

STAR TREK: THE NEXT GENERATION

"Final Mission"
(f.k.a. "Turnabout")
#40274-183

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FINAL DRAFT

SEPTEMBER 17, 1990

STAR TREK: "Final Mission" - 9/17/90 - CAST

STAR TREK: THE NEXT GENERATION
"Final Mission"

CAST

PICARD	SONGI
RIKER	DIRGO
DATA	ENSIGN TESS ALLENBY
BEVERLY	
TROI	
GEORDI	
WORF	
WESLEY	

Non-Speaking
SUPERNUMERARIES

STAR TREK: "Final Mission" 9/17/90 - SETS

STAR TREK: THE NEXT GENERATION
"Final Mission"

SETS

INTERIORS

USS ENTERPRISE
 MAIN BRIDGE
 SICKBAY
 ENGINEERING
 MAIN SHUTTLEBAY

MINING SHUTTLE

LAMBDA PAZ
 CAVE
 CAVERN

GAMELAN IV
 SONGI'S ROOM (ON SCREEN)

EXTERIORS

USS ENTERPRISE
MINING SHUTTLE
WASTE SHIP

LAMBDA PAZ
 DESERT
 CLEARING

GAMELAN IV

STAR TREK: "Final Mission" - REV. 9/28/90 - PRONUNCIATION

STAR TREK: THE NEXT GENERATION
"Final Mission"

PRONUNCIATION GUIDE

DRESCI	DRESS-key
GAMELAN	GAM-uh-lin
MALTASION	mal-TAY-zhun
NENEBEK	NEN-eh-bek
PENTARUS	pen-TAR-us
SONGI	SAHN-jee

STAR TREK: THE NEXT GENERATION
"Final Mission"
TEASER

FADE IN:

1 EXT. SPACE - THE ENTERPRISE (OPTICAL)

The Enterprise travels through space as:

PICARD (V.O.)
Captain's log, stardate 44307.3.
I am preparing to leave by
shuttlecraft for Pentarus Five,
where I have been asked to mediate
a dispute among the salenite
miners -- a contentious group
unfortunately prone to violence.

2 INT. ENTERPRISE - BRIDGE - CONTINUOUS

PICARD, RIKER, TROI, DATA, WORF, and ENSIGN TESS
ALLENBY at their positions.

PICARD (V.O.)
At the same time, I must deal with
a situation of a far more personal
nature.

WESLEY comes bursting in through the Turbolift door,
out of breath and a little anxious. Everyone on the
Bridge looks stern and a little disgruntled with him.

PICARD
Ensign, I summoned you almost ten
minutes ago!

WESLEY
Yes, sir, I know, but I was in
the middle of an experiment using
some volatile compounds and I
couldn't just leave them lying
out --

PICARD
Excuses, Mister Crusher?

WESLEY
No, sir, not at all, it was more
of an explanation --

2 CONTINUED:

PICARD

Because I assure you that will
not go over well at Starfleet
Academy.

WESLEY

I know, sir, but --

Then it sinks in. He stares at Picard.

WESLEY

The Academy?

PICARD

I just got the message from
Admiral Nsomeka. She expects
you to report in two weeks.

There are smiles all around as Wesley, nonplussed,
realizes what Picard is saying.

PICARD

A position has opened up in this
year's class. You'll have to work
overtime to catch up, but I have
assured the Commander that you
will be capable of that. Please
don't make a liar of me.

WESLEY

Oh, yes sir! I mean -- no, sir.

PICARD

And as your final mission aboard
the Enterprise... I'd like you
to accompany me to Pentarus while
I try to sort things out with the
miners.

Wesley is amazed -- first the Academy, and now an
expedition with the Captain.

WESLEY

Yes, sir...

PICARD

Mister Riker tells me you've been
studying the effects of outpost
judiciary decisions on Federation
Law. What better way to get
first-hand experience?

2 CONTINUED: (2)

WORF

Captain, I am picking up a general
distress signal from Gamelan Five.

PICARD

On screen.

They all turn toward the view screen.

3 ANGLE - ON SCREEN (OPTICAL)

An alien woman, SONGI, appears -- a gentle, sensitive
creature who speaks with quiet desperation.

SONGI

Please... Does anyone read us?

PICARD

(to Worf)

Open channel.

(to screen)

I am Captain Jean-Luc Picard of
the Federation Starship
Enterprise.

SONGI

Captain... I am Chairman Songi,
of Gamelan Four. An unidentified
spacecraft has entered orbit above
our planet. Radiation levels in
our atmosphere have increased by
three thousand percent. We can
only assume we are under attack
-- but the ship will not answer
our hails! We are a peaceful
planet... we have no ability to
defend ourselves. Please, can
you help us?

PICARD

Mister Data, are we close enough
for a scan?

DATA

Nossir, we are out of range.

3 CONTINUED:

RIKER

Any other ships near that system?

DATA

Negative, Commander.

PICARD

Very well. Chairman Songi, we will proceed immediately to your planet.

SONGI

Thank you, Captain Picard...

The screen blinks out. Picard considers logistics.

PICARD

Mister Riker, take the Enterprise and investigate the problem. Ensign Crusher and I will proceed to Pentarus Five.

(to Wes)

The miners have sent a shuttle. We'll depart in ten minutes.

Wes acknowledges, heads for the Turbolift.

4 INT. SHUTTLEBAY TWO

GEORDI emerges from the miners' shuttle -- a small, ragged vessel that looks like the space equivalent of "The African Queen". Its pilot, DIRGO, is a tough-looking humanoid who is weathered and worn enough to suggest middle-age. Though his appearance is feral, he will emerge as an intelligent, if inflexible, being.

Ultimately, he is self-serving; Dirgo looks out for Dirgo, because he's always had to.

GEORDI

Your maneuvering thrusters are rigged in a configuration I haven't seen before.

Dirgo gives him a smug look.

DIRGO

My own modification. It's more efficient. You can study it if you want...

4 CONTINUED:

At this point, Picard and Wesley enter.

GEORDI
(to Picard)
I've run operational and safety inspections, Captain. It checks out. I won't make any claims for comfort.

Dirgo approaches Picard, sizing him up as he does.

DIRGO
Captain Picard... Captain Dirgo, of the shuttlecraft "Nenebek".

PICARD
Ah -- Captain. Good to meet you.

WESLEY
(sotto to Geordi)
"Captain?" Of a mining shuttle?

But Dirgo hears him, turns instantly to him.

DIRGO
Yes, Ensign -- Captain. My ship isn't pretty, and she isn't big -- but we've logged almost ten thousand hours together.

PICARD
It seems a very -- sturdy -- craft.

DIRGO
We should go. Will you take Ops, Captain?

PICARD
I'll let Ensign Crusher perform that task. I need to study up on Regalian law.

Dirgo studies Wesley with obvious disdain as they enter.

4A INT. ENTERPRISE - BRIDGE

Riker, Allenby, Worf, Data.

