

This script was written for a Star Trek fan fiction virtual series where we were supposed to release full length script every week in the same manner as Star Trek: Renaissance (www.startrekrenaissance.com).

Unfortunately, the project never got underway completely and only two scripts were finished. The pilot and this one.

The premise of the show is that the four principle characters all have a reason to flee from Cardassian space. Unfortunately they have nothing more to go on except an old Cardassian Freighter they stole. They keep the real crew captive. The problem is that the ship has only minimal warp capability and practically all of Cardassia are after them. The show is about their runaway trip.

The characters:

Sherman: Human. Lived long in Cardassia until was forced to flee with the rest of the crew. Drives the ship.

Orra: Cardassian. Lost her husband while making the initial escape from Cardassian homeworld. Occupies the helm usually, but also drives the ship.

Kytra: Klingon. Was hired to find Sherman and Orra, but failed in her mission and was forced to join in the escape. Operates as a chief engineer.

Torik: Romulan. Found marooned from a crashed shipwreck in an asteroid field. Has been alone for a long, long time and that has had its mental impact.

I don't know if the former producer is going to kill me for releasing this with my own permission, but he didn't answer any of my inquiries about it, so I guess he doesn't care.

Enjoy.

Oh yeah, and the usual stuff about Star Trek being the trademark of Paramount and this is released and used for non-profit purposes only.

I hold the copyright to this script. Star Trek: Exodus was created and produced by Shaun Hamley. Star Trek was created by Gene Roddenberry.

STAR TREK: EXODUS

Captured

Teleplay by

T. Henrik Anttonen

STAR TREK: EXODUS

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Captured

TEASER

FADE IN:

EXT. SPACE

We see the Cardassian Freighter at low warp.

INT. CARDASSIAN FREIGHTER - BRIDGE

We see SHERMAN, ORRA and KYTRA gathered around a panel with a star map in it. In the map there are two lines close which near one another at one point. In the same point there is an asteroid belt going right between them. The Cardassian Freighter is represented as a red dot on the other line.

Sherman points various parts of the map while speaking.

SHERMAN

I was examining the maps yesterday and found a shorter route than this one we're on right now. I didn't notice it at the time when we had other things in our mind, but I've found a way to get us to another route that would be a more direct route. It's passing this route close by. The problem is that the (?) asteroid belt is right between the two routes and we can't go through it in warp because of our deflector problems.

ORRA

Are you sure that our deflectors can't withstand if we go by warp?

KYTRA

Positive. We only have about 20% of deflector power. It's enough when we go by trade routes, but we can't go out from them. The deflector can't take any more pounding than this in warp.

STAR TREK: EXODUS

SHERMAN

It'll take us about 20 hours to reach the belt. Could you finish the repairs before that?

KYTRA

I haven't been able to determine the cause yet, so I can't be sure. It can take long since I'm not too familiar with the Cardassian engineering.

ORRA

And there is a chance that we could draw too much attention while in the belt?

SHERMAN

I was just coming to that. A Freighter making a pass from one trade route to another through a dangerous asteroid belt is bound to draw attention if we're seen.

ORRA

Are you suggesting we should ditch the idea?

SHERMAN

I'm suggesting that it's not my choice to make.

KYTRA

I say we do it. I'll work with the deflector dish. It's no use to start taking the long ways now.

ORRA

I don't know. Is it worth the risk? We're making good progress as it is.

KYTRA

It is when you have a cargo bay full of mouths to feed.

Orra clearly doesn't like this remark, but is forced to agree. She sighs.

STAR TREK: EXODUS

ORRA

I hate to admit that you're right.

Sherman nods.

SHERMAN

Then let's do it. I'll try to map the shortest and safest way through the belt.

KYTRA

I'll get to work with the deflector.

The group separates. Sherman continues work with the panel, Kytra exits to turbolift and Orra moves to helm.

EXT. SPACE

We see the Cardassian Freighter slow down to impulse and move into the asteroid belt.

INT. CARDASSIAN FREIGHTER - CORRIDOR

Doors close behind Orra as she exits from the prisoner room. She looks quite annoyed as she walks briskly down the corridor.

She goes to a turbolift and waits for a moment. When the doors depart she walks in so fast that she bumps into Kytra who was already standing in the turbolift.

ORRA

(still annoyed)

Sorry. Deck 8.

Orra places herself as far from Kytra as she can.

KYTRA

You seem to be in a bright mood.

ORRA

It's nothing...

(beat)

It's just that it's very hard to be nice to someone when every time it's thrown right back to your face.

STAR TREK: EXODUS

KYTRA

You've been talking to our fine guests again.

ORRA

Yes, I have.

KYTRA

You know what I think we should do with them.

ORRA

Yes, I know. And I don't want to hear about it.

KYTRA

Your choice. For now, that is.

Orra turns furiously to Kytra.

ORRA

(furious)

You want to hear what I think about your...

She gets interrupted as the whole ship shakes and the alarm goes off.

SHERMAN'S COMM

VOICE

Sherman to Kytra and Orra. You'd better join me on the bridge.

Kytra and Orra exchange a worried look.

INT. CARDASSIAN FREIGHTER - BRIDGE

Sherman is working at the helm when Kytra and Orra enter from the turbolift. Immediately Orra goes to science station and Kytra goes to another panel.

SHERMAN

We're drifting from our course. It doesn't make sense. We haven't turned, we're just drifting sideward.

STAR TREK: EXODUS

ORRA

Isn't that supposed to be impossible?

SHERMAN

I've already increased to maximum impulse, but the drifting is getting worse. It's as if something had grabbed us.

At the same time Kytra is working with the other panel.

KYTRA

I can't understand it. The sensors report nothing wrong with the engines.

ORRA

I can't detect anything out of the ordinary either.

SHERMAN

Can you increase the power?

KYTRA

I can try.

EXT. SPACE - ASTEROID BELT

We can clearly see that the ship is moving sideways in addition to its forward motion.

INT. CARDASSIAN FREIGHTER - BRIDGE

As before.

KYTRA

I can give you 25% of additional impulse power, but I don't recommend using it for very long. It could burn out the engine coils.

SHERMAN

Let's try it.

KYTRA

Engaging power overdrive.

STAR TREK: EXODUS

For a moment they watch their instruments hopefully, but very soon their expressions fall.

SHERMAN

It's not working. Drifting still increasing.

KYTRA

We have to disengage if we don't want to burn the coils.

SHERMAN

Do it.

EXT. SPACE - ASTEROID BELT

We can see the Cardassian Freighter stop all forward motion. It turns until it is literally backing at increasing speed to the invisible target.

INT. CARDASSIAN FREIGHTER - BRIDGE

Again, as before. Sherman looks worried.

SHERMAN

We no longer have any forward motion. Backwards movement increasing.

ORRA

Can we use the warp drive already?

KYTRA

I was just coming to report that the deflector dish has not yet been repaired.

