

102

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KLINGON

D5-CLASS BATTLE CRUISER

CLASS: D5

IN OPERATION: 22nd C

MAX SPEED: WARP 6

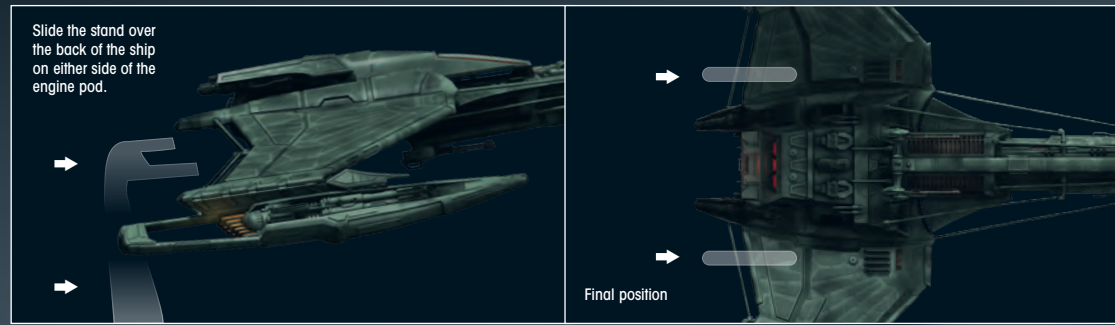
LENGTH: 155 METERS

KLINGON D5 BATTLE CRUISER

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KLINGON D5 BATTLE CRUISER SPECIFICATION



OPERATED BY:	KLINGON IMPERIAL FLEET
CLASS:	D5
IN OPERATION:	22nd CENTURY
LENGTH:	155 METERS (APPROX.)
MAX SPEED:	WARP 6
WEAPONRY:	DISRUPTORS, PHOTON TORPEDOES

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▲ Looming out of the darkness of space, ready to pounce on any unsuspecting victims, the D5 battle cruiser's sinister outline brought fear into the hearts of anyone unfortunate enough to come across one of these deadly warships. The D5 was fast and armed to the teeth with disruptors and photon torpedo launchers.

KLINGON D5 BATTLE CRUISER

The D5 class was the principal warship of the Klingon Imperial Fleet during the latter half of the 22nd century.

The D5-class battle cruiser was the largest, most powerful warship used by the Klingons in the second half of the 22nd century. At approximately 155 meters in length, it was slightly smaller than Starfleet's *NX* class, but its tactical abilities were far superior.

In appearance, the D5 shared many similar design traits with other Klingon vessels of the era, and utilized a roughly predatory bird-like form. The angular head of the D5 contained the main bridge, and behind this was a long, thin neck that connected to the main body, which spread out into downward swooping wings.

The aggressive styling was not just for show, and it was backed up by a formidable array of

weaponry. It featured several disruptor cannons, including two on the wingtips, plus one on the nose beneath the main photon torpedo launcher. These were supplemented by two large disruptor cannons mounted on a turret platform on the belly of the main hull. This could rotate through 360 degrees, allowing it to fire at targets anywhere around the ship, while also adding more firepower to both the fore and aft weapons.

DURABLE DEFENSES

The D5 battle cruiser was also well protected, with dispersive armor over its diffusion bonded monocystal hull. *Enterprise NX-01*'s tactical officer Malcolm Reed speculated that sustained phase cannon fire could pierce the D5's armor, but that it would take some time, and he doubted it would "sit still long enough to give us the chance."

The D5 class was also faster than *Enterprise*, and its warp engine in conjunction with its nacelles could power it to a top speed of warp 6. The aft-mounted impulse engines on the D5 also gave it superb maneuverability at sub-light speeds.

While the D5 used multi-spectral sensors not too different in principle to those on board *Enterprise*, they were, according to Dr. Arik Soong, more sophisticated. They were able to detect phenomena that the Starfleet ship could not.

The main bridge of the D5 class was located in the forward head of the ship, as it was on other Klingon vessels. The ship could be operated by just three crew members, and featured a centrally located chair from where the commanding

DATA FEED

Enterprise NX-01 could fake the warp signature of a D5-class cruiser by reconfiguring its coil assembly, but a Klingon ship's sensors would detect the deception if it got within 80,000 kilometers.



◀ The ambience of the bridge on a D5-class battle cruiser could best be described as industrial, as it was constructed from bare metal with bulky stanchions providing structural support. It was dark and dingy, while the walls seemed to ooze with a filmy substance, as if they were sweating dirt.



► Unable to outrun Captain Magh's battle cruiser, *Enterprise* fired its grappler into the Klingon ship's nacelle. The shearing stress tore apart the nacelle, leaving Magh's ship stranded.

▼ *Enterprise* fired a modified torpedo into the rings of a gas giant, which ignited a pocket of plasma and blinded the sensors of the *IKS Bortas*. *Enterprise* was then able to escape from the Klingon ship.



