

DARK MATTER

Episode #110

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TEASE

[PREVIOUSLY ON: The crew thwart Ferrous Corp with the help of the Mikkei Combine, SIX advises FIVE to get out while the getting is good, TWO is infected/injured then magically healed, TWO and ONE hook up, The Raza is attacked by Ferrous Corp. destroyers.]

1 INT. SHIP - BRIDGE

1

PICKING up where we left off at the end of the previous episode. Everyone is on the bridge, having just been told that their FTL is down. The ship is shaken by another hit.

ANDROID

Shields are holding - for now.

TWO

Can we outrun them in sublight?

ANDROID

The ships maybe, the missiles, no.

THREE

Then let's shoot back.

ANDROID

We're out of range.

THREE

THEY're shooting at US.

ANDROID

We have rail guns and cannons. They apparently have a full complement of self-guided missiles.

THREE looks at TWO.

THREE

How come THAT wasn't on the shopping list?

TWO

You can't just buy missiles at the general store.

ANDROID

We're receiving a message, audio only.

VOICE (OVER RADIO)

Raza, this is FCS Condor. Power down and surrender, or we will destroy you. You have thirty seconds to comply. End of message.

Beat.

ONE

Well, that was a little terse.

FIVE

What do we do?

TWO

What's the status of the FTL drive?

ANDROID

Damage is significant. I estimate repairs will take a minimum of three hours.

OFF reactions -

SIX

So, just hypothetically, what happens if we surrender?

TWO

Most likely they'll hand us over to the GA.

FOUR

If we're lucky.

THREE

He's right. This is payback for that mining planet. They'll space us and keep the ship.

Everyone realizes he's probably right. Then -

ANDROID

We're receiving another message.

2 VFX - SPACE

2

The three Ferrous destroyers hang in space. PUSH IN on the middle ship.

VOICE (OVER RADIO)

Time's up, Raza. Sorry to have to
do this. Damn waste of a fine ship,
if you ask me.

DOORS slide open on the underside of the middle ship and a
large missile drops down. After a moment, its engine FIRES,
and it rockets forward.

3 INT. SHIP - BRIDGE

3

The Android informs them -

ANDROID

They just launched a nuclear missile.

ONE

What?!

Schematics of the missile appear ONSCREEN.

ANDROID

Medium payload, 20 megatons.

ONE

But the shields'll hold, right?

Everyone looks at him, but the Android is the one to break
the bad news -

ANDROID

No. The shields will not hold.
This ship will be vaporized on impact.

END OF TEASE

ACT ONE

4 INT. SHIP - BRIDGE 4

The Android informs them -

ANDROID
Impact in ninety seconds.

ON TWO, racking her brain, trying to think of a way out. Suddenly, she turns to the Android.

TWO
Give me full sublight, maximum acceleration.

THREE
He already said we can't outrun it.

TWO
We're not going to.
(to the Android)
Head straight for the missile.

ANDROID
Understood.

5 VFX - SPACE 5

The Raza's engines power up, and it lurches forward.

6 INT. SHIP - BRIDGE 6

Everyone is more than a little freaked out by TWO's tactics.

ONE
Whoa, whoa, what are we doing here?!

THREE
She's nuts! She's gonna kill us all!

TWO
It's our only chance - if we close the gap fast enough they'll still be in the blast radius. They'll have to disarm the nuke.

ANDROID

Impact in thirty seconds.

TWO

Exceed maximum safe, hundred and
twenty-five percent!

ANDROID

As you wish.

The ship begins to shudder from the excessive acceleration.
Everyone looks around, wondering if it'll hold together.

ANDROID (CONT'D)

Impact in fifteen seconds. Missile
is still armed.

Everyone looks at TWO.

THREE

You'd better be right about this,
sister!

ANDROID

Impact in ten seconds, missile is
still armed.

The ship is shaking badly. There's nothing they can do but
wait. Then, after a long beat -

ANDROID (CONT'D)

Missile is disarmed.

7 VFX - SPACE

7

The missile strikes the front of the ship, impacting not
with a nuclear blast, but with a small explosion easily
absorbed by the shield.

8 INT. SHIP - BRIDGE

8

They're still there.

FIVE

It worked!

Everyone breathes a sigh of relief.

TWO

Ease up on the engines.

The shuddering stops as the ship slows.

TWO (CONT'D)

Are we in weapons range?

ANDROID

Yes.

TWO

Power 'em up.

The weapons console lights up. TWO goes over.

TWO (CONT'D)

I'll do the shooting, you fly the ship. Keep us in close, we've got the advantage in maneuverability.

ANDROID

I'm detecting three more FTL windows.

9 VFX - SPACE

9

As the Raza approaches the Ferrous ships, three other ships emerge from FTL.

10 INT. SHIP - BRIDGE

10

SIX looks at the Android.

SIX

More Ferrous ships?

ANDROID

No. They're Mikkei Combine.

THREE

What the hell are they doing here?

Suddenly, ONE gets a thought.

ONE

Stop the ship, power down the weapons, drop the shields. Do it now!

THREE throws him a look.

THREE

You're even crazier than she is.

ONE

If we don't give them an excuse they can't shoot, not with another corporation watching.

FOUR

How do you know they're not working together?

ONE

Actually, I don't.

TWO thinks for a second, then -

TWO

(to the Android)

Do it.

The engines POWER DOWN. As does the weapons console. Everything goes quiet. A long, tense beat. Everyone waits.

ANDROID

I'm detecting a communication between the lead Mikkei ship and the Condor.

ONE

What are they saying?

ANDROID

The transmission is encrypted.

THREE

They ARE working together. We gotta get those shields back up before they blast us out of the sky!

TWO

Just wait!

Another pause, then -

11 VFX - SPACE

11

The three Ferrous ships all jump to FTL.

12 INT. SHIP - BRIDGE

12

The Android informs them -

ANDROID

The Ferrous ships just jumped to
FTL.

Suddenly, a familiar face appears on the various screens.
It's COMMANDER TRUFFAULT, last scene in episode #2.

COMMANDER TRUFFAULT

Greetings Raza, this is the MCS Sujin.
Commander Truffault at your service.

