

S T Å R G Å T E

H O R I Z O N

CODEX OF LOYALTY

Episode: 4.04

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TEASER

FADE IN:

INT. CHUCK'S

It's morning, and the lounge is filled with various crewmembers spread about the tables. The atmosphere is relaxed and causal. People are having breakfast and chatting -- a typical morning.

DANIEL ENTERS, looking around, trying to find a place to sit. He surveys the room for a few moments, finding it a little crowded. We may be able to tell that he's still working on blending in, which is a challenge, as he's not gotten to know too many people here just yet.

But after a few moments --

LENORI (O.S.)
Doctor Jackson!

MOVE TO REVEAL:

DOCTOR LENORI, sitting at a nearby table. Daniel smiles, as he moves to Lenori's table.

LENORI (CONT'D)
What a pleasure to see you.

DANIEL
Yeah, you too. It's, uh... it's pretty crowded in here.

LENORI
(nods)
Indeed. But after all, breakfast is the most important meal of the day, as humans tend to say.
(gesturing)
I figured I might save you the trouble of trying to find a seat.

DANIEL
Thanks.

Daniel takes a seat, as Lenori is interested in making conversation.

LENORI
I take it you've been settling in well?

DANIEL
Yes -- thank you. Just finished moving some of my things from Earth yesterday actually. I'm just eager to get to work now.

LENORI
You've certainly picked an appropriate time.

LENORI (CONT'D)

(explains)

With the war over, the focus on the station is returning to the more scientific and exploratory side of our mission. Needless to say, a lot of people are pleased by that.

DANIEL

Well, I'm sure you're happy about it yourself. I know that you've got quite a track record when it comes to science.

LENORI

I like to keep myself informed.

(wisely)

And after all, what is war good for... except perhaps for learning to appreciate the value of peace.

Daniel smiles slightly at that, agreeing with it.

NEW ANGLE

as CHRISTINE walks up to the table, and joins them.

CHRISTINE

Morning, guys.

DANIEL

Morning.

Lenori smiles.

LENORI

As you can see -- we've been saving you a seat, my dear.

Christine acknowledges and has a seat.

CHRISTINE

Well, I don't know about you two -- but I'm starving.

LENORI

Now that you mention it, I could use a bite myself.

Christine turns to Daniel.

CHRISTINE

(smiles)

Glad you could join us, by the way.

LENORI

(explains; re:

Christine and himself)

It's become somewhat of a tradition for the two of us to share breakfast.

DANIEL

I was never much of a breakfast type actually. I just always preferred a good cup of coffee.

CHRISTINE

(lightly)

Funny you should say that. I used to be the same way.

LENORI

(smiles)

Fortunately, nowadays she knows better.

Daniel smiles at that, as Lenori turns to Christine.

LENORI (CONT'D)

Well, and from what I hear, you'll be off later today -- gallivanting.

CHRISTINE

(smiles)

That's right. Back to M33-H59.

DANIEL

Uh... gallivanting?

CHRISTINE

(explains)

We helped the villagers on H59 with rebuilding a couple of months ago, after they suffered an earthquake. Just last week they dialed our gate, and invited us to come back for their harvest festival.

DANIEL

(catching on)

As a thanks for you helping them.

CHRISTINE

From what it sounds, it's gonna be fun. It seems to be a huge, annual festival.

(a spontaneous idea)

Why don't the two of you come with us? I'm sure they wouldn't mind.

LENORI

I would love to. But I have another round of experiments waiting for me in my lab.

CHRISTINE

Come on. You're telling me you'd rather sit in your lab all day than heading off... "gallivanting?"

Lenori acknowledges that with a smile. However --

LENORI

Believe me, I've had plenty of opportunities to gallivant over the past two centuries. In fact, there's tons of remarkable anecdotes that I should share with you one day... However, I think this time I shall tend to my experiments. But I greatly appreciate the offer.

Christine shakes her head with a smile, knowing her old friend is serious. She turns to Daniel:

CHRISTINE
What about you?

DANIEL
(considers)
Well, I do have a ton of reports to read through. Suffice to say, I've got a lot of catching up to do.
(off her look)
However... it's not like I'm in a rush.

Christine smiles.

CHRISTINE
Now, that's the right answer.
(re: Lenori, playfully)
He doesn't know what he's missing.

LENORI
Which is why I rely on you to be telling me all about it upon your return.

CHRISTINE
(nods)
There you go.

And as they share a smile, we...

WORMHOLE TRANSITION TO:

EXT. STARGATE SITE - DAY

A sandy and rocky valley, with clear blue skies and mountains in the background. The Stargate is located in the midst of an open site, and its puddle is shimmering brightly, as we find GRANT, SIVEA, DAVID, TOM, Christine and Daniel ENTERING through it. They're dressed in OFF-STATION GEAR, and they survey the location as the gate shuts down behind them.

TOM
(glancing around)
That's odd... I thought they'd have someone here to greet us.

Grant smiles lightly.

GRANT
Maybe they're all too busy partying.

SIVEA
Are we sure we got the time right?

TOM
(checking his watch)
Yup. We're definitely on time.

CHRISTINE
Well, we do know how to get to the village.

(MORE)

CHRISTINE (CONT'D)

(pointing)

It's about two miles that way, if
memory serves.

Grant nods.

GRANT

Let's get going. We don't want to
miss all the fun, do we?

And as they get underway...

TIME DISSOLVE TO:

EXT. LANDSCAPE - DAY

We're now moving with the team, as they're walking across
the landscape, headed for the village. Tom is speaking
enthusiastically:

TOM

I remember last time we were here, I
got a brief glimpse at a very unusual
type of plant. Unfortunately, I
didn't get a chance to do too much
research. I should be able to this
time around.

Grant can't help but smile.

GRANT

We're here to celebrate with these
folks... and all you're thinking
about is some kind of plant?

TOM

Not just some kind of plant. A
very...

DAVID

(finishing for him)

...a very unusual plant, sir.

TOM

Thanks.

Daniel is curious.

DANIEL

And just what makes this plant so
special?

TOM

Well, for one, it excretes a
biological substance that I've never
seen before. It's harmless and
seemingly of no use to the guys here.

(smiles)

But -- it's pretty cool.

DAVID

(wry)

We all have our own definition of
"cool."

TOM

(smiles)

And this is mine.

(tries to explain to
David)

You see, to me this is kinda like
what blowing up stuff is to you.

DAVID

Ah... I can see that.

TOM

(proudly)

That's because you're a very smart
guy.

There's a moment as they all smile at the David/Tom banter.

CHRISTINE

Well, I'm looking forward to getting
the chance to learn a little bit
more about these people's culture.

DANIEL

(assesses)

Yeah -- that sounds like it could be
fun.

GRANT

And I'm looking forward to just
kicking it back, and having a good
time.

They continue walking for a few moments. But then suddenly --

CLOSE ON SIVEA

as she starts having a strange feeling. She stops, takes a
look around the rocky landscape. After a moment, the rest
of the team notice.

CHRISTINE

Something wrong?

But Sivea doesn't respond. She's having an instinctive
sensation.

GRANT

Sivea?

Beat.

SIVEA

We're being watched.

Immediately, they're all alert. They look around, prepared
for trouble.

DANIEL

One of the villagers?

SIVEA

I don't know. But whoever it is,
they're close.

And before anyone can reply --

NEW ANGLE

SEVERAL DRAQUE SOLDIERS UN-SHROUD, aiming their WRIST WEAPONS at the team. Our people react quickly, training their weapons. But they're outnumbered and surrounded. The lead Draque soldier, a muscular warrior named TRELNAK, speaks up in his commanding tone of voice:

TRELNAK

Stand down and surrender!

A tense beat as our people are clearly caught by surprise. They keep their weapons trained, but we already know that there's no way for them to fight their way out of this.

GRANT

(to Sivea)

I think I see what you mean.

And off that, we...

FADE OUT.

END OF TEASER

STÅRGÅTE
HORIZON

KIEFER SUTHERLAND

ASHLEY SCOTT

CARLOS BERNARD

RACHAEL LEIGH COOK

DION JOHNSTONE

with

DENNIS HAYSBERT
as De'van Callen

MICHAEL SHANKS
as Daniel Jackson

and

ANDREW J. ROBINSON
as Doctor Lenori

Created by
ALEX RUBIT

ACT ONE

FADE IN:

(NOTE: Episode credits fall over opening scenes.)

EXT. LANDSCAPE - DAY (CONTINUOUS)

The situation is tense, as the team is surrounded by the Draque. The lead Draque, Trelnak, steps closer. His voice is threatening when he speaks:

TRELNAK

I will not say this again -- lower
your weapons!

Grant glances around for a moment, weighing their options. He realizes that, for now, they have no choice but to comply. He gives his people a nod, and they slowly and carefully lower their weapons. What we may notice is that these Draque have a unique INSIGNIA on their uniforms. We've never seen it before on any other Draque we've come across. In addition, all of these Draque have DAGGERS attached to their belts.

Trelnak gives one of his Draque soldiers a nod, telling him to collect the team's weapons. Trelnak seems like a traditional Draque soldier; he's tall, muscular, and always ready to engage in battle. But he also has a somewhat thoughtful manner to him -- his eyes look like he's always in the process of weighing options. As his soldier proceeds, Trelnak slowly paces around our people, eyeing each of them closely. We realize he is very much familiar with their identities:

TRELNAK (CONT'D)

Colonel Grant... Commander Ve'nal...
Major Connor... Doctor Galloway...
and Christine Summers.

CHRISTINE

(pointing out)
Actually, it's "doctor" now... just
letting you know.

Trelnak scowls.

DANIEL

(to Trelnak)
Um... what about me?

The Draque steps up to him. Eyes him for a moment.

TRELNAK

Identify yourself.

A tense beat.

DANIEL

Name's Daniel Jackson. Who are you?

TRELNAK

I am called Trelnak -- second in
command of the first Draque battalion.

