *STAR TREK: DEEP SPACE NINE*. “I had already said to myself that I was not interested in reprising Brunt, even with the makeup,” continued Combs. “I didn’t want the same head or nosepiece, so Michael Westmore (makeup supervisor) and I thought about subtle things we could do. They had basic molds and heads and it costs them a lot of money to sculpt new ones, so we just mixed and matched and made sure that the head was not the same shape and mold that I wore as Brunt, because the browlines – that ridge above the eyes – were different and distinguishable if you really looked.

### GETTING AWAY FROM BRUNT

“It was still a real challenge, because you have a sense memory when you get in that stuff, so I had an urge to be Brunt sometimes, and I really had to fight that. The costume made me feel different too, and the new teeth set my mouth differently, so, although the Ferengi are big orange butts, I looked as different from Brunt as I could. I even chose a different posture. Brunt was always a strutting peacock, and Krem was much more timid and shuffle-footed. I tried to do things that were not Brunt.”

For Muk, the most aggressive of the group, the producer chose Clint Howard, famous for TV roles as a child, including the popular *Gentle Ben*. He also guested, of course, in *THE ORIGINAL SERIES* while only six years old, as Balok in *The Corbomite Maneuver*, and later he appeared in *STAR TREK: DEEP SPACE NINE*’s Season Three episode *Past Tense, Pt II* as Grady, a member of the San Francisco underclass during the Bell Riots of 2024.

“When I went in to the audition I saw the director, Jimmy Whitmore, in the hallway,” said Howard. “I’d

► Ullis, the leader of the Ferengi ‘gang,’ became convinced that they had not found all the treasures that *Enterprise* had to offer. He believed that like on Ferengi ships, the captain must have a vault that contained his most prized valuables. He therefore decided to revive Captain Archer in order for him to tell them where his vault was located.

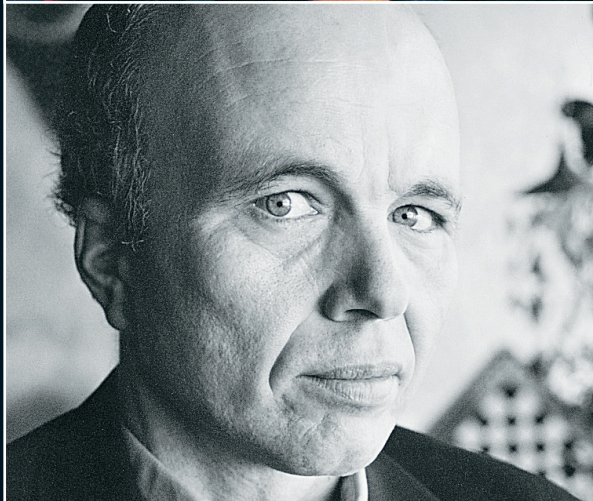


► Krem was the young cousin of Ullis and the most naive of the Ferengi. T’Pol certainly found it easy to take advantage of him, by performing *oo-mox* on his lobes. While he was melting in ecstasy, she suddenly grabbed him in a Vulcan nerve pinch and knocked him out. This allowed her to arm herself with a phase-pistol and lie in wait for the other Ferengi.





◀ Muk was not sure what to make of Porthos, but thought that Captain Archer might be keeping him for a meal. After noting the size of Porthos' ears, Muk decided to take him, along with the rest of the haul that they had stripped from *Enterprise*.



◀ This is what Clint Howard looks like without all the Ferengi makeup. He found wearing the prosthetics a challenge, as did all the actors playing Ferengi, because it caused them to sweat a lot, but he ultimately had great fun playing Muk.



◀ Howard had been in *STAR TREK* before when he was just six years old. He appeared as Balok in *The Corbomite Maneuver* in *THE ORIGINAL SERIES*, and although he remembered the rehearsals for the show, he couldn't really recall the filming of it.

worked with him on an episode of *The Pretender* a couple of years previously and we got along swimmingly, so I believe that at this particular audition I had an advocate. When I went in and read, I mentioned that I had done some acting in prosthetics. Just a few years earlier I worked on *The Grinch* and had to talk with dentures and with my face covered in prosthetic makeup. Anyway, it was a typical audition, competing with several other guys for all the Ferengi roles, but it went really well and I got the job."

