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# STAR TREK™

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CARDASSIAN  
**HIDEKI CLASS**

HIDEKI CLASS

LAUNCHED: 24th C

LENGTH: 85.78 METERS

MAX SPEED: WARP 9.5

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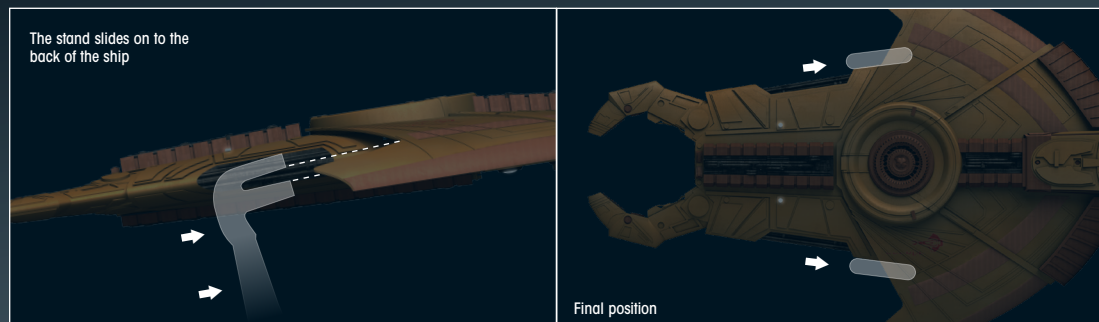
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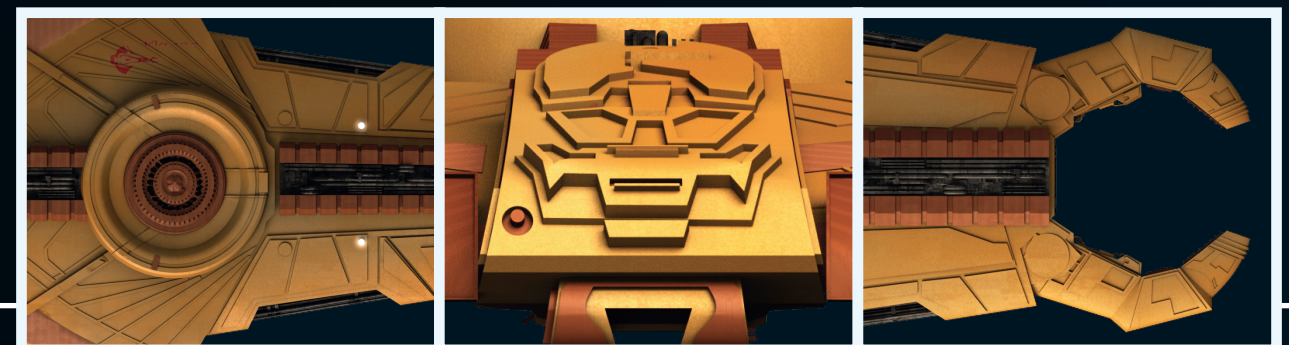
## Stand assembly:



## HIDEKI CLASS SPECIFICATION



OPERATED BY:	CARDASSIAN UNION
CLASS:	HIDEKI
LENGTH:	85.78 METERS
TOP SPEED:	WARP 9.5
CREW:	30 (approx)
WEAPONRY:	FOUR SPIRAL-WAVE DISRUPTORS, ONE AFT DISRUPTOR CANNON



# CARDASSIAN HIDEKI CLASS

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▼ The Cardassians zealously guarded their borders and used fast, highly-maneuverable *Hideki*-class ships to intercept any intruders who entered their territory. As well as defending Cardassian space, *Hideki*-class ships were deployed in squadrons alongside larger *Galor*-class warships in battle engagements.



Measuring 85.78 meters in length, the *Hideki* class was a relatively small multi-purpose ship utilized by the Cardassian Union in the 24th century. It was primarily intended for border and scout patrol duties, and was used to safeguard Cardassian space from intruders, particularly near the Demilitarized Zone along the border with the Federation. It was also employed as an attack fighter, especially during the Dominion War, where squadrons of these ships supported larger Cardassian *Galor*-class warships in many major fleet actions.

In appearance, the *Hideki* class resembled a scaled down version of the *Galor* class with backward-swept delta wings and a pincer-shaped tail section. In 2370, the hull of the *Hideki* class was pale gray and the plasma glow given off by its warp systems was a blue-purple color, but by 2373 the exterior had become a desert-sand color, the same as other Cardassian ships, while the engines emitted a yellow glow.

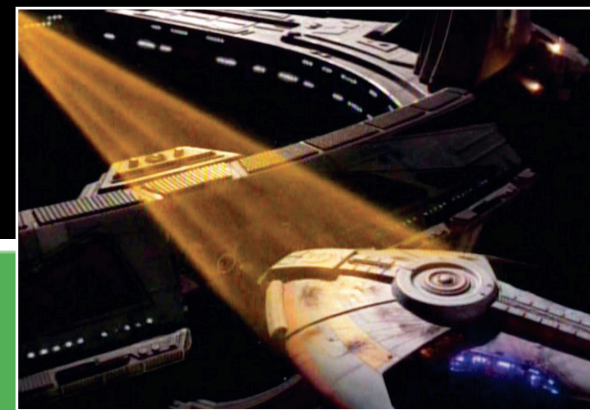
The *Hideki* class appeared to operate with a command crew of three, but it had accommodation for around 30 personnel. It was outfitted with warp systems and was capable of reaching speeds as high as warp 9.5. Armaments included at least four spiral-wave disruptors located around the leading edge of the ship and one aft disruptor wave cannon. These weapons were more than adequate for routine border patrols, but they could be upgraded to feature more powerful *Galor* class disruptors to give them greater striking power in major battle engagements. In addition, *Hideki*-class ships could jam the subspace frequencies of a Federation runabout, preventing it from making any communications.

