

STAR TREK - LEGACY -

"The Deepest Wounds"

EPISODE 1.0A

Written by
Aaron Percival

ORIGINAL AIR DATE:
February 19th 2007

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Fade In.

EXT. SPACE

We find ourselves drifting amongst the blanket of darkness known as space. Millions of the pinprick lights that are stars fill our view as we drift serenely.

This serenity doesn't last long, however, as the twisted and scarred stardrive section of the ENTERPRISE-B slowly enters frame.

Looking at the ship head on, we can easily see what remains of the deflector dish. An entire section of the ship is exposed to space. Forcefields shimmer, protecting the rest of the ship from the vacuum.

We PAN to follow as the Enterprise slowly moves past us, we see Mars in the background and as the ship begins to disappear off into space we...

CUT TO:

INT. ENTERPRISE - ENGINEERING

We find ourselves in the cavernous power center of the Enterprise. A massive warp core generates a soothing hum that fills the multi-leveled Engineering. Voices echo through the room, searching for orders, giving orders.

TECHNICIANS mill around, attending to various consoles and open conduits, attempting to repair the damage the Enterprise's encounter with the energy ribbon caused.

Amongst all the chaos, two figures stand beside the warp core, tending to a valve on one of three large tubes which come from the core and disappear into the rest of the ship.

We PUSH IN towards the pair and find a familiar face, that of CAPTAIN MONTGOMERY SCOTT, who we will call SCOTTY. Standing besides him is a younger Betazoid man, LIEUTENANT COMMANDER DREX, the Chief Engineer of the Enterprise-B.

Drex is a young, attractive man, the sort of man you would expect to find filled with energy. However, the man sits in silence working with Scotty. Occasionally, he looks sympathetically at Scotty.

As the pair continue to work, Scotty grows increasingly agitated under the gaze of his young counterpart.

SCOTTY

What in the blazes are you
looking at, laddie?

DREX
Nothing, sir.

SCOTTY
How many times 'av' I gotta tell
you? Call me Scotty.

DREX
(unsure)
It's just, I'm sorry.

SCOTTY
What have you got to be sorry
about, lad?

DREX
(quietly)
I'm sorry about Captain Kirk.

This catches Scotty's attention. He stops for a moment
before solemnly turning his attention back towards the work
at hand.

SCOTTY
Aye, me too, lad. Me too.

The two continue working in silence, passing tools between
each other.

SCOTTY
So you're the one everybody back
at the Engineering Corp is
talking about? The one who saved
the London?

DREX
(smiling somewhat)
That would be me.

SCOTTY
(impressed)
Quite ingenuitive if you ask me.
Shunting the coolant like that.
It was what got you this
assignment, right?

DREX
And it also got me a lot of
pretty ladies.

Drex fiddles around with a device before standing and
wiping his hands on his trousers. Scotty succeeding in
lightening the mood somewhat, also stands.

Drex turns and shouts to someone offscreen.

DREX (CONT'D)

Rafe, increase the power.

The hum of the warp core starts to increase in pitch as the swirling within it does too. After a moment, the tone levels out and there is a constant humming again.

Drex smiles and Scotty slaps him on the back in congratulations.

DREX

(to someone offscreen)

Tell the Captain we've got warp factor three.

(to Scotty)

We've still got the power regulator to do.

Scotty looks slightly overworked and it shows.

SCOTTY

Christ, laddie. How long did you tell Captain Harriman it would take to do these repairs?

DREX

(skeptical)

Five hours...which is how long it'd take me and my boys.

SCOTTY

You've got a thing or two to learn about being a Chief Engineer.

(then)

Always over estimate and when you get it done in a third of the time, you start to get a reputation as a miracle worker.

Drex shares a smile with Scotty as they head towards a station in Engineering to continue with their monstrous amounts of repairs.

CUT TO:

EXT. ENTERPRISE - SPACE

The Enterprise steadily limps towards Earth. The massive globe that is home to millions of humans is buzzing with activity, many ships moving too and from.

