

Star Trek: Eternal Night  
S02E01 'Investigations'

version 2.5

Matthew Miller

Based Upon "Star Trek"  
Created by Gene Roddenberry

Copyright MMXIV  
Spiral Media  
UNAUTHORISED DUPLICATION IS  
PROHIBITED.

## INT. EVIE'S QUARTERS - FUTURE

We open cold inside Evie's quarters aboard a Federation starship which is travelling at warp. The technology and design of the ship tells us that we're not too far in the future... nine months after the events in the final episode of this season.

In the darkness, EVIE CUNNINGHAM is ASLEEP in bed. A BABY CRIES off screen, stirring our sleeping protagonist. After a couple of beats she sits up, tapping a control beside the bed raising the lights to a dim level.

EVIE  
(sleepily to the baby)  
I'm coming, I'm coming.

We follow her into an adjoining room where BABY EVIE lies crankily in a cot. Evie reaches down and picks up the baby...

EVIE  
There, there.

She soothes the child by rocking gently side to side as she moves towards a replicator, she taps a control and computer BEEPS and WHIRS, producing a bottle of milk. Evie takes it and moves towards a chair next to the cot.

She sits down and offers the bottle to the baby, who takes it and immediately settles down and begins sucking.

EVIE  
(smiling, this parenting  
thing is paying off)  
I thought you might be hungry.

A moment passes while Evie watches herself drinking from the bottle. As we'll discover a complicated series of events have led up to this moment.

EVIE  
So... where should I begin this  
story?  
(a beat)  
Oh, yeah. So, it's been ten  
years since the signing of the  
Treaty of Bajor and now we've got  
Klingons refusing to leave  
Cardassian worlds they  
conquered. Romulan's supposedly  
experimenting with stars while  
their population starves. And the  
mighty Federation Council just  
sits back and lets all this  
happen.

(CONTINUED)

(a beat)  
Groundskeeper Boothby once said  
to me that the more things  
change... the more they stay the  
same.

(a beat)  
I guess you'll hear about all  
that soon enough.

Evie smiles as she stares into the darkness of her  
quarters. A moment passes...

EVIE  
(smiling to herself)  
That's the back story... so let's  
skip ahead a little bit.

2 EXT. SPACE

Our hero ship, the U.S.S. ROLEYSTONE, AT WARP. She's a  
modified Runabout-class vessel capable of supporting a  
four man team for extended missions where a full starship  
would be too big and cumbersome.

As we'll find out, this is a radical departure for  
Starfleet...

EVIE V.O. (CONT.)  
Dad had just finished his first  
mission as part of the new task  
force he was leading. So it was  
time to pick up a medic - the  
last member of the team... but  
none of them could imagine that  
they'd need more than just a  
runabout for their next  
assignment.

3 INT. ROLEYSTONE. MACKENZIE'S CABIN

CAPTAIN RYAN MACKENZIE lies on his bed in this compact  
room, only big enough for the bed and a desk. Ryan's  
uniform jacket hangs on the back of a chair tucked neatly  
into the desk... it's been a long day.

MACKENZIE  
Captain's personal log, stardate  
62802.7. I'm excited to meet the  
last member of our team...  
Lieutenant Wells has somehow  
convinced Admiral Nechayev that  
she's the right person to become  
our chief medic.

Ryan GETS UP, grabs his jacket and heads for the door.

4 INT. ROLEYSTONE. CREW AREA

An open plan area, almost akin to boarding house's common area. Each of the four crew cabins join onto this room, which is in the aft compartment of the ship. Mackenzie ENTERS from his cabin, first on the right. He passes a replicator...

MACKENZIE  
(to replicator)  
Raktajino, hot.

The replicator BEEPS in compliance and THE MUG SHIMMERS into existence. Ryan picks it up and walks to --

5 INT. ROLEYSTONE. BRIDGE

Rixx and Harvey still at their posts. Rixx has Sarah's biography open.

