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U.S.S. STARGAZER  
**NCC-2893**  
SPECIAL ISSUE

CLASS: CONSTELLATION

LENGTH: 310 METERS

MAXIMUM SPEED: WARP 9

ACTIVE: 24TH CENTURY

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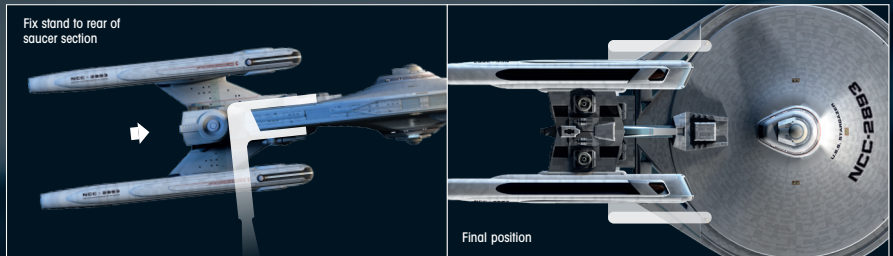
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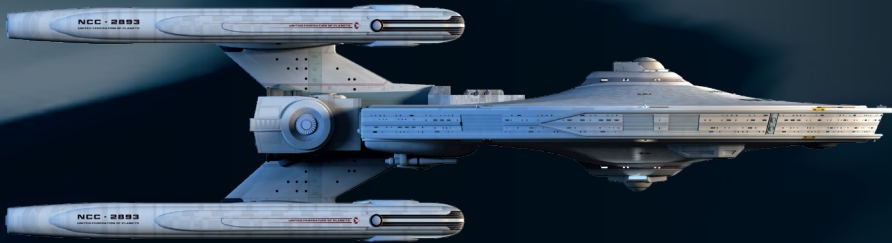
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U.S.S. STARGAZER  
NCC-2893

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# U.S.S. STARGAZER

## SPECIFICATION



CLASS:	CONSTELLATION
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LENGTH:	310 METERS
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MAX SPEED:	WARP 9







U.S.S.

# STARGAZER

Thought lost in battle, Captain Jean-Luc Picard had an unexpected reunion with his first command.





◀ The *U.S.S. Stargazer* was the first starship captained by Jean-Luc Picard.



Once described by her captain as “an overworked, underpowered vessel, always on the verge of flying apart at the seams,” the *U.S.S. Stargazer* was a *Constellation*-class starship in service during the 24th century. By the time of its supposed destruction at the Battle of Maxia in 2354, it had been in service to the Federation for well over three decades.

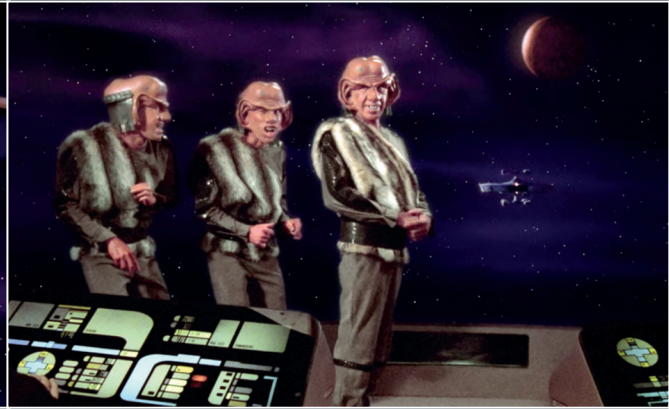
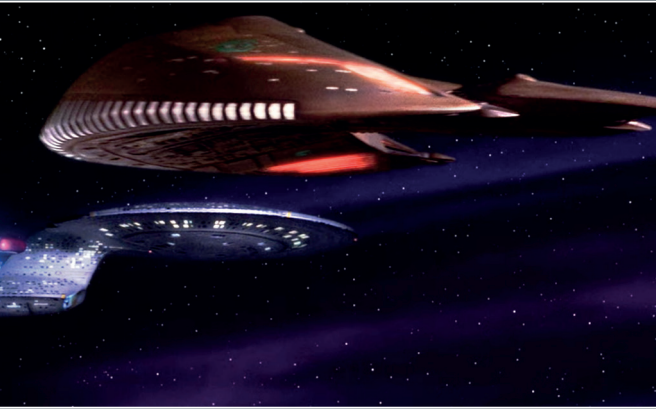
#### QUAD NACELLES

While much of the *Constellation* class' configuration displayed common traits with other Starfleet vessels of the era, it was marked out by the quad arrangement of rear mounted warp nacelles. These were arranged in ventral and dorsal positions to the rear of the primary saucer section, their design consistent with other nacelle modules of the period. They were rotated through 90-degrees for placement on the warp pylons. In other areas, the class shared traits with both the classic *Constitution* and *Miranda*-class variants that emerged in the late 23rd-century.