TWO

Commander, it's been a while.

COMMANDER TRUFFAULT

We need to talk. Request permission
to come aboard.

OFF reactions -

13 INT. SHIP - ONE'S QUARTERS

13

ONE splashes water on his face from a basin, trying to come
down from the tension of the last few minutes. TWO appears
in his doorway.

TWO

You alright?

ONE

Much better now that I changed my
underwear.

TWO

You did good. Powering down the
weapons and the shields was the right
call. If we'd opened fire we'd
probably be dead.

ONE

Maybe I deserve some kind of reward?

TWO

Maybe. But Truffault is going to be
here in ten minutes.

ONE

That's more than enough time for me.

TWO

You really know how to sweep a girl
off her feet. Let's pick this up
later.

And with that, she leaves.

14 INT. SHIP - MESS

14

FOUR escorts Commander Truffault into the mess. The rest of
the crew (minus the Android) is waiting for them. Truffault
gives TWO a nod -

COMMANDER TRUFFAULT

Good to see you again.

Over to the others -

COMMANDER TRUFFAULT (CONT'D)

And, of course, I recognize the rest
of you from your mugshots.

Then, looking at FIVE.

COMMANDER TRUFFAULT (CONT'D)

Except for you. You seem kind of
young for a mercenary.

THREE

She's more like a mascot.

FIVE throws THREE a dirty look. FOUR focuses on their guest.

FOUR

You came alone.

COMMANDER TRUFFAULT

Why wouldn't I? We have a preexisting
relationship. And I just saved your
lives.

TWO

Yeah, I've been wondering about that -
how you managed to show up just in
the nick of time.

COMMANDER TRUFFAULT

Ferrous has been combing this entire
quadrant looking for you, and let's
just say we've been keeping an eye
on Ferrous.

SIX

You mean you have a spy in their organization.

COMMANDER TRUFFAULT

We have many spies in many places, but that's not what I came here to talk about. I came here to make you an offer.

He looks around the room at the group.

COMMANDER TRUFFAULT (CONT'D)

It's no secret that things have been a little rough for all of you since that incident on the mining colony.

PLAY that on the others - understatement of the year.

COMMANDER TRUFFAULT (CONT'D)

Ferrous Corp. is after your heads and, well, word going around is that you've lost your edge. That you've gone soft.

Beat, then FOUR pulls out a short blade and brandishes it.

FOUR

We could send you back to your ship without your tongue. Would that convince you otherwise?

COMMANDER TRUFFAULT

I'm just telling you what I've heard. And it can't be good for business. But I'm giving you an opportunity to prove that you're still an effective team. I've got a job for you.

FOUR considers, then puts the blade away.

COMMANDER TRUFFAULT (CONT'D)

It's a Traugott research facility. Our intelligence indicates they're about to make a major discovery.

ONE

And you want us to steal it.

COMMANDER TRUFFAULT

See, we're already finishing each others thoughts.

TWO

What is it?

COMMANDER TRUFFAULT

That, you don't need to know.

TWO

Forget it. No more blind ops. Full disclosure or we don't do it.

Truffault considers for a moment then -

COMMANDER TRUFFAULT

Well, sorry to have wasted your time.

He gets up to go.

THREE

Hang on, maybe we should talk about this.

TWO

There's nothing to talk about.

Truffault looks from TWO to THREE, realizing there might be a little dissension in the ranks.

COMMANDER TRUFFAULT

Tell you what. I'll forward coordinates for a rendezvous, and give you twenty four hours to think about it. But if you don't show, don't expect any more help from us in the future.

He leaves. FOUR follows, to escort him off the ship. OFF the others -

15 VFX - SPACE

15

The Raza repaired and back in FTL.

16 INT. SHIP - WORKOUT ROOM

16

TWO is pumping iron, bench pressing a couple of very heavy looking dumbbells. She's sweating and breathing hard, evidently working off some frustration. ONE appears.

ONE

If you're not careful, you're gonna pop a blood vessel.

She drops the dumbbells.

TWO

I'm not in the mood.

She sits up, picks up a slightly smaller dumbbell and starts doing some curls.

ONE

Well I hate to have to bring this up...especially while you're holding a blunt, heavy object...but I think Three might be right about this one.

TWO

So you two are best buddies now?

ONE

No, I just think he might have a point. I already talked to Four and Six, and they agree.

TWO

Then how come they're not here too?

ONE

Cause I drew the short straw. Look, Ferrous just tried to nuke us. The GA's after us. We've got enemies we don't even remember sending us killer robots. Maybe we could use a little help right now, a little corporate sponsorship.

TWO drops the dumbbell, picks up a towel.

TWO

So the idea of committing armed robbery doesn't bother you?

ONE

It's one corporation stealing from another. What's the difference?

TWO

And you remember what happened last time we did a job without all the information?

ONE

Yeah, I remember. That cut healed nicely, by the way. You can't even see a scar.

TWO reflexively pulls the towel around her neck, covering the area where she was previously wounded.

ONE (CONT'D)

I think we all know there's always going to be some risk. The least we could do is make the rendezvous and hear them out.

OFF TWO, considering.

17 VFX - SPACE

17

The Raza drops out of FTL and approaches a red planet.

ANDROID (V.O.)

We're approaching the rendezvous coordinates. I'll prep the shuttle.

18 EXT. DESERT PLANET

18

Establish a large industrial/warehouse facility that has been built in the middle of a vast desert (VFX MATTE). We can hear the WIND HOWLING.

19 INT. WAREHOUSE -- DAY

19

A generic warehouse. ONE, TWO, THREE, FOUR and SIX come around a corner and enter, brushing the sand off their clothes, out of their hair, etc. THREE removes a scarf from around his mouth, spitting sand.

THREE

Pfft. How come the rendezvous is never at a five star resort??

ONE

(poking a finger in his ear)

I got sand in my ear.

THREE

I got sand in places you don't wanna know.

TWO

Can we just get this over with,
please?

They round another corner, and come face to face with a small, shifty looking guy we'll come to know as WEXLER.

WEXLER

Alright, that's far enough. I'm
gonna need you to lower your weapons.

THREE casually aims his big gun at the little guy.

