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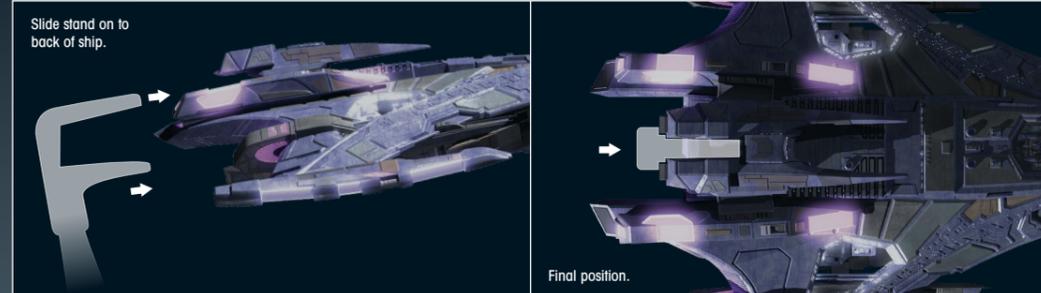
MAX SPEED: WARP 9.6

JEM'HADAR BATTLESHIP

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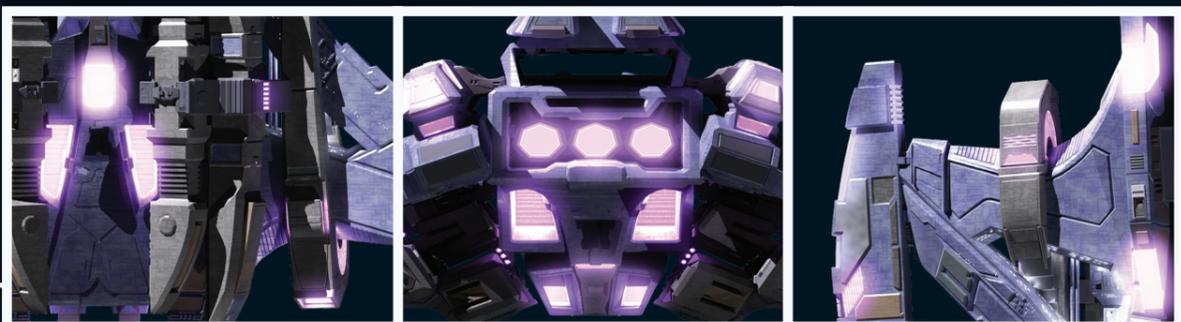
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JEM'HADAR BATTLESHIP SPECIFICATION



AFFILIATION:	THE DOMINION
TYPE:	BATTLESHIP
IN OPERATION:	2370s
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MAX SPEED:	WARP 9.6
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▼ The Jem'Hadar battleship shared many design characteristics with their battle cruiser, but it was much larger and capable of devastating destruction. It was over a mile in length and carried enough firepower to be a threat to an entire planet.



JEM'HADAR BATTLESHIP

The Jem'Hadar gained a massive new battleship midway through the Dominion War that swung the conflict in their favor.

DATA FEED

The crew of the *Valiant* believed that a single torpedo rigged with a radiogenic warhead could reduce the Jem'Hadar battleship's support braces to the consistency of "wet pasta."

battleship a direct threat to every Federation outpost and colony within 50 light years of its point of operation.

FUEL CONTAINERS

Like the smaller Jem'Hadar battle cruiser, the battleship featured a two-pronged forked nose and large crescent-shaped structures fixed to the ends of the wings. These were not nacelles, but storage tanks for fuel. The ion propulsion units, which resembled nacelles, were affixed to the top of the vessel towards the rear. They were capable of powering the ship to a top speed of warp 9.6 for short periods, but it was more usual for it to cruise at a round warp 5.

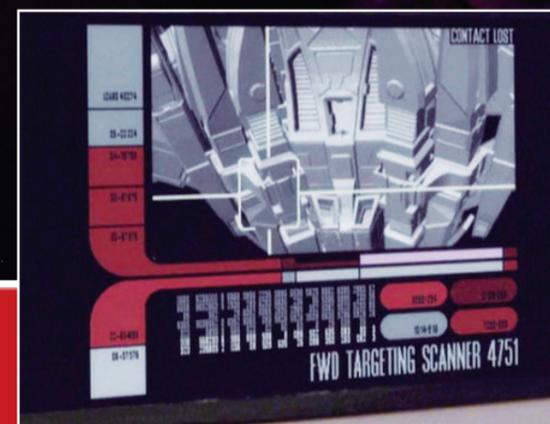
In addition to its weaponry, the battleship was equipped with large-scale transporters, meaning it could beam large groups of Jem'Hadar soldiers directly into battle, helping them swiftly seize strategically important locations. Dominion transporter technology, enhanced with a homing transponder, was said to have a range of at least three light years, a distance far greater than Federation transporters.

In late 2373, the *U.S.S. Valiant* NCC-74210, a *Defiant*-class ship, was assigned as a training vessel for an elite group of Starfleet cadets known as Red Squad. These young recruits were placed under the watchful eye of Captain Ramirez and six other regular officers on a three-month training exercise.

During the mission, the Dominion War broke out and the *Valiant* found itself behind enemy lines. It was confronted by a Cardassian warship, and in

The Dominion introduced a huge new starship to their fleet midway through the war against the Federation and its allies that was known as the Jem'Hadar battleship.

