

## **EXHIBIT M**



# PRELUDE TO AXANAR

THE ILLUSTRATED SCRIPT  
OF THE SHORT FILM



UNITED FEDERATION OF PLANETS  
**HISTORICAL  
SOCIETY**

**Axanar Productions, Inc.**

28757 Industry Drive  
Valencia, CA 91355

(404) 918-1701

[info@axanarproductions.com](mailto:info@axanarproductions.com)

Design and Layout by Terry McIntosh

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# THE STORY OF PRELUDE TO AXANAR

Prelude to Axanar is an historical documentary—similar to those aired by the History Channel, but set in the Star Trek prime timeline, as might be produced by the Federation Historical Society and Memory Alpha—which chronicles the events of the Four Years War.

This epic conflict with the Klingons took place twenty years before James T. Kirk's famous five-year mission aboard the U.S.S. Enterprise. We have never seen this war; we have only hints that there were problems between the two powers.

It was a time of uncertainty and turmoil... a time when the fledgling Federation was being sorely tested. Humans led the way, having been the driving force behind its creation. Vulcan membership in the Federation, on the other hand, was very tentative, as their innate pacifism rendered them uncomfortable with the concept of war. Regardless of how anyone felt about fighting, Star Fleet crews from all the various planets were still segregated, as no one yet trusted members of another race quite well enough to serve side-by-side with them.

We see the rise of a generation of battle-hardened captains who were trying to win a war while maintaining the principles of peaceful co-existence upon which the Federation was founded. One of these was Captain Kelvar Garth, an explorer who possessed an unwanted talent for war.

Prelude to Axanar sets the stage for the feature film, Axanar. In it, we meet the characters whose courage decided the outcome of the Four Years War... and we learn how close the Federation was to being lost forever.

## HOW AXANAR BEGAN

The story of Axanar started more than twenty-five years ago, when Alec Peters was a law student at UNC-Chapel Hill. A life-long Star Trek fan, he had always been intrigued by the character Garth of Izar (from the third season TOS episode "Whom Gods Destroy"). Who was this man we learned was Captain Kirk's hero? How did he win the Battle of Axanar... and why did that victory change the course of Federation history forever? Alec thought these questions needed answers, so he set to work writing his first Garth story.

Flash forward twenty years, when Star Trek fan-film legend James Cawley invited Alec to portray Garth in a cameo appearance in an episode of Star Trek: Phase II. After discussing Alec's old Garth of Izar story, James convinced him to try writing a screenplay for it. Alec did, then approached his buddy Christian Gossett with the first draft, which the two began rewriting. Alec next asked old friend (and former acting class teacher, twenty years earlier) Richard Hatch, if he would be interested in taking on the role of Kharn, the Klingon commander. Richard agreed... and suddenly, with so many pieces falling into place, it began to seem like a distant dream might actually become a reality.

Producing Axanar, though, was obviously going to require a large sum of money. Alec decided to turn to Kickstarter for "crowd-funding", but realized he would first need to establish a relationship of trust and credibility within the Trek community. Doing so would involve showing them something really good—something that grabbed their attention and left them wanting more. Thus was born the idea for Prelude to Axanar.

Inspiration for the style of Prelude to Axanar came to Alec after re-watching the Emmy-award-winning MASH episode "The Interview", which had been shot like newsreel footage that gave viewers an intimate look at the characters' feelings about the war. The HBO series "Band of Brothers" later used a similar style successfully, interweaving interviews with veterans of World War II into their films.

After working out a script with Christian, and filming a video outlining the concept for the project, the Kickstarter campaign was launched. It grossed \$100,000, and just like that, Prelude to Axanar—the first Star Trek historical documentary, ever—was on its way.

We have only to scroll through the channels on our television sets and other devices to understand how significantly TV programming has evolved over the past decade; not only are stories being told in more sophisticated ways, but they are being delivered to viewers differently, as well. Prelude to Axanar was made by filmmakers who understand this evolution, who want to tell a great story in an intelligent, modern way... and want to share it with the legions of loyal Star Trek fans out there, who have been yearning for something new and captivating.

This is Prelude to Axanar...



## **RICHARD HATCH**

as  
**Klingon Supreme Commander Kharn**

Richard Hatch is best known as Apollo in the original *Battlestar Galactica* and Tom Zarek in the reimagined version of the show. A 50 year acting veteran, Richard is also a highly regarded acting coach and teacher.

The supreme Klingon commander, Kharn is the architect of the war with the Federation. Kharn pushes the Klingon agenda of conquest, and finds Starfleet more resourceful than the Klingon Empire expected.



## **TONY TODD**

as  
**Admiral Marcus Ramirez**

A veteran of stage and screen, Tony is known to *Star Trek* fans for his role as Kurn, Worf's brother, in *Star Trek: The Next Generation*. His turn as an older Jake Sisko in the *Star Trek: Deep Space Nine* episode "The Visitor" is a fan favorite. Tony is also known for his work in the *Candyman* and *Final Destination* movies.

As the newly appointed head of Starfleet, Ramirez changed the course of the war. A war-hardened veteran, Ramirez rallies the Federation from the brink of destruction.



