

## **Women at Warp Episode 24: Year of Hell**

V/O:

You're listening to Trek F.M..

JANEWAY:

Voyager can no longer sustain its crew. I promised myself that I would never give this order, that I would never break up this family. But asking you to stay would be asking you to die.

JARRAH:

Hi and welcome to Women At Warp. Join us as our crew of four women Star Trek fans boldly go on our biweekly mission to explore our favorite franchise. My name's Jarrah. Thanks for joining us today. Today we have with us our crew member Grace.

GRACE:

Hey everybody. Miss me?

JARRAH:

Yes, we definitely missed you. Especially when we were talking about J.J.-verse last week, because we definitely needed a bit of levity. And we also have with us a very special guest Charlynn Schmeidt. You probably heard of her from To The Journey the Trek.F.M. podcast about Star Trek Voyager.

CHARLYNN:

That's right!

JARRAH:

Thanks for joining us.

CHARLYNN:

Thank you so much for having me. It's great to be here on Women at Warp. I feel the estrogen love, it's fantastic.

JARRAH:

Yes, it is fantastic. I also am wearing your show's lizard babies T-shirt as we speak.

GRACE:

Oh hell yeah!

CHARLYNN:

Right on! Thank you. That's fantastic! You made my day.

JARRAH:

Yeah!

CHARLYNN:

That's right baby. Remember the kids. Never forget.

GRACE:

I can't believe Janeway is a deadbeat mom.

CHARLYNN:

And Paris is a deadbeat dad. \*all laugh\*

JARRAH:

They should have a club with Worf. \*all laugh\*

GRACE:

The "I'm Ironically ignoring my children" club. \*all laugh\*

CHARLYNN:

Oh, the truth comes out right away. I love it!

GRACE:

They have softball games against Ben Sisko, who's just an entire team unto himself he's such a good dad.

CHARLYNN:

He is. He's so good.

GRACE:

*He* wouldn't have abandoned those lizard babies. He would have brought them home and taught them how to play baseball.

CHARLYNN:

That's right! \*all laugh\*

GRACE:

I may or may not have actually seen fanart of that recently, and it's just stuck with me.

CHARLYNN:

No way!

GRACE:

Yeah-

CHARLYNN:

Wait, that exists?

GRACE:

Yes. I'll link you

JARRAH:

Wait, fanart of Ben Sisko and lizard babies?

CHARLYNN:

\*singsong voice\* Link please!

JARRAH:

What?! I need this.

GRACE:

I will certainly link.

CHARLYNN:

All right! This is such a good day already.

GRACE:

Bless you tumblr. Bless you.

JARRAH:

Amazing. All right. Well, we are going to talk about an iconic moment in Star Trek Voyager, not Threshold, so everyone can breathe a sigh of relief. We are going to talk about the two part episode Year Of Hell today. Before we get started, just super quick housekeeping, wanted to remind you about our Patreon at [Patreon.com/womenatwarp](https://www.patreon.com/womenatwarp). It's a way that you can support us outreaching into the fan community, and upgrading our equipment, and hosting our Website. So if you would like to support our show, you can feel free to hop on over to **P A T R E O N.com/womenatwarp**. So, on to The Year Of Hell. Which is right near the beginning of season four of Star Trek Voyager. Would anyone like to- Char, would you like to give a synopsis?

CHARLYNN:

For the record, I'm not incredibly good at these. But I will try.

JARRAH:

OK. We can all try and do our own if we like. \*Charlynn laughs\* Like, we'll all fill in the gaps.

CHARLYNN:

OK. We'll have the streaming narrative. I like it. All right. So essentially Year Of Hell is a time travel episode where there is this villain, Annorax, who is trying to wipe out entire civilizations to not only restore his people's- oh I don't know, their their prosperity, their place in the universe at the top, but also of course to restore his wife whom he- as we find out *very late*

in the episode-the two-parter that is, that he wiped her out as a result of all these very precise time calculations he's been making. Just can't quite get her back. And meanwhile Voyager gets caught up in this whole mess and becomes an enemy of the Krenim, and thus a year of hell happens. Because it just seems like things keep going from bad to worse for them, the ship and the crew. They're definitely not in a good place in this episode. If you ever want to see \*laughs\* what chronic damage can do to both human beings and a ship over the long term, this is the episode for you. Because that's what happens. And it brings out *all* the feels, as we were talking about just before we started hitting record.

JARRAH:

Yeah. I guess I'll add a couple sort of key points. The first part ends with Janeway ordering the evacuation of the crew except for the senior staff. She spends a lot of the first part determined not to break up the crew, but then decides that "To order you to stay would be ordering you to die." And so she orders them to abandon ship and to take their escape pods home. And along the way Chakotay and Paris also get abducted by the Krenim. So there's a bit of a B plot there, particularly in the second part. And then the- we'll talk about the ending a little bit later, because that's definitely I think one of the areas that divides fans of this- \*Grace laughs\* Star Trek fans most about this episode. All right, very close to the beginning of this episode the crew unveils the new Astrometrics lab, which obviously becomes a fairly significant set. What did you guys think of the set and its function in the story?

CHARLYNN:

Well it was kind of funny, because after years and years of watching Apple reveal keynotes and all that \*Jarrah laughs\* I almost felt like Harry and Seven might as well have been Steve Jobs and Tim Cook presenting the newest element that's going to be important on Voyager because \*laughs\* that's what it felt like to me.

GRACE:

Harry's already wearing the turtleneck.

CHARLYNN:

Right? So they're halfway there, and I was just waiting for "And then one more thing.." and it didn't happen and I was kind of disappointed. I mean, I'm kind of jaded by my 21st century experience now. Apple didn't have that back when this aired in nineteen ninety seven? Eight? I forget now. But this time around I just thought "Man, it looks- it feels like an apple reveal." It totally did. What did you guys think?

GRACE:

Well now I'm not going to be able to not see it on my next watch.

CHARLYNN:

\*laughs\* Sorry!

JARRAH:

The “and another thing” kind of comes from the Doctor in that scene, where he just like wants to give the world's longest speech.

CHARLYNN:

Oh you're right! Oh that's perfect!