THREE

I don't think you're in any position
to be giving orders, Shorty.

WEXLER

You sure about that?

CLICK-CLICK. The team looks around, to find that the little guy has three accomplices with him, all of whom are aiming guns at them from positions of cover around the room.

Off our crew -

END OF ACT ONE

ACT TWO

20 INT. WAREHOUSE -- DAY

20

Picking up where we left off. It's a standoff between the two groups: ONE, TWO, THREE, FOUR and SIX vs. Wexler and his team. A tense beat. Then, Commander Truffault arrives, approaching from behind Wexler.

COMMANDER TRUFFAULT

Okay, I see everyone's getting acquainted.

THREE

Who the hell are these clowns?

COMMANDER TRUFFAULT

They're your new partners.

TWO

Wait a minute. No one said anything about partners. We work alone.

WEXLER

Funny, I was gonna say the same thing.

COMMANDER TRUFFAULT

Do I look like I'm negotiating with you people? No, I'm telling you the way it is. Anyone doesn't like it, there's the door.

Beat.

COMMANDER TRUFFAULT (CONT'D)

Now everyone lower your weapons so we can get to work.

He turns and heads off. Reluctantly, both sides lower their weapons and follow him.

21 INT. WAREHOUSE OFFICE -- DAY

21

He leads them out of the big open space of the warehouse into a smaller room. In the middle of the room is a large light table. Everyone gathers around.

The other team consists of Wexler and three others: two blondes who could be brother and sister (VONS and TASH), and

a big bruiser of a guy (CAIN). Commander Truffault picks up a tablet.

COMMANDER TRUFFAULT

We'll skip the part where you all say your names and a little bit about yourselves, and just get straight to it, shall we?

He taps a command on the tablet, and suddenly, a hologram appears over the middle of the table (VFX) - it appears to be a small space station, different from the big population center stations we've seen before.

TWO

What's this?

COMMANDER TRUFFAULT

Your target. It's a research station orbiting a class-four rock in the Calliden system.

TWO

What kind of research?

COMMANDER TRUFFAULT

We've been over this. You don't need to know.

TWO

Something to do with sub-atomic physics, maybe?

COMMANDER TRUFFAULT

What makes you say that?

She points to the hologram - the station has a thin, wheel-like ring attached to the central column by a series of spokes.

TWO

That ring. Too small for hab pods or work stations. I'm guessing particle accelerator.

WEXLER

Hey, Sweetheart, the man already said we don't need to know. We get in, we steal the thing, we get out. Then if you're lucky I bring you back to my place for a little celebration.

COMMANDER TRUFFAULT

You finished?

Wexler falls silent. Truffault kills the hologram, and next activates the light-table. On it, in static 2D are more detailed plans and schematics of various sections of the satellite.

COMMANDER TRUFFAULT (CONT'D)

You'll be getting on the station with the regular shift workers - maintenance crew. We managed to score I.D.'s thanks to Vons and Tash here.

He nods at the two blondes.

COMMANDER TRUFFAULT (CONT'D)

They've been working at the facility for the last month, casing it for us.

Vons looks at THREE.

VONS

You're welcome.

COMMANDER TRUFFAULT

Once inside you'll split into two groups. The first team will head for the power control systems, here.

He points to a section of the schematics.

COMMANDER TRUFFAULT (CONT'D)

The second will head for the lab. Now, your maintenance crew I.D.'s won't get you into the restricted areas, so you'll need this.

He pulls out and holds up a clear plastic key card.

COMMANDER TRUFFAULT (CONT'D)

It's duplicate of a key card belonging to one of their top scientists. They change these out every three days, this one's good for another sixteen hours, so we're on the clock.

ONE

What happens once we're inside the lab?

COMMANDER TRUFFAULT

That's where things get a little tricky. The device we're looking for is housed in a serillium alloy chamber that is virtually impenetrable. And the door has a code lock you will not be able to break.

TWO

So how do we get in?

THREE

Easy. We knock a few heads together, threaten to shoot a few people...they'll give up the code.

COMMANDER TRUFFAULT

No weapons.

THREE

Sorry, didn't quite catch that. It almost sounded like you said "no weapons".

COMMANDER TRUFFAULT

Without going into detail -
(throwing TWO a look -)
- The research equipment on the station is highly sensitive. Accidentally destroy the wrong control panel and the whole place could blow.

That sinks in for a moment, then -

SIX

If we can't use force, then what?

WEXLER

That's where I come in.

COMMANDER TRUFFAULT

Wexler's our door expert.

WEXLER

There isn't a safe or vault in the galaxy I can't crack.

He throws a look at TWO.

WEXLER (CONT'D)

Basically, I can get into anything.

He gives her a wink.

COMMANDER TRUFFAULT

At a prearranged time, the other team will trigger a general alarm. This will cause the station to go into lockdown, and the door will lose power. Without power it can't be opened.

ONE

How does that help us?

WEXLER

We bring our own power. Battery pack. Once I get it hooked up I can charge the door while bypassing the main system, including the security protocol. She'll pop right open.

COMMANDER TRUFFAULT

That's the good news. The bad news is, when you trigger the alarm, the station will automatically begin to emit a subspace distress beacon.

TWO puts it together -

TWO

Right. And every Traugott ship in the sector will turn and head straight for us at maximum FTL.

COMMANDER TRUFFAULT

We estimate you'll have less than an hour to detach the device, carry it to the airlock, shuttle back to the Raza, which will be waiting nearby, and get the hell out of there.

WEXLER

Right. So it's a piece of cake.

TWO throws a rueful look to ONE, not so sure.

The Raza leaves orbit above the desert planet, jumping to FTL. Over this, we hear -

COMMANDER TRUFFAULT (V.O.)

The next shuttle leaves Calliden Prime in twelve hours. It'll take you ten to get there. Good luck.

23 INT. SHIP - OUTSIDE FIVE'S QUARTERS

23

ONE and TWO step up to the door and knock. It opens and FIVE is standing there.

FIVE

Hey. I hear we've got some new guests onboard.

TWO

That's right. Which is why we think it might be best if you stayed out of sight for a little while.