## **KATE VERNON**

as  
**Captain Sonya Alexander**

Kate is best known for her role as Ellen Tigh in the reimagined *Battlestar Galactica*. A veteran of TV and movies, *Star Trek* fans know Kate as Commander Valerie Archer in the *Voyager* episode "In the Flesh".

Sonya Alexander is second only to Garth in the number of Klingon ships killed. Confident in her own abilities, she has become a legend among the Klingons who have faced her...and lived.







**J.G. HERTZLER**  
as  
**Admiral Samuel Travis**

No other Star Trek actor has appeared in more different roles than J.G. Best known as General Martok in Star Trek: Deep Space Nine, he is beloved by fans for his approachability and graciousness.

The old salt of Starfleet, Travis calls it like he sees it. A veteran of the Four Years War who never lets political expediency get in the way of telling you what he thinks.



**GARY GRAHAM**  
as  
**Vulcan Ambassador Soval**

Gary reprises his role of Soval from Star Trek: Enterprise. Gary, whose career spans almost 40 years, is also known as Detective Sikes from the Alien Nation television series.

The Vulcan Ambassador who went from holding Earth back to its greatest advocate on Vulcan, Soval is critical to the success of Garth's mission.



and introducing  
**ALEC PETERS**  
as  
**Captain Kelvar Garth**

The driving force behind Axanar, Alec first played Garth of Izar in the unreleased Star Trek: Phase II episode "Origins." Alec attended his first acting class with Richard Hatch 20 years ago and considers him his mentor.

Garth served as a role model for a whole generation of Starfleet captinas, including James T. Kirk. He was the architect of Starfleet's attempt to end the war at Axanar.



# THOUGHTS IN MOTION

## ILLUSTRATED SCRIPT OF PRELUDE



**AXANAR**  **R**  
**PRELUDE TO AXANAR**

PRELUDE TO AXANAR

Written by

Alec Peters  
and  
Christian Gossett



FADE IN FROM BLUE

NARRATOR (V.O.)  
(Begin speaking when UFP logo  
appears)

This is a galaxy-wide  
transmission of the United  
Federation of Planets.



(Starfleet Historical Society logo appears)



#1427  
NARRATOR (V.O.)

The United Federation of  
Planets Historical Society,  
in association with Memory  
Alpha, presents: The Four  
Years War.



EXT. Archanis

JOHN GILL (V.O.)  
(Begin speaking after planet  
appears)

Stardate 2241.03. The planet:  
Archanis 4.



EXT. Archanis COLONY CITYSCAPE

JOHN GILL (V.O.)

Founded nearly a century before,  
this research outpost has grown  
into a flourishing, full-scale  
city. It is a shining example of  
Federation progress.





INT. VULCAN



SOVAL

(Sitting)

There could be no Federation  
without Earth. And the fact that  
the humans could lead the  
formation of the Federation...



#1430

SOVAL (CONT'D)

just a few years after their war  
with the Romulan Empire is (PAUSE)  
nothing short of extraordinary.

JOHN GILL (V.O.)  
(Tactical Map)

But it represents something very  
different to the Klingon Empire.  
Growing tired of diplomacy, their  
high chancellor proclaims 'If  
words were water, the humans would  
drown us all.'



SOVAL

The bad-blood between the Humans  
and the Klingons meant that the job  
of preventing war and leading the  
peace delegations fell to Vulcan.

SOVAL (CONT'D)

Regrettably, we failed.

EXT. KLINGONS DESTROYING CITY



JOHN GILL (V.O.)

For 12 hours, the Klingon  
disruptors do not stop.

EXT. Archanis BURNING





#1432

JOHN GILL (V.O.)

Archanis is reduced to rubble.  
Thousands of its inhabitants are  
dead; countless more missing-the  
first victims in what will come to  
be known as the Four Years War.



(FADE to Intro Graphics)

(TITLE Screen)

(Narrated by John Gill)



INT. STARBASE 1



RAMIREZ (V.O.)

(Begins as D6 is flying over ruined planet)

They'd be expanding their Empire  
for two-hundred years before the  
Federation was formed.



RAMIREZ

That there would be a conflict with  
the Klingon people at some point...

RAMIREZ (CONT'D)

...was obvious (PAUSE) to most of  
the members of Starfleet.

(Starship in asteroid feild animation)



SOVAL

The Klingons were certain that they  
could merely take anything they  
wanted.



