STAR TREK: THE NEXT GENERATION

"Legacy" #40274-180

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Directed by Robert Scheerer

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FINAL DRAFT

AUGUST 20, 1990

STAR TREK: "Legacy" - 8/20/90 - CAST

STAR TREK: THE NEXT GENERATION "Legacy"

CAST

PICARD HAYNE

RIKER ISHARA YAR

DATA COALITION MAN #1

BEVERLY TAN TSU

TROI GEORDI WORF

Non-Speaking

VARIOUS TURKANANS

O'BRIEN

COALITION MEMBERS
ALLIANCE MEMBERS

Non-Speaking SUPERNUMERARIES STAR TREK: "Legacy" - 8/20/90 - SETS

STAR TREK: THE NEXT GENERATION "Legacy"

SETS

INTERIORS EXTERIORS

USS ENTERPRISE USS ENTERPRISE

MAIN BRIDGE

OBSERVATION LOUNGE FREIGHTER ARCOS

ENGINEERING

TRANSPORTER ROOM TURKANA FOUR CORRIDORS CITY (MATTE)

CAPTAIN'S READY ROOM
PICARD'S QUARTERS

TEN-FORWARD SICKBAY

TURKANA FOUR

TUNNEL ENTRANCE
MISC. TUNNELS & ADJOINING CORRIDORS
ALLIANCE POWER GENERATOR
ALLIANCE CHAMBERS
ARCOS ESCAPE POD

STAR TREK: "Legacy" - REV. 8/30/90 - PRONUNCIATION

STAR TREK: THE NEXT GENERATION "Legacy"

PRONUNCIATION GUIDE

CAMUS CAM-us CHROMOSOMES KROH-mah-sohms

ish-ARE-uh ISHARA MYO-GRAPHIC SCANNER MY-oh graph-ic SOMATIC so-MAT-ic

SOMATIC SCANNER MT ON GRAPH TO SOMATIC SO-MAT-ic SYNTH-ale TAN TSU tahn tsoo TELLURIDAN tel-LUR-i-done TURKANA tur-KAH-nuh VAGRA TWO VAY-gra 2

1.

STAR TREK: THE NEXT GENERATION
"Legacy"
TEASER

FADE IN:

A1 EXT. SPACE - THE ENTERPRISE (OPTICAL)

Travelling at standard warp.

B1 INT. RIKER'S QUARTERS

RIKER, DATA, TROI and WORF are playing five-card draw poker, Riker dealing. Riker and Data have similarly large piles of chips in front of them. It looks like Troi and Worf are down to mortgaging the farm. Worf stares at his hand -- his poker face leaves a lot to be desired.

WORF

(scowls)

One.

RIKER

(baiting him)

Worf. Are you trying to fill another inside straight?

Worf grunts.

RIKER

(continuing)

Don't say I didn't warn you.

Riker deals him a card. Worf takes a look and folds.

WORF

Pah.

TROI

(to Riker)

I fold.

Riker looks at Data, who carefully adds two chips, followed by three more.

DATA

I will raise you three.

RIKER

No cards?

Riker reacts as Data answers with an utterly unreadable look.

RIKER

(to others)

Best poker face I've ever seen.

Riker stares at Data for a beat.

RIKER

Dealer takes two.

Riker deals himself two cards. Stares at them for a moment. Adds five chips to the pile. Then five more. He looks at Data.

RIKER

(continuing)

Raise you ten.

Without hesitation, Data counts out ten chips, then twenty more.

DATA

I will see your bet, and raise you twenty.

Riker smiles.

RIKER

Data. Are you sitting on a full house or a flush?

DATA

It will cost you twenty to make that determination, Sir.

B1 CONTINUED: (2)

Riker stares at him for a few beats. Smiles and tosses in his cards.

RIKER

Dealer folds.

Data calmly pulls in the chips. Both Troi and Worf push back from the table -- finished for the night. Troi looks at the chips in front of Riker and Data, now even more evenly matched.

TROI

(teasingly)

You two have successfully split the evening between yourselves.

WORF

I suspect conspiracy. But far be it for me to accuse my superior officers.

Riker laughs. Looks at Data.

RIKER

It's getting harder to bluff you, Data. You've learned this game well.

DATA

Yes sir, I believe I have.

Riker reshuffles the deck of cards, considering Data as he does so.

RIKER

Tell you what.

He fans out the cards on the table. Troi and Worf stick around to see what he's up to, as Riker pushes his entire pile of winnings towards Data.

RIKER

(continuing)

I'll bet you I can find a card that you bury anywhere in this deck. And furthermore, I'll make you help me do it.

Data considers the challenge for a moment.

B1 CONTINUED: (3)

TROI

Careful, Data.

DATA

Your guidance is much valued, Counsellor. However...

Data pushes his chips into the betting pot. Troi laughs. Data selects a card.

RIKER

Don't let me see it.

Data pulls it up towards his face. Troi and Worf adjust their positions to be behind Data, so that they too can see the card.

C1 CLOSE UP THE CARD

The Jack of Hearts.

RIKER (O.S.)

Now lose it in the deck.

D1 RESUME

Data does so, and Riker quickly shuffles and plops the deck right down in front of Data.

RIKER

Cut the deck into two halves.

Data does so, making two halves. Riker takes one half away, discarding it.

RIKER

(continuing)

Again.

Data again makes two halves with what's left. Riker again takes one away.

RIKER

(continuing)

Once more.

Same procedure.

D1 CONTINUED:

RIKER

(continuing)

How many cards are left?

Data fans them slightly, counting as he does so.

DATA

Eleven.

RIKER

Pick five.

Data does so.

RIKER

(continuing)

Throw them away.

Data puts them aside. Six remain in front of them.

RIKER

(continuing)

Choose three.

Data does so.

RIKER

(continuing)

Now pick one of those.

Data picks one.

RIKER

(continuing)

Turn it over.

Data does so -- it is the Jack of Hearts. Troi and Worf appear astonished.

RIKER

(knowing the answer)

Is that your card?

TROI

Incredible.

Riker smiles and moves to pull the large pile of chips towards his side of the table.

D1 CONTINUED: (2)

DATA

You surreptitiously placed the edge of your left thumb onto the card immediately after I inserted it back into the deck. When you divided the deck to reshuffle, you kept that card on top. You thus were able to have me either discard or save depending on the card's location, which you followed at each step. Until we were left with one -- the card I originally chose.

Riker scowls, beaten. Data reaches his arms out and starts pulling the pile of chips towards his side.

DATA

Sir, I think under the circumstances...

PICARD'S COM VOICE

Picard to Riker.

RIKER

(to com)

Captain?

PICARD'S COM VOICE We've received a distress call. Changing course to intercept...

1 EXT. SPACE - THE ENTERPRISE (OPTICAL)

Speeding at high warp through space.

PICARD (V.O.)

Captain's log, stardate 44215.2. The Enterprise has bypassed its scheduled archaelogical survey of Camus Two in response to a distress call from a Federation freighter. The Arcos has assumed an emergency orbit around Turkana Four, birthplace of our late comrade Tasha Yar.

2 INT. BRIDGE

> PICARD, RIKER, DATA, WORF and TROI at their stations. A supernumerary is at the Conn.

> > DATA

We will enter the Turkana system in eleven minutes, Captain.

PICARD

Engine status.

DATA

Stable. But we have maintained warp factor nine for longer than is recommended.

Picard notes Data's report with a nod.

WORF

Subspace message from the Arcos. Their transmitter is failing, sir. Audio only.

PICARD

Let's hear it.

Worf touches a control and the voice of crewman TAN TSU is heard on audio, fuzzing in and out of a rough transmission.

TAN TSU'S VOICE

Enterprise, this is Tan Tsu, Arcos engineer. Estimate five minutes till warp drive containment breach.

A small explosion can be heard in the background, momentarily disrupting the audio. It returns with even less quality than before.

TAN TSU'S VOICE

(continuing)

Make that three minutes. Thanks for trying, Enterprise...

The transmission fritzes out completely. Picard reacts, turns to the supernumerary.