#### REFUGEE SHIP

In 2370, a badly damaged *Hideki*-class ship arrived at *Deep Space 9* with its engines completely disabled and life support operating on reserve power. It was carrying Professor Natima Lang, a Cardassian political dissident, and two of her students. The Cardassian authorities considered her a dangerous terrorist and condemned her to death, so she fled her homeworld in a *Hideki*-class ship, which she had presumably stolen. During the escape, the vessel was fired on by a Cardassian warship, but it managed to get away and limp to *Deep Space 9*. Once there, the ship was repaired and, with the aid of a cloaking device provided by Quark installed in its central engine

# CARDASSIAN HIDEKI CLASS

*Hideki*-class ships were primarily patrol ships, but they were also used as attack fighters in the Dominion War.



#### DATA FEED

Cardassian *Galor*-class vessels were powered by gas diffusion matter-antimatter engines, and it was likely that the *Hideki* class utilized similar technology.

◀ A tractor beam pulled a severely disabled *Hideki*-class ship into a docking bay on *Deep Space 9* in 2370. This version of the *Hideki*-class ship featured a gray-colored hull, while its power systems gave off a purple glow. Later *Hideki*-class vessels had a sand-colored exterior and emitted a yellow glow.



► For their size, *Hideki*-class ships packed a powerful punch, as they were armed with at least four forward-facing spiral-wave disruptors and one aft disruptor wave cannon. Their defenses were less effective, however, as a direct hit from a single photon torpedo was enough to completely obliterate them.



► *Hideki*-class ships played an important part in the campaigns of the Cardassian-Dominion fleet during the Dominion War. They were used to fly information around larger *Galor*-class warships in order to provide them with defensive support, and they were used as first-wave strike fighters in battle offensives.



◀ In 2373, attack squadrons of *Hideki*-class ships took part in a Cardassian-Dominion offensive that won them control of *Deep Space 9*.

► Working with the Cardassian Rebellion, Colonel Kira utilized a smaller type of *Hideki*-class ship to infiltrate a repair facility in order to steal a Jem'Hadar fighter.



▲ The *Hideki*-class was much smaller than the *Galor*-class warship, but they shared many of the same design features, including the pincer-shaped tail section and delta 'wing' structures.

core, Lang and her students managed to elude another Cardassian warship that had been sent to apprehend them.

#### PATROLLING THE DMZ

Later in 2370, two *Hideki*-class ships attacked a merchant ship that the Cardassians believed was carrying weapons to Federation colonists living in the Demilitarized Zone. Before they could stop it, however, a vessel operated by the Maquis swooped in and wiped out the *Hideki*-class vessels with photon torpedoes. The speed at which the Cardassian ships were destroyed appeared to indicate that their shields were relatively weak and no match for a well executed attack.

In 2371, a *Hideki*-class ship intercepted a runabout that was being used by Chief Miles

O'Brien and his wife to take them on vacation. The Cardassian vessel locked its weapons on the runabout and its commander, Gul Evек, demanded that O'Brien lower the shields so he could perform an inspection. Knowing that he had done nothing wrong, rather than fight or run, O'Brien chose to acquiesce to the demands. Evек and two of his crew beamed aboard the runabout, promptly arrested O'Brien on unspecified charges and took him back to Cardassia for trial, but he was later cleared of any wrongdoing.

During the Dominion War, *Hideki*-class ships operated in fighter squadrons alongside larger Cardassian and Dominion vessels. They were part of the attack that laid siege to *Deep Space 9* in 2373, helping the combined Cardassian-Dominion force take control of the station. They were also

part of many other major battles during the war and were often used in the initial wave of engagements alongside Jem'Hadar fighters to break the defensive line of the Allied ships.

In 2375, a *Hideki*-class ship that was smaller than previously-seen ships of this class was used by Colonel Kira and a few members of the Cardassian Rebellion to infiltrate a Cardassian space station. Equipped with the latest security protocols, they were able to fly the small *Hideki*-class ship straight into the heavily-protected facility and steal a Jem'Hadar fighter. It had just been upgraded with the Breen energy-dampening weapon and they brought it back to the Federation, where scientists were able to reverse engineer a defense against the weapon. It ultimately helped the Allies to defeat the Dominion at the Battle of Cardassia.

#### DATA FEED

Gul Evек was a Cardassian officer in the Fourth Order. He was also the commander of the *Vetar*, a *Galor*-class vessel that pursued Chakotay's Maquis raider into the Badlands in 2371. Evек was in command of a *Hideki*-class vessel that intercepted a runabout being piloted by Chief Miles O'Brien. Evек then arrested O'Brien on fabricated charges that he had supplied weapons to the Maquis before taking him to Cardassia for trial.

