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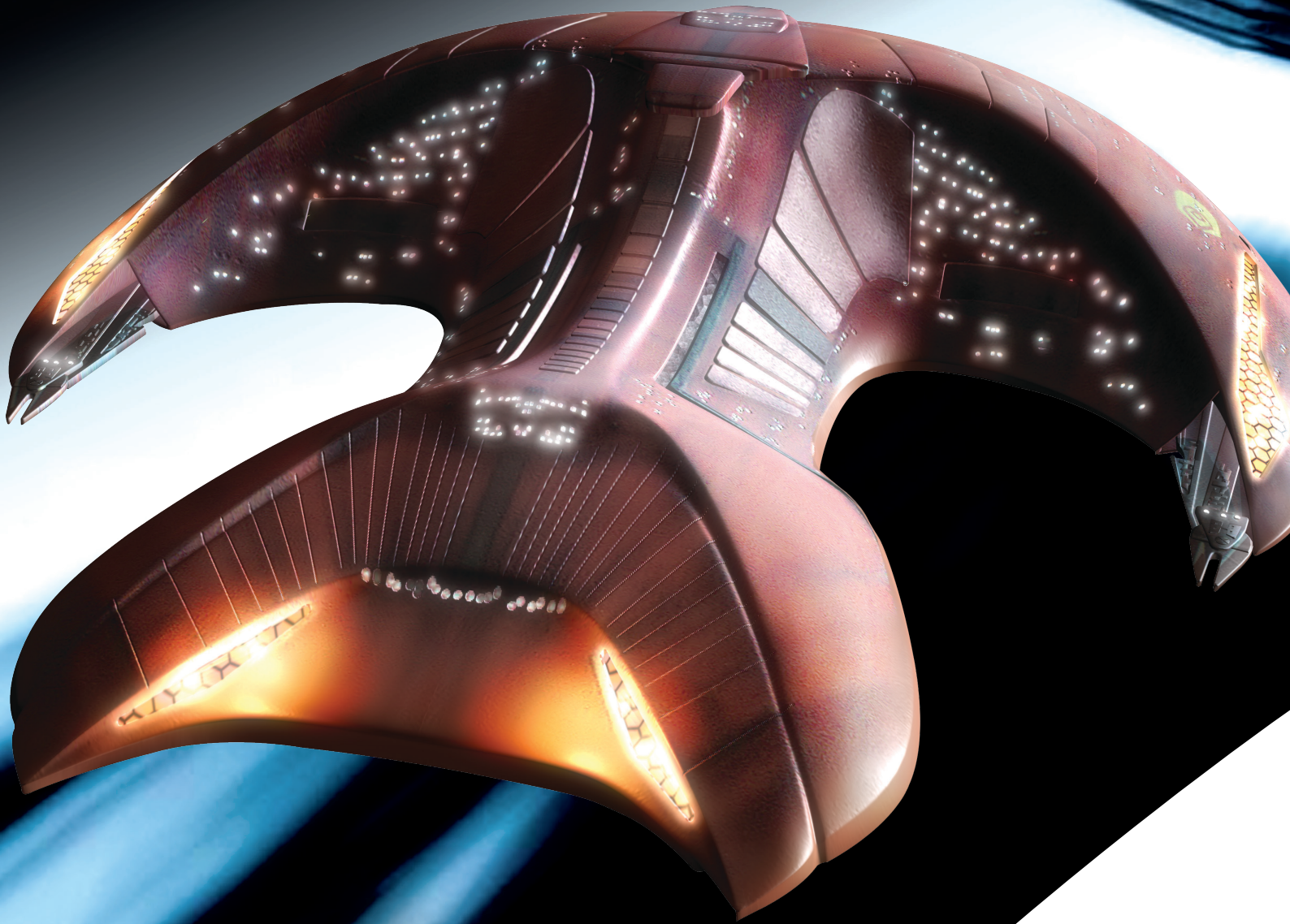
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FERENGI
MARAUDER

D'KORA CLASS

LAUNCHED: 24th C

LENGTH: 366 METRES

CREW: 450

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FERENGI MARAUDER

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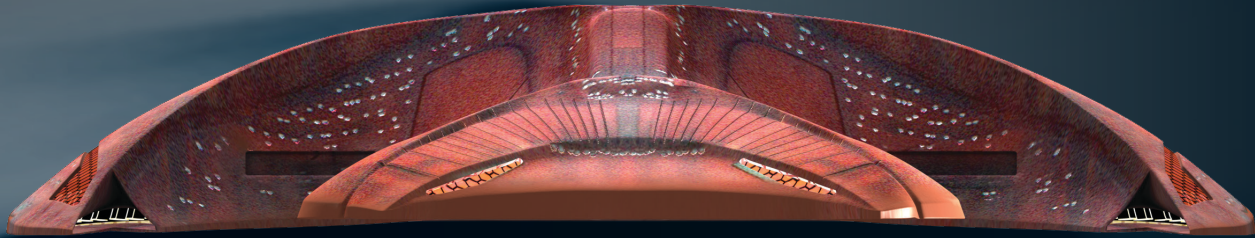
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FERENGI MARAUDER

SPECIFICATION



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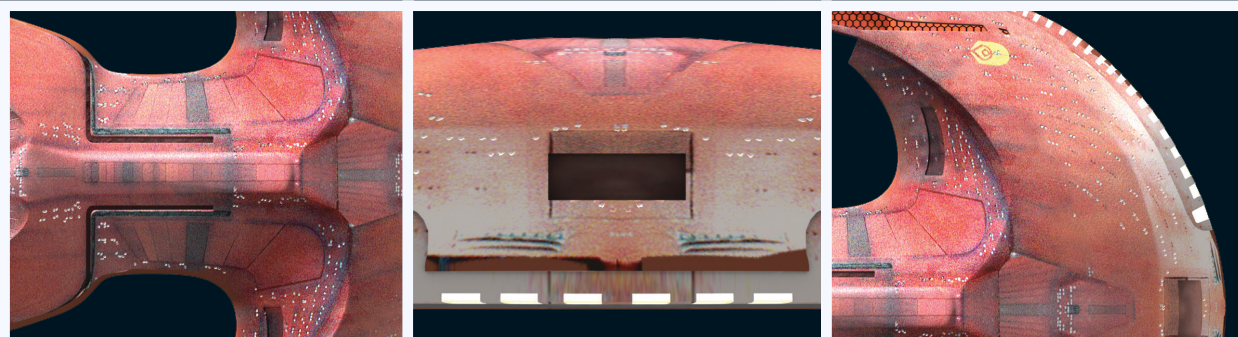
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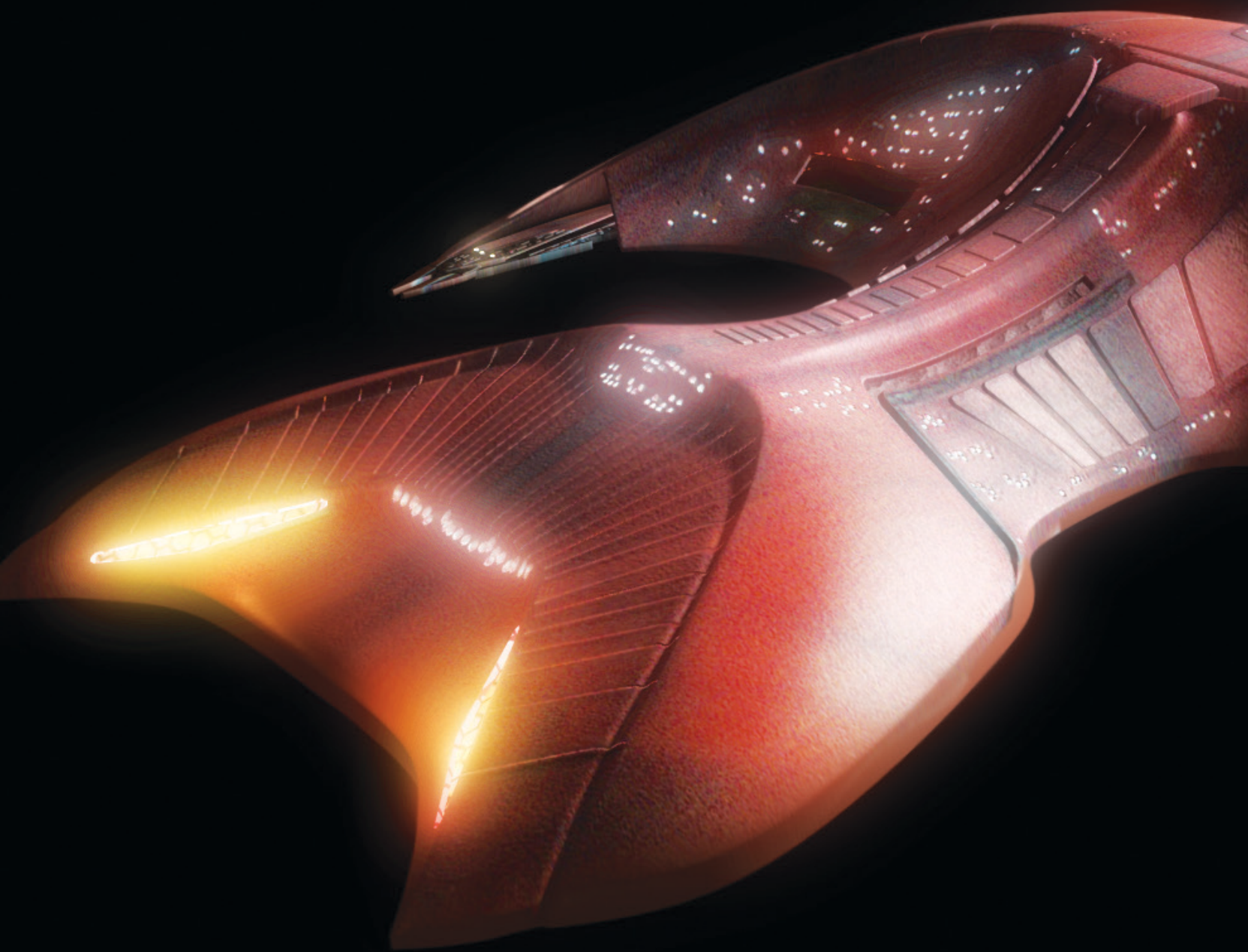
LENGTH: 366 METRES

