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ANDORIAN  
**BATTLE CRUISER**

KUMARI CLASS

LAUNCHED: 2142

LENGTH: 360 METERS

CREW: 86

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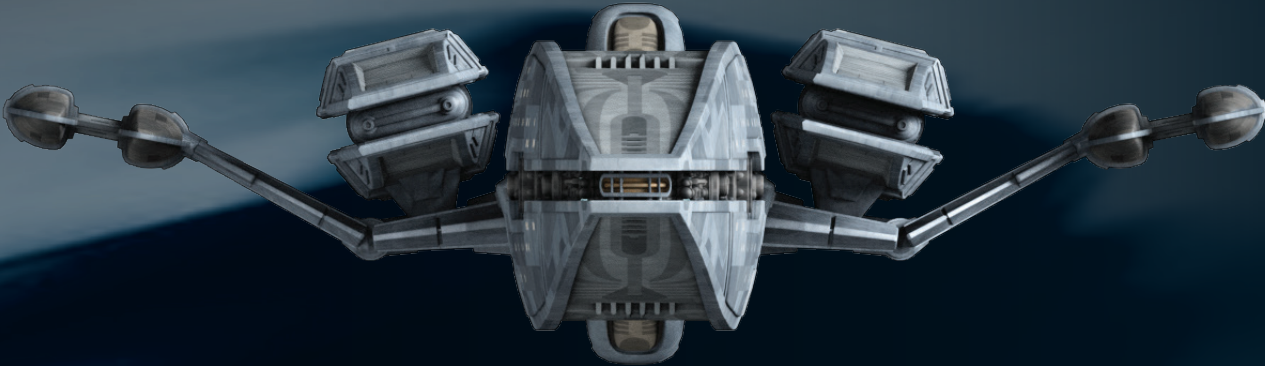
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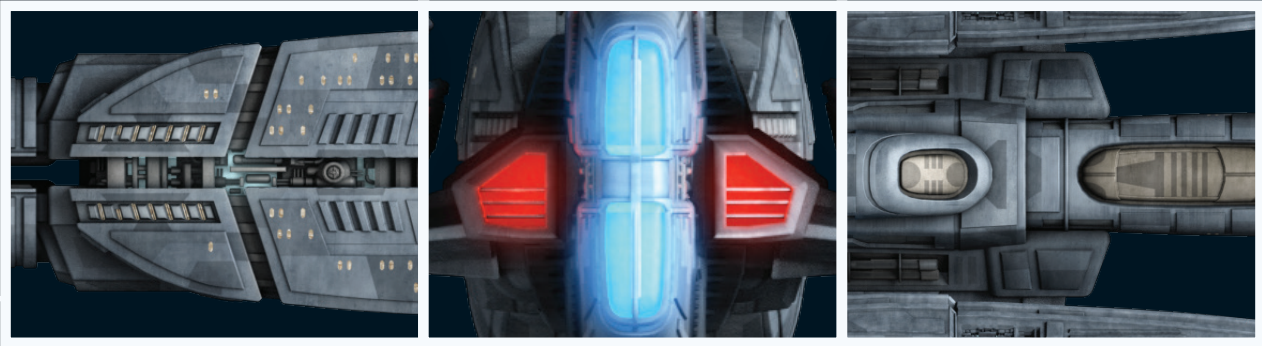
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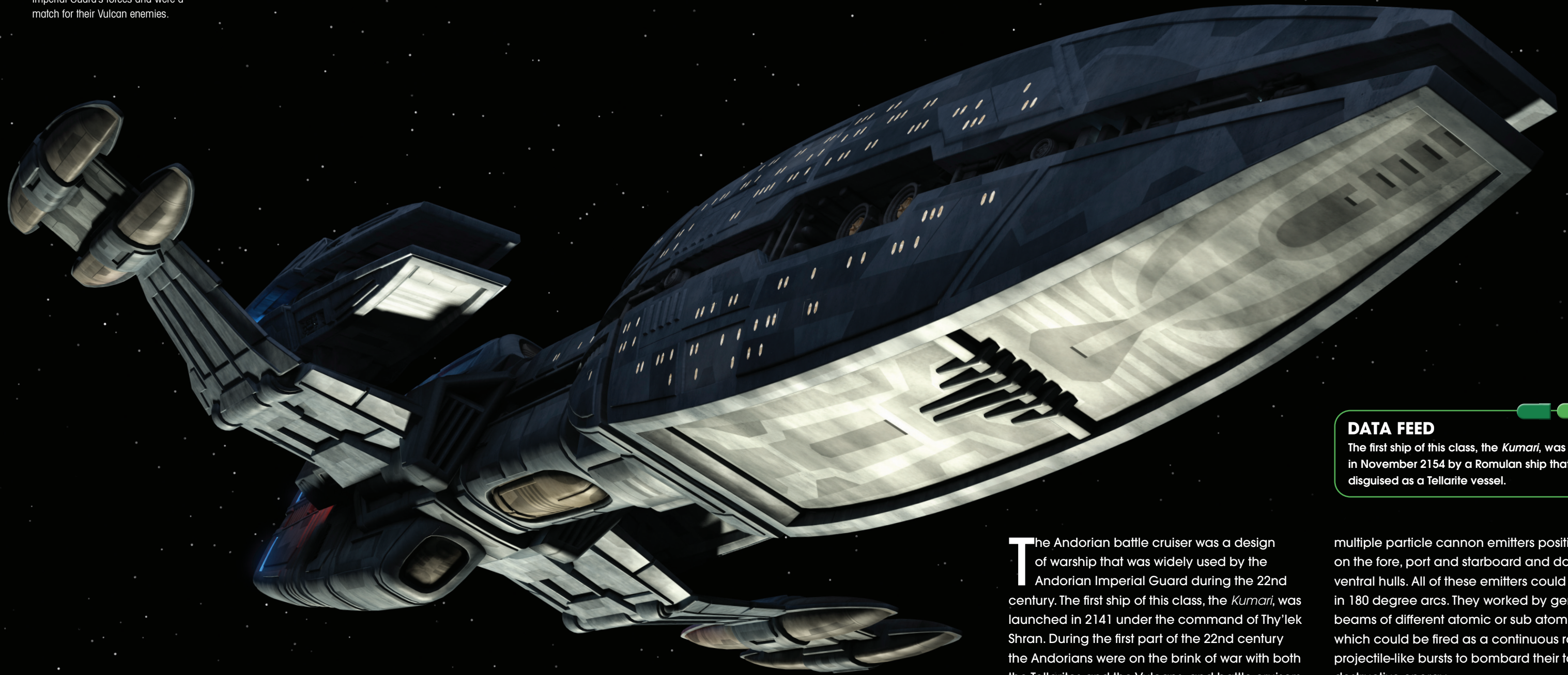
# ANDORIAN BATTLECRUISER SPECIFICATION