#### DISTINGUISHED SERVICE

The *Stargazer* was around 310 meters in length, ranged over 15 decks that could accommodate a crew complement of

◀ As a *Constellation*-class starship, the *Stargazer* possessed a quad-nacelle configuration. By 2364, Starfleet had largely abandoned this class of ship.



▲ In 2364, the *Enterprise* rendezvoused with a Ferengi vessel. Its DaiMon, Bok, had a gift for Captain Picard – the lost *U.S.S. Stargazer*, the first command he captained for 22 years.

▼ Bok manipulated Picard with a 'thought maker', his plan to get revenge on the captain he blamed for the death of his son in a battle between the *Stargazer* and a Ferengi ship.

535. Its maximum speed was warp 9 and as standard was armed with phaser banks and photon torpedoes.

Following an incident in 2333 in which the *Stargazer's* captain and first officer were killed, the quick-thinking actions of a bridge officer called Jean-Luc Picard saved the ship. As reward for his bravery, Picard was appointed as the *Stargazer's* commanding officer, a commission he held for 22 years. During that time, the ship saw action in the Cardassian Wars, embarked on a secret mission to the fireforest of Calyx and discharged its Federation duties with distinction. However, its service came to an end in 2355 in the Maxia Zeta system.

### THE PICARD MANEUVER

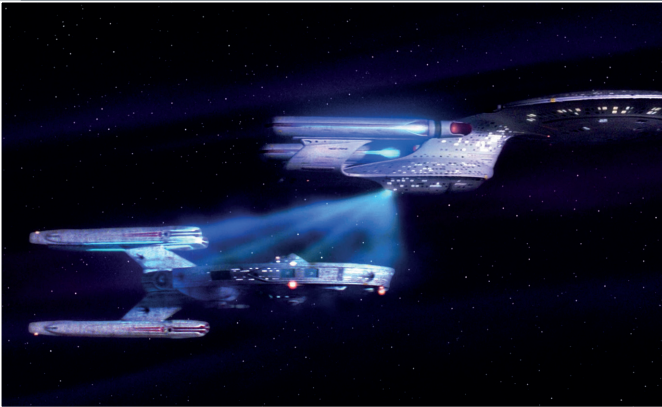
On stardate 40217.3, the *Stargazer* was traveling through the Maxia Zeta system at warp 2 when it was engaged by an unidentified starship.

A first point-blank volley took out the Federation ship's shields, allowing the aggressor to come around for another pass. Before the ship could fire, Picard gave orders to put the stricken *Stargazer* into high warp, stopping dead off the enemy's bow and destroying the attacking vessel with remaining weapons.

This audacious gambit became known as the 'Picard maneuver', the action creating two images of the *Stargazer*, confusing the







enemy. In the aftermath of the battle, the crew abandoned the *Stargazer*, and the ship was thought to be lost.

### BOK

Nine years later, Picard was reunited with his first command when the Ferengi DaiMon, Bok, presented the recovered ship to the now-commander of the *Enterprise*. The ship destroyed by the *Stargazer's* actions at Maxia Zeta was a Ferengi ship commanded by Bok's son, who now sought revenge.

Manipulating Picard's mind with an illegal 'thought maker', Bok influenced the captain into taking control of the *Stargazer*, believing the *Enterprise* to be an enemy. The

*Enterprise*, commanded by Riker, anticipated Picard's use of the tactic named in his honor, and held the *Stargazer* in a tractor beam.

The *Enterprise's* actions allowed the captain to break Bok's control, severing the link. The *Enterprise* towed the ship to a starbase. Meanwhile, Bok was stripped of his rank by his first officer Kazago.

### U.S.S. HATHAWAY

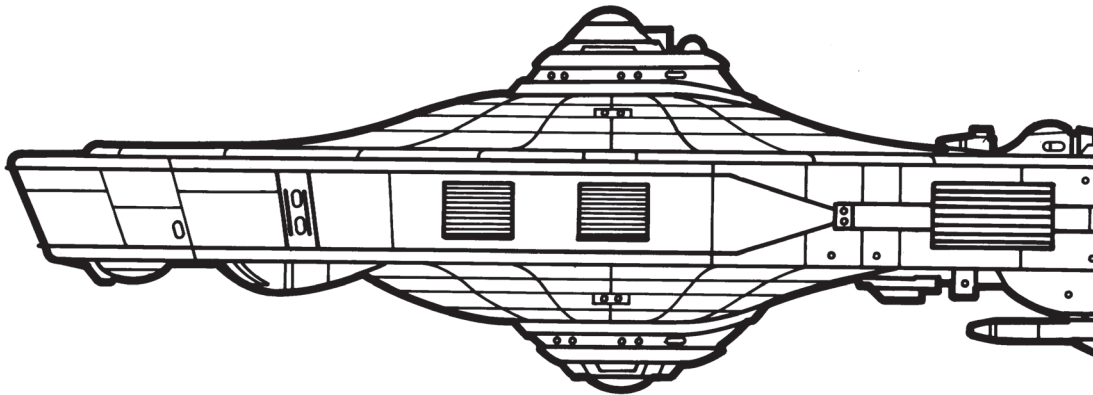
By 2364, the *Constellation*-class was obsolete, superseded by more advanced starships. A year after the *Stargazer* incident, the *Constellation*-class *U.S.S. Hathaway* was pulled out of mothballs to take part in a war game against the *Enterprise*.

