

# STARGATE - DESTINY -

"ALLIANCES, PART ONE"

EPISODE 1.20

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TEASER

FADE IN:

DARKNESS

A progressive, yet mysterious musical score underlies the scene already. We begin to PAN RIGHT, but we do not realize it onscreen until we seem to PASS THROUGH a bulkhead, light now replacing the darkness. We find that we're in:

INT. DESTINY - GYMNASIUM

Here, as we continue to PAN RIGHT, we find JONAS QUINN, who wears a tank top and exercise pants, in the middle of a large blue mat, a WOODEN SHAFT resembling a sword in his hands. TENYRIS NALAR, who we see wearing a sling on his arm and a small bandage on his face, stands off to the side, watching as Jonas performs maneuvers with the wooden sword.

Tenyris calls out to him, giving him commands on what to do next, but because of the music underlying the scene, we do not hear him. We see that Jonas acknowledges, and continues.

We continue to PAN until we suddenly find ourselves absorbed in DARKNESS once more, however we seem to continue to PAN TO:

INT. DESTINY - BRIDGE

Here, the bridge is as busy as it would be on any other normal day. All forward positions are filled and certain crewmembers move around as they go about their work.

GENERAL BARROWS sits in his chair, to his left and right we see SGT. ANTHONY BECK and LT. SARAH FREEMAN. A crewman approaches Barrows, getting him to sign a datapad of some sort. He salutes and moves on. Barrows however, continues to stare forward, pensive.

We CONTINUE PANNING until we move through the same darkness and find ourselves in:

INT. DESTINY - ENGINEERING SECTION

LIEUTENANT TAKESHI HASEGAWA is present, technicians and officers moving about. The lieutenant works at the main control terminal, peering over his shoulder now and then to check on something offscreen. A red light flashes in front of him, and he turns around, a worried look on his face.

He seemingly sighs and then moves toward whatever he's been working on, and is followed by a handful of technicians.

With the musical score still strong, we move with the same transition as before to:

INT. DESTINY - BRIG - CELL

Where we find LT. COLONEL ALEXANDRA HEMMINGWAY, obviously still being held in the brig for her actions in "Weakness". In the small, grey-walled cell, she sits on the uncomfortable-looking bed in the corner where the two walls of the small cell meet. Obviously not much time has passed since those events in the previous episode.

The colonel sits, not showing any emotion at all really. She peers to the side of the room and then back, as we:

TRANSITION TO:

INT. DESTINY - GATE CONTROL ROOM

MAJOR JAKE WILLIAMS is the only one present here, as he seems to have gateroom duty once again. He reclines in a chair, his feet up on the terminals in front of him. He holds a COIN in his hands, flipping it up and catching it every now and then. Focusing on the major, who is obviously bored, we:

TRANSITION TO:

INT. DESTINY - GYMNASIUM

Jonas seems to have just made an error as Tenyris half-limps forward to him, speaking, and even with his injured arm, positions Jonas into what we assume to be a correct pose. Tenyris backs away and Jonas continues, obviously being trained in sword fighting by Tenyris.

We GO TO:

INT. DESTINY - MORGAMI'S QUARTERS

The lighting here is low, unlike in other quarters we've seen. The same furniture sits here.

LT. MORGAMI ONNOTAL, who wears a bandage over his eye, and FIVE OTHER TALLORAN, each dressed in some variant of their black Talloran uniforms, sit here. Morgami is speaking, and the others seem to be listening. Like before, the music drowns out speech. Another one of the Talloran begins to speak but we GO TO:

INT. DESTINY - ENGINEERING SECION

Takeshi holds his head in his hands for a moment then raises his head up. He speaks and leans down to a computer terminal over which he's been hovering, somewhat pushing away a technician.

He works for a moment, and the lights flicker on and off for a brief instant. He, along with everyone else, looks up. He looks back at the screen, and smiles.

TRANSITION TO:

INT. DESTINY - GATE CONTROL ROOM

We once again find Major Williams sitting here, but his attention is drawn to the LEFT, just before we see two figures walk onscreen.

They are SORENSON and ANDERS, part of his team. They are smiling, and as they approach Williams, he straightens up and smiles as well. The two pull up chairs, and it's really apparent that Williams enjoys this visit from his team members.

As they begin to speak, we GO TO:

INT. DESTINY - BRIDGE

We notice that the music has begun to die down, and as we make our way through the area, we come across Jonas, who wears civilian clothing, and Tenyris in his Destiny jumpsuit. The pair make its way to the front of the bridge.

The music is all but gone as they approach General Barrows, who turns at their arrival. As he turns, we GO TO:

REVERSE ANGLE, revealing Barrows with his back to the front of the bridge.

BARROWS

(smiling; then eying  
Tenyris)

Gentlemen, good morning.

JONAS

Sir.

He and Tenyris share a glance, but it only lasts for an instant. Jonas takes a moment to respond, as Tenyris does not seem comfortable with doing so. In fact, he even takes a step back.

JONAS (CONT'D)

It's about Colonel Hemmingway's  
time --

BARROWS

Jonas. I know she means a lot to both of you, and Lieutenant Hasegawa, but she has committed a crime under US air force rules, and she's now serving her sentence. I believe that she is fully accepting of this, or else she wouldn't have turned herself in after she rescued Commander Nalar and Morgami. In five more days, her sentence will have been served, but until then, I am not wavering.

Jonas takes a moment.

JONAS

I see.

BARROWS

Tenyris... I wasn't aware that Doctor Lancaster had released you from the infirmary.

TENYRIS

And now you are, sir.

Barrows makes a brief, odd look at this remark, but looks back to Jonas.

BARROWS

Is that all?

JONAS

Yes, sir.

Jonas and Tenyris turn and begin walk away. We FOLLOW them as they do.

JONAS

(to Tenyris; quietly)

Well, I guess it was worth a try.  
He's stubborn if nothing else.

TENYRIS

You're figuring this out... now?

Jonas slightly smiles.

We can suddenly hear dialogue in the background.

FREEMAN (O.S.)

General, we're picking up some  
kind of incoming transmission. It  
seems to be originating from a  
pulsar two light years from our  
present position.

BARROWS (O.S.)

Anything recognizable about its  
makeup?

FREEMAN (O.S.)

No, sir.

BARROWS (O.S.)

Alright, put it up.

A moment later, the speakers aboard the bridge are suddenly filled with a VERY LOUD STATIC. Although it's just noise, there are audible pulses and pitches, all in front of a white noise backdrop.

Tenyris and Jonas, as well as other crewmembers here are STARTLED. Jonas nearly leaps, but Tenyris, however startled, makes an intrigued, almost worried face.

BARROWS (O.S.)  
(yelling)  
Turn that off!

A moment later, the noise is gone. Jonas and Tenyris TURN back to Barrows and the front of the bridge.

BARROWS  
What the hell was that?

FREEMAN  
Unknown, sir.

BARROWS/SEK'VESH  
You said it originated from a pulsar... could it have been merely a wave that our sensors detected as a transmission?

FREEMAN  
It's possible, sir. I'm scanning the pulsar.

We turn our attention back to Jonas and Tenyris.

JONAS  
Well, I wish I could stay and find out what that was... but I need to go get a shower, then get to work, and maybe say hi to the colonel while I'm at it.

Tenyris nods, but keeps his intrigued face. There is something about that noise that caught his attention. As Jonas makes his way off the bridge, we HOLD on Tenyris for a moment longer before we go to:

INT. DESTINY - CORRIDOR

We find Tenyris here walking. He approaches a door, stops and rings the chime for that particular room.

We SWITCH camera views to one taken from BEHIND Tenyris in time to reveal the doors opening, revealing MORGAMI standing in the doorway.

Morgami seems to not know what to say at first, but manages.

MORGAMI  
(uncomfortable)  
Commander... I wasn't expecting...

TENYRIS  
(immediate)  
There's something we need to talk  
about, Morgami.

Morgami looks puzzled.

MORGAMI  
Commander, I know --

TENYRIS  
And it has nothing to do with the  
past few days, so if that's what  
you think I'm here for, then  
you're wrong.

(a beat)  
However it is a matter we can't  
discuss in an open corridor.

Morgami appears almost embarrassed.

MORGAMI  
Come in then, commander.

Tenyris steps in and the doors close behind him, leaving an  
empty corridor. We HOLD on the closed doors and:

FADE OUT

END OF TEASER

ACT ONE

FADE IN:

EXT. DESTINY - SPACE

The vessel, battle-scarred but still going strong, streaks across space, a nebulaic cloud nearby.

