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KLINGON *D7*-CLASS
BATTLE CRUISER

CLASS: D7

LAUNCHED: 23rd CENTURY

CREW: 440

LENGTH: 228 METERS

KLINGON D7-CLASS BATTLE CRUISER

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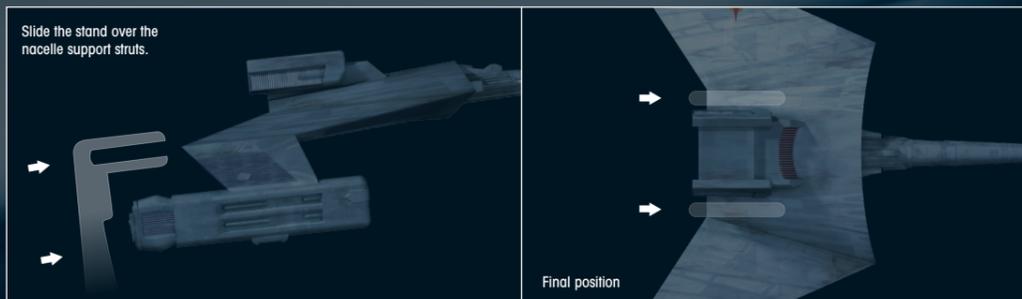
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Development Director:
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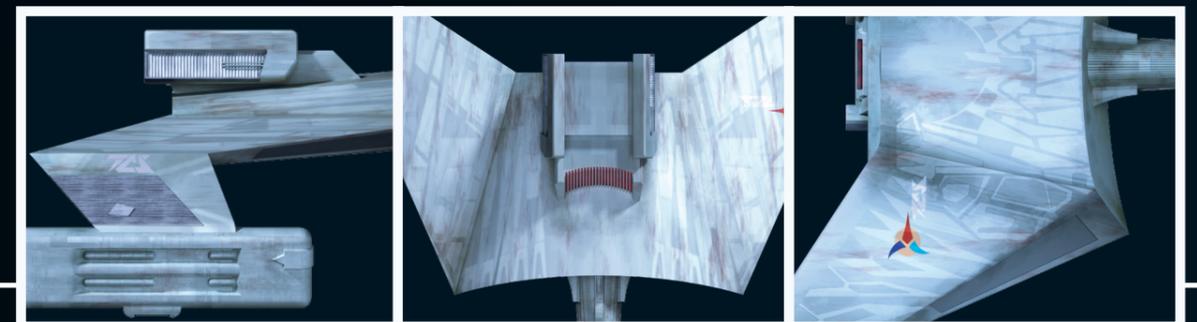
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KLINGON D7-CLASS BATTLE CRUISER

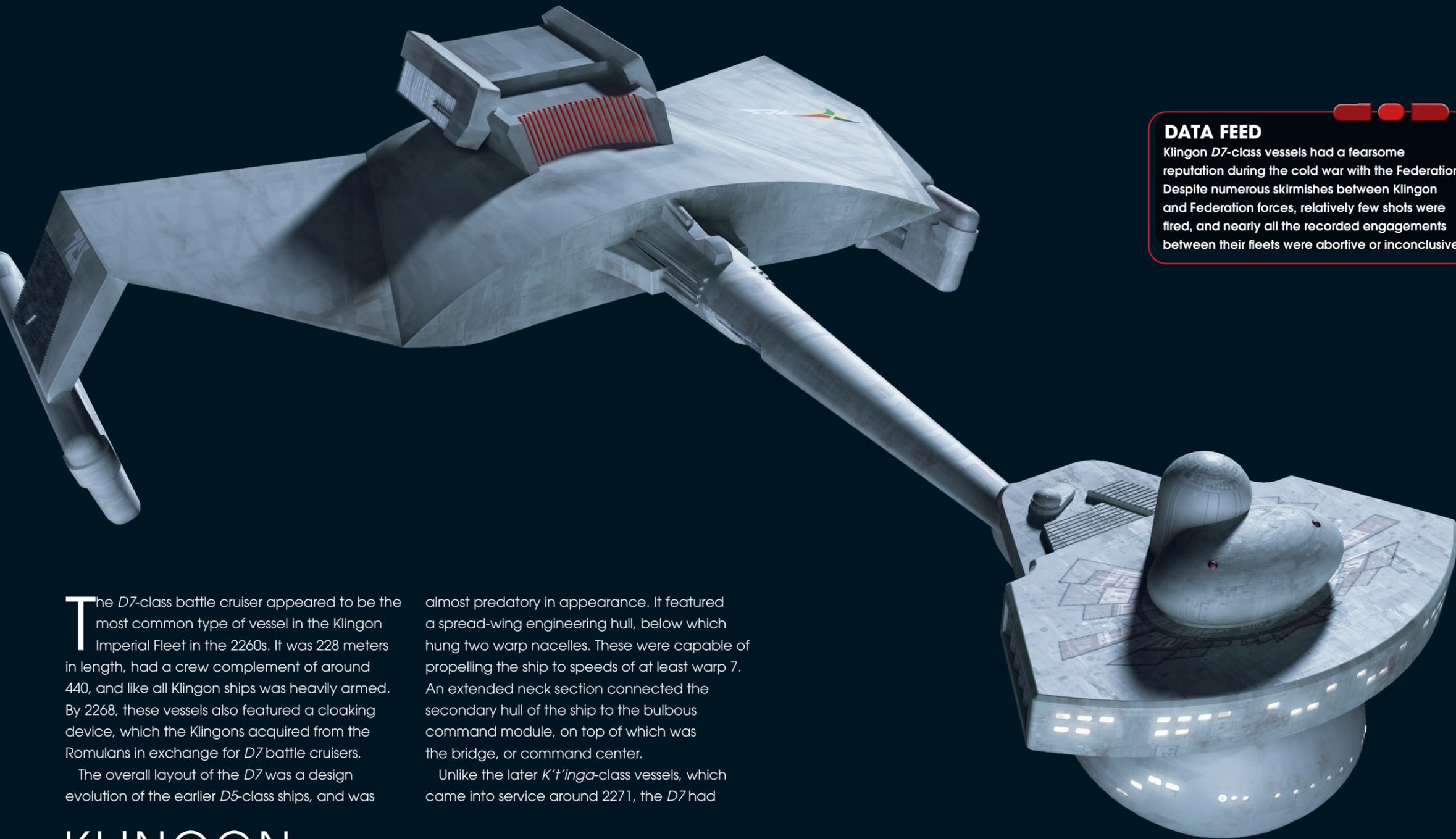
SPECIFICATION



OPERATED BY:	KLINGON IMPERIAL FLEET
CLASS:	D7
LAUNCHED:	23rd CENTURY
LENGTH:	228 METERS (APPROX.)
CREW:	440
WEAPONRY:	DISRUPTOR CANNONS, PHASER EMITTERS, PHOTON TORPEDOES, MAGNETIC PULSE



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**DATA FEED**

Klingon *D7*-class vessels had a fearsome reputation during the cold war with the Federation. Despite numerous skirmishes between Klingon and Federation forces, relatively few shots were fired, and nearly all the recorded engagements between their fleets were abortive or inconclusive.

smooth outer panels. There was very little surface detail, such as the radiator baffles and cabling that characterized later Klingon ships.