▲ The *Enterprise* took responsibility for the recovered starship, Captain Picard beaming across to the bridge once his crew had made sure the vessel was safe.

▼ Back on the bridge of his first command, Picard thought he was under attack by an enemy ship. He used the 'Picard Maneuver' against the *Enterprise*, which deployed a tractor beam to stop the attack.







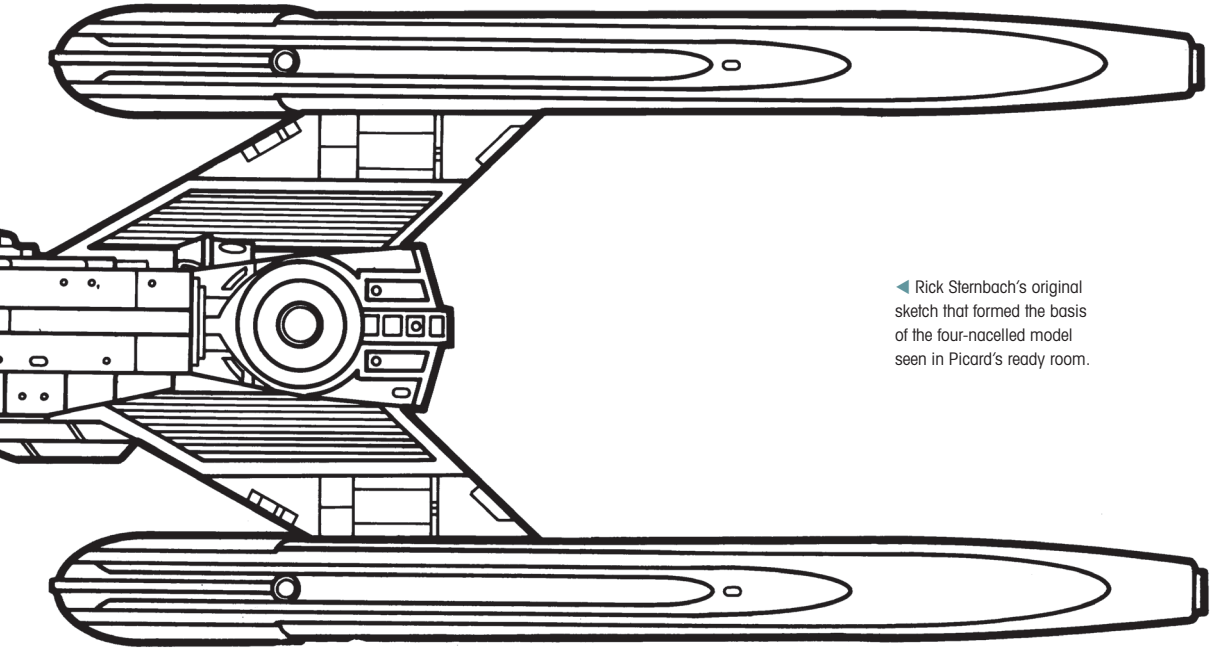
Designing the

# STARGAZER

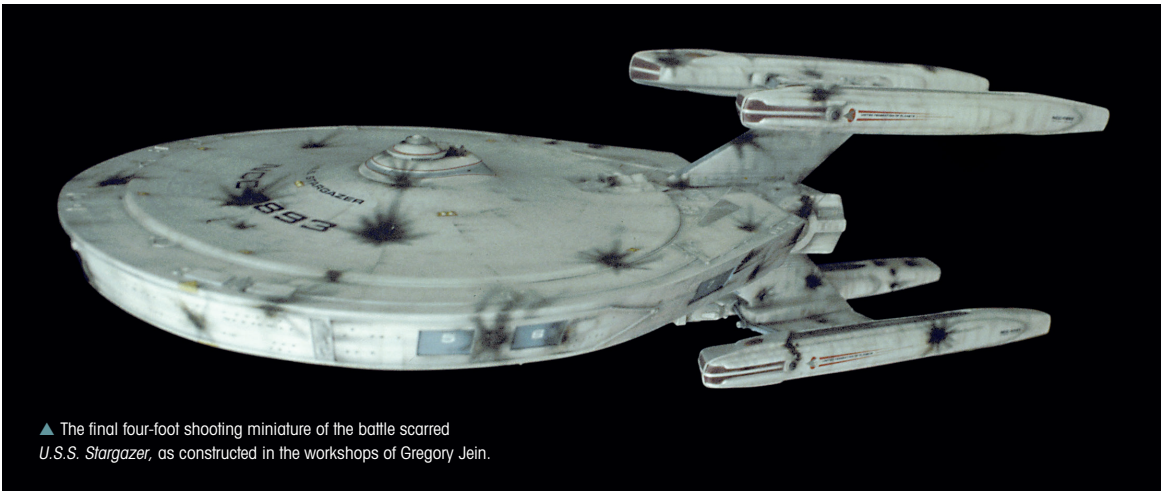
When Picard's first ship was required in 'The Battle,' it was already sitting in the captain's ready room...

