

# *DARK MATTER*

Episode #111

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TEASE

[PREVIOUSLY ON: Recapping the events of episode 10, as our crew accept the offer of a job from The Mikkei Combine, are forced to work with another group, and are eventually betrayed. The Android is taken down, most of the crew is held at gun point, and TWO gets blown out the airlock.]

1 INT. SHIP - MESS

1

Vons and Tash are covering ONE, THREE, FOUR, FIVE and SIX, all of whom have their hands taped behind their backs.

We replay the last moment of the previous episode, but now from the POV of everyone in the mess.

WEXLER (OVER COMM)

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

ONSCREEN, TWO suddenly realizes what he's going to do -

They watch, as TWO gets blown out the airlock.

FIVE

(screams)

Noooo!!

Vons and Tash point their guns, swinging them around to cover the whole group.

VONS

Everyone just settle down! Settle down now! Or she's not gonna be the only one.

Play this over all over our crew. Everyone is stunned, breathing hard, adrenaline pumping, but there's nothing they can do. FIVE starts to cry.

VONS (CONT'D)

Now we're all gonna take a walk together, nice and slow. Move.

He steps out of the way of the door, and gestures for them to move out. Reluctantly, the team files out the door.

2 INT. SHIP - CORRIDOR BY THE SECRET ROOM/SECRET ROOM

2

Cain is waiting for them by the open door of the secret room. (NOTE: he has already moved the case containing the device they stole in the previous episode - it sits off to one side in the corridor). The others approach. FOUR and ONE are in the lead, followed by FIVE and SIX, then THREE. Vons and Tash march behind them, guns at the ready.

ONE and SIX are still in shock from what just happened. FIVE's eyes are red from crying. FOUR keeps his stoic facade and THREE is furious, but holding it in for the moment.

CAIN  
(re: the room)  
Everybody inside, let's go.

FOUR throws the briefest of glances at ONE, then makes a move - THREE quick steps, then he jumps (still with his hands tied behind his back) and kicks Cain in the face, dropping him to knees. THREE quickly turns and knees Tash in the gut, doubling her over.

Vons raises his gun to fire. Seeing this, SIX bumps FIVE to push her out of the way just as Vons fires. The PULSE WAVE (VFX) shoots down the corridor and hits FOUR, throwing him hard against the wall.

Tash retaliates at THREE by hitting him in the side of head with the butt of her pistol, staggering him.

VONS  
Are we done?!

Everything is quiet again, the mini rebellion unsuccessful.

Cain looks at the blood pouring from his nose.

CAIN  
Sonuvabitch broke my nose.

He aims his gun at FOUR.

CAIN (CONT'D)  
You're a dead man.

VONS  
Cain, stand down.

(CONTINUED)

2 CONTINUED:

2

But Cain still has his gun pointed at FOUR, his face twisted with anger, breathing hard.

WEXLER

I said stand down!

Reluctantly, Cain backs off.

VONS

Everyone in the vault, now.

FOUR and THREE pick themselves up, and they all file into the room.

CAIN

Make yourselves comfortable. You're gonna be here a while.

And with that, he closes the door, sealing them in.

END OF TEASE

ACT ONE

3 INT. SHIP - SECRET ROOM

3

ONE, THREE, FOUR, FIVE and SIX are all locked in the secret room. ONE is still dazed and shell-shocked. SIX looks around the room, still full of random equipment.

SIX

We need to find something to cut us free.

FIVE

I have a knife. In my boot.

She puts her foot up on a crate. Everyone looks at her, surprised.

FIVE (CONT'D)

They never frisked me. Guess sometimes it pays not to be taken seriously.

SIX

Since when do you carry a knife?

FIVE

Really?

SIX concedes the point, turns to lift the knife out of her boot. Then they stand, back to back as he works on cutting her bonds.

FOUR

It's not going to do us much good as long as we're locked in here.

SIX succeeds in cutting FIVE free. She turns and takes the knife from him so she can return the favor.

FIVE

He didn't have to kill her. We gave him the code. Why would he do that?

SIX

Guy like that thinks he has to send a message, so people will take him seriously. To keep us from messing with him.

(CONTINUED)

3 CONTINUED:

3

THREE

Well he made a mistake, 'cause I'm gonna do a lot worse than that.

They look over at THREE, who has been uncharacteristically quiet. He stands off to one side, staring at nothing in particular.

THREE (CONT'D)

When we get out of here, I'm gonna kill him.

4 INT. SHIP - BRIDGE

4

Wexler is on the bridge, checking some data on one of the screens. Vons, Tash, and Cain enter. Cain has rolled up gauze stuffed in each nostril.

WEXLER

I just signaled our friends at Volkov-Rusi. They have our position; they'll be here in two hours. Once we've offloaded the device we'll head for the nearest G.A. outpost.

He notices Cain's face.

WEXLER (CONT'D)

What happened to you?

VONS

Ishida gave him a little trouble.

WEXLER

Well you can get revenge when you're cashing your share of the bounty on his head. Not before, understand?

Cain doesn't like it, but finally grunts -

CAIN

Fine.

WEXLER

Now, there's just one other thing...

5 INT. SHIP - SECRET ROOM

5

FIVE rummages through one of the open boxes as ONE looks on, finally pulling himself out of his quiet misery.

ONE  
Anything useful?

She drops it back in the box where it came from.

FIVE  
Nothing that's gonna get us through  
that door.

THREE rattles the locked lid of a crate.

THREE  
Half these crates are still locked.  
When this is over I'm bringing a  
blow torch down here and cutting  
every one of these open.

Suddenly, the door opens. Tash, Vons and Cain are there,  
guns at the ready.

VONS  
Back away.

Everyone backs up while the three of them enter.

VONS (CONT'D)  
You managed to cut yourselves free,  
congratulations.

TASH  
Yeah, now you can scratch yourselves  
while you wait for us to hand you  
over to the G.A.

VONS  
Corso, you're coming with us.

It takes ONE a moment to realize Vons is talking to him.

ONE  
Oh, right. That's me.

FIVE  
What are you going to do with him?

(CONTINUED)

5 CONTINUED:

5

VONS

Just a few friendly questions.

Vons smiles.

6 INT. SHIP - MESS

6

ONE is now taped to a chair in mess. Cain punches him in the face. ONE works his jaw.

