

STAR TREK: DEEP SPACE NINE

11x02 - "Structural  
Integrity Compromised."

Screenplay by Martyn Dunn

Based on characters from the series

*Star Trek: Deep Space Nine*

and from the post-finale novels  
by Pocket Books

**TEASER**

FADE IN:

**1     INT. EVEN ODDS - BRIDGE (STOCK FROM 10x22)**

Replaying from 10x22 "Ascension". The *Even Odds* has been on the run, desperately trying to get through the massive Jem'Hadar-Ascendant battle safely. Prynn Tenmei is running the helm. She brings the ship to a stop.

PRYNN

These are the coordinates. *Even Odds* to *Defiant*. We're ready to beam up, Commander.

DAX (comm)

Stand by, Prynn.

Prynn stands and joins the others in the centre. Brad waves a bittersweet goodbye to Jake, while Facity hugs Rena. Jake holds his hand out to Dez. Dez hesitates... then takes it.

JAKE

Thank you for your help, Dez.

DEZ

Just try to leave me out of your insane schemes in future, yeah?

JAKE

(smirk)

I'll try.

FACITY

Stay safe, you three. And good luck.

That done, they stand ready. After a moment, Prynn, Jake and Rena dissolve in a Starfleet transporter beam.

**2     INT. EVEN ODDS - BRIDGE (CONTINUOUS)**

Continuing the rest of the scene... With their guests gone and business done, DEZ takes his centre seat decisively.

DEZ

Alright, let's get gone before anybody notices we're still here.

FACITY

With pleasure.

FACITY, the buxom Wadi first officer, takes the helm and readies to get the ship underway. But the Cardassian medic GLESSIN interrupts before she can.

GLESSIN

Wait.

(they turn to him)

I want to stay. I want to watch.

DEZ

What?!

FACITY

Glessin...

GLESSIN

I want to watch. After what they did to us, to the Drang, to billions of others we've never even heard of because they've been doing this for aeons... I want to stay, and watch them all die. I want to make sure.

He's cold, hard, and not a little bit scary. Every inch a psychologically scarred Cardassian. Dez, Facity and BRAD all share awkward looks. Glessin is one of the team, they sympathise with his problems, but this is just... creepy.

Finally, Dez gives a worried sigh.

DEZ

Alright. Facity, take us to the far edge of the Idran system, and hold position there.

Facity is not happy about this, but she accedes. She turns back to the helm and gets them underway.

Glessin watches the screen, blank and emotionless.

**3**    **EXT. SPACE - IDRAN SYSTEM**

The ongoing battle between the Jem'Hadar and the Ascendants still raging in the distance against a backdrop of the Eav'oq homeworld. In foreground, the *Even Odds* loops around and moves away, making sure to stay far out of reach. (The *Defiant* is under cloak and so not seen.)

Finally, in the shadow of a small rocky planet out on the outskirts of the system, the freighter ship comes to rest.

**4**    **INT. EVEN ODDS - BRIDGE**

Still again now, they sit and wait. Dez speaks quietly.

DEZ

Put the Anomaly coordinates on  
screen, maximum magnification.

Facity does. The image of a seemingly blank starfield appears. They all sit and watch in awkward silence.

It takes a few moments, but finally the wormhole opens - its customary beautiful blue and white flower. The ship judders slightly in response.

DEZ

What was that?

FACITY

Gravitational distortions. They're  
spreading throughout the system,  
even this far out.

DEZ

(to Glessin)

Are you happy? Can we go now?

GLESSIN

Not yet.

FACITY

(points to screen)

Look...

They do, and the screen shows the cloud of tiny silver Ascendant ships heading towards the wormhole.

BRAD

(quiet, haunted)

Do you think they know what's going to happen?

DEZ

I have no idea. I hope not.

Dez takes another look at Glessin. His blank face suggests he would be quite happy if they did know.

From a distance, they watch the subspace relay fire its small, innocuous beam into the mouth of the wormhole. A moment later, the wormhole REACTS - burning, erratic, surging with extra power.

The ship SHAKES again, much harder than before. Facity, Dez, Brad and Glessin are thrown off their feet or out of their seats. Panels EXPLODE all across the bridge. The gravitational forces are nearly tearing the ship apart.

**5 INT. EVEN ODDS - HANGAR DECK**

The same is happening here - panels everywhere EXPLODE in bursts of sparks, objects fly off shelves as the ship is tossed about. The single dropship has torn itself free of its docking moorings and HEAVES sideways into a bulkhead, CRUSHING equipment under tons of metal.

PREES, the Karemma engineer, tries in vain to avoid a machine that's flying at her in the shaking. It HITS her hard in the shoulder, tearing off a chunk of flesh. She SCREAMS as her blood sprays out.

**6 THE WA**

The formless white space in the centre of the ship is going haywire, bucking harder than it ever has. It snaps back and forth like a living creature having a seizure.

**7 INT. EVEN ODDS - HANGAR DECK**

A hole is punched in the bulkhead as a piece of Wa BURSTS through the wall. The thick finger of white surges into the room, switching back and forth violently, bashing into equipment and knocking over anything that isn't standing.

Pinned to the deck and bleeding, Prees watches it happen, terrified. What the hell is happening?

**8**     **INT. EVEN ODDS - BRIDGE**

The consoles along the rear bridge wall rupture as more Wa material explodes through them. Angry limbs of white punch into the air, bulging and retracting and surging out again. Panels and cables shatter and burst into sparks and flames.

Dizzied with a concussed head, Dez looks helplessly around at the chaos. His ship is being destroyed around him.

**9**     **EXT. SPACE - EVEN ODDS**

The *Even Odds* writhes in its death throes. Small explosions are happening all over its patchwork hull.

Then the biggest pieces of Wa material yet seen BURST out through the hull, ripping pieces of metal away, breaking massive holes into the very construction of the ship. A warp nacelle is sheared off and goes spinning into space as the shrieking Wa devastates the ship from the inside out.

Finally the Wa itself seems to just RUPTURE with the force of its anger. And in doing so, it goes grey and limp, flops back onto the outside of the ship. The Wa is dead.

The wormhole closes down, leaving its wisps of energy and a graveyard of destroyed Jem'Hadar and Ascendant ships.

And the *Even Odds* is lying there lifeless too.

FADE OUT:

END OF TEASER

**ACT ONE**

FADE IN:

**10 INT. DS9 - QUARK'S BAR**

QUARK is working behind his bar. The room is filled with a fair-to-middling evening crowd. At the sound of some small commotion, Quark looks across the Promenade and sees...

...Major CENN leaving the Security office in something of a hurry. He's been summoned urgently. Quark watches him go.

