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STAR TREK™

THE OFFICIAL STARSHIPS COLLECTION



BAJORAN RAIDER

TYPE: STRIKE FIGHTER

LAUNCHED: 24th C

CREW: TWO

LENGTH: 33.10 METERS

BAJORAN RAIDER

SPECIFICATION



TYPE:

STRIKE FIGHTER

IN OPERATION:

24th CENTURY

MASS:

108.96 METRIC TONNES

CREW:

TWO

LENGTH:

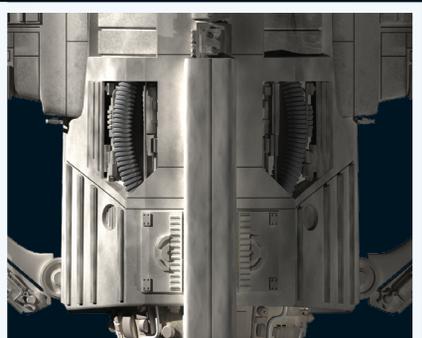
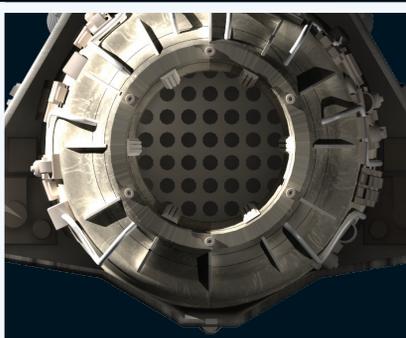
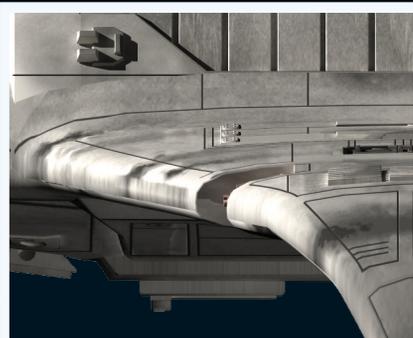
33.10 METERS

PROPULSION:

SUB IMPULSE

WEAPONRY:

TWO PHASER EMITTERS

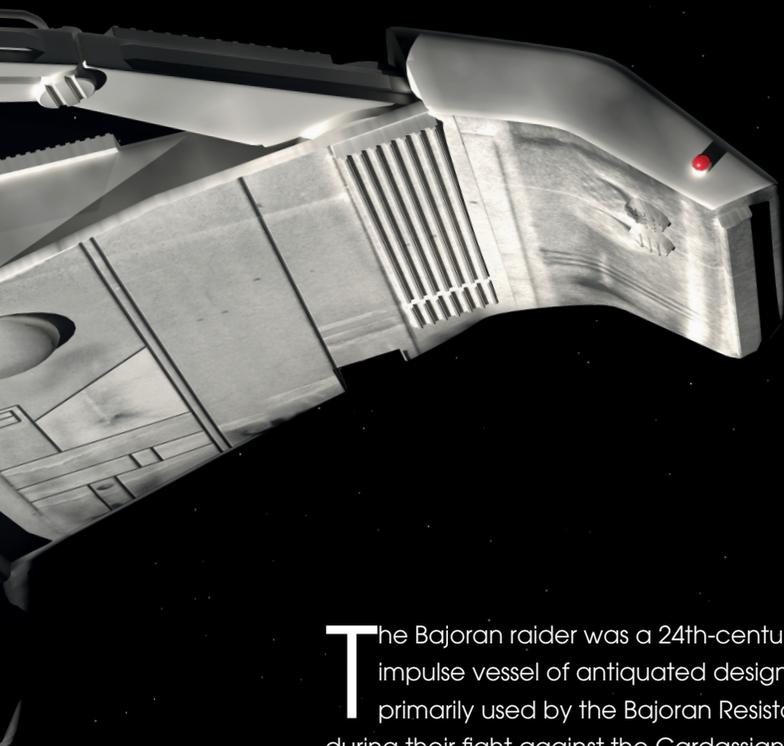




▲ The Bajoran raider was more like a jet fighter from the 20th century than a spacecraft from the 24th century. Despite its worn appearance and dated technology, it was able to take on much more sophisticated vessels, especially in the hands of an experienced pilot.

BAJORAN RAIDER

The raider was a lightly-armed, sub-impulse vessel of dated appearance used to protect Bajoran interests.



The Bajoran raider was a 24th-century sub-impulse vessel of antiquated design. It was primarily used by the Bajoran Resistance during their fight against the Cardassian occupation of Bajor. The ships were also deployed by the Maquis to protect their colonies from attacking vessels, and were later used to defend Bajor and its moons from security threats.

The raider was a small craft, measuring just 33.10 meters in length. It resembled a jet fighter, comprising of a pointed front nose and downward swept wings. It was powered by a chemical/air-ram system, meaning that it was not only incapable of warp speeds, but could not even reach impulse speeds. It was capable of space

flight, but was far more suited to atmospheric operation. The thruster assembly was located in the rear of the craft and produced a ring of intense heat from the circular exhaust port.

While the raider was much slower than impulse ships in space or high-orbit, it was just as fast in atmospheric flight, where impulse engines could not be used. It could perform extreme aerobatics and was able to take on much more powerful vessels in dogfights, where it used its dual phaser emitters to good effect. These were the ship's only weapons, but thanks to phaser locks, it was able to target enemy vessels effectively. Raiders were often deployed in numbers, coordinating complex attack patterns to strike at larger ships, like insects swarming over a body.

BASIC TECHNOLOGY

The raider featured an extremely cramped cockpit for just two occupants, who had to perform a series of awkward contortions just to fold themselves into the basic seating. As technology was scarce, especially during the time of the Cardassian occupation, Bajoran engineers had to make do with what they could get their hands on. The interior was therefore rudimentary, but it did include essential technology such as a proximity system and navigational sensors. Unfortunately, these systems sometimes failed and the pilots were forced to fly by the seat of their pants, relying on their own instincts to keep them out of trouble.