EXT. STARSHIP AND D6 IN ASTEROID FIELD



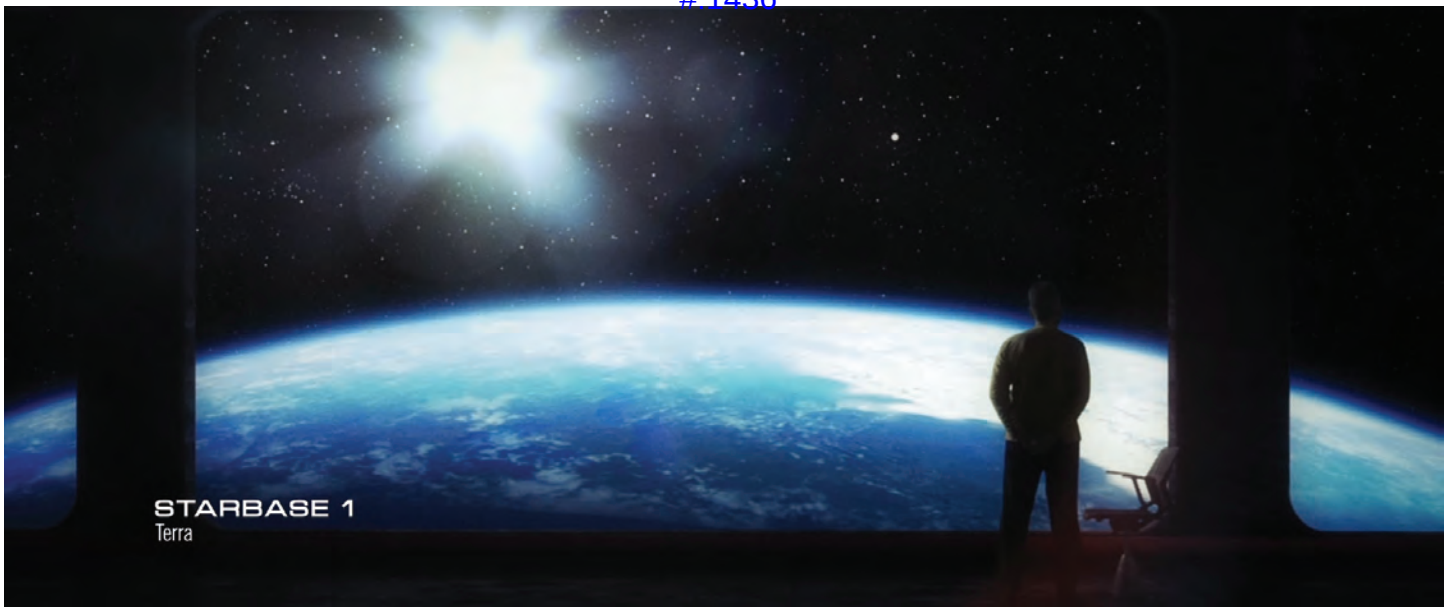
INT. VULCAN

SOVAL

Starfleet's early losses did little  
to...dissuade them of that notion.

(2 battle scene animations. During the 3 battle animation, Garth begins V.O.)






STARBASE 1  
Terra

GARTH

Corianus 6, Vesta, Archanis...we took  
some major beatings the first 6  
months.

INT. STARBASE 1



 **FLEET CAPTAIN KELVAR GARTH**  
Captain, USS Ares, Four Years War

GARTH

For most of that first year,

Our mission was just to slow them  
down (PAUSE) while we fell back.

INT. VULCAN

SOVAL

Unfortunately, the Klingons were  
unconvinced the Federation was any  
sort of match for them,

SOVAL (CONT'D)

And their belief in their  
superiority left us little room to  
negotiate.



INT. STARBASE 1

TRAVIS

Well, at that point, about the only  
thing that we were doing that  
didn't impress the Klingons was...





TRAVIS (CONT'D)

...dying well...and...there was plenty  
of that.

GARTH

The Klingon's supreme commander.  
The (PAUSE) architect of the  
invasions...

GARTH (CONT'D)

...was a warlord named Kharn.

(Kharn walking cut scene 1)



INT. STARBASE 1

TRAVIS

Kharn the Undying is what they  
called him.

(Kharn walking cut scene 2)

INT. STARBASE 1

SONYA

The Klingons revered him.

SONYA (V.O.) (CONT'D)

(Speaking over Kharn walking cut  
scene 3)

...with good reason.

SOVAL (V.O.)

(Speaking over Kharn walking cut  
scene 4)

Vulcan intelligence is...