According to Jake Sisko, the battleship was "twice the size of a *Galaxy* ship and three times as strong." It was at least 1,500 meters in length and could carry around 3,000 troops. It was armed with quantum torpedoes and around a dozen phased polaron beam weapons. This made each



◀ In 2374, the *U.S.S. Valiant* was assigned a mission to gather information about the new Jem'Hadar battleship. The *Valiant* sent out a class-3 surveillance probe, which was able to scan the Jem'Hadar vessel without being detected. The data sent back appeared to reveal a design defect in its antimatter storage tanks.



◀ The *Valiant* was dwarfed by the battleship, but that did not stop Captain Watters ordering an attack run on it. Watters hoped that a swift surgical strike on the battleship's support braces would be enough to destroy it before the Jem'Hadar had the chance to open fire on them.



▶ Several Jem'Hadar battleships were part of the huge Dominion fleet that amassed at Cardassia Prime in the final battle of the war. They lined up alongside Breen ships and orbital weapon platforms fully prepared to fight to the death against the Federation and its allies.



▲ Despite taking heavy fire themselves, the *Valiant* managed to launch a modified torpedo directly into the battleship's support braces. The Jem'Hadar ship was engulfed in a huge ball of flame, but flew out of the explosion still fully intact. It then proceeded to hunt down and destroy the *Valiant*.

▲ The Jem'Hadar battleship had the same style of forked nose as their battle cruiser, which sometimes led to confusion between the two ships. However, the battleship was more than twice the size and carried twice the firepower making it the most destructive ship in the Dominion War.

the ensuing battle all of the regular officers were killed, including Captain Ramirez. The cadets took charge and destroyed the Cardassian ship, allowing them to get away.

Unaware of what had happened because the *Valiant* was having to operate under complete radio silence, Starfleet ordered the crew to collect technical data on the new Jem'Hadar battleship. Rather than head back to Federation space, Cadet Tim Watters, who was given command of the ship by Captain Ramirez before he died, decided that they should carry out these orders.

After eight long months of operating behind enemy lines, the *Valiant* finally caught up with the Jem'Hadar battleship. They launched a class-3 sensor probe, which was able to shadow the battleship for three hours without being detected.

It obtained detailed intelligence about it, including what they thought was a flaw in its antimatter storage system. The probe revealed that the battleship's primary support braces were made of viterium, which was normally a very strong metal alloy, but was known to become unstable when exposed to delta radiation.

DEATH BY HUBRIS

The *Valiant* had accomplished its mission, but rather than head back to Federation space, acting Captain Watters decided to use this information to try and destroy the battleship. His decision, borne of youthful arrogance, proved nothing short of disastrous. In the subsequent engagement, the *Valiant* succeeded in taking out the support braces on the battleship, but it did

not lead to its destruction. Instead, the battleship rounded on the *Valiant* and destroyed it. Only three occupants of the ship managed to survive after abandoning the ship in escape pods.

In late 2375, several Jem'Hadar battleships took part in the Battle of Cardassia, the final engagement of the Dominion War. They were seen in orbit of Cardassia Prime as they joined the rest of the Dominion fleet in a final stand. This battle had already cost the lives of thousands and was projected to cost the lives of thousands more as the two fleets squared up to each other. The Jem'Hadar would have fought on to the bitter end, costing millions more lives, but Odo linked with the Female Changeling leader and persuaded her to stand down the Dominion forces. She surrendered and the war was finally over.

DATA FEED

In 2373, Tim Watters was taking part on a training exercise aboard the *Valiant* when the Dominion War broke out. His commanding officer was wounded in an attack, but before he died he made Watters the captain. Watters led the ship brilliantly, but the toll of the war soon got the better of him. Under intense pressure, he began to take cordafin stimulants to keep him alert. This, together with his over confidence, soon had him reaching beyond his abilities. He believed his crew could take on a Jem'Hadar battleship, but the decision cost the lives of most of his crew including his own.



RECKLESS MISSION

Acting Captain Watters' belief that the *Valiant* could destroy a Jem'Hadar battleship was foolhardy in the extreme. This was especially true because the *Valiant* had to maneuver within 300 meters of the battleship before manually targetting a torpedo rigged with a radiogenic warhead for it to be effective.

Watters knew that the *Valiant* was vastly outgunned, but believed they could destroy the battleship before its crew realized what was happening. The *Valiant* lay in a strafing course along the superstructure of the battleship, flying so close to its hull that they were almost scrapping the paint off it in order to stop the Jem'Hadar from achieving a weapons lock on them.

