



"All Roads Lead To..."
1.04

Written By
Joshua Legg

"Star Trek" and all related products are the sole property of Paramount Pictures.
"Avalon" is a nonprofit fiction project. No copyright infringement intended.

TEASER

FADE IN.

EXT. PROVIDENCE 4 -- STREET

Our first glimpse of this peaceful world is through an old wooden cart peddled along by an old human man with a crude metal arm.

FISH MAN

Fresh fish from the stream! Caught
'em this mornin' myself! Buy 'em
before they rot!

A young woman approaches the fish man and grabs a large specimen.

FISH GIRL

How much for this one?

Fish man smiles broadly.

FISH MAN

Why, for such a pretty young thing,
only... ten pieces?

She smiles warmly and reaches for a money purse.
Unfortunately, her expression quickly sours.

FISH GIRL

Oh no! I only have six. Is there
anything here I could get? I have
to feed my family tonight...

Fish man's expression sours at the news as well, but staring
into the woman's eyes softens him eventually.

FISH MAN

Tell you what... take that fish now
and give me the ten when you can.
Is that all right?

Fish girl's eyes widen.

FISH GIRL

Thank you so much!

Just as the young lady moves off; just as we think this is a
normal scene on any normal planet...

ZORIN (O.S.)

MOVE!

Suddenly, the familiar trio of ZORIN, SIREN and ISAAC suddenly burst onto the scene, firing their old fashioned projectile weapons behind them. Several bullets ricochet wildly.

The massive Hirogen male simply SMASHES into and through the fish cart, sending the meat flying in all directions. Some of it lands on Isaac, who we can now tell is sporting a nasty new head wound.

ISAAC

Dammit, keep this shit off me!

The doctor doesn't skip a beat, however, and shoots behind him several more times.

ZORIN

Try to catch some and cook it for your next meal.

SIREN

Try our last meal if you don't DUCK!

Siren appears behind the males and SHOVES them to the ground. Immediately overhead several bullets fly in their direction.

ZORIN

Thanks.

By now, the shock has finally worn off on the people in the street. Already several people are screaming while others begin to run around in pure panic.

ISAAC

Why do they run? Why do civvies ALWAYS have to run?

ZORIN

Just to piss you off. Now come on!

All three are on their feet instantly, firing wildly back as they try to move forward, though that is now muddled by the panicked populace.

SIREN

The entire population must be in this one damn street!

ISAAC

Well, it was YOUR idea we land here during their massive fish celebration.

SIREN

I thought it would give us some cover!

ISAAC

Yeah, some cover it got us.

ZORIN

Shut up!

Zorin grunts loudly as an enemy bullet strikes his armored shoulder. Black hydrogen blood oozes from the wound.

In anger, Zorin takes careful aim as well as he can while moving and shoots someone directly off screen.

SIREN

Good shot!

ZORIN

He deserved it.

As the two run, the street gets considerably less crowded, especially as they near its end. Bullets fly everywhere around them.

Right into a dead end.

ISAAC

Oh, BRILLIANT MOVE, Zorin!

The three finally run into the end of the street, their progress now stopped by a massive red brick wall.

ZORIN

This wasn't here last time. They must have remodeled in our absence.

ISAAC

Remind me to complain to the city planning authority.

Their backs to the wall, the trio begin shooting like mad at their still unseen opponents.

Very quickly, all three of their projectile weapons lose their ammunition.

SIREN

I'm out of shells!

ISAAC

Same!

In desperation, Isaac throws his gun into the still unknown enemies. Siren holds her hands before her and unleashes her tendrils. Her victim's screams are unearthly. Isaac holds his hands up in a semi kung-fu style.

Finally, Zorin loses his bullets.

ZORIN
Fine! Stop fighting!

Siren hops to the order, retracting her bloodstained tendrils.

VOICE
So you finally come to your senses.

We finally turn around to see who is chasing our semi-heroes.

At least twenty heavily armed Cultists, their red robes moving quickly in the wind.

ISAAC
(quietly)
Next time, I choose the world we stop on.

SIREN
I don't think there'll be a next time.