ONE

Unhn. You haven't even asked me anything yet!

Wexler stands off to one side, watching.

WEXLER

Yeah, but I like to set the tone right off the top.

He nods at Cain, who punches ONE again. Then -

WEXLER (CONT'D)

Now, you remember a small-time crook who used to operated out of the Adara sector, calls himself Danny Bones?

ONE

If I say no, are you gonna hit me again?

WEXLER

I just want you to tell me the truth.

ONE

Then no, I don't remember.

On cue, Cain punches him a third time.

WEXLER

The thing is, he remembers you. He said you were a big talker, especially when you had a few drinks. In particular, he remembers one night when the two of you got really drunk, and you told him a very interesting story.

Wexler circles around behind ONE as he talks.

(CONTINUED)



6 CONTINUED:

6

WEXLER (CONT'D)

About a secret stash on some uninhabited moon, where you've been putting away loot from all your jobs. You said it was worth millions.

ONE

I gotta be honest, it doesn't sound like me.

WEXLER

Really.

ONE

I usually just blow my money on booze and women.

Cain punches him again. ONE takes a moment to recover, then -

ONE (CONT'D)

And Sirellian truffle oil. It's delicious but REALLY expensive.

Cain raises his fist again -

ONE (CONT'D)

I'm telling you the truth. I don't know anything about any secret stash.

WEXLER

So you're saying Danny Bones is a liar?

ONE

Maybe. Is he a friend of yours?

WEXLER

No.

ONE

Then yes, I'd say he's a liar.

Then, off their looks -

ONE (CONT'D)

Why don't we just cut to the chase? G.A. wants us for trial. Which means if you want the bounty, you have to keep us alive. You can't push this all the way and we both know it.

(CONTINUED)

6 CONTINUED: (2)

6

WEXLER

I could just cut your fingers off.

ONE

No. A couple of cuts and bruises is one thing, but you try to turn somebody in who's been maimed and disfigured, they're gonna want an explanation.

CAIN

Smart guy. He's got an answer for everything.

ONE

I know the bounty on my head isn't millions, but it's still a tidy sum. You're not gonna risk it on the off chance this story you heard might be true. It's not worth it.

CAIN

I'd say it's worth it just to shut you up.

WEXLER

No. He's right.

CAIN

Seriously? You're gonna let him back you down like that?

WEXLER

Did I say that? No. We're just gonna go about this another way.

ONE looks up at Wexler, wondering what he might mean by that.

7 INT. SHIP - SECRET ROOM

7

THREE is getting impatient, cooped up in the vault. He paces over to a case and throws it open. He starts rummaging through the gak.

THREE

This is ridiculous. There has to be something here we can use.

(CONTINUED)

7 CONTINUED:

7

FIVE

I already told you. There's nothing.

THREE

So what are we supposed to do, just sit here? What about the vents? Can't you crawl out and find a way to open the door?

FIVE

There is no vent in this room. It's a sealed vault. That's the whole point.

SIX

So you might want to calm down, 'cause we've only got so much air.

In a violent fit, THREE throws the crate aside, spilling it's contents to the floor. He whirls on SIX.

THREE

Tell me to calm down again, see what it gets you!

FIVE

Please, can we not do this.

THREE

They blew her out into space! While we stood there and watched! And did nothing...

SIX

What were we supposed to do?

THREE

I don't know. Fight back, maybe. At least Four and I tried.

FOUR

Unsuccessfully.

THREE

So that means we should just give up?

(CONTINUED)

7 CONTINUED: (2)

7

FOUR

No, but at the moment we're in a position of severe disadvantage. The last thing we want to do is act on emotion.

THREE

Yeah, well, the whole Zen master thing doesn't work for me. I need to hit somebody.

SIX

You'll get yourself killed. And maybe the rest of us too.

At that moment, the door opens again. Cain, Vons and Tash are there, guns leveled. THREE is closest to the door.

CAIN

Back off.

But THREE does not back off. He exhales, his fists clenched, seemingly ready to make a move.

CAIN (CONT'D)

I said back off!

Everyone waits, not sure what THREE is going to do. Finally, reluctantly, he takes a step back.

SIX

What do you want?

CAIN

Your friend Corso needs a little company.

8 INT. SHIP - MESS

8

ON ONE, still tied to a chair. Wexler steps in beside him.

WEXLER

You gave me the idea, Sport.

He pats ONE on the shoulder then steps behind him.

(CONTINUED)

8

CONTINUED:

8

WEXLER (CONT'D)

You're all worth money alive and relatively unharmed. All of you, except for her.

He points, and we reveal what they're both looking at. Across from them, tied to another chair, sits FIVE. CAIN is just finishing up with her bonds.

Wexler steps out from behind ONE.

WEXLER (CONT'D)

There's no bounty on her head that I know of, so unlike the rest of you she's completely expendable.

He reaches into a pocket and pulls out a pair of vice-grip-type pliers.

WEXLER (CONT'D)

Now, should we get started?

A helpless ONE looks over at a terrified FIVE -

END OF ACT ONE

ACT TWO

9 INT. SHIP - MESS

9

PICKING UP where we left off.

WEXLER

We'll start with one of her little fingers. I don't have anything sharp to cut it off cleanly, so I'll have to kind of twist it off, if that's okay.

ONE

She doesn't know anything, Wexler! Leave her out of this!

WEXLER

You know, I believe you, I do. But you're missing the point. She doesn't need to know anything. She just needs to feel pain.

ONE desperately tries to think of something he can say, some leverage he can use to get out of this.

ONE

What about Commander Truffault? How are you gonna explain this to him?

WEXLER

With any luck I'll never see Commander Truffault again.

ONE

So you're not just screwing us, you're screwing Mikkei, too. Who're you gonna sell the device to? Another corp? You get a better offer?

WEXLER

It's none of your business, and anyway we've kind of gotten off topic here.

ONE

I don't have a secret stash on a moon somewhere! I'm telling you the truth!

(CONTINUED)

9

CONTINUED:

9

WEXLER

Maybe, but I can't just take your word for it. See, I know your rep, but I'm starting to think it's all just a lot of talk. I think you'd rather do anything than watch me hurt this girl. I figure by the third finger I'll know for sure.

