

FORTNIGHTLY

UK £10.99, EIRE/MALTA €16.99, AUS/NZ \$20.99 (inc. GST), US \$21.95

EAGLEMOSS
COLLECTIONS

71

STAR TREK™

THE OFFICIAL STARSHIPS COLLECTION



GOROTH'S KLINGON
TRANSPORT SHIP

TYPE: TRANSPORT

LAUNCHED: 22nd C

LENGTH: 88 METERS

WEAPONS: DISRUPTORS

Contents

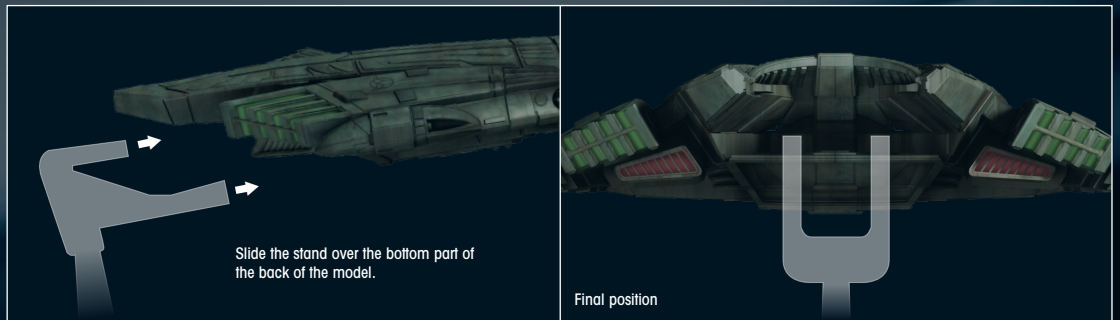
P04: GOROTH'S KLINGON TRANSPORT SHIP

P10: DESIGNING THE SHIP

P14: RETURNING ALIENS

P18: ON SCREEN

Stand assembly:



ORDER ONLINE

Order binders, missing issues or other Eaglemoss products at:

www.mycollectionshop.com



www.mycollectionshop.com

EAGLEMOSS COLLECTIONS

Eaglemoss Publications Ltd. 2016
 1st Floor, Kensington Village, Avonmore Road,
 W14 8TS, London, UK. All rights reserved.

™ & © 2016 CBS Studios Inc. © 2016 Paramount Pictures Corp. STAR TREK and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved.

Development Director:
 Maggie Calmels

STAR TREK – The Official Starships Collection is published fortnightly.

DON'T MISS AN ISSUE: place a regular order with your magazine retailer.

SUBSCRIBE and receive exclusive free gifts – www.startrek-starships.com
 Call 0344 493 6091
 Post the subscription form included with issues 1 to 5

BACK ISSUES
 To order back issues: Order online at www.startrek-starships.com or call 0344 493 6091

UK distributor: COMAG Magazine Marketing

Find us on Facebook

Join us online for competitions, updates and more!

CUSTOMER SERVICES:
www.startrek-starships.com

UK: 0344 493 6091
startrek-ship@eaglemoss-service.com

Australia: (03) 9872 4000
bissett@bissettmags.com.au

New Zealand: (09) 308 2871
 Fax: (09) 302 7661
subs@ndc.co.nz

South Africa: (011) 265 4307
service@jacklin.co.za

Malaysia: (03) 8020 7112
sales@allscript.com

Singapore: (65) 6287 7090
sales@allscript.com

OVERSEAS BACK ISSUES
 Place your order with your local magazine retailer.

Recommended age 14+.
 Warning! Collectable figurines.
 Not designed or intended for play by children.
 Do not dispose of in domestic waste.

GOROTH'S KLINGON TRANSPORT SHIP

SPECIFICATION



OPERATED BY: KLINGON EMPIRE

TYPE: TRANSPORT

IN SERVICE: MID-22nd CENTURY

LENGTH: 88 METERS (APPROX.)

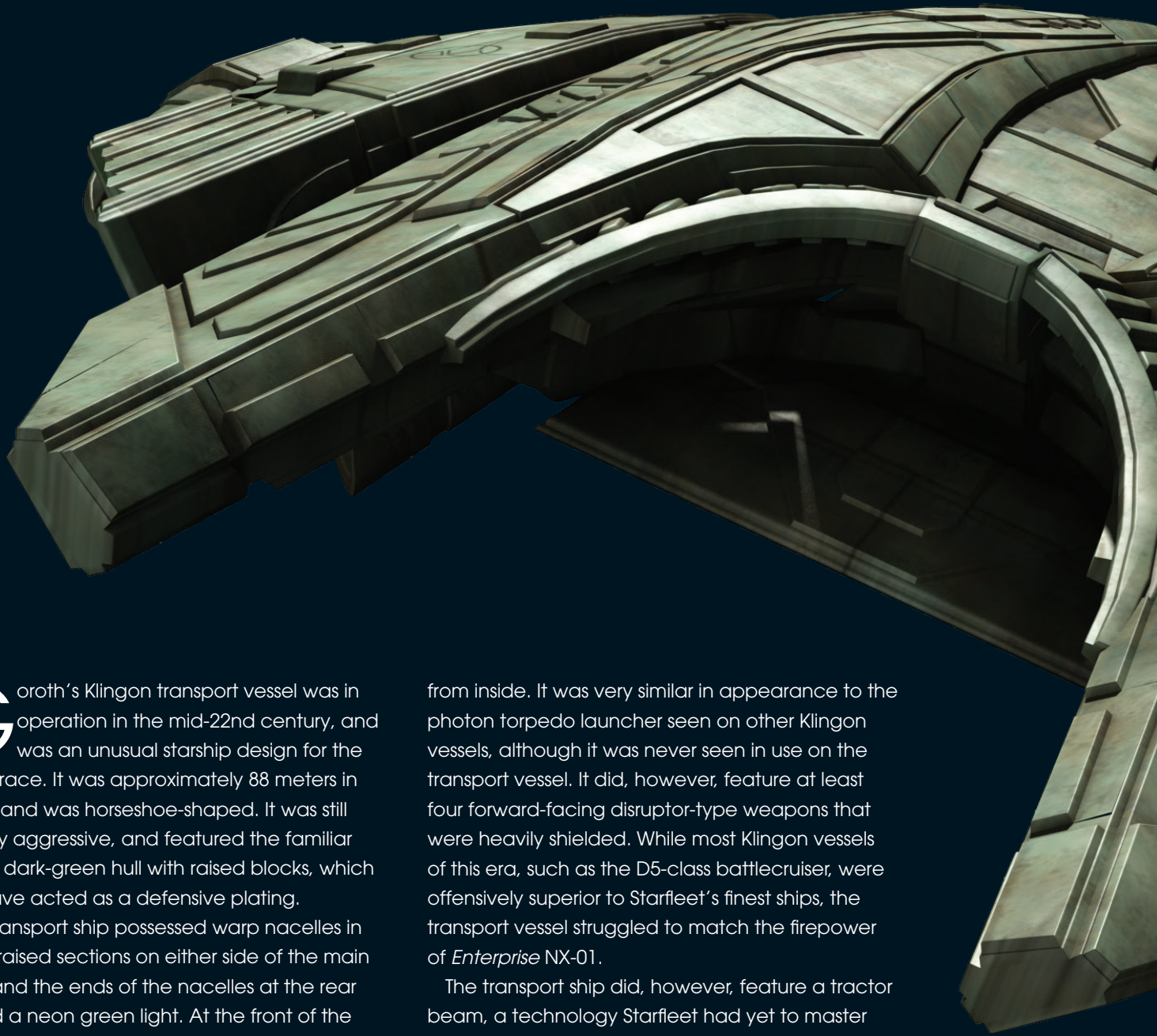
CREW: SEVEN (APPROX.)

