

DARK MATTER



Episode # 102

Written by Joe Mallozzi

LOCKED PRODUCTION DRAFT

GREEN PAGES - January 21, 2015

47A, 47B

YELLOW PAGES - January 8, 2015

6, 27

BLUE PAGES - January 6, 2015

1, 3, 8, 16, 17, 18, 24, 27, 36, 37, 42, 44, 45, 47A

PINK PAGES - December 19, 2014

3, 6, 8, 8A, 10-13, 16, 20, 22, 25, 27, 27A, 31, 33, 36, 37, 47A, 47B, 48-51

WHITE - November 27, 2014

Prodigy Pictures Television ©2015, All Rights Reserved

Cast

ONE

TWO

THREE

FOUR

FIVE

SIX

ANDROID

CAPTAIN SALEHI

COMMANDER NIEMAN

COMMANDER TRUFFAULT

HAGEN

KEELEY

MIREILLE

NASSAN

SERGEANT VOSS

TOMAS

LocationsEXTERIORS

EXT. MINING COMMUNITY

- ALLEYWAY

EXT. QUARRY

INTERIORS

INT. SHIP

- BRIDGE
- MESS
- ONE'S QUARTERS
- FOUR'S QUARTERS
- FIVE'S QUARTERS
- CORRIDOR F
- CORRIDOR OUTSIDE AIRLOCK (G)
- CORRIDOR OUTSIDE THE MESS (H)
- ~~SMALL STORAGE UNIT~~
- CORRIDOR A
- VENTILATION SHAFT
- TRAINING ROOM
- UNDERBELLY

*

*

INT. MINING COMMUNITY

- STORE ROOM
- IMPROMPTU TRIAGE AREA
- COMMISARRY
- HOLDING ROOM
- REACTOR ROOM
- MAIN AREA
- UPPER CORRIDOR

*

INT. MARAUDER

- COCKPIT
- CARGO HOLD

INTERIOR/EXTERIOR

*

~~INT./EXT. MINING COMMUNITY — LOADING BAY~~

*

1 CONTINUED:

1

THREE

No we're not.

(pointing at the screen)

We're also thieves, pirates, smugglers -
it's a very diversified portfolio.

ONE

You think this is funny?

THREE

It's my defense mechanism: humor.
And, apparently, killing people.

SIX

I think we need to talk about our
next move.

THREE

He's right. Hate to be the one to
say it, but if all this is true, it
means we came here to do a job.

ONE

You want to go down to the planet
and kill those people?

TWO

No one's killing anyone.

THREE

I didn't say I *want* to. I'm just
thinking about the people who hired
us.

SIX

Ferrous Corporation. Galactic
combine.

THREE

Exactly. Not the sort who take kindly
to disappointment, I'm guessing.

ONE

Too bad. I'm no murderer.

THREE

The screen says otherwise.

ONE

I don't care what it says.

THREE throws a look to the Android.

(CONTINUED)

1 CONTINUED: (2)

1

THREE

Is this all you managed to dig up?

ANDROID

Unfortunately, the rest of the data was corrupted.

SIX

Well, I suppose this is plenty. Hell of a lot more than I wanted to know anyway.

FOUR (O.S.)

We all wanted to know, and now we do.

They swing a look to FOUR.

FOUR (CONT'D)

These are the memories we left behind: death, despair, and chaos. So what? If they're no longer a part of us, what does it even matter?

And, with that, FOUR strides off, leaving them to contemplate those mugshots...and the list of offenses. Clearly, to a few of them, it does matter. It matters a lot.

The others slowly file out after him, leaving only TWO, eyes locked on the screen, and the Android.

ANDROID

Should I continue my attempts at data retrieval?

It's almost as if TWO doesn't even hear her.

ANDROID (CONT'D)

Portia - ?

TWO

Don't call me that. No computer file is going to tell me who I am.

She considers, throws a look to the Android.

TWO (CONT'D)

Call me Two.

And, with that, she too leaves the bridge.

END OF TEASE

ACT ONE

2 VFX - SPACE 2

The Raza in orbit.

3 INT. SHIP - BRIDGE 3

FIVE sits alone on the bridge, staring up at the mugshots. She seems troubled, deep in thought. Suddenly, from the corner of her eye, she catches sight of -

The Android suddenly there, standing only a few feet away.

FIVE
(startled gasp)

ANDROID
I'm sorry. I didn't mean to startle you.

FIVE
You didn't startle me. You scared the crap out of me sneaking up like that.

ANDROID
(pleased)
My stealth subroutines are very efficient.

FIVE
Well dial them back. Or say something the next time you walk into a room.

She redirects focus back to the screen. Beat.

ANDROID
Are you afraid of them now?

FIVE
You think I should be?

ANDROID
Their history shows a propensity for violence, mental instability, extreme anti-social behavior, deceit -

(CONTINUED)

3

CONTINUED:

3

FIVE

What's important is who they are now.

ANDROID

An admirable attitude. Also, potentially a very foolish and dangerous one.

FIVE

Hey, you're the one who tried to kill us.

ANDROID

The result of a programmed directive that has since been deleted.

FIVE

Same with them maybe, right?

The Android considers. The kid has a point.

