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KAZON
RAIDER

TYPE: SMALL WARSHIP

IN OPERATION: 24th C

MAX SPEED: WARP 6

LENGTH: 160 METERS

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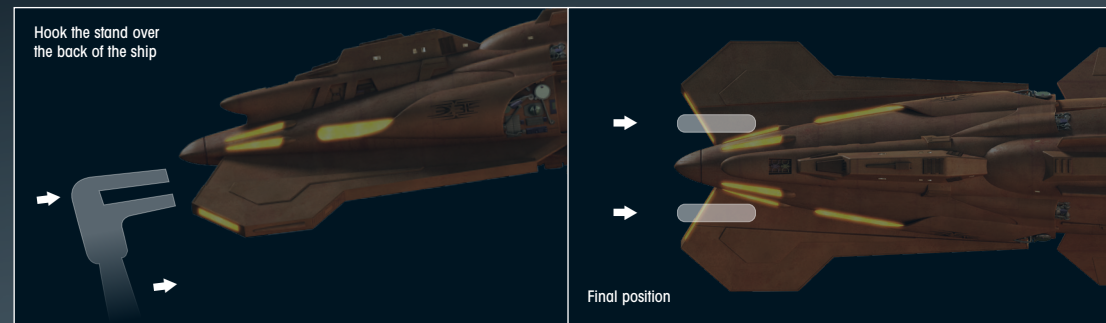
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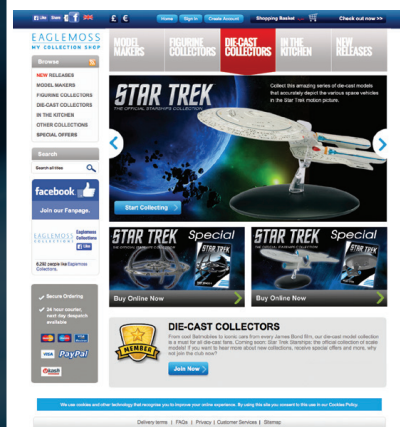
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KAZON RAIDER

SPECIFICATION



OPERATED BY:	THE KAZON & THE TRABE
TYPE:	SMALL WARSHIP
IN OPERATION:	24th CENTURY
LOCATION:	DELTA QUADRANT
LENGTH:	160 METERS (APPROX.)
MAX SPEED:	WARP 6
WEAPONRY:	DIRECTED ENERGY WEAPONS, PHOTONIC CHARGES



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KAZON
RAIDER



Kazon raiders were dirigible-shaped vessels, approximately 160 meters in length, and capable of warp speed. Their hulls were made from a mixture of an electroceramic alloy, magnesite, polyduramide and a small quantity of duranium. They operated over a fairly large region of the Delta Quadrant in the 2370s.

The Kazon were a hostile warrior species, who used raiders to expand and defend their territory. They attacked any unsuspecting alien vessels that happened to wander into their space.

To fully understand the Kazon, and how they operated their ships, it is necessary to know a

◀ Kazon raiders were originally designed and built by the Trabe. The main body was shaped like an airship, and it had various fin-like structures added to its underside, including a distinctive rudder-shaped protuberance under the bow.

little of their turbulent history. They were once considered an advanced race, but they were conquered by the Trabe, who were famed for their achievements in art and science.

CREATING AN ENEMY

The Trabe kept the Kazon in slavery, and forced them to live in restricted areas on the Trabe homeworld. The Kazon were encouraged to fight among themselves, so they would be easier to control. They formed different sects, where allegiances shifted swiftly and unpredictably, creating chaos. The enslavement continued for generations, but by treating the Kazon as animals and fencing them into enclosed areas, the Trabe unwittingly turned them into a merciless enemy that eventually rose up against them.

In 2346, a Kazon called Jal Sankur united all the sects, and together they overthrew their Trabe masters. They also stole the Trabe's technology, including their ships, which included raiders, huge Predator-class warships and small fighters.

Although the Kazon managed to escape from slavery, they were ill-prepared for self-government. Years of conditioning meant that they valued traits such as strength, cunning and ruthlessness above all others. They were so deeply ingrained in their society that they continued to value them long after they gained their freedom.

The alliance that Jal Sankur forged soon collapsed, and the sects went back to fighting amongst themselves, and anybody else who dared cross their paths.