CREW: 450

TOP SPEED: WARP 9.6 (approx)

WEAPONRY: DIRECTED ENERGY WEAPONS,
FORWARD MISSILE LAUNCHER,
AFT ELECTROMAGNETIC
PULSE WEAPON

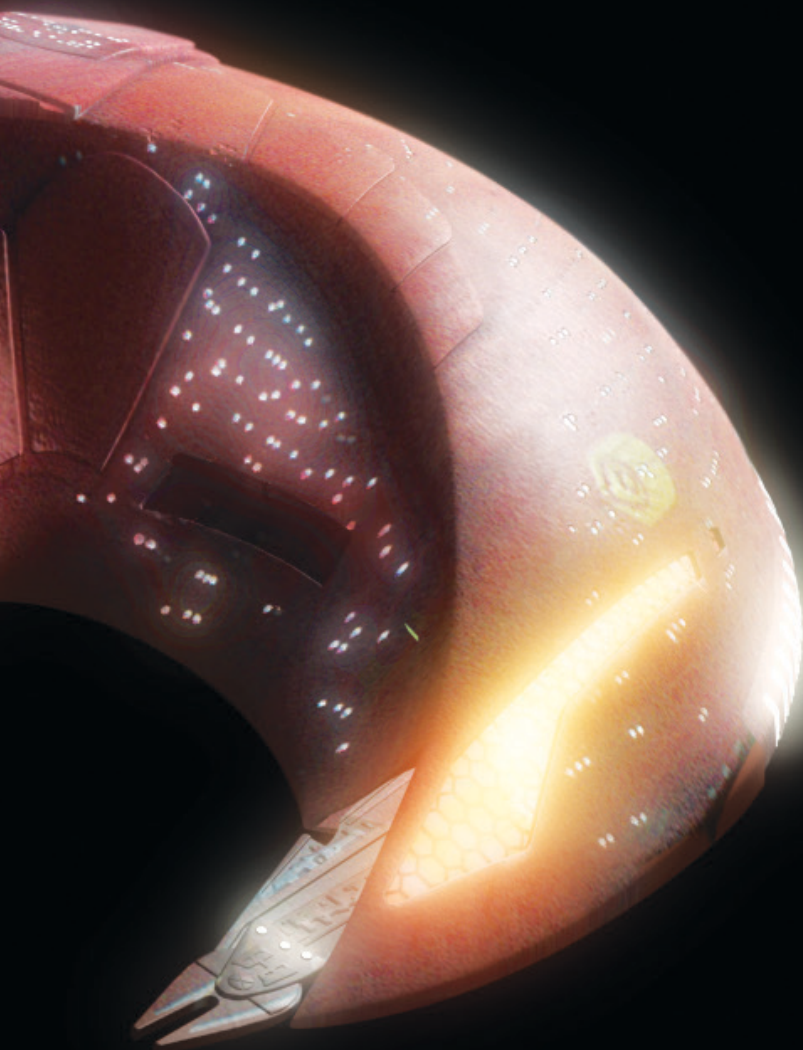




FERENGI

MARAUDER

The *Marauder* was primarily a trade ship equipped with a large cargo hold, but it was also well armed and extremely fast.



DATA FEED

Nog was the first Ferengi to join Starfleet. He revealed in the *STAR TREK: DEEP SPACE NINE* episode 'Little Green Men' that the Ferengi had purchased warp technology from another race, although he never stated which species it was. The executive producer of *DEEP SPACE NINE*, Ira Steven Behr, and co-producer Robert Hewitt Wolfe, authored a book together called 'Legends of the Ferengi', in which they stated that the Ferengi acquired warp technology from the Breen, although this is not regarded as canon.

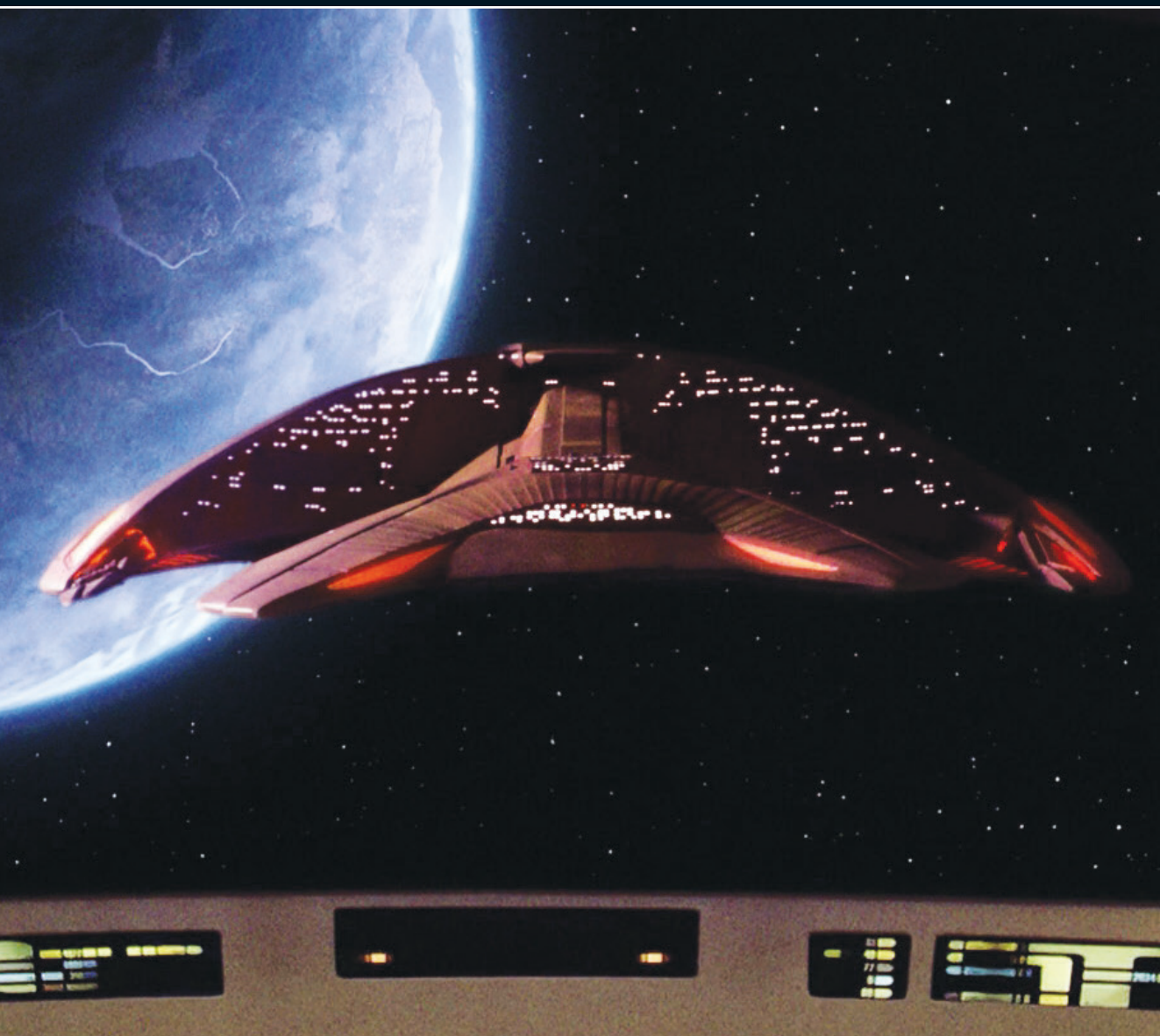
The number-one goal in life for all Ferengi, superseding all other endeavours, was the pursuit of profit and the vast accumulation of wealth. To help further this aim, the Ferengi most commonly used *D'Kora*-class vessels, known collectively as *Marauders*, to travel to worlds in the Alpha and Gamma Quadrants to trade with them.