PICARD

Warp nine-point-three, Ensign.

The supernumerary works the controls. The ship hums around them.

PICARD

How much time?

DATA

Seven minutes and fifteen seconds will bring us within transporter range.

PICARD

Go to warp nine-point-six.

The supernumerary touches the controls.

3 thru OMITTED 4

5 EXT. SPACE - THE ENTERPRISE (OPTICAL)

Flashing at warp speed across a field of stars.

6 INT. BRIDGE

Data at his instruments.

DATA

Entering the Turkana System, Captain.

PICARD

(to com)

Mister O'Brien, prepare to lock onto the two crewmen.

O'BRIEN'S COM VOICE

Aye, Captain.

- 6A OMITTED
- 6B INT. BRIDGE

Picard glances at the Conn.

PICARD

Drop to impulse.

The ensign at Conn takes the ship out of warp.

DATA

Visual contact.

RIKER

(to com)

Get them out of there, O'Brien.

7 INSERT VIEWSCREEN (OPTICAL)

A field of stars and a reddish planet, Turkana Four. We're close enough to barely make out in the far distance, a ship in orbit around the planet. As we watch, the ship explodes in what from this distance, looks like a delicate, silent, flash of color.

RIKER

O'Brien, status!

4.

7A INT. TRANSPORTER ROOM

O'Brien at the instrument panel.

O'BRIEN

(to com)

There's nothing to lock onto, Commander.

8 INT. BRIDGE (OPTICAL)

The bridge crew reacts.

DATA

I am reading an ion trail characteristic of a freighter escape pod.

Data continues working his instrument panel. Worf is working his controls as well.

WORF

(to Picard)

Unable to establish contact.

PICARD

It could have been damaged by the explosion. They may have been incapable of maintaining orbit.

RIKER

Let's hope they stay clear of the colony.

Data looks up from his instruments.

DATA

That is exactly where the ion trail leads, Commander.

PICARD

Hail the colony.

A beat. Riker looks concerned.

WORF

I've been trying to, Captain... No response.

RIKER

(to Picard)

There haven't been reliable communications since the government fell apart.

DATA

The last Federation vessel to attempt contact was the Potemkin six years ago. They were warned that anyone transporting down to the colony would be killed.

A beat.

PICARD

Ready your away team, Number One.

Picard stares with concern at the red planet on the viewscreen in front of him.

FADE OUT.

END OF TEASER

ACT ONE

FADE IN:

- 9 OMITTED
- 9A EXT. SPACE THE ENTERPRISE (OPTICAL)

in orbit.

PICARD (V.O.)

Captain's log, supplemental. We are in orbit above Turkana Four, an Earth colony that severed relations with the Federation nearly fifteen years ago. I am concerned about sending an away team, but if we are to discover the fate of the two missing Federation crewmen, I see no alternative.

10 INT. TRANSPORTER ROOM (OPTICAL)

Riker, Data and Worf are entering the transporter room. O'Brien is at his controls. Beverly is waiting for them, medical kit in hand. Worf seems concerned with her presence.

DATA

The surface settlement appears to be all but destroyed. Sensors show that the colonists now live in structures that extend nearly three kilometers beneath the city.

RIKER

Have you located the escape pod's landing point, Chief?

O'BRIEN

Yessir... three hundred meters beyond the colony perimeter...

Riker nods. Worf turns to him.

WORF

(re: Beverly)

Sir, we can anticipate a violent response to our presence.

(MORE)

WORF (Cont'd)

Perhaps the Doctor should wait here for our signal.

BEVERLY

(an edge)

I appreciate the concern. But I think it's exaggerated.

WORF

Doctor, the colony is completely lawless. Lieutenant Yar spoke of rape gangs...

BEVERLY

Mister Worf, I can handle myself.

RIKER

(a decision)

She's coming. The Arcos crewmen may require immediate medical assistance.

Worf nods. Riker pulls his phaser, adjusts the setting.

RIKER

Phasers on maximum stun.

The away team members step onto the transporter pads and take out their phasers, adjusting the settings. When they are set, with phasers in firing position - 10 CONTINUED: (2)

RIKER

(continuing)

Energize.

O'Brien works the controls and the away team DEMATERIALIZES.

11 EXT. TURKANA FOUR CITY - DAY - MATTE SHOT (OPTICAL)

of a bombed-out 24th century version of the South Bronx.

12 INT. ENTRANCE TO TUNNEL

A wide, partially fallen-in tunnel. The away team ENTERS cautiously from outside, phasers ready. Data is reading his tricorder.

DATA

The dispersion trail continues in this direction.

He stops to double-check his readings. Then turns slightly with the tricorder, pointing with it.

DATA

(continuing)

The concentration gradient definitely increases along this vector.

He indicates a direction.

DATA

(continuing)

The escape pod was apparently moved into the tunnels ahead of us.

WORKMEN walk by carrying several cannisters. They give the away team half-a-look, avoid them, and go on with their business. Several CIVILIAN-LOOKING INDIVIDUALS approach from the other direction, again giving the away team a wide berth and attempting no contact. It suggests a city street. Pedestrian traffic.

The Federation officers seem surprised, and lower their phasers. Riker glances towards Worf.

RIKER

Not the response we expected.

BEVERLY

Maybe things have changed here.

Suddenly, all hell breaks loose around them. Alarms go off; the three workmen dive for cover; FOUR COALITION MEN and ONE COALITION WOMAN in their early to mid-twenties come hurrying around a corner.

One is carrying a small crate in his arms, one of the others has a phaser, the remaining three carry nightstick-looking devices. The garments worn by three of them are torn in several places, as if in a fight that just happened. One of the men looks seriously injured, though still on his feet and moving; his shirt is torn across his chest. In the flurry of activity, we may notice a diamond-shaped bright orange/yellow solid glow, about an inch in diameter, on a spot under their garments just below the collar bone.

They stop dead in their tracks, completely surprised at the sight of the away team directly in front of them, phasers now raised. The newcomers assume a ready stance with their weapons. The injured man slumps to his knees. Beverly goes to assist. She begins to examine the wounds.

MAN #1

Identify yourselves.

RIKER

We're from the Federation Starship Enterprise. We tracked two crewmen to this area. Do you know anything about them?

MAN #1

Possibly.

The others in his group are glancing anxiously around.

RIKER

What do you mean?

MAN #1

It depends on what you have to offer in return.

12A

thru OMITTED

12B

12C ANGLE ON THE WOUNDED MAN

as his diamond-shaped orange/yellow glow suddenly pulses beneath the skin -- right where his shirt has been ripped open. Almost as one body, the group suddenly turn towards a corridor opening. The other Coalition members are pulsing as well.

MAN #1

They found us.

12D RIKER AND WORF

react to the pulsing, glance at each other.

WORF

(to Riker, re: the glow)
Proximity detectors. I've seen
them used on Manu Three.

A beat later we hear shouting and a couple of phasers firing from the corridor.

MAN #1

(to Riker)

Follow me.

He and his group take off down an opposite corridor. Riker pauses for a moment, makes a decision.

RIKER

Come on.

The away team follows quickly after them.

(NOTE: re the detectors: whenever a gang member is in foreign territory, it glows. When an enemy begins to approach, it pulses.)

13 INT. TUNNEL INTERSECTION (OPTICAL)

A spare, meeting ground area, with a few crates serving as objects to sit on or lean against -- a very casual guerrilla look.

HAYNE, late-twenties, tough, charming and charismatic, is checking out the contents of the box his men just stole.

The away team stands in front of him, surrounded in the background by several male and female Coalition members who don't appear particularly threatened by their appearance. Since the members are back in their own territory, the orange/yellow glows are no longer activated, and are therefore invisible. Man #1 is near Hayne.

13 CONTINUED: (2)

HAYNE

(to Riker)

The Alliance is holding your men hostage, Commander Riker, not us. You can expect a ransom demand...

RIKER

The Alliance?

HAYNE

Our good friends.

Some of his comrades give a low laugh. Hayne pulls out of the box a bottle of what looks like liquor.