The cult leader steps before the trio.

LEADER
What gave you the will to set foot on holy ground? The Prophet himself blackmarked all of you, which gives us the unpleasant duty of ending your blasphemous lives.

ISAAC
I swear every cultist in the galaxy talks like this. Must be some kind of disease of the brain.

LEADER
Speak your vulgarities as long as you can. Whatever gives you comfort before you face His judgment.

The leader raises his right arm, prompting the rest of the cultists to line up in a firing squad. His dropped fist causes them to take aim.

LEADER
Maybe you will learn your lessons in the next life.

The scene stands still.

ISAAC
Zorin?

ZORIN
Yeah?

ISAAC
Zorin, when you die, can I kick
your ass in hell for bringing me to
this?

Before he can respond-

LEADER
FIR-

And before he can complete his order-

The Avalon herself suddenly appears over the street, her powerful engines blowing wind in all directions! Some cultists are thrown to the ground while others barely keep their footing.

ZORIN
I'll be damned.

The Avalon slides downward, her bulk still barely larger than the alley itself. Several wooden and concrete structures are crushed.

But the ship's underside ramp quickly descends.

ZORIN
Move!

The trio try to run forward, but the wind created by the Avalon is almost too much. Siren has to hold onto Zorin to keep from flying off.

LEADER
No! You must face your punishment!

Zorin looks to his side and punches the leader's lights out. He floats away lazily.

ZORIN
Shut up.

Eventually, all three make it onto the ramp.

INT. AVALON -- BAY RAMP

And greeting them is nobody other than THOMAS HATCH. He presses an unseen button to begin the ramp's closing sequence.

HATCH
So, how did it go?

Siren and Zorin move away indifferently. Isaac steps in front of the shorter man.

ISAAC
Next time, I choose where we sell a shuttle, all right?

Isaac moves off, moving his jaw around to pop his ears.

As he moves off, Hatch shrugs and walks to his shuttle at the other end of the bay, whistling some tuneless song. As has been hinted at, Chala's craft is noticeably absent.

FADE OUT.

End of Teaser

ACT ONE

FADE IN:

INT. AVALON -- BRIDGE

The small bridge of the Avalon is occupied by SHERA and ADELE, both women huddled around the helm console chatting excitedly.

ADELE

Like I said, their robes are quite vulnerable to the winds of thruster exhaust.

SHERA

That's... amazing! I'd have never imagined that.

ADELE

I doubt it will work here again, however. More strategic minds are most likely developing new robes for their followers.

SHERA

Yeah, even I know it's nuts to fight in dresses like that.

Adele isn't amused.

ADELE

If you knew anything about those who revere the Prophet, you would know the simplest of garments are what he commands us to wear, both for practicality and function.

SHERA

But you just said they're changing things.

ADELE

Don't remind me...

Zorin enters quickly, slightly short of breath. Siren is close on his heels.

ZORIN

Take us out of here, fast as you can push us.

SHERA

Got it.

Zorin sits while Siren waits for Shera to complete her work and move.

ADELE

I trust you got what we came for,
despite the... difficulties?

Zorin reaches into a pocket and withdraws a small piece of paper.

ADELE

I see. Then our next move is obvious.

Shera stands and walks up to Adele.

SHERA

What's going on?

ADELE

Twenty hours ago, I used my contact on Providence Four to learn of a private facility used by those in top power among those I used to be affiliated wi-

SHERA

Top Cult guys?

ADELE

(eyes roll)

Yes.

SHERA

So you want to use us to barge in and see what we can find, hopefully to see if you can bring them down?

ADELE

Yes.

SHERA

Cool.

Zorin puts the paper away.

ZORIN

And we get to collect and sell whatever objects of value we might find.

(beat, grim)

Should the information be accurate.

ADELE

I assure you it is.

Zorin looks even grimmer as Siren pilots the ship out of orbit.

INT. AVALON -- SICKBAY

Isaac stands in front of a large mirror, applying a pink salve to the wound atop his head. Whatever it is, where he touches it to his skin, the healing process us sped up to a speed almost like the devices and techno gadgets of ages past.