The Enterprise is heading towards a nearby drydock facility.

INT. ENTERPRISE - CONFERENCE LOUNGE

The conference lounge is a long narrow room at the back of deck one. A long narrow desk dominates the center of the room, giving a good look at the windows lining the bulkheads.

Standing in the shadows of the dark conference lounge, CAPTAIN HARRIMAN looks out through the windows, watching as space vehicles and other starships busy about in the space outside.

After a moment, the doors swish open offscreen, admitting a narrow rectangle of light to illuminate the lounge. A figure slowly enters the lounge, darkening the lighting again.

DREX (O.S)

Sir?

We adjust the angle to REVEAL Drex as he steps further into the lounge, the doors sliding shut behind him. Harriman continues to look out of the windows.

DREX (CONT'D)

I've repaired all the essential systems. We'll need to wait for a new isolinear network before I can do the rest. The energy ribbon fried the entire network. It's gonna need to be yanked out and replaced. Power relays are gonna need replacing too. And then there's the hull repairs.

HARRIMAN

Drydock can handle the hull repairs. But what about the isolinear network?

DREX

It's an experimental system. The Enterprise is the testbed ship and the network came from Starbase 201.

Harriman sighs, his back still turned against Drex.

HARRIMAN

Once we're done with the repairs here...and my inquest, I'll get permission to visit Starbase 201 for the new network.

(sotto)

Assuming I'm still in command then.

Drex looks unsure as to what to say. He stands in silence, uncomfortable being around his brooding commanding officer. The two just stand in silence and we begin to PULL BACK.

REPORTER (V.O)
Yesterday saw the launch of the
Enterprise-B.

FADE TO:

EXT. ENTERPRISE - DRYDOCK

Fully encompassed in the spindly legs of drydock, the Enterprise is a beacon of activity. Repair crews and drones buzz around the ship, repairing the damage caused by the energy ribbon.

REPORTER (V.O)(CONT'D)
The third ship to bear the
legendary name, but also a doomed
ship from the start.

INT. SHUTTLE

We find ourselves in a small type-5 shuttle, similar to the Galileo from "The Final Frontier". A human ENSIGN, BURKE sits at the helm, manipulating the controls. Next to him sits COMMANDER AMIE STYLES, first officer of the Enterprise.

She watches a NEWS REPORT on the console in front of her but she shows no signs of emotion at what's being displayed before her.

We ADJUST OUR ANGLE to get a better view at the report. A female REPORTER is superimposed over images and videos of the Enterprise's launch from "Generations".

REPORTER (CONT'D)
The Enterprise-B is the first
ship of that name in over a
decade to not be under the
command of James Kirk. It would
also be the last ship he would
ever be on board of.

(beat)

Details are sketchy at the moment
but fingers are being pointed at
the young Captain Harriman.

Styles scoffs at the remark. We change our angle slightly so we can see through the front windows. We see the shuttle approaching the Enterprise.

REPORTER (CONT'D)

The public are placing considerable strain on Starfleet. The "killer of Kirk", as he is being dubbed by the public, is to attend an inquest to judge if he is suitable to captain a ship.

Finally having had enough, Styles shuts off the screen. Although she doesn't show it, she's bothered by the media surrounding Harriman.

BURKE

(in awe)

There she is.

Styles looks up through the window, following the gaze of the excited Burke. Styles even seems slightly impressed and Burke picks up on it.

BURKE (CONT'D)

Have you ever been aboard an Excelsior?

STYLES

Never.

BURKE (CONT'D)

(grinning)

You're in for quite a treat then.

EXT. SPACE - ENTERPRISE

We watch as the shuttle runs along the length of the Enterprise, it's occupants inside admiring the beauty of the ship.

We FOLLOW the shuttle as it continues on it's way, taking in the sight of the Enterprise encased within the drydock.