HAYNE

(to his gang)

Our "good friends" are going to be upset when they realize we took their last crate of Telluridan synthale.

More laughter. Riker looks impatient.

RIKER

Maybe it would be easier if I contacted the authorities.

HAYNE

(flash of anger)

We are the "authorities."

Hayne quickly recovers his cool. Sets down the bottle and picks up one of the nightstick weapons, called a STUNSTICK, pointing it at a schematic wall-hanging of the city below the ground. The city is shaped like a sunken pyramid with the base at the lowest depth.

HAYNE

(continuing)

The Coalition -- our cadre -- runs this side of the city. The Alliance controls the other. Take your choice.

RIKER

Are you offering to help?

13 CONTINUED: (3)

HAYNE

(nodding)

In return for some... consideration. Phasers are in short supply down here. A starship isn't going to miss a few.

Worf grunts with distrust.

WORF

That is no better than a ransom demand.

HAYNE

No matter what you give the Alliance, they'll eventually kill your crewmen anyway. With our help there's at least a chance you'll get them back alive.

A beat. Hayne senses their hesitation.

HAYNE

All we're asking for is help in maintaining our defense. We're trying to keep the peace.

Riker glances at the stolen crate, looks doubtful.

RIKER

Everything we've seen suggests otherwise.

Hayne indicates the crate with a dismissive gesture.

HAYNE

A prank. The proximity implants prevent either side from doing any serious damage.

Hayne taps the spot just below the center of his collar bone. Then he indicates the map.

HAYNE

(continuing)

They warn us when an enemy is approaching.

13 CONTINUED: (4)

WORF

Then why do you need more phasers?

HAYNE

The Alliance just discovered a large cache of weapons. I just want to make things even. Preserve the peace.

BEVERLY

You keep using the word "peace." We've heard a different version of life on Turkana Four.

HAYNE

(bristling)

Ancient history.

(a beat)

Where did you hear that?

DATA

A former crewmember was born here.

Hayne considers that for a moment.

HAYNE

Where's he now?

DATA

She was killed in the line of duty.

HAYNE

(shrugs)

That's as good a way to die as any.

Hayne has inadvertently hit a nerve, but Riker does his best to hide it.

HAYNE

(continuing)

As I said -- ancient history. This is now. And your men are in trouble.

13.

13 CONTINUED: (5)

RIKER

We'll return to the Enterprise and consider your proposal.

Hayne nods his acceptance. Then steps over and hands the bottle of synthale to Riker.

HAYNE

A gift for your Captain.

Data quickly scans it with the tricorder, finding nothing amiss. Riker touches his insignia.

RIKER

Riker to Enterprise. Energize.

The away team DISAPPEARS into the transporter beam. When they're gone, Hayne turns to his second-in-command.

HAYNE

I want everything there is to know about the starship Enterprise.

14 INT. BRIDGE

Picard is examining the bottle from the colony; the away team is back and standing nearby. Bridge crew consists of Riker, Data, Worf, Beverly, Troi, and a supernumerary at the Conn.

RIKER

(re: the bottle)

According to Hayne, the Coalition and the Alliance raid each other for supplies -- much of it non-essential.

PICARD

Why?

WORF

A battle exercise.

RIKER

(nodding)

Their defenses apparently prevent deep strikes into each other's territory. Minor skirmishes are all that's left.

PICARD

"Coalition", "Alliance" -- it all sounds so reasonable. But you've described the behavior of urban street thugs. We certainly won't trade weapons for the crewmen. (beat)

How do you suggest we deal with them?

Picard sets down the bottle.

RIKER

We have to tell them something.

WORF

No promises. No denials.

PICARD

(nods in agreement)

For now, Hayne's Coalition is our only safe access to the colony. Let's keep the door open and see where it leads.

Worf glances down at his instrument panel.

WORF

Captain. Transmission from Turkana Four. Coming in on a secure channel.

PICARD

(surprised)

On screen.

15 INSERT VIEWSCREEN (OPTICAL)

A close shot of Hayne in the same location. A young woman, ISHARA, is standing next to and slightly behind him. She is early to mid-twenties, blonde, slender, athletic and attractive.

HAYNE

Hello, Enterprise. Commander Riker, would you introduce me to your Captain?

INT. BRIDGE - CONTINUOUS 16

Riker glances at Picard, then toward the viewscreen.

PICARD

(to Hayne)

I'm Captain Jean-Luc Picard.

17 INCLUDE VIEWSCREEN (OPTICAL)

Hayne nods acknowledgement -- as one equal to another.

HAYNE

I have someone here you might like to meet.

Ishara steps forward.

HAYNE

(continuing)

This is Ishara... Ishara Yar.

A beat as Ishara stares straight out from the viewscreen.

ISHARA

Tasha was my sister.

OFF the Bridge crew's stunned reaction.

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

18 INT. BRIDGE

The crew is staring at the viewscreen.

19 ANGLE ON VIEWSCREEN (INTERCUT AS NEEDED) (OPTICAAL)

Hayne and Ishara looking at the crew.

HAYNE

There's an old saying, Captain.
"The enemy of my enemy is my
friend." I've decided it's in
my best interest to help you get
your men back.

PICARD

With nothing from us in return?

HAYNE

You could be forced into paying my adversary a ransom in weapons. I'll do anything I can to avoid that possibility.

PICARD

What do you propose?

HAYNE

(indicating Ishara)
Ishara will be our liaison.

ISHARA

I know Alliance territory. I can help you with a rescue plan.

A beat.

PICARD

One moment.

Picard signals Worf to mute the channel.

WORF

Mute.

20 RESUME BRIDGE

As Picard turns to his officers.

PICARD

Reactions?

WORF

I do not trust him.

RIKER

She could be a fake. We mentioned that a former member of the crew had come from the colony.

BEVERLY

(nodding)

All Hayne had to do was search through whatever their database had on Starfleet to come up with Tasha's name.

PICARD

Counsellor?

TROI

He's being deceptive, and he's clearly hoping to manipulate us. As for the young woman's identity, I can't tell.

Picard considers for a moment, makes a decision.

PICARD

Regardless, this is an option we cannot neglect. We'll continue on other fronts as they present themselves. For now, let's see what she has to say.

Picard turns to Worf, who touches his panel.

WORF

Open.

21 INSERT VIEWSCREEN (INTERCUT AS NEEDED) (OPTICAL)

Hayne and Ishara.

PICARD

I've decided to accept your proposal.

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21 CONTINUED:

HAYNE

Thank you.

He glances from Ishara back to Picard.

HAYNE

(continuing)

Good luck.

OFF Picard's stone serious face.

22 INT. TRANSPORTER ROOM (OPTICAL)

CLOSE ON Ishara, MATERIALIZING on the transporter pad.

Data is waiting for her when she steps off. She takes note of his appearance.

DATA

Welcome to the Enterprise, Ishara. I am Commander Data.

ISHARA

You're not human.

DATA

I am an android.

Ishara glances at him.

ISHARA

Built for fighting...?

DATA

(reacts)

On what do you base that assumption?

ISHARA

A cybernetic device serving on a starship...

DATA

The Enterprise is not a ship of war. It is a ship of exploration.

This doesn't particularly intrigue her -- in fact, she seems on the whole somewhat emotionally disconnected. NOT HARSH -- just missing something. Though there is an undercurrent of woundedness or vulnerability beneath it all that she does her best to hide.

ISHARA

The first thing to do is help you map the colony.

(takes out chip)

This is a general grid of the tunnel systems. I can fill in the specific details from memory.

DATA

My orders are to escort you to the Observation Lounge. We will proceed from there.

She nods assent, and they head for the door.

23 INT. CORRIDOR

Data and Ishara are walking away from the transporter ${\tt room.}$

DATA

Your sister never spoke of you.

ISHARA

That's not surprising.

Data glances at her.

DATA

It is surprising to me. Tasha and I spent much time together in the course of our duties. We had a considerable number of conversations.

Ishara studies him for a moment.

ISHARA

Did she talk at all about the colony?

DATA

Only to say that she was lucky to have escaped.

ISHARA

(matter of factly)

It wasn't luck. It was cowardice.