ANDROID

If it's not fear, then why are you upset?

FIVE

What makes you think I'm upset?

ANDROID

I can see muscular tension in your jaw and shoulders. I can hear a small increase in both respiratory rate and heart rate. I can smell a distinct shift in pheromone production -

FIVE

Okay, okay. I get it.

She looks back at the screen.

FIVE (CONT'D)

If you want to know, it's because I'm the only one who's not in the files. I'm not one of the crew. So how did I get onboard this ship?

The Android has no answer.

FIVE (CONT'D)

At least they know they belong here. I'm still just a big question mark.

(CONTINUED)

3 CONTINUED: (2)

3

 ANDROID

 There may come a time when you'll
 consider yourself lucky not to be
 counted among the crew of this ship.

 FIVE

 Well right now, I just wish I was
 part of the team.

She heads for the exit, then pauses and looks back.

 FIVE (CONT'D)

 Oh, and one other thing: maybe don't
 go around telling people you can
 smell their pheromones. It's not
 gonna win you any friends.

And with that, she exits. The Android considers.

 ANDROID

 But I can smell them.

4 INT. MARAUDER (DOCKED)

4

THREE sits alongside SIX as the big man runs him through
Shuttle Operations 101:

 SIX

 Weapons array, sensors, navigation
 and critical systems. Flip this,
 close that, hit these two and you
 bring the engines online.

 THREE

 How do you know all this?

 SIX

 (a little frustrated)

 I don't know, I just do. Maybe you
 do too. Try it.

THREE takes a breath, and then tries the controls. After a
moment a loud ALARM begins to sound. SIX springs into action,
quickly shutting everything down. The ALARM goes silent.

 SIX (CONT'D)

 Maybe not.

 THREE

 I can't concentrate anyway. This
 whole thing has got me thinking.

(CONTINUED)

4

CONTINUED:

4

SIX

Yeah, tell me about it.

THREE

Which one of us do you figure has the bigger rep?

SIX

Hunh?

THREE

I mean, just based on what we know about each other - which I know isn't that much to go on - rank us in order of Most Wanted, from "super bad-ass" to "cause for concern".

Off SIX's blank stare -

THREE (CONT'D)

For instance, I don't know about you, but I'd put me at number one, then you in the number two slot. Boss Lady in third on account of her attitude and then ol' Slashy Stabberson would be fourth. Pretty Boy and the kid are a tie for last place because she looks like she might have a bit of a temper.

SIX

You serious?

THREE

What? You'd rate her higher?

SIX

This doesn't bother you at all?

THREE

What?

SIX

The fact that we're wanted criminals? That if we get caught we'll spend the rest of our lives locked away - if we're lucky? The fact that from hereon in, we're going to be the targets of our former victims and their friends and loved ones and anyone else looking to cash in on

(MORE)

(CONTINUED)

4 CONTINUED: (2)

4

 SIX (CONT'D)
Our bounties - none of whom, by the way, we'll see coming because we don't remember anything past yesterday.

THREE considers, then shrugs.

 THREE
Not really.

Then, throwing a look to SIX.

 THREE (CONT'D)
You?

Off SIX's look of disbelief -

5 INT. SHIP - MESS

5

TWO sits alone, drinking her coffee. ONE takes a seat across from her. She looks up, locks eyes with him.

 TWO
What now?

 ONE
I've been thinking.

 TWO
Yeah, that's something you need to get under control.

 ONE
Those weapons in the cargo hold, the matching pendants - at first, I thought it meant we were the ones who were supposed to help the miners, that WE were their saviors. Now I'm wondering if it means we killed their saviors and heisted their delivery.

 TWO
Your point?

 ONE
If I'm right, Ferrous Corp isn't going to let this go. If we don't do the job, they're just going to send someone else.

(CONTINUED)

5 CONTINUED:

5

TWO

Which is why we stick to the plan.
We give the miners half the weapons,
and a fighting chance.

(CONTINUED)

5 CONTINUED: (2)

5

ONE

We can do better. Go all the way.
Commit to something. We can fight
with them.

TWO stares at him.

TWO

That would be suicide.

ONE

Not necessarily. If half of what's
in those files is true, it means we
can handle ourselves.

TWO

It also means you could spend the
rest of your life doing good deeds
and not even come close to making up
for it.

ONE looks away frustrated, but TWO is not done -

TWO (CONT'D)

I know what you're trying to do, and
it's not going to work. You don't
want to be what those files say you
are, fair enough. I don't much want
to either. But I'm not gonna kill
myself trying to make up for crimes
I don't even remember committing.

She stands.

TWO (CONT'D)

We stick to the plan.

ONE

And who made you team leader?

TWO

I did by stepping up. And so did
all of you by not challenging me
when I did.

She stares down at him.

TWO (CONT'D)

Unless you've had a change of heart
and think you can do a better job?

A stare-down. Beat. He blinks first.

(CONTINUED)

8 INT. MARAUDER - CARGO HOLD (DOCKED)

8

In the cargo hold. She hits the console, sealing them off from the cockpit, then turns and studies him, arms crossed, like a parent considering a child. Finally -

TWO

Look, I may have been a little hard on you before. Believe me, I know how you feel. We all do. But ten minutes after discovering you used to be a villain is not the time to try to be a hero. Baby steps, okay?

