

STAR TREK: THE NEXT GENERATION

"veStaHneSwI'a"

Story by

James Norris

Teleplay by

James Norris

STAR TREK: "veStaHneSwl'a" - 7/22/91 - CAST

STAR TREK: THE NEXT GENERATION

"veStaHneSwl'a"

CAST

PICARD *veStaHneSwl'a'*

RIKER QA'VAHK

BEVERLY QLIHAR

DATA

TROI

WORF

GEORDI

HELMSMAN

OPS ENSIGN

Non-Speaking

SHUTTLE BAY OFFICER *veStaHneSwl'a'*

COUNCIL MEMBERS
AMBUSH MEMBERS
CHILDREN
KLINGON ROGUES

Voice-Over

ENTERPRISE'S COMPUTER VOICE

UNIDENTIFIED COM VOICE

STAR TREK: "*veStaHneSwl'a*" - 7/22/91 - SETS

STAR TREK: THE NEXT GENERATION

"*veStaHneSwl'a*"

SETS

INTERIORS

MAIN BRIDGE
OBSERVATION LOUNGE
SHUTTLE BAY
TURBOLIFT
CORRIDOR
DR. CRUSHER'S OFFICE
CAPTAIN'S READY ROOM
CORRIDOR OUTSIDE HOLODECK
HOLODECK
CORRIDOR OUTSIDE BEVERLY'S QUARTERS
BEVERLY'S QUARTERS

SHUTTLECRAFT

BEVERLY AND JACK'S HOME

LIVING ROOM
HALLWAY
CRIB ROOM

KLINGON BASE

COMMUNICATIONS ROOM
CREW'S QUARTERS
TEMPLE

veStaHneSwl'a VILLAGE

COUNCIL ROOM

EXTERIORS

USS ENTERPRISE

SHUTTLECRAFT

BEVERLY AND JACK'S HOME

FRONT YARD

KLINGON BASE

LANDING PAD

JUNGLE PATH

veStaHneSwl'a VILLAGE

STAR TREK: THE NEXT GENERATION

"veStaHneSwI'a"

TEASER

FADE IN:

1 EXT. SPACE - THE ENTERPRISE (OPTICAL) 1

The ENTERPRISE is moving at SUBLIGHT SPEED toward a TRINARY STAR SYSTEM. The THREE STARS are seen at quite some distance - one is a GIANT RED orbited by a nearby BLUE DWARF, while at some distance a MEDIUM SIZED GREEN STAR orbits the other two. The orbital speeds of the BLUE and GREEN are too small to produce visible movement of either. The BLUE DWARF can be seen to be siphoning STELLAR MATERIAL FROM THE RED GIANT.

PICARD

Captain's Log, Stardate 42121.4. The Enterprise is on a survey mission of territory that was part of the Klingon Empire before the Federation-Klingon War of 2392. We are now investigating a unique trinary star system which actually has a planet in a stable orbit.

2 INT. MAIN BRIDGE (OPTICAL) 2

The BRIDGE is manned as usual. The crew is busy taking readings and making measurements. Picard is obviously excited as,

PICARD

You know, Number One, this is absolutely remarkable. A planet in a stable orbit around a trinary star system.

RIKER

Yes, not only is it a natural wonder, it's also the site of one the most pivotal battles of the war.

(CONTINUED)

2 CONTINUED:

2

RIKER

(continuing)

The powerful solar wind was impenetrable to the sensors of the day, and the Klingons used the system to hide the supply station for this entire sector of the war.

WORF

(with satisfaction)

Until the Federation was able to destroy that station, they didn't have a hope of breaking the Klingon hold on this sector. Much honor was found for both sides in that final battle.

Both Riker and Picard look up at Worf. Picard looks as though he's about to respond, but then decides against it. Picard stands and walks to the OPS STATION where Data is busy with his SENSORS.

PICARD

Data, are we close enough to scan the planet yet?

DATA

We have been within normal scanning range for several minutes. However, the high solar wind has prevented any reliable readings.

Data pauses for a moment, clearly uncomfortable with making such a claim without clearer supporting evidence.

DATA

I am however, almost certain that there are life form readings on the planet's surface.

3 REACTIONS

3

The surprise of this declaration gets everyone's attention. Riker comes to his feet and strides over to stand next to Picard.

(CONTINUED)

4 ANGLE ON RIKER, PICARD AND DATA

4

RIKER

Data, you must be kidding! There's no way life could survive on that planet's surface with the radiation bombarding it from the solar wind.

DATA

On the contrary, Commander, readings indicate that the planet has a sufficient magnetosphere to deflect the charged particles of the solar wind.

PICARD

Can you determine the nature of the life forms.

DATA

No sir, the readings are not clear.

(a beat)

I do not believe I will be able to make any more exact a determination except from orbit of the planet.

5 ANGLE ON PICARD AND RIKER

5

Picard is obviously thrilled by the novelty of the situation.

PICARD

Number One, this is really too much. A trinary system with a planet in a stable orbit, and now life!

(a beat and then to WORF)

Mr. Worf, are the ship's shields sufficient to protect us from the solar wind?

WORF

From orbit of the planet, yes. But if we approach the stars by less than 150 million kilometers, no.

(CONTINUED)

STAR TREK: "veStaHneSwI'a" - 7/22/91 - TEASER 4.

5 CONTINUED: 5

PICARD

Very well. Helmsman, take us in on a course keeping the planet between us and the stars. Increase speed to three quarters impulse.

HELMSMAN

Aye sir, course plotted and laid in. Speed increasing to three quarters impulse. ETA to planet, twelve minutes.

6 EXT. SPACE - THE ENTERPRISE (OPTICAL) 6

The ENTERPRISE turns slightly to approach the system obliquely and accelerates.

7 MAIN VIEWER (OPTICAL) 7

The ENTERPRISE approaches the PLANET. The PLANET suffers continuous AURORA BOREALIS and the underlying GREEN COLOR IS CONSTANTLY SHOT THROUGH WITH BRIGHT STREAMERS OF ALL THE COLORS OF THE RAINBOW. The effect is absolutely stunning.

8 INT. MAIN BRIDGE (OPTICAL) 8

Picard and Riker stand behind and between CONN and OPS as,

HELMSMAN

Now entering orbit.

PICARD

Look at that, will you? A constant Aurora Borealis.

TROI

It's beautiful.

PICARD

Yes, Counselor, it is magnificent.

(a beat)

Data, are you able to make anything out through all that?

(CONTINUED)

9 ANGLE ON DATA 9

Data's fingers are almost flying over his BOARD.

DATA

The effects of the borealis make a clear reading difficult, but I believe...

Data pauses as he makes more adjustments to his BOARD. After a moment,

DATA

There are many plant and lower animal life-forms.

(a beat)

Captain, I am also detecting Klingon life-form readings.

10 REACTIONS 10

The surprises are coming too quickly and no one knows how to react.

PICARD

(incredulously)

Klingons?

11 CLOSE UP ON WORF 11

Worf looks almost hungry as,

WORF

Klingons.

On his expression, WE:

FADE OUT.

END OF TEASER

ACT ONE

FADE IN:

12 INT. OBSERVATION LOUNGE

12

Picard, Riker, Data, Worf, Troi, Beverly, and Geordi are in their normal seats.

PICARD

Mr. Data, is there any record of the Klingons having a base on the planet?

DATA

No sir. According to Klingon records, the planet was never investigated by them. They assumed it was uninhabitable.

PICARD

So we must assume the Klingons on the planet now are survivors of a crash landing, or their descendants.

(a beat)

In light of our alliance with the Klingon Empire, it is our duty to offer any aid they require or transport back to the Empire.

(to Worf)

Have you been able to hail the survivors?

WORF

No sir. I have tried all standard frequencies and even the coded frequencies used by the Klingons during the war. There has been no response.

RIKER

It is entirely possible that they were unable to salvage anything from their vessel.

(CONTINUED)

12 CONTINUED:

12

PICARD

Yes. Counselor Troi, how do you recommend we proceed?

TROI

If these are survivors or descendants of survivors from the war, they may still feel hostility toward the Federation. I would advise extreme caution.

PICARD

I agree. Mr. Data, have you been able to establish reliable coordinates for the survivors?