Data looks surprised.

DATA

"Cowardice" is a term that I have never heard applied to Tasha.

She glances at him $\--$ a shift of the head and a look in her eyes that Data seems to recognize. She picks up on it.

ISHARA

Is something wrong?

DATA

No. It is just that for a moment, the expression on your face was reminiscent of your sister.

This seems to strike a place of vulnerability in her, but she covers it immediately, turning away from him, and speaking in her even, unemotional tone.

ISHARA

It's been fifteen years. I don't even remember what she looked like...

24 INT. OBSERVATION LOUNGE

The door slides open and Data ENTERS with Ishara.

24A ANGLE ON THE SENIOR STAFF

Waiting in the room. Picard, Riker, Troi, Geordi, Beverly. They can't help but stare at her for a couple of silent beats -- almost as if looking for some sign of Tasha.

24B RESUME

Ishara reacts to their gaze.

ISHARA

You don't believe I'm Tasha's sister.

PICARD

We have considered that possibility.

ISHARA

I'm not surprised. You can sample my DNA if you like.

BEVERLY

Thank you, I will.

Picard indicates a chair.

PICARD

Please. Sit down.

Ishara takes a seat, Data does the same. Troi studies her carefully, trying to get a sense of her.

PICARD

Perhaps it would help if you gave us some idea of what we're dealing with on Turkana Four. Our last information describes a colony in complete disarray.

ISHARA

It started falling apart almost thirty years ago. There were dozens of factions. They fought until the city above ground was in ruins.

RIKER

The Coalition and the Alliance are all that's left?

ISHARA

(nodding)

We were the two strongest factions... When the government couldn't stop the violence, they gave us police powers. The proximity detectors were originally designed by the government to keep us under control.

PICARD

Apparently, that part of the plan didn't succeed very well.

ISHARA

No. After a few months, we didn't need the government any more.

21.

24B CONTINUED: (2)

GEORDI

Tasha left you in the middle of all that?

A beat. Ishara's voice grows quieter.

ISHARA

She didn't abandon me, if that's what you mean. Tasha asked me to go with her. But I had already joined the Coalition. They were my family.

The group reacts to her admission. She looks at Picard, voice still quiet, doing her best to hide her difficulty with this subject.

ISHARA

(continuing, to Picard)
Captain, we don't have a lot of time. Maybe we should get started.

Before Picard can respond, the COM comes on.

WORF'S COM VOICE

Incoming transmission from the colony, Captain.

PICARD

On screen.

25 INSERT WALLSCREEN (OPTICAL)

TAN TSU, one of the missing crewmen, is facing the viewer. He looks a bit bruised and battered from the crash.

TAN TSU

(strained)

Enterprise, I'm being held by the Turkana Four Alliance. I've been instructed to say that you have twenty hours to make reparations for Federation intrusion into this colony.

(a beat)

Or my pilot and I will be killed.

BEVERLY

(to screen)

Ask them if we can at least send a medical --

The screen goes blank.

26 INT. OBSERVATION LOUNGE - CONTINUOUS

ISHARA

Take that threat seriously, Captain. They'll torture them and then they'll kill them. My cadre has never recovered a hostage alive from the Alliance.

She has everyone's attention.

ISHARA

(continuing)

Your crewmen could be held in any number of places. The Alliance has two main headquarters and thirteen ancillary bases of operation. All underground. All heavily guarded.

GEORDI

If I could get to the myographic scanner...

ISHARA

What's that?

DATA

A sensing device on the escape pod. It monitors the bio-electric signatures of the crew. In the event they get separated from the pod.

GEORDI

I could install a booster on the device that would relay its signals to the Enterprise. Then we could track the men from up here.

PICARD

Unfortunately, we don't know where the escape pod is.

ISHARA

Level Three-C, Section five-four-seven.

(a smile off their

surprise)

We have our sources.

27 INT. ENGINEERING - C.U. ON TABLE MONITOR

A schematic computer display version of the map we saw in Coalition headquarters.

ISHARA (O.S)

Access tunnels are here...

28 PULL BACK TO INCLUDE

Riker, Data, Geordi, Worf and Ishara gathered around a large flat screen, as Ishara indicates various locations. She seems much more comfortable now that they are deep in "work" mode.

ISHARA

... and here.

They lean back from the table screen.

RIKER

(pointing)

We could transport an away team right into this intersection...

ISHARA

Don't underestimate them, Commander. They'll be ready for that... I've seen them use this kind of strategy before.

Riker gives her a questioning look.

ISHARA

(continuing)

I know it looks isolated and easily accessible... But my guess is they have hundreds of men on the levels above and below waiting for you to make your move.

A beat.

WORF

We'll need a diversion.

GEORDI

Transport a couple of photon grenades into the adjoining chambers. At minimum intensity it wouldn't kill anybody, just shake them up a lot.

RIKER

That won't give us enough time. We need something that'll occupy them long enough for you to install the relay.

A beat. Ishara indicates the map.

ISHARA

Transport me into this corridor. My magnetic implant will set off the defense alarms. They'll think it's a raid by the Coalition.

RIKER

Too dangerous. We've seen what those tunnels look like. You could easily be cut off from the rest of us.

(to Worf)

Worf, if we --

ISHARA

-- Commander Riker.

(beat)

I was ordered to assist you in any way possible. That doesn't mean "as long as it's safe, or convenient."

Riker can't help but be impressed by her courage -- but he's still hesitant.

ISHARA

(continuing)

If you had the time, we could come up with another plan.
(MORE)

28 CONTINUED: (2)

ISHARA (Cont'd)

But you don't. Right now, I'm

your best option.

Riker glances at the others.

DATA

She would have to be armed, Commander.

Riker considers.

RIKER

I want to discuss this with the Captain.

(to Data)

Mister Data, take Ishara to see Doctor Crusher.

Ishara nods her assent.

28A INT. SICKBAY

Ishara is sitting on a diagnostic bed as Beverly slowly brushes an instrument over the inside of the young woman's arm. (NOTE: The instrument does touch the skin) Data is standing nearby.

ISHARA

You have Tasha's DNA on file?

BEVERLY

The ship's computer does.

(re: Ishara's arm)

There's always some differentiation in the somatic chromosomes -- but it's not enough to affect the results.

Beverly finishes with the instrument.

BEVERLY

(to Data)

It'll take me a few hours to run the isomorphic comparison.

Dr. Crusher steps away, heading towards the lab.

ISHARA

(to Data)

That wasn't too bad.

A beat as Ishara glances around the Sickbay.

ISHARA

(continuing; evenly)

So, all that's left of my sister is a file in a computer...

DATA

Tasha exists in our memories as well.

ISHARA

How did she die?

DATA

Lieutenant Yar was killed on Vagra Two by a malevolent entity.

ISHARA

In battle?

DATA

No... she was killed as a demonstration of the creature's power. Without provocation.

ISHARA

(sad laugh)

That's not how I intend to die.

The door opens and Riker ENTERS.

RIKER

The Captain approves. You're with us.

Off her reaction.

29 INT. CHAMBER - ESCAPE POD

A half-fallen down tunnel area similar to what the away team saw earlier. A slender, three-meter-long, heavily-damaged escape pod is in the center of the area, guarded by TWO ALLIANCE MEN AND ONE ALLIANCE WOMAN, mid-twenties, armed with one phaser and two stunsticks.

29A ANGLE ON RIKER, DATA, WORF, AND GEORDI

Hidden behind a projection, having just transported down.

RIKER
(touches insignia,
quietly)
Enterprise, we're in position.

29B INT. ADJOINING CORRIDOR (OPTICAL)

A beat on a silent, deserted tunnel. Ishara suddenly MATERIALIZES, phaser drawn. As soon as the Transporter beam clears, the implant beneath her collar bone begins to glow its characteristic bright orange/yellow. Simultaneously, a piercing alarm goes off in the tunnel around her.

29C INT. CHAMBER - ESCAPE POD (OPTICAL)

The Alliance guards at the pod appear dumbfounded at the alarm wailing distantly offscreen. It is followed by a second. And a third.