FIVE

(miffed)

Are you serious?

ONE

Just until the job's over.

TWO

It's a little hard to explain what you're doing here, that's all.

FIVE

Right, because they're expecting a team of hardened criminals, not some little girl who's just along for the ride.

TWO

You're not a little girl, and you're not just along for the ride.

FIVE

Tell that to Six.

ONE

I thought you two were friends.

FIVE

We are, sometimes.

TWO

If it's any consolation, I make everyone else do stuff they don't want to do all the time.

ONE

It's true. It's kind of what being on the team is all about.

TWO

To be honest, I don't think you'd like them anyway.

24 INT. SHIP - MESS

24

CLOSE ON the big guy, **Cain**, as he loosens an enormous BELCH, then goes back to stuffing his face with food.

THREE and SIX are in the mess with their new partners. SIX watches Cain with mild curiosity, and some disgust.

SIX

Remember to breathe, big guy.

Vons and Tash are sitting beside each other, sipping tea. They are very close, their hips almost touching. It's a little odd. THREE looks at them from across the table.

THREE

So, are you two like, brother and sister, or what?

TASH

Actually, we prefer not to let our relationship be defined by arbitrary categories and outmoded social distinctions.

THREE has no idea what that means.

THREE

Okay.

ONE and TWO enter.

TWO

Oh, I'm glad you're all here. I think we should go over the plan one more time.

WEXLER

The plan's fine. What we need to do is have a drink. You guys got anything?

THREE points.

THREE

In that cupboard over there.

TWO angrily nudges THREE.

THREE (CONT'D)

(under his breath)

Don't worry, that's not where I keep the good stuff.

TWO

Actually, I think maybe it's not a good idea to be drinking just a few hours before we start this op.

Wexler grabs the bottle from the cupboard.

WEXLER

What's the problem? We need to toast our new relationship, don't we?

TWO

No. We don't.

Wexler looks down, pretending to study the bottle.

WEXLER

You know what's funny is that me and my team have been setting up this job for months, working out every last detail. The only reason we even need you is because you happen to have a fast ship. And yet somehow you feel it's okay to start barking orders.

(then)

I gotta tell you, it's not very attractive.

TWO

You think I give a damn whether or not you find me attractive?

WEXLER

You might not want to admit it in front of your boys, but there it is.

TWO looks like she's about to take a run at him.

ONE

Okay, okay, let's everyone just take a breath here. We're all friends, right?

Everyone stares at him.

ONE (CONT'D)

Let me rephrase that. We're all forced to work together, right? So let's try to make the best of it.

TWO

I'll be on the bridge.

She leaves. ONE takes a seat. The others go back to eating and drinking. Wexler puts the bottle down and exits.

25 INT. SHIP - CORRIDOR

25

TWO is making her way down the corridor. Wexler hurries to catch up.

WEXLER

Hey, wait up a second.

TWO rolls her eyes but pauses momentarily.

TWO

What now?

WEXLER

I just wanted to say I'm sorry. You and I obviously got off on the wrong foot. But I think we have a lot more in common than you realize.

TWO

(highly skeptical)
Really?

WEXLER

You're clearly the brains of the operation, and that puts you under a lot of pressure. I understand.

He steps closer to her.

WEXLER (CONT'D)

I can help you.

TWO

How, exactly?

He gets even closer.

WEXLER

I've met women like you all over the galaxy. Smart, beautiful. You intimidate the men around you in order to maintain control.

He reaches out, and puts his hand on her arm.

WEXLER (CONT'D)

But what you really need deep down, is someone to step up and take control of you.

TWO

Get your hand off me, now.

Instead, he grabs her by the throat with his other hand.

WEXLER

Don't tell me you don't like this.

TWO takes a breath, then -

TWO

Actually, you're right. I am going to enjoy this quite a bit.

She grabs him by the wrist, then knees him in the groin, hard. He doubles over.

WEXLER

Ooof.

Then she spins him around and slams him into the wall.

WEXLER (CONT'D)

Uhh.

Finally, she gives his wrist a quick, hard twist. We hear it SNAP.

WEXLER (CONT'D)

Aaaaahhh!!!

As his scream echoes we CUT TO:

26 VFX - FTL SPACE

26

The ship streaks through FTL.

27 INT. SHIP - INFIRMARY

27

ON Wexler, now lying on one of the tables, his wrist in an air cast and bandage. His chest is also bandaged, and he's using his free hand to gingerly hold an ice bag to his crotch.

Vons, Tash and Cain are in there with him, looking on.

WEXLER

She's into me. I can tell.

Tash rolls her eyes, Cain shakes his head - we get the impression this is not the first time this sort of thing has happened. The Android approaches holding a needle and syringe.

WEXLER (CONT'D)

Hold on - what is that?

ANDROID

It's for the pain.

WEXLER

Oh. In that case, I'll take two.

28 INT. SHIP - CORRIDOR OUTSIDE THE INFIRMARY

28

ONE and a sheepish looking TWO are waiting in the corridor as the Android emerges.

ANDROID

Broken wrist, two fractured ribs -
and a badly bruised left testicle.

ONE throws a look at TWO.

TWO

He had it coming.

ONE

Maybe so, but he was supposed to be our safe-cracker. He's the only one who knows how to use the battery power to tap into the door system and get it open.

(beat)

We're done before we even started.
This mission is over.

And off TWO, we -

END ACT TWO

ACT THREE

29 INT. SHIP - FIVE'S QUARTERS

29

TWO has apprised FIVE of the situation.

FIVE

Well, isn't this interesting. You were the one who didn't want me around them, and yet you were the one who got into a fight, and now all of sudden you need me on the team.

TWO

(deadpan)

I admit there's irony of many levels.

(then)

Now are you gonna do it or not?

FIVE breaks into a big smile.

FIVE

Of course. I'm just messing with you.

30 INT. SHIP - CORRIDOR

30

TWO and FIVE round a corner and come face to face with SIX, who stands there, arms crossed, looking none too pleased. FIVE knows exactly what he's going to say -

FIVE

Okay, here it comes...

SIX fixes FIVE with a look.

SIX

And where do you think you're going?

TWO

She's coming with us.