DATA

I believe I have their location specified to an area of no more than two square kilometers. This should be more than accurate enough for a shuttlecraft to then locate them precisely.

PICARD

Shuttlecraft?

DATA

Yes sir. The unusually heavy borealis effect will prevent the use of transporters to and from the surface.

WORF

And the communicators won't have the power to penetrate the planet's magnetosphere.

GEORDI

The shuttlecraft's transmitter does have the power to make it through the magnetosphere, however.

(CONTINUED)

12 CONTINUED: (2)

12

PICARD

So while they're away from the shuttle, the away team will be on its own.

(a beat)

Number One, any suggestions?

RIKER

I suggest a bare minimum complement: myself, Data, and Worf.

PICARD

Very well. Mr. Worf, how is your Klingonese from that era?

WORF

(deadpan)

I believe I can make myself understood, sir.

Picard stands and,

PICARD

Gentlemen, you will be operating on your own, with no immediate access to the ship. Be very careful.

(to Beverly)

Dr., could you put together a kit with medicines and supplies appropriate for Klingons and meet us in the shuttle bay?

BEVERLY

Yes sir. I'll be there in ten minutes.

Beverly stands and leaves.

RIKER

Data, Worf, you're with me.

Everyone stands and leaves.

(CONTINUED)

13 INT. SHUTTLEBAY

13

Picard, Riker, Data, and Troi stand near a SHUTTLECRAFT. Worf is busy inspecting the SHUTTLE. Beverly has not yet arrived.

PICARD
(touching his COMMUNICATOR)
Helm, inform us when the ship has passed into the planet's shadow.

HELMSMAN'S COM VOICE
Aye sir, that will be in approximately two minutes.

PICARD
(to Riker)
While we're in the planet's shadow we won't expose the ship to the solar wind when we drop the shields to launch the shuttle.

(a beat)
Number One, this a diplomatic mission. Contact the survivors, offer whatever immediate aid is required and offer them transport back to the Empire.
Beverly arrives with a MEDICAL POUCH. She walks to Data and gives him the POUCH.

BEVERLY
This is only a general assortment of supplies and medicines. Mostly nutritional supplements and limited radiation treatments. Even with the planet's strong magnetosphere, the survivors have probably suffered some sort of radiation induced illnesses. For anything serious, they'll have to be brought up to the ship for treatment.

(CONTINUED)

13 CONTINUED: (2)

13

TROI

Will, be very careful. If they are survivors from the war, they probably won't react well to seeing Federation officers.

(somewhat quietly)

It will probably be best to let Worf do the talking.

RIKER

(startled but then amused)

Deanna, Worf's idea of diplomacy is an armed photon torpedo. Troi's response is cut off by,

HELMSMAN'S COM VOICE

Captain Picard, this is the helm. We have entered the planet's shadow. It will be safe to lower the shields for seven and a half minutes.

PICARD

(touching his COMMUNICATOR)

Acknowledged helm. Bridge, lower the shields.

(to Riker)

Number One, you'll be operating with less access to the ship than I would like, but there's no help for it. Be careful. Contact the ship using the shuttlecraft's transmitter on an hourly basis.

RIKER

Aye sir.

(to Worf and Data)

Shall we?

Riker, Data and Worf board the SHUTTLECRAFT.

(CONTINUED)

STAR TREK: "veStaHneSwI'a" - 7/22/91 - TEASER 11.

14 NEW ANGLE (OPTICAL) 14

The SHUTTLECRAFT LIFTS OFF and passes through the SHUTTLEBAY FORCE FIELD. Picard touches his COMMUNICATOR and,

PICARD

Bridge, this is the Captain. Raise the shields when the shuttle is clear and establish a geosynchronous orbit over its touchdown coordinates.

HELMSMAN'S COM VOICE

Aye sir.

Picard turns to leave the SHUTTLEBAY. Troi follows him, but Beverly hangs back just a bit longer.

15 ANGLE ON BEVERLY 15

Beverly looks somewhat shaken as she looks out through the SHUTTLEBAY DOOR.

16 INT. SHUTTLECRAFT 16

Riker and Data sit at the CONTROLS while Worf sits in one of the PASSENGER SEATS.

DATA

Commander, I'm picking up several structures located near what appears to be a shuttle landing pad.

RIKER

A landing pad? I thought the Klingons never established a base on the planet.

DATA

That is what our records, and the Klingon records indicated. Perhaps these structures were built after the war, without the knowledge of the High Command.

(CONTINUED)

16 CONTINUED:

16

RIKER

I don't like this. The unknowns and unexplainables just keep piling up.

(a beat)

Data, are there any life readings from these structures?

DATA

No sir, in fact, the readings seem to indicate that the structures have suffered from disuse for quite some time.

RIKER

Very well, if nothing else, it's shelter, and a base from which to operate. Set us down on the landing pad.

DATA

Aye sir.

(a beat)

Prepare for landing.

17 EXT. KLINGON LANDING PAD

17

THE SHUTTLE is sitting on the KLINGON LANDING PAD as the SHUTTLE DOOR OPENS. In front of the SHUTTLE is a LARGE STRUCTURE MADE OF A GRAY STONE. THE STRUCTURE IS TEN OR FIFTEEN METERS FROM THE SHUTTLE. THE VEGETATION SURROUNDING THE PAD IS LUSH AND VERY THICK. VINES ARE GROWING ALL OVER THE STRUCTURE, AND ITS DOORS STAND AJAR, ONE NEARLY TORN FROM ITS HINGES. Worf emerges from the SHUTTLE first with his PHASER DRAWN. Riker follows him, also with PHASER DRAWN, and Data follows Riker, with a TRICORDER IN HIS HAND. When all three are out of the SHUTTLE,

RIKER

Mr. Data, are there any Klingon life-form readings nearby?

(CONTINUED)

STAR TREK: "veStaHneSwI'a" - 7/22/91 - TEASER 13.

17 CONTINUED: 17

DATA

Due to the effect of the borealis, the range of my tricorder is limited to 500 meters, but I detect no Klingons within that range.

18 ANGLE ON THE SKY 18

Riker snorts, and as he looks at the sky, Data and Worf do as well. It is an impressive and somewhat unnerving yet beautiful sight.

RIKER

Deanna's right, it is beautiful, but I could do without it just now.

19 ANGLE ON RIKER AND SHUTTLECRAFT 19

After looking around the LANDING PAD, Riker turns and HOLSTERS HIS PHASER as he moves toward the SHUTTLECRAFT DOOR.

RIKER

All right. After I activate the shuttle's auto-defenses, we'll investigate these buildings and decide what to do from there.

Data and Worf spread out a bit as Riker touches a CONTROL NEXT TO THE SHUTTLECRAFT'S DOOR. A PANEL NEXT TO THE DOOR RISES TO REVEAL A SMALL, COMPANEL LIKE CONTROL. RIKER TOUCHES THIS COMPANEL and,

RIKER

Computer, this is Commander Riker. Activate shuttle auto-defenses.

The SHUTTLECRAFT DOOR CLOSES, AND A BLUE FORCE FIELD SPREADS OVER THE ENTIRE SHUTTLE. THE GLOW SURROUNDING THE SHUTTLE SLOWLY DIMINISHES, AND ALL THAT IS LEFT IS A BLUE GLOW OUTLINING THE SHUTTLECRAFT DOOR.

(CONTINUED)

20 EXT. KLINGON LANDING PAD 20

Riker turns away from the SHUTTLECRAFT and walks toward the KLINGON BASE.

RIKER

O.k. gentlemen, let's go exploring.
Worf, you first, Data, you bring up the rear.

21 INT. TURBOLIFT 21

Picard, Beverly, and Troi are in a MOVING TURBOLIFT. Beverly looks somewhat shaken. Picard notices Troi looking at Beverly with a look of concern on her face and,

PICARD

Doctor, is something wrong?

BEVERLY

(somewhat subdued)
You know, Jean-Luc, without communicators, we won't know if anything has gone wrong until it's too late.

PICARD

(puzzled and carefully)
Doctor, even if they had communicators, they couldn't inform us of a problem until after they encountered it.

BEVERLY

(after a pause)
I still don't like it, it's too...

Beverly is startled when the TURBOLIFT DOORS OPEN and,

BEVERLY

(cutting herself off)
I'll be in Sickbay if I'm needed.