Three more Alliance members come running in from adjoining tunnels, confused about what's happening.

The female guard motions to them to follow her, and they all run toward the alarms, weapons ready, leaving the two male guards behind at the pod.

Riker, Data and Worf simultaneously come out from behind a slight wall and stun the two remaining men. Geordi steps out carrying a toolkit-sized box of equipment.

They all head straight for the escape pod. When they get there, Riker, Data, and Worf stand guard as Geordi reaches underneath with the equipment.

30 INT. ADJOINING CORRIDOR

Alarms are blaring. Ishara moves around a projection, phaser at ready.

She turns slightly to her left, sensing something as the orange/yellow diamond glow below her collar bone suddenly begins to pulse. She immediately runs in the opposite direction.

As she disappears around a corner, the four Alliance members arrive from the left.

They cautiously move forward. One of the Alliance members pauses at the corner and shifts towards the left -- a diamond shape below his collar bone suddenly pulses GREEN. (As with Ishara, his shirt is open enough at the neck to expose the spot. The other Alliance members are pulsing GREEN beneath their shirts.)

He silently indicates the others to fan out as they head after her, splitting up behind the various low walls and projections and debris as they do so.

31 INT. CHAMBER - ESCAPE POD - ON GEORDI

as he works beneath the pod. There is a sudden crackling noise.

GEORDI

Damn!

RIKER (O.S.)

Geordi -- what's taking so long?

32 INCLUDE RIKER, DATA AND WORF

As Geordi looks up momentarily from the work.

GEORDI

There's a lot of damage here... The myographic scanner is operational, but the power source is fluctuating.

RIKER

Can you fix it?

GEORDI

I can try to run a shunt from the convertor.

RIKER

How long will that take?

GEORDI

(shrugs)

Ten minutes?

RIKER

Do it.

Geordi gets back to work. Riker is aware of the distant alarms.

RIKER

(touches insignia) O'Brien! Lock onto Ishara and get her out of here!

33 INT. TRANSPORTER

O'Brien is desperately working the controls.

O'BRIEN

(to com)

There's a transformer substation directly above the chamber she just entered. It's masking her signal.

34 INT. CHAMBER - ESCAPE POD

RIKER

(touches insignia)

Standby!

(to others)

Stay here and cover La Forge.

WORF

(concerned)

Commander --

RIKER

That's an order. Return to the ship when you're finished here. I'll signal for transport as soon as I can.

Riker takes off for a corridor.

35 INT. ADJOINING CORRIDOR (OPTICAL)

Ishara is creeping along behind a series of projections, the alarms blaring around her. She suddenly stops dead in her tracks, as her implant pulses orange/yellow. She whips around -- the guard has just stepped from behind a low wall. Ishara aims her phaser too late -- the guard swings his stunstick, which lets out a bright, crackling arc flash that hits Ishara across the ribcage, sending her flying across the floor, her phaser fire rainbowing across the air as she goes.

The guard quickly advances as Ishara tries in a daze to struggle to her feet, reaching her and aiming the stunstick right at her face -- only to fall to the ground, stunned by a phaser blast.

36 INCLUDE RIKER (OPTICAL)

As he starts to hurry across to Ishara -- and is suddenly fired upon by two men from behind a projection. Riker returns fire continuously, as a still dazed Ishara attempts to stand. He reaches her and hauls the barely conscious woman into the next tunnel -- touching his insignia with his free hand as he goes.

RIKER

Energize!

INT. TRANSPORTER ROOM 37

> O'Brien is working the controls. Data, Worf and Geordi are waiting expectantly.

ANGLE ON TRANSPORTER (OPTICAL) 38

> Riker and Ishara RE-MATERIALIZE, Ishara now completely limp in his arms.

> > FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

39 INT. PICARD'S QUARTERS

> Picard is going over a technical report. The door chimes.

> > PICARD

Come.

The door opens and Riker ENTERS.

PICARD

(continuing)

How is she?

RIKER

A couple of cracked ribs, but she'll be all right.

PICARD

Doctor Crusher just called me with the results of her DNA comparison. Ishara is Tasha's sister.

RIKER

After what she did for us down there, I wouldn't doubt that for a minute.

PICARD

(a beat)

You took some unnecessary personal risks, Number One.

Riker pauses for a moment before answering.

RIKER

We lost Tasha on an away mission, under my command. The thought of the same thing happening to her sister...

Picard nods sympathetically.

PICARD

That's an emotional response, Will. We can't afford that.

RIKER

Understood, Captain.

A beat as Riker waits, then Picard nods, dismissed.

PICARD

Commander...

Riker pauses at the door...

PICARD

Well done.

Riker grins, acknowledging... EXITS.

39A INT. SICKBAY

Ishara is sitting on a diagnostic bed, as Beverly runs a rectangular device that looks vaguely like a medical version of a phaser over the side of Ishara's ribcage.

BEVERLY

I've fused the bone tissue along both fractures.

She takes the instrument down. The door slides open and Picard ENTERS.

BEVERLY

(continuing)

The muscles around the area will be weak for a day or so -- but you shouldn't feel any pain.

Beverly nods to him as she heads offscreen towards the other end of Sickbay. Picard looks at Ishara.

PICARD

I wanted to thank you personally for what you did for us down at the colony. It was... more than I expected.

ISHARA

(darker)

I don't run away when things get tough, like some people do... like my sister did...

A beat as Picard and her look at each other.

PICARD

Let me tell you about your sister. The first time I met Tasha Yar, she was making her way through a Carnelian mine field to reach a wounded colonist.

Ishara seems taken aback by the story.

PICARD

(continuing)

Her ship had responded to their distress call, as had mine. When it was all over, I requested that Tasha be assigned to the Enterprise.

(smiling)

Her ship's captain owed me a favor.

Picard pauses a moment.

PICARD

(continuing)

In the months that followed, Tasha never once failed to put the safety of the crew before her own. (beat)

She died doing the same.

Ishara stares at him, then looks away -- she doesn't know what to say.

PICARD

I'm sorry you never knew the woman Tasha became. I think you might have been proud of her. (MORE)

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39A CONTINUED: (2)

PICARD (Cont'd)

(beat)

And she of you.

A beat, and Picard turns and EXITS. Stay on Ishara's face for a couple of moments as she considers his words.

40 INT. BRIDGE - SCIENCE STATION

Ishara, now wearing more Federation-style than cadre-style clothing, is working with Data at a computer screen. He is sitting in front of it, she is standing next to him, guiding the process over his shoulder.

41 CLOSE ON THE COMPUTER SCREEN (OPTICAL)

displaying the schematic map of the underground city we've seen before. Far more of the details are now filled in.

42 RESUME

Data indicates a curiously-shaped room next to a large chamber.

DATA

What is this structure?

ISHARA

A main fusion source -- there's one next to each of the Alliance headquarters. It powers all their defensive systems.

43 CLOSE ON THE COMPUTER SCREEN (OPTICAL)

Data touches a control, causing the map to display a series of small concentric circles over the spot, symbolically suggestive of a radiating power source.

44 RESUME

Ishara again points to the map.

ISHARA

This chamber is accessed from the level below. Entry points are evenly spaced along this wall every twenty-five meters.

Data again touches a control. Ishara looks up, taking in the sight of the bridge for a few moments. She's curious in spite of herself.

ISHARA

Data... Where was Tasha's post?

Data seems a little surprised that she is asking about her sister, given her previous reluctance about the subject.

DATA

The Tactical Station -- where Lieutenant Worf is now.

Worf has noticed Ishara's attention. He nods his acknowledgement. Ishara smiles in return. She seems to be starting to fit in. She turns back to Data, again curious in spite of herself.

ISHARA

Did Tasha have many friends here?

DATA

Yes. She was especially close to Commander Riker and Lieutenant Worf. And to myself.

ISHARA

(surprised)

Are you able to have friends?

Data looks up from the task in front of him.

DATA

Yes.

ISHARA

But you don't have feelings, do you?

DATA

Not as such. However, perhaps even among humans, friendship is sometimes less an emotional response, and more a sense of familiarity.

