

STAR TREK: DEEP SPACE NINE

12x01 - "Godspeed."

Screenplay by Martyn Dunn

Based on characters from the series

Star Trek: Deep Space Nine

and on the *Star Trek* tie-in novels
by Pocket Books

incorporating elements from

Star Trek: Destiny
Book 1: Gods of Night

by David Mack

TNG 17x01 - "DEATH IN WINTER"

After the death of Data in battle against Shinzon ([TNG "Nemesis"](#)), and Troi and Riker's transfer to the *Titan*, Picard is hit hardest when Beverly Crusher also leaves to take over Starfleet Medical. He oversees repairs to the [Enterprise-E](#) and assembles a new crew, but receives news that Crusher is missing in action, presumed dead. Determined to track her down, Picard heads to the frigid Romulan colony world Kevratas, where a plague has broken out and the ruined Romulan state is unable to tackle it. He works with two of his former crewmates from the *Stargazer* - security chief Pug Joseph and Doctor Carter Greyhorse, who both have dark pasts. Meanwhile on Romulus itself, new [Praetor Tal'Aura](#) is being challenged by [Commander Donatra](#) over the way she is letting worlds like Kevratas fall apart to consolidate her own power. Picard, Pug and Greyhorse arrive to find Tal Shiar agent [Sela](#) waiting for them...

TTN 1x01 - "TAKING WING"

Captain William Riker assembles his senior staff for his new command - the Luna-class [USS Titan](#). He convinces *Enterprise* security chief [Christine Vale](#) to become his XO - she is wary because of the potential conflict in his wife Deanna Troi being ship's counsellor. CMO is Dr Ree, a [Pahkwa-thanh](#) dinosaur with gigantic teeth. Security chief is Ranul Keru ([DS9 9x02 "Unjoined"](#)), an intense and driven Trill man still mourning his boyfriend's death. The ship is crewed with the most biologically and socially diverse crew ever on a Starfleet vessel - carnivore, herbivore, insectoid, aquatic, crystalline, even cybernetic - and figuring out how they can all live and work together will be a challenge. The designer of the Luna class, Dr Xin Ra-Havreii, also comes onboard, paranoid after the accident that nearly destroyed the *Luna* ([DS9 10x11 "Harmony"](#)). They are supposed to be explorers, but Admiral Akaar arrives with a change of plans - they are going to Romulus...

VOY 10x01 - "WRONG PLACE, WRONG TIME"

Tuvok is undercover on Romulus. He is there to persuade Ambassador Spock to return to Earth and meet with the new

Federation president, Nanietta Bacco. Spock refuses, but just as Tuvok is leaving, Shinzon launches his bloody coup of the Romulan senate. Tuvok is caught up in the ensuing riots, arrested and thrown into prison. On Earth, Admiral Janeway hears about the upheaval on Romulus and worries about Tuvok. She contacts Captain Picard on the *Enterprise* and assigns him to deal with Shinzon ([TNG "Nemesis"](#)). Meanwhile, [Voyager](#) is out charting the Yaris Nebula. Captain Chakotay was hoping for an exciting scientific mission of exploration, but he is finding the job empty and boring. He clashes with the ship's acerbic new counsellor Hugh Cambridge, while first officer Tom Paris misses his wife and child, which security chief Harry Kim tries to take his mind off. But what Chakotay is really missing is Janeway...

TEASER

FADE IN:

1 EXT. SPACE

The usual starscape, calm and peaceful. SOUNDS of a working starship bridge gradually encroach as we PULL BACK to reveal...

2 INT. AVENTINE - BRIDGE

...that this starfield is being viewed upon the vast, curved, panoramic viewscreen of a Starfleet ship's bridge.

This is a new layout, a design we have not seen before - comparatively long and narrow, the viewscreen dominating the entire front curve of the oval. As we continue to slowly PULL BACK, more stations and their assigned crew come into view.

A single central helm console. Science and other stations along both sides. Doors leading off to other rooms. Two parallel tactical/security consoles. A round holographic/transporter platform, tastefully incorporated in the "pit" in the centre of the bridge.

And finally back to a captain's chair, for now unoccupied but perfectly positioned to view the entire bridge in one.

Officers and crew stride back and forth purposefully, getting ready for something important. Among them, offering instructions to others, is a dark-skinned Vulcan male, TOVAK - the first officer of this ship.

TOVAK

Lieutenant Commander Helkara - are
all sensor modules prepared?

A trim male [Zakdorn](#) (as seen in TNG "Peak Performance") officer in sciences blue responds.

HELKARA

Aye sir, all checked and double
checked.

We follow Helkara back to his post, thus allowing us a good look at the Chief Science Officer's station. Meanwhile a red-headed male human, RIORDAN, crosses our path in a hurry until Tovak catches his attention.

TOVAK

Ensign Riordan - the navigational computers?

RIORDAN

Top shape. Tharp shouldn't have any problems keeping us on a straight line.

TOVAK

You should address a superior officer as 'sir' when on duty, Ensign.

RIORDAN

If you insist. Sir.

A statuesque female [Takaran](#) (as seen in TNG "Suspicious") wearing security gold, KEDAIR, steps quietly to Tovak's side, watching with pursed lips as Riordan wanders off.

KEDAIR

I don't know why the captain assigned him to the bridge. He's borderline insubordinate, and he's only been here a few days.

TOVAK

Crew assignments are mine and the captain's concern, Lieutenant Kedair. But I assure you that Ensign Riordan's unconventional conduct has not gone unnoticed. How fares tactical?

KEDAIR

All systems ready. I can't foresee any reason to use them on a simple test flight, but I don't intend on being caught off guard.

TOVAK

That is gratifying to hear,
Lieutenant. Proceed.

We follow Kedair back to the Tactical console. Once she is positioned, we continue around the bridge, exploring other stations, including a [Bolian](#) male at the helm - THARP.

TOVAK

Lieutenant Tharp, course plotted?

THARP

Aye sir. It should be clear sailing from here to the Arkarian sector.

RIORDAN

(butting in)

Told you.

Finally we move to a door towards the rear of the bridge, which WHOOSHes open to reveal a turbolift... and EZRI DAX, in a command red uniform, standing at the front of a small group of officers waiting to disembark.

TOVAK (o.s.)

Captain on the bridge.

Dax starts at the declaration, jamming in the turbolift doorway as she takes in the daunting sight of the bridge.

DEXAR (o.s.)

Excuse me? Could I get past?