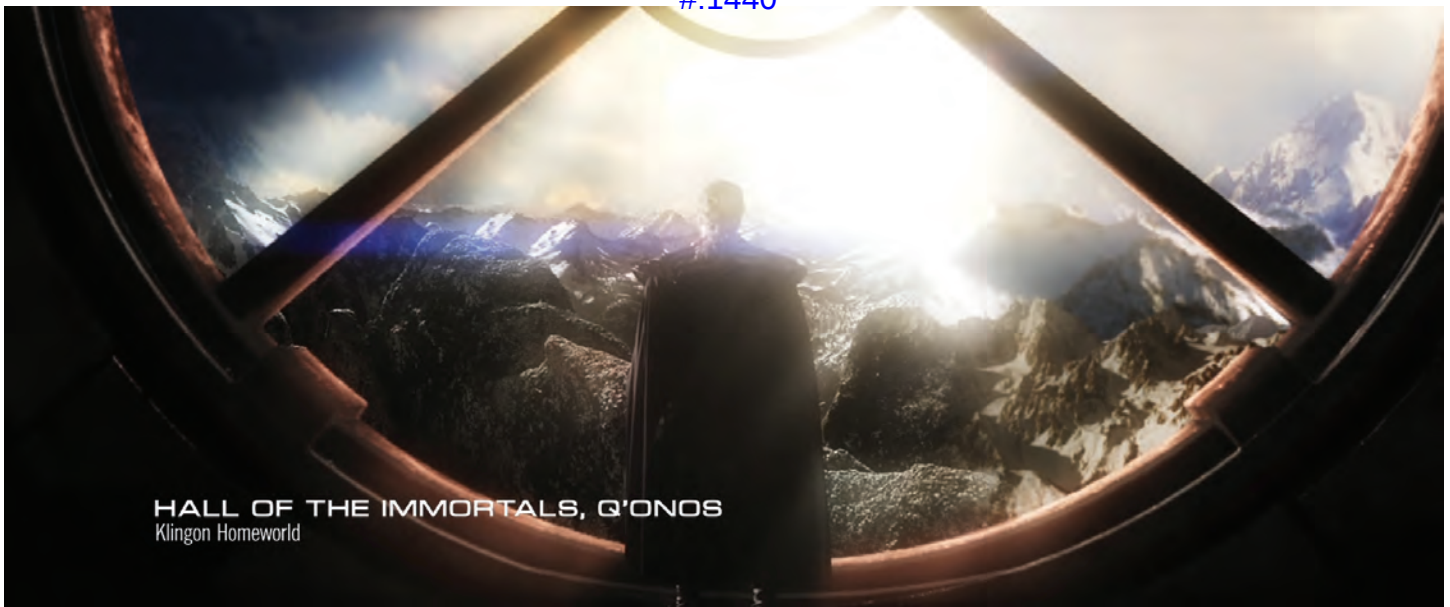
INT. VULCAN

SOVAL

...if I may say, unparalleled, but,  
even for us...

SOVAL (CONT'D)

...he was a mystery.



INT. KRONOS - HALL OF IMMORTALS

KHARN

It wasn't until the formation of  
the Federation that the...

KHARN (CONT'D)

(Hand on his sword)

...High Council...

KHARN (CONT'D)

...began to take Earth seriously.

KHARN (CONT'D)

And even after the Federation was  
formed, many on the High Council  
thought it as a mere political  
alliance. Starfleet was never scene  
as match...



KHARN (V.O.)  
(Beginnign of D6 Animation)

...for the imperial navy. Certainly  
not one that would impede the  
growth of the empire.



TRAVIS (V.O.)  
(Near the ending of the same D6  
animation as above.)

Their whole civilization, their  
whole culture...

INT. STARBASE 1

TRAVIS

Is a monument to the art of war.

RAMIREZ

The early campaigns (PAUSE)



RAMIREZ (V.O.)

(D6 animation)

Yes...the Klingons were toying with us. They were using a strategy known to the Klingon people as...

RAMIREZ

Vu-CHAK chu, Rit-TO (Inflected) Vu-CHAK chu, Rit-TO (subdued) (PAUSE)  
Which loosely...roughly translates as  
'The strategy of least respect.'

EXT. BATTLE SCENE



INT. STARBASE 1

RAMIREZ

The epitome of their (PAUSE)  
arrogance occurred during the  
ambush...

RAMIREZ (V.O.)

(Beginning of Inverness Animation)

...of Inverness 5.



KHARN (V.O.)

(Ending of Inverness Animation)

The Inverness system...



INT. KRONOS

KHARN (CONT'D)

...as you call it, was our first  
objective.

INT. STARBASE 1

GARTH

Inverness: 5 planets...

GARTH (V.O.)

(Speaking over colony animation)

...all colonized.

EXT. INVERNESS SYSTEM



JOHN GILL (V.O.)

Stardate: 2243.3. The highly  
populated, dilithium rich planets,  
of the Inverness system.

KHARN (V.O.)

For your kind, those planets are  
merely a source of dilithium.

INT. KRONOS

KHARN

For us...those planets are sacred.

EXT. STARSHIPS AT INVERNESS



INT. STARBASE 1

SONYA

God damn Inverness 5.

(Shot of damaged Starfleet vessel interior)



SONYA (CONT'D)

What a mess.

TRAVIS

It was the first time they used it  
on us. It was an old Klingon  
tactic. They had a word...NAK-choe-  
WEEtz.

TRAVIS (CONT'D)

It means 'The Devourer'.

SONYA (V.O.)

(Damaged ship interior shot 2)



Day after day (PAUSE) it was the  
same thing.





**CAPTAIN SONYA ALEXANDER**  
Captain, USS Ajax, Four Years War

EXT. DAMAGED FLEETS IN SPACE WITH DEBRIS

Day after day (PAUSE) it was the  
same thing.

EXT. DAMAGED FLEETS IN SPACE WITH DEBRIS



INT. STARBASE 1

SONYA

I'd get called into support some  
kind of counter attack,

EXT. SONYA ENTERES ORBIT

SONYA (V.O.)

By the time I got into orbit, my  
orders had been changed.

INT. STARBASE 1

SONYA (CONT'D)

'Attack called off'. (PAUSE) Battle  
was already over.

EXT. DAMAGED FLEETS IN SPACE WITH DEBRIS  
WITH EXPLOSION



SONYA (V.O.)

We'd pull out of warp...

INT. SONYAS BRIDGE IN CHAOS

SONYA (V.O.)

...into a junkyard.

INT. STARBASE 1

TRAVIS

Fragments of starships bouncing off  
my hull...

TRAVIS (CONT'D)

Fragments of the...crews, as well.

