

28

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## MAQUIS RAIDER

JU'DAY CLASS

CREW: 30

LENGTH: 68.5 METERS

LAUNCHED: 24th CENTURY

# Contents

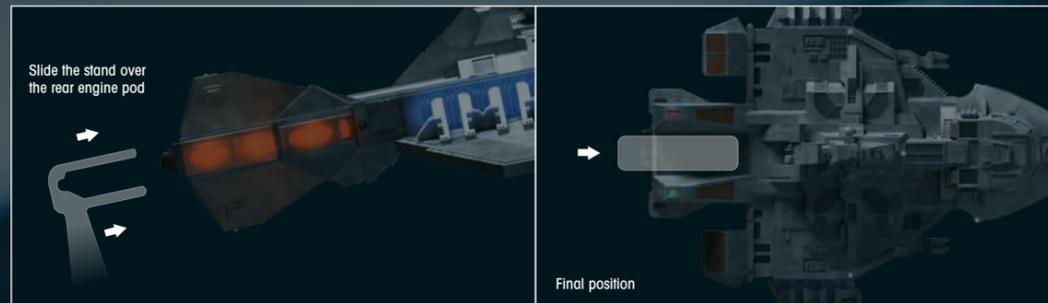
04: MAQUIS RAIDER

10: THE STUDIO MODEL

12: THE STORY BEHIND THE MAQUIS

18: ON SCREEN

## MAQUIS RAIDER SPECIFICATION



CLASS:	JU'DAY-CLASS
LAUNCHED:	EARLY 24th CENTURY
LENGTH:	68.5 METERS
CREW:	30 (APPROX)
TOP SPEED:	WARP 9
WEAPONRY:	TWO PHASER BANKS, FOUR TORPEDO LAUNCHERS

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MAQUIS  
RAIDER

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► The *Val Jean*, the Maquis raider under the command of Chakotay, was fitted with a 39-year-old rebuilt engine. This would indicate that by 2371 the raiders were well over 40 years old. Despite their age, the raiders proved highly effective in surprise attacks against the Cardassians.



# MAQUIS RAIDER

Maquis raiders were upgraded Federation transport ships that were used in covert attacks against the Cardassians.

The Maquis raiders started life as small Federation transport vessels from the early 24th century. In the 2370s they were heavily modified with enhanced engines and weaponry and used by the Maquis to conduct raids on other starships or bases during their conflict with the Cardassians.

These ships were 68.5 meters long with a Rundabout-style bridge at the front and a rear hull similar in appearance to a *Yeager*-class ship. They also featured two small warp nacelles attached to the ends of wing structures on either side of the main body. They were capable of high warp speeds and flight within a planetary atmosphere.

Before these vessels were utilized by the Maquis, they were mostly deployed as cargo or personnel transport. The rear section could hold at least 30 people or a sizable load of cargo, such as



▲ At 68.5 meters long, the Maquis raider was roughly 20 percent the length of the *U.S.S. Voyager* NCC-74656. Unlike the smaller Maquis fighter, the raider had a more pronounced cockpit structure, while the main body was similar to the secondary hull found on *Yeager*-class ships and could accommodate around 30 personnel.

medical supplies. They had originally been used by Federation colonists to transfer shipments between worlds and bring supplies to new settlements.

#### WEAPON UPGRADES

By 2370, these simple Federation transport ships had been appropriated by the Maquis and transformed into raiders. Their engines were rebuilt and extra armaments, including photon torpedo launchers and wingtip phaser cannons, were fitted. They then played a crucial part in the Maquis fight against the Cardassian occupation of the former Federation colonies in the Demilitarized Zone.

The Maquis raiders were no match for Cardassian *Galor*-class warships in a straight fight, but they were used in swift but effective strikes on Cardassian freighters and small Cardassian colonies in order to steal their supplies.



▶ The Maquis outfitted their raiders with wing-mounted phasers, plus fore and aft torpedo launchers. Despite this weaponry, a single raider could barely dent the shields of a Cardassian *Galor*-class warship.



◀ Maquis raiders were highly maneuverable and able to weave between the dangerous gravitational anomalies and plasma streamers that filled the Badlands.