With this she exits the TURBOLIFT before Picard can pursue the conversation.

(CONTINUED)

STAR TREK: "veStaHneSwl'a" - 7/22/91 - TEASER 15.

22 ANGLE ON BEVERLY'S BACK 22

Picard and Troi watch Beverly walk down the CORRIDOR until the TURBOLIFT DOORS CLOSE.

23 INT. TURBOLIFT 23

Picard knows he's missed something, but he hasn't the foggiest notion what it is. He turns to Troi, but before he can ask,

TROI

Sir, today is...

Troi is too uncomfortable to finish the sentence. Picard waits a moment, and then,

PICARD

Counselor, what is it?

TROI

Jack Crusher was on his own during his final mission too.

24 CLOSE UP ON PICARD 24

The pieces fall together for Picard, and he is at a loss for words. On his expression, WE:

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

25 INT. KLINGON BASE - COMMUNICATIONS ROOM

25

The Away Team stands in a COMMUNICATIONS ROOM which has not weathered time well. It looks as though it was first thoroughly wrecked, and then as though someone tried to salvage what was left. THERE IS DEBRIS ALL OVER THE PLACE AND PLANTS ARE GROWING THROUGH CRACKS IN THE WALLS AND FLOORS. There are WINDOWS and ANOTHER DOORWAY in the FAR WALL. The DOORS ARE MISSING.

WORF

Commander, this was the communications room. If the facility is built like other Klingon landing pads, the crew quarters will be next, and then an exercise room.

RIKER

What a mess. Data?

DATA

Commander, my readings are most interesting. This is definitely of Klingon construction, but it would appear that this structure is over two hundred years old. This would mean it was built very shortly after the Klingons discovered the warp drive. It appears to have been out of service for over seventy years.

RIKER

And that it was abandoned just after the war.

DATA

Yes sir, that would appear to be the case.

RIKER

Very well. Let's keep going.

(CONTINUED)

26 INT. KLINGON BASE - CREW QUARTERS

26

This room is almost completely bare except for small PLANTS GROWING THROUGH CRACKS IN THE WALLS AND FLOOR. There is a ANOTHER DOORWAY in the FAR WALL, and WINDOWS in the SIDE WALLS. Riker stops in the middle of the room while Worf proceeds to the OTHER DOORWAY and Data takes readings.

RIKER

Worf, you appear to be right about the layout of this place. Data?

DATA

Nothing new, Commander.

From the DOORWAY to the next ROOM, Worf calls back,

WORF

(excited and awe-filled)

Commander Riker!

Surprised by the tone of Worf's voice, both Riker and Data turn toward Worf.

WORF

Commander, it's a temple.

Worf turns back to the TEMPLE and enters. Riker and Data look at each other, and then follow Worf.

27 INT. KLINGON BASE - TEMPLE

27

Unlike the other two rooms, the TEMPLE appears to be in perfect condition, as though it has been and still is maintained by someone. Again there is a DOORWAY in the FAR WALL, but this time the DOORS ARE INTACT AND CLOSED and there are no WINDOWS. The TEMPLE IS LIT BY GLOWING URNS IN THE CORNERS OF THE ROOM. There are KLINGON RUNES CARVED INTO THE WALLS, INCENSE BURNERS ON THE FLOOR, AND AN ALTAR ON BOTH SIDES OF THE CLOSED DOORWAY. As Riker and Data come into the TEMPLE, Worf is standing at one of the WALLS, RUNNING HIS HAND OVER ONE OF THE RUNES.

(CONTINUED)

27 CONTINUED:

27

Worf turns toward Riker as Riker enters.

WORF

(reverently)

This is a temple of veSwl'He. A temple of the Path of the Warrior.

(a beat)

The Path of the Warrior is the philosophy of the Klingon warrior. I thought I knew all aspects of the philosophy, but Commander, I have never seen this rune before.

RIKER

Data?

DATA

Accessing.

(a beat)

Commander, there is no record of this rune in either Federation or Klingon records.

RIKER

(exasperated)

A star system that shouldn't have a planet. A planet that shouldn't have life-forms. A base that shouldn't be there, and Klingon runes that don't exist. I think the Captain was right, this really is too much.

28 CLOSE UP ON WORF

28

Worf seems very thoughtful AS HE RUNS HIS HAND OVER THE RUNE AGAIN. There is something he can't quite put his finger on.

WORF

Commander, there is something. I read once...

(CONTINUED)

STAR TREK: "veStaHneSwl'a" - 7/22/91 - TEASER 19.

28 CONTINUED: 28

WORF
(CONTINUING after a beat)
The three suns, they are the colors of
the Empire: red, green and blue. This
planet, where none should be...
(a beat)
It escapes me now.

29 NEW ANGLE 29

Riker lets Worf struggle with it a moment more, but when Worf
shakes his head,

RIKER
Is it something that represents a
danger?

WORF
(snorting)
Klingons are always dangerous.

RIKER
(smiling grimly)
Fine, you keep working on it...

Riker is interrupted by a sudden noise, a noise much like a
modern car alarm.

RIKER
Someone is tampering with the
shuttle! Phasers on heavy stun!
Follow me!

30 INT. KLINGON BASE - VARIOUS SHOTS 30

With Riker leading, Worf and then Data following, the three run
through the KLINGON BASE. Upon reaching the
COMMUNICATIONS ROOM, AN UNCONSCIOUS KLINGON CAN
BE SEEN LAYING ON THE GROUND NEAR THE
SHUTTLECRAFT THROUGH THE DOORWAY. Riker gestures
them to stop, and then for Worf to go first, himself second and Data
to cover them both from the DOORWAY.

(CONTINUED)

31 EXT. KLINGON LANDING PAD - VARIOUS SHOTS

31

Worf moves carefully toward the UNCONSCIOUS KLINGON, and Riker follows a meter or two behind while watching the brush. The ambush takes them both by surprise even so. Seven *veStaHneSwl'a'* charge out of the brush. They are ARMED WITH SWORDS, KNIVES AND STAFFS. Riker and Worf each stun a *veStaHneSwl'a'*, but other *veStaHneSwl'a'* use their STAFFS TO DISARM RIKER AND WORF. Worf wrests a STAFF FROM HIS ATTACKER KNOCKS HIM OUT. Riker is knocked unconscious by a female *veStaHneSwl'a'*. The *veStaHneSwl'a'* are masters of combat and fight strictly one on one. As Riker falls, Data steps out of the DOORWAY and,

DATA

Commander!

Data STUNS WITH HIS PHASER THE *veStaHneSwl'a'* who had knocked out Riker. Even as he does though, a *veStaHneSwl'a'* standing to the side of the DOORWAY BRINGS HIS STAFF DOWN ON DATA'S HAND, CAUSING DATA TO DROP HIS PHASER. He attacks Data again with his STAFF, BUT DATA DEFTLY TAKES IT AWAY FROM HIM. HE CHARGES DATA, BUT DATA SENDS HIM FLYING ACROSS THE PAD TO LAND IN AN UNCONSCIOUS HEAP METERS AWAY. WORF IS KNOCKED UNCONSCIOUS BY QLIHAR, THE LEADER OF THE *veStaHneSwl'a'*. EVEN AS DATA IS BENDING OVER TO RETRIEVE HIS PHASER, A *veStaHneSwl'a'* GRABS UP RIKER'S DROPPED PHASER AND PHASERS DATA. Data struggles for a moment against the effects of the PHASER but then drops to the ground unconscious.

32 NEW ANGLE

32

The *veStaHneSwl'a'* look around for more foes as Riker, Worf, and Data lie on the ground unconscious.

33 INT. BEVERLY'S OFFICE

33

Beverly sits behind her DESK staring moodily off into space when Troi knocks on the WINDOW, breaking Beverly's reverie.

TROI

Beverly?

(CONTINUED)

33 CONTINUED:

33

BEVERLY

Oh. Yes, Deanna?
(coming to her feet)
What can I do for you?

TROI

How about a talk?

BEVERLY

(sensing what's coming)
Really, Deanna, I appreciate your
concern, but...

TROI

But it's more than just Jack, isn't it?
Please Beverly, let me help if I can.

There is an impasse for a moment, and then Beverly all but slumps
back into her chair.

BEVERLY

You're right, of course.
(a beat)
This is just the first time I've had to
face this day without Wesley.