GARTH

18 starships destroyed.

TRAVIS

Pick up the (pause) survivors, beam  
them up...

GARTH

We'd be beaming them up, (PASUE)  
and one of two things would happen:

GARTH (CONT'D)

The transports would blow out...

GARTH (CONT'D)

...or the Klingons would show up  
and start shooting.

SONYA

I could look down from orbit and  
see trails of smoke...



EXT. BUILDINGS BURNING



INT. STARBASE 1

SONYA

Miles.

TRAVIS

(PAUSE) Well, that was it.  
Something had to change.

TRAVIS (CONT'D)

Or we were done.

INT. VULCAN

SOVAL

An Andorian acquaintance once said,  
“Don’t push the pink-skins to the  
thin ice.”

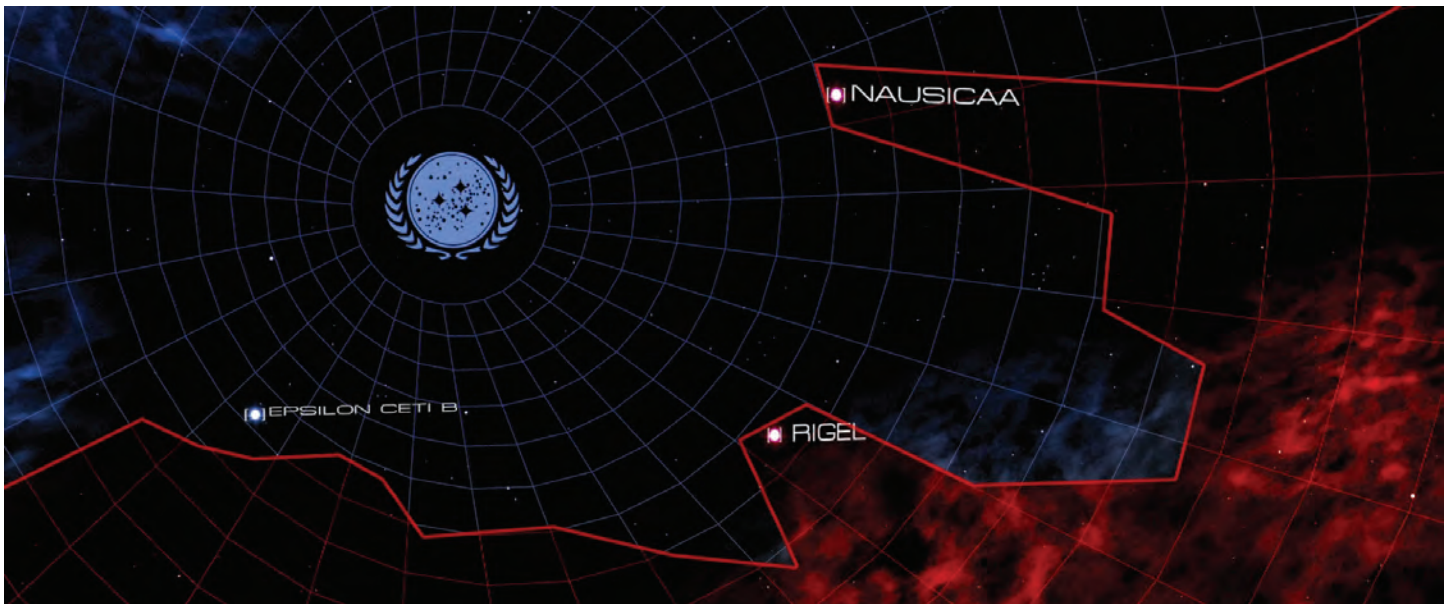
SOVAL (CONT'D)

It wasn’t very eloquent, but, the  
Klingons found it to prove quite  
prophetic.

EXT. KLINGONS APPROACH K7



FEDERATION TACTICAL MAP



JOHN GILL (V.O.)

After two years of almost constant  
defeat, the head of Starfleet,  
Admiral Slater, is forced to step  
down.

#1452

JOHN GILL (V.O.)

(Over image of Slater)

Across the Federation, billions  
wonder 'who would replace him?'



INT. STARBASE 1

GARTH

I was on the bridge of the  
Xenophon; it was my first ship in  
the war-an old Marklin-class  
destroyer.





#1453

GARTH (CONT'D)

Well, Lieutenant Kane-our comms officer-said that there was a fleetwide broadcast from Starfleet.

GARTH (CONT'D)

I told him to punch it up on the big screen. And that's when we heard it was Ramirez.

TRAVIS

That name spread like wild-fire. You ask anybody where they were when they heard it, and...they'll remember.

INT. FEDERATION COUNCIL CHAMBERS

RAMIREZ

(WITH ECHO)

We are facing an enemy that is consumed and committed to our total destruction.



INT. STARBASE 1

GARTH

His first speech to the Federation  
council was...incredible.

INT. FEDERATION COUNCIL CHAMBERS

RAMIREZ

An enemy that demands to be fought,  
and we will fight.

INT. STARBASE 1

GARTH

There were 40,000 people in Archer  
Arena...

INT. FEDERATION COUNCIL CHAMBERS

RAMIREZ

But I say to you, our greatest  
challenge is not the might of a  
Klingon fleet.