TOP SPEED: WARP 5

WEAPONRY: DISRUPTORS, PHOTON TORPEDOES

CAPTAIN: GOROTH





Goroth's Klingon transport vessel was in operation in the mid-22nd century, and was an unusual starship design for the warrior race. It was approximately 88 meters in length, and was horseshoe-shaped. It was still typically aggressive, and featured the familiar Klingon dark-green hull with raised blocks, which may have acted as a defensive plating.

The transport ship possessed warp nacelles in slightly raised sections on either side of the main body, and the ends of the nacelles at the rear emitted a neon green light. At the front of the vessel was an aperture, which gave off a red glow

from inside. It was very similar in appearance to the photon torpedo launcher seen on other Klingon vessels, although it was never seen in use on the transport vessel. It did, however, feature at least four forward-facing disruptor-type weapons that were heavily shielded. While most Klingon vessels of this era, such as the D5-class battlecruiser, were offensively superior to Starfleet's finest ships, the transport vessel struggled to match the firepower of *Enterprise* NX-01.

The transport ship did, however, feature a tractor beam, a technology Starfleet had yet to master as *Enterprise* had to make do with a much simpler

GOROTH'S KLINGON TRANSPORT

Goroth's ship was in service with the Klingon fleet in the 22nd century and was used to apprehend fugitives.



SHIP

▲ Unlike most Klingon vessels, Goroth's starship did not resemble a predatory bird with outstretched wings, but was rather a compact horseshoe shape. It was still an aggressive design and featured warp engines for faster-than-light travel and multiple disruptors, which were heavily shielded.

grappler system that used a metal chain with claws at the end.

In an emergency, the crew of the transport ship could use escape pods to flee. The one-person rafts were shaped similarly to barrels, and there were at least seven pods located on the underside of the main hull.

RUDIMENTARY FACILITIES

The interior of the transport vessel was typical of Klingon vessels in that it was dark, dingy and equipped with no creature comforts. The interior corridors were bathed in red light and featured bare metal walls and no carpeting. The interior also contained a brig for transporting fugitives, which consisted merely of a basic bed covered with a sheepskin-like rug.

In 2153, a Klingon transport vessel was under the command of Captain Goroth. His ship was used mainly to apprehend fugitives who were wanted under Klingon law, so they could be returned to the Klingon homeworld of Qo'noS for trial. It also appeared to be used for policing their borders and detaining anyone who dared make unauthorized entry into Klingon space.

The crew of *Enterprise* crossed paths with Goroth's ship in March 2153 after Captain Jonathan Archer had been kidnapped and taken to the Klingon ship. A few months earlier, the Klingons had placed a bounty on Archer's head after he had helped a group of Arin'Sen refugees, who fled from the planet Raatoras after it was annexed by the Klingon Empire. For this

DATA FEED

The Klingons also operated another transport ship in the 22nd century, which was approximately 55 meters in length. It was appropriated by Arin'Sen refugees and used to flee from the planet Raatoras after it had been annexed and strip-mined by the Klingons.



◀ In addition to its powerful disruptors, Goroth's transport ship had a large circular opening on the front of the ship that was typical of a Klingon photon torpedo launcher.

▼ Goroth was captain of the transport ship. He was forced to defend himself with a handheld disruptor after Captain Archer escaped from the ship's brig and tried to fight his way off the ship.



▲ The horseshoe shape of Goroth's starship could really be seen from the rear. Its shape was not typical of Klingon vessels, but the dark green color of the hull, plus the stylized plating, were very much Klingon ship motifs.

'crime,' a Klingon court sentenced Archer to life imprisonment in the dilithium mines of the prison colony Rura Penthe. Archer promptly escaped after his crew bribed a few Klingon officials, but it now meant he was a wanted man.

SNATCHED AND DELIVERED

Goroth offered 9,000 darseks to a Tellarite bounty hunter named Skalaar to apprehend Archer and bring him to his ship. After months of searching, Skalaar finally found Archer and kidnapped him from *Enterprise* before making contact with Goroth. Rather than deliver him to Qo'noS, Goroth wanted the Starfleet captain brought to his ship.

