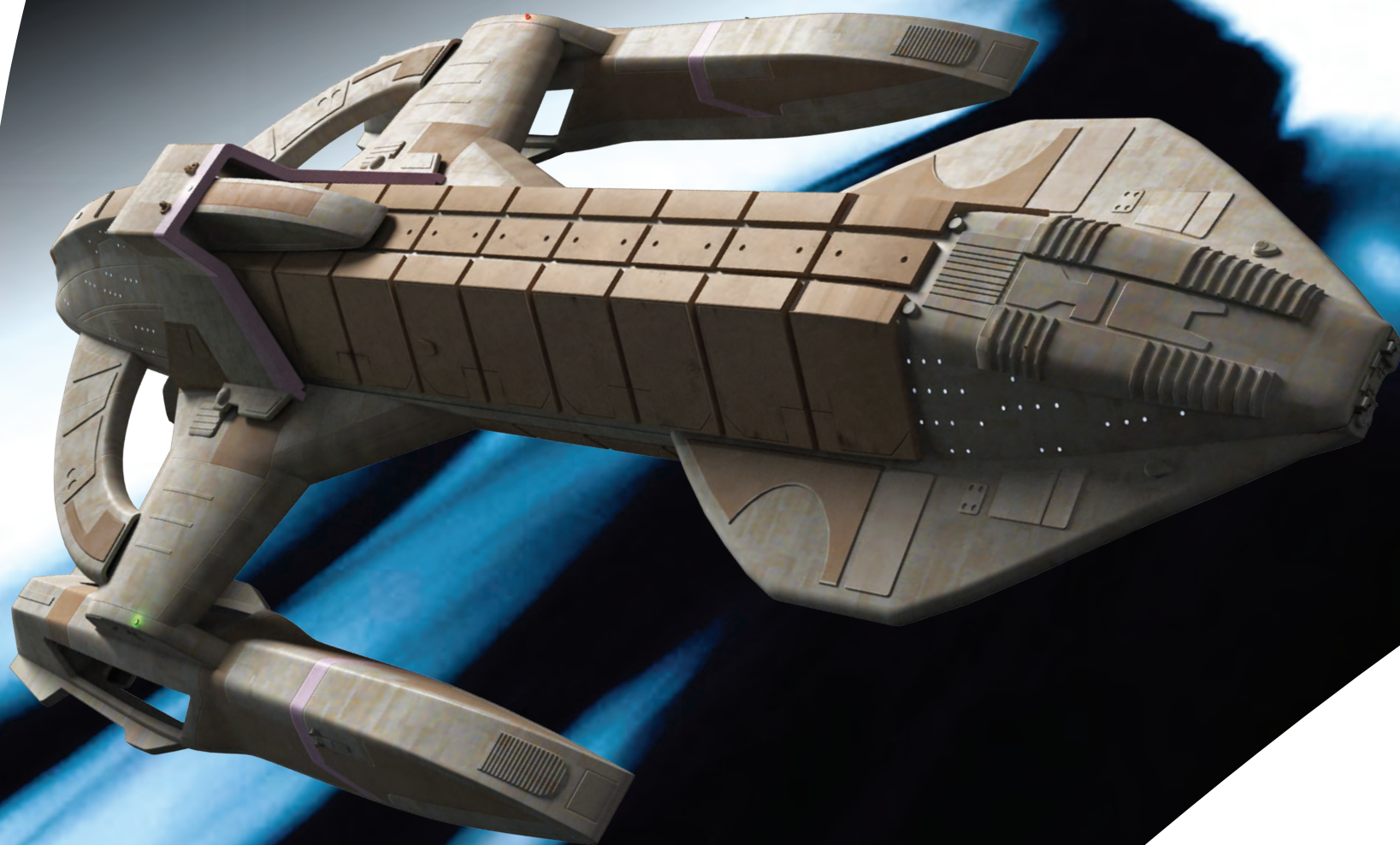


165

# STAR TREK™

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KAREMMA  
**STARSHIP**

TYPE: CARGO SHIP

LAUNCHED: 24th C

CREW: 24

OPERATED BY: THE KAREMMA

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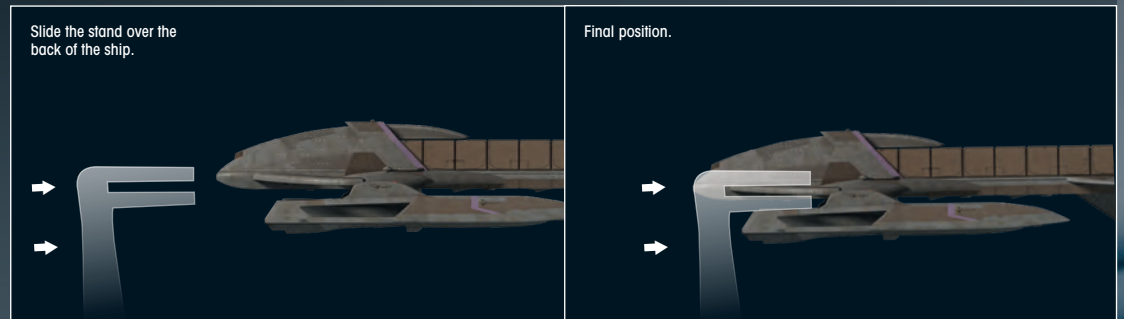
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# KAREMMA STARSHIP