▶ The cockpit of the *Val Jean* had a similar configuration to a *Danube*-class Runabout and had stations for up to four crew members. Chakotay's crew included a mixture of former Starfleet officers, colonists and criminals.



▲ Despite being modified transport vessels, Maquis raiders proved highly effective in conducting precision strikes on starships and bases. They were also used to smuggle vital supplies to Maquis colonies and obtain weaponry through back door channels.

One of the reasons that the Maquis raiders were so successful is that they were able to take advantage of the Badlands. This region of space between the borders of the Federation and the Cardassian Union was filled with intense plasma storms and gravitational anomalies that severely limited sensor ranges. This meant that the raiders could hide here from Cardassian patrols, especially as the larger Cardassian ships did not have the maneuverability to avoid the unpredictable spatial disturbances.

In 2371, a Maquis cell operating under the command of former Starfleet officer Chakotay were aboard a Maquis raider called the *Val Jean* when it was pursued into the Badlands by the *Vetar*, a Cardassian *Galor*-class warship. The *Val Jean*'s weapons were unable to make a dent in the *Vetar*'s shields, but it was able to evade the plasma streamers inside the Badlands, while

the Cardassian ship was hit on the port blade. It seemed the *Val Jean* was going to successfully outrun the *Vetar* when it was suddenly hit by a massive displacement wave and thrown into the Delta Quadrant.

#### SHIP SACRIFICE

The *Val Jean* was later destroyed when Chakotay set it on a collision course with a Kazon vessel that was attacking the *U.S.S. Voyager* NCC-74656. Chakotay's actions saved *Voyager*, but it meant his Maquis crew no longer had a ship, so they had little choice but to join *Voyager*'s crew.

While *Voyager* was making its long journey home from the Delta Quadrant, the Maquis in the Alpha Quadrant continued to fight the Cardassian occupation of their homes. In 2373, a number of raiders under the command of former Starfleet officer Michael Eddington launched biogenic

weapon attacks on two Cardassian colonies.

Eddington looked set to drive more Cardassians from their homes until Captain Sisko used his own tactics against him. Sisko detonated a trillithium resin toxin lethal to humans, but harmless to Cardassians, in the atmosphere of a Maquis colony on Solosos III. He then threatened to perform the same action on every Maquis colony in the Demilitarized Zone unless Eddington turned over his biogenic weapons and surrendered himself to Starfleet.

Despite the setback of Eddington's capture, the Maquis were winning their struggle, mainly because the Klingons had launched a major assault against the Cardassians. The Klingons had also supplied the Maquis with 30 class-4 cloaking devices to mount on their ships.

It appeared to be just a matter of time before the Maquis emerged victorious, but then Gul

Dukat announced that the Cardassian Union had become a part of the Dominion. Backed by the might of the huge Jem'Hadar fleet, the Cardassians were able to go on the offensive. The ragtag Maquis fleet comprising mostly of raiders and other small fighters stood little chance, and it was not long before every Maquis colony was wiped out, leaving the rebel group defeated.



#### DATA FEED

Michael Eddington, the former chief of Starfleet security aboard *Deep Space 9*, defected to the Maquis in 2372 and became one of their most important leaders. Captain Sisko took his betrayal personally and became obsessed with bringing him to justice. Eddington proved particularly elusive, however, and used a Maquis raider on more than one occasion to evade capture. He later orchestrated biogenic attacks on Cardassian colonies using Maquis raiders.

**SUPPLY AND ATTACK**

Maquis raiders were often used to smuggle goods to former Federation colonists living in the Demilitarized Zone. In 2372, Kasidy Yates' freighter, the *Xhosa*, met with a Maquis raider inside the Badlands in order to deliver emergency supplies.

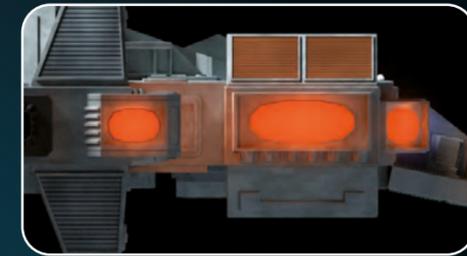
Maquis raiders were particularly effective when used in covert missions, but they could also take on much more powerful vessels by using clever tactics. In 2373, the Maquis raider carrying Michael Eddington was able to trigger a cascade computer virus aboard the pursuing *U.S.S. Defiant* NX-74205 that completely disabled it. The raider then strafed the *Defiant* with phaser fire to add to the damage before escaping into the Badlands.