Marauders were, however, also sometimes used to attack other ships and colonies in order to steal technology or supplies, which the crew could then resell. In many ways the Ferengi were like pirates, using their *Marauders* to roam the Galaxy, hoping to come across weak or vulnerable targets that they could plunder.

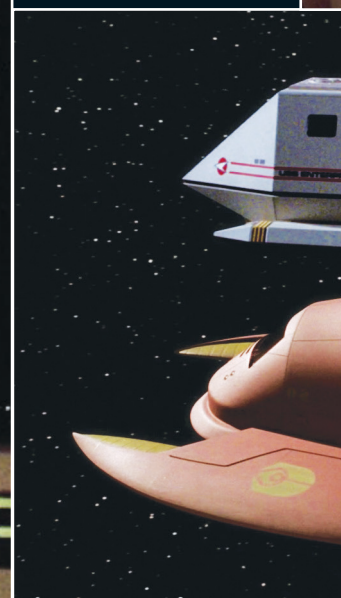
ALL MALE CREW

Marauders normally had a crew numbering around 450, which prior to 2375 were all male as female Ferengi had limited rights and were not allowed to travel. Each *Marauder* was commanded by a DaiMon – a rank analogous to a Starfleet captain. His mission was to explore new trade opportunities on behalf of the Ferengi Alliance and make as much profit as possible. It was not uncommon for

▲ The MARAUDER was very well suited to carrying out the Ferengi's primary concerns of trade, pirating and smuggling. Their nefarious dealings meant that they often had to make a quick getaway, and the MARAUDER was certainly fast enough to outrun most other vessels.



◀ Upon his first view of a MARAUDER, Captain Picard described it as a "very impressive design". The Ferengi ship did possess many of the same technologies as Starfleet vessels, but in general they were not quite as advanced.



DaiMons to pursue profit opportunities that were illegal or carry out acts of piracy. The Ferengi government would normally turn a blind eye to these activities – unless they were caught, in which case the DaiMon would be disowned, stripped of his title and left to his fate.

The Ferengi did not develop warp technology themselves, but bought it from another species at least as early as the 22nd century. By the 24th century, *Marauders* were almost as fast as the *U.S.S. Enterprise* NCC-1701-D and could achieve speeds well in excess of warp 9. The speed of their vessels was exceptionally valuable to the Ferengi because their dubious business practices often left their customers disgruntled and this made a quick departure necessary.

Marauders possessed directed energy weapons similar to phasers located on the 'claws' of the ship, and a torpedo launcher situated on the top of the primary hull. If pursued, a *Marauder* was able to discharge an electromagnetic pulse from the rear of the ship, which was powerful enough to weaken the shields of a *Galaxy*-class ship.

ADVANCED TECHNOLOGIES

Marauders were protected by powerful shields and fitted with a tractor beam, which the Ferengi often used to recover salvage. They were also fitted with replicators and site-to-site transporters. In fact, their transporters were so sophisticated that they could teleport a person and leave their clothes behind – a feature they were liable to use on females of



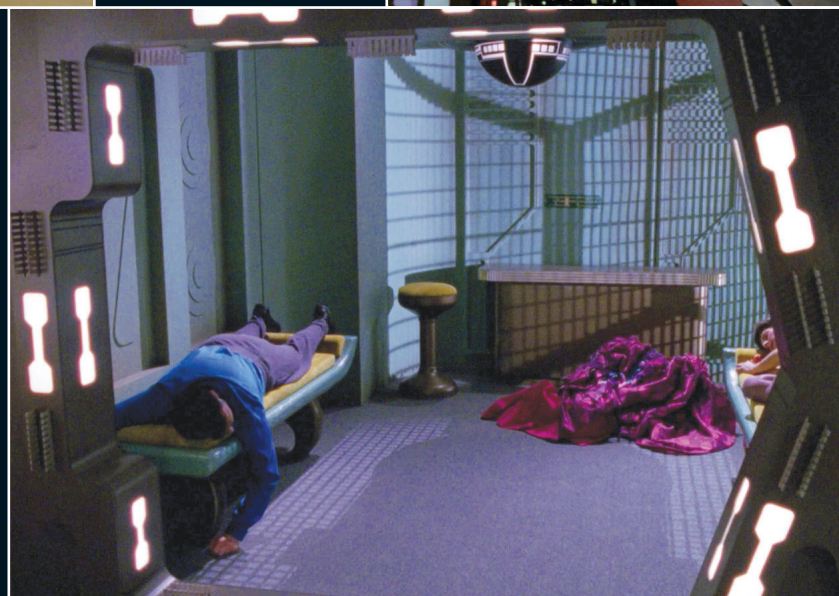
◀ The weaponry on MARAUDERS included directed energy beams located on the 'claws' on the vessel. Generally, the Ferengi would not attack another ship unless they were sure they could defeat it.

▶ The snake-head prow of the MARAUDER could extend, revealing vulnerable areas of the ship when it surrendered.



◀ A MARAUDER routinely carried at least one auxiliary craft, a small, warp-capable vessel similar to a Starfleet shuttle. In 2366, a Ferengi shuttle was used to explore the Barzan wormhole.

▶ At least one Ferengi MARAUDER was equipped with a brig, protected by a force field door. In 2366, Riker, Troi and her mother Lwaxana were detained in a brig on board DaiMon Tog's MARAUDER.



other species, as clothed females offended the sensibilities of many male Ferengi.

Other areas of a *Marauder* included a large cargo area in the bulbous aft section, a holding cell sealed by a force field and a science lab. *Marauders* also routinely carried at least one small auxiliary craft, known as a pod.

As Starfleet became more familiar with the Ferengi, it became clear that *Marauders* were mostly used for trade, even if it was often illegal. The Ferengi had little time for provoking a fight as they reasoned that there was no profit in being blown up. For this reason, the Ferengi and their fleet of *Marauders* remained largely neutral in the politics of the Galaxy, instead using their ships to become one of the leading cultures in interstellar commerce.

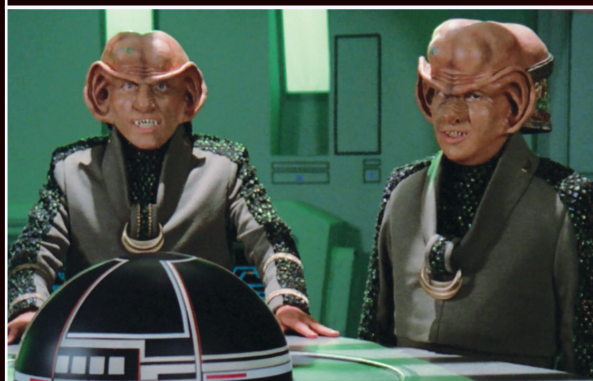


DATA FEED

The U.S.S. ENTERPRISE NCC-1701-D made official first contact with the Ferengi in 2364 after pursuing a MARAUDER that had stolen a T-9 energy converter from an unmanned Starfleet monitor post on Gamma Tauri IV. Initially, the Ferengi were extremely reluctant to make visual contact, but when they did, the face of DaiMon Tarr filled the ENTERPRISE's viewscreen, hiding the Ferengi's diminutive size and making them appear much more menacing.

