

63

STAR TREK™

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ANTARES
NCC-501

TYPE: CARGO VESSEL

LAUNCHED: 23rd C

CREW: 20

LENGTH: 134 METERS

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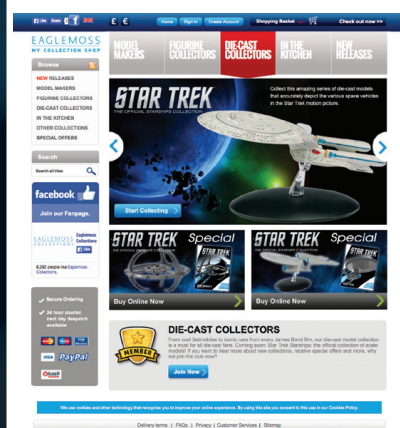
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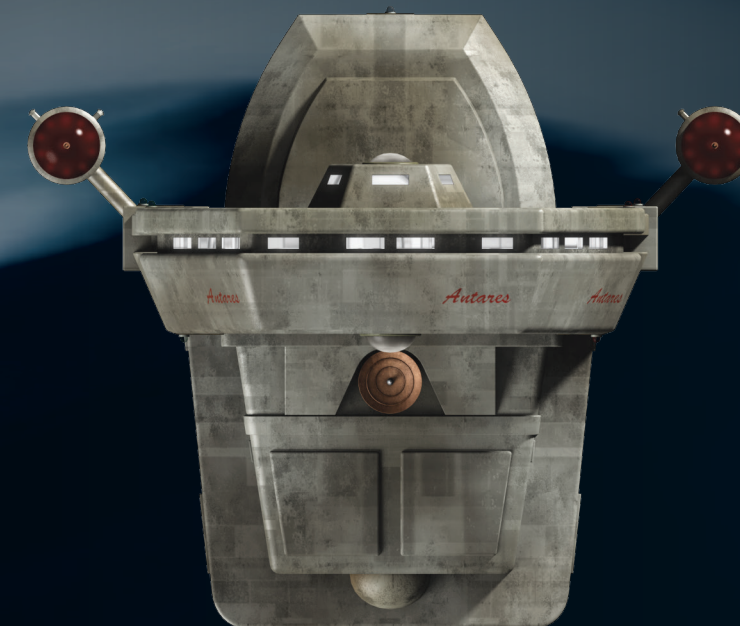
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ANTARES NCC-501 SPECIFICATION



TYPE:	CARGO VESSEL
IN SERVICE:	23rd CENTURY
LENGTH:	134 METERS (APPROX.)
CREW:	20
DESTROYED:	2266
CAPTAIN:	RAMART



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ANTARES
NCC-501



◀ The *Antares* featured warp nacelles at the rear and a habitat module attached at the front, which could accommodate 20 crew members. The main cargo hold ran vertically through the center of the body of the ship.

The *Antares* NCC-501 was a multi-purpose starship that was in service with Starfleet in the 2260s. It was approximately 134 meters long and appeared to be used in a number of capacities, as it was variously described as a survey, transport, cargo and science-probe vessel.

The design of the *Antares* was utilitarian, with the horizontal main body being bisected by a vertical cargo hold. It featured two nacelles at the rear of vessel, which were similar in design to the ones found on the *U.S.S. Enterprise* NCC-1701, but smaller. They were capable of propelling the ship to warp speeds. The main deflector was located

at the front of the vertical section that hung down below the main horizontal part of the ship. A squared-off habitat module was attached to the front of the ship, which featured a circular bridge module on top of it.

UNMANNED VESSELS

The *Antares* had a crew of 20, but very similar *Antares*-type vessels, such as the *Woden* NCC-325, were unmanned and described as cargo drone ships. The *Woden* did not feature this habitat module, and were converted to run automatically. They were essentially flying cargo holds and used

to transport cargo, such as ore or food, along popular trade routes.

In 2266, the *Antares* rendezvoused with the *Enterprise* in order to pick up the 17-year-old Charlie Evans and take him to Earth Colony Alpha V. The *Antares* had found him on the desolate planet Thasus, where he had apparently been living on his own since the age of three. The transport ship he had been on crash landed, leaving him as the sole survivor. He had shown remarkable survival skills, by living on food concentrates and edible native foods. He also managed to learn what he needed to from just a few microtapes that had survived the crash.

Captain Ramart of the *Antares* and his navigator Tom Nellis beamed over to the *Enterprise* with Charlie. They explained that they were on a

ANTARES NCC-501

In the 23rd century, the *Antares* was an aging starship that was used mainly for transport and cargo duties.



◀ Captain Ramart was the commander of the *Antares* and his first officer and navigator was Tom Nellis. They wore old-style Starfleet uniforms, perhaps indicating that their ship's status was not one of Starfleet front-line vessels. In 2366, they transferred Charlie Evans to the *Enterprise* after he had been found living alone on Thasus.



▲ The *Antares* was approximately 134 meters long, significantly smaller than the *Enterprise*. Nevertheless, thanks to its cargo hold, it was able to carry a significant number of supplies along trade routes. It was destroyed by Charlie Evans when the *Antares* crew attempted to warn the *Enterprise* about Charlie's mental abilities.

tight schedule, and did not have enough time to take Charlie to Alpha V, where his closest living relatives were situated. Captain Kirk expressed surprise that Ramart and his crew did not want to avail themselves of his ship's facilities, such as entertainment tapes, or supplies, such as Saurian brandy.

It soon became apparent why Ramart and Nellis had been in such a hurry to drop off Charlie and be on their way. Charlie had been given a wide array of psionic powers to help him survive by the non-corporeal Thasians, who lived on the inhospitable planet. While these powers allowed him to thrive, they also made him extremely dangerous, as he did not have the emotional maturity to use them wisely. Not long after the *Antares* had left, the crew attempted to contact the *Enterprise* and warn them of Charlie's abilities. Their transmission was cut off, and the *Antares*

was destroyed when the baffle plate on the shield of the ship's energy pile was removed. This caused a warp core breach, resulting in a massive explosion. This was done by Charlie, but he did not seem to understand the enormity of his actions. He merely rationalized the act by saying that the baffle plate was badly warped and would have blown up anyway. Moreover, he said that he crew were not nice to him and wanted to get rid of him, but they didn't now.

