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KLINGON

IKS NEGH'VAR

NEGH'VAR CLASS

LAUNCHED: 24th C

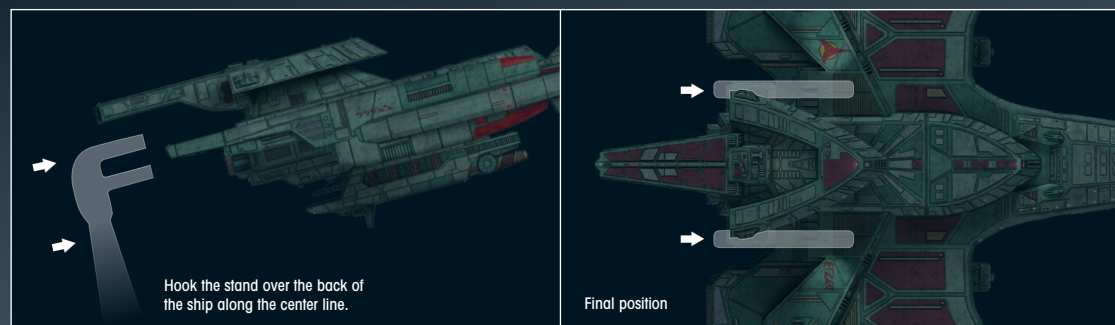
LENGTH: 682.32 METERS

MAX SPEED: WARP 9.6

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Stand assembly:



IKS NEGH'VAR SPECIFICATION



OPERATED BY:	KLINGON DEFENSE FORCE
CLASS:	NEGH'VAR
CONSTRUCTED:	QO'NOS ORBITAL FACTORY BASE
LAUNCHED:	2372
LENGTH:	682.32 METERS
CREW:	2,500
TOP SPEED:	WARP 9.6
WEAPONRY:	20 DISRUPTOR CANNONS
	ONE FORWARD DISRUPTOR
	4 TORPEDO LAUNCHERS

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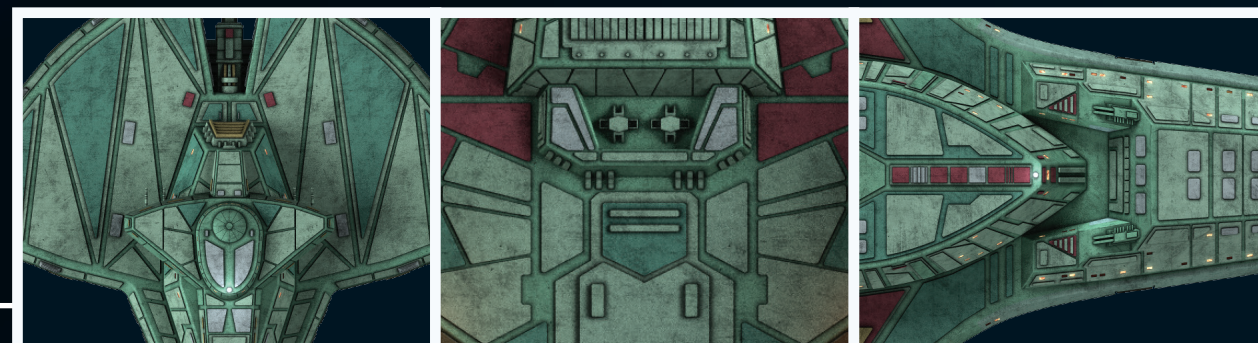
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DATA FEED

The IKS prefix that preceded the name of vessels operated by the Klingon Defense Force was an acronym that stood for Imperial Klingon Ship.

forward disruptor, and four torpedo launchers. Like other Klingon ships, it also featured a cloaking device that could render it invisible to both the naked eye and other ships' sensors.

FAMILIAR DESIGN

The design of the *Negh'Var* class was clearly based on the layout of the earlier *Var'cha* class and they shared many similar features, in particular the central 'neck' section of both classes appeared to be almost identical. There were, however, several notable differences, the most obvious of which was that the *Negh'Var* class was much larger – more than 200m longer and roughly 128m wider. In addition, the bridge module on the *Negh'Var* class was located on top of a wider 'cobra' head front section. Meanwhile, the 'wings,' which contained embedded warp nacelles, swept forward, whereas on the *Var'cha* class, the nacelles were separate elements attached to the end of the 'wings,' and swept backwards.

The *Negh'Var* also featured additional elements such as a short spike-like protuberance that jutted out from a gap in the front of the ship, and pod-like weapon structures under the wings that emitted disruptor beams. Finally, the *Negh'Var* featured a built-up triangular-shaped superstructure on top of the aft dorsal section that featured several spikes protruding from the rear of it.

The hull color of the *Negh'Var* was the same dark green as that found on the *B'rel*-class *Bird-of-Prey* of

The Klingons embarked on a major starship building program in the latter half of the 24th century to replace their aging fleet of *K't'inga*-class vessels. First, they introduced the 481m long *Var'cha*-class attack cruiser in around 2367, and then the even larger 686m long *IKS Negh'Var* warship was added to their fleet in 2372. This prodigious vessel served as the flagship of the Imperial Fleet, and appeared to be the only ship of its class for a time, although by 2375 there were multiple *Negh'Var* warships in service.

