

# **STAR TREK** **CAPTAIN SULU**



## **SERIES BIBLE**

by  
Marc Scott Zicree  
Michael Reaves &  
Winston Engle

## **STAR TREK** **CAPTAIN SULU**

### **Introduction**

Since his debut in the pilot of the original STAR TREK TV series, Lt. Sulu has remained one of the franchise's most dynamic and appealing characters – brave, intelligent, honorable, funny. Whether brandishing a rapier or piloting the Enterprise into the midst of battle with the Romulans or Klingons, Sulu has always proved the perfect Starfleet officer.

In STAR TREK VI – THE UNDISCOVERED COUNTRY, we finally saw Sulu promoted to captain of his own starship – the *Excelsior*. His appearance at the beginning of the movie invariably draws cheers from the audience -- for, since the demise of the original series, the fans (and they number in the millions) have clamored for one thing – Sulu in a series of his own.

In 2007, with STAR TREK NEW VOYAGES “World Enough and Time,” Sulu finally got the episode he deserved, one which showed that both the character and the brilliant actor playing him were fully up to the task of carrying a show. No less than Ray Bradbury has called the episode “great” and “amazing.” The stage was set for something even more exciting to come.

Which leads us to **STAR TREK – CAPTAIN SULU**, the network series that proceeds from that landmark episode – and takes us boldly into an exciting new chapter of the STAR TREK universe...

## **OUR SERIES CREATORS**

**MARC SCOTT ZICREE** – With over 100 network credits to his name, Zicree has been a writer on STAR TREK – THE NEXT GENERATION, DEEP SPACE NINE, BABYLON FIVE, THE NEW TWILIGHT ZONE, SLIDERS, FRIDAY THE 13<sup>TH</sup> – THE SERIES, BEAUTY AND THE BEAST, FOREVER KNIGHT and many more. He has served as producer or executive producer on a number of network series and pilots. Most recently, he co-wrote, directed and executive produced STAR TREK NEW VOYAGES’ “World Enough and Time,” starring George Takei. He’s also the author of THE TWILIGHT ZONE COMPANION.

**MICHAEL REAVES** – An Emmy-winner for the animated BATMAN and Writers Guild Award nominee for THE NEW TWILIGHT ZONE, Reaves has over 400 scripts to his credit, including STAR TREK – THE NEXT GENERATION, SLIDERS, GARGOYLES, INVASION AMERICA and many others. He is a New York Times bestselling author, with over 25 books to his name, including STAR WARS novels and various original works, the most recent being INTERWORLD (with Neil Gaiman), which just sold to DreamWorks. Reaves has personally worked with Steven Spielberg, George Lucas and Gene Roddenberry, and was co-writer and executive producer of STAR TREK NEW VOYAGES’ “World Enough and Time.”

**WINSTON ENGLE** – Writer and producer of the multiple award-winning film A CAN OF PAINT (based on a story by sci-fi legend A.E. Van Vogt), Engle also served as co-producer on “World Enough and Time.” He is currently editor and publisher of the new THRILLING WONDER STORIES.

## OUR SETTING

**STAR TREK – CAPTAIN SULU** takes place some years after the events chronicled in STAR TREK VI – THE UNDISCOVERED COUNTRY. In that film, the Klingon Empire suffered the Chernobyl-like destruction of one of their moons and had to admit that their Empire was in danger of utter collapse unless the United Federation of Planets (our guys) stepped in to help.

Realizing that if the Klingon Empire collapses, the Romulans will move in to conquer all their subject worlds and become a superpower that could seriously threaten the security of the Federation, Starfleet (the military arm of the Federation) has stepped in to shore up the failing Klingon Empire.

**Our series follows the continuing five-year mission of the *Excelsior* under Captain Sulu, as he and his crew are dispatched to Klingon space as part of this undertaking.**

This proves a delicate balancing act, as the conquered Klingon subject worlds mostly want their freedom. Some have been granted this, while others have been brutally put down. This often puts our guys in a difficult gray area – the Federation doesn't want to be on the side of tyranny, but it also wants to maintain the balance of power.