TROI

Why don't you call him then?

BEVERLY

Because, Jack's been gone nineteen
years now, and I think it's time Wesley
and I learned to deal with this by
ourselves. I mean Wesley won't
always have me around.

Troi considers this for a moment, and decides against pushing the
issue.

TROI

Well, if you decide you want someone
to talk to, please call me.

(CONTINUED)

STAR TREK: "*veStaHneSwl'a*" - 7/22/91 - TEASER 22.

33 CONTINUED: 33

Troi stands and turns to leave, but she turns back to Beverly as,

BEVERLY

Deanna, thank you. If I do need to talk to someone, I'll let you know.

Troi gives Beverly a smile and leaves.

34 ANGLE ON BEVERLY 34

After Troi is gone,

BEVERLY

But Jack's the only person I want to talk to right now.

35 EXT. KLINGON LANDING PAD 35

The *veStaHneSwl'a* watch Data carefully as he runs his TRICORDER SCANNER OVER RIKER. Satisfied with the reading, Data moves to Worf. After SCANNING WOLF for a moment, Data puts the SCANNER BACK INTO THE TRICORDER AND THE TRICORDER BACK INTO HIS BELT. Riker starts to stir as,

DATA

(in an even voice)

Lieutenant Worf.

Data gets no reaction from Worf, so he pulls back his hand and slaps Worf once across the face. With a roar and a mighty heave, Worf throws Data onto his back. Worf jumps to his feet and nearly charges the nearest *veStaHneSwl'a*.

DATA

Lieutenant!

A *veStaHneSwl'a* without a PHASER springs forward to confront Worf. Pulled up short by Data's implicit command, Worf simply growls at the *veStaHneSwl'a*. As Data comes to his feet,

WOLF

(still almost growling)

We are Federation officers, sent here to offer aid!

(CONTINUED)

STAR TREK: "veStaHneSwl'a" - 7/22/91 - TEASER 23.

35 CONTINUED: 35

All the noise has roused Riker, and he moans as he sits up. He explores the bump on the back of his head with his hand as Data kneels to assist him.

RIKER

Data, what's the situation?

As Data helps Riker to his feet,

DATA

We appear to have been taken prisoners by the Klingons. You have a slight concussion, but it appears to be nothing serious.

Riker is a little shaky on his feet, but he turns to address the *veStaHneSwl'a'*.

36 ANGLE ON QLIHAR 36

RIKER

I am Commander Riker of the USS Enterprise. We have come to offer you aid or transport back to the Klingon Empire if you wish it.

QIIHar, the leader of the *veStaHneSwl'a'*, steps forward and,

QLIHAR

I am QIIHar of the *veStaHneSwl'a'*, and we are in the Klingon Empire.

37 ANGLE ON WORF 37

Worf is shocked by QIIHar's title.

WORF

(incredulously)

The *veStaHneSwl'a'*?!?

38 ANGLE ON DATA 38

Before Riker can question Worf about what the title means, Data steps forward and,

(CONTINUED)

STAR TREK: "*veStaHneSwl'a*" - 7/22/91 - TEASER 24.

38 CONTINUED: 38

DATA

On the contrary, this system has been Federation territory for the past 58 solar years, since the end of the Federation-Klingon War of 2392.

39 ANGLE ON *veStaHneSwl'a* 39

The *veStaHneSwl'a* bristle at the notion of the Klingon Empire surrendering territory to the Federation.

QLIHAR

(somewhat hotly)

The only way the Klingon Empire would have surrendered territory to the Federation is if we had lost the war!

40 ANGLE ON RIKER, DATA AND WORF 40

Data looks to Riker before responding. Riker reluctantly nods.

DATA

(very carefully)

Sir, I regret to inform you that this is the case. The Klingon Empire lost the war. However...

41 EXT. KLINGON LANDING PAD 41

Except for QlIHAr, the *veStaHneSwl'a* draw their weapons. Cutting Data off,

QLIHAR

Yap!

The other *veStaHneSwl'a* growl but do not attack.

QLIHAR

(to Data)

You were saying?

DATA

However, thirty eight years later, the Klingon Empire and the Federation signed a treaty forming an alliance between the two governments.

(CONTINUED)

41 CONTINUED:

41

QIiHar considers this for a moment.

QLIHAR

You will come with us and explain yourselves before the Council.

(a beat)

Only brave men will stand face to face with a Klingon and tell him he has lost a battle. Because you are brave men, I will not have you bound as prisoners should be bound. But if you attempt to escape, you shall be killed. Understood?

RIKER

Yes, we understand. We have medical supplies in our shuttlecraft that we brought for you, should you need them.

QLIHAR

Leave them. If the Council decides to let you live, then we can return for them then.

Worf growls at this, but Riker cuts him off.

RIKER

Lead the way.

QIiHar gestures to the some of the *veStaHneSw'l'a'* and they move off into the bushes.

QLIHAR

IIQaHmeH veStaHneSw'l'a' vIQaH!

The other *veStaHneSw'l'a'* form up around Riker, Data, and Worf, and the group sets off away from the KLINGON LANDING PAD as WE:

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

42 EXT. JUNGLE PATH

42

The Away Team walks along what barely constitutes a PATH THROUGH A LUSH JUNGLE surrounded loosely by *veStaHneSwl'a'*. Worf seems belligerent or angry as he moves. The *veStaHneSwl'a'* don't seem to be paying much attention to their captives as,

RIKER

Worf, you seem to recognize the title
QIIHar used, *vesta*, *vestehane*...

Worf looks at Riker when Riker addresses him but after Riker stumbles over the pronunciation a couple of times, he turns away in disgust. Data watches the exchange and when it appears that Worf is not going to help Riker with the pronunciation,

DATA

Commander, I believe the term was
veStaHneSwl'a'. I believe it means...

Worf spins on Data and,

WORF

(angrily)

veStaHneSwl'a'! It is not a word for
you to speak! You are no warrior!

Data is taken aback, but Riker grabs Worf by the arm.

RIKER

Lieutenant!

Worf spins to face Riker, and they face off for a moment. Worf looks a way, but then looks Riker in the eye and,

WORF

Commander, in my state of
discommodation, my very presence is
an affront to the honor of the
veStaHneSwl'a'.

(CONTINUED)

42 CONTINUED:

42

RIKER

Why? Who are these
veStaHneSwl'a?

WORF

veStaHneSwl'a'. It means "the
Ultimate Warrior." These people,
they...

(a beat)

I found an ancient book in the rubble
of my father's library on Qitamar after
the Romulan attack. It was badly
burned but spoke of the
veStaHneSwl'a'.

43 ANGLE ON WORF

43

WORF

(thoughtfully)

That book has been my only
connection to my father.

(a beat)

I thought the book spoke of legends
only, things that did not really exist. It
spoke of a secret world with three
suns, suns that were the colors of the
Klingon Empire. The veStaHneSwl'a'
exiled themselves to this world, a
world from which they would leave
only in death.

RIKER

They exiled themselves? Why?

WORF

The veStaHneSwl'a' were the highest
expression of the Warrior philosophy.
Their understanding of the Warrior's
Path caused them to see the
restrictions and limitations placed on
them by society as unendurable, so
they exiled themselves to this world.

(CONTINUED)

44 ANGLE ON RIKER, DATA, AND WORF 44

RIKER

Data, do you have any record of these *veStaHneSwl'a'*?

DATA

Accessing.

(a beat)

Sir, I find no record of the *veStaHneSwl'a'* in either Klingon or Federation records.

45 NEW ANGLE 45

As Riker, Data, and Worf have been talking, QlIHar has walked up to stand behind Worf.

QLIHAR

(to Data)

Are you a robot?

DATA

No sir. I am an android. There is a significant difference.

46 ANGLE ON QLIHAR 46

QlIHar finds this quite amusing, and waving to his fellows,

QLIHAR

(laughing)

Do you hear that, a machine that corrects a man?

The other *veStaHneSwl'a'* seem to find this amusing as well, and there are short laughs from various *veStaHneSwl'a'*.