INT. STARBASE 1

GARTH

And they all wanted one thing:

INT. FEDERATION COUNCIL CHAMBERS

RAMIREZ

The greatest challenge laying  
before us is to do what must be  
done, without undoing the dream of  
the Federation.

INT. STARBASE 1

GARTH

Hope.

INT. FEDERATION COUNCIL CHAMBERS

RAMIREZ

For myself, I have but one fear:  
destroying the dream of the  
Federation. Compared to such a  
loss, (BOOMING VOICE) I do not fear  
the Klingon Empire!





INT. STARBASE 1

TRAVIS

It was a good speech.

INT. VULCAN

SOVAL

Until I heard Admiral Ramirez  
speak, I had not foreseen the  
possibility of a peace between the  
Federation and the Klingons.

SOVAL (CONT'D)

Nor had I foreseen the possibility  
that the Federation might win.

INT. RAMIREZ IN COUNCIL CHAMBERS

JOHN GILL (V.O.)

The battle cry of Admiral Ramirez  
sweeps across the Federation.

EXT. ARES IN DRYDOCK



The first goal was to create of  
ship...

INT. STARBASE 1

RAMIREZ (CONT'D)

...that could spring Starfleet back  
into action, back into battle.

EXT. ARES IN DRYDOCK

RAMIREZ (V.O.) (CONT'D)

We had to leap-frog Klingon  
technology.



INT. STARBASE 1

GARTH

It was called the Ares-class.

EXT. ARES IN DRYDOCK 2



GARTH (V.O.)

It was exactly what we needed.

EXT. ARES IN DRYDOCK 3

RAMIREZ (V.O.)

We had over a dozen member worlds  
working on it. It was the first  
pure warship that Starfleet had  
ever built.

SOVAL (V.O.)

(Over same animation as above, but  
near the end)

As for Vulcans...

INT. VULCAN

SOVAL (CONT'D)

...though we limited our  
contribution to propulsion,  
environmental, and defensive  
technologies,



SOVAL (CONT'D)

There were many who wanted us to  
end our participation in the war  
altogether.

INT. STARBASE 1

TRAVIS

A Vulcan's gonna do what a Vulcan's  
gonna do, but the Andorians (PAUSE)  
they were happy to supply us the  
phasers.

EXT. GERONIMO FLYING THROUGH ASTEROIDS

JOHN GILL (V.O.)

Stardate 2244.1. Near the planet  
Cygnus 3



INT. STARBASE 1

RAMIREZ

There will always be (PAUSE)  
detractors who think you're taking  
the initiative to soon, that  
you're...you're rushing the  
offensive. I disagreed.

EXT. KOMAROV AND OTHERS



JOHN GILL (V.O.)

The leadership of Admiral Ramirez  
is a welcome change, but his grand  
plan has yet to be tested in  
battle.

INT. STARBASE 1

RAMIREZ

We had the ships, and we had a core  
of battle-tested commanders.

RAMIREZ (CONT'D)

It was time to take the initiative.

TRAVIS

Well, that was Ramirez's first roll  
of the dice,

TRAVIS (CONT'D)

And they landed exactly the way we  
wanted them to--the way we needed  
them to.