Frequently what's required is diplomacy on the part of the Federation to broker compromise between the host worlds and their former Klingon masters. Meanwhile, some of these worlds are falling under the sway of extremist factions that will stop at nothing to gain their objectives – while on many of the former Klingon worlds there are remnants of devastating secret weapons and facilities that, now unchecked, threaten to wreak havoc.

**In the midst of all these challenges, however, there's one major plus to this assignment – beyond the Klingon Empire lie myriad unexplored systems that were formerly off-limits to the Federation. The *Excelsior* can (in the words of the famous opening) “seek out new life and new civilizations... [and] boldly go where no man has gone before.”**

Captain Sulu intends to do just that.

So what we're talking here is a show for the 21<sup>st</sup> Century that packs all the adventure, intellectual stimulation and sense of wonder that the original STAR TREK brought us.

## OUR CHARACTERS

**CAPTAIN HIKARU SULU** – Born in San Francisco, Captain Sulu is an American hero down to his bones. After serving on the *Enterprise* for a number of years as its crack helmsman, Sulu was promoted to Captain of the *Excelsior*. Sulu has one daughter, DEMORA, also in Starfleet, and a granddaughter, who is still an infant.

While Sulu has an inward calm and powerful intellect, there's another side to his nature. In "World Enough and Time," we learned that during an adventure on the *Enterprise* decades earlier he was caught in a timewarp and marooned for thirty years on a savage, alien planet with a female Starfleet officer. Together they had a daughter, ALANA, whom they raised together. Sulu's "wife" was killed saving their daughter, but years afterward both Sulu and Alana found themselves transported back to the *Enterprise*, where only a few minutes had passed. In the end, Sulu was reconstituted to his younger self, while Alana gave her life to save her father and the rest of the crew.

Sulu remembers this other life – and the savage warrior he was forced to become to care for himself and his daughter on that barren world. So on occasion, as Captain of the *Excelsior*, that side of his nature surfaces -- particularly in times of crisis that require a man of action.

In private (and Sulu is nothing if not a private man), he grieves for his lost daughter... and in fact asked Demora to name her baby after Alana.

Beyond this, he is the Sulu we have come to know and love in the STAR TREK series and movies – level-headed, cool in a crisis, an expert on any number of topics, a loyal and good-humored friend, and a terrific leader.

He's an ideal captain – not brash like Captain Kirk nor cool and reserved like Captain Picard. He's more like the smartest guy in the room, always trying to read between the lines and come up with the intuitively-correct answer, the one no one else saw.

He'll use force when he has to – and every other trick up his sleeve when he can instead.

**LIEUTENANT XAK** – At the beginning of STAR TREK IV – THE VOYAGE HOME, Saavik, the female Vulcan Enterprise officer (initially played by Kirstie Alley and then Robin Curtis), is left behind on Vulcan as the rest of the crew departs for earth. The reason is not given in the movie, but it was explained in both the novel and screenplay – she was pregnant with Spock's child.

During STAR TREK III – THE SEARCH FOR SPOCK, Saavik helped the growing Spock (brought back from the dead by the Genesis planet) get through the *Pon Farr*, or Vulcan mating ritual. As they say – even on Vulcan – it takes two to tango.

Now it's 25 years later, and Saavik has raised Spock's son Xak (pronounced Zak) on Vulcan, with Spock very much an absentee father – in essence, the same condemning and superior father figure that Spock's own dad was to him.

But Spock's son has reacted quite differently to parental rejection. Where Spock immersed himself in logic and tried to be the perfect Vulcan, Xak's rebellion has swung the other way – he's totally rejected logic, is quite the ladies' man, and is determined to let his emotions run the show. (Think James Dean as a Vulcan.)

There's one interesting twist to this – when Spock (on one of his rare visits with his son) told Xak that he considered him hardly Starfleet material, Xak promptly joined Starfleet as a fuck-you to his father. It actually was quite easy to pass the entrance exam – after all, with his Vulcan intellect and stamina, he's smarter and stronger than any five humans put together.