KAZON RAIDER

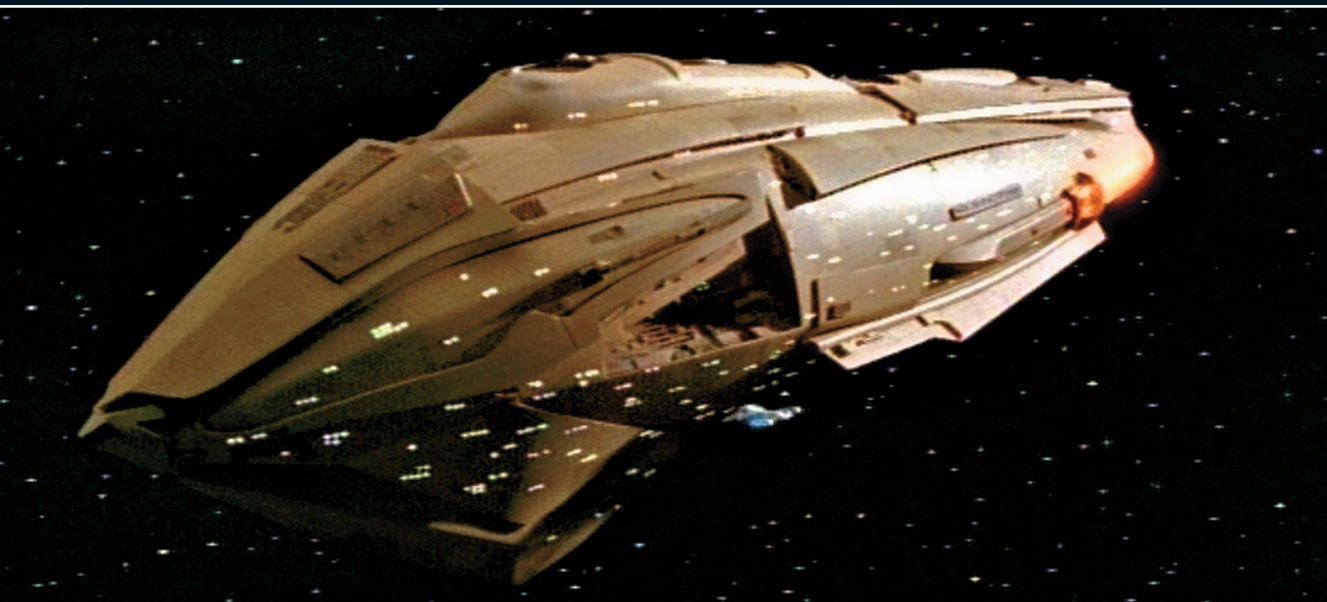
The Kazon stole their ships from the Trabe, and then used them to make raids on other species and each other.



DATA FEED

By the 2370s, the Kazon were really a collection of semi-independent sects and there was no overall leader or government. There appeared to be at least 18 different sects of various size and power.

◀ The Kazon operated in an area of the Delta Quadrant that was poor in natural resources. To make up for this, the Kazon employed raiders to launch attacks on other vessels, using their phasers and photonic chargers to disable them. They would then board the incapacitated ship and ransack it of any items deemed of value.



◀ As well as raiders, the Kazon operated much larger warships. These dwarfed *Voyager*, but despite their size, they were offensively not much more powerful than the raiders.

▶ Kazon raiders were equipped with defensive shields that could withstand several blasts from *Voyager*'s phasers, but this was usually more than enough to make the raiders retreat before they suffered serious damage.



▶ Many Kazon ships had a crew that included young boys. These children were trained to become soldiers by their elders, and they soon became bloodthirsty killers who were devoted to their sect. Upon reaching puberty, Kazon boys would earn their warrior name by killing an enemy of their sect.



▶ The Kazon were one of the first major groups of aliens encountered by *Voyager* in the Delta Quadrant. The race was extremely hostile and raiders from different sects would launch attacks on the Starfleet ship on sight. Their primary weapon arrays were located on either side of the ship's nose.



▲ Each Kazon sect was headed by a leader known as first maje. He had to be strong and ruthless if he was to remain in charge of their sect for long. The Kazon-Nistrim was led by First Maje Jal Culluh and he became obsessed with taking control of *Voyager*. He realized that the power of the Starfleet ship would help him dominate the other sects.

▲ Kazon raiders were relatively primitive compared to *Voyager*. Although they were equipped with energy weapons and photonic charges, a single raider posed little threat to the Starfleet ship. It would have taken a sustained coordinated attack from several raiders to break down *Voyager*'s shields.

The years of infighting diverted the Kazon's energies away from developing a progressive society, or increasing their technological skills. This meant that although they could operate, and to an extent repair, the ships they stole from the Trabe, they were unable to build new ships of their own.

The vessels that the Kazon did operate appeared to be enough for their needs. Raiders provided more or less permanent living quarters for Kazon war parties. The ships were fairly well armed with energy weapons and photonic charges, which were powerful enough to disable most vessels that wandered into their territory. They would then steal cargo or valuable technology from these ships.

The tactical ability of a single raider posed little threat to a Starfleet *Intrepid*-class vessel, such as the *U.S.S. Voyager* NCC-74656. In fact, the

technology used aboard raiders was markedly inferior to that found on *Voyager*, raiders were not equipped with transporters or replicators, and their sensors were relatively primitive. They did, however, possess tractor beams.