In 2370, Major Kira and Lieutenant Commander Dax were forced to use a raider to take evidence



DATA FEED

Bajor had five moons, including Derna and Jeraddo. The latter was home to Lunar V, a small camp the Resistance set up during the Cardassian occupation.

◀ Kira and Dax found a Bajoran raider that had been hidden in a subterranean chamber on one of Bajor's moons. The craft had not been used since the Cardassians had withdrawn from Bajor, and it was in a dilapidated state. Dax managed to get its engines started, but she was skeptical that it would fly – or at least for very long.



◀ During the Cardassian occupation of Bajor, raiders were sometimes used in conjunction with other Bajoran ships to perform coordinated attacks on much larger *Galor*-class vessels.

▶ The forward position of the cockpit was taken by the pilot, while the rear passenger operated the phasers. The ship also featured navigation sensors, but they were not working on the ship Kira and Dax took.



▶ The interior of the raider was incredibly cramped. Occupants practically had to fold themselves double just to enter the craft. It appeared that the ships were built during the Cardassian occupation, meaning that materials and technology were scarce, hence comfort was not a priority.



▲ Much to the alarm of Dax, the caverns in which the raiders were hidden on the Bajoran moon were also home to numerous huge arachnid-like life forms known as palukoos.

to the Chamber of Ministers that proved the Cardassians were behind a coup of the provisional government. Dax accompanied Kira because one of her former hosts, Tobin, could help with the raider as he knew all about phase coil inverters and sub-impulse thruster configurations.

They were dropped off on Jeraddo, one of Bajor's moons, where they found a raider in an underground base that had been set up by the Bajoran Resistance. The raider had not been used for over a year and was in a sorry state. After making a few repairs, Dax managed to get it started, although the engine made an almighty racket far from being the gentle hum that Starfleet propulsion units usually made.

The raider shook with alarming force as it descended towards Bajor, when it suddenly

came under attack. The Alliance for Global Unity had sent two Bajoran impulse interceptors to shoot down the raider before it reached the surface. A fierce battle erupted in the skies over Bajor, in which Kira and Dax managed to destroy one interceptor before they were brought down by the other ship.

DOWN, BUT NOT OUT

Fortunately, Kira and Dax were able to survive the crash, and they later presented the evidence proving the Cardassians' involvement in the coup to the Chamber of Ministers.

Later, in 2375, several Bajoran raiders were pressed into emergency service when they took part in a blockade that prevented the Romulans from stockpiling weapons on Derna, another of



► The raider piloted by Major Kira pursued one of the interceptors close to the surface of Bajor before shooting it down. The impulse-powered interceptor was much faster than the raider in the upper atmosphere, but nearer the ground the jet-powered raider was just as fast and more maneuverable.



▲ The Bajorans did not have large, powerful vessels, but they still fiercely protected their territory. When they discovered that the Romulans had been surreptitiously stockpiling weapons on one their moons, Kira organized a blockade comprising of interceptors, raiders and other ships to stop Romulan warships from approaching.

Bajor's moons. The Romulans had supposedly set up a hospital on the moon, but this was just a cover as they had actually built a facility to store plasma torpedoes.

When the Bajorans discovered what was really happening, they were outraged as it would turn Derna into a prime target for a Dominion attack. The Federation tried to resolve the matter through diplomatic channels, but Kira preferred direct action. She set up the blockade, comprising of several types of Bajoran vessels including raiders, and threatened to attack any Romulan ships that attempted to reach the moon. After a tense standoff, and despite the Bajorans being heavily outgunned by 14 warbirds, the Romulans agreed to remove the weapons rather than jeopardize their relations with the Federation.

DATA FEED

Jarro Essa was a minister in the Bajoran Provisional Government, but he was also leader of the Alliance for Global Unity. This extremist faction, also known as The Circle, wanted all aliens expelled from Bajor. They smuggled in weapons to help them achieve this aim, unaware that the Cardassians had actually supplied them. Evidence emerged of the Cardassians' involvement, and Kira was given the task of using a Bajoran raider to get this proof to the Chamber of Ministers before it was too late.