▲ The *Xhosa* rendezvoused with a Maquis raider under the cover of the Badlands, where it handed over food and medical supplies that had been smuggled out of *Deep Space 9*.



▲ A Maquis raider commanded by Michael Eddington fired on the *U.S.S. Defiant* after he sent a signal that implemented a computer virus on board the Starfleet ship, leaving it completely helpless.



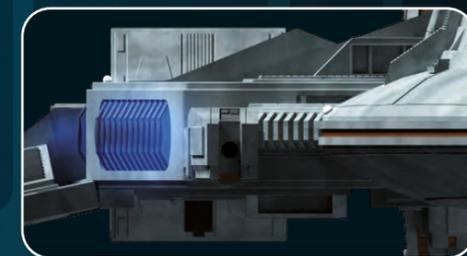
Impulse engines



Cockpit module



Warp reactor block



Sensor array

**DATA FEED**

It was incredibly difficult to locate a Maquis raider once it had entered the Badlands, as the spatial disturbances severely limited sensor ranges. It was not impossible, however, as raiders left behind residual neutrino levels that could be tracked.

**MAQUIS FLEET**

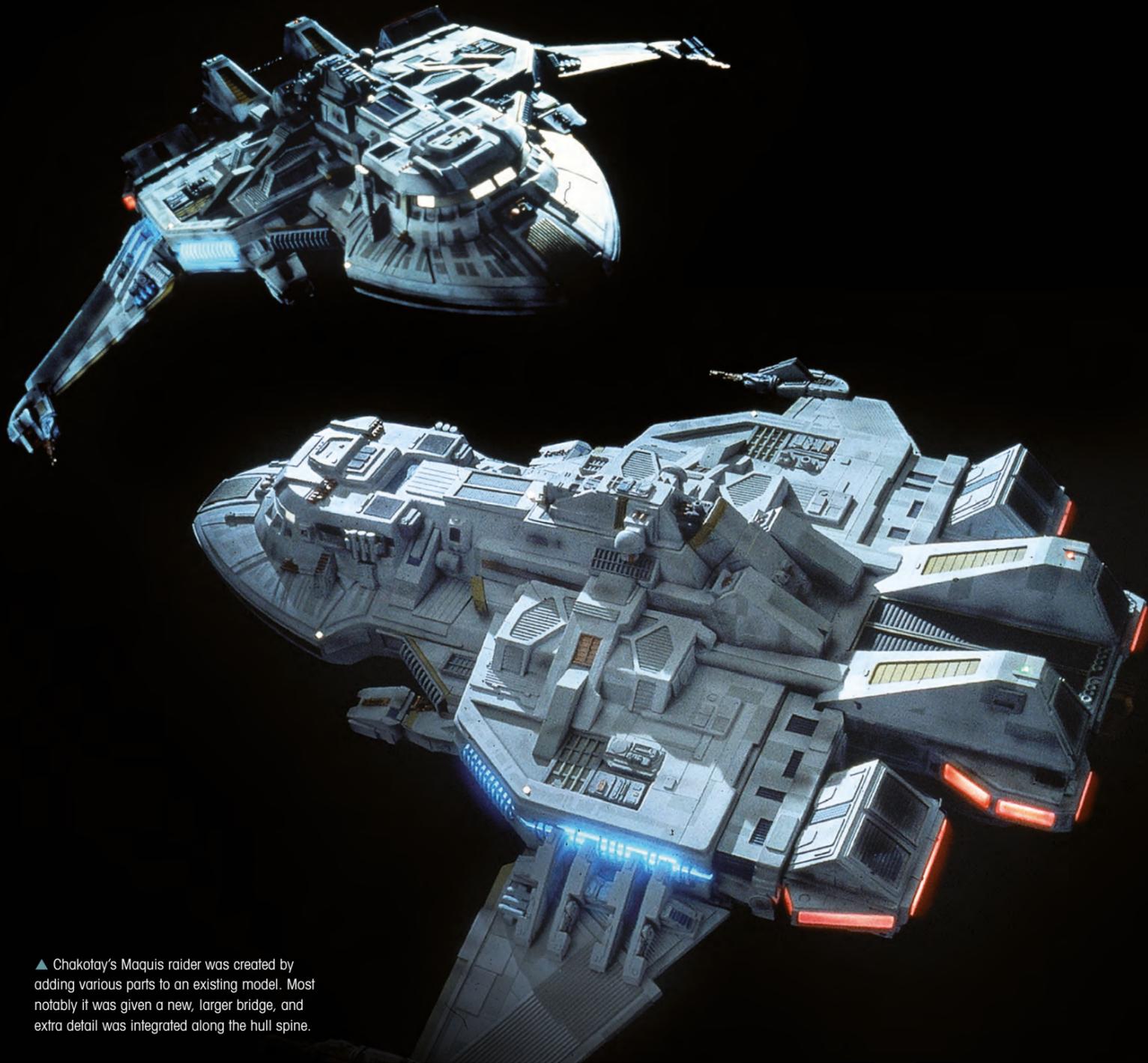
Apart from raiders, other vessels used by the Maquis included Bajoran raiders, Bajoran interceptors, Federation attack fighters, *Peregrine*-class ships and Maquis fighters.