47 EXT. JUNGLE PATH - VARIOUS SHOTS 47

While the *veStaHneSwl'a'* are pre-occupied with their laughter, they are suddenly ambushed by six Klingon Rogues. The Rogues all seem much younger than the *veStaHneSwl'a'*, some even being just into their twenties. They are dressed and armed as are the *veStaHneSwl'a'* and all roar as they attack. The Rogues and *veStaHneSwl'a'* seem to naturally pair off, except for the one extra Rogue who charges Worf.

(CONTINUED)

47 CONTINUED:

47

WORF MANAGES TO TAKE THE ROGUE'S SWORD FROM HIM, AND THEN PUNCHES THE ROGUE IN THE FACE WITH THE HANDGUARD, KNOCKING HIM OUT. The *veStaHneSwl'a'* who had attacked Data at the LANDING PAD is unprepared for the Rogue who attacks him, and is about to have his skull split in two by a Rogue's SWORD WHEN DATA GRABS HIM AND THROWS HIM OUT OF THE WAY WITH ONE HAND WHILE CATCHING THE ROGUE'S SWORD ARM WITH HIS OTHER. DATA APPLIES A "LITTLE" PRESSURE, AND AFTER THE ROGUE DROPS HIS SWORD, DATA SENDS HIM FLYING TO LAND IN AN UNCONSCIOUS HEAP METERS AWAY. Riker goes to the aid of the female *veStaHneSwl'a'* who knocked him out when her STAFF IS SHATTERED BY HER ATTACKER'S SWORD AND SHE IS FORCED TO HER KNEES. RIKER KICKS THE ROGUE'S SWORD OUT OF HIS HAND AS HE IS ABOUT TO RUN THE FEMALE *veStaHneSwl'a'* THROUGH. THE ROGUE TURNS TO ATTACK RIKER, BUT RIKER MANAGES TO KNOCK HIM OUT.

48 NEW ANGLE

48

All the Rogues are lying on the ground unconsciousness as both the Away Team and the *veStaHneSwl'a'*, none of whom have been injured, look around for other foes. Worf growls, and one of the *veStaHneSwl'a'* moves to take the sword away from him, but Worf knocks the guy flat on his back. Worf spins and approaches QIIHar with his newly acquired sword up and ready to strike. The other *veStaHneSwl'a'* ready themselves for another fight, but don't intervene between QIIHar and Worf.

WORF
(to QIIHar)

We will no longer be prisoners!

QIIHar looks at Worf, and then at Riker and Data. Suddenly he laughs,

QLIHAR

Very well! For Terrans you comport yourselves with honor.

(to Riker)

But still, you must accompany us to our village where you can present yourselves to the Council.

(CONTINUED)

48 CONTINUED:

48

RIKER
(after moment)

Fine.

(gesturing to the Rogues)

But what about these people? Who are they?

QLIHAR

What, these pups? They're just boys out looking to gain honor in battle.

RIKER

But what do we do about them?

QLIHAR

(with a laugh)

I suppose we hope they get better at fighting.

(a beat)

Come, let's be on our way. It's almost dark, and there are beasts which hunt in this forest at night that are more dangerous than children looking for excitement.

The *veStaHneSwl'a* start to move off, as do Riker, Data, and Worf.

49 EXT. ENTERPRISE (OPTICAL)

49

The ENTERPRISE IS IN ORBIT ABOUT THE PLANET.

PICARD'S COM VOICE

Captain's log, Stardate 42121.6. There has been no word from the away team for two and a half hours.

(CONTINUED)

50 INT. MAIN BRIDGE (OPTICAL)

50

Picard stands up from his seat and walks toward OPS as the LOG continues,

PICARD'S COM VOICE

I am beginning to worry that I made a mistake in sending them down without better communications.

Reaching OPS,

PICARD

Ensign, can you at least pick up their life signs?

OPS ENSIGN

No sir. Increased solar wind activity has thoroughly ionized the planet's atmosphere. Sensors are unable to penetrate.

(a beat)

Readings indicate the solar wind will remain at present levels for at least the next three hours.

PICARD

Damn!

Picard turns and rubs his head.

51 NEW ANGLE

51

PICARD

Counselor, can you sense anything?

TROI

Sir, I can feel that they're still alive, but beyond that I...

(a beat)

I'm sorry, sir. Beyond that I can't sense anything else.

Picard considers this for a moment,

(CONTINUED)

51 CONTINUED:

51

PICARD
(touching his COMMUNICATOR)
Commander LaForge, this is the
Captain.

GEORDI'S COM VOICE
Yes sir.

PICARD
Commander, the away team is over two
hours late in checking in and increased
solar activity is interfering with sensor
readings of the planet's surface. I want
you to find a way to compensate for the
solar interference.

GEORDI
(a little uncertainly)
Yes sir. I'll get right on it.

PICARD
Excellent, Picard out.

Picard turns back to look at the MAIN VIEWER. Troi stands and
walks up a meter or so behind Picard and,

TROI
Sir, could I speak with you for a
moment?

Picard turns to regard Troi, and after a moment,

PICARD
Of course, Counselor.

Picard gestures toward his READY ROOM, and follows Troi to it.

(CONTINUED)

52 INT. CAPTAIN'S READY ROOM

52

Troi walks in and comes to a stop in front of Picard's DESK.
Picard walks over to the FOOD DISPENSER and,

PICARD
(to the DISPENSER)
Tea, Earl Grey, hot.

The DISPENSER MAKES ITS NOISE, and Picard reaches in pulls out a CUP OF TEA. He takes a sip, and then as he walks toward Troi,

PICARD
Yes, Counselor?

TROI
Sir, I'm sure I would know if anything serious had happened.

Picard looks somewhat dubious.

TROI
There is nothing you can do about the away team until Geordi finds a way to compensate for the solar wind. However, there is someone you could help here on the ship. Beverly misses Wesley very much, and especially today. I think she needs someone to talk to.

TROI
(continuing)
The two of you have become close over the years, and I think she might appreciate a shoulder to lean on.

53 NEW ANGLE

53

Picard comes around to sit on the edge of his desk, and setting down his tea,

(CONTINUED)

53 CONTINUED:

53

PICARD

Counselor.

(a beat)

Deanna, one of the hardest things I've had to do was take the news of Jack's death to Beverly. Wesley had just been born a few months earlier.

TROI

I know. It is a pain you both share. Until now Beverly has always had Wesley on this day. Now she doesn't. But she still needs someone. Someone to share the pain with.

There is silence for moment, and Picard is clearly reluctant.

54 INT. ENTRANCE TO HOLODECK

54

Beverly stands outside the ENTRANCE TO THE HOLODECK AND IN FRONT OF THE HOLODECK CONTROL PANEL. She hesitantly reaches out to touch the PANEL and,

BEVERLY

Computer, load program Crusher One.

ENTERPRISE'S COMPUTER VOICE

Program complete, enter when ready.

Beverly hesitates before moving toward the HOLODECK DOOR, but after a moment she approaches the DOOR, and it OPENS for her.

55 INT. HOLODECK

55

The HOLODECK IS UNFORMATTED WITH BLACK WALLS GRIDDED BY YELLOW LINES. Standing in the HOLODECK without moving is JACK CRUSHER IN HIS STARFLEET UNIFORM. Beverly simply stands a few meters from JACK and looks at him. After a moment, she smiles a bitter-sweet smile and,

(CONTINUED)

55 CONTINUED:

55

BEVERLY
(with a small laugh)
Oh Jack, you look so young. I don't
think I could have ever looked so
young.

Beverly stands there a moment longer, and then has a thought.

BEVERLY
Computer, could you recreate our home
the way it was just before Jack died?

ENTERPRISE'S COMPUTER VOICE
Given sufficient data, affirmative.

BEVERLY
Computer, access family records,
Beverly Crusher. Scan visual records
for necessary data.

ENTERPRISE'S COMPUTER VOICE
Accessing records and processing
data.

(a beat)
Data processed, simulation ready.

BEVERLY
Start program.

56 INT. BEVERLY AND JACK'S HOME - LIVING ROOM

56

THE IMAGE OF JACK AND THE BLACK WALLS OF THE
HOLODECK ARE REPLACED BY BEVERLY AND JACK'S LIVING
ROOM. Before Beverly is a COUCH AND COFFEE TABLE,
TOWARD THE BACK OF THE ROOM CAN BE SEEN A KITCHEN
AREA. TO HER LEFT THE WALL IS ONE LARGE WINDOW. TO
HER RIGHT AND AGAINST WALL IS AN ENTERTAINMENT
CENTER AND A LARGE POTTED PLANT.