4A CONTINUED:

WESLEY'S COM VOICE
Crusher to Bridge...

RIKER
Go ahead, Mister Crusher.

WESLEY'S COM VOICE
Shuttlecraft Nenebek prepared
for departure.

RIKER
Acknowledged, Ensign. Begin
launch sequence.

WESLEY'S COM VOICE
Launch sequence confirmed...

DATA
Shuttlecraft has cleared the bay.

RIKER
Ensign Allenby, set a course for
the Gamelan system... Warp Six.

ALLENBY
Aye, Sir.

4B EXT. SPACE - THE ENTERPRISE (OPTICAL)

warping away.

5 EXT. SPACE - MINUTES LATER (OPTICAL)

The shuttle craft heads toward Regalus.

6 INT. SHUTTLE - CONTINUOUS

Dirgo eyes Wesley handling the Ops position with some surprise.

DIRGO
You've done this before.

WESLEY
(dryly)
Yes...

DIRGO
(jerking his head toward
the cabin)
If your Captain isn't tougher than
he looks, those miners will tear
him apart.

WESLEY
Don't worry about Captain Picard
-- he'll handle them.

Suddenly they are interrupted by a sudden muffled explosion and violent shake of the craft, which then settles into a constant vibration. Cabin lights dim; control panels flicker.

WESLEY
I've lost navigation --

DIRGO
The port thruster quad is gone,
guidance coupling is severed --
I can't stabilize her!

The shuttle bucks and pitches as Dirgo and Wesley struggle for control.

7 OMITTED

FADE OUT.

END OF TEASER

ACT ONE

FADE IN:

8 OMITTED

9 INT. MINING SHUTTLE - CONTINUOUS (OPTICAL)

The shuttle is in chaos. Dirgo wrestles with the controls as the ship continues to shudder violently. Picard bursts through the door of the cabin.

WESLEY

The port thruster module blew...

Picard instantly sits in the Ops position.

DIRGO

Nenebek to Enterprise...
emergency... do you read?
Pentarus station... come in...
(shakes head)
Communication is gone --

PICARD

Is your navigational system
functioning?

DIRGO

Negative. Switching to manual.

PICARD

Estimated position... ?

DIRGO

Fifty million kilometers from
Pentarus Five... we may have to
put down somewhere else...

PICARD

Mister Crusher, scan for a class
M environment...

WESLEY

Aye, sir.

9 CONTINUED:

He moves to the panel. The shuttle lurches sharply, settles, lurches again.

DIRGO

We'll lose the main impulse engine
if I don't throttle it down.

There is another sharp jolt and the ship shudders.

WESLEY

(reading scanners)

One of the moons of Pentarus
Three... it's class M -- barely
-- mean temperature fifty-five
degrees Celsius...

PICARD

Life forms indicated?

WESLEY

Negative. But sensors are
limited. There's an intense
magnetic field near the surface.

10 OMITTED

11 ON SCREEN

DIRGO
We don't have a choice.

He makes a manual course correction...

11A EXT. SPACE - SHUTTLE (OPTICAL)

moving toward a red-brown moon.

11B INT. SHUTTLE

DIRGO
Save the impulse engine for a
controlled entry.

PICARD
Ensign, reconfigure the working
thrusters to manual inputs.

WESLEY
I'll try, sir -- but this grid
looks about a hundred years old...

Dirgo glances at Picard. He's a little defensive.

DIRGO
I don't have the Federation's
resources...
(rising, to Picard)
Captain... will you take the helm?

Dirgo goes to Wesley, shoulders him aside; Picard takes
the conn.

DIRGO
I'm rerouting the deuterium
flow --

WESLEY
(nods)
We'll have to manually trip the
bypass from the main engine to
the thrusters...

Dirgo gives Wesley a sharp look.

DIRGO
Where'd you learn that?

12 ON PICARD AND VIEWSCREEN (OPTICAL)

The red-brown sphere begins to fill the window.

WESLEY

We've got power reconfigured,
Captain.

Picard's hands are at the controls, skillfully maneuvering the craft, which continues its sporadic jolts and lurches. Dirgo moves to Ops, checks his monitors.

DIRGO

Hull temperature seven hundred
degrees --

PICARD

Beginning braking maneuver.

The craft goes into a pitch up. Cabin lights flicker wildly.

DIRGO

We're below Mach One! Bypass
to thrusters now!

Smoke begins to seep into the cabin; the lights flicker and the craft bounces turbulently. Finally, there is one moment of a controlled glide... and then impact. Sparks arc through the cabin, and then there is darkness.

13 EXT. LAMBDA PAZ - MINUTES LATER - DAY

A merciless sun beats down on a sere desert of rolling sand dunes. The shuttle lies, half buried in sand, charred and broken. The hatch has ripped off and we see Picard emerge, blinking in the harsh light and then turning to help Wesley climb out.

13 CONTINUED:

Picard is already at work, assessing the situation.

PICARD

Let's salvage what we can.

(glancing upward)

The first thing we'll need is shelter from the sun. In this heat, the shuttle will act like an oven.

Dirgo emerges from the shuttle, wiping his perspiring face.

DIRGO

All systems are out. Can't get a communication channel. Location transponder's gone, too.

PICARD

We'll have to check the craft for something to protect our heads and eyes... and Captain, please recover your medical supplies... food and water rations...

DIRGO

(hesitant)

The medical supplies are all right...

PICARD

But... food and water?

DIRGO

A replicator... damaged beyond repair.

PICARD

Surely... you have emergency supplies.

DIRGO

This isn't a starship! I have to choose what I carry!

Picard stares at him, not wanting to believe what the man is saying.

PICARD

Are you telling me... that we have no water?

13 CONTINUED: (2)

Dirgo looks away. Picard glances up at the sun, and then out across the vast desert. Wesley watches him, definitely worried, hoping the Captain can pull some miracle. But how will they survive without water?

14 EXT. SPACE - ENTERPRISE ORBITING GAMELAN IV (OPTICAL)

The ship maintains a distant orbit around a large blue and green planet. In much closer orbit is an enormous space ship with no markings, dark and ominous.

15 INT. ENTERPRISE - BRIDGE (OPTICAL)

Riker with Data, Geordi, Beverly, Worf and Allenby.

DATA

Scanning. Vessel reads as an unmanned sublight freighter.

RIKER

Origin?

DATA

Indeterminate. Propulsion appears to employ a gaseous-core fission reactor, but it is not functioning.

GEORDI

The radiation levels coming from that ship are off the scale.

RIKER

Mister Data, could that be leakage from their engines?

DATA

No sir. Engine reactor elements appear to have been inactive for approximately three hundred years. The vessel is carrying various unstable waste products.

GEORDI

You mean... it's a garbage scow.

DATA

Precisely.

15 CONTINUED:

RIKER

Mister Worf, open a hailing
frequency.

