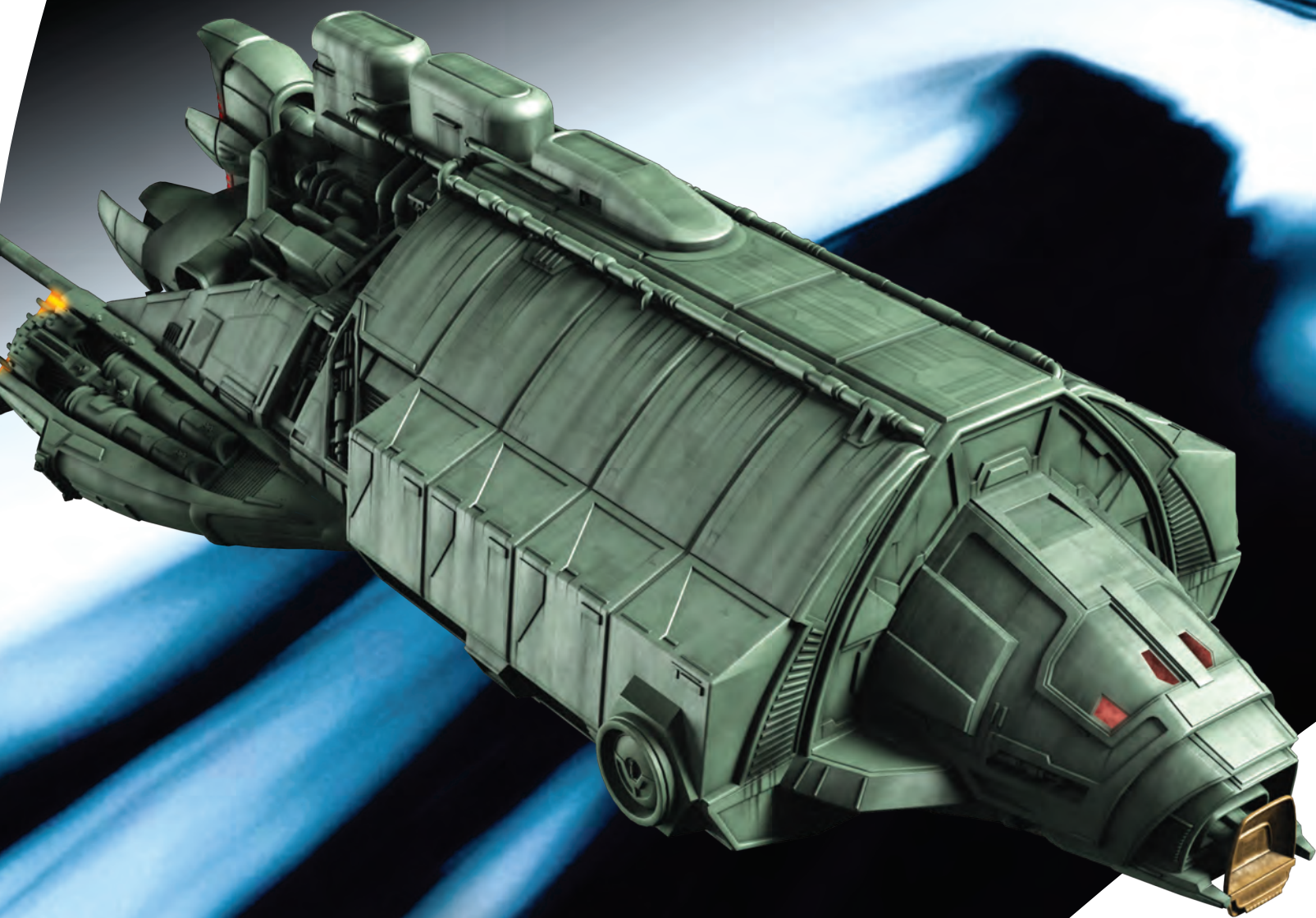


154

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KLINGON
TRANSPORT

TYPE: TRANSPORT

LAUNCHED: 22nd C

PROPULSION: WARP

CREW: 54

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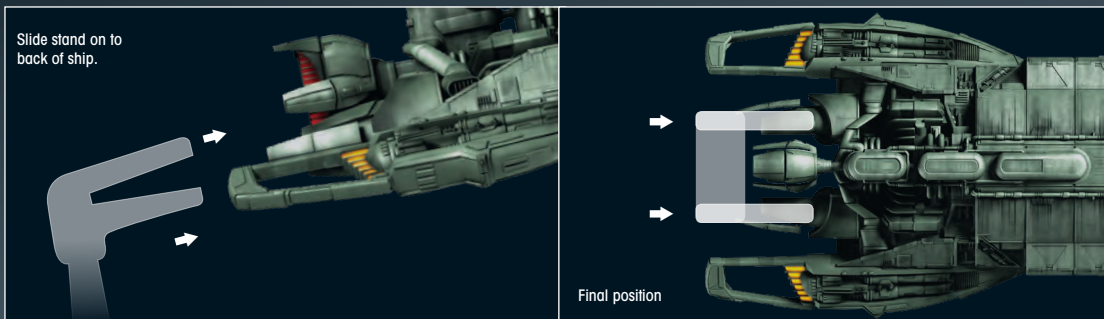
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KLINGON TRANSPORT

SPECIFICATION



OPERATED BY: REFUGEES

TYPE: TRANSPORT SHIP

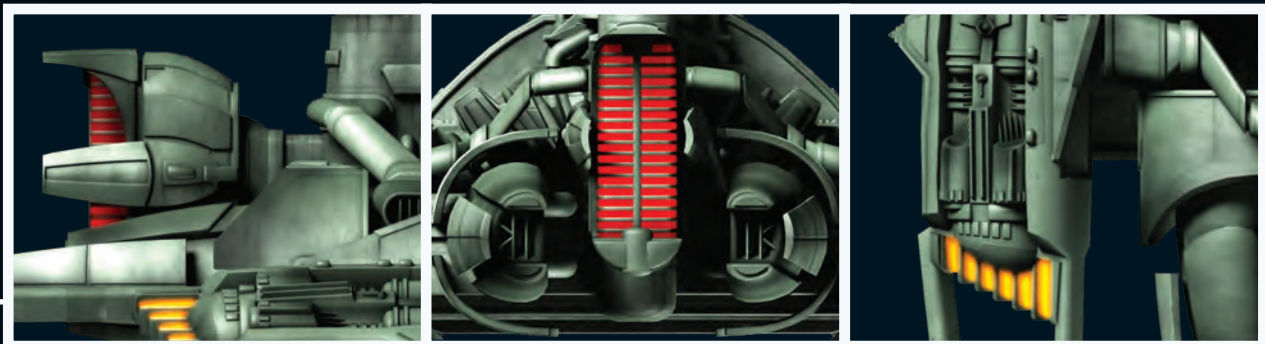
IN OPERATION: 22nd CENTURY


LOCATION: ALPHA QUADRANT

LENGTH: 55 METERS (APPROX.)

