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KLINGON
AUGMENTS' SHIP

TYPE: ATTACK SHIP

LAUNCHED: 22nd C

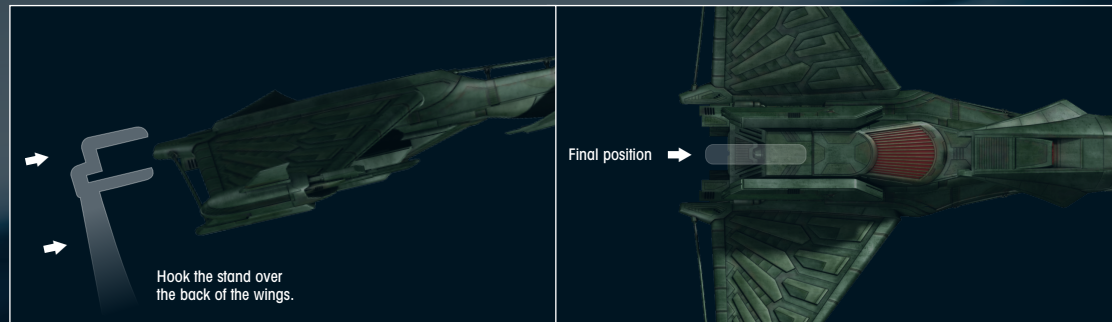
LENGTH: 70 METERS

WEAPONS: DISRUPTORS

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KLINGON AUGMENTS' SHIP SPECIFICATION



TYPE:	ATTACK SHIP
IN SERVICE:	22nd CENTURY
LENGTH:	70 METERS (APPROX.)
TOP SPEED:	WARP 5
CREW:	5 (STANDARD)
DEFENSES:	DISPERSIVE ARMOR
WEAPONRY:	DISRUPTOR CANNONS
	TORPEDO LAUNCHER



▼ Sharing a similar aggressive avian-like silhouette with the other ships in the Klingon fleet, the appearance of the vessel used by the Augments was designed to strike fear into the hearts of opponents.



KLINGON AUGMENTS' SHIP

In 2154, the Klingon Augments used a small type of attack ship to mount a daring raid on *Enterprise* NX-01.

The vessel used by the genetically modified Klingon Augments in the mid-22nd century was the smallest Klingon starship known to be in operation at that time. At roughly 70 meters long, it was smaller than a bird-of-prey or *Raptor*-class vessel, but still well armed, and could accommodate about six crew members.

The design architecture of the Augments' vessel was unmistakably Klingon in appearance. Essentially, it resembled a scaled-down version of the *D5*-class battle cruiser, but it included features of both the bird-of-prey and the *Raptor* class, while also incorporating its own unique elements.

Like the bird-of-prey, the Augments' ship featured disruptor cannons mounted on either side at the tips of the wings and a torpedo launcher inset in the nose of the forward command module. These weapons were a match for the offensive capabilities of Starfleet's *NX* class.

The warp engines on the Augments' ship were mounted on the underside of the main body,

DATA FEED

In the 22nd century, Klingon vessels were widely held to be tactically superior to Starfleet's best ships, such as the *NX* class. Even the much smaller vessel used by the Klingon Augments was a match for *Enterprise* NX-01.

whereas on the bird-of-prey they were attached to the dorsal side. These engines were capable of propelling it to a top speed that was comparable to *Enterprise* NX-01's maximum speed of warp 5. A superstructure was located on top of the main rear body, and this contained the cargo loading door, aft sensor platform and the maneuvering thrusters.

Like other Klingon ships of this era, the rusty-green-colored hull surface of the Augments' vessel featured a feather-like plating pattern, which added to its bird-like appearance. The plating was composed of a coherent molecular alloy that was twice as thick as the polarized hull of Starfleet's *NX* class. This meant that together with its dispersive armor, which was standard on all Klingon ships, it could withstand multiple direct hits from phase cannon fire without being compromised.

The crew of *Enterprise* NX-01 encountered the Klingon Augments' ship in 2154 when they were attempting to track down Dr. Phlox, who had been kidnapped and taken off in what was suspected to be a Rigellan freighter.



◀ Like most other Klingon ships, the vessel used by the Augments had the bridge module at the front, separated from the main body by a thin neck section. This ship had upward swept wings with powerful disruptor cannons attached to the ends of them.



◀ A four-person boarding party beamed over to *Enterprise* from the Augments' ship and uploaded a computer virus. It was designed to overload the engines and make the ship explode.