SIX

The hell she is.

TWO

I know it's not ideal, but we don't have a choice.

He turns to TWO.

SIX

And who's fault is that?

TWO

Hey, I didn't even want to do this job, remember? You and your little boys club talked me into it.

SIX

She's just a kid. She can't handle it.

FIVE

Excuse me?

TWO

If she's going to ride with us we can't protect her from this kind of thing forever, and you know it.

FIVE

Hello? Standing right here.

TWO and SIX turn to her.

FIVE (CONT'D)

It's my choice, and I want to help.
End of discussion.

And with that, she walks off. TWO goes to follow, but SIX grabs her by the wrist. He leans in.

SIX

Anything happens to her, you and I are gonna have a problem.

They look each other in the eye - message received. He lets go, and TWO moves off.

31 INT. SHIP - INFIRMARY

31

ON Wexler, still in bed in the infirmary.

WEXLER

I already told you, I'm good to go.

He struggles to get up, winces in pain, and then drops back down again. The rest of Wexler's team are still there, as are TWO and FIVE.

TWO

Yeah, I can see that.

Cain looks at FIVE.

CAIN

You sure she can handle this?

TWO

I'm sure.

WEXLER

How old are you, kid?

FIVE

I have no idea.

Then, realizing that sounds odd -

FIVE (CONT'D)

I was an orphan. They lost the papers.

(changing the subject)

I went over your specs, and I have to say I was impressed by the way you were going to use the door's own overload protection to get in without tripping the main line. That was genius.

WEXLER

Well, I don't know about genius...maybe a little.

(to his cohorts)

Kid seems pretty smart.

VONS

There's only one problem. We don't have I.D. for her. How do we get her in?

Good question...

The research station orbits a barren moon. A shuttle approaches and docks.

33 INT. RESEARCH STATION - MAIN CONCOURSE

33

About twenty workers enter the main concourse of the station, all wearing identical coveralls and caps, and all with their photo ID's clipped to their chest pockets. Among them are ONE, TWO, THREE, VONS, TASH and CAIN. CAIN wheels in a large box.

Security guards scan in each of the workers as they file past. This is business as usual, routine. A guard recognizes Cain as he scans him in.

SECURITY GUARD

Back again, huh?

CAIN

(feigning good-natured
sarcasm)

You know how much I love this job.

SECURITY GUARD

What's in the big box?

CAIN

Plumbing supplies. We're finally
gonna fix that toilet on level 6.

SECURITY GUARD

'Bout time. I hate sharing with G
section. Those guys are pigs.

And just like that, they're through. ONE throws TWO the briefest of nods as they split up and head in different directions. ONE goes with THREE and Cain. TWO goes with the blondes.

34 INT. RESEARCH STATION - CORRIDOR

34

TWO and the blondes make their way down a corridor. They pass a couple of scientists in lab coats going the other way. The scientists pay them no mind.

35 INT. RESEARCH STATION - ANOTHER CORRIDOR

35

ONE, THREE and Cain find a quiet spot with no one around.

ONE

Coast is clear.

Cain sets down the big box, and then open it up, revealing FIVE, curled up inside. She has been breathing with the help of a small air canister. ONE helps her out.

ONE (CONT'D)

Good thing you're not claustrophobic.

CAIN

Restricted section's this way.

They pick up the box and move out.

36 INT. RESEARCH STATION - POWER CONTROL ROOM

36

A medium-sized room housing the power control systems for the station. Two technicians wearing coveralls (a different color from the maintenance coveralls worn by our team) monitor the equipment.

TWO, Vons and Tash enter. The FIRST TECHNICIAN looks over.

FIRST TECHNICIAN

What are you doing in here?

TWO

Are you the one who reported the gas leak?

FIRST TECHNICIAN

Gas leak? What are you talking about?

TWO

I don't know, but it sounded pretty serious.

The two technicians are suddenly very alarmed - and momentarily distracted. TWO and the blondes strike, taking down the technicians in a series of quick moves. It's all over in a matter of seconds.

37 INT. RESEARCH STATION - DOOR TO THE RESTRICTED AREA

37

ONE, THREE, FIVE, and Cain arrive at a door marked "RESTRICTED".

CAIN

Alright, if anyone spots us on the other side of this door we're screwed, so we're gonna have to be careful.

ONE

Got it.

He pulls out the key card, and puts it into the slot. The door opens.

ONE (CONT'D)

Nice.

They move through the door.

38 INT. RESEARCH STATION - POWER CONTROL ROOM

38

ON the two technicians, now sitting in a small closet back to back, bound and gagged with tape, their heads slumped over, still unconscious.

TWO presses a button, and the closet door slides shut. She checks her watch.

TWO

It's almost time. You sure you know how to activate that alarm?

VONS and TASH stand beside each other, studying a bank of controls on one wall. By way of response, they both turn, throw TWO a dismissive look, the turn back to their work.

TWO (CONT'D)

(to herself)

Okay, that's very reassuring.

39 INT. RESEARCH STATION - DOOR TO THE LAB

39

ON another door, as it slides open and a couple of scientists exit and move off. REVEAL ONE, THREE, FIVE and CAIN hiding around a nearby corner.

CAIN

That's it. The chamber that houses the device is inside that lab.

He turns to FIVE.

CAIN (CONT'D)

You better be ready.

FIVE

I'm ready.

Then, off the less-than-confident looks on ONE and THREE -

FIVE (CONT'D)

I'm ready!

They move out from behind the corner and approach the door. ONE uses the key card again to open it. They enter -

40 INT. RESEARCH STATION - LAB

40

- A large "clean room", brightly lit. There is a computer station and some monitoring equipment against one wall, and directly across from them is a large, shining metallic door, of different design and material from the rest of the doors in the station.

CAIN

There it is, just like Wexler said.

FIVE

Except he forgot to mention one thing.

They turn to see what she's looking at: in an alcove set into the other wall stands a Station Android. The walls of the alcove are lit up, and giving off a faint electric HUM. The Station Android's eyes are closed and he stands perfectly still.

Everyone reacts - this was not in the mission plan.

ONE

What the hell...?

THREE

Another robot. I'm really getting sick of robots.