ONE

Okay.

She gauges him.

TWO

I'm serious. There's no room for independent action. We need to watch each others' backs, and we need to stick together. Do you understand what I'm saying?

ONE

I - think so.

TWO

(sighs)

Once those weapons have been delivered and that shuttle comes back, I want you on it. Understood?

ONE

Yeah.

TWO smiles, palpably relieved. She gives him a friendly pat on the cheek, perhaps a little too hard as it elicits a wince.

TWO

Alright. Safe flight.

She walks off. He watches her go. Without even a look back -

TWO (CONT'D)

And stop staring at my ass.

13 CONTINUED:

13

MIREILLE

But what about your employer? How are you going to explain -

ONE

Intergalactic transport's a risky business. Cargo gets misplaced or stolen all the time. Insurance'll cover the loss.

MIREILLE

You're good people.

The last thing ONE wants to hear.

ONE

No. That we're not.

MIREILLE

Of course you are. You've helped us, probably saved our lives.

ONE

I'm starting to think it's just the opposite. By letting you have these weapons, I'm afraid we're just giving you false hope.

Off her surprised look -

ONE (CONT'D)

You can't win this. If you stay here and fight, you'll die.

MIREILLE

I'd rather die than abandon this world. It's all we have.

She gauges a concerned ONE and throws him a hopeful look -

MIREILLE (CONT'D)

But I'm hoping it won't come to that. We have help coming - and more weapons.

THREE approaches, flanked by Keeley toting a big gun.

THREE

That's the spirit. Don't let the bastards get you down. As for us, we'd best be getting back to our ship.

(CONTINUED)

13 CONTINUED: (2)

13

KEELEY

Not yet. At least allow us to thank
you -

THREE

That bloodthirsty look in your eyes
is all the thanks I need.

Keeley slaps a comradely hand around THREE's shoulders.

KEELEY

- With song and drink!

THREE brightens, claps his arm around Keeley's shoulder -

THREE

Well, who doesn't like a good song?

14 INT. SHIP - CORRIDOR F

14

TWO steps up, is about to hit the door console when FIVE
swings around the corner.

FIVE

Oh, hey. I took another look at
that console on the bridge, but I
think it's really fried. At least
until we can get some spare parts.
Sorry.

TWO

That's okay.

TWO hits the console, opening the door to her quarters.

FIVE

Can I ask you something? I know you
didn't exactly get the answers you
were looking for, but if you could
go back to when we first woke up,
and not know, would you?

TWO

I suppose I might. But I have a
feeling that not knowing would make
me want to know all over again.

TWO heads inside.

(CONTINUED)

14 CONTINUED:

14

FIVE

Well, I guess the next big mystery that needs solving is who stole our memories.

TWO

No one stole our memories. It was an accident.

FIVE

No it wasn't.

TWO stares at her. But before she can say anything -

ANDROID (OVER RADIO)

Two, you need to come to the bridge immediately.

15 INT. SHIP - BRIDGE

15

TWO and FIVE step onto the bridge where the Android awaits.

TWO

What is it?

They hold up at the sight of -

One of the screens shows a ship (Ferrous Corp Destroyer) in orbit.

ANDROID

Another ship. It just dropped out of FTL.

OFF a stunned TWO and FIVE -

END OF ACT ONE

ACT TWO

16 VFX - SPACE 16

The two ships in planetary orbit.

17 INT. SHIP - BRIDGE 17

The Android on the bridge with TWO and FIVE.

TWO

Who is it?

ANDROID

Ferrous Corporation destroyer.
They've already launched a shuttle.
It's headed for the planet's surface.

TWO

We've got to get our people off that
planet. Did you contact the Marauder
and warn them?

ANDROID

I attempted communication but received
no response.

TWO

Shit.

All notice a light on the console start flashing.

ANDROID

We're being hailed by the other ship.
Would you like me to - ?

TWO

Ignore it.

She steps up to the console, stabs a button.

TWO (CONT'D)

Marauder, this is the Raza. You've
got trouble headed your way.

18 INT. MARAUDER -- DAY 18

Sits empty. We hear TWO's voice come over the comm -

TWO

Marauder, do you read?

19 INT. MINING COMMUNITY - COMMISSARY -- DAY

19

A time for celebration - and THREE is making the most of it, knocking back drinks with some miners, Keeley among them. They sit at one of the tables, playing a drinking game -

THREE/MINERS
(laughing)

FOUR sits at the far end of the table, separate from the merriment. He eyes his mug, sniffs it suspiciously, and sets it back down.

ONE and SIX sit at a neighboring table, nursing their drinks and surveying the upbeat miners.

ONE
We eat their food, drink their drink,
and then just leave them to die.

SIX
Hey, if you've got another suggestion
that doesn't involve us dying here
with them, I'd love to hear it.

ONE
Maybe we should tell them the truth.

SIX
And say what exactly? That we're
mercenaries sent here to kill them?

ONE
They should know that no more help
is coming.

SIX
Won't make a difference.

ONE
Maybe not. But WE might.