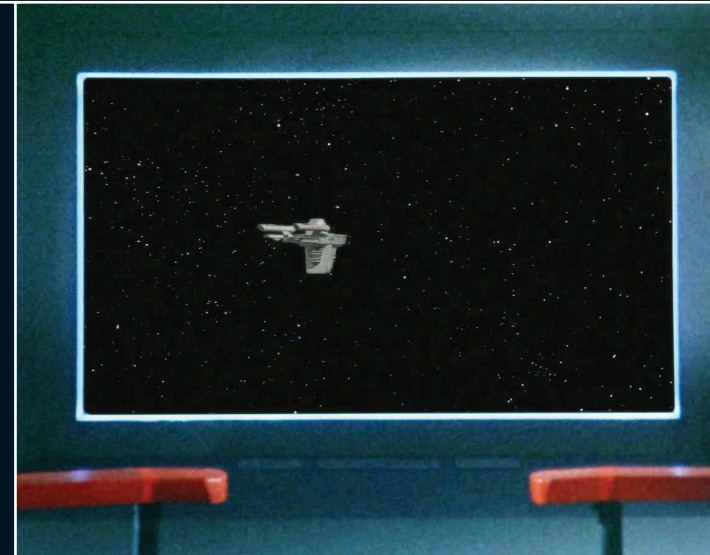
Charlie continued to use his psionic powers on members of the crew who upset him, including turning Yeoman Tina Lawton into an iguana. However, he soon overextended himself and could no longer control everything. At this point, the Thasians arrived and were able to reverse most of the changes Charlie was responsible for, but they could not bring back the *Antares*. The Thasian apologized for all the havoc Charlie had wreaked,

and stated that he was taking him back to his planet. Charlie was distraught at this thought, and promised to behave himself, but the Thasian knew he was too much of a threat and could never be taught to control the use of his enormous powers.



► The *Woden* was an *Antares*-type vessel that was hauling ore near Alpha Carine II. Under the control of the M-5 computer, the *Enterprise* destroyed this unmanned cargo vessel.

◀ The *Enterprise* was used as a test bed for Dr. Richard Daystrom's M-5 computer. This system was advanced enough to control a starship by itself, and it ended up destroying the *Woden*.



► After the *Antares* had discovered Charlie Evans on Thasus, he was transferred to the *Enterprise*. The *Antares* was in the middle of a trade run and did not have time to take him to Earth Colony Alpha V, where Charlie's nearest living relatives had settled, but the *Enterprise* was due to head that way.

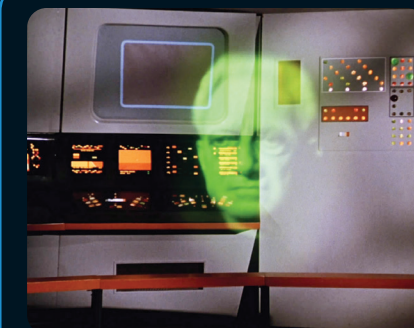


UNMANNED VESSELS

There were two more instances of *Antares*-type vessels seen in action in the 23rd century. In 2268, after the M-5 computer was installed on the *Enterprise*, a slow moving ship was detected by the sensors. The M-5 used the Starfleet Registry to identify it as the *Woden*, an *Antares*-type ore freighter. The computer relayed this information to the bridge crew before intercepting it and destroying it with a photon computer.

In 2269, two fully-automated *Antares*-type freighters were assigned to the command of the *Enterprise* for a quintotriticale run to Sherman's

Planet. One of these freighters was disabled by the *IKS Gr'oth*, which was under the command of the Captain Koloth, but its cargo was transferred to the *Enterprise*. The *Gr'oth* later returned and attacked the second grain ship, disabling its propulsion systems. This ship was recovered and towed by the *Enterprise* to Sherman's Planet.



DATA FEED

The Thasians were responsible for giving Charlie Evans his psionic powers, which he used to destroy the *Antares*. The Thasians had evolved beyond the need for physical bodies, and a floating, translucent head appeared on the *Enterprise* to explain what they had done, and to take Charlie back.