(beat)

Chairman Songi, this is Commander
Riker on board the Enterprise.

Songi appears on screen.

SONGI

Yes, Commander.

RIKER

It appears you've inherited
someone else's problem... It's
an old waste vessel... caught by
your planet's gravitational pull.

BEVERLY

Have your people begun to suffer
from radiation sickness?

SONGI

Not yet. But some areas are
already detecting dangerous
levels.

RIKER

We'll do our best to get it out
of here as quickly as possible.

SONGI

Thank you, Commander.

The screen is wiped.

RIKER

We're going to give that barge
a push into the Gamelan sun.

15 CONTINUED: (2)

DATA

Sir, the Meltasion Asteroid Belt
lies between here and the sun.

RIKER

Then we'll have to take it
ourselves and have our
deflectors clear a safe path
through the asteroids.

GEORDI

I don't like the idea of getting
close enough to that barge to tow
it. The radiation levels are so
high we'd be risking contamination
of the entire crew.

RIKER

Got a better idea, Geordi?

GEORDI

We could send over a construction
module to attach thrusters to it.
Then we could direct it through
the asteroid belt from a safe
distance.

Before Riker can respond --

WORF

Commander... a message from the
mining settlement on Pentarus.
The shuttle carrying Captain
Picard has not yet arrived.

BEVERLY

(surprised)

They left here at oh-eight-hundred
hours...

WORF

They have asked if we will be
starting a search.

Riker looks out at the huge waste vessel, frustrated.

15 CONTINUED: (3)

RIKER

Tell them we have an emergency situation here... we'll start a search after we've dealt with it.

WORF

Aye, sir.

RIKER

Mister La Forge, prepare to launch the construction module. Let's get this over with as fast as we can.

Geordi heads for the Turbolift to obey the command.

16 OMITTED

17 EXT. DESERT ON LAMBDA PAZ - CONTINUOUS

The three men have salvaged what they could from the cabin of the shuttlecraft. They have fashioned wraps to cover their heads and shield their eyes, with flaps covering the backs of their necks. Wesley is repairing a damaged tricorder. Picard is laying broken strips of the metal hull on the sand.

PICARD

Mister Crusher, any luck with that tricorder?

WESLEY

I think so, sir. The scanning range may be limited, but it's better than nothing.

DIRGO

These were on board, Captain. They're working.

He produces four phasers, similar to early Enterprise types. Picard and Wes each take one. Dirgo holsters the other two.

PICARD

Excellent. Now --

(scanning the distance)

Our communicators may not be able to get a signal through this strong a magnetic field... so I've fashioned an arrow. If a search party finds the wreckage, they'll know we've headed for those mountains.

DIRGO

Are you crazy?

Picard shoots him a quizzical look.

DIRGO

It's too far away. We'll never make it.

PICARD

We can't survive out here in the sun.

(MORE)

17 CONTINUED:

PICARD (Cont'd)

Where there are mountains, there
is shelter.

Chastened, Dirgo snorts and bristles.

DIRGO

You have no right to make the
decisions! I'm Captain of this
ship!

This is too much for Wesley, who stands in front of
Dirgo.

WESLEY

If you want to get out of this,
I suggest you listen. Captain
Picard is the one who's going to
keep us alive --

PICARD

(interrupting)

Thank you, Ensign, that's enough.

WESLEY

Yes, sir.

PICARD

Captain Dirgo, you're an able
pilot and I welcome your input.
Do you feel there's an alternative
we're overlooking?

Dirgo hesitates, looks around, sees the vast sweep of
empty desert. Then --

DIRGO

No.

PICARD

Very well. I suggest a steady
pace, but not a brisk one. We
need to ration our energy. Try
to breathe through your nose, it
will help prevent dehydration.
I'll lead... Captain Dirgo, will
you bring up the rear?

17 CONTINUED: (2)

And he starts off, the others falling into line. Wesley scans the desert with the tricorder as they march. Dirgo gives himself one last look at his fallen ship. He gives it a little salute before turning to follow the others.

18 THE SEARING SUN

burns in the sky, turning it white with heat.

19 THE TRIO OF MARCHERS

slogs across the dunes, sweltering under the glare of the merciless sun, struggling to make progress in the deep sand. Dirgo stumbles in the shifting sands. Wesley spots him, helps him regain his footing. Dirgo spits sand from his mouth as Wesley helps brush him off.

WESLEY

And you were worried about how tough the Captain is?

He nods ahead --

20 PICARD - THEIR POV

marches at a strong, sturdy pace. He looks like he could go on for hours.

21 WESLEY AND DIRGO

Wesley smiles, then turns and starts off again. Dirgo watches him, then surreptitiously removes a bottle from his pocket. It contains a clear liquid; he tips the bottle and draws deeply on it. Then he covertly replaces it.

22 ON WESLEY

looking at the tricorder. He slows, swings the instrument from one side to the other, frowning as he reads the response. Dirgo catches up to him.

DIRGO

Did you find water?

22 CONTINUED:

WESLEY

No... not yet...

Suddenly Wesley stops, turns and points the tricorder behind them, then whips it to the opposite side.

DIRGO

What are you doing with that?

Picard turns, hearing them.

PICARD

Mister Crusher?

WESLEY

I'm not sure, sir... an energy reading.

PICARD

Energy reading? What kind?

WESLEY

Low frequency E-M. It's been getting stronger... the closer we get to those mountains.

DIRGO

What are you saying? There's something over there? Waiting for us?

WESLEY

I don't know what it is. It just registers as a repeating energy pattern...

PICARD

Ensign, are you suggesting this energy is not naturally occurring?

WESLEY

The readings could be indicating some electromagnetic property in the rocks... but I don't think so.

PICARD

A life form?

22 CONTINUED: (2)

WESLEY

It's possible... the pattern's
fairly organized...

The three look across the sands toward the mountains.
Picard glances back from where they came.

PICARD

We can't go back... and we can't
stay here. We have to keep going
to the mountains. No matter
what's waiting there.

He sets off, resolutely. The others follow, though the
mountains now loom ominously with the spectre of the
unknown.

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

23
thru OMITTED
25

26 INT. CAVE - CONTINUOUS

We are inside a cave, shooting toward the tunnel which leads to its entrance. Picard, Wesley and Dirgo ENTER.

DIRGO

There has to be water in here...
aren't caves formed by water?

Picard runs his hands over the walls of the cave;
Wesley is scanning with the tricorder.

PICARD

Not necessarily... they could
have been created by volcanic
activity -- lava flows.

(turns from wall)

These walls are dry... Mister
Crusher, do you get any moisture
reading?

WESLEY

No, sir... But that E-M reading?
The pattern has changed... and
the frequency is peaking a lot
higher...

26 CONTINUED:

Dirgo, hot and frustrated, wipes his face with his sleeve. As he does, the bottle of liquid falls from the pocket and onto the cave floor. Picard and Wesley stare at it in amazement.