Combs relished the chance to work with Howard. "We'd never met before," said Combs. "He was really a great guy, and I'd always admired him. I'm still the little kid in front of the TV. It was like 'Wow, man, *Gentle Ben!* – plus the fact that he was in *THE ORIGINAL SERIES*. He said he didn't remember shooting it, but he remembered the rehearsals."

#### UNUSUAL ROLE

Grish was the quiet one. He was played by Matt Malloy, in his first *STAR TREK* appearance. "This was my first voyage, if you will," said Malloy. "But the luxury of *STAR TREK* was that if you were an alien you were anonymous on some level, so you could be in the next episode and no one would know it. It was a blast. It was a vacation from yourself. I'm often the squirly little nervous white guy who points across the courtroom at someone who hit him over the head, and it was very liberating to be given a role where you could be broad. You were allowed to paint in a way that you couldn't without the mask on."

#### ROLES SWAPPED

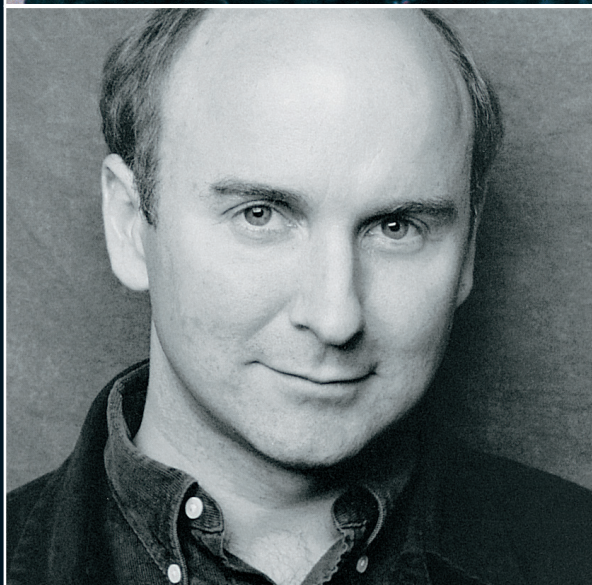
Malloy and Howard had read for opposite roles, but were swapped after the auditions. "I read for Muk," said Malloy. "That would have been kind of fun, because Muk was very much what I'm not allowed to play, because I'm five-seven and bald and I've got a round Irish face. They called on the way home and said they wanted to use me, but that actually they wanted me for Grish. I thought, 'Fine. I'll do it. It will be fun to tell my nephews I was in *STAR TREK*.'"

As the first Ferengi encountered by Starfleet, the actors had a clean slate to write on. Howard said, "I knew what a Ferengi was – I'd seen Armin





◀ Grish was the most hesitant and quietest of the Ferengi group. He was eager to get away from *Enterprise* with the loot that they had already gathered, rather than risk looking for more treasures aboard the ship before the crew woke up.



◀ This is a picture for those that want to know what Matt Malloy looks like without the Ferengi face mask. He had never been in *STAR TREK* before, although he had been offered a part as one of the emotional Vulcans in an earlier *ENTERPRISE* episode titled *Fusion*. Unfortunately, he was unable to take that role due to a movie he had already agreed to be in.

Shirmerman's work, and I've seen enough of *DEEP SPACE NINE* to know what they were like – but the producers and director Jimmy Whitmore said, 'These are different. This was the very first time in the world of *STAR TREK* that we were going to see Ferengi, so be comfortable in whatever your choices are – they're fine, because it just means that everybody else has been wrong!'

#### FAST PACE OF TELEVISION

Muk was the most excitable of the Ferengi. "He was the one who needed Ritalin," said Combs. Howard went on: "It was a fun character to play. I would love to have had an opportunity to refine him some. In episodic television, they kind of dropped you into the slot and the machine was already up and running, so you also had to hit the ground running – there was no warm-up time. There was no 'Go get 'em tomorrow.' You didn't have time to find your sea legs, so you made choices and said a prayer that your choices were on target with what the producers wanted.