► *Enterprise* took on Admiral Krell's battle cruiser in an effort to stop it destroying the Qu'Vat colony. Despite being heavily outgunned, *Enterprise* managed to delay the Klingon assault just long enough for Dr. Phlox to engineer a cure to the Klingon augment virus. Krell stopped the attack when a sample of the virus was beamed aboard his ship.



▲ In addition to the photon torpedo launcher in the nose of the ship and disruptors located at the front of the nacelles, D5 battle cruisers also had a rotating turret on the underside of the main body. This featured a double-barreled disruptor weapon that could be aimed and fired in any direction around the ship.

▲ The D5 had a lean, muscular appearance, with support cabling at various points around the exterior, particularly along the neck, which made it look like it was straining every sinew. A huge photon torpedo launcher in the nose added to the overall ominous look of the ship.

officer issued orders, with two consoles to the left and right of this position. At the front of the bridge was a viewscreen, while another console which was often unmanned, was located between the screen and the command chair.

In 2152, a D5-class battle cruiser named the *IKS Bortas* was tasked with finding and capturing refugees who had fled Raatooras, a colony that had been annexed by the Klingon Empire. The D5, under the command of Duras, found that the ship the refugees were on had been rescued by *Enterprise* and Captain Archer refused to hand them over. The *Bortas* subsequently engaged in battle with *Enterprise*, but its sensors were disabled when the Starfleet ship fired into the rings of a gas giant, igniting the plasma. The *Bortas* was temporarily blinded, and *Enterprise* escaped.

In 2154, *Enterprise* was intercepted by a D5-class cruiser while crossing Klingon space. *Enterprise* was attempting to stop a group of human augments, who planned to destroy a Klingon colony named Qu'Vat in the hope of igniting a war between Earth and the Klingon Empire.

GRAPPLING WITH THE KLINGONS

The commander of the D5, Captain Magh, did not believe *Enterprise's* excuse for entering their territory and launched an attack. With aft plating failing, *Enterprise* dropped out of warp and fired its grappler at the D5's port nacelle. Once it was hooked on, *Enterprise* accelerated to full impulse and the nacelle was ripped apart. This prevented the D5 from continuing their pursuit, leaving *Enterprise* free to stop the augments.

Later in 2154, *Enterprise* and its sister ship *Columbia NX-02* came under attack from two Birds-of-Prey and a D5 battle cruiser under the command of Admiral Krell. The Klingon ships had been dispatched to destroy the Qu'Vat colony, where the Klingon augment virus had been created. *Enterprise* and *Columbia* engaged the Klingon ships, while Dr. Phlox, who was on Qu'Vat, sought an antidote for the augment virus.

Before long, the Klingon ships' tactical superiority was all too evident, as *Columbia* lost weapons and *Enterprise's* hull plating was almost gone. The battle came to an abrupt halt when a sample of the virus was transported to Krell's cruiser. Dr. Phlox offered to give them the antivirus he had created, but only if Krell stopped the attack and spared the colony and the Starfleet ships.

DATA FEED

Duras, son of Toral, was the commander of the *IKS Bortas* in 2152. After *Enterprise* thwarted his efforts to retrieve the rebel colonists of Raatooras, Duras was reduced in rank from captain to second officer and assigned to the Ty'Gokor defense perimeter. He was, of course, an ancestor of the infamous Duras family of the 24th century that tried to seize control of the Klingon Empire by colluding with the Romulans.



CARGO VARIATION

The Klingon D5 battle cruiser could also be converted into a tanker or freighter, where it was fitted with eight underslung cylindrical containers. This allowed the ship to transport around 80,000 liters of cargo, such as deuterium. It did mean, however, that it was not as well armed as other D5s because the fitting of the containers necessitated the removal of the ventral twin-disruptor turret.