WESLEY

You have water!

DIRGO

(defensive)

I wouldn't hide water...

Picard picks up the bottle, opens, smells it.

DIRGO

It's called dresci... from my planet.

PICARD

Alcohol.

DIRGO

It's -- medicinal. For emergencies.

Picard gives him a questioning look.

26 CONTINUED: (2)

DIRGO

I was going to share it with
you...

PICARD

This won't quench your thirst...
it will only make it worse.

DIRGO

I'll take my chances...

He extends his hand for the bottle, but Picard doesn't
yield it.

PICARD

I'm not going to let you waste
this. It's more valuable to us
as a coolant or a disinfectant.

DIRGO

It's mine!

PICARD

Mister Crusher, stow this with
the medical supplies and keep your
eye on it.

WESLEY

Yes, sir.

Picard tosses the bottle to him. Dirgo glares,
seething.

PICARD

Now we're going to explore this
cave. Mister Crusher, look for
any indication of water, no matter
how faint. Captain Dirgo -- will
you lead the way?

Picard gestures ahead of him, and Dirgo, still angry,
scowls at him defiantly for a beat before starting into
the depths of the cave.

27 EXT. SPACE - ENTERPRISE AND WASTE VESSEL (OPTICAL)

orbiting the Gamelan planet.

28 INT. SICKBAY - CONTINUOUS

Beverly is briefing assistants. There is a determined quality to her, as though it's important to concentrate on business.

BEVERLY

We're projecting that the bulk of the radiation will affect three small island groups.

Troi ENTERS as Beverly is giving instructions, takes note of her brisk, no-nonsense manner.

BEVERLY

(continuing)

Fortunately, they're sparsely populated. We'll start replicating hyronalin now and be ready to transport it to them if it becomes necessary. Please coordinate with the medical personnel on the planet.

The supernumeraries set to their tasks, and Troi approaches.

TROI

We've contacted the nearest Starbase for a search vessel... I'm afraid the closest one is almost a week away...

BEVERLY

I see. Thank you.

TROI

But we have asked the mining settlement to send out any vessels they might have.

Beverly gives her a look; not much hope there.

TROI

You know, there are many reasons why the shuttle might have been delayed...

BEVERLY

Deanna -- thank you. But I'm all right. And for now, I have work to do.

28 CONTINUED:

She moves off to stay busy, and Troi looks after her, knowing Beverly is keeping a tight lid on.

29 INT. ENTERPRISE - BRIDGE - CONTINUOUS (OPTICAL)

Riker stands over Geordi as he works at the Science Station. Tess and Data, off-camera, at their posts. An Okudagram represents the construction module in the process of attaching thrusters to the waste ship. Worf turns to them.

WORF

Commander... the miners report that they have very few operable shuttle craft. They want to know when we will be joining the search.

RIKER

Tell them to stand by. If this works, we'll be on our way.

GEORDI

Thrusters are attached and ready, Commander.

Riker moves to his command chair.

RIKER

Initiate prefire sequence.

GEORDI

Prefire command transmitted. Thrusters to standby.

RIKER

Fire thrusters... gradual acceleration to forty percent power.

They all look toward the viewer.

29A
thru OMITTED
29B

29C EXT. SPACE - WASTE VESSEL - CONTINUOUS (OPTICAL)

The waste vessel begins to move, sluggishly but steadily. Then, suddenly, a chunk of it rips off.

29D INT. ENTERPRISE - BRIDGE - CONTINUOUS

GEORDI

We've lost one module. Correcting thrust vectors to compensate.

DATA

Structural integrity of the barge has been compromised. Disintegration is continuing.

RIKER

(standing)

Shut down thrusters! Ensign, take us one thousand meters ahead of the barge and hold.

DATA

External radiation levels are increasing.

ALLENBY

(beat)

Coming into position at one thousand meters.

RIKER

Mister Worf, extend shields around the ship and lock on a tractor beam.

WORF

Aye, sir.

29E EXT. SPACE - THE ENTERPRISE AND WASTE VESSEL (OPTICAL)

Moves next to the barge and locks on the tractor beam.

29F INT. ENTERPRISE - BRIDGE - CONTINUOUS

Red Alert goes into automatic, alarms chime.

COMPUTER VOICE

Warning. Radiation levels at
seventy millirads per minute and
rising.

RIKER

Allenby, set a new course. We're
going to take it through the
asteroid belt ourselves. One-quarter
impulse.

ALLENBY

Aye, sir.

RIKER

(to comm)

Doctor Crusher to the Bridge.

CRUSHER'S COM VOICE

On my way.

RIKER

Data... I need a projection of
the radiation impact on the
crew... Worf...

(beat)

... signal the mining settlement.
Tell them -- we won't be joining
the search for awhile.

30 OMITTED

31 INT. CAVE - CONTINUOUS

Dirgo, Wesley, and Picard make their way through the cave, Wesley scanning constantly.

DIRGO

There's light up ahead!

The others follow him toward a cleft in the cave wall. A shaft of light is visible beyond.

WESLEY

(re: the tricorder)

Captain... water!

The three reach a jagged opening in the cave, through which some light penetrates.

32 OMITTED

32A INT. CAVERN - CONTINUOUS (OPTICAL)

as they move cautiously into a huge subterranean cavern. Shafts of sunlight stream from openings far above them, illuminating the vault-like interior. It is a dry, dusty atmosphere, full of a chalky grit that clogs their noses and mouths and intensifies their thirst.

32A CONTINUED:

(NOTE: From now on, there will be a distinction between "cave" and "cavern," the former referring to the smaller ante-room they first entered, the latter to the large space which contains the fountain.)

In the center of the space is a water fountain.

DIRGO

I knew there had to be water!

He runs toward it, reaches his hands out to scoop water -- but is stopped and flung back by a FORCE FIELD surrounding the fountain.

PICARD

Mister Crusher... what was that?

Wesley scans with the tricorder.

WESLEY

It seems to be some kind of tightly confined annular force field...

PICARD

Put there to protect the water.

WESLEY

Then there has to be a way to de-activate it...

DIRGO

(impatient)

We can with our phasers.

He moves quickly forward, impatient, pulls a phaser...

PICARD

I think it might be wiser if...

32A CONTINUED: (2)

But Picard is interrupted by a SOUND, a deep growling HUM... as Dirgo begins to fire... Picard shoots a look at Wesley...

WESLEY

(reading tricorder)

The E-M pattern again -- the power level's really spiking now...

DIRGO

Look... I think it's working!

PICARD

(warning)

Dirgo...

32A CONTINUED: (3)

The SOUND suddenly builds in volume, taking on a crackle like bacon sizzling. Then suddenly, all hell breaks loose!

33 THE SENTRY (OPTICAL)

appears -- a wave of electrical energy without substance, possibly appearing as a sheet of crackling lightning that buzzes and hums as it moves toward them.

PICARD

Stop firing!