CLASS:	KUMARI
CONSTRUCTED:	ANDORIA
LAUNCHED:	2142 (KUMARI)
DESTROYED:	2154 (KUMARI)
LENGTH:	360 METERS
CREW:	86
WEAPONRY:	PARTICLE CANNONS
DEFENSES:	DEFLECTOR SHIELDS
PROPULSION:	MATTER-ANTIMATTER REACTOR



▼ Battle cruisers such as the *Kumari* were an essential part of the Andorian Imperial Guard's forces and were a match for their Vulcan enemies.



# ANDORIAN BATTLE CRUISER

Battle cruisers such as the *Kumari* were designed to protect the Andorians from the threat of invasion.

The Andorian battle cruiser was a design of warship that was widely used by the Andorian Imperial Guard during the 22nd century. The first ship of this class, the *Kumari*, was launched in 2141 under the command of Thy'lek Shran. During the first part of the 22nd century the Andorians were on the brink of war with both the Tellarites and the Vulcans, and battle cruisers like the *Kumari* were built as part of a strategy of military deterrence. They were heavily armed and designed for war.

Technologically, the Andorians were on a par with the Vulcans and their battle cruisers were a match for Vulcan *D'kyr* class warships. They had

## DATA FEED

The first ship of this class, the *Kumari*, was destroyed in November 2154 by a Romulan ship that was disguised as a Tellarite vessel.

multiple particle cannon emitters positioned on the fore, port and starboard and dorsal and ventral hulls. All of these emitters could be fired in 180 degree arcs. They worked by generating beams of different atomic or sub atomic particles, which could be fired as a continuous ray or in projectile-like bursts to bombard their target with destructive energy.

## TOUGH AND ADVANCED

The battle cruiser was more rugged than contemporary United Earth vessels. As with all Andorian combat ships, its hull was constructed of duranium alloy. Battle cruisers were also among

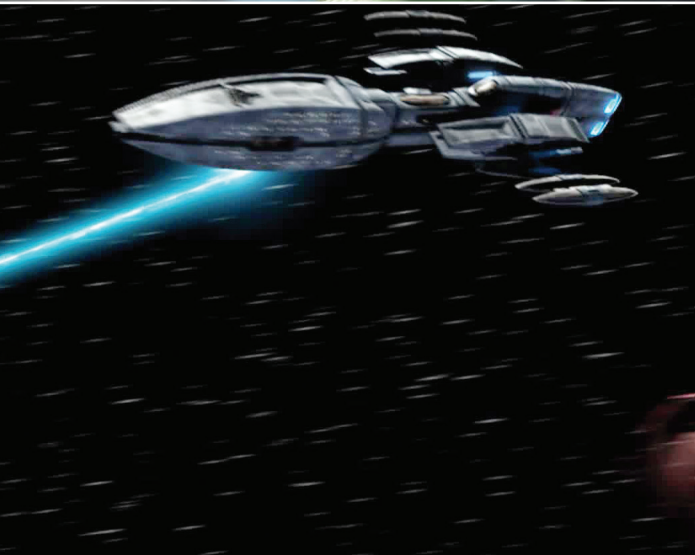


◀ Andorian battle cruisers were equipped with tractor beams before they were in use on Earth vessels. The tractor emitter was fitted to the underside of the ship and could be used to pull objects into the cargo bay on the bottom of the craft. In 2153, the *Kumari* used its tractor beam to recover a prototype of the Xindi superweapon, which is something that their companion the *Enterprise NX-01* would have struggled to do.



◀ The bridge of an Andorian battle cruiser was normally staffed by five people. The captain's chair was in the center of the room, opposite the main viewer, and other consoles were positioned around the perimeter of the room.

▶ Andorian battle cruisers were the core of their fleet and often patrolled their borders to protect them from attack. In 2154, a small force repelled a Vulcan attack ordered by the Vulcan High Command.



◀ Andorian battle cruisers were fitted with a large number of particle cannons that fired a distinctive blue beam. They were protected by energy fields that could deflect an enemy attack.