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# KAREMMA STARSHIP

## SPECIFICATION



OPERATED BY:	KAREMMA COMMERCE MINISTRY
AFFILIATION	THE DOMINION
TYPE:	CARGO SHIP
LAUNCHED:	24th CENTURY
LOCATION:	GAMMA QUADRANT
CREW:	24
PROPULSION:	WARP





► The Karemma's fleet of starships were adept at transporting goods for trade, although they were poorly armed and unable to retaliate against attack.

# KAREMMA STARSHIP

The Karemma were members of the Dominion, utilising a fleet of cargo vessels to trade across the Gamma Quadrant.

**DATA FEED**

During the mission, Major Kira was fasting to observe the Bajoran festival of Ha'mara, a celebration to mark the anniversary of the Emissary's arrival on Bajor.

**REMOTE RENDEZVOUS**

The meeting took place on Stardate 49263.5 in the vicinity of a remote gas giant. Karemma Trade Minister Hanok arrived on board one of the cargo vessels used by the Commerce Ministry to transport goods. These medium-sized ships were designed in an elongated configuration. The aft section was bulbous and wide, extended warp nacelles ranged to either side in a low-slung ventral position. A pod – possibly impulse engines – was located on the lower hull between the nacelles, while a curved roll bar linked the rear wings to the aft crew section which comprised several decks.

**CARGO SECTION**

The long and slender mid-section of the Karemma vessel was devoted to cargo transport. This section appeared to be modular, comprising nine distinct cargo pods. It is likely these were interchangeable depending on the specific cargo manifest and assignment-specific factors, allowing for increased flexibility in ship operations.

The forward bows comprised a further multi-decked crew section, likely to be centred on flight operations. Below this forward hull to port and starboard sides were ranged an aerodynamic wing arrangement.

According to Hanok, the vessel that transported him to the rendezvous had a crew complement of 23, in addition to himself. Ahead of the ship's forward hull, the bow tapered to a forked configuration, giving a streamlined appearance.

The Karemma was a Gamma Quadrant power active in the 24th century. Considered to be an important member of the Dominion, the Karemma engaged in wide-ranging trade relationships across the quadrant, eventually making connections in the Alpha Quadrant via the Ferengi. All Karemma commercial activities were overseen by the Karemma Commerce Ministry, some conducted away from the eyes of the Dominion. In 2372, the *U.S.S. Defiant* was summoned to a Gamma Quadrant rendezvous with a Karemma cargo vessel.



◀ The Karemma used highly adaptable cargo vessels to transport goods across the Gamma Quadrant. The Karemma Commerce Ministry entered into a trade arrangement with the Federation, sending Minister Hanok to a meeting aboard one of its ships.



▲ The Karemma ships were configured to maximise the volume of cargo space, with much of the structure given over to cargo pods.

### JEM'HADAR ATTACK

The *U.S.S. Defiant*, under the command of Captain Benjamin Sisko, travelled to the Gamma Quadrant with a full command crew complement. The meeting had been called by Minister Hanok to discuss issues arising in a trade agreement with the Federation. The Karemma Commerce Ministry was unhappy with excessive taxes and fees being levied against them. With the agreement being operated through the Ferengi as go-between to avoid antagonising the Dominion, Sisko quickly realised the additional fees were a scam perpetrated by Quark.

Discussions onboard the *Defiant* between Sisko, Quark and Hanok were interrupted by an attack from two Jem'Hadar warships. Seeking retribution against the Karemma for trading illicitly with the

Federation, the Dominion ships engaged both the *Defiant* and the Karemma starship. The Karemma ship fled into the turbulent upper atmosphere of the nearby class-J gas giant, pursued by the Jem'Hadar. Sisko reassured a distraught Hanok and ordered the *Defiant* into the atmosphere, vowing he would save the 23 Karemma aboard the cargo vessel.

### RUNNING BLIND

With windspeeds of up to 10,000 km/hour, conditions within the atmosphere of the gas giant were difficult to navigate, even for a ship of the *Defiant's* capabilities. Sensors were rendered useless, with phasers only available for manual targeting. A game of cat-and-mouse ensued, with Sisko's crew establishing an active sensor

▶ The *U.S.S. Defiant* rendezvoused with the *Karemma* in a remote area of the Gamma Quadrant, in the vicinity of a class-J gas giant. The atmosphere of the planet was highly unstable.