A young man lies face up on the only bed in the sickbay, his neck scarred by a burn that can only be described as nasty to the extreme.

ISAAC

You know, if you'd keep your fuckin' hands off the power systems, you'd stop burning yourself and taking my medicine.

The man moans after the speech. Isaac slowly wipes the remaining blood and salve from his head, leaving only a small bald spot in his hair. He grunts in frustration.

ISAAC

Just keep sitting there.

(falsetto voice)

The doctor will see you in a moment.

Isaac goes to a cabinet behind a privacy curtain and jumbles around a bit. Eventually, he comes back out with a bandage and a bottle of regular green gel.

Not very gently, he slaps the gel onto the man's burn, causing him to squirm in unbearable pain.

ISAAC

Quit yer movin' or I'll just put this on your healthy skin and forget about this burn.

With supreme effort, the man stops and lets Isaac do his work.

It only takes a minute before Isaac put the bandage on the burn and shoves the guy to his feet.

ISAAC

There, happy birthday. Now get out of here.

Whimpering in much reduced pain, the man runs off. Isaac looks at his burn gel at eye level. It's about half full.

ISAAC
Gonna have to replace this soon.
Stop burning yourselves, idiots!

HATCH (O.S.)
Geez, I'll have to stop making my
famous grilled cheese, then.

Isaac puts the gel down to look at Hatch, who is standing next to the bed.

ISAAC
What do you want?

HATCH
Nothin' much. I just heard from
Carlise that you had something for
her and asked if I get it.

Isaac looks blank for a moment before realizing what Hatch means.

ISAAC
Oh, yeah, that rabbit junk drug
girl wanted. So you've been
promoted from janitor to delivery
boy, huh?

HATCH
Just gimme the stuff and I'll be
out of here, okay?

ISAAC
Whatever.
(points)
It's in that drawer. Get it and get
out.

Hatch quickly moves to where Isaac pointed and grabs a bottle full of what looks like tiny pieces of dried meat. He leaves just as fast.

Unfortunately, as Hatch reaches the door, the ship suddenly LURCHES forward as if smashed from behind!

ISAAC
The FUCK was that!?

EXT. SPACE

The Avalon flies at warp, seemingly alone in space. For a moment, we see a flash of light in the extreme distance but it quickly fades.

But not for long. From the behind our lead ship comes the unmistakable flash of a disrupter!

The Avalon takes the impact hard, nearly flipping over as the energy blast impacts her hull. Avalon's massive impulse engines flicker in strain.

INT. AVALON -- BRIDGE

There is chaos abound.

ZORIN
What was that?!

SHERA
Were we hit?

SIREN
Didn't feel like a missile. Did we attract an asteroid?

Ava comes in loudly.

AVA
OWowowow!! OWCH!! We're hit!
Something zapped the engines!
Where's Azel?

ZORIN
Evasive!

Siren goes mad on the console, turning the ship in several sickening maneuvers at once.

SIREN
She's sluggish, Zorin. I don't know if we can get away.

AVA
OF COURSE I'M SLUGGISH! You'd be, too, if you were slapped in the leg with a disrupter!

ZORIN
Are there any planets nearby?
Something to run to?

Shera moves to her console and checks for but a moment. The mood is tense, everyone prepared for a second burst.

SHERA
Yeah, one world just ten light years away. But it's-

ZORIN

Do it!

EXT. SPACE

Avalon leaps forward, going into warp with every ounce of power she has. With her damage, however, she leaves a plasma trail that glows even in normal space, pointing in the very direction of her destination.

And something invisible seems to fly through that trail, dissipating it into nothingness.

EXT. ORBIT OF ICE WORLD

Avalon reverts to sublight speed just over a world that sparkles a pure white light, giving the overall look something like a sparkling diamond in space. There are little or no clouds in the sky, allowing the observer to see every bit of detail of this sparkling gem... which isn't much at all.

Next to this jewel, the Avalon almost seems like an impure pollutant, not worthy enough to grace this world's surface at all.

But, of course, the ship ignores this look and plows through the world's surprisingly thick atmosphere to land.