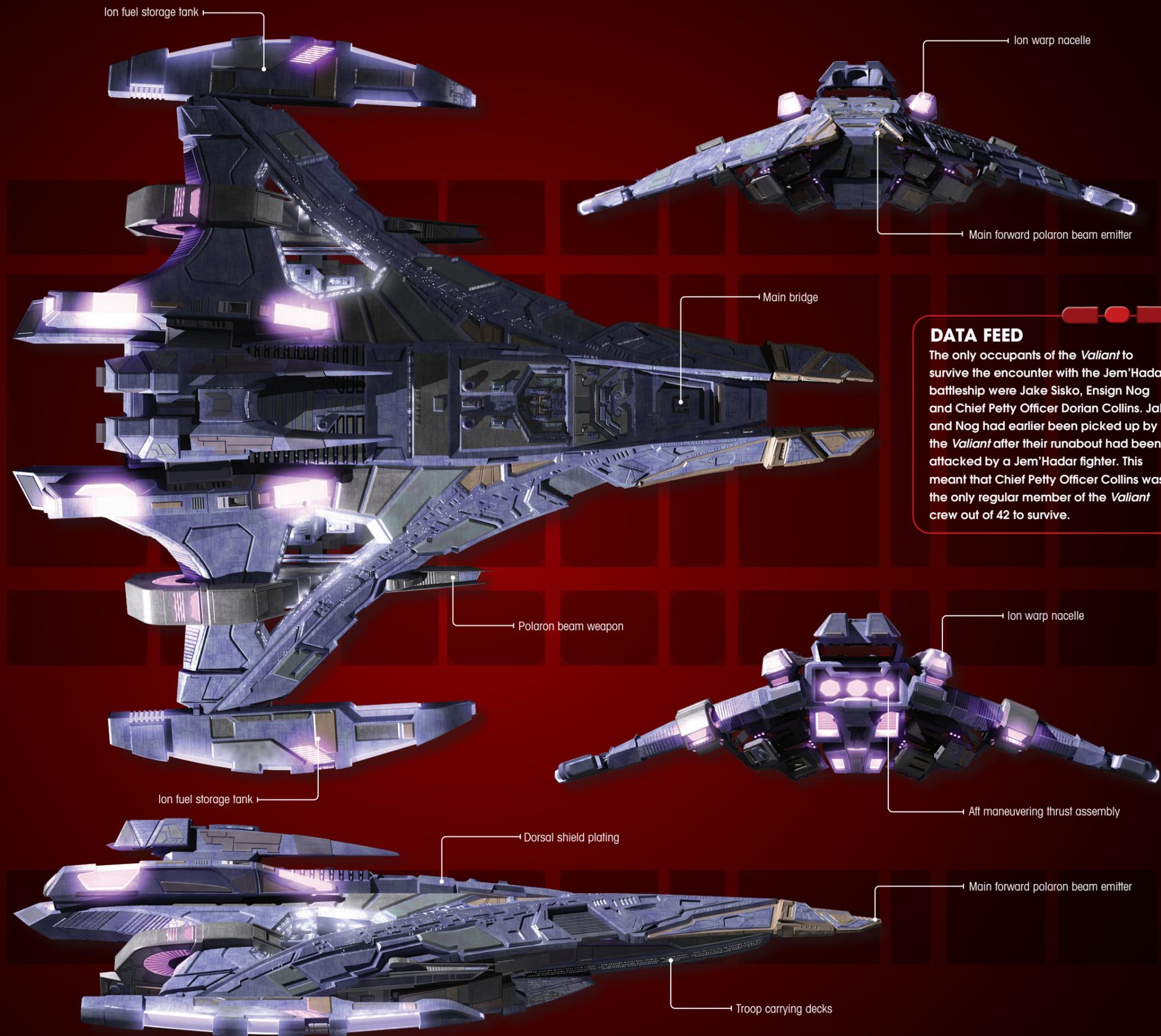
During this time, the *Valiant* was taking heavy fire, causing consoles to explode. Several crew members were killed, but Watters continued with the attack and they finally launched the torpedo, which scored a direct hit into the battleship's support braces.

For a brief moment they thought they had destroyed the battleship, but like a phoenix rising from the flames, it emerged intact and turned toward them. The battleship unleashed its full firepower and the *Valiant* was pummelled and battered by disruptor fire.

Captain Watters was killed along with most of the crew, and only three survived in an escape pod before the *Valiant* was torn apart.



▲ The *Valiant* fired at any target of opportunity as it flew dangerously close to the hull of the Jem'Hadar battleship. The *Valiant* managed to hit the battleship's support braces, but it was not enough to destroy it.

**DATA FEED**

The only occupants of the *Valiant* to survive the encounter with the Jem'Hadar battleship were Jake Sisko, Ensign Nog and Chief Petty Officer Dorian Collins. Jake and Nog had earlier been picked up by the *Valiant* after their runabout had been attacked by a Jem'Hadar fighter. This meant that Chief Petty Officer Collins was the only regular member of the *Valiant* crew out of 42 to survive.