▼ The Augments' ship was used to snatch Dr. Phlox from a Rigelian freighter, before taking him to the Qu'Vat colony where it was hoped he could find a cure to the augment virus.



▶ Laneth was a member of the unit infected with the Klingon augment virus. She was part of the crew that took part in the attack on *Enterprise*. Upon returning to the Qu'Vat colony she mistakenly reported that their mission to destroy the Starfleet ship had been a success.



◀ The crew of *Enterprise* were examining the battered remains of a Rigelian freighter when the Klingon Augments' ship launched a surprise attack. It was extremely maneuverable, making it difficult for *Enterprise* to lock on with its weapons. Even if *Enterprise* scored a direct hit, it would have done little damage as the Klingon ship was well shielded with thick alloy plating and dispersive armor.



▲ Heavily armed for its size, the Klingon Augments' ship was a match for *Enterprise* NX-01 in battle. It swooped in on fast strafing runs with its disruptor cannons blazing, maneuvering out of range before *Enterprise* could disable it.

SURPRISE ATTACK

When *Enterprise* caught up with the freighter, the crew found that it had been badly damaged and there were no survivors. As they examined the wreckage, the Klingon Augments' ship emerged out of nowhere, unleashing a vicious attack. As disruptor cannon fire hammered *Enterprise*'s hull, a four-person Klingon boarding party beamed over in order to sabotage the Starfleet vessel.

A team of MACOs were dispatched to deal with the Klingon intruders, but one of the boarders, Marab, contacted his ship and gave it precise coordinates of where to target its disruptors. As the two vessels exchanged fire, a disruptor blast slammed into the section where the MACOs were ensconced, forcing them to retreat.

The Klingon intruders then had time to access one of *Enterprise*'s terminals and download a program into its computer systems. Once their work was complete, the Klingons made their way back to where they had beamed aboard. On their way there, however, Marab was shot and wounded, and the other Klingons were forced to leave him behind as they beamed back to their ship.

Once they were on board, the Augments' ship headed off at warp speed, but *Enterprise* was unable to follow as the Klingons had disabled its antimatter flow regulators. The computer subroutine they had downloaded was designed to cause *Enterprise*'s warp reactor to breach, leading the ship to explode. The idea behind the

subroutine was to make it look as if a malfunction with *Enterprise*'s engines had occurred. This way its destruction would be blamed on an engineering defect and the Klingons' involvement would remain hidden.

RETURN TO BASE

Believing that they had accomplished their mission, the Klingon Augments returned to their base at the Qu'Vat colony aboard their ship. Later, the Klingon Augments reported, prematurely as it turned out, that *Enterprise* had been destroyed. They believed that this would leave their captive, Dr. Phlox, available to continue his research into finding a cure for the augment virus that was spreading rapidly through the Klingon population.