GRANT

The "first Draque battalion?" So I take it you're not part of Sivok's army.

Trelnak reacts to the mention of Sivok's name. He looks at Grant, and we're not exactly sure how to read the Draque's reaction. It seems that he definitely recognizes Sivok's name. But there's more to it; there may be some kind of history between him and Sivok. But finally, he speaks, not wavering from the topic:

TRELNAK

The overlord will wish to speak to you.

(to his soldiers)

Bring them.

Trelnak marches off, as his soldiers keep their weapons aimed at our people. Clearly, they are demanding for them to come with them. Our team exchange some glances, all of them worried about the villagers.

TOM

Not the kind of welcome I had in mind.

And as they have no choice but to come with the Draque...

EXT. VILLAGE MAIN ROAD - DAY

A primitive, quiet looking village. The village is obviously low tech, somewhat similar in appearance to the village seen in "Origin." Some buildings look like they have some construction work going on, as parts of the village are still being rebuilt, following the earthquake. Scattered throughout the village are DRAQUE SOLDIERS, patrolling the streets. VILLAGERS are also seen on the streets, living under the Draque's guard. It becomes clear that the Draque are an occupational force here, and apparently have been for some time now.

Horizon-1 and Daniel are being escorted through the village's main road by Trelnak and his troop of Draque soldiers. Trelnak is leading the way. We find the villagers reacting with either surprise or a certain uneasiness to the presence of our people, who are speaking quietly amongst themselves:

TOM

Well -- they may have not confirmed it officially, but I think it's safe to say that these guys are not with Sivok.

DAVID

(nods)

You notice the insignia they have on their uniforms? I've never seen anything like it.

GRANT

These Draque are able to shroud. We know that in order to do that, they need their enzyme.

SIVEA

And Sivok's Draque ran out of the enzyme a long time ago.

CHRISTINE

So we're obviously dealing with a different faction here. Maybe another army of Draque that formed, similar to Sivok's people?

GRANT

(wry)

Similar, but a lot less charming.

Daniel glances around the village, picking up on the Draque patrols moving around.

DANIEL

Well, either way, from the looks of it, I'd say they've been here for a while. And I don't know if it's just me, but it doesn't seem like there's any party going on here.

As they're led through the village for a few more moments...

INT. VILLAGE PRISON - CORRIDOR - DAY

Along the sides of this corridor are several CELLS. The cells have horizontally barred METAL SLIDING DOORS, and each of the cells are separated by BRICK WALLS. Our people are being led down this corridor until Trelnak stops at one of the cells and opens it.

GRANT

(to Trelnak)

What -- you made us come here just so you can throw us in prison?

TRELNAK

(demanding)

Step inside.

Our people know they have no other options, so they step forward, and walk into the cell...

INT. VILLAGE PRISON - CELL - CONTINUOUS

As they're inside, Trelnak SLIDES the door SHUT.

DANIEL

(wry)

I dunno, somehow all of this reminds me of old times.

Grant isn't willing to accept this. He steps forward aggressively.

GRANT

(to Trelnak)

I wanna know what the hell's going on. What are you doing here?

Trelnak pauses briefly, perhaps considering answering the question. But then:

TRELNAK

I will leave it to the overlord to answer that question.

With that said, Trelnak heads off.

GRANT

The overlord...?!

We HEAR the main door being shut. Suddenly, an off screen MALE VOICE:

MALE VOICE

Colonel Grant? Is that you?

They turn to where the voice is coming from, clearly recognizing it.

TOM

Shalis?

NEW ANGLE

Revealing a small window with two sets of bars in the brick wall, separating this cell from the adjacent one. In the other cell we find a man in his fifties, who seems to have been locked up here for quite some time. He's wearing dirty clothing, and he hasn't shaved in several days. This is SHALIS, and seeing Horizon-1 again seems to give him a shimmer of slight hope.

SHALIS

Yes... yes, it is me.

As Shalis steps in front of the window, there's a moment as our team react to his appearance.

SIVEA

How long have you been here?

SHALIS

I'm afraid I've lost count of the days.

DANIEL

(to the team)

I take it you guys know him?

GRANT

(nods)

He's the mayor...

SHALIS

(with regret)

I was...

A moment as they acknowledge his regretful statement.

GRANT

What's going on here, Shalis?

SHALIS

I am... not certain.

(MORE)

SHALIS (CONT'D)

(explains)

The Draque, they arrived several weeks ago... they appeared out of nowhere -- we had never seen anything like it. They seem to have known about you... they threatened us, took control over the village, and put me in prison ever since...

GRANT

You say they've been here for several weeks?

SHALIS

Yes...

There's a beat, as they take this in. Shalis can tell that there's more to their surprise. Christine explains:

CHRISTINE

We've received an invitation from one of your people... to what he called the harvest festival.

Shalis is a little confused by that.

SHALIS

The harvest festival was not to occur for another five months... I do not know anything about an invitation -- you must believe me.

GRANT

We do. The Draque must have forced the poor guy who invited us...

Sivea picks up on what Shalis said a moment ago.

SIVEA

You said that the Draque knew about us?

Shalis nods.

SHALIS

They asked many questions... they wanted to know if we had the means for contacting you.

DANIEL

(realizing)

The Draque must have been around the last time you guys were here.

CHRISTINE

But we didn't pick up their life signs. And we were scanning for survivors after the earthquake.

SIVEA

(concluding)

It's possible that they have a ship in orbit.

DANIEL

Yeah, I was afraid you'd say that.

Grant is determined to figure out a way out of here. He glances around the prison.

GRANT

All right, obviously they've lured us here for a reason. I don't intend to stick around long enough to find out what that reason is.

SHALIS

What do you intend to do?

TOM

(confident)

We've broken out of prisons before.

SHALIS

(worried)

You don't understand. If we try to resist, they'll kill us. They'll kill my people.

DANIEL

Shalis, you're gonna have to trust us that that's not gonna happen.

(assuring)

All of us here have dealt with this kind of situations before, and believe me when I say there's always a way out.

Shalis isn't convinced. He speaks quietly, fearfully. Almost as if he's afraid the Draque could hear him.

SHALIS

But the Draque are everywhere. You're highly outnumbered.

GRANT

All we have to do is make it to the gate.

Suddenly --

The sound of the main door being UNLOCKED. Trelnak and two additional Draque soldiers are marching down the corridor outside the cells.

Grant gives Shalis a quick, silent nod, telling him they'll talk more later.

And then:

ON TRELNAK

as he steps before the cell in which our people are.

GRANT (CONT'D)

(to the Draque)

Forgot something?

Trelnak ignores the comment, when he speaks in his firm voice.

TRELNAK

I have spoken to the overlord, and informed him that we've successfully captured you.

DANIEL

I take it he was happy about that?

TRELNAK

(simply)

Yes.

Trelnak gives one of his two soldiers a nod, and the Draque UNLOCKS the cell, SLIDING the door open. The Draque have their wrist weapons trained, as Trelnak glares at Grant and Tom.

TRELNAK (CONT'D)

Colonel Grant... and Doctor Galloway... you will come with me.

SIVEA

Why the two of them?

TRELNAK

I am not under orders to divulge any information.

They hold a beat, as everyone's worried about Grant and Tom. But Grant looks at his people with confidence.

GRANT

Who knows? With any luck we'll come back with some answers.

A moment as they acknowledge. Grant and Tom exchange a nod. And then, they move forward, stepping out of the cell. There's a tense beat, as Grant and Tom join the Draque in the corridor. Trelnak nods at the Draque soldier again, and the soldier SHUTS and LOCKS the cell door again.

With Grant and Tom now standing with his group, Trelnak pulls out a DRAQUE COMMUNICATOR.

TRELNAK

(in communicator)

We are ready.

Following that, Trelnak, the two Draque soldiers, as well as Grant and Tom are BEAMED AWAY by a Draque transporter.

ANGLE ON OUR PEOPLE

as they all feature looks of worry, unsure of Grant and Tom's fate. We hold on their reactions for a moment, and then...

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

EXT. SPACE

Against a backdrop of stars we find a DRAQUE MARAUDER, orbiting M33-H59.

INT. DRAQUE MARAUDER - CORRIDOR

A typical corridor onboard of a Draque vessel. Grant, Tom, Trelnak and the two additional Draque soldiers MATERIALIZE. Grant and Tom look around, catching their bearings, a little surprised by having been taken onboard the Draque's ship.

TOM

Well -- we were right about one thing.
They do have a ship.

Trelnak gestures down the corridor.

TRELNAK

This way.

Trelnak gives the other Draque a nod, telling them to remain here, leaving him alone with Grant and Tom. And as Trelnak leads them down the hallway...

INT. DRAQUE MARAUDER - KORVEK'S CABIN

The large room is stunningly LUXURIOUS, decorated magnificently. There are beautiful, opulent objects all around, many of them made of gold. We also find DAGGERS that decorate the wall in many places, representing a visual indication that this is the cabin of a warrior.

The door slides open, and Trelnak leads Grant and Tom into this room. Trelnak steps forward.

TRELNAK

I have brought the prisoners, as
you've requested, Overlord.

NEW ANGLE TO REVEAL:

KORVEK, the Draque in command. His uniform is decorated with medals. But unlike what we've seen in the past (in the case of Sivok), Korvek is wearing a golden HEADPIECE, inlaid with green gems.

Korvek has been staring out the window. He smiles with satisfaction, as he turns around, and regards Grant and Tom:

KORVEK

It is an honor for me to meet you.

Grant and Tom don't quite know yet what to make of this situation.

GRANT

And who are you?

KORVEK

You may call me Overlord Korvek.

TOM

"Overlord?" Looks like someone's been making some adjustments to the Draque's ranking system.

KORVEK

You will find that my army of Draque is unlike what you may have encountered in the past.

GRANT

Yeah -- we noticed that.

(a beat)

I assume you brought us here to tell us what you want?

Korvek paces slightly, when he speaks:

KORVEK

I have heard a lot about your actions in the past. You have become somewhat notorious amongst my people.