D7-class vessels possessed defensive shields, but it was their offensive power that made them so dangerous. They had considerable firepower at their disposal, including forward-mounted phasers, a photon-torpedo launcher in the lower half of the nose of the ship and two nacelle-mounted disruptor cannons. In addition, they were also capable of firing a magnetic pulse, which took the form of a glowing ball of light and was capable of inflicting extensive damage to a ship, even if it had already raised its shields.

SECURITY THREAT

The *D7* class posed serious problems to the security of the Federation throughout the 2270s. This was at a time when there was a 'cold war' between the two powers, which had been going on since at least 2223. In 2267, the build-up of tensions led to a brief all-out war over Organia, a key strategic planet between Federation and Klingon space.

The *U.S.S. Enterprise* NCC-1701 was dispatched to Organia to prevent the Klingons from using it as a base of operations. On the way there, it was attacked with magnetic pulses from a *D7*-class vessel. It caused damage to decks 10 and 11 of the *Enterprise*, and minor buckling of the antimatter pods. The *Enterprise* hit back with a one hundred per cent dispersal of its phaser banks, completely destroying the Klingon vessel. The *Enterprise* continued on to Organia, where Captain Kirk and Commander Spock beamed down to the planet, but while they were there a fleet of at least seven *D7*-class battle cruisers

The *D7*-class battle cruiser appeared to be the most common type of vessel in the Klingon Imperial Fleet in the 2260s. It was 228 meters in length, had a crew complement of around 440, and like all Klingon ships was heavily armed. By 2268, these vessels also featured a cloaking device, which the Klingons acquired from the Romulans in exchange for *D7* battle cruisers.

The overall layout of the *D7* was a design evolution of the earlier *D5*-class ships, and was

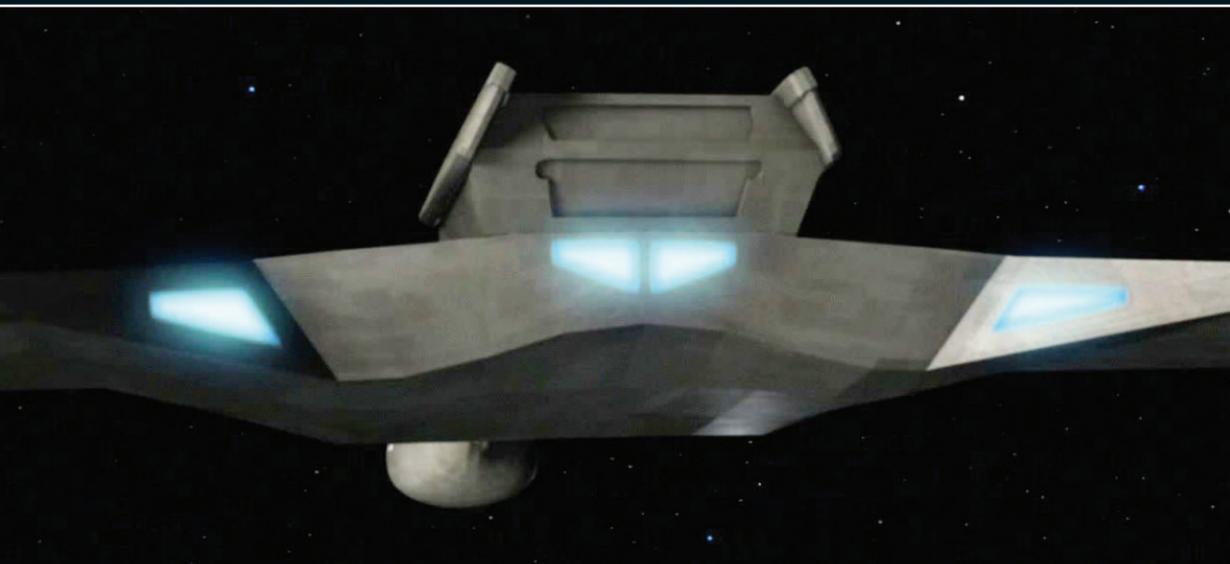
almost predatory in appearance. It featured a spread-wing engineering hull, below which hung two warp nacelles. These were capable of propelling the ship to speeds of at least warp 7. An extended neck section connected the secondary hull of the ship to the bulbous command module, on top of which was the bridge, or command center.

Unlike the later *K't'inga*-class vessels, which came into service around 2271, the *D7* had

KLINGON D7-CLASS BATTLE CRUISER

The *D7* class was a type of Klingon warship that posed a serious threat to Federation security in the 2270s.

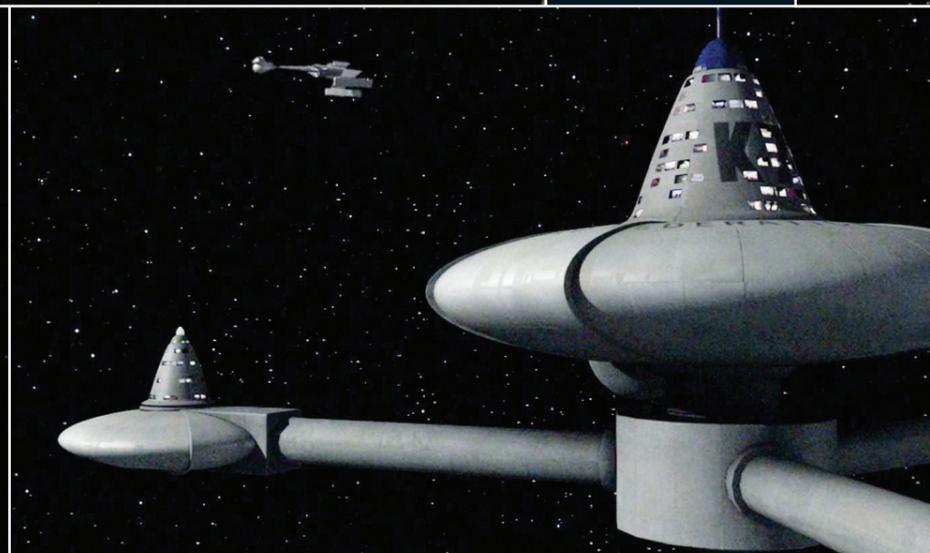
▲ The *D7*-class battle cruiser was the most powerful and rugged warship in the Klingon Imperial Fleet for much of the 23rd century. Vessels of this type were involved in numerous altercations with Starfleet along the borders of the Neutral Zone between the Federation and the Klingon Empire.