SIX doesn't like where this conversation is headed -

SIX
Don't even think about it.

ONE
We're very, very bad people who've
done a lot of very bad things - but
(MORE)

(CONTINUED)

19 CONTINUED:

19

ONE (CONT'D)

This is our chance to put our unique skill set to good use. We stand alongside these miners and, when Ferrous Corp comes, we hurt them, hurt them so bad they'll think twice about bothering with this planet.

SIX

(chuckles)

ONE

What?

SIX

You're nothing if not predictable. Two told me you'd say all of that, practically word for word.

ONE

(frustrated sigh)

SIX jabs a finger at him.

SIX

She also told me to do whatever it takes to make sure you come back with us, including knocking you out and dragging you back if I have to.

ONE

Really?

SIX cocks a knowing eyebrow -

SIX

She did ask me not to hit you in the face though...which tells me she's sweet on you.

ONE sits back in his chair uncertainly -

ONE

Really?

A panicked miner (TOMAS) rushes into the mess -

TOMAS

Ferrous Corp's here!

The miners scrambles up, head for the door, leaving -

(CONTINUED)

20 CONTINUED:

20

TWO

There were some complications we had to contend with but - we have everything under control now. Please have your shuttle fall back.

COMMANDER NIEMAN (OVER RADIO)

Negative, Raza. Contingency plans have been enacted.

TWO

Again, that won't be necessary, Deliverance. This is our show.

COMMANDER NIEMAN (OVER RADIO)

Not anymore it's not. Raza, I'm on my way over.

Off an anxious TWO -

21 INT. MINING COMMUNITY - MAIN AREA -- DAY

21

A group of armed Ferrous Corp soldiers, wearing body armor and helmets, make their way down an alley. They are led by CAPTAIN SALEHI.

A shot is fired at the feet of the Captain.

REVEAL NASSAN, Keeley, and a group of miners, who have taken up defensive positions ahead of the soldiers.

NASSAN

That's far enough!

CAPTAIN SALEHI

Is that any way to act, after Ferrous Corp made you such a generous offer?!

KEELEY

Generous?! You'd turn us into slaves on our own land!

CAPTAIN SALEHI

One last chance to reconsider!

ONE (O.S.)

Whoa! Whoa!

ONE arrives on the scene, and steps out from behind the miners, arms raised, and approaches Salehi - whose eyes narrow in recognition.

(CONTINUED)

21 CONTINUED:

21

ONE (CONT'D)

Hold up!

THREE, FOUR, and SIX arrive - a couple of steps too late.
They hang back -

SIX

Damnit.

ONE motions for the miners to lower their weapons.

ONE

No one wants a fight here.

The miners exchange uncertain looks, then slowly lower their weapons. Captain Salehi locks eyes with ONE and gives him a slight nod, then holsters his own gun and motions for his men to lower theirs. They do.

FOUR pushes his way through the miners and steps up behind ONE, hand resting on the pommel of his sword. His intention is clear. He's back-up.

ONE and Salehi speak quietly, face to face, out of earshot of the others.

CAPTAIN SALEHI

You had a job to do, Corso.

ONE

Well, we took some time to think things through and decided on a change of plans.

Off Salehi's confused look.

ONE (CONT'D)

Take your men and leave. Tell your bosses that we're with these people now.

CAPTAIN SALEHI

You can't be serious. What did they offer you?

ONE

You know us. You know what we're capable of. Think of the costs.

Salehi considers.

(CONTINUED)

21 CONTINUED: (3)

21

SIX

Shut the hell up.

ONE, down on the ground, looks up. People dead on both sides - but the Ferrous Corp soldiers took the worst of it.

He slowly rises. FOUR steps out of cover and sheathes his sword. THREE walks over and surveys the carnage. He holsters his sidearm and casually informs them.

THREE

That actually went better than I thought it would.

Off a horrified ONE -

END OF ACT TWO

27 CONTINUED:

27

ONE

Of course we can. Just for a little longer to help the injured -

THREE

We have to leave. Now.

ONE

You selfish sonova-

SIX rises, cutting him off.

SIX

He's right. We can't stay.

SIX locks eyes with ONE. His words are a warning as much as they are statement of fact.

SIX (CONT'D)

We've got a hike back to the Marauder and there could be more of them out there.

One of the other miners, HAGEN, pipes up -

HAGEN

You're just going to abandon us?

THREE

Staying was never part of the deal.

HAGEN

Well neither was killing those soldiers. And now you're just going to leave us to deal with the fallout?

THREE

Friend, the fallout would've been a hell of a lot uglier if we hadn't been here so - you're welcome.

HAGEN

You've got a shuttle; a ship.

ONE appeals to the miners.

ONE

That's right. And they're at your disposal if any of you want to leave. We'll transport you off this planet and take you somewhere safe.

(CONTINUED)

29 INT. SHIP - FOUR'S QUARTERS

29

The grill is removed and FIVE lowers herself into the room. She takes a seat on the bed and looks over her surroundings. Her eyes fall on the night table. She considers then -

Scooches over and starts checking out the drawers. She stops. Her eyes light up. She pulls something out of hiding -

(CONTINUED)

31 CONTINUED:

31

COMMANDER NIEMAN (CONT'D)

The discovery of that tarium vein was a major coup, and one the company seeks to start exploiting immediately. That planet is the only habitable world in range.