RIXX  
(hearing Ryan enter)  
Fresh out of med school?

MACKENZIE  
Everyone wants to come to the  
frontier Commander.

Ryan and Rixx have served together in the past, they are good friends.

MACKENZIE  
You know, I feel like we're just  
a glorified taxi.

Harvey smiles nervously to Ryan.

HARVEY  
What exactly are we doing, sir?

MACKENZIE  
Right now? Picking up the fourth  
member of our team.

HARVEY  
And after that?

MACKENZIE  
Well, you'll just have to wait  
and see.

Ryan smiles at Steve.

6 INT. EVIE'S QUARTERS - FUTURE

As before.

EVIE

After spending my last year at the Academy being stonewalled as I tried to learn more about our parents... I eventually managed to convince a Ferengi trader to sell me a cronomat, a device that allows a standard warp drive to utilise tachyon particles to travel back in time.

7 EXT. SPACE. UNITY ONE

A FEDERATION STARBASE, larger than the stock standard model, hangs against the blackness of space. There a couple of starships orbiting, and a handful of worker bees moving about.

EVIE(V.O.) CONT.

My destination was Unity One... the heavily armed outpost at the edge of the Romulan Neutral Zone.

8 INT. UNITY ONE. OPS

Several N.D. officers work their consoles while CAPTAIN T'PEL stands, reviewing a PADD by the large pool table overview console.

Suddenly the PROXIMITY SENSOR starts BEEPING and LIEUTENANT COMMANDER DAVID RICHARDS reacts.

RICHARDS

Captain, we have a perimeter breach... bearing zero-four-nine.

T'Pel is your typical Vulcan, stoic and calm... emotionless, in stark contrast to Richards.

T'PEL

On screen Commander Richards.

The large viewscreen ACTIVATES and shows a picture of... NOTHING.

T'PEL

(turning to the officer)  
Commander?

(CONTINUED)

RICHARDS

I... don't understand. There was  
a proximity alert...

T'Pel begins to walk over to have a look for herself, when  
the SENSOR BEEPS again.

RICHARDS

Wait... now bearing  
one-five-nine.  
(beat, working the console)  
On screen.

A TYPE TWO SHUTTLECRAFT appears on screen.

T'PEL

Identify.

RICHARDS

It's definatley a Federation  
shuttlecraft... but I don't  
recognise the registration.

T'PEL

Open hailing frequencies.

The COMM CHIRPS in response.

T'PEL

I am Captain T'Pel of Deep Space  
Five, identify yourself.

There's a long beat, then...

EVIE'S COMM VOICE

(garbled)  
I'm... Ensign...Cunningham.  
Starfleet.  
(a faint explosion)  
Please help.

T'PEL

(tapping her comm badge)  
Ops to Sickbay, prepare to  
receive one wounded pilot.  
(a beat, to Richards)  
Beam her to sickbay Lieutenant,  
and tow the pod in.

Off T'Pel's logical face as curiosity *almost* betrays her  
Vulcan demeanor...

9 EXT. SPACE

The Roleystone at warp.

10 INT. ROLEYSTONE. CREW AREA

SARAH WELLS has beamed aboard with a duffel bag over her shoulder, and Ryan is showing her the ship. They've stopped at the cabin door second on the left.

MACKENZIE

...and this is your cabin.

Sarah taps the door control and it opens. She steps in, drops her duffel bag on the floor.

WELLS

A bit small isn't it?

MACKENZIE

Don't worry, we've all got bigger quarters on Unity One.

WELLS

Well that's a relief (!)

Sarah and Ryan return to the crew area. Ryan steps up to the replicator as Sarah sits down.

MACKENZIE

Can I get you anything?

WELLS

Raktajino please.

MACKENZIE

(to the replicator)

Two Raktajinos, hot.