"But I had a great time. Sure, the makeup was a pain. You were sweating a little bit more than normal, and the teeth made it hard to talk – when you put those dentures in your mouth it was a whole ball of wax trying to talk through them. You had to adapt to that. And with the speed of television we were shooting eight or 10 pages a day. We were flying through this stuff, I've done a lot of television in my life but I also get to work in a lot of films, and the pace is completely different. You're able to stop and investigate, you're able to try things out, you're able to play around a little bit. I really marvelled at how well run the set – and the whole system – was. I knew as an actor that it was my job to work within the system to try to get the best possible work down on film."

The Ferengi makeup was widely accepted as one of the most difficult to endure. "It was one of the hardest that I've been in," agreed Combs. "It was not so hard to get into, but as the day progressed there was a cumulative effect. You couldn't hear in there, so you were like an old man with a pickle, and as the day went on dementia set in. Then as the long days piled up on each other it got even harder. But you got to that place and you went, 'Now, wait a minute. I could be digging a ditch with calluses all over my hands.'"





▲ Trip Tucker was the only crew member left conscious, as he had been in the decontamination chamber when the Ferengi device that gassed the crew was opened. He later managed to revive T'Pol and lead the Ferengi into a trap, while pretending to help them find the captain's vault.

Phillips said, "I have a lot more respect for Armin Shimerman now. It was a lot warmer than the Neelix makeup. You sweat more, and the head captured it – it can't escape at all, so you had an inch of water sloshing around and you had to try not to tilt your head because it ran into your ears. So that was horrific, but it was a lot of fun being with Jeff, Clint and Matt."

How did Matt Malloy cope with it, as a *STAR TREK* novice? "I thought I did pretty well, actually," said Malloy. "I had a really sweet makeup artist, Tina (Hoffman), who was very patient with me, and I sat next to Ethan, who had done this for seven years. He said the breaking point was when it was Thursday morning at 4.30 and your skin was still raw from the day before and they were putting more glue on it. And he said, 'If they gave you a part in

a series, would you do a regular on it?' And I said, 'Of course I'd do it.' Any time I felt like moaning, I'd put on a documentary about coal miners on strike, and tell myself to shut up and go to work."

#### SOAKING UP THE SWEAT

"Ethan was so much fun to have around," continued Malloy. "As Tina was saying to me, it was remarkable how healthy he was mentally. But for Neelix I think he was only suiting up three days a week, probably, whereas we were in the chair eight days in a row. We were also lifting stuff, dragging the captain off and unbolting his chair and walking it to the elevator. We were stomping around, having to push each other through little corridors and get in little shoving matches, and you do that three or four times and there was just no place for the heat to go. You were in leather pants, leather jacket and leather gloves. You had this foam head on and, before you knew it, you were sweating so badly that it was pooling around the base of your head and sloshing up into your ears. I was watching some scenes and thinking that there seemed to be a little delay when the guys were responding to each other, and I realized that the sound had to get through the foam and then through your own sea of sweat to your eardrums."

Physical torture notwithstanding, Malloy was impressed with the way the four managed to

► The four actors who played the Ferengi affectionately called the species "buttheads." Judging from this opening scene of *Acquisition*, it was not difficult to see why, as the camera panned down to take in the viewscreen of *Enterprise*, and the top of a Ferengi head.







◀ Captain Archer, who had been revived by the Ferengi in order to discover the whereabouts of his vault, was forced to help load the loot on to the Ferengi ship. Archer cleverly played on Krem's subservience to the others, hoping to turn him against them.

differentiate the personalities of the Ferengi. "I think it worked," said Malloy. "Jeffrey got a really good character going as the sweet, browbeaten nephew who didn't really have the heart for the business, and Ethan was a great old-school leader of the group. Muk was just treacherous in his selfishness, I guess. He was the kind of guy in any criminal group that you didn't know which way he was going to go. And then I was the cautious sidekick. I'm saying, 'We should take what we have and go. I think we have enough.'"