▶ In the event of a catastrophe, the battle cruiser's crew could use escape pods to abandon ship. When the *Kumari* was destroyed 19 of her crew survived by using the escape pods.



◀ The commander of a battle cruiser had an office that was reached from the rear of the bridge. The office had a large viewer that allowed the commander contact with his superiors.

▶ The largest of the battle cruiser's shuttle and cargo bays was accessed through double doors in the ventral hull. The contents could then be isolated by forcefields.



the first ships of the era that used deflector shield technology rather than relying on polarized hull plating. But while the energy shields enabled the vessel to protect itself against enemy attacks and natural hazards, the shields depended on the shield generator, and if this was disabled it left the ship vulnerable.

The battle cruiser had a standard crew complement of 86 and the ship was controlled from a main bridge, which was routinely operated by five officers. The commander sat in a central chair, with helm and navigation officers seated at a twin console directly in front of him. Other crewmen operated a series of free standing consoles that faced the perimeter of the bridge. The commander had a private office, akin to a Starfleet Captain's ready room, immediately off the

bridge, where he or she could communicate with the Andorian Imperial Command in private.

The battle cruiser had tractor beams that were powerful enough to tow an NX-class ship, and were used to maneuver objects into the large cargo bay on the underside of the ship. The cargo bays were fitted with forcefields that allowed them to transport highly radioactive materials safely.

By the 2150s the Andorians had acquired transporter technology, but it was still regarded with some suspicion, and they routinely used shuttlecraft to transfer to other ships or to make the journey to a planet's surface.

#### SOPHISTICATED WARP ENGINE

The battle cruiser used a matter-antimatter reactor and was capable of achieving high warp speeds.

The reactor used advanced antimatter injectors with variable compression nozzles. This allowed it to achieve higher speeds than the NX class. Knowledge of these nozzles was considered to be "rather sensitive information."

The battle cruiser's long range sensors were far more sophisticated than those found on Starfleet's NX class and were capable of scanning systems from a distance without revealing their presence. However the same did not apply to the short range sensors, which were detectable by vessels that it attempted to scan. Information from the sensors was automatically stored in a data recorder that was heavily protected so that it would survive if the ship was destroyed, allowing the Imperial Guard to determine what had caused the loss

#### DATA FEED

The *Kumari*'s commander, Shran, played a vital role in establishing relations between Andoria and Earth. He first encountered Archer in 2151, when Shran led a team that exposed the hidden Vulcan listening station on P'jem. Over the next few years, he grew to respect humans and forged links that would ultimately lead to the formation of the Federation. However, Shran had many enemies and lost his position, forcing him to fake his own death.