◀ The glowing blue sections on the rear of *D7* ships indicated the location of the impulse engines. The four engines gave the vessel excellent maneuverability at sublight speeds, which helped during tactical engagements. The raised section above the middle two impulse engines housed the hanger bay and shuttles.



◀ A Klingon *D7*-class ship fired its disruptors at the *Enterprise* in order to prevent Elaan from marrying its leader. The wedding was designed to create an alliance between the two worlds, something the Klingons did not want.



◀ The *Gr'oth* stopped at Deep Space Station *K-7* in 2268. It was supposedly there so its crew could take shore leave, but they helped Arne Darvin to poison a shipment of grain.

▶ The *Enterprise* was normally a match for one *D7*-class vessel, but when it was faced with several of these ships in orbit of Organia, it was forced to retreat.



▲ Commander Kang's *D7*-class vessel was severely damaged while in orbit of Beta XII-A. The ship was leaking dangerous radiation, and the *Enterprise* was forced to destroy it after beaming the surviving crew to safety.

arrived. The *Enterprise* was forced to retreat, with orders to contact Starfleet Command. Fortunately, hostilities were brought to a swift end by the Organians, who despite their pre-industrial humanoid appearance, were in fact a highly advanced race of non-corporeal beings. They imposed the Treaty of Organia, which established that the Federation and Klingons could lay claim to disputed planets, but each world would be awarded to the side that could demonstrate its ability to develop it the most efficiently.

While this treaty put an end to all-out war, there were several more skirmishes involving *D7*-class vessels near disputed planets over the next few years. Key disputed regions included Donatu V, the Archanis sector, Capella IV and Neural. The

Klingons attempted to manipulate the inhabitants of these areas into siding with them, while *D7*-class vessels tried to provoke Starfleet vessels into attacking them.

TRIBBLE TROUBLE

There were several incidents involving the *Enterprise* that almost led to renewed hostilities. The first centered on a shipment of grain intended for Sherman's Planet. It was being stored on Deep Space Station *K-7*, but while there it was poisoned by undercover Klingon spy Arne Darvin, in collusion with Captain Koloth and his visiting crew of the *D7*-class *IKS Gr'oth*. The crews of the *Gr'oth* and the *Enterprise* came to blows while taking shore leave on *K-7*, but the situation was defused when

creatures known as tribbles ate the grain and died, revealing that it had been poisoned.

In 2268, a *D7*-class vessel attacked the *Enterprise* while it was transporting Elaan to Troyius for her wedding. Later the same year, Commander Kang's *D7*-class vessel was fired upon while in orbit of Beta XII-A. He believed that the *Enterprise* was responsible, but it turned out to be an entity of pure energy that fed off negative emotions. Fortunately, this was deduced before it was too late, and war was once again avoided.

The *D7*-class battle cruiser continued to be in service for some time, but it started to be replaced in 2371 by the *K't'inga*-class, which was very similar in appearance, but much larger at nearly 350 meters in length.



DATA FEED

Kor was the commander of a Klingon warship when he led an invasion force of 500 Klingons in the occupation of Organia. He was determined to defeat the Federation in battle, until the Organians revealed themselves to be a highly-evolved species and brought hostilities to an end. Over 20 years later, Kor became a close friend to Curzon Dax, the Federation ambassador to Qo'noS. He also became friends with Dax's subsequent host Jadzia in the 2370s.

KLINGON SABOTAGE

In 2268, the Klingons tried to sabotage a proposed alliance between the previously warring worlds of Elas and Troyius in the disputed border area of the Tellun system. The Klingons knew that Elas contained a large amount of dillithium ore, which they needed for their vessels. The alliance, which would have been cemented by the marriage of Elaan, the Dohlman of Elas, to the ruler of Troyius, would have put an end to the Klingons' claims over the area. They therefore worked in league with Kryton, an Elasian noble who was in love with Elaan and wanted to prevent the marriage.

When the *U.S.S. Enterprise* was called upon to transport Elaan to Troyius for the wedding, Kryton tried to booby trap the *Enterprise's* engines, which would have caused an explosion if it went to warp. As the *Enterprise* made its way to Troyius, a *D7-class* vessel appeared, hoping to taunt the Starfleet ship into jumping to warp. Fortunately, Kryton was caught in the act, and the *Enterprise* did not take the bait. Unable to provoke the *Enterprise*, the Klingon ship resorted to an all-out attack. Fortunately, the *Enterprise* crew discovered dillithium crystals in Elaan's radan necklace. This allowed them to restore some warp power, which gave the *Enterprise* a chance to jump to warp, pivot and unleash a full spread of photon torpedoes. This forced the *D7* battle cruiser to retreat, and Elaan was delivered to her wedding on Troyius, cementing the alliance between their worlds.

DATA FEED

Mara was the Klingon wife of Commander Kang and the science officer aboard his *D7* battle cruiser. She was the first female Klingon to be seen aboard a 23rd-century Klingon ship.

**CLASS NAME**

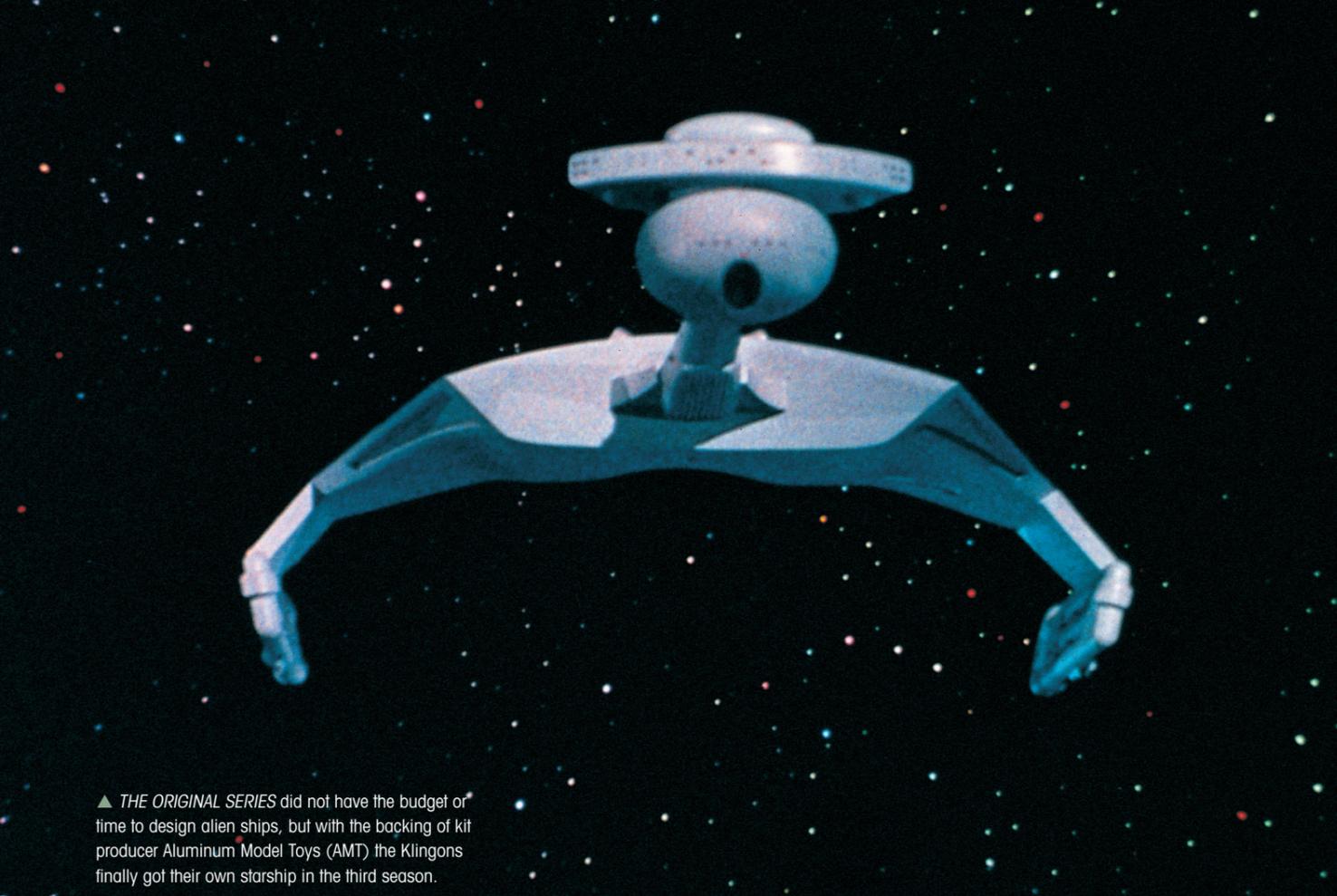
The designation 'D7' for this class of Klingon warship was never mentioned in *THE ORIGINAL SERIES*. It was not referenced on screen until 1996 in the *DEEP SPACE NINE* episode 'Trials and Tribble-ations'.

