

STARGATE - DESTINY -

"Unsung Heroes" - DELETED SCENES

EPISODE 1.18

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Josh here, speaking about 118's deleted scenes. For this episode, there were a few. Not many, but a few. They were dropped for various reasons, and it's unfortunate that they were dropped – I think so, anyway (aside from the original teaser, though). Included here is also the original outline for the episode – when the idea for the plot/sequence of things popped into my front and I suggested that to Pash.

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Okay, the original teaser. It was entirely deleted and rewritten because it was not adequate in the slightest, and rather poorly written.

TEASER

INT. DESINTY - BARROWS' OFFICE

...on the cover of an OPEN BOOK. The name of the author, H.G. WELLS, is printed in gold.

We PULL BACK to adjust our view to include GENERAL BARROWS, who is holding the book as he reads.

Suddenly, we hear a KNOCK on the door. Barrows glances up.

BARROWS

Come in.

Barrows puts the book down as the door opens, revealing ORION-2 standing behind it, minus Williams. ANDERSON is standing in front of the other two members, and he steps apprehensively into the room.

BARROWS

Captain?

ANDERSON

(he nods.)

Sir.

(a beat.)

I've been thinking, sir...

Another beat, as Barrows waits for Anderson to continue.

ANDERSON

It's been a rough year, sir.

BARROWS

I'm well aware of that, Captain.

ANDERSON

Well, sir, with New Years coming up next week...

(a tense beat.)

I think I speak for the entire crew of the ship when I say that

we need a party.

Barrows looks at him for a moment. His expression is unreadable, we can't tell whether he agrees or not.

BARROWS

(resolutely)

You're the finest crew I've known. The very fact that you're all here proves your bravery, and after everything we've been through, it would seem as though a New Years party is in order.

Anderson sighs in relief and smiles broadly. Behind him, we can see SORENSON handing over a few dollars to the officer next to him, his expression clearly stating that he just lost a bet.

ANDERSON

Thank you sir!

We can hear a VOICE come over the INTERCOM.

BECK (V.O.)

General Barrows, to the bridge.

We can see a 'what now?' expression play on Barrows' face, as he stands up. Anderson seems concerned, and he follows as Barrows walks out of the room, followed in turn by Sorenson and the other officer.

INT. BRIDGE

as Barrows, Anderson, Sorenson, and Peters enter. Beck stands and turns to face them, Williams is with him. Sorenson and Peters exchange a glance, and whisper quickly to each other.

SORENSON

(quietly)

Twenty bucks says it's Orion-1.

PETERS

(he snorts.)

Pfft. That only happens on Tuesdays. You're on.

BARROWS

What is it?

WILLIAMS

(he sighs.)

Sir, it's Orion-1.

ON BARROWS AND PETERS

at an angle that shows them both, as they bring their hands up to their foreheads.

BARROWS

(disbelief)

Again?

BECK

Yes, sir. They've yet to report back from their mission, sir.

BARROWS

How long ago were they supposed to check in?

BECK

Six hours, sir.

SORENSEN

Remind me to bet on them more often. They've refined the art of getting themselves in trouble.

BARROWS

(agitated)

I need to write up the paperwork for a procedure to cover this type of thing. Let me guess, we can't dial back to that planet?

BECK

Um... we can, sir. They're just not there.

Anderson shakes his head; he can almost sense the inevitable.

BARROWS

Williams, you've got an hour to

prep your team to go through and
bring them home.

WILLIAMS

Yes, sir.

SORENSEN

So much for our downtime...

General Barrows leaves, shaking his head and muttering to himself, evidently extremely annoyed that the flagship team has yet again gone missing.

Williams gestures to his team, and they leave the room, all equally annoyed that they now have to go on a mission during their downtime.

Off of this very frustrated mood, we...

FADE TO BLACK.

END OF TEASER

The following is the original opening for Act 2. It was dropped because it didn't have quite the right feel to it. It was supposed to be very funny and lighthearted, but it came off far darker than it was supposed to and as a result, did not match well with the pace of the episode at that point.

ACT II

FADE IN:

INT. DESTINY - LOCKER ROOM - 2 HOURS EARLIER

as Jonas and Tenyris unload their gear from their missions. Tenyris seems to be rather irate.

JONAS

(casual)

So, how was your day, Tenyris?

TENYRIS

You have no idea.

JONAS

Can't have been that bad.

TENYRIS

(shaking his head)

Jonas, your optimism does not cease to amaze.

JONAS

(humorous)

Almost like your card-stacking abilities?

Tenyris clenches his fist and slams his locker shut, and then turns to face Jonas.

TENYRIS

(frustrated)

Have you yet noticed that almost every single race or people that we've encountered thus far have inevitably harbored from us a dark secret that has consistently driven them to attempt to capture or kill us?

Jonas is somewhat shaken by that response. He seems to be

thinking about what Tenyris said, and off of that, we...

FLASH TO:

(There would have been a brief scene back at Orion-2's table at the party, and Jonas would have said something to the effect of 'well, that explains that.')