ORRA

But there must be something we can do!

SHERMAN

No, I'm afraid there isn't.

On this we...

FADE OUT.

END OF TEASER

STAR TREK: EXODUS

ACT ONE

INT. CARDASSIAN FREIGHTER - BRIDGE

We see Torik enter from a turbolift. He remains in the background.

Orra has now moved to other panel while Sherman and Kytra are as they were in the teaser.

SHERMAN

We're still moving backwards.

ORRA

Yes, but we're slowing. Only two thousand kilometres per second now and decreasing.

Others turn to her. Beat.

ORRA

Now only one thousand.

(beat)

500.

(beat)

We've stopped.

Sherman begins to work with his panel.

SHERMAN

We might not be too far off course. Our coordinates are...

ORRA

(interrupts)

Wait. We're moving forwards again.

KYTRA

Our engines are still offline.

ORRA

Speed increasing.

SHERMAN

Still no helm control.

STAR TREK: EXODUS

ORRA

Now back at 500 kps.

EXT. SPACE - ASTEROID BELT

We see the ship moving forward. And maybe we can already see that it's slowing again.

INT. CARDASSIAN FREIGHTER - BRIDGE

As before.

ORRA

Wait. We're slowing again.

KYTRA

This is starting to get on my nerves.

ORRA

We're moving backwards again. Speed rising.

SHERMAN

I'm trying to re-establish helm control.

EXT. SPACE

Cardassian Freighter is now moving slowly backwards, but comes quickly to stop and it starts to move forwards again. But very slowly this time.

INT. CARDASSIAN FREIGHTER - BRIDGE

Again as before. Kytra is clearly agitated. She's biting her teeth hard.

ORRA

We're moving forwards again. Only 90 kps.

A pressing silence. Beat.

ORRA

We've stopped.

STAR TREK: EXODUS

Another beat as everybody's contemplating about what just happened.

SHERMAN

Kytra, you didn't happen to do anything funny with the engines?

Kytra just shoots a nasty glance to Sherman.

SHERMAN (CONT'D)

Well, would someone then care to offer any theories?

ORRA

It doesn't make any sense. There shouldn't be any gravitational fields here. I'm showing nothing on my console.

SHERMAN

Are you saying that someone is controlling our engines?

KYTRA

(outraged)

There is nothing wrong with the engines!

ORRA

I agree. There must be some kind of gravitational anomaly. Every time we changed the direction, we passed this very spot.

SHERMAN

But you said that there can't be.

ORRA

I said there shouldn't be. That's very different.

SHERMAN

Okay, fine. Now how do we get out?

STAR TREK: EXODUS

ORRA

I can't say. I can't even be sure if I'm right. The scanners show nothing out of the ordinary.

SHERMAN

Great. Any suggestions?

Silence. Then Orra starts working with her console.

ORRA

(frustrated)

I don't know. The sensors don't confirm any gravitational anomaly. I've checked with several sensor configurations. And besides, we should be hit with a dozen asteroids by now if it were.

(sighs)

It just doesn't make sense.

SHERMAN

Are you saying that it only affects the ship?

ORRA

I don't know. I may have an idea though.

SHERMAN

Let's hear it.

ORRA

Every time we flung back and forth we passed this very spot, so whatever it is, it's precisely here. So what if we'd back off and wait to be drawn back again. Once we've got enough forward momentum, we can give everything we've got from the impulse engines and hope that's enough to get us out.

Sherman thinks this for a moment before turning to Kytra.

SHERMAN

Could you give us the extra 25% again?

STAR TREK: EXODUS

KYTRA

I will try.

SHERMAN

(nods)

Let's try it.

Sherman turns back to his console to prepare. They all work for awhile. Torik sits uncomfortably, can't quite find anything to do.

KYTRA

I can give you 20%, but I can't hold it for long. Full impulse has its name for a reason.

SHERMAN

Let's hope that that's enough. Is everybody ready?

Kytra and Orra nods.

SHERMAN

Then let's do it. Full impulse backwards.

The bridge starts to tremble slightly as everyone focuses on what they are doing.

SHERMAN

Let's hope that this is enough.

ORRA

We're gaining speed. Two thousand kilometres per hour.

(beat)

Three thousand.

SHERMAN

Still looking good. Are you ready, Kytra?

KYTRA

I am.

SHERMAN

Just say when and we'll do it, Orra.

STAR TREK: EXODUS

Orra nods while intensely observing her console.
Concentration shining from her expression.

ORRA

We're slowing just as I expected. Two
thousand.

Bridge starts to shake slightly more violently.

ORRA (CONT'D)

One thousand.

SHERMAN

Kytra, get ready.

KYTRA

(annoyed)

You really don't have to remind me of
my job all the time.

Sherman turns to look Kytra. His expression is blank. Then
his expression turns to apologetic one.

SHERMAN

(half smiles)

Sorry. An old habit.

The bridge now shakes really violently.

ORRA

We've stopped. Do it now!

KYTRA

Full ahead. 25% above normal limit.

The shaking stops immediately. Silence falls to the bridge.

SHERMAN

Confirming full impulse.

He raises his sight from the console.

SHERMAN (CONT'D)

It worked!

Everyone starts to relieve from the tension and even Kytra
loosens her stern posture.

STAR TREK: EXODUS

ORRA

Well, it seems that we can safely regard that as one of life's little curiosities.

SHERMAN

How long can we hold up the extra power?

KYTRA

More than 30 seconds without damaging the engines.

SHERMAN

Good. Hold it up as long as you feel comfortable. I don't want to leave anything to chances.

ORRA

I think I will check the...

Orra is interrupted again as the freighter starts to shake so violently that Orra and Sherman are nearly thrown off their chairs.

EXT. SPACE - ASTEROID BELT

Slowly the Cardassian Freighter slows down until it starts to move backwards again.

INT. CARDASSIAN FREIGHTER - BRIDGE

As before. Kytra is trembling from fury.

ORRA

It's not working! We're slowing down again!

SHERMAN

The ship is turning! I don't have any helm control. Kytra, did you shut down the power boost?

KYTRA

(between teethes, very slowly)

No. I did not.

STAR TREK: EXODUS

SHERMAN

Well, maybe you'd better turn it off.
We don't want to burn the engines.
We're moving backwards again.

ORRA

Speed slowing down.

Kytra starts working so furiously that she puts the wrong commands and gets a disapproving bleep. This is too much for Kytra and she let's out a mighty roar while hitting the console with both hands. When she realizes that Orra and Sherman have turned and stare her with surprised expressions she storms out to the nearest turbolift.

INT. CARDASSIAN FREIGHTER - ENGINEERING

We follow Kytra as she storms in in rage. She takes the first object that she can reach and smashes it to the wall with another roar.

FADE OUT.