INT. AVALON -- BRIDGE

Everyone is staring at SHERA, waiting for her analysis of the world before they land.

SHERA

Just like I thought. It's all ice. Everything's being bounced back at me so I can't say much beyond that.

ZORIN

Can you at least give us landing coordinates?

SHERA

(emphasis)

All. Ice.

Zorin grunts and turns to Siren.

ZORIN

Pick a place and land.

SIREN

I'll try to find some cover.

Zorin goes to Shera's console and presses an unseen button.

ZORIN

Zorin to Azel. Prepare for a cold
shutdown immediately upon landing.

There isn't a reply.

SHERA

Heh. "Cold" shutdown.

Only Siren smiles at the humor.

EXT. ORBIT OF ICE WORLD

Avalon does a fancy loop before descending into the planet's atmosphere, going just fast enough to heat her hull but yet not enough to turn her into a blazing meteor.

We follow her down to:

EXT. ICE WORLD

The ship slowly descends, her blackened hull a perfect contrast to the pure white surface and beautiful blue sky. One notable thing about this landscape is the utter lack of detail. It's perfectly flat for as far as the eye can see and even farther.

Avalon slowly extends her landing pads, descending the last few meters slowly and extremely carefully. Her landing jets melt a few inches of ice, but the extreme cold of the surface immediately re-freezes it.

She touches down extremely tenderly, not even causing a single trace of damage to the surface. Quickly, every engine on the ship goes dark.

In the sudden and total silence, everything looks extremely perfect.

INT. AVALON -- BRIEFING ROOM

The entire cast, save Adele, is jammed into the small room with the big table, still holding Zorin's fist-sized hole.

AZEL

We didn't take much damage at all.
What really got us was the location
of the shot. It was exactly over
engineering, which disrupted a
whole mess of systems.

SIREN

Whoever they were, they must've had awesome targeting scanners to hit us there.

ZORIN

We're lucky they didn't target the bridge, then.

(to Azel)

What is the estimate of repairs?

AZEL

Depending on what I can find around here, probably a day or two. And that's just to get the engines back to top condition. It'll take longer for the rest of the systems.

Everyone nods, knowing their fate.

HATCH

So I guess the new question is who the hell hit us so bad?

AVA

I haven't seen a single disrupter since Tom here brought me back.

SHERA

Me and Azel have only heard of disrupters from some of the ship captains we were aboard. Some even had really old power cases. And I mean OLD.

ISAAC

No one on Jushai had anything like that.

ZORIN

My ancestors a century ago used disrupters on their ships to hunt. But I haven't seen one since the last manufacturing plant was raided by the Cult.

Siren suddenly turns to Hatch.

SIREN

This is going to sound odd, Hatch, but... did you...?

She trails off, embarrassed.

HATCH
Sorry? I wasn't listening.

AZEL
Were there disrupters... where
you're from?

Hatch smiles coyly.

HATCH
So you believe me? Is that it?

ZORIN
No. But what you think you remember
may be of assistance.

Hatch sighs in disappointment.

HATCH
Well, the Federation really didn't
use disrupters as far as I can tell.
Only really desperate people like
pirates and other species used them.

SHERA
Like who?

HATCH
Well, there were the Romulans,
Klingons, Lyrans, uh...
(long beat)
Oh, and Lysians used them too.

ISAAC
You made those up.

HATCH
(indignant)
I did not!

ISAAC
"Romulan"? What the hell kind of
name for a species is that? Sounds
like something from a human myth.

HATCH
I'm not kidding. You asked a
question, I answered.

ISAAC
All you did was prove you're more
insane than I thought. Maybe we
should just dump you in a loony bin
and keep-

ZORIN

Shut up, both of you!

(beat)

I remember my father saying something long ago about that race... Klingons. He said they were the ultimate prey in the last days of the hunt, killing more hunters than any other species in the galaxy.

HATCH

Uh... what happened to them?

ZORIN

We eventually exterminated them. Every last man, woman and child.

Hatch is taken aback.

HATCH

Fucking messed up universe...

Hatch slumps his shoulders and sits with his head down as the conference continues silently.