The replicators beeps in response and TWO MUGS MATERIALISE onto the dispenser. Ryan walks over to the table and hands Sarah one of the mugs... she takes a long sip, clearly enjoying the taste. Ryan studies her for a beat, then picks up a PADD that was sitting on the table, he slides it to her.

MACKENZIE

The plans for Operation Hawkeye have been gathering dust for over fifteen years on some isolinear chip in an office at Starfleet Headquarters.

(a beat)

The idea was for a four person team, who were ready to deploy to any incident... at any

(MORE)

(CONTINUED)

MACKENZIE (cont'd)  
time. Find the truth and bring  
those responsible to justice.

(beat)

The plan was never enacted  
because it was decided that  
starship crews were just as  
capable.

(a beat)

But with increasing tensions from  
the Romulans after the keel was  
laid on the U.S.S. Agamemnon, and  
Unity One came on-line... Admiral  
Nechayev thought this was a  
perfect opportunity to save  
resources that might be needed on  
the front line.

WELLS

(nervously)

Admiral Nechayev is overseeing  
this operation?

MACKENZIE

Yes, is that a problem?

WELLS

(unconvincingly)

Oh, no... no problem at all.

Sarah tries to bury herself in her coffee, but Ryan is  
interested. He knows the Admiral is difficult to deal  
with.

MACKENZIE

What happened?

(a beat, noticing her  
hesitance)

I won't tell... I promise.

Sarah thinks for a moment, then...

WELLS

It was my first field assignment  
out of the academy. I was  
ordered to pilot a shuttle from  
Headquarters to Jupiter station.

(a beat)

Half way there, the port  
stabiliser manifold blew and we  
had to make an emergency landing  
on Mars... and thanks to a giant  
dust storm, it took the rescue  
team a little over three days to  
reach us.

Ryan leans back in his chair, whistles impressively and  
smiles.

(CONTINUED)

MACKENZIE

Welcome to Starfleet indeed hey?

WELLS

What exactly does an ensign say  
to an Admiral for three days!?

MACKENZIE

Not just any Admiral...

Sarah relaxes a little. Then the COMM CHIRPS --

RIXX'S COMM VOICE

Rixx to Mackenzie.

MACKENZIE

Go ahead Commander.

RIXX'S COMM VOICE

Sir, we're being hailed.

MACKENZIE

Who is it?

RIXX'S COMM VOICE

Admiral Nechayev.

Sarah and Ryan stare at each other for a beat - *did she hear us?*

MACKENZIE

Put her through.

RIXX'S COMM VOICE

Aye sir.

A monitor RISES in the middle of the table, the Starfleet logo appears then is replaced by the formidable Admiral - human, female, in her late fifties.

MACKENZIE

Admiral, what can we do for you?

In true Nechayev style, she's straight to the point...

NECHAYEV

Captain, good... Sarah's on  
board.

MACKENZIE

Yes, Admiral we just picked  
her...

NECHAYEV

(interrupting)

Proceed immediately to Unity  
One. There's been an incident.

(CONTINUED)

Ryan and Sarah look at each with confusion.

MACKENZIE  
We're on our way.

And without saying goodbye, the Admiral is gone and the monitor sinks into the table. Sarah and Ryan share a concerned look.

MACKENZIE  
(tapping his comm badge)  
Commander Rixx, set a course for  
Unity One... maximum warp.

RIXX'S COMM VOICE  
Aye, sir.

11 EXT. SPACE. UNITY ONE

A hole fractures the hull of the starbase, the tell tale blue shimmer and crackle of a forcefield keeps everything inside, but there's a lot of debris strewn just outside.

The Roleystone DROPS OUT OF WARP and flies into a parallel position.

12 INT. ROLEYSTONE. BRIDGE

A look of shock from our four man crew. An explosion like this is unheard of these days. Before they can open hailing frequencies --

RICHARDS' COMM VOICE  
U.S.S. Roleystone, this is  
Lieutenant Commander Richards  
aboard Unity One.

RIXX  
Commander Rixx on the Roleystone,  
go ahead Commander.