INFERIOR TECHNOLOGY

Kazon raiders had several weaknesses: they were less maneuverable at sublight speeds than at warp speed; their computer systems worked at approximately half the speed of *Voyager*'s; and their sensors could not detect a shuttle if its engines were not running and it was operating on thrusters, even when it was within meters of the raider.

The interior of a Kazon raider was spartan and there were few visible amenities or conveniences – a reflection perhaps of the Kazon's hardened

natures, rejecting the apparent weakness of comfort in favor of readiness for battle. The crew was all male and included children, who were there to learn about fighting. Large rooms with little furniture or control systems served as meeting places, holding cells, and trophy rooms filled with trinkets and even the skins of defeated crews.

During the first two years of their journey in the Delta Quadrant, *Voyager* encountered the Kazon on many occasions. Individual raiders never posed any serious danger to the ship, but in 2372 a fleet of raiders combined forces, and with the help of an agent on board *Voyager* succeeded in disabling and taking charge of the Federation vessel.

The *Voyager* crew later regained control of their ship, and shortly afterward they traveled beyond Kazon space.

DATA FEED

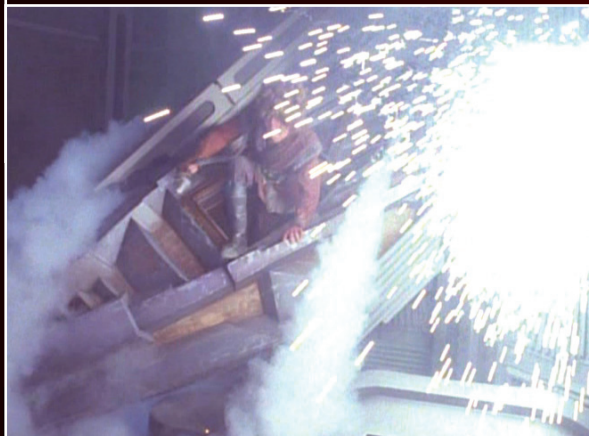
All the ships used by the Kazon once belonged to the Trabe. After the Kazon united and banished the Trabe from their homeland, they roamed through space in a small flotilla, struggling to survive. Mabus (pictured) was one of their leaders. He convinced Captain Janeway to help them try to make peace with the Kazon. However, when the separate Kazon leaders were gathered for the peace talks, the Trabe tried to kill them all.



KAZON ARMORED SHUTTLE

The Kazon lacked transporter technology, so in order to board and ransack other ships they used a modified shuttle. Once they had disabled a targeted ship, they would launch a small ship with an armored nose on it. This would pierce the hull of the targeted ship, literally ramming a hole large enough for a small raiding party to gain entry into it.

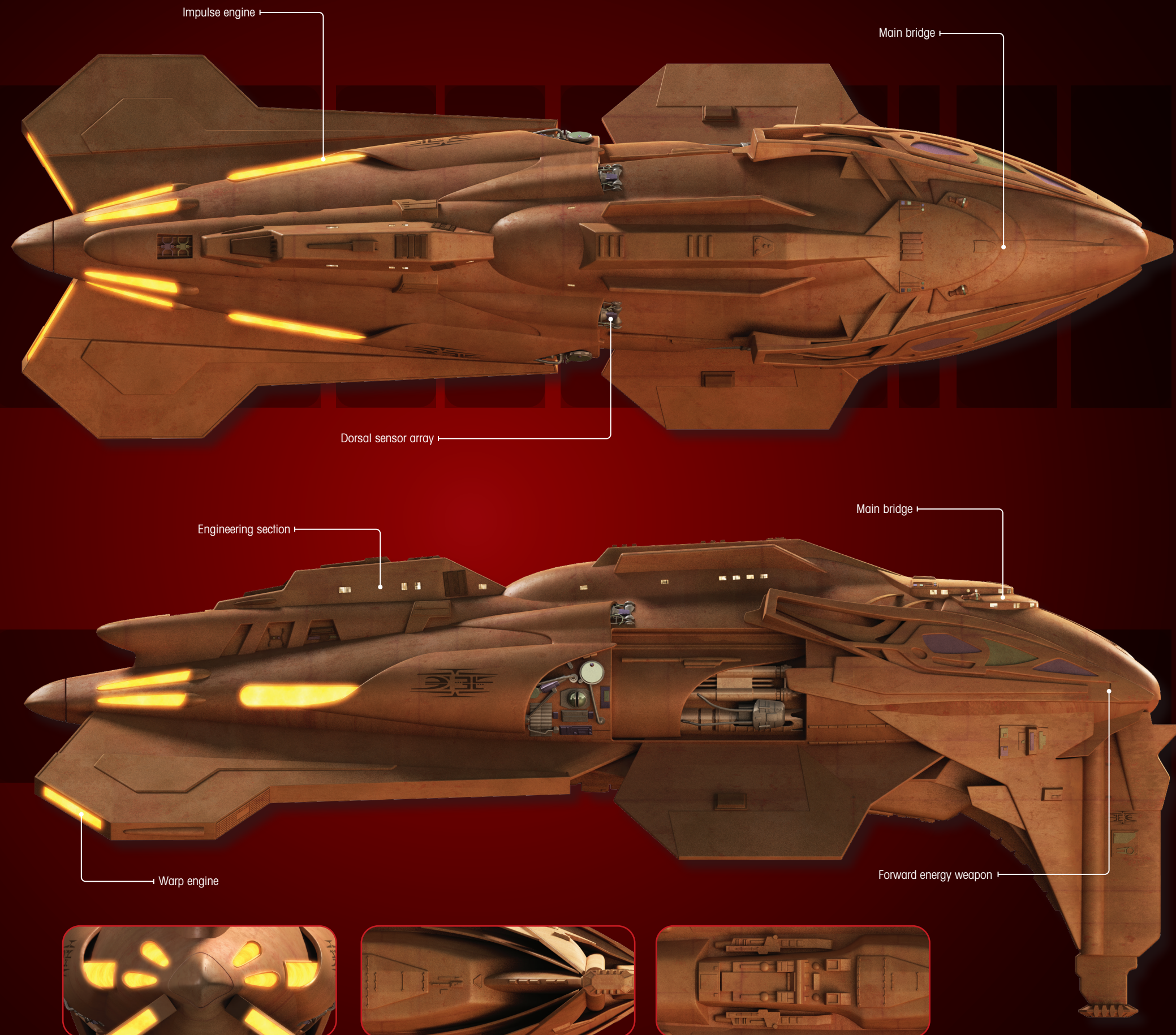
It was a crude, but effective tactic as long as it was done quickly. The small dimensions of the armored shuttle meant that it could carry only a few Kazon warriors, but if they struck quickly enough, they could overpower any resistance and take control of the ship. To be effective, the armored shuttle needed to breach a hole only 72 cm in diameter.