EXT. LARGE FEDERATION FLEET

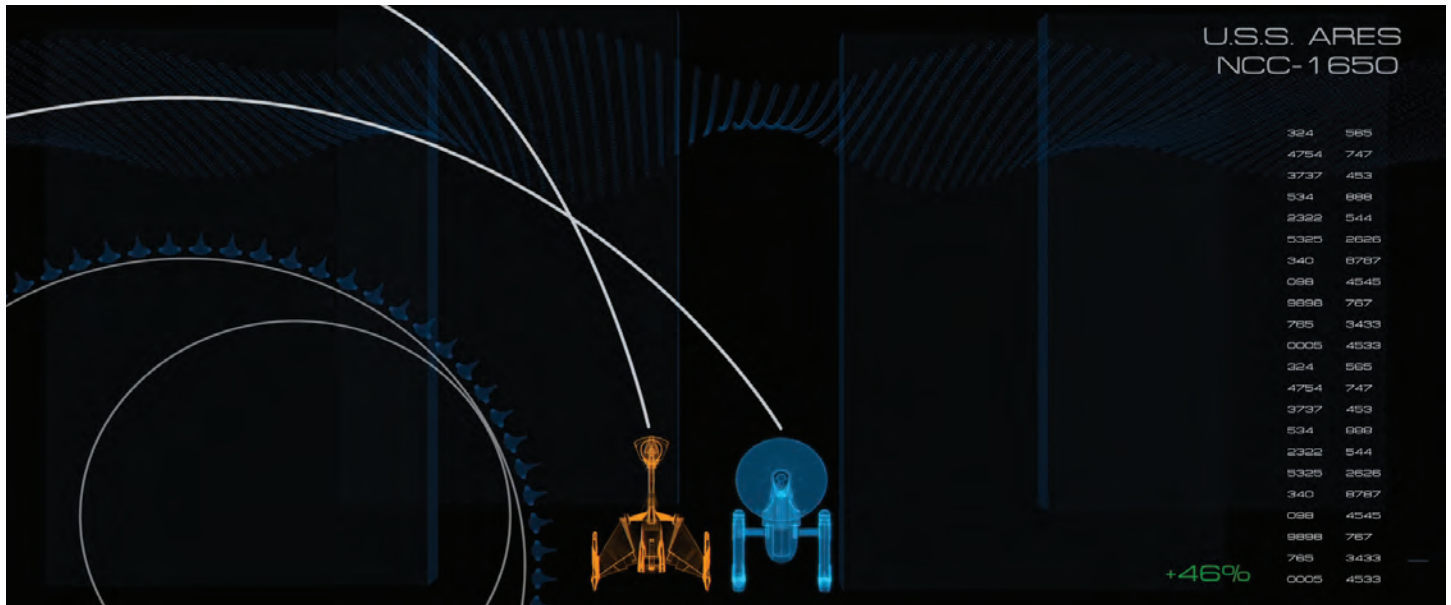


GARTH (V.O.)

The code-name was Operation  
Pegasus.



COMPARISON DIAGRAM OF ARES AND D-6



GARTH (V.O.)

Pegasus was the first test of the Ares-class against the ship it was designed to defeat-the D6.

TRAVIS (V.O.)

The Ares-class looked good in simulations-real good.

INT. STARBASE 1

TRAVIS (CONT'D)

But data can only take you so far.

EXT. ARES OVER PLANET



TRAVIS (V.O.)

The only true test for a combat  
vessel...

INT. STARBASE 1

TRAVIS

...is combat.

EXT. 3 CLIPS OF STARSHIP COMBAT



INT. KRONOS

KHARN

The new Federation ships were  
(PAUSE) unexpected.

EXT. ARES IN NEBULA #1



INT. STARBASE 1

TRAVIS

And then there was Garth. (CHUCKLE)  
That mad Izarain son-of-a-bitch.

TRAVIS (CONT'D)

It was his day.



EXT. ARES IN NEBULA #2



INT. STARBASE 1

SONYA

Garth likes to play-down his  
contribution. Don't you believe it.  
What he did that day, no captain  
had ever done.

GARTH

We got lucky.

EXT. ARES IN NEBULA #3



INT. STARBASE 1

GARTH

It was Sonya's maneuver that gave  
me the opening.

TRAVIS

Sonya pulled a feint to starboard.

EXT. BATTLE SCENE



INT. STARBASE 1

TRAVIS

(With admiration) Garth just went  
for it.

EXT. BATTLE SCENE



INT. STARBASE 1

SONYA

It was like a Klingon maneuver.

EXT. BATTLE SCENE



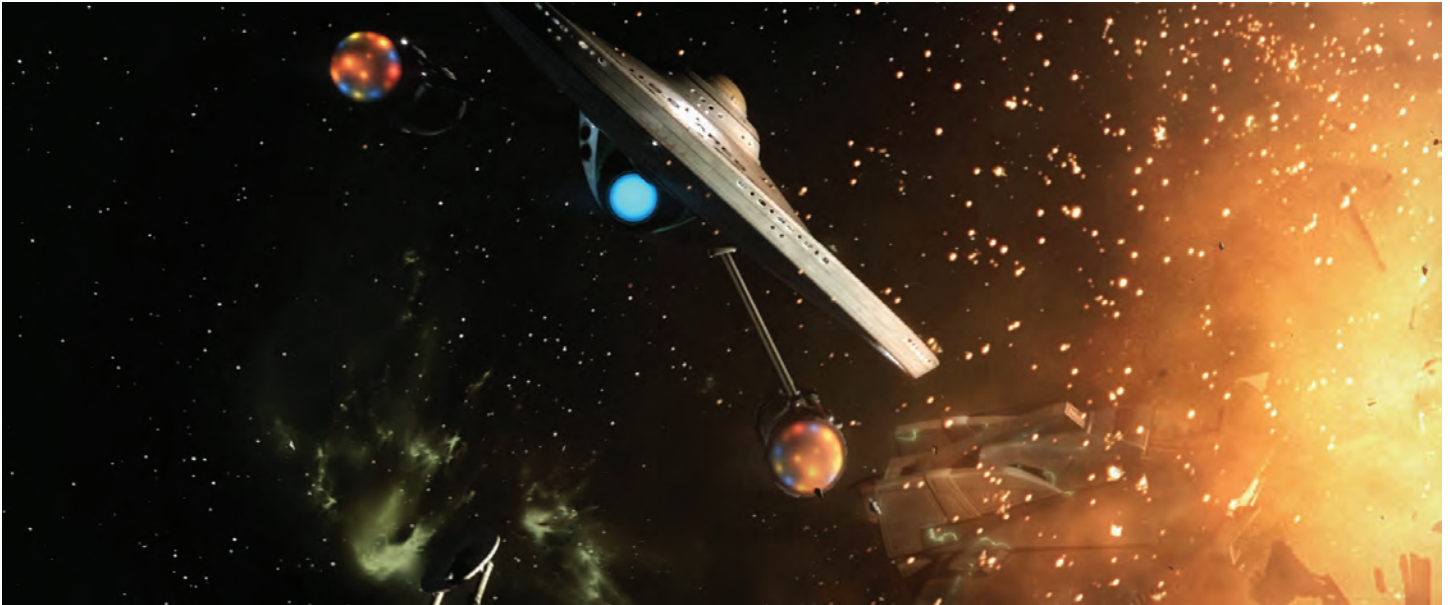


INT. STARBASE 1

GARTH

It was a new ship. They said she  
was tough. I wanted to see what she  
could take.