▼ Attempting to flee the attacking *Jem'Hadar*, the *Karemma* ship entered the atmosphere of the gas giant. The *Jem'Hadar* continued to fire, following the ship into the turbulent gas clouds.



▼ Captain Sisko vowed to Hanok that he would not let the crew of the cargo vessel die. The *U.S.S. Defiant* plunged into the atmosphere, where it was buffeted by wind speeds of up to 10,000 km/hour.



scan, but with no way to identify which ship was which – ally or enemy.

A series of attacks by the *Jem'Hadar* left the *Defiant* badly damaged and the crew separated and injured. Hull breaches left Lt Dax and Dr Bashir trapped, Sisko was in critical condition from a head wound and Quark and Hanok were left to deactivate an undetonated torpedo.

Lt Commander Worf and Chief O'Brien took command of the ship, marshalling their failing resources to fight back against the *Jem'Hadar*. With one enemy ship destroyed, the second was lured by a tetryon pulse that allowed the *Defiant* to destroy it with a direct phaser hit.

The crew of the *Karemma* starship were rescued and transported to the *Defiant*, with all Federation crew returning safely to *Deep Space 9*.

## DATA FEED

Sisko and the crew of the *Defiant* previously encountered a representative of the *Karemma* during a mission to the Gamma Quadrant. Hoping to locate the Founders – leaders of the Dominion – and convince them the Federation were no threat, Quark arranged a meeting with Ornithar. Although the *Karemma* were members of the Dominion, Ornithar had no direct knowledge of the Founders' location.



### FERENGI/KAREMMA RELATIONS

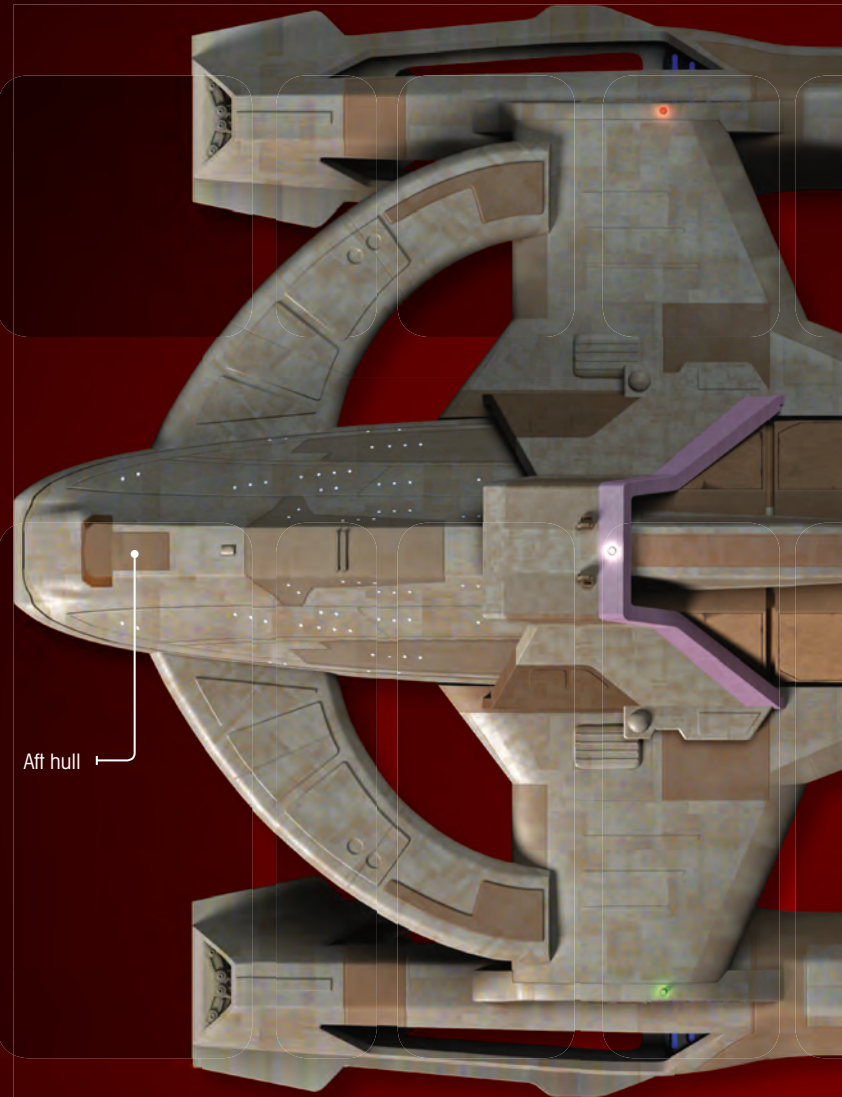
The Karemma were a key factor in leading the Federation to its first contact with the Founders, the mysterious leaders of the Dominion. The Grand Nagus had established trade links with the Karemma Commerce Ministry sometime in 2371, and Captain Sisko used this to investigate the Gamma Quadrant power further.