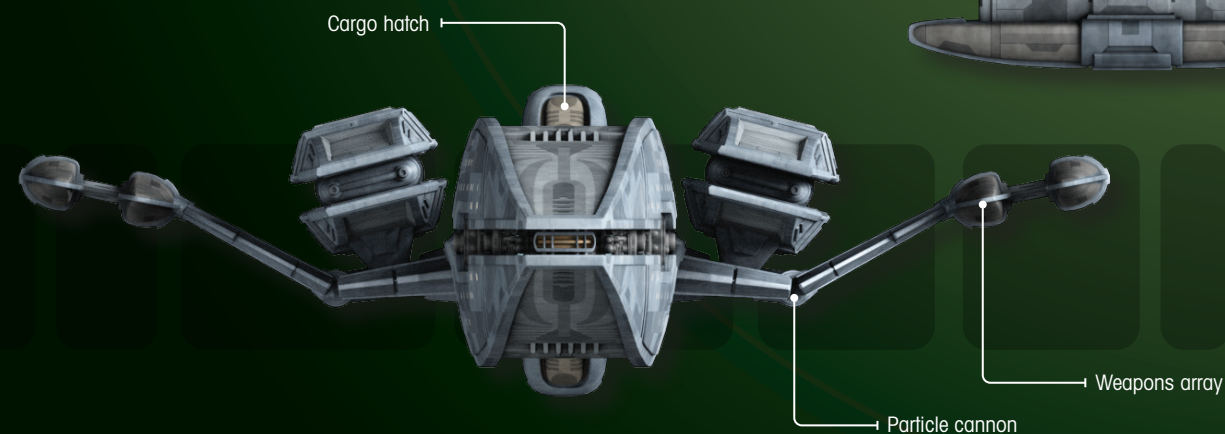
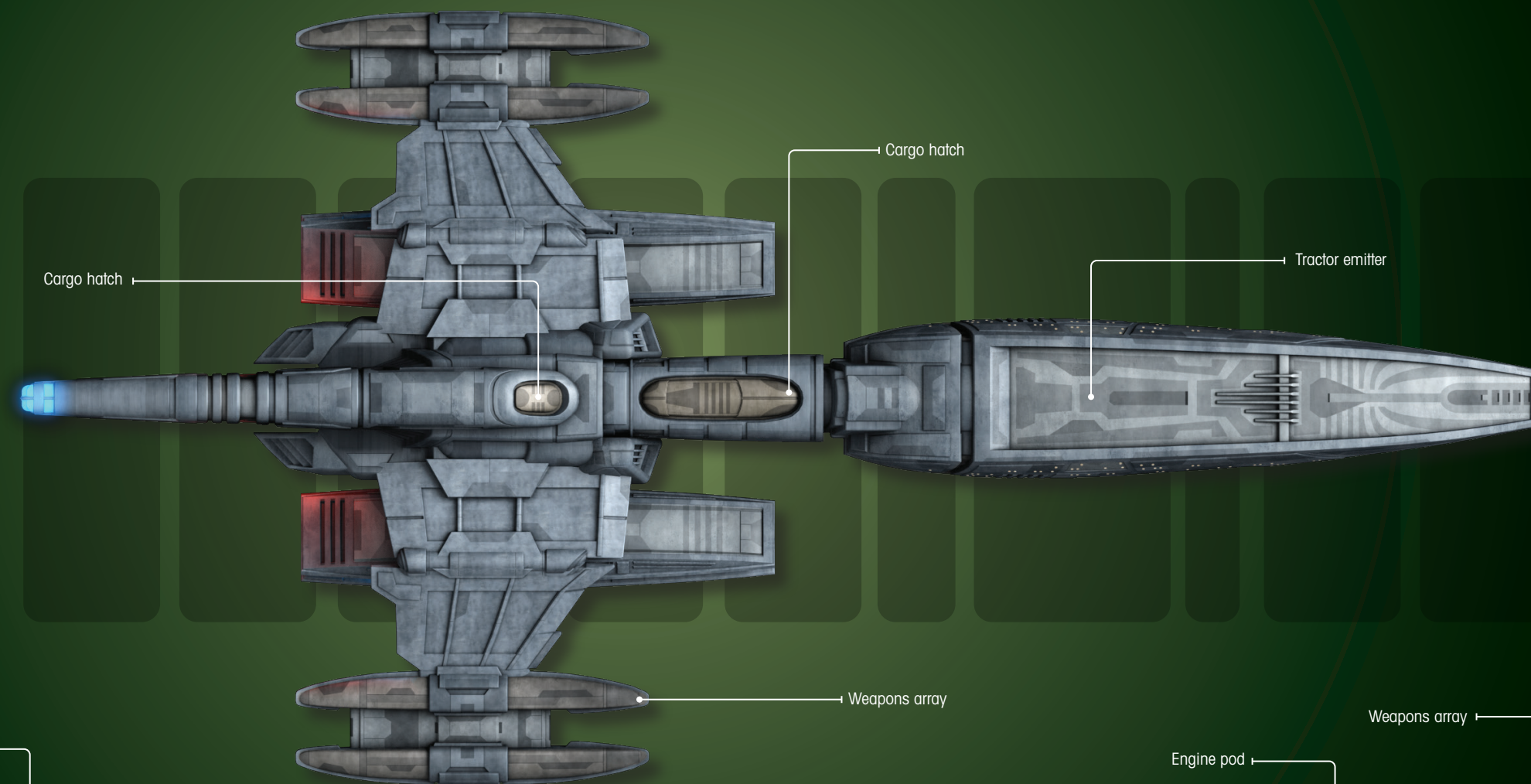
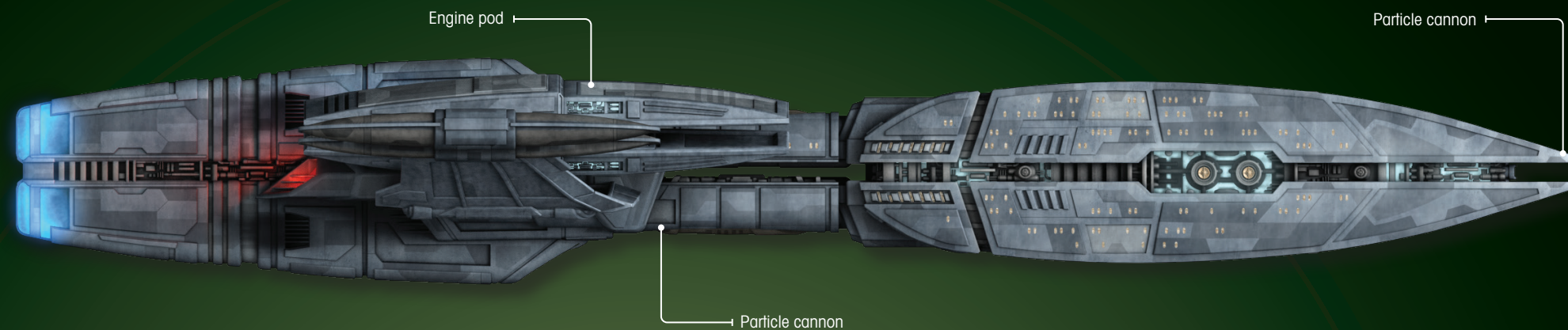
**STATE OF THE ART**

When the Kumari first entered service in 2141 the Andorian battle cruiser was one of the most advanced designs of ship in known space. Andorian technology was clearly superior to its human and Tellarite equivalents, and roughly on a par with similar Vulcan ships. However, by the mid-2150s some of the technology was being superseded, in particular the Enterprise NX-01's phase cannons were more powerful than the Andorians' particle cannons. In an early skirmish with the Romulans, the Kumari was rapidly destroyed.



**DATA FEED**

In the 2150s Andorian battle cruisers nearly went to war with the Vulcans on at least two occasions. In both cases they took up positions around the strategically important planetoid of Weytahn, known as Paan Mokar in Vulcan. The first time in 2152 was after an Andorian 'invasion'. On the second occasion in 2154 they repelled a Vulcan attack.