Turning back to the room, Quark sees a dozen Starfleet officers, at various places around the bar, tap their combadges to receive a message. They listen, answer back MOS, then quickly knock back the last of their drinks or food.

Quark manoeuvres his enormous ears to just the right angle, and overhears some of the crowd walla...

**INSERT - QUARK'S EAR**

CROWD WALLA

...ordered to the *Defiant*...  
distress call... it's the *Even*  
*Odds*... the who?... that pirate  
ship from the Gamma Quadrant...  
come on, we gotta go!

**BACK TO SCENE**

Quark ponders this for a moment as the officers get up and leave. He looks across the room, to where the green dog-like alien PIF is sat on a seat, his wife and puppies nearby, all watching the dabo wheel with fascination.

Quark makes his decision. He walks around his bar and makes a bee-line for Pif.

DABO GIRL

Dabo!



The small crowd at the wheel cheers the winner, and the puppies pick up the general happy mood, YIPPING excitedly even though they don't really know why. Quark approaches.

QUARK

Excuse me? Mister Gaber?

PIF

Hello, Ambassador. Please, call me Pif. Everybody does!

(re dabo wheel)

Thank you for letting us watch this. It's a fascinating game.

QUARK

You're welcome, but -

PIF

Perfect for teaching the little ones all about arithmetic...

QUARK

I agree, but -

PIF

And everyone's been so friendly, I really enjoy -

QUARK

Pif.

(Pif stops)

I just came to tell you something I thought might interest you. I overheard them talking - they've received a distress call from the *Even Odds*.

Pif exchanges a horror-stricken look with his wife SETT.

PIF

What happened?

QUARK

I don't know. But they're sending the *Defiant* to find out. And I

thought you might want to go with them. Since that's your old ship.

PIF

But we left them to come here.

QUARK

I know, but if they're in trouble I thought you might want to help. But the *Defiant's* leaving soon. You'd have to go now.

PIF

Maybe I should go. Sett...?

SETT

It was your home for years.

QUARK

Why don't you all go? Take the whole family. You never know, you might decide to stay there.

PIF

No... no I don't think so. I'll go, but you and the kids stay here, Sett, where you're safe.

QUARK

(big fake smile)

Sure you won't all go? Think of the heart-warming reunions!

PIF

I'm sure. Thank you for telling me, Quark. You're a good man.

Quark falters, a very brief moment of guilt coming through. But he brushes past it. Pif nuzzles goodbye to his wife and puppies, and quickly runs out of the bar.

As Quark turns and walks back to his counter, he mutters.

QUARK

Well, at least I managed to get rid of one of the filthy things.

11 **INT. DS9 - DOCKING RING CORRIDOR**

Several officers are filing through the airlock, ready for the *Defiant's* departure. RO LAREN is one of the last to enter. Pif comes running down the corridor at top speed.

PIF

Commander Ro! I want to join you!

RO

Pif... how do you even know where we're going?

PIF

Quark told me all about it.

RO

Did he, indeed? How magnanimous of him. Are you sure you want to come, Pif? We don't know what we're gonna find.

PIF

I know. But... I left without a proper goodbye. I owe them that.

RO

Well, okay. But I need you to do what I say. If I tell you to run, you run.

PIF

That's what I'm best at!

Pif trots happily on past Ro and into the ship. She watches him go, a touch bemused by the cheerful alien.

12 **INT. DEFIANT - MAIN BRIDGE**

The bridge is busy with activity. BOWERS is there as *de facto* first officer. NOG is at the Engineering console. Doctor BASHIR is at sciences, and Ensign ALECO is at the helm. Other stations filled by EXTRAS as needed.

The door opens and Ro enters. This is all very new to Ro, and she's quite excited by it. Bowers stands instantly.

BOWERS

Captain on the bridge.

(approaches Ro)

All stations report ready,  
Commander. On your order.

RO

Thank you, Lieutenant.

She sits in the captain's chair, and shifts about a bit, pulling a face.

RO

Not the most comfortable chair  
I've ever sat in.

BOWERS

You'll get used to it, sir.

RO

Alright then! Lieutenant Tenmei -

The helmsman turns around, and Ro sees that it's not Tenmei, it's Aleco. Awkward moment. Ro curses herself.

RO

My apologies, Ensign Aleco. Please  
release docking clamps and request  
clearance to leave the station.

ALECO

Aye, Commander.

(works panels)

Docking clamps released, station  
signals clear to depart.

BOWERS

Thrusters one quarter until we  
clear all moorings, then set  
course for the wormhole.

ALECO

Aye, sir.

The ship begins to move, and Ro grins with excitement. It's the first time she's been in command of her own ship.

**13**    **EXT. DEEP SPACE NINE (STOCK)**

In a standard stock shot, the *Defiant* pulls away from the station, turns slowly and heads out. The wormhole blooms open, and the *Defiant* dives inside.

**14**    **EXT. MYLEA VILLAGE - ESTABLISHING**

The small fishing village is in bright sun with light fog.

**15**    **INT. MARJA'S BAKERY**

It's early morning here, and the bakery isn't open yet. But JAKE SISKO is working behind the counter already, preparing rolls and cakes and loaves to go into the ovens behind him.

There's the sound of feet clomping down wooden stairs, and then RENA enters from the back door. She sees what Jake is doing, and whistles appreciatively.

RENA

You've been busy. Marja should leave you in charge more often.

JAKE

(laughing)

Hold on. I'm just helping out. I never said I was taking over the business permanently.

RENA

Imagine eating bread baked by the son of the Emissary himself. There'll be lines out the door.

Jake groans, but he knows she's only kidding him. She goes to him and they kiss warmly. Then there's a jingling BELL. They react with surprise.

JAKE

Wow. You weren't kidding. Shop doesn't even open for an hour.

Rena goes to the window and pulls back the curtain to see who is there. When she sees, she's thrown, unsure how to react. She shares an uncomfortable look with Jake, then goes to open the door.

There stands PRYNN, looking nervous, hopeful and scared.

RENA

Prynn...? What are you doing here?  
Are you okay?

PRYNN

Hi, Rena. Umm... no, not really.  
Can I come in? I'd like to talk to  
you both, if that's alright.

RENA

Of course, come on in.

Prynn enters, and Rena closes the door behind her. At a silent signal from Rena, Jake gets some small rolls and glasses of water for the three of them. They settle into seats around a small table at one end of the shop.

JAKE

What can we do for you?

PRYNN

Well, this might be awkward. But I  
was hoping you could talk me  
through everything that happened,  
you know... when you lost your  
father in the wormhole.

JAKE

...Oh. Um, well...