ISHARA

(understanding)

You can become used to someone.

DATA

Exactly. As I experience certain sensory input patterns, my mental pathways become accustomed to them. The inputs eventually are anticipated. And even "missed" when absent. When something once expected is no longer there.

A quiet beat. This may be the first time in ten years Ishara has allowed herself to feel the loss.

ISHARA

(softly)

Like my sister.

DATA

Yes. Like your sister.

OFF the quiet look on Ishara's face.

45 INT. ENGINEERING

Geordi, Worf, Data, Riker, and Ishara are poring over the schematic map of the underground city.

GEORDI

They've been moved so far underground that it took awhile to pinpoint their signatures.

He indicates a place on the map.

GEORDI

(continuing)

The men are here. Next to one of the Alliance headquarters.

46 INSERT SCHEMATIC MAP (OPTICAL)

which shows the pyramid-shaped underground series of levels and chambers.

Geordi is pointing to a chamber close to Alliance headquarters deep in their territory, located near the edge of the pyramid shape's base.

GEORDI (O.S.)

(continuing)

And that's about two kilometers of solid granite above them.

47 RESUME

RIKER

So much for the transporter.

GEORDI

Not necessarily. We could use the ship's phasers to cut a shaft through the bedrock to this storage tunnel here.

47A INSERT SCHEMATIC MAP (OPTICAL)

Geordi's hand indicates a line starting from just outside the surface settlement and heading straight down through the ground to a chamber near the one he previously indicated.

GEORDI (O.S.)

With a clear path through the rock, we'd be able to transport down to the tunnel. That would put us close enough to get to the crewmen.

Geordi's finger traces out the steps on the map.

47B RESUME

GEORDI

(continuing)

It would take me a few hours to adjust the phasers for drilling.

Riker indicates the map.

RIKER

It's a maze around there...

ISHARA

(nodding)

I spent a lot of time in that section before they took it over. There are blind tunnels and dead ends that don't even show up on this map.

WORF

We don't have much choice.

ISHARA

If it wasn't for my implant setting off all the alarms, I could guide you to your men.

A beat.

DATA

We could remove the implant.

Ishara shakes her head.

ISHARA

It has a micro-explosive inside that detonates on contact with air. When you join a cadre, you join for life.

Data considers this a moment.

DATA

A small force field containing xenon or another inert gas could be placed over the incision site. The explosive could thereby be safely disarmed at the same time it is removed.

For once with respect to strategy, Ishara seems to hold back, a hesitant look on her face. Riker picks up on it.

RIKER

It's more than just a tactical device to you, isn't it? It's part of your identity.

47B CONTINUED: (2)

She doesn't answer, seems to be struggling with the issue.

RIKER

(continuing)

This is something you'll have to decide for yourself, Ishara. Think about it while we're waiting for Geordi.

She nods, still obviously unsure.

48 thru OMITTED 49

50 INT. TEN-FORWARD

Data and Ishara are at a table, next to a window showing the stars outside. An already-drained glass is in front of Ishara.

ISHARA

Our parents were killed in some crossfire just after I was born. Some people took care of us for a few months... Then one day we came home and they were gone. So Tasha took care of me. And when I got old enough, I joined the Coalition.

DATA

And Tasha did not?

ISHARA

My sister hated the cadres. Blamed them for our parents death. For everything. She refused to join. And she left as soon as she had the chance.

A beat.

ISHARA

(continuing, doubtful)
I always thought she was weak for
doing that...

Ishara seems to be struggling with an unavoidable conclusion.

ISHARA

(continuing)

But maybe I was wrong. Maybe she made the right choice.

Ishara indicates the ship around them.

ISHARA

(continuing)

To work together for something besides killing... to be close to someone without having to protect your back.

DATA

You find that appealing?

She smiles at his innocent choice of words.

ISHARA

Very appealing. You're a perfect example. I hardly even know you Data, but already I completely trust you. I even consider you my friend.

DATA

Thank you. I would like to consider you my friend, Ishara.

She grows quiet, filled with a deep sense of regret.

ISHARA

If I had known about this place fifteen years ago, things might've been different.

She stares at Data's open face for a long beat.

50 CONTINUED: (2)

ISHARA

(continuing)

Maybe it's not too late.

OFF Data's intrigued look.

51 INT. READY ROOM

Picard is standing with Data and Troi.

DATA

Ishara is willing to have the implant removed.

PICARD

Very good. You may inform Doctor Crusher.

DATA

She also expressed a desire to leave the colony. She hopes to apply to the Academy and eventually join Starfleet.

Picard is completely taken aback. Troi is particularly disturbed.

PICARD

Does she understand the magnitude of these decisions?

DATA

She claims to, Captain.

PICARD

Her courage certainly speaks in her favor. But Ishara's personal history concerns me.

DATA

Did her sister not come from the very same environment, Sir?

PICARD

Tasha never joined one of these gangs. Doesn't that suggest a fundamental difference between the two of them?

DATA

I do not know. But I do know that often for humans, decisions made in youth only hold true for youth.

Impressed by Data's reasoning, Picard turns to Troi, who shakes her head, concerned.

TROI

I get a sense of ambiguity from her. Her loyalties are clearly divided, Captain, no matter what she may say.

PICARD

Are you suggesting we deny her an escape from this environment, Counselor?

TROI

No... I'm just not convinced she really wants to escape. It is the only way of life she's ever known.

PICARD

Ultimately, it is her decision to make, not ours...

(beat)

Certainly nothing would please me more than to see another officer named Yar in the service of Starfleet... Mister Data, proceed with the rescue as discussed...

Data acknowledges with a nod, then starts for the door.

TROI

Data?

51 CONTINUED: (2)

DATA

(turning back)

Yes, Counselor?

TROI

You seem so strong in your support. I'm curious...

DATA

We must free the crewmen. She appears to be our best hope of doing so. Also, individuals worthy of Starfleet training are somewhat rare.

A beat.

DATA

(continuing)

In addition...

He pauses, seeming to search for the correct words.

DATA

(continuing)

I have become used to her.

52 INT. BRIDGE - SCIENCE STATION

Data has arrived moments ago to where Ishara has been working at the station. She looks incredibly pleased.

ISHARA

Thank you, Data.

DATA

You are welcome. Doctor Crusher is expecting you in Sickbay.

She smiles, seems almost amazed.

ISHARA

It's all so different...

DATA

To what are you referring?

ISHARA

On the colony, nobody does anything for anyone else unless they have something to gain from it.

DATA

But I do have something to gain. Your continued presence on this ship.

She smiles hugely in response. Then suddenly looks concerned.

DATA

(continuing)

Is something wrong?

ISHARA

I have to tell Hayne and the others. I owe it to them. $\,$

(a ragged breath)

Guess I ought to get it over with.

A beat. Data picks up on her uncomfortableness.

DATA

If you desire privacy, you may use the observation lounge.

ISHARA

That would probably make things a little easier.

She turns towards the exit, then turns back and steps over to him, kissing him quickly and self-consciously on the cheek, before taking off again.

53 INT. OBSERVATION LOUNGE

Ishara is looking at the viewscreen.

53A INSERT VIEWSCREEN (OPTICAL)

Hayne's image stares back at her.

HAYNE

Report?

53B RESUME

Ishara pauses before answering, trying to hide from him how surprisingly difficult it is for her to continue.

ISHARA

It's working.

OFF the intense uncertainty on her face.

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

54 EXT. SPACE - THE ENTERPRISE (OPTICAL)

In orbit above the colony at Turkana Four.

PICARD (V.O.)

Captain's log, stardate 44225.3. Doctor Crusher has removed Ishara's magnetic implant, enabling the young woman to guide our rescue attempt.

55 INT. SICKBAY

Ishara is awake and healthy-looking, on her back on a diagnostic bed, as Beverly runs a last series of checks to see if her indications are all positive. Beverly watches the wall monitors.

PICARD (V.O.)

(continuing)

Without my intending it, she has virtually become an active member of the crew.