As befitting the pride of the Imperial Fleet, the *Negh'Var* was a mightily impressive and intimidating vessel. It could accommodate a crew numbering as many as 2,500 personnel, and it boasted more firepower than just about any other ship in the Alpha or Beta Quadrants. Its weaponry included 20 ship-mounted disruptor cannons, one large

▲ Similarly styled to the smaller *Var'cha*-class attack cruisers, the *IKS Negh'Var* was more of a warship. What it lacked in maneuverability, it more than made up for in firepower, and there were few ships that could outgun it. The *IKS Negh'Var* was the first ship of its type, but a few years after its introduction, several more *Negh'Var*-class vessels had joined the Klingon fleet.

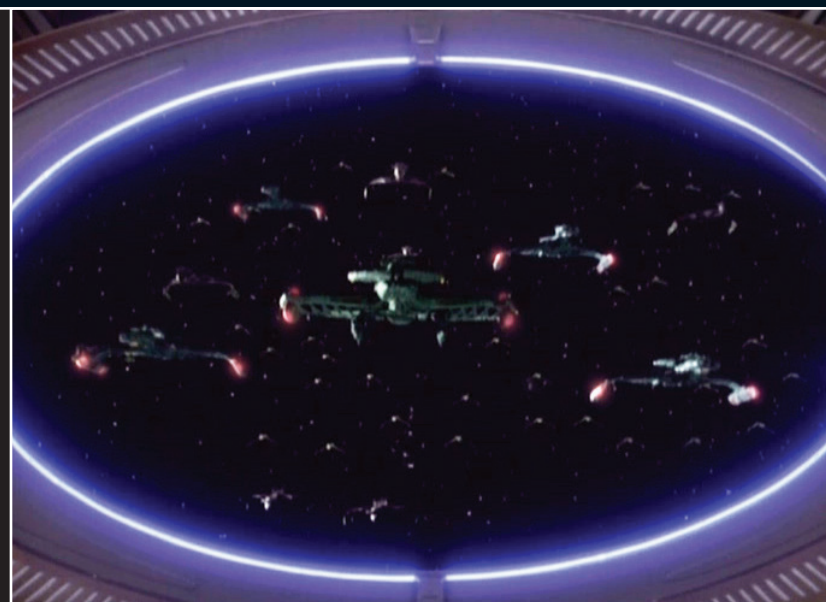
KLINGON DEFENSE FORCE

IKS NEGH'VAR

Launched in 2372, the *IKS Negh'Var* was hugely powerful and the new flagship of the Klingon Empire.



◀ One of the most prominent features of the *IKS Negh'Var* was a short spike that was situated in a gap at the front of the 'cobra' head prow of the ship. It also featured weapon pods on the ventral side, on either side of the main body, and embedded warp nacelles that glowed red towards the outside of the forward-swept 'wings.'



◀ The *Negh'Var* led a Klingon task force in an attack against *Deep Space 9* after Captain Sisko had brought the leaders of Cardassia there to keep them safe.

▶ While several Klingon ships were destroyed while attacking *Deep Space 9*, the *Negh'Var* survived and disabled two of the station's shield generators.



▲ Like the rest of the Klingon fleet, the *Negh'Var* was aggressively styled, and the outer hull was covered in armor plating and radiator blocks.

▶ An entire Klingon fleet led by the *Negh'Var* arrived at *Deep Space 9* supposedly to protect Bajoran space from a Dominion invasion.



◀ With *Deep Space 9*'s shields temporarily offline, numerous Klingon troops from the *Negh'Var* were able to beam onto the station and continue the fight.

▶ Ultimately, the Klingon assault failed and the *Negh'Var* was forced to withdraw, but Gowron warned that he would not forget what had happened.



▲ The first time Starfleet encountered the *IKS Negh'Var* was when it suddenly decloaked in close proximity to *Deep Space 9*. Both Sisko and Dax had heard of it before and knew it was the new Klingon flagship.

the same era, although some panels on the dorsal side were painted a rusty red. The hull also featured numerous raised heavy armor plate panels and slotted radiator blocks.

CHANGELING COMMANDER

The *IKS Negh'Var* was first encountered by Starfleet in 2372 when it, and an entire Klingon fleet, suddenly decloaked in close proximity to *Deep Space 9*. The ship was commanded by General Martok who, unbeknownst to both the Klingons and the Federation, was in fact a Changeling. He claimed that the Klingon fleet was there to help protect Bajoran space from Dominion attack, but he was really trying to provoke a war between the major powers of the Alpha Quadrant, dividing and weakening them, before a Dominion invasion.

The Martok Changeling was almost successful too. He convinced Chancellor Gowron that a coup on Cardassia Prime had been orchestrated by Changeling infiltrators, and that it was necessary to take control of Cardassia in order to keep the Alpha Quadrant safe from the Dominion.

He then led a Klingon invasion force from the *Negh'Var* and it soon overran the Cardassian fleet. The Klingons would have almost certainly captured and killed the leaders of Cardassia, but Captain Sisko managed to coordinate a plan with Gul Dukat and rescue them using the *U.S.S. Defiant NX-74205*.

The Klingons were incensed by Captain Sisko's actions. The Martok Changeling returned to *Deep Space 9* aboard the *Negh'Var*, leading a fleet that proceeded to attack the station. Fortunately, the station's weaponry had recently been upgraded

and they were able to hold off the onslaught long enough for reinforcements to arrive, forcing the *Negh'Var*, and the rest of the fleet, to retreat.