INT. DESTINY - BRIG

This area is new to audiences. It consists of a long hallway with multiple cells, glassed in by a clear substance instead of bars. Each cell is comprised of a bed and a small bathroom area. We PAN ALONG the row cells, each empty, and thus dimly lit, until we come upon one that is fully lit inside.

LT. COLONEL ALEXANDRA HEMMINGWAY sits on the white bed here, back against the far wall.

We ZOOM IN slowly on her. She's obviously contemplating something, but her expression is blank. We suddenly GO TO:

OPPOSITE CAMERA ANGLE, revealing the glass-like barrier from inside the cell. Suddenly, a SECURITY OFFICER, followed by JONAS QUINN and TAKESHI HASEGAWA appear in the light of the hallway. It takes Hemmingway a moment to snap out of her trance-like state.

JONAS  
(a little  
uncomfortable)  
Colonel, hey there.

TAKESHI  
Colonel?

HEMMINGWAY  
Yeah, I'm here.

Takeshi smiles somewhat.

JONAS  
I don't know, we were on lunch together, so we thought we'd stop by and say hello.

TAKESHI

Yeah, so... hello.

HEMMINGWAY

(slightly smiling)

You know, you guys really suck at visits like this.

JONAS

We know...

TAKESHI

Ma'am, I know we've said this before, but... we can't say how much we... appreciate you taking the responsibility for all of this.

JONAS

Yeah, I mean... we knew we were getting into a rescue mission, we were ready to take the blame --

HEMMINGWAY

Jonas, Takeshi, I was the superior officer present, therefore it would've been my responsibility from the beginning. There's nothing more to it.

TAKESHI

(helpless)

Well, we just hate seeing you rot in this cell, colonel.

HEMMINGWAY

You hate it? How about we trade places for a while?

Takeshi appears to feel reprimanded, but he sees Hemmingway crack a smile.

TAKESHI

At least you can still laugh when we're around, ma'am.

JONAS

Yeah, that expression you had on  
when we walked in looked pretty  
bad.

(a beat)

This ship needs you, colonel.

HEMMINGWAY

I'm sure you'll manage for three  
more weeks.

Jonas smiles.

TAKESHI

Okay, well... we gotta go here.  
Oh yeah, we left a cup of Jell-O  
for you with the guard, but if you  
don't get it, that means he ate  
it, and we know where to find him.

HEMMINGWAY

(smiling)

What kind?

TAKESHI

Orange.

HEMMINGWAY

Ah, let him have it.

She truly smiles, and Takeshi and Jonas wave goodbye as they  
leave the area.

We go back to and HOLD on Hemmingway as she loses her smile  
and appears pensive once again.

CUT TO:

INT. DESTINY - MORGAMI'S QUARTERS - CONTINUOUS

TENYRIS NALAR and MORGAMI enter from the front of the  
quarters to the living area, where we find FOUR TALLORAN  
OFFICERS, as seen earlier. They look as equally surprised to  
see Tenyris here as he is surprised to see them

Tenyris turns to Morgami.

TENYRIS

(re: other Talloran)

Why wasn't I informed about a meeting such as this?

There's no response from Morgami.

TENYRIS (CONT'D)

Perhaps I don't want to know.

(to other Talloran)

If you could please excuse Lieutenant Onnotal and I...

The four Talloran here take a moment and seem to look to Morgami, who responds by nodding. Tenyris, as we can tell through his expression, finds it strange that they would look to Morgami for such an order rather than himself.

Nonetheless, as they shuffle out and the door closes, Morgami and Tenyris take seats, facing each other in the center of the room. Tenyris sighs, and then begins.

TENYRIS

Morgami, I'm well aware that I've grown apart from our crew in this time we've been aboard the Destiny, I know they don't trust me like they used to, and I know that we've had more disagreements during the past few months than we'd ever had during our previous tours together. Nonetheless, I hope I can still have your trust on one thing.

MORGAMI

(intrigued)

What is it?

TENYRIS

I was on the bridge a short bit ago, and we picked up a transmission. It was a wide-range encrypted Alliance data burst, disguised to look like a naturally occurring phenomenon; that's the

only kind that's safe to use this far away from friendly territory.

Morgami seems unaffected, but is somewhat intrigued.

MORGAMI

Really... could you make any of it out through audio alone?

TENYRIS

Some... it was from Iosis, intended to be sent out on a wide range frequency. The only way to be sure would be decode the encrypted data using our equipment left over from the Vy'aliamier.

MORGAMI

We would first have to obtain a copy of the transmission first... and no offense commander, but the way things have been between you and General Barrows lately... that might not be as easy as I make it sound.

TENYRIS

I'm aware. This is where that matter of trust comes in, Morgami.

(a beat)

Morgami... I think we should tell these people about the Alliance.

MORGAMI

Commander... you realize what could happen to us...

TENYRIS

Morgami, I've been thinking about this for a long time, since after we met Commander Falix those months ago, and our stumbling across this message has helped me make up my mind. If we don't now, the crew will find out eventually, we knew that from the beginning.

Morgami only looks.

MORGAMI

Commander, I won't have any part  
in treason, and --

TENYRIS

(not quite yelling)

Treason? Keeping these people  
from knowing about a power that  
could help them along their  
mission a tremendous amount?

MORGAMI

A lot's changed in the Alliance,  
Tenyris, who knows what they'd do  
with the Destiny.

TENYRIS

Well of course you would know.

(a beat; he calms down  
some)

Morgami, I've made up my mind, I'm  
telling these people about the  
Alliance, and if they agree, I'll  
take them to Iosis myself. I'll  
do everything in my power to see  
that they consider... making the  
crew of this ship a member of the  
Alliance itself.

MORGAMI

I'm sorry I can't help you,  
Tenyris. Maybe we should be  
thanking you... if this ship does  
go to Iosis, it'll mean seeing  
home for the first time in over a  
year.

Tenyris stands.

TENYRIS

Maybe. It's a long way from there  
to Talloran.

MORGAMI

In some ways, commander.

As he heads for the doorway, Tenyris makes a strange face at this, but continues on nonetheless. Tenyris quietly leaves, and as the doors to these quarters close, SLOWLY PAN back over to Morgami. He heads for the couch in his living room area and reaches underneath. Before we can see what he's doing, we:

CUT TO:

EXT. DESTINY - SPACE

Where we re-establish the ship

INT. DESTINY - GENERAL BARROWS' QUARTERS - OFFICE

It has been some time since we were here. GENERAL PETER BARROWS sits at his wooden desk at the center of a small office area, lit by a green-covered lamp, similar to those seen in older offices on earth. Rather than working, he is reading a book. We notice a pair of READING GLASSES sitting on the desk in front of him.

BARROWS

(to himself)

You know, if there's one benefit to having a symbiote, it's that you don't have to worry about your eyes failing you you.

TELARI's FORM, the personification of the symbiote SEK'VEESH appears sitting across from Barrows at the desk.

TELARI

The only benefit? Please, general...

Barrows smiles.

BARROWS

Alright, a lifetime's worth of knowledge and a rather close work partner as well.

TELARI

I'm glad to see we're finally growing used to each other.

BARROWS

Well, I can't say I've worked out  
all the kinks, but --

He's cut off by the sound of his doorbell ringing. Barrows  
looks up from his book as if he had been reading all along.

BARROWS

Come in please.

Tenyris enters and makes his way through a short entryway to  
Barrows' office.

BARROWS

Tenyris... welcome.

TENYRIS

Thank you, general.

BARROWS

Is there something I can do for  
you, commander?

TENYRIS

Well... yes sir, but you may want  
to think this favor through deeply  
first.

Barrows sets down his book on his desk.

BARROWS

Alright, I'm listening.

Before Tenyris begins to speak, we GO TO:

INT. DESTINY - MORGAMI'S QUARTERS

We FOCUS on the empty living room here for a moment, and then  
begin to PAN LEFT where we reveal after a moment Morgami  
Onnotal sitting at a small desk with an alien device in front  
of him. We may recognize it from "The Farm" as some kind of  
communications device.

We quit PANNING and slowly begin to ZOOM IN on Morgami at his  
desk.

VOICE

You say the ship has received our  
message?

MORGAMI

Yes, sir.

VOICE

And this has changed Commander Nalar's stance on informing the crew of that ship about our existence.

MORGAMI

From what he's told me, commander, Tenyris has been considering revealing the Alliance to the crew of the Destiny for several months now, and it was in fact this message that made him go through with his intentions.