ONE

Come on. We both know you're not gonna do that. We're thieves, we're not animals.

Wexler looks at him for a moment, then leans in and whispers.

WEXLER

Well, there are other things Cain and I could do to her. Might even be more fun. Would you rather see that?

ONE closes his eyes, nauseated.

ONE

You're a sick sonuvabitch.

Suddenly, the door opens, and Tash enters.

WEXLER

What?

TASH

We've got a problem. You need to see this.

Wexler looks at ONE.

WEXLER

This isn't over.

They exit, closing the door behind them and leaving ONE and FIVE alone for a moment.

ONE

Don't suppose you still have that knife?

(CONTINUED)

9 CONTINUED: (2)

9

FIVE

SIX has it. I'm tied too tight  
anyway.

ONE struggles a bit, but can barely move.

ONE

Yeah.

(then)

I'm sorry about what happened to  
Two. I'm sorry you had to see that.  
I know she meant a lot to you.

FIVE

I don't think I was the only one.

ONE looks at her, then admits -

ONE

No. No you weren't.

10 INT. SHIP - BRIDGE

10

Wexler, Tash and Cain approach Vons, who stands by one of  
the consoles.

VONS

The ship was going through some kind  
of self-diagnostic when this came  
up.

Wexler looks at the monitor. ONSCREEN we see a flashing red  
ERROR MESSAGE regarding the FTL drive.

VONS (CONT'D)

Something to do with the FTL drive.

Wexler takes a seat.

WEXLER

Let me see.

He types in a command, and the screen suddenly scrolls through  
page after page of diagnostic data. He stares, trying to  
decipher it.

VONS

You understand all of that?

(CONTINUED)



10 CONTINUED:

10

WEXLER

'Course I do.  
(then)  
Well maybe not all of it.

CAIN

Great. If the FTL drive is offline  
we can't jump. If we can't jump  
we're screwed.

TASH

The Volkov-Rusi people will be here  
soon. Maybe they can help us.

CAIN

Or maybe they'll just take the device,  
keep our payment and leave us  
stranded. We can't trust them.

VONS

We could re-activate the Android.

WEXLER

Too dangerous.

TASH

What about the hostages? Maybe one  
of them can help.

OFF Wexler, considering...

11 INT. SHIP - MESS

11

ONE and FIVE still sit tied to their chairs, facing each  
other.

FIVE

You know, the Android once told me  
when all this caught up with us that  
I'd be the lucky one, because I wasn't  
one of the original crew. Kinda  
funny how it turned out to be the  
exact opposite.

ONE

I'll just tell them I'm not the real  
Jace Corso. That'll get them to  
back off.

(CONTINUED)

11 CONTINUED:

11

FIVE

You'll never convince them.

ONE

I've got the DNA scan. I'll make them believe me.

FIVE

And what good would that do? Then you'd be expendable too.

ONE

They're not gonna kill us both for no reason.

FIVE

You don't know that. They'd probably do it just to save oxygen.

ONE

I'm not just gonna sit here and let them hurt you.

FIVE

I'd rather that than you sacrifice yourself for no reason. Please, when they get back, just keep your mouth shut.

ONE

Can't do it. Sorry.

Beat.

ONE (CONT'D)

You know you may not be one of the original crew - technically I'm not either - but you're definitely one of the bravest people on this ship.

Despite everything, FIVE smiles. Then the door opens, and the smile drops. Wexler enters, and looks at her.

WEXLER

You're in luck, kid. You get a chance to prove you're not so expendable after all.

12 INT. SHIP - BRIDGE

12

ON the screen showing FTL diagnostics, then UP to FIVE, who sits in the chair. Wexler and his cohorts all stand around her.

WEXLER

Well?

FIVE sits back.

FIVE

If I help you, and you get the drive back, what's to stop you from killing me?

WEXLER

You're looking at it all wrong. If you help us and we get the drive back, it shows you might just be useful enough to keep around. If you don't, I definitely WILL kill you.

FIVE exhales, realizing she has no choice. She types in a few commands, then another window comes up.

FIVE

Yeah, that's what I thought.

VONS

What is it?

FIVE

We've had this problem before. One of the forward couplings has disengaged because it's detecting the possibility of a fatal overload.

WEXLER

Can we fix it?

FIVE

A real fix would take a week in dry-dock, but we can make it work like we did last time. Only thing is, someone has to go outside.

The others exchange looks, unsure.

(CONTINUED)

12 CONTINUED:

12

FIVE (CONT'D)

I'm not lying. Last time we sent the Android.

VONS

I'll do it. Just tell me what I need to know.

13 INT. SHIP - SECRET ROOM

13

FOUR has lined up a couple of crates against a wall and laid down on them. His eyes are closed, his breathing even. THREE comes over and looks at him.

THREE

Seriously, how can he be sleeping at a time like this?

SIX shrugs.

SIX

He's conserving oxygen. You should be happy. There's only so much in here.

THREE walks away from FOUR, shaking his head.

SIX (CONT'D)

There's nothing else we can do right now anyway. To him, it's an efficient use of time.

THREE

Sure, if you're a robot.

SIX

He feels things same as you. He just doesn't show it.

THREE goes back to pacing. There clearly won't be any sleep for him anytime soon.

SIX (CONT'D)

What happened to Two, it hit you pretty hard.

THREE

Just took me off guard. I really didn't think he'd do it.

(CONTINUED)

13 CONTINUED:

13

SIX

Five told me there was something  
between the two of you.

THREE throws him a look. SIX shrugs.

SIX (CONT'D)

It's a small ship.

THREE

It was only once. Didn't mean  
anything.

SIX

(not buying it)

Uh huh.

THREE

Before we went in those pods, there  
must have been times when we lost  
people.

SIX

Most likely. That's the life.

THREE

But if you believe half of what they  
say about us, I'm guessing we didn't  
let it slow us down. Ever.

SIX

Maybe we really are different this  
time around.

THREE

That's what she was hoping for, I  
think.

The door opens again. FOUR is instantly awake and alert.

Cain throws the battered and bruised ONE into the room, then  
immediately closes the door again.

THREE (CONT'D)

What did they want with you?

ONE

It's a long story.

(CONTINUED)

13 CONTINUED: (2)

13

SIX  
Where's Five?