After Skalaar's shuttle had docked with Goroth's vessel, the Klingons took Archer and paid Skalaar

just 6,000 darseks, instead of the 9,000 they had previously agreed, before roughly throwing Skalaar off their ship despite his protestations.

Fortunately, Skalaar already had reason not to trust the Klingons. He had only become a bounty hunter in order to raise the funds he needed to pay the fine to get his freighter ship, the *Tezra*, back after it had been impounded by the Klingons for crossing into their territory. He had recently contacted his brother to tell him that he would soon have the money to get his ship back, but his brother told him that the Klingons had already ripped apart the *Tezra* and used its systems for spare parts on their own ships.

Even more annoyed after being ripped off again by the Klingons, Skalaar told the crew of *Enterprise*



▶ Archer was thrown in a spartan brig aboard the transport ship, but Skalaar had provided him with a device that helped him escape. He then knocked out a guard, stole his disruptor and fought his way to the escape pods on the lower deck of the ship.



▲ After Skalaar told the crew of *Enterprise* where their captain could be found, they attacked the Klingon transport ship with phase cannons, eventually knocking out its weapons and damaging one of its warp nacelles.

▶ As Archer fled the Klingon ship in one of its escape pods, *Enterprise* disabled Goroth's ship before using a grapppler to retrieve the captain.



where their captain could be found. He also provided Archer with a device to help him escape from the brig aboard Goroth's ship.

As *Enterprise* closed in on the Klingon vessel, Archer freed himself and took out several Klingon guards as he made his way to an escape pod and left the vessel. The Klingon ship dropped out of warp and used its tractor beam to lock on to the pod, but *Enterprise* arrived with its phase cannons blasting. The two ships exchanged fire, but *Enterprise* emerged victorious after it took out the weapons on the Klingon ship, leaving the crew free to retrieve the pod the captain was in. *Enterprise* quickly left before more Klingon vessels arrived, while Goroth's ship was left to limp back to Qo'noS with no weapons and a damaged port nacelle.



DATA FEED

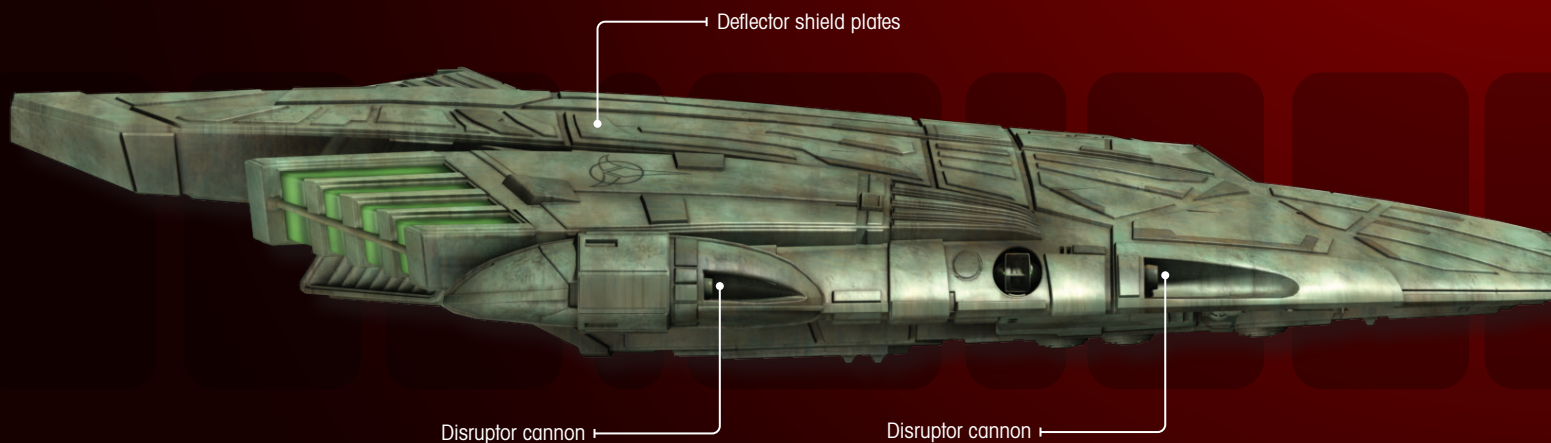
Skalaar was a Tellarite who used to run a freighter called the *Tezra*. He was enormously proud of his ship as it could haul a million metric tons at a speed of warp 4.5 thanks to engine upgrades he fitted himself. It was impounded by the Klingons after he cut across their space without permission. Subsequently, he became a bounty hunter in order to raise the money to buy back his ship, but unbeknown to him, the Klingons had already cannibalized it for spare parts.

UNEVEN MATCH

Goroth's ship was not a frontline vessel in the Klingon Imperial Fleet. It appeared to be used mainly for tracking individuals who had run foul of Klingon law and transporting them back to the homeworld for trial. Certainly other Klingon ships, such as the D5 battlecruiser, were considered superior to Starfleet NX-class vessels in terms of tactical ability and speed. While Goroth's ship was well armed for a transport ship, it was no battle cruiser. This was fortunate for the crew of *Enterprise* NX-01, as they were able to fairly easily overpower Goroth's ship, something that would not have been possible with a D5 battlecruiser.



▲ Goroth's ship was well armed considering it was used mainly for transport duties, but it did not have the firepower to beat *Enterprise*.





Disruptor cannon

DATA FEED

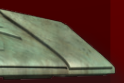
Klingon vessels of the 22nd century were said to have hulls twice as thick as those on Starfleet's NX class, and they were also covered with dispersive armor.