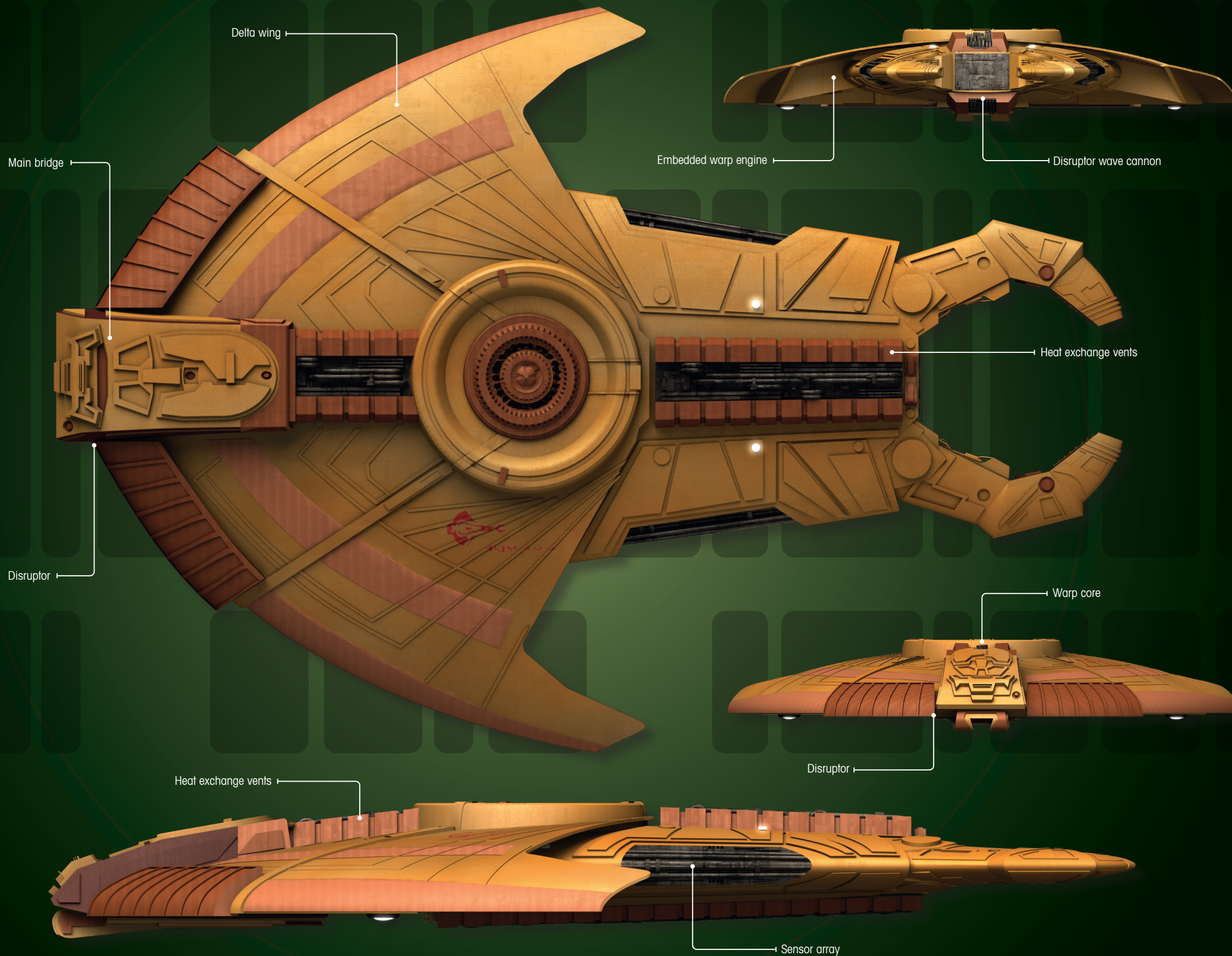


**HIDEKI VARIANT**

The Cardassians also operated a smaller, shuttle-sized version of the *Hideki* class. Apart from being more compact, it was almost identical to the full-sized *Hideki*-class ship. The only differences were that it did not feature windows in the nose section and there was a small structure protruding from the rear of the vessel between the two prongs of the pincer. In 2375, the Cardassian Rebellion procured this type of *Hideki*-class vessel in order to infiltrate a repair facility so they could steal a Jem'Hadar fighter that had been retrofitted with a Breen energy dampening weapon.



▲ The Cardassian Rebellion provided a shuttle-sized *Hideki*-class ship that Colonel Kira, Garak, Damar and Rusot used as part of a covert intelligence mission to steal Breen weapons technology.

**DATA FEED**

Cardassian vessels used a chemical-based energy source known as dolamide to power their weapons. The Valerians supplied the Cardassians with weapons-grade dolamide during the occupation of Bajor, and it was suspected that they continued to do so after the Cardassians withdrew from Bajor.

**DUKAT BOAST**

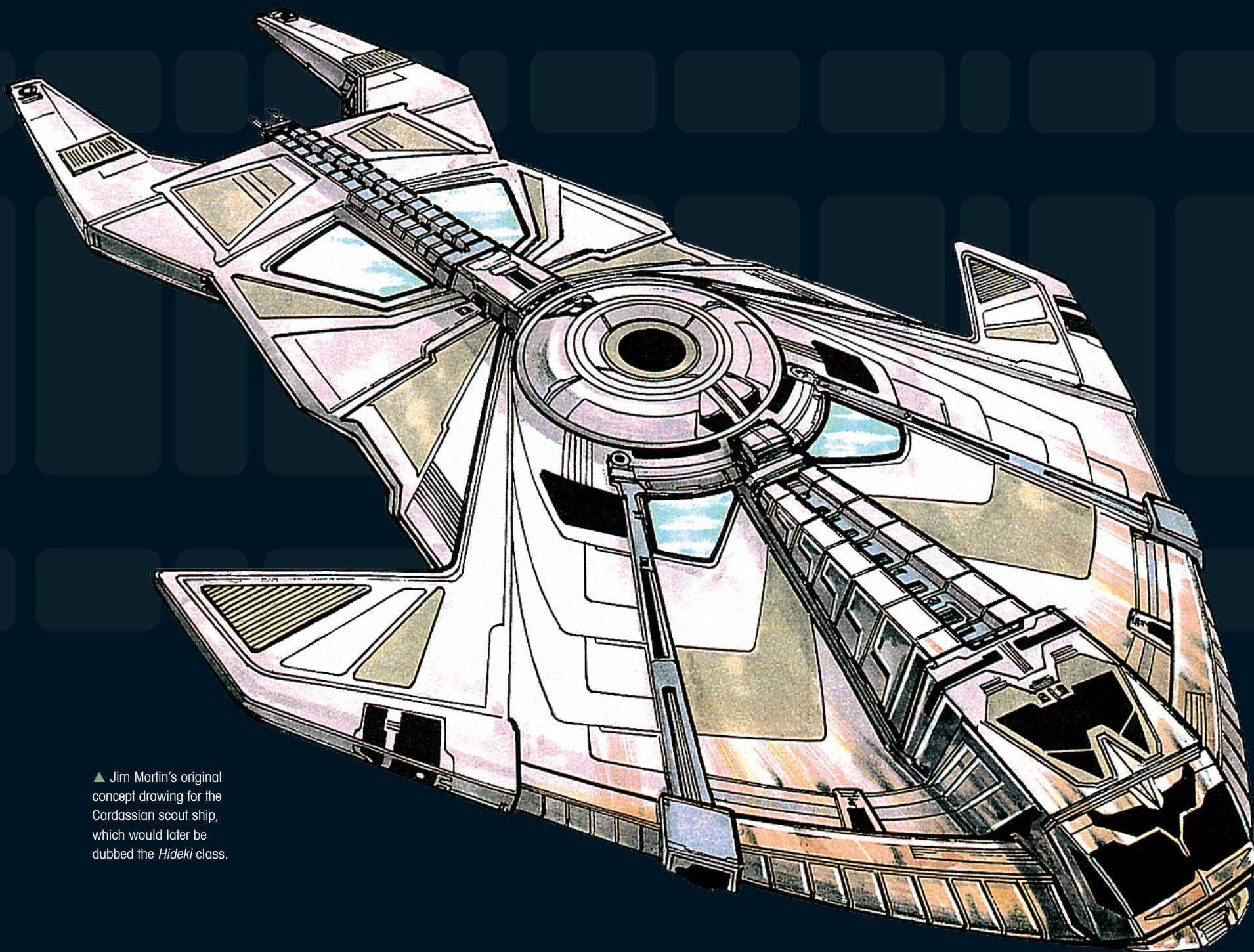
Gul Dukat described the *Hideki* class as a "pursuit vessel" in the *STAR TREK: DEEP SPACE NINE* episode 'The Maquis, Part I.' He also claimed their design technology was years ahead of the *Danube*-class runabout.