RENOWNED MEETING

A reference to Kor's occupation of Organia appears in the *DEEP SPACE NINE* episode 'The Sword of Kahless.' Jadzia introduces Worf to Kor, and Worf says that he has heard stories about Kor since he was a child, including the confrontation with Kirk on Organia.

CREW NUMBERS

In 2268, it was established that a *D7-class* vessel had a crew in excess of 400. After his ship was attacked near Beta XII-A, Commander Kang said that 400 of his crew were killed. Later, his wife Mara said that 40 survivors were beamed aboard the *Enterprise*.



▲ *THE ORIGINAL SERIES* did not have the budget or time to design alien ships, but with the backing of kit producer Aluminum Model Toys (AMT) the Klingons finally got their own starship in the third season.

DESIGNING THE D7-CLASS

III

BATTLE CRUISER

The Klingon battle cruiser was designed by Matt Jefferies, but it only got built thanks to a merchandising tie-in with a model toy company.

Somewhat bizarrely, we didn't see a Klingon ship until *STAR TREK*'s third season. And then, far from appearing in a major Klingon story, it made a brief appearance at the end of 'Elaan of Troyius,' an episode in which the Klingons played only a peripheral role. The Klingon battle cruiser's late debut is even more puzzling because, by the third season, *STAR TREK*'s budget had been cut to the bone and barely any money was available for effects.

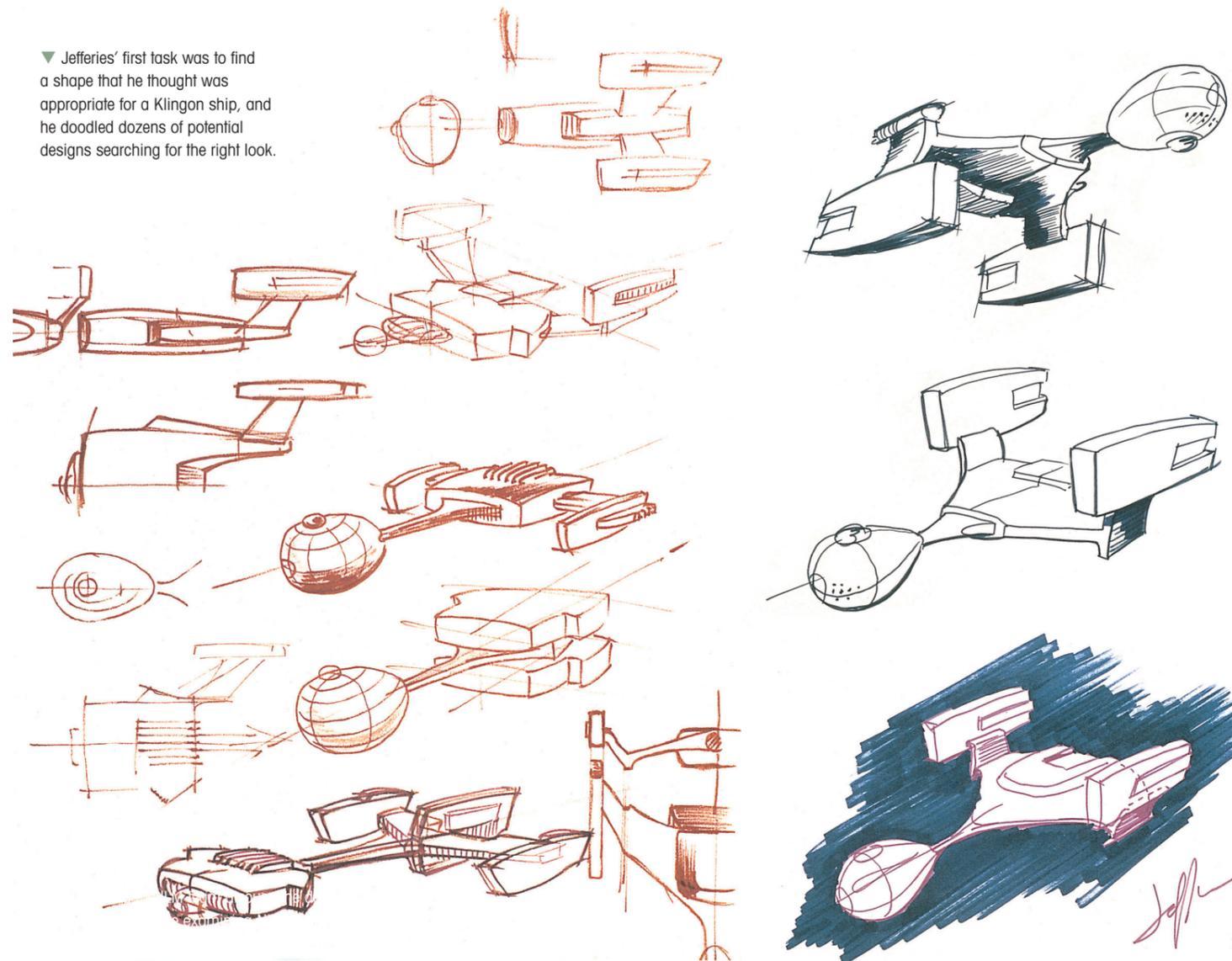
As *STAR TREK*'s art director Matt Jefferies explained, the effects budget was never that large, and originally the producers hadn't planned to show any alien ships at all. "We had no need for a Klingon ship, nor did we have a budget to do one," said Jefferies. "But AMT (the company that produced *STAR TREK* model kits) wanted a follow-up to the *U.S.S. Enterprise* NCC-1701 kit, because it had sold over a million in the first year. So, although the Klingon ship was

something new that would fit the show, it was primarily done for AMT."