▲ Amid the sparks, a Kazon armored shuttle managed to punch a hole in the side of *Voyager's* hull. Several Kazon warriors then leapt out of the shuttle and stole a transporter module from *Voyager*.

DATA FEED

A Kazon raider could become cloaked and invisible to enemy ships' sensors by employing a type of masking circuitry that was unfamiliar to Starfleet. Raiders were also known to carry a small complement of fighter-type craft. These could be operated by a single occupant, and they shared a very similar design to the raiders, only on a much smaller scale.

**TROPHY ROOM**

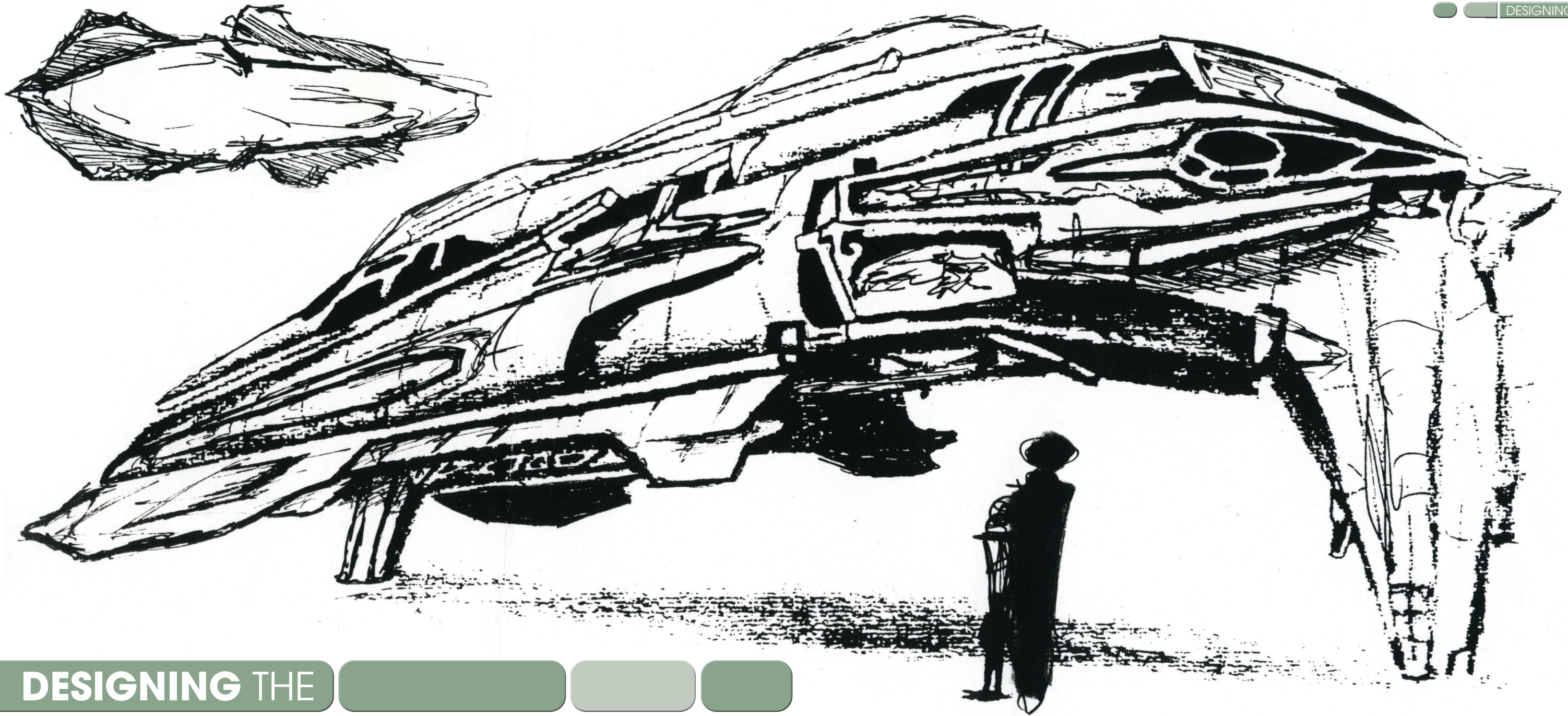
It was not uncommon on Kazon ships to find a room filled with 'trophies' or items from vessels the Kazon had destroyed. They also took clothing from the bodies of their enemies and displayed them in these rooms.