DATA FEED

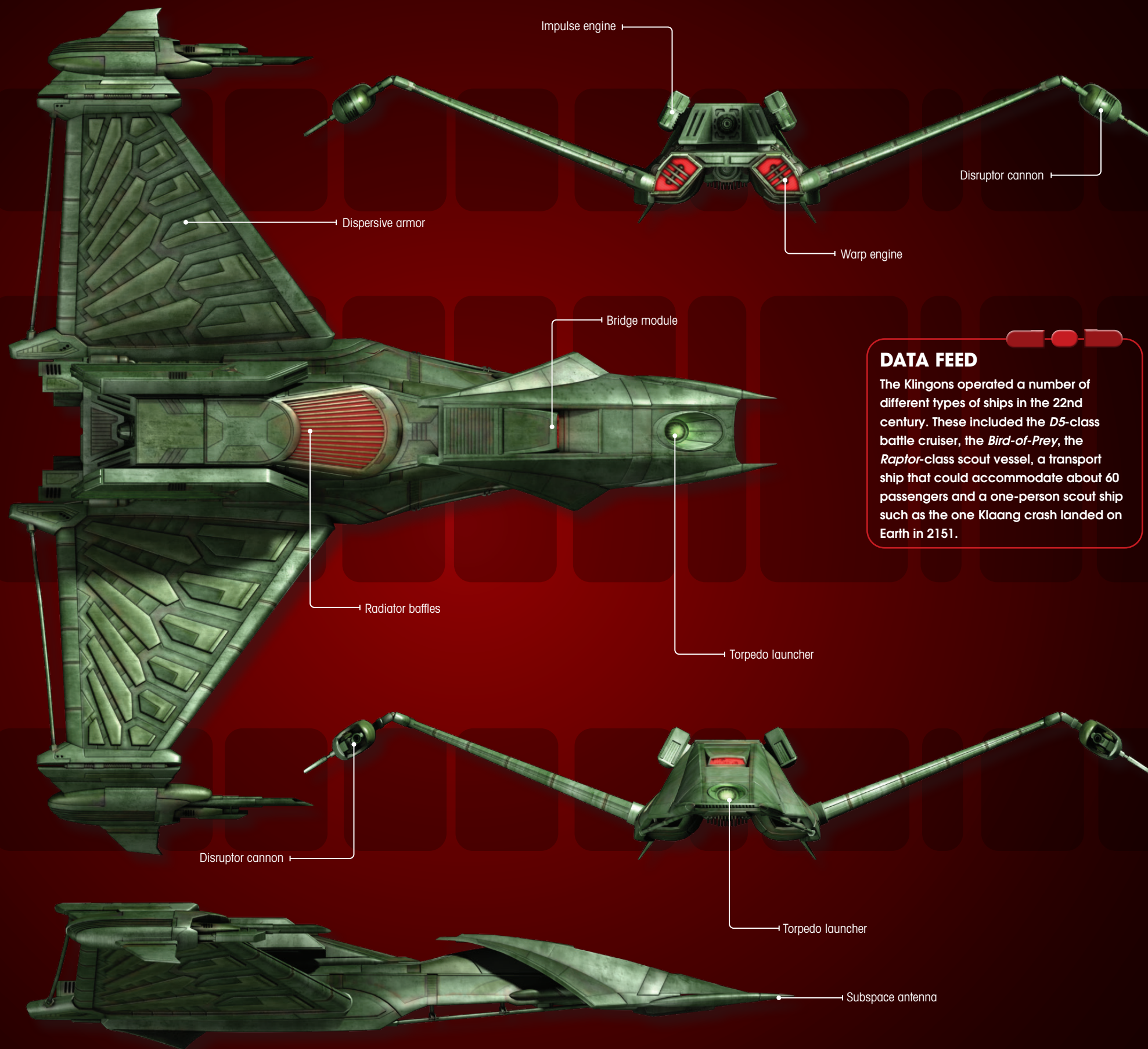
Marab and other Klingon warriors from his unit were chosen to undergo the augmentation process. He was later part of the raid on *Enterprise*, which was designed to destroy the Starfleet ship, but in such a way that it would look like an accident. Marab was apprehended during the mission, and was subsequently convinced to help the Starfleet crew gain access to the Qu'Vat colony where the research into the augmentation virus was taking place.

KLINGON AUGMENT VIRUS

The Klingon Augments were created under a secret program led by a Klingon scientist named Antaak. Using several human augment embryos that had survived Earth's Eugenics Wars, Antaak attempted to bio-engineer enhanced Klingon warriors. While the Klingon Augments that were created did develop superior strength and intelligence like their human equivalents, they also began to exhibit human characteristics, including losing their cranial ridges. More seriously, all of them eventually succumbed to an agonizing death when their neural pathways began to degrade. While working to make the augmentation process safe, Antaak inadvertently crossed the Augment DNA with the Levodian flu, creating an epidemic. This plague threatened the Klingons with extinction until Dr. Phlox was able to find a cure.



▲ Antaak was a Klingon doctor who tried to use DNA from human Augments to create Klingon Augments, but his experiments met with disastrous results as he unwittingly unleashed a deadly virus.

**DATA FEED**

The Klingons operated a number of different types of ships in the 22nd century. These included the *D5*-class battle cruiser, the *Bird-of-Prey*, the *Raptor*-class scout vessel, a transport ship that could accommodate about 60 passengers and a one-person scout ship such as the one *Klaang* crash landed on Earth in 2151.

POPULAR OUTPOST

The Klingon Augments' ship operated out of the *Qu'Vat* colony, a settlement that had a population of several million Klingons.