REBELLION CRUSHED

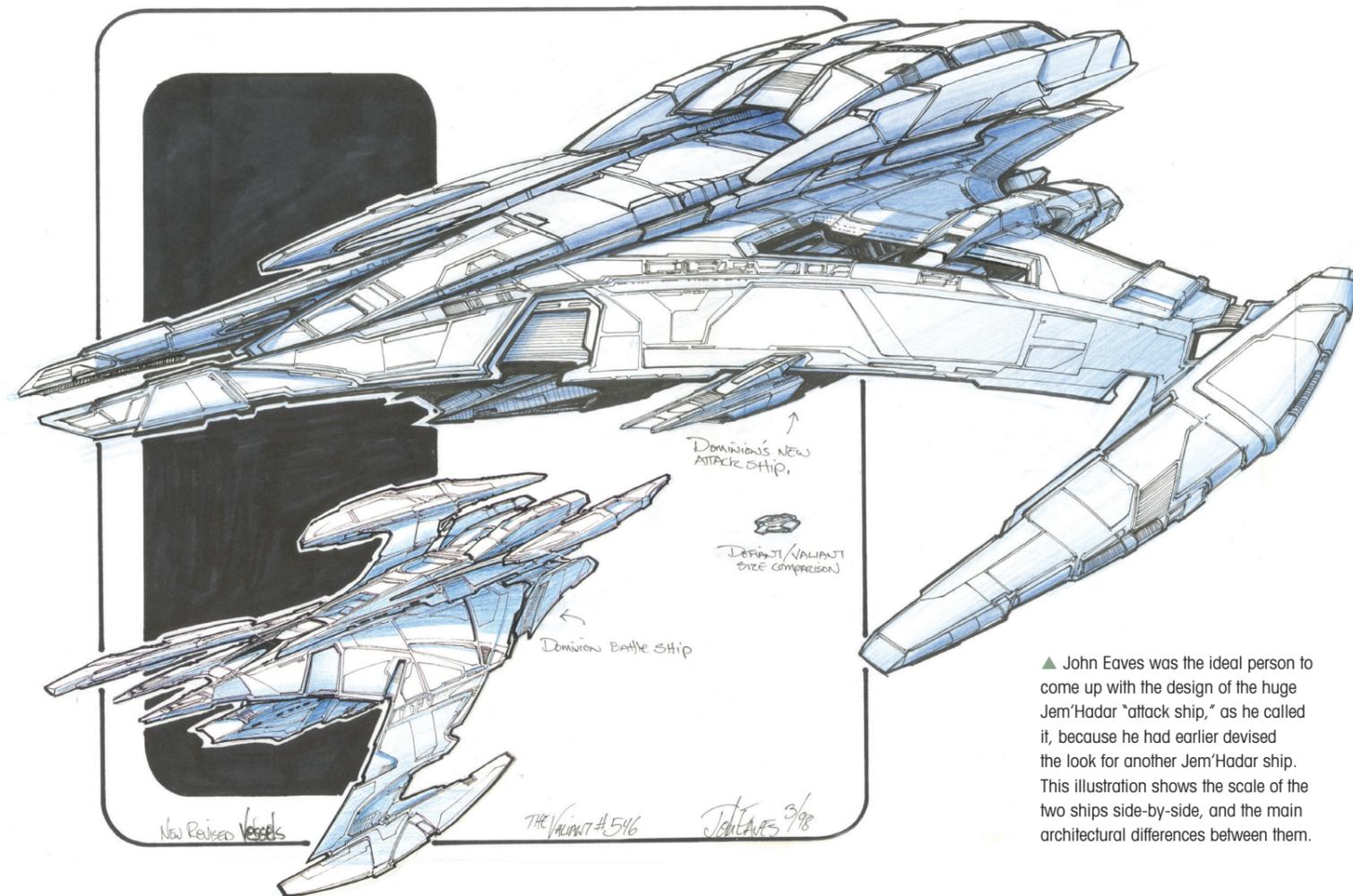
In 2375, Jem'Hadar battleships played a crucial role in wiping out all 18 of the Cardassian Rebellion's bases in a single day. They took out targets from Atbar Prime to Regulak IV and from Simperia to Quinor VII.

FLYING BLIND

Like all Jem'Hadar ships, the battleship lacked a viewscreen and windows. It was not deemed important for the Jem'Hadar troops to see what was happening outside the ship.