Under the deal AMT struck with the producers, they paid for the development of the design and provided effects company Howard Anderson with a model they could film to produce optical effects. This gave the producers a major enemy vessel that could confront the *Enterprise*.

Jefferies remembered that he was left to develop the design on his own.

▼ Jefferies' first task was to find a shape that he thought was appropriate for a Klingon ship, and he doodled dozens of potential designs searching for the right look.



"AMT didn't have any design input whatsoever," said Jefferies. "I designed it at home, because there was neither the time nor the money allowance to do it at the studio.

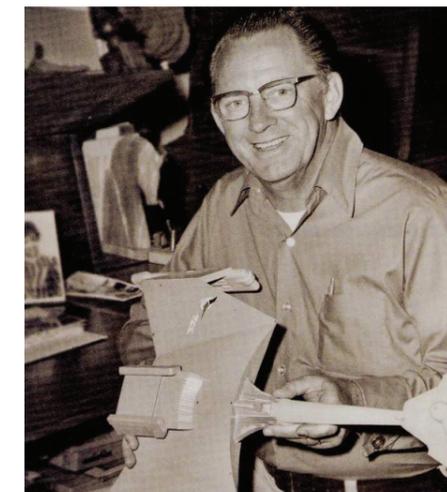
TRIAL AND ERROR

"Naturally, I thought it had to look as far out as we thought the *Enterprise* did," continued Jefferies. "I was after a shape, and didn't really know what the shape should be. I started doing little sketches, trying to come up with something. I saved some of them, but I'm sure I must have ashcanned maybe a hundred balled-up pieces of paper.

It's like when you make a mistake in arithmetic and you go back over the same piece of paper and keep making the same dumb mistake; you've got to throw it away and start from scratch."

Somewhere in the process of producing these quick sketches, Jefferies found a shape that he was interested in. Many of the basic elements were similar to the *Enterprise* – there were twin nacelles and separate engineering and command hulls – but he revealed that his main inspiration was drawn from aquatic creatures.

"The Klingons were supposed to be a pretty wicked people, so I wanted



▲ Matt Jefferies, who passed away in 2003, holding a model of the Klingon battle cruiser that he designed.

something with a 'killer potential' that would look wicked," said Jefferies. "Basically, I was feeding on the look of the stingray, or the manta ray, for part of the shape. Even though it is not dangerous, I think a lot of people think the manta ray has a very vicious look to it, yet when it swims it is very graceful. Then the coloration came directly from a shark, it was a grayish-green on top and a lighter gray underneath."

Having identified the basic elements he wanted, Jefferies then experimented with different ways of arranging them. "Sometimes if you feel you have something, you turn it around in as many ways as possible, and all of a sudden something may pop up that makes more sense," said Jefferies.

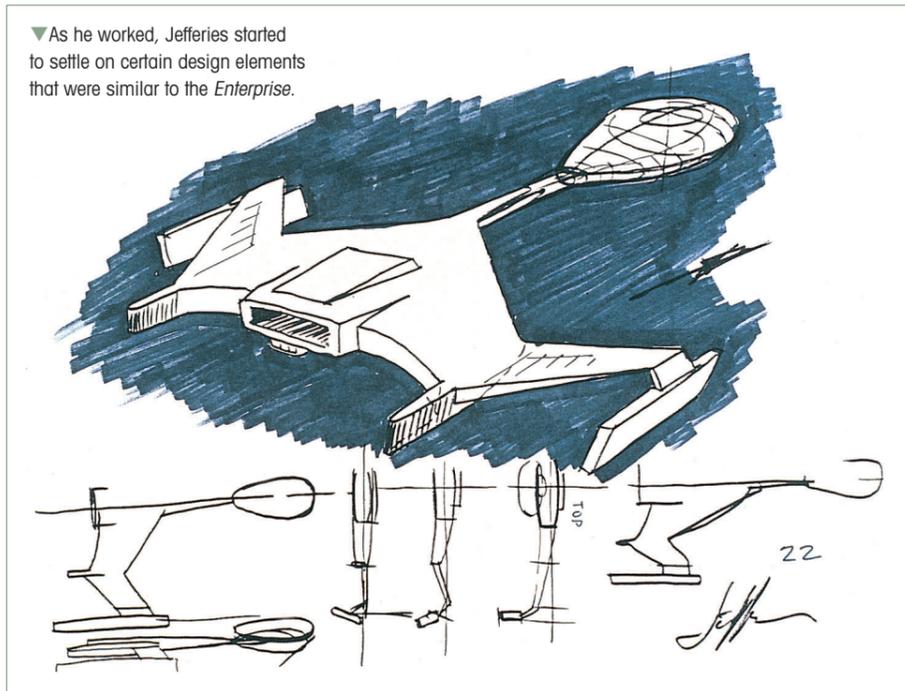
Finally, he was happy with the basic design, hardened up the details, and produced drawings that he could take to AMT. "I established what size it would be in relation to the *Enterprise*," he remembered, "and did a scale drawing, which I handed to AMT."

MODELMAKING

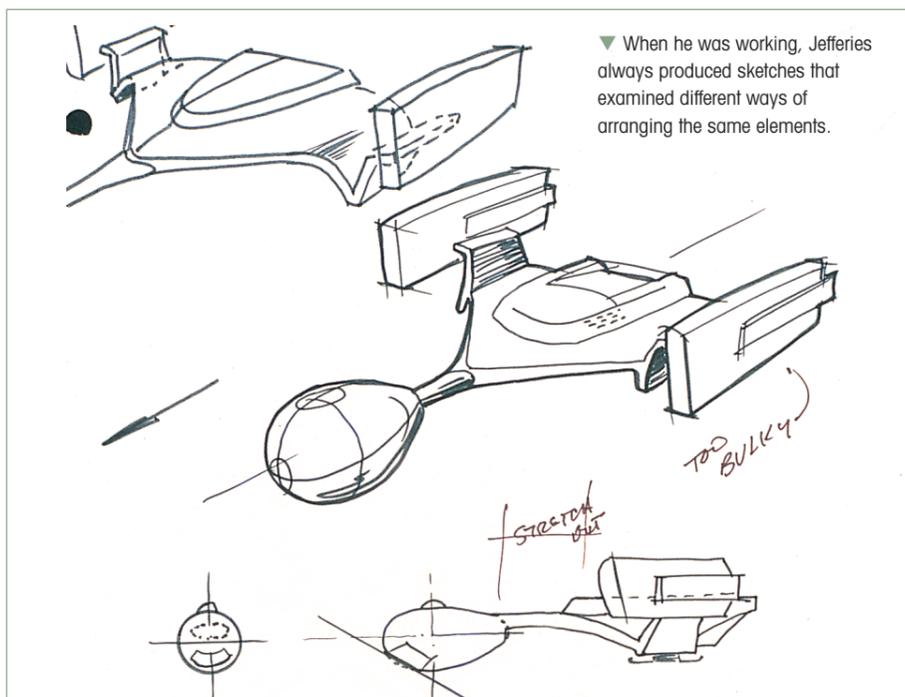
Jefferies was at AMT when production work began on the model. As he explained, the process started with the construction of two master models, one of which was handed on to Howard Anderson, who used it to film the shots that were used in the show.