Dirgo stops and whirls. The shimmering plane advances toward them.

34 ANGLE - THE TRIO (OPTICAL)

Dirgo fires right at the Sentry. It stops -- then suddenly flares out in a frightening electrical display that ricochets from the cavern wall, and pulls the phaser out of Dirgo's hands...

35 PICARD

sees that rocks have been jarred loose by the Sentry's activities -- rocks that are beginning to tumble right down onto Wesley. He dives toward the young man, hurling him away from the rockslide, but taking the first one right on his head.

The Captain crumples to the ground and is bombarded with more boulders. He writhes and twists under the assault of rocks, then finally lies motionless, dazed and broken. The Sentry disappears; the sound dissipates.

36 WESLEY AND DIRGO

Wesley springs instantly into action, holstering his tricorder, climbing to his feet and running toward the Captain. Dirgo seems frozen with fear, staring at the wounded man on the ground.

36 CONTINUED:

WESLEY

Help me!

Wesley starts lifting boulders off the Captain. Dirgo is still immobilized.

WESLEY

Dirgo -- move!

Dirgo snaps from his shock and runs toward them, begins to throw rocks from the unconscious man.

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

37 INT. CAVE - SAME DAY - MINUTES LATER

Picard is lying on the ground as Wesley frantically administers first aid. Dirgo still seems sluggish, in shock.

WESLEY

Keep pressure on that wound!

Dirgo has his palm pressed against Picard's forehead, which took the initial blow and is bleeding. Wesley is inspecting the various wounds the Captain has sustained, checks his right leg with the tricorder.

WESLEY

This is the worst break... ?

DIRGO

What was that thing... ?

Wesley gives him a sharp look -- pay attention.

WESLEY

Keep the pressure constant.

He goes for the pack of medical supplies, starts rummaging through them. Picard opens his eyes, struggles for clarity.

PICARD

Ensign... how bad is it?

Wesley hesitates. Pretty bad, but he doesn't want to say that.

WESLEY

You have a broken leg... Your left arm is... I think there's a fracture there, too. And you took a bad blow to the head. But we're getting the bleeding under control.

37 CONTINUED:

PICARD

(weakly)

Good work... I'm going to be fine
in a moment... just need to catch
my breath...

DIRGO

(to Wesley)

Tell him the truth.

WESLEY

What truth?

DIRGO

(removing his hand from
the wound)

He's bleeding inside. I've seen
it before. He'll never survive.

Wesley ignores him, lifts out the dresci bottle, pours
it onto a gauze pad, applies it to a wound in Picard's
chest. Picard gasps with pain.

WESLEY

You don't know what you're talking
about.

Wesley pours more dresci onto a pad, applies it to the
head wound.

DIRGO

You're wasting your time. Save
the dresci for us.

Picard has had enough of being talked about in the
third person. He summons all his strength.

PICARD

Mister Dirgo -- I'd appreciate
it if you didn't bury me before
I'm gone.

Dirgo shakes his head in frustration, EXITS.

37 CONTINUED: (2)

Wesley starts to wrap the Captain's wounds with sterile packs and gauze. Picard grimaces in pain.

PICARD

The trouble is... he may be right.

WESLEY

No, he's not -- you're going to be fine...

Concentrating on his task, Wesley has not realized that Picard is gazing at him, a vague, distracted look as though this were another time, another place. Wes finally glances at him.

WESLEY

Captain... ?

PICARD

(gently)

For a moment... I saw your father's face in yours...

Wesley sobers. This reminder of mortality is unsettling to him.

PICARD

He wouldn't give up, either... even when things looked bleakest, even on that terrible afternoon...

Picard stops, trails off, remembering Jack's death.

PICARD

Strange, I always remember it as night. Maybe... sudden, unnecessary death ought to happen at night... not on a bright cloudless afternoon...

He looks at Wes, as though drifting back to the here, the now, the awful plight.

37 CONTINUED: (3)

PICARD

Wesley... you're going to have to keep a rein on Dirgo... he's willful, stubborn... that could be dangerous...

WESLEY

You'll handle him, sir.

PICARD

(sharply)

Listen to me. I have no feeling in my right leg. My vision is blurred... I'm going to get worse, not better. I won't be able to help you, Wesley. You'll have to stand up to him on your own.

Wes stares at him, wishing he'd stop talking like this but --

WESLEY

Yes, sir.

And Picard smiles wanly, murmurs --

PICARD

Good man...

And falls unconscious. Wesley looks up, out the tunnel where Dirgo disappeared.

38 EXT. SPACE - ENTERPRISE AND WASTE VESSEL (OPTICAL)

The Enterprise tows the heavy barge through space.

RIKER (V.O.)

First Officer's log, stardate 44307.6. Radiation levels on the Enterprise continue to rise. The ventilation system has started pumping hyronalin into our air supply to counteract the effects.

39 OMITTED

39A INT. ENTERPRISE - BRIDGE - SCIENCE STATION

Riker, Data, Beverly, Allenby, Worf (O.C.) and Geordi.
Red Alert continues to flash.

DATA

At the rate the radiation levels
are increasing, the hyronalin
additive will only be effective
for another thirty-eight minutes.

BEVERLY

(to Comm)

Crusher to Medical Unit One.
Evacuate and seal off all
non-operational areas. Group the
crew and families in the interior
corridors of decks nine and ten,
radiation exposure protocol.

COM VOICE

Acknowledged, Doctor

RIKER

Data... at our current speed, how
long will it take us to get
through the asteroid belt?

DATA

Fifty-one minutes, fourteen
seconds.

BEVERLY

We're going to have a lot of
casualties if we can't get there
any faster.

RIKER

Geordi, how much more can the
tractor beam take?

GEORDI

We're already at the upper limit
for towing speed, Commander.

RIKER

Then let's see if we can establish
a new upper limit...

39A CONTINUED:

GEORDI

Aye, sir...

Geordi moves to the Engineering station... Riker and Data move back to the command pit... on the move --

GEORDI

Data, monitor the shearing effect on the beam... increasing to one-half impulse.

39AA EXT. SPACE - ENTERPRISE AND WASTE VESSEL (OPTICAL)

The ships accelerate with no discernible problem.

39B INT. ENTERPRISE - BRIDGE - CONTINUOUS

DATA

Tractor beam is holding... shearing force eighty metric tons per meter...

GEORDI

Increasing to three-quarters impulse.

39C EXT. SPACE - ENTERPRISE AND WASTE VESSEL (OPTICAL)

moving through space, accelerating gradually. The tractor beam begins to strain. The waste ship wobbles dangerously.

39D INT. ENTERPRISE - BRIDGE - CONTINUOUS

DATA

Shearing force ninety-two metric tons... ninety-three... tractor beam is destabilizing... we are going to lose the barge, Commander...

RIKER

(no choice)
Reduce power.

ALLENBY

One-half impulse.