DANGEROUS POWERS

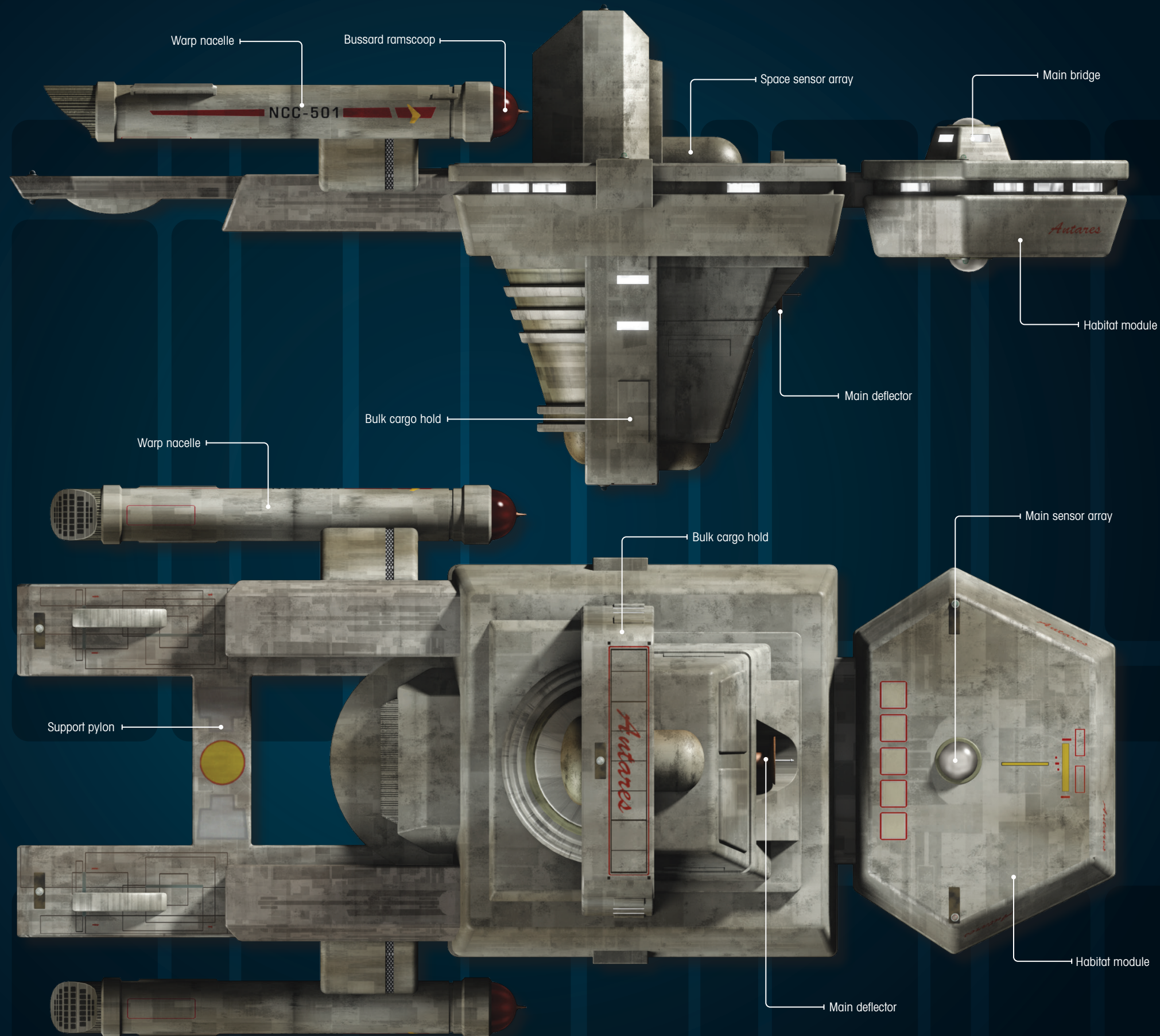
Charlie Evans was just three years old when the transport ship he was on crash-landed on Thasus, killing all the other passengers. When he was rescued 14 years later by the *Antares*, he claimed that he had survived on the ship's supply of food concentrates, and then on the planet's edible plant life. He also claimed that he learned to talk by listening to the ship's tapes as its memory banks still worked. It soon became clear that this was not true, and he had survived by using the extraordinary psionic powers that he had been given by the Thasians. This made him very dangerous as he was immature and petulant due to his inexperience of living with other humans. He destroyed the *Antares* simply because he felt that the crew did not like him, and he took over the *Enterprise* when he did not get his way. Eventually, the Thasians took him back to their planet, something Charlie was extremely upset about.



▲ The Thasians gave Charlie Evans incredible psionic powers to help him survive alone on their harsh planet, but once he was among other humans, these god-like powers made him extremely dangerous.

DATA FEED

A baffle plate, or an isolation plate, was a key component of a warp core. When Charlie Evans removed the *Antares*' warped baffle plate using his psychokinetic powers, it blew up the ship, with all hands lost. Charlie did not seem to fully understand what he had done, as he commented that because it was warped, it would have blown up anyway.

**ENGLISH NAME**

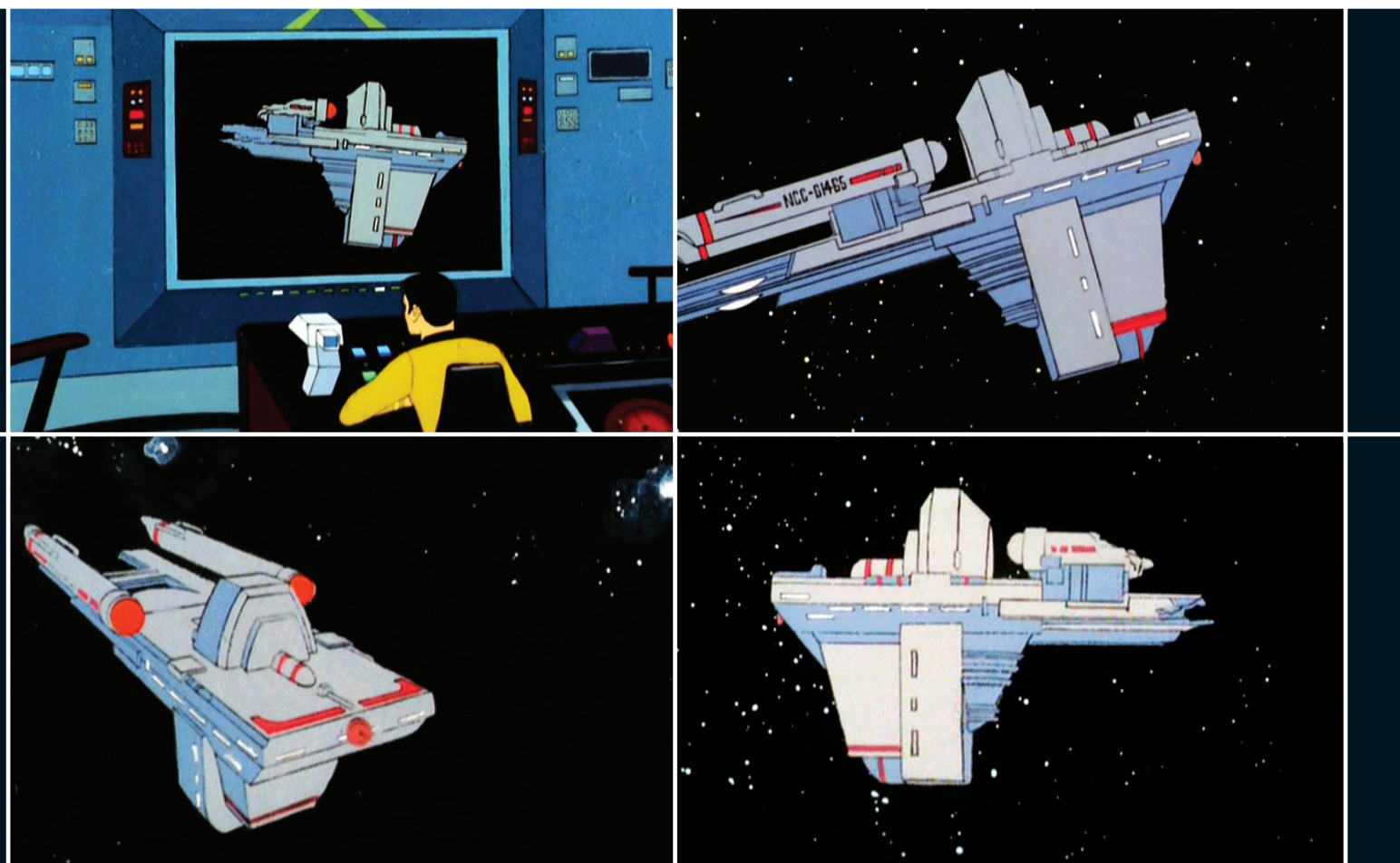
In 2267, the *Yorkshire* NCC-330 was an *Antares*-type starship that was in orbit of Starbase 11 when the *Enterprise* put in for repairs after suffering damage in a severe ion storm.