JARRAH:

And it's kind of adorable.

GRACE:

The doctor realized he's not in this episode enough. \*all laugh\* He got a look at the script and was like “Hmm, time to improve.”

CHARLYNN:

Yeah, he needed to get his quotient of lines per episode.

JARRAH:

Yeah. One of the things I actually really like about this episode is that it feels like *every* single character gets a good scene. There's a part where like B'Elanna and Harry are stuck in a turbo lift doing trivia with each other.

CHARLYNN:

Yeah.

GRACE:

She keeps going “Next question. This one is stupid.” \*all laugh\* Which I've definitely done before.

CHARLYNN:

\*laughs\* Yeah, me too

JARRAH:

Kim is obviously a trivia genius because he has to be perfect at everything.

GRACE:

And that is the only time you'll hear the words Harry and genius together.

CHARLYNN:

\*laughs\* Probably, yeah. He's a savant of trivia and nothing else. That's all he's got.

GRACE:

He puts the idiot in idiots savant.

CHARLYNN:

Yeah. Although, you know what? Give the guy a little bit of credit. He did help design the Astrometrics lab, which I'm sorry, for an Ensign? That's pretty darn good!

GRACE:

It's true. He just has these weird moments of greatness.

CHARLYNN:

Right. If only he could do that with women. \*all laugh\*

JARRAH:

Yeah. I quite like Astrometrics. I think it adds something. I'm not entirely- you know, I was trying to envision what the rest of the series would have been like *without* Astrometrics. And it does feel like in order to look at the same things it might have felt a bit cramped or forced to always do it on the bridge. So I thought that it was cool, and clearly the effects still look pretty good today, so that's cool.

GRACE:

Yeah, and it's definitely cool to see them mix things up a little bit to give them a new location and- well pretty much another set to work with is always nice.

CHARLYNN:

Yeah. It does serve a very important function.

GRACE:

Especially in this two parter where there's a really limited amount of sets we see, because apparently it costs a lot of money to make your sets look damaged.

CHARLYNN:

\*laughs\* Imagine that. Right. But it does for sure. Yeah. I think the very important reason why they brought Astrometrics into the fold was so that Seven of Nine kind of had her own *thing*, her own little station, and that way she's not either stuck on the bridge or in her Cove in the cargo bay. So it's- I don't know. I always thought that Astrometrics was very uniquely Seven, even though Harry did help develop it, that became hers as time went on.

GRACE:

That was really Harry's actual mission, to have something to keep Seven out of the way. \*all laugh\*

CHARLYNN:

Think so? So he wouldn't stare at her on the bridge?

JARRAH:

Yeah. No, he would have wanted her close. Judging from later in the series.

GRACE:  
\*shudders\*

JARRAH:  
Yeah. Creeps me out too. \*all laugh\*

GRACE:  
I say again: \*shudders\*.

CHARLYNN:  
Well you know, I think it was all for the best, because of that mishap. It would have been really uncomfortable from that point forward.

JARRAH:  
Absolutely. So maybe another thing about Seven then before we move on to Janeway. But one thing that I thought was kind of cool about this episode was Tuvok and Seven at one point are exploring the warhead that is stuck in the side of the hull. And trying to get a reading off of it so that they can perfect their temporal shielding. This is a warhead that Kes foresaw in her time jumps in Before And After. And Tuvok ends up becoming blind and Seven ends up sort of becoming his personal aide?

GRACE:  
Seeing eye-drone.

JARRAH:  
As well as doing her own job. Yeah. What did you guys think about that?

GRACE:  
It is interesting to see Seven at this point in her development having to get on in- well Tuvok wouldn't say an *emotional* capacity. But let's face it, it kind of is. Someone needs her and she has to be there for him. It's interesting to see Seven kind of forced into the position where she needs to take care of someone. Which we see later on with the borg-lets. That's in what? Season seven?

CHARLYNN:  
Season six.

GRACE:  
Six. This is kind of an interesting foreshadowing of that "Hey, Seven does have a caring side and she's going to try."

CHARLYNN:  
Yeah. This was the first time we really saw a bit of nurturance coming from Seven, and this early on I found it interesting that I always interpreted this as her feeling kind of personally

responsible for taking care of Tuvok because she was the one who delayed him, and then as a result he's the one who suffered the consequences. And so she took it upon herself to make sure that he was being taken care of as a result. Almost not quite as a way of redemption. But I don't know. I'm- \*laughs\* I can't quite think of the right word just yet. But it was interesting to see her take that on I think because she felt like it was her fault and she owed him.

JARRAH:

Yeah, I think that's true. I also really liked about it though there's a couple of points where Tuvok is sort of giving Seven advice as they spend time together. And I thought it was nice to see that relationship, and it would have been cool to see it more. Because you know, we get to see Seven interact with basically everyone else on the crew, and basically everyone other than Tuvok is trying to get her to be more emotional and more quote unquote human. And she at one point like she's complaining about her messy roommate and Tuvok is really empathizing over how scattered humans can be.

GRACE:

"Humans. Am i right?" \*Charlynn laughs\*

JARRAH:

But it was kind of nice to see her have someone that was kind of empathizing with where she was at, as a like relatively recently ex-Borg and was- Yeah, I guess like you know validating her experiences and that was kind of cool.

GRACE:

It is interesting to see two logic driven characters interact but both just coming from completely different directions.

CHARLYNN:

That's a really good point.

JARRAH:

And it still makes you have feels. Like it was really touching, even though these are both characters that don't have really strong overt emotions.

GRACE:

Well gee, for people without feelings they sure are bringing them on hard. \*all laugh\*

CHARLYNN:

Indeed. You know what? That's such a good point. These two, we really should have seen a lot more of them because yeah, they are coming from different places of logic and to see that intertwine *really was* interesting. Why didn't we get more of that? You think they would have been drawn together being a little more based in logic than the humans.

GRACE:



We'll just chalk another one up on the wasted potential chart.

CHARLYNN:  
Unfortunately, yes.

GRACE:  
Getting pretty crowded up there.

CHARLYNN:  
That's why we have fanfic.