MARAUDER BRIDGE

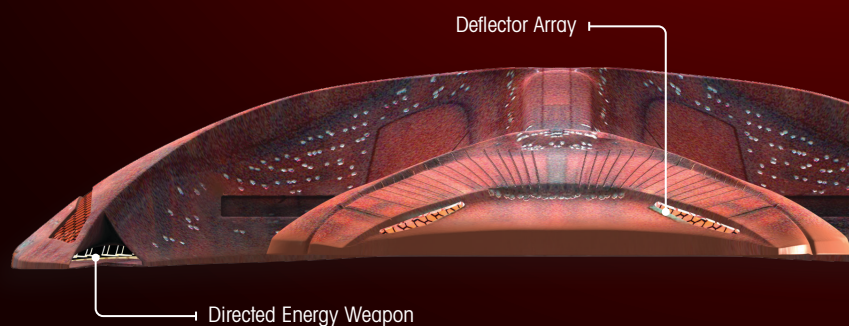
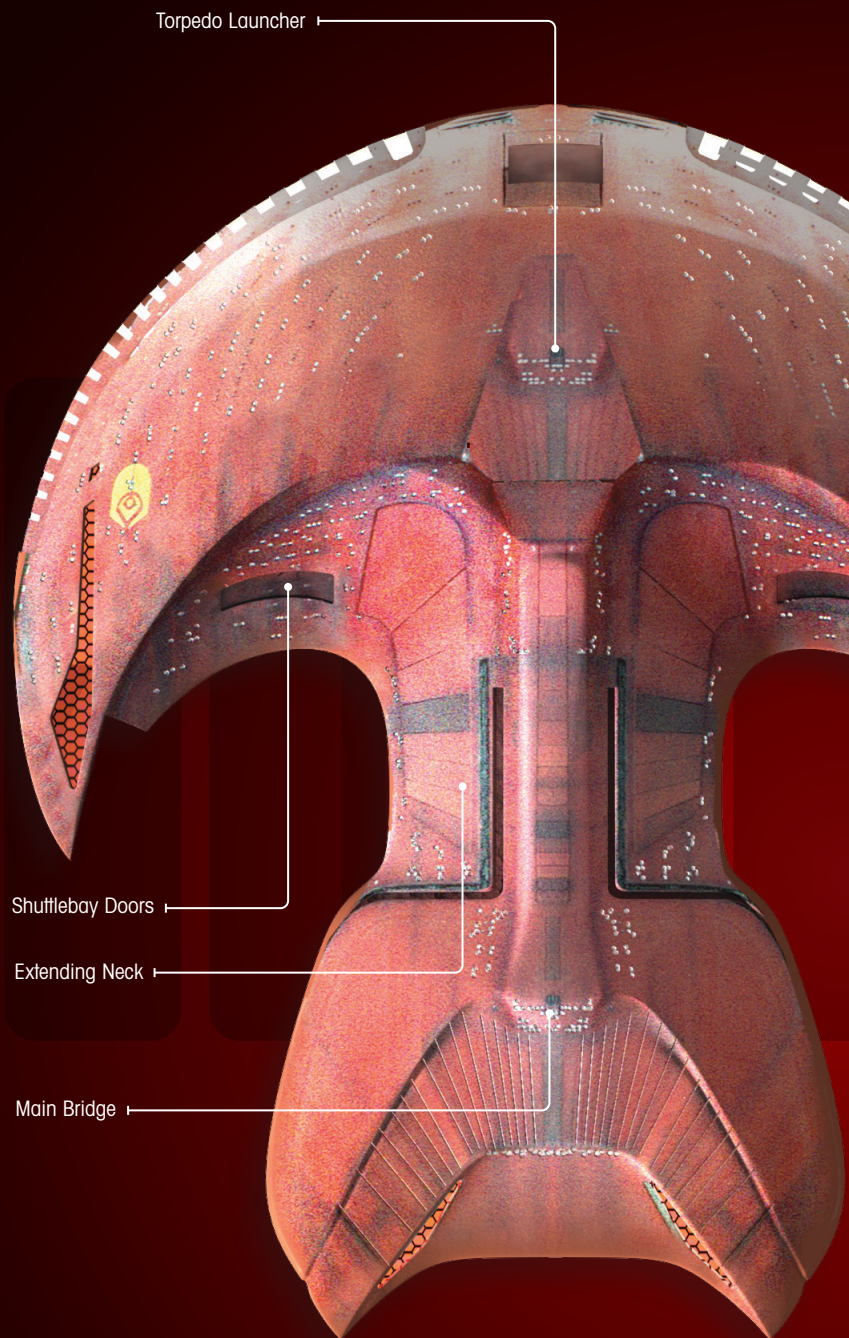
The bridge on a *Marauder* was located on the top of the front section of the ship and was much more compact than on most Starfleet vessels. The DaiMon occupied the only chair on the bridge in the centre of the room, while there were five separate work stations at various points around him. It would appear that most of the ship's functions could be carried out from the main console at the back of the bridge. This was big enough to allow three members of the crew to work side-by-side at a large domed interface. The most important systems could only be accessed with proper codes. Even basic communications were restricted, and all Ferengi transmissions were scrambled or encoded as a matter of routine.

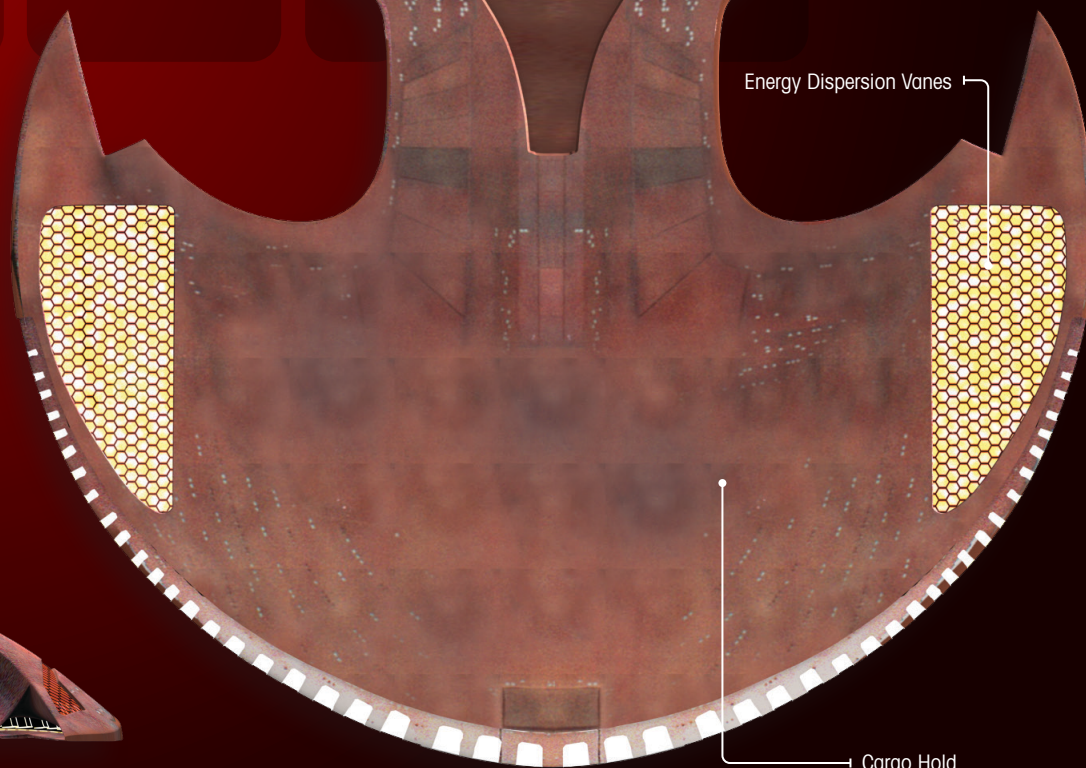
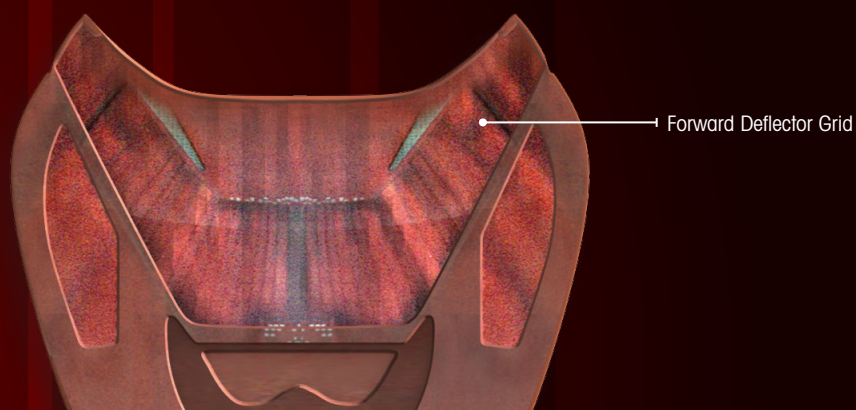
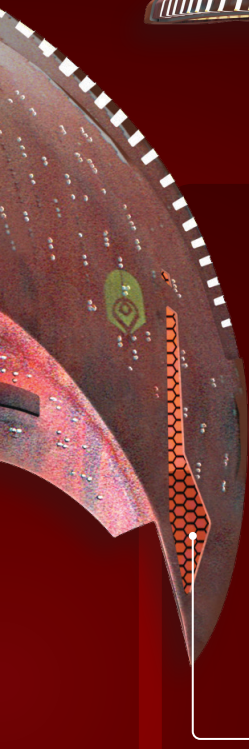
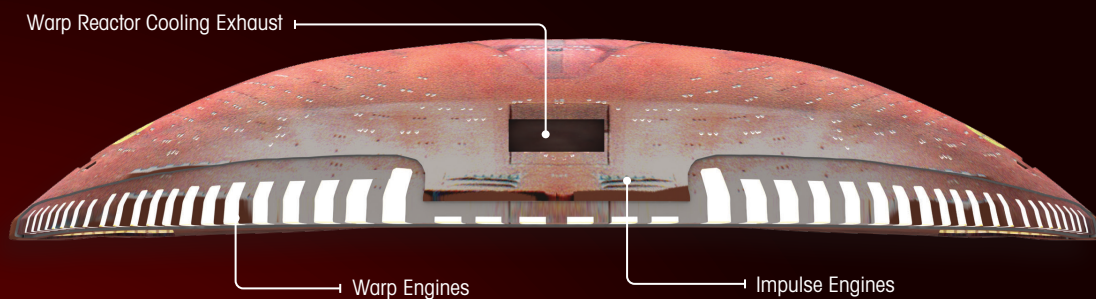