REGISTRY NUMBER

The two *Antares*-type robot grain ships that were assigned to the command of the *Enterprise* for a quintotriticale run to Sherman's Planet in 2269 had the registry number NCC-G1465.

FAMOUS VOICE

The chef on the *Enterprise* heard talking to Captain Kirk during the episode "Charlie X" stating that the meat loaf in the ovens had somehow turned into turkeys was voiced by *STAR TREK* creator Gene Roddenberry himself.



DESIGNING THE ANTARES

▲ It was felt that the robot grain ship from *THE ANIMATED SERIES* episode 'More Tribbles, More Troubles' shared the same design philosophy as the *U.S.S. Enterprise*, and would be perfect for the *Antares*.

The design of the *Antares* in the remastered version of *THE ORIGINAL SERIES* owed much to *THE ANIMATED SERIES*, as Michael Okuda explains.

Back in 2006, CBS announced that they would be digitally remastering all 79 episodes of *THE ORIGINAL SERIES* in high definition. This provided the perfect opportunity to recreate many of the old visual effects with brand new, state-of-the-art digital imagery. The problem was, should they update a truly iconic series that fans had grown to love in all its original glory?

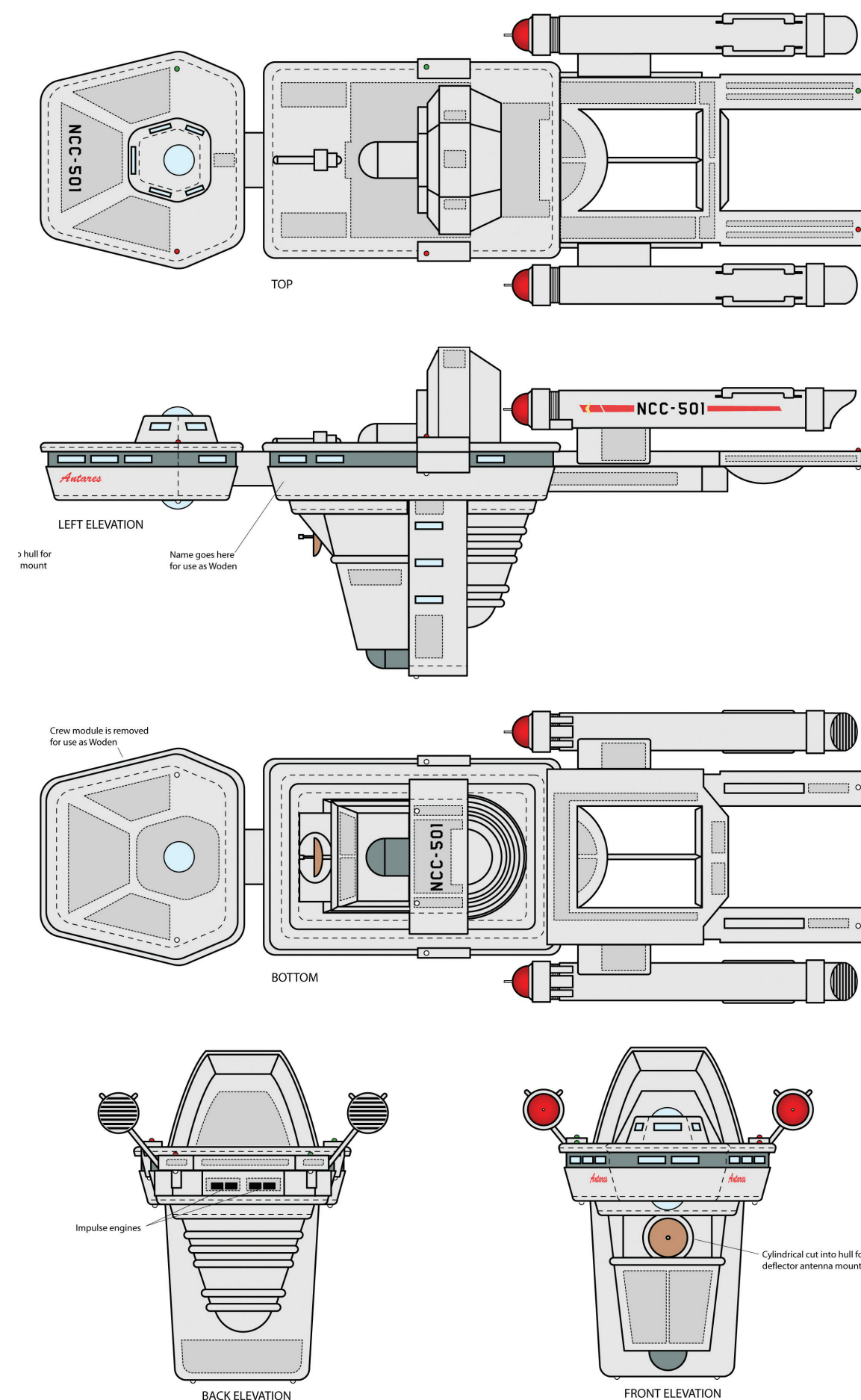
Fortunately, the producers behind the remastering of *THE ORIGINAL SERIES* could not have been more qualified for, or more sympathetic to, the task that lay ahead of them. These included