PRYNN

I've read all the reports I'm  
allowed access to, and some I'm  
not. But I need to talk to  
somebody who knows, I guess. You  
got your father back when it  
happened to him. I see no reason

why I can't do the same. I just don't know how... yet.

JAKE

(hesitant)

Prynn, I'll help you any way I can. But... I'm not the one you need to talk to. I think you'd be better off talking to my dad. He's the one who actually remembers what happened. I only know what he told me. And what I already told you.

PRYNN

To be honest, I thought you'd probably say that. And I do want to talk to him. But I don't feel right just turning up at his house. He doesn't know me. Will you take me to see him?

JAKE

I'd be happy to. But the bakery -

RENA

It's fine. Go.

(re opens)

You made enough here to get me through the morning rush. I can always call Halar and Parsh for help if I get busy.

JAKE

If you're sure...

PRYNN

Thank you. Both of you. Really.

JAKE

Have you got a ship?

PRYNN

I left the *Brahmaputra* in orbit.

JAKE

Well, alright then. We may as well  
go right now. Dad should be awake  
- he's an early riser.

With another nod of thanks to Rena, Prynn gets up to leave.  
Jake gives Rena a quick kiss then follows Prynn out.

Once the door closes, Rena goes to the window and pulls  
back the curtain again. She looks out at Jake and Prynn  
just as they disappear in a transporter beam. She sighs  
with sadness. She lost her parents too.

RENA  
Good luck.

**16    EXT. SPACE - THE WORMHOLE (STOCK)**

The Gamma end of the wormhole opens and the *Defiant* zooms  
out. Stay tight on it for the moment...

**17    INT. DEFIANT - MAIN BRIDGE**

Ro is working the panels by her chair, not paying attention  
to the viewscreen.

RO  
Okay! Nog, you start scanning for  
that distress signal, track down  
the source. Bowers, you -

ALECO  
Commander!

She looks up at his alarmed tone. Everyone else is looking  
in horror at the main viewscreen.

**VIEWSCREEN**

With the Eav'oq homeworld in the distance, the foreground  
is filled with a massive graveyard of destroyed ships.

**BACK TO SCENE**

BASHIR  
Oh my god...



As they all gawp in dismay...

**18**    **EXT. SPACE - THE BATTLEFIELD**

The *Defiant* sits on the edge of the battlefield, where the smashed, ruined, obliterated corpses of both Jem'Hadar and Ascendant vessels are littered as far as the eye can see.

FADE OUT:

**END OF ACT ONE**

**ACT TWO**

FADE IN:

**19    EXT. SPACE - THE BATTLEFIELD**

Where we left it, with the *Defiant* having just arrived in a mass of destroyed ships.

**20    INT. DEFIANT - MAIN BRIDGE**

The crew still stare at the screen. Quiet, haunted.

RO  
Open a channel.

BOWERS  
To who?

RO  
Anybody.

Bowers works his panels, then nods to Ro.

RO  
This is Commander Ro Laren of the Federation starship *Defiant*, to anyone in the Dominion fleet. Is there anybody there? Can anyone hear me? Do you need help?

They wait for a response. Is there anyone even alive out there? After a long wait, a crackling signal comes through.

TARAN'ATAR (comm)  
Commander Ro. Will any of our numerous farewells ever last?

RO  
(amazed, happy)  
Taran'atar? Is that you?

TARAN'ATAR (comm)  
Indeed, Commander. I am sending you coordinates through the comm channel. Please follow them.

Ro looks to Bowers - he nods again. He's received the data.

RO  
We'll be right there. *Defiant* out.

BOWERS  
Sir? We don't know why Taran'atar is here. Do we trust him?

RO  
(firm)  
I do. Ensign Aleco, follow those coordinates. Lieutenant Nog, keep scanning for the *Even Odds*. They can't be too far away. Engage.

Ro happily gets back into the command chair. She's looking forward to seeing Taran'atar again. The crew get to work...

**21 EXT. SPACE - THE BATTLEFIELD**

*Defiant* slowly and steadily pulls away, skirting the battle field and heading out of the system.

**22 INT. DEFIANT - MAIN BRIDGE**

Nog reacts to his panels...

NOG  
Commander, I have the location of the *Even Odds*...

RO  
Umm, yeah. So do we.

Confused, Nog looks up and sees the viewscreen. It shows the image of the *Even Odds* in the shadow of the moon where we last saw it, with a Jem'Hadar ship docked alongside.

NOG  
Oh. Well, I guess that saves us some time.

RO  
Life signs?

BASHIR  
(off panels)  
Several Jem'Hadar on their own ship, and several more on the *Even Odds*. Life signs for the *Even* crew are... indistinct.

RO  
Can we transport over?

NOG  
Aye, sir.

RO  
Alright. Bowers, you have the bridge. Nog, Bashir, get your crews loaded up and meet me in the transporter room.

BOWERS  
(stands, confronting)  
Commander, as your first officer it's my place to lead away teams.

RO  
Yes, but I have a much closer relationship with Taran'atar than you do. He won't hurt me.

BOWERS  
Maybe he won't. But what about the others? I suggest you go in armed, just in case.

RO  
(chuckle)  
Don't worry. I was planning to.

Ro, Nog and Bashir exit the bridge, and Bowers takes the command seat.

The bridge is basically obliterated. A total wreck, it seems no equipment has survived unscathed. But there are no bodies to be seen anywhere.

Into this, Starfleet transporter beams deposit Ro, Bashir, Nog, nurse RICHTER, engineer CANDLEWOOD and security SEVAK. Once settled, they look around the broken room in dismay.

There's a GRINDING noise, and they see two green and scaly hands forcing the doors to the turbolifts open from the inside. With a heave, the doors give way, and TARAN'ATAR stands there. He steps out into the bridge.

TARAN'ATAR

Commander Ro. Congratulations on your promotion.

RO

(grin)

Taran'atar, it's good to see you.

She would almost hug him in welcome, but he wouldn't like that. After all they've been through, they respect each other as soldiers, as close to friends as a Jem'Hadar gets.

Then out from behind Taran'atar steps a smaller figure - the teenage Founder MEERA.

NOG

Meera!

MEERA

Hello, Nog. You look well.

RO

Taran'atar, what's going on here?  
What happened to the *Even Odds*?  
And where are the crew?

TARAN'ATAR

The crew are in the ship's medical bay. Doctor Bashir, I believe your expertise would be welcomed.

BASHIR

Then let's get moving.

At Bashir's suggestion, Taran'atar leads the group all back into the turbolift. It's a bit of a tight fit.

**25    EXT. SPACE**

The *Even Odds*, the *Defiant*, and the Jem'Hadar ship sit together in the shadow of the moon.