VOICE

Good, this is working better than we could've hoped. We've been trying to get bursts such as those to coordinates you've been sending us for some time, this is the first successful one we've had.

(a beat)

Nalar still believes that the data burst was still on a widespread frequency, and not truly directed for this ship you're on?

MORGAMI

That's correct, sir. And I believe that he could at this moment be speaking with the commander of this vessel about his intentions.

VOICE

Good. You've done very well so far, Morgami. The ruling council is very pleased with your efforts, and finally we'll be able to reap some rewards that could turn the tide of war in our favor.

MORGAMI

I'm only too happy to be of service, Commander Tomaris.

(a beat)

Should we in fact set course for Iosis, I shall contact you again. It would be a shame to be destroyed by the defense fleet before entering the system.

TOMARIS

(with a hint of humor)

You're right about that, Lieutenant. Oh, and if all of this goes well, you can forget about being called that. How does Commander Onnotal sound?

Morgami smiles, almost sinisterly.

MORGAMI

Very nice, sir.

There is a pause.

TOMARIS

Then until we speak again, Morgami.

Morgami nods. We hear the device deactivate and we GO TO:

INT. DESTINY - GENERAL BARROWS' QUARTERS - OFFICE

We now find Tenyris and Barrows seated on opposite sides of the desk in this office.

BARROWS

Tenyris...

(he sighs)

I know you've only told me a little bit... but I'm not sure where to begin.

Telari appears next to Barrows.

TELARI

(somewhat angrily)

I can think of a few things,  
Peter.

BARROWS

(to Telari)

Not now, doctor, let me handle  
this.

Telari disappears.

BARROWS

(to Tenyris)

I would first ask... why did you  
choose to come forward with this  
information?

TENYRIS

The transmission that you received  
earlier was no stray phenomenon...  
it was a coded message from Iosis  
itself... hearing it on the bridge  
made me decide to do this,  
general. In fact, if you would  
allow me to examine the message to  
decode its contents --

BARROWS

Let's just stick with one thing at  
a time for now, Tenyris... in  
fact, I believe this might call  
for something more special than  
just a meeting between you and I.

He pauses and moves to one side of the desk, where he presses  
a control.

BARROWS

(into intercom)

Lieutenant Freeman, come in.

FREEMAN'S RADIO VOICE

This is Freeman, sir.

BARROWS

(into intercom)

Lieutenant, call Orion-1... minus  
Colonel Hemmingway, and Major  
Williams to the briefing room  
immediately.

FREEMAN'S RADIO VOICE

Yes, sir.

BARROWS

(into intercom)

And lieutenant... tell them  
they're going to want to be there.

FREEMAN'S RADIO VOICE

Understood, general.

Barrows switches off his communications and looks back to  
Tenyris. The two stare at each other, and as we HOLD on  
Tenyris, we:

FADE OUT

END OF ACT ONE

ACT TWO

FADE IN:

INT. DESTINY - BRIEFING ROOM

MAJOR JAKE WILLIAMS and LIEUTENANT TAKESHI HASEGAWA sit at the briefing room table as JONAS QUINN enters from behind.

JONAS

Hey there.

TAKESHI

Finally, someone else. You know what this is about?

Jonas shrugs.

WILLIAMS

Well... if it's something that we're gonna want to be here for... I don't know.

There is a short pause before...

BARROWS (O.S.)

Gentlemen, I'm glad you could make it.

They turn their attention to GENERAL BARROWS, who enters from offscreen with TENYRIS. Takeshi and Williams stand, but Barrows nods an "at ease" to them. They take their seats.

BARROWS

There's no easy way to get through what we need, so I suppose we should just get straight into it.

TAKESHI

Sir... what?

## BARROWS

That's what I said at first,  
lieutenant. I think it would be  
best if Tenyris were to speak for  
now.

(a beat)

I've only heard some of what he  
has to say, so you may be as  
surprised as me at some of this.

He looks to Tenyris, who nods. The other three look  
genuinely confused as Tenyris prepares to speak. He inhales,  
perhaps thinking of a good way to begin.

## TENYRIS

As you know... I am Talloran, I'm  
of a race whose homeworld is far  
from here, a race which has fought  
against the Malecathi for  
generations.

(he pauses)

You have encountered others in  
this galaxy who would do the same;  
the Atauian, the Iosian, the  
Steruc, all of them. But there's  
something that you have not known.  
The Talloran are only one in a...  
galactic alliance of four human  
races. The Iosian, the Steruc  
and... the Marntu stand alongside  
us in this galactic war. We are  
the four most advanced human  
cultures in this galaxy... and  
long ago our human ancestors  
formed this alliance in the hopes  
that someday we would be powerful  
enough to destroy the Malecathi  
threat. That alliance still  
exists today... and its primary  
goal is the defense of humans and  
the --

## TAKESHI

Tenyris... wait.

Tenyris looks.

TAKESHI (CONT'D)

I guess we all have some questions here, but you said Iosian, Steruc... we've met them, but not these... Marntu?

TENYRIS

Yes, it is surprising actually, that we found a Steruc base, but not a single Marntu vessel. The Steruc are a reclusive race; they rarely leave friendly space, but the Marntu are easily the most... flamboyant culture in terms of technology and military capacity.

TAKESHI

I... see.

TENYRIS

I'm sorry, I know it's hard to believe for you, but --

JONAS

Well, actually... I guess when I think about, I don't know why we just somewhat assumed that no other power exists here in this galaxy? Sure, we've got the Talloran and the Atauian, we know they're a space-faring culture, the Iosian and Steruc, up until know, we've just thought them to be isolated peoples... it all just makes a little more sense, you know?

WILLIAMS

Yeah, I guess. I mean, I know we used to wonder... if the Malecathi are as powerful as Tenyris has made them out to be... why didn't they just take over the whole galaxy a long time ago.

TENYRIS

You're correct, major, if it hadn't been for the efforts of the

Alliance, few humans would still exist.

JONAS

Wow, then this... alliance must be pretty powerful.

TENYRIS

We should like to think so, Jonas.

WILLIAMS

Yeah, what kind of military are we talking about here?

TENYRIS

(hesitant)

I'm not exactly sure I want to give out that kind of information until further on, I have a few other things I'd like to discuss on this topic.

Williams appears disappointed.

TENYRIS

However... I will say that the fleet that the Alliance commands is large enough to police and defend more than a hundred systems under our control.

Takeshi whistles in amazement. Tenyris smiles at this.

BARROWS

Tenyris, why don't you tell them what you told me, about why you're actually telling us all this.

TENYRIS

(breathing deeply)

Very well.

As he begins to speak, we GO TO:

EXT. DESTINY - SPACE

We re-establish the ship cruising through normal space in order to show the passage of time from the last scene.

INT. DESTINY - BRIEFING ROOM

AS BEFORE

TAKESHI

So the disguised message... you don't think that it was purposefully sent to us, do you?

TENYRIS

No, I don't believe so. You see, there are certain things that any ship commander in the alliance can decipher from just the audio section of the transmission; origin, urgency of the contents and message type. I mean by that... that I could tell this message was being sent on wide range, most likely sent out on all sides from Iosis.

JONAS

Iosis, Iosian, you've mentioned them all before, and I know Commander Falix, who helped rescue this ship from the Vennix was Iosian... what's so important about this place?

TENYRIS

(smiling slightly)

I was waiting for someone to ask that... Iosis is the capital world of the Alliance. It's where leaders of each race, the ruling council, meets. While Iosians aren't necessarily the most powerful Alliance race... let's just say the words of their bureaucrats carry more weight than others'. And like most Alliance planets of importance... Iosis does not have a Stargate.

Jonas nods in understanding, and there is a long pause. Tenyris seems to wait for more questions.

TAKESHI

So then you're interested in deciphering the contents of the message.

TENYRIS

Yes, in fact much for the same reason that I was so quick in coming to General Barrows about it. The information of the message was classified as 'very urgent'.

(to Barrows)

I'm hoping I'll be allowed access to the message so I can translate and report back.

BARROWS

I think we can arrange that. I'll have Lieutenant Freeman forward the contents of that transmission to a lab for you.

TENYRIS

Thank you, general.

WILLIAMS

So... despite the contents of that message... what do we do from here? Do we go about business as normal and hope we run into another ship that belongs to one of the Alliance races?

Everyone's attention turns to Tenyris. Tenyris appears reluctant to speak, but does so after a moment.

TENYRIS

Depending on what I find out about this Alliance transmission... it is my intention that we seek out the Alliance itself... and apply this vessel for membership.