PROPULSION: WARP

CREW: 54



A Klingon transport ship is shown in a three-quarter view, flying through a vibrant purple nebula. The ship is a large, boxy vessel with a prominent circular hatch on its side and a complex structure of panels and vents. The background is a dark space filled with the glowing, ethereal light of the nebula.

► The transport ship used by the refugees to escape their homeworld was a basic cargo ship, little-suited to transporting living beings. The demands of a long interstellar journey quickly led to critical system failures of warp engines and life support, leaving the refugees on the brink of death and in dire need of help.

KLINGON

TRANSPORT

After fleeing their homeworld aboard a transport ship, Klingon rebels required aid from the *Enterprise*...



A group of refugees fleeing the Klingon Protectorate aboard a damaged cargo transport found themselves at the centre of a serious diplomatic incident between the empire they were escaping and the United Earth Starfleet.

Sometime prior to 2152, the Klingon Empire annexed the colony world of Raatooras, vowing to bring this world under its protection in exchange for allegiance from its population. This proved to

be a ruse hiding a typically aggressive move by the Klingons to asset strip Raatooras, plundering the world of all its resources. Despite promises to return with supplies of food and fuel, the Klingons abandoned Raatooras once they had taken what they needed, leaving its people to their fate. They never returned.

FLEEING THE EMPIRE

With no choice but to leave their ravaged world behind, 54 colonists boarded a poorly equipped and ailing cargo transport, seeking aid and sanctuary beyond the borders of the so-called Klingon Protectorate. It was a journey that brought them into contact with the starship *Enterprise* under the command of Captain Jonathan Archer.

The transport ship used by the refugees – branded ‘rebels’ by the Klingons they fled – was a basic cargo freighter better suited to short supply missions rather than longer interstellar voyages between star systems. It had basic warp capability, powered by two open-ended nacelles. Ranged to the lower aft section of the ship, these nacelles were distinguished by their yellow-hued power signature. The warp nacelles were located to either side of the larger impulse engine, which dominated the aft section of the transport. The drive section and engine housings amounted to half the transport’s total length.

The transport’s green hull plating was not dissimilar to the typical colouring of the Klingon vessels the refugees were fleeing, and it is possible



DATA FEED

The leader of the refugees told Captain Archer that their colony world was annexed by a species they had never encountered before – the Klingons.

◀ The *Enterprise* NX-01 responded to a distress signal from the transport ship. Captain Archer and his crew found the ship in a bad way. There were 27 biosigns detected onboard and the port warp nacelle was leaking reactant cooler, making rescue imperative.



▲ The warp nacelles and hull plate colouring of the transport are typical of Klingon ship design.

the ship was left on Raatooras by the aggressors. The mid-section of the transport comprised a modular cargo pod that was used as passenger accommodation for the 54 souls on board. Port and starboard docking ports were to be found at the fore end of the cargo pod.

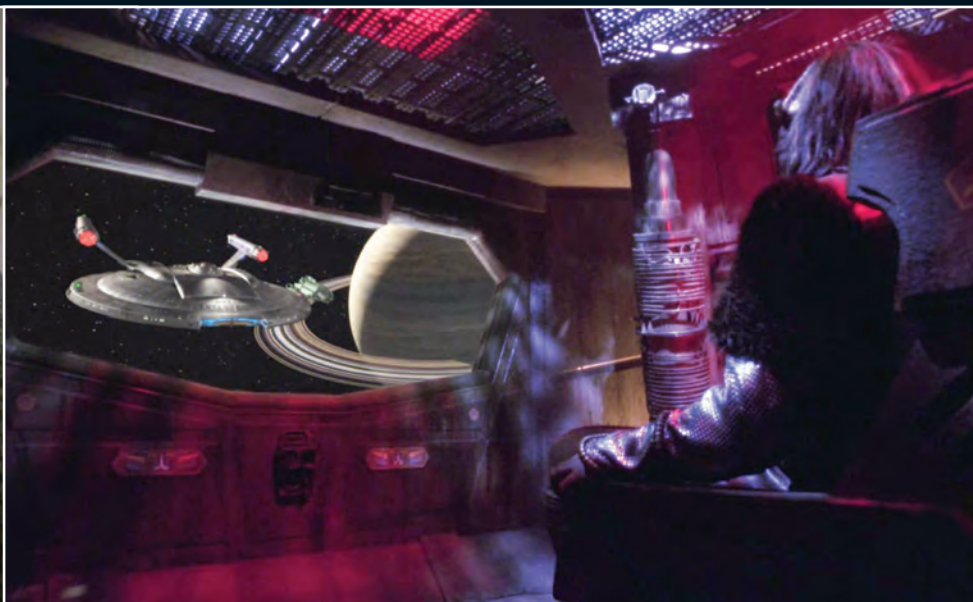
The transport's main flight deck was small and snub-nosed, located to the fore of the main cargo pod. The cockpit's exterior dimensions indicated it was designed with a minimal flight crew in mind.

DESPERATE SITUATION

Although the colonists had little option but to leave their planet, the transport ship quickly proved to be ill-equipped for the voyage ahead, leading to tragic circumstances for the refugees. Three weeks after leaving Raatooras, the ship's warp engines

had completely failed. An attempt to reach the nearest star system at impulse power was doomed almost immediately when main power went down, leaving no option but to divert auxiliary power to life support systems. These efforts were ultimately inadequate, with vital food processors and water recyclers failing almost immediately. Powerless and drifting for more than six weeks in a star system just outside Klingon territory, 27 of the 54 who left Raatooras perished. A distress signal sent out from the transport remained unanswered.