**26    INT. EVEN ODDS - CORRIDOR**

The group walks along the corridor, which is just as ruined as the bridge. Panels blown off, wires sparking, deckplates warped, lights flickering. Ro and Taran'atar lead the way.

TARAN'ATAR

When I left Deep Space Nine and returned to the Gamma Quadrant, the remains of this fleet were the first thing I encountered.

RO

(regretful)

After what happened to Commander Vaughn, I guess we just didn't even think about what state the Jem'Hadar were left in. Never even occurred to me to ask.

TARAN'ATAR

Our losses were substantial. We have attempted to make repairs, but Jem'Hadar technical knowledge is somewhat limited.

RO

But how did the *Even Odds* get involved? According to Dax's reports they were free and clear.

MEERA

It was the Wa.

NOG

Of course! This ship is based on Ascendant tech. The wormhole

inversion overloaded all their ships and made them destroy themselves. If the *Even Odds* wasn't far enough away, the same thing could have happened to them.

27 **INT. EVEN ODDS - MEDICAL BAY**

The door opens with a shudder and a whine, and the group enters to find a room just as ruined as the rest of the ship. Several bodies lie on biobeds or makeshift cots.

TARAN'ATAR

We have also attempted to make repairs to the crew. But Jem'Hadar are no more doctors than they are engineers.

Bashir and Richter both rush forwards, pulling instruments from their shoulder bags, getting straight to work.

BASHIR

These people need to be on the *Defiant*. I can't help them here.

RO

Do whatever you need to, Doctor. Nog, you get to work on repairs.

NOG

Sir - remember, the *Defiant* isn't completely fixed herself.

MEERA

The Jem'Hadar will provide whatever you need.

RO

Thank you... Meera, is it?  
(she nods)  
Okay. Get to work, everyone.

There's a groaning from one of Bashir's patients - Brad, the Dosi bodyguard/ jeweller. She's coming around.

BASHIR

Just relax. We're going to help.

BRAD  
(half-conscious)  
Jake? Is that you?

Off their wary, confused looks...

**28**    **EXT. SISKO'S HOUSE**

Morning in the Kendra Valley. Outside the Sisko family's pastoral cottage, Jake and Prynn beam into position.

Jake hesitates to approach. As Prynn looks at him, she sees that he looks as apprehensive about this as she does. She wonders - what's the problem? Is he going to go in?

He settles and advances to the house. Prynn follows. At the door, Jake knocks. A moment, and the door opens to reveal KASIDY. Her face breaks open in a wide smile to see him.

KASIDY  
Jake! What a wonderful surprise!  
Come in, come in.

Jake enters, Prynn follows, leading us into:

**29**    **INT. SISKO'S HOUSE - LIVING ROOM**

Jake gives Kasidy a peck on the cheek in welcome.

JAKE  
Hi, Kas. You remember Lieutenant Tenmei, from the *Defiant*?

KASIDY  
Sure! Elias's daughter, right?

PRYNN  
That's right, ma'am. Thank you for seeing me. You have a lovely home.

KASIDY  
Call me ma'am again and I'll throw you out of it. It's Kasidy. Now,



come on in! What can we do for you?

JAKE

Actually, we were hoping to talk to dad. Is he around?

Kasidy's formerly warm demeanour cools just the tiniest bit, but enough for Prynn to notice.

KASIDY

Uh... yeah, sure. He's out back. I'll take you through.

She leads Jake and Prynn through the living room, through the kitchen, and to the back door, which opens onto...

**30 EXT. SSKO'S HOUSE - VERANDA**

BEN SSKO sits on the bench on the veranda, REBECCA beside him. Doing nothing in particular, just looking sombrely out onto the countryside and spending time with his daughter.

When Kasidy emerges, he looks up hopefully. But she doesn't look directly at him. Only nearly at him, just enough to acknowledge him without really making contact.

KASIDY

Ben... you have visitors.

Ben smiles to see Jake... but then as Prynn appears, his jaw drops. He's almost in tears at the sight of her...

SSKO

Prynn... oh Prynn...

PRYNN

(acknowledging)  
Captain.

KASIDY

Rebecca, honey? Come on back inside. Leave daddy to talk.

REBECCA

Okay!

Rebecca jumps off the bench and toddles after Kasidy back into the house. Kasidy lets the door swing closed. Jake and Prynn take tentative seats next to or opposite Ben. Sisko can barely put his need to explain and apologise into words for Prynn.

SISKO

Prynn, I'm so sorry... your father... he was...

JAKE

That's why we're here, dad. Prynn wanted to know everything you can tell her about what happened to you seven years ago.

PRYNN

And most importantly, about how you got out.

SISKO

I only got out because of Jake, because he was with me at the time of the accident. Because of our connection.

PRYNN

(indignant)

Well, don't I have a connection with my father? There's got to be a way!

SISKO

There isn't, Prynn. I'm sorry.

PRYNN

How can you be so sure?

SISKO

Because it was supposed to be me. And I knew... that I was never going to be allowed to come back.

Ending on Kasidy, who had been listening just on the other side of the kitchen door, and heard what Ben just said...

FADE OUT:

**END OF ACT TWO**

**ACT THREE**

FADE IN:

**32    EXT. SPACE**

The *Even Odds*, the *Defiant*, and the Jem'Hadar ship sit together in the shadow of the moon.

**33    INT. EVEN ODDS - HANGAR DECK**

The place is trashed. The dropship is in pieces on the deck. Two JEM'HADAR work on pieces of it, welding or wrenching or fixing, but they're not really sure what they're doing. Nog is hard at work, and Meera is helping.

NOG

I can see why Jem'Hadar would be no good at fixing stuff. They're more used to destroying it. But surely the Dominion has engineers.

MEERA

Jem'Hadar know enough to perform small field repairs. But most of our construction and maintenance is done by the Overne.

NOG

So why haven't you called them?

MEERA

I did. They haven't arrived yet.

Nog suddenly sees one of the Jem'Hadar - Second ILAT'EKAL - about to do something wrong. He shouts out...

NOG

Hey hey hey hey! That doesn't go there. You need to attach it to the sub-molecular gyro first. The green thing, right there. I'm pointing at it.

The Jem'Hadar sneers at being told what to do by a tiny Ferengi, but he does as he's told. For now.

Nog connects one large piece back into another large piece, and stands back to inspect his work. He's not thrilled.

NOG

I can't do any more with what I've got. This needs a whole new EPS conduit, and my replicators just aren't up to that yet.

MEERA

Do you have the pattern?

Nog nods, and calls up the pattern on a padd. He hands it to Meera, who inspects it, then hands it on to Ilat'ekal.

MEERA

Second Ilat'ekal. Take this back to the ship and have whatever Nog needs replicated at once.