Photon torpedo launcher

Radiator baffles

Impulse exhaust

Bridge



SUPERIOR SENSORS

Most Klingon vessels of the 22nd century were equipped with multi-spectral sensors, which according to Arik Soong, a pioneering doctor of genetics, were far superior to those used on the NX class.

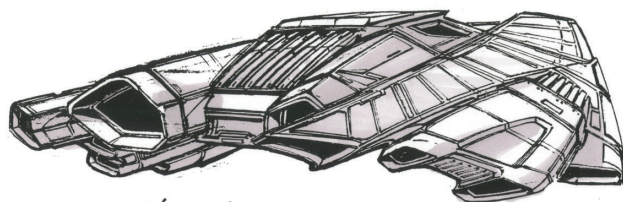
KLINGON CURRENCY

Goroth placed a bounty of 9,000 darseks on Captain Archer's head. The darsek was a Klingon unit of currency. It was still in use in the 24th century as Worf's son, Alexander, wanted 50 darseks so he could see the mummified head of Molor.

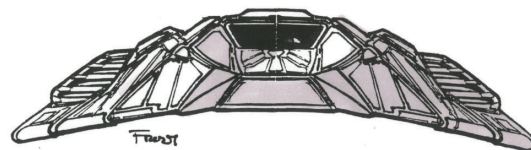
ESCAPE PODS

While exploring the wreck of the *Somraw*, a Klingon *Raptor*-class vessel, T'Pol claimed that Klingon ships did not have escape pods. She was obviously mistaken, as both Goroth's ship and some *Birds-of-Prey* featured escape pods.

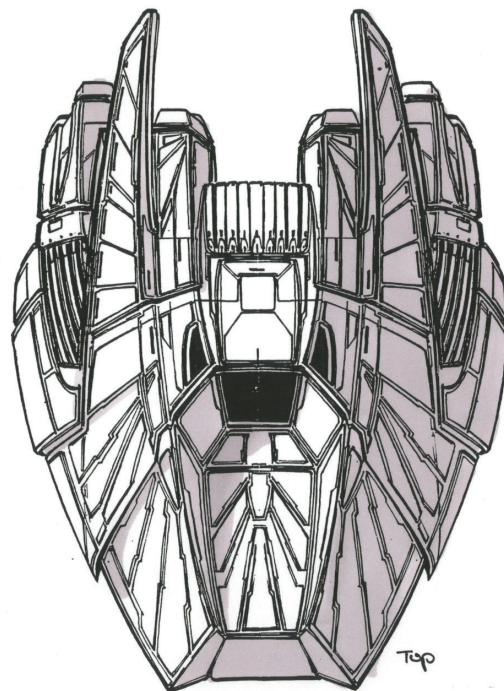
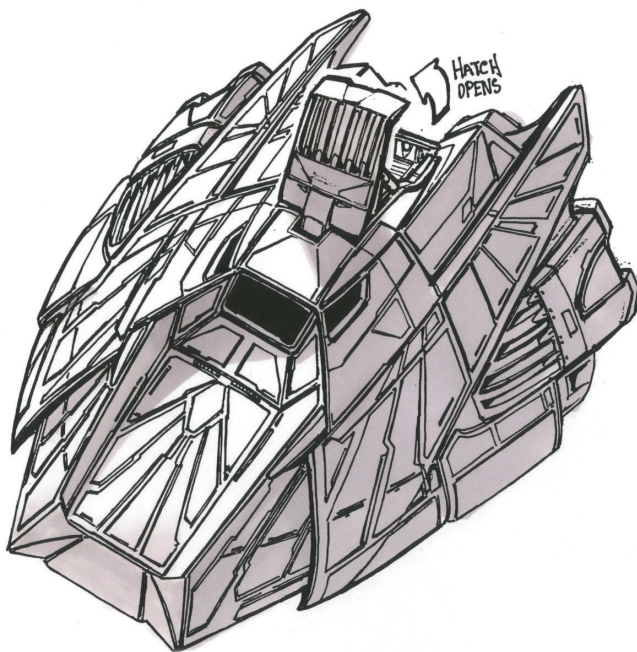
▼ John Eaves made these quick sketches of Goroth's transport ship based on a design that he had originally drawn up for a Klingon shuttlecraft.



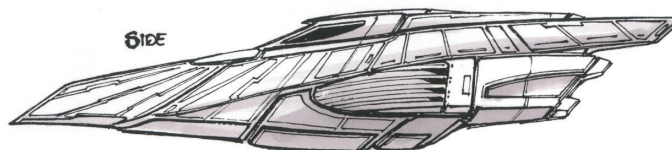
3/4 REAR VIEW



FRONT



TOP



SIDE

DESIGNING THE KLINGON



TRANSPORT SHIP

With time and money being tight, illustrator John Eaves turned to a previous concept when designing a Klingon transport ship.

Before *STAR TREK: ENTERPRISE* began filming, concept artist John Eaves was incredibly busy working up illustrations for the designs of everything from *Enterprise* NX-01 interiors and shuttlepods to alien ships.