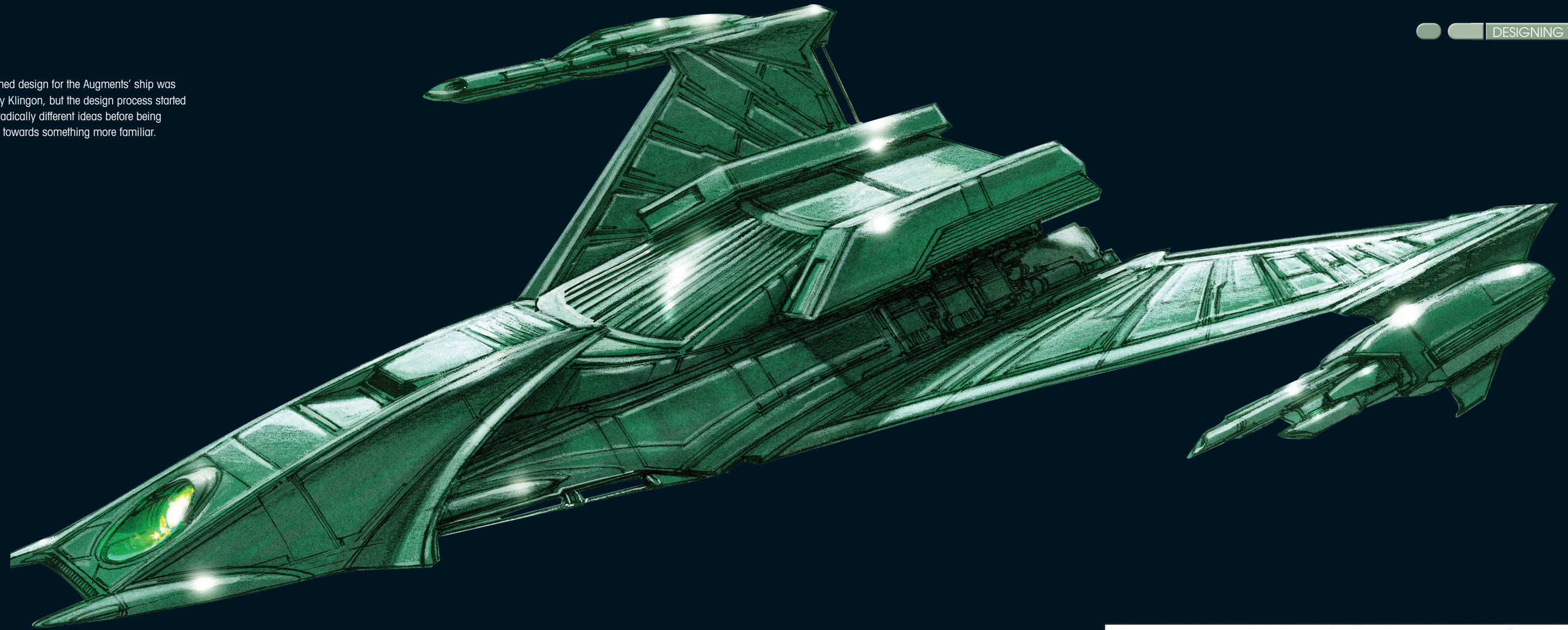
DEATH PENALTY

When one of the Klingon Augments, Marab, learned that Lt. Reed lied to his captain, he said that Reed was lucky to still be alive. Marab revealed that if a Klingon betrayed their captain, he would be executed immediately.

FRESH MEAT

As with other Klingon ships of this era, it was likely that the Augments kept live food on board their ship in the form of boar-like livestock known as *targs*. These animals were kept in *targ* pits that were presumably adjacent to the galley.

► The finished design for the Augments' ship was recognizably Klingon, but the design process started with some radically different ideas before being pulled back towards something more familiar.



DESIGNING THE

KLINGON ATTACK SHIP

In the last days of *STAR TREK: ENTERPRISE*, John Eaves was called on to design a mysterious Klingon ship.

When the Klingon Attack Ship first appeared on screen you weren't supposed to know that it was a Klingon ship at all so concept artist John Eaves was asked to come up with something that *could* be Klingon, but wasn't too familiar.