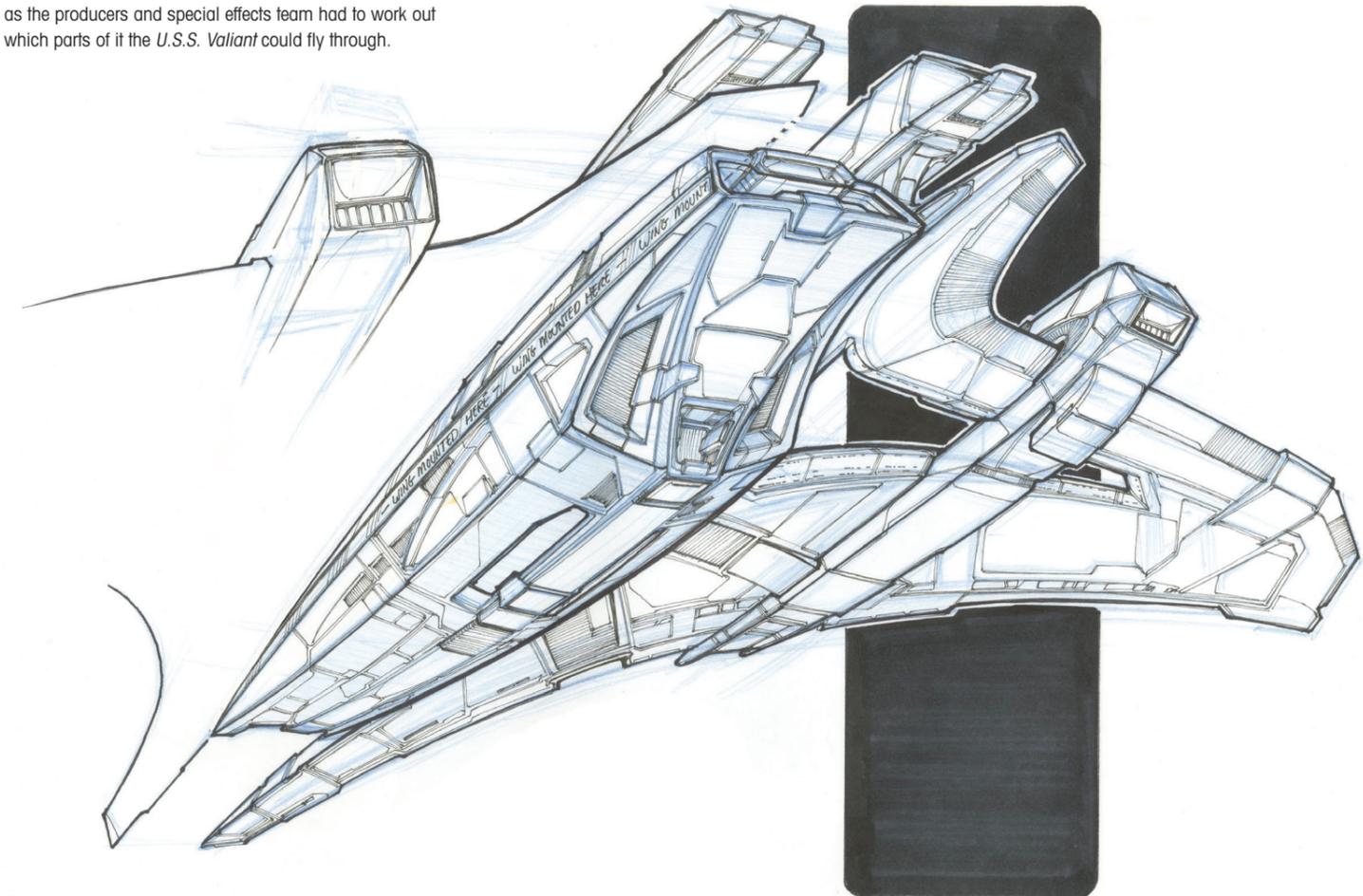
COST OF WAR

The Battle of Cardassia was the last engagement of the Dominion War, and it proved costly for all sides. It was particularly disastrous for the Cardassians as they lost 800 million civilians and parts of the planet were left decimated. It would have been even worse if the Dominion had fought to the bitter end.



▲ John Eaves was the ideal person to come up with the design of the huge Jem'Hadar "attack ship," as he called it, because he had earlier devised the look for another Jem'Hadar ship. This illustration shows the scale of the two ships side-by-side, and the main architectural differences between them.

▼ Eaves also drew an underside view of the battle cruiser as the producers and special effects team had to work out which parts of it the *U.S.S. Valiant* could fly through.



DESIGNING THE JEM'HADAR

BATTLESHIP

Illustrator John Eaves was called upon to design a huge Jem'Hadar ship that had to be much more detailed than any previously built model.

The early script for "Valiant" described a scene in which the *U.S.S. Valiant* flew close enough to a Jem'Hadar ship to "scrape the paint off" before attacking its support braces. There was just no way the existing Jem'Hadar battle cruiser model would

have stood up to such close scrutiny, as it just did not have that level of fine detail. Illustrator John Eaves was therefore asked to come up with a design for a new Jem'Hadar ship that was preferably larger and could definitely withstand closer examination.

Eaves had earlier designed the Jem'Hadar battle cruiser, although the intention had been for it to belong to another alien species altogether.

"I know it was for another species," said Eaves, "but when (visual effects producer) Dan Curry saw the sketch he

said, 'I think we should make it one of the Jem'Hadar's ships.' He always had a thing for blades and knives. Of course, he was the one who designed the Klingon bat'leth, and anything that had a blade-look to it would grab his interest right away. So, that's how the battle cruiser came into being and I thought, 'Let's carry this Jem'Hadar architecture through to the larger battleship.'

INITIAL IDEA

"At first, I came up with having the little beetle-shaped Jem'Hadar fighters docked on the sides of the battleship. I thought that was a pretty cool idea and they could detach and fly off to support the battleship, but it wound up being too complicated to make

a model of it. Jim Martin had designed the Jem'Hadar fighter to be like a bug, and sometimes a spider will carry its babies on its back and so we were following that idea for the battleship, but it ended up being scrapped.

"In the end, I went for an exaggerated version of the battle cruiser. That was a good starting point, but the battleship departed from that a bit in that it was bulkier and had a flat-plane wing rather than a drop-wing design. It also had to have negative space areas where the *Valiant* could fly through these gaps in the architecture. I remember we also included a bridge-like detail which the *Valiant* flew under, so you got a real sense of the battleship's huge scale."

As Eaves based the battleship's style on his earlier look for the battle cruiser, it did not take him long to nail down its final appearance. "I didn't have to do many sketches," said Eaves. "I think all I was asked was to shorten the nose, and from there they built the CG miniature at Digital Muse.

"The whole style of the ship was a mix of World War II battleships from the U.S. Navy and British ships with aircraft carriers. That was the basis of the design and then I tied it in to the blade-like architecture of the earlier battle cruiser. It had that extra detail the producers needed and Digital Muse added their interpretation to the sketches I sent them. They came up with this incredible and imposing ship for the bad guys."



ARON EISENBERG ON PLAYING *DEEP SPACE NINE'S* NOG

Aron Eisenberg talks about how Nog battled against his Ferengi culture and evolved during his seven years on *DEEP SPACE NINE*.

ARON Eisenberg recalled that the episode 'Valiant' was a particular favorite of his during the seven seasons he played Nog. He felt it was crucial in the development of his character, as Nog evolved and matured into his own person and a decorated Starfleet officer.

In the episode, Eisenberg remembered that Nog was faced with a dilemma over whether he should follow the rest of the *Valiant's* young crew into trying to destroy a Jem'Hadar battleship, or do the responsible thing and report their findings to Starfleet. In the end, Nog seized the opportunity to do what he had always wanted and that was to become an officer and a hero.