END OF ACT ONE

STAR TREK: EXODUS

ACT TWO

FADE IN:

EXT. SPACE - ASTEROID BELT -- LATER

Establishing shot. The Cardassian Freighter is immobile in the middle of the asteroid belt.

INT. CARDASSIAN FREIGHTER - ENGINEERING

We see Orra enter cautiously. She doesn't enter but peers around, but can't see Kytra. She steps in. She turns and sees Kytra sitting in a corner. Kytra's eyes are closed and she breathes heavily.

Slowly Orra closes her. Kytra doesn't notice her and when Orra touches Kytra's shoulder she makes another mighty roar and jumps up. Orra is so surprised that she jumps back, trips and falls down.

Quickly Kytra becomes conscious of her surroundings and relaxes a bit.

KYTRA

Sorry. You startled me. It was a warrior's reaction.

ORRA

(rising from the floor,
still surprised)

Don't mention it. I just came to see how you're holding up.

Kytra is clearly too proud to admit anything.

KYTRA

No need. I am fine.

ORRA

Then you probably won't mind telling me why you lost your temper like that on the bridge.

STAR TREK: EXODUS

Kytra turns away. She doesn't want to talk about it and pretends to start working with some tool, but can't find any appropriate use for it.

KYTRA

It was nothing. I am just tired, that's all.

ORRA

Now why do I find that hard to believe?

Kytra turns back to Orra.

KYTRA

(forcefully)

Are you implying something?

Now Orra is really surprised.

ORRA

No. I just came to see would you like to talk.

KYTRA

Oh, now you're the counsellor of the ship as well as the stewardess!

ORRA

What? I...

KYTRA

With your child still unborn, maybe you try to make babies out of all of us!

ORRA

I...

KYTRA

Why don't you go to your precious Cardassian prisoners! You seem to enjoy their company.

Slowly Orra's expression has changed from that of surprise to one of anger.

STAR TREK: EXODUS

KYTRA

Yes, why don't you go and feed them with all the supplies we've got! It's been evident you feel more towards them than to our survival!

Orra's freezes her face to expressionless. She turns to leave, but turns back at the door.

ORRA

(angrily)

I don't know what your problem is, but I just tried to come here to see if I could help. Perhaps it's a klingon trait to see that as hostile, since I can't understand your attitude. Maybe you don't understand that if we intend to survive, we need to stick together. There are only four of us to run the whole ship and we can't afford anyone to start soloing on anything. I can't ask us to be friends, but you need to let others in your territory or we're lost! I'm sorry if that's too much.

And she turns to the door and is about to exit.

KYTRA

Wait!

Orra turns back from the door. Kytra now seems almost embarrassed.

KYTRA

I... I apologize. I'm feeling a bit nervous right now.

(beat as she's searching for words)

It's not fit for a warrior to let feelings overtake the control like that... As it did on the bridge.

(beat)

I can't stand this feeling of being... trapped like a caged animal. It's unbearable for a warrior... For me.

ORRA

You mean the ship being stuck.

STAR TREK: EXODUS

KYTRA

Yes.

ORRA

I don't understand. Surely this can't be a unique situation for you. Even we restrained you when you first came onboard.

Kytra sits down and thinks for a moment before saying anything.

KYTRA

That was different. In those situations I've been in total control of myself. I was the one who decided when was the time to escape or surrender. I made all the decisions and by that I was in control even in situations where I was restrained.

(beat)

For the first time in my life I am forced to co-operate and to socialize all day long and for who knows how long. It really makes me feel anxious. It's even hard to face you or anyone on board. I always wonder before going to someplace that is there a possibility that I might meet somebody and try to plan my movements so that I could prevent it. I have to weight every word, every gesture and expression before saying or doing anything. So perhaps you can see that I'm trying to come along and adapt because I know that we depend on one another if we are to survive.

(beat)

I try so hard. And it's that constant trying and working that's making me very tired and nervous. This whole affair actually only was the last drop to it all.

Orra sighs before answering.

STAR TREK: EXODUS

ORRA

I understand that. And that's what I tried to say earlier, even though a bit too loudly. You'll just have to learn. Adapt. This is too big of a vessel to be run by one individual. I can't say that I could understand completely because I've always been surrounded by people. I can't really offer much help since I don't know how. And you probably wouldn't like that. I can only wish you good luck.

Kytra rises from the chair again.

KYTRA

Thank you.

(beat)

Perhaps we should go back to the bridge.

ORRA

Actually Sherman was hoping we could keep a meeting here. Since the ship isn't moving there's no reason to be on the bridge.

KYTRA

Fine. Where is he?

ORRA

He and Torik are just outside the door. Torik was afraid to come in if you'd still be in a mood for a kill. He made Sherman to stay with him.

KYTRA

And they sent you?

ORRA

He probably thought you wouldn't kill a pregnant woman.

KYTRA

How gallant.

STAR TREK: EXODUS

Orra tries her best to suppress a smile as she moves to the door, but isn't too successful. She calls out to the corridor.

ORRA

It's ok. You can come in.

Sherman and Torik enter the room and throw a quick glance to Kytra. Sherman is relieved to see that she's calmed down. Then he looks at Orra.

SHERMAN

What's so funny?

EXT. SPACE - ASTEROID BELT

The Cardassian Freighter.

INT. CARDASSIAN FREIGHTER - ENGINEERING

All four of them have gathered around a table. (Will there be a table in the engineering? I hope there will be.)

SHERMAN

Were we even close of getting clear of the anomaly?

ORRA

I really can't say since I still don't know what it is.

SHERMAN

Could we try again? Could you give more juice from the impulse engines?

KYTRA

I can't. We nearly burned them the last time. I wouldn't recommend even regular full impulse until I've checked the engines.

ORRA

I think we should seriously start to investigate this phenomenon. We might learn something that'd help us.

STAR TREK: EXODUS

SHERMAN

I agree. But before that, we should consider alternatives. What if we can't get out?

Kytra doesn't like that possibility one bit.

KYTRA

(between teeth)

I myself propose that in that case we should do the honourable thing. We shouldn't wait until we are picked up by the Cardassian officials like overdone berries. This vessel is equipped with fully functional self destruct system.

Orra doesn't believe what she's hearing.

ORRA

I can't believe you two! We've only been trapped for a couple of hours and you're all ready to commit suicide. We don't even know if we could escape with a smaller vessel. A shuttle perhaps?

SHERMAN

We're only discussing options. Nobody is going to die just yet. All I'm saying is we're trapped between two heavy traffic trade routes and sooner or later we're going to get noticed.

KYTRA

I propose that we decide now what we are going to do if and when that happens.

ORRA

Well I don't. We shouldn't be wasting our effort to that discussion when we should be figuring out how to get out of here. Alive.

Pause.

STAR TREK: EXODUS

SHERMAN

Okay. Fine.

(beat)

The next logical step I suppose is to try the warp drive.

KYTRA

I suppose. I have to repair the deflector dish.