When all seemed lost for the refugees, help came in the form of the United Earth starship *Enterprise*, responding to the distress call. Captain Archer's crew found the ship in a bad way, drifting and venting reactor coolant from its port engine nacelle. The *Enterprise* successfully performed a



▲ The refugees rescued by the *Enterprise* were very weak and malnourished. Dr Phlox administered protein supplements to help.

► Duras' testimony of events stated that the *Enterprise* fired on the *Bortas* first, forcing the Klingon captain to retaliate and engage.



▲ Captain Duras of the battle-cruiser *Bortas* was tasked with bringing the rebels back to the Empire. On intercepting the rebel transport ship, Duras found the vessel docked with the *Enterprise*. Demanding the return of the rebels, Duras perceived Captain Archer's response to be aggressive.

tricky docking maneuver on the starboard side of the transport, bringing the 27 survivors on board. Commander Tucker assessed the transport ship was beyond repair.

KLINGON ENGAGEMENT

Perhaps keen to keep their treatment of the colonists secret, the Klingons assigned the *Bortas*, commanded by Captain Duras, to recover the 'rebels'. Duras demanded that Archer turn the rebels over to him, a directive refused by the *Enterprise* captain. The rebel transport was cut loose and the *Enterprise* entered the nearby ring system, where it had a better chance of fighting off the Klingons. The subsequent engagement saw Duras humiliated and Archer facing Klingon justice for helping the rebels...

DATA FEED

The *Enterprise* was unable to match the speed or weapons of the *Bortas*, forcing Archer to employ unorthodox tactics to escape a fatal battle and get the refugees to safety. Detecting isolytic plasma in the nearby ring system, the *Enterprise* lured the *Bortas* into a trap, igniting the plasma with a modified torpedo. The effect disabled the *Bortas*' sensors, allowing the *Enterprise* to make its escape undetected.



THE TRIAL OF JONATHAN ARCHER

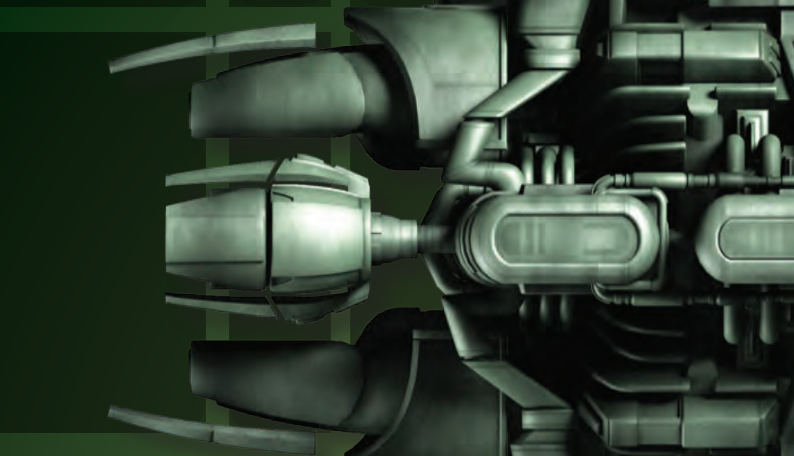
Accused of hiding rebels aboard the *Enterprise* and conspiring against the Klingon Empire, Captain Jonathan Archer was extradited and tried in the Klingon court. His assigned advocate, Kolos, appeared unwilling to present Archer's testimony of the incident, with the prosecution evidence weighted against the Starfleet officer.

Demoted for his failure to recapture the rebels, Duras claimed Archer was uncooperative and aggressively fired on the *Bortas* first. This distortion of events seemed certain to seal Archer's guilt until the captain convinced Kolos to present his own testimony. Archer was still found guilty, but a certain death sentence was commuted to life imprisonment in the dilithium mines on Rura Penthe. Joined by Kolos, who had been found in contempt of court, Archer was later freed by his crew. However, Kolos elected to stay, vowing to fight and restore honour to the Klingon justice system.



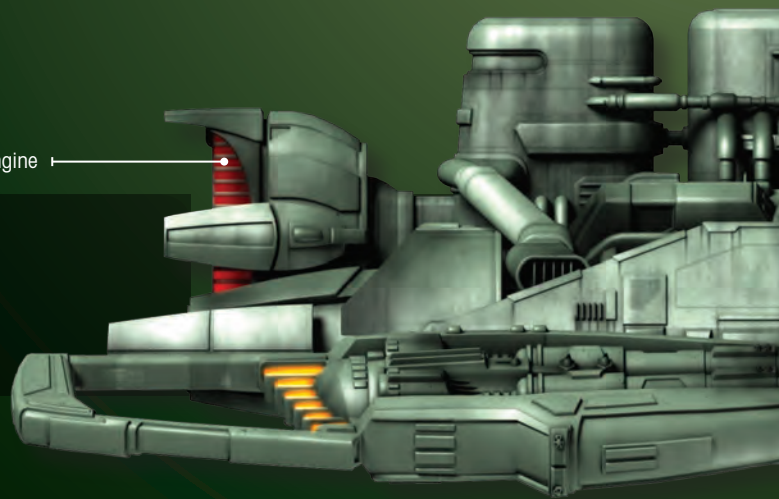
▲ The *Bortas* was a D5 Klingon battle cruiser assigned to bringing the rebels to justice. More powerful than the *Enterprise*, the Klingon ship fired first, deploying both torpedoes and phasers.