Eisenberg believed that his decision was down to Nog's Ferengi nature. Like all Ferengi, when he saw what he wanted, whether it was obtaining a promotion or money, he had to go after it; nothing could deter him, not even the pleas of his long-standing friend Jake Sisko.

Eisenberg said he applied that same mentality to the way he portrayed Nog's desire to become a Starfleet officer. He had a determined focus in achieving that goal, but when someone presented him with a way to take a shortcut, he wasn't about to turn it down, even if it wasn't the right thing to do. It was only later, when it was almost too late that he realized he had made a horrible mistake.

▲ Aron Eisenberg played Nog in more than 40 episodes of *DEEP SPACE NINE* over seven seasons. He also portrayed Kar, a young Kazon-Ogla warrior in the *VOYAGER* episode 'Initiations.' Here, he discusses his experiences of working on *STAR TREK* and the fun he had.

In the end, Nog was big enough to admit his lack of judgment and gave back the prized Red Squad pin, which he had wanted so badly. It was another example of how Nog's character grew and evolved during the show, but it was very far from how Nog started out.

Eisenberg greatly enjoyed portraying Nog and seeing him change from a child to a man. "I don't know how old he was to start with," he said. "I suppose around 14 like Jake, but I thought he progressed more than most people because he was growing up."

When Eisenberg first won the role, he didn't know anything about the Ferengi. "I had no idea what a Ferengi was," he said. "I thought, 'Oh, my God, how am I going to do this?'" But Ron Surma (casting) gave me a tape of 'The Last Outpost' (*TNG*) to show me what they were like. I went along to the audition and there was a long table with about six or seven people behind it, and in front of that table was one chair. And then you had to play a Ferengi!

GETTING THE PART

"I just did a normal, typical scene, and it was just goofy because you weren't in makeup and you weren't even sure if you were doing it right. They brought me back a second time, and of course I got more nervous because now I was closer to getting the part. When I got home I got a phone call and they said, 'You've got it.' I remember it so vividly. I was jumping around my apartment because I was so excited. I didn't know how big it was going to be. I knew it was a recurring character, but they could have used you three times and it was done. I had no idea how much fun I would have."

The prosthetic makeup wasn't part of the fun, but Eisenberg agreed it helped him play the role. "It actually did make it easier," he said. "I go to conventions and people want me to do Nog's voice and I really suck at it without the makeup. Max Grodénchik (Rom) can do it; he just puts his fingers in his mouth and says 'Ah... OK, brother.'"

"Nog had a raspier voice than me, and phonetically he did speak differently – he would accent certain words. And his laugh was much different than my laugh. So I didn't do it as 'grand' as Max did for Rom, or Jeffrey Combs for Brunt, but

▶ Nog jumped at the chance to impress the Red Squad cadets on the *Valiant* after the senior crew had been killed. Acting Captain Watters promoted Nog to chief engineer after he fixed their damaged warp engine. Nog, like the rest of them, believed he was destined for great things, and only belatedly realized he was out of his depth.

▶ When Jake Sisko arrived at the station, he quickly became good friends with Nog, as there were only a few children on *Deep Space 9*. They spent many hours on the Promenade, where they watched passengers come and go to while away their spare time.

▶ Nog and Jake had many adventures and misadventures together and occasionally got in trouble with Odo, the station's chief of security. At first, Jake's father did not approve of his friendship with Nog, thinking he was a bad influence, but it soon became apparent that although they sometimes got up to mischief, Jake was actually a good influence on Nog.





▲ Nog didn't appear to think much of his father Rom, who was always being bossed around by Quark, until Rom supported his efforts to join Starfleet.

▲ In 'Heart of Stone,' Sisko was suspicious of Nog's desire to join Starfleet until the young Ferengi admitted that he was not interested in making a profit like most others of his species.

I think that was good: that all of us did different types of characters because it showed different levels to Ferengis."

ALWAYS IN TROUBLE

We first saw Nog in trouble for stealing on the Promenade, and Commander Sisko didn't want his son to associate with him. The friendship between the two boys grew nevertheless, and trouble often ensued. Eisenberg said, "When we first started I saw Nog as a Ferengi, a true Ferengi, just like my uncle Quark. But in the relationship with Jake I saw him as the Huckleberry Finn to Jake's Tom Sawyer; not evil or bad, just a mischievous kid. He wasn't going to go hurt somebody, but he'd get into trouble. And it was a ball. It was wonderful to play."

As a recurring character rather than a regular, Nog's appearances, although memorable, weren't constant. Did Eisenberg ever feel frustrated? "Never!" he said. "Everything was a surprise to me. For the first six years I kept thinking, 'This is my last episode; they're never going to bring me back,' and then I finally realized I would be there for the long haul. I was always scared to death that Rick Berman had the script that sent me right out the airlock.

"The first season I did the first two episodes and then they didn't call me back until January.

I thought I had blown it and they didn't want me, but I was wrong. They were so good to me. I never felt cheated, I always wanted more just because I loved playing it. I felt very blessed."

FAMILY RELATIONSHIPS

Nog was a regular source of exasperation to Sisko and to the station's security chief, Odo, but it took a while before we saw something of his family relationships. As he grew older, his desire to join Starfleet was strongly opposed by Quark, but his father, the gentle Rom, supported his son. "I loved the relationship between Rom and Nog," said Eisenberg. "Until I went to Starfleet I used to think that I had no respect for my father, that he was an idiot and a bumbling fool, and he was never going to make it as a Ferengi. My idol was my uncle Quark – that was how I used to think about it – and then when Nog wanted to join Starfleet Rom stood up for him, and Nog changed his outlook at that point. I thought that was great because that's a typical father-son relationship, and you got to see it in a different race.