By 2373, the trade agreement had grown fraught, a result of Quark's typical Ferengi accountancy when it came to fees and taxes. Quark and Karemma Trade Minister Hanok came to an understanding when they were forced into a potentially explosive situation aboard the *U.S.S. Defiant*. A Jem'Hadar torpedo breached the ship's hull without detonating – ironically a result of sub-standard goods sold by the Karemma.

Together, Quark and Hanok took on the intricate and highly dangerous task of deactivating the torpedo before it destroyed the ship. With a 50-50 chance of removing the correct firing diode, Quark introduced Hanok to the concept of a gamble, something the Karemma had little understanding of. Quark's lesson later backfired, with Hanok successfully winning at Dabo back on *Deep Space 9*.



▲ Quark and Hanok were forced to work together when a Jem'Hadar torpedo breached the *Defiant's* hull but failed to explode. Together they deactivated the faulty torpedo, coming to a better understanding.





## DATA FEED

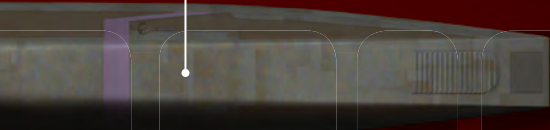
As a new member of the *Defiant's* crew, Lt Commander Worf struggled to adapt to his command-based role during the battle. Chief O'Brien gave his former *Enterprise* crewmate some advice to get the best from lower-ranked crew.

Port warp nacelle

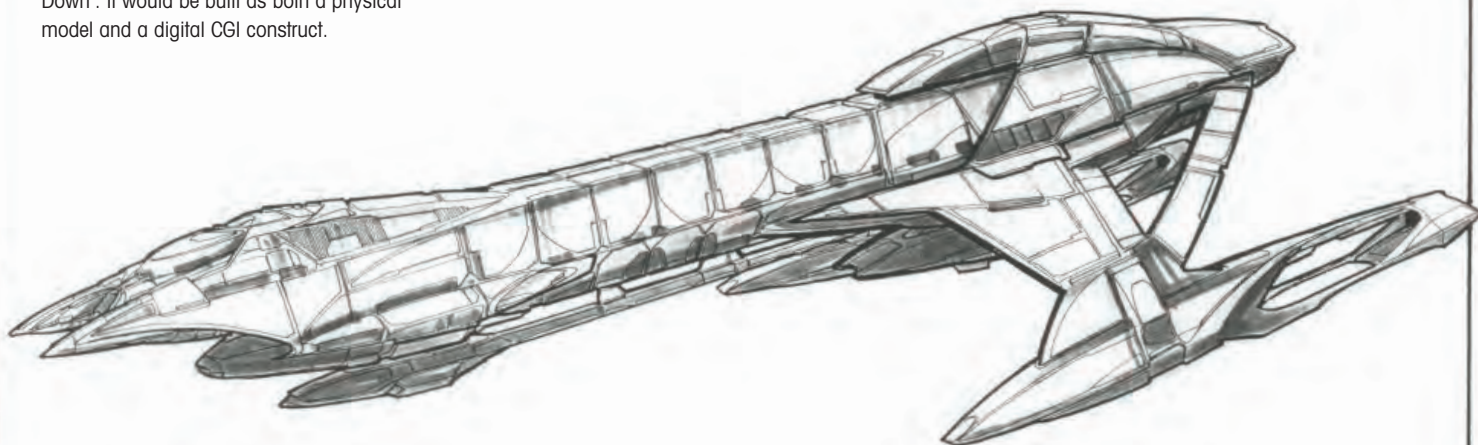
Forward hull

Starboard warp nacelle

Cargo pods



▼ Some of John Eaves' early concept art as a staffer on *STAR TREK: DEEP SPACE NINE*. This Karemma ship featured in 'Starship Down'. It would be built as both a physical model and a digital CGI construct.



STAR TREK  
DEEP SPACE NINE



KAREMMA ORGONOID (SN1) - John Eaves 9/95 Version II

DESIGNING THE

# KAREMMA SHIP

Designed by John Eaves, the Karemma starship was created at the dawn of *STAR TREK*'s move into computer-generated imagery.