14 INT. CORRIDOR BY THE AIRLOCK

14

Vons has put on a space suit. Tash checks the suit's functions as FIVE shows them a switch on the front of the suit.

FIVE  
This switch right here activates your mag boots. The coupling is located in a trench about fifty yards from the airlock.

TASH finishes up, looks at Vons.

TASH  
You good?

VONS  
Yeah.

FIVE hands him a spare component similar to the one we saw in episode three.

TASH  
We'll monitor you from the bridge.  
You got this.

Tash kisses her fingertips, then touches them to Vons's visor. A little embarrassed, FIVE looks away.

TASH (CONT'D)  
Alright, let's go.

She ushers FIVE back down the hall. Vons hits a button and opens the inner door of the airlock. He steps inside, then closes it again.

15 INT. SHIP - AIRLOCK

15

He hits another button.

VONS  
Okay, de-pressurizing.

The airlock begins to de-pressurize with a HISSING sound.

16 INT. SHIP - BRIDGE 16

Wexler and Cain are already on the bridge.

VONS (OVER RADIO)  
De-pressurization complete. I'm  
opening the outer door.

17 INT. SHIP - AIRLOCK 17

Vons presses a button, and opens the outer door. He reaches down, activates his mag boots, and then steps outside.

18 INT. SHIP - BRIDGE 18

Wexler and Cain are watching a graphic that shows the upper portion of the ship, as Vons - represented by a small glowing dot - exits the ship.

Tash and FIVE arrive on the bridge in time to hear -

VONS (OVER RADIO)  
Okay, I'm outside. You know, I have  
to say -

19 EXT. SHIP - JUST OUTSIDE THE AIRLOCK 19

[PRODUCTION NOTE: the set here is an outer wall with the airlock inset, and a section of "floor" that mimics the metallic look of the ship's hull, surrounded by black or star-field].

ON Vons, tilting his head back to look up.

VONS  
- It's pretty beautiful out here.

WEXLER (OVER RADIO)  
You can write a poem about it later.  
Let's just get the job done.

Vons shakes his head. Same old Wexler.

VONS  
Right. Understood.

(CONTINUED)

19 CONTINUED:

19

He looks down to check the readings on the arm-band of the suit, as we PAN off Vons to reveal -

- Standing behind him, just to one side of the open airlock door, and outside of the limited peripheral vision offered by his space suit helmet, is TWO. Her skin has taken on a bluish, almost metallic tone, and her eyes have partly filmed over. But, impossibly, she is very much alive.

END OF ACT TWO



ACT THREE

20 EXT. SHIP - JUST OUTSIDE THE AIRLOCK 20

CLOSE ON Vons.

VONS

I can see the trench where the  
coupling is housed. It's directly  
ahead of me.

But he barely takes a step before -

INSERT - a hand reaches in and yanks the section of hose  
that connects the back of the suit to the helmet. We  
immediately hear HISSING as his suit begins to lose air.

VONS (CONT'D)

What the hell?

21 INT. SHIP - BRIDGE 21

Wexler, Tash, Cain and FIVE are all the bridge, listening  
over the radio.

VONS (OVER RADIO)

I'm losing air pressure!

22 EXT. SHIP - AIRLOCK 22

INSERT - a hand reaches around from behind and flips the  
switch that controls Vons's mag boots.

VONS

My mag boots just deactivated!

23 INT. SHIP - BRIDGE 23

Wexler, Tash and Cain are suddenly very concerned.

WEXLER

Vons, you gotta calm down. Can you  
identify where the breach is?

We hear only LABORED BREATHING. ONSCREEN, we see the air  
pressure in the suit dropping to zero.

(CONTINUED)

23 CONTINUED:

23

Then suddenly, the glowing dot in the graphic suddenly moves off the deck upwards.

TASH  
He's off the ship!

WEXLER  
Vons, can you hear me? Vons!

ONSCREEN, his heart rate is spiking. We can hear him begin to choke and gasp for air.

TASH  
Do something!

But there's nothing Wexler can do.

WEXLER  
It's too late.

ONSCREEN, the heart rate begins to drop quickly. Tash, Wexler and Cain can only look on as it drops to zero. The message appears "LIFE SIGNS NEGATIVE".

Beat. Everyone is stunned.

CAIN  
What the hell just happened?!

WEXLER  
I don't know.

Suddenly, a beeping from the console. Wexler looks down.

WEXLER (CONT'D)  
This is impossible.

TASH  
What?

WEXLER  
Someone's pressurizing the airlock.

Tash turns to Cain.

TASH  
Are you sure the prisoners are secure?

CAIN  
I'm positive.

(CONTINUED)

23 CONTINUED: (2) 23

Wexler points to another screen showing the (verbal) status of the vault door.

WEXLER

I've got the door monitored from here. It's been locked the whole time.

24 INT. SHIP - AIRLOCK 24

The airlock is pressurizing. We FIND TWO, leaning against the wall in a corner, tense, shaking, making strange, guttural sounds. She stops shaking for a moment. CU her arm, as the bluish-metallic tinge to her skin disappears (VFX). She looks up, and her eyes go back to normal as well (VFX).

She takes several big inhales of air. And then she promptly collapses to the floor, passed out.

25 INT. SHIP - BRIDGE 25

Tash looks over at FIVE.

TASH

Who else is on this ship?

FIVE shakes her head.

FIVE

As far as I know, there's no one.

TASH

She's lying.

WEXLER

(to Tash)

Take her and put her with the others.

(then, to Cain)

You get down there and check the airlock.

Tash and Cain exchange looks, both rattled by the sudden turn of events.

WEXLER (CONT'D)

Now!

They head out, leaving Wexler to stew.

26 INT. SHIP - CORRIDOR 26

PICK UP FIVE and Tash as they round a corner. Tash holds up.

TASH

That's far enough. You and I are gonna have a little talk.

Tash steps up to her, gun leveled, her face full of anger and menace.

27 INT. SHIP - JUST OUTSIDE THE AIRLOCK 27

Cain cautiously approaches the airlock, weapon at the ready. He steps up, and opens the inner door to find -

- The airlock is empty.

28 INT. SHIP - CORRIDOR 28

Tash gets in FIVE's face.

TASH

You sent Vons out there.

FIVE

He volunteered. I was just trying to help.

Tash shakes her head.