The polite and friendly voice jolts Dax out of her reverie and she quickly steps out of the way, allowing the owner of the voice to pass her from behind and approach Tovak as the turbolift empties out. This is DEXAR, a male Bolian and the captain of this ship.

TOVAK

All stations ready, Captain.

DEXAR

Excellent, Commander Tovak.

Tovak notices Dax, hovering and waiting to be acknowledged.

TOVAK

Captain, I present Lieutenant
Commander Ezri Dax, your new
second officer. Commander Dax,
Captain Ma-eel Dexar.

DEXAR

(wry, re turbolift)
We've met. Commander Dax, welcome
aboard the *Aventine*.

DAX

Thank you sir, I'm excited to be
here. And I apologise for
before...

DEXAR

Not to worry, Commander. I'd be
upset if you weren't impressed.
The *Aventine* is quite a beauty,
inside and out.

DAX

She certainly is, sir. First of
the new Vesta-class ships, testbed
for half a dozen experimental new
technologies...

DEXAR

Glad to see you've been reading
up. But we can swoon together over
our new steed at a later time.
Right now, I think I'd like to get
this particular test underway.
Lieutenant Kedair, please hail
our friends, split screen.

KEDAIR

Aye sir.

Kedair presses some buttons, and in a moment the viewscreen
changes from the standard starfield to...

Captain [ELIAS VAUGHN](#) on the bridge of the USS *James T Kirk* on the left half of the screen, and Commander [RO LAREN](#) on the bridge of the USS *Defiant* on the right.

DEXAR

Captain, Commander - I believe the moment has come. Everything ready at your end?

VAUGHN (screen)

Quite ready, Captain. The *Kirk* is awaiting you in the Arkarian sector.

RO (screen)

And the *Defiant* will remain behind here at Deneb.

DEXAR

I hope you both plan to have all your sensors trained on us for as long as possible. It promises to be quite a show. Thank you both for your time - we'll speak again when it's over. *Aventine* out.

The signals drop, returning to the starfield. Dexar takes his seat, turns to Dax, standing with a troubled look.

DEXAR

Problem, Commander Dax?

DAX

(straightens self)

No sir. Just, we're attempting to travel more than a hundred light years in only a few minutes...

DEXAR

(close, sotto)

I'm aware of your service history, Commander. And I sympathise. But your experiences on the *Luna* are part of why you're here. So I'm going to need you at the top of your game, understood?

DAX

Absolutely, Captain. You can rely on me.

DEXAR

Alright then.

(back to bridge)

All hands, this is the captain. We are about to conduct the very first test of the USS *Aventine's* quantum slipstream drive. This is what the last two years of development, trials, brain power and hard work have been building to. So everyone look sharp.

(to Tovak)

Mister Tovak, please synchronise with the *Defiant* and the *Kirk*, and begin a countdown.

TOVAK

Aye, Captain.

(working panels)

All stations, accelerating to slipstream velocity in ten seconds. Nine...

THARP

Course set, ready to activate drive.

TOVAK

Eight... Seven...

RIORDAN

Navigational computers live and calculating slipstream variables...

TOVAK

Six... Five...

HELKARA

Sensor resolution at maximum.

TOVAK
Four... three...

On Dexar, sat in his captain's chair and proudly awaiting the moment...

TOVAK
Two... One...

On Dax, worried about everything that could possibly go wrong. And as Tovak finally counts down to...

TOVAK (o.s.)
Zero.

BLACK OUT

END OF TEASER

ACT ONE

FADE IN:

3 VIEWSCREEN

The wide, expansive IMAX viewscreen of the *Aventine* shows a coruscating blue tunnel (as in [VOY "Timeless"](#)), twisting and spiralling as we move through it at impossible speeds.

4 ON DAX

as she stands near the captain's chair, watching this on the viewscreen as the *Aventine* thrums with power around her. The ship is not especially rough or rocky, only enough to let us know it's moving at enormous speeds.

Dax nevertheless grips onto the edge of a nearby console to steady herself - emotionally more than physically.

BASHIR (v.o.)

Dax!

CUT TO:

5 INT. AVENTINE - CORRIDOR

Walking down the corridor, Dax jumps and turns in surprise at the sound of BASHIR's voice. She sees the doctor emerging from a turbolift, padd in hand.

DAX

Julian! What are you doing here?

BASHIR

I wanted to see you, of course.
I'd hoped you might come aboard the *Defiant* and say hello to everyone while we're all here.

(smile)

But then I realised I'd have to bring the mountain to Mohammed after all.

DAX

Well, I've had a lot to do...

BASHIR

Oh, no doubt. Second officer of the *Aventine*, it's quite the coup. Congratulations!

DAX

Thanks, Julian. But speaking of which, I have to report to sickbay for evaluation...

BASHIR

(holds up padd)

And that's the other reason I'm here. Come on, I'll join you.

He begins striding off down the corridor in the same direction Dax was already walking. This has caught her totally by surprise. Then she hurries to catch up to him.

DAX

Julian, what - you don't even know where you're going.

BASHIR

(taps head)

I memorised the Vesta-class deck plans on the way out here.

DAX

Of course you did. Look Julian, it's nice to see you, of course -

BASHIR

I should hope so, it's been over a year.

DAX

- But I can find my own way to sickbay, you know.

BASHIR

And here we are!

They enter through a doorway to find themselves in...

6 INT. AVENTINE - SICKBAY

An extensive and ultra-modern sickbay facility, the envy of any in the fleet. Dax and Bashir enter. He is bright and cheerful, she tense and really not wanting this right now.

BASHIR

Doctor Glau?

DAX

(mutter)

You memorised the crew roster as well. Of course you did.

A smallish human woman emerges from the office into the main sickbay - the ship's CMO, Dr GLAU.

GLAU

Ah, you must be Commander Dax.

DAX

(stepping over Bashir)

That's me. I was ordered to report to sickbay and register with the CMO as soon as I came on board.

GLAU

Excellent. And you are?

JULIAN

Doctor Julian Bashir, DS-Nine. A pleasure to meet you, doctor.

GLAU

Likewise, Doctor, although it was my understanding Commander Dax was no longer attached to DS-Nine.

DAX

No, I'm not.

BASHIR

But it's always nice to meet a fellow CMO, so I thought I'd take the opportunity to hand over her medical records in person.

Bashir hands over the padd he has been carrying.

DAX

You really could have sent that by subspace, Julian.

BASHIR

It was no trouble, and since I was going to be here anyway...

GLAU

Well I'm very grateful, Doctor. Commander Dax, if you'd like to join me...

Glau leads Dax deeper into the sickbay, with Bashir following along uninvited. Off Dax's tense expression...