His impulsiveness and quick reactions made him a natural as a crack pilot and helmsman. However, his snap temper, cockiness and all-around problem with authority virtually guarantee a courtmartial in short order.

Desperate to find some way to help her son mature and clean up his act, Saavik – who served with Sulu on the *Enterprise* – has entreated Captain Sulu to have Xak be assigned to the *Excelsior* on its five-year mission into Klingon space. She's hoping Sulu will be the father figure her son needs.

Sulu agrees, and brings the headstrong Vulcan aboard. At first, Xak proves quite a handful, questioning Sulu's orders and resenting his attempts to be a friend and mentor to him (and he particularly hates any time Sulu reminisces about his adventures aboard the *Enterprise*).

But in time Xak will come to admire and respect his commander... and Xak – who is brave, brilliant and at heart every bit the admirable character his father was – will prove himself a vital asset to ship and crew.

**COMMANDER ISEA** -- Since Sulu's strong suit is thinking his way out of problems, what he needs most in a first officer is someone who can spring into action and supervise the operational side while Sulu finds that proverbial rabbit to pull out of his hat. Enter Commander Iséa (pronounced: eh-SHAY-uh). She's a Deltan, like Lieutenant Ilia from the first feature (and, also like her, projects a powerful sensuality despite being totally bald – though, in this case, with elaborate clan tattoos giving distinctive decoration to her bare

head). Unlike Ilia, however, Iséa has used her calm Deltan demeanor to become something of a Zen warrior (or Jedi Knight) – a master of numerous martial arts and weapons skills. While there is no hesitation in her to kill (or to order others to kill) if need be, she never acts out of anger.

She is a close study of strategy and tactics of the various races in the galaxy, but she attempts to incorporate them organically, rather than intellectually. Method combat, as it were.

Generally, when an away team is needed to beam into imminent danger, Isea's dispatched to lead them.

Ironically, she finds it very difficult to cope with her crewmates (or anyone else) on a personal level. By their nature as empaths, Deltans don't wear social masks, don't tell little white lies, don't attempt to hide or deny their feelings. This renders individuals from most other races -- especially humans - - rather mysterious and inscrutable to her.

Added to that, while physical intimacy is the foundation of Deltan social relations, the psychological consequences to aliens of sex with Deltans force Iséa into a celibate lifestyle. So while she interacts often with more of the crew than anyone else, she still finds life on the *Excelsior* a bit lonely.

Isea served with Sulu on *Excelsior's* previous five-year mission and has re-upped for the new five-year assignment into Klingon space.

**LT. COMMANDER KORAK** -- The *Excelsior's* science officer, Korak is on loan to the Federation -- essentially an unofficial diplomatic liaison from the Klingon Empire. Although there isn't even a word in Klingon for "diplomacy," Korak often finds himself in conflicts that would strain the most seasoned Federation ambassador. The only thing that sustains him in such situations is his sincere belief that the old way of the warrior is outmoded, and that a new paradigm is essential for the survival of his species.

An intellectual as well as a brilliant scientist and inventor, for decades Korak was forced to design fearsome warships and weapons for the Klingon Empire – when all he really wanted to do was explore uncharted space and discover exciting new worlds and sentient species. In truth – though he would never have admitted it to one of his kind (it would have meant his death) -- he would have been far happier had he been born a citizen of the Federation.

Now at last as a crewmember of *Excelsior* under Captain Sulu, he can pursue what truly interests him. And interacting with other species aboard the ship is helping him open up and "let his hair down" – be less the Klingon he was raised to be and more truly himself. He admires Sulu greatly and identifies strongly with his warrior side (the person Sulu became when marooned with

Alana). Additionally, he's becoming friends with Isea and Tarach, while Xak's wild nature more often than not serves to irritate him.

As to how he views the Klingon Empire, Korak is pretty much in the situation of a contemporary Democrat. He loves his country, he just hates most of the people who run it. He resents the military caste, and especially the way they've made their own values pretty much synonymous with "Klingon." (For similar reasons, he bristles when any of his Starfleet colleagues observe that he "doesn't act like a Klingon.")