**NAME REVEALED**

The *Hideki* class first appeared in the *DEEP SPACE NINE* episode 'Profit and Loss,' but it was not named until the episode 'Tribunal.'

**NOBEL PRIZE WINNER**

The *STAR TREK* writers named the *Hideki* class after the Japanese physicist Yukawa Hideki. He was the first scientist to postulate the existence of the subatomic pion and was awarded the Nobel Prize in physics in 1949. In 1955, he joined other leading scientists in calling for nuclear disarmament.



▲ Jim Martin's original concept drawing for the Cardassian scout ship, which would later be dubbed the *Hideki* class.



The *Hideki* was a new Cardassian ship that first appeared in *DEEP SPACE NINE*'s second season but its origins are something of a mystery...

The *Hideki*-class Cardassian scout ship or shuttle turns out to be the ship that everyone has forgotten. It's not that surprising since it has been almost 20 years since it made its debut, but everyone we've asked from the art department to the VFX team has been puzzled and scratched their head. What we do know is that it made its debut towards the end of *STAR TREK: DEEP SPACE NINE*'s second season, in the episode 'Profit and Loss.' According to the internet, it

was designed by Rick Sternbach, but we can confirm that that's not true. By that point in the series most of the concept art for *DEEP SPACE NINE* was done by Jim Martin, and we found a drawing in the files that was clearly his work. We tried to contact Martin, but he was working and didn't have time to get back to us.

The internet also says that the model was built by VFX supervisor David Stipes. A quick email to him proved that this is not the case.



▲ When the *Hideki* class appeared in 'A Call to Arms' David Stipes used the original physical studio model.

▲ The CG version of the *Hideki* class made several appearances during the Dominion War and was scaled to be the same size as the Jem'hadar fighter.



DESIGNING THE

# HIDEKI





"The internet is wrong," Stipes confirmed. "It was a union show. There was no way I could have built it." He thought that it was most likely that the model was built by Tony Meininger's Brazil Fabrication, who made most of *DS9*'s models. Stipes also produced a series of screen captures showing the ship in action.

The next step was to contact Stipes' fellow VFX supervisor Gary Hutzel, who was often deeply involved with creating new ships. But Hutzel also had no recollection of creating the *Hideki*. In his reply, he copied in his colleague Glenn Neufeld, who he thought might have originally ordered the model. Neufeld responded instantly but couldn't help either. He thought the Cardassian ships

might have been built by a model club and that they would have been commissioned by Dan Curry.

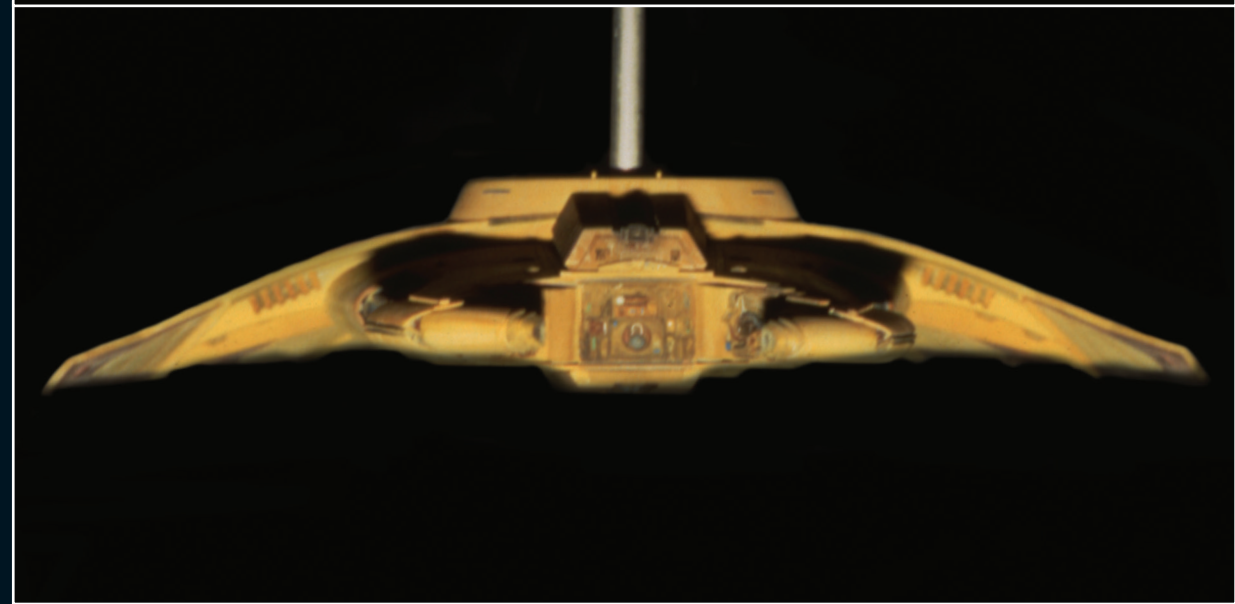
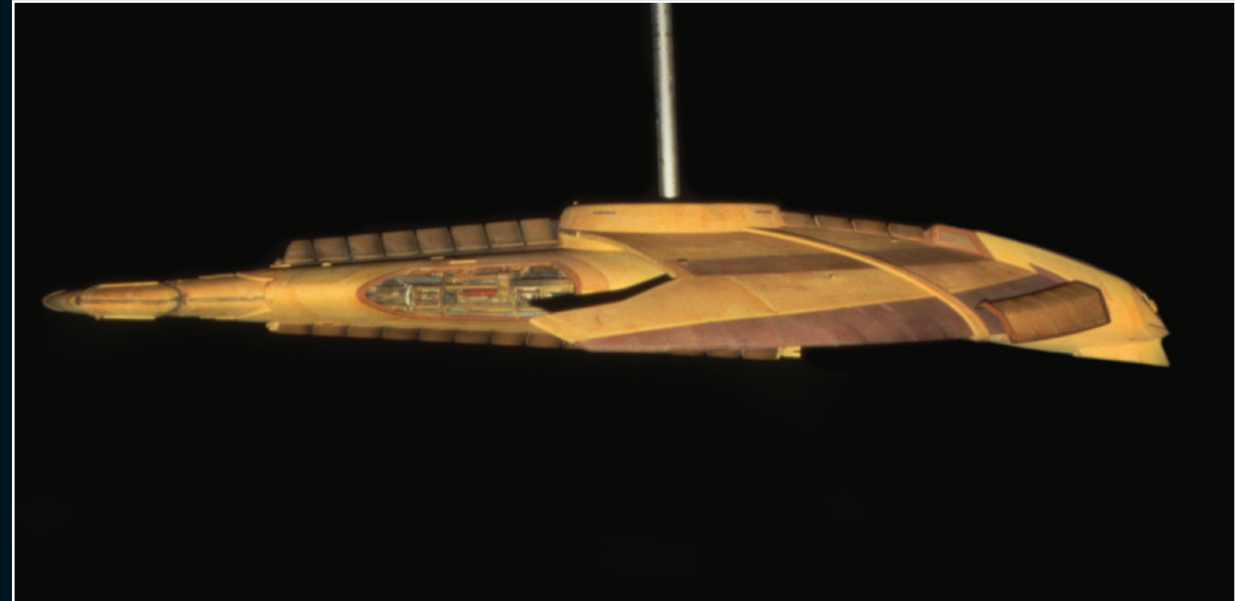
Curry has an extraordinarily good memory and is a font of information when it comes to ships. But for once he was at a loss too. He passed the email on to Mike Okuda, while we contacted Doug Drexler. Both of them came back suggesting that it was probably built by Tony Meininger, but as he doesn't like to be interviewed, we are unable to confirm that.