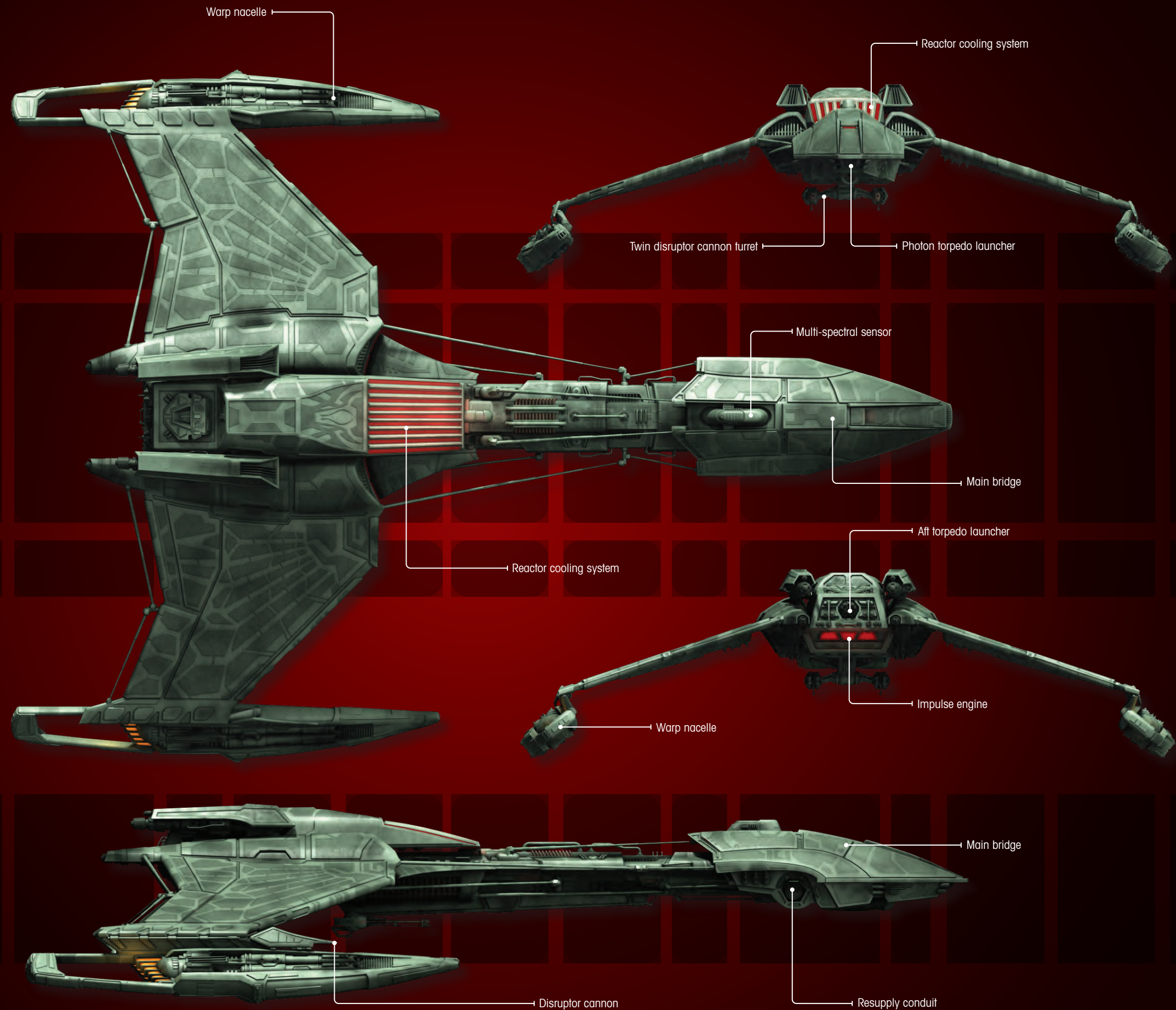
In 2152, a D5 vessel with this tanker configuration under the command of Korok raided a deuterium mining colony. The Klingon ship had only 12 crew members, but for the past few seasons it was enough for them to forcibly take most of the deuterium that the colonists had mined. When the colonists refused to hand over their hard-earned deuterium, a fight ensued in which eight members of their community lost their lives to the Klingons. This exploitative relationship came to end when the crew of *Enterprise* helped the colonists fight back, successfully driving off Korok and his men.



▲ Korok's D5 battle cruiser had been modified to carry eight barrel-shaped containers in two rows of four. It appeared that Korok and his crew raided isolated communities, taking their valuable supplies.

DATA FEED

Duras' ship the *IKS Bortas* would, like Duras himself, have a 24th century equivalent. A *Vor'cha*-class attack cruiser named the *Bortas* would serve as Chancellor Gowron's flagship at the time of the Klingon Civil War in 2367-68. Ironically, it fought against ships loyal to the House of Duras.

**SIZE DISPARITY**

A schematic of a D5-class vessel was seen on a display monitor aboard *Enterprise NX-01* which gave its length as 75m. This figure appears to be much too short, as the D5 was at least double that length at 150m.