DRIVEN BACK

The Klingons returned to their assault on Cardassia, but when the Dominion joined forces with the Cardassians, the tide of the war began to turn. In mid-2373, the *Negh'Var*, carrying Chancellor Gowron, was forced to withdraw to *Deep Space 9* along with the rest of the Klingon invasion force.

As the war with the Dominion escalated, the Klingons poured their resources into building new ships. By 2375, there were multiple *Negh'Var*-class warships engaged in the conflict, and they ultimately helped the Federation and its allies defeat the Dominion.

DATA FEED

At some point during 2371, General Martok was captured by the Dominion and sent to Internment Camp 371. Meanwhile, a Changeling adopted his form and took his place as one of the most important leaders in the Klingon military. The Changeling Martok took command of the *Negh'Var* and launched an unfounded attack on Cardassia, knowing that it would provoke a conflict between the Federation and the Klingon Empire.



ALTERNATIVE VERSIONS

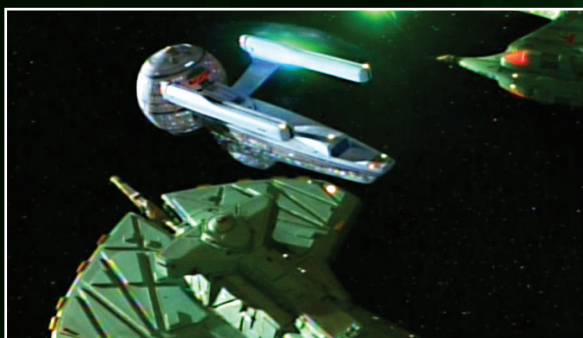
In addition to the *Negh'Var*-class ships operating in the regular universe, they were also found in several alternate realities where their appearance differed slightly from the layout in the prime universe. In around 2395, in an alternate future created by the omnipotent being Q, two Klingon warships almost identical to the *Negh'Var* class attacked the *U.S.S. Pasteur* NCC-58925.

The *Negh'Var* was also found in the Mirror Universe. Here, it was absolutely massive at approximately 2 km long. It was commanded by Regent Worf, and in 2372, it spearheaded an Alliance fleet on a failed offensive to retake *Terok Nor* from the Terran Rebellion. In 2375, it was sabotaged, leaving it completely defenceless, and the Regent was forced to surrender as a prisoner of war.

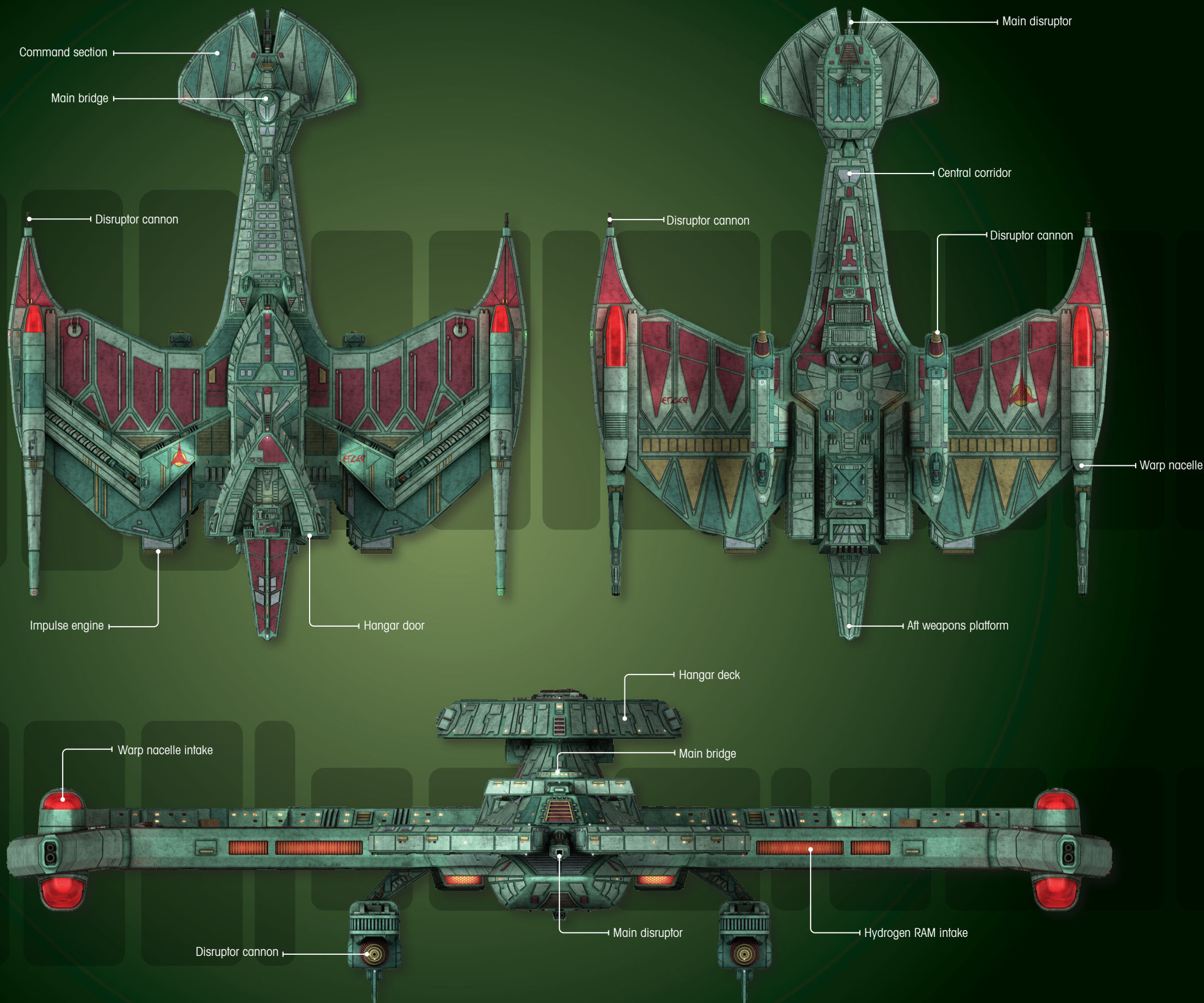
In another alternative future, a Klingon scientist named Korath had several *Negh'Var*-class ships at his disposal. Korath used these ships to attack Admiral Janeway's shuttle after she stole a chrono deflector from him.