"(Supervising VFX Producer) Peter Lauritson wanted something really different for this," Eaves remembers. "He didn't know if he wanted us to go retro or for a sleeker version, or exactly what he wanted, but he was very clear he didn't want

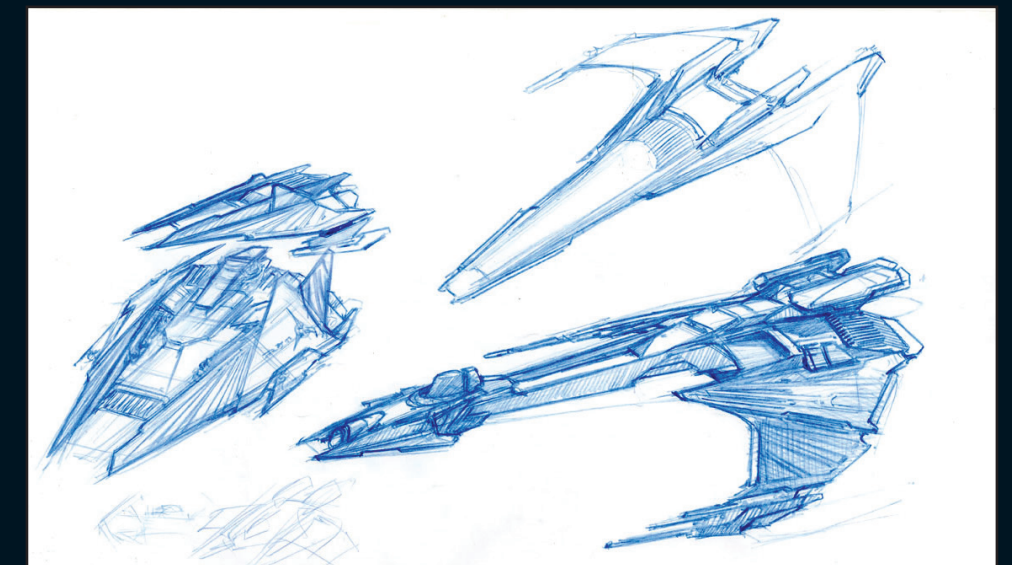
to have a *Bird-of-Prey*. He said do something completely different, make it angular, make it something that we've not seen before. That was the guidance behind the design."

By this point there had been nearly 700 episodes of *STAR TREK* so designing

► Eaves' earliest rough sketches for the attack ship show most of the elements that ended up in the finished design. You can see that he started to think about taking familiar elements of existing Klingon ships and compressing or extending them to create something new.

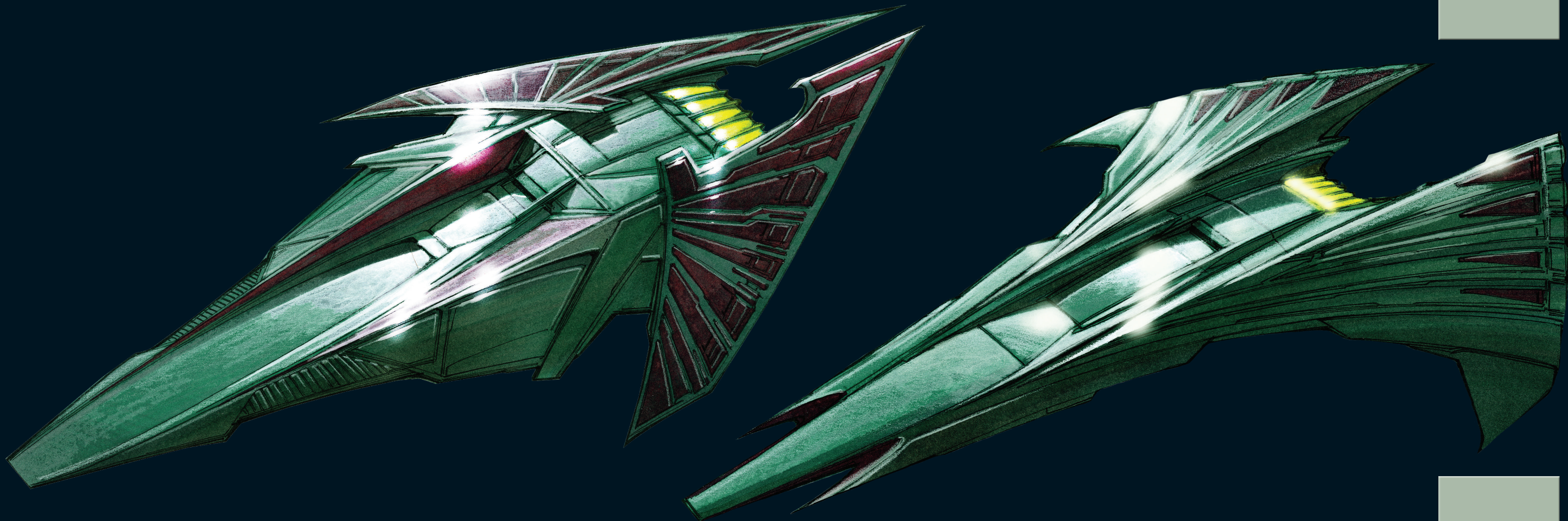
something completely new was a challenge. "We had drawn so many ships on this show that we were running out of shapes," Eaves laughs. "It was kind of like I had writer's block. I didn't know what other shapes to do!"