Everyone looks a little surprised.

JONAS

Uhh... wow, Tenyris, that's a big leap.

TENYRIS

I realize it may seem like a lot right now, but please, trust me when I say that I believe this crew is deserving of an ally like this. The Alliance is not perfect, no government ever is... but the mutual benefits we could achieve would be tremendous.

Tenyris smiles at his own words and no one speaks for a moment.

BARROWS

I'll take all of this into consideration, Tenyris. For now, I'd adjourn, and take some time to think debate what course of action to take and give Tenyris time to translate his message.

(to Tenyris)

Would you mind if Jonas assisted you?

TENYRIS

No, not at all.

Jonas smiles.

BARROWS

Right, then you're dismissed.

Everyone stands and Jonas goes to Tenyris, while Takeshi and Williams move to exit. We catch Williams mouthing a 'Wow' to Takeshi.

TAKESHI

(quietly)

You got that right.

We move to Jonas and Tenyris.

JONAS

From what you were saying... I'm not sure how much of a help I'm going to be, Tenyris.

TENYRIS

Don't worry, Jonas, most of this work will be done with some equipment in my quarters, but if things go the way I hope they do... you may need to learn to translate such messages one day.

JONAS

(smiling)

Maybe you're right.

They move to the other exit. We notice that Barrows remains standing near his seat at the head of the table. We SWITCH CAMERA ANGLES to REVEAL:

TELARI, sitting to the general's left.

BARROWS

This is a lot to take in already, wouldn't you say?

TELARI

I'm not sure, Peter. If you ask me, we will need much more information before making any definite decisions. And don't the Tau'ri have a saying... that something is 'too good to be true'?

BARROWS

I can see what you mean.

We HOLD on a CLOSE-UP of Barrows before we GO TO:

INT. DESTINY - BRIG - HEMMINGWAY'S CELL

LT. COLONEL HEMMINGWAY sits upright on the end of her bed, facing the the clear panel that acts as a divider between her and the rest of the brig. She seems to be speaking with someone.

HEMMINGWAY

So Tenyris just told you this, after keeping it a secret for almost a year?

TAKESHI

Yeah, I know, it's weird, ma'am. I know you weren't there, but we picked up some kind of message that was actually a transmission, apparently from the capital of this Alliance.

HEMMINGWAY

Well, I'd probably find it more interesting if I could do something about it right now.

(a beat)

But then again, it's not the first time I've been in this kind of situation.

TAKESHI

Really, I mean, you've been in the brig before?

HEMMINGWAY

Forget it, I'll tell you later or something.

(changing the subject)

Where's Jonas and them?

TAKESHI

Well... Jonas is off helping Tenyris with translating that message I told you about... those two have been pretty tight since... you know.

HEMMINGWAY

(regretting)

Don't remind me...

TAKESHI

Barrows is off thinking about what to do next, and Williams, probably on gateroom duty.

Hemmingway smiles a little, but it doesn't last long. She sighs.

TAKESHI

(sincere)

Colonel, I --

She cuts him off.

HEMMINGWAY

Don't say anything more about it, Takeshi. I know it might not look like I'm enjoying it... well, wait, I'm not... but I knew I'd get thrown in here. Don't worry.

Takeshi smiles at that she knew what he was going to say and nods. There's a long pause.

TAKESHI

Well damn, it's been two hours, and you'd think those two'd have something done on that message by now.

Just then:

FREEMAN'S INTERCOM VOICE

Lieutenant Hasegawa and Major Williams, please report to the briefing room.

Hemmingway smiles at the timing.

TAKESHI

Well, yeah. I should go, ma'am.

HEMMINGWAY

You don't have to call me that while I'm here you, know know?

TAKESHI

Got it ma'am.

She sighs, and Takeshi, smiling, leaves. We GO TO:

INT. DESTINY - BRIEFING ROOM

Williams, Jonas, Tenyris and Barrows sit at the table here, and Takeshi is in the process of walking in and taking his seat.

BARROWS

Lieutenant. We we're just beginning.

(a beat)

Tenyris, please continue.

Tenyris nods. He points a device at the center of the table and the holographic projector activates, displaying a field of data.

TENYRIS

I was successful in translating most of the message. As usual with these long range transmissions, some of the data was too fargone to be --

BARROWS

Tenyris, what did you find?

Tenyris takes a moment.

TENYRIS

The message's contents were summed up near its end.

He picks up a datapad on the table in front of him and reads.

TENYRIS (CONT'D)

(reading off pad)

All available vessels are to proceed directly and without delay to the pre-stated coordinates. More information will become available upon the arrival of your ship.

(he looks up)

It's talking about Iosis.

There is a moment of silence and Tenyris switches the holographic display to a rotating planet, perhaps Iosis. He looks to Barrows, who breaks the silence.

BARROWS

Both Sek'vesh and I have come to an agreement that not to seek out an ally like Tenyris has described would be doing ourselves a dis-service.

(a beat)

We're going.

Tenyris looks somewhat relieved. As we MOVE from face to face around the table, we:

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN:

EXT. DESTINY - HYPERSPACE

We establish the ship as it makes its way through a glistening hyperspace tunnel.

INT. DESTINY - BRIDGE

GENERAL BARROWS sits in his normal chair, and a number of crewman, including BECK and FREEMAN, are present.

TENYRIS is present, and is approaching Barrows from behind. We SWITCH CAMERA ANGLES to get a better view.

TENYRIS

General.

Barrows turns.

BARROWS

Tenyris? Something to report?

TENYRIS

(uneasy)

In a manner of speaking, sir. If we could, I'd like to make this private.

Barrows looks somewhat suspiciously at Tenyris.

BARROWS

Alright...

INT. DESTINY - BARROWS' QUARTERS

The pair from the last scene walks in. Barrows sits on a couch in his living room area, which is sizeably larger than others we've seen.

BARROWS

Have a seat.

Tenyris does as Barrows suggests.

BARROWS

Now what is so important that it couldn't be discussed on the bridge?

TENYRIS

I'm sorry, sir, I... When we were in the briefing room, I didn't exactly feel it was appropriate to bring this up, but...

BARROWS

(almost angry)

Tenyris, what is it?

TENYRIS

The reason I was at first reluctant to tell you and the others my intentions about bringing you to Iosis is one detail I left out.

(a beat)

The Alliance has only survived for this long because of its efforts to keep information on fleet movements and defensive strength secret from the Malecathi and other enemies. Which means the ruling council will go to any length to keep information from getting to enemy hands.

BARROWS

(serious)

What are you saying Tenyris.

TENYRIS

I'm saying, general, that the moment we jump into the Iosian system, which --

(he looks at his watch)

Will not be in too long now, we may have ships on top of us at a moment's notice.

BARROWS

You're saying they could open fire on us because they don't know about us?

TENYRIS

Yes, sir.

BARROWS

How could you have not told me about this earlier? If the contents of that message hold true, and there really are enough ships there to defend a hundred planets, then might not stand a chance!

Barrows gets up and hastily moves towards a comm panel on the wall, where he presses a button and speaks.

BARROWS

(into intercom)

Sergeant Beck, this is Barrows, take us --

TENYRIS

General, this is exactly why I should be on the bridge when we arrive! If they see me, and I can convince them that this ship is not a threat, then we can begin negotiations!

Barrows takes his hand off the panel.

BARROWS

How sure are you of this?

TENYRIS

I'm positive, general. I have the feeling that Morgami will be helpful as well. Please, sir, let us do this.

Barrows, still somewhat angry, begins to calm down.

BARROWS

(into intercom)

Sergeant, scratch my last... what's our ETA to the given coordinates?

BECK'S RADIO VOICE

Twenty-one minutes, sir.

Barrows thinks long and hard.

BARROWS

(to Tenyris; adamant)

We've come too far for this to stop now. I want you and Morgami, in uniform, standing at the front of my bridge in fifteen.

TENYRIS

(somewhat relieved)

Understood, sir.

Tenyris moves to exit.

BARROWS

And Tenyris.

He turns.

BARROWS (CONT'D)

If you ever keep information like that from me again...

TENYRIS

I'm sorry, general. It will not happen again.

Barrows nods, and Tenyris exits as we GO TO:

EXT. SPACE

We are faced with a vast starfield. We hear a rumbling noise in the distance and after a moment a MASSIVE VESSEL appears from behind the camera, making its way onscreen! We might recognize it as AN IOSIAN BATTLECRUISER, like seen in "The Vennix".