TWO

Then maybe you should've started with the fair offer instead of trying to bully the miners into submission.

COMMANDER NIEMAN

I didn't come here to talk about what we can do for them. I'm here to discuss what we can do for you.

TWO

I'm listening.

COMMANDER NIEMAN

You took payment in advance, and then failed to do the job. That's bad business. But lucky for you I'm feeling generous today. I'm willing to call it even.

TWO

In exchange for?

COMMANDER NIEMAN

Turn this ship around and leave, immediately.

TWO

That's it? Just walk away?

COMMANDER NIEMAN

What's about to happen on that planet...well, it would be better if there were no witnesses.

TWO

I've still got people down on there.

COMMANDER NIEMAN

They made their choice. They opened fire on Ferrous Corp personnel, and they have to answer for that. I suggest you don't make the same mistake.

(MORE)

(CONTINUED)

31 CONTINUED: (2)

31

COMMANDER NIEMAN (CONT'D)

(beat)

If it makes it easier, I'm prepared
to throw in a bonus, just for you.

TWO considers for a moment, then fixes him with a look.

TWO

How much?

32 INT. MARAUDER -- DAY

32

ONE, THREE, FOUR, and SIX return to the Marauder. They
quickly buckle up as the doors seal shut behind them.

THREE

Let's get the hell off this rock.

The engines ROAR to life. SIX goes to input a set of
coordinates. Suddenly, his face falls.

SIX

Uh, we got a problem.

ONE

What?

SIX

The ship. It's gone.

THREE unbuckles and steps forward to take a look at the data.

THREE

What do you mean "gone"?

ONE

There's something wrong with the
display or you're misreading the
data -

SIX

No. I'm telling you, it's not there.
The Raza's gone.

And off his shocked fellow crew members -

END OF ACT THREE

ACT FOUR

33 EXT. QUARRY -- DAY 33

ON the Marauder parked in a quarry. (VFX)

SIX (O.S.)

According to these readings, there's only one ship up there.

34 INT. MARAUDER -- DAY 34

SIX informs the others (ONE, THREE, and FOUR).

SIX

And it ain't ours.

ONE

Is it possible The Raza came under fire, was forced to retreat?

SIX

No debris, no residual energy signatures - nothing to indicate any sort of battle. She just left us.

THREE

That bitch. I knew she couldn't be trusted.

Beat. ONE unbuckles himself, gets up and hits a button on the console. The doors slide open. He heads out.

THREE (CONT'D)

Whoa. Hey. Where're you going?

Too late. He's gone.

THREE (CONT'D)

Idiot.

SIX

Why? Because he wants to help? Is that so wrong?

THREE

He's not going back for them. He's going back because he can't face the truth.

(MORE)

(CONTINUED)

34 CONTINUED:

34

THREE (CONT'D)

We're mercs - cutthroats and criminals. Like it or not, that's our reality.

SIX

So what do you suggest we do? We're sitting on the only habitable world in sublight range. The shuttle's not FTL capable.

THREE

It's a big planet. Let's find a nice beach somewhere and wait this out.

SIX

One's right. Those men we killed were Corporate Guard. You really think they're just gonna let that slide?

FOUR (O.S.)

No.

They look over at FOUR, securing his swords to his belt.

FOUR (CONT'D)

Better to die facing your enemies in battle than to be hunted like animals.

And, with that, FOUR heads out.

THREE

Guess it's you and me then.

SIX

Actually, it's just you.

SIX unbuckles, gets up.

THREE

You know I can't fly this thing.

SIX

You'd be too easy to track in the shuttle anyway. You're better off on foot. Although I'd bundle up if I were you. It probably gets well below freezing here at night.

(CONTINUED)

37 INT. MINING COMMUNITY - HOLDING ROOM -- DAY

37

Sergeant Voss sits alone. The rattle of the door brings him to his feet. FOUR walks in and silently surveys the prisoner.

SERGEANT VOSS

Double-crossing us was a big mistake.
You are your friends are all going
to die.

FOUR

How?

The question takes Voss off-guard.

FOUR (CONT'D)

Tell me. How are we going to die?

SERGEANT VOSS

Choking on your own blood.

FOUR

Could you be more specific?

SERGEANT VOSS

We'll line you up and shoot the lucky
ones. The rest, like you, we'll gut -

FOUR

No. That's not it.

FOUR paces, circling him like a predator.

FOUR (CONT'D)

You could have done that from the
beginning - stormed this facility
and executed everyone in it. You
have the men; the resources. But
you didn't. You hired us to do your
dirty work instead. Plausible
deniability.

Voss is silent, unwilling to help FOUR put it together.

FOUR (CONT'D)

A mining colony wiped out by
mercenaries - that would be
unfortunate, but not surprising.
(MORE)

(CONTINUED)

37 CONTINUED:

37

FOUR (CONT'D)

A mining colony wiped out by a Corporation - well that would be scandalous. And criminal. The wrong kind of criminal.