SHERMAN

Right. I'll assist you. There's no point in being at the helm when we're not going anywhere. Orra, you try to figure out just what this anomaly is.

ORRA

Sure.

KYTRA

(to Sherman)

Come and see the deflector controls. I've had problems with power distribution diagnostic sensors.

Sherman and Kytra leave as Orra and Torik remain seated. Torik seems kind of lost. Orra is lost in thought for a moment before she notices Torik.

ORRA

Want to give me a hand?

TORIK

If you think I can.

ORRA

Sure you can. Join me on the bridge.

TORIK

Okay.

Orra and Torik leave.

EXT. SPACE - ASTEROID BELT - CARDASSIAN FREIGHTER

As before.

STAR TREK: EXODUS

INT. CARDASSIAN FREIGHTER - ENGINEERING

[NOTE: In this and in few following scenes I'm using the term Jefferies Tubes. An equal system must be in Cardassian vessels as well, but I doubt they will be called Jefferies Tubes, so an alternative name must be decided.]

Sherman and Kytra working with separate panels. Several panels have been opened and tools have been left lying around.

It's clear that they've been working for hours and seem pretty tired and messy.

KYTRA

(sights)

It's no use. The power distribution system checks out fine.

Sherman joins her at her console. He taps out commands and is not happy with what he sees.

SHERMAN

Are you sure the diagnostic system is in order?

KYTRA

No.

SHERMAN

Great.

He goes to another panel, taps out a few commands. He frowns, takes a tool and opens the panel. He crawls under it and starts working with the tool.

Kytra moves to another panel and taps in few commands. A crack is heard and Sherman shouts out in pain. We hear a loud boom as he hits his head to the bottom of the panel. He comes out and holds his head.

KYTRA

Sorry. I should've known that.

STAR TREK: EXODUS

SHERMAN

It's all right. We're both tired.

(beat)

Well, that checks the diagnostic system out. Evidently it's working fine. External sensors also checks out.

KYTRA

That's still a relief. I wouldn't feel myself very secure if I couldn't rely on diagnostic sensors.

Sherman sights again and sits down to a chair by the table.

SHERMAN

I don't understand it. We've checked everything.

A pause. Then Kytra slowly turns to Sherman.

KYTRA

Not everything.

First Sherman don't understand, but slowly an understanding comes to his face. He doesn't like it.

SHERMAN

The control chips.

KYTRA

And the phase emitters.

SHERMAN

But there are nearly a hundred control chips and they must all be checked one at a time. I don't even know where they are in Cardassian ships.

Kytra points a Jefferies Tube exit.

KYTRA

In that Jefferies Tube. But the phase emitters are outside. So you'll just have to decide do you want to crawl to the tube or to go for a walk.

STAR TREK: EXODUS

SHERMAN

Me? Why me?

KYTRA

Afraid of getting your hands dirty?

Kytra hands a tool to Sherman. Sherman takes it, but doesn't like it. He crawls into the Jefferies Tube.

INT. CARDASSIAN FREIGHTER - BRIDGE

Orra and Torik have gathered to a console. It's clear that they've also been at it for hours. They're both tired. Only a dim lighting has been set on the bridge. The console they're working on is the primary lighting.

ORRA

(desperate)

It doesn't make sense. The sensors just can't tell anything. There shouldn't be anything out of the ordinary.

TORIK

Are you sure the sensors operate properly?

ORRA

I wouldn't want to bother Sherman and Kytra with asking right now. The last time I went to see them the deflector problems weren't solving all that well either. We'll assume that they are.

TORIK

Is that wise?

ORRA

Maybe not. But it's the only ground we've got.

Orra leans back in her chair feeling exhausted. She rubs her eyes and then leans to the console again.

STAR TREK: EXODUS

ORRA (CONT'D)

Everything we've experienced would indicate this to be a gravitational anomaly, but everything the sensors are saying says it isn't.

TORIK

Perhaps the sensors are malfunctioning then.

ORRA

But we can't forget the asteroids. Why aren't they drawn in? I haven't ever heard of gravitational phenomenon's affecting only one object.

(beat, more tired)

It could be an engine malfunction except that it isn't since we can't get out with thrusters either and the impulse engines are out cold.

TORIK

Could it be artificially generated phenomenon? A tractor beam perhaps?

ORRA

In theory. But anything like that would scream its presence the sensors.

Orra again leans back in her chair and starts to think. A silence falls to the bridge as Torik doesn't know how to actively participate. A moment passes by.

After a moment Torik starts to feel a bit awkward.

TORIK

Orra?

Orra snaps awake and at first seems very surprised at her surroundings. She quickly regains her posture and immediately leans over her console and doesn't want to admit to herself that she fell asleep.

STAR TREK: EXODUS

ORRA

(disoriented)

Yes, right... Um, we need to widen the scan. See if can find anything unusual from outside the field itself.

TORIK

You need to sleep.

ORRA

No, I'm fine. Let's continue.

TORIK

You shouldn't put yourself to so much strain. Especially in your condition.

ORRA

(irritated)

What condition? Being pregnant doesn't mean I wouldn't be fit for work. Yet.

TORIK

No, but you still should look after your health.

ORRA

You're right. But at this moment...

TORIK

(interrupts)

...you shouldn't be working when you're so tired. Go and sleep for a couple of hours.

Orra wouldn't like to admit that he's right. She considers a moment.

ORRA

Okay, fine. But for one condition. You sleep as well.

TORIK

Agreed.

They rise from their chairs and start towards the turbolift. Orra is however still reluctant to go.

STAR TREK: EXODUS

ORRA

And only for a few hours.

TORIK

Sure.

They step to the turbolift.

ORRA

I wonder what Sherman and Orra would say if they'd find out.

INT. CARDASSIAN FREIGHTER - JEFFERIES TUBE

Close on Sherman who is checking the control chips and not liking it. After a few he sighs deeply.

SHERMAN

Well, that's the last of them. All checked out.

A moment. No answer.

SHERMAN (CONT'D)

Kytra.

(beat; no answer)

Kytra!

He waits another moment.

INT. CARDASSIAN FREIGHTER - ENGINEERING - CONTINUOUS

Sherman rises from the Jefferies Tube and for a moment massages his back which is painfully stuck. Then he looks around, not seeing Kytra anywhere.

SHERMAN

Kytra!

After that he hears a quiet noise from behind the table. He goes and finds Kytra sleeping on the floor. Sherman is not pleased. He mutters something by himself. Then he starts shaking Kytra and she eventually awakes. She slowly rises from the floor.

STAR TREK: EXODUS

SHERMAN (CONT'D)

Well, I've checked all the chips with no luck tracing the malfunction. I'm very interested in hearing what you have achieved in these past hours.

Kytra has to concentrate for a moment before waking enough to answer and stand up at the same time.

KYTRA

Well... Since you were checking up the chips and there is no comfortable way of putting us both in the same tube I thought it's stupid for us both to stay awake.