▲ The *Negh'Var*-class ships operated by Korath also featured a long spike in the nose and were equipped with nadiion-based weapons.



▲ The *Negh'Var*-class vessel in an alternative future created by Q featured a long spike in the front nose and a pale green colored hull.



PRODUCTION BASE

According to the 'Deep Space Nine Technical Manual' written by Rick Sternbach, Herman Zimmerman and Doug Drexler, the *Negh'Var* was built at the Qo'noS Orbital Factory Base.

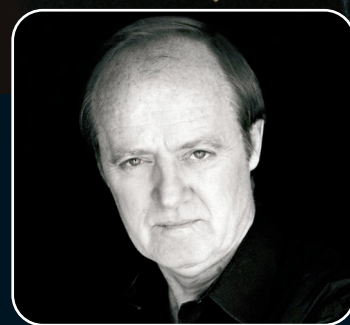
KLINGON NAME

General Martok had a son named Drex. The name was given by executive producer Ira Steven Behr after he read the nickname on production staffer Doug Drexler's crew jacket.

DIFFERENT LAYOUT

The *Negh'Var* ship seen in Q's anti-time future differed from the version in the prime universe in several ways. It featured a longer spike protruding from the nose, there were disruptor cannons located on the tips of the 'wings,' and two 'fang'-like spikes were attached below the bow. It also did not have the weapon pods attached below the wings.

► With his trademark bulging 'mad' eyes, O'Reilly helped to transform Gowron into one of the most charismatic and popular adversaries on *STAR TREK: DEEP SPACE NINE*.



▲ The much less fearsome-looking actor Robert O'Reilly pictured without the Klingon makeup.

ROBERT O'REILLY ON GOWRON

Actor Robert O'Reilly looks back on how his character, Chacellor Gowron, evolved during *DEEP SPACE NINE*.

On *STAR TREK: THE NEXT GENERATION* Gowron was one of the good guys; he was certainly more honorable than his enemies in the House of Duras, and, although he had his own agenda, he was a friend to the Federation. On *STAR TREK: DEEP SPACE NINE* that all changed, and it became increasingly clear that the Klingon chancellor was more than willing to start wars and sacrifice lives to stay in power.

The changes in Gowron presented the actor who played him – Robert O'Reilly – in a slightly difficult position. "I felt differently about Gowron than the writers did," O'Reilly admitted. "When they introduced Gowron the whole reason for him was his incorruptibility – he was there as a contrast to the House of Duras – and then they made him corrupt. But, you know, all power corrupts, and I was all-powerful, so I had to adjust."

► [Top picture] O'Reilly revealed that filming in a hot studio wearing the Klingon Chancellor's heavy cape was physically draining.

[Middle picture] Initially, Gowron was an heroic outsider, but his appearances in *DEEP SPACE NINE* saw him become more and more corrupted by power.

[Bottom picture] Gowron felt Worf had been turned against his own people by weak humans.



It wasn't always obvious that Gowron was going to become a villain; in fact, when he first appeared on *DEEP SPACE NINE* in the episode 'The House of Quark,' it looked as if O'Reilly might have to adjust to being used for comic relief. Gowron was called on to arbitrate a dispute involving Quark, who had 'accidentally' found himself engaged to a Klingon woman after he took credit for her husband's death. Since the episode was largely comedic, O'Reilly decided to base his performance on one of the world's greatest comedians.

"I got out a whole bunch of old Charlie Chaplin tapes and studied them," said O'Reilly. "You couldn't use it a lot, but I tried some stuff and the editors kept it in. There was a bit when I'm using the computer. Klingons, with money, and computers; well, it wasn't their thing, so Gowron just threw it over his shoulder. If you go back and watch that you'll see that I studied Chaplin to get the exact movements."

HARD WORK

Although O'Reilly enjoyed having the chance to do comedy, he remembered that the shoot itself was physically very demanding. The air conditioning malfunctioned, so the stage became very hot. It was bad enough for the crew, who were in shirtsleeves, but it was even worse for him, because he was dressed in full Klingon regalia. "A lot of people don't realize that the cape I wore weighs about 30 or 40 pounds," said O'Reilly. "It was made for Charlie Cooper, who played K'mpec, the previous Klingon leader. He was 6'5" and I'm not! I had to keep that cape on the entire show."