(a beat)

As I'm sure you have gathered -- it was, indeed, my intent to lure you back to the planet below.

TOM

Why?

KORVEK

We have been observing this world for a while now. Last time you were here... our ship was already in orbit.

TOM

(not surprised)

So you saw the earthquake, and did nothing to help.

KORVEK

Such matters are of no consequence to us. We decided to... wait until you departed to continue our investigations.

GRANT

Investigations into what?

KORVEK

Ever since we have set ourselves free from the service to the Sentinels... our numbers have been growing. You may not have heard of us in the past, but I shall make sure that the name "Korvek" will soon be one known throughout this galaxy.

(a beat)

But in order to continue our progress... we require a certain substance -- an enzyme that increases our strength, and gives us the ability to shroud.

TOM
(realizing)
The Draque enzyme...

KORVEK
You are familiar with it?

Both Grant and Tom are experienced enough to be cautious about their answer, not knowing Korvek's reasons for asking.

GRANT
What if we were?

Trelnak now speaks up:

TRELNAK
For the past two years we have had a sufficient amount of the enzyme... However, now our supplies run low.

GRANT
And just what exactly do you expect us to do about that?!

Korvek regards Tom for a moment.

KORVEK
We are aware that Doctor Galloway is a skilled scientist.

Both Grant and Tom start realizing where this is going, but Korvek spells it out for them anyway:

KORVEK (CONT'D)
I have had him brought here so that he may work on finding a way of creating more of the enzyme.

TOM
Well, I appreciate your confidence in my abilities, but... that's never gonna happen.

Korvek steps closer. He has a threatening stare in his eyes.

KORVEK
(to Grant)
And I have brought you here, Colonel Grant, to convince him to do the right thing -- to make the right decision. From one leader to another -- if you refuse to help us... your people on the surface will die.

It's clear that Korvek means what he says.

TOM
(firm)
Listen -- even if I wanted to help you, I don't know enough about this enzyme to even know where to start.

But Trelnak speaks confidently.

TRELNAK

We have been able to determine all of the components necessary for creating the enzyme. For the longest time, we have been searching for the final, most crucial component... And we've finally discovered it in large quantity on the planet below. A biological substance produced by an indigenous plant.

TOM

(realizing, quietly)
Big white and blue flowers...
(to Grant)
That unusual substance I found last time we were here...

Grant takes this in for a moment. Then, he turns back to face the two Draque.

GRANT

If you know what the components of this enzyme of yours are... why don't you just make it yourself?

KORVEK

(firm)
The Draque are a race of warriors -- not scientists.

TRELNAK

While we possess the technological means for producing the enzyme, we lack people with the scientific knowledge for completing the task. In the past it was the Enoly who would create the enzyme and supply us with it. But as I know you are aware... the Enoly and the Draque no longer follow the same interests.

GRANT

And just what are your interests?

A smirk forms on Korvek's reptilian face.

KORVEK

Like I said... very soon the name "Korvek" will be known across this galaxy.

And as those words hang in the air, both Grant and Tom realizing that they cannot mean anything good...

CUT TO:

EXT. VILLAGE MAIN ROAD - NIGHT

Night has fallen over the village. There are a few candle-lamps providing illumination. The only people out are Draque Soldiers on patrol.

INT. VILLAGE PRISON - FRONT ROOM - NIGHT

We're in the front room of the prison facility, where we find DRAQUE SOLDIER #1 standing guard. He is facing towards the door, when another Draque (DRAQUE SOLDIER #2) ENTERS, closing the door behind him.

DRAQUE SOLDIER #2
All is clear outside.

Draque Soldier #1 nods.

But suddenly --

There is a quick movement at the WINDOW. Both Draque react to it, raising their wrist weapons. It's unclear what it was, but there may have been someone outside the building, observing them from the window.

They hold a beat. Then Draque Soldier #1 decides:

DRAQUE SOLDIER #1
Remain here.

We follow him as Draque Soldier #1 EXITS, cautiously...

EXT. OUTSIDE VILLAGE PRISON - NIGHT - CONTINUOUS

We continue following Draque Soldier #1 as he walks out of the prison facility, and makes a turn. He moves slowly round the building, alert. When he turns back to face down the main road --

HIS P.O.V.

looking down the village's main road, not spotting a single soul on the streets. Save some other Draque patrols, but they're all quite far away.

RESUME

as the Draque soldier pauses briefly, then realizes there's no one there. He cautiously continues walking around the building.

HE RAISES HIS WRIST WEAPON

ready for any surprises, when suddenly --

AN ARROW WEAPON STRIKES HIM FROM BEHIND

The Draque soldier stiffens in pain, as he FALLS FORWARD, an ARROW embedded in his neck, having severed his spinal column.

NEW ANGLE TO REVEAL:

A woman in her thirties, carrying the weapon that fired the arrow. It's somewhat similar to a traditional bow and arrow type weapon, but it features a unique design. The woman is one of the villagers. She moves forward, collects the fallen Draque soldier's wrist weapon. She takes a beat to survey the area again. Then, she gives a hand signal, and...

MORE VILLAGERS EMERGE

They're all armed with identical weapons, as they make their way towards the village prison.

INT. VILLAGE PRISON - FRONT ROOM - NIGHT

Draque Soldier #2 is standing guard here, remaining very alert, as he's waiting for his colleague to return. And then, the door to the front room opens, the Draque expecting his colleague to be the one stepping in. But instead...

The Draque is HIT by the blast of a WRIST WEAPON. He's smashed back, and then remains motionless on the floor, as a GROUP OF SIX VILLAGERS ENTERS, led by the woman we just saw. The woman is securing the room with the wrist weapon.

Then, they move on forward into...

INT. VILLAGE PRISON - CELL - NIGHT

Sivea, Christine, David and Daniel are in the cell, just as we saw them earlier. Shalis is standing at the window in the other cell.

All of them become alert, when they hear the sound of the main door UNLOCKING. Clearly, they're expecting the Draque to return. But then...

NEW ANGLE

as the group of six villagers walk up to the cells. Shalis recognizes the woman leading the breakout:

SHALIS
(with surprise)
Marlane!

The woman whom we now know as MARLANE is surprised to find Shalis alive and well.

MARLANE
Shalis... we believed you were killed.

Our people are clearly caught off guard.

DANIEL
(glancing at the new arrivals)
Okay... not what I was expecting.

Two of Marlane's people are already UNLOCKING the respective cells, as she gets to the point:

MARLANE
We have come to free you.

SIVEA
I remember you... I saw you last time we were here.

MARLANE
When we realized you had returned, we knew that you could help us fight the Draque.

They realize...

CHRISTINE
This is an underground resistance...

Marlane nods.

MARLANE

Up until now we haven't been able to do much but keep our existence a secret.

(hopeful)

With your help, that can change.

But Shalis quickly shakes his head.

SHALIS

It's too dangerous.

Marlane is surprised by the words of the former mayor.

MARLANE

How can you say that?

Daniel speaks to Shalis with reassurance.

DANIEL

Shalis -- remember what I said earlier. There's always a way out.

A beat as Shalis remains hesitant for a moment, but then he nods, pulling himself together.

MARLANE

(urgent)

We must hurry.

DAVID

From what we saw the village is under heavy guard.

MARLANE

There's a place we can hide.

SIVEA

Then let's get going.

Nods are exchanged. And as they get underway...

EXT. SPACE - THE DRAQUE MARAUDER

Orbiting the planet, as seen earlier.

INT. DRAQUE MARAUDER - HOLDING CELL

This is the first time we actually get to see a Draque holding cell. It's a small chamber, about the size of the Enoly holding cells we've seen in the past. The exit of the cell is covered by a shimmering, red light, which in reality is a FORCE FIELD.

Grant and Tom are locked in this cell. They're in mid-conversation:

GRANT

I think it goes without saying. Whatever they're up to, these Draque definitely pose a threat... We can't afford to help them in any way.

Tom nods grimly.

TOM

I agree. But we can't let them kill our people on the planet either.

GRANT

I know...

Grant paces slightly, considers. Then:

GRANT (CONT'D)

Do you think you could actually create this enzyme?

Tom takes a moment to think about that.

TOM

I did spend some time studying the supplies we've retrieved from the Rhazken about two years ago. But... I'm, by far, no expert on it.

GRANT

Maybe you can find a way to stall them. Start working on it, but make sure to not make too much progress.

TOM

Honestly, there's a good chance I might just not be making much progress -- even if I tried.

(a beat)

But if I do... I'll try to keep it limited.

There's a moment as Grant acknowledges, having great faith in Tom. But there's something else on the Colonel's mind.

GRANT

Tom, listen to me... They'll only need you to be working in their lab, so we can count on the fact that they're gonna separate us. Once that happens, you might be the one to get a chance to escape. If that's the case... I want you to take it.

Tom looks at Grant, not willing to do that.

TOM

You know we don't leave our guys behind, Colonel.

GRANT

I'll handle myself. Right now I'm more concerned about you and our people on the surface.

TOM

We'll find a way to escape together.

There's a beat as the two men look at each other, both knowing they won't abandon the other.

Then --

NEW ANGLE

as the door to the small room outside the cell slides open, and Trelnak marches in. He steps before the cell, and regards Tom.

TRELNAK

I trust you have come to a decision.

Grant and Tom exchange another brief look, a slight nod. Then, Tom faces Trelnak:

TOM

I'll do what I can.

And off that...

INT. DRAQUE MARAUDER - MAKE-SHIFT LABORATORY

The lab has a very make-shift look to it. There are various WORKBENCHES and pieces of equipment around the room, as well as some of the ALIEN PLANTS mentioned earlier. The plants have a blue/white color, and feature an exotic look. Some of the lab equipment has a distinctly Enoly design to it, while other pieces are clearly Draque.

Tom is at one of the workbenches where he is looking over various containers. He opens one of them, and takes a look inside. Trelnak is standing closely behind him, carefully watching him. There are no other Draque present in the room.