ILAT'EKAL

(grits teeth, unhappy)

At once, Founder.

(passes it off)

Third. Do as the Founder says.

The Third takes the padd and leaves the room with it. The Second turns back to Nog with a sneer of insincerity.

ILAT'EKAL

How else may I be of service?

Nog is not stupid; he knows the Jem'Hadar doesn't like him. But he feels safe enough with a Founder by his side.

NOG

You can clear the debris from in front of that access panel over there. But gently. Some might be still be salvageable.

ILAT'EKAL

Of course. I am only too happy to perform manual labour for a Federationer Ferengi.

The Jem'Hadar turns away to do as he's told again. Once he's out of earshot, Nog mutters *sotto* to Meera...

NOG

What was it you said? You didn't want to have anything to do with the Dominion again?

MEERA

With the other Founders, perhaps. But the Vorta and the Jem'Hadar... Odo may have been right about them. With the other Founders all gone, they need a firmer hand than ever.

NOG

(small smile)

You're definitely not like the other Founders, are you?

MEERA

I don't hate or fear the solids like they do. I've often found solids to be more trustworthy than my own people, in fact.

NOG

I wonder if that's because you look so young?

MEERA

What do you mean?

NOG

Well, the changelings created the Dominion to protect themselves, because solids like me hated them. But I don't hate you. So... you don't hate me back. And I wonder if it's because you look like a teenager. People see young, they see innocent. Not anything to be feared or killed. They accept you.

And that's why you feel like you can accept them back.

MEERA

I hadn't really thought about it. Maybe you're right.

They are interrupted by a ROAR and a CRASH - Ikat'ekal has thrown a piece of the debris he was clearing across the room in frustration.

IKAT'EKAL

This is ridiculous! I am Jem'Hadar. I should be fighting the enemies of the Dominion, not lifting and carrying for them.

NOG

(feeling bold)

Hey! I told you to be careful.

IKAT'EKAL

(advancing)

That fleet out there is in the condition that it is because of you. Starfleet. The ones we killed for two years. And now we fight your battles and mend your ships and carry your junk. An alliance? Ha! You should be serving the Founders at their feet, not talking as if you are their equals.

Ilat'ekal looms threateningly over Nog. Nog tries his best to hold his ground. Then Meera steps between them.

MEERA

(firm, angry)

Second Ilat'ekal. You will do as I say, and that includes doing what Nog says. He and all the Starfleet people are here at my invitation, is that clear?

It takes effort, but Ilat'ekal gets himself under control.

ILAT'EKAL  
Of course, Founder.

MEERA  
Go and find somewhere else to make  
yourself useful, Second. While you  
can.

The implied threat has the desired effect. With a bow of  
the head, Ilat'ekal turns and leaves the room.

Nog leans against the dropship, breathing deeply, trying to  
calm his pounding heart and screaming nerves. He scratches  
at his false leg - his old nervous tic from the war. Meera  
lays a soothing hand on his shoulder. He is grateful.

NOG  
Maybe you don't hate us anymore.  
But they sure do.

**34    EXT. BAJOR - ESTABLISHING**

Back to the central monastery in Ashalla, Bajor's capital.

**35    INT. ASHALLA MONASTERY - REFECTORY**

The room where the monks, prylars, ranjens and novices eat,  
at rows of simple wooden benches.

KIRA sits by herself, alone with her thoughts as she scoffs  
down some basic and unexciting food. There's the general  
background hum of other diners chattering among themselves,  
the clatter of plates and cutlery. All perfectly normal.

All of a sudden, the sounds die out. Noticing the change,  
Kira looks up, and sees all the Bajorans looking in shock  
to the doorway, where RAIQ stands. They don't know how to  
react to her, nor she to them. They're all heretics to her.

RAIQ  
I want to speak to Kira.

All the Bajorans turn to look at Kira. She gulps nervously.

KIRA



That's fine. Come in, Raiq. Sit with me.

Raiq does, keeping a wary eye on the Bajorans as she goes.

KIRA

It's good to see you out of your room. Are you hungry?

Raiq looks down at the food on Kira's plate, as if not quite sure what's she's looking at. Kira keeps eating.

KIRA

I just haven't seen you eat anything since you got here.

RAIQ

It is not necessary. The vessel provides everything we need.

KIRA

Even your food?

RAIQ

(are you stupid?)  
It is not necessary.

KIRA

(getting it)  
Food is not necessary... Wow. I never knew a humanoid race that didn't need food before.

RAIQ

The vessel is part of us. We are bonded to it almost from birth. It supports us, and we support it. It is a gift from the True.

KIRA

But... your ship is gone. Iliana took it. It was destroyed. So what are you gonna do?

Uncertainly, Raiq reaches out and picks up a piece of food. She warily brings it to her mouth, sniffs it first, then

takes the tiniest bite. She's not entirely sure what to do next, so she improvises, and gets it mostly right.

She looks up, and finds that all the other Bajorans are watching her, curious. They instantly look away again.

KIRA

So... what did you want to talk to me about?

RAIQ

I want to leave.

KIRA

Where would you go?

RAIQ

Away from you. Away from this world full of heretics.

Kira sighs, disappointed. For a moment there, she thought they were getting somewhere.

KIRA

Without your ship, you have no way of going anywhere. Besides... these people aren't so bad. If you give them a chance.

RAIQ

They shame the True with their very existence.

KIRA

No they don't. They just believe something different. Not wrong. Just... different.

RAIQ

No-one may worship the True but the Ascendants.

KIRA

And what about if there aren't any Ascendants? What if there's just you? Are you saying that you

alone, in all the universe,  
worship the "right" way? That  
everyone else but you is just  
wrong and deserves to die?

The harshness of that gives Raiq pause... but not for long.

RAIQ

Yes.

KIRA

That sounds like a very lonely  
life, Raiq. Hating everyone else  
in the entire galaxy, just on  
principle. It's no way to live.

Kira gestures around at the other Bajorans in the room, who  
are trying not to look like they can hear every word.

KIRA

I don't believe the same as all  
these people about every little  
thing. But that doesn't make me  
right and them wrong. Actually, I  
think it's a nice chance for us to  
learn from one another. Maybe  
they've figured something out that  
never occurred to me. Something  
that might help explain...

(little wibble)

...explain why the Prophets let  
some things happen. I don't have  
to agree with everything they say,  
but it can't hurt to listen.

RAIQ

Pretty words. But doctrine is very  
clear. Ancient and unchangeable.

KIRA

We used to think so too. Having  
one single religion held us all  
together against our enemies. But  
those enemies aren't there  
anymore. So now we're free to  
believe whatever we want. In fact,

the spiritual leader of our entire race follows a different faith from mine.