7 **INT. AVENTINE - LOUNGE**

An expansive lounge of several decks' height, with dark and soothing lighting, gentle plant-like decorations and a truly gigantic full-wall picture window out onto space. Through this can be seen the *Defiant* holding position at a sensible distance. As we pan around this room...

DAX (o.s.)

Are you sure you don't need to get back to the *Defiant*?

BASHIR (o.s.)

We've got a while yet. Vaughn only just left, it'll take him a few hours to get to Arkaria.

We finally land upon Dax and Bashir, sat at a small table in this lounge, drinks between them on the table. There is a bit of an awkward pause as Dax has nothing to say.

BASHIR

I've been keeping up on Doctor Tarses' work on helping to rebuild the symbiont population. He's doing remarkable work - with your expert help, no doubt. How is Simon?

DAX

We're not a couple, Julian, if that's what you're implying. We're colleagues. Friends.

BASHIR

I wasn't implying anything of the sort. I was taking a professional interest in a project that's important to both of us. And I'm happy to offer any help I can.

DAX

I don't need your help, Julian.

BASHIR

(gently)

Ezri... I'm trying very hard to be friendly here. We haven't seen each other in over a year, haven't even spoken. Couldn't you at least pretend you're happy to see me, for old time's sake?

DAX

(hangs head)

I'm sorry, Julian. It's not you. I'm just a little preoccupied.

BASHIR

It's the *Luna*, isn't it? You're thinking about the *Luna*.

(off Dax's reaction)

See? I do still know you pretty well after all.

DAX

(looks around room)

The great slipstream experiment.

BASHIR

But this isn't like the *Luna*. This ship was designed from the ground up to house slipstream drive.

DAX

(old argument)

And there's no reason to think what happened on the *Luna* will happen here. And this is too big an opportunity to turn down. I've had this entire conversation in my head already, Julian, a dozen times. Doesn't help.

BASHIR

Then what will?

Dax ponders the question, stares into her drink. Then she finally looks up at Bashir, a small smile on her lips.

DAX

A friendly face, maybe?

Bashir smiles back at her.

8 INT. DEFIANT - BRIDGE

Ro sits in her centre seat, waiting for some word. Senior staff as usual - BOWERS at tactical, NOG at engineering, Bashir at life support, and TENMEI at the helm. CANDLEWOOD is at sciences, glued to his console, fingers flying to keep up with the flow of information.

BOWERS

Commander, the *Kirk* acknowledges our message that the *Aventine* is on its way. No sensor contact for them as yet.

RO

Thanks, Sam. John, how are our own sensors?

CANDLEWOOD

Well, not as good as an Akira class's, first of all. But what we do have is picking up enough to keep me busy for weeks.

RO

Does it at least look like they entered slipstream in one piece?

CANDLEWOOD

Oh definitely. Whether they come out of it again in one piece is beyond our range to tell.

RO

Okay. Then just keep watching for as long as you can.

TENMEI

Meanwhile, I get to just sit here and do nothing while the fastest Starfleet ship ever is out there without me.

Bashir comes to hover over Tenmei's shoulder, looking out onto the blank starfield on the viewscreen.

BASHIR

She was a beauty, alright.

Off his wistful gaze...

9 INT. SHUTTLEPOD

Bashir likewise gazes wistfully out of the window of the tiny shuttlepod *Cooper*. Tenmei is beside him, piloting the shuttle. Through the window we see the inside of the *Defiant's* shuttle bay slipping up and away as the shuttle itself drops vertically out of it.

In moments we are out in space, Tenmei manoeuvring the ship smoothly and eagerly, chatting away as she does so.

TENMEI

...so apparently it's all about the hull geometry. There's some kind of exponential relationship between the width of the corridor you're trying to create and the number of variables you need to calculate to maintain it. So you need to keep the ship narrow, then

it's easier to stay on top of the calculations.

BASHIR

(absently)

Fascinating... You know I could have just gone across to the *Aventine* by transporter. It would have been much easier.

TENMEI

And miss this? No way. The moment you asked Ro if you could visit, I was like, Ding! This is my shot.

Under this, Tenmei has brought the shuttle about so that we can see the [Defiant](#) sitting at rest in space.

TENMEI

I mean, I love the *Defiant*, obviously. She's like my own little baby. Little baby that was built to kick ass, that is.

The angle of their view widens until we see the Akira-class [James T Kirk](#) sitting alongside, dwarfing the tiny *Defiant* at more than twice the size.

TENMEI

Akiras are also not un-kick-ass. I flew one of those in the war, you know. But look at that primary hull. Too broad. And the *Defiant* may be small but it has nowhere near enough computer capacity.

Finally Bashir and Tenmei's viewpoint opens up even more, until we find a third ship sitting beside the other two - the even bigger Vesta-class [Aventine](#), which in turn dwarfs the *Kirk*.

Aventine is long and sleek, an extended arrow-shaped primary hull and long trailing nacelles. Undeniably big, yet graceful, and clearly very, very advanced.

TENMEI

But this... just look at this.
What I wouldn't give to drive one
of these babies...

Tenmei drives us closer to it, giving us a nice long beauty
shot across its hull, curving around it to see it from
various angles. As we gaze lovingly upon its lithe form...

CUT TO:

10 EXT. AVENTINE

The same ship coursing through the slipstream tunnel,
hurtling along at impossible speeds.

11 INT. AVENTINE - BRIDGE

On Dax, still unable to take her eyes off the viewscreen as
she worries if this going to work.

BEEP BEEP BEEP. An alert on Helkara's science console. The
Zakdorn turns towards the captain.

HELKARA

Captain... there's a problem.

Off Dax and Dexar's reactions...

BLACK OUT

END OF ACT ONE

ACT TWO

FADE IN

12 EXT. AVENTINE

The ship zooms through the slipstream corridor.

13 INT. AVENTINE - BRIDGE

Anxiety as the bridge crew reacts to Helkara's insistent beeping alert...

DEXAR

What's the problem, Helkara?

HELKARA

(off panels)

The readings from the chroniton integrator are all over the place. We don't have a clear picture of what's ahead of us. We're flying head-first into the unknown...

Off Dax...

14 INT. AVENTINE - TRANSPORTER ROOM

On Dax as a beam materialises her into *Aventine's* suitably impressive and advanced-looking transporter room. Next to her, another beam deposits Vaughn. Dax carries a standard travel bag over one shoulder and a padd in her hand. As they step down off the platform, they are greeted by Tovak.