FIVE

It's an Android.

THREE

Whatever.

Cain approaches the Station Android, cautiously.

CAIN

He asleep, or what?

FIVE

He's recharging.

Cain snaps his fingers in the Android's face.

THREE

Don't do that.

FIVE

He's in power save mode. As long as he stays that way his main systems are down.

CAIN

So we're good then.

FIVE

When they trigger the alarm, the power gets cut, remember? His recharge cycle will be interrupted. What do you think happens then?

They can guess - and they know it's not good.

41 INT. RESEARCH STATION - POWER CONTROL ROOM 41

On cue, TWO looks up from her watch.

TWO

That's it. Punch it.

Tash flips a couple of switches on a control panel, then nods to Vons who types out a command sequence on a keyboard and hits enter. The lights go down. We hear the station POWERING DOWN. Red emergency lighting comes on, and an ALARM begins to sound.

42 INT. RESEARCH STATION - LAB 42

The same thing has already happened in the lab. Everyone turns to the Station Android. His eyes open. He turns to face them, then steps out of the alcove to confront them.

ONE

Hey there. How's it going?

Off the others - Holy Shit -

END OF ACT THREE

ACT FOUR

43 INT. RESEARCH STATION - LAB

43

The ALARM SOUNDS. ONE, THREE, FIVE, and Cain face the awakened Android.

STATION ANDROID

There's been a security breach.
None of you are authorized to be
here.

ONE

Yeah, funny story about that -

STATION ANDROID

All of you line up facing the wall,
with your hands behind your heads.

They all look at each other, unsure what to do. Cain slowly raises his hands, as though giving in.

CAIN

Okay, okay. Just take it easy.

Then he lunges forward and punches the Station Android in the face as hard as he can. The Station Android barely flinches. Cain shakes his hand - that hurt. The Android backhands Cain across the face, staggering him, then a follow-up drops him.

THREE

I hate robots!

He attacks, but the Station Android is too quick, parrying THREE's wild swing and launching into a series of quick, efficient blows that send THREE to the ground.

FIVE

Android!

THREE

Whatever!

Next, the Station Android turns his attention to ONE, who puts up his hands.

ONE

Look, there's a perfectly reasonable
explanation for this -

But the Station Android is not interested. He grabs ONE by the coveralls, lifts him off the ground, and throws him back against the wall, hard.

44 INT. RESEARCH STATION - POWER CONTROL ROOM 44

The ALARM continues to sound. TWO looks at Vons.

TWO

Any way to kill that noise?

Vons types in another sequence. The SOUND of the ALARM STOPS, but the station otherwise remains in lockdown.

VONS

'Course that won't affect the beacon.
No way to turn that off as long as
we maintain the lockdown.

TWO

I wonder how the others are doing?

45 INT. RESEARCH STATION - LAB 45

Having recovered, Cain launches into another attack. He and the Station Android exchange blows.

FIVE, who cowers by the far wall, suddenly gets a thought. She goes over to the large case, and pulls out the battery pack and the leads connected to it.

The Station Android sends Cain staggering back again, just as ONE and THREE lunge at him simultaneously. They each manage to get a hold on an arm, temporarily immobilizing the Station Android, and giving Cain time to run at him.

Cain jumps and delivers a drop kick to the Station Android's chest with the full force of all his weight and momentum. It's a blow that would cave in the chest of an ordinary human, and indeed it sends the Android flying back against the wall, denting it. But it doesn't drop him. He recovers immediately, and attacks again.

FIVE feverishly works on the battery pack, powering it up and making adjustments to the controls, as the Station Android continues to pummel ONE, THREE and Cain.

FIVE touches the leads together, causing a SPARK. She's ready -

Just as the Station Android advances on a now helpless ONE, ready to finish him off.

FIVE lunges at him from behind, a lead in each hand, and jabs them into his back.

The Station Android freezes, as electrical arcing plays over his body. He straightens, stiffens, and finally falls to the ground with a heavy THUD. His eyes go dark (VFX).

ONE, THREE and Cain, bruised and bloodied, take a moment to recover. THREE looks at FIVE's handiwork, then addresses Cain -

THREE

And you thought she wasn't up for this. Nice work, kid.

FIVE

Don't thank me yet - we've got a new problem.

ONE

What?

FIVE

I had to dump the whole charge to drop him like that. The battery's completely drained.

She looks over at the metal door.

FIVE (CONT'D)

We've got no way to open it now.

Very bad news.

ONE

So what do we do?

CAIN

We've got to abort. We've got no choice.

THREE

No no no. We didn't come all this way just to give up now.

He jerks a thumb in FIVE's direction.

THREE (CONT'D)

She'll think of something.

FIVE

I will?

THREE

Door's your responsibility, girl.
We're just the muscle.

FIVE

Right. And you really came through
on that score, didn't you?

ONE

Is there any possible way? Because
if there isn't, Cain's right. We
gotta pull the plug.

FIVE

Just gimme a minute.

Beat. Five looks back at the door. She thinks for a moment,
then suddenly looks down at the Station Android.

FIVE (CONT'D)

(mostly to herself)

I shorted his control systems, but
his main power's still intact. The
only question is, does he have enough
juice? We interrupted his recharge
cycle...

ONE realizes where she's going with this -

ONE

Wait, are you saying we use the
Android's power to charge the door?

FIVE

Yes.

ONE

You can do that?

FIVE

Maybe.

THREE nudges Cain.

THREE

See? Told ya.

46 VFX - SPACE 46

The Raza moves through space.

47 INT. SHIP - BRIDGE 47

The Android, FOUR and SIX are on the bridge. The Android reports -

ANDROID

We're in sensor range of the station.
The lockdown appears to be in effect.
Emergency power only.

FOUR

Any other ships nearby?

ANDROID

Not yet.

SIX

They'll be here soon enough. We'll
go prep the shuttle.

FOUR and SIX exit.

48 INT. RESEARCH STATION - POWER CONTROL ROOM 48

TWO, Vons and Tash can only wait. TWO gets a thought, breaks the silence.

TWO

So let me ask you something. You
said you've been working here for a
month, right? In all that time, you
never heard any rumors or talk about
what kind of an experiment they're
doing?