SERGEANT VOSS

We can make a deal -

FOUR

You want the miners gone, without being directly implicated in their deaths. And you wouldn't be here if you didn't have a plan to make that happen.

SERGEANT VOSS

You let me go and I'll guarantee your safety. You and whoever you say walks away from all this.

FOUR steps in front of Voss, stares him down. Beat.

SERGEANT VOSS (CONT'D)

I don't know anything.

FOUR

You were neither briefed nor given orders? Just transported down here to the planet and expected to improvise?

Voss knows where this is headed -

SERGEANT VOSS

I can tell you from experience - torture doesn't work. Under the right circumstances, you could get an innocent man to admit to anything.

FOUR

Believe me, I know. Torture is often ineffective, even counter-productive. On the other hand, I personally find it incredibly cathartic.

A flicker of a smile. Voss winces.

38 INT. MINING COMMUNITY - COMMISSARY -- DAY 38

ONE, THREE, and SIX are going over plans of the facility with Nassan, looking at options for defensive positions. FOUR walks in, accompanied by Keeley, and informs them -

FOUR

They plan to target your reactor, trigger a blast that will level this entire facility.

Off a shocked Nassan -

39 INT. MINING COMMUNITY - REACTOR ROOM -- DAY 39

Nassan leads ONE, THREE, FOUR and SIX into a wide-open area. There's a loud THRUMMING sound coming from what looks like some very large industrial equipment. Nassan explains -

NASSAN

It's a Mark Four fusion reactor. Standard equipment for mining colonies...about fifty years ago. Nowadays we can hardly find spare parts to keep it running.

ONE

Which makes it the perfect cover: outdated technology, ill-equipped miners who barely know what they're doing - an accident waiting to happen.

SIX surveys the area. He turns to FOUR.

SIX

We'll never be able to hold this position. Not for long, anyway.

FOUR

At least we'll die fighting.

He walks off. On SIX, not taking much comfort in that.

TIME CUT:

40 OMITTED

40

41 CONTINUED:

41

SIX

Doesn't matter how good our defenses are. At the end of the day, they have an endless supply of bodies and bullets. We don't. Eventually, they'll wear us down.

Beat.

ONE

Okay, and what was I right about?

SIX

There might be a way to win this - but it's a longshot. Like you said, we've got to hit them where it hurts most: their bottom line.

ONE

Which is what we're going to do here.

SIX

No. Ferrous Corp doesn't care about their men. They'll just get more. Ships, on the other hand, are a lot harder to come by. And a hell of a lot more expensive.

THREE

You saying we take out their ship?

SIX

Yeah.

ONE

I like the idea in theory, but it begs the question: How do we get it down here?

SIX

We don't. We go up there after it. Or I do anyway, in the shuttle. I'll target their drive. That should do it - set off a chain of secondary explosions that'll rip that ship apart.

ONE

And you with it.

(CONTINUED)

41 CONTINUED: (2)

41

SIX

Maybe not. If I can punch the Marauder's engines and get clear of the blast radius -

ONE

This is crazy. They'll shoot you down before you get anywhere near them.

SIX

They can try.

Beat. FOUR shakes his head.

FOUR

No. We stand together and die together.

ONE

We can't let you do this.

ONE throws a look to a conspicuously silent THREE, waiting for him to chime in. When he doesn't, ONE elbows him.

THREE

What? At least let's hear the guy out.

SIX

I know you don't like it - believe me, I like it even less - but it makes sense. We show we're crazy enough to take out their ships, Ferrous Corp will be less inclined to risk another round here.

(beat)

You stop and think about it, you know I'm right.

Another beat for them to think about it. Then, FOUR steps forward, offers his hand.

FOUR

I regret I didn't have the opportunity to get to know you better. I think...we could have been good friends.

SIX shakes his hand. Next up, THREE. They offer each other a comradely bro hug.

(CONTINUED)

41 CONTINUED: (3)

41

THREE

Bet you regret not teaching me to fly that shuttle now.

SIX

Do I ever.

And, finally, ONE. They shake. SIX cocks his head toward THREE and FOUR.

SIX (CONT'D)

Take care of them. You're the only one on that ship with a lick of sense.

He turns, and walks out. Off ONE -

42 INT. MINING COMMUNITY - HOLDING ROOM -- DAY

42

The door opens, and Voss looks up to find Hagen and Tomas standing there.

HAGEN

If we help you, can you guarantee our safety?

Voss smiles.

43 INT. MARAUDER -- DAY

43

SIX walks in and grabs a seat in the pilot's chair. As he is about to engage the engines -

HAGEN (O.S.)

Step away from the console.

SIX turns and sees Hagen standing behind him, gun leveled. SIX raises his hands, tries to reason with the miner -

SIX

Easy, friend.

HAGEN

It's true. You're leaving us here to die.

SIX

No. I can save us all - but you have to let me go.

(CONTINUED)

43 CONTINUED:

43

HAGEN

You're a liar. You and your friends
can't save us.

And before SIX can respond, two more men step in after him:
fellow miner Tomas and a smiling Sergeant Voss.

SERGEANT VOSS

Of course not. I'm the only one who
can save you now.