(CONTINUED)

56 CONTINUED: 56

THERE IS ALSO A DOORWAY LEADING TO A HALLWAY. Beverly stands still for a moment, just taking it all in. She then moves toward the COFFEE TABLE, and touches a picture of HER AND JACK. She moves past the TABLE AND COUCH, AND LOOKS OUT THE LARGE WINDOW. Her reverie is broken by the sound of a CRYING BABY. She is puzzled, but turns and enters the HALLWAY.

57 INT. BEVERLY AND JACK'S HOME - CRIB ROOM 57

Beverly walks a short way down the HALLWAY, and stops at the DOORWAY TO THE CRIB ROOM. JACK IS STANDING WITH HIS BACK TO BEVERLY AND HE IS LOOKING INTO THE CRIB WHICH IS IN THE FAR CORNER OF THE ROOM. Jack hears Beverly and looking over his shoulder at her,

JACK
Bev, come look.

Beverly walks up to the CRIB, and standing next Jack, looks into the CRIB.

58 ANGLE ON BABY IN THE CRIB 58

A small dark haired baby lays in the CRIB.

59 ANGLE ON BEVERLY AND JACK 59

Jack puts his arm around Beverly and,

JACK
He's so beautiful.

BEVERLY
You would be so proud of Wesley.

Jack looks at Beverly askance and,

JACK
What do you mean "would be?" I already am proud of him.

Beverly looks at Jack and smiles half-heartedly, and then back down at the baby.

(CONTINUED)

60 INT. BEVERLY AND JACK'S HOME - CRIB ROOM 60

Jack turns and walks to the WALL NEAR THE DOORWAY AND PICKS UP AN OVER-THE-SHOULDER BAG FROM THE FLOOR. Turning back to Beverly,

JACK
See me to the door?

Beverly turns to face him, somewhat confused.

BEVERLY
To the door?

JACK
Hon, you know today is the last day of my leave. I have to report back to the Stargazer in less than two hours.

Beverly realizes this is the last time she saw Jack - he did not return from this mission.

BEVERLY
(resignedly)
Of course.

Beverly walks up to Jack, and he puts his arm around her as they leave the CRIB ROOM.

61 INT. BEVERLY AND JACK'S HOME - LIVING ROOM 61

Beverly and Jack walk through the LIVING ROOM to the FRONT DOOR. Jack opens the DOOR, but then takes Beverly in his arms one last time. They kiss almost chastely, and Jack walks through THE FRONT DOOR as Beverly leans against it, holding it open behind him.

62 EXT. BEVERLY AND JACK'S HOME - FRONT YARD 62

Jack turns to face Beverly and,

JACK
(touching his COMMUNICATOR)
Stargazer, this Lieutenant Crusher requesting transport.

(CONTINUED)

62 CONTINUED:

62

UNIDENTIFIED COM VOICE
Lieutenant Crusher, this is the
Stargazer. Prepare for transport.

As the TRANSPORTER EFFECT BEGINS,

JACK
(with a smile)
I love you. See you soon.

63 CLOSE UP ON BEVERLY

63

With a tear in her eyes, Beverly waits for the SOUND OF THE
TRANSPORTER EFFECT TO FADE before,

BEVERLY
Oh Jack, I miss you so much.

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

64 EXT. *veStaHneSwl'a'* VILLAGE 64

The Away Team and the *veStaHneSwl'a'* come to a CLEARING IN THE JUNGLE and into the *veStaHneSwl'a'* VILLAGE. The VILLAGE IS SMALL, made up of no more than a dozen crude buildings and homes all constructed from native materials and a small amount of materials salvaged from the LANDING PAD AND BASE. A few children can be seen, and a few domesticated animals run loose while a few less domesticated-looking animals are penned up. QlIHar leads the Away Team to a building with A PIECE OF GREY METAL PAINTED WITH THE KLINGON EMBLEM MOUNTED OVER THE DOORWAY. THE DOORWAY IS COVERED BY A HEAVY DRAPE. The other *veStaHneSwl'a'* go their own ways.

65 EXT. OUTSIDE THE *veStaHneSwl'a'* COUNCIL ROOM 65

QlIHar stops in front of the DOORWAY and gestures to the Away Team.

QLIHAR

Wait here, I'll inform the council of your presence.

QlIHAR enters the COUNCIL ROOM.

66 NEW ANGLE 66

Riker, Data, and Worf turn to observe the VILLAGE.

RIKER

Data, how many people would you say live in this village?

DATA

I would say no more than thirty or forty adults.

RIKER

Worf, I thought you said these people's goal was to get away from society.

(CONTINUED)

66 CONTINUED: 66

WORF

My father's book said the
veStaHneSwl'a' felt that living within
a society placed too many limitations
upon how they could wage their battle
for honor.

Both Riker and Data are puzzled by Worf's explanation.

DATA

Lieutenant, I do not understand.
Against whom were the
veStaHneSwl'a' battling?

67 CLOSE UP ON WORF 67

WORF

The universe itself, Commander.

68 ANGLE ON RIKER AND DATA 68

RIKER

(shaking his head)
Worf, you've lost me. The universe?

69 ANGLE ON WORF 69

WORF

The Klingon homeworld was not a
hospitable place in our early history.
Everyday survival was a battle against
the elements. The Warrior's Path is
the path every Klingon warrior follows
to find honor in his struggle against an
inhospitable universe.

(a beat)

But life in a civilized society curtails
the ways in which one can find honor
in one's battle against the universe.
One is made dependent on
civilization's amenities and limited by
its laws.

(CONTINUED)

69 CONTINUED: 69

WORF
(continuing)

Living this way was unbearable for the veStaHneSwl'a' so they exiled themselves from the Empire so that they could fight for their honor without the taint of dependence upon society.

70 EXT. OUTSIDE THE veStaHneSwl'a' COUNCIL ROOM 70

Data is about to ask a question when QlIHar pulls the DRAPE COVERING THE DOORWAY OPEN and,

QLIHAR
Come, the Council will see you now.

Riker turns, and leads Data and Worf through the DOORWAY.

71 INT. veStaHneSwl'a' COUNCIL ROOM 71

The COUNCIL ROOM is large, maybe ten meters on a side, not very well lit, the only light coming from a few covered censers in the corners. Along the far wall there a five chairs, all taken except for the second from the left. Qa'vaHk, the Council Leader, sits in the center chair and is an impressive, grey haired Klingon. For all that he appears to be in his mid- to late-eighties, he is in excellent physical condition. QlIHar brings Riker, Data, and Worf to stand a few meters before the Council. QlIHar stands just in front of them, between them and the Council. QlIHar gestures to the Council and,

QLIHAR
This is the Council of the veStaHneSwl'a'.

RIKER
I am Commander Riker of the Federation vessel, U.S.S. Enterprise. This is Lieutenant Commander Data and Lieutenant Worf. We detected your life readings from orbit during a survey mission of this system, and have come to offer you whatever aid we can, or transport back to the Empire.

(CONTINUED)

72 ANGLE ON QA'VAHK

72

Qa'vaHk listens carefully, and then after a moment,

QA'VAHK

(to Worf)

How is it a Klingon comes to wear a Federation uniform?

Worf looks to Riker for permission to answer, and Riker simply nods.

WORF

The Klingon settlement on Qitamar was massacred by Romulans. I was the sole survivor and was rescued by a Federation officer. I grew to manhood in his home and joined Starfleet when I came of age.

QA'VAHK

(after a moment)

Tell me about this alliance between the Empire and the Federation.

WORF

After we lost the war to the Federation in 2392, our people prepared themselves to regain their lost honor. But when the Klingon outpost on Norendra III was attacked by Romulans, a Federation ship responded to their distress signal. The ship was destroyed in the battle to save the outpost. The commander of the Federation ship had known her ship would be destroyed, but still she stayed and fought and died along with her crew and ship. This act of honor persuaded the High Council to ally with the Federation.

QA'VAHK

You say "we" and "our." Are you Klingon or Terran?

(CONTINUED)

73 ANGLE ON WORF

73

Worf hesitates before answering, considering his state of discommodation.

WORF

I am without a people. I have accepted discommodation before the High Council.