TRELNAK

Can you create the enzyme?

Tom continues examining the containers for a moment and then looks up at Trelnak.

TOM

It's a little early for an answer.

TRELNAK

You better hope the answer will be "yes."

Tom senses an opening here. A chance to dig a little deeper, and figure out what these Draque intend to do.

TOM

(conjecturing)
Because otherwise it would throw quite a wrench into your plans...
(off Trelnak's look)
Oh, from what I understand you guys must be up to something big. What is it? Conquer a couple of worlds, get some people to serve you?

TRELNAK

Our intentions are none of your concern.

TOM

Perhaps not. But I'm just curious by nature.

(MORE)

TOM (CONT'D)
(off Trelnak's reaction)
It's bigger than that, isn't it?
Korvek said that the galaxy would
soon know his name...

Trelnak considers a moment, his eyes again featuring their thoughtful look. Then, he decides to share this.

TRELNAK
Korvek will lead the Draque to true
glory, to the position of power that
we deserve.

Tom nods slightly.

TOM
Of course... He wants to take control
of the Ascendant Empire.

TRELNAK
The Enoly are not worthy to lead the
Empire. They never were.

Tom glances over some more equipment, as he goes on.

TOM
I agree with that. The thing is, if
it were that easy... I'm sure Sivok
and his guys would have already gotten
rid of the Enoly a long time ago.

And again, there's that look of familiarity on Trelnak's face at the mention of Sivok. Tom catches it this time.

TOM (CONT'D)
Granted, they don't have any of the
enzyme... but they're more than
capable.

Tom can tell that Trelnak may have some kind of history with Sivok. He studies the Draque's expression for a moment. Then, he goes on carefully:

TOM (CONT'D)
They've already infiltrated the
Empire. They've got their spies
even on Enola. One of them actually
helped us last year.

We realize that Tom is keeping a close eye on Trelnak's reactions. He's not just telling him this in order to make conversation, and Trelnak realizes that. He stares at Tom for a moment.

TRELNAK
Why are you telling me this?

Tom shrugs lightly.

TOM
I dunno... just making conversation.

Trelnak scowls at that reply.

TRELNAK

I suggest you refrain from "making conversation," and get to work instead.

TOM

Right. Because you think that if I create this enzyme for you, and ensure you have a sufficient supply... you'll be able to take over the Ascendant Empire -- just like that.

Trelnak catches Tom's tone of voice, and he knows the meaning of it. The Draque decides go along with Tom's challenge for a moment.

TRELNAK

You do not believe it is possible.

TOM

Oh, I'd never say that. I'm just saying it's a little harder than Korvek would probably have you believe.

(shaking head)

I mean, he waits all this time, and only now decides to go through with it?!

TRELNAK

(somewhat defensive)

We have been focusing on building up our numbers.

TOM

Well, to be blunt with you... from what I've seen, I think you're numbers aren't anywhere near strong enough to really make a difference.

Trelnak regards Tom for a moment. He decides not to engage in any further arguments.

TRELNAK

Then we shall see about that.

With that, Trelnak turns and is about to exit, when --

TOM

Sivok is a great leader. He's helped us several times, and I'll be the first to admit that I admire what he's achieved.

Trelnak stops.

TOM (CONT'D)

I think you and your soldiers would be far better off under his lead rather than Korvek's.

There's a beat, as Trelnak turns to face Tom again.

TRELNAK

You risk a lot, Doctor.

But Tom's not intimidated.

TOM

Oh, I don't think so. Because if you kill me, who's gonna make your enzyme?

They hold a beat, both knowing Tom has a point. Trelnak's features seem to soften very slightly. He once more takes on a thoughtful manner.

TRELNAK

I know of Sivok and his army of free Draque.

(indulging the memories)

In fact, I have fought alongside him several times, during the days we were still serving the Sentinels. Before the fateful battle at Ultera -- the day the codex of loyalty was broken.

(a beat)

I had admired Sivok... I looked up to him, proud to be serving under him.

Tom is starting to see a different side of Trelnak here, knowing he's more than just a blind follower of Korvek.

TOM

Then what happened?

TRELNAK

Things changed... After the battle at Ultera, I was one of many Draque without guidance, without a sense of purpose...

TOM

(understands)

It was your first time experiencing free will.

TRELNAK

It was Korvek who gave me a new purpose. He was the one who saw our potential, and started gathering an army of his own.

(a beat)

Korvek believes that Sivok's ways are flawed... he believes the army of free Draque are destined to fail.

TOM

What do you believe?

There's a beat as Trelnak considers Tom. Then, the Draque's eyes narrow again.

TRELNAK

I believe this conversation has gone on long enough.

TOM

(firm)

It's not too late for you to stand up against Korvek. And you know that.

Trelnak once again considers Tom, and at this point the Draque's expression is unreadable.

TRELNAK

I suggest you begin your work.

(threatening)

And if you fail to deliver your promise to help us... your companions will be killed.

They hold a beat. Tom knows he'll need more time with Trelnak.

TOM

(backing down)

All right.

With that, Tom turns to the workbench, again checking over contents of the containers. Trelnak stays for a few moments, hesitating perhaps, and then he EXITS.

Tom looks up for a moment, unsure whether or not Trelnak will talk to Korvek about their conversation.

And off that moment, we...

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

EXT. VILLAGE - SIDE STREET - NIGHT

Sticking close to the shadows of the buildings we see Sivea, David, Christine and Daniel along with Marlane, Shalis and several other villagers as they make their way down the main street.

Marlane, who is still armed with a Draque Wrist-weapon, signals for everyone to stop. They all crouch in the shadows, pressed against the buildings. There is a tense moment as --

TWO DRAQUE PATROLS

march down the main road, passing by just a few meters from the group. After a few moments, the Draque disappear down another side street.

RESUME

as Daniel turns to Marlane:

DANIEL

You said you had a place where we
can stay for now?

MARLANE

It's not far.

And as they continue down the side street...

INT. VILLAGE STORE - NIGHT - NIGHT

A small store with VARIOUS GOODS on display behind a counter. The door opens, and Marlane and her people ENTER, along with Sivea, Christine, David, Daniel and Shalis. They shut the door behind them. There's a LARGE WINDOW with a CURTAIN, from where they can look out at the village's main road.

MARLANE

We should be safe here for a while.
But once they realize you're gone,
they will start searching the village.

SIVEA

Then I suggest we don't waste any
time, and try and get to the gate
before that happens.

MARLANE

We can help you with that. But
there's something I wanted to discuss
first.

SIVEA

What's that?

MARLANE

I want to make sure we can count on
your help. I didn't break you out
of prison just so that you could go
back to your station.

Sivea understands Marlane's concern.

SIVEA

(reassuring)

Don't worry. We've helped you once,
and we're not about to abandon you
now.

There's a moment as Marlane acknowledges that, knowing she can count on Sivea's word. Then, Shalis steps forward, clearly nervous about all this.

SHALIS

What's going on here, Marlane? Just
how many people are part of this
resistance?

Marlane gestures at the five other villagers.

MARLANE

I'm afraid for now -- this is it.

SHALIS

(outraged)

And you actually think you can fight
off the Draque with such low numbers?!

MARLANE

(with a slight edge;
re: Horizon)

With their help, we'll stand a chance.

SHALIS

It's madness! Have you seen their
weapons? By trying to resist them,
they'll just end up coming down on
everyone -- not only your followers.

DANIEL

(calming)

Shalis...

Shalis catches himself. We realize that he's just truly concerned about his people.

SHALIS

Forgive me, I'm... I am a little
overwhelmed by this.

DANIEL

(understanding)

Well, like Sivea said... you can
count on our help.

DAVID

(urgent)

But we need to hurry up and get to
the gate now if we're gonna send for
reinforcements.

CHRISTINE

What are we gonna do about the Colonel
and Tom?

SIVEA

Assuming they've been taken to a ship in orbit, there's nothing we can do from here. But once Horizon knows what's going on, they'll be able to send the Bellerophon.

They nod their acknowledgment. But just then --

ON MARLANE

who's been carefully glancing out the window, from behind the curtain. She reacts to something that's concerning her:

MARLANE

I think our trip to the Mel'var just got a little more complicated.

They turn to face what she's seeing --

ANGLE OUT THE WINDOW

to reveal a LARGER NUMBER of Draque soldiers that are now beginning to gather on the main road. The Draque are conveying a sense of urgency this time -- it's clear that something's up.

DAVID

(grim)

I'm willing to bet they know we're not in jail anymore.

And off that...

CUT TO:

INT. DRAQUE MARAUDER - COMMAND CENTER

Korvek has a dark stare in his eyes, as he stands in the center of the bridge. Trelnak is at a nearby console, keeping his eyes on the readouts for a moment. ADDITIONAL DRAQUE man the other stations. We can see that KORVEK'S INSIGNIA (the one on these particular Draque uniforms) has been added to the walls all around the bridge, setting this Draque bridge apart from the ones we're familiar with.

Trelnak looks up from his console:

TRELNAK

It has been confirmed, Overlord. The prisoners have escaped. Two of our soldiers have been found dead.

Korvek remains calm, but it's clear that he is filled with anger.

KORVEK

How is that possible?

TRELNAK

They must have had help from someone in the village. One of the soldiers was killed with a primitive weapon.

Korvek considers, taking an air of calm ruthlessness.

KORVEK

Have some of the villagers taken out of their homes immediately. I want them rounded up and publicly executed.

Trelnak nods.

TRELNAK

Yes, Overlord.

As Trelnak works his controls, conveying the orders to their ground forces, Korvek smiles with cold satisfaction.

KORVEK

They will not sit back and allow that to happen. It will draw them out, and allow us to re-capture them.

INT. VILLAGE SHOP - NIGHT

As before. Shalis is shaking his head. Everyone's whispering, as to not alert the gathering Draque outside.

SHALIS

We must surrender... it's the only wise thing we can do.