RAIQ

(appalled)

How can you allow such sacrilege?

KIRA

(laugh)

Because it's not sacrilege! It's just a different way of looking at things. Believe me, it took a while before I was comfortable with it, too. But that was my problem, not his.

RAIQ

It is intolerable. I cannot fathom spending time with heretics and listening to their false words.

KIRA

You're spending time with me, aren't you?

(off Raiq's look)

You came looking for me, to talk to me, on your own. Nobody forced you to do that. So you can fathom it, after all. And that's okay. You're alone here, I get that.

RAIQ

Ascendants are always alone.

KIRA

But you always knew the others were out there. Now they're not.

(warmly)

But we still are. We might be all you have left. And when you're ready to come to us, we'll be here for you.

Kira smiles encouragingly. Raiq is not sure how to respond. But it's not outright hatred. That's a start.

FADE OUT:

END OF ACT THREE

ACT FOUR

FADE IN:

**36** EXT. DEEP SPACE NINE - ESTABLISHING

Just a moment to bring us back home...

**37** INT. DS9 - QUARK'S BAR

The day continues in the bar as it usually does. Quark is behind his bar. Then he notices something and looks up...

VANNIS has entered the bar. The Vorta woman seems quite out of place and unsure entirely what she is doing here.

QUARK

Ambassador Vannis. Yours is not a face I see in here very often.

VANNIS

There is very little you offer that I require, Quark.

QUARK

Then I'll be sure to make the most of this rare opportunity. Take a seat.

Vannis primly perches on a bar stool. The person on the next stool looks distinctly uncomfortable at her presence.

QUARK

What I can get for you today?

VANNIS

Information... in the spirit of diplomatic reciprocity, that is.

QUARK

Naturally.

VANNIS

I see the *Defiant* is no longer docked at the station. I was wondering where it went.

QUARK

What makes you think I know?

VANNIS

Your close... 'bond'... with  
Commander Ro is no secret.

QUARK

If I did know, and if I did tell  
you, what would I get in return?

VANNIS

(seamless)

I would like a plate of *foraiga*,  
please, Ambassador. Plus I would  
like to sample several varieties  
of *hasperat*, a range of cocktails,  
and some time in a holosuite.

QUARK

How much time?

VANNIS

I will require several hours.

QUARK

(grin)

Coming right up.

As Quark begins to prepare the order, he launches into some  
innocent faux-casual conversation.

QUARK

Look around. Have you noticed who  
else isn't here?

Vannis turns on her stool and gazes around the room.

VANNIS

Everything seems just like it  
always has, Quark. Gamblers...  
drinkers... the Aarruri family...  
numerous Starfleet officers...

QUARK

All the Aarruri?

Vannis looks closer, over at Sett and the puppies by the dabo wheel. Watching, she figures it out step by step.

VANNIS

The father is absent. Aarruri are a family race. The father would not leave his children unduly. But the mother does not seem perturbed by his absence. It is not unexplained.

(beat)

The father is gone at the same time as the *Defiant*. Aarruri are a Gamma Quadrant race.

(realises)

The *Defiant* went with the Aarruri into the Gamma Quadrant. But they did not take the entire family. So taking them home was not the purpose of the *Defiant's* mission. Then why else did the *Defiant* go into the Gamma Quadrant?

(worried)

The Dominion...?

QUARK

Think smaller.

VANNIS

The pirate ship. That is where the Aarruri lived and worked before here. Then the Dominion is not in danger.

As Quark places her order in front of her, she relaxes.

VANNIS

Thank you, Quark.

QUARK

My pleasure, Ambassador.



Quark steps away, satisfied with the transaction. Vannis, equally satisfied, tucks into the food she really doesn't want but is willing to eat. For diplomacy.

**38**    **EXT. SPACE**

The *Even Odds*, the *Defiant*, and the Jem'Hadar ship sit together. This time we focus on the *Defiant*...

**39**    **INT. DEFIANT - MAIN BRIDGE**

Every biobed is busy with bodies - the crew of the *Even Odds*. Captain Dez, Facity, Glessin, Brad and Prees. Couple of other people we don't recognise because they're new.

Bashir and Richter move around, checking each one in turn. They all seem quiet, damaged and unconscious, but nobody is in immediate danger. Lighting is low and soothing.

Pif is also there, sitting and looking at them with tail low and spines sagging. He watches sadly as Bashir slowly pulls a sheet over Prees's body. She's dead.

BASHIR

I'm sorry, Pif. Taran'atar knows a bit of basic triage, but it wasn't enough to save her. The blood loss was just too great.

PIF

What caused all of this?

BASHIR

Nog seems to think it was the Wa. It must have overloaded with the power of the wormhole. The entire ship was shattered around it.

GLESSIN (o.s.)

No...

They turn to see that Glessin has regained consciousness. They are glad to see him. He is weak, croaky, but forcing himself upright on the bed.

GLESSIN (cont)

It wasn't the Wa. It was me.

PIF

Why do you say that?

GLESSIN

(quiet, bitter)

Because I'm a bad luck charm, Pif.  
A dark omen of destruction and  
death. Didn't you know?

BASHIR

You can't blame yourself, Glessin.

GLESSIN

I can if it's true. I asked Dez to  
stay behind.

(w/ disgust)

I wanted to watch. I wanted to see  
them all die.

(gallows humour)

I got my wish. I always do.

The others exchange awkward looks. Glessin looks at Prees.

GLESSIN

I used to be Obsidian Order, did  
you know that, Doctor? For all of  
two weeks. I was part of the fleet  
that attacked the Founders'  
homeworld. As far as I knew, I was  
the only survivor.

BASHIR

You weren't. I met others myself.

GLESSIN

I bet they're all dead now too.  
Everywhere I go, people die.

PIF

(plaintive)

Glessin, stop...

GLESSIN

I was a doctor. All I ever wanted was to heal people. To make them better. Look what I've become.

As Glessin looks around at all the bodies around him, he breaks down into tears. He's just broken, a ruined man.

**40**    **INT. DEFIANT - ENGINEERING**

Nog is at one of the large consoles trying to get on with his work. But the two Ferengi from the *Even Odds* - FEG and TRIV - are hanging on his coattails everywhere he goes.

FEG

You're a clever man, sir, a clever clever man...

TRIV

So very clever, just like your father...

FEG

Yes! Your father! I'm a big fan, a big big fan...

TRIV

Is there anything we can help you with? Anything at all...

NOG

Guys! I appreciate the support. But just because my father's the Grand Nagus is no reason to follow me everywhere I go.

FEG

Of course, sir, whatever you say, we're not here...

TRIV

We'll get out of your way, sir, anything you say...