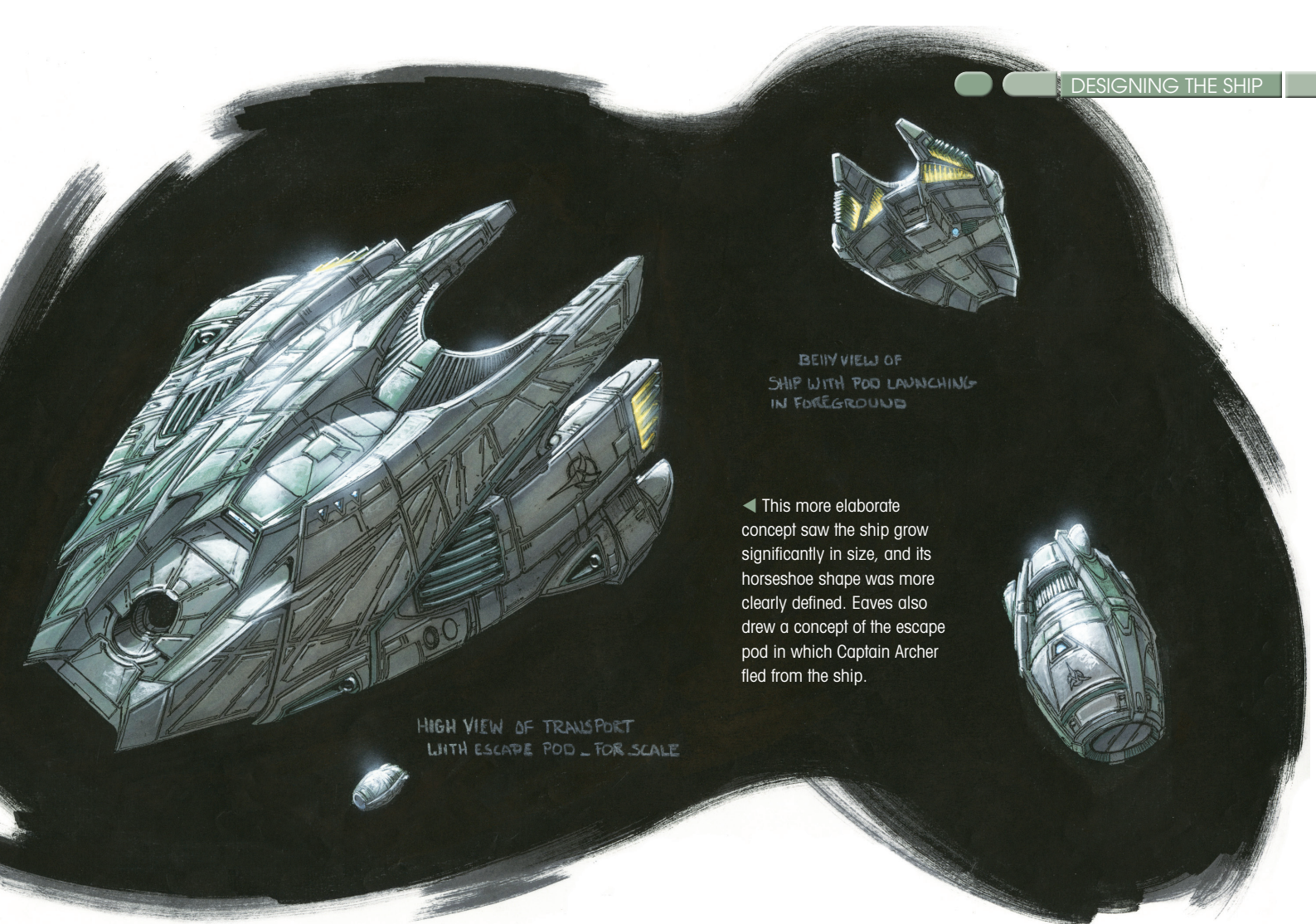
"It was definitely like a movie workload," said Eaves. "There were an enormous number of sets in the pilot

— they went to a trade center, an ice planet, and then there were all of the bad guy sets and their ships."

Among these concepts, Eaves was asked to design a Klingon shuttlepod, a single occupant craft which according to the script was to streak through the sky before crashing into a field on Earth in the premiere episode 'Broken Bow.'

Eaves came up with a couple of designs, one of which featured a craft with clearly separate nacelle structures, but the producers preferred his other concept that was much more compact. In the end, neither of these designs was featured in the episode.

"I don't recall seeing anything on screen, except maybe a blur of the ship



BEHIND VIEW OF
SHIP WITH POD LAUNCHING
IN FOREGROUND

◀ This more elaborate concept saw the ship grow significantly in size, and its horseshoe shape was more clearly defined. Eaves also drew a concept of the escape pod in which Captain Archer fled from the ship.

HIGH VIEW OF TRANSPORT
WITH ESCAPE POD - FOR SCALE

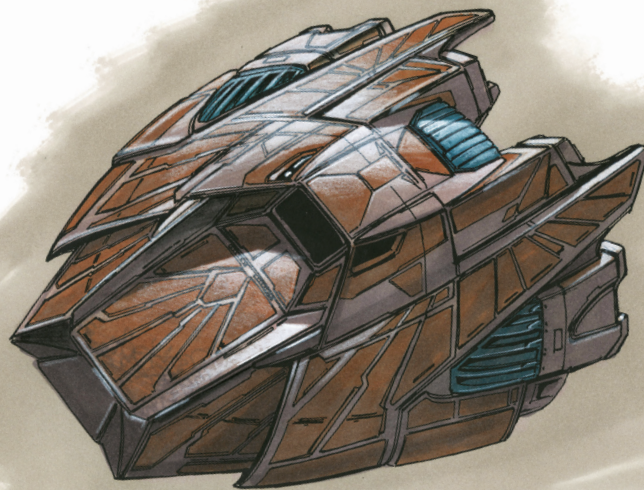


► This was the colored-up version of the design that Eaves came up with for the single occupant Klingon shuttle that was to have featured in 'Broken Bow.' When it was not used in the pilot episode, Eaves based Goro's ship on its basic architecture.

crashing,' said Eaves. "The sequence was a bit more elaborate in the script, with the ship pile driving across the corn field in a very Superman-esque type of crash. All of this was eliminated due to time or costs, and a less complicated idea took to the screen instead."

MODIFIED DESIGN

This meant that Eaves' concept for the Klingon shuttle was never featured on screen, but when another Klingon vessel was needed for the season



two episode 'Bounty,' Eaves knew just where to turn to save time. "The script called for another Klingon ship of different architecture from the big wing designs," said Eaves. "It had to be a cheap build, so we pitched a redress,

revamp and rescale of the 'Broken Bow' shuttle because the CG model existed already. It was born from a new adaptation of its prior concept. It made for a fun redraw and it looked really nice on screen."