**DURANIUM HULL**

The hull of the battle cruiser was constructed of a duranium alloy, which was also used in the hull of Galaxy-class starships over 200 years later.

**PHOTON TORPEDOES**

Despite its large compliment of weapons, the Andorian battle cruiser was never shown using any kind of torpedo.

**IN THE EXPANSE**

When Shran entered the Expanse in an attempt to gather data on the Xindi super weapon, his ship seemed remarkably resistant to the effects of the anomalies that nearly destroyed the *Enterprise*. It's unclear whether this was the result of modifications or if the design was naturally resistant.



# THE RETURN OF THE ANDORIANS

▲ The Andorians, almost always led by Shran, played a major role on *ENTERPRISE*, a surprisingly long time after they made their debut in the 1960s.

For years the Andorians were missing in *STAR TREK* back to TV in 1987 he was determined not to rely on the past, so he banned the writers from using the races that had appeared on the original series. Over the years, the Klingons, the Romulans and the Vulcans had found their way to the screen, but despite a few cameos, the Andorians remained stubbornly absent. In fact, Andorian ale appeared far more often than the Andorians themselves.

Year later when executive producers Rick Berman and Brannon Braga started work on

*ENTERPRISE* they wanted to surprise people and to show how the different *STAR TREK* races had evolved. In particular, they wanted to make the 22nd-century Vulcans far less sympathetic and even duplicitous.

Early on in the first season they developed a story about a Vulcan listening station that was hidden in a monastery. Braga knew the Vulcans needed an adversary and decided that the Andorians would be perfect. One of the reasons the crew had never tried to bring them back before was that their makeup, with their blue skin and antennae, had the potential to look silly, but by this stage makeup technology had advanced



enough that Braga was confident they could take a race that could have been goofy and make them cool.

The task of writing the episode, which became 'The Andorian Incident,' fell to Fred Dekker. As he remembers, the writing staff were excited about bringing the Andorians back, particularly as very little was known about them. "The Andorians felt like an untapped mine. As far as I know, on the original series it was an interesting makeup concept and there was barely any back story to the characters at all. I'm completely unfamiliar with *STAR TREK* fan fiction so I was starting from scratch."

## THE OPPOSITE OF VULCAN

Dekker started to define the Andorians by working out how they would be different to their Vulcan enemies. "We definitely wanted to juxtapose the Andorians and the Vulcans. We had these Vulcans who were essentially meditating and not

speaking, and we wanted the Andorians to be extremely agitated and full of energy and, particularly Shran, to have a chip on his shoulder and to be a swaggering fly in the ointment. What we wanted was the contrast so we made them the opposite of unemotional. They would have a hair-trigger."

## CRUCIAL CASTING

The next major step in the evolution of the Andorians came when the producers cast Jeffrey Combs as Shran, the leader of the group of terrorists who were attacking the Vulcan monastery. Casting Combs was far from a given. He was already very well known to *STAR TREK* fans as the Vorta Weyoun, but ultimately everyone felt that he was a versatile actor and that since both characters were under heavy makeup it wouldn't be a problem. And when they saw Combs performance any lingering doubts they might have had vanished.

▲ Following their first appearance on the original series, the Andorians had been seen in the background in the movies and even on TV. However, almost every time they appeared their makeup was subtly different. The position and shape of their antennae is particularly inconsistent.

## JOURNEY TO BABEL

The Andorians first appeared in one of *STAR TREK*'s most famous episodes, 'Journey to Babel,' which was first broadcast in 1967. The story, written by D.C. Fontana, introduced us to several different Federation races who the *Enterprise* was transporting to a conference. The episode also introduced the Tellarites, a handful of still unnamed races, and Spock's parents, Sarek and Amanda.





self-awareness and he just brought that. He kind of popped in that part. The dynamic he had with Archer, the friction that happened between these two was fun.”

Part of that friction came about because, despite appearances, the Andorians turned out to be in the right. As Dekker says, the genesis of the story was always that the Vulcans were lying, and the writing staff knew this would be controversial. “The idea the Vulcans were deceitful was interesting. In retrospect, it’s a pretty cool metaphor that it is the Andorians who find out what’s going on – we had these aliens with literal antennae and we had technology being used to listen in on other races.”

#### WHAT MAKES YOU ANGRY

The truth about the situation also provided Combs with a much more sophisticated insight into what made the Andorians tick. “They’d been beat down and out-fought by the Vulcans for centuries,” he says, “and that tends to make someone not particularly pleasant. And you get angry when you’re not being treated justly. At the start of the episode we seem to be pretty bad guys, and yet

▲▼ In *ENTERPRISE*’s first season the Andorians were reimagined as adversaries for the Vulcans, who were hiding a spy station inside the monastery at P’Jem. At the time, there was no particular plan to bring them back for more stories.

“It’s always surprising the way actors bring more to the table than you expect,” Dekker says, “Jeffrey brings a kind of winking to a lot of the parts that he plays. When he comes in you know there’s going to be a little flash of fun. I think that was the perfect thing for that script so the Andorians weren’t too dour. The story is basically *Die Hard* and Shran is sort of Alan Rickman – you want a villain who has, if not humour, a sort of



◀◀ [Far left] A small group of Andorian ‘terrorists’ attacked the monastery. They were led by Shran, who was played by STAR TREK veteran Jeffrey Combs. His appearance was such a success that Shran would go on to appear in all four seasons of *ENTERPRISE*.