This was something that was supposed to serve as a sort of character development moment for Williams, but the problem was, it went far more in-depth than it was supposed to, shifted the focus of it all to what Williams was thinking instead of what was happening, and killed the pacing. I know, it's wondered: how can it be too in-depth? But the thing was, it wasn't a Williams episode – it was an Orion-2 episode. And the scene didn't fit well enough to stay.

Instantly, Williams REACTS – with one arm he grabs Kvosid while he draws his combat knife with his free and, and throws himself against the wall, bringing the knife to Kvosid's throat.

WILLIAMS

Belay that order.

Kvosid does not show any visible reaction; the guards make no motion.

WILLIAMS

I have told you, Kvosid, why I came here. You know why my team has taken your ship.

Kvosid scoffs.

KVOSID

(disdainful)

You find it to be unacceptable, that I have no value for the lives of your people. And yet, have you looked at it the other way around? How far are you willing to go, Major? How many Sahgjah will you kill to attain your goal?

Williams hesitates, and releases Kvosid. Kvosid steps away, and Williams clicks on his radio.

WILLIAMS

(into radio)

Use non-lethal force wherever possible.

Kvosid grins, triumphant. Before anyone can react, however, MULTIPLE ZAT BLASTS flood the corridor, and the Galeid soldiers drop to the ground, out cold. Peterson and Anders run into the hall from one way, Sorenson from the other. Williams grabs his zat from his belt and holds it level with Kvosid's face.

WILLIAMS

The tables are turned, Kvosid.

KVOSID

So it would seem... for now.

Williams rolls his eyes and zats him.

Ah, the original outline. It wasn't particularly terrible; at least, the events in and of themselves weren't, but it was rather... well, it's somewhat obvious that this is something that came to mind in the span of roughly five minutes. It wound up being used for the most part, although a lot of things changed, which made the episode, well, not bad.

I'm thinking, in the teaser, Orion-2 convinces the General to let them have a party, and they're all happy and stuff.

Then Orion-1 is supposed to check in, they didn't, damn! The general is pissed, Orion-2 shakes their heads. Not again. Fade out.

Act I.

The next day. Orion-4 is on a mission, and they've heard rumors about a band of smugglers that just passed through yesterday, and that they're holding Orion-1 (or something more vague, but the signs point to it). The General orders Orion-2 to assist Orion-4 in investigation (there's your chance for the romance between Andrews and the Orion-4 girl).

Orion-4 gets captured in the meanwhile save for the girl, and they're pissed off too for the same reasons as Orion-1. They both complain loudly about it to their captors. Orion-2 is busy dealing with difficult locals, but eventually get co-ordinates for a planet that the smugglers have been known to frequent.

Act II. They go to that planet, only to find that they're too late - the smugglers came through just a few hours ago and took off in a ship. They infiltrate the smugglers' (empty) base of operations, uncover the destination, and they overcome the few people that are still on the base, take one of their ships, and follow the smugglers.

Act III.

They call the Destiny over long-range transmitters, their ship doesn't have the beaming technology needed to extract Orion-1. Meanwhile, Orion-1 and 4 talk between themselves, playing cards, etc., and backtalking to the smugglers (who don't even have adequate weapons, just got lucky and trapped Orion-1 and 4 with well laid force field ambushes).

Orion-2's ship catches up with the smugglers' ship, the smugglers think 'oh, crap.' New Years party begins in a few hours, and Orions 1, 2, and 4 are still frustrated that they're not there. Orion 2 radios Orion 1 and 4 (the smugglers never too their stuff), and they make a plan that when Orion-2 hits the smugglers' ships and the shields go down for a moment, they take over the smugglers' ship and they all go home happy.

Act IV.

The plan gets screwed up when they find that their ship can be controlled from the smugglers' main ship.

But, then the Destiny shows up.

Smugglers' jawdrop and turn to run, but not before the Destiny fires and tactically disables their hyperdrives. The blast also knocks out the main controls on the smugglers' ship, leaving them dead in the water. Orion-2 regains control over their ship as they're no longer being overridden, and then Orion 1 and 4 take over the smugglers' ships.

Orion 2 contacts the Destiny and they get beamed up, and they have Orion 1 and 4 beamed up.

Everyone's safe, they take the smugglers' into captivity, and then end Act IV.

Act V, party.

As can be seen, that wasn't too great. But, it adapted. A lot of the original intended beats were kept, some were modified. The reference to 'The Core' that I had been thinking of before I actually got settled into the writing of it made the final cut, although there was this piece of dialogue that I wanted to include very badly, but couldn't quite find the place.

WILLIAMS

Yeah, I'd like to apologize on behalf of my team; they're a little crazy.

SORENSEN

(bittersweet)

After everything we've been through, a little crazy is okay.

So, yes, there you have it, the original outline for the episode and two little extras. Hope you've enjoyed this little 'deleted scenes' installment altogether; I know it's been fun for me to look back on what might have been but did not come to pass.

- Joshua Samuels