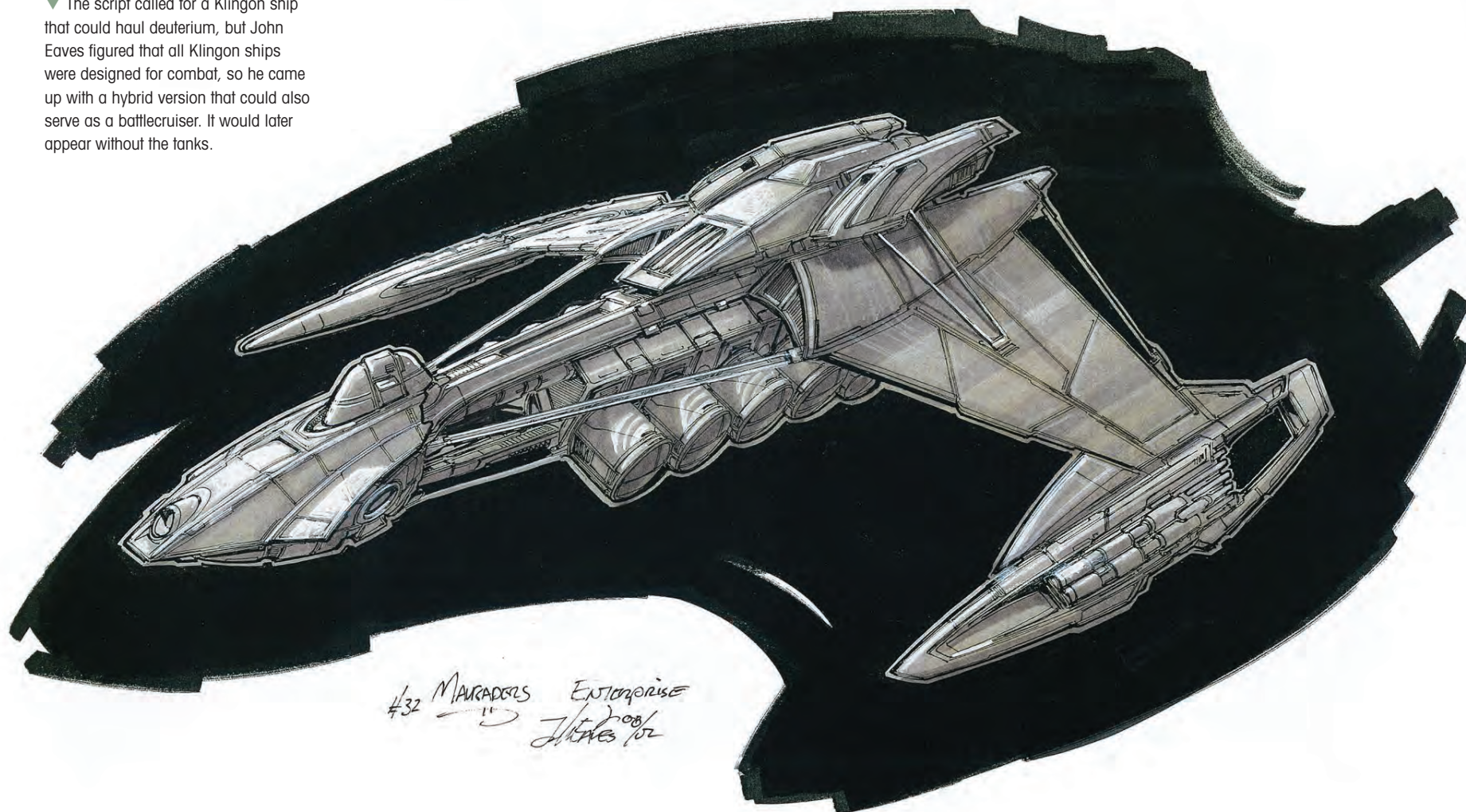
KLINGON GOSSIP

Chancellor M'Rek was the leader of the Klingon High Council in the second of half of the 22nd century. It was rumored by Klingon sources that he was very fond of Orion slave girls.

D5 OR NOT D5?

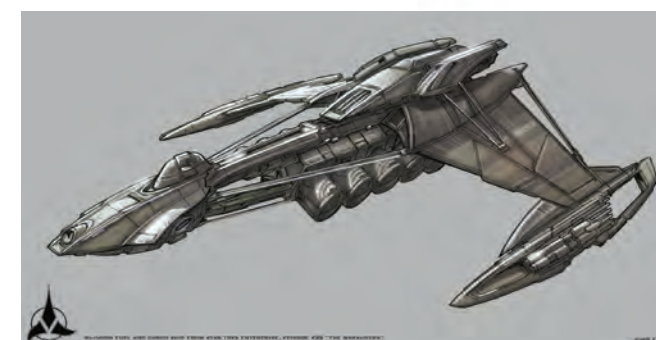
In the *STAR TREK: DEEP SPACE NINE* episode *Once More Unto the Breach*, Kor said that his former ship, the *IKS Klothes*, was a D5-class vessel. The only time this ship was seen on screen was in *THE ANIMATED SERIES*, when its appearance was much more similar to the D7-class battle cruiser.

▼ The script called for a Klingon ship that could haul deuterium, but John Eaves figured that all Klingon ships were designed for combat, so he came up with a hybrid version that could also serve as a battlecruiser. It would later appear without the tanks.



▲ Eaves' sketch was handed on to Eden FX, who built the CG version. They stayed fairly close to the design, but when they built the model they felt the nose section was "too stubby" so they extended it.

► After Eden FX had built the CG version, Eaves produced a drawing that reflected the changes in the design. It wasn't needed for the production: it was part of the process of teaching himself to use Photoshop.