The name 'Stargazer' was first mentioned long before a frame of *STAR TREK: THE NEXT GENERATION* had been shot. In Gene Roddenberry's earliest notes for the TNG series bible, written in 1986, the captain of the *Enterprise* - William T. English - was given the nickname 'Stargazer' while at Starfleet Academy. Although William T. English never took the center seat on the *Enterprise-D*, when the first starship command of Captain Jean-Luc Picard was required for 'The Battle,' the name made a return.

During early production of TNG, the eventual design of the *U.S.S. Stargazer* was sitting under the noses of the production team all along. The set of Picard's ready room was decorated with a variety of items, among them a four-nacelled model of a Federation starship. Designed as a collaboration between production illustrators Andrew Probert and Rick Sternbach, it's unclear whether they intended this to be the *Stargazer*, which had been mentioned in further versions of the series bible. Nobody on the series was aware



◀ Rick Sternbach's original sketch that formed the basis of the four-nacelled model seen in Picard's ready room.



▲ The final four-foot shooting miniature of the battle-scarred *U.S.S. Stargazer*, as constructed in the workshops of Gregory Jein.

► Final detail and battle damage are added to the *Stargazer* shooting miniature...



that the *Stargazer* itself would be required to make an appearance...

### COLLABORATION

Probert and Sternbach worked together on the initial design of the ready room model, putting down a few quick sketches that established the basic layout. Probert was responsible for designing all the other ships in *THE NEXT GENERATION*'s first season and, as he explains, he insisted on a few guiding principles. "In my ship designs the engines are nearly always parallel. Gene Roddenberry stated that Starfleet ships have engines that are co-dependent. There are always two engines; there's never one; there are never three. I took that a bit further in assuming that most of the ships had pairs of engines that could see one another - there was nothing in between."

Although there were rules, the designers were always looking for ways to give their ships a unique profile. Probert and Sternbach decided to give the future *Stargazer* four nacelles rather than two. "The rule," Sternbach explains, "was that Starfleet vessels had an even number of nacelles to make the warp fields symmetrical. *Stargazer*

fit that requirement with four nacelles, which also implied that it might be a faster ship, able to reach a larger number of targets and respond to trouble spots quicker."

### THEORIZING

The two designers theorized that Picard's old ship was a science vessel, so they gave their design a thickened saucer section with larger outer doors that implied it had a large hangar deck for shuttles and probes.

The next stage was to build a physical model, with most of the work falling to Sternbach, who used a combination of commercial *Enterprise* model kits, scrap styrene and a few bits and pieces he borrowed from other model kits. He sandwiched two saucer sections together to create the thicker forward hull. Then two pairs of nacelles were turned through 90 degrees and fitted to new support struts that Sternbach fashioned from styrene.

### HIDDEN ROBOT

Finally, Sternbach covered the underside with sensor arrays, using model parts that were borrowed from a variety of anime kits, "A few large sensor blisters underneath



showed that the *Stargazer* could perform a great deal of science or intelligence data gathering. As a tip of the hat to Japanese anime, I cemented a small transforming robot to one of the sensors, where it looked like a piece of Starfleet equipment.”

The finished model was painted yellow-gold as it would harmonize with the red and blue color scheme in the ready room. To give it the finishing touch, the ship model was given the registry number NCC-7100, because that could be done easily by rearranging the numbers in the *Enterprise*'s registry - 1701.

### THE BATTLE

When the script for 'The Battle,' was developed, featuring the return of Picard's first command, Probert and Sternbach's distinctive design was not slated to appear. Herbert J. Wright's script for 'The Battle' depicted the *U.S.S. Stargazer* as a *Constitution*-class starship - the classic design of the original *Enterprise*. During shooting of the episode, dialogue was shot with La Forge identifying the ship as such.

It was only once principal photography on 'The Battle' was completed that the producers realized they already had the basis for a new class of starship sitting in Picard's ready room. It was decided to build a new miniature of the four-nacelled ship,

the model of which had, ironically, been replaced on the ready room set with a *Constitution*-class for 'The Battle.' Building a new miniature was seen as preferable to pulling the existing *Enterprise* miniature out of mothballs.