TOVAK

Captain Vaughn, Lieutenant Commander Dax. I am Commander Tovak, *Aventine's* executive officer.

VAUGHN

A pleasure to meet you, Commander. I hope you don't mind me tagging along.

TOVAK

Not at all, Captain, you are welcome. Commander Dax, your transfer orders?

DAX
(hands him padd)
Right here, sir.

Tovak inspects the padd, seems satisfied with it. He presses his thumb onto the padd's screen until it beeps affirmatively, then hands it back to Dax.

TOVAK
You are hereby recorded in the computer as the *Aventine's* second officer, with all the duties and responsibilities of that position.

VAUGHN
(cheery)
That was easy.

TOVAK
Captain Dexar regrets that he is unable you welcome you in person. He has many tasks to complete before the mission gets underway. He also requires that you report to sickbay and register with the Chief Medical Officer at your earliest opportunity.

DAX
Aye, sir.

TOVAK
Captain Vaughn, I can assign a crewman to escort you if you would like to tour the *Aventine* before you leave.

VAUGHN
That's okay, Commander. I just wanted to say goodbye to Dax.

Tovak nods and steps back to give them a little space.

VAUGHN

Best of luck, "old man". You have quite the adventure ahead of you.

DAX

Hey, Benjamin calls me "old man", not you. Especially not you.

VAUGHN

I'm the youngest one here, I'll have you know. Everyone in this room is over a hundred years old.

RIORDAN (o.s.)

Umm... I'm not.

Vaughn, Dax and Tovak all look over to the transporter control console, operated by Ensign Riordan, hand in the air. None are especially impressed with the interruption.

TOVAK

Ensign Riordan, please beam Captain Vaughn back to the *Kirk*.

VAUGHN

(stepping onto transporter)

Actually, to the *Defiant* if you don't mind. There's somebody I need to talk to before I leave for Arkaria.

TOVAK

As you wish. Energise, Ensign.

Vaughn disappears in a transporter beam, an encouraging smile for Dax as he goes. Tovak turns to Dax.

TOVAK

Carry on, Lieutenant Commander.

DAX

Sir.

Tovak heads out, leaving Dax to handle herself. She hefts her shoulder bag, and with a deep breath, steps over the threshold into her new assignment.

15 **INT. AVENTINE - MAIN ENGINEERING**

Main engineering is a cavernous affair much like on the *Enterprise-E*, stretched across multiple levels.

Lieutenant KASSLIM, a female Gallamite (the ones with the transparent skulls) and *Aventine's* chief engineer, stands looking over a comparatively small core device much like that seen on the *Dauntless* in [VOY "Hope and Fear"](#).

KASSLIM

It's a tricky bit of kit, this. So you've got to keep a close eye on it, alright?

ENGINEER

Understood, sir.

DAX (o.s.)

Excuse me, Lieutenant Kasslim?

KASSLIM

(turns)

Who's asking?

Dax is stood there, waiting to introduce herself, holding down her trepidation at being here.

DAX

I'm Lieutenant Commander Dax.
I'm the new second officer.

KASSLIM

Ah. Then maybe you can help me convince these young'uns that they need to pay more attention in class. It's as if they've never seen a sympathetic fermion transceiver before.

DAX

With respect, Lieutenant, no-one has. They're brand new.

KASSLIM

Well done. That was a test. Come on, I'll show you around.

Kasslim turns sharply, and Dax sees the brain fluid in the woman's transparent skull sloshing around as she moves. Dax puts her hand to her mouth as if holding back a retch.

KASSLIM

Are you coming, Commander?

DAX

Yes, sorry, just a spot of space sickness. I'm right behind you.

Kasslim begins to lead Dax around the room, proudly showing off her domain. As they walk...

KASSLIM

As I hope you already know if you're going to be our second officer, the Vesta-class is Starfleet's first ship purpose-built with slipstream in mind.

DAX

(subdued)

Yes, I'm aware.

Kasslim leads Dax to the far end of the room, where the towering warp core stands, pulsing and throbbing.

KASSLIM

It has a class twelve warp core, standard cruising speed of warp seven, emergency speed of nine-point-nine-eight. Slipstream puts that to shame, of course.

Kasslim wanders off to the next stop on the tour, but Dax is gazing up at the warp core...

KASSLIM (o.s.)

The *Aventine* also has automated internal defence units, on the off chance we're boarded by hostiles.

But Dax isn't paying attention. She stares at the warp core, her mind elsewhere...

Distant, disembodied SOUNDS creep over the scene - the HISS of escaping gas, the CRUNCH of buckling machinery, the WHOOP of red alert sirens, the SCREAMS of scared people.

RA-HAVREII (v.o.)
(ghostly, half-heard)
Out! Everyone out, now! Evacuate this room!

Dax closes her eyes against the memories. She opens them again to see Kasslim waiting for her. Embarrassed at herself, Dax takes a deep breath and carries on.

KASSLIM
But there's comparatively little likelihood we'll need them, what with the regenerative and adaptive metaphysic shielding, tetraburnium ablative armour, eight torpedo launchers, eight phaser arrays, fore and aft phaser cannons...

DAX
That all sounds very impressive, Lieutenant. But I hope this ship isn't just about battle.

KASSLIM
(thumb at warp core)
Since about half of that thing's output goes to the science labs and holodecks, you needn't worry.

The two women loop back around to where they started - at the secondary core. Kasslim gestures at it proudly.

KASSLIM
And here we are at the benamite reticulation frame - probably the

most important part of the quantum slipstream drive. Except for the chroniton integrator, I suppose.

As Dax looks at the device...

16 **MEMORY FLASH**

A different starship's engineering section, one that is in utter chaos. Alarms whoop, gas hisses, engineers run back and forth in a panic. An ENSIGN is desperately working at the panels around a similar-looking core...

 ENSIGN

 The benamite's decrystalising! I'm losing it...

17 **BACK TO SCENE**

Dax reacts to the memory...

18 **MEMORY FLASH**

An EXPLOSION sends the ensign flying across the room in a shower of sparks and broken machinery. The ensign crumples to the deck, obviously dead.

19 **BACK TO SCENE**

Dax flinches again as more memories hit her...

 KASSLIM (background)

 In theory, the chroniton integrator lets us scan several seconds into the future...

20 **MEMORY FLASH**

A different scene altogether, of a young and dashing Trill male, TORIAS, sitting in the pilot seat of a small, sleek single-seat vessel. He is wearing an environment suit, and he is also having some trouble...

 TORIAS

Vector's drifting. I'm stabilising
the field symmetry. Velocity is
off the scale.