MARLANE

That's not an option.

SHALIS

And what would you suggest? We obviously cannot make it to the Mel'var like this.

There's a beat. At least when it comes to that last notion, Shalis does have a point.

SIVEA

Let's wait for a little while longer. Right now they have no idea where we are.

CHRISTINE (O.S.)

Something's happening out there.

They carefully join Christine and Daniel, who are both at the window, behind the curtain. From here they have a clear view onto the main road.

ANGLE OUT THE WINDOW

Draque soldiers are DRAGGING villagers out of their homes, both men and women of all ages. All of them have a look of fear in their eyes.

RESUME

as they realize what's happening.

DAVID

I don't think they're even looking for us.

CHRISTINE

They're gonna execute them.

ANGLE OUT THE WINDOW

Twenty villagers are being LINED UP on the main road. Several Draque patrols are positioning themselves in front of them, ready to shoot them.

BACK ON OUR PEOPLE

DANIEL

(worried)

Well, obviously, we can't let that happen.

Shalis speaks insistently.

SHALIS

Perhaps now you can see what I was talking about.

(to Marlane)

If those people die, it will have been because of you.

Off this tense moment...

INT. DRAQUE MARAUDER - COMMAND CENTER

Trelnak comes up beside Korvek.

TRELNAK

Twenty villagers have been selected, Overlord.

KORVEK

The prisoners?

TRELNAK

There is no sign of them yet.

A tense beat.

KORVEK

Execute the villagers.

TRELNAK

(hesitant)

Overlord... I believe that we should not rush things.

Korvek glares at Trelnak.

TRELNAK (CONT'D)

(off Korvek's glare)

Perhaps we should give the prisoners time to see what is happening. I am certain they will surrender themselves.

Korvek steps a little closer, as he speaks calmly but firmly:

KORVEK

Do I need to remind you, Trelnak, that we have an entire village full of humans down there?! If we kill twenty of them now... what difference does it make?

Trelnak considers briefly. He nods.

TRELNAK

I agree.

KORVEK

(pleased)

Good. Then, proceed.

TRELNAK

Yes, Overlord.

As Trelnak heads back to his console...

INT. VILLAGE STORE - NIGHT

As before.

SHALIS

We cannot just watch them murder our people.

CHRISTINE

He's right.

DAVID

If they capture us now, you can bet that they won't give us another chance to escape.

(hates to say it)

This might be our only opportunity here.

Sivea realizes what David is saying -- just perhaps a few will have to die for them to save many.

But Marlane shakes her head.

MARLANE

No, I'm not willing to make that kind of sacrifice.

Sivea agrees with Marlane.

SIVEA

(to David)

Neither am I.

But just then, Daniel considers an idea:

DANIEL

Maybe there's another way out of this...

SIVEA

What are you talking about?

Daniel looks at Marlane and her followers.

DANIEL

Well, there's no need for them to know about the resistance. It's us they're after.

They realize what he's getting at.

CHRISTINE

We split up...

DANIEL

Exactly. That way some of us still have a chance to make it to the gate and send for reinforcements.

Sivea considers briefly. Then makes her decision.

SIVEA

That sounds like a plan.

(to David and Christine)

We turn ourselves in and tell them we got separated.

(to Daniel and Marlane)

And you do what you can to make sure they don't find you. We'll be counting on you.

Daniel and Sivea exchange a nod.

DANIEL

You got it.

And then --

DAVID

(glancing out the window, urgently)

Well, if we're gonna do this, we need to do it now.

EXT. VILLAGE MAIN ROAD - NIGHT

CLOSE ON the lined up villagers. We see an almost equal mix of men and women, a couple of them are clearly under eighteen. They all realize they're about to die, as some of them hold onto each other.

PULL BACK to include a Draque firing squad, consisting of six soldiers. The DRAQUE EXECUTIONER, who's standing nearby, has just received the order from their ship. He puts his communicator away, and turns to the firing squad:

DRAQUE EXECUTIONER

Take aim!

The firing squad aim their wrist-weapons, ready to fire once the command is given, when:

SIVEA (O.S.)

Wait!

The Draque turn to see --

SIVEA, DAVID AND CHRISTINE

as they step out of the shadows, emerging from a side street. All three of them have their hands raised, as they carefully step forward.

SIVEA (CONT'D)
 (to the executioner)
 You were looking for us... now you've
 found us.
 (re: lined up villagers)
 There's no more need for you to kill
 them.

DRAQUE EXECUTIONER
 Drop your weapons!

They hold a tense beat. Sivea gives David and Christine a
 nod, and reluctantly, they do drop their weapons.

INT. DRAQUE MARAUDER - COMMAND CENTER

Korvek and Trelnak are awaiting word from the surface. After
 a beat:

DRAQUE EXECUTIONER
 (on com)
 Three of the prisoners have
 surrendered! There's no sight of
 the fourth one -- they claim they
 were separated after they escaped.

Trelnak isn't too worried about that.

TRELNAK
 (to Korvek)
 We can have the gate guarded to ensure
 he cannot leave the planet.

Korvek considers for a moment, as Trelnak continues:

TRELNAK (CONT'D)
 (in com)
 Release the villagers.

However --

KORVEK
 Wait!

INTERCUT WITH:

EXT. VILLAGE MAIN ROAD - NIGHT

Sivea, David and Christine have been taken into custody, as
 Korvek's voice is heard on the executioner's com:

KORVEK
 (on com)
 Execute the villagers anyway!

Sivea, Christine and David exchange looks of surprise and
 concern. Sivea turns to the executioner:

SIVEA
 (firm)
 We've turned ourselves in. There's
 no need to do this.

INT. DRAQUE MARAUDER - COMMAND CENTER

A tense beat passes, as it all comes down to Korvek's final word. Trelnak speaks quietly:

TRELNAK

She is right, Overlord. There is no need to execute them.

But Korvek has already made his decision.

KORVEK

It is time for us to once and for all set an example.
(a beat, in com)
Proceed.

Off Trelnak's surprised reaction...

INT. VILLAGE STORE - NIGHT

CLOSE ON Daniel, looking out the window, realizing...

DANIEL

They're not letting them go.

EXT. VILLAGE MAIN ROAD - NIGHT

The firing squad aim their wrist weapons again:

DRAQUE EXECUTIONER

Fire!

The lined up villagers are just out of our view, when --

THE FIRING SQUAD

opens fire. We see MANY RAPID FIRE BLASTS, shooting straight towards the innocent villagers. The Draque continue firing for several seconds, showing no mercy, until...

DRAQUE EXECUTIONER (CONT'D)

(over the sound of
the weapons fire)

Cease fire!

They stop firing.

All is silent now. Smoke is in the air.

ON REACTIONS

Christine is most expressive, horrified but what she is seeing. Sivea is shocked, while David looks as if he can't believe what just happened.

INT. VILLAGE STORE - NIGHT

We find similar reactions from Daniel, Marlane, Shalis and the other resistance members. Even Shalis is too shocked now to speak up or protest.

Daniel lowers his head sorrowfully.

INT. DRAQUE MARAUDER - COMMAND CENTER

Trelnak and Korvek are awaiting word, when:

DRAQUE EXECUTIONER

(on com)

The villagers have been executed.

KORVEK

Well done.

(a beat)

Ensure that the prisoners do not escape this time, and find the one that is still missing.

DRAQUE EXECUTIONER

(on com)

Yes, Overlord.

Korvek turns to Trelnak, who's just staring at him.

KORVEK

Why don't you go and see if Doctor Galloway is making any progress?

CLOSE ON TRELNAK

as he tries not to show his anger. He forces himself to be silent and obey his orders. But his eyes reveal to us that he is furious about what's just happened.

He bows slightly, and then EXITS.

HOLD ON KORVEK

as he watches Trelnak leave. We can see a thoughtful expression on Korvek's face; just perhaps he's caught on to Trelnak's disapproving reaction. Then...

INT. DRAQUE MARAUDER - MAKE-SHIFT LABORATORY

Tom is at work on a console, examining a couple of BEAKERS, filled with some kind of green substance that he's extracted from the plants on the table, when Trelnak ENTERS. Trelnak has just left the bridge, so he's still seething with anger.

TRELNAK

(demands)

What is your progress?

TOM

I actually think we might be getting somewhere here.

Tom notices Trelnak's angry manner, as he goes on:

TOM (CONT'D)

Suffice to say, it would be easier if I had access to our database on Horizon to look at the research we did on this a couple of years ago.

If Trelnak has been listening to Tom, it's barely noticeable. The Draque's mind is clearly elsewhere.

TOM (CONT'D)

(off reaction)

What happened?

Trelnak takes a long beat to consider whether or not to answer the question. He starts pacing slightly.

TRELNAK

I nearly found myself... questioning Korvek's orders...

Tom can read off the Draque's manner.

TOM

I take it, that's not the first time that happened...

Trelnak shoots him a look.

TRELNAK

He is my superior. It matters not if I agree with him. I am to follow his lead.

Tom shakes his head.

TOM

You know that's not true. If you feel that your people could benefit under another leader, it's your duty to stand up to him.

TRELNAK

The codex of loyalty teaches us that a Draque soldier is not to question his superior -- under no circumstance.

TOM

If I remember correctly, the "codex of loyalty" refers to the Draque's forced loyalty to the Sentinels.

(a beat)

But that's over now. You have your own free will, and you have the right to an opinion.

TRELNAK

(furious)

Enough! I have not come here to discuss this with you.

But Tom's not backing down.

TOM

(firm)

You told me you once admired Sivok. Well, Sivok stood up to his superior during the battle at Ultera.

Trelnak glares at Tom. This is news to him.

TOM (CONT'D)

He made a choice -- because he saw that his superior was misguided.

TRELNAK

(hard)

Why should I believe you?

TOM

(hard)

Because it's the truth! Trust me, I know a little something about honor -- I spent a year of my life living with a group of Jaffa. If you know that Korvek's vision is misguided, it's your duty to take it up with him.