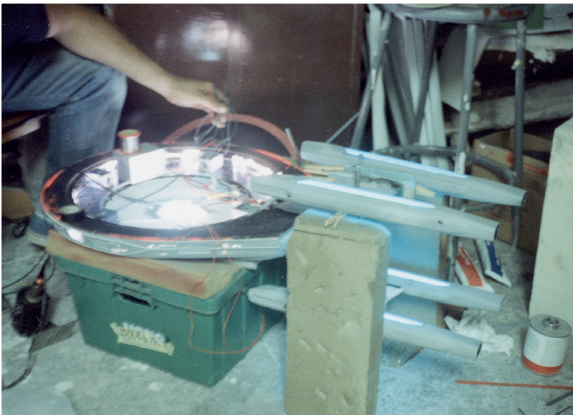
The original desktop model was sent to the workshops of Gregory Jein where it was used as the basis for the construction of a four-foot shooting miniature. Jein copied the original so closely he even included the tiny robot on the sensor array. In post-production, the *Stargazer*'s class - *Constellation* - was arrived at as an easy word for Levar Burton to overdub Geordie's original dialogue referring to the ship as a '*Constitution* class.'

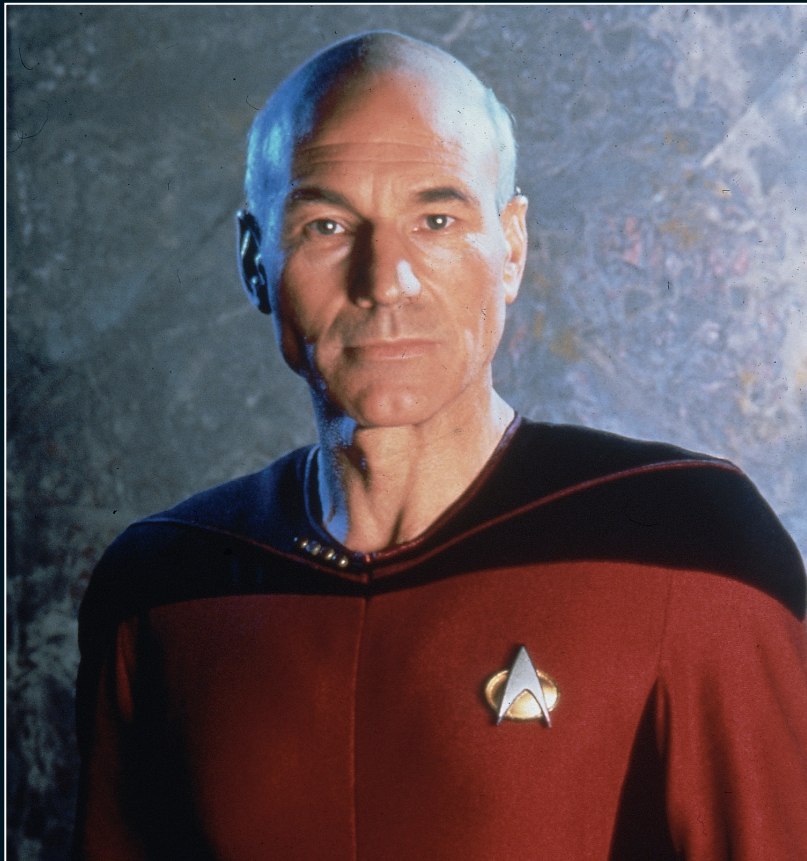
### AFTER THE BATTLE

The *Constellation*-class shooting model would make further appearances in TNG, most notably as the *U.S.S. Hathaway* in 'Peak Performance.' The model escaped being sold off in the Christie's '40 Years of *STAR TREK*' auction. Instead it spent time on tour in many *STAR TREK* exhibitions around the world, where it was labelled as the *U.S.S. Valkyrie*.

One further callback to the *Stargazer* model can be seen in the first season of *PICARD*. During Picard's visit to his quantum archive, a model of the *Stargazer* can be seen - this may be intended as the model that sat in the *Enterprise-D* ready room.

▼ (Left) Internal lighting is placed in the shooting miniature; (right) Sternbach and Probert's original model that sat in Picard's ready room.





# YOUNG PICARD

Before the *Enterprise*, Jean-Luc Picard was a firebrand who nearly failed the Academy.

**S**tarfleet history was made during the Academy marathon on Danula IV. On the final hill of the 40 kilometer race, a young man passed four upper classmen to become the first freshman cadet to win the gruelling contest. That cadet was Jean-Luc Picard, a Starfleet legend in the making, decades before his storied command of the *U.S.S. Enterprise*.

Sporting prowess aside, Picard's early years at Starfleet Academy proved to be volatile, the future captain's character showing a wayward lack of focus bordering on the reckless. Years later, Picard himself would describe his younger self to Q as "Arrogant, undisciplined, with far too much ego and too little wisdom." A romantic liaison with somebody known as 'A.F.' was one of many

distractions during Picard's Academy years, causing the cadet to fail Organic Chemistry – and bringing him to the attention of Academy groundskeeper Boothby.