BEVERLY

Cardiovascular functions normal.
Metabolism, immunity, all other
vital signs excellent.
(to Ishara)

How do you feel?

-

Ishara sits up, hanging her legs off the edge of the bed.

56 INCLUDE DATA

standing nearby.

ISHARA

Better than I've ever felt.

She means it more than just physically. Ishara smiles at Data.

ISHARA

(continuing)

Thanks for staying with me.

Data nods in response.

BEVERLY

You might want this... It was a part of your life for a long time.

Beverly hands Ishara the implant -- a blue, flat, one-inch-long crystalline device -- it's surprisingly beautiful and almost jewel-like. Ishara stares at it for a long moment, turning it over in her hand. She gives it to Data.

ISHARA

You keep it, Data. So you won't forget me.

He accepts it, but looks puzzled.

DATA

Have you reconsidered your decision to stay with us?

She shakes her head, no...

ISHARA

Just in case something goes wrong down there...

57 INT. CORRIDOR

Worf and Ishara walking quickly along. Worf looks towards her with affection.

WORF

I understand you wish to join Starfleet.

ISHARA

Someday... If I'm lucky.

WORF

On that day, it is we who will be "lucky."

She smiles at the compliment as they reach the transporter room door.

57A INT. TRANSPORTER ROOM

Riker and Data are conferring with O'Brien as the door opens and Worf and Ishara ENTER.

PICARD'S COM VOICE

Picard to Riker. Is your away team ready?

RIKER

(to com)

Waiting for your signal, Captain.

Riker, Data, Worf and Ishara head for the transporter pads, pulling their phasers as they do so.

58 INT. BRIDGE

Picard is watching the planet on the viewscreen. Geordi is at his station, leaned over his instruments.

PICARD

Status, Mister La Forge.

GEORDI

Phasers in alignment and ready to fire.

PICARD

How far must we penetrate to safely allow transporter function?

GEORDI

One point six kilometers.

A beat.

PICARD

Fire phasers.

GEORDI

Aye, Sir.

Geordi touches the panel.

59

thru OMITTED

60

61 EXT. SPACE - THE ENTERPRISE (OPTICAL)

The phasers fire in a single beam down towards the planet.

62 EXT. TURKANA FOUR COLONY (OPTICAL)

Same MATTE SHOT as previously, with a phaser beam continuously striking perpendicular to the ground just outside the city proper.

63 INT. BRIDGE

Picard watching Geordi as Geordi watches his instruments.

GEORDI

One point three kilometers. One point four. One point five. One point six.

(to Picard)

Deep enough for transport, Sir.

PICARD

Cease fire.

PICARD

(to com)

Picard to O'Brien, Energize.

64

thru OMITTED

65

66 INT. TURKANA FOUR - ISOLATED TUNNEL (OPTICAL)

The away team of Riker, Data, Worf and Ishara beams into an isolated tunnel in which there are a few scattered storage cannisters and containers. Ishara immediately takes the lead.

ISHARA

This way.

She quickly starts to move out. Worf steps to the fore, slowing her down as he checks the way ahead of them.

WORF

Caution is indicated.

ISHARA

We're near the heart of the Alliance. Security is minimal here. They aren't expecting anybody this far in.

Worf and Riker exchange a glance. Worf nods his acceptance of Ishara's argument. She keeps going, the rest of the team following quickly behind her.

67 INT. TUNNEL

The away team pauses at a confusing series of openings.

RIKER

Ishara?

A beat.

ISHARA

Follow me.

She heads for an opening, hesitating.

WORF

Are you certain?

ISHARA

No, I'm not.

She stops.

ISHARA

I was here. But it was a long time ago. I'm trying to remember... there have been changes...

She looks around for a few more moments, makes a decision.

ISHARA

It's through here.

She guides them towards one of the openings.

68 FOLLOW (OPTICAL)

as Ishara leads the away team through an opening, past a couple of turns, to a place where they can see a secure-looking door, and one Alliance man standing guard nearby.

ISHARA

Your men are behind that door.

Riker glances at the others, 'Let's do it...' he moves stealthily into a forward position... and when the guard reacts to his movement, he fires — the guard collapses, stunned. The away team rushes the door. Riker and Worf fire point-blank at the door when they get there, knocking it over.

Riker, Data and Worf dive into the room. Ishara remains outside and on guard.

69 INT. CHAMBER (OPTICAL)

A nondescript chamber. Riker, Data and Worf find Tan Tsu and the other crewman on their feet, hands bound together with some high-tech looking restraints.

RIKER

Hold out your hands.

The crewmen comply as Riker fires a phaser blast at one of the restraints.

70 INT. TUNNEL (OPTICAL)

Ishara glances back towards the chamber, then immediately and with intent, heads away from the room, clearly pursuing her own agenda.

As she approaches a tunnel opening, a guard suddenly appears from within the tunnel, shocked to find her there. She blasts him with her phaser, winging him.

Injured, the man falls to the ground, but manages with his last remaining strength to fire his phaser up at a small metal panel on the wall several meters away, before passing out. The panel answers with an ear-shattering alarm.

Ishara, clearly distressed by the alarm, continues running the direction she was headed, disappearing into the tunnel.

71 INT. CHAMBER

Riker frees the last crewman as all react to the sudden alarm.

RIKER

Let's get moving.

72 INT. TUNNEL

The away team and crewmen come flying out of the room -- Ishara is nowhere to be seen.

RIKER

Where is she?

This is just what he didn't want to happen. Worf spots the wounded and unconscious guard across the tunnel.

WORF

Commander, look.

Riker sees the guard.

RIKER

What the hell happened here?

WORF

She probably tried to draw their fire. It triggered the alarm.

RIKER

(nodding)

Worf, get these men back to the Enterprise.

(to Data)

Data, you're with me. She can't be far.

Worf hurries the crewmen out the way they came as Riker and Data split up and head towards the two tunnels opposite.

73 INT. TUNNEL OUTSIDE POWER GENERATOR (OPTICAL)

One Alliance guard is standing outside what looks like a room-sized power generator. He appears edgy about the distant alarm. Ishara steps from around a projection, phaser raised. The guard has a second to register complete surprise at her presence before she blasts him away.

She moves quickly to the generator, fires her phaser at a panel, which falls away, revealing the control devices underneath. She quickly steps forward and manipulates the controls. In response, the generator begins a slowly escalating hum.

DATA (O.S.)

Ishara.

74 INCLUDE DATA

standing several yards away. He lowers his phaser, puzzled at her actions.

> DATA (continuing) What are you doing?

She turns and faces him -- doesn't answer. He looks from her to the generator with its increasingly shrill sound.

DATA

(continuing)

The fusion generator is overloading.

(turns to her)

You are attempting to disable the defense system. For what reason? We have rescued the crewmen.

ISHARA

I don't care about your crewmen. We have three thousand troops waiting at the perimeter. When the defenses go down, they'll come in. The Alliance will fall.

A beat.

DATA

The Federation will be responsible for the resulting deaths. I cannot allow that.

ISHARA

You don't have a choice.

DATA

That is not true.

He steps forward.

ISHARA

I don't want to kill you, Data.

She looks like she genuinely doesn't. But she clicks the setting on her phaser, aiming straight at his chest.

ISHARA

(continuing)

But I will.

FADE OUT.

END OF ACT FOUR

ACT FIVE

FADE IN:

75 INT. TUNNEL OUTSIDE POWER GENERATOR

Ishara's phaser is trained on Data; Ishara is positioned between Data and the increasingly overloading generator.

DATA

(re: the generator)
We will both be destroyed in the
explosion.

ISHARA

The Coalition's been all I've had for fifteen years. They've given me a life. I don't mind dying for them.

(a beat)

But you won't have to if you get out of here right now.

Data doesn't move.

DATA

Was this your intention from the beginning?

ISHARA

We never could have gotten this deep into Alliance territory without your help.

DATA

Our help was not deliberate. You deceived us.

She seems defensive, as though feeling some guilt about what's happened.

ISHARA

What's the difference? You got what you came for. Why should you care about what we do?

A beat as Data seems to come to a conclusion about something.