JARRAH:  
And I mean, this- obviously we're not doing an episode on Seven right now, but I feel like Seven had some of the *least* wasted potential of almost all the characters. So I'm still gonna feel pretty grateful for that. She got to explore a lot of relationships with a lot of different people. But I just thought this was cool to see the snapshot of her but being close with Tuvok.

CHARLYNN:  
Totally.

GRACE:  
I really hope that when they got back to Earth they like moved to Denver and got an apartment together and got up to wacky shenanigans. \*all laugh\*

CHARLYNN:  
I want to see that show! \*laughs\*

GRACE:  
We could call them The Logical Couple. \*all laugh\*

JARRAH:  
What would they do?

GRACE:  
They would just go out in public and roll their eyes at people. \*Jarrah laughs\* That would be the entire show.

CHARLYNN:  
They would- they're like sitting- Oh my gosh I can see this. They're sitting in a cafe in LoDo, and they got a drink in their hands, just watching "Humans right? They're so illogical." "What in the world- how did they even get close to developing warp drive?" "This is ridiculous."

GRACE:

But instead of a laugh track it's just them going "Uuuugh".

JARRAH:

And then Tuvok would be like \*Tuvok voice\* "Let me remind you that you are yourself human."  
and she'd be like \*Seven voice\* "Don't remind me."

CHARLYNN:

Right? \*Seven voice\* "But I'm better than that." \*

JARRAH:

\*laughs\* Yes.

GRACE:

Icheb would be like their Don Knotts. He'd just show up on the show like \*overenthusiastic\* "Hey everybody!" \*all laugh\*

CHARLYNN:

Only Icheb is not nearly that enthusiastic. He'd be like \*deadpan\* "Hey."

GRACE:

He's trying to be, but failing completely at it and that's what makes it great.

CHARLYNN:

There you go! Yeah!

GRACE:

He just walks in like \*awkward attempt at enthusiasm\* "Hello! \*all laugh\* Friends! I am here. I am wearing a comical sweater"

CHARLYNN:

"That's supposed to be funny!"

JARRAH:

I think he would be like morose Kramer \*all laugh\* just like- \*Grace and Charlynn cackle\*

CHARLYNN:

Now that would be good too! Maybe even better.

GRACE:

\*laughing\* "Morose Kramer" \*all laugh\*

CHARLYNN:

Oh! It's- OK well, we could spend the rest of the episode just developing this fantastic series. I honestly think we ought to table it though for another one, because I think it would definitely fit an entire episode unto itself.

JARRAH:

Yes. Perhaps a supplementary at some point. All right. Well, back to Year Of Hell. I want to spend a chunk of time talking about Janeway. But maybe before that, let's talk about Annorax and the scenes on the Krenim ship. So how do you feel about Annorax as a villain? Let's start with Grace.

GRACE:

Well everybody loves Kurtwood Smith as a villain, especially a Star Trek villain. I think he's got a punch card at this point.

CHARLYNN:

He should if he doesn't.

GRACE:

And I actually really like this one because I think he just really shines as a bad guy in general, in his Star Trek appearances, in Robocop, That 70's show, he just is a really good antagonist.

CHARLYNN:

Yeah. I think the performance is *fantastic*. However, Annorax as a character- yeah, you really want to hate his guts because what he's doing is for completely selfish reasons. Things that he caused by the way! And so I don't have much sympathy for him, and of course I want him to go down. I want him to die instantly. And we see Paris and Chakotay, once they kind of become prisoners? I mean they're not really prisoners on the ship, but they're captive, but they have a lot of free rein. So I don't know what the heck they really are.

GRACE:

They are quote unquote honored guests, in the Bond villain sense.

CHARLYNN:

Ah! Yes. \*Jarrah laughs\* OK. That's- Yeah. That's more true to it. I found it interesting how Chakotay- like, they work different angles right? Chakotay is kind of trying to work with Annorax. Because Chakotay is always the diplomat, and I think get's blinded by this whole thing, by working so closely with him. He has maybe a little bit of Stockholm syndrome going on. \*Jarrah laughs\* And then Tom of course is working his own angle, of just getting the insider information by befriending other people on the ship. And I found that interesting, and yet I was kind of just ready to get on with it. I don't know how you guys felt. How did you feel about the B plot in general?

JARRAH:

I liked that it gave Chakotay something interesting to do. Even though I was like \*yelling\* “What the hell are you doing?” \*laughs\*

CHARLYNN:

\*laughs\* Yeah.

GRACE:

It's questionable, but it's *something*.

CHARLYNN:

Well, he had an actual opinion about things and like a reason to have conflict with Paris. So even though he was trying to find a diplomatic solution with Annorax, he was kind of seduced by his reasoning. And that caused him to- in some cases he was kind of choosing Annorax over Paris. Like he basically threatened. He's like “That's an order.” And Paris is like “Yeah? What are you going to do to me?” Seriously. And I think even though you don't have empathy for Annorax, I think they, kind of like Kai Winn, you can understand where he's coming from. Or Kahn. I think he has the hallmarks of a classic developed Trek villain. Where, you know, it's this one incident about his wife. But it's more than that. He has, you know, the table full of items from all the civilizations they've destroyed. So he also rationalizes it as “Well, I'm creating this museum to all of these civilizations that I wiped out of existence-”

GRACE:

“And then I'm going to eat this museum, and then someday open a diner that specializes in xeno-cultural dishes.”\*all laugh\* “People are *dying* to get a reservation.”

JARRAH:

Totally. I feel like his, I guess first officer? Who doesn't really agree with him, he felt kind of a little weak. I'm not sure whether that was like the writing or the casting, but even now it's just kind of like they needed someone there who the only thing you know about him is he's kind of tired of this mission.

GRACE:

They needed a Butt Sir. A guy who just goes \*empathetically\* “But Sir-”

JARRAH:

\*laughs\* Exactly.

GRACE:

Or, as I like to call them, “The Butt Sirs.”

CHARLYNN:

\*laughs\* Yes.

JARRAH:

That is a great term.

CHARLYNN:

It is. Well you needed somebody to move the story along. You really did need somebody to interject and, I don't know, disagree with Annorax, and just blatantly defy him after a while. And I guess they've been doing this for what? 200 something years? That's a long time to be putting up with this "you know what." And you know what? If I had to be with Annorax, that's two hundred years of putting up with this insufferable dude? No. No, I think I would've snapped.