"The master models were quite large; probably close to 18 inches across," said Jefferies. "They used what they called a pantograph. At one end there was a stylus that traced its way over the master model, and at the other end of it there was a tool that carved out the same shape in tooling steel, which became the mold they built the kit from."

"I was there at about 2 o'clock in the morning when they ran the first two or three through the machine. They weren't perfect, so they said, 'We'll take out a fraction here, and a fraction



▼ As he worked, Jefferies started to settle on certain design elements that were similar to the *Enterprise*.



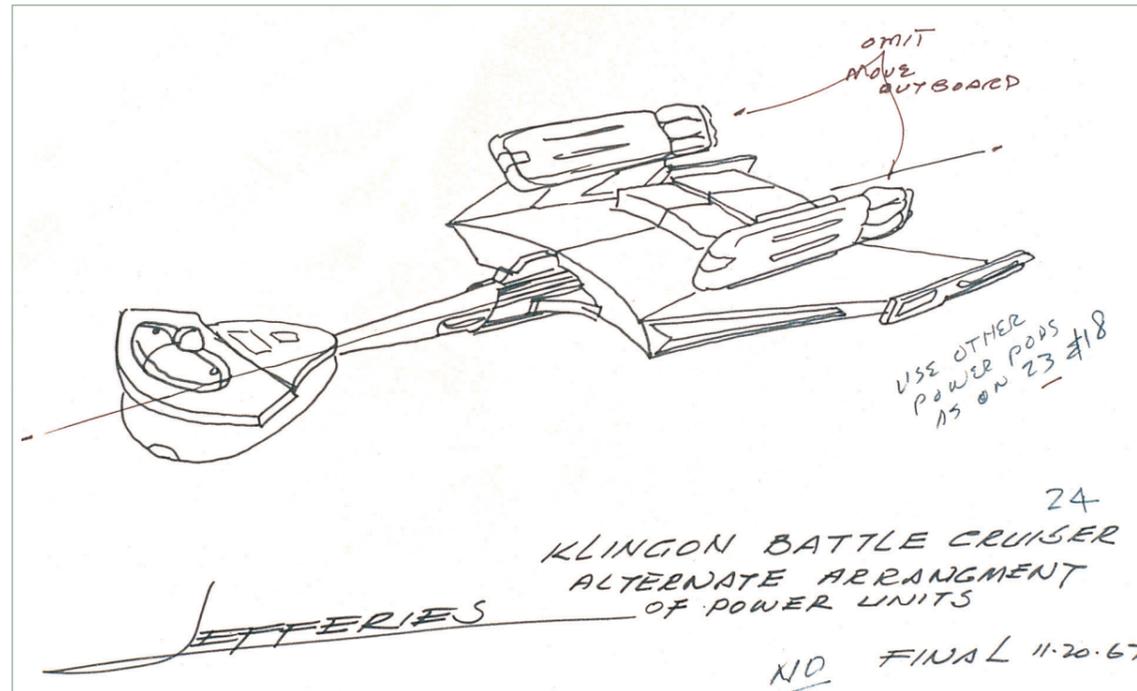
▼ When he was working, Jefferies always produced sketches that examined different ways of arranging the same elements.

here.' Then they'd run two or three more. If I remember correctly, it was about 10 o'clock when the first one came out that they said was perfect. Then the machine was put in operation, and after that one came out every 20 seconds."

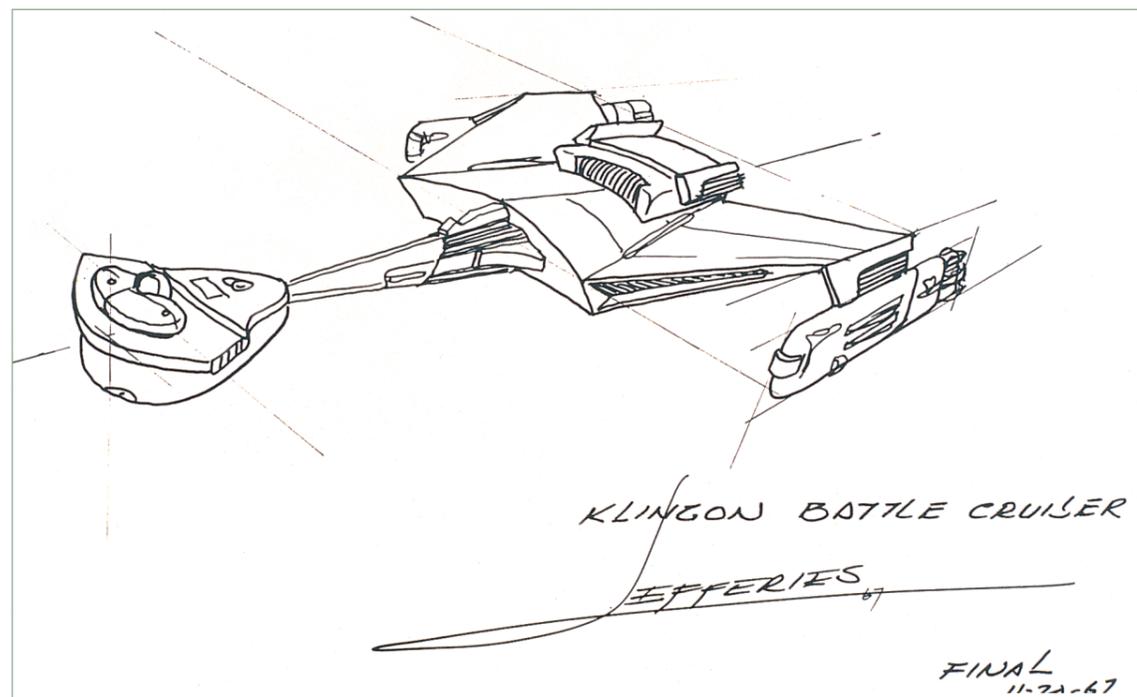
Howard Anderson used one of the

master models to produce a handful of effects shots, and the Klingon battle cruiser made its screen debut in 'Elaan of Troyius.'