(softer)

It would be the honorable thing to do.

But suddenly, Trelnak is overcome by his rage. Before Tom knows what hit him, Trelnak GRABS him by the THROAT, and PRESSES him against the nearest wall. Some of the beakers on the table fall to the ground and BREAK.

TRELNAK

(angry)

You have no right to speak such words! If you understood the way of the Draque, you'd know that we must always follow the codex of loyalty!

TOM

(struggles to speak)

Not...not anymore, you don't...

(he tries to free himself from Trelnak's grip, but it's useless)

Sivok's people don't follow a codex of loyalty...they follow a codex of honor...So do you have a sense of honor...or are you just a mindless servant...?

These words have an impact on Trelnak. He keeps HOLDING Tom by the throat for a long beat. He's clearly torn. But finally, he RELEASES Tom, who sinks to the ground, needing a moment to catch his breath.

Trelnak has calmed himself. He takes a moment to gather his thoughts, and we realize he's seriously considering Tom's words at this point.

TRELNAK

Even if I... even if I were to remove Korvek, not all of his troops would follow me. They would brand me as a traitor...

TOM

(catching his breath)

That might be true...

Tom gets back on his feet.

TOM (CONT'D)

But what's more important to you? Doing what you know is right? Or sitting back and doing nothing to ensure your safety?

Trelnak considers those words, starting to feel a desire to live up to the challenge.

The Draque paces for a moment, trying to decide. Then, he looks at Tom.

TRELNAK

What do you hope to get out of this?

TOM

Our freedom... that you leave this planet, and stop oppressing those villagers.

TRELNAK

What about the enzyme?

TOM

I'll manufacture it... for both you and Sivok's army. You have my word.

Trelnak regards Tom for a long beat.

TRELNAK

If you truly understand honor the way you say you do... your word is all I need.

He holds another beat to consider.

TRELNAK (CONT'D)

And you have mine -- Doctor Galloway.

Tom acknowledges that.

TOM

Then I say we put together a plan quickly.

And as they exchange a nod of agreement, we...

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

EXT. VILLAGE MAIN ROAD - NEXT MORNING

The main road is once again empty, save some Draque soldiers on patrol. The sun can now be seen rising in the background.

INT. VILLAGE PRISON - CELL - NEXT MORNING

Sivea, David and Christine are back in the cell. This time, however, their hands are TIED behind their backs. All three of them are sitting on the floor in silence, still shaken from what they witnessed the previous night.

CHRISTINE

(somewhat solemn)

Well, I guess you were right, David...

(off his look)

Escaping's gonna be a lot harder the second time around.

David nods slightly. He's a little frustrated by what's happened.

DAVID

We should have seen it coming -- turning ourselves in didn't help anyone.

CHRISTINE

There was no way to know that they'd kill them anyway.

A moment as that hangs in the air. Sivea considers grimly.

SIVEA

It was a message to the rest of the village.

DAVID

Help the humans, and we'll take it out on the innocent. Great philosophy.

And then... they all look up as they HEAR the sound of the main door UNLOCKING again. After a moment, a Draque soldier we haven't seen yet (DRAQUE SOLDIER #3), walks up to their cell.

DAVID (CONT'D)

(dry)

Checking to see if we're still here?

DRAQUE SOLDIER #3

I have come to inform you that Overlord Korvek has ordered your deaths.

There's a moment as our team take the news in.

DRAQUE SOLDIER #3 (CONT'D)

Your executions have been scheduled for this afternoon.

And the Draque soldier marches off again. We hold on Sivea, David and Christine for a moment, as they realize that they're running out of time.

CHRISTINE

(grim)

It always finds a way to get just a little worse, doesn't it?

Off this moment, we go to...

EXT. SPACE - THE DRAQUE MARAUDER

As before, orbiting the planet.

INT. DRAQUE MARAUDER - HOLDING CELL

Tom is back in the holding cell with Grant. The two are in the midst of discussing Tom's arrangement with Trelnak. Grant seems a little dubious regarding this.

GRANT

What makes you think we can trust Trelnak to keep his word? How do you know this isn't some kind of trap? That he hasn't set this up with Korvek.

Tom considers his answer.

TOM

I've been thinking about that... and the truth is -- I don't know that for sure.

Beat.

GRANT

Well, to be honest with you, Tom... I'm not sure if that's good enough.

TOM

The way I see it... it's the only option we have.

But the Colonel shakes his head.

GRANT

There's gotta be another way out.

Grant paces for a moment. He's frustrated with being locked up in here.

GRANT (CONT'D)

If we could get out of this damned cell, we could find a way to get down the planet. Once we reach the Stargate, we can dial Horizon.

TOM

The chances of that happening are slim.

GRANT

But not impossible.

Beat. Tom knows the Colonel has a point. But he's still convinced that his plan can work. And he even seems a little offended, having hoped that Grant would have a greater trust in his skills of assessing the situation.

TOM

Colonel, I wouldn't be suggesting this if I didn't believe it could work.

GRANT

And I don't doubt that. But the thing is, this isn't just about you and me. For all we know, this could be a set-up. A means for giving those Draque a reason to kill our people on the surface.

TOM

(insistent)

I don't think they'd really need a reason for that.

GRANT

(hard)

The point is, I'm not willing to trust Trelnak.

TOM

(hard)

I'm not asking you to trust Trelnak...

(softer)

I'm asking you to trust me.

A moment as that hangs in the air. Then --

NEW ANGLE

The door to the room outside the cell slides open, and Trelnak ENTERS. He waits until the door slides closed behind him, as he steps before the cell.

TRELNAK

I take it you've had time to discuss matters?

Grant and Tom exchange a look.

TOM

Actually, we're... still working on it.

Trelnak regards Grant for a moment. They hold a beat, as they look into each other's eyes.

TRELNAK

(calmly)

You do not trust me.

GRANT

(blunt)

As far as I'm concerned, trust is earned.

TRELNAK

I agree.

Trelnak doesn't dwell on this subject.

TRELNAK (CONT'D)
Unfortunately, matters have become
more complicated.

TOM
What are you talking about?

TRELNAK
Last night your people on the surface
attempted escape.

GRANT
(worried)
Are they all right?

TRELNAK
Three of them were re-captured soon
after breaking out of the prison
facility -- most likely with the
help of other villagers.
(a beat)
Korvek has ordered their execution
to send a message throughout the
village. Let the villagers know
that those who'd defy the Draque,
will be punished. They will die
this afternoon.

TOM
(urgently)
Not if we can help it.

TRELNAK
I do not see how that would be
possible.

TOM
(with an edge)
I thought we'd talked about this.

TRELNAK
Matters cannot be rushed. We must
plan our next step carefully.

GRANT
(pointedly)
Then obviously we need to do that
fast.

Trelnak considers briefly, his expression once again
thoughtful. Finally, he turns to Tom.

TRELNAK
We need to return to the laboratory.
Or else Korvek will grow suspicious.

TOM
(insistent)
What about our people, Trelnak?

TRELNAK
(hard)
Now is not the time for explanations.
(MORE)

TRELNAK (CONT'D)

You can either trust me... or let
your people die.

Grant and Tom aren't sure what to make of this, but it seems that Trelnak has some kind of plan.

GRANT

(sarcastic)

So far he seems really trustworthy.

And we go to...

EXT. LANDSCAPE - DAY

Daniel, Marlane and Shalis along with the five other villagers are making their way over rocky terrain. They are all alert and moving cautiously. Marlane and Daniel are armed with Draque Wrist-weapons; the others are carrying one of the arrow weapons each.

Daniel is walking next to Shalis. He studies him for a few moments, knowing he's still very fearful.

DANIEL

Don't worry... I know things seem
kind of hopeless right now, but I've
seen situations like this before.

SHALIS

You mean on your own world?

DANIEL

Fortunately, we've been kinda lucky
with regards to that. No. But let's
just say I've been around the block
a couple of times. And the one thing
I've found is that all oppressors
have something in common...

(off Shalis' look)

The only way to get them to stop, is
to stand your ground.

Shalis nods slightly. But truth is, he doesn't have the necessary confidence.

SHALIS

(quietly)

I don't know if I can do that...

Marlane, who's been overhearing their conversation, regards Shalis for a moment. She's a little concerned regarding him. Then:

MARLANE

The Mel'var is not far now.

With great caution they approach --

A LEDGE

They all have their weapons trained, expecting trouble, as they move up the ledge, taking cover behind some ROCKS. As they do so, the CAMERA RISES BEHIND THEM, as we --

REVEAL THE STARGATE SITE

There's a STRONG DRAQUE PRESENCE around the gate. Draque soldiers are spaced out, patrolling the area in each direction surrounding the Stargate, with two stationed beside the D.H.D.

ON REACTIONS

It's clear immediately that they're heavily outnumbered.

DANIEL

(under his breath)

And here I was thinking this was gonna be hard.

They consider their options for a moment.

MARLANE

We can still try and access the Mel'var.

Daniel agrees.

DANIEL

Our position does give us a tactical advantage.

(considers)

If we take them quickly, by surprise, grab some more weapons... we can make it to the D.H.D. As soon as we the gate's open, I'll transmit my I.D.C.

They acknowledge. However, Shalis is the one to shake his head. He's panicking.

SHALIS

No... this is suicide.

MARLANE

(decisive)

You must be strong, Shalis. For our people.

SHALIS

We can't help our people once we're dead!

MARLANE

Shalis --

SHALIS

No!

Shalis moves back, and unintentionally leaves his cover very slightly.

DANIEL

Get down!

Shalis does quickly get down again.

SHALIS

If we surrender now, we have a chance of surviving.

ON THE DRAQUE SURROUNDING THE GATE

Some of them exchange a look, glancing up at the ledge. It seems they may have spotted something.

RESUME

as Daniel is once again trying to calm Shalis.

DANIEL

All right, you stay where you are.
Once we make it to the D.H.D., we'll
give you a signal, so that you can
follow us. Do you think you can do
that?