GRACE:

And you only put your foot down once?

CHARLYNN:

Yeah exactly. Would have happened a lot sooner if you ask me. But hey, he apparently has a lot more patience than I do.

JARRAH:

Yeah. Agreed. I think at the beginning they tried to show that Annorax was sort of a charismatic leader, that he had had a lot of success persuading people with his rhetoric- and just per power of personality. I think that was implied. But whether or not you buy that that would have worked for two hundred years. I don't know.

CHARLYNN:

\*laughs\* Well apparently it did. But then I think, you know, they did a nice job of illustrating the fine art of all these calculations that it takes to very \*pause\* *cleanly* eradicate an entire species, and just totally screw with time and civilizations and all that. It's very precise art, and I think they did a nice job of displaying his prowess in how much care he put into it. And I think in that way maybe somebody would see that as like "OK you're trying to do this in the best way you possibly can. You're not doing it in a completely foolish way. You're not just going to go out there and make it happen. You're going to take your time and really determine all the variables that are at work here as much as you can." Because he learned, obviously, that he wasn't so great at it to start. But I don't know- as a viewer that didn't do a whole lot for me in terms of liking him and understanding his cause. No.

JARRAH:

No.

CHARLYNN:

\*laughs\* But I mean, that is- that is *there* despite all that blah blah blah. It is there.

JARRAH:

For now let's move on to Janeway, because this is obviously- when we did our episode on Janeway this was one that a lot of listeners wrote in and said this was among their favorite episodes. It really gives a chance for her to showcase her different leadership styles, her

dedication to her ship and her crew. Let's start with Charlynn. How do you feel about how this episode portrayed Janeway?

CHARLYNN:

I love the way this episode portrays Janeway. I feel like if you haven't really been persuaded by Janeway as a captain before this episode, this one will show you what she's really made of. And she's got, at the core of it, the best interests of her crew at heart at all times under extremely grueling circumstances. And even under- what do they call it? It's the stress syndrome. Even though she's been acting on instinct for so long, and she's gotten into the habit of simply doing what is absolutely acutely needed right in that moment without being able to even consider other options, she's still got them at the very heart of it all. And I think that is such a good quality of a starship captain to have. You know that nothing else is more important to her than *that*. So let's start with that I guess, because there's so much we need to talk about here.

JARRAH:

Oh for sure. I totally agree with you. I love this episode, and there's so many times where Janeway really puts herself on the line and puts her crew's needs before her own. Like there's a time where she literally runs into I think engineering to put out a fire, and ends up like massively burned.

GRACE:

She's *literally* putting out fires.

JARRAH:

Yeah. It's like, very hands on. And she, you know, starts out at the beginning of this episode where the Krenim are just kind of these- they start out kind of puny, or they're like semi menacing but then Annorax makes the calculation that totally takes away their power, had done that just before. And they threaten Janeway and like "Get out of our space!" and she's like "Well, no offense but unless you have something more powerful in your torpedo tubes we're going to keep going."

GRACE:

You gotta love any minute where you see the Captain go "Show me what you got!"

JARRAH:

Yeah, definitely. So she really refuses to be intimidated, even though the situation is very very intimidating. And there's like there's a big chunk of time between the time when Chakotay initially suggests to her that they break up the crew, because they'll be harder to target in smaller groups. And she says you know "We can't do that. Our strength is by being together and being a family. And that that is what is holding us together even though there's like no morale left. But without each other as a family we would not survive this." So then it's a very very difficult situation when she ends up needing to face the fact that they're all gonna die if they stay on Voyager.

GRACE:

Which if they're a family, is like the equivalent having to sell off the family farm. \* sad farmer voice\* "We're giving up the homestead kids."

CHARLYNN:

That is a heartbreaking moment.

GRACE:

\*continuing voice\* "The grounds gone sour."

JARRAH:

Yeah. I think some people question that, because they don't think- they think that, you know, how would the people have survived in their little puny escape pods? But I think part of that is we don't know enough about the capacity of the escape pods, and I don't think that's really so much the point. It's just like, literally at this point there are *no* good choices.

CHARLYNN:

Exactly. Yeah. It's survival, and "What is the best way to survive in this moment?" and right at that point.

GRACE:

Sometimes you have to pick the best of a bunch of crap options.

CHARLYNN:

Right. "Which is the lesser of two evils?" Voyager was not able to sustain everybody at that point. And so that's how I see her changing her mind, because I think some people "Oh Janeway, you say one thing and then you do another." Well, it's a situation by situation breakdown. Like *literally* "breaking down" \*all laugh\* the ship is slowly being destroyed.

JARRAH:

Yeah. Like there's a plan A, sometimes plan A doesn't work, and you go to plan B. That's not inconsistency.

CHARLYNN:

I know. I know. I wish people would take that into account. But yeah- but as people really do like to criticize Janeway, just speaking generally, about going back on her decisions. And it's a shame because *all the captains* do that at some point. It's called making the best decision *at the time*.

JARRAH:

Yep, definitely. For more on that you can tune into our "Coffee, Black" episode about Janeway, where we basically deconstruct critiques of Janeway for an hour. But I think-

CHARLYNN:

Yes, very nice.

JARRAH:

\*laughs\* I kind of agree-

GRACE:

It's a fun hour, let me tell ya.

JARRAH:

I agree with you though. That, you know, this episode is one of her finest moments. I mean, so the doctor diagnosed her with what he called *traumatic* stress syndrome. So I guess they were trying to say it's what you get *before* you get PTSD. It's while you're still in the trauma. And he says "This is making you-

GRACE:

It's when you're *actively* being traumatized.

JARRAH:

Yeah. And you know "It's making you lose sleep and you're making irrational decisions."

GRACE:

Which are both just syndromes of not having access to coffee. \*all laugh\* That was her one flaw I guess. She was just like "I can't function without friggin coffee you guys. I'm doing my best here."

JARRAH:

She can't function on Neelix's- what does he call it? Elixir of determination?