Gowron's new place in the scheme of things was firmly established on his next appearance, when he launched an all-out assault on the collapsing Cardassian Union. "I knew there was a change in 'The Way of the Warrior,'" said O'Reilly. "The main reason was that I became Worf's nemesis. In this one I said, 'You're a traitor.' I knew at that moment that I would probably be a guest character on *DEEP SPACE NINE* for a while, because I was his antagonist, and once you're an antagonist they need you."

O'Reilly went on to explain that this was when Gowron "made his turn," and started to place his own survival above honor. From this point on, the



▲ At one point Worf believed Gowron was a Changeling and tried to kill him. Despite this, Gowron continued to try turn Worf to his cause, but when that failed, they became firm adversaries.

writers definitely used him as a threat to Sisko and the Federation. O'Reilly felt that his job was to make sure that Gowron was always a credible character and never a simple villain.

MOTIVATED AND BELIEVABLE

"There are always elements of good and bad in any character," said O'Reilly. "I was trying to make him one of the good guys, but what the writing did was make him one of the bad guys. As an actor, you have to play against the grain; if he'd just been bad Gowron it wouldn't have been



► As with many leaders, the power Gowron enjoyed eventually corrupted him as he put his own interests ahead of those of the Empire.

interesting, so I was always trying to find a defense. My motives were always Machiavellian – to make me more powerful and my enemies less powerful – but I was acting in the interests of the Empire. The main thing was that I never wanted to mix Klingons with humans."

O'Reilly also saw Gowron as the representative of a truly Klingon mindset. This presented a contrast with Worf, who now firmly chose the human way, leading Gowron to brand him a traitor. "Gowron's viewpoint was that the Klingon leader is all-powerful," said O'Reilly. "The logic of a human is to question the leader, but the logic of a Klingon is not to, and anybody who does that is literally a traitor, so Worf is a traitor. He's a Klingon."

AGENT OF THE DOMINION?

Although O'Reilly was confident that his role as Worf's enemy would lead to several more appearances on *DEEP SPACE NINE*, the writers weren't so sure. The third season ended with Odo's claim that Gowron was actually a Changeling, and the next year opened with the crew traveling to Ty'Gokor to assassinate him.

O'Reilly now knows that the writers originally planned to end 'Apocalypse Rising' by revealing that Gowron was indeed a Changeling, but they actually changed their minds at the last minute, and decided to make General Martok the Dominion spy.

"I never thought that would be my last show," said O'Reilly. "We were getting the script as we were filming, and I never actually read a version where I was the Changeling. They kept that part back from us. I knew the writers, and they didn't

say anything to me. I don't think a writer should say anything until they are absolutely sure what is going to happen. My instincts told me that I wasn't the Changeling and that I'd be back."

DRIVEN INSANE

Gowron may have survived 'Apocalypse Rising,' but when he next appeared in 'When it Rains ...' it was clear that he was becoming more and more corrupt. He was now fearful that Martok was becoming too successful and too powerful, so, in an effort to discredit and perhaps kill him, he sent Martok on increasingly dangerous missions.

As O'Reilly read the final scripts, he understood that Gowron had become corrupted by power, and this meant that he was approaching the end of the line. "I knew right away when I read that he was sending men into battle to lose, that he had basically gone insane, and I knew he would die," said O'Reilly. "In the very end they had him killing indiscriminately. You can't have that. It's psychosis time. Up until then it was always in the interests of the Empire."

In some ways, O'Reilly said the fact that he knew where Gowron was headed actually made it harder for him to play the role. "I think it became more difficult to play Gowron at the very end, because I didn't want to tip off what was going to happen," said O'Reilly.

In practice what this meant was that O'Reilly wasn't going to play Gowron as a madman, so he had to understand how Gowron could justify his behavior. "I was trying not to make him 'un-mad,'" said O'Reilly, "but I wanted to justify his decision-making. My justification was that there

were no Klingon principles that Gowron violated. He made absolute decisions. In war it never matters; it's a Klingon thing. People die; it's for the Empire. If you die in battle, that's honorable."