◀ The Andorians’ adversarial relationship with the Vulcans became one of their defining characteristics and they were often seen trying to gain a tactical advantage. Ultimately, Archer and the threat of the Romulans brought them together.

by the end you realize that we have every right to feel the way we do.”

Between the need for the Andorians to present a contrast with the Vulcans and Combs’ knowing performance, the Andorian character was beginning to be defined. But when you’re dealing with blue-skinned aliens who have antennae, it is impossible to ignore the makeup. As another member of the writing staff, Michael Sussman remembers, “There was a lot of discussion of what to do with the antennae, what shade of blue they should be. I think when Mike Westmore came up with the idea of the moving antennae that would be hidden under the wigs and they’d have a little bit of a forehead appliance that gave the Andorians a brand new characterization they didn’t have before.”

#### ACTOR AND PUPPETEER

Westmore’s new remote-controlled antennae made the Andorians into something extraordinary. As Combs explains, the antennae weren’t just stuck on his head, they were very much part of the performance. “Mike Westmore told me that the original antennae were actually made of clay and were just glued on. The new antennae undulate, they move, they express, they’re an extension of vital life.”

The thing was that Combs had no way of controlling the antenna himself and had to rely

on a technician to move them according to Shran’s moods, “We have a puppeteer – that’s what they call them,” he explains. “Basically wires run down a transmitter pack on our belts and the puppeteer has a joystick. We have to communicate – ‘Don’t do anything here. Go back when I’m angry and forward when I’m curious.’ You create a language with the puppeteer and the director. My biggest concern was that I didn’t want them doing too much. Less is more. If you constantly have them moving and testing the air and undulating, all you’re looking at are the antennae. But I really think they got the tone just right.”



▼ The Andorians were also shown to have a very difficult relationship with the Tellarites. Again, Archer would force them to confront their differences and see their common interests.



▲ We first saw the Andorian homeworld in *ENTERPRISE*'s fourth season. Over the years it had been called both Andor and Andoria. The solution was to make Andoria a moon orbiting a gas giant, which was called Andor.

Over time, Combs developed such a rapport with the puppeteer that they barely needed to speak, but that was in the future. When the crew were filming 'The Andorian Incident' they had no idea whether the Andorians would ever appear again. "It was totally a one-off," Dekker says. "But the combination of Jeffrey Combs and the uniforms and the makeup, and the fact that we had animatronic antennae, all of that added up to something that was memorable and iconic. From the time it aired we were all happy with it, and Rick and Brannon wanted to bring Shran and the Andorians back."

#### WHERE DO WE GO FROM HERE?

The task of writing the next Andorian episode fell to Mike Sussman, who co-wrote a sequel to 'The

Andorian Incident,' called 'Shadows of P'Jem.' "There was," he remembers, "a question of where were we going to go with them. There was a strong feeling among the writers that we wanted to keep the conflict alive. Much as the Vulcans were portrayed in an adversarial light, we could go even further with the Andorians and have them be at war with the Vulcans who were our allies, and show this wonderful rich conflict between these two founding members of the Federation. It was a great direction to take."

#### FROM ENEMIES TO ALLIES

The Andorian stories that followed are often seen as an arc in which Archer and humanity forge bonds between the different races, ultimately bringing them together to form the Federation.

Sussman, who is a long-time *STAR TREK* fan, is particularly proud of a part he played in this, even though it wasn't on an episode he was writing. "It wasn't actually canon that the Andorians were founding members of the Federation until season 3 or season 4 of *ENTERPRISE*. Brannon was writing a script where Crewman Daniels was going to send Archer to the future to the signing ceremony for the Federation. My phone rings and Brannon says, 'Mike, real quick - who are the founding species of the Federation?' What flipped through my mind was that it had never been established, but there had been a lot of fan speculation going back to 'Journey to Babel' that many of those races - the Tellarites, the Andorians and the little gold guys - were among the founding members. For that quarter of a second I'm thinking, 'What do I tell

him? If I say it's never been decided he might make up a couple of new races and that might set certain people off'. So I basically lied to him and said 'Oh yeah, it's Andorians and Tellarites.' He put it in the script and now it's canon!"

Sussman was also responsible for making Andoria into an ice planet. Again, this came out of his knowledge of the wider *STAR TREK* universe, and a very practical need to save money. "We had just wrapped up the (fourth season) Vulcan arc. We had built a lot of caves and rocky areas. We knew we were going to go to Andoria next. I had been reading a role playing book called 'The Andorians among the Clans' and there was an image on the cover of a snow covered Andoria. I remember saying to Manny Coto, who was our season 4 showrunner, 'What do you think of this as a look for the Andorian homeworld?' and he said, 'Great, because we can paint our Vulcan sets white and now it's icel' and that's what we did."

#### DEFINING PERFORMANCE

Looking back, the story of the Andorians on *ENTERPRISE* is as much the story of Shran as it is of the entire race. There are very few Andorian stories without him and the writers have no doubt that his performance and the decisions he made informed everything they did.

"We were inspired by Jeff Combs," Sussman says, "His performance was so good it made us come up with new things to do with him, new positions to put him in. And to make him not just a baddie. And that was true for the

◀◀ We learned that the Andorians lived under the surface of their inhospitable planet, in a series of beautiful cities.

◀ We also discovered that there was a sub-species of Andorians, known as the Aenar, who had white skin and were extremely telepathic. They had been isolated from the rest of their people and were devoted pacifists.