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

EXT. ICE WORLD

Avalon rests in the middle of a powerful blizzard, wind and ice buffeting her with deadly force. Already several ice crystals dangle off her missile launchers and underside, some of the larger ones already touching the cold ground.

INT. AVALON -- ENGINE ROOM

Azel, Siren and Hatch are huddled around the warp sphere, not really talking or doing anything vital. The only real thing of note is their breaths are easily visible in the cold air.

HATCH

Oh yeah, Azel, when were you going to tell us life support was down!?

AZEL

Because it's not down! It's just... uh... frutzy.

HATCH

"Frutzy"?

AZEL

Not quite on the fritz... but close. Look, I told you I don't know all the damn technical terms. I just know what goes where!

Siren moves her hands from an obscure device to rub them together.

SIREN

Just get it back up before frostbite gets us.

AZEL

Oh don't worry, we'd die of suffocation long before we froze to death thanks to all the people aboard and power... devices...

He trails off when everyone gives him a strong look.

AZEL
 (timidly)
 We could always open a window for a few seconds.

HATCH
 Yeah, I'm sure Zorin would love that.

AZEL
 At least we wouldn't be strapped for ice cubes for a few years.

Siren releases her hands long enough to lightly slap Azel on the shoulder, just in good spirits.

But the fun ends when Isaac strolls in.

ISAAC
 Hey, crazy boy. Zorin wants you at your ship. Now.

Isaac doesn't wait for a reply before striding out.

HATCH
 I'd PAY that guy to open a window...

INT. AVALON -- CARGO BAY

Hatch strolls into the cargo bay casually, nearly closing his eyes in inept ignorance.

But when he opens his eyes, he gasps in cold horror.

The entire cargo bay is full of ice. Not blocks-of-ice full, but large stalactites of ice hang from the ceiling and walls and the entire floor looks more like an ice rink than anything else.

Zorin approaches Hatch carefully, making sure to keep his footing on the slippery surface. Behind him, several nameless crew members and CARLISE pour salt and other ingredients on the floor, creating stable paths to and fro.

ZORIN
 As you can see, we have an opening of sorts letting this weather inside. The... computer believes that whatever weapon hit us caused damage to the bay door, leaving microscopic fractures somewhere outside. If we don't fix it soon, the temperature will drop to the levels outside and kill us all.

HATCH

Oookay. What does this have to do with me?

ZORIN

With the outside temperature too cold to survive, we... need your shuttle to go out and inspect the damage visually.

HATCH

Doesn't sound like a problem. But how are we gonna fix it?

Zorin doesn't skip a beat.

ZORIN

We place our hopes Azel can fix the engines to the point we find a warmer planet before we all freeze. But we need to find the breach before we lift off.

Hatch's face goes white.

HATCH

And... what's our time limit?

Isaac suddenly shows up, completely decked out in cold weather gear clearly meant for military service.

ISAAC

I'd estimate the temperature drop's gonna get us in just a couple'a hours if we don't do nothin'.

HATCH

Two hours, huh? I guess I'll go quick.

Zorin nods and exits the cargo bay, shivering slightly. Hatch follows one of the salt trails directly to his shuttle.

INT. HATCH'S SHUTTLE

Hatch moves to the cockpit, pushing aside some bits of debris and junk out of his seat before taking the controls.

HATCH

M'kay, got the power on...
 (presses buttons)
 Life support... supporting...
 (buttons)
 And sensors doing their thing.

ISAAC (O.S.)
Looks like we're ready to go.

Hatch turns in utter shock. Isaac is standing just outside the cockpit, his arms stuffed with heavy blankets and survival gear.

HATCH
Um... what're you doing here?

ISAAC
Keeping you alive, that's what. Zorin's got some paranoid fear this little shitbox'll fall apart out there and it'll be my job to get us back alive.

HATCH
(sweetly)
Aww, I didn't know you cared so much.

Isaac sits in the opposite seat, squirming at its uncomfortable disrepair.

ISAAC
More like survival instinct. You die, you lose the repair info. I'd rather not freeze to death here or experience decompression out there.

Isaac throws a heavy coat and blanket at Hatch.