"Nog was a little arrogant when it came to his own family. I always believed Nog thought he was the best of the Ferengi – the smartest, the most handsome, and the quickest – although he did admit to not having the true Ferengi talents that

Quark had. But he knew what he had, and he knew how to use it. He was so much fun."

FRIENDSHIPS

The young Ferengi interacted with most of the cast, in one way or another. "It was amazing; I think I worked with everybody," said Eisenberg. "I wish I had worked with Worf more, though. They hinted at some stuff – I can't remember which episode it was, but Worf was getting embarrassed because Sisko and Kira were teasing him about this poetry he had written for Jadzia, and I kind of changed the subject and saved him. And I would have liked to have had more with Nicole (deBoer, as Ezri) because I had a lot of fun working with her after she came on the show. J.G. (Hertzler, as Martok) too; there was a scene where I stood up to the Klingons and earned their respect. I would have liked to have seen that played upon later, maybe during the battles where I could have fought by their side or something, but it never happened."

Nog's personal arc reached a climax when he was seriously wounded, losing a leg during 'The Siege of AR-558,' and then had to come to terms with what had happened. Unofficial counselor Vic Fontaine helped him think things through in 'It's Only A Paper Moon.' Eisenberg said, "In 'AR-558' you saw this gung-ho soldier who thought he was

invincible, immortal, and then you saw him realize, 'Oh, my God, I could die.' That was what 'Paper Moon' was about: fear. What was neat was that every other officer had probably gone through the same thing to some degree: Sisko when he first started out must have thought he was invincible, and Picard – all these people must have started off thinking 'I can handle anything,' and then something happened that made them realize they were not immortal. So I was glad that they told that story, and I was really honored that they trusted me with those two episodes – they felt that I could handle it and I feel that I did.

EMOTIONAL SCENE

"I was upset about how it was edited, though, because the way they cut it you didn't actually see the tears fall, and those were real tears. It was a challenge that I wasn't sure I could rise to, but sometimes when you open up things just pour out uncontrollably: I opened this door and all my emotion was honestly coming out, and I couldn't close the door. After the scene was done the crew clapped, which was wonderful, and I couldn't even say 'Thank you' because I had to walk off stage and finish crying. But after the way it was cut, I felt it was more of an experience for me when I did it than when I saw it."



▲ Eisenberg enjoyed having scenes with most of the cast, and he was particularly happy with the episode when Nog stood up to Martok and gained the Klingon's respect.



▲ Nog and his uncle Quark got caught up in the siege of AR-558, and the usually upbeat Nog had to deal with the trauma of losing his leg in the battle.



◀ In 'It's Only a Paper Moon,' Nog struggled to come to terms with his brush with death and the loss of his leg. He withdrew to one of his uncle's holosuites, hiding in a 1960's Las Vegas club, where singer Vic Fontaine eventually got him back on his feet both literally and metaphorically.



◀ In 'You Are Cordially Invited,' Eisenberg felt that Nog's sense of fun and his complete lack of inhibitions really came across in the crazy dance he performed at Worf and Jadzia's wedding. For him, it summed up Nog's honest child-like enthusiasm for many things, which was not at all like the character of most Ferengis.



◀ Eisenberg thought 'Little Green Men' was a wonderful episode, and was a testament to the talents of the writers. He thought it had many inspired, funny scenes such as when a U.S. Air Force army nurse inadvertently performed oo-mox on his ears, much to Nog's delight.

Apart from the battle and injury being the worst thing that had ever happened to Nog, Eisenberg saw it as a valuable reminder that even the Ferengi had emotions. "I don't think you ever saw a Ferengi open up in that way before, and I thought it was great to show that they could cry," said Eisenberg. "It tied into the whole *STAR TREK* thing that all the races were really all the same, even though we appeared to be so different. I thought over the period of the show Nog showed many human sides to him. And he had this youthful quality about him, like when he was dancing in 'Cordially Invited'; it was the silliest dance, but he had no inhibitions. And although Ferengis lied and swindled and cheated, there was a lot of honesty in Nog in the way he felt about things and how he dealt with people. He was just so innocent."

FLYING THE SHIP

Eisenberg was clear about the kind of shows he preferred to work on – the character-based stories, rather than the shoot-'em-up battle episodes. "The shows with the battle scenes were amazing, though. I would say, 'See, I'm flying that ship! That's me!' And you saw the *Defiant* doing all these really cool maneuvers. But I didn't know how to fly the ship. They didn't say, 'OK, you don't tap buttons here, you just hold your hand and kind of guide it and this is what gives you a thruster.' No one said anything, so all I could do was just kind of tap along. And then I saw Jonathan Frakes do it in *INSURRECTION*; he had his fingers on the board and then smoothly pushed them up to move the ship, and I was like, 'Oh, that's how you do it!' So it all came clear to me, but of course our show was over. So if anybody thinks I was not flying that ship correctly, they're probably right!"

Eisenberg became one of a select band of actors to appear in a different *STAR TREK* series when he got the role of Kar in *VOYAGER*'s 'Initiations.' "That was a blast," he said. "I was very surprised I hooked it. The reason why they brought me in – this is my opinion – was that they were having a hard time finding a kid that could play that role, or an adult that could play a kid.