RICHARDS' COMM VOICE  
We need emergency medical  
assistance on hangar deck four.

Ryan nods to Sarah, who grabs a medkit and steps onto the transporter pad.

HARVEY  
Stand by for transport.

Sarah nods as Steve taps a few controls and Sarah DEMATERIALISES.

13 INT. UNITY ONE - HANGAR DECK FOUR

Sarah BEAMS IN and is immediately confronted by a scene of devastation. There's a hull breach, but the constant sparkle from the forcefield signifies that it's in place. Dozens of crew members are on the floor with a handful of base medics already beginning to triage.

Sarah is the only Doctor on scene and the medics start to turn to her for guidance. She stands there for a beat, frozen. Then she grabs her tricorder and scans the nearest injured crew member.

WELLS

Broken femur, you'll be fine just sit tight.

(to a medic)

Ten C-C's of Hydrocortilene.

(a beat, to the next patient who is unconscious)

Three broken ribs... Pulmonary hemorrhage.

(tapping her comm badge)

Prepare this one for immediate surgery.

MEDIC #1

Yes Doctor.

14 INT. UNITY ONE - TURBOLIFT

Ryan and T'Pel are riding the lift to the hangar.

MACKENZIE

Do you believe it was the runabout?

T'PEL

I do not know, but it's an extremely coincidental set of circumstances.

MACKENZIE

I agree, perhaps we should pay a visit to this pilot when she regains consciousness.

15 INT. UNITY ONE - HANGAR DECK FOUR

The turbolift OPENS, Ryan and T'Pel step out and spot Sarah who's onto her tenth patient...

WELLS

(to the Medic)

We won't be able to save this leg. Five C-C's of anesthizine.

(CONTINUED)

MACKENZIE

What's the count Doctor?

WELLS

Huh? -- Oh, Captain. thirty dead,  
twenty one wounded so far.

T'PEL

There were seventy crew members  
on duty.

WELLS

(grim news)

Well, that leaves nineteen more  
for me to find.

(a beat, moving on)

Excuse me.

Ryan and T'Pel leave Sarah to get back to work. An N.D.  
officer hands T'Pel a piece of debris. She stares at it.

MACKENZIE

Oh, I know that look.

T'PEL

(typical Vulcan fashion)

I do not believe I have any *look*  
on my face.

MACKENZIE

Yes, you do... it's the look you  
always get just before you say  
'fascinating.'

Ryan and T'Pel have been friends, as close as one can be  
with a Vulcan, since the Academy.

T'PEL

As usual, you are quite  
correct. This is indeed  
'fascinating.'

MACKENZIE

Do you have anyone that can  
inspect it?

T'PEL

No. The rest of the crew won't  
arrive until Tuesday.

MACKENZIE

Then, may I?

T'Pel hands the piece of debris to Ryan, who taps his comm  
badge, then puts it on the metal and puts them both on the  
deck.

(CONTINUED)

MACKENZIE

Mackenzie to Rixx.

RIXX'S COMM VOICE

Go ahead, sir.

MACKENZIE

Commander, lock onto my comm badge and beam over this piece of debris, have Steve analyse it.

RIXX'S COMM VOICE

Right away sir.

The debris DEMATERIALISES.

16 SERIES OF SHOTS. AFTERMATH OF THE BOMB

A) Sarah continuing to triage the wounded.

B) Several wounded in sickbay lying about, with another crew member on the operating table. We don't hear any dialogue, but Doctor Parkes shakes her head and the LCARS monitors flatline.

C) The morgue with about 35 bodies all covered by a simple white sheet.

D) Worker bees on the outside hover around the hull breach as SEVERAL FRAGMENTS ARE BEAMED OUT. Other workers weld a new piece of hull over the breach, sealing it up.

E) The Roleystone's Lab where Steve Harvey is analysing various pieces of debris.

Over the above action, Ryan records a Captain's log...