ISAAC
Put these on and keep 'em tight. It's gonna get cold.

HATCH
Don't worry, this thing's still got life support, unlike a certain ship that shall remain nameless.

ISAAC
Yeah, well, it's not gonna be enough, idiot. Not under temps like this. Put the damn jacket on and shut up.

HATCH
Okay, okay, mister bossy.

ISAAC
The fuck you just say?

Hatch clams up and goes to work powering the shuttle up.

INT. AVALON -- CARGO BAY

Hatch's shuttle quickly powers up and struggles to pull itself out of the ice. Finally, after much struggle, it pulls free and angles toward the exit ramp.

A single crewman runs to the door controls, skating on the icy parts, and pushes the door control in a rush. He's out of the bay in a flash, closing the exit door with a loud SLAM.

The shuttle points her nose down and slowly slips out of the cargo bay, bumping her roof only once on the way out. She plows through the built up snow and ice easily, escaping into the atmosphere in but a moment.

EXT. ICE WORLD

The Avalon is nearly buried in snow when the shuttle plows free, opening an impressive hole from the underside! She flies in a low arc over the ship, waiting just a few moments for the bay door to close so she can begin her work.

INT. HATCH'S SHUTTLE

Isaac's eyes roll around wildly immediately after the impact with the snow banks.

ISAAC

You sure you know how to fly this thing?

HATCH

Hey, is a state of the art vessel.

(beat)

At least it WAS.

(another beat)

Thirty years before I was born.

ISAAC

Oh, that's comforting. We should have sold this and kept the Molia's...

HATCH

Hey, come on. This baby's got me across four sectors and... several thousand years of time apparently.

ISAAC

I had a kiddie scooter that was in better shape than this.

(tears seat cushions)

And THIS! Who the hell don't get new seats when they look like THIS!?

Isaac throws the torn shreds over his shoulder.

HATCH
If you're going to sit there
insulting my baby, maybe you
should've stayed behind.

ISAAC
Yeah, I should have. This thing
even smells like sh-

Before Isaac can speak, the shuttle LURCHES by the powerful
jolt of weapons fire!

EXT. ICE WORLD

The shuttle flies lazily over the Avalon, making a long loop
in preparation to check out the underside damage.
Unfortunately, as she reaches the top of her loop, a green
blast of energy strikes her nacelle!

At first, the shuttle flies on as normal, but it's only a
second before she just drops like a stone.

INT. HATCH'S SHUTTLE

Hatch is frozen on his controls, not doing much to save the
descent.

ISAAC
Ohfuckohfuckohfuckohfuckohfuck!

HATCH
SHUT UP SO I CAN WORK!

ISAAC
YEAH, SITTING STILL IS GOOD FUCKING
WORK!

HATCH
I'M THINKING!

ISAAC
THINK FASTER!

HATCH
YOU THINK FASTER!

ISAAC
IDIOT!

HATCH
JERK!

Out the windows, the white ground approaches quite rapidly.
Avalon is nowhere in sight.

HATCH

We're going to have to bail!

ISAAC

That's what you thought of!? The hell kind of plan is that!?

HATCH

Can you survive a fall like this?

ISAAC

God damn your logic! But I think you forgot one detail.

HATCH

What's that?

ISAAC

HOW DO WE GET DOWN?

HATCH

Well... actually, it's simple.

ISAAC

Oh?

HATCH

Yeah.

ISAAC

....And it is?

HATCH

I thought you'd figure something out by now.

ISAAC

Oh, you SUCK.

HATCH

Well, we got about thirty seconds to figure out how to get down.

(beat)

Hey, you got a life raft? I saw it in a movie once. This guy, chick and kid were on a plane. And it was falling. And they inflated this life raft and went down the mountain. And she was all like "AAAHHH!!!"

ISAAC
SHUT UP! I don't have a life raft.
Why would I have a life raft?

HATCH
Maybe... a tent?

ISAAC
A tent!? A TENT!?
(beat)
Yeah, I got one.

Isaac lifts an arm-sized package from under the blankets and coats.

HATCH
Can you unfold it like a parachute?