## ANDORIAN COMBAT

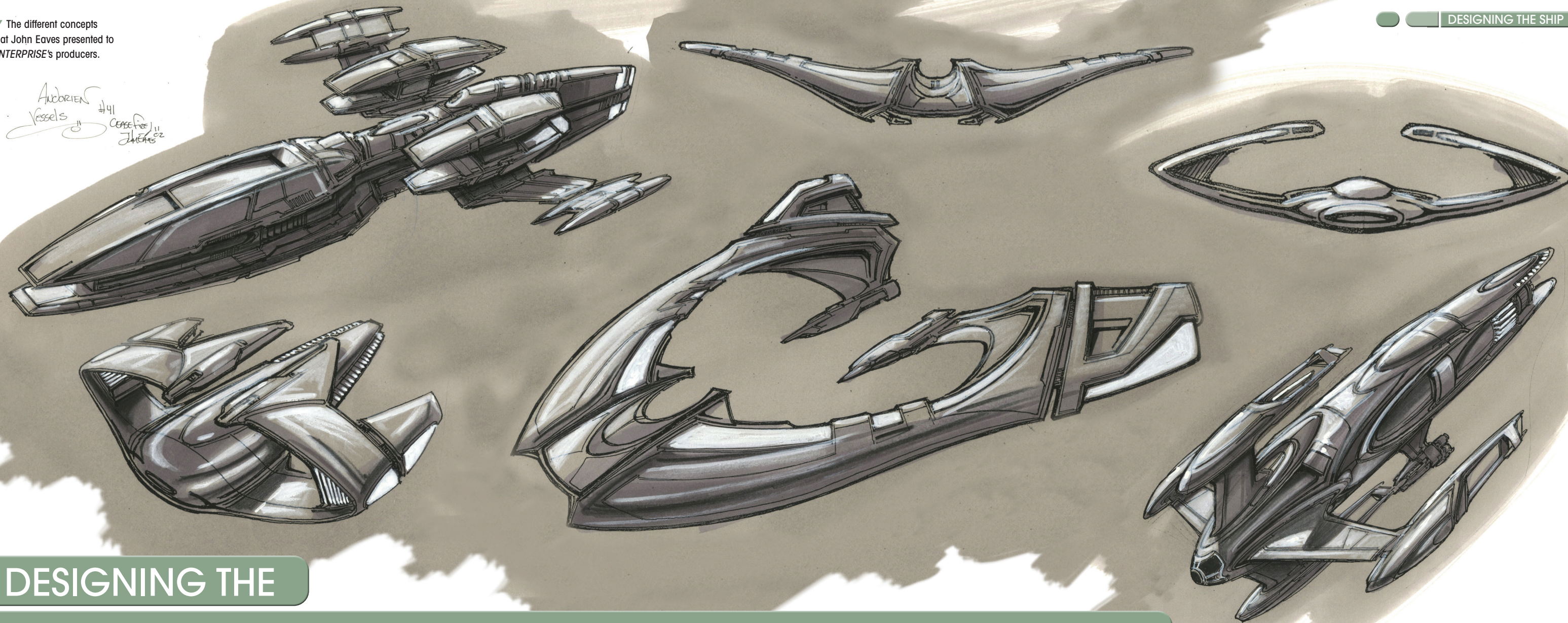
The story 'United,' introduced us to another element of Andorian culture: ritual combat. After a Romulan drone disguised as a Tellarite ship destroys Shran's battle cruiser, the Andorian ends up challenging the Tellarite ambassador to a duel. In order to satisfy honor, Archer takes the Tellarite's place. The story called for Archer and Shran to fight one another with Andorian ice knives, while chained to one another. The task of designing the knives was embraced by *STAR TREK* VFX producer Dan Curry, who has a large collection of exotic weapons. When he read the description in the script he instantly thought of Tibetan cleavers but changed the handle to a more serviceable handle like an Alaskan Inuit Ulu (skinning knife). "The handles are a Tibetan symbol for thunder and lightning," Curry says, "I guess that's what it would feel like if you were hit with one."





▼ The different concepts that John Eaves presented to ENTERPRISE's producers.

ANDORIAN  
Vessels #41  
Cease Fire 11/02  
J.Eaves



DESIGNING THE

# ANDORIAN BATTLE CRUISER

▼ The finished model of the Andorian battle cruiser produced by Eden FX.

The Andorians had been around for decades before they finally got a ship of their own. The Andorian battle cruiser made its first appearance in 'Cease Fire.' As concept artist John Eaves remembers, although the Andorians had first appeared in 1967, he had very little to work with. "A lot of times I'd try to do a retro version of what we'd seen before, but we'd never seen an Andorian ship so this was open for me to figure out what we wanted to do."

As usual, he sketched out a series of alternatives on a single piece of paper

for the producers to choose from. He was particularly pleased with a very organic "manta ray" approach, that even had a suggestion of antennae as a nod to the famous Andorian makeup and admits he was surprised when the producers chose a much thinner, rocket-like design.

This final design had two very distinct inspirations: a World War II seaplane and the *Battlestar Galactica*. "That was about the time that *Galactica* was starting up again," John explains. "I think subconsciously the main body is a little bit of the *Galactica* flipped over on top

and on the bottom, with some weird looking engines."