Feg and Triv back away from him, but not too far. The other engineering staff exchange amused looks at Nog's expense.

FEG

I did have one question, sir, if I may be permitted to ask...

NOG

(sigh)

Go ahead.

TRIV

We were just wondering... why are you doing this?

NOG

Doing what? Fixing the ship?

FEG

As the son of the Grand Nagus, all the greatest opportunities are yours for the taking.

TRIV

Yes! "Wives serve, sons inherit."

FEG

That's brothers, not sons.

TRIV

Don't be ridiculous! Rule number one-thirty-nine clearly states -

NOG

(interrupting)

I know the rules. The ninety-second, for example - "There are many paths to profit."

FEG

Yes! Absolutely! But... surely there is more profit in taking advantage of -

NOG

Look - I enjoy this work. And I'm good at it. Opportunities are still opportunities even if

they're not financial ones. Money  
isn't everything.

Feg and Triv look at each other, absolutely stunned. What  
can they possibly say to something so alien?

They go back and forth behind Nog's back - "Say something."  
"No, you say something." "No, you." "You!" Et cetera.

ILAT'EKAL (o.s.)

Ferengi.

All three turn, and see that Second Ilat'ekal has entered  
the room. Feg and Triv instantly squeak and cower in fear.  
The Jem'Hadar is carrying a large tool box in each hand -  
they look super heavy, but he handles them with ease.

ILAT'EKAL

The Founder instructed me to bring  
you these. She said you needed  
supplies.

NOG

That's right. Thank you, please  
put them over there.

Nog points, and with a growl, Ilat'ekal does as he's told.  
Nog follows him to inspect the contents of the boxes.

NOG

This is great. Please tell -

But as Nog turns around, he finds that Ilat'ekal is still  
there, right in his way. Towering over him. Nog looks up,  
trying to be brave...

ILAT'EKAL

(low rumble)

I could break you with a finger  
before the Founder even knew. She  
may punish me after... but you  
would still be dead.

NOG

(scared hiss)

Get out.

With a last sneer of hatred, Ilat'ekal turns and clomps back out of engineering. We follow him out into...

**41**    **INT. DEFIANT - CORRIDOR (CONTINUOUS)**

The moment the door closes behind Ilat'ekal, Taran'atar UNSHROUDS right in his path. Ilat'ekal is unimpressed.

ILAT'EKAL

Ah. The Honoured Elder stalks me.  
Should I be flattered?

TARAN'ATAR

Do you think Commander Ro would allow you to roam the *Defiant* unescorted? You're a fool.

ILAT'EKAL

Get out of my way.

Fast as a whip, Taran'atar PUNCHES Ilat'ekal hard in the stomach. Then follows with an upper-cut to the jaw, and throws the younger Jem'Hadar against the wall, his arm jammed tight under his chin and pressing hard.

TARAN'ATAR

Do not threaten the Ferengi. All the Starfleet crew are under the Founder's protection. And mine.

ILAT'EKAL

Your protection means nothing.

TARAN'ATAR

You are Jem'Hadar. You obey the Founders. That is the order of things.

Ilat'ekal takes Taran'atar by surprise, pushing him off and going on the attack. They exchange several brutal blows, Ilat'ekal shouting in fury as he does. As they fight...

ILAT'EKAL

Who are you to speak of the order of things?

(punch)  
You do not even take the white.  
(punch)  
You are no Jem'Hadar.

TARAN'ATAR  
And yet I follow their commands  
better than you.  
(punch)  
What does that say of your  
loyalty?

ILAT'EKAL  
The old order is gone! I heard the  
Founder's great speech. Even he  
said the Dominion is in chaos.  
(punch)  
If you are free to do as you  
please, why shouldn't I?

Taran'atar is older and more experienced, but Ilat'ekal is young and strong. Neither can beat each other in a straight fight, but eventually they are at a standstill.

Ilat'ekal steps back, looks at Taran'atar with disgust.

ILAT'EKAL  
You see? You cannot even beat me.

TARAN'ATAR  
Have you lost all your training?  
You are Second! I am First!

ILAT'EKAL  
You are nothing! You don't exist.  
But I will be there... when the  
Founders finally execute you as  
they should have done long ago.

Taran'atar is genuinely taken aback by that. Satisfied that he's won their exchange, Ilat'ekal turns and walks away down the corridor, leaving Taran'atar alone.

FADE OUT:

END OF ACT FOUR



**ACT FIVE**

FADE IN:

**42 EXT. SSKO'S HOUSE**

The day has moved on at the Sisko homestead...

**43 INT. SSKO'S HOUSE - LIVING ROOM**

Kasidy is sat on the couch, playing half-heartedly with baby Rebecca. After a few moments, the back door swings open and Jake enters. He walks slowly through the kitchen and into the living room. Kasidy looks up at him...

KASIDY

They still talking out there?

JAKE

I think it's gonna take a while.  
Best to just leave them to it.

Kasidy looks back to Rebecca. She's distant, restrained, passive aggressive. Not looking anybody in the eye. Jake can tell something's very wrong here. He sits with her.

JAKE

You're still mad at him?

KASIDY

Shouldn't I be?

JAKE

I'm not judging, Kas.

KASIDY

I hate this. You know? Being the  
wife of the Emissary. I love  
Ben... but I hate the Emissary.

JAKE

Kas...

KASIDY

He was ready to leave us again.  
You... me... Rebecca.

JAKE

But he didn't. Focus on that.

KASIDY

But he was prepared to do it. He only didn't because Elias took his place. I should be grateful I've still got my baby's father...

The back door opens again, and Kasidy immediately clams up. All emotions, good and bad, are pulled under neutral cover. Then Ben and Prynn appear in the kitchen doorway...

SISKO

Kasidy...?

KASIDY

Yes?

SISKO

I've offered to take Prynn to the monastery in Ashalla. Maybe Nerys can arrange for her to see an Orb... I thought it might help.

KASIDY

Sounds like a fine idea. When will you be back?

SISKO

No... I want you to come with us. All of you. So that we're all together...

A little flutter of relief and gratitude on Kasidy's face. He is trying. She looks at him, not sure what to say.

JAKE

I really ought to be getting back to Rena. She's running the bakery all on her own. But you should go, Kas. Be nice to get out of the house, get some sunshine.

She smiles gratefully at his encouraging tone. He's trying to be the peacemaker. She relaxes somewhat.

KASIDY

That does sound nice. I'll go and get washed up, then. Watch Rebecca for a second, will you?

Kasidy gets up and exits to the bedroom. Sisko goes to do the same, leaving Prynn and Jake alone.

PRYNN

Thank you for bringing me, Jake. I don't know if it'll help, but at least I feel like I'm doing something to help my dad.