All the VFX supervisors remembered it as an easy model to work with. That it was approximately two feet long and had top and bottom mounts and was beautifully painted.

Everyone assumed that it was rebuilt

in CG for the episode 'The Sacrifice of Angels' but even this is problematic. At this point *DS9* was using two CG vendors – Eden FX and Foundation Imaging. Two of Foundation's CG supervisors, Adam 'Mojo' Lebowitz and Rob Bonchune are part of the team that produce the magazine, but neither of them have any memory of how this particular ship was built. Their colleague, Brandon MacDougall thought he remembered Foundation building the ship but couldn't be sure.

Thanks to our friends at Ex Astris Scientia we know that the CG version was modified for an appearance in 'Tacking Into the Wind' but until or unless we manage to get hold of Jim Martin or Tony Meininger we can't tell you more.



◀ The consensus is that the original studio model of the *Hideki* class was almost certainly built by Tony Meininger's Brazil Fabrications.



## PRODUCTION ILLUSTRATOR

▲ Martin found his most rewarding work came from designing sets, such as for the Promenade.



▲ The first ship that Martin designed on his own was a Bajoran raider.



# JIM MARTIN

► *Deep Space 9* was visited by numerous aliens over the years, and a regular staple of Martin's work was to come up with design concepts for their weaponry. This illustration shows his idea for a Cardassian phaser rifle.

In his three years with *STAR TREK: DEEP SPACE NINE*, Jim Martin helped define the look of the show with his designs for sets, props and ships.

Jim Martin is now a well respected production illustrator, but he started his career at *STAR TREK: DEEP SPACE NINE* as a PA.

Being a PA is often a first job for many people who go on to make careers in the movie business. Fortunately for Martin, production designer Herman Zimmerman gave him the chance to learn the ropes as an illustrator. In particular, Martin said that Zimmerman had a 'mantra' for Cardassian design.

"I remember Herman always said, 'Cardassians enjoy things in threes,'" said Martin. "I think the Bajoran stuff ended up looking Eastern; we traded on a lot of Asian influences for that stuff, from the costumes to the set design to the ships.

"Those were the two dynamics going into the design of *DEEP SPACE NINE*; things were either Cardassian or Bajoran. Then the Federation design was tried and true. I think that you could

see that Herman's direction with the Cardassian stuff was always very stark and menacing, and that the Bajoran stuff was soft, and organic, and ornate."

### MOVING UP

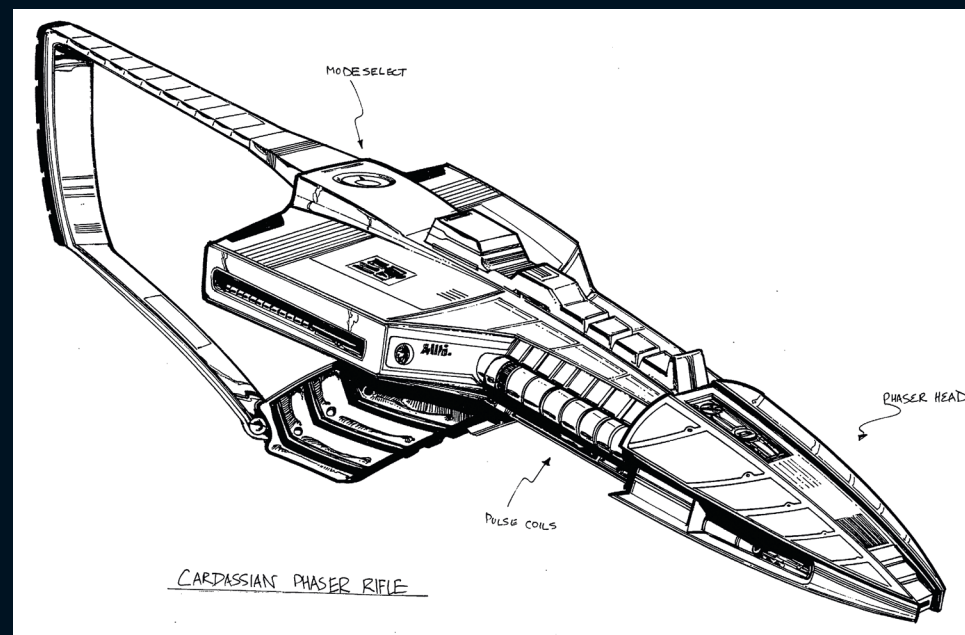
Martin spent the whole of *DEEP SPACE NINE*'s first year as a PA, but at the end of the season resident illustrator Ricardo Delgado decided to move on, and Martin took over the position.