The man loses control of whatever he is doing, hitting an
emergency button to activate a transporter. But just as he
begins to beam out, the ship begins to explode...

21 **BACK TO SCENE**

Dax's heart is pounding, her breath is hitching...

KASSLIM (cont)
...to give us more time to
calculate the variables...
Commander? Are you okay?

No response.

KASSLIM
You really don't look well. I
guess that space sickness is worse
than you thought. Maybe you should
go see Doctor Glau.

DAX
(recovering breath)
Yes... yes. I'm supposed to report
to sickbay anyway. Excuse me,
Lieutenant...

Dax staggers out of engineering, Kasslim looking at her
strangely as she goes.

22 **INT. AVENTINE - CORRIDOR**

Dax emerges from engineering into a thankfully deserted
corridor. As soon as the doors have closed behind her, she
finds a quiet alcove and half-hides in it, leaning against
the wall and trying to get her heartbeat under control...

23 **INT. AVENTINE - BRIDGE**

As the ship hurtles through the slipstream corridor, an
unhappy Helkara looks back towards Captain Dexar, Commander
Tovak and Lieutenant Commander Dax.

HELKARA

If I can't get this under control,
we might have to abort the entire
thing.

BLACK OUT

END OF ACT TWO

ACT THREE

FADE IN

24 EXT. SPACE

The USS *James T Kirk* sits in space, alone and waiting...

25 INT. KIRK - BRIDGE

As seen briefly in [DS9 11x22 "Penitence"](#). Captain Vaughn sits with legs crossed in the centre seat, lips pursed as he waits a little impatiently. His first officer, ROGEIRO, sits beside him, checking reports on a small screen.

ROGEIRO

Defiant reports that the *Aventine* has begun its test run.

VAUGHN

Thank you, Commander. Acknowledge their signal. Lieutenant Dunlop, anything on sensors?

A human male at the operations console responds.

DUNLOP

Nothing yet, Captain.

Vaughn nods acknowledgement. Rogeiro leans into Vaughn, speaks confidentially in his thick Portuguese accent...

ROGEIRO

I find this quite exciting, don't you?

VAUGHN

How so?

ROGEIRO

Science. Advancement for all. A chance for Starfleet to travel further and faster than it ever has before, discover more wonders and meet new people.

Vaughn ponders this silently. Rogeiro warms to his subject.

ROGEIRO

It just makes me feel like the entire Federation is finally getting back on track.

(wide grin)

Optimism, Captain!

Off Vaughn's stony mien...

26 **INT. DEFIANT - CORRIDOR**

Ro, Vaughn and Tenmei stroll companionably along the corridor, in no particular rush.

VAUGHN

It's been a pleasure catching up, Commander. Though I must say I don't miss banging my head on the bulkheads every time I stand up.

RO

(chuckle)

I have got into the habit of keeping a dermal regenerator in my desk drawer just in case.

VAUGHN

And how's everyone back on the station?

RO

Excited about the new beginning. Even Quark was ready to crack open a bottle of wine for the occasion.

VAUGHN

Well, that's quite the honour.

They reach a door and pass through it to enter...

27 **INT. DEFIANT - BRIDGE**

They enter the bridge.

VAUGHN

Well, it's time I was on my way.
I've delivered the *Aventine's* new
second officer, now we put both of
them to the test.

TENMEI

I still wish it was me driving
that thing.

(placates them both)

Not that I don't love driving the
Defiant. But we definitely have
the less exciting job today.

(pecks Vaughn
on cheek)

Bye, dad. Call me!

She goes to take her place at helm. But Vaughn hasn't left.

VAUGHN

(*sotto*)

Actually, Commander, before I go,
could we have a word?

RO

Is there a problem, Captain?

VAUGHN

Better in private.

28 INT. DEFIANT - READY ROOM

The small office which serves as Commander Ro's private
sanctum. She and Vaughn enter.

VAUGHN

Computer, seal the room.
Authorisation Elias Vaughn eight
four delta six purple.

As Ro reacts with surprise, the door seals with a CLUNK and
a BEEP. Then Vaughn pulls a small electronic device out of
a hidden pocket, switches it on, and places it on Ro's desk
where it flashes periodically.

VAUGHN

I'm sorry, Laren, but privacy is of the essence. It's urgent I speak with you. In fact, this is precisely why I arranged your participation in this mission.

RO

You arranged...? Elias, what's all this about?

VAUGHN

I recently had a conversation I'd like your input on. A conversation with a certain Admiral Marta Batanides...

Ro's eyes widen in worry as she gets the reference. Vaughn's anti-Section 31 contact...

29 **INT. KIRK - BRIDGE**

Back to Vaughn sitting in the centre chair of the *Kirk*.

VAUGHN

(blank)

Yes. Optimism. Quite right.

30 **EXT. SPACE**

The *Kirk* still sitting there, still waiting...

31 **EXT. SPACE**

The *Defiant* still sitting there, still waiting...

32 **INT. DEFIANT - BRIDGE**

A BEEP issues from Candlewood's science console. He checks it, then looks back at the rest of the bridge with a shrug.

CANDLEWOOD

Well, that's it. The *Aventine* is beyond our sensor range. They're on their own.

TENMEI

That was an exciting thirty-two seconds.

NOG

If everything is going according to plan, then they've got three minutes and forty-seven seconds when they won't register on either ours or the *Kirk's* sensors.

BASHIR

Or be able to establish a comm signal to call for help if anything goes wrong.

NOG

Right.

They all sit paying cursory attention to their consoles but really watching the screen and hoping for the best. Ro seems especially troubled. Bowers notices, so he gets up to approach the command chair confidentially.

BOWERS

Commander? Is there a problem?

RO

No, no problem, Sam. Just thinking about new beginnings... and how they're not always everything you hoped for.

Bowers returns to his station, none the wiser. But Ro is still thinking...

33 INT. DS9 - SECURITY OFFICE

Ro stands in the office, with Bajoran Liaison officer Major CENN by her side and security chief Lieutenant EVIK behind the desk. It's an informal meeting, no airs and graces.

RO

So you're both clear on what needs to be covered while I'm away?

CENN

We're clear, Commander. Stop worrying, we'll be fine.

RO

You're sure? Cause I can -

EVIK

Commander. While it's heartening to see how much you've come to embrace responsibility since you were that infuriating little girl getting under your elders' feet, I promise we have it under control.

CENN

You've left us in charge before. Why are you so worried now?

RO

I'm not worried. Everything's been going really well the last couple of months. No problems, running like clockwork.