#### FERENGI FUN

Malloy also enjoyed the humor of the show. "It was pretty comic. They just had so much fun with these unbridled capitalists. And the show took place before any of the others, so we could be even less restrained. In *DEEP SPACE NINE* the bartender was doing a Humphrey Bogart in *Casablanca* thing – he was part of the system there – but this was the first time they had run into us, so we were even more bandits and we had been less socialized than the others. We were broader and meaner and, I think, funnier in that we had less awareness of right and wrong.

"I loved the introduction – the shot where I was standing at the control panel of the Ferengi ship and you were up toward the ceiling looking out at the universe, and the camera slowly panned

down and then, just in the bottom of the frame, the back of my head came up so that it looked like it was an ass – like someone was mooning the camera! People would know right off the bat, 'Oh, Ferengi! They're back.' I can't remember a time when I had as much fun making a show. No one got hurt, and we all went home."



◀ Muk was the most aggressive of the group. He was very insistent that he got his share of everything that they had stolen from *Enterprise*, and was not about to let the others beat him to the vault. In fact, he was so focused on that he did not realize that they were all being led into a trap.



# ON SCREEN



## TRIVIA

Ethan Phillips, who played Neelix on *STAR TREK: VOYAGER*, became the first former *STAR TREK* regular to guest on *ENTERPRISE* when he played Ullis [pictured below], the leader of the Ferengi in *Acquisition*. Phillips actually beat René Auberjonois by one episode, as the former Odo actor played Ezral in *Oasis*. Two of the other Ferengi in *Acquisition* were also played by actors who had appeared in *STAR TREK* before – Jeffrey Combs (Weyoun) and Clint Howard (Balok).



While on *Enterprise*, Ullis was seen holding an energy whip, a weapon that could shoot out an electric charge and stun an individual. This was the first time the whip had been seen since the Ferengi's first appearance in the *STAR TREK: THE NEXT GENERATION* episode *The Last Outpost*.



In *Acquisition*, the Ferengi Krem stated that he had learned all 173 Rules of Acquisition. By the 24th century, the Rules of Acquisition had expanded to 285, an increase of 112.

- FIRST APPEARANCE: ACQUISITION (ENT)
- TV APPEARANCE: STAR TREK: ENTERPRISE
- DESIGNED BY: John Eaves

### KEY APPEARANCES

#### STAR TREK: ENTERPRISE

##### Acquisition

*Enterprise* NX-01 hangs motionlessly in space as a small craft comes alongside and docks with it. The ship is operated by four Ferengi, who argue in their own language as they board *Enterprise* wearing gas masks.

It soon becomes apparent that they have somehow gassed the entire Starfleet crew, rendering them unconscious. The Ferengi wander around *Enterprise*, awed by its engines and technology, and proceed to steal everything that is not bolted down.

Meanwhile, Trip Tucker awakens in the decontamination chamber, and

wonders why no one has come to get him. Sensing something is wrong, Trip spots the thieves in action and uses a hypospray to resuscitate T'Pol.

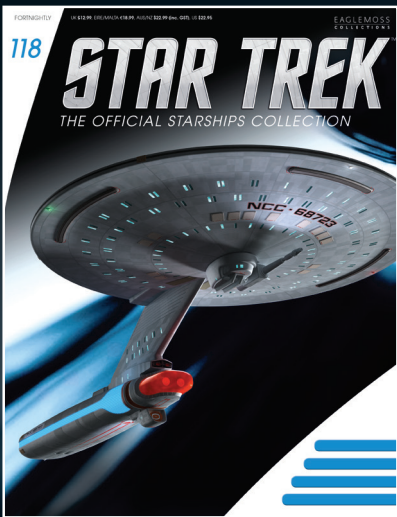
The Ferengi wake up Captain Archer, and ask him where he keeps his vault. Confused at first, Archer works out that these strange aliens are motivated by greed, and he uses this to sow discord among them.

Before long, Archer, Trip and T'Pol outwit the Ferengi, and lock them in a room, which they pretend is where the ship's vault is kept. Without discovering who these aliens are, Archer agrees to let them go, provided they never approach a Starfleet vessel again.



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- A look back on the work and influence of *Michael Piller*, who co-wrote 'The Best of Both Worlds,' and was the executive producer on *THE NEXT GENERATION* and co-creator of *DEEP SPACE NINE* and *VOYAGER*

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