AERIAL COMBAT

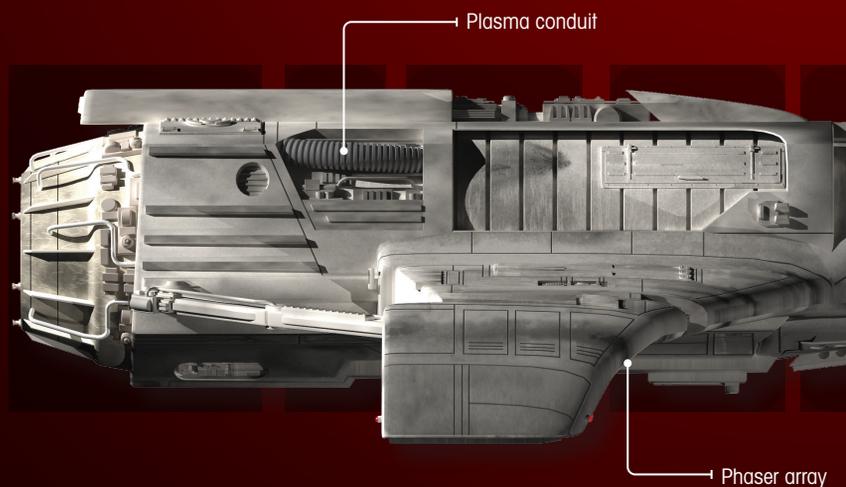
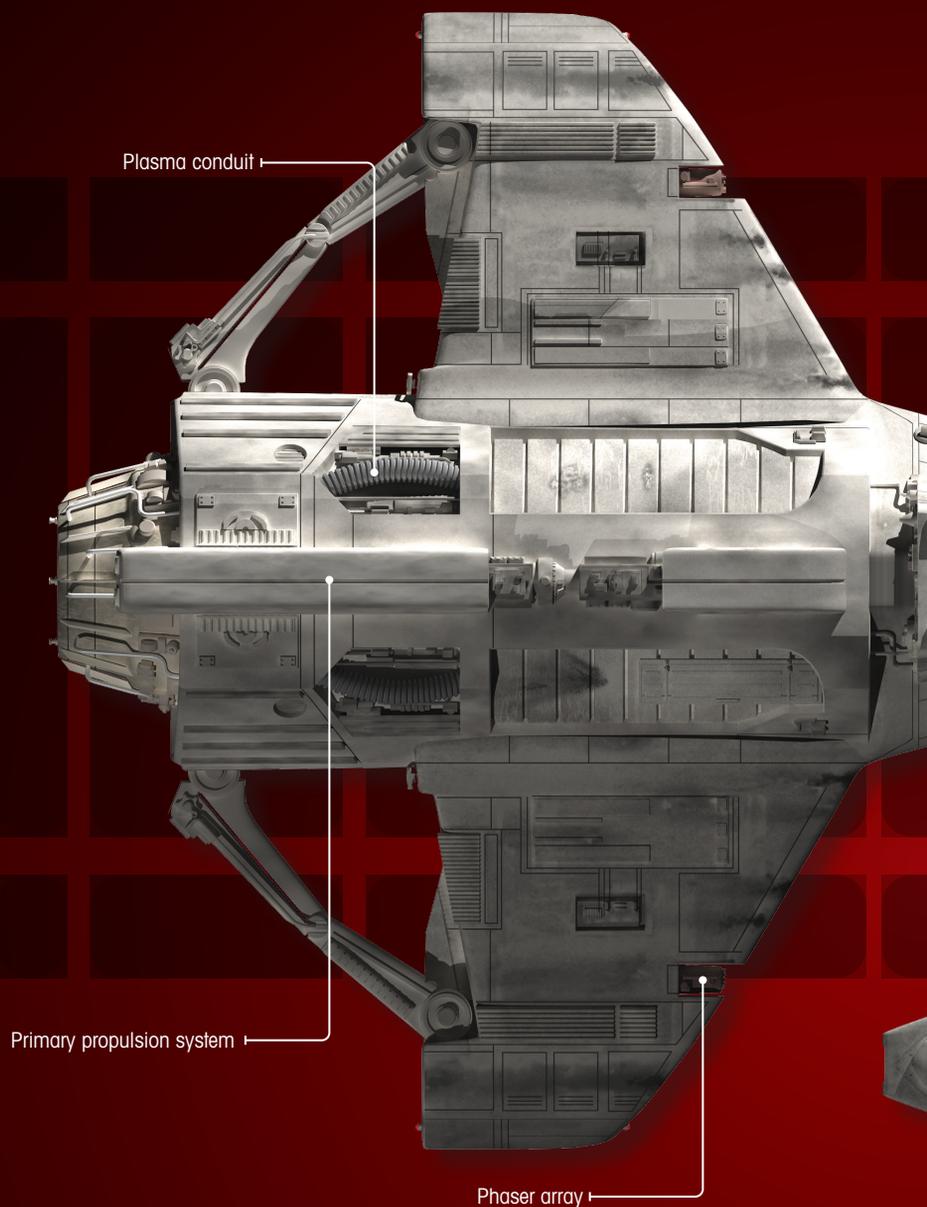
In 2370, the raider flown by Major Kira and Lieutenant Commander Dax became involved in a fierce dogfight with two interceptors that had been dispatched to shoot them down. A volley of phaser fire from one of the interceptors caused some damage to the raider, so Kira flew down into the planet's atmosphere where the interceptors could not use their impulse engines.

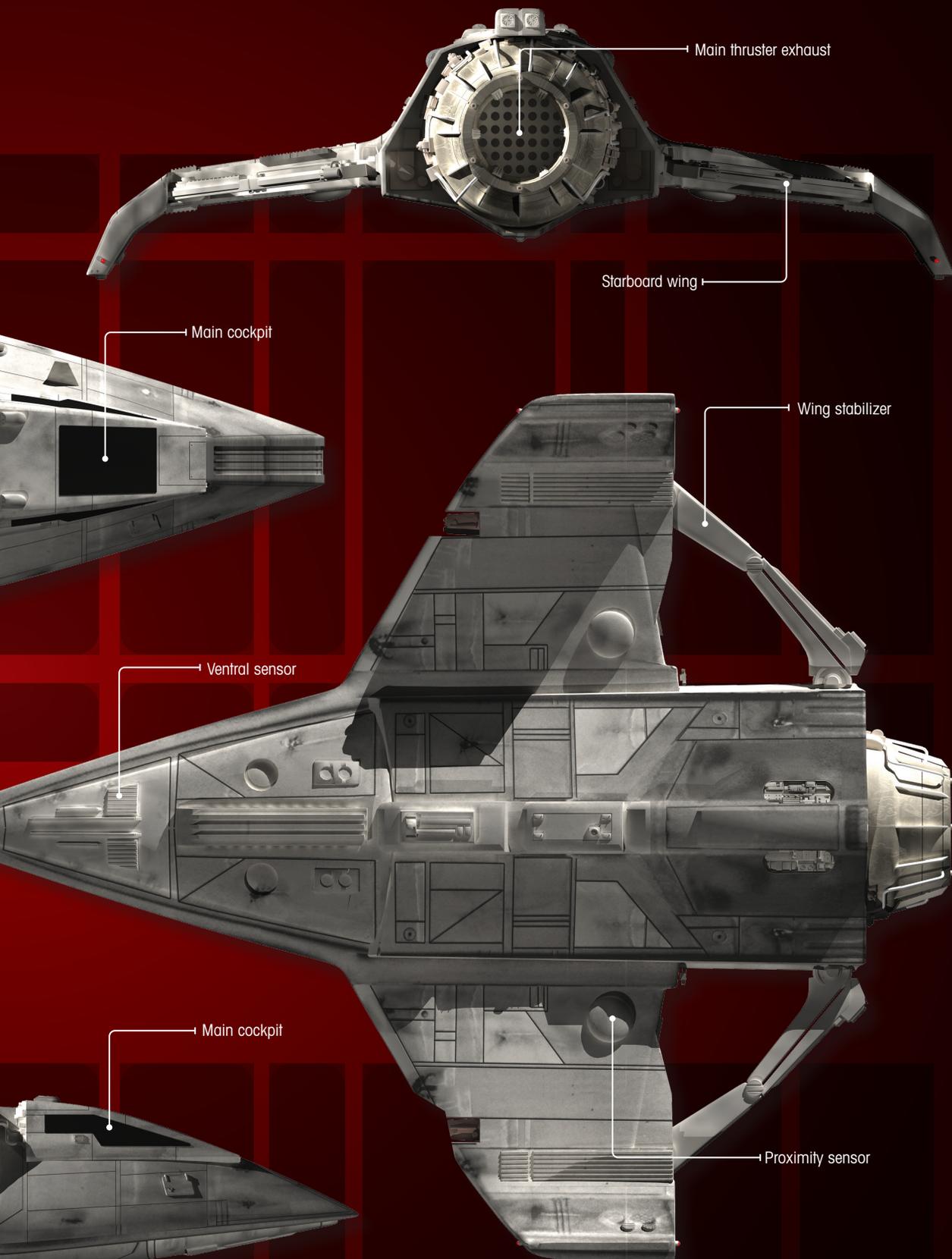
With the odds now more even, Kira performed a series of tight turns before straightening out behind one of the impulse ships. Dax took manual aim as the ships zigzagged with dizzying speeds over the Bajoran landscape. After missing badly with the first few shots, Dax zeroed in on the target, hitting it with a rapid succession of blasts. This sent the impulse ship spiralling towards the ground with smoke wheezing from its engines, and it crashed in a fireball.