"It was a little frightening at first," said

Martin. "I remember the first prop I had to draw where I felt I was solely responsible. Of course, that wasn't really true because there's a lot of input in the art department, from Mike Okuda (scenic art supervisor), from Herman, from everybody. It was a Cardassian field generator device."

### FIRST SHIP

The second season episode 'The Siege' called for a Bajoran raider, and this was the first ship Martin designed on his own. "I did a Bajoran fighter that Kira and Dax crashed," said Martin. "I remember being pretty excited about that."

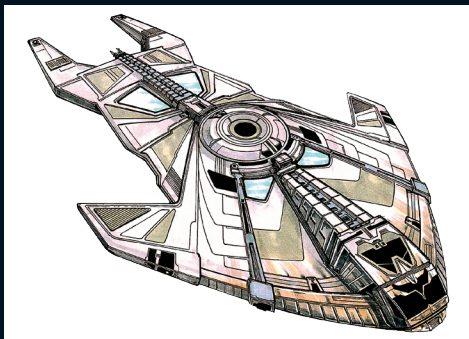


Martin was also given the opportunity to design new areas of *Deep Space 9* and the ships that were based there. "We had a chance to flesh out the interior of the runabouts a little bit more," said Martin. "I think we added some sets; we did a crew quarters. We also got to do the mirror universe

episodes, which were cool; we did the alternate version of the station. There were some nice things there."

The work was extremely varied, but Martin said there was one job that he found particularly satisfying. "The things I enjoyed the most were drawings for set designs, said Martin. "I really liked





▲ Martin designed the Cardassian *Hideki*-class ship that made regular appearances on the show.

working out a space. It was a lot of fun to develop what the inside of something was going to look like. I think doing the set illustrations was very challenging. It was really up to you to create an environment. You were expected to develop a mood that someone would pick up on. Maybe not so much in a Federation set, but on some of the other shows the sets were really demanding.

"I also liked it because you were capturing an image from a movie, and you'd get a chance to be the director for that drawing. You were controlling everything that made the scene. Doing prop design or ship design was a lot of fun too, but I found it was actually more fun to place that stuff."

**NEW VILLAINS**

As the second season drew to a close, the writers introduced the Dominion, and this had a major impact on the kind of work Martin was asked to do, most notably in the creation of the *U.S.S. Defiant* NX-74205. This was probably Martin's biggest contribution to *STAR TREK*. He explained that it started out as a 'beefed-up runabout' before evolving into the familiar 'turtle-shaped' design. This was a significant departure, because the *U.S.S. Defiant* was the first major Starfleet vessel that didn't have external warp nacelles. Martin admitted

► Martin had been with the show for a year when he was asked to flesh out the interior of the runabout.

that at the time he didn't stop to think about how big a step they were taking.

"When you're in the art department and you're doing the job from episode to episode, you don't really think, 'Boy, this is really going to revolutionize Federation design,'" said Martin. "You're getting a design out of the way. It was only after the fact that you thought, 'Wow, that was a different idea.' I'm glad we took the chance to take a little bit of a departure."

**REVOLUTIONARY THOUGHTS**

"The whole idea of having twin nacelles on outriggers originated in the very first season of *STAR TREK*; they were away from the ship because they were creating the warp bubble that the ship was inside. We were trapped in the nacelle thought and I remember turning in some things that were a little off the mark; they were runabout-ish, but they were also nacelle-ish. The final design was based on something that Herman had seen tacked above my desk that I had done for a totally different episode. It was originally Sisko's raider (in 'Crossover'), if I remember rightly.

"I think it was a unique shape; it was very different to what they were doing, and I can't take sole credit on that

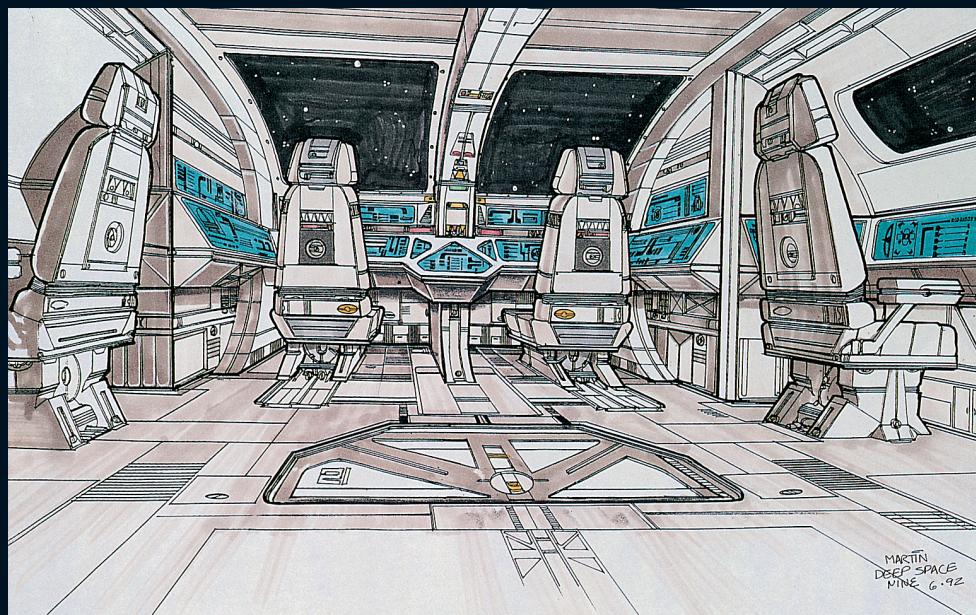
because a lot of different people worked on the *Defiant*."