INT. ENTERPRISE - CORRIDOR

Burke and Styles walk down the corridor. We find TECHNICIANS at work, replacing various pieces of equipment in the walls and etc.

BURKE

(amazed)

Thirty nine decks, over four hundred and sixty meters in length.

STYLES

(dismissive)

Yes, I've read all the specs.

Burke's happy demeanor isn't effected by Styles cold attitude. They continue down the corridor, Burke acting like a guide.

BURKE

I had a chance to visit the Thunder Child, the second Excelsior-class built. But that was nothing compared to the Enterprise. I still can't help but be impressed with this ship.

DREX (O.S)

I'm glad to hear it!

We PAN to REVEAL Drex approaching from down the corridor, smiling.

DREX (CONT'D)

My boys and I did a fine job, if I do say so myself.

(to Styles)

Commander, Captain Harriman wanted you to report to him as soon as you came on board.

STYLES

You would be?

DREX

Lieutenant Commander Josen Drex, Chief Engineer.

Drex offers his hand with a grin. Styles reluctantly shakes it, unsure about the engineer.

STYLES

Where is Captain Harriman?

DREX

He's on the bridge. I can show you the way.

STYLES

Thank you, Commander, but I know the way.

With a curt nod to Burke and then Drex, Styles turns and walks off. The two men watch after her, Drex's eyes lingering on her behind.

DREX

(absent minded)

I don't mind watching her walk away. And not just because she's a buzzkill.

Drex smirks at the young ensign, who smiles back knowingly.

INT. ENTERPRISE - BRIDGE

The turbolift doors slide open, admitting Styles to the buzzing hive of activity of the bridge. Technicians, crewmembers and officers are busy working at replacing consoles and various pieces of equipment.

Styles steps out, observing the chaos before her. It takes a moment for her to find her target: Harriman sits beside SULU, helping her make repairs to her console.

Styles approaches, Harriman notices.

STYLES
(to Harriman)
Commander Styles reporting for
duty, sir.

HARRIMAN
(somewhat relieved)
You are a sight for sore eyes,
Amie.

He looks nervously around the bridge. Apparently Harriman has things he wants to say but no in the company of others.

HARRIMAN (CONT'D)
(nodding towards rear
doors;to Sulu)
We'll be in my ready room.

CUT TO:

INT. ENTERPRISE - READY ROOM

We find ourselves in Harriman's ready room, a small cubicle with several chairs, a desk and a window giving us a good view of the drydock and the Earth beyond it.

Styles sits patiently at a chair which is situated before the desk. Harriman paces the room nervously as Styles calmly makes her report.

STYLES
Commander Drex reports that most
of the repairs that can be done,
have been. We will need to wait
for our replacement isolinear
network before many of the other
systems can be restored.

Harriman tries to keep his attention on Style's report. He desperately wants to but his mind can't help but wonder off to some other worry.

HARRIMAN

And the crew?

STYLES

All of the temporary staff has transferred back to the drydock.

HARRIMAN

And the replacement staff? We still need our Communications officer and Navigator.

STYLES

Lieutenant Sendren will be reporting aboard very shortly.

HARRIMAN

And Teniau?

STYLES

He'll meet us at Starbase 201.

For the first time we see Styles show some emotion; concern. Concern for Harriman. Slowly, she raises from her chair and approaches her distraught captain.

Gently she places her hand on Harriman's arm, showing the sort of emotion we'd never expect to see from her. He turns to face the younger woman, a look of gratitude in his eyes.

STYLES (CONT'D)

It'll be alright, John. Just give it time.

Before either of them can say anything more, the computer on Harriman's desk beeps.

COMPUTER (O.S)

Incoming message for Captain Harriman.

Curiosity taking over, Harriman turns the monitor to face him and he reads the text displayed. His face falls as he turns to Styles.

STYLES

(concerned)

What is it?

HARRIMAN

The date for my inquest. The
inquest that determines my
future.

And off of this grim notion we...

FADE OUT.