JAKE

(subtext ahoy)  
I wish I could do more.

PRYNN

Need a lift back to Mylea?

JAKE

It's fine. It's not a long walk to the transporter station.

He gives her an affectionate grip of the arm, then exits out the front door. Prynn stands alone, watching over Rebecca, preparing herself for what's ahead.

**44**    **EXT. SPACE**

Back on the *Even Odds*, the *Defiant*, and the Jem'Hadar ship together behind the moon. Focus on the *Even Odds*...

**45**    **INT. EVEN ODDS - BRIDGE**

PAN across the destroyed bridge... somewhat cleaned up from what we saw earlier, but still a real mess. Eventually we find Taran'atar and Ro standing at the back, looking forlornly out across the sight.

RO

This poor ship... it's already had the bulkheads beaten out of it twice. I'd say we should give it up for scrap, but...

TARAN'ATAR

Captain Kira once told me why the Bajorans fought so hard to reclaim their world from the Cardassians, rather than simply leaving and going elsewhere. She said it was because it was... home... and people often define themselves by where they come from. For the crew of the *Even Odds*, this ship is their home.

RO

You're right. And they nearly lost it because of us. So it's up to us to fix it for them, no matter how damaged it is.

TARAN'ATAR

I have no home. The Dominion I knew no longer exists. And if it did, it would not want me.

RO

Deep Space Nine could be your home, if you let it. Worked for me, and a dozen others.

TARAN'ATAR

No. Too much has happened there. Both good and bad.

RO

Do you regret it?

TARAN'ATAR

I cannot change it. I can only go forward from here. But I do miss when life was clearer.

RO

When you could follow orders  
without thinking, you mean.

TARAN'ATAR

Not that. Or not just that. The  
Great Link was a symbol of the  
larger Dominion. It did not matter  
to us which Founder spoke because  
all the Founders were one. The  
unity of the Link was the unity of  
the Dominion.

(beat)

But now the Link has broken. And  
the Dominion has broken with it.

RO

"Things fall apart. The centre  
cannot hold."

(off Taran'atar's look)

Human literature. It just always  
stuck with me because I thought it  
described my life perfectly. But  
you know what? Things do get  
better. It sounds like a cliché  
but it's true. The hard part is  
waiting it out until they do.

The turbolift doors open, and a shuffle-stomp precedes Dez,  
the *Even Odds* captain, being supported by Nog and Bashir.

Dez looks around the bridge of his ship, too tired and  
beaten to be outraged.

RO

(gently)

Captain... I'm not sure you should  
be up and around.

BASHIR

He insisted, Commander. As soon as  
he was conscious and capable.

DEZ

It's my ship. My responsibility.

(turns to Ro)

I met you before, on the Alphie station. You're in charge?

RO

That's right. Commander Ro Laren.

DEZ

Well, Commander... what are you going to do to put this right?

RO

I've already given orders that we will do everything we can to get you good as new.

DEZ

Nog tells me the Wa is dead. I'm not sure what the *Even Odds* is without the Wa. And now you have Jem'Hadar strutting around and shouting at people.

Taran'atar reacts, slightly insulted...

DEZ

Not you, Taran'atar. I trust you. But you're not like them.

Ro and Taran'atar exchange a look - that's not any better.

NOG

Captain... the *Even Odds* will fly again. I promise you. We owe you that much, and more.

DEZ

(quiet, flat)

Yes. You do.

BASHIR

Alright, I think that's enough now. I want to get you back to sickbay. Your crew needs you there more than here right now.

DEZ

My crew. What's left of them.

Nog gives a ponderous and not entirely happy "Hmmm..."

RO

What does that noise mean?

NOG

Sorry, Commander. I was just thinking...

RO

About what?

NOG

Well... we can repair the *Even Odds*. Even this badly damaged, with enough time and care I will be able to get it working. And most of the crew survived.

RO

Yes, we've said that already.

NOG

Yes but... my point is... it was the Wa that destroyed this ship, right? And it was the Wa - their own versions of the Wa anyway - that destroyed all of the Ascendant ships.

BASHIR

What are you getting at, Nog?

NOG

This ship survived. What if... what if some of the Ascendant ships survived too?

RO

But you said you watched them all burn in the wormhole.

NOG

No, sir. We saw the ones that came to the wormhole burn. But what about the ones that didn't come to the wormhole?

TARAN'ATAR

The ones the Jem'Hadar destroyed first.

NOG

Right. There's a whole field of damaged ships out there - Jem'Hadar and Ascendant. If this ship survived, isn't it possible that one of them did too?

They all exchange worried looks, very much dismayed by that prospect.

**CUT TO:**

**46**    **INT. ASCENDANT SHIP**

Beginning close up on the face of an Ascendant WOMAN, not seen before. She is unconscious, her bio-armour damaged and bruised, her head bleeding silver liquid.

She begins to move, small semi-conscious flutters as dreams and nightmares pass through her damaged brain. Just enough to let us know that she is alive.

**PULL BACK** to show that she is sat in the seat of her ship, the chair itself seeming to cradle her, wrap itself around her to protect her.

A part of the ship has **SPEARED** her leg as it lashed about. The silver liquid creeps half-heartedly towards the wound.

**PULL BACK** further as we see the rest of the inside of the Ascendant vessel. The ship is made of Wa material, organic technology. It sags half-dead in places. Bruised, bleeding, warped out of shape, dim and lifeless.



But as we watch, it starts to give the tiniest signs of life, the same as its occupant. The saggy parts tighten just slightly before flopping again. Lights throb.

More silver fluid creeps sluggishly across a surface, until it finds a crack in the plating. It flows into the crack, and fills it up. The ship is alive too.

**PULL BACK** further still, until we pass through the outer hull of the ship and out into...

**47**    **EXT. SPACE**

Outside the ship. It looks just as damaged as the inside. Punched, dented, bruised, warped out of shape.

Continue to **PULL BACK**, in one unbroken shot. We see the ship is resting adrift inside a cloud of gas and debris, surrounding it and mostly blocking it from view.

Further, and we see the cloud is alone. There is no graveyard of dead ships - this one Ascendant ship is by itself.

Further, watching the ship and the cloud recede from sight. It's almost lost in the blackness of space. Our perspective turns away, but still in one unbroken shot.

Then two SHIPS cross our path - two single-pilot scout ships of Bajoran design. They go on about their business.

As we turn to see where the ships came from, we see a blue-green planet in the distance with several moons, a bright star far behind it.

And eventually, coming slowly into view, the familiar shape of Deep Space Nine itself.

The Ascendant ship is in the Bajoran system.

BLACK OUT:

END OF SHOW