TASH

No. The whole thing was your idea. What did you do? What happened to him?!

FIVE

I don't know. I didn't do anything.

TASH

Lying little bitch.

She slaps FIVE hard across the face.

(CONTINUED)

28 CONTINUED:

28

Suddenly, out of nowhere, TWO appears. She takes a running jump at Tash, knocking the gun from her hand, and the two of them go sprawling.

TWO gets in a couple of punches before Tash manages to fling her off.

TASH (CONT'D)

You're supposed to be dead.

TWO

Sorry to disappoint.

And they're at it again, trading vicious blows and kicks. FIVE, for her part, can only watch, barely able to comprehend what's happening.

Finally, TWO manages to get the better of Tash, getting on top and wrapping her hands around Tash's neck with a vice-like grip that Tash, already weakened, cannot break. TWO squeezes. Tash struggles. Her eyes go wide, and then finally, she stops.

Breathing hard, TWO gets up and looks over at FIVE. Without saying anything, FIVE runs over and hugs her. TWO hugs her back.

FIVE

I thought you were gone.

TWO

So did I.

FIVE

What happened?

TWO

When I figure it out, I'll tell you.  
Where are the others?

FIVE

They're still in the vault. Wexler's on the bridge and Cain went down to the airlock.

TWO

Alright, let's go.

They head out, TWO pausing to pick up Tash's weapon. They leave Tash lying there, lifeless.

29 INT. SHIP - SECRET ROOM

29

BACK with ONE, THREE, FOUR and SIX. ONE is nursing his wounds. SIX looks at the door, worried.

SIX

They should've brought her back by now. Something's wrong.

THREE cocks his head.

THREE

You guys hear something?

Everyone listens for a beat, but all is quiet.

30 INT. SHIP - CORRIDOR BY THE SECRET ROOM

30

TWO bangs on the big vault door with her fist while FIVE tries the control panel. BANG-BANG-BANG.

TWO

Guys!

BANG-BANG. No response.

TWO (CONT'D)

Door's too thick. How much air you think they have left in there?

FIVE

I don't know. Not much.  
(then, re: the controls)  
They changed the code.

TWO

I'll get it from Wexler one way or the other. In the meantime, I want you to get in the vents, find a hiding place and stay there.

Then, before FIVE can protest -

TWO (CONT'D)

And it's not a discussion. Now go.

FIVE nods, heads off one way, TWO goes the other.

31 INT. SHIP - CORRIDOR

31

Cain finds Tash's body. He approaches, then kneels down and checks for a pulse. He keys his radio.

CAIN

Wexler, you're not gonna believe this.

32 INT. SHIP - BRIDGE

32

Wexler listens in from the bridge.

CAIN (OVER RADIO)

Tash is dead.

WEXLER

What the hell are you talking about? You trying to tell me that little girl killed her?

INTERCUT

CAIN

I don't know what happened, but she ain't just taking a nap, I can tell you that much.

Wexler exhales, increasingly frustrated. Then -

WEXLER

Find that little bitch, and when you do, don't stop to chat, just put one in her brain. You understand me?

CAIN

Roger that.

Suddenly, a beeping from the console. Wexler hits a button.

SHIP CAPTAIN (OVER RADIO)

This is the VRCS Dimitriev. We have a shuttle inbound off your port side. Do you have the device?

Wexler stabs a button on the console to respond.

(CONTINUED)

32 CONTINUED:

32

WEXLER

We got it. But we've also got a  
little situation.

33 INT. SHIP - CORRIDOR

33

TWO is making her way down the corridor when she hears an O.S. RUMBLING, and then a THUNK. She knows exactly what it is - the sound of a shuttle docking.

34 INT. SHIP - AIRLOCK

34

The inner airlock door opens and six armored Volkov-Rusi Corporation soldiers emerge. A SERGEANT, the leader of the group tells the others.

SERGEANT

Two teams, fan out.

The six men split into two teams of three, and move off.

35 INT. SHIP - CORRIDOR

35

Pick up one of the teams as they make their way through the ship, weapons at the ready, searching.

36 INT. SHIP - VENT

36

POV from behind the grate of a vent, as the soldiers go by.

REVEAL FIVE, watching and knowing - things just got a hell  
of lot worse.

END OF ACT THREE



ACT FOUR

37 INT. SHIP - SECRET ROOM

37

ONE stands, a little woozy.

ONE

Is anyone else getting a little light-headed?

SIX

The air's getting thin.

ONE

We have to come up with a plan now, while we can still think straight.

He looks at the others. No one says anything.

ONE (CONT'D)

Don't everyone talk at once. We're supposed to be good at this sort of thing.

THREE

Some of us, anyway.

ONE

Hey, I'm in this as much as you.

FOUR

Not really.

ONE looks over at him, not sure what he's getting at.

ONE

What's that supposed to mean?

FOUR

If they turn us in, sooner or later the authorities will realize you're not the real Jace Corso, and they will set you free.

SIX

He's got a point. We got nothing to lose, but you sure as hell do. When we make our move, you should just get down and stay down.

(CONTINUED)

37 CONTINUED:

37

ONE

You really think I'd do that?

No one answers, but their silence is telling.

ONE (CONT'D)

Guys, we're past the point of every man for himself. If we go down fighting, we do it together.

38 INT. SHIP - CORRIDOR

38

TWO peers around a corner, then quickly ducks back as three of the Volkov-Rusi soldiers march through a t-intersection off to her right. As soon as they're gone, she continues straight ahead, paralleling their course.

39 INT. SHIP - SECRET ROOM

39

ONE, light-headed and probably suffering from a concussion, is just getting warmed up.

ONE

Look, I know we've had our differences. Some of us more than others.

He throws a look to THREE.

ONE (CONT'D)

But that's not important right now. The Android's down, Two's dead, and god knows what they're doing to Five. That girl's out there all by herself, helpless.

40 INT. SHIP - UTILITY ROOM

40

FIVE emerges from the vent into the small space where she found the dead boy in episode 3. She goes over to the wall and runs her hand along it, finding the panel that gives way to reveal a secret hiding place. She reaches in, and pulls out the gun that she found and left there.

41 INT. SHIP - SECRET ROOM 41

ONE is on a roll.

ONE

It's up to us. No one else is gonna  
do this for us.