RETURNING ALIENS

Initially, Gene Roddenberry did not want to feature classic series aliens in later series, but this had all changed by the time of *ENTERPRISE*.

STAR TREK: *ENTERPRISE* provided the perfect opportunity to revisit some aliens that had not been seen since *THE ORIGINAL SERIES*. These species included the Tellarites, the Andorians, the Tholians, the Rigelians and the Orions. There was, of course, the reappearance of some favorite aliens such as the Vulcans, the Klingons and the Romulans, while a Gorn also turned up, albeit in the Mirror Universe.

While some species had made numerous appearances in subsequent *STAR TREK* series, it could have been very different had Gene

Roddenberry got his way. When devising *THE NEXT GENERATION*, he was adamant that aliens from *THE ORIGINAL SERIES* would not turn up in the sequel. He wanted the writers to think of brand new races, and not rely on what had been done before. As *THE NEXT GENERATION* writer and co-producer Herb Wright explained, "Gene (Roddenberry) did not want to have anything from the old show leaking over into the new show. He didn't want to have the old villains, the old problems and so forth. Gene kept shooting down supervising producer Bob (Justman)'s idea of having a Klingon on board

▲ *ENTERPRISE* provided the perfect opportunity to bring back and re-imagine several aliens that had not appeared since *THE ORIGINAL SERIES*. Not much was known about the Tellarites and Andorians, so the writers were free to add details about their characters, and fill in the blanks about how the Federation was founded.



◀ It seems incredible now, but Gene Roddenberry was not keen to feature the Klingons in *THE NEXT GENERATION*. After much persuasion, he was worn down and Worf was the last character to join the cast.

the *Enterprise*. I was one of the strongest voices in really insisting that it would be a wonderful idea for the fans to have a Klingon on our crew. That's how Worf was born. Michael Dorn was the last guy hired. That part was literally not in the scripts for a very long time."

CREATING CONFLICT

The major reason Wright wanted a Klingon on board was that he felt all the other characters were very well adjusted and peaceful. "I felt that if everybody was politically correct," continued Wright, "then they'd have no conflict with each other. We were going to need some conflict because that's what humans could relate to. I wanted to have one character who could say, 'We should kill them all and sort it out later.'"

Despite his initial reluctance, Roddenberry was eventually worn down by Justman's persistence and Worf was given his post on the bridge. By the third season, Michael Piller was running the writing staff, and in a fateful decision he asked a young writer named Ronald D. Moore to have another look at the Klingon Empire. Moore soon produced a memo that reinvented the Klingons.

Moore's take on the Klingons brought them into a new focus and became the foundation stone upon which their Empire was built. "I remember talking about them being a cross between medieval Samurai and Vikings," said Moore. "That was my take. They had these real intricate codes of honor and poetry, like the Samurai. They were also like Vikings; they were big, brawling, larger than life, they liked to drink and sing big songs like the Vikings. That was where I began with the culture." This new take ensured their place as one of *THE NEXT GENERATION*'s most popular races.

Another race that was already famous from *THE ORIGINAL SERIES* was the Romulans. They appeared in the final episode of *THE NEXT GENERATION*'s first season, 'The Neutral Zone,' in which Romulan outposts had been attacked. In fact, producer Maurice Hurley planned to kill the

◀ Thanks to the efforts of writer Ronald D. Moore, who later became a producer, the Klingons and their society became a major fixture on *THE NEXT GENERATION*, and this continued in subsequent series.



▲ There were plans for the Borg to kill off the Romulans in the second season of *THE NEXT GENERATION*, but this never came to fruition. Later, a story involving the Romulans and the Vulcans provided an opportunity for Spock and his father Sarek to feature once again – an idea that was enormously popular with fans.

Romulans off as part of a story arc in the second season that would feature Picard, Q and the Borg. In the end, Hurley left the show and the Romulans lived on, even though they were used sparingly.

The Vulcans were used even more sporadically, and with the exception of Tuvok in *STAR TREK: VOYAGER*, were hardly seen at all. A couple of notable exceptions were the reappearances of Sarek and Spock in *THE NEXT GENERATION*. Roddenberry became confident enough with *TNG* to try a character crossover between the series. Mark Lenard returned as Sarek in an episode where he was suffering from Bendii Syndrome, a neurological illness that caused him to lose control of his emotions. He also appeared, along with Spock, in the two-parter 'Unification.' Towards the end of the first part, Sarek died at the age of 201 after telling Picard about Spock.

As Michel Piller explained, this wasn't done simply to satisfy the needs of the story. "It wasn't an accident that Sarek died," said Piller. "Essentially, in our minds, Sarek was Roddenberry. When we wrote the first story about Sarek beginning to lose it, that really was a story about our boss. Roddenberry was a character who was greatly venerated, but was having grave health problems."

OLD FAVORITES

When *STAR TREK: ENTERPRISE* first hit the screens in 2001, there was no reluctance to feature aliens from *THE ORIGINAL SERIES* – in fact it was positively encouraged. Of course, they couldn't bring in species that would not be encountered for many years, but some races were definitely on the agenda. With T'Pol as a member of *Enterprise's* crew, it was obvious that the Vulcans would play

a strong role. Despite Spock's presence in *THE ORIGINAL SERIES*, facts about his homeworld and his species were fairly limited.

It was certainly the case that relations between humans and Vulcans were not without their problems, even in Captain Kirk's time. In 'Journey to Babel,' we learned that Sarek disapproved of Spock's decision to join Starfleet, and we knew that Vulcans generally found humans' emotional tendencies rather unpleasant. The distrust was certainly played up in *ENTERPRISE*, while much more was learned about their homeworld in episodes such as 'The Forge' and 'Awakening.'