Those engines and the design of the wings that they were attached were inspired by the pontoons of an old aircraft. "A lot of my inspiration came from old World War II airplanes," Eaves explains. "There were so many great shapes. I'd been to the Phoenix air museum and they had this airplane called the Mariner that had this double-jointed wing like that. Actually it was the reverse – it went up and then dropped down. It was almost like the old

World War II Corsair. And they had a water landing plane that had a landing skiff. I thought it was kind of cool to tie that together so the skiff became the double engines up on top of the wing."

As Eaves remembers, the episode was a busy one, so once this early sketch had been approved, it was sent straight over to Eden FX without any additional drawings. The design work was then completed by Pierre Drolet who refined the design as he went.



# ON SCREEN



- FIRST APPEARANCE: 'Cease Fire'
- LAST APPEARANCE: 'In a Mirror Darkly, Part II'
- DESIGNED BY: John Eaves

**KEY APPEARANCES**

**STAR TREK: ENTERPRISE**  
**'Proving Ground'**

*Enterprise* has managed to track the Xindi weapon deep into the Expanse. With days to go before the prototype is tested, Archer tries to pilot his way through a cluster of anomalies only to find his ship completely overwhelmed and on the brink of destruction. At the last minute, a tractor beam locks on to *Enterprise* and pulls it free. It turns out that *Enterprise* has been saved by Shran's ship, the *Kumari*. Shran offers to combine forces to capture the prototype, but is he revealing everything?

**STAR TREK: ENTERPRISE**  
**'Kir'Shara'**

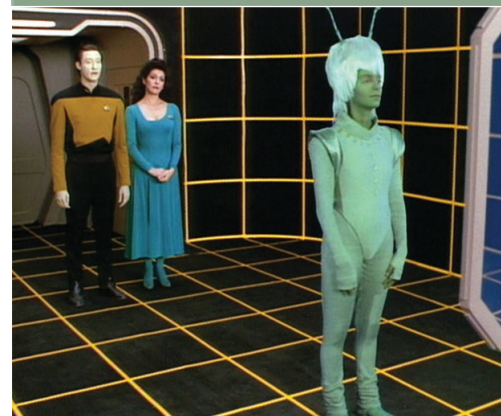
Administrator V'Las has convinced the Vulcans that the Andorians captured the prototype of the Xindi weapon and are using the technology to create weapons of their own. With Archer and T'Pol trapped on the surface of Vulcan, Tucker takes *Enterprise* to Andoria in a desperate attempt to warn the Andorians about the impending attack. Knowing that he has no proof of the Vulcans' plans, Tucker seeks out Shran, who is hiding the *Kumari* in a nebula, but the Andorian is unconvinced...

**TRIVIA**

Jeffrey Combs, who played Shran, is one of the most versatile actors in *STAR TREK*'s history. As well as playing Shran he played the Vorta Weyoun on *STAR TREK: DEEP SPACE NINE* and has played seven other characters in the different series, including the Ferengi Brunt, who once appeared in the same episode as Weyoun. He also auditioned for the role of Comander Riker.



The Andorians made several non-speaking appearances between their debut in 'Journey to Babel' and the Andorian Incident. An Andorian thrall was one of the combatants on Triskelion, another was an inmate of the mental hospital, Elba II, alongside Garth of Izar, and several were killed in the attack on Memory Alpha. In the movies Andorians were seen in the crowds or as Federation dignataries. In *TNG*, an Andorian was visiting Risa in 'Captain's Holiday' and when Data's daughter Lal was looking for different forms to adopt, she briefly considered that of an Andorian.



## COMING IN ISSUE 38

# DELTA FLYER

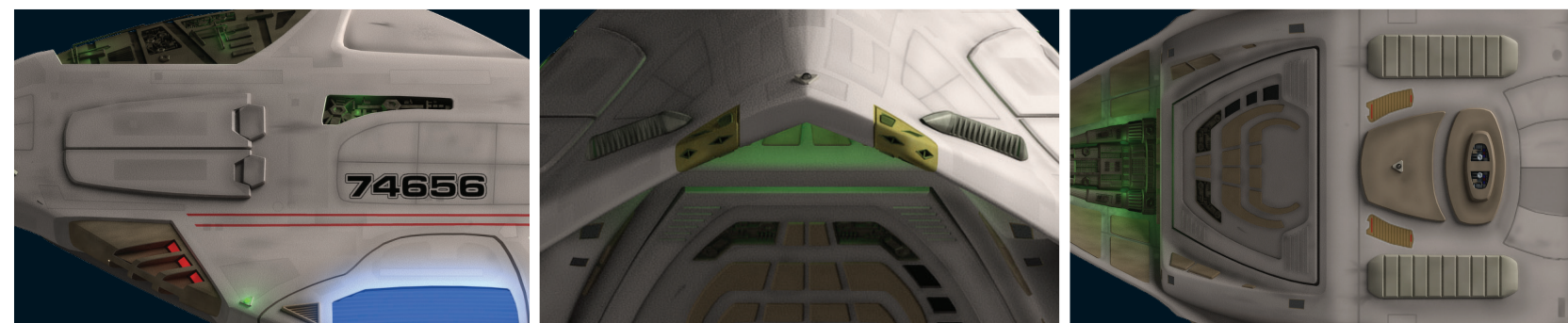


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- In-depth profile of the *Delta Flyer*, the Borg-enhanced shuttlecraft built by the crew of the *U.S.S. Voyager*
- Illustrator Rick Sternbach talks about his designs for the *Delta Flyer*
- A look at how the CG version of the *Delta Flyer* was created



# STAR TREK™