Having worked as a model maker in the motion picture industry throughout the 1980s, John Eaves worked on *STAR TREK V: THE FINAL FRONTIER* (1989) and later *STAR TREK: GENERATIONS* (1994). In 1994, Eaves was invited to join *STAR TREK: DEEP SPACE NINE* as a full-time production illustrator from the fourth season onwards. This began an unbroken run in the *STAR TREK*

art department for the remainder of *DEEP SPACE NINE* and all four seasons of *ENTERPRISE*.

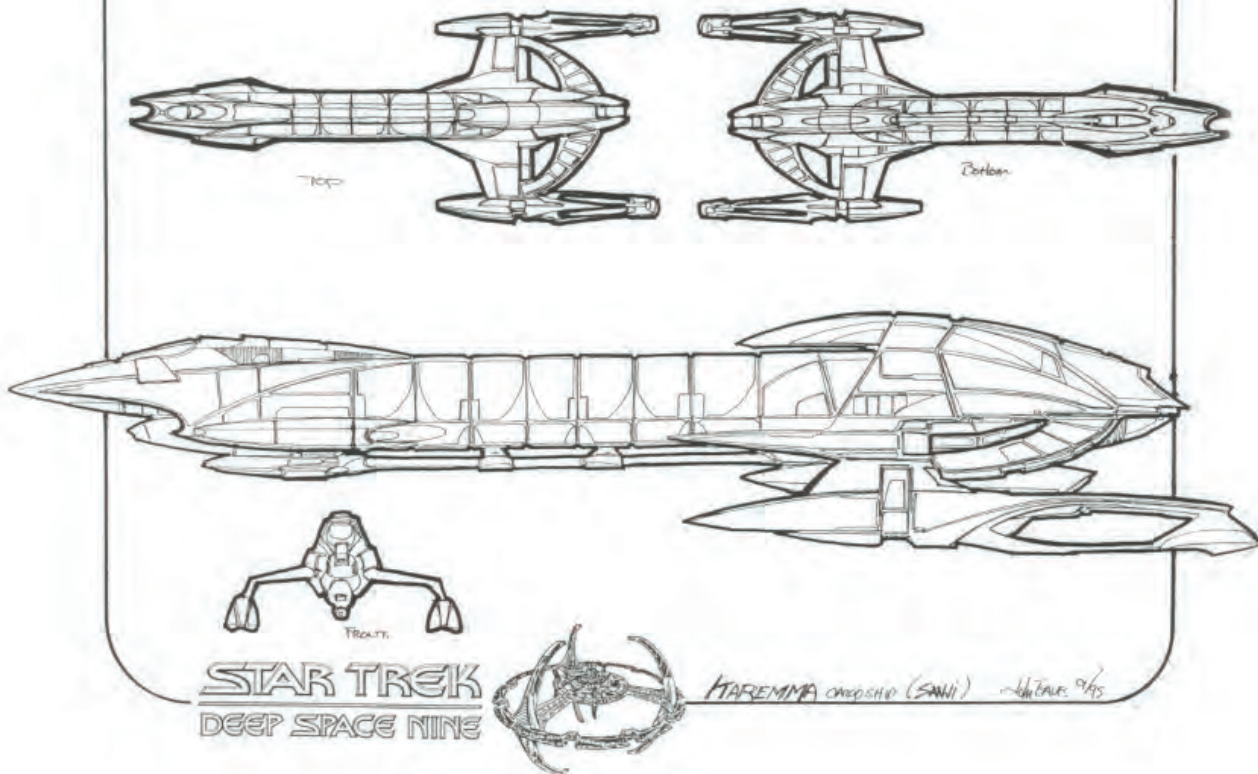
Among some of Eaves' earliest work on *DEEP SPACE NINE* was concept art for the Karemma starship as seen in 'Starship Down'. The episode was one of the first episodes of *STAR TREK* to make extensive use of computer-generated imagery,

with elements such as the *U.S.S. Defiant* and the atmosphere of the gas giant being created digitally.

A physical studio model of the Karemma ship was used for close up shots, while a CGI model was created for more distant sequences.

As a CGI construct, the Karemma ship was easily redressed to appear in other episodes of *STAR TREK* as different ships.

▼ John Eaves' plan views of the Karemma ship.



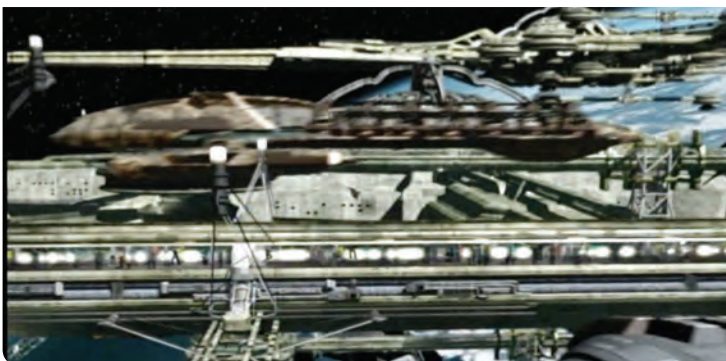
## REDRESSES OF THE KAREMMA



▲ As a Bajoran impulse ship in *DEEP SPACE NINE*: 'Shadows and Symbols'.