DESIGNING THE KLINGON D-5

In *ENTERPRISE*'s second season the script for *Marauders* called for something we'd never seen before: a Klingon tanker. By this point John Eaves had already designed two Klingon ships for the new series: a 22nd-century version of Matt Jefferies' classic battlecruiser, which had been rejected at the last minute so hadn't appeared on screen, and the Klingon Raptor from *Sleeping Dogs*. He rapidly decided that even though the script called for a tanker, the tanker should be instantly

recognizable as a Klingon ship and be ready for war. "I never wanted the Klingons to have a ship that didn't have battle capabilities," he remembers.

The shape he sketched out followed the basic lines of the Klingon ships he'd already designed and Nilo Rodis's classic Bird-of-Prey. "Loosely it was somewhere between the Raptor and the Bird-of-Prey," he recalls. "You definitely see a lot of the Raptor in it. The nose is very Raptorish, the engine pods are very Raptorish. The Raptor has a

more of an aggressive look and I put the wings down so it didn't have that attack mode look to it."

Eaves had come up with some rules for 22nd-century Klingon design, which he carried through here. Most obviously, he gave *ENTERPRISE*'s Klingon ships exposed cabling, which was inspired by Soviet-era harnessing systems. He also gave his Klingon designs an open space at the back of the nacelles. "On submarines they sometimes have that little coop that the water would be

forced through," he explains. "This was the same idea: that everything is generated in the front half of the nacelle and then focused through that open section. I thought that gave the technology the look of an earlier era."

As Eaves reveals, the nacelles also feature a nod to Matt Jefferies' design that was meant to tie them in to ships from Kirk's era. "It has a double cylinder in the middle of the nacelle. You can see something similar on the Jefferies version of the ship."

The design has another Easter egg hidden in it. When the Bird-of-Prey had been designed for *STAR TREK III*, it was originally going to be a Romulan ship. After Leonard Nimoy decided that the Klingons should be the main villains the ship changed hands, but the design stayed the same. "I was talking to Mike Okuda," Eaves remembers "and we were goofing around, talking about the

idea that the Klingons had stolen it from the Romulans. I thought maybe this ship could also have a tie-in to the Romulans so that double neck piece is taken from the *Valdore*. I was trying to hint that maybe they stole that technology, borrowed it or bought it."

Most importantly, Eaves had to make the design capable of hauling deuterium. To accommodate the tanks the script called for, he extended the neck and put a bar underneath that ran the length of the ship. "It has a beveled boxed off section," he explains. "That would be a permanent part of the ship. Whatever you needed to carry would attach to it. If you needed cargo that would have a U-shape that would wedge right up underneath. The tanks were individual pieces that only attached on the sides."

When it came to designing the tanks themselves Eaves was inspired by a very

real 21st-century parallel. "I was changing the oil on my car," he laughs, "and I thought the little oil filter was really cool, so that was the inspiration for the shape of the tanks."

Eaves produced a single sketch, which he presented to the producers. He remembers that they embraced his suggestion that all Klingon ships would be ready to fight and were interested in his idea that the ship could carry a variety of different kinds of cargo.

"When I showed them the sketch, they were talking about how we could put different types of cargo on the bottom. For that particular episode it was a tanker but they thought that it might have the potential to carry something else in a different episode, like shipping armaments or moving hazardous items. It was going to be a multi-functional ship, but in the end you only saw it as a tanker."



KLINGON HISTORY

One of the major powers of the Galaxy, the Klingons were a proud people whose military might made them respected and feared.

▲ The Klingon homeworld was called Qo'noS and it was located in the Beta Quadrant. Klingon society became based on a feudal system organized around Great Houses of noble lineage. The Great Houses were traditionally represented in the Klingon High Council, which is pictured above in the 22nd century.

THE Klingon Empire, which had its homeworld on Qo'noS, was one of the most powerful political forces in known space. It spanned many worlds, most of which were located in the Beta Quadrant, and had borders with the Federation and the Romulan Star Empire.

The Klingons had a reputation as courageous fighters and a long history of war with their neighbors. Over the years they entered into a brief alliance with the Romulans and established an enduring, if occasionally uncertain, peace with the Federation. But even in times of peace they remained a race of formidable warriors.

Klingons were genetically suited to combat. They were extremely strong, had an acute sense of smell (which allowed them to scent their enemies or prey), and most significantly, their vital organs were duplicated. This system of redundant organs, which was known as brak'lul, allowed a Klingon to continue fighting even after he or she had sustained considerable injuries.

Klingons also had a cultural bias toward fighting. According to legend, the Klingon Empire was founded in the 9th century by Kahless the Unforgettable, the greatest Klingon warrior who ever lived. Kahless united the Klingon people by

defeating the tyrant Molor and his own dishonorable brother, Morath, and overcoming literally thousands of enemies.

Legends about Kahless were central to the Klingon belief system, and he was held up as an example of the perfect Klingon warrior – not only as the strongest and most skilled fighter, but also as an honorable man who established the standards for Klingon behavior.