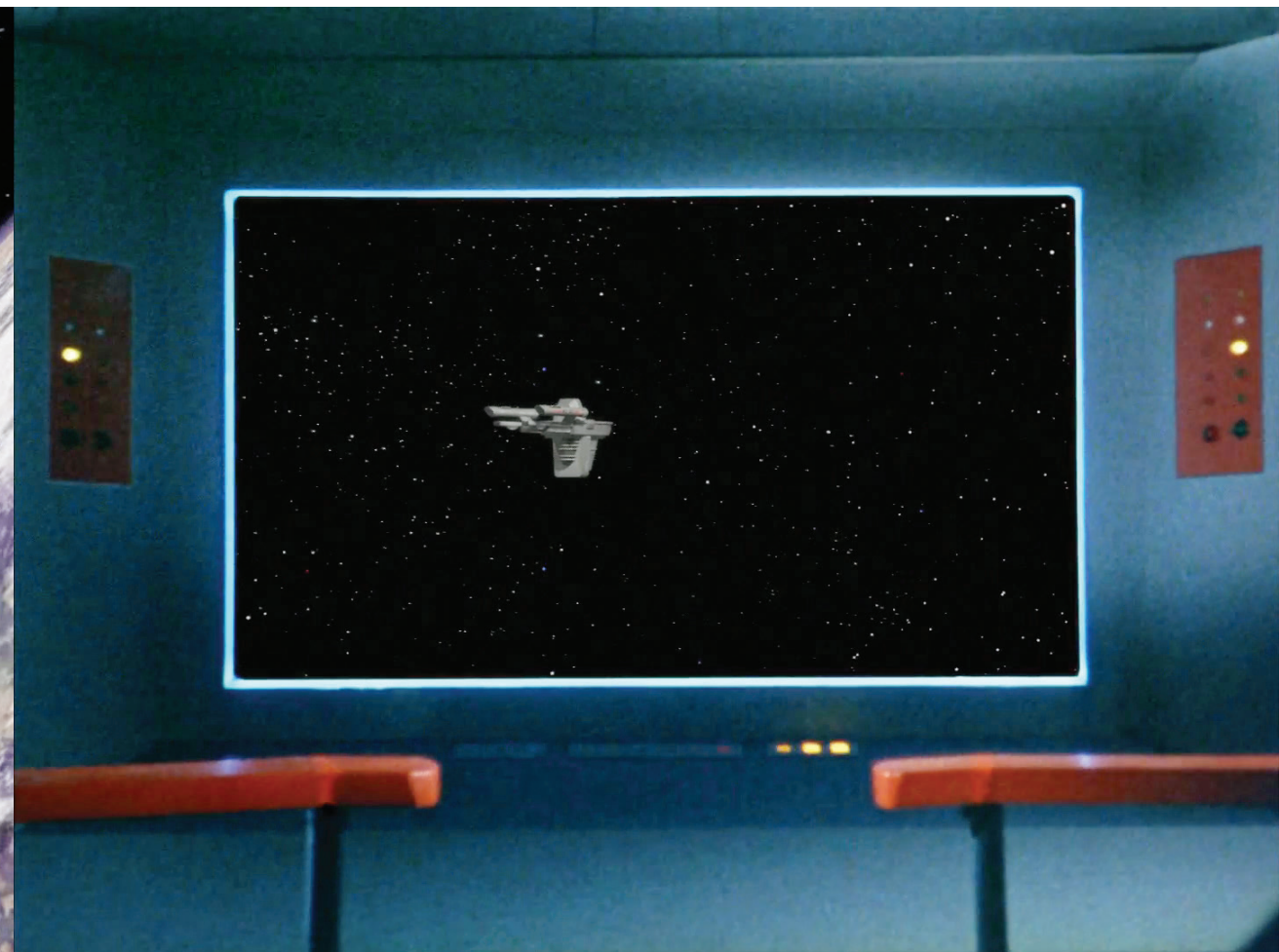
David Rossi, a supervisor on *STAR TREK* projects who had been working with the franchise since 1990, and Denise and Michael Okuda, scenic artists and technical consultants who know everything that is worth knowing about *STAR TREK*.

These producers were very wary of developing new visual effects just because they could. They wanted to stay true to the visual style and spirit of *THE ORIGINAL SERIES* from the 1960s, and respect the original artists' work as much as possible.

"We understand the enormous pressure under which the first series was made," said Mike Okuda.

► The robot grain ship was one of Mike Okuda's favorites from *THE ANIMATED SERIES* as he felt that it looked like it had come from Matt Jefferies' imagination, but was also clearly different than the *U.S.S. Enterprise*. Okuda set about creating these blueprints of the ship, so that the CG modelers had something to work from if there was time to build the ship.





▲ As well as appearing in the remastered episode 'Charlie X,' the *Antares* model also appeared in 'Court Martial.' Here, it was used very small [appearing just above the saucer of the *Enterprise*] and was renamed the *Yorkshire* NCC-330.

"To this day I take my hat off to the people who did the visual effects in *THE ORIGINAL SERIES*. They were brilliant under intense, intense budgetary, scheduling and technological pressure."

HONORING THE ORIGINAL

The lack of money and time, however, meant that it was very difficult for the makers of *THE ORIGINAL SERIES* to justify building and filming new studio models. In some cases vessels were represented by simple light effects, or not shown at all. It was here that the remastered version could make the most difference, but again they were careful not to destroy the classic appeal of the original.

"We wanted to leave as few fingerprints on these shows as possible," said Okuda. "We wanted it to be Matt Jefferies' show, we wanted it to be Bob Justman's show and Gene Roddenberry and D.C. Fontana - those people."

One of the vessels that they wanted to feature, if they could, was the *Antares* from 'Charlie X,' as it had never appeared in the original. "I can't recall

whose idea it was to use the grain ship from *THE ANIMATED SERIES*," said Okuda. "It might have been mine, or it might have been Dave Rossi's. One of the wonderful things from *THE ANIMATED SERIES* was that they could do a lot more spaceships than you could do in *THE ORIGINAL SERIES*. On the other hand a lot of their ships were impressionistic on screen, but if you were to try and build a model of it, the lines didn't quite match up.

"Fortunately, that wasn't the case with the grain ship. It was obviously well thought out and it had a wonderful quality that you could quite clearly see came from Matt Jefferies' universe. It seemed to follow the same design principles as the *Enterprise*, and yet it was dramatically different. It was my favorite ship on *THE ANIMATED SERIES*."