He owes his current position to the reforms Gorkon and his daughter implemented. He has a cautious optimism that they will yet bring permanent changes to the Empire, but he isn't holding his breath. (He also suspects that he's been sent off to the *Excelsior* to keep him from making trouble at home.)

(NOTE: in keeping with STAR TREK continuity, Korak is not an Augment; that is, he's of the lumpy forehead type, rather than the smooth.)

**DOCTOR ODARA T'LYNN** -- Odara is the chief medical officer of the *Excelsior*, and there is a bitter irony to that post. Odara was a dissident on the war-torn world of Igardia (seen in the pilot). In attempting to escape and warn others of a deadly plot against the Klingons, Odara was left severely damaged in mind and body. Fortunately, she was found in time for her life to be saved by Federation technology – unfortunately, the technology on hand was hardly state-of-the-art. As a result, Odara is encased in a cybernetic exoskeleton that allows her functionality, but at a high price – her nociceptive system is in a constant state of overload. In layman's terms, she experiences severe chronic pain, with no relief.

In addition to the damage her body sustained, a good deal of her mind was destroyed. Consequently, a computer-adjunct has been attached to her brain, lending it virtually all the knowledge in the *Excelsior*'s computer banks. Nevertheless, Odara has big patches of her memory missing – and can never be sure if what she recalls from her life is reliable.

Following the death of the ship's doctor in the pilot, Odara has signed on to *Excelsior* as his replacement (her computer mind-boost giving her all the medical knowledge any Federation doctor would ever have). But as an Igardian (which, like modern North Korea or Burma has been shielded away from other cultures for decades), she knows little of the larger universe – so this five-year mission is a huge adventure for her.

The exo-suit limits her in some ways and enhances her in others – for example, the suit is equipped to do medical scans without external devices. Odara can also dispatch the suit away from her body to do long distance tasks in an

emergency – but these are rare events, for when the exoskeleton is away from her body she's fully paralyzed... and will die within minutes if not reunited with it.

As to her personality, Odara is like a dissident in the Fifties – sometimes overly-serious, highly-principled, willing to die for an ideal. She's got to learn to loosen up, and surprisingly Xak will become one of her closest friends.

**LT. TARACH-KOL (ENGINEER)** – Physically imposing and extremely strong, Tarach is an Orion – a green-skinned humanoid from the Orion System. As Dr. Odara is to organic beings, Tarach is to machinery; it seems sometimes that he can repair a malfunctioning dilithium relay circuit or a faulty plasma injector by a simple laying on of hands.

Tarach was born a slave on an outlying world of the Orion Syndicate but was such an intuitive mechanic that, while working in the Hosetus Drive Yards, he was able to outfit a small craft with a warp core generator that allowed him to flee to Federation Space, where he was granted asylum. Recognizing his almost supernatural engineering skills, Starfleet gave him the job of Chief Engineer. The *Excelsior* is his first assignment.

Though Orion society perpetuates the myth that it is male-dominated, in reality it is the females who run the show, with their ability to subtly manipulate males of their own and other species by pheromones. It was a female Orion who was responsible for Tarach being sold away from his family as a slave, and as a result, he views females of all species with deep suspicion. This especially results in conflicts with First Officer Isea. He's not all that crazy about Klingons, either.

Tarach is kind of the anti-Scotty in the sense that a) while there are few better at what he does, he doesn't eat, sleep, and breathe engineering; and b) where Scotty religiously read the technical journals, he tends to glance through the documentation just enough to get a sense of how something works, and then go off on his own. Also, when you ask him how long something will take, he'll be brutally honest with you (if he's done it before), or have no answer at all for you (if he hasn't).

This makes him, sometimes simultaneously, a frustrating and mind-opening taskmaster. While he doesn't go by the book, he'll sometimes find capabilities in Starfleet equipment that even the designers didn't anticipate. Conversely, his way may turn out to be the long way around--or worse, a cul-de-sac. His weakest point is in keeping things running to a routine.