MACKENZIE (V.O.)

Captain's log, supplemental. I've been impressed with Unity One's crew over the last few hours, even though they're down about 500 men and women, they're just about to get hangar four back on-line.

(a beat)

This is also the first time I've seen Sarah in action, I must admit I was a little concerned about having a brand new doctor on the team... but she's proven herself today in very tough conditions.

17 INT. U.S.S. ROLEYSTONE - COCKPIT

T'Pel and Ryan BEAM IN. Rixx nods at them both, and Steve is like an excited child...

HARVEY  
Captains... follow me.

We follow them into --

18 INT. U.S.S. ROLEYSTONE - LAB

A smallish room filled with two microscopes and lots of diagnostic equipment. A piece of hull is under the microscope, with the image projected into 3D over a table.

As he speaks, Steve manipulates the graphic and it spins and turns...

HARVEY  
This is a piece of hull from the  
outer bulkhead.  
(a beat)  
It's pretty stock standard  
with...

MACKENZIE  
(holding his hands up)  
Let's just... skip to the point  
please.

HARVEY  
Right, yes sir.  
(tapping a control)  
This is what I found interesting.

A diagram of a chemical compound replaces the microscope image.

T'PEL  
Trilithium?

MACKENZIE  
(jokingly)  
Trust you to pick that...

T'PEL  
I am Vulcan.

MACKENZIE  
Naturally.  
(a beat, back to Steve)  
Anything else "fascinating?"

(CONTINUED)

HARVEY

This.

Steve hands Ryan another piece of hull debris. Ryan studies it then passes it to T'Pel.

MACKENZIE

What is it?

HARVEY

This is what you sent me.

(a beat)

It's the port nacelle cowling from a class two Federation shuttlecraft.

MACKENZIE

Where did it come from?

T'PEL

(thinking)

The only class two shuttlecraft anywhere near here appeared just inside our outer marker this morning.

MACKENZIE

Hmm, I think now's the time to have that chat to the pilot.

(to Steve)

That's good work Steve... keep digging.

Ryan and T'Pel leave the lab.

19 INT. UNITY ONE - SICKBAY

Ryan and T'Pel ENTER as numerous N.D. crew members fill up the remaining biobeds, some even still lying on the antigrav units they were brought in on.

T'PEL

Captain Mackenzie, Doctor Amy Parkes, our chief medical officer.

PARKES

Captain, nice to meet you.

MACKENZIE

You, too. How is everyone?

PARKES

Most of them are resting, others have been discharged already... I just don't have the room.

(CONTINUED)

MACKENZIE

What's the count now?

PARKES

Forty seven dead, twenty one wounded but will survive... two are unaccounted for.

They pause for a beat... so many killed.

MACKENZIE

Is this our mystery guest?

PARKES

Yes, sir.

MACKENZIE

What's her condition?

PARKES

Curious. Take a look at this --

The trio walk across to the console in the middle of sickbay.

PARKES

Physically, she's fine.

(a beat, tapping on the console)

But these base pair sequences are weird.

T'PEL

Explain Commander.

PARKES

Well... for a Human, they shouldn't look like this.

T'PEL

What could cause the abnormalities?

PARKES

If I had to guess... I would say genetic engineering.

MACKENZIE

Can I speak to her?

PARKES

I had to sedate her earlier today, but she should just be asleep now.

Ryan and T'Pel walk over to this enigmatic person, who stirs.

(CONTINUED)

EVIE  
 (opening her eyes slowly,  
 recognising the man standing  
 over her)

Dad?

Hold on the trio's reaction for a beat...

EVIE V.O.  
 That was the first time I'd met  
 my father.

CUT TO:

20

INT. CHODAK HALL OF WISDOM

CHODAK ELDER and PRIME glide along the Hall of Wisdom in their habitation suits (bulky items designed to sustain the Chodak's life... similiar to a bio-hazard suit.) The Hall of Wisdom is a long corridor surrounded in darkness.