"I spent a couple of days looking at the grain ship from the episode 'More Tribbles, More Troubles,' and then I looked online to see if anybody had done blueprints. There were some very fine blueprints, but nothing that seemed to line up in the way I imagined it. So I did a 3D

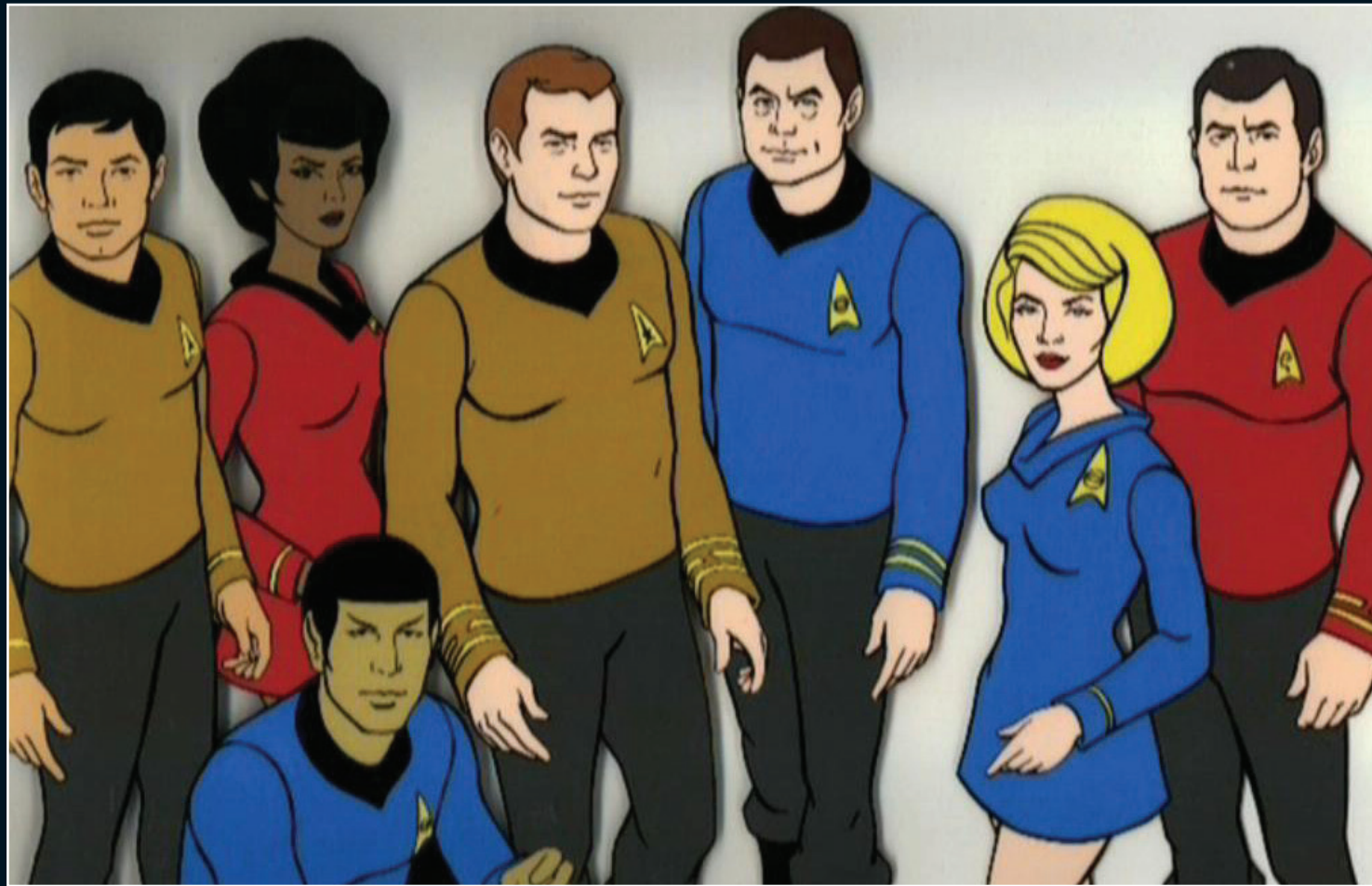
drawing of what my interpretation of that ship looked like, and turned it over to Neil Wray (visual effects supervisor). The key to making it happen was that the blueprints had to be ready if Neil decided there was time to do it."

In terms of building the actual CG model of the *Antares*, it was a case of trial and error, but they knew there was not much time to perfect it.

BUILDING THE CG MODEL

"For the most part digital effects are an iterative process," said Okuda. "You try something and if it doesn't quite work out, you try again. The *Antares* ship was really a last minute add, even though it was planned ahead, so I simply said to Neil to use the same basic textures as the *Enterprise*. It has a little more relief to the surface texture, but unless somebody was very dissatisfied with it, we were pretty much going with Neil's first guess. I gave them the markings, but Neil used the same basic textures that were used to create subtle relief on the *Enterprise*'s hull, but exaggerated them a bit."

◀ The CG model of the *Antares* was used again, this time without its forward habitat module, in the episode 'The Ultimate Computer.' In the 1968 version of the show, this *Woden* model was represented by a reuse of the *Bolany Bay*, but for the remastered episode it was replaced with the more appropriate CG model.



STAR TREK: THE ANIMATED SERIES

Four years after *STAR TREK* was cancelled, it was back on television, but this time Captain Kirk and his crew were a morning cartoon.

▲ *STAR TREK: THE ANIMATED SERIES* featured the crew from *THE ORIGINAL SERIES*, with the exception of Chekov. The original actors provided the senior crew's voices, with James Doohan, Majel Barrett and Nichelle Nichols providing voices for many of the guest stars.

The animated version of *STAR TREK* originally aired on NBC between 1973 and 1974. It was produced in two blocks; the first block consisted of 16 episodes, and was made under the supervision of associate producer D.C. Fontana. The second block was somewhat shorter, consisting of only six episodes, which were not produced by Fontana.

All 22 episodes were made by Filmation, who were represented by producers Lou Scheimer and Mark Richards, and director Hal Sutherland. Gene Roddenberry produced every episode and had creative control.

Many of the show's writers also wrote for *THE ORIGINAL SERIES*, including Larry Niven,

D.C. Fontana, David Gerrold and Samuel A. Peeples. Marc Daniels, who directed an enormous number of episodes of the live action series, and Walter Koenig, who played Chekov, also wrote episodes.