"It was a completely different character to Nog. Kar was much more forceful and he was much more in control of situations. For some reason I kept doing an English accent, or a bad attempt



at an English accent: not that I was trying to. It just seemed I was talking that way, and I don't know why! It was fun to be tough, and angry, and different than Nog. I had a great time, too."

DIFFERENT CHARACTER

Eisenberg appeared in recognizable form in 'Far Beyond the Stars,' along with most of his castmates. "I was the newspaper boy," he said. "I thought that was a wonderful show. Some other great ones I think were 'The Visitor' and 'Little Green Men.' Hats off to the writers, to take an idea that everyone knows about and tweak it. They should be so proud of themselves."

Eisenberg was impressed with the way the show was wrapped, especially with Sisko joining the Prophets. "I thought that made a good bookend with the first episode," said Eisenberg. "The writing team did such a wonderful job of creating a fantastical world that there was no way to sum it up in one episode, even if it was two hours. There were things happening to Kira, Jake, and the others that we didn't know anything about. I would have loved to have seen more of them."

When the show ended, Eisenberg had mixed feelings. "I felt very happy: not that it was over – don't get me wrong; I would have loved to keep

going – but I felt very satisfied. I couldn't get depressed because I was so happy that I had worked on the show and I had such a wonderful character and I had so much fun. I was very satisfied because I had made it all the way to the end, and I was very happy and proud to have done all this work and been part of it all.

"And it was a lot of fun. I will always look back on those seven years as some of the best times of my life. *STAR TREK* is part of my heart now. It's part of my soul, it's part of who I am. And they wrote such wonderful things for me."



◀ In the final season, Nog was often seen at the helm of the *U.S.S. Defiant*, but Eisenberg revealed he did not have a clue how the controls worked. It was only later, after he watched Commander Riker in *INSURRECTION* that he realized what he should have been doing, but by then *DEEP SPACE NINE* had finished.

◀ Eisenberg also won a part on *VOYAGER* when he played Kar, a young Kazon warrior. He felt that it was a completely different type of character to Nog, which required him to be tough and angry, but he greatly enjoyed the challenge.

ON SCREEN



TRIVIA

Right from when the Jem'Hadar were first introduced, they were said to have no mercy and just bred to fight. Their ruthlessness was all too apparent in the episode 'Valiant' when the Jem'Hadar battleship targeted the escape pods that were ejected just before the *U.S.S. Valiant* was destroyed. Visual Effects Supervisor David Stipes said, "It makes the Jem'Hadar even more ghastly. They're just massacring innocent people, which is of course what they do."



Lt Riley Shepard, who was the helm officer aboard the *Valiant*, was played by David Drew Gallagher. He had appeared as the same character in the episode 'Paradise Lost,' when the elite group of cadets known as 'Red Squad' was introduced.



According to current naval code, Nog, who was a commissioned officer, would have outranked the entire crew of cadets on the *Valiant*. He therefore should have been in charge, but writer Ron Moore said that they followed 18th and 19th century naval tradition, which meant an acting captain could only be removed by a flag officer.

- FIRST APPEARANCE: 'VALIANT' (DS9)
- TV APPEARANCE: STAR TREK: DEEP SPACE NINE
- DESIGNED BY: John Eaves

KEY APPEARANCES

STAR TREK: DEEP SPACE NINE 'Valiant'

Attacked by Jem'Hadar fighters and pursued behind enemies lines, Nog and Jake Sisko think they are doomed until they are rescued by the *U.S.S. Valiant*. This ship is identical to the *U.S.S. Defiant*, except it is crewed by cadets. They are all members of the famed Red Squad and confident in their own abilities.

Jake is not so sure about them, and his doubts turn to fear when he learns that the youthful captain intends to lead his crew on a mission to destroy the Jem'Hadar's powerful new battleship. Nog fully supports the captain, but he soon realizes that Jake is right.

STAR TREK: DEEP SPACE NINE 'The Dogs of War'

After Kira, Garak and Damar barely escape an ambush on Cardassia, they witness a broadcast from Weyoun. He reports that a Dominion fleet, including Jem'Hadar battleships, has destroyed all 18 bases of the Cardassian Rebellion. The news devastates Damar, and it looks like the Allies will lose the war unless they can stir Damar to action.

Back on *Deep Space 9*, Odo is cured of the morphogenic virus, which he learns was given to him by Section 31. Meanwhile, Quark receives a stunning piece of news: he has apparently been named the Grand Nagus of Ferenginar.

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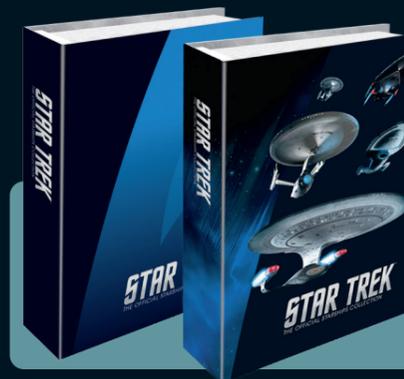
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- In-depth profile of the **Krenim warship**, a 24th-century vessel from the Delta Quadrant that was incredibly powerful thanks to its chroniton torpedoes
- How senior illustrator **Rick Sternbach** devised a look for the **Krenim warship**
- The **STAR TREK: VOYAGER** episode 'The Year of Hell' is an example of a show that 'unhappened.' We take a look at it and other **STAR TREK** episodes where shocking events were reset

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