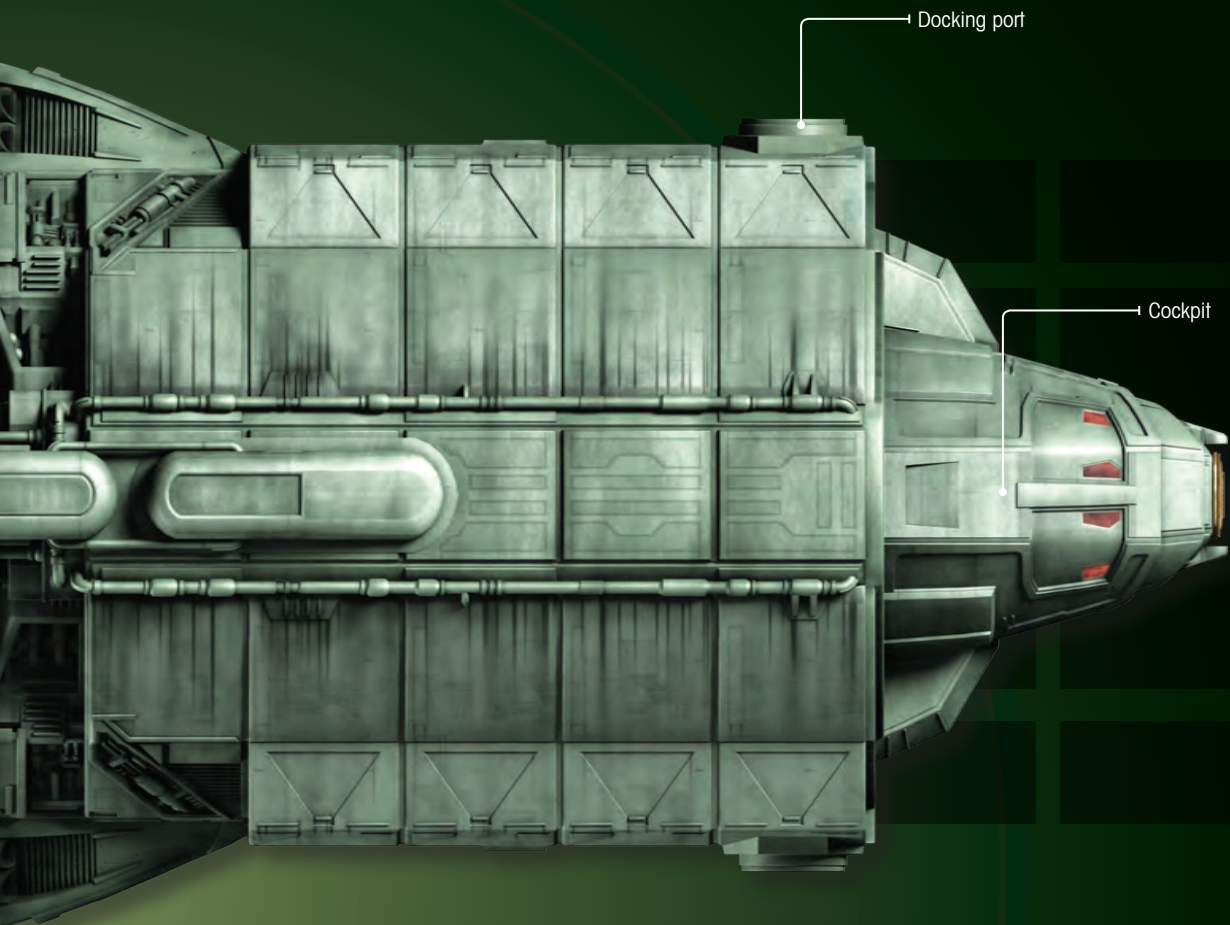
Port warp nacelle



Starboard warp nacelle

Impulse engine





Docking port

Cockpit

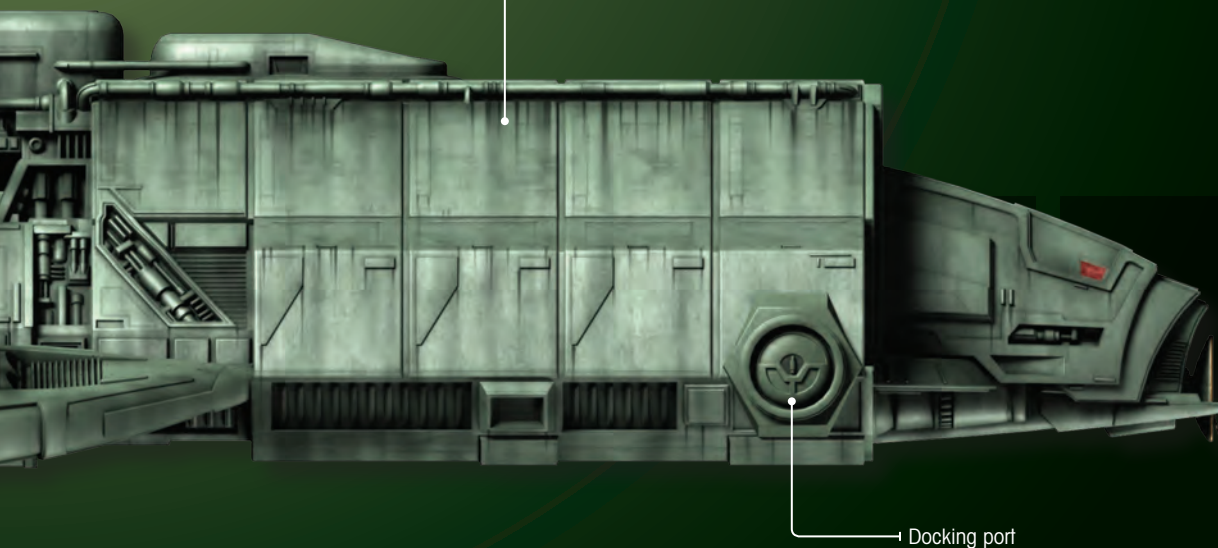
CRITICAL CONDITION

After assessing the condition of the transport ship refugees, Phlox informed Captain Archer that two of their number were in serious condition following their ordeal.

DATA FEED

Enterprise's chief engineer, Commander Tucker, assessed that the refugee transport ship was beyond repair. First officer T'Pol anticipated Captain Archer's compassionate response and issued orders for the survivors to be accommodated aboard *Enterprise*.