Tarach is fiercely dedicated to the ideals of the Federation in a way that maybe only someone born outside it could be. By extension, he reveres

Starfleet and Captain Sulu as the upholders of those ideals. And he's the first to note when any of them aren't quite living up to what they espouse.

As an escaped slave, Tarach has a bounty on his head, and is always at risk of being caught by the “paddyrollers” (slave hunters) and returned to servitude.

**LT. (J.G.) SOUDEK** -- Soudek is the ship's helmsman. She's a Vulcan in the classical mold – logical and in complete control of her emotions (though also very attractive and coolly sexy). She's not much older than Xak, but oftentimes finds herself playing big sister to the angry adolescent – a role she doesn't particularly relish. Were she to allow her emotions free rein, Soudek would be appalled at Xak's utter disregard for Vulcan custom. Instead she keeps her poker face, save for the occasional raised eyebrow or sarcastic observation.

**NON-REGULARS** – Several other characters will pop up on an as-needed basis:

- **ADMIRAL WORF** -- Last seen as Colonel Worf, defense counsel for Kirk and McCoy in ST6 (and grandfather of the TNG/DS9 Worf). Like "Deep Throat" from THE X-FILES, he provides Sulu with insider information direct from the Klingon Military Council on which he serves. However, this information can sometimes be patchy, or downright wrong, and Sulu is always conscious that Worf may be manipulating him for hidden motives.
- **SAAVIK** – Xak's mother and first officer of the re-commissioned Federation starship *Intrepid*.
- **SPOCK** – Xak's father, former Federation officer, now a Vulcan diplomat.

### **PARADIGM OF THE SHOW**

With such characters as Xak, Korak and Tarach, we have individuals going against what they were raised to be, the roles their societies gave them. They're determined to chart their own course and define themselves. This is even true of Odara, who has been forced to find a new meaning for her life.

Moreover, with the Federation embarked on a new and challenging role with the Klingon Empire, Captain Sulu is forced to take a stand sometimes in opposition to the Federation, when what he's ordered to do violates his own sense of what's right and wrong.

This is a powerful parable of our own modern world – where each of us must choose our own moral ground and stand up for what we consider ethical, when our own country or society is embarked on actions we ourselves at times find deeply disturbing.

## **OUR PILOT**

### **“Siege Mentality”**

#### Premise

by Marc Scott Zicree,  
Michael Reaves &  
Winston Engle  
(7/13/07)

CAPTAIN HIKARU SULU is with his daughter DEMORA and infant granddaughter ALANA at his home on the outskirts of San Francisco. Demora notes he's distracted, is having trouble enjoying himself. He's just completed his latest five-year mission patrolling Federation space. *Excelsior* is in dry-dock for refit, and most of *Excelsior's* crew have accepted reassignment, are on extended leave or have cashiered out of the service. Sulu is weighing whether to re-up for another five years or retire. He's feeling discontented, questioning what he's still in the service for. Virtually everything in Federation space has been explored, things have become routine, there's a constant sense of *déjà vu*. Besides, maybe it's time to hand the reins over to a younger generation.

Just then, there's an urgent message from Starfleet Command. The Klingons have requested help -- and the only Starfleet captain whose aid they'll accept is Sulu. Ever since he aided the Klingons after the disaster on their moon Praxis and saved Gorkon's daughter from being assassinated (as seen in STAR TREK VI – THE UNDISCOVERED COUNTRY), the Klingons have viewed him as a hero.

Sulu learns that a terrible weapon is destroying Klingon worlds on the outer fringe of their empire – and the destruction is escalating, aimed at the Klingon homeworld and the most densely-populated sector of their dominion.

The weapon is being beamed from a distant planet that cannot be reached; it has a protective shield around the system that destroys anything that approaches it. Klingon methods to stop it haven't worked, and all the Klingons who've tried have been killed.

The Klingons claim that their attacker is an unknown race bent on conquest – and once they've destroyed the Klingon Empire they'll undoubtedly move on to the Romulans and Federation.