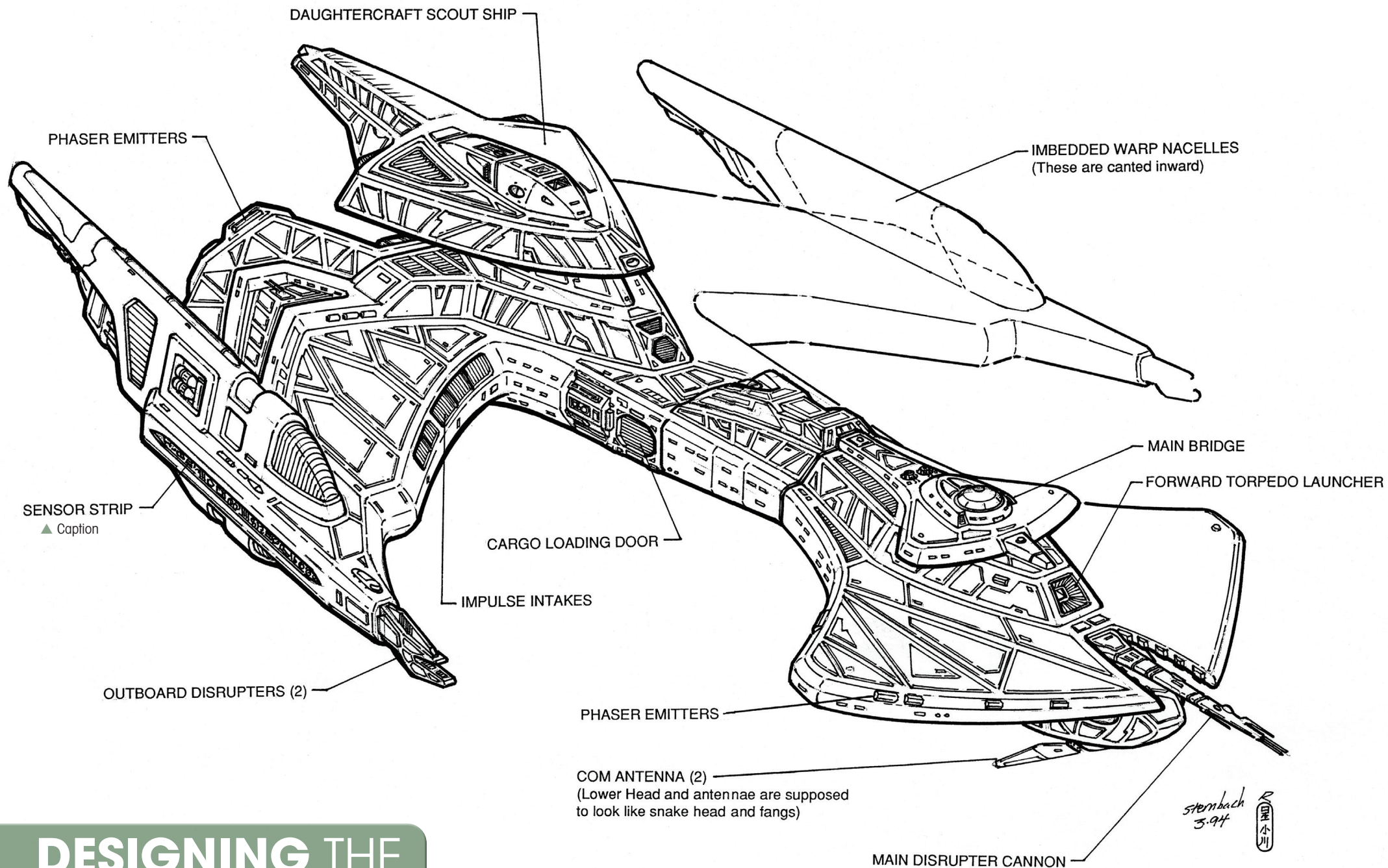
Interestingly, O'Reilly felt that, because of Gowron's devotion to Klingon purity, he believed that both Worf and Martok had been corrupted by spending too much time with humans. "I absolutely believe that Martok became corrupted by humans. He threw troops away when I say to do it, but he complained about it. Also, Worf failed me when he challenged me during wartime. In the Klingon world that is not OK; you can't kill the Commander-in-Chief during wartime! Worf went against the Klingon warrior's way; he had been humanized, so I was right."

Ironically, these situations were of Gowron's own making. "I put Martok on *Deep Space 9*," said O'Reilly. "I ordered him there for two reasons: because he was powerful, and because I knew he was a good general. I didn't want somebody who was too powerful in my court."

READY TO DIE

Ultimately, Worf was the more humanized of the two warriors, and he, not Martok, challenged and killed Gowron, thus bringing O'Reilly's run on the show to an end. "A lot of people around me were upset that I was being killed," said O'Reilly, "but I was very OK with it. I was going, 'No, it's the end of the show. It's what should happen.' We all die. Gowron had gone the full distance. I always figured, 'What's the half-life of a Klingon leader?' I never thought I would last nine years and two series. That was plenty for me; it was perfect."

◀ [Far left picture] As the Dominion War drew to a close, Gowron became worried that Martok was becoming too popular and would challenge him for the leadership. [Near left picture] It was eventually Worf who challenged Gowron, killing him in hand-to-hand combat, and making way for Martok to restore the Klingons' honor.



DESIGNING THE

IKS NEGH'VAR

The design for what would become known as the *Negh'Var* warship began in March 1994. Senior illustrator Rick Sternbach was asked to come up with a look for a "future Klingon ship" that was due to appear in *STAR TREK: THE NEXT GENERATION*'s final episode 'All Good Things...' At this point, it was thought the ship would only ever