39D CONTINUED:

RIKER

Geordi, you gotta stabilize the tractor beam...

GEORDI

(mind racing)

I can't divert any more power to the shields... we're already hitting maximum thermal limits...

(beat)

Only other choice is to bring some other fusion reactors on line... but we're running at peak coolant pressure...

RIKER

Do it.

Geordi races for the Turbolift... He EXITS, and Riker stares in frustration at the fragile waste ship.

COMPUTER VOICE

Warning. Radiation levels at one hundred fifty millirads per minute and rising. Lethal exposure in thirty-five minutes.

Riker stares out at the stars, mind racing, trying furiously to figure a way out of this deadly situation.

40 OMITTED

40A INT. CAVERN - CONTINUOUS (OPTICAL)

Wesley emerges from the cave, finds Dirgo sitting on his haunches, staring at the shielded spring.

DIRGO

Look at that.

40A CONTINUED:

He gestures toward an object on the ground. Wesley goes to it, picks it up. The phaser has become encrusted with a hard, web-like material.

WESLEY
How did this happen?

DIRGO
That -- thing -- did it.

Wesley inspects it with the tricorder.

WESLEY
Selenium fibers... electrically deposited.

Wesley swings the tricorder around the cavern.

WESLEY
The E-M pattern is back down... it only surged when we tried to get to the water...
(moves back toward Dirgo)
Whatever it was we saw... it almost acts like a sentry. To guard the fountain.
(checking tricorder)
As long as we aren't moving toward the water, the wave pattern stays low... right between five and fifteen hertz... Dirgo, walk toward the fountain.

Dirgo frowns at him, but complies. As he moves toward the spring, the low electrical HUM starts again.

WESLEY
That's it! The frequency went to forty.

Dirgo has had it with this scientific approach. He comes back to Wesley; the hum subsides.

DIRGO
What is this getting us? We've got to get to the water!

40A CONTINUED: (2)

WESLEY

If I could find a way to
manipulate the frequency, I might
be able to control it.

(beat, thoughtful)

The Sentry appeared when we
started using phasers. Maybe it
responds to heat... or to
collimated energy...

DIRGO

If you're right... we can use a
phaser to lure it away.

Wesley frowns. He's still in his scientific mode...
analyze, hypothesize... they're a long way from doing
anything.

WESLEY

Hold on... we need to figure out
what it is, before we start doing
anything to it.

DIRGO

Enough talk. Enough thinking.
It's time to do something.

Dirgo hands him a phaser.

DIRGO

I'll start firing. When it comes
-- you fire and draw it off.

WESLEY

No, we can't...

DIRGO

(overlapping)

Then set your phaser on automatic
and take cover.

WESLEY

And how do you know it'll go for
my phaser, not yours?

DIRGO

Because... I'll fire mine on the
lowest setting. You use maximum.

40A CONTINUED: (3)

WESLEY

There's no evidence that it responds differently to higher settings... we have to figure out our options before we --

Dirgo puts his face in Wesley's.

DIRGO

And while we're doing that, your Captain is dying.

(jerks his head toward the cave)

With those wounds, most men would already be dead. If he doesn't get water...

Dirgo shrugs, leaving the obvious unsaid. Wesley takes a breath, struggling to remain in control, to withstand this formidable space veteran.

DIRGO

When I start firing -- you better do your part.

He turns and heads for the spring. The SOUND of the Sentry begins immediately. Dirgo opens fire on the force field. Wes stares; he has no choice but to go along with all this.

40B THE SENTRY (OPTICAL)

appears at the opposite end of the cavern from Wesley. He puts his phaser down on a rock and sets it on automatic fire... the Sentry indeed responds, moves toward him.

40C WESLEY

turns and runs back toward the tunnel to the cave, where there are outcroppings to conceal him.

41 THE SENTRY (OPTICAL)

stays with the phaser! It's working...

42 DIRGO (OPTICAL)

is blasting away at the force field around the water.

42A WESLEY

looks up to check the Sentry and sees it --

43 THE SENTRY (OPTICAL)

splits in two! One heads back toward the fountain.
The other envelops Wes' phaser and promptly disappears.

44 WESLEY

reacts as he hears Dirgo scream.

44 CONTINUED:

The sound of the Sentry dissipates... everything is ominously silent. Wesley picks himself up and crawls cautiously up the rocks to see what is happening. As he comes around the rocks, closer to the spring, he reacts as he sees --

45 DIRGO - WESLEY'S POV

lies shrouded in a fibrous cocoon, his mouth still open in a silent scream, eyes wide with surprise and horror. The Sentry is gone.

46 WESLEY

stares at him, pale and shaken.

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

47 EXT. SPACE - ENTERPRISE AND WASTE VESSEL (OPTICAL)

Heading toward the sun.

RIKER (V.O.)

First Officer's log, supplemental.
Mister La Forge has diverted
power from auxiliary fusion
generators in an attempt to
stabilize the tractor beam. This
is the only hope of increasing
our towing speed so we can clear
the asteroid belt before radiation
levels become fatal.

47A OMITTED

48 INT. ENTERPRISE - BRIDGE - CONTINUOUS (OPTICAL)

Riker, Worf and Data are at their stations; Allenby at
Conn. Red Alert continues. Geordi exits the Turbolift
and hurries to the Science Station, makes some final
checks on the panel.

COMPUTER VOICE

Warning. Radiation levels at
three hundred millirads per
minute and rising. Lethal
exposure in one minute.

48 CONTINUED:

GEORDI

Ready, Commander. I'll be rotating the output of the auxiliary reactors, but it should still give us the power we need.

RIKER

Proceed, Mister La Forge.

GEORDI

Increasing to three-quarters impulse.

DATA

Shearing force at one hundred three metric tons... the tractor beam is stable...

GEORDI

Full impulse.

49 OMITTED

50 EXT. SPACE ENTERPRISE AND WASTE VESSEL (OPTICAL)

moving faster at full impulse.

51 INT. MAIN BRIDGE (OPTICAL)

DATA

Tractor beam is holding.

COMPUTER VOICE

Warning. Lethal radiation exposure in thirty seconds.

WORF

We are in visual range of the asteroid belt.

RIKER

On screen.

They look toward the viewscreen, and see the asteroid field way in the distance, like tiny pebbles.

51 CONTINUED:

COMPUTER VOICE
Warning. Lethal radiation
exposure in fifteen seconds.

RIKER
Stand by to cut the barge loose...

51A INT. ENTERPRISE - VIEWSCREEN (OPTICAL)

as they streak toward -- and through -- the asteroid
belt!

51B INT. ENTERPRISE - BRIDGE - CONTINUOUS

COMPUTER VOICE
Warning. Lethal radiation
exposure in ten seconds.

DATA
We have cleared the asteroids,
sir.

RIKER
Let it go.