The rest of the year contained several other highlights, including Martin's design for the Bajoran solar sailer, but at the end of the season he decided to move on.

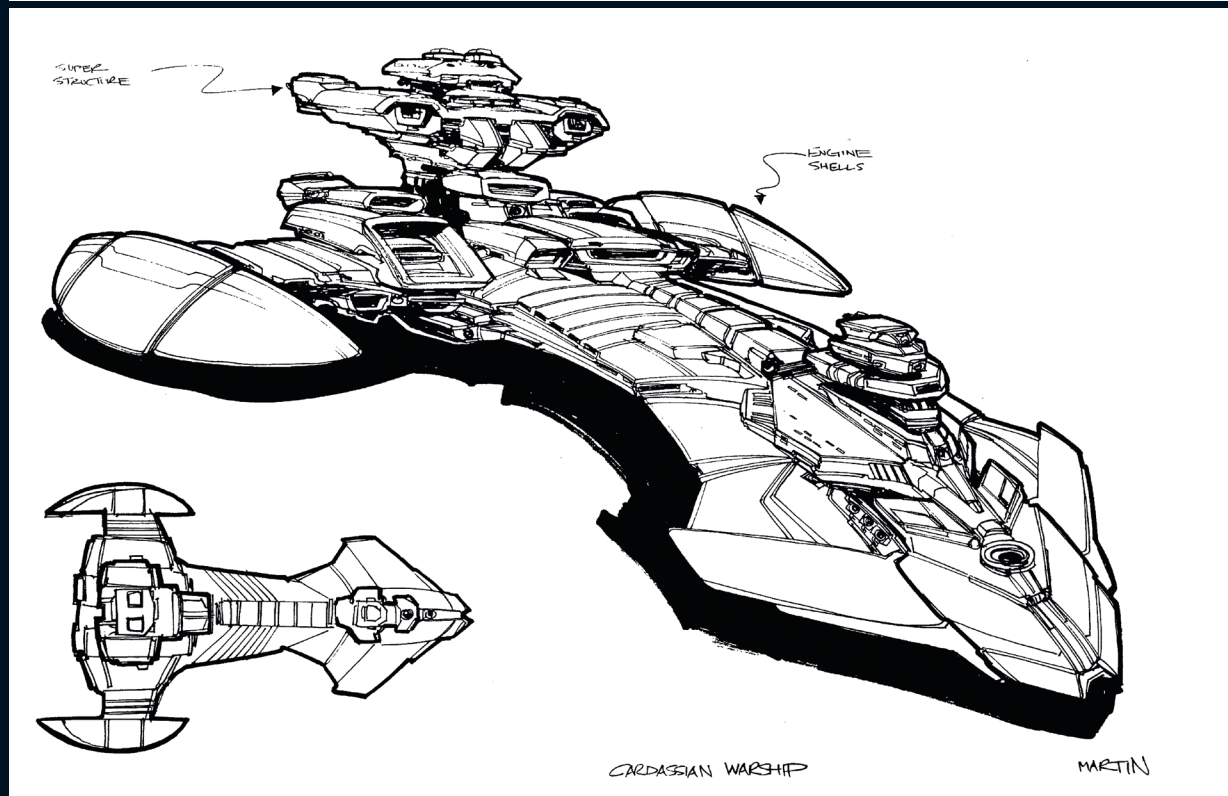
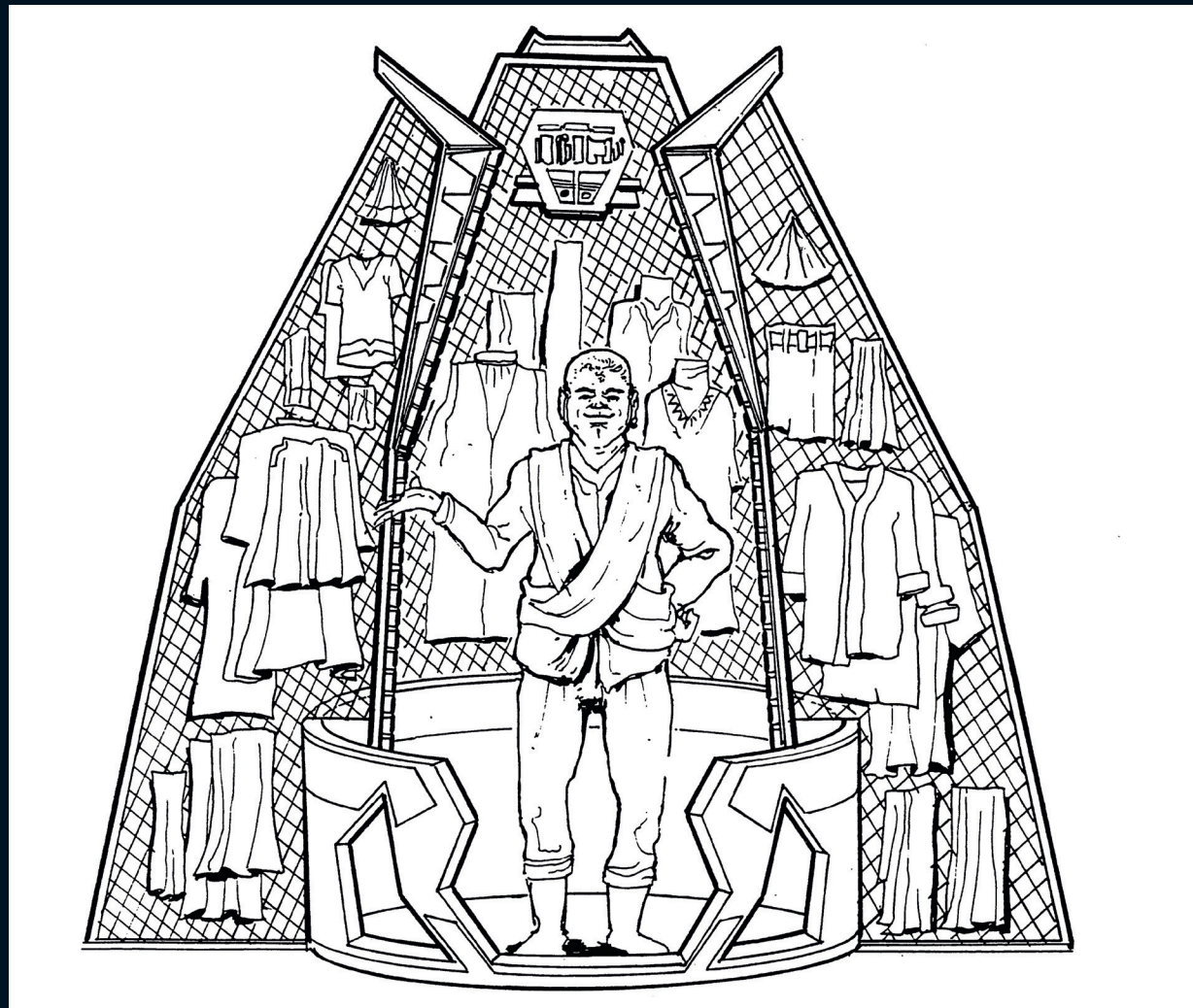
**NEW HORIZONS**