The Vulcans had loomed over *ENTERPRISE* since day one, usually with a secret agenda. Executive producer Brannon Braga said, "One of our goals with this series was to make the Vulcans interesting again. I think they'd been taken for granted; not since *THE ORIGINAL SERIES* had we really gotten into the skin of Vulcans. I think the Vulcans in the 22nd century were very complicated and made good antagonists."

REVIVED ANDORIANS

The *ENTERPRISE* writing staff were also very keen to bring the Andorians back, although they were not without their challenges. One of the only other times they had featured was in *THE NEXT GENERATION* episode 'The Offspring.' Lal, an android constructed by Data, was considering her appearance and briefly flirted with choosing an Andorian. "The Andorians were ludicrous," said Braga. "I never thought that I would get (executive producer) Rick Berman to agree to have them on the show, because of the way they looked. They're still Andorians, but we gave them better costumes, we made the makeup cooler, and we created very complicated animatronics so that their antennas moved in different ways, depending on their emotional state."

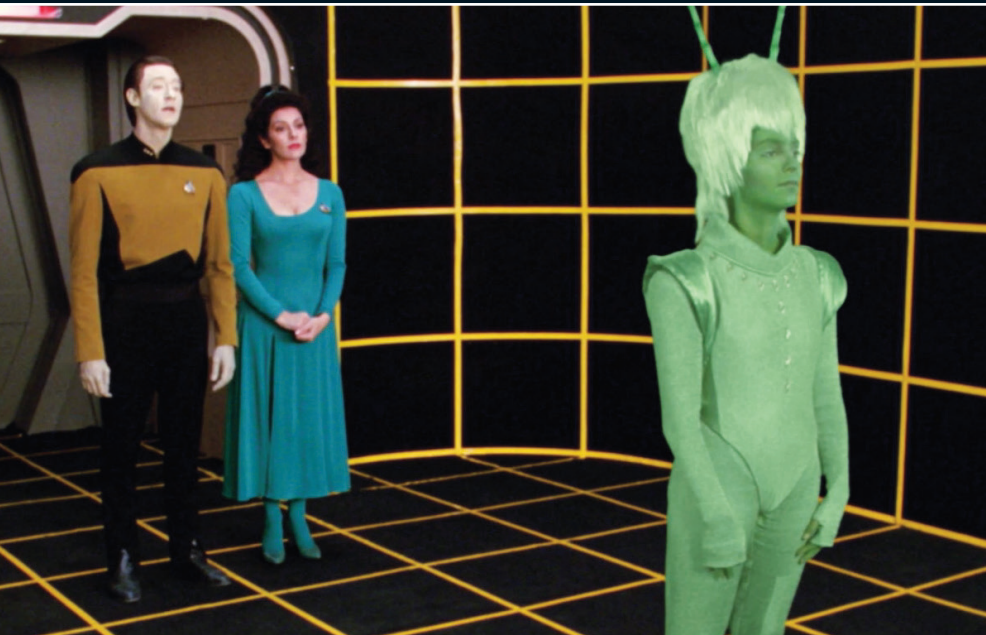
In devising the story for 'The Andorian Incident,' Braga also felt the Andorians would make an ideal adversary for the Vulcans. Part of the process of giving them more conceptual depth was to contrast them with the Vulcans, and they were depicted as being the opposite of unemotional. In effect, they were set up as being paranoid, extremely agitated and full of energy with a hair-trigger temper.

► For the first time since *THE ORIGINAL SERIES*, the Vulcans played a much stronger role, especially with T'Pol joining the crew. Much more was learned about Vulcan society, and they weren't simply the 'good guys,' as they often clashed with humans.

► One of the most famous and respected figures in Vulcan history was T'Pol. She was the priestess who officiated at Spock's proposed wedding in *THE ORIGINAL SERIES* episode 'Amak Time.' At that time it was never revealed why she was so venerated.

► *ENTERPRISE* provided the opportunity to look into the background of T'Pol, and discover why she became revered. As a young woman, T'Pol was a leader of an organization that helped reform Vulcan society by following the true teachings of Vulcan philosopher Surak.





▲ The Andorians were sometimes mentioned, but rarely seen in modern *STAR TREK* until *ENTERPRISE*. The one exception was when Data's android 'daughter' Lal considered taking on the appearance of an Andorian by using the holodeck to see what she would look like.

Another fan favorite was reintroduced in the season two episode 'Bounty' when the Tellarites made an appearance. "The hunter in 'Bounty' was originally a nondescript alien," said writer/producer Mike Sussman, "but making him a familiar species helped jump start the episode."

The Tellarite makeup was also updated to help make them more convincing. "We reconceived the makeup so it was not quite as hokey," said Braga. "They were never really developed, so we also tried to create a little character and culture for them." The Tellarites were portrayed as being impatient, having stubborn pride, and were renowned for enjoying a good argument.

The Orions were another species from *THE ORIGINAL SERIES* that were brought back for *ENTERPRISE*. Originally, Sussman wanted to feature

Orion privateers in the third season episode 'Anomaly.' He had sketched out a scenario where the Orions had been peaceful merchants, but hardships in the Delphic Expanse meant that they had become more aggressive and predatory when dealing with other species.

ORIONS RE-IMAGINED

In the end, this story was dropped and the Orions first reappeared in the fourth season episode 'Borderland.' Here, the males were shown to be brutish, while some of the females were featured as slave girls whose extremely potent pheromones caused males to be highly susceptible to suggestion. All the Orions appeared as they had done in *THE ORIGINAL SERIES* with green skin, although it was now more sophisticated with the

► LEFT: The Tellarites had made a couple of minor appearances in the movies, but they were brought back for *ENTERPRISE*, complete with much more sophisticated makeup.

► MIDDLE: The Andorians and Tellarites made great adversaries in *ENTERPRISE*, as both species were stubborn and quick to take offense. In fact, the Tellarites were renowned for being argumentative.





◀ MIDDLE: Andorians were portrayed as a highly emotional race in *ENTERPRISE*, in contrast to the Vulcans. Their appearance was also greatly improved, and featured antennae that were controlled by animatronics.