Initially Eaves produced three rough drawings. One showed a fairly familiar Klingon design with an extended neck and wings. This was instantly rejected for being too familiar. Another drawing



showed a much smaller, more compact design that was reminiscent of Gorth's ship from 'Bounty' in the second season. This idea had some traction but, as Eaves recalls, it also fell by the wayside. "Peter liked that shape so we went with that for a while. I

ended up using that as the head of the ship, instead of it being a separate ship." The third drawing was more of a departure. It showed a design like the head, which Eaves had extended and blended into the shape of the engine pod from the Klingon battle cruiser. This



concept got the nod and Eaves was asked to work it up into a more finished design.

STRANGE INSPIRATION

His solution to his 'artist's block' was to find somewhere new and different to look for inspiration. "We went down to the mill and looked at tools to see if any of those shapes could turn into ships," Eaves says. "They had this long level that bowed in the middle – you'd hang it on a string and it would give you a floating level – and that was where the shape for this ship came from."

Using this as inspiration, Eaves produced three alternative designs that he could take back to the producers. "We came up with these very unusual shapes. They've all got really strange long, long dimensions. A couple of them you'd never know were Klingon. Some of those drawings were wingless. It was almost like a stealth dart as opposed to a winged vehicle."

Although the wings on these designs were truncated, Eaves didn't remove them completely. And, in this case, he returned to a much more conventional source of inspiration. "I was looking at

aircraft carrier aircraft when they have the wings folded up. I thought it would be cool if that was the basis of the design. The wings would have been stationary – they don't extend – but it looked like they folded out. We ended up with this very Egyptian shape. The only thing that would distinguish them as Klingon was the kind of break up I had on the panels."

In Eaves's mind the ships he was designing were all relatively small. "There was a point where they said no windows and no lights so you really don't have a sense of scale. Normally that was your guide. As I was drawing I

figured it was not necessarily super small; it had a crew of maybe 15 or 20 people."

Ultimately, the producers felt that the wingless designs were too great a departure and didn't look Klingon enough. The version they chose was most like Eaves original pencil sketch with short, but very recognizable, wings. When it came to the color, they also decided to stick with a familiar Klingon green. "I asked what color they wanted," Eaves remembers. "'Do you want a grey or a dark metal or something?' He said, 'Let's go with the green but don't put markings on it.' I

guess the idea was that without markings you wouldn't know it was Klingon."

TECHNICAL HITCH

This last stage presented Eaves with a problem he had not encountered before. "This was the very first thing I did in Photoshop. I was just learning it and I hated it. I drew it with a mouse on a laptop. It was agony! Mike Okuda was sitting there and he said, 'Let me help you.' I wasn't getting it. 'I don't want to learn this. I like markers!' In the end I printed it and did pencil on top of it!"

▲ Some of the rejected concepts for the Attack Ship had an almost Egyptian look with short wings. Eaves describes them as being like a stealth dart.



THE KLINGON FOREHEAD II

SOLUTION

▲ The Klingons' countenance changed with the advent of the *STAR TREK* movies. A larger budget allowed the Klingons to be depicted with a more sophisticated appearance that included the distinctive ridged foreheads.

***STAR TREK: ENTERPRISE* producer Mike Sussman reveals how the writing staff finally explained the changing appearance of the Klingons.**

For many years, one of the most popular topics of conversation among *STAR TREK* fans centered on the Klingons' appearance. In particular, it focused on why their foreheads evolved from their smooth appearance in *THE ORIGINAL SERIES* to their ridged look in the movies and beyond. The prequel series *STAR TREK: ENTERPRISE* also went with the latter look for the alien race, and this raised even more conjecture about why the

Klingons of Kirk's era looked more human. Of course, the real reason behind the discrepancy was that back in the 1960s, the makers of *THE ORIGINAL SERIES* simply did not have the budget to create an elaborate and convincing alien makeup for the Klingons.