Tash and Vons exchange a look before responding.

VONS

They said anyone who asked too many
questions would get fired.

TWO

Right.

But we can tell she's not really buying it.

49 INT. RESEARCH STATION - DOOR TO THE LAB

49

ONE, THREE and Cain look on as FIVE works on hooking up the unconscious Android to the door. She's got wires that she pulled from the inner workings of the battery pack attached to a couple of points on the Android's lower back. The two main leads are now plugged into a small open panel next to the door. She's using the controls of the battery pack as a kind of adapter to regulate the power flow.

As she fiddles with the various adjustments on the pack, ONE kneels down beside her.

ONE

Look, I don't want to put any extra pressure on you or anything, but this whole thing was timed down to the last second.

(looking at his watch)

We've got about five minutes until the others end the lockdown and that security system comes back online.

FIVE

I'm going as fast as I can. But if I don't adjust the inverter to minimize harmonic distortion we'll get pulsating torque and the whole thing'll fry.

Cain looks over at THREE.

CAIN

You understand a word she says?

THREE

I stopped listening a long time ago.

FIVE finishes her adjustments.

FIVE

Okay, that's it. I got it.

ONE

You sure? Cause that pulsating thing sounded kinda bad.

FIVE

I'm as sure as I'll ever be.

ONE

Alright. Do it.

FIVE flips a switch, then turns a dial on the battery pack. We hear an ELECTRIC HUM building up, as power is restored to the door.

FIVE gets up and goes over to the door control. She hits a couple of buttons and then -

The door opens, revealing the device. It's a large metallic sphere, with multiple nodes of various size protruding from it, inset in a cubed metallic frame. It looks vaguely like some kind of futuristic portable generator.

ONE (CONT'D)

Nice work.

FIVE beams with pride.

50 INT. RESEARCH STATION - POWER CONTROL ROOM

50

Vons's watch BEEPS.

VONS

That's it. Time's up.

TWO

How do we know they've secured the device?

TASH

If they haven't by now it's too late anyway.

VONS

As soon as lockdown ends, protocol says all station personnel stay put, except security. They'll initiate a room to room sweep, so chances are we're gonna run into them on our way out. Be ready.

TWO nods.

Vons types in another command, and the lights come back on, as the station POWERS UP.

51 INT. RESEARCH STATION - LAB 51

They are just placing the device in the big case as the lights come back on.

ONE

That's it. Time to go.

THREE and Cain pick up the box, and they all move out.

52 INT. MARAUDER 52

SIX is piloting the Marauder. FOUR is in the copilot's seat.

SIX

Reverse thrusters, ten percent.

We hear a BURST from the reverse thrusters, and then a muffled THUD as the Marauder shakes slightly, then settles.

SIX (CONT'D)

That's it, we're docked.

FOUR gets up, and grabs his swords.

FOUR

Wait here.

He heads for the door.

53 INT. RESEARCH STATION - MAIN CONCOURSE 53

A team of eight security guards has gathered, all carrying baton-like weapons (each with a glowing light on one end). They're led by the same guard we met earlier. He keys his radio.

SECURITY GUARD

B-squad, what's your status?

VOICE (OVER RADIO)

G Section is clear. We're heading down to level twelve.

SECURITY GUARD

Understood.

REVEAL TWO, peering out from around a corner, before she ducks back out of sight. Vons and Tash are with her.

VONS

How many?

TWO

Eight including the leader. They're all carrying some kind of club.

TASH

Shock sticks. They use 'em to break up bar fights. It's not pretty.

TWO

There's no other way to the airlock. We're cut off.

And off TWO we -

END ACT FOUR

ACT FIVE

54 INT. RESEARCH STATION - MAIN CONCOURSE

54

ON the armed guards, ready for action.

REVEAL TWO hazarding another peek out at them. She ducks back, informs Vons and Tash -

TWO

We're going to have to rush them.

VONS

They've got weapons; we don't.

TWO

We also don't have a choice if we want to get out of here.

BACK ON the armed guards.

SECURITY GUARD

D-squad, you reading me?

ANOTHER VOICE (OVER RADIO)

Yessir, go ahead.

SECURITY GUARD

We've got the main airlock, I want you on auxiliary. No one gets off the station till I give the all clear.

FOUR (O.S.)

You sure about that?

The guards all turn to find FOUR standing behind them, swords drawn.

SECURITY GUARD

Drop your weapons, now!

FOUR

Come and get them.

The Security Guard nods to a group of his men, who advance on FOUR. They approach slowly, and then lunge at him, trying jab him with the business ends of their shock sticks. But FOUR has their match, parrying their attack and slicing through them with brutal efficiency.

TWO, Vons and Tash come charging out from around the corner and attack the remaining guards. A melee ensues.

TWO takes out a couple of guards with ease. Vons disarms a guard and uses his stick to take out another. The whole thing is over in a few seconds.

ONE, THREE, FIVE and Cain come running up. THREE and Cain are still lugging the big case.

ONE

We've got it! We got the device!

TWO

You missed all the fun.

ONE

Believe me, we had enough fun on our own. Let's get the hell out of here.

They all head out.

55 INT. MARAUDER

55

SIX looks over his shoulder as the team comes onboard.

THREE

Fire it up, big guy. Time to go.

SIX powers up the Marauder, as TWO takes the copilot's seat. She activates the shuttle's comm system.

TWO

Raza, this is the Marauder, we're on our way.

ANDROID (OVER RADIO)

Understood.

56 INT. SHIP - BY THE MARAUDER AIRLOCK

56

Wexler is making his way down a corridor toward the airlock. He moves gingerly, still holding his side with one hand, the other still in a cast.

Suddenly, there is a HISSING sound, and the door opens. Cain exits first, followed by the rest of the team.

WEXLER

Did you get it?

CAIN

We got it.

ONE and FOUR emerge, carrying the case between them. Wexler smiles.

57 VFX - SPACE

57

The Raza jumps to FTL.

58 INT. SHIP - BY THE MARAUDER AIRLOCK

58

TWO looks at ONE and FOUR.

TWO

Do me a favor, secure that thing.