UNFIT FOR THE BORG

The Kazon were known to the Borg as Species 329. According to Seven of Nine, the Kazon were unremarkable and unworthy of assimilation because they would detract from perfection.

KAZON SECTS

In the early 2370s, there were at least 18 different Kazon sects. The two most powerful were the Ogla and the Relora, and they possessed the most ships. The Nistrim were once one of the most influential sects, but by 2372 their power had diminished, and they only had five raiders at their disposal.



DESIGNING THE

KAZON RAIDER

Visual effects producer Dan Curry designed the Kazon ships, using the work of architect and artist Lebbeus Woods for inspiration.

When *STAR TREK: VOYAGER* was first gearing up to launch back in 1994, the behind the scenes staff were incredibly busy. The motion picture *STAR TREK GENERATIONS*, the final *THE NEXT GENERATION* episode *All Good*

Things... and the second season of *DEEP SPACE NINE* were all in various stages of production. To say the production crew was stretched thinly would be an understatement.

Senior illustrator Rick Sternbach, who normally

▲ Visual effects supervisor Dan Curry drew this illustration when he was asked to come up with a design for a small Kazon fighter. Its distinct styling was influenced by the work of the renowned architect Lebbeus Wood. It was decided later to use this design for the larger Kazon raider as well, but the cockpit area was changed on the model.

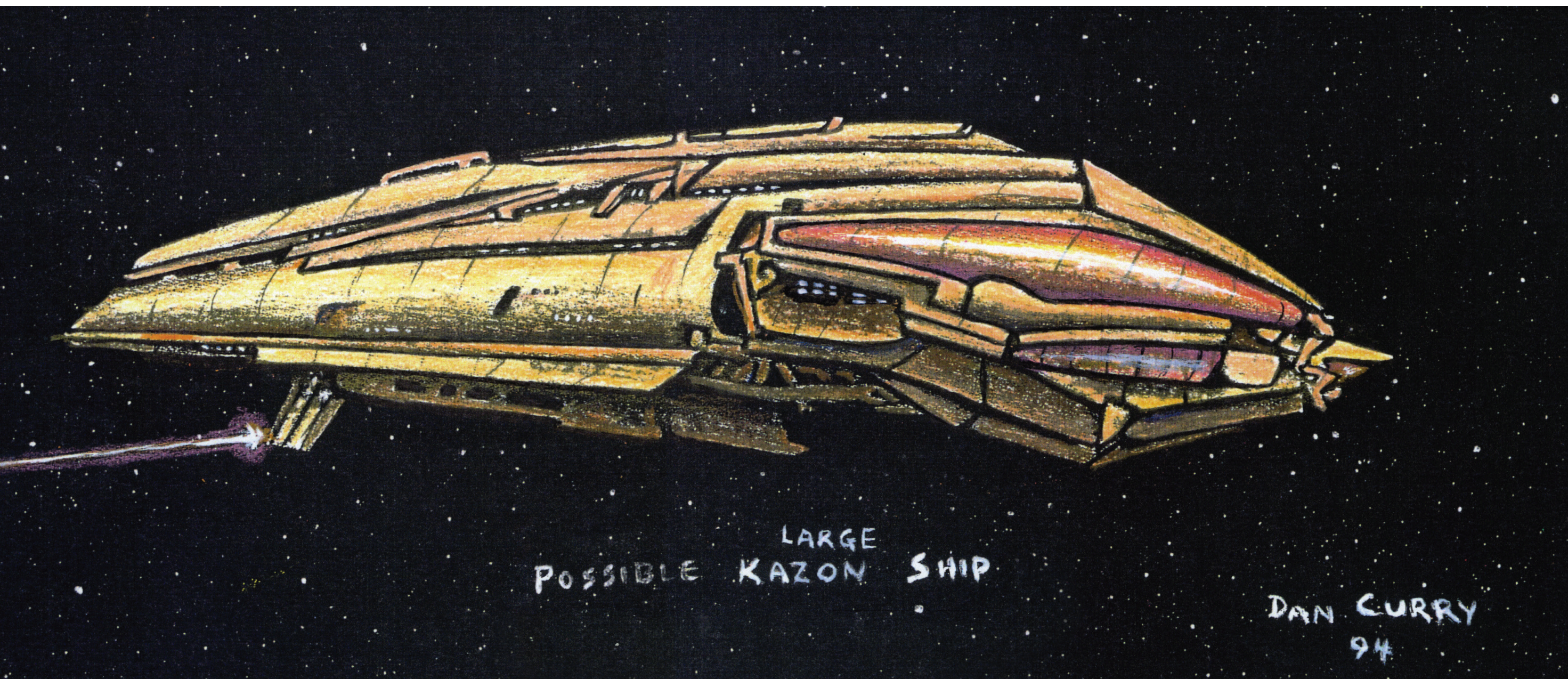
took care of most of the starship designs featured in the franchise, was preoccupied with finishing the details of the *U.S.S. Voyager* NCC-74656 and the Caretaker's array, plus a million other little things. Luckily, visual effects producer Dan Curry was able to help out, and he took on the task of designing the Kazon ships.