While they were taking care of one ship, the other impulse ship had snuck up behind their raider. Before Kira could react, they took a massive hit on their tail that caused a fire in the cockpit. Dax found an extinguisher beneath her seat, but it failed to put out the fire. With thruster power failing, they had no choice but to jettison the plasma tank and try to perform a controlled crashlanding. The raider emitted a howling whine as it plunged from the sky before hurtling into a forest, but fortunately Kira and Dax survived the impact.



▲ Major Kira and Lieutenant Commander Dax were lucky to survive after their raider took a hit and lost engines. Thanks to the piloting skills of Kira, they managed to perform a controlled crashlanding.





Main thruster exhaust

Starboard wing

Main cockpit

Wing stabilizer

Ventral sensor

Main cockpit

Proximity sensor

THRUSTER POWER

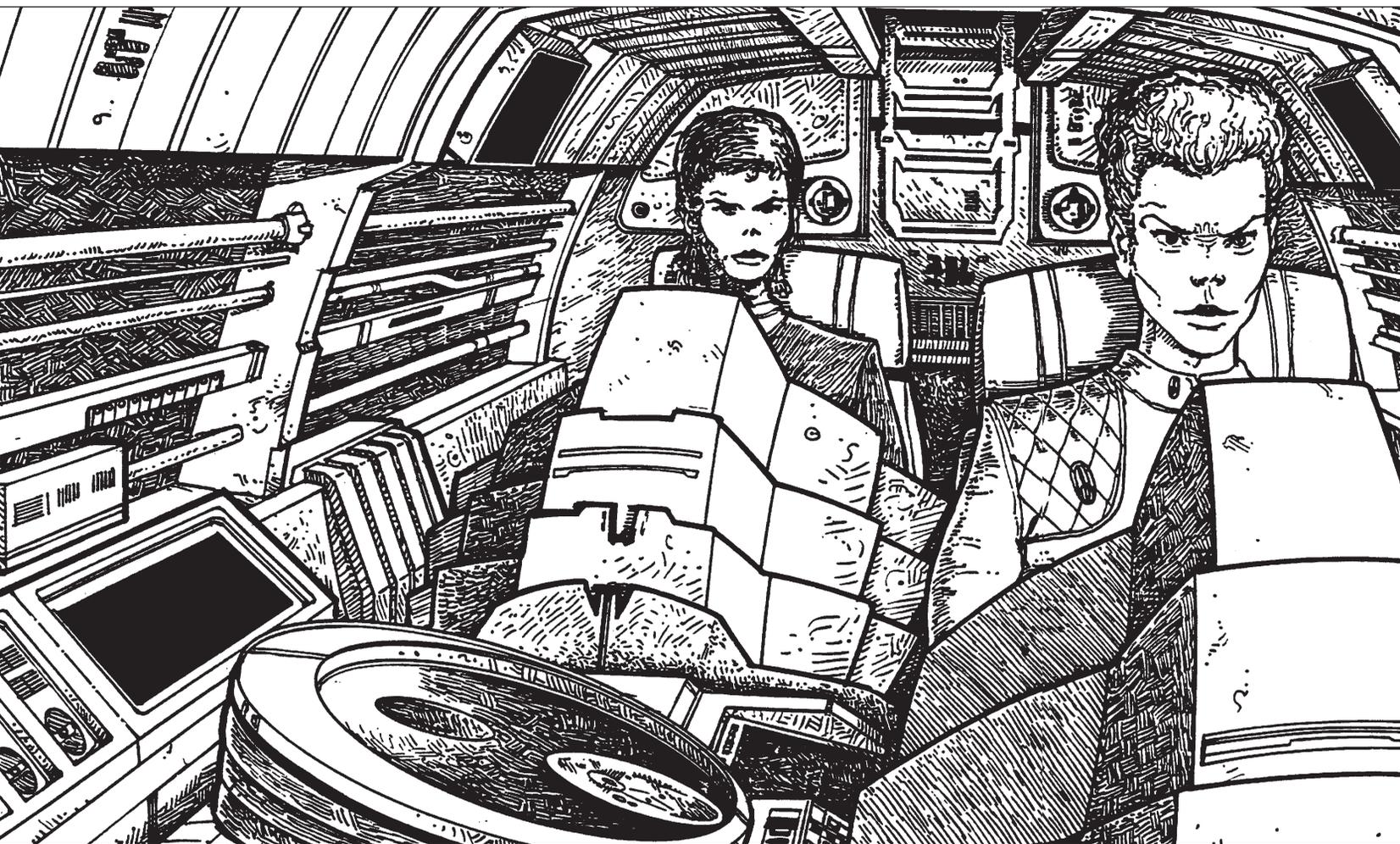
According to the *'Deep Space Nine Technical Manual,'* by Herman Zimmerman, Rick Sternbach and Doug Drexler, the Bajoran raider was powered by a coanda-cycle chemical/air ram system.