Kahless established the position of Emperor, and a monarchy ruled the Klingon Empire for 1,100 years. Among the most famous Emperors was Sompek, who captured the city of Tong Vey, before ordering the city to be burned to the ground and the massacre of its entire population. There was also Emperor Mur'Eq, who introduced the use of blunted bat'leths for practice, in order to make sure his warriors killed their enemies and not each other.

By the mid-21st century the imperial monarchy, which claimed to trace its origins all the way back to Kahless, came to an end when the last Emperor died and the leadership of the Empire fell to the Chancellor of the Klingon High Council.

MAJOR GALACTIC POWER

By the 22nd century, the Klingons were a major force in the Galaxy, and they possessed a formidable fleet of ships and troops that were known as the Klingon Defense Force. The warrior aspects of their society had always been important, but they became even more dominant at this time as they pushed into new territories and sought to expand their Empire.

The Klingons first made contact with humans in 2151, and the relationship between the two worlds was fraught from the beginning. Captain Archer and the crew of *Enterprise* NX-01 tried to return a Klingon courier named Klaang to his homeworld after his ship had been shot down by the Suliban over Earth. Archer was successful in this mission, but he did not understand Klingon culture or their mindset. The Klingons saw this as a grave dishonor and an insult that they were helped by, in their view, an inferior species.

Fortunately, Klaang carried a computer file within his blood that proved recent attacks on Qo'noS were the result of the Suliban manipulating events, making it appear as if one Klingon House was

► Klingons and humans first met in 2151 when a ship carrying a courier named Klaang was shot down over Earth. His ship crash landed in a field in the town of Broken Bow, Oklahoma after being pursued by a Suliban vessel. Klaang was in possession of evidence that the Klingon Empire were being destabilized by the Suliban.



► Coming face to face with a huge Klingon for the first time was something of a shock for the farmer who found Klaang in a corn field. Unable to understand each other and feeling threatened, the farmer shot him, causing serious injuries. This was hardly the most auspicious of starts for the first meeting between Klingons and humans.



► Despite his low birth, Kahless ruled together with his new wife as Emperor of Qo'noS, founding the Klingon Empire in the 9th century. He was not only a powerful warrior, but he established a code of honor that was to become the ideal template for Klingon society.



fighting another. This proof averted a Klingon civil war, and for their part in helping to expose the truth, Captain Archer and his crew were allowed to leave peacefully.

Archer did not understand why the Klingons were not more grateful, but he did not fully appreciate the Klingon code, and that their ways were very different than humans. This incident cultivated Klingon suspicion and hostility towards humans that only grew more intense as they continued to encounter one another over the following years.

Matters came to a head in 2154 when the Klingon augment virus incident caused far-reaching ramifications for Klingon society. The Klingons discovered genetic material left over from the human augments aboard the wreckage of a Bird-of-Prey. They feared that humans were trying to create enhanced super-soldiers that would threaten the Empire, and in response they thought they would try and create their own genetically-enhanced warriors.

The result of this program was that the Klingons did create individuals with increased strength and intelligence, but it also caused their cranial ridges to dissolve. More significantly, it eventually caused their neural pathways to degrade, and they died in agony.

KLINGON CONTAGION

If that was not bad enough, one of the test patients for the procedure was suffering from Levodian flu at the time, which caused the augment genes to become a deadly airborne plague. Within days, the virus spread throughout the Empire, infecting millions of Klingons and threatening to wipe out the entire race.

Thanks to Dr. Phlox of *Enterprise*, who worked with a Klingon scientist named Antaak, a cure was developed that stopped the virus becoming fatal. Unfortunately, not all the effects could be reversed, and it left millions of Klingons without their cranial ridges. These genetic mutations were even

passed down to their children, and a whole generation of Klingons were born without their distinctive ridges.

What was more, the changes caused by the virus appeared to affect the behavior of Klingons. They became less honorable, more scheming and more devious. The whole augment crisis embarrassed the Klingons and they felt even more hostility towards humans, especially as they were responsible for creating the genetic material that caused it in the first place.

STRAINED RELATIONS

By the 23rd century, the Klingon Empire was on the point of all-out war with the Federation for several decades, as the two powers had a mutual distrust of one another. Finally, in 2267 a tense stand-off at the planet Organia resulted in war being declared.

Organia held a strategic location in a disputed area of space, and both the Klingons and the Federation claimed it. Captain Kirk led the Federation force, while Commander Kor was in charge of the Klingon soldiers, and neither was prepared to back down. The conflict lasted for just four days, when the Organians, who revealed themselves to be highly-advanced non-corporeal beings, intervened and stopped the hostilities.

The Organians then imposed a treaty that established a neutral zone separating the two powers. They also instituted a procedure, to be overseen by themselves, through which planets

along the border could be claimed and settled by both sides.