▲ Reappearing in *VOYAGER*: 'Drive' as an Antarian vessel.



▲ A modified version of the CGI model appeared in *VOYAGER*: 'Natural Law'.



▲ A final appearance of the CGI model in *ENTERPRISE*: 'The Breach'.



# SINK THE *DEFIANT*!

In 1995, writers David Mack and John J Ordovery had an idea for a submarine story, *STAR TREK* style. The result was 'Starship Down'.

**B**ACK in the early to mid-1990s, American television writing rooms had fewer full-time members," says scriptwriter and novelist David Mack, looking back 24 years to the making of *STAR TREK: DEEP SPACE NINE*: 'Starship Down'. "They produced a larger number of episodes per season, and were expected by the Writers' Guild to buy at least a few freelance submissions per season. That was how John Ordovery and I got a shot to pitch stories in early 1995 to both *STAR TREK: DEEP SPACE NINE* and *STAR TREK: VOYAGER*."

A lifelong *STAR TREK* fan, Mack spent several years submitting scripts to the *STAR TREK: THE NEXT GENERATION* slush pile without success. "It played a part in teaching me to cope with rejection," Mack continues, "because I spent years striking out in my attempts to break free of the *THE NEXT GENERATION* slush pile. By the same token, I never had a script selected from the *DEEP SPACE NINE* slush pile, either!

"We were introduced to each other in 1994 by our mutual friend Glenn Hauman, with whom I

▲ Writers David Mack (left) and John J Ordovery teamed up in the early 1990s and found themselves pitching to both *STAR TREK: DEEP SPACE NINE* and *STAR TREK: VOYAGER*. 'Starship Down' was commissioned by the *DEEP SPACE NINE* team and the pair got to work sinking the *Defiant*.

had attended NYU,” Mack explains how he came to form a writing partnership with John J. Ordover. “At the time, John was one of the editors of *STAR TREK* fiction at Pocket Books. I’d told Glenn that maybe I could write a *STAR TREK* novel, because breaking in on the shows had seemed so impossible to me at that point. John gave me a copy of the novelists’ guidelines. I read them and realized my nascent novel submission had violated every rule new authors were warned not to break, so I threw away my fledgling manuscript and went back to writing scripts. John appreciated that show of respect for his time.”

### PARTNERSHIP

At this point, Mack and Ordover decided to pool their resources in a new venture, as Mack explains: “Over the next several months, John gave me advice on the new *DEEP SPACE NINE* spec scripts I was writing. I suggested that if he was going to give me that much input, he and I might as well team up and write scripts together. John, as the editor of the *STAR TREK* books, had been given an open invitation to pitch ideas to the show. He hadn’t taken advantage of it because he had no training in writing teleplays. I had a degree in film/TV writing, but no access to the producers. So we teamed up and became chocolate-meeting-peanut-butter.”

“I was talking to Dave Mack on my cell phone while stuck on a highway in Brooklyn, and he said he wanted to pitch a submarine story,” John J. Ordover recalls the conversation that provided the creative spark for ‘Starship Down’, “but how could we do that for *STAR TREK*? And I said, ‘We sink the *Defiant*’ and that’s how we pitched it.”

“The night before I had just rewatched the German submarine film ‘Das Boot’,” adds Mack, “and its tense underwater combat sequences had inspired me to think up a *DEEP SPACE NINE* take on the classic *THE ORIGINAL SERIES* episode ‘Balance of Terror’. We talked out a number of ideas for how to put the *Defiant* into a crisis situation, and how to raise the stakes and really push the idea to its dramatic limits.

“The original pitch was pretty close to the finished episode,” expands Mack on the initial stages of the pitch, “at least in the broad strokes.

► Captain Benjamin Sisko plunges his ship and crew into danger as the *U.S.S. Defiant* embarks on a mission to save the crew of a Karemma ship from the Jem’Hadar. Can Sisko rescue his crew and get the Karemma to safety?



► David Mack and John J. Ordover came up with an idea of doing a submarine adventure, *STAR TREK* style. The *Defiant* stalked Jem’Hadar ships in a gaseous atmosphere without the aid of sensors to trace enemy vessels.



► Quark is in trouble with Karemma Commerce Minister Hanok aboard the *Defiant*. As chaos ensues around them, can Ferengi and Karemma put aside their differences?





▲ The *Defiant* plunges into the atmosphere of a gas giant after the Jem'Hadar. Sisko, Major Kira and Lt Dax devise a plan to trap the enemy starships.