42 INT. SHIP - CORRIDOR 42

The soldiers turn a corner only to see TWO suddenly appear ahead of them. They raise their guns but she fires first, emptying the clip of Tash's handgun, hitting each soldier a couple of times, center mass. They don't go down, because their armor protects them, but they are stunned momentarily, which gives TWO her chance.

She drops the gun and charges. She takes a running kick at the first soldier, knocking him back. Then she turns and draws a knife from a sheath on the belt of the second soldier and stabs him on the exposed side of his rib cage. He goes down.

43 INT. SHIP - SECRET ROOM 43

ONE keeps going.

ONE

When they come through that door I  
say we take 'em down and we take 'em  
down hard. We show 'em what the men  
of the Raza are made of.

44 INT. SHIP - CORRIDOR 44

The third soldier swings his rifle around to fire but TWO blocks it and knees him in the groin. Then she pushes the rifle barrel back into his face, smashing him on the nose.

The first soldier recovers and jumps her from behind. She throws him off and kicks him in the face.

45 INT. SHIP - SECRET ROOM 45

ONE finally finishes up.

(CONTINUED)

45 CONTINUED:

45

ONE

We couldn't save Two. But at least we can make the bastards pay.

THREE, also a light headed from the lack of oxygen, pipes up -

THREE

Damn right!

46 INT. SHIP - CORRIDOR

46

The two remaining soldiers do their best to ward off TWO's blows, but she's a whirlwind of fury now, punching, kicking, stabbing and slashing. The second soldier goes down. A few more hits, then a final slash at the throat from behind, and the third soldier drops.

TWO stands there, breathing hard.

47 INT. SHIP - SECRET ROOM

47

Having finished his concussion and oxygen-deprivation fueled speech, ONE tries to take a step, finds himself suddenly very off balance, and nearly falls.

ONE

Whoa...

SIX

Easy there. Maybe you better sit down for a minute.

ONE

Yeah. Just for a minute.

He takes a seat on a crate. SIX gives him a pat on the shoulder.

SIX

Good speech, though. Even if it was mostly the hypoxia talking.

48 INT. SHIP - BRIDGE

48

Wexler gets on the comm.

(CONTINUED)

48 CONTINUED:

48

WEXLER

I need a status report. I can hear gunfire. What the hell's going on down there?

After a moment, we hear the voice of the Sergeant.

SERGEANT (OVER RADIO)

We've got men down. We're in pursuit.

This is not what Wexler wanted to here.

WEXLER

Sonuvabitch...

He stabs the comm again.

WEXLER (CONT'D)

Cain, where are you?

No response.

WEXLER (CONT'D)

Cain, report!

Nothing.

49 INT. SHIP - SECRET ROOM

49

THREE sits down beside ONE. The lack of oxygen is really starting to show. Both are beginning to slur their words.

THREE

Listen, I want you to know I understand.

ONE

I appreciate that, thanks. Wait, what are we talking about?

THREE

You want revenge. For what they did to her. So do I. Turns out we're not so different after all.

ONE

Well, I don't know...

(CONTINUED)

49 CONTINUED:

49

THREE

I used to think you didn't have it in you, but now I think you've just never been in this position before. You never hated someone so much you wanted to kill them.

ONE regards THREE for a moment, then looks away.

ONE

I wouldn't be so sure about that.

THREE looks at him, not entirely sure what he means by that.

50 INT. SHIP - LADDER DOWN TO THE LOWER DECKS

50

TWO climbs down a ladder and drops to the floor in one of the "lower decks" areas of the ship, identifiable by the darker lighting, the exposed pipes, cables and ducts, etc.

She makes her way quickly down the corridor.

51 INT. SHIP - LOWER DECKS - "WET" CORRIDOR

51

PICK up TWO as she comes around a corner and stops. She looks up and notices water DRIPPING from an hose running along one wall. She reaches up with her knife and cuts the hose. Water begins to spill onto the floor in earnest.

52 INT. SHIP - LADDER DOWN TO THE LOWER DECKS

52

The three remaining Volkov-Rusi soldiers climb down the ladder and look around, guns at the ready. The Sergeant indicates for the other two to follow him, in the direction that TWO went.

53 INT. SHIP - LOWER DECKS - "WET" CORRIDOR

53

TWO has now moved further down the corridor and is pulling at a cable that is bolted to the wall. She yanks at it, trying to pry it free.

At the other end of the corridor, the soldiers appear. The Sergeant fires, misses TWO and hits the wall behind her.

(CONTINUED)

53 CONTINUED:

53

In that moment, she manages to pull the cable free, leaving the end exposed and SPARKING with electricity. She throws the free end of the cable.

The soldiers look down, and realize they are standing in water, but it's too late. The cable lands in the water with more sparks, and the soldiers are jolted. They stagger for a moment, and then drop.

54 INT. SHIP - LOWER DECKS - CORRIDOR

54

TWO, now carrying one of the soldiers' weapons, makes her way through the lower decks, checking to see that no one is following her.

She comes to a t-intersection. She looks one way, then the other, and then decides to go right. Wrong choice. Cain steps out from cover behind her, gun raised.

CAIN  
That's far enough.

TWO freezes.

CAIN (CONT'D)  
Drop the weapon.

TWO hesitates.

CAIN (CONT'D)  
Drop it!

She drops it.

CAIN (CONT'D)  
Turn around.

She turns.

CAIN (CONT'D)  
Never seen anyone survive getting spaced before. That's quite a trick.

He slowly advances on her.

CAIN (CONT'D)  
You think you can survive a bullet between the eyes?

(CONTINUED)

54 CONTINUED:

54

TWO's looks around, desperate for a way out of this, but there's nothing.

CAIN (CONT'D)

I say we try it, and find out.

END OF ACT FOUR



ACT FIVE

55 INT. SHIP - LOWER DECKS - CORRIDOR

55

Cain is about to shoot TWO.

CAIN

This is for Vons and Tash.

BANG! A glancing shot hits Cain on the left arm. He whirls around to reveal -

- FIVE, standing behind him, gun aimed. Cain raises his gun to shoot back.

TWO

No!

But FIVE is up to the task. She shoots first, and this time, she hits him where it counts - BANG BANG BANG - three shots to the chest. Cain staggers, then falls.

FIVE looks over at TWO.