This rather mundane real-world explanation did not stop fans speculating on a *STAR TREK* universe reason for the change in appearance,



▲ *STAR TREK: ENTERPRISE* producer and writer Mike Sussman said he never set out to create an episode that explained how the Klingons lost their forehead ridges, but that it emerged organically from an idea he had about the human Augments.

however. The nearest on screen answer came in the *STAR TREK: DEEP SPACE NINE* episode 'Trials and Tribble-ations,' when Dr. Bashir and Chief O'Brien asked Worf what had happened, only for them to be told by him that "... it is a long story that Klingons do not like to discuss with outsiders."

Finally, a canonical explanation for the transformation was given in the *STAR TREK: ENTERPRISE* episodes 'Affliction' and 'Divergence.' This two-part story first aired in 2005, some 38 years after the Klingons had first shown up in the 1967 episode 'Errand of Mercy.'

UNEXPECTED INSPIRATION

According to *STAR TREK: ENTERPRISE* producer Mike Sussman, who co-developed the story and wrote the teleplay for 'Affliction,' the writers never had much enthusiasm for pursuing a story that explained the Klingons' changing appearance, even though they had heard a number of ideas over the years.

This all changed when Sussman first watched the final cut of 'The Augments,' the concluding episode of a three-parter from earlier in the season about the human Augments developed by Arik Soong. Sussman had also written this episode, and near the conclusion the script specified that the Augment embryos were on a *Bird-of-Prey* that self-destructs and explodes.

"I imagined that it was blown into a million pieces and there was nothing left," explained Sussman. "But when I watched the episode, the explosion – which was a cool special effect – didn't quite blow up the ship. It just kind of broke the neck of the *Bird-of-Prey*. I was thinking, 'Whose decision was that?' The whole point of having the ship explode was to completely destroy the embryos so that no one could come along later and do anything with them."



▲ The Klingons Kor [top], Kang [middle] and Koloth [bottom] were first seen in *THE ORIGINAL SERIES* looking distinctly human, albeit with bronzed skin, upward swept eyebrows and goatee beards. The fact that the same characters later appeared in *STAR TREK: DEEP SPACE NINE* with the much different ridged forehead appearance suggested that something shocking had occurred in their recent past to account for such a drastic change.

► Dr. Antaak was responsible for creating the Klingon augment virus and ended up falling victim to the disease when trying to find a cure.

▼ When Klingons were injected with the DNA serum designed to turn them into Augments, it caused their cranial ridges to dissolve.



◀ The idea for the story that dealt with the Klingons' change of appearance came to Sussman when he first watched the earlier episode 'The Augments.' He realized that the *Bird-of-Prey* carrying the human Augment embryos wasn't completely destroyed and wondered what happened to them.



► The story arc from earlier in the season with Brent Spiner playing Dr. Arik Soong saw him recreate human Augments. These episodes provided the genesis for the events involving the Klingons attempting to create their own super soldiers.



◀ The Klingon Augment episodes gave Dr. Phlox a chance to take center stage, while Antaak revealed what it was like to be a Klingon doctor, an aspect of their society not shown before.



◀ The Klingons of *THE ORIGINAL SERIES* era not only appeared more human physically, but they also took on some of humanity's worst character traits as they were shown to be crafty, deceitful and even cowardly. This change could now be explained by the human DNA they were infected with during the Augment Crisis.

Initially, Sussman saw this as a bit of a problem, but it soon sparked his imagination and led to an idea for a new story. "It got me thinking," said Sussman. "There was a Klingon ship with a bunch of supermen/Augment embryos on board just floating out there. What would that mean? What would happen if the Klingons came along and found that? I started mulling that over and I approached (executive producer) Manny Coto with it and we both came up with the notion that what if the Klingons thought humans were trying to create genetically-engineered soldiers? And what if they used human embryos to try and create Klingon soldiers who would have super strength? In the process we could tell the story of how the Klingons ended up with the

human-like appearance seen in *THE ORIGINAL SERIES*. As soon as we came up with that we had to do it, because it just seemed like a lot of fun."

SURPRISE REVELATION

Sussman also revealed why they introduced a new type of Klingon ship that the Augments used to launch a raid on *Enterprise*. "The reason that ship exists was because we wanted to hide the fact that the people beaming aboard *Enterprise* were Klingon," said Sussman. "That's why they showed up on a ship that we hadn't seen before. I remember thinking when I saw it on screen that it was a cool-looking ship, but it looked more Klingon than it should have. Marab and the other Klingons were running around on *Enterprise*

speaking Klingonese and I'm sure the more astute fan could recognize the language. We probably could have used a *Bird-of-Prey*, but we wanted there to be a big reveal. We wanted there to be a surprise in sickbay when the prisoner, who looks like a human being with a beard, starts speaking in an alien language, and Archer says, 'That sounds Klingonese' and Hoshi says 'That's right.'"