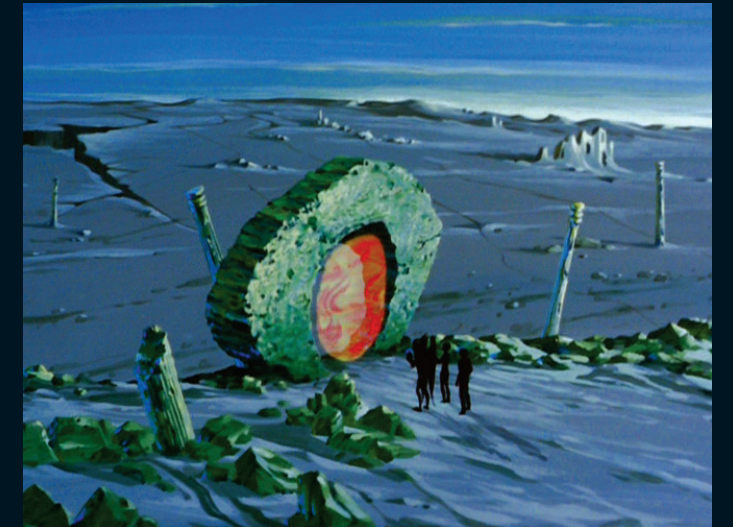
Although *THE ANIMATED SERIES* made several revelations about the *U.S.S. Enterprise* NCC-1701 and its crew, it is not considered canon, i.e. it is not part of the official *STAR TREK* history. However, later writers such as Ronald D. Moore and Manny Coto have included references from the animated show in live action episodes, thereby introducing them to the canon by the back door. What follows is a summary of some of the more notable episodes of the show.

'Yesteryear'

Written by D.C. Fontana

In many ways, this episode is a sequel to 'The City on the Edge of Forever.' It features Kirk and Spock returning through the Guardian of Forever only to discover that nobody has heard of Spock. Determined to put things right, Spock uses the Guardian to return to his own past, where he must restore the proper timeline.

'Yesteryear' is widely regarded as the best episode of *THE ANIMATED SERIES*, and includes elements that have made it into canon. It features Spock's pet *sehlat* (who was mentioned in 'Journey to Babel') and establishes Shikahr as his home city. The events in it are supported by remarks Sarek makes in the *TNG* episode 'Unification.' It also establishes Vulcan's Forge and other elements that have featured in *STAR TREK: ENTERPRISE*.



'One of Our Planets is Missing'

Written by Marc Daniels

Marc Daniels, who wrote this episode, is best known as one of *STAR TREK*'s most prolific directors. The story focuses on a giant cloud that is consuming planets. A Federation colony, Mantilles, is in the cloud's path, so Kirk takes the *Enterprise* inside the cloud in an attempt to stop it. However, once the ship enters the anomaly, it loses power, and Spock realizes that the cloud is actually a sentient creature.

This episode features Commodore Bob Wesley, who was first seen in 'The Ultimate Computer.' We learn that he has become the governor of Mantilles, which has 82 million inhabitants. The show also takes us inside the *Enterprise*'s warp engines, which the crew attempt to re-energize with internal parts taken from the cloud.

'The Lorelei Signal'

Written by Margaret Armen

Margaret Armen wrote three episodes of *STAR TREK*: 'The Gamesters of Triskelion,' 'The Paradise Syndrome' and 'The Cloud Minders.' In this story, the crew encounter a race of beautiful women who kidnap the male landing party and drain their life forces with special headbands. Since the men are incapable of resisting their charms, Lieutenant Uhura and Nurse Chapel must lead an all-female rescue team.

'The Lorelei Signal' is notable because Uhura takes command of the *Enterprise* and rescues the ship. According to Nichelle Nichols, Gene Roddenberry had always wanted to show that Uhura was a capable commander, but this hadn't been possible in the more sexist 60s.



'More Troubles, More Tribbles'

Written by David Gerrold

This episode is a sequel to the classic 'The Trouble With Tribbles,' and was also written by David Gerrold. In the story, the *Enterprise* is returning to Sherman's Planet, escorting a shipment of quintotriticale. En route, Kirk's crew see a Klingon ship chasing a Federation scout. Kirk intervenes and rescues the scout's pilot, who turns out to be Cyrano Jones. He has tribbles with him, but these have been genetically modified so they don't reproduce. It also emerges that Jones has stolen a creature called a glommer from the Klingons, which is the tribbles' natural predator.

Cyrano Jones isn't the only character who makes a return in this episode. It also features the Klingon commander Koloth, whose voice was provided by James Doohan.



'Mudd's Passion'

Written by Stephen Kandel

The *Enterprise* is sent to arrest Harry Mudd, who has escaped from the robot world he was left on in 'I, Mudd.' Kirk finds him on the planet Motherlode, where he is selling love crystals to the miners. On the *Enterprise*, Mudd persuades Chapel to try the love crystals on Spock, and then escapes. She tries to recapture him on her own, but in a fight the crystals enter the *Enterprise's* air vents, infecting the entire crew.

Harry Mudd's voice was provided by Roger C. Carmel, who played the role in *THE ORIGINAL SERIES*. The episode leaves him back in a rehabilitation facility. The story was written by Stephen Kandel, who scripted the original Harry Mudd episodes, 'Mudd's Women' and 'I, Mudd.'

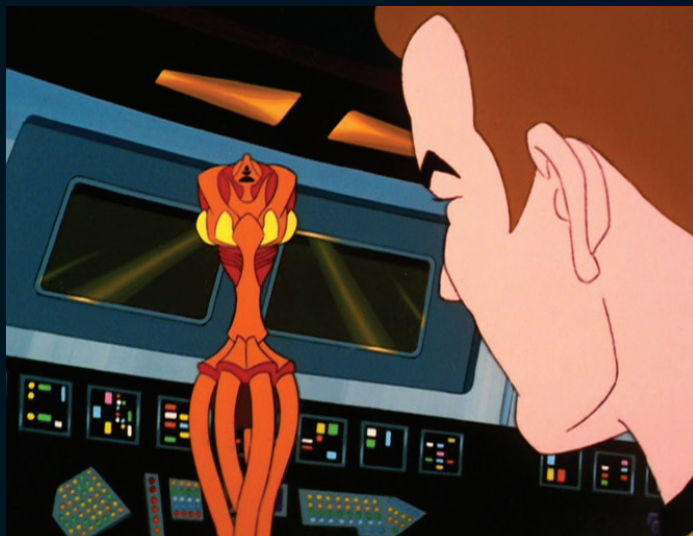


'The Survivor'

Written by James Schmerer

The *Enterprise* finds a damaged spacecraft and rescues its single inhabitant, who appears to be Carter Winston, a famous philanthropist and the fiancé of crew member Lieutenant Anne Nored. Winston, who has been missing for years, starts to behave strangely. When he takes the ship into the Romulan Neutral Zone, it emerges that he is actually a Vendorian – a shapeshifting alien – who is working for the Romulans.