This gives rise to a few raised eyebrows on the Council's part, but nothing as outraged as Worf had expected. After a moment,

QA'VAHK

Very well. We must consider what we have heard. Wait outside.

Riker considers saying something for a moment, but turns and leads Data and Worf out of the COUNCIL ROOM.

74 EXT. OUTSIDE THE *veStaHneSwl'a* COUNCIL ROOM

74

Riker isn't happy with the cool reception they received from the Council. After looking around the VILLAGE for a moment,

RIKER

Worf, what was your impression of the Council's reaction to us?

WORF

Hard to tell.

DATA

Commander, I did not perceive any hostility.
Riker looks at Data for a moment.

RIKER

I don't know, Data.
(a beat)
How far is the shuttle from here?

DATA

By the path we took, 1.2 kilometers.

(CONTINUED)

74 CONTINUED:

74

RIKER

Very well. Depending on the Council's decision, we may have to escape and try to get back to the shuttle.

WORF

(explosively)

Hah! These are veStaHneSwl'a! We would stand no chance of making it back to the shuttle.

DATA

Commander, I am afraid I must agree with Lieutenant Worf.
Riker is surprised by Data's statement.

RIKER

In any case, we may have to try.

75 NEW ANGLE

75

THE DRAPE COVERING THE DOORWAY PARTS and QlIHar holds it open as,

QLIHAR

Come, we have reached our decision. He holds the drape for Riker, Data, and Worf as they re-enter the COUNCIL ROOM.

76 INT. MAIN BRIDGE

76

Geordi comes onto the MAIN BRIDGE from the AFT TURBOLIFT. As he rounds the SECURITY RAIL, Picard comes to his feet. When Geordi comes up to him,

PICARD

Commander LaForge, have you figured out some way to penetrate the borealis interference?

(CONTINUED)

76 CONTINUED:

76

GEORDI

No sir. But what we really want to do is be able to communicate with the away team, right?

PICARD

That would be ideal, but I didn't think the away team's communicators had the power to get through the interference.

GEORDI

They don't, but I think I've found away around that problem. We should be able to channel their communicators' signals through the shuttle's transmitter which does have the power.

PICARD

Excellent. Make it so.

Geordi turns and walks around the SECURITY RAILING and up to the ENGINEERING SUB-STATION. Picard follows him.

77 ANGLE ON THE ENGINEERING SUB-STATION

77

Geordi touches the BOARD and,

GEORDI

Computer, establish inter-ship communications between this station and the shuttlecraft and slave it's computer to this station.

THE GRAPHICS ON THE DISPLAY SCREEN CHANGE and,

ENTERPRISE'S COMPUTER VOICE
Connection established.
Shuttlecraft's computer now slaved to this station.

GEORDI

There we go.

(CONTINUED)

78 ANGLE ON GEORDI AND PICARD

78

Geordi studies the BOARD for moment.

GEORDI

Shuttle systems all seem to be operating normally, but the shuttle's auto-defenses have been activated.

(continuing)

And someone's tried to tamper with the shuttle!

Picard is obviously concerned as,

PICARD

Enterprise to away team, come in!

79 INT. veStaHneSwI'a' COUNCIL ROOM

79

QIIHar leads the Away Team back before the Council, but instead of remaining between them and the Council, he takes THE ONE EMPTY COUNCIL CHAIR TO QA'VAHK'S RIGHT.

QA'VAHK

We have reached our decision. QIIHar has spoken of your honor when the young ones attacked on the path. You are men of honor, whether you be Klingon or not. We will accept whatever aid you might offer, but for myself, I have no wish to return to an Empire that has lost it's heart. However, any who wish to go with you are free to do so. We can find a place for you to sleep here tonight.

RIKER

Sir, we are several hours late checking in with our ship, and we must return to our shuttlecraft to contact our ship. We also have medical supplies for you in our shuttlecraft.

(CONTINUED)

79 CONTINUED:

79

QA'VAHK

The forest is dangerous after dark, but as many veStaHneSwl'a' will go with you as are necessary to ensure you get safely to your shuttlecraft.

QIIHar stands and,

QLIHAR

I will see to it.
(to the Away Team)
Come.

QIIHar is about to lead the Away Team out of the COUNCIL ROOM when,

QA'VAHK

Worf, I would speak with you.

QIIHar and the Away Team turn back to Qa'vaHk.

WORF

I am chief of security. If there is danger, it is my duty to face it.

Qa'vaHk smiles at this but,

QA'VAHK

The veStaHneSwl'a' are intimately familiar with the dangers of the forest. No harm shall come to your comrades while they are with veStaHneSwl'a'. Worf is about to object when,

RIKER

(cutting Worf off)
Lieutenant, it's all right. We...

Everyone is surprised when Riker is cut off by,

PICARD'S COM VOICE

Enterprise to away team, come in!

(CONTINUED)

80 ANGLE ON RIKER

80

Riker quickly touches his COMMUNICATOR and,

RIKER

Enterprise, this is Riker.

PICARD'S COM VOICE

Number One, what is your status? Is there a problem?

RIKER

No sir. We were just about to return to the shuttle to report in. We have contacted the Klingons, and they have accepted our offer of aid. Sir, I didn't think the communicators...

PICARD'S COM VOICE

(cutting Riker off)

When you were late checking in, I had Geordi improvise. He's routing communications through the shuttle's transmitter.

RIKER

Of course! Captain, it's after dark here, and evidently it's dangerous to travel at night. We're in the Klingon's village, and if you have no objection, we'll stay the night here, and return to the ship in the morning.

PICARD'S COM VOICE

Of course, Number One. Geordi will leave this channel open in case you need to contact us.

RIKER

Aye sir. Riker out.

(CONTINUED)

81 INT. veStaHneSwI'a' COUNCIL ROOM

81

After touching his COMMUNICATOR, Riker takes a step toward Qa'vaHk and,

RIKER

Sir, if that offer of beds is still open...

QA'VAHK

(laughing)

Of course, of course.

82 ANGLE ON PICARD AND GEORDI

82

Picard is quite satisfied as he puts his hand on Geordi's shoulder and,

PICARD

Excellent job, Geordi.

Picard's expression grows serious though and,

PICARD

Let's hope I do as good a job at what I have to do now.

On Picard's expression WE:

FADE OUT.

END OF ACT FOUR

ACT FIVE

FADE IN:

83 INT. *veStaHneSwl'a'* COUNCIL ROOM

83

The Council members except for Qa'vaHk are out of their chairs and are leaving the COUNCIL ROOM. QIIHar walks up to Riker and Data and,

QLIHAR

Come, you can stay the night in my home.

(to Worf)

You can join us later, if you wish.

Riker and Data follow QIIHar as he exits the COUNCIL ROOM.

84 ANGLE ON QA'VAHK

84

Qa'vaHk stands up from his chair, but when he does it is obvious he is not in as good shape as it first appeared. He walks with a bad limp, and at Worf's look of open surprise,

QA'VAHK

Yes, I must now battle even my own body. Ah, but it's not too bad for a man over a hundred years old, eh?

Worf's surprise is doubled.

QA'VAHK

That's right, I have been here for over sixty years, since even before the war.

As Qa'vaHk moves toward the urn in the corner,

QA'VAHK

(wistfully)

Ah, perhaps if I had not been so impatient, so disgusted with the High Command, perhaps the Raver and I might have found glory in that war.

WORF

(very surprised)

You commanded the Raver?

(CONTINUED)

84 CONTINUED:

84

QA'VAHK

At one time.

WORF

The Raver and its Captain single-handedly won the Battle of Tri-Anguli II during the war.

Qa'vaHk reaches the urn and puts it out. He turns to Worf and,

QA'VAHK

Even that little light is painful to my old eyes now.

Worf watches Qa'vaHk return to his chair, and painfully sit down.

QA'VAHK

Ah, that is better. Tell me, Worf, has a pup such as yourself come to recognize the perversity of the universe yet?

WORF

(puzzled)

Perversity?

QA'VAHK

You seem a man of honor to me, and yet you say you have accepted discommodation. Why?

WORF

(reluctantly)

My father was accused of giving the planetary defense codes to the Romulans just before they attacked Qitamar, allowing them to decimate the colony. In fact another's father was guilty. But his family is powerful. To avoid throwing the Empire into civil war by forcing the traitor's son to acknowledge his father's crime, I accepted discommodation.