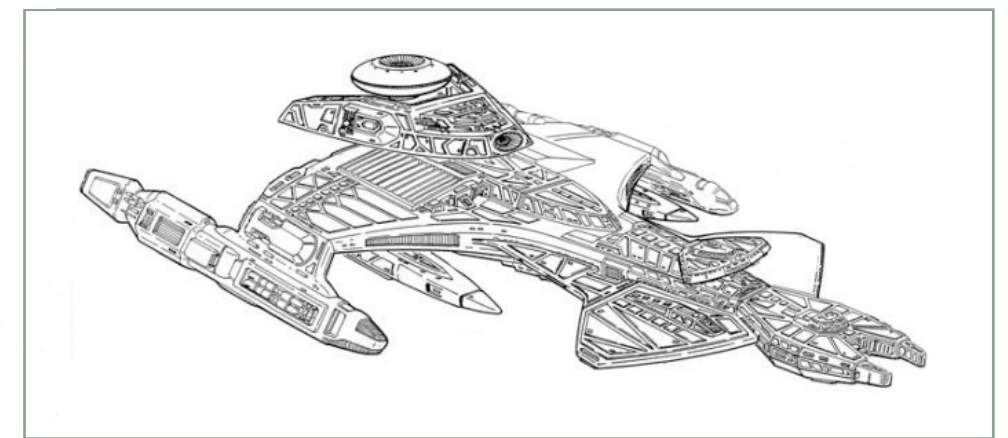
appear in this one episode, so the cost of designing and building a brand new Klingon ship from scratch could not be justified. Instead, Sternbach based his design on the existing *Vor'cha*-class model, adding features that could be easily applied to the existing model.

"An alternative timeline upgrade of the *Vor'cha* was called for in the story,"

said Sternbach, "and so I added some proposed modifications to the original attack cruiser sketch, suggesting new hardware bits that could be attached to the existing filming miniature. These modifications had the same basic styling as used on the original, but hopefully looking different enough to say it was a new design. Word came

through that the producers wanted a somewhat more radical take on the cruiser, so I followed up with another sketch. This featured some of the add-ons that I had previously suggested, but made them integral to the design, with some new proportions.

"The design was definitely still Klingon, but different enough to see it wasn't a *Vor'cha* with some bits stuck on. The wing platforms were reversed, bending forward to give a hint of a bird-like shape, the engines were clipped slightly and embedded within the wings, while 'canards' were blended into the nose



◀▲ To help keep the cost of building a studio model to a minimum, illustrator Rick Sternbach added new hardware to his earlier *Vor'cha*-class ship design. The illustration above shows one of Sternbach's first passes at the design, but the producers wanted it to look even more different, so he added more elements, including a revised front end with a 'cobra' head and a detachable scout ship as can be seen in the main illustration on the left.



▲ The *Negh'Var* model was relatively small because it was built from the same molds that had been used to create the *Vor'cha* model. When it was first designed and built, it was known within the *STAR TREK* production as the 'Voodieh' class. This was probably a corruption of the Klingon word 'voDleH,' which means 'emperor.'

area. I also gave it a new main bridge, an ominous 'snake head' at the bow, 'fang' antennae, and a new disruptor cannon. Like most ship designs I got to contribute on, this was an absolute ton of fun."

ANNOTATED FEATURES

As can be seen on the annotations that Sternbach added to his illustrations, he intended for the spike at the front of the ship to be the main disruptor cannon, although the ship was never seen firing from this position. He also intended the 'fang'-like protuberances to be

communication antennae, while the built-up section on top of the main body was supposed to be a detachable emergency craft.

"I suppose the 'daughtercraft' was an extension of the thing I did on the *Vor'cha* with its main disruptor cannon section," said Sternbach. "That is to say, I designed it to be detachable in a fight if the ship was disabled. I was influenced by the movie 'The Beast of War,' which (*STAR TREK* production designer and art director) Richard James worked on, where one of the Russian tank guys said, 'Out of commission, become a pillbox.'

▼ After the studio model of the *Negh'Var* was damaged by customs, it was rebuilt and given a new dark green paint scheme with bold red accents.



Out of ammo, become a bunker. Out of time, become heroes.' I figured that would work for the Klingons. It wasn't that the little ship was there to run away, but more to give them options to fight."

Once Sternbach's design had been approved, his illustrations were sent over to Greg Jein's workshop in Santa Monica. Jein had built the original *Vor'cha* attack cruiser, so it made sense that he should also build this "future Klingon ship" studio model. He modified the molds of the original *Vor'cha* model to create it, and this meant that the center part of the ship, which included the neck, was identical. It also meant that the model was relatively small, measuring approximately 33 inches x 24 inches. The model maintained the same color scheme as the *Vor'cha* class, being placed at a midpoint between

the dark green of the *Bird-of-Prey* and the light gray of the *U.S.S. Enterprise NCC-1701-D*. Separate portions of the ship were also built, including the port wingtip section, cast from the molds of the master model, as in the episode these parts were blown off the ship when the future *Enterprise-D* attacked it.

SENT ON TOUR

After the filming of 'All Good Things...', it was assumed that the "future Klingon ship" would never be seen on screen again, and it was loaned out as part of a touring Star Trek exhibition.

Meanwhile, John Eaves, who had been hired as *STAR TREK*'s resident illustrator between the third and fourth seasons of *DEEP SPACE NINE*, was asked to come up with some designs for a new, larger Klingon ship. While Eaves did

produce some new concepts, it was decided that the cost of building a new studio model was beyond their budget.

Instead, the producers realized they could save money by using the existing "future Klingon ship" as the *IKS Negh'Var* and it was recalled from the exhibition tour. Unfortunately, during transport, the model was severely damaged as effects supervisor Gary Hutzel explained. "Apparently, when the *Negh'Var* model got to customs, they thought there might be drugs hidden in it so they broke it open. When it came back, it was in pieces. That was a nasty surprise."