ANTIQUATE VESSEL

The official script for 'The Siege' described the raider as "the smallest, most archaic looking spacecraft we've ever seen on *STAR TREK*. In 20th century terms, it's a biplane."

SPACEFLIGHT HISTORY

Several Bajoran starships were capable of warp travel by the 24th century, but their vessels were not nearly as sophisticated as those used by Starfleet. This is somewhat surprising given that Bajorans undertook their first interstellar flights as long ago as the 16th century in solar-powered sail ships.



DESIGNING THE

▲ The first ship that Jim Martin designed in his role as *DEEP SPACE NINE* resident illustrator was the Bajoran raider, and his concept also included this drawing of the cramped interior.

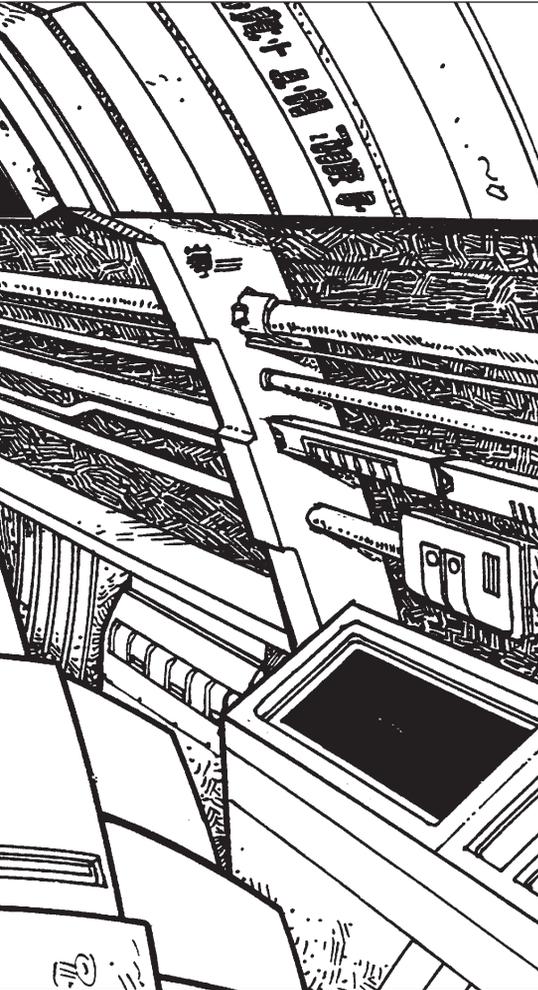
BAJORAN RAIDER

Illustrator Jim Martin joined *STAR TREK: DEEP SPACE NINE* as a PA, but he was soon promoted and set about designing the Bajoran raider.

Jim Martin remembers the Bajoran raider because it was the first ship he designed on his own after he was made the resident illustrator on *STAR TREK: DEEP SPACE NINE*. Martin had started his career on the show as a PA to production designer Herman Zimmerman and his staff. During this time, he learned about the art

department from the ground up, but was also given the opportunity to express his opinions and submit his own designs. "It was a really friendly art department," said Martin. "You could participate in any discussion you wanted to about what something should be. That was really something to enjoy. There were no egos. Everyone

from Herman to Mike Okuda (scenic art supervisor) to Randy McIlvain (art director) was really cool about sharing the experience. When I did get a chance to work on a feature of the show, like the runabouts or some medical stuff for sickbay, I had an idea where we were coming from with the design."



▲ The studio model of the Bajoran raider was built at the model shop owned by Tony Meininger. The outer panels were made to look old and worn to reflect the idea that the ship had been built with salvaged parts.

After Martin had been there about a year, the resident illustrator for *DEEP SPACE NINE* Ricardo Delgado decided to move on, and with the backing of Zimmerman, Martin took his place.

"It was a little frightening at first," said Martin. "I remember the first prop I had to draw where I felt solely responsible. Of course, that wasn't really true because there's a lot of input in the art department, from Mike Okuda, from Herman, from everybody; it was a Cardassian field generator device."

FIRST SHIP DESIGN

It was not long into the second season of *DEEP SPACE NINE* that Martin was asked to design his first ship on his own.

"I did a Bajoran fighter that Kira and Dax crash," said Martin. "I remember being pretty excited about that. There were a few ships in that episode; there

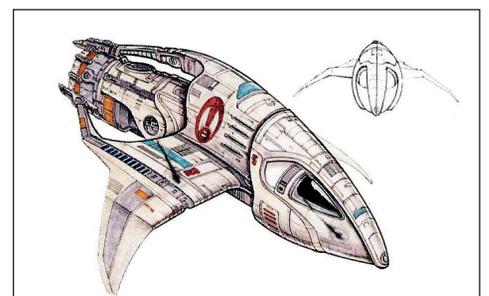
was a Bajoran transport and a small Bajoran fighter.

"I remember something really ridiculous about that ship. We intended to re-use these old windows that we had found for the set of the interior, so the windows I designed for the exterior had to match. I kept trying to come up with a way to incorporate the window frames into the ship design. Then we ended up not using them, but they were still on the miniature."

Martin's design illustrations were then sent to Tony Meininger's model shop Brazil-Fabrication & Design where it was converted into a physical studio model. It was constructed out of styrene and resin and measured approximately 18x15½ inches. It made its debut in "The Siege" and was later used as a Maquis ship in the *STAR TREK: THE NEXT GENERATION* episode 'Preemptive

Strike,' where it was slightly modified around the cockpit canopy area. The model was sold in 2006 as part of the '40 Years of *STAR TREK: The Collection*' auction, with the winning bid coming in at \$5,760.

In 1998, the studio model was translated into a CG model for an appearance in the background of the season seven episode 'Shadows and Symbols.'



▲ Martin's original concept for the raider featured a more pointed nose than ended up in the final model, but otherwise it was copied pretty faithfully.



CREATING

THE BAJORANS

The Bajorans were a spiritual race with a troubled history, and they were set up to provide plenty of conflict and drama with Starfleet.