SHERMAN

Really?

KYTRA

(still disoriented)

Umm, yes... So? No luck?

SHERMAN

No.

Kytra thinks for a moment and manages to loosen her disorientation for the most part.

KYTRA

Well, I've always wanted to do a midnight stroll to an asteroid belt. Do you like spacewalks?

SHERMAN

Hate 'em.

KYTRA

Too bad.

And with that she walks out of the engineering. After a moment Sherman follows.

FADE OUT.

END OF ACT TWO

STAR TREK: EXODUS

ACT THREE

FADE IN:

INT. CARDASSIAN FREIGHTER - AIRLOCK CORRIDOR

Kytra and Sherman are fitting themselves to spacesuits that are not in particularly impressive condition and not all that fitting since they are of Cardassian design. Especially Kytra has some troubles getting in her suit. Orra is helping Sherman to get into his.

SHERMAN

I have to say I'm not very pleased with this. Especially not with suits in this condition.

ORRA

I'm sure it will be fine. Cardassian technology is not all that bad.

SHERMAN

Really? Then why are we going out to fix the deflector dish?

Kytra has managed to get into her suit on and moves to the airlock.

KYTRA

We should go.

Orra puts Sherman's helmet on and he locks it. He's starting to look pretty worried.

ORRA

Just enjoy the view.

KYTRA

He won't have the time.

Reluctantly Sherman follows Kytra into the airlock.

ORRA

I'll be monitoring you on the bridge.

STAR TREK: EXODUS

EXT. SPACE - CARDASSIAN FREIGHTER

Establishing.

EXT. CARDASSIAN FREIGHTER - HULL

We close in to see Sherman and Kytra walking on the hull. Kytra is calm, but Sherman doesn't feel himself too comfortable. He is in fact feeling quite queasy.

SHERMAN

Oh, I really do hate spacewalks. I don't like being in the middle of nothing with only a thin garment to protect me from it.

KYTRA

From nothing?

SHERMAN

Exactly.

KYTRA

Then you should have nothing to worry about.

Sherman laughs nervously.

SHERMAN

Right. Is that the Klingon approach?

KYTRA

It's my approach. We Klingons can think for ourselves as well.

SHERMAN

Right.

(beat)

These boots are horrible. The magnetism makes walking difficult.

KYTRA

Without them you'd find yourself floating to the next star system.

STAR TREK: EXODUS

SHERMAN

Well, I wasn't planning on taking them off.

KYTRA

It would really be a lot easier to walk if you wouldn't keep the magnetism at maximum.

SHERMAN

I don't trust them. I feel like in each step I'd fall off from the hull. I want to be absolutely sure.

KYTRA

Suit yourself.

They proceed in silence for a moment.

ORRA'S COMM VOICE

Orra here. How are you holding up?

KYTRA

We're approaching the deflector dish and should be there in a few minutes. No problems yet.

SHERMAN

I wouldn't go that far.

ORRA'S COMM VOICE

Just think of something nice and you'll be there in no time.

SHERMAN

Something nice. Easy for you to say.

ORRA'S COMM VOICE

Surely you can think of something. Like a holiday trip for example.

SHERMAN

I haven't been on one since I was a child.

STAR TREK: EXODUS

ORRA'S COMM VOICE

Then think of that time when you were as a child. I have to get back to the sensors now. Orra out.

Again they proceed in silence.

SHERMAN

We went to Risa.

Kytra doesn't react.

SHERMAN (CONT'D)

Of course I can't remember much of it since I was only six or seven at the time, but I can remember that I enjoyed. The food was marvellous out there. They had kind of crabs everywhere and I ate bowls of them every time I had a chance. I found out too late that they had unexpected side effects of working as powerful stimulants and so I usually spent my nights awake. But it really didn't matter then. I was only too happy to be awake all night. My parents weren't as thrilled, but I don't think they were too upset. It's amazing how much entertainment a child can find from a seemingly quiet planet like that.

(beat)

Have you been in Risa?

KYTRA

I visited there once a few years back. I found it too... fragile for my amusement.

Sherman decides not to push the issue.

INT. CARDASSIAN FREIGHTER - BRIDGE

Orra and Torik working on separate consoles. Orra also checks the helm station once and awhile to monitor Kytra and Sherman.

STAR TREK: EXODUS

Close on Torik who seems intrigued at something. He taps in a few commands. He seems excited about something he has found. He turns to Orra.

TORIK

Come and see this.

Orra comes.

ORRA

What is it?

TORIK

I think I've finally found something.
See those meteors coming towards us.

ORRA

Yes.

TORIK

Watch. It's now about 40 000 kilometres
away from us.

They wait for a moment and then it's Orra's turn to be intrigued.

ORRA

It's gone.

Torik nods.

ORRA (CONT'D)

What happened?

TORIK

It burned.

ORRA

Just like that?

TORIK

Just like that.

Orra quickly goes to her console. She taps in commands and her intrigued expression turns to one of excitement.

STAR TREK: EXODUS

ORRA

I'll examine the sensor logs. Maybe this has happened before.

TORIK

I witnessed it four times.

KYTRA'S COMM VOICE

Kytra here. I think we've found the cause to our deflector problems. One of the phase emitters were stuck and was feeding back energy to the structure. It caused short circuits all over the system.

Orra taps the on communicator from the helm console.

ORRA

How long do you think it'll take to fix it?

KYTRA'S COMM VOICE

Shouldn't take too long. It's only a minor problem. I've put Sherman to work on it to give him something to think about. In the meantime, I want to check the other emitters as well. I don't want to come here again very soon.

ORRA

Understood. When you come back, please join us on the bridge. I think we've found something that could be important.

KYTRA'S COMM VOICE

Right. We'll be back in a few minutes. Kytra out.

Orra returns to her console.

ORRA

How did you pick this up?

Torik seems quite taken aback by the question.

STAR TREK: EXODUS

TORIK

(somewhat awkwardly)

I kept the sensors on this one spot for quite some time and noticed that this was happening repeatedly.

ORRA

In other words, you fell asleep.

TORIK

(nods)

Basically.

ORRA

Well, never mind that now.

(beat)

Any theories?

Torik shakes his head for no. Orra goes back to her console. A moment passes.

ORRA

It's happening all around us.

TORIK

I noticed the same.

ORRA

In every case, the incineration begins precisely 38 000 kilometres from our position.

TORIK

Could that mean something?

ORRA

It means one thing for sure: This is no gravitational anomaly.

EXT. CARDASSIAN FREIGHTER - HULL

Sherman puts a piece of hull plating back in its place and covers the phase emitters. He turns to look for Kytra and sees her on the other side of the deflector dish. She's holding a tricorder.

STAR TREK: EXODUS

SHERMAN

I'm all done. Could we go back in now,
please?

KYTRA

I'm almost done. No malfunctions have
showed up.