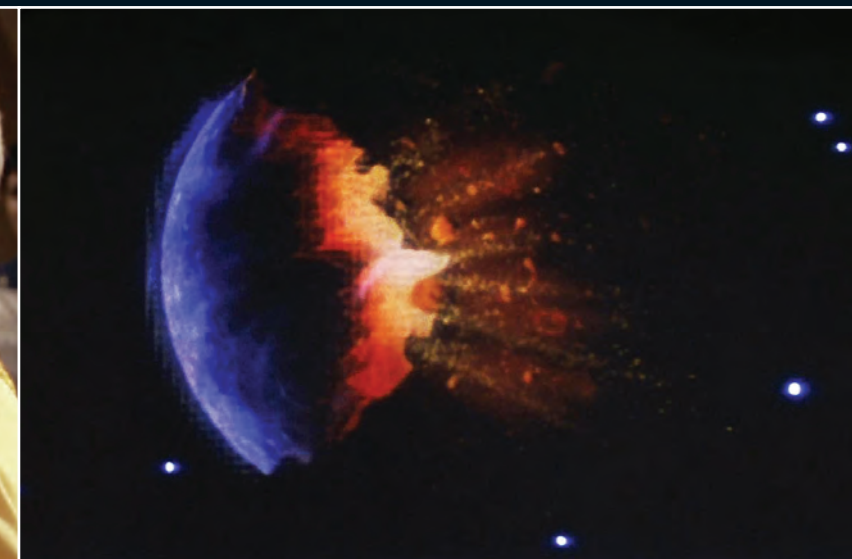
Despite the Organians' intervention, the uneasy cold war continued to exist between the two powers, which occasionally broke out into brief skirmishes. Over the following years, there were various hostile incidents, including at Capella IV, Neural, Elas and Beta XII-A. In most of these confrontations, the Klingons tried to gain a strategic advantage and secure mining rights for valuable minerals, such as dillithium.

COLD WAR ENDS

A lasting peace was finally achieved in 2293 after the accidental destruction of the vital energy source on the Klingon moon Praxis. This forced the Klingons to seek a truce as they no longer had the resources to conduct a huge war. Thanks to the efforts of Chancellor Gorkon and his daughter Azetbur on the Klingon side, and Admiral Kirk and Captain Spock on the Federation side, the Khitomer Accords were signed that brought an end to the enmity between the two powers.

By this point, the Klingons had regained their forehead ridges, and with them their sense of honor. While it was not all plain sailing, more cordial relations led to greater understanding of Klingons and their values.

In 2344, a selfless and brave act by the crew of a Federation starship made the Klingons see the Federation in a whole new light. The *U.S.S.*



▲ In 2154, the Klingons were almost wiped out by a pandemic caused by the augment virus. Fortunately, Dr. Phlox and a scientist named Antaak found a cure.

▲ The antidote for the Klingon augment virus may have saved them, but it could not reverse all of its effects, and millions of Klingons were left without their cranial ridges.

▲ In the 23rd century, a cold war developed between the Klingons and the Federation. Open conflict broke out briefly when Kor and Kirk clashed in 2267.

▲ The Klingon moon Praxis was a vital energy source, and when it exploded in 2293 it brought the Empire to its knees, forcing them to seek peace with the Federation.

► K'mpec was said to be the longest serving chancellor of the Klingon High Council. He ruled with an iron hand and managed to keep the Great Houses satisfied. Even his influence began to wane eventually, and after he was killed by poison, the planet descended into civil war.



Enterprise NCC-1701-C responded to a distress signal from the Klingon outpost on Narendra III, which was under attack by four Romulan warbirds. Despite the overwhelming odds, the *Enterprise-C* rushed to the rescue in a valiant effort to protect the colonists, engaging the warbirds in a fierce battle. Unfortunately, the *Enterprise-C* stood little chance and it was destroyed.

The crew's heroism in helping what had, until recently, been the enemy did not go unnoticed by the Klingons. They were deeply impressed by the honorable act, and this paved the way to an even better understanding with the Federation.

Later in the 24th century, under Chancellor K'mpec's leadership, the Empire forged a firmer alliance with the Federation, and the Klingons entered a period of relative peace and stability.

K'mpec was an expert at manipulating the council, but in the 2360s, he became dependent on the House of Duras. Even when he learned that the family had links to the Romulans and were accountable for the Khitomer massacre decades before, he was unable to move against them.

CIVIL WAR ERUPTS

K'mpec was eventually poisoned and killed in 2367, and a civil war erupted over who should be the new chancellor. Forces loyal to Gowron and Duras waged a brief, but fierce war on their homeworld. Gowron emerged as the decisive victor after it was learned that the Romulans had secretly been helping Duras and his sisters Lursa and B'Etor to gain power.

Gowron proceeded to establish strict control over the Empire by appointing an entirely new High Council, and he was able to rule for the next few years without being challenged. Despite the chancellor's enormous powers, it was almost impossible for him to govern without the support of the council. As a consequence of this, he was often forced to form political coalitions with the most powerful Houses, even if they had previously been his enemies. He was also responsible for

fulfilling the Klingons' need for conquest. Without a common enemy, all too often the Klingons began to fight among themselves.