▲ The Bajorans were introduced in *THE NEXT GENERATION* episode 'Ensign Ro.' Here, we learned that the Bajorans had suffered greatly at the hands of the Cardassians. Many Bajorans had fled from their homeworld and set up refugee camps on other planets, where they lived in desperate poverty.

BAJORANS were always meant to be in conflict with Starfleet. They were created to present a different point of view that would confuse, and often infuriate, good Starfleet officers like Sisko or Picard. They were abrasive, willful and independent. In short, they'd generate conflict wherever they went. Their creators, Rick Berman and Michael Piller, made them that way because conflict is drama, and it drives good storytelling.

Years of working on *STAR TREK: THE NEXT GENERATION* had taught Berman and Piller how difficult it could be to generate conflict in Gene Roddenberry's universe. As Piller explained, Roddenberry was adamant that humanity had

evolved beyond the point where ego interfered with people's decisions. "Gene wouldn't let two humans be in a fundamental conflict," said Piller. "He would tell you there was no conflict on Earth in the 24th century. So the conflict on *THE NEXT GENERATION* had to come from outside the ship."

THE FIRST BAJORAN

Thus, when Berman and Piller created *STAR TREK: DEEP SPACE NINE*, it was a given that the conflict they wanted would be generated by aliens who were outside the Federation. They even had a suitable alien race ready to go. Piller explained that in *THE NEXT GENERATION*'s fifth season they

introduced Ensign Ro in order to bring some conflict to the bridge of the *Enterprise*. “We had a very interesting family but, we were always searching for conflict,” said Piller, “so we created Ro, who was adversarial, anti-authoritarian, and had a chip on her shoulder.” Since Ro was still a Starfleet officer her adversarial attitude had to be explained, so they gave her an unusually developed backstory. Her people, the Bajorans, had suffered dreadfully at the hands of the Cardassians during the occupation of their planet. A few, like Ro, had fled to the Federation, but many had become terrorists – or freedom fighters, depending on your point of view.

ORIGINAL PLAN

The original plan for *DEEP SPACE NINE* was to spin off some of the supporting characters from *THE NEXT GENERATION*, most notably Ro. The idea was that Bajor would win its freedom from Cardassia and then request the Federation’s help. Starfleet would establish a station, with Ro as the second in command – which, as Piller said, would have put her in a very difficult position. “As you create a series you’re trying to set up as much conflict as you possibly can,” said Piller. “Ro would have been caught between her two loyalties to the Federation and Bajor.”

But this conflict wasn’t enough for Berman and Piller; they also wanted to create a serious ideological gap, so they made the Bajorans a deeply spiritual people. “It was the perfect kind of conflict for us,” said Piller, “because Roddenberry had presented us with a godless humanity, without conflict. The Bajorans, however, were fundamentally spiritual to provide the most possible conflict with the humanist side. The Bajorans were emotional, spiritual, independent people who followed their own code. The humans were just trying to coexist with them, but they stood for so many different things and brought all sorts of story conflicts to the table.”

The conflict would be centered on the show’s lead character – Benjamin Sisko, a Starfleet commander who was told that he was the Emissary, a vitally important figure in the Bajoran faith. Up to this point, taking its lead from Roddenberry, *STAR TREK* had studiously avoided the issue of religion in humanity’s future. Piller said

▶ Ro had spent much of her formative years in Bajoran refugee camps before she finally got out by joining Starfleet. This troubled past gave her a sharp temper and a spiky personality in contrast to her more ‘well-balanced’ crew mates aboard the *Enterprise-D*. She would often be at odds with Starfleet, and the idea was that she would join *DEEP SPACE NINE* as a permanent character.

▶ One aspect that set the Bajorans apart was that religion played an important role in their society. It was centered around the Prophets, the Bajoran name for the entities that lived inside the Bajoran wormhole. Religious leaders such as Winn Adami and Bareil Antos wielded great moral and political power, helping to advise the planet’s leader.

▶ Another central element of Bajoran religion was that orbs, or ‘tears of the Prophets,’ had emerged from the wormhole and appeared in the skies above Bajor. According to Bajoran belief, they were sent by the Prophets to provide guidance and wisdom. Of course, this was in contrast to Starfleet science, which believed that there was a much more rational explanation for these phenomena.



that Roddenberry knew about and approved of their plans, and understood that they were going to deal with religion and faith very much in science fiction terms. “What I felt was perfectly justified as a writer was the exploration of spirituality through an alien metaphor, just as *STAR TREK* explored every other contemporary life quality,” said Piller. “We created the aliens in the wormhole to be what the Bajorans consider to be their gods. For Sisko, facing the reality that he is the Emissary from the gods was extremely hard. It was kind of fun layering him into a greater, deeper belief system as the series progressed.”

KIRA AND HER PEOPLE

The Bajorans were given a presence on *Deep Space 9* itself, but only one of the lead characters was Bajoran. Originally, that character would have been Ro, but Michelle Forbes, who played the role, didn't want to join the series, so the character was reinvented as Major Kira Nerys, a member of the Bajoran militia and a former terrorist. Historically, *STAR TREK* had used individual characters to explore entire cultures. Thus, for years almost everything we knew about Vulcans we'd learned from Spock. Kira would, unquestionably, fulfill this role, but there would always be an entire planet of Bajorans a few minutes away from *Deep Space 9*.

Once Piller and Berman had created *DEEP SPACE NINE* they handed the creative reins to Ira Steven Behr and his team of writers, who took their ideas and fashioned a fully-realized world. Behr was quite clear that Kira was a typical Bajoran, but warned against the assumption that she represented all of her people.

“I think that Kira was typical but extreme,” said Behr. “Her job was to embody all the Bajoran traits but to just ratchet it up a little higher so that they had meaning. So, she hated Cardassians, but she could learn to fight alongside them. She did not trust politicians and thus became in conflict with the spiritual leader of her people, and yet was extremely spiritual herself.”