SHERMAN

Great. I wouldn't want to return too
soon either.

Sherman waits for a moment while Kytra does further
checkups. Quite soon he becomes quite restless again. Kytra
notices this. She turns back to Sherman.

KYTRA

Look, I probably don't need you anymore
so you go ahead and go back inside.

SHERMAN

(relieved)

Thank you.

He turns to leave, but turns back again to see Kytra back
at her tricorder.

SHERMAN (CONT'D)

You sure you'll manage?

KYTRA

Positive.

SHERMAN

Okay. I'll wait inside.

He turns again to leave and starts towards the airlock.

SHERMAN (CONT'D)

Sherman to the bridge.

ORRA'S COMM VOICE

Orra here.

SHERMAN

I'm coming back. Kytra's staying to do
some final checkups.

STAR TREK: EXODUS

ORRA'S COMM VOICE

I'll prepare the airlock.

Sherman starts to fasten his pace at every step until it's almost a run.

ORRA'S COMM VOICE

Calm down. The airlock isn't going anywhere.

SHERMAN

I just want to get there as fast as I can.

ORRA'S COMM VOICE

I'll send Torik to meet you. Orra out.

Sherman proceeds when all of a sudden his boot's indicators turn red. An alarm starts to beep in his suit. Sherman notices this too late and because of the force of his steps, he shoves himself off from the hull. He starts to spin while rising from the hull.

Sherman panics for a moment when he realizes what's happening.

SUIT COMPUTER

Warning! Magnetic field polarization failure. Auxiliary system activated.

But it's too late. The indicators change back to normal, but Sherman is too far from the hull for the boots to draw him back. Kytra is too preoccupied with her checkups to notice what's happening.

In panic, Sherman doesn't make a sound for a while.

SHERMAN

Kytra! The boots... Help!

Kytra turns from her tricorder and scares when she sees Sherman departing from the hull very fast. She starts to walk to the same side of the deflector as fast as she can, forgetting all about her checkups.

STAR TREK: EXODUS

KYTRA

Kytra to the bridge! Emergency!
Sherman's magnetic boots have failed.
He is departing from the hull.

ORRA'S COMM VOICE

What?!

We see from Sherman's point of view how fast the Cardassian Freighter is left behind. He is already several kilometres away.

SHERMAN

(out of breath)

Help...

But he is too scared to make another noise.

(NOTE: What's the Cardassian equivalent to 'my god'?)

ORRA'S COMM VOICE

My god! How could that happen?

KYTRA

Never mind that now. Just get him back.

ORRA'S COMM VOICE

Right. Sorry. Locking tractor beam.

KYTRA

Wait! Don't energize!

ORRA'S COMM VOICE

Why?

KYTRA

I'm standing right next to the device.
It could fry me. Use the transporter!

ORRA'S COMM VOICE

Right.

(beat, frustrated)

It's really hard to get a lock. His
speed is not constant.

SHERMAN

Wait. I think... I think I'm coming back.

STAR TREK: EXODUS

ORRA'S COMM VOICE

What?

SHERMAN

I'm falling back. Quite fast actually.

KYTRA

(to herself)

Just like the ship.

We see that Sherman's speed is quite fast now.

SHERMAN

I don't like this!

From Sherman's point of view the speed is quite scary now.

ORRA'S COMM VOICE

I'm beaming you in.

KYTRA

It's too late!

Sherman drops and hits the hull quite hard and collapses.

ORRA'S COMM VOICE

(horrified)

Sherman!

Sherman doesn't move.

FADE OUT.

END OF ACT THREE

STAR TREK: EXODUS

ACT FOUR

FADE IN:

EXT. SPACE - CARDASSIAN FREIGHTER

Once again, as before.

INT. CARDASSIAN FREIGHTER - SICKBAY

Close on Sherman, who is cautiously opening his eyes. He blinks at the brightness of the sickbay.

ORRA (O.S.)

Welcome back.

Widen to see that Sherman is lying on a biobed. Orra and Kytra are beside the bed. Kytra has a medical scanner.

KYTRA

You're a very lucky man, Sherman. You only broke your leg and had a minor concussion. A miracle after that landing.

Sherman contemplates his surroundings and tries to bring himself to focus.

SHERMAN

(slowly)

What happened?

KYTRA

The boots polarization was reversed. Instead of keeping you on the hull, they pushed you off. That's why you departed so fast.

SHERMAN

My head's killing me.

KYTRA

I've repaired your leg, but I can't do anything about the concussion except to urge you to lay still for a couple of days. I'll give you something for the pain.

STAR TREK: EXODUS

SHERMAN

Thanks.

Kytra moves to a cabinet and takes a shell for the hypospray.

ORRA

You really scared me for good back there.

SHERMAN

Well, I think you're the one who survived with fewer emotional scars.

Kytra moves back and gives an injection to Sherman. He seems immediately relieved.

SHERMAN (CONT'D)

Thanks.

KYTRA

I'm going to check all of the suits and boots. I'm not too convinced about the Cardassian engineering after this.

SHERMAN

What about the deflector dish?

KYTRA

It's working again. We can use the warp speed normally.

SHERMAN

Glad that something good did come out of this. When can we try it?

KYTRA

Any moment now. But first we must get you in shape.

SHERMAN

I'm ok.

He tries to sit up, but falls back. He let's out a great sigh.

STAR TREK: EXODUS

KYTRA

I've been 'ok' in the same way many times myself. I can say from experience that you need some more rest. We won't be going anywhere without you.

Sherman nods weakly.

KYTRA (CONT'D)

Maybe it would be better if we leave him to sleep for awhile.

ORRA

(nods)

I'll be on the bridge. When you're up to it, I've got some matters to fill you up on.

Sherman nods again. Orra turns and leaves the sickbay. Kytra goes to a panel to view some medical scans.

EXT. SPACE - CARDASSIAN FREIGHTER

Well, what do you know: As before.

INT. CARDASSIAN FREIGHTER - BRIDGE

Orra is sitting at the helm console looking rather bored because there isn't much flying going on these days. Torik sits in a back position.

She hears the turbolift door opening and turns to look. To her surprise Sherman is entering the bridge with Kytra. His walking is still somewhat hesitant, but he's having no big difficulties with it. Kytra keeps an eye on him, ready to catch him if he might fall.

Orra stands from her position.

ORRA

Sherman! Are you sure you should be on your feet. It's only been a day.

STAR TREK: EXODUS

KYTRA

I wouldn't have let him go, but you know how it is like when one decides to be a hero.

(beat)

I've done it lot's of times.

SHERMAN

I'm fine.

KYTRA

That's what you said a day ago.

SHERMAN

Yes. But now I am. Really.

KYTRA

Alright.

Kytra goes to the engineering panel.

ORRA

I'm glad to see your better. Torik and I made some observations about the asteroid field that you might find interesting.

SHERMAN

Later, please. We have warp capability. I think we should try and get us out of here.