CHARLYNN:

Oh right! Which is even worse than his "better than coffee" substitute apparently. \*Jarrah laughs\* Yeah. No, no. They were down to *slim* pickings for sure.

JARRAH:

Yeah. So there's really this, I guess, almost brinkmanship between Janeway and the Doctor in these scenes, and actually throughout the episode, because he starts out pretty strenuously objecting to her decisions not to rest. And she refuses to take days to rest after she seriously burns her lungs. And she's just like "Just give me an injection I'll be fine." By *this* point, where he's saying she has traumatic stress syndrome, he tries to relieve her of command. And she refuses and basically threatens to delete his program or something. Which is definitely, I would say, one of the tensest interpersonal moments we get in this episode.

GRACE:

She basically threatens to kill him.

JARRAH:

Yeah. Which is-



GRACE:

*Kill their Doctor.*

JARRAH:

Well, it does kind of prove his point, but then also her point is proven that the ship cannot go on without her. And so she obviously defies him and continues to command.

CHARLYNN:

Right. They're both coming from really good places. They mean well. I mean, the doctor is pointing out "Hey look, the longer this has gone on the more irrational your decisions have become." Which makes perfect total sense. I mean, I've never been through a traumatic incident myself so I've never experienced this firsthand, but I can just imagine being in constant fight or flight mode how that can screw with the body on top of everything else. The sleep deprivation that had to have come with it, the lack of food, you name it. And, yes. So the Doctor's coming from a very good place. And making her step back just enough to help her see a little more of the picture. Because she's so in such survival mode that she can't. And she just needs to keep things running bottom line, and that is more than enough right now.

JARRAH:

Yeah. And she's also operating from a place of, I guess, determination in terms of she feels like if they decide to stop, if they stop taking a stand, if they just keep hiding and cowering, that you know it's kind of- it's letting Annorax win. And things will just continue to get worse and their position will only keep weakening. So she's determined that "We're going to go rally allies to fight Annorax, we'll give them all our temporal shielding, and then we'll go kick his ass." So it *is* kind of strategic. Even though the people question you know "Should we take more time and heal ourselves and try to heal the ship?"

CHARLYNN:

Yeah. There's just not time for that at that point. And I have to agree with her. I mean, make something happen. She's so determined. I love it. She refuses to let him win. It doesn't matter how bad bad has gotten. The only thing worse for her is either giving in or dying.

GRACE:

Again, picking the choice of crap from a pile of crap. \*jarrah laughs\*

CHARLYNN:

Exactly. \*laughs\* Yes.

JARRAH:

You have got to love though, the scenes about the watch in this episode.

CHARLYNN:

Yes! I'm so glad you brought this up. All the feels. So many feels. It's- yeah. I mean watching Janeway reject the watch is *so heartbreaking*.

GRACE:

This beautiful gift of hers just being like "I can't accept this wonderful heartfelt gift in this circumstance."

CHARLYNN:

I know! It's so heart wrenching. I feel so bad for Chakotay. He's coming from such a good place and Janeway knows how much- like how well he means. And she really- you can tell she really appreciates it. Just "Wow! That's amazing. Thank you. Wow. But I- when it comes to survival this could- this could be the pair of boots, it could be a meal." Whatever she says she's absolutely right as well, in tough times. Oh! I get emotional just thinking about this scene.

GRACE:

Yuuup.

JARRAH:

Yeah. I mean, I don't totally get how that works, because she's saying like "We can't waste energy" and it would imply like to me that wasn't the energy already wasted? But I don't want to get too nit-picky on that point. I definitely I- like it's a super powerful moment. And she- I mean she does say like "I appreciate the gesture" but she's like you can tell she's forcing herself almost like not to be too emotional at this point. She's just like she's pretty- kind of cold. I'm not saying that in a bad way, but just like "I have to be detached about the situation and put people's life and death needs first."

CHARLYNN:

Yeah. Oh, you are so absolutely right. Yeah. She cannot be partial whatsoever. Yeah. And I think it does come off as cold, but she's doing what's necessary.

JARRAH:

Yeah, absolutely. And by the time they find the watch in Chakotay's quarters, where she's with Neelix, it's like this is, you know, by this point the most important thing is actually keeping ourselves from giving up. It's keeping our spirits up. And when like he says "It's very handsome" and just \*aww's\*

CHARLYNN:

So cute how he delivers that line. It's so sweet. It's a very poignant moment. And of course with it being a watch and this being a time episode you got to enjoy the metaphor.

JARRAH:

Yeah well, and Chakotay says “It's the watch of- a replica of a watch of a captain who got his crew home.” Old timey ship captain, I guess. So it's nice. So let's talk a little bit about the ending of this episode. So basically, Janeway has decided “We're going to make a final push. We're going to bring our allies to the time ship. Everyone else is going to go on the other ships that actually have a better chance of survival, and I'm going to stay on Voyager by myself.” And then as the battle progresses they get Chakotay and Paris off the Krenim ship. But their allies are being hit pretty hard. They do, with the help of Paris and the mutineers onboard, they're able to get a bit more of a hit in at the Krenim. But the episode ends-

GRACE:

You really don't see enough mutineers in deep space. \*all laugh\*

CHARLYNN:

No.

JARRAH:

She ends up- the end of the episode is Janeway basically rams the time ship with Voyager and everything resets. So how did you feel about the ending Grace?

GRACE:

It felt like a cop-out to me. After all this stuff we see the characters go through, and all this incredible bonding we saw happening, and all the harshness they were put through. Just having it all reset felt cheap to me.

JARRAH:

Where do you think Charlynn?

CHARLYNN:

I didn't see it as a cop out. I figured with a time travel episode the reset button is hot and ready. And even though, yes it does erase all of the things that we saw, it makes sense that it happens this way. That I didn't really see any other way out, to be quite honest. Like I feel almost like the episode wrote itself into this corner. And it's one of the few times where the reset button doesn't bother me, just because they are screwing with time. So, OK. \*Jarrah laughs\* Also I do love that Janeway goes down with the ship, and it does work. So it's OK in my book.

JARRAH:

I remember definitely the first time I saw this as a kid being totally cheering at this moment where Janeway is just like “Time's up” and plows the Voyager-

CHARLYNN:

That's right!