The fact that the story involved the Klingons trying to bio-engineer enhanced warriors using human DNA from genetically-modified embryos also helped to explain another change, this time in the temperament and disposition of the Klingons.

"The Klingon culture seemed to really change between *THE ORIGINAL SERIES*

and *THE NEXT GENERATION*," said Sussman. "The Klingons from *THE ORIGINAL SERIES* seemed to be without honor. They possessed many horrible human qualities and maybe these episodes also helped to explain that.

CHARACTER CHANGE

"Obviously, all the Klingons we saw in *THE ORIGINAL SERIES* would have been human-fusion Klingons who had survived, or been descended from people with the augment virus. We added in one part where the female Klingon Laneth talked about how she felt fear for the first time since she was a child. This showed that there was not just a difference in appearance, but a fundamental difference in character. Maybe we could have highlighted that

a bit more - that the Klingons were honorable, but had changed because of the human DNA in the virus."

As well as tying together a number of threads from *STAR TREK*'s history to provide a satisfying explanation as to how the Klingons changed physically and culturally for the better part of a generation, Sussman was also pleased with a number of other aspects of the episodes. They gave Dr. Phlox a central role in the story and a chance to show the audience his strengths beyond being a physician. Meanwhile, Antaak provided an insight into what it was like to be a doctor in a warrior-based society. "It was one of those times when everything seemed to come together," said Sussman, "and I think it was my favorite of the story arcs we did."

▲ For dramatic reasons, Sussman said that he did not want it to be obvious that Marab and his fellow Augments were Klingons when they first beamed over to *Enterprise* NX-01. He wanted it to be a surprise when Marab was revealed to be a Klingon after he was captured and taken to sickbay.

ON SCREEN



TRIVIA

James Avery guest starred as General K'Vagh [pictured below] in the *STAR TREK: ENTERPRISE* episodes 'Affliction' and 'Divergence.' Avery is perhaps best known for his role as Philip Banks, the rich uncle to Will Smith's character in 'The Fresh Prince of Bel-Air.' Meanwhile, actor John Schuck, who portrayed Dr. Antaak in the same episodes, had previously played a Klingon ambassador in *STAR TREK IV: THE VOYAGE HOME* and *STAR TREK VI: THE UNDISCOVERED COUNTRY*, as well as Legate Parn in the *STAR TREK: DEEP SPACE NINE* episode 'The Maquis, Part II.'



The creator of 'Family Guy,' Seth MacFarlane is a huge fan of *STAR TREK* and made a brief cameo appearance in 'Affliction' as Rivers, an engineer on *Columbia NX-02* [pictured on right, below].



In the *STAR TREK: DEEP SPACE NINE* episode 'Trials and Tribble-ations,' Chief O'Brien and Dr. Bashir considered why the Klingons of *THE ORIGINAL SERIES* era had smooth foreheads. O'Brien hypothesized that it was because of genetic engineering, while Bashir postulated that it was due to a viral mutation. As the episode 'Affliction' reveals, they were both correct.

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

KEY APPEARANCES

STAR TREK: ENTERPRISE 'Affliction'

Dr. Phlox is kidnapped when *Enterprise* NX-01 returns to Earth for the launch of *Columbia NX-02*. Phlox is taken to Qu'Vat, a Klingon colony where Dr. Antaak wants his help in finding a cure for a deadly virus that he created while experimenting with augmented DNA. Meanwhile, *Enterprise* heads off in pursuit of a freighter that is believed to be involved in Phlox's abduction. When *Enterprise* catches up with it, the Starfleet ship is attacked and boarded by augmented Klingons. They sabotage *Enterprise* before beaming back to their ship and returning to their colony.

STAR TREK: ENTERPRISE 'Divergence'

The Klingon Augments have booby-trapped *Enterprise's* engines. The ship will explode if it drops below warp five. With help from *Columbia*, they perform a daring cold engine restart at warp that purges the Klingon malware. *Enterprise* and *Columbia* then head to Qu'Vat, as they discover that's probably where Phlox has been taken. Several Klingon warships are also on their way there to destroy the colony and prevent the virus from spreading. *Enterprise* and *Columbia* desperately try to hold off the Klingon ships to give Phlox long enough to find a cure for the augment virus.

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