SOFTENING KIRA

In early episodes Kira (and by extension many Bajorans) had been extremely hostile. She was deeply suspicious of Starfleet's motives, and suspected that Sisko and his crew were patronizing her people. Behr said he soon realized that she was simply too strident. “Kira Nerys was the toughest terminator in the Galaxy,” said Behr. “She was so aggressive at the beginning, and so hard-assed.” So, Behr decided to do something about it. Peter Allan Fields wrote ‘Duet,’ a story in which she was confronted by a Cardassian who appeared to be



▲ Kai Opaka was the spiritual leader of Bajor. She surprised many by identifying Sisko as the Emissary of the Prophets, something he had trouble accepting.



▲ At first, Major Kira did not trust Starfleet. She told Sisko outright that the Federation had no business being on Bajor, and they clashed over a number of issues.

a major war criminal. In the course of the show she discovered that he was actually a lowly filing clerk who was consumed with guilt and was desperate to atone for his people. After Kira released him, he was stabbed by a Bajoran and died in her arms. Behr believed this was one of *DEEP SPACE NINE*'s best episodes, and explained that it allowed the writers to show Kira's character heading in an entirely new direction.

"'Duet' enabled us to see Kira begin what became a seven-year evolution in her character that developed what she thought life was and what life could be," said Behr. "Even though the Cardassians did terrible things, it was the start of our understanding of the guilt that they felt."

The next show, 'In the Hands of the Prophets,' addressed the question of Opaka's replacement and introduced us to two of Bajor's spiritual leaders: Vedek Bareil, a saintly man who was broadly supportive of the Federation, and Vedek Winn, an unscrupulous ultra-nationalist who wanted to see Bajor stand alone, but who was too shrewd to reveal her real motives.

Winn went on to become a recurring villain and one of the most important characters in *DEEP SPACE NINE*'s history, but Behr said the staff had no idea this would happen when they created her. "We thought it would be great to have someone

who was a foe for Kira who was Bajoran," said Behr. "It was good to have Winn, but we thought the guy we were really going to invest in was Bareil, because he could be the love interest, he could be the spiritual leader, he could be all these things. Bareil was meant to be Kira's equal, but with true spirituality."

SISKO'S COUNTERPART

The writers wanted Bareil to serve another important function; in addition to providing a love interest for Kira, he could force Sisko to deal with issues of Bajoran faith and his role as the Emissary.

"We felt he could be an interesting strong character who Sisko would have to deal with," said Behr. "Someone who was on an equal footing and an equal power base with him. But that never really went too far. Ultimately, he became such a kind of intense, quiet spiritual leader that after a while it was a dead end. As soon as we saw Bareil and Sisko on screen, we realized we weren't going to get fireworks between the two of them."

Since Bareil obviously wasn't going to fill the role of the strong, sympathetic Bajoran, Behr and his staff started casting around looking for another character who could fulfill the same function. In the first episode of the second season we were introduced to Li Nalas, a legendary freedom



▲ In 'Duet,' Kira learned that not all Cardassians were bad, and that some like Marritza felt enormous guilt over the way Bajorans were treated in the labor camps.

▲ The writers created Bareil to be the equal of Sisko and stand up to him over matters of Bajoran interest, but the expected tension on screen never materialized.

► Winn believed the Federation presence on *Deep Space 9* posed a dire threat to Bajorans' spirituality. She organized a protest against the 'blasphemous' explanation of the scientific theory behind the wormhole that was being taught in the *Deep Space 9* classroom.

►► Winn conspired with Minister Jaro to help topple the Bajoran Provisional Government. She supported him until evidence emerged that his secret organization, The Circle, had been indirectly supplied by the Cardassians.



fighter whom Kira and O'Brien liberated from a Cardassian labor camp. Kira and Sisko looked to Li as a potential leader, but he was uncertain about his qualifications and revealed that his reputation was based on an 'accident' rather than an act of selfless heroism. Ultimately, he gave his life to save Sisko, which, Behr revealed, Michael Piller thought was a mistake.

UNFORTUNATE DEATH

"Michael would rather we hadn't killed him," said Behr. "He felt there was more ground to cover with Li Nalas because that was a conflicted character. That was a character who could have risen to be a worthy counterpart, even though he had so much self-doubt. It was an interesting character, but from the very beginning I felt he had to die at the end of that three-parter. I just never could see it other than the man who lived a lie, who stepped out and had a moment, but it was then taken away from him."

While Bareil and Li Nalas may have had their limitations, Vedek Winn had gone from strength to strength; most importantly (and much to Behr's surprise) she had become the Kai. As he recalled, the plan had always been to have Bareil replace Opaka. "When Winn became the Kai, it came as a total shock to us," said Behr. "It was one of those epiphanies that we had. It seemed so clear all of a sudden; what were we doing? We were moving



▲ ABOVE Li Nalas was another character created to provide a counterpart to Sisko, but he had his moment and was then killed off.

in this one direction: Bareil must become the Kai. Then we thought, 'What the hell would we get from Bareil being the Kai?' Just in terms of drama, just in terms of a TV show that has to have 170-odd episodes, where did that help us? It didn't help us at all. But, if you take Vedek Winn and you make her Kai Winn, it suddenly changed everything; it was fabulous."

Winn's election made it clear that however villainous and duplicitous she was, she wasn't an

extremist who only represented a handful of Bajorans. Behr said that, like Kira, she represented a substantial body of the race.

WINN'S SUPPORTERS

"Kai Winn had to represent a significant portion of the people, but maybe not the majority," said Behr. "Kai Winn couldn't stand alone; there had to have been many people like her." Interestingly, once Winn had become Kai she started to seem much more reasonable – she negotiated for peace with the Cardassians, revealed how she had fought for the Bajoran faith during the occupation, and even suggested she might believe Sisko was worthy to be the Emissary. Behr said that all of this was part of the agenda to make the character seem more reasonable and believable.



Behr acknowledged that on occasion the writers may have stepped over that line, adding that it was important to keep Winn as a villain. "We did pull back and ask the question, 'What are we doing here?'" said Behr. "Kai Winn: keep her an antagonist. To me she was politics and religion and that blending of the two in the worst possible way; she was self-interest disguised as piety. A thoroughly unpleasant person.