INT. IOSIAN BATTLECRUISER - BRIDGE

For the first time in ten episodes, we see the inside of an Iosian vessel. The same large bridge can be seen here, but unlike in "The Vennix", the bridge is alive with dozens of people, and lights brightly illuminate the area.

We PAN FORWARD to reveal the command chair. The person sitting in it is turned away from the camera at the moment, but suddenly, he turns toward us, and we REVEAL that it is:

COMMANDER FALIX, seen in "The Vennix"!

OFFICER'S VOICE (O.S.)

Commander, sensors are detecting a hyperspace rift just off of our bow. Readings indicate it does not match any Alliance vessel's readings!

FALIX

Raise shields, bring our forward batteries online.

OFFICER'S VOICE (O.S.)

Aye, sir.

FALIX

(to an officer in front of him)

Corporal, get me High Commander Tomaris aboard the Rey'nasari.

CORPORAL

(questioning)

Commander Tomaris, sir?

FALIX

I have my orders, too. Now do it!

CORPORAL

Aye, sir.

There is a moment, and then COMMANDER TOMARIS' IMAGE appears on a personal holographic display in front of Falix.

TOMARIS' IMAGE

Commander?

FALIX

Sir, an unknown vessel has just dropped out of hyperspace off our bow. I'm contacting you as requested.

TOMARIS' IMAGE

Good. Do not open fire on this vessel, commander. I repeat, do not attack this ship. Have them bring down weapons and shields, and bring them into orbit of the planet, but do not open communications with them after you have made initial contact.

FALIX

(unsure at first)

Understood, sir.

TOMARIS' IMAGE

Tomaris out.

There's a pause.

FALIX

Get me a visual on that ship!

A large holographic display activates at the front of the bridge which shows THE DESTINY, just exiting hyperspace.

A confused look on his face, Falix stands.

FALIX

Corporal... open a channel with that ship.

INT. DESTINY - BRIDGE

Tenyris and MORGAMI stand here in official Talloran uniform, and Barrows sits behind them in the command chair.

FREEMAN

Sir, a lead vessel is moving on an intercept course. They're hailing us, audio and video.

BARROWS

Put it up.

At the front of the bridge, FALIX'S IMAGE flashes to life.

FALIX

This is Commander Falix of the Iosian guard... General Barrows, Commander Nalar is that you?

BARROWS

(surprised)

Commander... yes, it is. I didn't expect to see you again any time soon.

FALIX

Likewise, general.

(a beat)

Tenyris, it's good to see you again too. What are your intentions here?

Tenyris, Barrows and Morgami exchange glances.

BARROWS

We've come, with Tenyris' help, to seek out the Alliance.

TENYRIS

Falix, I believe that this crew is worthy of acceptance here. I wouldn't have brought them otherwise. I know outsiders aren't permitted here, but... please, reason with your superiors.

Falix seems a little uneasy.

FALIX

I'm to escort you to an orbit around the planet. Please, power down your shields and weapons and follow my ship. Falix out.

BARROWS

Uhh, alright...

Before he can say anything else, Falix cuts away. Barrows and Tenyris exchange looks.

BARROWS

That didn't seem hostile to me, Tenyris.

TENYRIS

I don't know sir, this isn't exactly what I was expecting. We should do as he says, though.

Barrows nods.

FREEMAN

Sir... I'm getting readings on energy signatures coming from starships... you're not going to believe this.

As Barrows, with an intrigued look, moves to her console, we CUT TO:

EXT. SPACE - DESTINY

We PULL BACK from the Destiny and the Iosian Battlecruiser, which steam off together, and we suddenly REVEAL:

A MASSIVE FLEET OF SHIPS, dotting space in between the Destiny and a planet not too far in the distance. There are easily over five hundred ships present, and in the distance, we might catch a glimpse of a hyperspace window opening here and there, bringing another ship into view. A powerful musical score underlies the scene, and dies away slightly as we go back to:

INT. DESTINY - BRIDGE

AS BEORE

BARROWS

Wow... Tenyris, when you said...

TENYRIS

I know, general. It seems we weren't the only ones to receive that message.

BARROWS

Looks like it.

Suddenly, JONAS enters from the rear part of the bridge.

JONAS

Hey, what'd I miss --

(suddenly; re: fleet)

Holy...

BARROWS

You've got that right, Jonas.

EXT. SPACE - DESTINY - FLEET

As the Destiny continues to move forward, we move to a series of shots detailing the massive fleet:

1. Several Iosian Battlecruisers in formation, accompanied by a number of smaller, delta-shaped fighter craft.
2. A pair of RING-SHAPED vessels with sloping sides.
3. A battlecluster of smaller-class warships, including several that we might remember to be Talloran vessels, like Tenyris' ship from "Providence".
4. A massive vessel made up of a symmetric series of elliptical and globular sections, which is accompanied by an escort group of smaller vessels with the same architecture style as the Steruc station seen in "Orion Twilight".

INT. DESTINY - BRIDGE

AS BEFORE

FREEMAN

I'm sorry, sir, I've been trying,  
Commander Falix isn't responding  
to any of our hails.

Morgami, who stands with Tenyris behind Barrows, looks a little uneasy at this.

BARROWS

Let up on it for now, lieutenant.

BECK

Sir, we're coming into orbit of  
the planet... Iosis.

FREEMAN

We're being hailed, general. It's  
not the commander.

BARROWS

Put it up.

At the front of the bridge, the image of a man in his late fifties appears on the screen. He has a short, white beard.

Tenyris' reaction to this is immediate.

TENYRIS

(quietly)  
High Councilor...

MAN'S IMAGE

You are the commander of the ship  
known as Destiny?

BARROWS

(putting on his  
diplomatic face)  
I am, sir. We come with friends  
seeking an alliance between our  
two peoples.

Tenyris steps up.

TENYRIS

Sir, my name is Commander Nalar.  
I was rescued by the crew of this  
ship nearly a year ago, and since  
then, they have proved to me that

they are worth an ally such as the Alliance. I would not have brought them here otherwise.

MAN'S IMAGE

I see, commander, your praise of these people is great. We await a diplomatic party from your vessel. Please contact us again when you are ready.

The image cuts out. Tenyris looks quite stunned, however Morgami seems to act invisible, unphased.

BARROWS

Tenyris, this is not exactly what I was expecting. I don't even know that man's name, and he's already inviting us to bring a diplomatic party to the planet for negotiations.

TENYRIS

That man's name is Isiden Dariyl, and he is the High Councilor, the leader of the ruling council. I don't understand this myself, either, general...

JONAS

You know, if I were him, I'd definitely be concerned that we were Malecathi spies or something, just using Tenyris to get in.

TENYRIS

As would I, Jonas.

MORGAMI

For the time being, I believe we should do what they say.

Tenyris and Barrows look to Morgami.

BARROWS

Why do you say that?

MORGAMI

(obviously)

General, he is the High Councilor, he is the most powerful human in the galaxy.

There is a pause.

TENYRIS

I'm inclined to agree with Morgami, general. We came here to establish an alliance, and even though this seems strange at the moment, we should take the opportunity while we can.

Barrows thinks.

BARROWS

Alright. Tenyris, Morgami, you're with me, Jonas, you too.

TENYRIS

General... I think you're forgetting one key member.

BARROWS

(firm)

Absolutely not, Tenyris.

TENYRIS

(adamant)

Sir, she's had more experience out there in this galaxy than any other member of this ship. I know she is paying the price for a decision she made, but as someone who would defy her superiors to save two Talloran officers, I should hope she would have a good deal of influence here. The circumstances are too great for Colonel Hemmingway not to be here.

Barrows stares at Tenyris for a moment. TELARI appears to Barrows.

TELARI

He's right, you know. Such an act  
might go a long way down there.

Telari disappears.

BARROWS

Tenyris... as soon as we get back,  
she's serving the rest of her  
sentence.

Tenyris smiles, as does Jonas.

BARROWS (CONT'D)

Let's go.

The diplomatic team exits the bridge, preparing to get ready  
to leave. As they do so, we:

FADE OUT

END OF ACT THREE

ACT FOUR

FADE IN:

INT. DESTINY - HEMMINGWAY'S QUARTERS

We find LT. COLONEL ALEXANDRA HEMMINGWAY here, standing in front of a tall mirror. She wears a female BLUE AIR FORCE UNIFORM. Her hair is done up in a bun and she wears a standard uniform beret that is tilted off to one side. She currently is adjusting her uniform.

JONAS (O.S.)