▲ Trouble for Dax when the *Defiant's* hull breaches in a Jem'Hadar attack, leaving her trapped in a bulkhead. That emergency forcefield won't last forever...

The *Defiant* was supposed to meet with the Karemma in the Gamma Quadrant. Sisko brings along Quark to negotiate a trade deal. They get attacked by the Jem'Hadar and suffer a hard crash-landing into an alien sea. Then the *Defiant* sinks, floods, and endures a classic 'Gray Lady Down' scenario (which was the inspiration for the episode's title)."

"As it went along, the staff at *DEEP SPACE NINE* suggested the atmosphere of a gas giant instead of water, and we thought that was way cooler," laughs Ordovery.

Mack remembers this somewhat differently and that the change of location was a necessity of budget. "The producers gently explained that water effects are some of the most expensive and dangerous in all of film/TV production," he says, "and that there was no way they could afford to flood their standing sets. Years later I learned that a gas giant's atmosphere is under so much pressure that it turns hydrogen into a searing-hot liquefied metal. Which would have been even deadlier and more awesome than water, but also even more expensive to simulate



▲ Trapped in the bulkhead with Dax, Bashir attempts to assess the situation. Communications are cut off and for all they know, the rest of the crew are dead.



▲ In engineering, Lt Commander Worf attempts to take command of the situation, but finds difficulty in earning the respect of his subordinates. Can Chief O'Brien help?

and shoot. So we ended up with hallways full of toxic fog, because that's what the production team could afford.

### ODO DOWN!

"Our favourite bit was going to be having Odo sink down to the crippled ship and flow inside with the flood water," grins Mack. "Because he's a liquid in his native state, he can't be crushed. And getting him inside the ship was going to be how the rescue team above gets vital info to our sunken heroes, making possible their nick-of-time rescue."

"We sold the pitch in a phone call in March 1995," Mack remembers the timeline involved. "In August 1995, John and I travelled to Los Angeles for the break session, in which our outline (by then already revised several times) was rendered into a formal outline of acts and scenes, which we were given two weeks to turn into a finished teleplay."

Mack and Ordovery found an easy way of working throughout the writing process. "Dave and I worked like this," recalls Ordovery. "He did a first draft of scenes, I'd polish and give him notes. The details changed in development but the core concept of a submarine experience stayed through it to the end."

"In essence, I was the draftsman, and John served as an editor," Mack explains further. "I would draft pages, and I sent John the teleplay one act at a time. He would append notes while I wrote the next act. Eventually, we would arrive at a revised draft that we both agreed on. That was what we submitted to the producers at *DEEP SPACE NINE*. "We hit our deadline, and then the script was revised several times in-house by (story editor) René Echevarria before it was filmed."

### ABSENT TYLER

Mack recalls being pleased with how the script developed during the in-house rewriting process. "It certainly became leaner and better focused," he says, although one character was destined never to make it to the final draft... "One element that we had been asked to include in our first draft had been a new character named 'Tyler.' We had thought this an odd choice, and we had suggested it might make more sense to

► David Mack and John Ordovery's original outline featured a bigger role for Odo. *The Deep Space 9* security Chief dived into an alien ocean to reach the sunken *Defiant*, but budget constraints changed the setting from an ocean to a gaseous atmosphere.

► The script for 'Starship Down' balances intense action with deeper character moments. Here, Kira attempts to keep Sisko from succumbing to a head injury, putting her feelings about the Emissary aside to keep her commanding officer alive.

► Chaos in engineering! Jem'Hadar attacks leave the *Defiant* critically damaged and running blind. Chief O'Brien does his best to keep the ship and its crew together.





▼ The *Defiant's* crew overcome immense odds to neutralise the threat of the Jem'Hadar, destroying the enemy ships before rescuing the Karemma crew and returning safely to *Deep Space 9*.

spend more time on Worf as the newest member of the cast, but the producers insisted we craft a story arc for 'Lieutenant Tyler,' who, we were assured, was going to become a very important part of the show in future episodes. Once the script went into rewrites, of course, Tyler was the first thing excised. To the best of our knowledge, Tyler was never spoken of again inside the *DEEP SPACE NINE* room!"

Over two decades after 'Starship Down' was made, both writers remain pleased with the transmitted version of the episode, relishing the

chance to contribute to the *STAR TREK* canon after years as fans. For Mack, scenes between Armin Shimmerman as Quark and guest star James Cromwell as Hanok in particular stand out.

"They're my favorite part of the finished episode" he smiles. "In our original pitch and first-draft teleplay, Hanok had been written as a female character, and we had tried to gin up some romantic tension between her and Quark. In later drafts, Hanok became a male character, and his relationship with Quark became more competitive in nature. In the hands of guest star James Cromwell, the whole thing became hilarious. He and Armin Shimmerman did a genius job of riffing off of each other."