**CREW NUMBERS**

It is not known how many Maquis were aboard the *Val Jean* when it was taken by the Caretaker, although 22 Maquis crew members were referred to by name during the *U.S.S. Voyager's* journey.

**ILLEGAL ARMS**

The Maquis generally had to arm their ships with whatever weapons they could steal or procure on the black market. These included photon torpedoes, pulse cannons, high-energy disruptors, and particle accelerators.



▲ Chakotay's Maquis raider was created by adding various parts to an existing model. Most notably it was given a new, larger bridge, and extra detail was integrated along the hull spine.

## THE STUDIO MODEL OF THE MAQUIS RAIDER

When it came to creating Chakotay's Maquis raider for *STAR TREK: VOYAGER*, Greg Jein was asked to modify an existing model.

Most Starfleet and alien vessels were born in the *STAR TREK* art department, but Chakotay's Maquis raider did not begin life on a sheet of paper. It was the offspring of an existing model that was created for *STAR TREK: THE NEXT GENERATION*. This small Federation vessel was originally designed and built as a Maquis fighter that was piloted by Ro in 'Preemptive Strike.' This original version of the ship had been designed by Jim Martin, who at the time was a PA in the *STAR TREK* art department. It had established the look of the Maquis ships so, when another Maquis ship was needed for *STAR TREK: VOYAGER*'s pilot, 'Caretaker', Jein was just told to change the existing model.

Although both versions of the ship were used by the Maquis, some substantial modifications were required. Jein's files describe the original version as being Maquis Ship 2 and the modified version as Maquis Ship 3. "We called that version the 'Fred' ship," said Greg Jein, "because there was a dog that came down to our shop at the time and its head looked like the head of the Maquis ship."

This Maquis raider was supposed to be larger and more substantial than the earlier Maquis fighter, as it needed to look like it could accommodate a reasonable-sized crew. Ro's ship had clearly been quite small since it had a

cockpit that was roughly the same size as the cabin on a shuttle. In order to make the ship look large enough to accommodate Chakotay's crew, the model was modified by replacing the cockpit with a larger bridge structure featuring more windows. The hull spine and wingtip guns were also embellished, while struts were added between the wings and the main body.

### NEW BRIDGE

"I remember we changed the bridge on this one," said Jein. "We built a new 'cab' bridge section and tested it on the old model before we shived off the front of it. We tried to change it as much as we could without making it look like we'd just glued a bunch of junk on an existing model."

"A lot of the pieces we added were from what we call 'central casting.' We have a huge sheet of parts from other shows, not necessarily all of them from *STAR TREK*. We try to find parts that would look good here or add detail there."