GRACE:

It is an awesome moment.

JARRAH:

yeah. It's like, massive explosion and then everything's fine. And yeah, it did kind of feel like that was the only way it could happen. It is kind of unfortunate that they forget these cool experiences they've had, and the bonds that they formed with each other.

GRACE:

All this cool trauma they got to experience.

JARRAH:

Well, not so much *that* part. \*Charlynn laughs\* But the bonds, and like the Tuvok Seven relationship and- I guess it's probably good that they forgot that Chakotay was like totally helping Annorax commit genocide \*laughs\* but-

CHARLYNN:

Yeah. Let's not talk about that. \*all laugh\*

JARRAH:

But yeah. I don't know what other options they had. And I definitely felt like it was a satisfying ending. The first time I saw it, and it doesn't bother me now, and then we do get to see Annorax back on that colony at Kyana Prime with his wife and there's an implication that maybe this time it will be different. That he's going to put down his calculations and spend time with his wife instead of killing her trying to make the timeline better.

CHARLYNN:

We can only hope for that, right? I mean this really is the best happiest ending possible. One thing that we have not mentioned yet that we've got to mention is Janeways hug with Tuvok.

JARRAH:

\*gasps\* Yes!

CHARLYNN:

Yeah. I wanted to know from you guys, when she pulls him even closer into that hug I feel like Janeway really knows what's coming. I think she knows "This is it. I'm sacrificing myself for the ship." Now, they write it as if that- like OK "Now I know what I have to do here" after the battle doesn't go so well, but I feel like she knows this is it. This is endgame, we're doing it, and this was her goodbye to him. It is such an emotional thing too, cause poor blind Tuvok and \*sighs\* that's just so much into that hug. But what did you think? Did you think that's how that was playing out here?

GRACE:

Definitely. I think there's, actually pretty early on, a point where you know Janeway knows "OK. This is what's happening. I'm going to have to make a final choice. I'm not coming back and I have to be okay with that."

CHARLYNN:

Right. And I think it's the shot of her taking a seat on the otherwise empty bridge only emphasizes it. It's her and Voyager now. Now they're together.

GRACE:

Two mean bad bitches!

CHARLYNN:

That's right! Yeah!

JARRAH:

There is a really nice part, you know, where she's talking to Tuvok I'm pretty sure, about her attachment to Voyager. And how she feels she owes Voyager something. Not that- it's more than just a collection of hull plates and whatever else she says.

CHARLYNN:

Yes! Yes. I'm so glad you brought this up. Because Janeway's always had a little bit of a dialogue with Voyager. Even from the very beginning. But it really shines through in this episode, and she believes in Voyager. She knows it inside and out. And she knows what it's capable of. And she knows how much it has sacrificed itself to keep her crew alive. So yeah, she feels like she owes Voyager definitely. It's as much of a member of the crew as anybody else.

JARRAH:

Yeah. We see her talking to it at other points in this episode. There's the part when she goes like "I feel like you're testing me Voyager." \*laughs\*

CHARLYNN:

Yes. Yes.

JARRAH:

And it kind of hearkens back to the way that Kirk had his relationship with the Enterprise and that he did really see it as- like, he was in love with his ship. And I think that is really nice to see that relationship between Janeway and Voyager.

CHARLYNN:

Totally.

JARRAH:

Oh yeah. And I was going to say, we posted a piece of fan art on our Facebook that has the moment before she sits down in the chair, and she's like she's wearing the pocket watch, and looking at Chakotay's empty chair, and she's just like "OK. we got to do this." That moment in

the episode is- I think by that point she knows she's not coming out of this, you know, with all of her friends and her ship intact obviously.

GRACE:

You know she knows.

CHARLYNN:

Yeah. She's got to, right?

JARRAH:

At the very end there clearly, you know, they imply that Janeway knows a reset might happen because she asks them all to take off their temporal shield. So she is *hoping*, I guess, for a reset. I'm not totally sure how plausible that is. But I kind of don't even care.

CHARLYNN:

\*laughs\* Yeah. They kind of try to write it as if that's a linear progression going on in her mind. But I wonder if there was just a *kernel* of the plan that thought about that the whole time through. Like "I really want to fix all of this. Eradicate it all. Let's really forget about the year of hell."

GRACE:

If there are any temporal scientists out there listening to this, we would really love your feedback.\*all laugh\*

CHARLYNN:

For real! People who know *a lot* more than we do.

JARRAH:

Awesome. So we *did* actually ask for listener feedback on a question which was about Brannon Braga. But I think at least one of the other writers also wanted this story arc to last the entire fourth season, or at least a long chunk of the fourth season.

GRACE:

Ron Moore, yeah. He really was gunning for this. And apparently this, when he left the show, he was saying the entire show should have been like. It should have been everyone running on fumes and feeling desperate. Which would have been a much darker show. But would have been really interesting to see.

CHARLYNN:

And that's why he went on to do Battlestar Galactica.

JARRAH:

\*laughs\* Exactly.

GRACE:

Because for some reason he's really into that \*sarcastic\* dark stuff, I guess.

CHARLYNN:

Dark and gritty, that's the way of it. Right?

JARRAH:

Dark and gritty as Neelix's "better than coffee" substitute.

CHARLYNN:

There you go. \*shudder\*

JARRAH:

So, we're going to read some of your feedback on that question. About "What do you think? Would that have been a good thing? Would it have worked or would it have been terrible?" So Grace, can I ask you to read the comment from Jamie from Facebook.

GRACE:

Certainly. Jamie writes "I suspect a season of 'Year of Hell' would have been awesome. But can you imagine people's reactions at the end of that season when an entire year's worth of watching is 'wiped out' by the final fix in the timeline? ...Hey, just had a thought. Couldn't someone please wipe out the JJ-verse by saving Kirk's father and thus restoring the timeline?" Get the Krenim right on that. \*all laugh\*

CHARLYNN:

Don't give them any ideas! \*Jarrah laughs\* It'll take them *how many* tries to get it right? And then you have something else wrong. But, no. That thought has occurred to me. I don't know if it has to you guys, that just restoring the timeline and eliminating the alternate universe. I know there's plenty of people who would love that.