Cargo/passenger pod



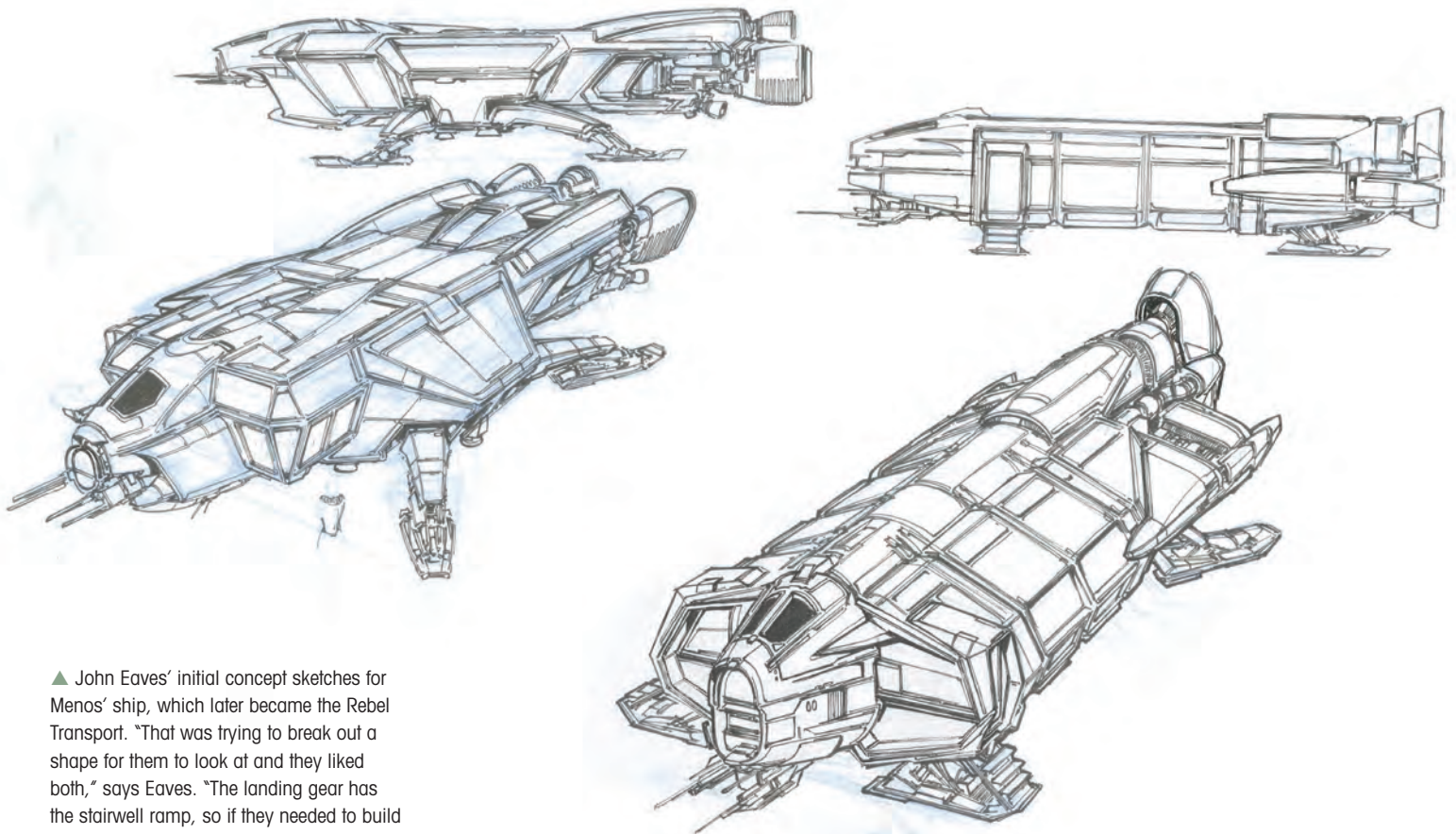
Docking port

DEMOTION

As a result of his failure to bring the rebels to justice, Captain Duras was demoted to the lowly rank of second weapons officer on the Ty'Gokar Perimeter.

REFUGEE FATE

The fate of the refugees rescued from the transport ship was unclear. Their original destination was a planet a few light years from Klingon territory. T'Pol was concerned this was not far enough should the Klingons continue to expand their borders further.



▲ John Eaves' initial concept sketches for Menos' ship, which later became the Rebel Transport. "That was trying to break out a shape for them to look at and they liked both," says Eaves. "The landing gear has the stairwell ramp, so if they needed to build a set that had the hatch and the landing gear, they could manipulate around it."

DESIGNING THE

KLINGON TRANSPORT

The Klingon transport ship was a CG redress of Menos' ship seen in 'The Seventh', originally designed by John Eaves.

For the Klingon transport seen in 'Judgment', concept artist John Eaves initially came up with a series of concept sketches for a brand-new ship to feature in *ENTERPRISE*. Ultimately, these sketches were not taken forward and it was decided to use a redress of Menos' Vulcan ship seen earlier in the season two episode 'The Seventh'.

"It'll be in the script, is it something we need to draw, or let's revamp what we've got?" says Eaves. "Sometimes they'll alter it in CG, sometimes they'll leave it and change the colour."

For the original ship seen in 'The Seventh', Eaves produced three distinct concepts. "They said that it was a rogue ship and they were hauling cargo," Eaves continues. "It had to be



▲ Eaves initially came up with a different concept for the Rebel Transport before a redress was decided on.

a rugged, tough ship so that's why I got the heavier detailing on it." Initially it was suggested the cockpit set of the *Phoenix* from *STAR TREK: FIRST CONTACT* would be used in the 'The Seventh'. "That's what determined that front shape because they had it and it was accessible. That's the way *ENTERPRISE* worked, they'd just redress."