CENN

Exactly. It's like a whole new beginning.

RO

Which is usually exactly when everything goes horribly wrong.

CENN

(to Evik)

Was she always such a pessimist?

EVIK

(teasing)

It's what comes of rejecting the love of the Prophets.

RO

I'm leaving now. Have fun.

She turns and exits the room, onto...

34 **INT. DS9 - PROMENADE**

...which is the normal amount of busy. As she heads out of the security office and towards a turbolift, she is intercepted by QUARK, who is at full schmooze.

QUARK

Laren! I have the holosuite all reserved and ready. Your favourite programme, your favourite wine, and your favourite bartender all await your pleasure.

RO

I can't, Quark. I'm leaving on the *Defiant*, basically now.

QUARK

You're leaving? Since when?

The turbolift arrives - Ro steps onboard. Quark jumps in after her. They are the only ones in there.

35 **INT. DS9 - TURBOLIFT (CONTINUED)**

Ro has a lot to think about and doesn't really have the energy for Quark right now.

RO

The orders came in yesterday.
(to computer)
Defiant.

The turbolift starts moving.

QUARK

Yesterday? And you didn't think to tell me? I booked a holosuite.

RO

(gently pointed)
You didn't tell me about that.

She sees that he is genuinely hurt, and takes pity on him.

RO

It does sound wonderful. But I'm a Starfleet officer, my life doesn't revolve around your holosuite schedule. I'm due in the Deneb sector as soon as possible.

QUARK

Deneb? That's practically the other side of the Federation.

RO

(shrug)

I don't even know why we pulled this assignment - it's all for some science experiment, and the *Defiant* is hardly a science ship. But... I have my orders. So I go.

QUARK

But...

(gives up)

When will you be back?

RO

I can't say that either. You know how this works, Quark.

QUARK

I know. I just thought... never mind.

The turbolift arrives, the door opens and Ro steps out.

RO

I promise we'll make time to hang out when I get back, okay? But now I gotta go.

QUARK

(sad sigh)

Okay.

The lift doors close, leaving Quark in the lift and Ro in the corridor. She ponders sadly, but then rouses herself and walks off.

36 INT. KIRK - BRIDGE

As the crew continues to wait, Lieutenant Dunlop at Ops reacts to an alert on his console...

DUNLOP

Captain, we're registering a quantum slipstream corridor right on the edge of sensor range.

Everyone relaxes a bit - contact has been made.

VAUGHN

Excellent news, Lieutenant.

DUNLOP

(off panels)

Sir... the readings are very erratic. The corridor does not look stable.

(turns to Vaughn)

I think *Aventine* is in trouble.

Off Vaughn and Rogeiro's reaction to that...

BLACK OUT

END OF ACT THREE

ACT FOUR

FADE IN

37 EXT. AVENTINE

The ship zooms through the slipstream corridor.

38 INT. AVENTINE - BRIDGE

The bridge crew are still trying to get everything under control. Dax stands watching...

DEXAR

We'll abort the test as a last resort, Lieutenant. But I'd rather not give up at the first hurdle if we can make this work.

HELKARA

(unconvinced)

Aye, sir.

DEXAR

Bridge to engineering - Kasslim, we need the chroniton integrator to actually work, please.

KASSLIM (comm)

I'm trying my best, sir.

As the action carries on around Dax, while she mostly stays out of the way...

39 INT. AVENTINE - COUNSELLOR'S OFFICE

The door to the corridor opens, and Dax stands there, a little nervous. A human woman, SUSAN HYATT, awaits her.

DAX

Counsellor Hyatt? I'm Ezri Dax.

HYATT

Ah, the new second officer. Well, welcome aboard, Commander. What can I do for you?

DAX

I don't have an appointment... but do you have a few minutes to talk?

HYATT

Oh. Yes, I suppose so. Come on in.

Hyatt ushers Dax into the room, towards the counselling couches. They each take a seat.

HYATT

I thought you only came on board a couple of hours ago. What on Earth could have happened already?

DAX

Nothing, yet. At least not here. It all happened before. And apparently, I'm not over it.

HYATT

And it's urgent enough that you needed to see me right now?

DAX

This post is important to me, to my career. I need it to go well. But I've already had one panic attack, and I haven't even been to the bridge or met the captain yet.

HYATT

Do you have any clues as to what brought on the panic attack?

DAX

I know exactly what it was. It goes back to the *Luna* - actually no, scratch that, it goes back further. All the way to Torias.

HYATT

(deep breath)

Why don't you start from the top?

Dax nods, settles in. This means confronting things she'd rather not, but it can't be avoided, it's why she is here.

DAX
Torias was my fifth host.

40 **EXT. SPACE**

A small shuttle, experimental but clearly Starfleet in design.

DAX (v.o.)
He was a test pilot, working on Starfleet's transwarp experiments back in the 2280s. He was always too much of a daredevil...

41 **INT. SHUTTLE**

The same shuttle we saw earlier in scene 20, but before the test. TORIAS sits in the seat, wearing his space-suit, and communicating MOS over the comm.

DAX (v.o.)
Nilani told him the fluctuations were too great. She should know, she was the warp specialist. But he didn't listen...

42 **EXT. SPACE**

The shuttle explodes...

DAX (v.o.)
And so he left Nilani a widow.

43 **INT. AVENTINE - COUNSELLOR'S OFFICE**

Counsellor Hyatt ponders this cautiously.

HYATT
I'm sorry to hear that, Commander. But the transwarp experiments were a hundred years ago. How does that affect now?

DAX
(isn't it obvious?)
Because of the *Luna*. You must know
what happened...

HYATT
I read the official reports...

DAX
It wasn't designed to work with
slipstream. Dr Ra-Havreii already
designed the Luna-class to run on
standard warp drive. It was only
after *Voyager* brought slipstream
back from the Delta Quadrant that
he started trying to graft it on
to the Luna-class.

HYATT
Surely you can't blame yourself
for Dr Ra-Havreii's mistakes,
whatever they may be.

DAX
But I was still there!

44 **INT. LUNA - MAIN ENGINEERING**

Dax enters the other main engineering room from scene 16 -
the USS *Luna*. The room is busy with junior officers working
around them. Across the room, the experiment's leader, Dr
XIN RA-HAVREII (a male [Efrosian](#)) is calling to her.

RA-HAVREII
You're Dax, right?

DAX
Um, yes. I'm -

RA-HAVREII
Well, make yourself useful.
(points)
Get over there and keep an eye on
the variables. We're launching in
twenty seconds so I hope you know
what you're doing.