In 2372, Gowron was presented with the perfect excuse to go to war. A civilian uprising on Cardassia had overthrown the military, leading many, including Gowron, to conclude that the Dominion were behind it. In a preemptive move designed to stop any potential attack on the Empire, Gowron ordered Klingon forces to invade Cardassia. Although the Klingons took several colonies, they failed to conquer the Cardassian homeworld, but Gowron declared victory anyway.

The Federation denounced the Klingon invasion, and in response Gowron unilaterally withdrew from the Khitomer Accords, ending the decades-long alliance between the powers.

In 2373, the Cardassians really did join forces with the Dominion, and the Klingons were driven from Cardassian space. Overwhelmed by the might of the Dominion, the Klingons suffered serious losses and Gowron was forced into renewing the alliance with the Federation.

LEADERSHIP ENDANGERED

Gowron's decisions and actions became increasingly erratic during the war with the Dominion. Meanwhile, General Martok, one of his chief military advisers, became more popular with the Klingon people. Martok's brave campaigns during the war earned him huge respect and the Klingons came to see him as their savior.

Feeling threatened by Martok's reputation, Gowron took direct control of the Klingon Defense Force and ordered Martok on ever more dangerous missions, hoping he would be killed. Martok refused to disobey the orders or challenge Gowron, as he felt it would be tantamount to treason to go against the chancellor in times of war. Worf, however, had no such reservations, and he took on the right to fight Gowron in one-on-one combat with bat'leths.

Worf emerged victorious after killing Gowron, but rather than taking on the role of chancellor himself, as was his right, he passed it on to Martok. With strong, stable leadership at the heart of the Klingon Empire, they remained steadfast allies with the Federation, and eventually they shared victory when the Dominion was defeated in 2375.



◀ Gowron became the Klingon Chancellor after his forces won the civil war. He faced many threats to his leadership, but his shrewd political maneuvering kept him in power for eight years. He was more concerned about politics than honor, and often changed his stance to suit his needs, and it proved his undoing in the end.



▲ Worf finally challenged and killed Gowron after the chancellor ordered Martok on several impossible missions because he feared the general's popularity threatened his leadership.

ON SCREEN



TRIVIA

J.G. Hertzler, who plays Advocate Kolos [pictured below] in the *STAR TREK: ENTERPRISE* episode *Judgment*, is best known to *STAR TREK* fans as portraying General Martok in *STAR TREK: DEEP SPACE NINE*. It was not mentioned on screen, but in the script it stated that Captain Archer's trial took place on Narendra III. This was the Klingon outpost that was destroyed by the Romulans in *THE NEXT GENERATION* episode *Yesterday's Enterprise*.



In *Judgment*, Dr. Phlox finds a way to visit Captain Archer in Klingon prison by claiming that the captain is suffering from a disease called 'xenopolycythemia.' This was a rare blood condition that afflicted Dr. McCoy, but he was cured by medical knowledge held by the Fabrini [pictured below] in *THE ORIGINAL SERIES* episode *For the World Is Hollow and I Have Touched the Sky*.



In *Divergence*, we learn that Section 31, although never officially revealed in this episode, derived its name from Article 14, Section 31 of the Starfleet Charter, which made allowances for "bending the rules during times of extraordinary threat."

- FIRST APPEARANCE: MARAUDERS (ENT)
- TV APPEARANCE: STAR TREK: ENTERPRISE
- DESIGNED BY: John Eaves

KEY APPEARANCES

STAR TREK: ENTERPRISE

Judgment

Captain Archer finds himself in a Klingon court accused of attacking a Klingon vessel and aiding rebels of the Empire. Archer's advocate, Kolos, proves to be of little use until he is persuaded to put up a more vigorous defense.

Archer testifies that *Enterprise* NX-01 was helping a stricken ship when it was attacked by Duras' D5 battle cruiser. In order to escape, *Enterprise* blinded the D5's sensors by igniting a pocket of gas in the rings of a gas giant. Archer is spared execution, but is sentenced to life on Rura Penthe, leaving his crew to try and find a way to free him.

STAR TREK: ENTERPRISE

Divergence

Sabotage carried out by the Klingons means that *Enterprise* will explode if it drops below warp 5. Trip Tucker is the only person who can help, and he is forced to cross from *Columbia* NX-02 to *Enterprise* on a tether while the ships are still traveling in excess of warp 5.

With *Enterprise* saved, they must get to the Qu'Vat colony before a Klingon fleet arrives to destroy the outpost. *Enterprise* and *Columbia* do their best to hold off Admiral Krell's D5 cruiser and two birds-of-prey, while Captain Archer aids Dr. Phlox in his quest to find a cure for the Klingon augment virus.

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