To save money, the producers decided to use the model again when they needed to show Romulan ships in 'The Enterprise Incident,' explaining that



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KLINGON BATTLE CRUISER
ALTERNATE ARRANGMENT
OF POWER UNITS
JEFFERIES
NO FINAL 11-20-67



KLINGON BATTLE CRUISER
JEFFERIES
FINAL
11-22-67

the Romulans and the Klingons had entered into an alliance and were sharing technology.

In 1978, the design of the battle cruiser was upgraded to the *K't'inga*-class vessel by Richard Taylor for *STAR TREK: THE MOTION PICTURE*. He remembered that they kept the same overall shape,

but added some detail. "Most of the design work on the Klingon ship involved redesigning the area around the bridge and some work on the nacelles," said Taylor. "We also did a lot of work on changing the design of the paneling on all the surfaces, to make it more bird-like and much more detailed."

◀ Jefferies likened the shape of the battle cruiser to a manta ray, as he felt it looked both deadly and elegant. In one of his final sketches of the ship, he experimented with placing the nacelles on top of the wings.

◀ Jefferies' final sketch showed the battle cruiser almost exactly as it appeared on screen. He also produced more exact engineering drawings that showed its size in relation to the *Enterprise* to help the model makers at AMT.



▼ In *STAR TREK: THE MOTION PICTURE*, the Klingons spoke their own language, with English subtitles for the audience.



A HISTORY OF THE

KLINGON LANGUAGE

▲ We never heard anyone speak Klingon in *THE ORIGINAL SERIES*, but in 'The Trouble with Tribbles' one of Koloth's crew calls the language Klingonese.

A look at how Klingon speech was created, and how it became one of the most widely-spoken fictional languages in the world.

The Klingon language enjoys great popularity today, though it wasn't always so. In fact, during the original three-year series of *STAR TREK*, not a single word of Klingon was spoken. Though Klingons were featured prominently in several episodes, our closest linguistic hint was an offhand remark in 'The Trouble with Tribbles' where a Klingon comments, "That's why they're all learning to speak Klingonese." That was all. We didn't actually hear any spoken Klingon until the first film, *STAR TREK: THE MOTION PICTURE*, in 1979.

Back in 1977, however, two years before that film, Paramount explored the possibility of a new television show, *STAR TREK II*. Actors were cast and scripts were written, but ultimately the series was shelved in favor of the film. Some of the characters made the jump to the film, and several of the scripts were reworked and eventually reached audiences as episodes of *STAR TREK: THE NEXT GENERATION*. One script, which was not recycled, involved Klingons. 'Kitumba,' written by John Meredyth Lucas, gave us our first word in Klingon. 'Kitumba' means 'the power.' Not

much, but more than we ever had from *THE ORIGINAL SERIES*. A pity no one ever heard it.

CULTURAL SOUND

Jump ahead two years to the film. In the opening moments we see several Klingon vessels under attack by *V'Ger*. The commander of the lead ship shouts orders in Klingon and we got our first exposure to the harsh guttural sounds of Klingon. But we didn't get much. *V'Ger* swiftly dispatches the Klingon vessels, and we don't hear another word until the third film.

Before moving on, here are two points of obscure trivia: first, the actor who spoke the first lines of Klingon was Mark Lenard, who made his debut in *STAR TREK* as a Romulan commander, but is best known for his portrayal of Sarek, Spock's father. This scene made Lenard the first actor to play three different alien species on *STAR TREK*. Second, the creators of the first spoken Klingon were Jon Povill, the associate producer of the film, and James Doohan, a master of dialect otherwise known as Chief Engineer Montgomery Scott. Years later, in *STAR TREK IV: THE VOYAGE HOME*, Scotty grappled with translating the controls on an 'acquired' Bird-of-Prey ("...reading Klingon, that's hard!"), but Doohan himself had no problem speaking it.

KLINGON MINDSET

In 1984, Pocket Books published *STAR TREK* novel #16, *The Final Reflection* by John M. Ford. For many years, this was the only *STAR TREK* novel written entirely from the Klingons' point of view. Much of the book revolved around a game,

a kind of Klingon chess, and Ford provided vocabulary not only for his game but also a range of words and titles of respect and rank as well. Ford called his creation 'Klingonaase,' and explained that he wasn't attempting to produce a language so much as create a nonhuman mindset for his readers. These words and phrases have been popular with Klingon fans, but were ultimately a linguistic dead end.

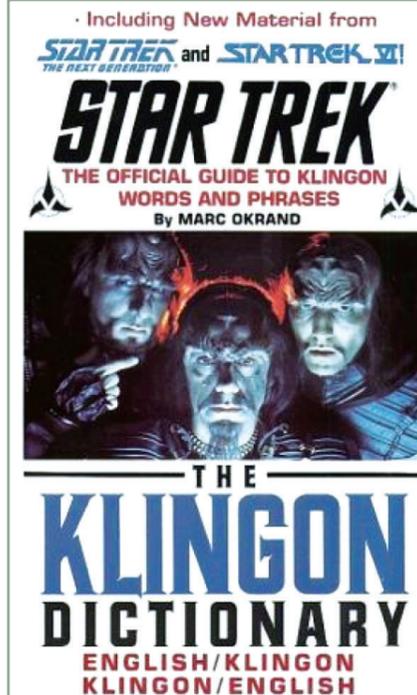
UNUSUAL COMMISSION

Klingon really began as a language with the release of *STAR TREK III: THE SEARCH FOR SPOCK* later in 1984. Paramount hired a linguist, Dr. Marc Okrand, to create a language, much as they might hire an artist to paint a backdrop, or a carpenter to build a set. Okrand's task was somewhat tricky: coming up with a language that sounded weird and other worldly, while at the same time ensuring that the actors would be able to pronounce it.

Okrand began by reviewing the little bit of Klingon heard in that opening scene of *STAR TREK: THE MOTION*

THE KLINGON DICTIONARY

Pocket Books have published Marc Okrand's basic guide to the Klingon language. Although it is called a dictionary, it is far more than that. The book contains an introduction to the language complete with an explanation of Klingon sounds and their English equivalents. It also contains a brief introduction to how the Klingons use different parts of speech, an explanation of Klingon syntax structure, as well as Klingon-English and English-Klingon dictionaries.



▼ Klingon took another major step in *STAR TREK III: THE SEARCH FOR SPOCK* when the producers asked professional linguist Dr. Marc Okrand to create a working Klingon language.



PICTURE, and transcribed each utterance. This collection of sounds became the starting point of Klingon phonology.