Tenyris made quite a speech to get you out that brig, ya know... even if it's just for now.

HEMMINGWAY

Did he?

We SWITCH CAMERA ANGLES to REVEAL:

JONAS, who wears a suit and tie and holds a notebook in his hand.

JONAS

Yes, he did. They're waiting for us on the bridge, we should go.

HEMMINGWAY

Anything I should expect?

Hemmingway checks her hair one last time and heads to Jonas. They move to exit as we GO TO:

INT. DESTINY - CORRIDOR - CONTINUOUS

Jonas and Hemmingway have just exited a doorway. A security guard who has been waiting follows close behind.

JONAS

To tell you the truth, I can't say I know much about it myself. Ask Tenyris, he'll know. Just be prepared to deal with a bunch of government officials.

HEMMINGWAY

Politicians?

Jonas nods.

HEMMINGWAY (CONT'D)

My favorite...

She turns while walking to the security guard who is nearly on top of her.

HEMMINGWAY

(to guard)

Lighten up, will ya?

INT. DESTINY - BRIDGE

GENERAL BARROWS, TENYRIS NALAR and MORGAMI ONNOTAL are here, as well is MAJOR WILLIAMS. Jonas and Hemmingway suddenly enter from the side entrance.

Barrows and Hemmingway exchange nothing but a head nod, and the colonel and Jonas go to stand near Tenyris.

BARROWS

Lieutenant Freeman, get me the High Councilor.

FREEMAN

Yes, sir.

After a moment, like before, the display at the front activates, again showing the HIGH COUNCILOR'S IMAGE.

BARROWS

High Councilor, we are prepared to  
to join you.

DARIYL

Good, General Barrows. I shall  
have you transported to the  
planet's surface.

BARROWS

There's no need, we have  
transporter tech --

He is cut off suddenly when he and the rest of the team are  
BEAMED AWAY in an ORANGE FLASH!

Williams reacts suddenly.

WILLIAMS

(worried)

Freeman, do we have their  
position?

FREEMAN

Scanning, sir.

(a beat)

Yes sir, they're --

BARROWS VOICE (O.S.)

Right here, Major.

Williams looks to the screen ahead where he sees the team,  
standing near the high councilor!

BARROWS' IMAGE

We'll contact you soon, major.  
You have the bridge.

WILLIAMS

(smiling; relieved)

Yes, sir.

CUT TO:

INT. HIGH COUNCILOR'S CHAMBER - DAY

We now find ourselves in a large circular area with three large wooden door ways, chandelier-looking lights and a red carpet blanketing the floor. It seems quite luxurious.

Barrows, Hemmingway, Tenyris, Morgami and Jonas are present here, and they are approached by HIGH COUNCILOR DARIYL, now with TWO GUARDS behind him.

Tenyris and Morgami instinctively snap to attention.

DARIYL

At ease, commander...

(eying Morgami)

Lieutenant.

They do as they're told.

DARIYL (CONT'D)

(to the group)

Welcome, all of you, to Iosis.

BARROWS

Thank you, sir.

(motioning to each)

This is Jonas Quinn... and my first officer, Lieutenant Colonel Hemmingway. Tenyris has been with my crew for some time now, after we rescued him from the Malecathi near the edge of this galaxy. He's been our guide ever since.

DARIYL

The Talloran are an essential part of this Alliance, General, an ally of theirs... is an ally of ours.

Tenyris looks curious at this, but nothing more.

DARIYL

(getting to the point)

Now, please, if you'll follow me, I'll take us to my briefing room.

Barrows nods, and the group follows the councilor to a set of doors that seem to open automatically. Suddenly, one of the councilor's guards approaches Morgami and whispers something in his ear.

Morgami suddenly slips away as the group moves on.

INT. BRIEFING ROOM - DAY

Out group suddenly enters the 'briefing room', which is really more like a circular indoor amphitheatre. Ambient white lights illuminate the area from the floor. A circular table with many chairs sits on the main floor while a number of levels of seats are situated in a circle around it. The area in the upper levels is not as illuminated, as no one currently sits in what could be called the observation area.

The group approaches the table, where several men and women do sit, however. There are just enough open spaces for Dariyl and the team.

We MOVE CLOSER as they sit down.

JONAS

Some briefing room...

HEMMINGWAY

(looking around;  
sitting down)

General, where's Morgami?

Tenryris suddenly looks, now just noticing Morgami's absence. Before Barrows can answer, Dariyl does so.

DARIYL

Oh, not to worry, a Talloran  
official wished to speak with him.  
He will not be gone for very long.

Tenryris and Barrows share a flustered look, but the councilor continues.

DARIYL (CONT'D)

(re: people at the  
table)

These are officials from each of  
the powers in this Alliance. They

are here merely to observe our first official meeting.

BARROWS

Understandable.

DARIYL

Now let's begin... your homeworld.

As Barrows, Jonas and Hemmingway exchange glances and prepare to begin, we CUT TO:

INT. OFFICE - DAY

Here, we find Morgami, sitting on an alien looking bench, alone inside this office, the details of which are similar to the high councilor's 'lobby' area. A large, window looks out over a grand cityscape with a blue sky hanging over it. A number of ships can be seen flying outside.

Suddenly...

FAMILIAR VOICE

Lieutenant Onnotal.

Morgami looks up to a character off screen. We SWITCH CAMERA ANGLES to reveal that it is:

COMMANDER TOMARIS, seen earlier! He wears a black uniform similar to Morgami's, but it has gold sections, whereas Morgami's does not.

MORGAMI

Commander, it's good to see you again, sir. I can't tell you how long I've been waiting to be back in allied territory.

TOMARIS

(sitting at a desk)

I can believe that.

(a beat)

General Barrows and his group are currently in a meeting with the Dariyl and part of the high council.

MORGAMI

Yes, I know.

TOMARIS

I was speaking with the high councilor earlier... he's come up with quite a convincing routine for them. He's just hearing from them what you've already been able to tell us. He asked me personally to thank you for your efforts. You did the right thing a year ago contacting us when you were picked up by the Destiny.

MORGAMI

(humbly)

Thank you, sir, it's my duty to serve the council. I knew this administration would be interested when they learned of the knowledge that of the Ancestors that the humans from earth have.

Tomaris nods.

MORGAMI (CONT'D)

Sir, if I might ask... the message we received, it ordered all available vessels to this system, but why?

TOMARIS

That's one thing that I didn't think was safe to discuss over subspace, lieutenant, but now...

(a beat)

We've recently gained a great deal of data from a successful raid on a Malecathi facility, and in that data was found the location of a Malecathi staging ground for Calinoma's largest fleet. They know we have our forces stretched thin as it is, so they'll never expect an attack of this magnitude.

MORGAMI

These ships are here... for an attack?

TOMARIS

That's correct. It's the largest fleet ever assembled since the response to the First Incursion.

MORGAMI

I should hope that the results of the coming campaign are not the same as that event, though.

We don't know what the Incursion is, but from what Morgami says, it can't have gone well.

TOMARIS

I assure you, it won't. The Steruc have really been building their fleet to its capacity, those bastards. We'll have at least a dozen Arbitrator cruisers on our side when the attack takes place.

MORGAMI

Won't this leave the Alliance's systems, especially Iosis open to attack while the fleet is away?

TOMARIS

No, Morgami, we don't believe so. The Malecathi aren't aware we have this data, and the attack is set to commence a short time after General Barrows has finished his introduction with the councilor.

(a beat)

And I find it unlikely that the Malecathi would know about any of this. We've been keeping our efforts on this matter very secret.

There is a long pause and Morgami appears disheartened.

MORGAMI

What will the Destiny do during  
the attack?

TOMARIS

We intend for them to come with  
us.

(re: Morgami's look)

Don't worry, we'll have them well  
protected. For now, we want to  
make them think that they're  
playing a key role here. They  
have some powerful weapons, but I  
doubt they would turn the tide of  
battle that much...

There is suddenly a beeping sound coming from Tomaris' desk.  
He presses a button.

FEMALE VOICE

Commander Tomaris, Amadan Falix is  
here to see you.

TOMARIS

(looking at Morgami)

Falix?

(a beat)

Send him in.

After a moment, COMMANDER AMADAN FALIX enters from the back  
of the room.

TOMARIS

Commander Falix, what can I do for  
you?

FALIX

Sir, I'm sorry to interrupt... but  
that ship that jumped into the  
sector earlier. I've encountered  
it before, and...

He sees Morgami. Suddenly, he grows quiet.

TOMARIS

Yes, we've had it on record for some time now; thanks to the data you brought back, Falix.