Realizing that Klingon tactics haven't worked, the Klingon High Command has reasoned that an alien species might have an alternative approach that would. Sulu agrees to assemble a crew for the *Excelsior* and decides to make it as diverse a mix of aliens as possible -- more points of view should increase their

odds. He gathers a top-notch team, some who have served with him before – First Officer ISEA, a Deltan; Engineer TARACH-KOL, an Orion; female Vulcan LT. SOUDEK at navigation and weapons; and his old friend and confidant DR. TONY COHAN, a warm-hearted Irishman, to head up Sickbay.

The Klingons have one further request – that Sulu’s science officer be LT. COMMANDER KORAK, a Klingon scientist with expertise in weapons systems.

Just before *Excelsior* leaves Spacedock, Sulu gets a surprise visitor – SAAVIK, who served with him on *Enterprise*. Sulu knows that she and Spock had a son who’s been raised on Vulcan, but he’s never met the boy. Saavik reveals that XAK is now a headstrong 25 and has recently joined Starfleet (in a rebellious act against his proper – and distant – father). Xak’s already in trouble and inevitably headed for court-martial. She pleads with Sulu to take him on as ship’s helmsman -- and to be the father figure her son urgently needs.

Sulu reluctantly agrees – but as soon as Xak appears on the bridge it’s clear he has his work cut out for him. Xak is impulsive and cocky, with a major chip on his shoulder. But he’s also a natural as a pilot, and Sulu sees his potential.

*Excelsior* gets underway, and we start to learn about our characters’ personalities, their relationships and quirks. Isea pushes herself hard with her martial arts regimen, assuming a major battle looms before them. Tarach buries himself learning about the doomsday weapon, to see what its weak points might be. And Dr. Tony strives to keep Sulu and the rest of the crew’s mood as carefree as it can be under the circumstances, using his good-humor and seemingly-easygoing attitude as the best medicine he can administer.

Despite this, there’s plenty of friction – Lt. Soudek finds Xak a disgrace to Vulcan culture, and Korak quickly offends both Isea and Tarach with his arrogant, Klingon-centric ways.

Initially, Sulu finds himself short-tempered with his crew – he’s used to a more well-oiled machine, not so much interpersonal strife. But Dr. Tony points out it’s a structure Sulu himself built into this mission – he wanted variety; it comes with the territory.

(We might also play flashbacks to barbarian Sulu on the planet with Alana, teaching her life lessons that are germane to this; or having this barbarian self appear in his mind’s eye to counsel him.)

At any rate, this test proves a journey of self-discovery and growth for Sulu. Seeing how these tensions risk tearing his crew apart, he has to rise to the challenge and guide with a gentle (but firm) hand. He helps Soudek and Xak see the dedicated professional in each other, despite their surface differences, urges Isea and Tarach to be patient with Korak – and offers Korak his

friendship and the possibility of showing a more introspective side of his nature that would be forbidden in Klingon society. (He also counsels Korak to see other species as more than the evil stereotypes his Klingon rulers have taught their people to view them as.)

This doesn't eradicate all disagreements, but we start to see how Sulu's stand as an honorable, brave and wise role model effects subtle changes for the better in those serving under him.

Soon enough, *Excelsior* encounters the destructive barrier around the enemy system. Various attempts are made to breach it, to no avail. In one attempt, Xak tries to fly a souped-up shuttlecraft (more akin to a space-going fighter jet) through it and nearly loses his life. Only his superhuman reaction time and endurance allow him to survive.

It looks hopeless until sensors detect a tiny vessel adrift just outside the barrier. Boarding it, Isea, Tarach and Dr. Cohan find the crew – of an unknown humanoid race, apparently from the enemy planet -- all dead save one individual, a female who is severely wounded. While Korak works to access the derelict vessel's computer logs, they bring the wounded survivor aboard *Excelsior*.

To keep her alive, Tarach and Dr. Cohan jerry-rig an exoskeleton to maintain her body's vital functions and a computer mind-link to augment the destroyed part of her brain. She comes around, but is far from healed -- her memories are partially destroyed and without the exoskeleton she's paralyzed.

Her name is ODARA T'LYNN, and it turns out she's a medical doctor and biologist from Igardia, the central planet of the system. Appalled by her government's plans to destroy the Klingon Empire, she and a group of other dissidents tried to escape the system to warn the Klingons. But the attempt destroyed the ship and killed all but her.