▲ The main bridge of a MARAUDER was typically lit with a greenish hue and featured unusual domed interfaces to control the ship.

DATA FEED

The rounded aft section of a MARAUDER featured a large cargo area for all the merchandise they traded. This was in accordance with the 97th Ferengi Rule of Acquisition that stated 'Enough is never enough', and the Ferengi Salvage Code that instructed that anything found abandoned was open to claim by those who found it.





SHIP NAME

At various times the MARAUDER has been described as a "warship", a "transport" and an "attack vessel". The name MARAUDER was never actually used on STAR TREK: THE NEXT GENERATION.

FREE TRADE

The Ferengi preferred to remain neutral in matters of conflict, leaving them free to trade with both sides. This was evident in the 34th and 35th Rules of Acquisition that stated: "War is good for business" and "Peace is good for business".

FERENGI CURRENCY

The currency of the Ferengi was latinum and it was made, in ascending order of value, into slips, strips and bars. Latinum derived its value from the fact that it could not be replicated by any known existing or predicted technology.



◀ The Ferengi were developed to be the major recurring villains on *STAR TREK: THE NEXT GENERATION*. As such, they were initially portrayed as a very real threat to Captain Picard and his crew.

▶ The grasping, mendacious nature of the Ferengi was intended to reflect the worst traits of humanity in the 20th century and also contrast with how evolved humans had become by the 24th century.

CREATING THE



FERENGI

The Ferengi were originally intended to be a ruthless race of space pirates who would pose a constant menace to Picard and his crew.

During the run of *STAR TREK: DEEP SPACE NINE*, the Ferengi became firmly established as lovable rogues whose antics often brought comedy to proceedings. They were, however, initially conceived in a totally different light.

Strange as it may seem now, when work began on *THE NEXT GENERATION*, the Ferengi were devised as the show's major villains, just as the Klingons had been in *THE ORIGINAL SERIES*.

Gene Roddenberry asked one of his writers, Herbert J. Wright, to develop a race who would pose a constant threat to Starfleet. As Wright recalled, it didn't take him too long to think of an idea.

SOMETHING NEW

"I went off to noodle what this new villain would be physically and emotionally," said Wright. "That wasn't too hard - I just looked around at 1980s America, where greed was good and

(Gordon) Gekko was one of our heroes.

"I came back to Gene and I said, 'Where are the carpet baggers? Where are the robber barons? Where are the guys where every time you turn around they're buying space ships out from underneath your feet or stealing from you?' He said, 'Oh, yeah, yeah, that's a good idea. Those guys.' I said, 'You know, like all the agents and lawyers we've ever been involved with.' He laughed and said, 'Love it.'"



► The Ferengi represented the worst materialistic excesses and “greed is good” attitudes that pervaded society in the 1980s. This was most obviously expressed in their pursuit of profit and their obsession with gold-pressed latinum.

One of the reasons that Wright was attracted to the idea of a greedy, robber baron race was that he felt they could provide the ideal contrast to Picard’s highly evolved crew, who didn’t have most of the human vices present today.

ULTIMATE CAPITALISTS

Thus the Ferengi continued *STAR TREK*’s tradition of creating alien races who reflected real groups of people on Earth, but whereas the Klingons had stood in for the Russians, the Ferengi would stand in for the forces of unrestrained capitalism. Wright added

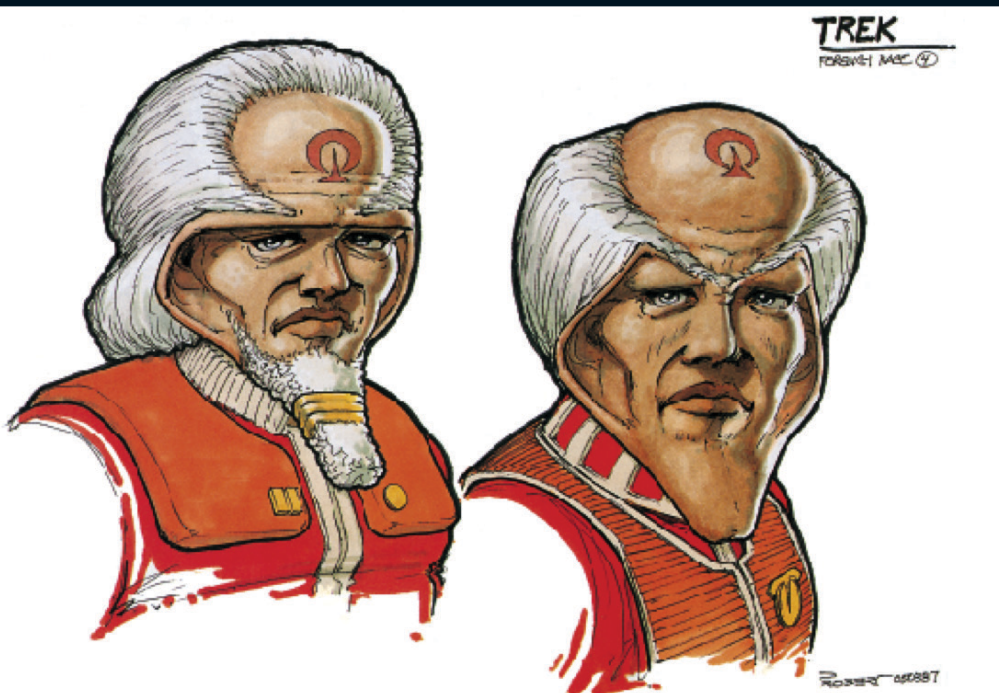


that most of us are familiar with the kind of people the Ferengi were based on and that it was important to be able to relate to the “bad guys”.

“The thing I’ve always thought about a good villain,” said Wright, “is that, basically, they’re just like us; they’ve got our vices, our faults, but they are exaggerated – or at least everyone thinks they’re exaggerated. The reality is they are usually closer to us than we would wish to admit.

“Look at 1980s America. What was it all about? How much stuff have you got? How big a car? How big a house? How much do you have in the bank? How many stocks have you got? How much profit?”