This was the first animated episode that featured the Romulans, who were still using the Klingon design of battle cruiser seen in 'The Enterprise Incident.' It also includes a reference to Dr. McCoy's daughter Joanna, a part of his backstory that was firmly established in the writers' bible but never seen on screen.



'Bem'

Written by David Gerrold

The *Enterprise* is being visited by the Pandronian Commander Ari bn Bem, who is an independent observer. He accompanies a landing party on a mission to a newly discovered planet, but, instead of observing, he interferes with the mission. Before long, Kirk and his people are captured. Bem explains that he has been interfering in order to give them the opportunity to prove themselves. They then encounter a powerful alien entity who insists they leave the planet, but Bem has run off.

Dorothy Fontana recalls that David Gerrold originally pitched the story for 'Bem' to the live action *STAR TREK*, but an alien who can divide his body into three distinct elements was deemed too expensive to be practical.



'The Infinite Vulcan'

Written by Walter Koenig

Walter Koenig was the only series regular who didn't return for *THE ANIMATED SERIES*, but he did contribute this story as a writer. In it, the *Enterprise* visits the planet Phylos, which is controlled by plant-based life forms. The Phylosians tell the crew about an earlier visitor who became their master. When the landing party meets him, they discover he is a giant human called Dr. Keniclius 5, who plans to conquer the Galaxy. In order to do this, he captures Spock and makes a giant clone of him.

Like Khan, Keniclius is a survivor of Earth's Eugenics Wars. He has existed for hundreds of years by cloning himself, becoming a giant in the process. The cloning process fatally weakens the original person the clone is based on.



'The Practical Joker'

Written by Chuck Menville

When the *Enterprise* is attacked by three Romulan ships, Kirk escapes by taking it into an energy field. When it emerges, the crew find themselves the victim of a series of bizarre practical jokes. They eventually realize that the cloud gave the *Enterprise's* computer an intelligence, and a very strange sense of humor.

This episode features *STAR TREK's* very first holodeck, though it is only referred to as a 'recreation room.' Interestingly, Dorothy Fontana, who also worked on the first season of *STAR TREK: THE NEXT GENERATION*, insists that the writing staff didn't remember this episode when they developed the *TNG* holodecks. One of the *Enterprise's* practical jokes involves creating a giant balloon version of itself, which fools the Romulans.

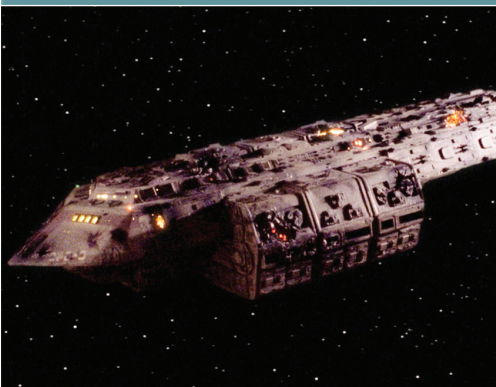


ON SCREEN



TRIVIA

Apart from the *Antares* seen in *THE ORIGINAL SERIES* episode 'Charlie X,' there have been four different starships described as *Antares* class. There was the Talarian vessel named *Batris* [see picture below] from *THE NEXT GENERATION* episode 'Heart of Glory,' which was described as an *Antares* class in the *STAR TREK Encyclopedia*; the Corvallen freighter in 'The Face of the Enemy'; the Bajoran *Antares* from 'Ensign Ro,' and Kasidy Yates's ship *Xhosa* from *DEEP SPACE NINE*, whose dedication plaque called it an 'Antares-class cruiser.'



- FIRST APPEARANCE: STAR TREK: TOS 'CHARLIE X'
- TV APPEARANCES: STAR TREK: THE ORIGINAL SERIES
- DESIGNED BY: Mike Okuda

KEY APPEARANCES

STAR TREK: THE ORIGINAL SERIES 'Charlie X'

The *Antares* NCC-501 transfers a 17-year-old boy named Charles Evans to the *U.S.S. Enterprise* NCC-1701. The *Antares* found him on Thasus, where Charlie had been living apparently alone since he was just three years old after the transport ship he was on crash-landed. Captain Ramart and Tom Nellis of the *Antares* seem particularly keen to get rid of Charlie, and the reason why soon becomes clear. Charlie reveals that he has prodigious psionic powers that he uses to destroy the *Antares*, and it looks like the *Enterprise* may be next if he doesn't get his way.

STAR TREK: THE ORIGINAL SERIES 'The Ultimate Computer'

Commodore Wesley tells Captain Kirk that the *Enterprise* has been selected to test Dr. Richard Daystrom's new artificially-intelligent M-5 computer. Daystrom is confident that his invention can do a better job than the crew in a series of simulated war games. At first, the M-5 easily defeats two other ships, including the *Antares*-type *Woden*, but it then begins to act independently. Daystrom refuses to disconnect it, but the war games become deadly serious when Starfleet Command orders the *Enterprise* to be destroyed to stop the out-of-control computer.

The *U.S.S. Antares* featured in the 2009 rebooted *STAR TREK* film. In 2258, the *Antares* was one of a number of Starfleet ships that fought in the Battle of Vulcan against Nero's mining ship the *Narada*, but it was ultimately destroyed.



The *Woden* from the episode 'The Ultimate Computer' was originally depicted as a reuse of the *S.S. Botany Bay* from 'Space Seed,' but for the remastered episode in 2007 it was replaced with a modified version of the *Antares* from 'Charlie X.'

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- *Deborah Everton* reveals her insights on the civilian costumes of the Starfleet crew and the Vulcan outfits she designed for *STAR TREK: FIRST CONTACT*

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