EXPERIENCED HAND

Curry had been working as a visual effects supervisor for the franchise since the first season of *THE NEXT GENERATION*, and he had turned his hand to designing a few props before, such as the

Klingon bat'leth and the D'Arsey archive seen in *THE NEXT GENERATION* episode *Masks*. Curry was therefore well versed in the *STAR TREK* aesthetic and knew what was required.

Curry began by sketching out a few designs for the Kazon ships, knowing that he wanted to capture a "low-tech retro" look. "Their ships were inspired by the bizarre architecture of Lebbeus Woods," said Curry. "The Kazon culture was intended to be based on an autocratic society with little regard for the arts and social niceties. I thought that it might be appropriate to reflect this in their ships, with odd proportions."



▲ In addition to the Kazon raider, Curry also devised the look for the much larger Kazon warship. It was clear that its shape and lines came from the same school of thinking as the raider.

Lebbeus Woods (1940-2012) was an American architect and artist, who was renowned for his unconventional, often futuristic designs. His work was challenging, and he certainly did not project an optimistic future with utopian architecture. It is clear how some of his work, such as *Zagreb Free Zone* or *Inhabiting the Quake, Quake City*, inspired the shape of the Kazon ships.

The structures Woods drew and had made into models featured abstract angular shapes that, with a little imagination, could easily be seen as starships. The brutal structures seemed to hover over these troubled cities, as if they were threatening or attacking the existing buildings.

The usual *STAR TREK* model makers were also very busy with the other titles in production, and Curry's designs for the Kazon ships were sent to another vendor – WonderWorks Inc. There, Oliver Ray 'Brick' Price and his crew constructed the filming miniature as per Curry's instructions.

CUSTOM PAINT JOB

When the model was delivered, Curry decided to distress the paintwork, as he wanted to give it more of a worn look to reflect the Kazon's 'mend and make do' attitude towards technology.

After the first shots came back from the motion control photography that was filmed of the Kazon

ship at Image-G, the producers decided that they wanted to make some changes to the model. The length of the nose blade was trimmed a bit, and visual effects supervisor David Stipes added some fins, which were made of cardboard, to the underside of the body.

Once these changes had been approved, Tony Meininger's Brazil-Fabrication & Design modeling shop made the modifications permanent. It was at this point that the decision was taken to use this one model to depict two distinct Kazon ships. The model was originally conceived as a small fighter craft, but by altering the cockpit area, it was also used to portray the larger Kazon raider.

The model had an enclosed cockpit canopy when it was filmed as the fighter shuttle, but this was replaced by a two-tier section with numerous windows when it was being used as the raider. In other words, the same model was used to depict two separate Kazon ships of differing size by swapping out the cockpit/bridge section.

No CG version of the Kazon ship was ever produced, as this predated the time when the wholesale shift to CG models took place. The physical studio model of the Kazon ship, in its cockpit fighter mode rather than as a raider, was sold in 2006 at Christie's *40 Years of STAR TREK: The Collection* auction for \$6,000.



CREATING THE KAZON

The creators of *STAR TREK: VOYAGER* devised new adversaries for the show in the shape of the Kazon – a species inspired by L.A. gangs.

▲ The Kazon were inspired by the increase in the numbers of people joining street gangs in the early 1990s. At first, it was proposed that the Kazon parts would be played entirely by adolescents or very young men, but problems with casting meant that adults ended up being used.