"Next to Dukat she was the most deluded person on the series. I really thought she did not want to face what she was doing and who she was. Even late in the game, when Kira told her if she really wanted to do what was best for Bajor she'd step down, she said, 'Oh, I can't do that.' She realized it was all self-interest. She was a thoroughly dislikable and damaging character, but I thought we were able to keep her interesting and finally somewhat sympathetic. But you had to be careful in this day and age, because we're in a place where no one wants to assign blame."

Of course, in the final episode Winn died, symbolically putting an end to the negative aspects of Bajor. The last image Behr left us with was Kira standing by Jake Sisko's side, a Bajoran and a human looking out at the wormhole together. Behr said this was a very different Kira than the one who greeted Sisko when he arrived on the station, and that, like her, the Bajorans had flowered.

BEST OF BAJOR

"I would like to think that Kira represented truly the best of Bajor – the ability to change and the ability to grow," said Behr. "I like to think of Kira as the Robert Kennedy of Bajor. She started out as a hardline person who aligned herself with a lot of negative people to get her agenda met, but then, through tragedy, she grew. It wasn't the president being killed; it was this Cardassian being killed in front of her by a Bajoran that began to change her. She really grew over the course of the series in a lot of ways and became a wonderful character, so that at the end of the series I felt very comfortable putting her in the last shot with Sisko's son. If I had any doubts about her worth, she would not have been there. I wanted that last image to be one of solidarity, support, peace and faith. She represented it all."

◀ At times, Winn was presented as a sympathetic character, but ultimately she was the person that the audience loved to hate. Writer Ira Steven Behr said that along with Gul Dukat, she was the most deluded and self-seeking person on the show. She ultimately received her comeuppance when she met a fiery end at the hands of the Pah-wraiths.

◀ The final image of the series featured Kira and Jake looking out the window of *Deep Space 9* at the wormhole. To the writers, this best signified how much the Bajorans had grown and changed. Here were humans and Bajorans standing side by side in solidarity looking forward to a better future.

ON SCREEN



TRIVIA

The Monac shipyards that featured in the *STAR TREK: DEEP SPACE NINE* episode 'Shadows and Symbols' were designed by John Eaves. They were named after *DEEP SPACE NINE*'s special effects supervisor Gary Monak. The technique used by General Martok's *Bird-of-Prey* to destroy the shipyard was the same solar fusion eruption method devised by Ensign Taitt to vaporize the Borg Renegades' Ship in *THE NEXT GENERATION* episode 'Descent, Part II.'



General Krim, who appeared in the *STAR TREK: DEEP SPACE NINE* episode 'The Siege,' was played by Stephen Macht. At one point, Macht was in serious consideration for the role of Captain Jean-Luc Picard in *STAR TREK: THE NEXT GENERATION* before Patrick Stewart was chosen.



Tobin Dax, the second host of the Dax symbiont, is mentioned for the first time in the *STAR TREK: DEEP SPACE NINE* episode 'The Siege.' Jadzia Dax said of him that he barely had a sex life, no imagination, but knew phase coil inverters like no one else.

- FIRST APPEARANCE:** 'THE CIRCLE' (DS9)
- TV APPEARANCE:** STAR TREK: DEEP SPACE NINE
- DESIGNED BY:** Jim Martin

KEY APPEARANCES

STAR TREK: DEEP SPACE NINE **'The Circle'**

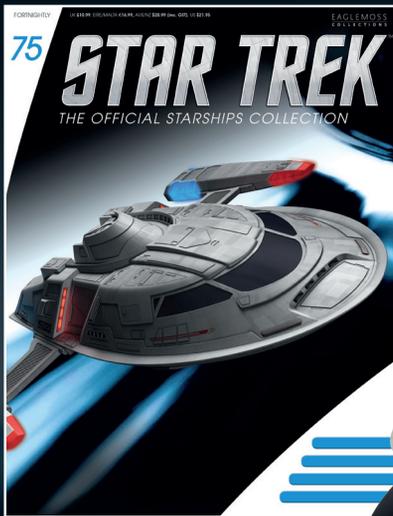
As a Circle-led coup takes place on Bajor, their leader Jaro Essa dispatches a force to make sure all non-Bajorans leave *Deep Space 9*. Commander Sisko will not give up the station without a fight, and he and a skeleton crew seek to delay the takeover. Meanwhile, Kira and Dax use a Bajoran raider to take evidence to the Chamber of Ministers that proves the Cardassians have indirectly armed the Circle. On their way to Bajor, the raider is shot down, but luckily they survive the crash and Kira is able to present the proof that forces Jaro Essa to call off the coup.

STAR TREK: DEEP SPACE NINE **'Shadows and Symbols'**

Ezri Dax joins Captain Sisko and his family on a quest to a desert planet for the Orb of the Emissary. Bashir, O'Brien and Quark team up with Worf and Martok on a mission to destroy a Dominion shipyard in orbit around Monac IV. Meanwhile, Kira learns that the Romulans are stockpiling weapons on a Bajoran moon, where they were told they could build a hospital. Determined to stop them, Kira mounts a blockade consisting of numerous Bajoran ships, including raiders. This leads to a tense standoff between the Bajorans and 14 Romulan warbirds.

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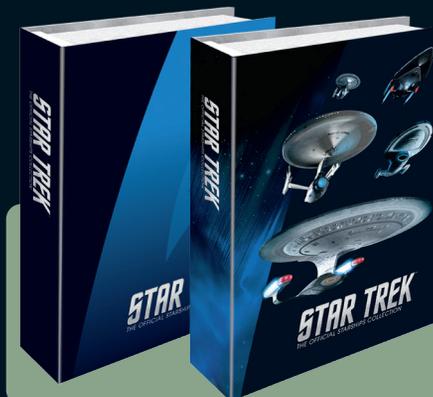
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- In-depth profile of the *Cousteau*, the captain's yacht that was carried on the underside of the saucer section of the *U.S.S. Enterprise NCC-1701-E*.
- How some of the new Federation ships for *STAR TREK: INSURRECTION* were created, including *John Eaves'* design for the *captain's yacht*.
- A look at some of the Ba'ku and Son'a concept art for *STAR TREK: INSURRECTION*.

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