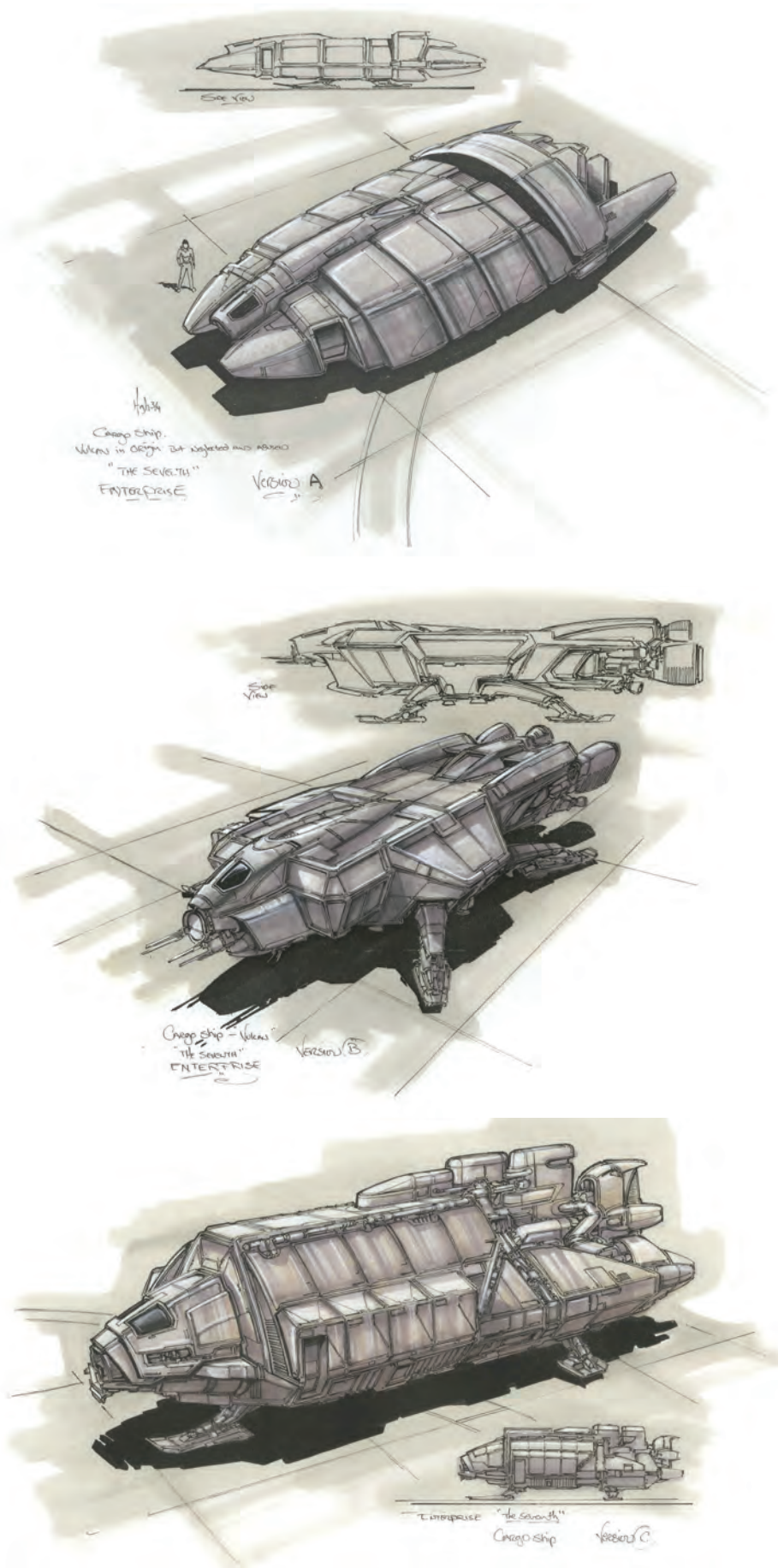
Eaves worked up an initial concept sketch showing the ship from different angles. "The really boxy one was the one that I really liked, with the planks coming off the side and the angled landing gear. That went through the first meeting and they said let's compact this a little bit and do more with the cargo. The second drawing has a short, stubbier cockpit."

CURVY CONCEPT

During the process, Eaves produced an alternative concept that hinted at the ship's Vulcan origins. "That was the swervy-curvy looking one," explains Eaves. "That was another variation, to try something with more curves."

The final design as seen in the episode took into account the earlier era *ENTERPRISE* was set in. "We got to pull propulsion systems back a little bit," adds Eaves, "so that's where you get this bulky, steam-engine look on things. We were able to do a lot of piping."

For the ship's appearance in 'Judgment' as the Rebel Transport, amendments were made to the nacelles with CG and the colour of the hull-plating changed to a green hue. "It was a fun ship, I really like the CG work on this one," sums up Eaves. "Just architecturally wise, you think cargo. I was kind of harking back to when they'd load up on jet liners and you'd see those little hull-shaped carriers come out and put in the plane. I was always intrigued by those. I thought it was kind of fun to carry that look on into the space world."



▲ More detailed sketches of Eaves' concepts. The top concept was an alternative that adopted a more "swervy-curvy" aesthetic to hint at its Vulcan origins. The bottom concept was the design taken forward to CG.



GOODMAN'S TRIAL

Writer David A Goodman looks back on 'Judgment', putting Archer on trial and bringing a new dimension to the Klingons.

DAVID A. Goodman's television writing career began in 1989, with credits on sitcoms including 'The Golden Girls' and 'Wings'. A life-long *STAR TREK* fan, Goodman wrote the teleplay for the 1995 TV movie 'The Adventures of Captain Zoom in Outer Space', in addition to numerous other TV credits throughout the 1990s. In 2002, Goodman wrote 'Where No Fan Has Gone Before', an acclaimed episode of the animated series 'Futurama', featuring the voices of *STAR TREK*'s original cast. This was a pivotal line on Goodman's résumé and soon after, he was hired as a consulting producer for the second season of *ENTERPRISE*. Shortly after his

arrival in the writers' room, Goodman happily admits his position on the show was precarious.

"I was definitely on the verge of being fired," Goodman laughs. "The first episode of *ENTERPRISE* I wrote, 'Precious Cargo', was a bit of a disaster. In some ranking it was considered the fourth worst *STAR TREK* episode of all time, which I took some pride in! But, my option was coming up and there was an idea floating around..."

KLINGON ACCOUNTANTS

That idea would eventually become 'Judgment', as Goodman recalls: "Taylor Elmore had pitched the idea of Captain Archer being put on trial. I've

▲ Writer/producer David A Goodman on the set of the *U.S.S. Enterprise* NCC-1701. Goodman joined the writing staff of *ENTERPRISE* for season two, fulfilling a fan dream to work on the series. He contributed four episodes before moving on to other popular television comedies and drama.

never met Taylor, but he's a very successful writer. I reworked it and pitched it to (*ENTERPRISE* executive producer) Brannon Braga. Interestingly, my 'Futurama' episode had a similar format, a trial with flashbacks."

In developing 'Judgment', Goodman had clear thoughts on using Klingon society to reflect themes relevant to the contemporary world of 2002. "*ENTERPRISE* had done Klingons," he elaborates, "but I wanted to try to connect, at least from a philosophical and political point of view, the Klingons of *ENTERPRISE*, to the Klingons in the original *STAR TREK*, to the Klingons of *THE NEXT GENERATION*. It was the idea of a culture that has lost its way. Klingons talked about honor, but they weren't really invested in honor. I always felt that we only ever see Klingon warriors, and that's something of what I thought about America. Around the world in certain countries, the only Americans people see are our warriors, our soldiers, so I thought it was interesting to consider that there's got to be Klingon accountants, there's got to be Klingon teachers, and what are those people like? They're not going to be warriors."