A moment as Shalis tries to pull himself together. But then --

ON MARLANE

reacting to the Draque.

MARLANE

I think they've already spotted us.

DANIEL

glances down onto the Stargate site.

DANIEL'S P.O.V.

Some of the Draque are starting to advance on their location.

RESUME

as Daniel knows their chances of making it to the gate have just gone down.

DANIEL

Oh, crap...

MARLANE

(urgently)
What do we do?

As Daniel considers...

BACK ON THE DRAQUE

as they continue advancing forward. One of them is now using a SCANNING DEVICE, and we can tell that he's picking up Daniel and the others. He looks up from the scanner, and gives his companions a nod.

The Draque train their wrist weapons on the ledge, when suddenly --

WEAPONS FIRE

Daniel, Marlane and the others are ATTACKING. Two Draque are taken out by wrist weapon blasts, while a few others are hit by the arrow weapons.

THE DRAQUE

take cover behind nearby rocks, as they RETURN FIRE.

ON DANIEL AND MARLANE

They're the only two to have wrist weapons, and they keep firing continuous blasts.

VARIOUS ANGLES

as the shootout continues for a few moments. Then --

ON A COUPLE OF DRAQUE

as they exchange nods, and then leave their cover as they SHROUD.

ON DANIEL

as he realizes what the Draque are doing.

DANIEL

(worried)

I think we've just lost our
advantage...

They continue defending themselves for a few more moments.

Suddenly --

ON SHALIS

reacting with fear, as...

SEVERAL DRAQUE UN-SHROUD behind our people.

Shalis -- in panic -- quickly rises to his feet:

SHALIS

We surrender!

And the Draque brutally SHOOT and kill Shalis.

ON MARLANE

as she reacts by impulse, trying to take out one of the Draque. But before she knows it, she too takes a HIT by a Draque wrist weapon. She's blasted backward, and she's already dead by the time she hits the ground.

ON DANIEL

as he looks down at Marlane's dead body, and then glances back at the Draque, knowing he has no alternative but to surrender.

He lowers his weapon, and tosses it on the ground.

And off this moment of predicament, we...

FADE OUT.

END OF ACT FOUR

ACT FIVE

FADE IN:

INT. DRAQUE MARAUDER - MAKE-SHIFT LABORATORY

A frustrated Tom is pacing around the laboratory, no longer paying attention to what he's been working on in here. After just a moment, the door opens and Trelnak ENTERS.

TOM

(hard)

I wanna know what the hell is going on here.

Trelnak replies calmly. He seems to have matters under control.

TRELNAK

I am to take you and Colonel Grant to witness the executions.

Tom steps closer, demanding.

TOM

I do assume you have some kind of plan?!

(a beat)

What are you doing?

TRELNAK

If I had challenged Korvek earlier, he would have still have had enough time to give the order and have your people killed.

A moment as Tom realizes Trelnak's reasoning.

TRELNAK (CONT'D)

Once we are on the surface... you will be able to ensure that your people survive.

(a beat)

And I will challenge Korvek in front of the troops.

Tom considers this a moment. He looks at Trelnak, trying to reassure himself that the Draque is not going to betray him.

TOM

I would appreciate it if you would have let me in on this a little sooner.

TRELNAK

(simply)

There was no time.

(a beat)

I am under orders to restrain you.

Trelnak produces a ROPE. Tom again regards the Draque before him for a moment, again trying to decide whether or not he's being sincere. After a beat, Tom nods, and Trelnak begins TYING Tom's hands...

CUT TO:

EXT. VILLAGE MAIN ROAD - DAY

A CROWD OF VILLAGERS have gathered here. Clearly they're not here on their own free will; much rather are they being forced, as we find armed DRAQUE PATROLS swarming the area, keeping a close eye on them.

A SMALL METALLIC STAGE has been set up in the center of the crowds. And we find six Draque on the stage (the firing squad from earlier), as well as the Draque Executioner. The crowd is subdued, aware of what's about to happen here. The people who represented their only hope for liberation are about to be executed before their very eyes.

NEW ANGLE

to reveal Sivea, Christine and David, as they're being led to the stage by the Draque. Their hands are still tied, and there's not much that they could do.

SIVEA

(to David and Chris)

Well, if you two had any ideas...
feel free to let me know.

But it's clear that they don't have any ideas. They're lined up on the stage for being shot, when --

DANIEL (O.S.)

Guys.

They turn to see --

DANIEL AND THE SURVIVING RESISTANCE MEMBERS

as they're also being led up to the stage by a couple of Draque. Suffice to say, this isn't the reunion that they were expecting.

DAVID

(to Daniel)

I take it things didn't go so well?

DANIEL

(wry)

No. No, not really.

And as they're all standing in one line, with the firing squad taking position, the Draque Executioner steps forward, speaking to the crowds:

DRAQUE EXECUTIONER

You will bow before the Overlord!

A moment as the crowd hesitate. But then, the Draque Executioner FIRES a couple of shots in the air. This frightens the people, and they do quickly get down and BOW.

The Draque Executioner watches with satisfaction, as he speaks into his communicator.

DRAQUE EXECUTIONER (CONT'D)

(in com)

We are ready.

OUR PEOPLE ON THE STAGE

are watching the events before their eyes.

DANIEL

They sure are putting up a show
here...

And then --

NEW ANGLE

as the flash of a Draque transporter is seen, and Grant and Tom MATERIALIZE along with Korvek and Trelnak.

Korvek glances around at the villagers bowing before him. He then wanders over to the firing squad, inspecting his men.

Grant and Tom are both filled with concern, as they find their people lined up to be executed.

TOM

(whispering, to Trelnak)
All right, how are we gonna pull
this off?

Trelnak carefully glances around. Then he speaks with a low and quiet voice, as he gestures at their tied hands.

TRELNAK

I have ensured that your bonds will
come apart easily. I am certain
that Korvek will try and go through
with the executions -- despite my
challenge. Choose your moment, grab
a weapon from a guard and kill them
quickly.

GRANT

Then what?

TRELNAK

Stay alive.

Grant and Tom nod their acknowledgment, when --

ANGLE ON KORVEK

as he walks along the line of prisoners. He speaks to them as well as the gathered villagers:

KORVEK

We asked only for your service, and
while you cooperated we treated you
fairly.

SIVEA

I'm not sure if I'd consider that
"fairly."

KORVEK

It matters little now. It seems
some of you believe you are greater
than the Draque, daring to attack
us.

ON GRANT AND TOM

as they start to carefully loosen their bindings. Trelnak is glancing around the location, observing.

KORVEK (O.S.) (CONT'D)
This is a lesson to you, a symbol of
Draque might. We are superior to
all of these weak humans.

ON KORVEK

speaking mainly to the villagers now.

KORVEK (O.S.) (CONT'D)
Today you will see that I will not
tolerate disrespect from inferior
beings.

ON TRELNAK

as he takes a final glance around, then... his eyes are fixed on Korvek... he holds a long beat, preparing himself for what he's about to do. Then --

Trelnak steps forward:

TRELNAK
Hold!

The crowds, the Draque, as well as our people on the stage react with surprise...

Korvek glances at Trelnak with disapproval, as Trelnak steps closer towards him. He speaks up loud and firm, ensuring that everyone can hear him.

TRELNAK (CONT'D)
This has gone on long enough!

KORVEK
(eyes narrowing)
What is this...?

Tension is high, as everyone's waiting to see where this will lead.

TRELNAK
I am challenging you... Overlord.

The Draque soldiers all exchange glances at this; this is something they've never experienced before.

ON GRANT AND TOM

as they exchange a quick nod, prepared for intervening.

THE TEAM ON THE STAGE

exchange urgent glances. They realize that this might be their only opportunity, now that everyone's attention is on Trelnak and Korvek.

RESUME ON TRELNAK AND KORVEK

Korvek regards his second in command for a moment. And then, he just LAUGHS for a moment, not surprised.

KORVEK

I must admit, I have suspected something like this for a while now... especially after you questioned my orders on the bridge.

Trelnak is standing his ground, firmly.

TRELNAK

(re: himself and the other soldiers)

We all believe in the strength and the superiority of the Draque. But strength and superiority... do not go hand in hand with oppression.

Suddenly, Korvek is no longer amused.

KORVEK

How dare you question me?

TRELNAK

If the Draque are to survive as the strong race that we are... we must fight for our freedom -- not oppress lower humans. I believe you are shortsighted, Overlord. You are more concerned with your own lust for power, than you are with ensuring that you will lead us to glory.

(a beat)

I ask that you accept my challenge. No wrist weapons... just you and me.

There's a long beat as Trelnak's words definitely have an impact on the Draque soldiers... but it's unclear what this impact is.

KORVEK

If you wish to have a fight... you may have it.

(a tense beat)

But first -- the prisoners will be executed.

ON REACTIONS

as Grant and Tom realize they will need to take action.

CHRISTINE

I knew there was some kind of catch...

ON KORVEK

as he gives the order to the firing squad.

KORVEK

Take aim!

A long, tense beat, as:

THE FIRING SQUAD

takes aim.

TRELNAK

exchanges a brief glance with Tom.

THE CROWD

is growing uneasy.

GRANT AND TOM

exchange a final nod. And then:

CLOSE ON THEIR HANDS

as they loosen their bindings, and:

GRANT

Now!

THEY ATTACK NEARBY DRAQUE SOLDIERS

And suddenly COMMOTION begins spreading throughout the crowds.

THE TEAM ON THE STAGE

use this brief moment, and --

SIVEA

Take cover!

They JUMP off the stage, taking cover behind it. The firing squad turns to face them again, opening fire, when --

KORVEK

reacts with surprise, not having seen this coming.

TRELNAK ATTACKS KORVEK

He gives his superior a HARD BLOW. Then, gives him a confident stare:

TRELNAK

(to Korvek)

Your leadership is flawed -- Overlord.

An angry shadow is seen in Korvek's reptilian features, as he accepts the challenge.