CHODAK ELDER  
 For thirteen generations we have  
 waited to return to corporeal  
 form.  
 (a beat, gliding past a  
 portrait of an ancient  
 Chodak leader)  
 These "habitation suits" are not  
 what a true Chodak should  
 wear. Prime, you must ensure the  
 success of our mission... too  
 much is at stake.

Prime continues to listen to the Elder, he is scared. The pair glide to another series of portraits... after a beat:

CHODAK ELDER  
 What *is* the status?

CHODAK PRIME  
 I can confirm that operations are  
 about to commence that will see  
 the Chodak Alliance return to  
 power.  
 (a beat)  
 The Romulans have proven to be  
 valuable allies in our efforts to  
 re-establish a foothold in what  
 the Human's call the Beta  
 Quadrant. Several forward scouts  
 have reported numerous sightings  
 of the artifact, and many of our  
 ancient outposts are still intact  
 and operational.

(CONTINUED)

CHODAK ELDER

The Iconians were a worthy adversary. Their many gateways allowed them to surprise our ancestors many times... but their foolish desire for galactic domination led to their demise.

(a beat)

But to their credit, many gateways still exist.

CHODAK PRIME

Scout zero five nine three reports that much of the original network has been compromised. It will not be a viable option.

CHODAK ELDER

No matter... our plan does not require them to succeed. What of our asset?

CHODAK PRIME

He remains unaware of his true purpose.

After an ominous beat...

CHODAK ELDER

Good. Ensure he remains that way.

And with that the Elder glides away, leaving Prime alone in the darkness.

CUT TO:

21 INT. EVIE'S QUARTERS - FUTURE

Baby Evie has finished the bottle.

EVIE

(shaking the bottle)

All done?

She puts the bottle on the table next to the chair and puts the baby on her shoulder to burp her.

EVIE

I guess we were pretty lucky to be born now. The Federation really won't face another major threat for at least twenty years.

(a beat)

The Romulan refugee crisis though was pretty tough... but I'm getting ahead of myself.

(CONTINUED)

Baby Evie BURPS letting Evie know she's done. Evie wipes the baby's face clean and rests her on her lap.

EVIE

As for our mother... well she was captured while walking along the river bed on Rilem Four. The evil Admiral Telorus had plans.

22 INT. IRW DIVIDICES. INTERROGATION ROOM

The Centurion and Alicia ENTER.

TELORUS

Ah, Commander  
Cunningham. Welcome.

Alicia, who's been trying to fight off the Centurion, looks toward the voice - but it's dark. After a few more forced steps, she's picked up and put on a bench.

ALICIA

Who are you? What do you want?

The Centurion forces Alicia to lie down then restrains her. Telorus steps closer... now Alicia can make out his distinct Romulan features.

ALICIA

Romulan petaQ.

TELORUS

Klingon insults aside, we need to have a little chat about a mutual acquaintance of ours.

ALICIA

You must know I'm trained to resist your interrogation techniques.

TELORUS

Who said you were going to be interrogated?

ALICIA

This room, the way in which I was brought here.

TELORUS

You are only the beginning of my plan Commander. But you are at least half right, I will need to perform some work.

(CONTINUED)

Telorus takes a Romulan laser scalpel from a tray and moves towards Alicia as she tries to resist. As the instrument works, she screams in pain. And we --

CUT TO:

23 INT. EVIE'S QUARTERS - FUTURE

Evie realises what she's just told Baby Evie...

EVIE

Perhaps I shouldn't fill you in  
on all the details hey?

Evie looks down at the baby, who's sound asleep in her arms.

EVIE

Or... the gory details put you to  
sleep.

(a beat, smiling)

Either way, there's more to tell  
in this story. But that's for  
another time.

Evie stands slowly and puts the baby back in the cot. She kisses her on the forehead.

EVIE

Goodnight... me.

FADE TO BLACK.