While the model was being repaired, modifications were made and this was the reason why some of the details were different on it from its appearance in 'All Good Things...' to its next appearance in 'The Way of the Warrior.'

The two 'fang' fins on the bottom of the bow and the nacelle spikes were removed, the long front spike was shortened, but extra 'weapon' pods were added under the 'wings.' The overall color scheme was changed too, and it was repainted in the same dark green seen on the Klingon *Bird-of-Preys*.

The *Negh'Var* model was next used in the mirror universe episode 'Shattered Mirror,' where it portrayed Regent Worf's flagship vessel. Here, it appeared in an almost identical configuration, although the spike in the nose of the ship was now removed completely.

FINAL APPEARANCES

The *Negh'Var* was next seen in the episode 'By Inferno's Light,' but this just featured stock footage of it from 'The Way of the Warrior,' so obviously its appearance was exactly the same. The studio model's final outing came in another mirror universe episode, 'The Emperor's New Cloak,' where it was seen in almost the same configuration, although now the short spike had returned to the front of the ship.

The *Negh'Var* then became a CG model for its appearance in *STAR TREK: VOYAGER*'s finale 'Endgame,' making it the last physical studio model to be translated into a CG model. It was built at visual effect house Foundation Imaging by Trevor Pierce, and incorporated design elements from all its previous appearances. Thus, the CG version featured a long spike at the front and the two 'fangs' attached to the bottom of the bow as the studio model had in 'All Good Things...' It also featured the weapon pods below the 'wings' as it had in its appearances on *DEEP SPACE NINE*, although the tips of these pods were now colored red.

The original studio model of the *Negh'Var* was sold at the Christies' '40 Years of *STAR TREK: The Collection*' auction in 2006 for \$26,400.



◀ When the *Negh'Var* model was first built at Greg Jein's workshop, it was painted the same color as the earlier *Vor'cha*-class model. It also featured 'fang'-like fins on the bottom of the bow and disruptors on the tips of the 'wings.'

◀ Initially, the *Negh'Var* model had a long spike in the nose of the ship. Sternbach intended for this to be the ship's main disruptor cannon, but it was never seen firing from here. This spike was later shortened when the model was rebuilt.

◀ As well as a new paint scheme, the later *Negh'Var* model featured weapon pods beneath the 'wings,' and extra windows. Meanwhile, the long spike in the nose was shortened and the disruptors were removed from the tips of the 'wings.'

ON SCREEN



FIRST APPEARANCE: 'ALL GOOD THINGS...' (TNG)

TV APPEARANCES: STAR TREK: THE NEXT GENERATION, STAR TREK: DEEP SPACE NINE, STAR TREK: VOYAGER

DESIGNED BY: Rick Sternbach

KEY APPEARANCES

STAR TREK: DEEP SPACE NINE
'The Way Of The Warrior'

An entire Klingon fleet led by General Martok aboard the *IKS Negh'Var* decloaks around *Deep Space 9*. Martok claims they have come to help protect their Federation allies against a Dominion invasion. The Klingons soon stir up trouble and Captain Sisko becomes suspicious of their true motives, so he asks Worf to come on board to find out what they are really planning. He soon discovers that the Klingons are plotting to attack Cardassia, an act of war that would force the Federation to withdraw from their alliance with Klingons.

STAR TREK: DEEP SPACE NINE
'Shattered Mirror'

Professor Jennifer Sisko, the Mirror Universe counterpart of Sisko's deceased wife, uses Jake to lure Sisko to her universe. Once there, the Terran rebels explain that an Alliance fleet led by Regent Worf aboard his flagship the *Negh'Var* is on its way to retake Terok Nor. Their only hope to repel the attack comes in the form of a copy of the *U.S.S. Defiant* NX-74205, but their version, like the original, has structural problems. They need Sisko to help repair their *Defiant* if they are to stand any chance of defeating the mighty Alliance fleet.

TRIVIA

Illustrator John Eaves was hired between season three and season four of *STAR TREK: DEEP SPACE NINE*. One of his first tasks was to design several new Klingon ships, but because of budget concerns, none of his concepts were turned into a studio model. Instead, it was decided to use the existing *Negh'Var* studio model, which was on a *STAR TREK* exhibition in Scotland. Upon its return, the model was found to be badly damaged as customs had broken it apart believing that there might be drugs inside.



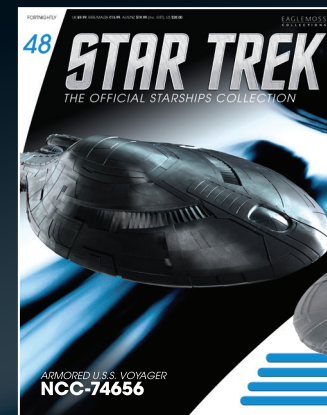
A special piece of promotional artwork (pictured below) featuring Worf and fleets of Klingon ships was created to advertise *STAR TREK: DEEP SPACE NINE*'s fourth season opening episode 'The Way of the Warrior.'



The Regent's flagship in the *STAR TREK: DEEP SPACE NINE* episode 'Shattered Mirror' was almost identical to the *Negh'Var* warship in the prime universe, except it was much larger. A specially built 30 foot-long studio model just of the underside of the ship was built to make it appear enormous in comparison with the *Defiant*.

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