Of all those encountered by Picard in this period, the legendarily strict groundskeeper was perhaps the most influential. Boothby was less than impressed by Picard's vandalism of his prized elm tree after he defaced it with the initials of his mysterious paramour. Despite a rocky start to their relationship, Boothby guided the young man through difficult times, providing advice when a serious mistake almost cost Picard his place at the Academy. While commanding the *Enterprise*, Picard told Boothby that without him, he would never have graduated and stayed with Starfleet. Against the odds, Picard graduated top of his class.

### FACING MORTALITY

The young Jean-Luc may have found some maturity while at the Academy – along with an interest in archaeology that some would consider at odds with the cadet's gung-ho spirit – but he continued to live life to the full. Helping him in this endeavour were two close Academy friends – Marta Banatides and Cortan Zweller.

Following graduation, the three friends shipped out to Starbase Earhart to enjoy well-earned shore leave ahead of their first assignments as newly commissioned Starfleet officers. Here, Picard faced his own mortality for the first time when a brawl with a Nausicaan ended with him being stabbed through the heart. He underwent emergency surgery to replace the fatally damaged organ. Rather than making him more cautious, it gave the young Starfleet Ensign an appreciation of the fragility of life and encouraged him to take more risks. From this point on he stood out as a brave and exemplary officer who would continue to be noticed by his superiors.

▶ A path not taken – Picard and his Academy friend Marta Banatides were close, but their relationship never quite blossomed into romance.



▶ A disagreement with a Nausicaan over a game of Dom-Jot ended with Picard fatally wounded. This event gave him an appreciation of mortality.



▼ The young Jean-Luc was stabbed by a Nausicaan.







▲ Two significant figures from Picard's life – Academy groundskeeper Bootheby offered advice at an important moment, while Moritz Benayoun served as CMO on the *Stargazer* and offered guidance in later life.

An early posting saw Picard serve a tour as an Ensign aboard the *U.S.S. Reliant*; during this period he met significant figures who would become close friends and comrades. Among these were future captain Walker Keel, Jack Crusher and his fiancée, Beverly Howard. Continuing to make a mark as an officer to watch, it was his posting to the *Constellation*-class *U.S.S. Stargazer* as helmsman that placed him on the path to starship command.

### TAKING COMMAND

In 2333, during an enemy engagement, the *Stargazer's* captain and first officer were killed in action; its quick-thinking helmsman took command of the bridge, saving the *Stargazer* and its crew.

Picard's valor was rewarded and he was given command of the *Stargazer* and subsequently promoted to captain – one of the youngest Starfleet officers ever to reach the rank. It was to be the start of one of Picard's most-fruitful periods as a starship commander, sitting in the *Stargazer's* center seat for 22 years. In this time, the ship saw key action in the Cardassian Wars, the captain and crew distinguishing themselves many times. Among Picard's trusted senior crew were weapons officer Vigo, his close friend Lieutenant Commander Jack Crusher and chief medical officer Moritz Benayoun.

Difficult decisions and loss are part of a starship captain's duties, but the loss of one crewmember was felt more keenly by Picard than any other. During an away mission, a situation caused the captain to save the life of one crewmember in favor of Jack Crusher, who was lost in the line of duty. The death was deemed an accident, and Picard took

◀ Picard faced heartbreak while commanding the *Stargazer* when he brought the body of Lieutenant Commander Jack Crusher home to his wife, Dr Beverley Crusher.



on the painful task of taking Crusher's body home to his wife, Beverley. This would have ramifications in years to come when the two served together on the *U.S.S. Enterprise*, Picard's feelings for his chief medical officer compounded by the tragedy of Jack's death.

### COURT MARTIAL

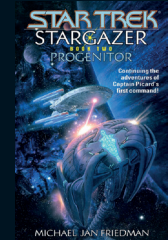
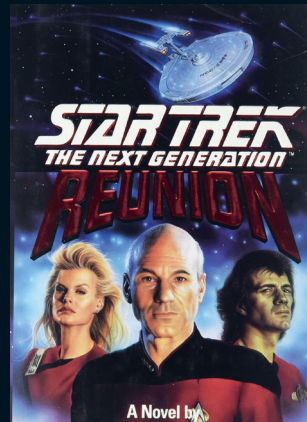
Decades after serving together aboard the *Stargazer*, Picard turned to his then medical officer Moritz Benayoun, pleading with his old friend and colleague to declare him fit for interstellar duty.

Picard's stellar command of the *Stargazer* came to an abrupt end in 2355 with one of the earliest recorded engagements with a Ferengi starship – although the origin of the vessel was unknown at that time. In fighting off the aggressor, Picard employed the audacious tactic that would become known as the Picard Maneuver for the very first time. The ship was lost and its captain would undergo a court martial as a result of losing his command, but the findings exonerated the now-seasoned captain.

Jean-Luc Picard's command of the *Stargazer* was enough to gain him a place in the history books as a Starfleet legend, the brash young cadet maturing into an experienced starship captain. But as his command of the *U.S.S. Enterprise* nearly a decade later displayed, there were many more pages yet to be written.