KORVEK

As you wish.

Korvek pulls a DAGGER from his belt, and ATTACKS Trelnak. But Trelnak pulls his own dagger, fighting off Korvek's blows.

CLOSE ON TOM

as he's wrestling with one of the Draque, trying to take his weapon. After a few moments, the warrior emerges in Tom, as he manages to give the Draque several STRAIGHT PUNCHES, taking him out.

Tom GRABS the Draque's wrist weapon, and aims at the firing squad.

TOM
(yelling to the crowd
while shooting)
Get out of here -- find somewhere to
take cover!

Members of the firing squad TAKE HITS, and fire back at Tom, who quickly takes cover behind a nearby CONTAINER.

CLOSE ON GRANT

as he's also fighting one of the Draque. The Colonel gives the Draque some PUNCHES, and finally takes him out, also GRABBING his weapon.

Then:

While Korvek and Trelnak are engaged in a FIGHT, our focus goes to --

THE FIRING SQUAD

as several of them take hits. The other Draque soldiers are merely keeping an eye on the crowd and watching the battle between Korvek and Trelnak, perhaps already starting to sympathize with Trelnak.

THE DRAQUE EXECUTIONER

is covered at the side of the stage, when he too takes a fatal HIT. He's blasted backward, not too far off from --

SIVEA

who's covered behind the stage with David, Christine, Daniel and the surviving rebels. David calls over to her:

DAVID
Sivea. The dagger.

He gestures at --

THE EXECUTIONER'S DAGGER

still sticking in his belt.

SIVEA

nods, as she quickly but carefully makes her way over to the fallen Draque executioner. She takes his DAGGER, and begins CUTTING through the rope that has tied her hands.

As she frees herself, she SLIDES the dagger over to the others, so that they can do the same.

And then --

CLOSE ON TOM

as he fires another shot, taking out the last of the firing squad. And then, everyone's attention moves to --

TRELNAK AND KORVEK

It's a battle fought with daggers, and the two have now moved to the center of everyone's attention.

ON OUR TEAM

as Grant and Tom join the others behind the stage.

DANIEL
(to Grant and Tom)
Good to see you guys.

GRANT
You too.

David and Tom acknowledge each other:

DAVID
(to Tom)
Been busy?

TOM
A little... You?

DAVID
Oh, you know how it is.

TOM
Of course I do.

Then, their attention is on --

KORVEK AND TRELNAK

as the two Draque are still fighting each other. Finally, Korvek LUNGES at Trelnak, KNOCKING him to the ground. Trelnak loses his dagger.

ON OUR TEAM

as they watch the fight. Tom's expression is growing concerned.

BACK ON TRELNAK AND KORVEK

Korvek is just about to give Trelnak the death blow, when Trelnak rolls over, and avoids the dagger.

Korvek stumbles, but keeps his balance. The moment is enough to allow Trelnak to GET UP. Korvek SWIPES again with the blade, but in a very impressive move, Trelnak BLOCKS, brutally twisting Korvek's wrist. We HEAR a SNAP as the wrist breaks.

Korvek CRIES out as Trelnak now grabs Korvek's dagger and PLUNGES it into the side of Korvek's NECK.

ON REACTIONS

the Draque soldier's reactions are unreadable, and our team exchange glances.

RESUME

Korvek staggers back, the dagger sticking in his neck. Trelnak watches him victoriously, feeling the adrenaline pumping through his body.

TRELNAK
You have been defeated, Overlord!

But Korvek glances around for a moment, still keeping himself on his feet. He then gives Trelnak a hard stare.

KORVEK

(difficult)

You will... not... be... victorious...

He raises his wrist weapon, and despite of going against the rules of this challenge, intends to just shoot Trelnak. However, just as he's got the weapon trained on Trelnak... Korvek slumps to the ground, dead.

Suddenly, everything is silent. Trelnak steps forward, glances at the body of his former overlord. Then he looks up, stares at the Draque troops before him. There's a moment of uncertainty. Our people are watching, waiting to see where this will lead.

And finally --

ANGLE ON A SINGLE DRAQUE SOLDIER

as he makes a decision, and steps forward. He's accepting Trelnak as their new leader.

LOYAL DRAQUE SOLDIER

(shouting)

Trelnak!!

(beginning to chant)

Trelnak!! Trelnak!! Trelnak!!

MORE DRAQUE SOLDIERS

exchange glances, and then decide to follow the first one.

MORE DRAQUE

(chanting)

Trelnak!! Trelnak!! Trelnak!!

ON OUR TEAM

as they look around at what is happening.

TOM

Looks like this is working...

And finally --

ALL OF THE DRAQUE

step out of the crowds, and stand before their new leader.

ALL DRAQUE

Trelnak!! Trelnak!! Trelnak!!

THE CROWD OF VILLAGERS

are clearly overwhelmed by this, but they realize that this seems to be a good sign.

ON GRANT

as he turns to Tom, and gives him a nod.

Tom acknowledges, relieved that it worked. And we can see that Grant is proud of him.

WIDE ANGLE

as the Trelnak takes in the Draque around him, assuming his place as their new leader.

ALL DRAQUE (CONT'D)
Trelnak!! Trelnak!! Trelnak!!

And off that image, we...

CUT TO:

EXT. SPACE - HORIZON

We see an establishing shot of the great space station. The Bellerophon is docked at one of the tower-like ramps, as the twin suns shine brightly in the background.

INT. COMMANDER'S OFFICE

CALLEN is sitting at his desk, looking over a list on a note pad. CHUCK is standing in front of the desk, waiting eagerly for Callen's reaction. After a moment, the Commander looks up.

CALLEN
I have to say... I'm a little surprised you'd need this much storage space.

CHUCK
Well, after all, I'm specializing myself in about a dozen different culinary areas, from not one but two planets.
(with pride)
I've gotten some pretty good reviews on my Vorian Riga'tei. Now, I sure realize it's a lot of storage space, but I do have a lot of stomachs to make happy around here, boss.

Callen considers. Then, he smiles.

CALLEN
I don't see a problem with that. In fact, I appreciate all the effort you're putting into this.

CHUCK
(smiles)
Always happy to serve.
(an epiphany)
As a matter of fact, as a special thanks for all your support, I'd be happy to prepare a special four star dinner -- just for you.
(adding)
And maybe someone special you'd want to bring along for a nice, romantic night at Chuck's.
(already knowing the answer)
I assume you like your Riga'tei spicy?

Callen's just about to reply, when --

VORIAN TECHNICIAN

(on com)

We have an incoming wormhole. It's
Colonel Grant's team.

Callen taps his intercom.

CALLEN

I'm on my way.

(to Chuck)

I'll have to get back to you on that.

And as Callen EXITS...

CHUCK

(smiles)

You know where to find me.

And we go to...

INT. CONTROL ROOM

The VORIAN TECHNICIAN is sitting at his console, as Callen ENTERS and joins him. In the gate room, the Stargate is active, and we can see the blue shimmer from the gate illuminating the room.

VORIAN TECHNICIAN

We're receiving a radio signal.

Callen acknowledges.

CALLEN

(in com)

Colonel. I take it you've enjoyed
the festivities.

GRANT'S RADIO VOICE

Actually, Commander... things turned
out a little different from what we
were expecting.

And as Callen reacts curiously to that...

EXT. SPACE - HORIZON

Re-establishing the space station, this time focusing on the
main deck area above the docking platform.

INT. TOM'S LAB

It's late at night, which we can tell by the dim lighting.
We find Tom here, going over some READOUTS on a monitor, but
we can tell that his mind is elsewhere.

Grant ENTERS, not too surprised at finding Tom still here.

GRANT

Tom...

Tom looks up, noticing Grant in the doorway.

TOM

Colonel...

GRANT

Working late?

TOM

Just going over a few results.
(glances at his watch)
I didn't even realize it was this
late.

Grant nods understandingly.

GRANT

I just wanted to let you know...
We've just heard back from Trelnak.

Tom looks up hopefully. This is what's been keeping him
from getting any rest.

TOM

What's the word?

GRANT

He's established himself as the new
commander. He thinks that some of
the troops will still be challenging
him, but he's confident he can handle
them.

(a beat)

Right now we're trying to get a hold
of Sivok.

Tom nods. And after a moment, Grant goes on.

GRANT (CONT'D)

Of course, both I.S.G.C. and the
Vorians have expressed their concerns
about us supplying the Draque with
the enzyme.

TOM

Well, my guess is we can trust Sivok's
not gonna abuse it.

GRANT

Nevertheless, it'll provide the Draque
with a significant tactical advantage.

TOM

An advantage that will be useful
when it comes to fighting Nosah'trah
and his followers... and one day, no
doubt, the Ascendant Empire.

GRANT

I agree. And so does Commander
Callen. But... let's just hope we
won't regret it.

Tom nods his agreement. Grant's just about to head off,
when he pauses. There's something else the Colonel wanted
to address.

GRANT (CONT'D)

Tom... about what happened on the
Draque ship... I don't want you to
think that I don't trust your
judgment.

TOM

(understands)

You're responsible for the lives of those under your command, and you were pretty much cut out of the loop... I can understand that.

GRANT

But still... I know that you're more than capable of handling such a responsibility yourself.

Tom appreciates those words. And Grant considers him thoughtfully for a moment.

GRANT (CONT'D)

Your father would be proud of you.

There's a moment between the two men. Hearing this means a lot to Tom.

TOM

(soft)

Thank you, John.

Grant acknowledges. There's a sense of a bond between the two of them, a bond that both of them value.

GRANT

You should try to get some rest. You deserve it.

They hold another beat. And then, Grant EXITS.

CLOSE ON TOM

as he has a thoughtful expression on his face. But he also looks happy about his relationship with Grant. And as a slight smile forms on his face, we...

FADE OUT.

END OF ACT FIVE

THE END

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And now, make sure to head on over to the GateWorld Episode thread to share your thoughts on tonight's episode!