Sulu realizes from what Odara relates that the Klingons have been deliberately withholding vital information. He confronts Korak, who reveals that the Igardians are no conqueror race attacking the blameless Klingons. Decades ago, the Klingons attempted to invade Igardia in a ruthless campaign of aggression. But like Caesar's campaign against the Britains or the Soviets in Afghanistan, the enemy proved too tough. In a final act of vengeance, the Klingons tried to vaporize the planet with a prototype doomsday weapon.

When the weapon failed to detonate, the Klingons were forced to retreat, leaving the weapon behind. Since then, the Igardians have labored night and day to develop this weapon further and use it against the Klingons, to insure they will never return to wage war. Korak -- who designed the initial device

(which also blew up Praxis, in a failed weapons test) – has been sent to destroy the Igardian's super-weapon.

Odara agrees to help Sulu breach the barrier, to sue for peace with her planet's rulers. But she warns that for decades they've been on a war-footing and – with no alien species known to them beyond the Klingons – they're unlikely to trust Sulu and the Federation.

With Odara's help and the skills of Tarach, Xak, Isea and Soudek, *Excelsior* gets through the barrier (by diverting its energy aside rather than confronting it head-on; a parallel to certain martial arts practices Isea is familiar with) and establishes orbit around Igardia.

Sulu and his crew discover the entire planet is a fortress world that has spent decades defending itself against a feared potential invasion. Just getting past these defenses to establish a dialogue will take a miracle.

Leaving Soudek and Xak in charge aboard *Excelsior*, Captain Sulu leads an away team determined to pierce the defenses and reach Igardia's rulers. It takes all of Isea's martial arts skills, Tarach's technical savvy and Odara's knowledge of her homeworld to weather the attack that's thrown against them. In the fray, Dr. Cohan is killed saving Sulu and Odara is forced to step into the role of ship's doctor, utilizing the computer part of her mind to gain the knowledge to minister to what (to her) were previously unknown races.

Ultimately, Sulu and his team gain a meeting with Igardia's rulers. Sulu strives to convince them to turn from their murderous path, that there's a larger universe of species that co-exist, one which they can be part of. All well and good, the Igardian leaders admit – but the only good Klingon is a dead one. Sulu's finding this an uphill battle.

Meanwhile, however, Korak has used Sulu's distraction to reach the doomsday weapon and reprogram it on a countdown that will destroy the planet. This was his true mission all along.

Although he and his crew have an opportunity to depart and save themselves, Sulu chooses instead to remain and attempt to defuse the device. At the same time in orbit, the destructive barrier is down – and *Excelsior* finds itself facing a Klingon armada that has orders to destroy the planet if Korak fails in his mission. (Xak has a great hero moment flying brilliant acrobatics through the armada, drawing the Klingons' fire and buying Sulu time.)

In the end, Korak – moved by Sulu's friendship and having started to view the Igardians, not as the monsters he was raised to see them as, but rather beings like himself – finds he can't let them all die. He steps in and works with Sulu to disarm the device.

They succeed in the nick of time – and the fact that a human and a Klingon would risk their lives for another race convinces the Igardians at last to lay down their arms.

As for the Klingon armada, Sulu and Korak manage to sway the less-warlike faction in the Klingon High Command to order Admiral Worf (grandfather of TNG'S Liutenant Worf) to break off the attack on Igardia. It's an uneasy truce, but peace reigns... for now.

As we come to the end of our story, the Klingons decide they need the Federation's help on an ongoing basis – in exchange for which they'll grant Starfleet permission to explore the uncharted worlds deep in Klingon space.

Sulu realizes through his formerly-untested ability to discover the heart of new races and lead them to new possibility (along the lines of "warriors" for peace like Gandhi and Martin Luther King) that there are new adventures to be had. He accepts a new five-year mission on the *Excelsior* in the Klingon quadrant, with Korak, Odara and the rest of the crew electing to sign on for the duration.

It's only the beginning...