They nod and head off with the case.

WEXLER

Where are you gonna put it?

TWO

Don't worry, we've got a safe place.

Wexler watches ONE and FOUR disappear around the corner with the case.

THREE

NOW we can have a drink.

THREE slaps Cain on the shoulder, and they head off the other way, followed by FIVE, TWO and Tash.

Vons and Wexler hang back for a moment. When the others have gone, and they're alone, Vons unzips the front of his coveralls. Tucked into his waist is one of the shock sticks from the station. He pulls it out, and hands it to Wexler. They exchange nods, then VONS leaves, following the others.

ON Wexler, as he presses a button and activates the glowing light on the end of the shock stick.

59 INT. SHIP - SECRET ROOM

59

ONE and FOUR deposit the case containing the device in the "secret room" where they previously found the killer female robot. They exit, and shut the door.

60 INT. SHIP - MESS 60

THREE is pouring drinks for everyone present - Tash, Cain, FOUR, and SIX. When he goes to fill FIVE's glass, SIX covers it with his hand and shakes his head. THREE shrugs, and FIVE looks disappointed. Everyone (except FIVE) drinks.

61 INT. SHIP - BRIDGE 61

The Android is on the bridge. Wexler enters, hands held casually behind his back, like a man on an evening stroll.

WEXLER

Hope you don't mind. I wanted at least one chance to see the bridge of the famous Raza before we went our separate ways.

He looks around.

WEXLER (CONT'D)

I have to say, I'm impressed with the way you maintain this ship. It can't be easy.

ANDROID

Well, thank you. I do take a certain pride in -

ZAP - Wexler has pulled the shock stick out from behind his back and jabbed it into the Androids ribs. He jabs in a couple more times for good measure, and the Android finally falls.

OFF Wexler, smiling, now alone on the bridge.

62 INT. SHIP - MESS 62

ONE and FOUR enter to find the party in full swing.

THREE

You're just in time. We're about to pour another round.

He grabs the bottle and does the honors.

THREE (CONT'D)

You know, when you guys first came on board, I didn't like you much.

CAIN

And now?

THREE

I STILL don't like you.

He LAUGHS, and so does Cain, as THREE fills his glass and slaps him on the shoulder.

VONS (O.S.)

Then your about to like us even less.

CLICK CLICK. Everyone turns to see Vons standing in the doorway, big gun leveled at them.

SIX

What the hell...?

Tash and Cain get up and come over to Vons. They reach behind and pull out two sidearms that he had tucked into the back of his belt, and also level them at our guys. Vons pulls out a roll of tape and tosses it to FIVE.

VONS

Okay, kid. Make yourself useful.

63 VFX - SPACE

63

The Raza drops out of FTL.

64 INT. SHIP - BRIDGE

64

TWO enters the bridge.

TWO

Android, why did we drop out of FTL?

She sees that the Android is down. She hurries over to him. She checks him, discovers that he is shut down. Suddenly, a NOISE behind her and she turns -

- Just as Wexler jabs her with the shock stick, right in the gut. She goes down. He looks down at her unconscious body, nudges her with his foot.

END OF ACT FIVE

TAG

65 INT. SHIP - AIRLOCK 65

At first, everything is black. But slowly the light bleeds in as we realize we are in TWO's POV, as she comes to on the floor of the airlock.

ON TWO as she struggles to shake off the effects of the shock stick, and gets up.

TWO

What the hell's going on?

Through the window of the airlock door, she sees Wexler standing there in the corridor.

TWO (CONT'D)

Wexler, what is this?

66 INT. SHIP - CORRIDOR BY THE AIRLOCK 66

Wexler is looking in at her. He points.

WEXLER

Smile for the camera. Your friends are watching.

67 INT. SHIP - AIRLOCK 67

She looks up at the camera in the corner of the airlock.

68 INT. SHIP - INFIRMARY 68

We see the image of TWO looking at camera onscreen in the mess. Everyone is watching. FIVE has just finished taping ONE's hands behind his back. The rest are already done.

Tash tucks her sidearm away momentarily (Vons and Cain still have the group covered) and grabs the tape, then proceeds to tie FIVE's hands behind her back as well.

INTERCUT THROUGH ALL THREE LOCATIONS (audio is being delivered through the ship's comm system):

WEXLER

We know you put the device in some kind of vault, so now we just need the code and everything will be fine.

TWO

I thought you said you could crack any safe in the galaxy.

WEXLER

I can, but in this case I don't have time, so we're gonna do it the easy way.

TWO

If you think I'm gonna give you anything, you can forget it.

WEXLER

Not you, your friends. They can either tell me the code -

PLAY this on the faces of the others.

WEXLER (OVER COMM) (CONT'D)

- Or they can watch you get blown into space. What's it gonna be, folks?

No one says anything for a moment.

WEXLER (CONT'D)

Tell you what, we'll do this old school. I'll count down from five, and if no one speaks up before I get to zero, out she goes. How's that?

FIVE looks at ONE, terrified. Is he really going to do it?

WEXLER (CONT'D)

Five, four, three, two -

THREE

Maplethorpe!

Everyone looks at THREE.

THREE (CONT'D)

The code's Maplethorpe. With an "e".

Vons nods to Cain.

VONS

Check it out.

Cain exits. Vons and Tash continue to cover the others.

69 INT. SHIP - AIRLOCK/CORRIDOR BY THE AIRLOCK

69

TWO and Wexler continue to square off through the window.

TWO

What are you gonna do with us?

WEXLER

Are you kidding? The combined bounty on all of you is worth almost as much as the device. Plus we get to keep your ship. It's what I like to call a win-win-win.

70 INT. SHIP - SECRET ROOM

70

The door opens and Cain enters. He spots the crate and goes over to it and opens it, revealing the device. He keys his radio.

CAIN

This is Cain. I'm in. We got it.

71 INT. SHIP - AIRLOCK/CORRIDOR BY THE AIRLOCK

71

Wexler looks at TWO.

WEXLER

You know it's too bad - we could've had some fun together.

ON TWO, realizing...

He hits the button, and the outer door of the airlock slides open.

TWO is blown backwards out the airlock and we -

END SHOW