52 EXT. SPACE - ENTERPRISE AND WASTE VESSEL (OPTICAL)

The beams snap off and the Enterprise arcs away; the
waste ship continues its path toward the sun, becoming
smaller and smaller until it is no longer visible in
the blinding light.

53 INT. ENTERPRISE - BRIDGE - CONTINUOUS

DATA

Radiation intensity is decreasing,
Commander.

There is a palpable sense of relief on the Bridge.

RIKER

Cancel red alert.

Red Alert goes off.

RIKER

Mister Worf, contact the mining
settlement. Tell them we are
joining the search for Captain
Picard.

(beat)

Ensign, set a new course. Warp
nine.

54 OMITTED

55 INT. CAVE - THAT NIGHT (OPTICAL)

Wesley piles some rocks together. Picard is
unconscious. He looks flushed and feverish; his
condition has deteriorated in the last few hours.
Wesley aims his phaser at a rock and zaps. It glows,
warming them. Picard stirs, opens his eyes.

PICARD

Cold...

WESLEY

When the sun went down, the
temperature really dropped.
(indicating fire)
This should help.

Picard shifts position, tries to get comfortable,
glances at Wesley.

PICARD

... don't seem to be much good
to you, Wesley...

55 CONTINUED:

WESLEY

(hard for him to admit)

Sir... Dirgo is dead.

This doesn't seem to affect Picard... he is listless, apathetic. But Wesley's feelings of guilt and responsibility run deeper.

WESLEY

I should've tried harder to stop him...

Picard shuts his eyes and shakes his head a little.

WESLEY

Sir?

No response. Wesley has been hoping for absolution and he's not getting it. Now, he looks at Picard... looks closer -- is he breathing?

WESLEY

Captain?

(no response; louder)

Captain Picard!

Trying not to give in to panic, Wesley checks Picard's throat for a pulse and, finding one, takes a deep breath of relief. Picard's eyes slowly open, and he fixes a blank gaze on Wesley.

WESLEY

Sir... please... stay with me...

Picard summons breath, monumental effort.

PICARD

I'm... trying...

Wes glances at Picard, whose eyes are fluttering shut again. Wesley's mind races. He doesn't want the Captain drifting off into oblivion. He tries a new tack.

55 CONTINUED: (2)

WESLEY

Captain? Remember when we took
the shuttlecraft to Starbase
Five-One-Five? I was dreading
it... six hours alone with you...

He glances at Picard. The Captain is at least
listening.

WESLEY

But it didn't turn out the way
I thought it would... you kind
of -- opened up to me. I got to
know you.

(beat)

Sort of.

PICARD

(with great effort)

... it's my fault you're here...
I shouldn't have asked you...

WESLEY

I was honored you wanted me
along...

PICARD

... I was selfish... knew I might
not see you again... forgive me...

Wesley is flooded with affection for this man whom he
reveres.

WESLEY

Sir... the past three years...
I've lived more than most people
do in a lifetime...

Wesley pauses, struggling to form the thoughts.

WESLEY

I think I've been pretty lucky...
no matter what happens. How many
people get to serve with -- with
Jean-Luc Picard?

Now it's pouring out, a flood of affection never before
expressed.

55 CONTINUED: (3)

WESLEY

You don't know this... nobody knows this, because I never told anybody... but a lot of what I've worked for... school, and science projects, and getting into the Academy... I've done it because... because...

He hesitates, a little embarrassed now, but having gone too far to turn back.

WESLEY

(quietly)

Because I wanted you to be proud of me.

He looks back at Picard, afraid maybe he's said the wrong thing, but sees that it was very right. A new determination comes into his voice.

WESLEY

One thing I learned from you... is that you never quit. And I'm not quitting now. I've seen you think yourself out of worse problems... and I'm going to think us out of this one.

Picard weakly lifts his hand; Wesley takes it, presses it as though transfusing his strength into Picard.

WESLEY

You're not going to die... I won't let you die. I'll get to the water and I'll keep you alive until they find us. I promise you.

Picard nods, believing in the boy's resilience. And the two sit, hands gripped together, each drawing strength from the other.

FADE OUT.

END OF ACT FOUR

ACT FIVE

FADE IN:

56 EXT. SPACE - ENTERPRISE (OPTICAL)

as it moves through inky darkness.

57 INT. ENTERPRISE - BRIDGE

A weary group, including Riker, Data, Geordi, and Beverly study an Okudagram at Data's station. Worf is at Tactical.

RIKER

Are you certain?

DATA

It is definitely debris. The primary material is duranium, with smaller proportions of sonodanite and ermanium.

GEORDI

Most shuttlecraft hulls are made of duranium.

Beverly pales.

BEVERLY

Then, they're gone.

DATA

Not necessarily, Doctor. There is far too little debris to account for an entire shuttlecraft.

RIKER

So what is it?

57 CONTINUED:

Something occurs to Geordi. He turns to Riker, working it over in his mind.

GEORDI

Dirgo had his maneuvering thrusters rigged in a funny way... he claimed it was more efficient. If one of them blew... it might have left debris like that.

RIKER

If only one of his thrusters were out... he could still have put down somewhere.

DATA

The only Class M planets in the system are Pentarus Two and Five... both have been thoroughly searched by the miners.

RIKER

Then, we'll search them again.

DATA

Sir... there are also four moons in the Pentarus system that might support life...

RIKER

Have the miners searched them?

WORF

Not yet, sir.

RIKER

What's the closest one to the debris coordinates?

DATA

Lambda Paz, one of the moons of Pentarus Three.

RIKER

(to Conn)

Set a course, Ensign.

57A
thru OMITTED
58

59 INT. CAVE - CONTINUOUS

Wesley, too, has been up all night. His eyes are red-rimmed, but he sticks gamely to his task. He is working on both the tricorder and his communicator, modifying them. He takes something from the communicator, inserts it into the tricorder, makes a few adjustments, tries it. He hears the Captain stir and moan, and moves toward him. Picard's eyes open. He looks awful -- his face grey but flushed in spots with fever. His voice is hoarse.

PICARD
Ensign... where are we?

Wesley swallows. The Captain is in worse shape than he thought.

WESLEY
We crashed, sir... we're in a cave...

PICARD
... need water...

WESLEY
We -- we don't have any water.
Don't you remember? We tried to
get to the fountain... and Captain
Dirgo...

Picard stares at him, and with monumental will forces his mind to clear and grasp what Wesley is saying to him. He becomes momentarily focused.

PICARD
Yes... I remember...

Buoyed by this response, Wesley rushes on.

WESLEY
But I think I'm on to something.
I've analyzed the sentry's
electrical patterns.

PICARD
Wesley... I may not make it...

This is not what Wesley wants to hear. He rushes on.

59 CONTINUED:

WESLEY

I'm going to get to the water...
I took the transponder element
from my communicator... used it
to modify the tricorder...

Picard shakes his head, knowing that Wesley is shutting
out what he doesn't want to hear.