After its screen debut in 'Caretaker', the Maquis raider model went on to make two further appearances in the *STAR TREK: DEEP SPACE NINE* episodes 'For the Cause' and 'For the Uniform.'

The Maquis raider studio model was eventually sold at Christies' '40 Years of *STAR TREK: The Collection*' auction in 2006 for \$7,200.



▲ The Maquis fighter model featured a small cockpit and appeared in the episode 'Preemptive Strike.'

▲ When the model was modified for its appearance as the Maquis raider, the small cockpit was replaced by a substantial bridge structure with more windows.



◀ *THE NEXT GENERATION* episode 'Journey's End' laid the foundations for the creation of the Maquis when it established that a peace treaty between the Federation and the Cardassians involved an exchange of territory. The people living on the planets that were traded were far from happy about the arrangement and felt betrayed.

◀ Characters such as the Cardassian Gul Evek, who made his debut in *STAR TREK: THE NEXT GENERATION* and went on to appear in *DEEP SPACE NINE*, helped to provide continuity. As the writers used different stories to establish the Maquis' backstory in all the different incarnations of the *STAR TREK* franchise.



## THE STORY BEHIND

# THE MAQUIS

▲ The Maquis were deliberately created in advance of *STAR TREK: VOYAGER*, and seeded on *TNG* and *DS9*. The writers wanted to up the dramatic stakes by adding conflict among the crew.

When Gene Roddenberry created *STAR TREK: THE NEXT GENERATION*, he insisted that Captain Picard's crew would hardly ever disagree with one another. As *STAR TREK: VOYAGER* was being developed, its creators wanted to establish a more confrontational dynamic among the crew, so they came up with the Maquis – a group of rebels who weren't bound by Starfleet's codes of conduct.

In order to prepare audiences for the ongoing conflict that would exist among the crew, the creators decided to craft a backstory for the Maquis in several episodes of *STAR TREK: THE NEXT GENERATION* and *STAR TREK: DEEP SPACE NINE*.

As executive producer and co-creator of *VOYAGER* Jeri Taylor commented, "We knew that we wanted to include a renegade element in *VOYAGER*. The show would involve a ship housing both Starfleet people and idealistic freedom fighters that the Federation felt were outlaws. To avoid having some burdensome backstory in *VOYAGER*'s pilot, we decided we could plant the idea of the Maquis in the shows already on the air."

The origins of the Maquis went back to *THE NEXT GENERATION* episode 'Journey's End.' This show marked the introduction of the Federation-Cardassian Treaty of 2370 and the establishment of the Demilitarized Zone.

Writer and producer Ronald D. Moore commented, "The Maquis were definitely created for *VOYAGER*. When I was working on 'Journey's End' Michael Piller (co-creator of *VOYAGER*) told me quite explicitly about their plans for the role of the Maquis on *VOYAGER*, and he wanted 'Journey's End' to show the roots of the Maquis."

### ROOTS OF THE CONFLICT

That story established that the Federation had agreed to return several planets to Cardassian control as part of a peace treaty. The colonists on these worlds were given the option of resettlement, but many refused as they had worked hard to build new lives. Instead, they preferred to give up their Federation citizenship and remain in their homes under Cardassian jurisdiction.

This arrangement was approved by Gul Evek, the Cardassian official in charge of affairs in the Demilitarized Zone. He would soon reappear in the *DEEP SPACE NINE* episodes 'The Maquis, Part I' and 'Part II' as well as the *THE NEXT GENERATION* episode 'Preemptive Strike.' Evek would later be

in command of the *Vetar*, the Cardassian warship that pursued Chakotay's Maquis raider into the Badlands at the beginning of *VOYAGER*'s pilot. Evek's presence thus served as one of several links between the franchises and reinforced the background that the writers developed in preparation for *VOYAGER*.

### BIRTH OF THE MAQUIS

This backstory, and the necessary groundwork for *VOYAGER*, was most obviously played out in the *DEEP SPACE NINE* two-part episode 'The Maquis.' These shows marked the first appearance of the Maquis and were intentionally used by the writers to show their beginnings for use on *VOYAGER*.