FIVE

Are you alright?

TWO

I'm fine. Are you?

FIVE

Yeah. Sorry, I know I'm supposed to be hiding right now.

TWO

I'm not going to complain.

56 INT. SHIP - BRIDGE

56

Wexler is waiting impatiently for an update. Finally fed up, he keys the ship's comm.

WEXLER

Cain, goddamnit what's going on down there?

No response.

(CONTINUED)

56 CONTINUED:

56

WEXLER (CONT'D)

Sergeant, report! Anybody!

Nothing. Wexler can't believe it. Panic is setting in.  
Suddenly -

SHIP CAPTAIN (OVER RADIO)

This is the Dimitriev. Wexler, what  
the hell is happening on that ship?  
Why aren't my men responding?

WEXLER

I don't know. I think...some of  
them might be down.

SHIP CAPTAIN (OVER RADIO)

This was supposed to be a simple  
exchange. You were supposed to have  
the crew of the Raza locked down.

WEXLER

I do...I did. Most of them. You  
just have to send over some more  
men, and we'll get the situation  
under control.

SHIP CAPTAIN (OVER RADIO)

I'm not authorized for that.  
Officially, I'm not even supposed to  
be here.

WEXLER

You want that device, or not?

TWO (O.S.)

Good question.

Wexler turns to see TWO and FIVE enter the bridge. TWO has  
FIVE's gun aimed at him.

WEXLER

No...no, it's impossible. I killed  
you.

TWO

You screwed that up like everything  
else.

(CONTINUED)

56 CONTINUED: (2)

56

SHIP CAPTAIN (OVER RADIO)  
Wexler, what's going on? Who is  
that?

TWO  
This is Portia Lin, commander of the  
Raza. We've re-taken the ship. So  
if you want that device, you're gonna  
have to go through us to get it.  
What's it gonna be?

Beat. Beat. Then -

- A BEEPING from one of the consoles. FIVE checks the screen.

FIVE  
Guess they weren't looking for a  
fight. They just jumped to FTL.

WEXLER  
(under his breath)  
Shit.

TWO  
Well now, all alone.

Wexler takes a moment to think, then -

WEXLER  
You're gonna let me go.

TWO  
Am I?

WEXLER  
That's right. You're gonna fly me  
to the nearest station, and once I'm  
safely off the ship I'll radio back  
the code for the vault. It's either  
that, or I let them suffocate.

TWO  
I've got a better idea.

57 INT. SHIP - AIRLOCK/INT. SHIP - JUST OUTSIDE AIRLOCK

57

Wexler is shoved into the airlock. He turns back to see TWO  
close the door on him. INTERCUT between both sides of the  
door.

(CONTINUED)

57 CONTINUED:

57

TWO

Seems like we've come full circle,  
doesn't it?

WEXLER

You can threaten me all you want but  
we both know you can't kill me.  
Without the code your friends are  
dead.

TWO

You're forgetting you're not the  
only one around here who can open  
doors.

WEXLER

What, the girl? You kidding me?

58 INT. SHIP - CORRIDOR BY THE SECRET ROOM

58

FIVE has plugged a jerry-rigged electronic code-breaking box  
into the door controls, and is working away. She hears TWO  
and Wexler over her radio.

TWO (OVER RADIO)

She's my insurance policy. In case  
you decide to be difficult.

59 INT. SHIP - AIRLOCK/INT. SHIP - JUST OUTSIDE AIRLOCK

59

BACK to TWO and Wexler.

WEXLER

She'll never crack that vault.

TWO

You sure you want to take that chance?  
Because if she opens the door before  
you give me the code you're gonna  
regret it.

Wexler considers, but says nothing.

TWO (CONT'D)

I don't have to kill you quickly.  
(MORE)

(CONTINUED)

59 CONTINUED:

59

TWO (CONT'D)

I can bleed the air off, and make you suffocate slowly, just like the others. Maybe then you'll have a little more sympathy.

She hits a couple of buttons, and we begin to hear the HISS of atmosphere escaping the airlock.

WEXLER

If I give you the code you'll just blow me out anyway.

TWO

Why? Because that's what you did to me? I'm not like you, Wexler. You give me the code, I'll let you out.

Beat. The HISSING continues. Wexler is sweating. Finally -

WEXLER

Okay! Okay. I'll tell you.

She hits a button and the HISSING stops.

WEXLER (CONT'D)

It's 040-99XD-4. It was my serial number in prison.

TWO looks off, addressing FIVE over the radio.

TWO

You copy that?

60 INT. SHIP - CORRIDOR BY THE SECRET ROOM/SECRET ROOM

60

FIVE acknowledges -

FIVE

Got it.

She types in the code, and the door opens, revealing THREE standing there, swaying unsteadily, holding some random piece of equipment as though to use it as a weapon. SIX and FOUR stand behind him, also looking woozy. ONE sits on a crate, unable to stand.

(CONTINUED)

60 CONTINUED:

60

THREE

(barely able to speak)

Where are they? We're ready.

FIVE

It's okay, we took care of them.

It's over.

Then men all look at each other, more than a little confused.

THREE

Oh.

61 INT. SHIP - AIRLOCK/INT. SHIP - JUST OUTSIDE AIRLOCK

61

FIVE comes over the radio.

FIVE (OVER RADIO)

I got the door open. They're all pretty woozy, but I think they're going to be okay.

Wexler looks at TWO through the window.

WEXLER

There, I held up my end. Now it's your turn.

But TWO just folds her arms and stares at him.

WEXLER (CONT'D)

You said you were gonna let me out.

She makes no move to open the door. Wexler is starting to get nervous.

WEXLER (CONT'D)

Come on. Quit screwing around. You're not a cold blooded killer. You're not like me, remember?

She takes a beat, then -

TWO

After today, I don't know what I am.

She stabs a button, and the outer doors open, blowing Wexler out into space. TWO watches him go, impassive.

62 INT. SHIP - MESS

62

FIVE hands ONE a drink of water. THREE, FOUR and SIX are there as well.

ONE

How long till this headache goes away?

FIVE

Could be awhile. But at least according to the Android, none of you suffered any permanent damage.

THREE

What about Two? I didn't hallucinate that, right? She did get blown out that airlock.