JARRAH:

Yes. I mean, I guess we just try to console ourselves with the fact that the Prime universe still exists.

CHARLYNN:

That's right. And it does!

JARRAH:

We also have a comment from Chris who said "I think the Equinox two-parter showed why a constantly stressed Voyager would have become less fun for the audience and unsustainable for the crew's survival. We can tell intuitively that it should really wipe them out completely, and it can only be escaped through cheesy deus ex machina. Extreme violence and suffering, the gritty edgy stuff that got popular about 10 years ago, is not automatically more realistic - often the complete opposite is more plausible. Starfleet trains its people to make sensible decisions

about self preservation, not to plow through madness and despair at all costs. Every other time that Voyager meets a serious threat, they quickly find the shortest route away from it and then travel around it...I struggle to imagine a whole series of it being as fun as the series we actually got.”

CHARLYNN:

Good point. I can't imagine a whole series of gritty self-preservation all the time. I think that would have gotten too heavy and really dru- it just would have drug out so far so much that we would have gotten tired of it.

JARRAH:

Agreed. And we definitely could have used more examples of characters bonding under pressure. Particularly some of the characters like Kim and Chakotay who don't get as much development in the series. But I agree, and I also agree with the previous point that Jamie made that the reset would have felt *awful* if it had been an entire season.\*laughs\*

CHARLYNN:

Agreed!

GRACE:

Oh yeah. That would have caused some angry mail to be sent.

JARRAH:

Yeah. But I think I think what more they were thinking about was just this idea of “Voyager shouldn't return home in pristine condition.”

CHARLYNN:

Right. Which I think is also a good and correct point. We should have seen little adaptations along the way. Things like alien technology, sort of like how they, you know, integrated Borg stuff but do that with a lot of different cultures you know? Say Voyager gets dinged up in a battle, and they're using some alien technology to fix the hull, at least maybe even for a little while before they can get it fully repaired again. Or something like *that*.

JARRAH:

Yeah. And it would have made sense for people, for some of the characters to be a little bit more frayed around the edges or to have changed. Some of them did change over the course of the journey, but like you know Kim probably could have stood to develop a little bit more from where he started out.

CHARLYNN:

Definitely.

JARRAH:



And you know, I'm not saying they should have made more episodes where he dies or almost dies but- \*all laugh\*

CHARLYNN:

Oh boy! Yeah, there's several. You know what Grace, when I did a podcast called the Delta Quadrant we were starting that tally because I was on there for the earlier episodes, and I eventually left it. But they- I don't know if they continued to tally or not. We had things like "times he died", "almost dies" and we had a whole list of things. And by Season 2 the numbers were already through the roof.

GRACE:

They know what *the people* wants. \*all laugh\*

CHARLYNN:

And we want Harry to die! \*all laugh\* Poor Harry.

JARRAH:

Poor Garrett.

CHARLYNN:

Yeah. For real, he's such a nice guy.

JARRAH:

Yeah, for sure. Charlynn, do you want to read the comment we have from Michael? We kind of already touched on it, but I think it's a good point.

CHARLYNN:

Yeah, absolutely. Michael says "It certainly would have added a sense of realism to Voyager's seven-year journey. I love the series, but one of my biggest gripes is that the ship made it to the end of the series in nearly the same pristine condition as when she left the Alpha Quadrant. Battlestar Galactica had the right idea in how to show a ship that was continuously battered and under fire in nearly every episode and didn't have the resources to repair anything. The Voyager crew was able to build new shuttles, keep the lights on, and repair the ship, but placed the crew on replicator rations. It didn't make sense to me."

JARRAH:

Yeah I think that's a fair point, although I definitely would not wanted to see them under fire in nearly every episode. I think that would have gotten kind of boring with Voyager. In the Star Trek universe we still needed to have that core of them as explorers, so being so survival focused for the last four seasons of the show might have interfered with the ability to still have that optimism and the exploratory spirit.

CHARLYNN:

Yeah. A couple of things I thought of while reading that comment. One was that they started off with things like the replicator rations, aeroponics bay, things that showed us that they were conscious of having to survive long term on this vessel. And in the later seasons they really seemed to either be selective about it or dropped it altogether. You don't hear about replicator rations toward the end of the series at all. In Season 7? There's not one mention of it. And so I feel like they did drop the ball on things like that, where they could have had like a reminder of the struggle without it being in our face quite as much as constant fire. Yeah for sure. But also this is Star Trek and Star Trek, at least in part, is a message of hope. And so if you were to completely go dark and gritty and war time firing on ships constantly. I'm sorry, but that's really missing a big component of Star Trek.

JARRAH:

Yes.

GRACE:

It's Star Trek, not MASH.

CHARLYNN:

\*laughs\* Right! Yes, exactly. So if you want the violence, yeah, watch Battlestar Galactica if you want that sort of thing. That's what that show is for. But that's that show.

JARRAH:

Yeah, absolutely. I mean, I really enjoyed this two parter and I think, you know, they could have maybe made it a longer arc, but longer than two parts? They couldn't have gone with the reset at the end. They would have had to have at least a partial restoration of Voyager, and they definitely couldn't have lost the number of crew that they did and still been able to carry on successfully for four more years.

CHARLYNN:

Totally. Yeah. Now I have a question for you Grace, if they would have maybe made this a five episode arc, would the reset button have really disappointed you that much more if they had gone that route?

GRACE:

Well, I think it's possible in a way that it would have been more intense if it'd gone on that long. But I also think that five episodes would have been like "Really?! Really, five weeks of this?!" \*Charlynn laughs\* I was emotionally invested in this? And now I get a reset button?"

CHARLYNN:

Yeah, I think honestly-

GRACE:

That wouldn't gone over so well.

CHARLYNN:

Yeah. I think it actually, for that reason, works really good as a two parter.

JARRAH:

Yeah. I also think, like you said Char, the point about the parts with Chakotay and Paris on the Krenim ship, that would have had to be longer. Because you couldn't deal with the tension and destruction on Voyager the entire time. So you would have had to also balance that with extending those scenes on the Krenim ship. And if you can't empathize with Annorax *remotely* that could have been a problem.