During developmental meetings prior to the launch of *STAR TREK: VOYAGER*, co-creators Rick Berman, Michael Piller and Jeri Taylor discussed what kind of new antagonists the crew of the *U.S.S. Voyager* NCC-74656 would face in the Delta Quadrant.

As ever with *STAR TREK*, it was not enough to merely create two-dimensional villains, who were evil for no reason, but adversaries who represented a troubling aspect of society. When the creators reflected on the early 1990s society of the time, one problem that was garnering countless

headlines was the rise of street gangs.

The creators therefore came up with a new foe that was loosely based on these violent crews. At first, they referred to them as the 'Crips and Bloods' after the infamous L.A. street gangs.

Originally, these aliens were split into just two factions, and it was proposed that they were constantly at each other's throats as they fought over the scarce resources in their region of space. It was also suggested that anyone crossing their territory would be seen as 'fair game' by both factions. Piller then named them the 'Gazon,'



▲ The Kazon had a wild, savage look in keeping with their threatening behavior, but some of the audience felt that they were too similar to the Klingons in both attitude and appearance.

and wrote the following description of them: "They are a lean, scrawny people who dress in an assortment of unkempt clothing. Some are in nothing more than rags. Their skin is parched and desiccated; the sun has produced blotches and sores on some. This appears to be a camp of people barely able to survive, bereft of creature comforts and living a harsh, hardscrabble life. They are the Gazon, whom we will come to know, over the course of the series, as a lethal, deadly sect who subject themselves to these dire conditions in return for the possible acquisition of power."

CHANGE OF NAME

The producers later decided to change the name to Kazon, as they feared Gazon sounded too similar to Gaza, and they wanted to avoid the suggestion that they were making any comment on the conflict in the Palestinian territory.

Piller said, "The Kazon were originally created – and this was my idea – to be a futuristic version of an urban blight ruled by youthful street gangs. The



▲ Jal Culluh, the First Maje of the Kazon-Nistrim sect, became the primary Kazon character, and he repeatedly tried to steal advanced technology from Captain Janeway and her crew. Despite their primitive ways, the Kazon-Nistrim proved a constant thorn in the lives of the *Voyager* crew.



idea was that all of these aliens were young; they were all essentially teenage to very young adults, because they were living in anarchy and killed each other before they had a chance to get old. But I was only involved in the day-to-day operations of the first 12 episodes of the first

▲ 'Initiations' looked further into the culture of the Kazon, and how they were trained to kill from a young age. Anyone who did not measure up was thrown out of their sect.



◀ Writer and producer Kenneth Biller, seen here with the Doctor [Robert Picardo], performed some research into street gangs to help flesh out the culture of the Kazon. This resulted in a document given to all the writers that spelled out what motivated the Kazon, and how their society operated.



◀ The young Kazon males, who had just reached adolescence, were forced by the older males to toughen up. Everything about their conditioning was designed to turn them into cold-blooded killers, and these boys were desperate to prove themselves by making their first killing.



◀ Aron Eisenberg, who is more well known to STAR TREK fans for playing the Ferengi Nog in DEEP SPACE NINE, was cast as Kar, a Kazon youth. Kar tried to earn his warrior name by killing Chakotay, but found he was unable to go through with it. They were both sentenced to death by Razik, the leader of the Kazon-Ogla, but Kar turned on him, and they both escaped.

season, and the Kazon were being cast by Jeri and Rick. They were not satisfied with the quality of young actors to carry the weight, so they decided to cast them with traditional older actors. I thought that took away from who the Kazon might have been if we had been able to find really strong young actors."

While the producers were setting up the ideas behind the Kazon, it was left to makeup supervisor Michael Westmore to create their appearance. "For the Kazon I wanted to do something that was a lot Klingon, but not actually the same," said Westmore. "I based the wattles that went up the face on a turkey vulture. The face itself was just a new bone structure; they had nose tips with these extended protuberances that came out of the nostrils and then the turkey wattle thing that was painted red. It would have been great if we had been able to make it out of some soft material that would have wobbled."

BACKGROUND DEPTH

Voyager's writing team dedicated a large portion of season two to the development of the Kazon, and Piller pushed hard to place them at the center of the action. Writer Kenneth Biller was given the task of penning *Initiations*, an early season two episode that focused on the Kazon. Dissatisfied with the first draft, Piller felt that the Kazon were coming across "as kind of warmed-over Klingons." Biller was reminded that the Kazon were intended to reflect the in-fighting between street gangs in Los Angeles, and he was urged to do some research into gang members.

Biller gained some valuable insight by reading 'Monster: The Autobiography of an L.A. Gang Member' written by Sanyika 'Monster' Shakur. From that, Biller wrote an elaborate sociological backstory for the Kazon, which included their history and customs. He hoped that this would provide a clearer picture of what drove the Kazon, and made them different from the Klingons.