These episodes were also the first to refer to the Badlands, and Commander Sisko stated that a few ships had been lost there, foreshadowing the fate of the *U.S.S. Voyager NCC-74656* later that year.

They also demonstrated that the Maquis had legitimate cause for their actions. Although the Federation considered them outlaws, this renegade group were shown to be correct in

▲ The Maquis first appeared in the *DEEP SPACE NINE* episode 'The Maquis, Part I,' which aired a good eight months before *VOYAGER* began. It showed that honorable men like Cal Hudson were prepared to join their cause.



► Torres was promoted to chief engineer aboard *Voyager* to the annoyance of many of the Starfleet crew. Torres' fiery temper also added plenty of drama as she often butted heads with Captain Janeway in the first year.



◀ Despite the fact that Picard showed great trust in Ro Laren, she ended up betraying him when she defected to the Maquis during an undercover mission to infiltrate one of their cells. The story was designed to show that the issues behind the Maquis were morally complicated and it wasn't easy to see who was right.



▲ Even Vulcans were drawn to the Maquis' cause, as was shown when Sakonna attempted to buy weapons for the Maquis from Quark on *Deep Space 9*.

their assertion that the Cardassians were using intermediaries, such as the Lissepians, to arm their own colonists in the Demilitarized Zone in an effort to drive the former Federation settlers out of their homes. As Ronald D. Moore said, "The whole premise of the Maquis was that it was attracting legitimate, upstanding officers." Characters like Sisko's close friend Lieutenant Commander Calvin Hudson added moral weight to the Maquis' cause when he became one of their leaders. He felt he could no longer sit idly by as the Federation turned a blind eye to the plight of the former Federation colonists who were being either forced out or killed by the Cardassians.

The fact that a Vulcan (a species renowned for their logic and pacifism) named Sakonna attempted to buy weapons on the black market from Quark on behalf of the Maquis also made these 'outlaws' seem more sympathetic.

#### RO AND RIKER

Further likeable characters, such as Ro Laren in *THE NEXT GENERATION* episode 'Preemptive Strike' and Thomas Riker in the *DEEP SPACE NINE* episode 'Defiant' also gave their allegiance to the Maquis, again reinforcing the legitimacy of their cause.

Conversely, Captain Picard felt betrayed by Ro's defection, illustrating the animosity that Starfleet personnel had towards their former colleagues who went back on their oath to Starfleet and joined the Maquis.

#### CREW CONFLICT

With the Maquis groundwork firmly laid, *VOYAGER*'s pilot 'Caretaker' aired in January 1995. It was to feature two regular characters that were Maquis in the shape of Chakotay and B'Elanna Torres, plus "some 20 more who have come on board and can be used from time to time in stories" as the writer's bible put it. Co-creator and executive producer Rick Berman said, "We wanted to be able to spike up the conflict between our cast of characters a little bit by having a ship that was a combination of Starfleet and Maquis ex-freedom fighters and outlaws, so that there would be some tensions between the groups."

With the two factions forced to live together and find a way home, the primary storyline running through the show's first year was their struggle to overcome mutual feelings of distrust and betrayal. Shows such as 'Parallax' and 'Learning Curve' certainly put the unrest and tension between the

Starfleet and Maquis crews at the center of the drama. As resentments continued to simmer, there was always the threat that the crew would be at one another's throats.

There was also plenty of drama in Captain Janeway's situation as she tried to find the right balance between disciplinarian and mentor to the Maquis crew. This was most notable in her interactions with the hot-headed B'Elanna Torres, whose promotion to chief engineer in 'Parallax' embodied the Maquis/Starfleet conflict that was always in danger of boiling over.

It was not long, however, before the squabbling stopped and trust between the crews was established. As Jeri Taylor said, "We quickly realized that the ship could turn into the 'Bickersons' if we kept doing that. You can tell a few stories where there is that kind of divided ship and questioning of the captain's authority, but the people who were doing that began to sound like whiners. We felt that realistically if people were trapped on a ship like this – particularly as they'd come from Gene Roddenberry's 24th century – they would find a way to pull together rather than continue to be divisive. That just did not make sense with the kind of people that he had established."