He looks to Morgami. There's a pause.

TOMARIS (CONT'D)

Is there something else?

FALIX

Yes, sir. The attack does not begin for at least twelve hours... Am I permitted to meet with General Barrows of the Destiny?

TOMARIS

I believe so, after he's done with the high council. And I'm sure he'll be wanted for a moment at the commanders' briefing. I'll speak to Councilor Dariyl about it.

FALIX

Thank you, commander.

He moves to leave, and throws a glance to Morgami as he leaves. Once he is gone...

MORGAMI

I take it he doesn't know about our plans for them, sir?

TOMARIS

No. He's been kept away from that kind of information since his encounter with the Destiny. Really, only a handful of commanders know anything about this plan.

MORGAMI

I see.

There is a brief silence; then, the slight roar of the numerous vessels outside can be heard and in the distance, the sun can be seen beginning to set.

INT. BRIEFING ROOM - DUSK

As before, our group sits at the center table.

DARIYL

Well then, General, it seems that you really are in need of some kind of allies.

BARROWS

(smiling slightly)

Yes, we like to make... friends wherever we go. Besides Tenyris, however... we haven't encountered such allies.

DARIYL

You crew took in nine officers of the Alliance and treated them as friends from the beginning. This act is held in high esteem with this organization, general. You've treated Tenyris and his people with respect, and that's something I must commend you for.

HEMMINGWAY

(trying to make a point)

Sir, it's been an honor serving alongside Tenyris, and I believe that to serve with others like him would be a privilege.

Tenyris and Barrows look at Hemmingway a little strangely at first, but this passes.

DARIYL

I'm glad you feel that way, colonel. If your kind are like what Tenyris has been telling us here, then I believe there is a future for us, general.

Suddenly, an Alliance officer approaches from offscreen and WHISPERS something to Dariyl. He nods and gestures the officer away.

JONAS

(disregarding the  
officer)

Then does this mean...

DARIYL

(back to the  
conversation)

Mister Quinn, and all of you... I  
believe that you are just the kind  
of members this alliance needs.

Barrows at first has no expression, but a smile begins to  
grow on his face.

BARROWS

Thank you, high councilor.

(looking to Tenyris)

Thank you.

Tenyris, smiling, nods. Dariyl stands, as do the Destiny  
crew members, and he makes his way to Barrows' side of the  
table and continues walking to the entrance they came  
through. Barrows and his group follow.

DARIYL

Now, keep in mind, general, none  
of this is official yet.

BARROWS

I'm aware of that.

(a beat)

I still don't know the full extent  
of this Alliance, but I do know  
that as one ship and one crew, we  
cannot offer as much as an entire  
people, high councilor. We will  
do what we can.

DARIYL

Don't worry about this, general;  
there are details we have yet to  
work out, however, know this...  
you can offer us much more than  
you may think, general.

DARIYL (CONT'D)

We too seek out the secrets of the Ancestors, as you have said you do.

BARROWS

I see. Then I'm sure we can learn much from each other.

DARIYL

Yes... Now, someone you've met before, I believe, has requested to see all of you. I'll have my guards escort you to him.

JONAS

(to Barrows; quietly)

Falix?

He nods slightly.

DARIYL

He'll also be explaining a few more things to you I'm sure, general.

The high councilor exits.

HEMMINGWAY

So, what do you all think?

TENYRIS

At the moment, although there are a few things I'm still surprised about... I feel that a great thing has happened.

TELARI appears to Barrows once again.

TELARI

I just want to know what else he has planned for us, and why he needs Falix to explain it to you.

(a beat)

Out of nearly a thousand of their ships and hundreds of planets

under their control, what makes us  
so special to them?

BARROWS

Maybe they have something...  
special, planned for us?

TELARI

If that is the case... I just hope  
that it involves us.

Barrows nods to himself at affirmation of the thought. As the  
group walks off-screen, we--

FADE OUT

END OF ACT FOUR

ACT FIVE

FADE IN:

INT. DESTINY - BRIDGE

For the first time in a while, we find ourselves on the bridge of the ship, where we see MAJOR WILLIAMS sitting in the command chair. FREEMAN sits to his left.

FREEMAN

Sir, we have an incoming transmission.

(a beat)

It's from the general.

WILLIAMS

(with anticipation)

Put it up.

A moment later...

WILLIAMS (CONT'D)

(to front of bridge)

General, it's good to hear from you, sir.

We SWITCH CAMERA ANGLES to reveal BARROWS on the front holographic display.

BARROWS

Good to be heard, major.

(a beat)

We have some good news down here.

WILLIAMS

Really, sir?

BARROWS

Really, major. I expect that we'll be returning soon, but we'll contact you before we do so. You can hear everything once we get back.

WILLIAMS  
(somewhat smiling)  
Understood, sir.

We HOLD on him before we CUT TO:

EXT. IOSIS - CITY - DUSK

For the first time, we get to see the true nature of Iosis. We find before us a vast city, with countless skyscrapers creating valleys between each other. Large and small aircraft zoom between these buildings like flies. In the distance, a sun begins to set, and thus glows orange, casting an ambient light on the city. The lights in each of the tall buildings are almost like stars on the darker sides of the skyscrapers.

EXT. IOSIS - CITY - PLATFORM - DUSK

Here, on a platform that seems to stretch out from a building behind us, we find TENYRIS, LT. COLONEL HEMMINGWAY, JONAS QUINN and General Barrows, as well as TWO GUARDS. There is a roar from above from the countless vehicles across the red sky.

HEMMINGWAY  
(louder than normal;  
to Jonas)  
Kinda loud.

JONAS  
(serious)  
What?

HEMMINGWAY  
Never mind.

Suddenly...

VOICE (O.S.)  
General Barrows! Colonel  
Hemmingway!

Our people turn, as do we, to REVEAL:

COMMANDER AMADAN FALIX, approaching from an adjoining platform.

HEMMINGWAY  
(surprised)  
Felix?

JONAS  
(to Hemmingway)  
Yeah, you were in the brig, we'll  
tell you later.

Hemmingway shrugs and moves with the group to Felix.

BARROWS  
Commander, it's good to see you in  
person again.

FALIX  
Likewise, General.

(a beat)  
Come, we have much to discuss.

As we HOLD on Felix, we GO TO:

INT. AIRCRAFT - DUSK

We now find the same group in what appears to be a transport  
craft of some kind. There are chairs and a table in this  
compartment.

FALIX  
(continuing)  
...and Commander Tomaris, one of  
the highest ranking Talloran  
officers in the Alliance, ordered  
me to escort your ship to the  
planet. I'm sorry that I did not  
respond to your hails.

BARROWS  
I'm sure there was a reason,  
Felix.

JONAS  
Some kind of protocol?

FALIX  
I can only assume.

There is a pause.

HEMMINGWAY

Shouldn't you be back on your ship?

(realizing how that sounded)

I'm sorry; I just mean to say, I didn't think you'd have the time to be down here.

FALIX

Actually, colonel, a number of commanders are coming to the planet's surface for a short period soon. I was hoping to speak with General Barrows about this soon.

HEMMINGWAY

So I imagine Lieutenant Taerin is keeping things in order up there.

FALIX

(regretfully)

Actually, colonel, Taerin was killed in battle with the Malecathi not long after we arrived back here on Iosis.

HEMMINGWAY

Oh, I... I'm sorry...

Falix nods. There is a pause, and he presses a button on his chair. We hear a smooth beep and a suddenly, a door opens through which a WOMAN enters.

The woman is in her late thirties and looks slightly similar to an INDIAN person from earth. This is CARANYA TSERAN (car-AHN-ya Sair-AHN).

FALIX

Caranya, I'd like you to meet General Barrows, Colonel Hemmingway, Jonas Quinn and Commander Nalar.

She nods.

FALIX

(to the group)

This is my assistant, Caranya.  
She is somewhat of a secretary for  
me while I'm on Iosis.

Barrows stands.

BARROWS

It's a pleasure.

Everyone else nods.

FALIX

Now, I'm afraid we must part.  
General, I'd appreciate it if you  
came with me. Since you are, at  
least unofficially, a ship  
commander of the Alliance, you are  
requested at the meeting I spoke  
of earlier.

BARROWS

Alright.

FALIX

Colonel, Tenyris, Jonas, as for  
you, I've made a quick arrangement  
you to have a short... tour of a  
few parts of this capital city  
we're in, led by Miss Tseran.

HEMMINGWAY

Oh...