◀ RIGHT: The Tellarites and Andorians were first featured in *THE ORIGINAL SERIES* episode 'Journey to Babel,' alongside the Vulcans. Despite being founding members of the Federation, these species still had their differences.

actors being spray-painted in special booths for approximately four hours.

KNOWING NODS

While the Orions, Tellarites and Andorians were the major species from *THE ORIGINAL SERIES* to be resurrected for *ENTERPRISE*, the mysterious Tholians were also brought back in the episode 'Future Tense,' and they made an appearance in the Mirror Universe along with a Gorn. In addition, there were plenty of references to planets and aliens from *THE ORIGINAL SERIES* in *ENTERPRISE* that would only be picked up by knowledgeable Trekkers.

For example, planets in the Rigel system were referred to several times, although nothing had been heard about Rigel X before 'Broken Bow.' Coridan, where Archer and T'Pol were captured

by anti-government rebels, applied for Federation membership in 'Journey to Babel,' and Risa, of course, continued to be a vacation resort well into the 24th century; Picard visited there in 'Captain's Holiday,' and several *DEEP SPACE NINE* characters went there in 'Let He Who Is Without Sin ...'

The Axanar, who made an appearance in 'Fight or Flight' also had a place in *STAR TREK* history; Captain Kirk's awards included the Palm Leaf of Axanar, and Captain Garth of Izar won a famous battle there. The Malurians, who were mining the planet in 'Civilization,' were the unfortunate race who were wiped out by Nomad in 'The Changeling.' And in 'Rogue Planet' T'Pol made a passing reference to Deneva Prime, which may well have been the same Deneva where Kirk's brother Sam was based in 'Operation: Annihilate!'



◀ *ENTERPRISE* would not have been complete without the reintroduction of Orion slave girls. Even people with a passing interest in *STAR TREK* remembered the green-skinned women from *THE ORIGINAL SERIES*, who were known for their innate skill in seduction.

ON SCREEN



TRIVIA

Jordan Lund made his third appearance in the *STAR TREK* franchise as the Tellarite Skalaar in 'Bounty.' He had previously played a Klingon named Kulge, who fought Gowron in *THE NEXT GENERATION* episode 'Redemption, Part II.' He also played a Bajoran called Woban in the *DEEP SPACE NINE* episode 'The Storyteller.' Fittingly, as Skalaar, Lund once again played opposite Robert O'Reilly, who portrayed rival bounty hunter Kago-Darr [pictured below]. O'Reilly is best known to *STAR TREK* audiences as the Klingon Gowron.



The Tellarite space station visited by Skalaar was a reuse of the Monac shipyards from the *DEEP SPACE NINE* episode 'Shadows and Symbols' and was also used as the Kelvas repair facilities in 'Tacking into the Wind.'



Before the *STAR TREK: ENTERPRISE* episode 'Bounty,' it was assumed that only Vulcan males underwent Pon farr. In this episode T'Pol revealed that Vulcan females also experienced the ritual in which they had to mate within eight days or the neurochemical imbalance caused by the condition could result in their death.

FIRST APPEARANCE:

'BOUNTY' (ENT)

TV APPEARANCES:

STAR TREK: ENTERPRISE

DESIGNED BY:

John Eaves

KEY APPEARANCES

STAR TREK: ENTERPRISE

'Bounty'

Some of the crew of *Enterprise* NX-01 are taking shore leave when a Tellarite named Skalaar offers to give them a tour of the planet. Upon boarding *Enterprise*, Skalaar kidnaps Captain Archer and departs in his ship with plans to turn him over to the Klingons for a substantial reward.

Meanwhile, T'Pol and Dr. Phlox return from the planet infected by a microbe. This causes T'Pol to prematurely enter Pon farr, the Vulcan mating cycle. Phlox tries to treat an increasingly unstable T'Pol, while the rest of the crew try to track down Archer.

Skalaar's ship comes under attack from another bounty hunter named Kago-Darr who wants Archer for himself. Archer helps Skalaar fight off Kago-Darr, and then learns that Skalaar wants to use the bounty money to buy back his ship that the Klingons have impounded. Unfortunately, when they contact Skalaar's brother, they learn that the ship has already been stripped for parts.

Annoyed at being duped, Skalaar provides Archer with a device to help him escape when he hands him over to Goroath's Klingon transport ship. After Skalaar is dismissed, Archer flees the Klingon ship in an escape pod just as *Enterprise* arrives to rescue him.

COMING NEXT

U.S.S. ENTERPRISE

NCC-1701-A



EVERY
TWO WEEKS
AT YOUR
RETAILER

Inside your magazine

- In-depth profile of the *U.S.S. Enterprise NCC-1701-A*, the second starship to bear the illustrious name under Captain Kirk's command
- The visual effects secrets of *STAR TREK V: THE FINAL FRONTIER* and *STAR TREK VI: THE UNDISCOVERED COUNTRY*
- Writing the final voyage of James T. Kirk and his crew with *STAR TREK* legend Nicholas Meyer

eaglemoss.com/shop

The place to order your STAR TREK ships

- Use the special **INTRODUCTORY DISCOUNT CODE STAR10** to get **10% OFF** your first online order
- Sign up for the **NEWSLETTER** to be the first to hear about **EXCLUSIVE ONLINE OFFERS**
- All orders are delivered direct to your door. **ANY DAMAGES REPLACED - NO QUESTIONS ASKED!**



BINDERS

Order specially-designed binders to store your magazines. There are two designs to choose from.

BACK ISSUES

Complete your collection by ordering any missing issues, and sign up to the newsletter to be the first to know when rare items come back into stock.



eaglemoss.com/shop

discount code: **STAR10**

Buy today and receive 10% off your first order. Express delivery and standard postage available.

Free P&P on orders over £30. UK & Eire only.