#### HAPPY EXPERIENCE

Following their first step into writing television *STAR TREK*, Mack and Ordover provided the initial storyline for what became the seventh season *DEEP SPACE NINE* episode 'It's Only a Paper Moon'. However, 'Starship Down' remains the pair's sole *STAR TREK* teleplay credit to date.

"My only regret" admits Mack, "is that this gig didn't lead to any more script assignments at *STAR TREK* or to a writing-staff position, which had been my dream job (and still is)."

Although no longer writing together, Mack and Ordover have continued to work on a variety of







◀ When a Jem'Hadar torpedo penetrates the *Defiant's* hull but fails to detonate, Quark and Hanok attempt to defuse the situation. This sequence was amongst David Mack's favourite element of the finished episode.

projects in the years since writing for *DEEP SPACE NINE*. In addition to *STAR TREK* novels, they collaborated on the *STAR TREK: THE NEXT GENERATION/DEEP SPACE NINE* crossover comic 'Divided We Fall' in 2001. Looking back today, 'Starship Down' was a happy experience for both writers.

"I loved *STAR TREK* since I was a kid," sums up Ordovery, "so getting to work on it in the many forms I got to – editing novels, writing prose stories, script-writing and comic books – it was a blast, it was like sometime as a kid I rubbed a magic lamp, got three wishes and used one to work with *STAR TREK* and another to forget I'd made a wish..."

Mack, who is currently working as a consultant to the *STAR TREK* animated series *LOWER DECKS*, and a second *STAR TREK* animated series for Nickelodeon, alongside his commitments as a novelist, recalls it as a stand-out moment. "The day that John and I walked into the *DEEP SPACE NINE* writers room to break our script and become a part of *STAR TREK* canon history remains one of the proudest moments of my career. I had grown up revering *STAR TREK* on the small and large screen, and there I was, all of 26 years old, about to contribute something to this shared fictional universe that I had loved all my life. It was an amazing feeling."



◀ Caught between the Karemma and Jem'Hadar, Captain Sisko takes the burden of command on his shoulders. The *Defiant* makes it to safety, but the outcome could have been very different...

# ON SCREEN



## TRIVIA

Hanok was played by Oscar-nominated actor James Cromwell, marking his third guest-appearance in a *STAR TREK* series. He first played Prime Minister Nayrok in 'The Hunted', a season three episode of *THE NEXT GENERATION*. He returned in season six for 'Birthright, Part I' and 'Birthright, Part II' as Jaglom Shrek. Shortly after 'Starship Down' Cromwell made his most famous *STAR TREK* appearance, as Zefram Cochrane, in 1996's *FIRST CONTACT*.



'Starship Down' proved to be a pivotal episode for Worf. Director Alexander Singer said in the *'DEEP SPACE NINE Companion'*: "It was terribly important to the series that we make him more accessible as a character than he had been on *TNG*. This was a different view of Worf. Suddenly he had to deal with the psychology of Human behavior at a level to which he was unaccustomed."



'Starship Down' was among the first episodes of *STAR TREK* to make extensive use of CGI. Elements such as the *Defiant*, Jem'Hadar ships, probes and the gaseous clouds were created digitally by the team at VisionArt Design & Animation.

**FIRST APPEARANCE:** 'STARSHIP DOWN' (DS9)

**TV APPEARANCE:** STAR TREK: DEEP SPACE NINE

**DESIGNED BY:** John Eaves

### KEY APPEARANCES

#### **STAR TREK: DEEP SPACE NINE** **'Starship Down'**

The *U.S.S. Defiant* travels to the Gamma Quadrant to rendezvous with a Karemman cargo ship in the vicinity of a class-J gas giant. Captain Sisko mediates a dispute between Quark and Karemman Trade Minister Hanok, but the meeting is halted when two Jem'Hadar warships attack.

The Karemman vessel attempts to evade the Jem'Hadar by entering the atmosphere of the gas giant. As the Jem'Hadar pursue, Sisko sees no option but to follow if the Karemman stand any chance of survival. Experiencing extreme turbulence and with sensors

and weapons compromised, the *Defiant* engages in a stealth battle with the Jem'Hadar.

Unable to differentiate between the Karemman ship and the Jem'Hadar, the *Defiant* takes serious damage from the enemy ships, plunging further into the atmosphere. Using modified atmospheric probes, the *Defiant* destroys one Jem'Hadar ship, but conditions on the Federation ship continue to deteriorate.

Lt. Commander Worf takes over command when Sisko is injured, and the crew neutralise the second Jem'Hadar ship. The Karemman vessel is unrecoverable, but its crew is successfully rescued.

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