UNDISCOVERED HOMAGE

In placing Archer on trial and exploring the Klingon legal system, Goodman found 'Judgment' provided an opportunity to pay homage to a *STAR TREK* movie. "*STAR TREK VI: THE UNDISCOVERED COUNTRY* is probably my favorite of the movies," he says enthusiastically. 'Judgment' echoed *THE UNDISCOVERED COUNTRY*, featuring scenes set in a Klingon trial chamber and concluding with Archer and Klingon advocate Kolos imprisoned on the penal colony Rura Penthe. "A lot of fans say 'Judgment' is a rip-off of *THE UNDISCOVERED COUNTRY*," adds Goodman. "I don't think it is, it's just using the Rura Penthe setting and the trial format, but the story is completely different. It's saying something else."

"It's really Kolos' story," continues Goodman, "he's the one who goes through the emotional arc in 'Judgment', he's the one who starts in a place of having given up and finds himself again. There's the image at the end of him chipping away at the ice (on Rura Penthe), which to me is

► Commander Tucker came face to face with 'Precious Cargo' Kaitaama in David A. Goodman's first script for *STAR TREK: ENTERPRISE*. "It was a bit of a disaster," admits the writer.



► Goodman's second episode of *ENTERPRISE*, 'Judgment' placed Captain Jonathan Archer on trial by the Klingons, giving the writer the chance to explore Klingon society from an earlier point in continuity and connect them with the Klingons of the original *STAR TREK* and *THE NEXT GENERATION*.



► In the dilithium mines of Rura Penthe, Captain Archer is pleased to see Lt Reed, who has risked his life to free his captain from captivity. Archer offered to take Kolos with them, but the advocate is adamant he will remain on Rura Penthe.





▲ Although not stated in dialogue, Goodman says the trial took place on Narendra III, and featured a Klingon magistrate similar to that seen in *STAR TREK VI: THE UNDISCOVERED COUNTRY*. Later, Archer tries the local prison cuisine before giving evidence on the *Enterprise* crew's actions that resulted in his trial.

the metaphor; it's not going to happen overnight, but you can make change by chipping away at things."

PAINFUL PROCESS

Goodman continued to develop 'Judgment', sharing story credit with Taylor Elmore and taking a sole credit for writing the teleplay. Like many writers, Goodman confesses to finding the actual process of writing difficult. "I am so far from disciplined in my writing!" he admits cheerfully. "I try to work everywhere and I can't work anywhere. That's the long and short of it. Usually just getting through that first draft is very painful, then the rewriting is usually much easier. But simply getting through the first draft I find very painful. Sometimes I get up early and work and

sometimes I'll work during the night. It's a very random, chaotic process. But the work gets done. I constantly say to others and to myself, 'trust the process'. Even though it's terrible!"

As a fast-moving weekly television drama, *STAR TREK: ENTERPRISE* was a collaborative production, and Goodman credits the show's co-executive producer Chris Black with taking his draft script to the next stage. "Chris did the production rewrite and made some changes. There's a lot of Chris' work in the script for 'Judgment', he's a very talented writer. He'd been there before me and had a lot more experience writing for one-hour television. He made an enormous contribution to that script. I would say the script is 75 per cent mine and 25 per cent Chris. On any show, the more experienced writers are going to be leaned

on a little more because they understand what the script needs to be for the production.”

The final script allowed Goodman to indulge a love of *STAR TREK* continuity, with references going as far back as *THE ORIGINAL SERIES* peppering the dialogue. “I enjoy continuity that gives you a sense that the people writing are paying attention to what’s gone before,” he explains. “That’s why I do it. I might have gone too far in ‘Judgment’! The Duras family, the *Bortas*, I reused a lot of stuff, but I don’t think it got in the way of the story.” One continuity point that didn’t make it to the finished episode was the trial taking place on Narendra III, a Klingon outpost previously mentioned in *THE NEXT GENERATION* episode ‘Yesterday’s Enterprise’. “Narendra III was in the original script. I thought it would be weird for them to go all the way to Qo’noS for the trial, but we never actually say it in the script.”

STAR QUALITY

Looking back on the finished episode today, Goodman is keen to highlight the performances of the cast. “Sometimes you’re working with talented actors, and sometimes you’re working with talented actors who are also stars. Scott Bakula is somebody you can’t take your eyes off, he commands your attention when he’s on screen. That’s why he’s the captain of the *Enterprise*, not just in name but in terms of his power as a leading actor. It’s a gift to have those kinds of actors.

“The other actors who really shine in that show are JG Hertzler as Kolos. He’s just wonderful, playing a very different kind of Klingon than General Martok in *DEEP SPACE NINE*. My favourite scene in the show is John Billingsley as Phlox coming to visit Archer in the cell. John is such an affecting actor and that scene has affection and there’s care. It’s a very sparsely written scene and it’s the actors filling it up with the power of their talent.”

Considering the reputation of Goodman’s first *ENTERPRISE* episode with ‘Precious Cargo’, the writer was thrilled to have that balanced out by the more positive audience reception to ‘Judgment’. The episode was later picked by Scott Bakula as his favourite to have worked on.



▲ Goodman’s favorite scene in ‘Judgment’ took place between Phlox and Archer, showing the great affection between the *Enterprise* doctor and his captain.



▲ Klingon prosecutor Orak was named by Goodman as a homage to Orac, a computer in the classic British science-fiction series *Blake’s 7*, of which the writer was a great fan.



▲ Advocate Kolos shares a drink with Archer as they await the captain’s fate. Goodman felt JG Hertzler’s performance as Kolos was a key part of the success of ‘Judgment’.

“Scott said that, and I really appreciated why,” says Goodman. “He said there’s a speech that he gives where Archer says that until people stood up for change, we didn’t change. It was saying the perfect world of the Federation didn’t happen by itself, it happened because people stood up and said we’ve had enough, we need to change. I love that



▲ Archer was sentenced to life imprisonment in the Klingon penal colony of Rura Penthe, where Captain Kirk and Dr McCoy were imprisoned in *STAR TREK VI: THE UNDISCOVERED COUNTRY*.



▲ Over the course of their time together, a bond developed between Archer and Kolos. Kolos remained behind on Rura Penthe, but something had been awoken in the Klingon...

Scott hooked in on that and that’s why he likes the episode.”