"That document came out of the research that Ken did for *Initiations*," said Piller. "He felt it would be valuable - because we were going to invest a whole season in these guys - to provide writers with a clear backstory so everybody would be on the same page. I think it influenced the season greatly. It was an enormous contribution."



Initiations really did bring the Kazon into clearer focus, and it also featured a teenage Kazon named Kar, who would provide more insight into their rituals and beliefs. Kar was portrayed by Aron Eisenberg, who at the time was also starring as the Ferengi Nog in STAR TREK: DEEP SPACE NINE.

STRETCHING PLAUSIBILITY

The Kazon went on to appear in several of season two's 'big' episodes. But, the Kazon never really captured the imagination of the audience. Many felt that these primitive, savage aliens were outsmarting the cultured, intelligent Starfleet crew too often, and this was straining credibility. There was also the feeling that *Voyager* was not getting any nearer to home as they continued to bump into the Kazon.

By this point, Jeri Taylor had taken over the day-to-day running of the show, and was keen to leave the Kazon behind. "I was very vocal in saying let's get rid of these guys," said Taylor. "Ideally you would have thought that the Kazon could pursue the ship throughout the series and that would be our running alien conflict. But it just didn't seem to gel, and I do not know why. It's again one of those mysterious chemistries that either happens or it doesn't, and they had to go!"

Producer Brannon Braga, who would later take over the running of the show, supported the Kazon's removal. "When we set out to make



◀ Seska, the former crew member of *Voyager*, added plenty of intrigue when she threw in her lot with Jal Culluh. She had inside information about *Voyager*, and was able to help the Kazon gain the upper hand over the Starfleet crew on more than one occasion.

◀ Originally, there was only going to be two Kazon sects, but this changed as the species was developed. In the episode *Alliances*, it was revealed that there were 18 distinct sects, but it was difficult for the audience to tell them apart even though each sect was given a different style of dress.

VOYAGER we were still kind of discovering what it was, and unfortunately I think it took the show a couple of years to discover itself, but we finally got there," said Braga. "The Kazon never quite caught on, despite some strong shows that culminated in Maje Culluh and Seska capturing the ship.

"You know, creating a new alien villain that everyone loved was hard. You could count them on one hand. There weren't a lot of STAR TREK villains that hit. The phage aliens (the Vidlians) were cool, and the Hirogen were kind of cool, but they weren't aliens that people grabbed on to like they did with the Romulans or the Klingons. But I thought we did some great work with the Borg, and they became really, really popular."



◀ After it was decided to leave the Kazon behind, there was some debate as to whether they would feature in the last episode of season two. Michael Piller felt it was only right that there should be some closure to the Kazon story arc. *Basics, Part I & II* saw the Kazon-Nistrim briefly take over *Voyager*, and there was a resolution to who was really the father of Seska's baby.

ON SCREEN



TRIVIA

It took seven hours for makeup artists and hairdressers to complete their work on Symba Smith, who played the dancer seen in the Sobras bar in the *STAR TREK: VOYAGER* episode *Alliances*. Her scenes were shot on 30 October 1995, and Smith revealed that she wished it could have been a day later as it would have provided her with a great Halloween costume.



The *STAR TREK: VOYAGER* episode *State of Flux* marks the first appearance of Anthony De Longis playing Maje Culluh. The headdress that De Longis wore for this episode was mostly made out of sponges and dog chew toys.



Charles Lucia, who played the Trabe leader Mabus in *Alliances*, had earlier portrayed Ves Alkar in *THE NEXT GENERATION* episode *Man of the People*, and he went on to play Captain Jackson Keene in the *ENTERPRISE* episode *Fortunate Son*.

FIRST APPEARANCE:	STATE OF FLUX (VOY)
TV APPEARANCE:	STAR TREK: VOYAGER
DESIGNED BY:	Dan Curry

KEY APPEARANCES

STAR TREK: VOYAGER

State of Flux

While a *U.S.S. Voyager* away team explores a new planet for foodstuffs, a cloaked Kazon raider is detected in orbit. Before the crew members can be recalled, Chakotay is injured by two Kazon after he tries to protect Seska.

Three days later, *Voyager* receives a distress call from a Kazon raider. It turns out to be the one they just met. They find only one survivor amid the devastation that was caused by a replicator. Only someone from *Voyager* could have given it to them. Chakotay and Tuvok set a trap to find out who is the traitor, with shocking results.

STAR TREK: VOYAGER

Alliances

After the latest attack by Kazon raiders, which left one crew member dead and several wounded, Captain Janeway tries to make a deal the Kazon.

Her attempts prove fruitless, but they meet the Trabe, a species who once ruled over the Kazon. The Trabe suggest an alliance with *Voyager* before calling a meeting with the Kazon sects. During the gathering, a Trabe ship attacks in an attempt to kill the Kazon leaders. With the Trabe proven to be dishonest, the new alliance is short lived and *Voyager* is once again on its own in an even more dangerous position than before.

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