(she looks to Barrows,  
who nods)

Alright.

FALIX

Tenyris, you don't mind, do you?

TENYRIS

No actually, I've never been on a  
real tour of this city.

FALIX

Alright, then. Caranya?

As she approaches, we CUT TO:

EXT. AIRCRAFT - DUSK

We WATCH as the small ship zooms away towards a cluster of buildings.

EXT. IOSIS - CITY - DUSK

We suddenly find Caranya, Hemmingway, Tenyris and Jonas walking along a suspended platform leading to a large building, both tall and wide.

JONAS

Well, it's definitely not as loud here...

CARANYA

That's because this airspace is off limits to public vehicles.

(a beat)

That building ahead is Capital Center of Commerce, where the entire economy of Iosis and its systems is controlled from.

HEMMINGWAY

So kind of like Wall Street Iosis...

Caranya looks strangely, but this passes, and she turns to Tenyris.

CARANYA

So, commander, now that you're back in friendly space, are you looking forward to going home soon? I'm sure it's a relief to see more of your own kind around here...

TENYRIS

Yes... you could say that. I'm not sure though how long it will be before I can get back to Talloran. For now, I have a few of my own kind with me.

He looks around to Jonas and Hemmingway, and smiles.

INT. FLEET HEADQUARTERS - MEETING CHAMBER - DUSK

We FOCUS on Falix and Barrows, who sit on benches in this round area (similar to the one seen earlier). They are in the midst of dozens, if not hundreds of other commanders. There is a speaker at the center of the room.

BARROWS

So all of these people are commanders?

FALIX

That's right, and this isn't even half of those on Iosis right now. This is why I wanted to bring you here, there's something about to happen, General.

Barrows appears somewhat confused at this, but listens to the speaker nonetheless.

SPEAKER

...which is obviously why you are here today. When the attack commences, the fleet will be split into four echelons. The commanders of each echelon are here today, and in order to make for a more organized exit from hyperspace at the target coordinates, these groups of the fleet will jump at staggered intervals.

A beat; we can see Barrows is listening intensely.

SPEAKER (CONT'D)

As you all know, we expect at least twelve Onslaught Cruisers here, as well as possibly more than a hundred destroyers and smaller-tonnage vessels. The majority of our Arbitrator cruisers will be in the first echelon to jump, meaning that we will have the element of surprise

with our most powerful vessels.  
Fighters from all craft-bearing  
vessels will be launched...

He continues speaking, but Barrows speaks quietly to Falix.

BARROWS

(to Falix; almost  
worried)

Falix... what is he talking about?

FALIX

General, this is why I wanted you  
here.

Barrows stares.

FALIX

That message... that called all  
available ships here? The  
Alliance doesn't just call in a  
force like this on a regular  
basis...

(a beat)

They're here for an attack into  
Malecathi space, the biggest one  
since...

(he trails off.)

As the commander of vessel that  
answered that message, you're to  
join our forces.

BARROWS

(quietly, but yelling)

What?! Commander, you're kidding,  
right?

A few people look at the general strangely because of his  
outburst.

FALIX

(sincere)

General, I'm sorry, I requested to  
meet with you, and High Councilor  
Dariyl would only allow it if I  
brought you here so you'd be

briefed on the situation. You could've either been told by me or by someone who doesn't know you as well.

BARROWS

I'm sorry, commander, I need to go. I can't have my ship and crew be involved in an attack that I know next to nothing about.

Barrows stands.

FALIX

General, please, I can talk to the High Councilor. I don't understand this either, I don't understand many things that have gone on today, but --

BARROWS

I'll be on my ship, commander. I don't believe that you had any decision involving me in this, so I'm sorry I must leave you here like this.

He moves to walk out and Tenyris follows close behind.

EXT. IOSIS - FLEET HEADQUARTERS BUILDING - DUSK

Barrows has just exited a large, domed building, and Falix is close behind. The General takes a small radio out of his back pocket and presses the button on it.

BARROWS

Major Williams, come in.

INTER-CUT:

INT. DESTINY - BRIDGE

AS BEFORE, only TAKESHI HASEGAWA is present of Orion-1.

WILLIAMS

Go ahead, sir.

BARROWS

Lock onto Colonel Hemmingway,  
Tenyris, Jonas and myself and beam  
us to the bridge, right away.

WILLIAMS

Sir, you're not registering close  
to them at all. What's going on?

BARROWS

I'll explain later. Just do it.

WILLIAMS

Yes, sir.

EXT. IOSIS - DUSK

Once again, we find Tenyris, Hemmingway and Jonas with  
Caranya here. Suddenly, the three crewmembers of the Destiny  
are ABSORBED in WHITE LIGHT as they are beamed up!

Caranya only begins to show a surprised expression as we CUT  
TO:

INT. DESTINY - BRIDGE

Now, with Orion-1, Barrows and Williams present...

WILLIAMS

Sir, welcome back... why did you  
have me beam you four up so  
quickly?

BARROWS

Because, major, apparently, we're  
to take place in some attack into  
Malecathi territory, now that  
we're official members of this  
Alliance.

TAKESHI

And I... take it you said no, sir?

BARROWS

Obviously, lieutenant.

(a beat)

Beck, get me a channel with the  
high councilor. Use the same

frequency he contacted us on earlier.

BECK

Yes, sir.

Suddenly, Dariyl's image appears at the front of the bridge.

DARIYL

General, what is the meaning of this?

BARROWS

What is the meaning of planning for my ship to take place in one of your battles? We haven't even been here a day!

DARIYL

General, did you not tell me earlier about your encounters with the Malecathi? Have you ever had the chance to strike at them in space, and not the other way around?

BARROWS

(indignant)

If I were, I most definitely would want a bit more information first.

There is a pause.

DARIYL

The commanders with whom you attended the briefing have all but returned to their ships. The attack is set to commence in only moments. Had you agreed to this, you would have been aware that we were planning to give your ship the most protection in the fleet, you are our newest member, and --

BARROWS

High councilor, I don't see how you thought that you could ever get us to go on some attack, no

matter how big, with less than a day's notice. That's expecting a hell of a lot, sir. And aren't you at all worried that the Malecathi will use this opportunity to attack Iosis itself?

Then--

FREEMAN

I'm detecting multiple hyperspace windows, sir. Over a hundred vessels have begun to jump to hyperspace.

BARROWS

(to himself)

Apparently not.

There is a beat.

BARROWS

(to Dariyl)

I think we'll be taking our leave of this planet, high councilor. I only hope that an organization as powerful as yours doesn't crumble because of one poor move.

The screen deactivates and we GO TO:

EXT. SPACE - FLEET

A number of hyperspace windows are visible in front of the massive fleet, and more and more ships jump into them each second.

Suddenly, another hyperspace window forms; it's MASSIVE and is very bright.

INT. DESTINY - BRIDGE

Takeshi now sits at the science station at the front of the bridge.

TAKESHI

Sir, there's another window out there, it's huge.

BARROWS

So is that fleet, lieutenant.

TAKESHI

No sir... this one is... incoming.

Barrows slowly stands.

TAKESHI

Multiple craft exiting now...

(a beat; horrified)

Oh my God...

Barrows, Hemmingway, Tenyris and Williams all look over to Takeshi as we CUT TO:

EXT. SPACE - FLEET

As Alliance ships still continue to jump away to hyperspace, a massive group of BLACK SHAPES exits the larger hyperspace window. We suddenly realize what it is:

AN ENORMOUS MALECATHI FLEET. There are more Malecathi ships here than we've ever seen before, what must be thousands of fighters pour from the bellies of at least a dozen Onslaught Cruisers and Destroyers, all racing towards the Alliance fleet and the Destiny.

INT. DESTINY - BRIDGE

AS BEFORE

TAKESHI

It's the Malecathi...

We HOLD on the view screen at the front of the bridge, which displays the MASSIVE FLEET of BLACK SHAPES, a hyperspace window closing behind them.

Countless green dots suddenly fill the blackness on the screen, growing larger and larger.

EXT. ALLIANCE FLEET - SPACE

The ships have stopped jumping to hyperspace; however what we know to be as MALECATHI WEAPONS FIRE screams through space towards the fleet. We rapidly CLOSE ON one of the bolts of

plasma, and follow it. Suddenly the large hull of an Alliance vessel fills the screen for a split second, as the bolt impacts it! A tremendous explosion, a shot of which we can only see for a fraction of a second, begins, encompasses the camera and we--

SMASH TO BLACK.

END OF ACT FIVE

TO BE CONTINUED...