Dax is a bit thrown by Ra-Havreii's bossy tone. She is his superior officer, and he never even asked why she is here. But he is clearly under stress, so she lets it go and moves to the station he indicated. She checks over the output...

DAX

Navigational computers are at optimum.

RA-HAVREII

We'll see about that.

CAPTAIN (comm)

All hands, prepare for slipstream velocity in ten seconds. Nine...

RA-HAVREII

Somebody shut that damn thing off, I already know what's going on.

The countdown is silenced. Ra-Havreii points at a passing ensign, the one we saw in scene 18...

RA-HAVREII

You - eyes on the benamite, now!

The ensign scuttles to do as they are told.

RA-HAVREII

Alright people, here we go.

Machinery all around the room hums to life, and the ship JUDDERS as it jumps to slipstream velocity.

RA-HAVREII

Phase variances are within expected range...

DAX

Navigational computer is having trouble keeping on top of the variables...

RA-HAVREII

That's expected. It'll settle.

DAX

It's not settling. The computer's getting further behind. The threshold is destabilising...

CAPTAIN (comm)

Engineering! What's going on down there? The corridor is unstable.

RA-HAVREII

(gestures towards Dax)

You answer him, I'm busy.

DAX

Captain, this is Dax. The computer can't keep up with the necessary calculations to keep the corridor stable. The quantum threshold is simply changing too fast.

CAPTAIN (comm)

Do we abort? Doctor Ra-Havreii?

Dax looks over to the chief engineer, who is concentrating on his consoles, fingers moving constantly, not listening.

CAPTAIN (comm)

Doctor! Do we abort?

RA-HAVREII

(slams console)

Damn it! Yes! Abort!

All sorts of curse words fight to escape from beneath Ra-Havreii's moustache. Dax works her console...

DAX

Shutting down slipstream drive...

But nothing seems to change around the room - the machines' hum is getting louder, more chaotic. Dax frowns...

DAX

It's not working. The corridor isn't dissipating.

RA-HAVREII

There's a feedback loop in the deflector array, it's refusing to power down.

DAX

Maybe if we shut down the benamite frame instead?

RA-HAVREII

(turns to Ensign)

You! Power down the benamite reticulation frame!

ENSIGN

I'm trying, sir...

Something EXPLODES. Dax dodges out of the way, looking around in worry. Gas hisses, RED ALERT alarms begin to sound automatically, engineers run about in a panic.

ENSIGN

The benamite's decrystalising! I'm losing it...

RA-HAVREII

Stay on it, spirits damn you!

The benamite frame EXPLODES, sending the ensign flying across the room in a shower of sparks and broken machinery. The ensign crumples to the deck, obviously dead.

Dax squeaks in fear, cowering and holding her abdomen. She immediately runs for the door...

RA-HAVREII (o.s.)

The whole thing's going to blow. Out! Everyone out, now! Evacuate this room!

The announcement makes Dax realise what she was doing - running away. With a wince of hatred for herself, she turns back to help get other engineering crew evacuated through the door.

Machines all around the main engineering room begin to explode, catch fire, burst in showers of sparks. The room fills with smoke, screams, whooping alarms.

Dax waits at the door, holding her arm up to protect her from the approaching flames. She sees the dead body of the ensign. There are still screams beneath the noise.

CAPTAIN (comm)

Dax! Ra-Havreii! The core is about to breach, we need to eject. Close that damn door now!

Knowing there are still people in there, Dax has no choice but to leave and shut the door behind her. A moment after she does, we hear the BOOM of an even larger explosion, and the CRUNCH of the core being ejected.

45 INT. AVENTINE - COUNSELLOR'S OFFICE

Dax relates this to Counsellor Hyatt, dark and haunted.

DAX

There were still eight people in there.

HYATT

Commander... as I said, I read the reports. And the official inquest absolved Doctor Ra-Havreii of any responsibility for those deaths. It absolved Captain Fujikawa, and it absolved you. It was a tragic accident. You already know this.

DAX

But it's still a pattern. Torias and the transwarp drive, Ezri and the slipstream drive... Dax turns up at the test of a new propulsion system, and people die. And I know it doesn't make any sense at all, I know I'm being ridiculous and paranoid and all of it -

HYATT

If you know all of that, then I'm not sure what else you want me to tell you.

DAX

Neither do I. It's like I'm stuck in that same feedback loop that destroyed the *Luna*, building and building until I explode. But I need to be here, because if I can't get past this, then I might as well just resign and go home.

HYATT

Then I guess what you need to do is break the loop.

DAX

Believe me, I'd love to. I've left behind everything and everyone I know to come here, hoping for a new start...

TOVAK (comm)

Commander Tovak to all senior officers. Report to the bridge immediately. Slipstream test begins in fifteen minutes.

Dax hears the summons, looks across at Hyatt. Deep breath.

DAX

Looks like my time's up.

BLACK OUT

END OF ACT FOUR

ACT FIVE

FADE IN

46 EXT. SPACE

Defiant sits in space...

47 INT. DEFIANT - BRIDGE

Aventine's captain Dexar is on the viewscreen.

DEXAR (screen)

I hope you both plan to have all your sensors trained on us for the entire duration. It promises to be quite a show. Thank you both for your time - we'll speak again when it's over. *Aventine* out.

As the viewscreen returns to the standard starfield, and the *Aventine* manoeuvres into position in the space in front of the *Defiant*, the crew watches it with admiration.

TENMEI

Damn, that's a big ship.

NOG

It's not the size that matters, Prynn. It's what you do with it.

CANDLEWOOD

That's certainly what I tell Hetik every night.

Chuckles around the bridge, except for Bowers, who grinds his teeth. Ro notices his annoyance, and though she doesn't share it, she does get his point.

RO

Alright, children. Let's keep our minds on our work, shall we?

BOWERS

Receiving countdown from *Aventine*.
Going to slipstream in ten.

RO
Sensors?

CANDLEWOOD
At full.

Out in space, beyond the *Aventine's* bow, space twists and turns, gradually forming into a bluish tunnel of energy. Bashir steps up behind Ro's chair, everyone's eyes locked to the viewscreen.

BOWERS
Three... two... one.

And the *Aventine* jumps into the tunnel, the swirling blue patterns closing up behind it. *Aventine* is gone.

TENMEI
Well, there she goes.

BASHIR
Yes... there she goes.

48 **EXT. AVENTINE**

Watching from behind as the ship hurtles through the slipstream corridor, which is now jagged and erratic instead of smooth and swirling.

49 **INT. AVENTINE - BRIDGE**

As the ship shakes around them, Helkara is still working his console as fast as he possibly can.