DATA

Your friendship with me was part of the deception, was it not?

Her silence is her answer. She is not proud of it.

DATA

(continuing)

You misled me at each step. And yet I was completely unaware.

ISHARA

That doesn't matter now! None of it does!

(desperately)

Get out of here, Data. Please.

The generator suddenly increases its hum exponentially.

ISHARA

(continuing)

Now.

DATA

(re: the generator)

My duty requires me to intercede.

And it all happens very quickly -- as he starts to step forward...

ISHARA

Stop...

She clasps both hands on the phaser, tenses for firing $\overline{}$

RIKER (O.S.)

Ishara!

76 INCLUDE RIKER (OPTICAL)

Stepping from behind a projection, phaser raised. Ishara immediately fires at Riker, missing as he ducks back behind the projection, giving Data the split second he needs to raise his phaser and fire at her.

Ishara crumples, stunned by Data's phaser.

Data rushes to the generator and starts working the controls under the exposed panel. Riker goes to Ishara, crouches down to see if she's alright.

RIKER

What was she doing?

Data steps back from the generator as its humming whine begins to subside.

DATA

Disabling the detection system so her forces could attack.

Riker picks up Ishara's phaser as she starts to regain consciousness. He stares at Data.

RIKER

Set to kill.

OFF Data's neutral expression as he continues to process everything.

76A EXT. ENTERPRISE

In orbit around Turkana Four.

76B INT. CORRIDOR

A security man is standing guard outside crew's quarters. Worf approaches, stands in front of the door -- it slides open.

76C ANGLE ON ISHARA

sitting inside the room, like a prisoner awaiting her fate.

76D INCLUDE WORF

who seems barely able to tolerate her presence.

WORF

The Captain wants to see you on the bridge.

Ishara stands, leaves the room and joins Worf, as the door slides shut behind her. Worf heads up the corridor, Ishara falling into step beside him. They continue for a few beats.

ISHARA

What's going to happen to me?

WORF

That is Captain Picard's decision. (beat)

If the captain were Klingon, you would be executed.

Worf avoids looking at her, but Ishara glances up at him. Again, Ishara's voice is subdued -- she's not arguing, just trying to give an account of herself.

ISHARA

Sometimes a warrior must use deception in the service of her cause.

(beat, quietly)
If anyone on this ship should know that, it's you.

They reach the turbolift. Worf stares at her.

WORF

Such a warrior must also be prepared to suffer the consequences.

Worf coldly turns away. Hold for a beat on Ishara's face.

77 INT. BRIDGE

The turbolift opens. Worf and Ishara step out and cross towards the center of the bridge, where Picard is facing the viewscreen. There is a vast coolness towards her from everyone -- in extreme contrast to the last time we saw them all together.

All are facing the viewscreen.

PICARD

Your strategy failed.

78 INSERT VIEWSCREEN (INTERCUT AS NEEDED) (OPTICAL)

A clearly-disappointed but not the least bit apologetic Hayne is facing them. Any sense of his disarming personality is gone.

HAYNE

It was a calculated risk. You gave us an opportunity we couldn't ignore.

(a beat)

Are you hurt, Ishara?

ISHARA

No.

HAYNE

(to Picard)

I want her returned immediately.

RIKER

(angered)

You're not in a position to dictate to anybody. She attacked two Federation officers.

HAYNE

You have no jurisdiction here!

RIKER

Don't talk about legal rights. Your jurisdiction is based entirely on the threat of violence.

A beat as Hayne realizes he isn't convincing anybody.

HAYNE

You have your crewmen back. Isn't that enough?

Picard and Ishara are looking at each other -- a silent moment between them.

PICARD

Commander Data, escort Ishara to the transporter toom.

Riker and other officers react with surprise. Picard turns back to the viewscreen.

HAYNE

Thank you, Captain.

Picard doesn't acknowledge Hayne's response in any way whatsoever.

PICARD

Close the channel.

Worf does so, as Data stands and goes to Ishara.

In silence, Ishara turns with Data and they both head for the turbolift, entering it, and leaving the Bridge.

Everyone turns to Picard.

78 CONTINUED: (2)

RIKER

You're far more charitable than I would have been, Captain.

Picard pauses for a moment, glances around the room. There's a sadness in his voice.

PICARD

I understand your feelings, Number One. I share them. But perhaps the fault lies in ourselves. We were so eager to embrace her. Each of us, myself included, wanted to see something of Tasha in her sister. We saw more than what was there.

79 INT. CORRIDOR

Data and Ishara are walking, not looking at each other.

ISHARA

You haven't said one word to me.

DATA

What do you wish to talk about?

She looks at him -- decides not to pursue it. They continue walking straight ahead.

80 INT. TRANSPORTER ROOM

Data and Ishara are standing in front of the transporter units.

ISHARA

I did what I had to. I'm sorry if I hurt you in the process.

DATA

(reminding her)
I am an android. It is not possible for me to be injured in that fashion.

81 ANGLE ON THE TRANSPORTER CHIEF

As he finishes setting the controls.

O'BRIEN

Whenever you're ready.

82 RESUME DATA AND ISHARA (OPTICAL)

Data and Ishara look at each other for a couple of silent moments.

Ishara steps onto a transporter pad and turns to face him, unable to keep the sadness out of her voice.

ISHARA

You know, I wasn't always lying to you, Data. The time we spent talking... it was the closest thing to friendship I've ever had.

(a beat)

If that means anything to you.

No response.

DATA

Energize.

The Transporter beam appears, Ishara DEMATERIALIZES into it and is gone.

83 EXT. SPACE - THE ENTERPRISE (OPTICAL)

travelling at impulse speed through space.

84 INT. RIKER'S QUARTERS

Riker is working on a report.

RIKER

Come in.

The door slides open and Data ENTERS. Riker is a little puzzled by the visit, but is pleasantly accommodating.

RIKER

(continuing)

Data. Come in, come in.

DATA

Commander.

Data steps forward, as Riker stands to greet him.

RIKER

What's on your mind?

DATA

Recent events have left me puzzled, Sir.

(off Riker's look)

It has been days since Ishara left. And yet, my thoughts seem to dwell on her. Almost as if I were experiencing a feedback loop in my mnemonic network.

Riker frowns at the subject... still trying to figure it out for himself.

RIKER

I know what you mean.

DATA

It is curious that I was so easily misled.

RIKER

Make that "we."

DATA

Yes sir.

Riker considers him for a moment, seems to soften a bit. How does he explain it to Data when he doesn't quite understand it himself?

RIKER

Data, in every trust is the possibility of betrayal. I don't think you were prepared for that.

DATA

Were you prepared?

Riker takes a beat, shakes his head, sighs.

RIKER

I'm not sure anybody ever is.

Data considers this.

DATA

Then is it better not to trust?

56A.

84 CONTINUED: (2)

RIKER

(continuing)

Without trust, there can be no friendship, no closeness. None of the emotional bonds that make us what we are.

DATA

And yet you put yourself at risk.

RIKER

Every single time. Love itself is a leap of faith.

Data absorbs this.

84 CONTINUED: (3)

DATA

So, a prerequisite for love is accepting the risk of betrayal.

Riker is a little surprised by Data's conclusion.

RIKER

That's an interesting point of view, Data. Maybe you're right.

A moment between them as Data glances away, still seeming to process these thoughts. Rikers's voice is quiet.

RIKER

(continuing)

The emotions we experience when someone we believe in turns away -- they're the most painful a person can feel.

(a beat)

We believed in her, Data...

Data thinks about this.

DATA

Yes. Perhaps I am fortunate to be spared the emotional consequences.

RIKER

(gently)

Perhaps...

Data nods his thanks. FOLLOW Data as he turns and goes out the door.

- 85 OMITTED
- 86 INT. CORRIDOR

The door closes behind him as ${\tt Data}$ takes few steps then pauses.

He waits for a moment, then raises his closed hand. He opens it, revealing Ishara's jewel-like implant resting on his palm.

Data stares at it for several silent moments, his face completely unreadable.

FADE OUT.

END OF ACT FIVE

THE END