And, off a stunned SIX -

END OF ACT FOUR

ACT FIVE

44 INT. MINING COMMUNITY - REACTOR ROOM -- DAY 44

ONE, THREE, FOUR, Mireille and other armed miners wait. ONE paces.

MIREILLE

You really think your friend can
destroy that ship all on his own?

ONE

We'll know soon enough.

MIREILLE

He was a good man.

ONE holds up.

ONE

Yeah, he really was.

Suddenly, their radios CRACKLE to life.

KEELEY (OVER RADIO)

This is Keeley! Come in!

ONE keys his radio.

ONE

What's happening out there?

KEELEY (OVER RADIO)

Two Ferrous Corp. shuttles just
touched down!

The enormity of the news hits them all hard. THREE says
what they're all thinking -

THREE

He didn't make it.

We hear the first O.S. EXCHANGE OF GUNFIRE.

KEELEY (OVER RADIO)

We'll hold them back as long as we
can!

ONE

Keeley, listen to me.
(MORE)

(CONTINUED)

44 CONTINUED:

44

ONE (CONT'D)

If your position is in danger of
being overrun, you need to fall back
to the reactor room.

Beat. Nothing but O.S. GUNFIRE.

ONE (CONT'D)

Keeley?!

ONE takes up position behind the impromptu barricades with
the others. He throws a look over to - THREE who hefts up
his big-ass gun.

THREE

It's Bubba time.

ONE

Who's Bubba?

THREE, indicating his gun -

THREE

THIS is Bubba.

Off ONE's look -

THREE (CONT'D)

What? You don't name your guns?

ONE

No.

THREE

This here's Bubba. And this -

Indicating his sidearm -

THREE (CONT'D)

Is Lulu.

ONE

And what do you call the knife you
keep in your boot?

THREE looks at ONE like he's crazy -

THREE

I don't have a name for my boot knife.
What do you think I am? Psycho?

(CONTINUED)

44 CONTINUED: (2)

44

All stand at the ready, weapons leveled. The O.S. SOUNDS OF GUNFIRE DRAW NEARER. Beat. Beat. Then - retreating miners stumble through the entrance - Nassan and Keeley among them.

ONE

Cover me!

ONE helps the retreating miners take cover just as - the Ferrous Corp soldiers enter.

ONE (CONT'D)

Now!

They open fire, cutting down the first few soldiers that come through the entrance. Others follow, guns blazing.

ON our heroes returning fire: THREE blasting away with his big gun. FOUR two-fisting it, desperado-style. ONE using a more modest single-sidearm approach. Mireille uses a rifle, calmly lining up her shots and picking off the enemy.

After three successive pulse blasts (VFX), THREE's gun whines in protest. He pulls the trigger. Nothing. He checks the display. It reads: "CHARGE DEPLETED". He tosses the big gun aside and opts for his sidearm.

Slowly but surely, however, the miners start getting picked off. Nassan goes down. Our heroes return fire, undaunted. Suddenly, the gunfire from the other side DIES DOWN.

SERGEANT VOSS (O.S.)

Hey! Hey!!

ONE raises his hand. The guns fall silent. He peeks over his crate at -

SIX being lead into the room, hands raised, Sergeant Voss right behind him, holding a gun to his head.

SERGEANT VOSS (CONT'D)

Stand down! Now! Or I execute your friend.

ONE ducks back down and exchanges looks with THREE.

ONE

What do you think?

THREE

I think they're going to kill him no matter we do.

(CONTINUED)

50 CONTINUED:

50

TWO (CONT'D)

I'm in the company of two cruiser class vessels under the flag of the Mikkei Combine.

COMMANDER NIEMAN (OVER RADIO)

Raza, what the hell is this?

TWO

You're outnumbered. Stand down or face the consequences.

OFF a resolute TWO -

51 INT. MINING COMMUNITY - REACTOR ROOM -- DAY

51

ON our heroes huddled down behind their impromptu barricades. Favoring ONE and THREE. ONE holds up his gun.

ONE

Blaze of glory?

THREE

(sighs)

Why the hell not?

ONE gives them a nod and they jump up at once, screaming - ONE, THREE, FOUR - weapons levelled, ready to fire. But they hold up.

REVERSE TO REVEAL SIX, flinching at the sight of them, still standing, hands raised. But - there's no one behind him.

ONE, THREE, and FOUR exchange confused looks and lower their weapons.

SIX glances back over his shoulder. He is shocked.

SIX

Where'd they go?

The equally mystified miners slowly come out hiding, Keeley among them. FOUR advances to the door, checks -

FOUR

They're gone.

ONE

We did it.

He can't quite believe it. Elated -

(CONTINUED)

51 CONTINUED:

51

ONE (CONT'D)

We did it!

He looks over and his smile falters at the sight of - Mireille cradling the dead Nassan in her arms.

52 INT. SHIP - MESS

52

A livid Commander Nieman marches in to find TWO waiting him, flanked by two commanders of the Mikkei Combine (TRUFFAULT and SAKEY).

TWO

Commander Nieman, allow me to introduce Commanders Sakey and Truffault of the MCS Sujin and Murakami respectively.

COMMANDER NIEMAN

How dare you interject yourselves into a private dispute?