The Ferengi also owed their existence to a rather curious thing that Wright had noticed about our heroes. “In *STAR TREK*, the crew have very little stuff. You go into their quarters, you don’t see a lot of stuff around. You can have your Earl



▲ This illustration was much closer to how the Ferengi would actually appear on screen, although here their ears were more pointed and their teeth were sharper.

Grey tea, but it's almost a monk-like existence. Again I discussed that with Gene when we first got into this. I said, 'I'd like to have a bunch of guys where their whole space ship is something to store their stuff in. Then they need all the weaponry to protect it and then all the speed in the world to make those fast getaways when the deal goes bad.'

As well as developing most of their

culture, Wright was responsible for working out what the Ferengi would look like. In order to achieve this, he sat down with concept artist Andrew Probert and they started to produce different drawings. Wright remembered that the original brief he gave Probert was relatively simple.

"When I first thought about these guys," said Wright, "I had kind of an image of Scrooge McDuck diving into his gold coins and cackling. I figured that since we had the big guys already

◀ As well as developing the characteristics of the Ferengi, writer Herb Wright also worked with STAR TREK illustrator Andrew Probert on how the Ferengi would look. This early concept depicted them with pointed chins and large ears. The markings on their heads were supposed to show an individual's worth at a glance.

with the Klingons, and the medium-sized guys with the Romulans, the little guys who you really have to worry about would be the Ferengi.

GROTESQUE APPEARANCE

"I wanted us to loathe them, and despise them, and fear them, and also think they were ridiculous. We played around with a bunch of concepts. I kind of scrunched up my face, and popped my eyeballs, and bared my teeth, and put my hands up behind my ears. It was probably the most grotesque thing you could get. We always fear the thing that doesn't look like us. In this case, the idea was to take them away from looking like us, but of course they do look like us in some ways. They're weird, but they are still humanoid."

In some of the early drawings, the Ferengi have small pointed beards. Wright thought this was a good idea, because it reminded him of another inspiration for the Ferengi: Shakespeare's Shylock, who put business above all else. Wright also said that the beards had distinct echoes of ancient Babylonian sculptures.

"That middle-Eastern look came right off the statues," said Wright. "What was Babylon all about? It's the same issues of greed and gold that we were trying to endow the Ferengi with. But they were looking a little bit too Assyrian, and a little bit too severe because of that. At the end of the day I felt it was better for them to have hairless features."

Even the early drawings showed the Ferengi's distinctive, batlike ears. These were directly inspired by the original STAR TREK. "I'd always admired the Spock ears," said Wright. "The idea was to take that to a different level, so they

almost had elephant ears. And having that heavy eyebrow ridge that went across made it even more weird, because it's almost like their whole head is a cap."

DIFFICULT SELL

Despite the thought and care that went into devising the Ferengi, Wright acknowledged that they were not taken as seriously as he had hoped. He explained that this was partly because the mix of humour and social commentary he was aiming for was very difficult to pull off.

"Right off the bat, we were supposed to have these guys appear in at least 15 or 20 percent of the

really dangerous, despite their diminutive size.

COMIC BEHAVIOUR

"Another one of the big problems is that no matter what you write it's still got to come across in the performance. Some of the early stuff in the first two shows did make them too comedic. It made them so we could not be frightened. I wanted the Ferengi to be disarming in their comichness, and the next thing we know they've ripped us off or set us up. That's something that anyone with any Hollywood experience would recognize in a heartbeat."

Wright left *STAR TREK: THE NEXT GENERATION* towards the end of the first



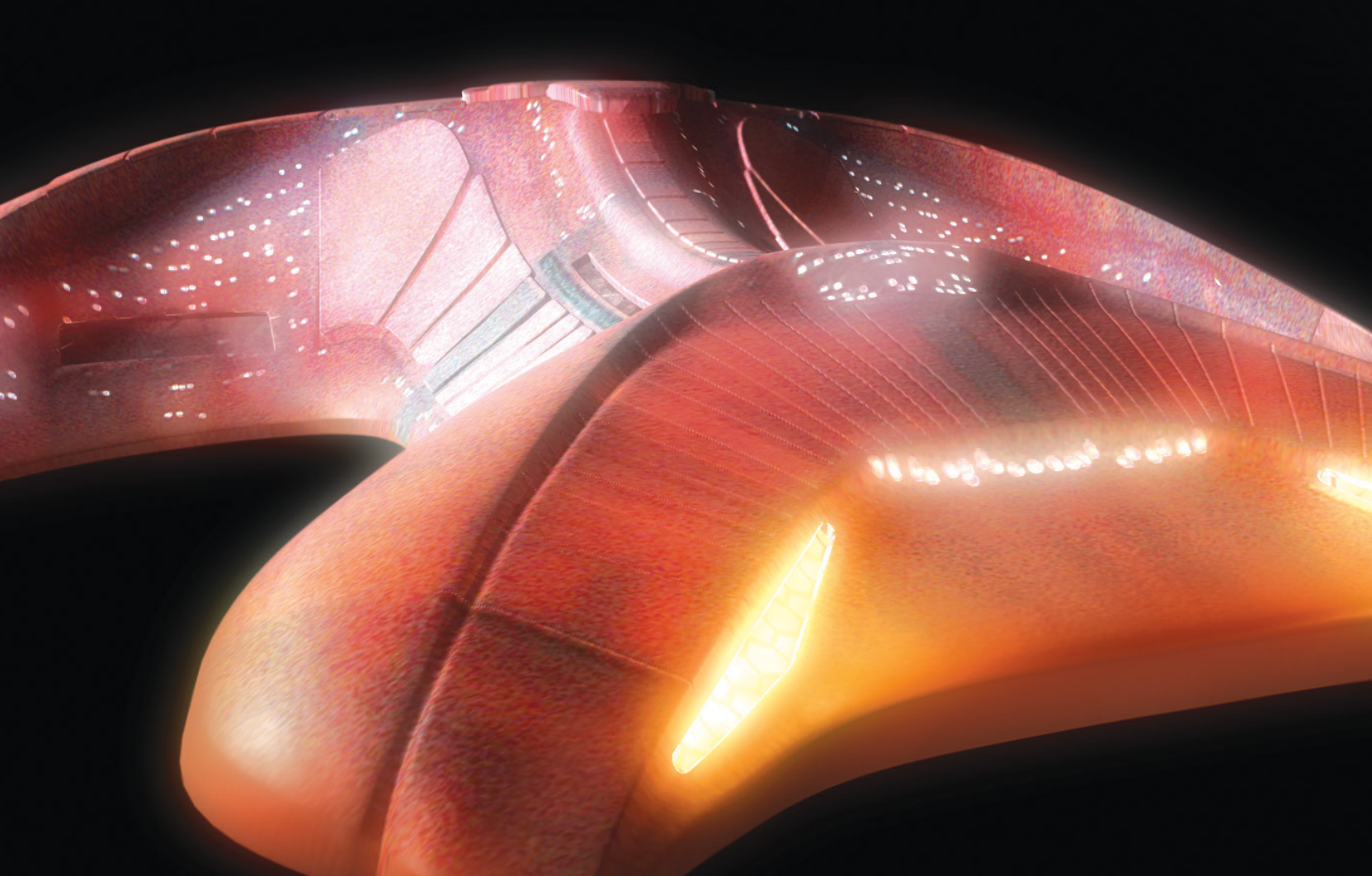
season," said Wright. "They didn't really get that much play in the first year. I think in large part it had to do with the fact that people had to understand a more complicated villain. As I discovered, the greedy guy is a much tougher job to bring to the screen without being some kind of laughable stereotype.

"You also worry about making someone small, because that's the hardest villain to draw. You have to convince people that these guys are

season, but he kept an eye on the Ferengi and was delighted with the way they developed over the years as they grew closer to the Federation.

"I thought there would be an eventual coming to terms with the Ferengi," said Wright. "The Ferengi would get the chance to look at us and see that there was some good in us besides the greed, which was the one thing they respected. Eventually, we'd have to integrate with them because we'd need them."

▲ In their first appearance in *STAR TREK*, the Ferengi were portrayed as being like a grasping pack of hyenas. They were also seen jumping up and down and hissing at each other, and this made it difficult for the audience to take them seriously.



DESIGNING THE FERENGI



MARAUDER

The look of the Ferengi *Marauder* was inspired by a horseshoe crab and an earwig to help give it a suitably intimidating appearance.