Following his work on ‘Judgment’, David A. Goodman avoided his expected firing from *ENTERPRISE* and remained with the show as a consulting producer throughout the second and third seasons, writing the episodes ‘North Star’ and ‘The Forgotten’. He then moved on to producing roles on ‘Family Guy’ and ‘American Dad’ and is currently executive producer of ‘The Orville’. In addition to on-going TV work, Goodman has continued his *STAR TREK* association with several books including ‘The Autobiography of James T Kirk’ and ‘The Autobiography of Jean-Luc Picard’, with ‘The Autobiography of Mr Spock’ forthcoming. “I’m so proud of those books,” says Goodman, “and so proud that I get to continue being a *STAR TREK* writer.” He looks back on *ENTERPRISE* as a formative time in his professional career.

STILL LEARNING

“I had done a one-hour show before,” he sums up, “but *ENTERPRISE* was really my first experience where I learned a lot about the production of a high-budget, one-hour show. It was my *STAR TREK* fan dream come true, and the professional relationships I developed from there were really important. Brannon Braga and I work together on ‘The Orville’ and that professional relationship started when he hired me on *ENTERPRISE*. And I continue to learn. Brannon’s breadth of experience in one-hour science-fiction is unmatched by almost any other writer currently working on television. I still learn a great deal working with him every day.

“Once you get to participate in it,” Goodman concludes, reflecting on his experience as a fan and as a modern television professional, “it becomes something different and you start to see *STAR TREK* a different way. I still find myself watching an episode of *THE ORIGINAL SERIES*. I view it with a sense of awe, not as a fan but as a TV writer/producer because I understand now the accomplishment of doing that show in the 1960s. That *THE ORIGINAL SERIES* is still a watchable show on the budgets they had with the level of technology they had, it’s a mind-boggling achievement.”



◀ Goodman was thrilled that Scott Bakula chose 'Judgment' as his personal favorite episode of *ENTERPRISE* for a special DVD release. The actor engaged with Goodman's desire to highlight that things will not change in society until people stand up and fight for change.



◀ Archer faced the former Klingon captain Duras, who was demoted after being humiliated by the human captain in battle. Goodman had worked with Duras actor Daniel Riordan in the past and was pleased he could take part in the episode.



◀ Duras' appearance in 'Judgment' highlighted Goodman's love of continuity. The disgraced Klingon hailed from the House of Duras, members of which had appeared in *THE NEXT GENERATION*, such as sisters Lursa and B'Etor.

ON SCREEN



TRIVIA

'Judgment' proved to be Scott Bakula's favorite episode of *STAR TREK: ENTERPRISE* to shoot as Captain Archer. Choosing the episode to be included on the *STAR TREK FAN COLLECTIVE: CAPTAIN'S LOG* DVD set, Bakula said in his introduction, "There was a simplicity about 'Judgment' that was wonderful... It's not the flashiest, it's not the most exciting, but there is a simplicity, there's a grandiose, Shakespearean, Greek-tragedy feel to it..."



Although not mentioned in dialogue, Archer's trial took place on the Klingon outpost of Narendra III, established in the final draft script and in interviews by writer David A. Goodman. Narendra III was the outpost defended by the *U.S.S. Enterprise NCC-1701-C* in *TNG: 'Yesterday's Enterprise'*.



Actor Connor Trinneer only appeared as Commander Tucker in a single scene of 'Judgment'. This was due to the actor being ill during production of the episode. According to writer David A. Goodman, Trinneer was still suffering during the one scene he shot for the episode on the *Enterprise* bridge set!

FIRST APPEARANCE:	'JUDGMENT' (ENT)	
TV APPEARANCE:	STAR TREK: ENTERPRISE	
DESIGNED BY:	John Eaves	

KEY APPEARANCES

STAR TREK: ENTERPRISE **'Judgment'**

Captain Jonathan Archer is led before a Klingon court, accused of conspiring against the Empire. If found guilty, there can be only one punishment...

Archer's trial commences, the captain charged with aiding 'rebels' who were fleeing the Klingon Protectorate aboard a transport ship. The *Enterprise* captain refuses to reveal the location of the rebels. Evidence presented by the Klingon Duras casts Archer as an aggressive enemy who fired on his ship first, facts which Archer refutes.

The trial is biased against Archer, and the Starfleet officer tries to persuade

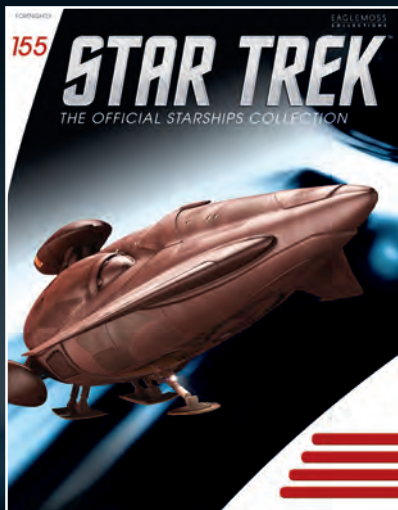
his Klingon advocate, Kolos, to let him present his side of the incident. The veteran Klingon is roused from years of bitterness and acceptance of the corrupt nature of Klingon law, and Archer gives his own evidence.

Enterprise came to the aid of refugees whose planet was annexed by the Klingons. Their transport ship was crippled, those on board near death. Archer is found guilty, but his death sentence is reduced to life imprisonment on the Rura Penthe penal colony. Kolos joins him, found in contempt of court.

Archer is freed from Rura Penthe by Lieutenant Reed, but Kolos chooses to remain, vowing to fight to restore honor to Klingon justice.

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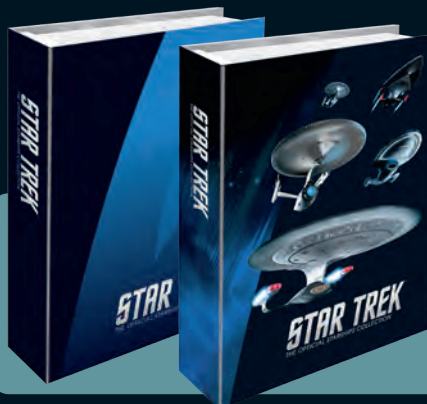
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- In-depth profile of the **Vulcan survey vessel D'VAHL**, a ship that was assigned to rescue three Vulcan officers stranded on 1950s Earth
- A detailed look at **Vulcan ship classes** of the 20th and 22nd centuries.
- A trip back in time to examine how **STAR TREK** has depicted **Earth's distant past** through flashbacks, time travel, the holodeck and more.

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