COMMANDER TRUFFAULT

Well it's a good thing we did, for the sake of those poor miners.

COMMANDER NIEMAN

We were responding to an unprovoked attack -

COMMANDER TRUFFAULT

Irrelevant. That planet and its inhabitants now fall under the protectorate of the Mikkei Combine, meaning you and your troops are in violation of galactic charter.

COMMANDER NIEMAN

This planet is an independent mining colony.

TWO

Not anymore.

He stares at her.

COMMANDER NIEMAN

We had a deal!

TWO

I got a better offer.

52A EXT. MINING COMMUNITY -- DAY 52A
Establish the mining community.

52B INT. MINING COMMUNITY - UPPER CORRIDOR -- DAY 52B
ONE and Mireille walk and talk.

 ONE
 I'm sorry about Nassan.

 MIREILLE
 He was a good leader. I'm not sure
 what we're going to do without him.

 ONE
 Someone else will step up.

 MIREILLE
 But we could use some help.

She throws a hopeful glance his way. ONE knows where this is going.

 MIREILLE (CONT'D)
 I mean I know it's not glamorous,
 not like flying around the stars.
 But there are some things down here
 that are not so bad.

He looks at her.

 ONE
 Yeah, I can see that.

Mireille blushes, suddenly self conscious.

 MIREILLE
 I meant, it's just nice to have a
 place where you know you belong.

 ONE
 I know. Right now for me, I think
 that place is on that ship.

But the way he says it suggests he doesn't really know why.
As she tries to read him - SIX steps in behind them. *

 SIX *
 Are you ready?

(CONTINUED)

52B CONTINUED:

52B

ONE

Yeah.

She steps in and kisses him.

MIREILLE

Good luck.

ONE

You too.

He tears himself away and joins SIX. They leave.

*

53 VFX - SPACE

53

On The Raza, now sitting alone in planetary orbit.

TWO (O.S.)

I knew Ferrous Corp wasn't the only
player in the galaxy so, after we
jumped, I had the android plot a
course to the nearest Mikkei outpost.

54 INT. SHIP - BRIDGE

54

The crew has gathered: ONE, TWO, THREE, FOUR, and FIVE.

TWO

Once there, I took the liberty of
making a deal on the miners' behalf.

FOUR

How much is Mikkei paying?

TWO

Nothing. I gave them a ninety-nine
year lease for free.

Everyone stares at her.

SIX

How the hell does that help the
miners? They'll never agree to that.

TWO

They already have. They're signing
the deal as we speak. See, their
mistake was trying to negotiate with
one combine. The only way to handle
these bastards is to play them against
each other.

ONE clues in -

ONE

It's a stalemate. The planet is
worthless without the rights to the
asteroid belt, and the asteroid belt
is worthless without the rights to
the planet.

(CONTINUED)

54 CONTINUED:

54

TWO

For the price of filing some legal papers, Mikkei gets to screw a major rival out of a big score. And if Ferrous ever caves and offers them some kind of revenue sharing deal, the miners get twenty percent. Sorry I wasn't able to give you a heads-up but I didn't want to chance an intercept of any ship-to-surface communications.

THREE

Ah, we weren't worried. I had a feeling you'd come back for us.

TWO

(dubious)

Uh huh.

FIVE

Okay. So what's next?

TWO

Well, nearest space station is a couple of days out. We head there, refuel, resupply, and then decide. In the meanwhile -

She slaps her hand down on ONE's leg and gives him a friendly squeeze -

TWO (CONT'D)

We can spend some quality time getting to know each other.

And as she moves off to get herself a drink and ONE watches her, clearly smitten, the others casually survey one another. This is going to be interesting.

54A VFX - SPACE

54A

The Raza jumps to FTL.

55 OMITTED

55

END OF ACT FIVE

(CONTINUED)

58 INT. SHIP - FOUR'S QUARTERS 58

FOUR reaches into the night table and pulls out the mystery box.

FIVE (O.S.)

Waking up in the middle of the night
and uploading the program into the
stasis core.

He studies it, touches a part - and the box miraculously opens. FOUR reaches in and holds up -

A ring with a distinct design.

FIVE (O.S.) (CONT'D)

Planting the virus while everyone
else was sleeping.

59 INT. SHIP - TRAINING ROOM 59

SIX works out, pumping heavy weights on a flat bench. He looks pained, determined.

TWO (O.S.)

You remember doing this?

FIVE (O.S.)

Not me. It was someone else.

TWO (O.S.)

Who?

60 INT. SHIP - BRIDGE 60

The Android stands on the bridge, monitoring their progress.

FIVE (O.S.)

I don't know. But it's like I'm
remembering for them.

61 INT. SHIP - UNDERBELLY 61

THREE attempts to open the mystery door. To no avail. He pounds the big door with his fist and then steps back, frustrated.

(CONTINUED)

61 CONTINUED:

61

TWO (O.S.)
And do you remember why this person
wiped our memories?

FIVE (O.S.)
Yeah.

62 INT. SHIP - ONE'S QUARTERS

62

ONE sits up in bed, studying the pendant. He looks troubled.

FIVE (O.S.)
Because we're dangerous.

And OFF ONE we -

FADE OUT.

END OF SHOW