The very first all-new alien ship to appear on *STAR TREK: THE NEXT GENERATION* was the Ferengi *Marauder*. It was designed by senior illustrator Andrew Probert in 1987, who at that time had recently devised the look of many of the props and sets for the show as well as designing the *U.S.S. Enterprise* NCC-1701-D.

The Ferengi race had largely been developed by writer and co-producer Herbert J. Wright, who wrote the

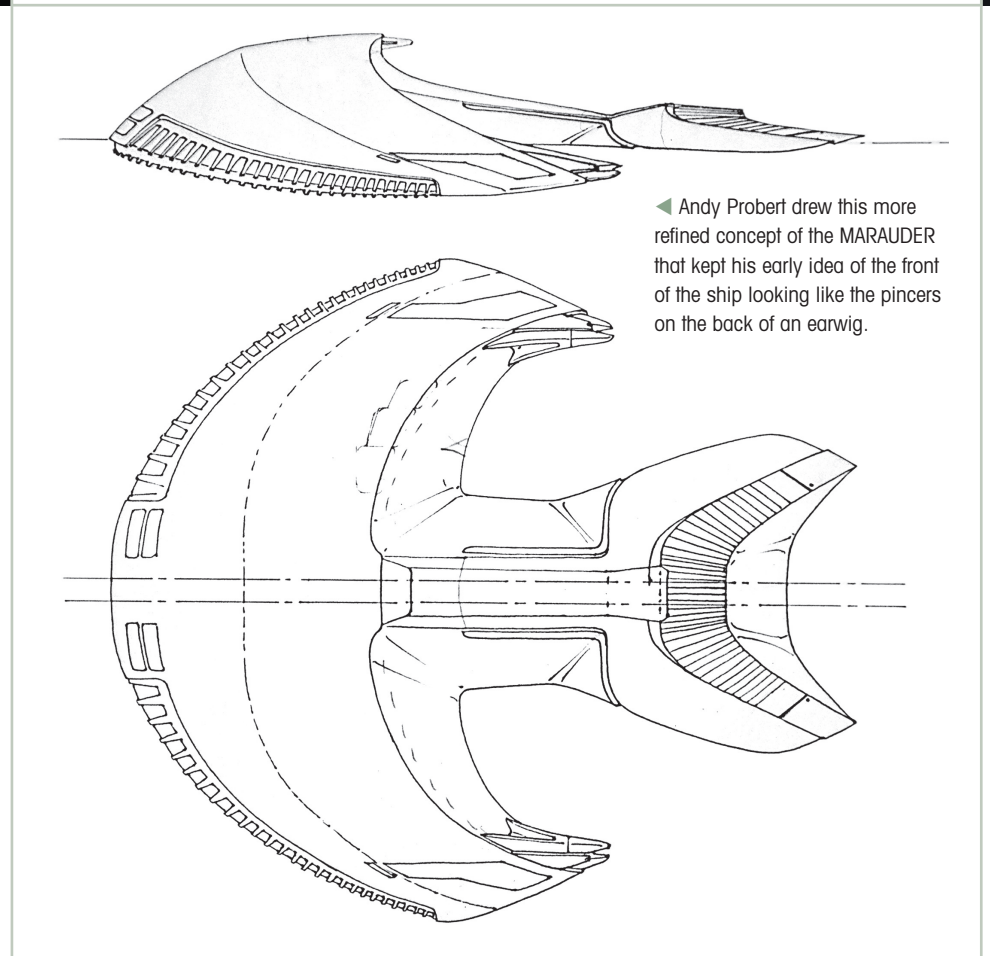
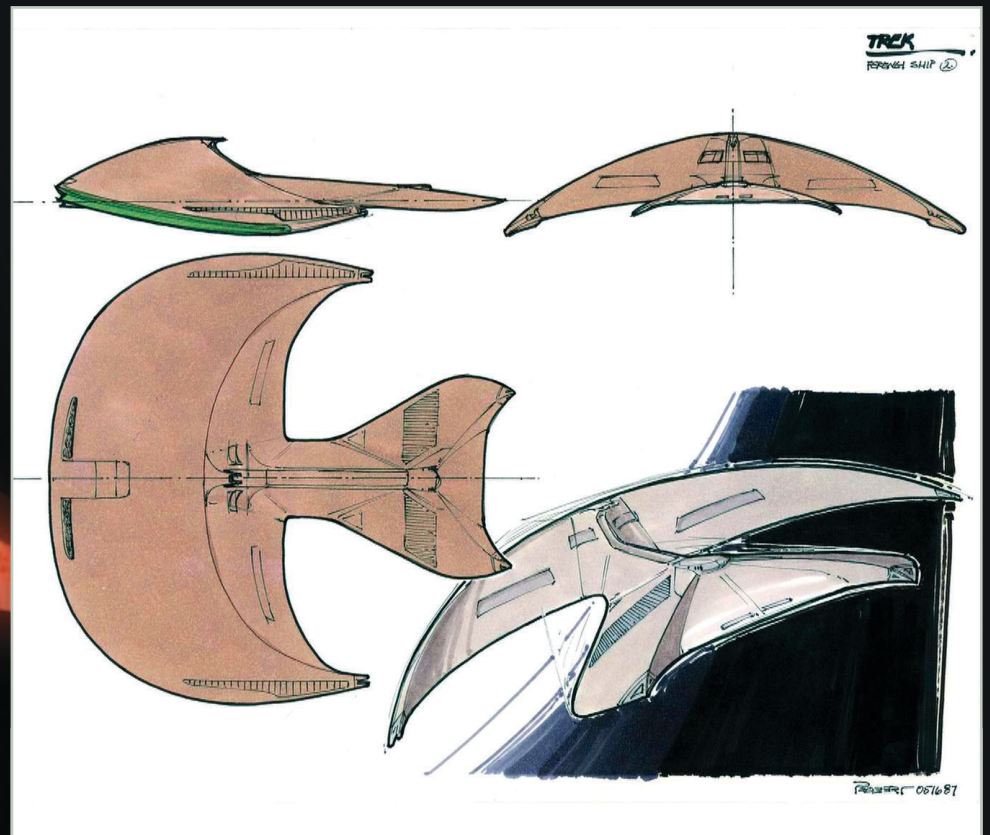
teleplay for 'The Last Outpost', the first episode to feature the Ferengi. Inspired by a horseshoe crab he had sitting on his desk, Wright described the Ferengi ship as "a strange horseshoe crab-like design, a bit smaller than the *Enterprise*".

INSECT INSPIRATION

Taking this description as his starting off point, Probert proceeded to illustrate a series of sketches of how the Ferengi ship could look. Describing his design

process, Probert explained, "The Ferengi ship I wanted to have not only an obvious shape difference (to the *Enterprise*), but a textural difference as well. The original description of the Ferengi ship was a horseshoe crab design with a neck that would extend. I wanted the front of the ship to look fairly dangerous. Something that seems real dangerous-looking to me are the pincers on an earwig insect. I designed the front of the ship to basically have

▼ This was a preliminary design sketch of the MARAUDER by Andy Probert. At this stage he knew that the Ferengi were supposed to be like pirates, and he wanted the ship to look “dangerous” with a clawed front end.



◀ Andy Probert drew this more refined concept of the MARAUDER that kept his early idea of the front of the ship looking like the pincers on the back of an earwig.

that shape. The back of the ship is used for cargo storage, seeing as how the Ferengi are traders”.

AGGRESSIVE APPEARANCE

In the early development stages of *STAR TREK: THE NEXT GENERATION* the Ferengi had been devised to be the series’ main villains, much as the Klingons had been in *THE ORIGINAL SERIES*. With this in mind, Probert was keen to make the Ferengi ship look suitably menacing and a credible foe.

“The Ferengi people were basically space pirates”, said Probert, “so I tried to give their ship a threatening look by adding pointed areas at the front, and I had it look dirtier and a little battle-scarred. Then to support the pirate persona, and provide for future episodes, I designed an extendable boarding ramp into the underside of



▲ Probert designed an extendable boarding ramp into the underside of the nose, as well as an auxiliary attack ship nestled into a docking cavity. Both these features were built into the studio model seen here, but neither ever featured as part of the show.

the ship's nose, with a clawed front that could be used on raids. Another feature I designed into the *Marauder* was a large attack ship nestled into an underside docking cavity. This forward-swept wing 'drop-ship' could land for planetary raids or manoeuvre in space".