▲ Chakotay and B'Elanna Torres were the two main members of the *U.S.S. Voyager*'s crew who had previously been in the Maquis before they were all thrown together in the Delta Quadrant.



◀ It was not long before Chakotay and Janeway found an understanding and became firm allies, helping to unify the two crews.

◀ Thomas Riker joined the Maquis and stole the *U.S.S. Defiant* in order to expose a secret Cardassian fleet.



▲ Michael Eddington defected to the Maquis and had several strong storylines on *DEEP SPACE NINE*.

► Early *VOYAGER* episodes, such as 'Learning Curve,' explored the difficulty members of the Maquis had in adapting to life aboard a Starfleet vessel, but Chakotay clamped down on any thoughts they may have had of insurrection.



In the long term, the potential conflict posed by the Maquis crew on *Voyager* did not form a cornerstone of the show.

Michael Piller said, "Personally I would have liked to use it for longer, but it seemed pretty clear from the get-go that Rick (Berman) and the studio felt that the fans were unhappy with the amount of conflict on *DEEP SPACE NINE*, and they would be more welcoming into their homes of crew members who got along rather than were in constant conflict."

Jeri Taylor added, "You don't make a decision beforehand of 'Well, we're going to use it for a year and a half'; you develop stories and you look at them and get a sense of whether it's working or if it's time for something to go. When we couldn't find a fresh way to develop it, then we decided it was time for it to go away."

#### TRUE BENEFICIARY

It is somewhat ironic, given that the Maquis were developed specifically for *VOYAGER*, that they actually went on to play more of a role in *DEEP SPACE NINE*. Their story was most prominently played out in the Michael Eddington story arc that included the episodes 'For the Cause,' 'For the Uniform,' and 'Blaze of Glory.' As Michael Piller commented, "*DEEP SPACE NINE* was the true inheritor of the Maquis since there was no long term benefit to *VOYAGER*."

The Maquis did more to shake up the cozy world of the Federation than many of its more traditional enemies. As Eddington said in 'For the Cause,' he and his fellow Maquis were hated by Starfleet not because they were criminals, but "because we've left the Federation, and that's the one thing you can't accept. Nobody leaves paradise. Everyone should want to be in the Federation."

*DEEP SPACE NINE* executive producer Ira Steven Behr decided to end the Michael Eddington storyline, and with it the Maquis too, because he felt that there were too many open threads leading into the sixth season. Behr explained, "We were just desperate to finish something off. We had to finish a threat. It was necessary. So I told the writers, 'We are going to end something and not hear about it again.'"

Indeed, Behr wanted to officially kill off every single member of the Maquis in the episode 'Blaze of Glory,' but Rick Berman wouldn't allow him to do this in case *VOYAGER* wanted to use them at some stage in the future. As far as the *DEEP SPACE NINE* writers were concerned, however, the Maquis story arc was over.

#### AMBIGUOUS CHARACTER

After this episode aired, many fans were unsure whether the character of Eddington was a hero or a villain. This sense of uncertainty was shared by Ira Steven Behr himself, as he said "I still haven't figured him out. Do we like him? Do you not like him? Was he good? Bad? I'm not sure."

Even Sisko appeared to have trouble reaching a conclusion as regards the essence of Eddington's character. Eventually he admitted to Dax that

Eddington was not a traitor, but loyal to his cause until his death.

Sisko's thoughts about Eddington also summed up the Maquis as a whole. They did have a legitimate grievance and a noble cause, but the methods they employed were often morally dubious. While the Maquis were originally created to add tension and drama to the crew of *Voyager*, they ended up providing so much more. There was no straightforward right and wrong about the Maquis and this is what made them so fascinating. Their actions often left our Starfleet heroes feeling betrayed or questioning their own beliefs. Ultimately their presence added compelling storylines that asked the audience where their sympathies lay and provided no easy answers.



◀ The character of Michael Eddington embodied the moral ambiguity that lay at the heart of the Maquis. He was true to his beliefs, but were all his actions justified? The audience were left to make up their own minds.