"I really feel that you need different experiences to grow as an illustrator," said Martin. "You have to push yourself to do different things. I know that finishing the third season of *DEEP SPACE NINE*, I was feeling pretty comfortable, and I think that's the wrong feeling for an illustrator. I wanted to increase my horizons, and maybe I needed to leave the womb of *STAR TREK*. It wasn't an easy thing to do, but it was good to get out and work for some new people and to do different things."

Martin hasn't forgotten *STAR TREK*, and is eternally grateful to Herman Zimmerman. "I have a tremendous amount of respect for Herman," said Martin, "and he'll always have my gratitude for helping me make a start as a production illustrator. *STAR TREK* gave me my break, helped me get into the industry, and was patient with me while I learned how to do my job."



MARTIN DEEP SPACE NINE 6.92



◀ In the second season, Martin's work involved coming up with additional set designs for places the audience had already seen, such as envisaging Garak's tailor shop on the Promenade.

◀ Among the many vessels that Martin designed for the show was this concept for a new design of Cardassian warship, but it was never built due to budget limitations.

# ON SCREEN



## TRIVIA

The American actress Mary Crosby, who played Cardassian Natima Lang in the *STAR TREK: DEEP SPACE NINE* episode 'Profit and Loss,' is the daughter of legendary singer Bing Crosby and actress Kathryn Crosby. She is also the aunt of *STAR TREK: THE NEXT GENERATION* actress Denise Crosby, who played Tasha Yar in the first season of the show. Mary Crosby is perhaps best known for her role as Kristin Shepard, the character who shot J.R. Ewing in the television drama series 'Dallas.'



Kitty Swink, the wife of Quark actor Armin Shimerman, played the Vorta Luanan in the *STAR TREK: DEEP SPACE NINE* episode 'Tacking into the Wind.' She had previously played Rozahn, an official in the Bajoran Chamber of Ministers, in 'Sanctuary.'



An earthquake struck during the filming of 'Profit and Loss' while Armin Shimerman and Mary Crosby were in full alien makeup. They immediately went home to check on their families, scaring quite a few members of the public with their bizarre appearance.

- FIRST APPEARANCE: 'PROFIT AND LOSS' (DS9)
- TV APPEARANCES: STAR TREK: DEEP SPACE NINE
- DESIGNED BY: Jim Martin

### KEY APPEARANCES

**STAR TREK: DEEP SPACE NINE**  
**'PROFIT AND LOSS'**

A badly damaged *Hideki*-class ship approaches *Deep Space 9*, and Commander Sisko has it tractored to a docking bay. The occupants turn out to be Professor Natima Lang, a Cardassian woman suspected of terrorism on Cardassia, and two of her students. When Lang enters Quark's bar, he seems very happy to see her, but she hits him in the face. The two once had a relationship, and Quark tries everything to win back her affections. When more Cardassians arrive looking to arrest her, Quark puts aside his own feelings to help Lang escape.

**STAR TREK: DEEP SPACE NINE**  
**'TACKING INTO THE WIND'**

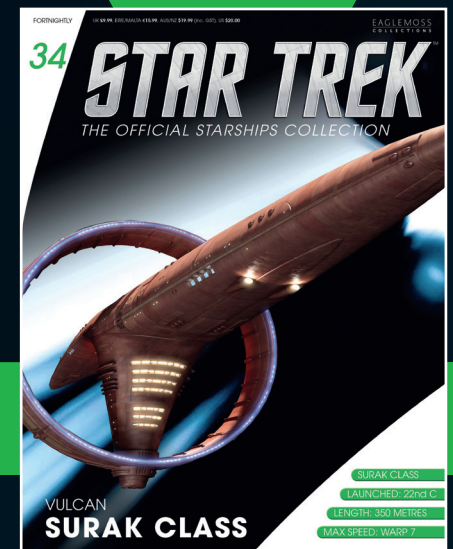
While Dr. Bashir works around the clock to find a cure for the Founders' disease, Colonel Kira makes plans with the Cardassian Liberation Front to steal Breen technology that would make Allied ships immune to their energy dampening weapon. Utilizing a *Hideki*-class shuttle, Kira, Garak, Damar and Rusot manage to infiltrate a shipyard and steal a Jem'Hadar fighter that has just been fitted with the Breen weapon. Meanwhile, Worf challenges Chancellor Gowron's corrupt leadership of the Klingon Empire, which results in Gowron's death.

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- In-depth profile of the *Surak* class, the Vulcan science vessel and combat cruiser that was in operation in the 22nd century
- Doug Drexler explains his thoughts behind his design for the *Surak* class
- How the CG version of the *Surak* class was created



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