Once Probert's design for the *Marauder* had been approved, the actual studio model of the ship had to be built. By this point, 'The Last Outpost', the episode that featured the *Marauder*, had been moved up the running order, and the only person able to build the model in the shortened time frame was Greg Jein at his recently opened model shop in California. This was his company's first *STAR TREK* commission and he was determined to do a good job.

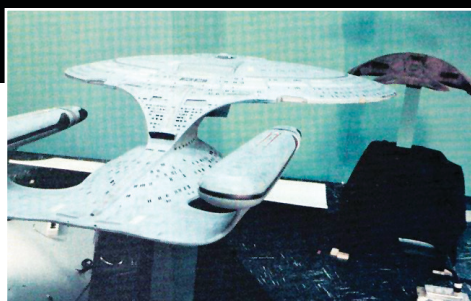
Describing the build, Jein said, "The Ferengi ship was basically an organic shape, so we chose to carve it out of foam rather than clay. Once the hard foam was vacuformed over it, which gave us a nice removable shell, we detailed those shells with model railroad parts and some pin striping tape".

ARTICULATED NECK

To complicate matters, the script for 'The Last Outpost' described a scene where the Ferengi vessel surrendered by stretching its neck, pushing its prow and 'arms' out from the main body and revealing its sensitive areas. This added feature made the construction more difficult, as *STAR TREK*'s VFX coordinator Gary Hutzel explained.

"On top of everything else there was supposed to be this articulation. Well, of course, we were trying to knock this stuff out in an incredibly short time. We're literally talking about a situation where hours made the difference. The art department came up with drawings, and Greg (Jein) did exactly what was required; it was a motion control, articulated ship that had these arms that extended out, but because of the time line, that articulation was never really seen on the show.

"The model worked, but it was too time consuming to shoot it. I remember it had internal lighting, but when we went to articulate the arms it crushed the neon, so the lights all got knocked out right away.



“Because of the problem with the articulated ship, Greg knocked out an additional version that was literally just a casting that he did in a day. We slapped it on a stick, and that’s what we used on the show more than anything else. We did end up with a shot where the arms moved a little bit.

“Then, when they finally cut the show together and put it on the air, there was almost none of that left either. From then on, we used this shell, and we never used the articulated one again”.

These two models of the *Marauder*

were used for filming in a total of six episodes of *THE NEXT GENERATION*, their last appearance coming in the seventh season episode ‘Force of Nature’.

CGI MARAUDER

The *Marauder* did not appear again until the *STAR TREK: VOYAGER* episode ‘Inside Man’, by which time physical studio models had been replaced by CGI. The task of creating the CGI model of the *Marauder* fell to Brandon MacDougall, who worked for the effects house Eden FX. The studio model was shipped over to him so he could perform an exact rendering of the ship. After this, the original studio model of the *Marauder* remained crated up until it was sold at auction in 2006 for \$18,000.

◀ The primary studio model of the MARAUDER featured intricate hull details that were created with model railroad parts. Scenic art supervisor Mike Okuda added the Ferengi insignia that stems from a design literally meaning “dog eat dog” and it was coloured green for greed, envy and the colour of money.

◀ [Inset picture] The primary, articulated studio model of the MARAUDER often proved too time consuming to film, so a smaller, more basic model was built, seen here with the model of the U.S.S. ENTERPRISE-D .

ON SCREEN



TRIVIA

The actor Armin Shimerman most notably played a series regular in STAR TREK: DEEP SPACE NINE as Quark, but he also played Letek, the leader of the Ferengi landing party in their first appearance in the franchise in the THE NEXT GENERATION episode 'The Last Outpost'. He made one further appearance as a Ferengi when he played DaiMon Bractor in the second season episode 'Peak Performance'.



The MARAUDER made several appearances on STAR TREK: THE NEXT GENERATION, although only two were actually named. These were the KRAYTON and the KREECHTA.

FIRST APPEARANCE:

'THE LAST OUTPOST' (TNG)

TV APPEARANCES:

STAR TREK: THE NEXT GENERATION

STAR TREK: VOYAGER

DESIGNED BY:

Andrew Probert

KEY APPEARANCES

**STAR TREK: THE NEXT GENERATION
'MÉNAGE À TROI'**

The Ferengi attend a trade conference on Betazed where DaiMon Tog becomes infatuated with Lwaxana Troi, not least because he realises her telepathic abilities will help him in his business dealings. After Lwaxana scorns Tog's advances, he kidnaps her along with her daughter Deanna and Commander Riker, beaming them to his *Marauder* before making off at high warp. It is left to the crew of the *U.S.S. Enterprise* NCC-1701-D to track down the *Marauder* and secure their release before any harm comes to them.

**STAR TREK: VOYAGER
'INSIDE MAN'**

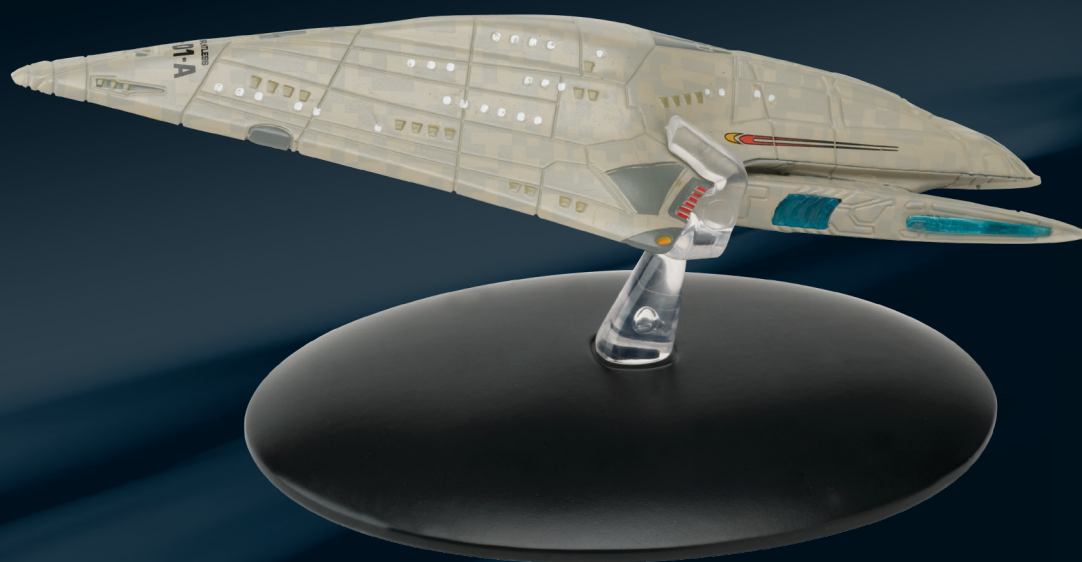
A hologram of Lieutenant Reginald Barclay is sent to the crew of the *U.S.S. Voyager* NCC-74656 with a plan to get them home by creating a geodesic fold between two red giant stars. In fact, the radiation from the stars will kill the entire crew and the hologram is part of an elaborate plan by the crew of a Ferengi *Marauder* to get hold of Seven of Nine's nanoprobes, which are extremely valuable. The *Marauder* initiates a pulse into the red star to create the geodesic fold, but the real Lt. Barclay is on to the Ferengi and it is just a question of whether he can stop them in time.



Although official first contact with the Ferengi did not occur until 2364, they did interact with humans on two earlier occasions. The first was when Quark, Rom and Nog travelled back in time to Roswell, New Mexico in 1947 and the second was when the crew of a Ferengi vessel ransacked the ENTERPRISE NX-01 in 2151.

COMING NEXT

U.S.S. DAUNTLESS

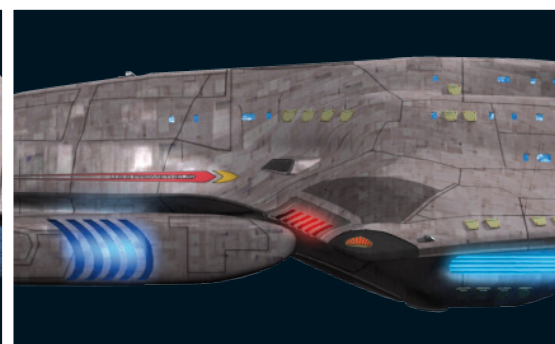


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- In-depth profile of the *U.S.S. Dauntless* NX-01-A, an alien vessel disguised as a prototype Starfleet ship
- The story behind Rick Sternbach design for the *U.S.S. Dauntless*
- How the CGI version of the *U.S.S. Dauntless* was created



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