DISTINCT SOUNDS

As Okrand worked on the language, he added other phonemes, such as the /tʃh/ familiar in several native American languages and /ʔ/, the glottal stop, which is more a cessation of sound than a traditional phoneme. But the noises produced by Lenard, created by Doohan and Povill, started it all. The subtitles from those lines also played a crucial part. From these, Okrand knew that a given collection of speech sounds had to translate to a specific phrase. It was left to him, then, to decide which syllables formed which words, or parts of words. Thus Klingon syntax was born.

Okrand then proceeded through each episode of *THE ORIGINAL SERIES*.

He took each line that a Klingon spoke (in English) and wrote a translation of it, crafting new vocabulary as necessary. Grammatical features and additional speech sounds were added at will, borrowing from a wide range of terrestrial languages.

As a result, aspects of Klingon are likely to be familiar to the speakers of many languages. Not surprisingly, people often believe that Klingon is based on a specific language. The truth of the matter, according to Okrand, is that when he found himself drawing too heavily from one language or language family he switched to a radically different source before continuing. Thus Klingon partakes of a great many grammatical features found throughout the world (e.g. like German, it's agglutinative; like Japanese, it makes use of topicalization markers), but its particular combination of features is unique. The same uniqueness pertains

to its sounds. All of them can be found in other languages, but no other language on Earth contains them all.

AN EVOLVING LANGUAGE

Okrand's *The Klingon Dictionary*, first published in 1985, is something of a misnomer. The book more closely resembles an edited version of a linguist's field notes. It is an introduction to the language, not the last word on it, and consists of a detailed grammatical description and a 2,000 word glossary.

In 1989 and 1991, the fifth and sixth *STAR TREK* films were released. Once again, Okrand was on hand during principal shooting, translating dialogue for the Klingon actors, teaching them correct pronunciation, and advising the directors after critical scenes. A slightly expanded version of his dictionary was published in 1992, and Okrand assumed that would be the end – but it was actually far from over.

The original dictionary sold fairly well, and throughout the U.S. people had studied it thoroughly and learned the language better than its creator. This was the early days of the Internet, and the majority of these first Klingon speakers were highly computer-literate; many worked professionally as programmers. An electronic mailing list was set up, allowing users to discuss and expand the language.

In January of 1992, the Klingon Language Institute (KLI) was created. Its mission was to gather together Klingon speakers — not just those with access to electronic mail — and create a common forum for exploration of the language. As its membership grew, the KLI expanded its interests and began to promote the language. Among its projects, it translated some of Shakespeare's works and the Bible, as well as original fiction and poetry in Klingon. Ties were formed between

Marc Okrand and the KLI, and the language's creator has since used the organization's journal to release new insights and vocabulary to students of the language.

KLINGON PROJECTS

The continuing interest has allowed Okrand to release two audio cassettes and two additional books further detailing the language. Subsequently, Pocket Books obtained the rights to publish the KLI's translation of *Hamlet*, *Prince of Denmark*, and an original short story entirely in Klingon for a *STAR TREK* anthology.

Unlike other artificial or constructed languages, Klingon enjoys the popularity and breadth of the *STAR TREK* phenomenon itself, drawing fans and new adherents in the most unlikely of places. Is it any wonder then that it is often described as the Galaxy's fastest growing language?

▲ Klingon was used regularly on *STAR TREK: THE NEXT GENERATION*, with specialist vocabulary being created as it was needed in episodes such as 'Sins of the Father.'

ON SCREEN

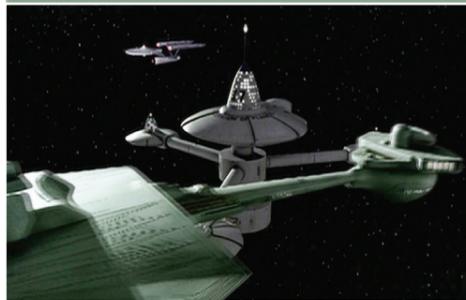


TRIVIA

For the first two seasons of *THE ORIGINAL SERIES*, no Klingon ships were shown despite being frequently mentioned. This was due to severe budget constraints, and the D7 class did not appear until the third season. It was scheduled to appear first in 'Elaan of Troyius,' but as the episodes were not aired in their production order, the first time the ship was seen was in 'The Enterprise Incident,' where it was depicted as a Romulan vessel. When *THE ORIGINAL SERIES* was remastered, the D7-class vessel was digitally inserted, beginning with the season one episode 'Errand of Mercy.'



A D7-class battle cruiser studio model was remade by Greg Jein, so that it could be filmed for the *DEEP SPACE NINE* episode 'Trials and Tribble-ations.' This model was slightly different than the 1960s original as it included added surface detail and was painted with a greenish hue.



Presidential candidate Robert F. Kennedy was assassinated in Los Angeles while 'Elaan of Troyius' was in production. Actress France Nuyen, who played Elaan, was a big supporter of Kennedy, and was deeply shocked by the news.

- FIRST APPEARANCE: 'ELAAN OF TROYIUS' (TOS)
- TV APPEARANCES: STAR TREK: THE ORIGINAL SERIES
- DESIGNED BY: Matt Jefferies

KEY APPEARANCES

STAR TREK: THE ORIGINAL SERIES 'Errand of Mercy'

The U.S.S. *Enterprise* NCC-1701 is ordered to Organia, a strategically vital world if conflict should break out with the Klingons. On the way there, the *Enterprise* is attacked by a D7-class battle cruiser, but after a brief fight, the Klingon vessel is destroyed. This marks the outbreak of war, and the need to negotiate with the Organians becomes even more important. The peace-loving Organians appear unconcerned, even when a Klingon garrison arrives. Kirk and his Klingon counterpart, Kor, eventually learn why, and it changes Federation/Klingon relations for years to come.

STAR TREK: THE ORIGINAL SERIES 'Elaan of Troyius'

Elaan has been in conflict with Troyius, a neighboring planet in the Tellun system for a long time. This area is also vital to the Federation and Klingons should war arise between the two powers. When Elaan, a member of the Elasian royal family, is due to marry the ruler of Troyius, it looks like good news for peace and for the Federation. The only hurdle to overcome is that the *Enterprise* has to transport Elaan to the wedding, but she is not happy. Neither is someone else, as the *Enterprise's* engines are sabotaged and a Klingon D7-class vessel arrives, trying to provoke a fight.

COMING IN ISSUE 68

FEDERATION ATTACK FIGHTER



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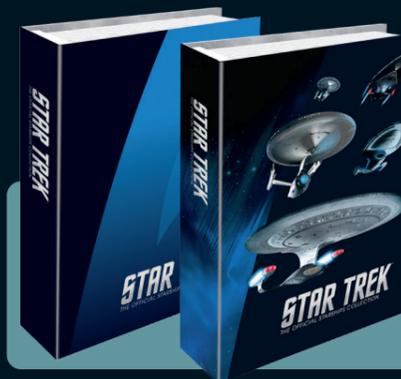
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- A look behind the scenes at the Maquis – the renegade resistance force– and why they were created

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