I/E. KRONOS AND BATTLE ANIMATION



KHARN (V.O.)

(Begins speaking near the end of D6  
exploding animation)

After the battle of Cygnus 3, our  
ship captains started giving the  
Federation its due as a worthy  
adversary.

KHARN

And for the first time, we...

KHARN (V.O.)

(Beginning - Over image of Garth)

...took notice of Garth of Izar.

INT. STARBASE 1

GARTH

It was a Klingon that gave me that name. I guess there are a lot worse things that a Klingon could call you.

SONYA

Yeah, sure I'll tell you: they called me queen-bitch whore of the Federation.

EXT. ARES AND D-6 IS ASTEROIDS



JOHN GILL (V.O.)

The Ares-class had withstood its first trial-by-fire, and passed the gauntlet victorious.

EXT. ARES FLY-BY

RAMIREZ (V.O.)

The Ares had proven itself, and it continued to prove itself. It was bigger...

INT. STARBASE 1

RAMIREZ

...faster, more agile, drip-drop. And it was better armed than anything we had before.

INT. KRONOS

KHARN

We had lost the advantage.

(Animation - (2 clips) D6 begins to enter atmosphere)

INT. STARBASE 1

GARTH

At the time, Starfleet crews preferred to fight among their own kind.

SONYA

Crews might be Andorian, or Tellerite, or Vulcan, or Human...

(Animation - D6 is still going down)

SONYA (CONT'D)

...each of which had their own strategy and tactics.

INT. KRONOS

KHARN

One never knew who you were fighting. And knowing ones enemy is the first rule of war.



#1471

(Animation - D6 STILL going down)



KHARN (CONT'D)

With the launch of their newer ships, and the experience their commanders had gained, our progress was slowed.

(Animation - D6 hits building, then crashes into ground)



KHARN (CONT'D)

It was (PAUSE) frustrating (PAUSE)  
to fight Starfleet.

TACTICAL MAP



JOHN GILL (V.O.)

Confident in their Ares cruisers,  
this brash core of captains took  
back 3 systems in 30 days. But the  
war was not over yet.

EXT. STARFLEET CONSTRUCTION YARDS



JOHN GILL (V.O.)

Stardate 2244.9. Starfleet's next generation heavy cruiser is behind schedule.

(MORE)

JOHN GILL (V.O.) (CONT'D)

Admiral Ramirez himself arrives to deal with the problem, when he receives a coded transmission from Starfleet Intelligence.

INT. STARBASE 1

RAMIREZ

The Klingons were (PAUSE) building something. Something big.

TRAVIS

We heard these rumors about the D7.

SONYA

We'd proven we could take on the Klingons,

SONYA (CONT'D)

...but the D7 (PAUSE) changed all that.

EXT. KLINGON CONSTRUCTION YARDS





KHARN (V.O.)

The D7 would break the back of  
Starfleet.

INT. KRONOS

KHARN

We had 3 shipyards across the  
Klingon Empire building her.

EXT. KLINGON CONSTRUCTION YARDS

INT. STARBASE 1

GARTH

If the Klingon High Council had  
listened to Kharn...

INT. KRONOS

KHARN

If the High Council had listened to  
me...

INT. STARBASE 1

GARTH

...they would have had D7's at  
Cygnus 3...

INT. KRONOS

KHARN

...the D7 would have been ready for  
battle...

INT. STARBASE 1

GARTH

And all our new Ares-class ships...

GARTH (CONT'D)

...would have been cut to pieces.

INT. KRONOS

KHARN

And we would have defeated the  
Federation.

(Kharn taps his sword on the ground in frustration)

EXT. STARFLEET CONSTRUCTION YARDS



RAMIREZ (V.O.)

It'd become an arms race; a war of  
technology. The new class...

INT. STARBASE 1

RAMIREZ

...of ship was proving more  
complicated than we realized. We  
needed more time.

GARTH

If the Klingons launched them  
first, we would have been out  
matched and outgunned-again.

#1476

GARTH (CONT'D)

And by now, the Klingons had  
learned better than to (PAUSE)  
squander that advantage.

RAMIREZ

I needed another option.

RAMIREZ (CONT'D)

I went to my three best captains:  
Garth, Ribbo, Trask...

RAMIREZ (CONT'D)

...and I asked them each for a plan  
of action.

TRAVIS

The admiralty had three different  
plans. The first one wasn't worth  
spit. The second one...ah, was a good  
plan; a solid plan. But the third  
(PAUSE) was Garth's.

SONYA

Garth asked me-out of the blue-if  
we could have a drink.

GARTH

That's when I told her I had an  
idea for a battle plan.

SONYA

My first reaction? (CONTEMPLATIVE  
PAUSE)

SONYA (CONT'D)

Let me just say this: I was really  
glad we were drinking.

TRAVIS

Garth and Sonya came into my  
quarters...