▲ Jack Crusher and Walker Keel were two of Picard's closest friends in Starfleet. Keel introduced Crusher to his future wife, Beverley Howard.



## THE STARGAZER SERIES

Between 2000 and 2004, novelist Michael Jan Friedman wrote seven novels that formed the Pocket Books' *'U.S.S. Stargazer'* series. The series built on the foundations created by Friedman in the 1990 *STAR TREK: THE NEXT GENERATION* novel 'Reunion,' in which the surviving *Stargazer* crew are brought back together when they are targeted by an assassin.

The first spin off novel came a decade after 'Reunion'. In 'The Valiant,' Friedman depicts the circumstances in which the *Stargazer's* captain perished, forcing Picard to take command. Weapons officer Vigo, mentioned in 'The Battle' appears, although the character would not go forward into the series. In the series, the *Stargazer's* first officer was Gilaad Ben Zoma, with twin sisters Gerda and Idun Asmund serving as helm and navigation officers.

Throughout the series, Friedman made connections to other areas of the *STAR TREK* franchise, with links to the Mirror Universe and an appearance from Cardassian operative Enabran Tain, seen in *DEEP SPACE NINE*. In book four, 'Oblivion', Friedman depicts Picard's first meeting with Guinan. The series came to an end in 2004 with 'Maker.'



TREK  
DESIGNS - FERENGIS PART 1

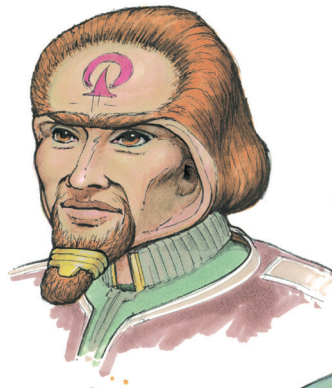
▼ A selection of Andrew Probert's concept sketches for the look of the Ferengi.



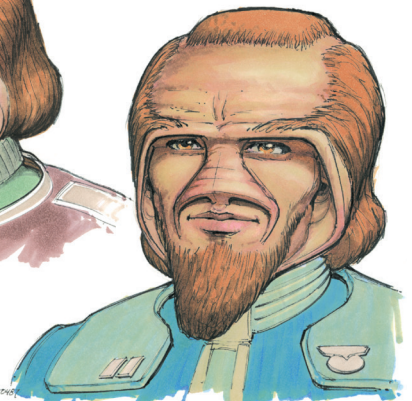
ROBERT OSOBYT

# FALSE PROFITS

The Ferengis' early appearances were not entirely successful, telling only half the story...



TREK  
DESIGNS - FERENGIS PART 2



ROBERT OSOBYT

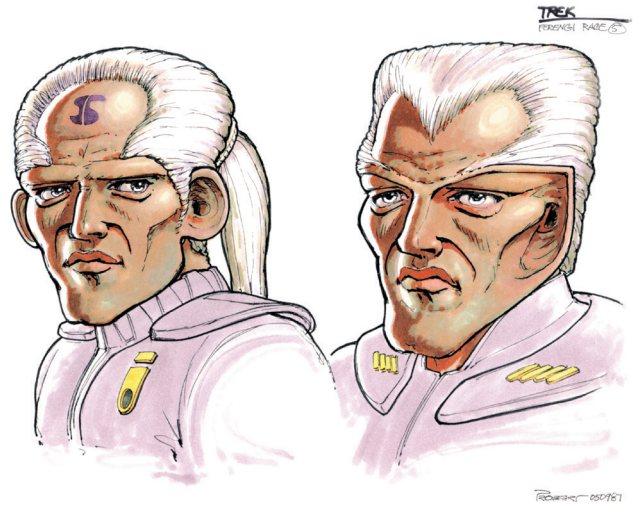


"When I first thought about the Ferengi, I had kind of an image of Scrooge McDuck diving into his gold coins and cackling." That was writer Herbert J. Wright's starting point when he developed the Ferengi during his time working on the first season of *STAR TREK: THE NEXT GENERATION*. "I figured that since we had the big guys already with the Klingons, and the medium-sized guys with the Romulans, the small men, the little guys, who you really have to worry about would be the Ferengi."

With the Klingons as uneasy Federation allies by the 24th century, *THE NEXT GENERATION* had need for a new signature villain. That villain was intended to be the Ferengi, the savage, avaricious race that made their debut in Wright's season one teleplays 'The Last Outpost' and 'The Battle.'

"When Gene Roddenberry asked me to come up with a new kind of grand villain, what he didn't want to do was rely on the old stuff," outlined Wright. "I came back to Gene and I said, 'Well, 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 something from you?'

Ahead of work by Michael Westmore's make-up department, Wright and production illustrator Andrew Probert developed the look of the new villains together. "I wanted us to loathe them," recalled Wright, "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. The genius of (make-up designer) Michael Westmore and his inventiveness."