ORRA

Okay.

Sherman sits to the helm position. He lets out a long breath. He is exhausted, but tries to hide it. Orra moves to the science station she was in the first act.

KYTRA

All systems functional. Deflector back to normal. We can try warp 1.3.

SHERMAN

Engaging.

STAR TREK: EXODUS

EXT. SPACE - ASTEROID BELT

The Cardassian Freighter shoots to warp.

INT. CARDASSIAN FREIGHTER - BRIDGE

Everybody working on their consoles with concentration.

ORRA

We have maximum velocity.

KYTRA

All systems running...

She is interrupted as the bridge jerks violently and starts to shake again. The shaking increases rapidly.

ORRA

It's not working! We've lost nearly all velocity.

SHERMAN

Kytra...

KYTRA

(interrupts)

No! If you think we can increase warp speed, do you think we would've ran with 1.3 all this time?

SHERMAN

Right.

EXT. SPACE

The Cardassian Freighter is nearly immobile as the nacelles try to push the vessel forward with all their might in vain.

INT. BRIDGE

As before. Torik has turned to the viewscreen. Sherman shakes his head.

SHERMAN

(sighs)

It's no use. I'm disengaging.

STAR TREK: EXODUS

EXT. SPACE

The nacelles shut down and immediately the ship starts to fall back to where it came from.

INT. BRIDGE

The shaking ceases immediately. Sherman and Orra watch out in frustration when they start to hear a low grumble behind them. They turn.

Kytra is growling in rage and frustration. She has squeezed her fists tightly. Torik makes a hasty exit to the near turbolift. Orra and Sherman share a concerned look.

ORRA

(softly)

Kytra. Calm down. There's no use in freaking up right now.

KYTRA

(through teeth)

I am calm.

After a moment she grabs a nearby tricorder and smashes her console with it. That significantly calms her down.

KYTRA (CONT'D)

Okay, I was not calm.

Orra and Sherman stare her. Kytra looks down to her console and then back to them.

KYTRA (CONT'D)

I'll fix it. No problem.

Orra and Sherman share another look.

EXT. SPACE - CARDASSIAN FREIGHTER

Once again the vessel is again immobile in the middle of the asteroid belt.

INT. CARDASSIAN FREIGHTER - BRIDGE

Orra and Sherman sit behind the back console looking at the asteroids burn.

STAR TREK: EXODUS

SHERMAN

Strange. You have any idea as to what could cause this?

ORRA

None. But I'm convinced it's somehow related to our problems. It would suggest this is something else than any ordinary gravitational anomaly.

SHERMAN

I agree.

ORRA

I've done thorough scans, but as before, I've found nothing.

Sherman sighs. He thinks in silence for a moment.

SHERMAN

Have you reviewed the sensor logs?

ORRA

No. Why?

SHERMAN

I just find it strange that there wasn't any sign of any of this when we first approached the belt. If something happened while we were in the belt then there might be something in the sensor logs that's not visible now.

ORRA

It's quite a long shot.

SHERMAN

I know, but I can't think of anything else at the moment.

ORRA

Okay. There can't be any harm in that. There are quite a lot of logs.

SHERMAN

I know. Let's begin from some time before this started.

STAR TREK: EXODUS

Orra begins working on the console.

ORRA

We'll play back in real time.

SHERMAN

Begin from time index 5087.

Orra enters the last command and they fall in silence watching as the console begins to review all the sensor logs and viewscreen images.

A moment passes when they are interrupted by Torik entering from the turbolift. They turn to him and as they do, Orra pauses the logs without looking at the still images.

TORIK

What are you doing?

ORRA

We're just reviewing the sensor logs.
We're trying to find out if there's
anything unusual before the whole
business started.

TORIK

Any luck?

SHERMAN

Not much. I'm not too convinced that
this'll lead to anything, but it's
better than not doing anything.

TORIK

Right.

(beat)

What is that planet?

SHERMAN

What planet?

TORIK

The one on the screen.

Sherman turns back to the screen. In one of the scientific screen images there is a planet just in the middle of it.

STAR TREK: EXODUS

SHERMAN

Orra, continue the playback.

Orra turns back and is quite surprised to see the planet.

ORRA

What the... Where did that come from?

SHERMAN

Just continue the replay.

ORRA

Right.

At the moment Orra taps in the command the planet vanishes.

ORRA

It's gone. I don't understand.

SHERMAN

Move back to time index 6872.

Orra complies and the screen changes, but there is no planet visible.

SHERMAN (CONT'D)

Now play back in one hundredth of the normal speed.

Orra nods and complies again. We don't see the screen, but at some point Orra's eyes widen significantly.

SHERMAN (CONT'D)

We'd better call Kytra.

ORRA

(amazed)

Right.

EXT. SPACE - CARDASSIAN FREIGHTER

As before.

STAR TREK: EXODUS

INT. CARDASSIAN FREIGHTER - ENGINEERING

All have gathered to the table I've mentioned before with the risk that you'll tell me there isn't such a thing in the engineering and I have to do some serious rewriting.

ORRA

We've been caught in the natural gravitational field of a planet.

KYTRA

Planet? What planet?

ORRA

When we were passing this asteroid belt, there were just for a fraction of a second, a wormhole in this very spot. We didn't notice it at the time, but somehow a planet other side of the wormhole was partially transferred here.

SHERMAN

I was the only one in the bridge at the time so I didn't pay any attention to the scientific consoles and after that we didn't have the time.

KYTRA

How come we haven't seen it? Why haven't we crashed on it?

ORRA

It's not completely here. It exists in this place only in other wavelengths that we don't entirely relate to. That's why we can't see it. Why we haven't crashed is because of the deflector dish. It's enough to push aside the little matter it has in this place. The asteroids we've seen burning is just because they haven't got a deflector dish, so they naturally burn in the atmosphere.

Orra puts a perfectly round bowl to the table and hold it steady with our other hand.

STAR TREK: EXODUS

ORRA (CONT'D)

What our deflectors can't push aside,
are the cold physical facts of gravity.
When the wormhole transferred a part of
the planet here we were caught in the
natural gravitational pull of the
planet.

She drops a pellet to the side of the bowl and it starts to
roll to the bottom of the bowl and starts to swing back and
forth until it settles to the bottom. They stare it at the
moment.

TORIK

Excuse me, I have to tell you something
that's related to this directly. I've
been monitoring the frequencies of
close traffic.

KYTRA

(interrupts)

Why?

Torik is caught off guard.

TORIK

What do you mean?

KYTRA

(forcefully)

The rest of us have been working to
solve the problem while you just
eavesdrop traffic frequencies!

ORRA

That's enough. In fact Torik has been
most helpful in my investigations. I
asked him to do this just because I
thought it's important that we if
something important is happening
nearby.

TORIK

I've been able to determine that a
convoy of delegates is en route to
Cardassia Prime and they will pass us.