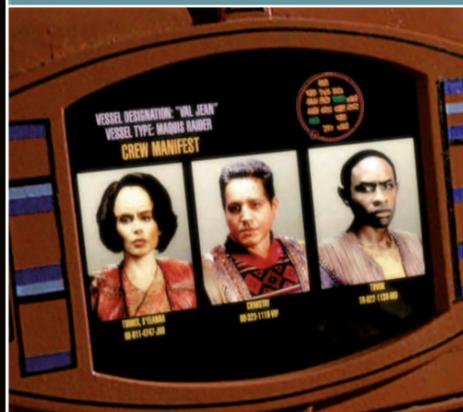
◀ Once the Cardassians had joined the Dominion, fleets of Jem'Hadar vessels were sent into the Badlands and the Maquis were quickly wiped out.

# ON SCREEN



### TRIVIA

The name of Chakotay's Maquis raider seen in *STAR TREK: VOYAGER's* pilot episode is not revealed until the seventh season episode 'Repression.' Even then, the raider's name, 'Val Jean,' is never spoken in dialogue, but merely seen on a computer monitor. The ship was named after Jean Valjean, the main hero in Victor Hugo's novel *Les Misérables*.



Michael Eddington, the former head of security on *Deep Space 9* who defected to the Maquis, compared himself to Valjean, while likening Sisko to Valjean's nemesis, Inspector Javert. Valjean was relentlessly pursued by Javert for 19 years after he stole some bread to feed his sister's children.



The Badlands were originally created using CG effects on *STAR TREK: VOYAGER*, but the visual effects team felt they were not altogether successful. To create the Badlands in the *STAR TREK: DEEP SPACE NINE* episode 'For the Uniform,' the visual effects team poured liquid nitrogen, which boils furiously at room temperature, onto a piece of black velvet.

- TV APPEARANCES: STAR TREK: DEEP SPACE NINE
- STAR TREK: VOYAGER
- FIRST APPEARANCE: 'CARETAKER, PART I' (VOY)
- FINAL APPEARANCE: 'FOR THE UNIFORM' (DS9)
- DESIGNED BY: Jim Martin

### KEY APPEARANCES

#### STAR TREK: VOYAGER 'CARETAKER, PART I & II'

The newly commissioned *U.S.S. Voyager* NCC-74656 is assigned the task of finding a Maquis raider that has gone missing in the Badlands. Upon arrival in this dangerous area of space, *Voyager* is hit by a displacement wave that catapults it 70,000 light years across the galaxy to the Delta Quadrant. Captain Janeway discovers that the Maquis raider suffered the same fate and the two crews are forced to form an uneasy alliance to find a way home.

#### STAR TREK: DEEP SPACE NINE 'FOR THE UNIFORM'

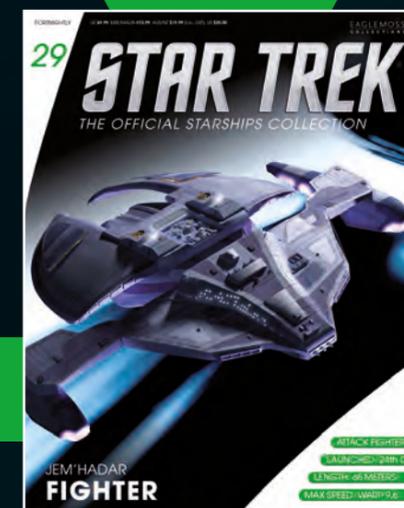
Eight months after Michael Eddington betrayed Starfleet and joined the Maquis, Captain Sisko is still obsessed with bringing him to justice. Sisko finally locates him in the Badlands, but Eddington escapes in a Maquis raider. Later, Eddington begins unleashing biogenic weapons against Cardassian colonists, forcing them to leave their homes. Outwitted by Eddington, Sisko becomes increasingly desperate and takes drastic measures to capture him.

COMING IN ISSUE 29

# JEM'HADAR FIGHTER



EVERY TWO WEEKS AT YOUR RETAILER



## Inside your magazine

- In-depth profile of the *Jem'Hadar Fighter*, the small but fearsome vessels that made up the bulk of the Dominion fleet
- A look at illustrator Jim Martin's designs for the *Fighter*
- The story behind the development of the *Jem'Hadar*



# STAR TREK™