#### DARK LOOK

"I started out with very dark look," says Probert. "I was trying to come up with a look that incorporated very large ears, then Gene eventually said they're totally hairless so my drawings changed to these totally bald aliens. Totally short, totally hairless. My final drawing has a point on the ears and sharp teeth, trying to make them look ferocious. Somewhere down the line they rounded off the ears."

▲ A further Probert sketch, developed with Herbert J. Wright. The markings were intended to indicate wealth.

▼ Advanced Probert sketch closer to the final look of the Ferengi on screen.





▲ Armin Shimerman as *DEEP SPACE NINE*'s Quark, giving the Ferengi their rightful place in the *STAR TREK* universe.

The history of *STAR TREK* chronicles that the Ferengi didn't quite land on their initial appearances. "Right off the bat we were supposed to have these guys appear in at least 15 or 20 percent of the season," said Wright. "One of the big problems is 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."

By the start of season three of TNG, the Ferengi had made just three appearances in the series. "There's no question that most people would have been happy to lose them," said the late Michael Piller, who joined TNG at this point. "In general, the perception was that they were silly, even stupid. Everybody felt that it was a one-joke premise and, for all intents and purposes, the joke had been played out."

Piller, however, saw some merit in a little reinvention and kept them in mind for an occasional appearance. "I can't say that I was the Ferengi's greatest champion, but, at the same time, I felt that the series worked very well when there was humor, and I didn't see anything wrong with having some villains that brought smiles to your face."

The Ferengi made occasional appearances over the next few years, most notably in 'The Price,' 'Captain's Holiday,' 'Rascals' – and a rematch with 'The Battle''s Daimon Bok in season seven's 'Bloodlines.' But thanks to Piller, the Ferengi found their natural home on *DEEP SPACE NINE*. "Every frontier town that I've ever seen in the movies had a Brian Donleavy character who ran the saloon," Piller recalled the character development process, "who was greedy and was buying land and cheating at cards. To me, it seemed like a natural place for a Ferengi." That Ferengi would become Quark.

#### DAFFY DUCK

"The Ferengi gave us the chance to bring something to the show that was different from anything we had seen in *STAR TREK*," says Ira Behr, who took over the day-to-day running of *DEEP SPACE NINE*. "I thought that the Ferengi gave us the chance to bring back the notion of the loser. One of the great lines I ever heard was Chuck Jones, the animator, who said, 'The reason those cartoons worked so well is because in their heart everyone wants to be Bugs Bunny, but in reality we are all Daffy Duck.' To me *STAR*



*TREK* is filled with Bugs Bunnies: confident, fearless people who are going to get the job done. It was essential to have a Daffy Duck for the show to take off and develop its own identity."

For *DEEP SPACE NINE*'s 'Daffy Duck,' Armin Shimerman was cast as Quark, who quickly embodied the essential traits of this new direction for TNG's abortive early villains. Shimerman had played one of the very first Ferengi seen on screen in 'The Last Outpost,' and the actor saw the opportunity to atone for that past performance. "I was trying to get as far away from my own performance on *NEXT GENERATION*" says the actor, looking back. "That was loathsome to me, probably the worst performance I ever gave in my career. I hope! I was running twice as fast as I could to get away from that performance.

"Quark is my friend (the actor) Frank Kopyc. If I based it on anyone, I based it on Frank. Frank's a dear friend of mine. As Frank once said to me, it could come straight out of Quark's mouth, you don't want to die with all your bills paid! He's also based on me. I am looking at what's inside of me and what is similar to Quark's character; I believe all actors would say that."

The foundations built around Quark – and Shimerman's performance – allowed the writers of *DEEP SPACE NINE* to flesh out Ferengi culture, with visits to Ferenginar and the addition of Rom, Nog and Moogie. The Ferengi finally took their place as one of *STAR TREK*'s greatest alien species.

"The rich are not always the most colorful lot," says Behr. "It's not so hard to make money if all you want to do is make money. That in itself is boring. I thought I had to try to make the Ferengi more colorful. I have to say that in all the market research Quark was constantly voted either the most-liked character, or one of the most-liked characters on the show, so that worked."

And for Herbert J. Wright, who passed away in 2005, the writer had a close

► Armin Shimerman in 'The Last Outpost,' playing one of the first Ferengi ever seen on screen in TNG.



► Frank Kopyc as a Bolian in *DEEP SPACE NINE*. Armin Shimerman based Quark on his actor friend.



encounter with his creation years later: "I went over to Vegas. As I was driving there I thought what a perfect spot for the Ferengi. I didn't think it was any mistake that the Hilton casino and shop at the *STAR TREK* Experience, has this huge Quark's bar. It was a little breath-taking and awesome and at the same time frightening to see my creations walking around from table to table, working the room. At that moment, I suddenly said to myself, 'my God, I'm Dr. Frankenstein. What have I done? My monster is walking toward me.' It was really a chilling, while exciting experience."

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