STAR TREK: EXODUS

ORRA

Something like this. That convoy will surely scan its surroundings carefully and will concentrate its attention to anything unusual.

SHERMAN

So we'd need to get out of here, fast.

TORIK

The convoy is still approximately one day away from us, but I can't be very accurate since all of this information is just overheard from various discussions.

They are silent for a moment.

KYTRA

I may have a theory.

SHERMAN

Please do tell.

KYTRA

For every phenomenon in nature there is an opposite counter-phenomenon. Matter and anti-matter. Time and anti-time. Therefore there is also gravity and anti-gravity.

(beat)

To every anti-phenomenon, the key is anti-matter. If we could create big enough of a concentration of anti-matter and contain the subspace, the result should be anti-gravity.

She takes the pellet and turns the bowl around, creating a dome. She puts the pellet on the top of the bowl and it naturally slides to the table.

There is a pause when Sherman and Orra think about it. They don't seem too happy.

STAR TREK: EXODUS

SHERMAN

I don't know. Fiddling with antimatter is not actually the safest way of doing anything.

ORRA

Besides, we don't know too much about the situation. It might be that the bubble will collide with the planet and blow everything up.

KYTRA

But it might not! It's better than not doing anything.

SHERMAN

Of course. I'm not saying we should abandon the idea right away. I'm saying we should discuss it.

ORRA

Also, we don't know whether the gravity would pull the bubble to us and we'd have again an unwanted explosion.

KYTRA

But that won't be a problem if my plan works.

SHERMAN

What if it works? Will the warp bubble slide off too? It would eventually hit something.

KYTRA

No. The bubble shouldn't be affected. It would be trapped 'under' the bowl. It couldn't move.

ORRA

Still, I'm worried. We don't know nearly enough about the situation. Let's say the warp bubble will hold the antimatter. It does so in our perspective, but what about the levels the planet exists? It might very well cause an explosion.

STAR TREK: EXODUS

KYTRA

And the explosion might very well be contained there.

ORRA

And it might not!

SHERMAN

Okay, let's not fight about what we cannot be certain about. What about the atmosphere? Will there be any problem in getting through it? It seems the asteroids do.

KYTRA

It shouldn't be a problem since it wasn't one when we ended up here in the first place. The deflector dish will deal with it.

SHERMAN

Right.

They fall in silence for a moment again.

SHERMAN

Well, I don't see any choice. I suggest we wait for eight hours and if nobody's got any other suggestions by then, we'll have to try this.

ORRA

I don't agree. This might be suicidal.

KYTRA

Staying could be also. When the convoy gets here we're as good as caught.

ORRA

Staying still in an asteroid field is not illegal!

KYTRA

But we will surely attract attention. They will ask us what we are doing here.

STAR TREK: EXODUS

ORRA

So? We can make up a cover story.

KYTRA

And by the time you've told it, they've found that we're among the most wanted individuals in the Cardassian space. Audio or text communications would be too suspicious.

SHERMAN

I agree. We must try something.

Orra isn't at all happy about this, but doesn't think of anything to say.

SHERMAN (CONT'D)

Could we meet in the bridge in eight hours? If anyone has any alternative ideas, we'll discuss them then.

Orra nods.

KYTRA

I will begin the work on the nacelles in case we can't think of anything else.

SHERMAN

I'll join you.

Kytra and Sherman go to a console while Orra and Torik turn to leave.

EXT. SPACE - CARDASSIAN FREIGHTER

As before. Establishing.

INT. CARDASSIAN FREIGHTER - BRIDGE

Orra exits the turbolift to see that she is the last to arrive. Sherman is at the helm console, Kytra in the newly repaired engineering console and Torik in the back position.

SHERMAN

Well. Any suggestions?

STAR TREK: EXODUS

Orra shakes her head grimly. She's not happy about this.

SHERMAN (CONT'D)

Then we have to do this. If it makes you feel better, I don't like this myself. It's simply that there is no time.

Orra nods, but doesn't change her expression while she sits to her console. Sherman follows her with his eyes, but then turns to Kytra.

SHERMAN (CONT'D)

Are you ready?

KYTRA

I am.

Sherman turns back to his console.

SHERMAN

Whenever you feel like it.

KYTRA

Energizing.

EXT. SPACE - ASTEROID BELT

We see the nacelles going to work and change their colour from the familiar blue, but quickly turn back to normal. The vessel remains still.

INT. CARDASSIAN FREIGHTER - BRIDGE

As before. All are working with their consoles except Torik who watches to the viewscreen with interest.

ORRA

No change in the gravitational field.

SHERMAN

It didn't work.

Kytra taps several commands to her console.

KYTRA

Wait!

STAR TREK: EXODUS

Orra and Sherman turn to her. She continues working.

KYTRA

Let's try again. Now.

She taps in the final command. Orra and Sherman quickly turn back.

EXT. SPACE - ASTEROID BELT

Again the nacelles change colour as we saw before, but now it doesn't immediately change back.

Suddenly the vessel turns and begins to move sideways. Slowly at first, but quickly gaining momentum.

INT. CARDASSIAN FREIGHTER - BRIDGE

Orra, Torik and Sherman watch the viewscreen with great relief as they see they are beginning to move.

ORRA

It's working!

Kytra however is too busy with her console to watch the screen.

KYTRA

Sherman, warp now while we still can.

Sherman quickly turn back to his console and taps in the commands.

EXT. SPACE - ASTEROID BELT

The Cardassian Freighter turns again and then warps away. We see few asteroids abruptly change their direction.

FADE CUT TO:

EXT. SPACE - LATER

The Cardassian Freighter at warp.

STAR TREK: EXODUS

INT. CARDASSIAN FREIGHTER - ENGINEERING

The engineering has only dim lighting. Sherman is sitting at the table, holding a drink.

After a moment Kytra enters. She is surprised to see him, but joins him.

KYTRA

What are you doing here?

SHERMAN

I just wanted to sit somewhere to think and I didn't feel like doing it in my quarters.

He sips the drink.

SHERMAN (CONT'D)

It sure was close this time.

KYTRA

It's been that before. And it'll probably be in the future.

SHERMAN

Not this way. Usually we have to fight people. Something we know. Now it was something completely different.

(beat)

And with huge proportions. I don't like it.

KYTRA

(honestly)

I know the feeling. I'll leave you alone if you want.

Sherman nods. Kytra turns to the exit, but then turns back.

KYTRA (CONT'D)

You know there is also the possibility that the planet might be habitable. We could've destroyed a whole world.

STAR TREK: EXODUS

SHERMAN

(grimly)

I know.

He sips his drink.

SHERMAN (CONT'D)

Perhaps, somewhere, we did.

KYTRA

We will never know.

And she exits the room. Sherman takes another sip.

EXT. SPACE

The Cardassian Freighter at warp.

FADE OUT.

END OF ACT FOUR

THE END