FIVE looks at them, realizing this is going to be hard to explain -

FIVE

Yeah. She said she was pushed out toward the front of the ship, but managed to grab onto a raised section of the hull. She held on, waiting to die, and...she didn't.

The others all exchange looks. FIVE continues.

FIVE (CONT'D)

She pulled herself down into one of the trenches that house the forward couplings, and disengaged one of them so the ship wouldn't jump. Then she pushed herself back toward the airlock, and waited for them to open the door.

SIX

All of that, without the benefit of a space suit?

FIVE

Apparently.

Everyone chews on that for a moment, then -

(CONTINUED)

62 CONTINUED:

62

THREE

What the hell is she?

63 INT. SHIP - INFIRMARY

63

TWO sits on an examination table. The Android, now reactivated, is looking into a microscope. She looks up.

ANDROID

As far as I can tell, you're an advanced synthetic organism.

TWO

What does that mean?

ANDROID

You weren't born. You didn't grow from childhood. You were manufactured whole, as you are now.

TWO

Like you?

ANDROID

No, not like me. If someone were to cut you open they would find what appears to be a heart, lungs, kidneys, fluids. But on closer inspection they would discover that all of it is artificial, mostly made of a silicone-carbon polymer.

TWO reacts, hardly able to process what the Android is telling her.

ANDROID (CONT'D)

You were obviously designed to mimic normal human function in every way.

TWO

You knew, didn't you?

ANDROID

I had my suspicions.

TWO

But you didn't say anything.

(CONTINUED)



63 CONTINUED:

63

ANDROID

You didn't ask.

TWO looks down at her own hands.

TWO

I didn't even know this technology  
existed.

ANDROID

It doesn't, officially. And it's in  
contravention of all G.A. regulations  
concerning the manufacture of  
artificial persons.

(beat)

I believe that if the authorities  
were to learn of your existence, you  
would be hunted down and destroyed.

Off TWO -

END OF ACT FIVE

TAG

64 INT. SHIP - STOREROOM

64

A door opens, and ONE, THREE, FOUR and SIX enter a storeroom to find the device where Wexler and his cohorts left it.

ONE

So what do we do with this thing?

THREE

We complete delivery and get paid,  
what else?

SIX

Can I just say one thing? Whatever  
this is, three corporations were  
willing to kill for it. I'm starting  
to think it might be something very,  
very dangerous.

FOUR

All the more reason to get it off  
the ship.

ONE

Maybe we should ask Two what she  
thinks.

There's an uncomfortable silence. ONE looks at them.

ONE (CONT'D)

What, we're not gonna trust her now?  
Because it turned out to be different  
from what we thought? Welcome to  
the goddamn club.

OFF the others, realizing he's right.

65 VFX - SPACE

65

The Raza orbits a planet.

66 INT. ND LAB

66

A space not unlike the lab in the previous episode. A SCIENTIST in a lab coat and goggles peers through a small glass window in one wall of the lab.

SCIENTIST

The device is online, activating field, ten percent.

He types a command on a tablet. His POV through the glass. We see the device suspended in the middle of a large chamber (VFX MATTE). A pulse wave emanates out from the device and is absorbed by the walls of the chamber.

The scientist turns to one side. REVEAL Commander Truffault, holding a briefcase, standing next to ONE and THREE. The scientist nods to Peters, who then holds up the case and opens it. ONE and THREE check the contents. It's full of galactic currency.

COMMANDER TRUFFAULT

Pleasure doing business with you.

He closes the case and hands it to ONE.

THREE

Likewise.

ONE and THREE turn and exit.

67 INT. SHIP - BRIDGE

67

TWO and the Android are on the bridge. The Android looks up from one of the screens.

ANDROID

This is interesting. We're getting some unusual readings from the planet's surface.

68 INT. ND LAB

68

The Scientist's POV again as another pulse wave emanates from the device, this time slamming against the walls of the chamber and making the whole building shake.

(CONTINUED)

68 CONTINUED:

68

COMMANDER TRUFFAULT

What the hell was that?

SCIENTIST

The field's become unstable.

COMMANDER TRUFFAULT

Shut it down.

The Scientist types in another command, then looks up, horrified.

SCIENTIST

Oh my god...

69 VFX - SPACE -- EVENING

69

The Raza in orbit. Below, on the surface of the planet, a piercing bright light begins to emanate.

70 INT. SHIP - BRIDGE

70

A BEEPING from the console.

ANDROID

The planet's gravitational field is fluctuating wildly. We need to leave, immediately.

TWO

Marauder, what's your position?

71 VFX - SPACE -- EVENING

71

The Marauder rises up into the underside of the ship.

SIX (OVER RADIO)

We're just docking now.

The Marauder docks, and the bay doors begin to close.

72 INT. SHIP - BRIDGE

72

TWO looks at the Android.

(CONTINUED)

72 CONTINUED: 72

TWO

Can we jump?

ANDROID

The field variance is making nav calculations impossible.

TWO

Maximum sublight, now!

73 VFX - SPACE -- EVENING 73

The sublight engines glow, and the Marauder streaks away from camera.

74 INT. SHIP - BRIDGE 74

The Android reports.

ANDROID

The planet is breaking up.

TWO

Divert all available power to the engines!

75 INT. SHIP - CORRIDOR 75

ONE, THREE, FOUR and SIX are making their way down a corridor (THREE still carries the briefcase). The ship begins to shake, as they hear the SOUND of the sublight ENGINE THRUMMING at maximum power. Then the lights go out, leaving them in emergency lighting only. They have to steady themselves as the shaking gets worse.

THREE

What the hell's going on?

76 VFX - SPACE 76

The Raza rockets past camera, while behind it, a scene of utter devastation unfolds. The light is blinding now, and the rays emanating from it are blasting bigger and bigger chunks off the planet's surface. Finally, the planet breaks apart and explodes, sending debris flying off in all directions.

(CONTINUED)

76 CONTINUED:

76

And then, as quickly as it can, the light collapses in on itself and disappears.

77 INT. SHIP - BRIDGE

77

The Android reports.

ANDROID

We're clear of the field. I'm dialing  
back the engines.

The shaking stops.

ANDROID (CONT'D)

The planet has been destroyed.

TWO looks at her, utterly shocked.

TWO

What did we just do?

FADE OUT.

END OF SHOW