HELKARA
I could really use some help here.

TOVAK
Ensign Riordan, assist Commander Helkara.

RIORDAN
(rushing past)
On it!

KEDAIR
(gritted teeth)
On it, sir.

Dax continues staying out of the way, all of these memories coming back to her.

KASSLIM (comm)
Engineering to bridge. I'm getting
no response from the chroniton
integrator. We're flying blind.

DEXAR
Alright, that's it. Tharp, shut
down the slipstream drive, we're
aborting the test.

THARP
Aye, sir.

Tharp works his helm panels... works them again... and is getting frustrated.

THARP
I'm getting no response to shut-
down order, Captain. The deflector
dish is refusing to power down...

Dax tenses - it's happening all over again. She turns to the console next to her, and starts working it... When she gets the answer, she tenses more. It's what she thought.

DAX
There's a feedback loop in the
deflector protocols.

TOVAK
Override.

DAX
I'm trying - it's no use. Without
the chroniton integrator to show
us the future, the computer is
tying itself into knots.
(to self)
Just like last time.

KEDAIR
So what happens next?

Dax takes a deep breath and turns to the rest of the bridge. No point not being honest about it.

DAX
Either the feedback loop in the deflector dish expands, spreads through the ship until it reaches the benamite frame... making it explode and destroying half the engineering section. Or, we keep hurtling through the slipstream corridor until it finally breaks down and dumps us out into normal space at about a billion kilometres an hour, leaving us a smear of debris across whatever solar system has the misfortune to be in our way. People die.

The bridge goes silent as everyone ponders that.

RIORDAN
I would like that to not happen, please.

Dax stands there, staring at the consoles in front of her, none of it making sense, helpless for a solution. It's all happening again.

50 **MEMORY FLASH**

Clips from scene 45.

DAX
It's like I'm stuck in that same feedback loop that destroyed the *Luna*.

HYATT
Then I guess what you need to do is break the loop.

51 **BACK TO SCENE**

That's the answer, Dax realises. She turns to Captain Dexar suddenly full of surety and confidence.

DAX

Break the loop. That's what she said - we need to break it.

DEXAR

What does that mean?

DAX

Dax to engineering.

KASSLIM (comm)

Go ahead.

DAX

Lieutenant Kasslim, disconnect the benamite frame.

KASSLIM (comm)

I've been trying, Commander. It won't power down.

DAX

No, not power it down. Break it. Smash it, cut the cables, take a pair of scissors to it, whatever. But you need to isolate it from the deflector dish, now.

KASSLIM (comm)

Captain...?

DAX

Sir, the feedback loop is between the deflector dish and the benamite frame. They're going to keep ramping each other up further and further until one or both of them explodes and kills us all. So we need to break it. We can worry about fixing it later, but we need to break that loop now. Please.

DEXAR
(ponders a moment)
Agreed. Lieutenant Kasslim, follow
Commander Dax's instructions.

KASSLIM (cont)
Aye, sir.

The bridge crew looks towards the main screen, waiting for something to happen. A WHINING sound begins to build around them, alarming Captain Dexar. He stands from his seat.

DEXAR
Everyone step away from your
consoles. Just in case.

They follow his instructions, stepping back a couple of steps and hovering helpless. The whine continues to build.

KEDAIR
Maybe we were too late.

The first console EXPLODES. Then another. Then another. But each explosion is small and contained. On the screen, the slipstream corridor begins to dissipate...

52 EXT. SPACE

A blue swirling vortex opens up in space and the *Aventine* shoots out of it, a bit haphazard and smoking but fundamentally intact.

53 INT. AVENTINE - BRIDGE

Seeing this on screen, Ensign Riordan whoops with delight.

RIORDAN
Yes! Not dead!

Even as the bridge sighs with relief around them, Tovak and Kedair share a knowing look. But Dexar smiles broadly.

DEXAR
Indeed we are not, Ensign.
(turns to Dax)

Thank you, Lieutenant Commander Dax. That was clearly the right move. Well done.

DAX
(grin)
Glad I could help, sir.

KEDAIR
(off panels)
Captain, we're being hailed. It's the *Kirk*.

DEXAR
On screen, Lieutenant.

The screen changes to show Vaughn and Rogeiro on the bridge of the *Kirk*.

VAUGHN (screen)
Captain Dexar, are you alright?
Our readings suggested you might be in trouble.

DEXAR
We're fine, thank you Captain. It was a little hairy for a moment there, but we pulled through, thanks to Dax.

VAUGHN (screen)
Good to know. And the test?

Dexar looks across to Dax, allowing her to answer. She ponders what to say.

DAX
I'd call it a qualified success. There are some kinks still to be worked out... but we're on the right path.

It seems that Vaughn gets Dax's subtext, even over subspace. He smiles knowingly.

VAUGHN (screen)

That's good to know too. Captain,
do you require any assistance?

DEXAR

I think Lieutenant Kasslim in
engineering could probably do with
a helping hand, Captain, if you
can spare any.

VAUGHN (screen)

We'll be with you in just a few
moments. *Kirk* out.

The signal drops, returning the screen to the starfield. As
the bridge returns to normal, Dexar turns to Dax.

DEXAR

Well, Commander, I'm certainly
glad we have you on board. Please
meet with Captain Vaughn when he
arrives and assign his crew. And
perhaps you'd also like to inform
the *Defiant* of our success.

DAX

Aye, sir.

Dax bounds off the bridge, face filled with a grin.

54 **EXT. SPACE**

The *Defiant* sits where we left it...

55 **INT. DEFIANT - BRIDGE**

The crew sits waiting. Bowers gets a beep...

BOWERS

We're picking up a long-distance
comm signal from the *Aventine*,
sir. It's Commander Dax.

Sighs of relief spread around the bridge - especially
affecting Bashir.

RO

On screen, Lieutenant.

The screen changes to show Dax, somewhere on the *Aventine*, beaming wide.

RO
Commander Dax. Good to see you.

DAX (screen)
It's good to be seen, Ro. I can't talk, I'm needed in engineering. I just wanted to let you all know that it went well... ish.

RO
Well-ish? I look forward to reading your report.

DAX (screen)
It'll be quite straightforward. I broke the loop. Dax out.

The signal drops. Ro looks to Bashir, shares a smile.

56 INT. AVENTINE - CORRIDOR

Dax strides down the corridor, pushed with new confidence.

57 EXT. SPACE

The *Aventine* sits in space, as the *Kirk* approaches.

FADE OUT

END OF SHOW