(CONTINUED)

84 CONTINUED: (2)

84

QA'VAHK

But what of your family's honor?

WORF

I have since killed the traitor's son.

QA'VAHK

But his family is still powerful, and you refuse to start a civil war by challenging them openly?

WORF

Yes.

85 ANGLE ON QA'VAHK

85

QA'VAHK

(thoughtfully)

Yes. You see, even one as young as you sees how perverse the universe is.

(a beat)

Worf, I grew tired of the politics and intrigues of Command. Lesser men, cowardly men, they seek honor by scheming in shadows. I grew weary of dealing with such men. So I resigned my command and pursued veSwl'He, the Path of the Warrior, in solitude. I soon achieved veStaHneSwl'a' and came here to seek honor in untainted battle against the universe. Untainted by lesser men and their schemes.

Qa'vaHk's face takes on a far-away look as he contemplates old memories.

QA'VAHK

I came here to escape civilization, but even by the time I arrived, the veStaHneSwl'a' who had come here for over two hundred years had begun to civilize themselves.

(CONTINUED)

85 CONTINUED:

85

QA'VAHK
(continuing)

Men and women grow old. Women have children. It makes sense to store food away in time of plenty against the chance of drought or need.

(with irony)

So what have we done, we veStaHneSwl'a'? We who turned our backs on the Empire so we could win our honor against the universe, untainted by the luxuries of civilization? But of course, we recreate the civilization the best we can!

(a beat)

Indeed, the universe is a perverse place.

Qa'vaHk begins to cough, a hacking, painful cough. When the fit passes,

QA'VAHK
(with some sarcasm)

So Worf, tell me about the glorious Empire.

86 INT. CORRIDOR OUTSIDE BEVERLY'S QUARTERS

86

Picard walks up to the DOOR TO BEVERLY'S QUARTERS AND TOUCHES THE DOOR CHIME NEXT TO THE DOOR. PICARD IS CLEARLY NERVOUS.

BEVERLY'S COM VOICE
(wearily)

Yes?

PICARD

Doctor...

(a beat)

Beverly, it's Jean-Luc. May I come in?

(CONTINUED)

86 CONTINUED:

86

It takes Beverly a moment to respond.

BEVERLY'S COM VOICE

I'm sorry, Jean-Luc. Can it wait? I'm not feeling well just now.

Picard doesn't know what to do. An inspiration seems to come to him and,

PICARD

Doctor, we've just gotten word from the Away Team.

Leaving it at that, Picard waits. The DOOR QUICKLY OPENS and Beverly, who has clearly been crying demands,

BEVERLY

Is there a problem? Are they all right?

PICARD

I thought that might get you to open the door. They're fine, Doctor. They've contacted the Klingons and are staying the night in their village. They'll be returning to the ship in the morning.

(a beat)

You do not look all right. Please, may I come in?

PICARD

I'd hate to make that an order.

Beverly eyes widen and,

BEVERLY

You would, wouldn't you?

PICARD

In this case, I'm afraid so.

Beverly hesitates a moment, but then simply stands aside.

(CONTINUED)

87 INT. BEVERLY'S QUARTERS

87

Picard walks past Beverly and turns to face her. She takes a step away from the DOOR WHICH THEN CLOSES. She wipes her eyes and,

BEVERLY

I suppose Deanna sent you.

PICARD

She told me she you might like to talk. But even if she hadn't, it would've been inexcusable for me not to come by.

(a beat)

As it is, it is inexcusable that she had to remind me what today was. For that I apologize.

Beverly tries to keep a good front as she walks past Picard and,

BEVERLY

It's quite all right, Jean-Luc. I'm fine and you have more important things on your mind.

PICARD

No, Beverly. It's not all right, and I don't think you're fine.

PICARD

I know it must be hard without Wesley here to share your pain. Beverly, I've known you since Jack introduced us before Wesley was even born. The hardest thing I've had to do was come to you with the news of Jack's death.

Beverly struggles to hold back the tears, but to no avail. She sobs once and,

BEVERLY

Jean-Luc, I didn't realize how much I missed him until Wesley wasn't here.

(CONTINUED)

87 CONTINUED:

87

As Picard reaches to put his hand on her shoulder, Beverly all but collapses into his arms and buries her face in his shoulder. As Picard puts his arms around her,

PICARD

That's it, let it out.

88 INT. veStaHneSwl'a' COUNCIL ROOM

88

Worf is now sitting next to Qa'vaHk in a chair turned so that they face one another.

QA'VAHK

So they really did it, did they? They eliminated all records of the veStaHneSwl'a' from the Warrior's Path? I suppose I can't really blame them.

WORF

But veStaHneSwl'a' is the epitome of what it means to be Klingon.

QA'VAHK

Worf, the veStaHneSwl'a' always understood the individual who fights for personal honor above all else would be disruptive to society. And of course society would always seek to limit such an individual, so the veStaHneSwl'a' have always separated themselves from society.

(a beat)

The High Council must have understood that for an alliance with the Federation to succeed, the honor of the Empire had to become more important than the honor of the individual. What it meant to be the ideal Klingon had to change. So they excised the veStaHneSwl'a' from the Warrior's Path.

(a beat)

No my young friend, it was the only way.

(CONTINUED)

88 CONTINUED: 88

Qa'vaHk labors himself to his feet. Worf stands as well.

QA'VAHK

I grow tired early these days. I think I am about to finally leave this world.

Qa'vaHk looks Worf in the eye, and then puts his hands on Worf's shoulders.

QA'VAHK

My comfort is that I depart in honor, for I am veStaHneSwl'a'. Worf, you also are a man of honor. I cannot say whether this new Empire is a good thing or not. But if you feel it is, then your acceptance of discommodation is worthy of the veStaHneSwl'a'.

The gleam in Worf's eye is that of a man unexpectedly redeemed.

89 INT. BEVERLY'S QUARTERS 89

Picard and Beverly now sit in ARM CHAIRS next to a COFFEE TABLE. Beverly has cried herself out, but still dabs a handkerchief at her eyes and nose.

BEVERLY

For weeks after you came with the news, I just couldn't believe that Jack was really gone. But he was.

90 ANGLE ON BEVERLY 90

BEVERLY

(a beat)

As the years passed, and Wesley grew older, even though he'd never really known Jack, he seemed to inherit so many of Jack's traits. After a while, I began to feel like I hadn't lost Jack after all. And when this day rolled around every year, I always had Wesley.

(CONTINUED)

90 CONTINUED:

90

BEVERLY

(continuing after a beat)

Even last year when I was at Star Fleet Medical, Wesley took his leave so we could be together on the anniversary of Jack's death. But this year I realized I wouldn't always have Wesley around on this day, and that I'd better learn to deal with it on my own.

Picard and Beverly sit for a moment in silence.

91 INT. BEVERLY'S QUARTER'S

91

PICARD

I don't have Deanna's training or powers, but I think you may be forcing yourself to do something you're not ready for yet. You and Wesley may not be able to be together today, but you could call him at the Academy. Who knows, maybe he wants to talk to you just as badly you want him here, but fears to make it worse for you by calling himself.

Beverly looks at Picard for a moment.

BEVERLY

I don't know, Jean-Luc.

(a beat)

Maybe you're right. Maybe I should call him. I don't know.

Beverly reaches out and takes Picard's hand.

BEVERLY

Jean-Luc, thank you for coming. I feel much better, but I think I'd like to be alone now.

Picard stands, and so does Beverly.

(CONTINUED)

91 CONTINUED:

91

PICARD

Of course. But please, consider
calling Wesley.

BEVERLY

I will. Thank you, Jean-Luc.

Beverly gives him a hug, and Picard turns and leaves. Beverly
watches him do so, and then reaches down and picks up a
PICTURE OF WESLEY OFF THE COFFEE TABLE.

92 NEW ANGLE

92

Beverly puts the picture down, and walks over to a COMPANEL
NEXT TO HER ENTERTAINMENT CENTER. She touches the
COMPANEL and,

BEVERLY

Computer, get me Cadet Wesley
Crusher, Star Fleet Academy, Earth.

On her expression, WE:

FADE OUT.

END OF ACT FIVE

THE END