WESLEY

I think I can use it to interrupt
the sentry's energy pattern...
stop it.
(beat)
Or at least slow it down...

PICARD

Listen to me...

WESLEY

Yes, sir?

PICARD

So much I've wanted to tell you.
(beat)
At the Academy, there is
someone... who meant a great deal
to me... he has been there
"forever"... you must get to know
him... his name is Boothby... tell
him we were friends...

Wesley hates the finality of this kind of talk, turns
away. But Picard puts out a hand, grabs his arm.

PICARD

When I was there... he helped
me... Listen to him...

Wesley nods, understanding -- a mentor.

WESLEY

What does he teach?

Picard smiles... a cracked half-grin.

59 CONTINUED: (2)

PICARD

He's the groundskeeper. One of
the wisest men I ever knew...

(beat)

I envy you, Wesley... it is just
the beginning of the adventure
for you.

They exchange a long, intimate look.

PICARD

Go on, get the water, stay
alive... they'll find you.

Wesley rises, gathers phaser, tricorder, and the empty
medical pack.

WESLEY

I'll be back soon.

He turns and heads toward the tunnel to the cavern.

PICARD

Wesley...

Wes turns back to him.

PICARD

Always remember... I was... proud
of you...

Wesley nods. Then he turns and heads down the tunnel.

59A INT. CAVERN - CONTINUOUS (OPTICAL)

as Wesley emerges into the huge chamber. He moves with
determination toward the spring, sets down the medical
pack. The SOUND of the sentry begins.

Wesley fires the phaser toward the spring and --

59B THE SENTRY (OPTICAL)

appears, shimmering and crackling. Wes turns, points the tricorder toward it, and begins pushing the controls.

The sentry keeps coming.

Wesley pushes more buttons, points the tricorder purposefully toward the entity. It slows down.

Buoyed, he tries something else... but --

59C THE SENTRY - NEW ANGLE (OPTICAL)

suddenly swells in size! Frantically, Wesley punches buttons again. The sentry shrinks... but starts advancing once more.

59D WESLEY

backs up slightly... studies the tricorder... pushes buttons.

60 OMITTED

60A THE SENTRY (OPTICAL)

flares suddenly -- and begins that inexorable advance once more. The SOUND is now overwhelming, crackling, hissing.

60B WESLEY

stands his ground, resolute. He tries another configuration... points the tricorder... looks a bit alarmed. A hot wind is beginning to blow on him, his hair blowing backward from the power of the advancing sentry.

60C WESLEY AND THE SENTRY (OPTICAL)

as the sentry advances on him... slowly... steadily... Wesley closes his eyes, not yielding but expecting doom. The sentry is right on top of him -- and then --

60D WES AND SENTRY - ANOTHER ANGLE (OPTICAL)

it passes right through him! Amazed, unhurt, he turns and sees --

60E THE SENTRY (OPTICAL)

circling the fountain causing the forcefield to come on... light shimmers and flashes and the forcefield and the Sentry flicker away.

60F WESLEY

looks at the fountain, approaches it tentatively. He extends his hand... further, further. The forcefield is definitely gone.

WESLEY

(amazed)

It worked... !

Wes grabs the medical pack, plunges into the fountain, fills the pack, then hurries back toward the tunnel to the cave.

61 INT. CAVE - CONTINUOUS

Wes approaches the Captain, who is still unconscious, groaning.

61 CONTINUED:

WESLEY

Captain Picard? Wake up...

With his hand, he scoops some water from the pack and carefully drizzles it on the Captain's mouth. Picard sputters, opens his eyes. Wesley uses his other arm to lift the Captain's head, scoops up some more water. Picard gulps down the water which Wesley feeds him, gentle as a mother with a baby.

62 EXT. SPACE - ENTERPRISE (OPTICAL)

in orbit over Lambda Paz.

63 INT. ENTERPRISE - BRIDGE

Riker, Worf, Troi, Data, Beverly, Geordi, Allenby.

DATA

There is an intense magnetic field, Commander. I am getting an anomalous reading... but it is not strong enough to interpret accurately.

GEORDI

I can narrow the frequency range on the sensor array... and try to enhance the signal...

(works for a beat)

Any better, Data?

DATA

Yes. The reflection signature now clearly indicates that it is metal... duranium. The probability is quite high that it is the shuttlecraft.

RIKER

Any life signs?

DATA

It is impossible to determine. The magnetic flux would mask any bio-energy emanations.

63 CONTINUED:

RIKER

Mister Worf, will that
interference affect the
Transporter Beam?

WORF

Yes, Commander. An Away Team
would have to take a
shuttlecraft.

63 CONTINUED: (2)

RIKER

Assemble your team, Mister Data.

Beverly rises immediately.

BEVERLY

I'm going with you.

DATA

Of course. Lieutenant Worf?

The three head for the Turbolift. Riker looks after them, wishing he could be with them.

64 OMITTED

65 INT. CAVE - CONTINUOUS

Wesley sits propped against the cave wall, Picard's head resting in his lap. Picard sleeps, or is unconscious. Wesley stares at the fire, trying to keep his eyes open. But he has been up too long, and through too much. His eyes droop shut, snap open, then close again and stay that way.

BEVERLY (V.O.)

Wesley?

His eyes open again and then widen as he sees --

65A BEVERLY, WORF, AND DATA

moving toward him, followed by several SUPERNUMERARIES with stretchers, water, food and medical supplies.

65B ANGLE - WESLEY

as Worf and Data lift Picard, still unconscious, onto a stretcher and Wesley gets to his feet.

WESLEY

Mom!

BEVERLY

Oh, Wesley... thank God...

65B CONTINUED:

WESLEY

I'm sure glad to see you...

She holds him away from her for a moment, inspecting him with a tricorder. Then she nods and goes toward Picard.

WESLEY

How did you find us?

DATA

We found the wreckage -- and the arrow which indicated your direction.

BEVERLY

(to assistants)

We'll take Wesley by stretcher, too.

WESLEY

I can walk.

The supernumeraries lift the Captain's stretcher, and Picard shifts slightly, opens his eyes...

PICARD

(weakly)

Beverly...

BEVERLY

We're on our way back to the Enterprise, Captain... we've stabilized your vital signs.

Picard nods slightly, looks around as though to reassure himself that everyone is really there. His eye falls on Wesley.

PICARD

Mister Crusher...

Wes steps toward him.

PICARD

A moment...

The Captain reaches out toward him. Wesley goes to his side.

65B CONTINUED: (2)

PICARD

I want you all to know...

He grips Wesley's hand. His voice, still hoarse, is weak... but Picard summons strength from within.

PICARD

(to the others)

He saved my life...

Then he turns and looks up at Wesley.

PICARD

Wesley, know this... you will be missed.

Wesley nods; the two share a silent goodbye. Then, Wesley walking along side, still holding on to the Captain's hand, the stretcher is carried out toward the cave opening.

FADE OUT.

END OF ACT FIVE

THE END