CHARLYNN:

Right. And I think that would have dragged it down a lot too, working that angle or that side of things a lot slower and not more detailed. Yeah, that might have not worked for a lot of people.

JARRAH:

Yeah. I'm not sure what else they could have done to to draw out that storyline without it feeling either too intense and dark, or the fact that- or just like too dragged out with the scenes on the Krenim ship, or scenes about them actually meeting with their new allies and things like that.

CHARLYNN:

Right. Yeah. Agreed.

JARRAH:

I like it as it is.

GRACE:

Yeah.

CHARLYNN:

Yeah. You know, I think all in all it turned out really good. And it turned out this way for a reason. For once I do agree with the execs, that this needed to just be a two parter. Nothing more. So I guess more power to them on that. They got one right.

JARRAH:

Yeah. I really enjoy this episode.

GRACE:

Every dog has their day. \*all laugh\*

CHARLYNN:

Indeed. Just watching it to refresh myself for recording here, it- all over again. Every little wave of emotion is still there. That's how powerful this is. I think it's a fan favorite for a reason. It's a very good "What might have been" for Voyager. But it's incredibly well-written, and it's got a lot

of action, it's fast paced. You have a lot of emotion and drama. Hey, what more do you want in one hour in 30 minutes?

JARRAH:

Yeah. I'm just amazed at how many great little scenes there are. How well everyone is written. Like, there's also that little scene where Paris is trying to attend to B'Elanna in the sick bay mess hall and the Doctor starts yelling at him about triage, and then he starts accusing the Doctor of letting his emotions get in the way because he's so angry and defensive. Just like, there's so many good scenes that really show the characters to their fullest.

CHARLYNN:

Yeah. We put them on edge and see what happens. And it was refreshing. It was nice to see all that in play, for sure.

JARRAH:

For sure. One thing that we do on Women At Warp when we review an episode, is that at the end of the episode we all go around and we set phasers to something. That is like our rating of the episode. So like you can-

GRACE:

I got one.

JARRAH:

OK so Grace, go first.

GRACE:

How about set phasers to "Broken watch."

CHARLYNN:

Oooh nice one.

JARRAH:

That sounds bad.

GRACE:

I don't know. How broken is the watch? \*all laugh\*

JARRAH:

I will set phasers to "Piece of hair in a glass time-proof pyramid" because I want this episode to be \*all laugh\* preserved for all time.

CHARLYNN:

Well done.

JARRAH:

What about you Charlynn?

CHARLYNN:

I think I'll set phasers to "The Babylon 5 time ship" because whenever we see the visual of the Krenim ship it looks like Babylon 5. I'm sorry, \*all laugh\* but that's Babylon 5!

JARRAH:

That is true. Yes. Well, that would explain the sort of nipple makeup on the Krenims had too.

GRACE:

Right! \*Charlynn laughs\*

JARRAH:

Kind of Babylon 5-y.

CHARLYNN:

Should have had their hair stick out like the Centauri.

JARRAH:

\*laughs\* Yes. Well, that would have been tough with Kurtwood hair.

CHARLYNN:

\*laughs\* Yeah, that's true.

JARRAH:

It would have required a bit more work. All right. Any final thoughts on Year of Hell?

CHARLYNN:

Go watch it! It's great!

JARRAH:

Indeed.

GRACE:

\*cheesy voice\* Year of Hell is a divine two hours. \*Jarrah laughs\*

CHARLYNN:

Exquisite. Yeah.

JARRAH:

Amazing. Well, thank you so much for joining us today to talk about the Year of Hell parts 1 and 2, Star trek Voyager. Two of their finest almost hours of TV. But this is just one of the many

topics being discussed on the Trek.F.M. network recently. So here's a quick look at some of the other things you may have missed elsewhere on Trek.F.M.

\*TrekFM Bumper plays\*

JARRAH:

We also wanted to let you know about the Trek.F.M. Patreon. Trek.F.M. is a listener supported network, and you can help us keep the Star Trek discussion coming by pledging a donation at [Patreon.com/TrekFM](https://Patreon.com/TrekFM). That's P A T R E O N.com/TrekFM. Every little bit helps keep Women at Warp and the other Trek.F.M. podcasts up and running. So once you're done with the show, again, please consider hopping over to [Patreon.com/TrekFM](https://Patreon.com/TrekFM). So Charlynn, where can people find you elsewhere on the interwebs?

CHARLYNN:

Well you can find me here on the TrekFM network with co-host Tristan Ridell on To The Journey, and that's your cue guys you go "To the journey!"

JARRAH:

OK. To the journey!

GRACE:

To the journey!

CHARLYNN:

There you go! Tristan and I talk Voyager every single week. So if you enjoyed this podcast and you haven't listened to To The Journey yet, give us a try. And on the interwebs you can most likely find me on Twitter. I am Oh the profanity there. And that's pretty much where I hang out these days. I don't do a whole lot of Facebook. I don't publicize my email or anything like that. You can go to my Website, [Ohtheprofanity.com](http://Ohtheprofanity.com), and see what sort of shenanigans I'm up to there. But Twitter is the place to be.

JARRAH:

Amazing. Grace, how about you? Where can people find you?

GRACE:

Well, Twitter is also the primary place where you can find me. I'm on Twitter [@Bonecrusherjenk](https://twitter.com/Bonecrusherjenk). You can also read my writing on the Mythcreants blog or listen to my other Star Trek based shenaniganry at the archives for All Things Trek.

JARRAH:

And I am Jarrah Hodge. You can find me on Twitter [@JarrahPenguin](https://twitter.com/JarrahPenguin), J A R R A H-Penguin, and on Tumblr at [Trekkiemfeminist.Tumblr.com](https://Trekkiemfeminist.tumblr.com). And if you'd like to get in touch with our show Women At Warp and give us your listener feedback, if you want to hear a whole episode of us talking about the Seven of Nine Tuvok sitcom, then you should email us at

crew@womenatwarp.com. Or you can visit our Facebook page or our Twitter @womenatwarp.  
So, thank you so much for tuning in and have a great week.

JANEWAY:  
Good luck!