Isaac, for once, forgets his mouth and moves to the hole-slash-door at the side of the shuttle.

ISAAC
Only one way to find out.

Hatch shrugs and goes off after him.

Isaac fumbles with the pack for only a second before it opens. Loudly. In the cramped shuttle.

ISAAC
Shit.

Hatch, sparing no second, runs forward and tackles Isaac out the door, somehow wrapping the opening tent straps around his arms.

ISAAC
Hey, what the hell're you...

Suddenly, both men are out into the cold air, plummeting to the ground meters below the falling shuttle.

EXT. ICE WORLD

Isaac and Hatch fall the rest of the short distance, both of them wrestling to keep the now open tent under them and away from the freezing wind.

ISAAC
Yeah, great plan!

Isaac's breath crystallizes immediately, making cool clouds for but a moment.

HATCH

Yeah, but it's all we got!

There is a short, cold and very windy beat.

ISAAC

Hatch, when we die, I'm literally going to haunt your spirit and kick its ass every night.

HATCH

You know, you're a very up perso-

Hatch can't complete his sentence, for as his last word is uttered, the makeshift tent-slash-parachute slams into the snowy ground hard. The shuttle lands several kilometers away, crashing spectacularly into the snow.

INT. AVALON -- BRIDGE

Zorin and Siren watch the whole scene in horror, every detail visible on the tiny viewscreen. Their breaths are still very easy to discern.

SIREN

Oh no...

ZORIN

Did you see where the attack came from?

Siren merely nods her head no.

ZORIN

We shouldn't have come here. Go and tell Azel we're leaving.

SIREN

But what about Isaac and Hatch?

ZORIN

The lives of the crew are what's important right now. If we stay, we will die.

SIREN

But... maybe they don't see us. Maybe we can look for them.

Zorin grunts in frustration.

ZORIN

The decision is made. We will try to stop these attacks and then return here to find them.

Siren only nods at the order.

SIREN
I'll go tell him now.

EXT. ICE WORLD

Avalon is quite nearly covered with ice and snow now, a white mound on the otherwise flat surface.

Slowly, the rumble of power buildup begins to overtake the constantly rushing wind, growing into a powerful whine of pure energy.

And like a reverse meteor, Avalon rises from the snow and jets into space. Her trail of melted snow and ice freezes immediately, making a really cool looking ice trail.

SLOW DISSOLVE TO:

EXT. ICE WORLD -- LATER

Hatch and Isaac sit in a small crater of snow, covered by Isaac's many blankets and the now destroyed tent. In their little compartment, the temperature is just high enough to keep them alive.

Both men slowly come to their senses.

HATCH
Oh man, that didn't turn out at all like the movie.

ISAAC
Did we survive?

HATCH
I think so.

ISAAC
Dammit. I wanted to kick your spirit's ass. Your regular one's too easy.

HATCH
I'm glad my ease of physical injury has kept me alive so long.

In shock and real humor, Isaac laughs.

ISAAC
Damn, Hatch. I thought there was something funny about you.

They keep quiet for a long while.

HATCH

So... when are we getting out of here?

ISAAC

Did you not feel the fucking temp. out there? I ain't moving 'till someone with heat suits digs me out.

HATCH

Tough reply. But didn't you bring the only heat suit with you?

ISAAC

Shut up.

They're both interrupted when the sound of Avalon's quick takeoff overtakes all other sounds.

HATCH

Maybe they forgot about the damage and are looking for us.

ISAAC

I doubt it. Sounds like... they're leaving.

Very quickly bundling himself into many more layers of coats and blankets, Isaac moves to inspect the outside.

HATCH

WAIT! Let me put on some of that stuff, too.

ISAAC

The hell I care if you live or die?

HATCH

(deadly serious)

Because if they're really gone, I'm the only one who can fix my shuttle and find them.

Isaac grumbles and squirms about to take some coats and blankets off.

HATCH

Hey, you got more than me!

ISAAC

Get up!

HATCH
Not until you give me more!

Isaac groans and throws another blanket at Hatch.

HATCH
Thankee much.

Isaac doesn't reply and begins to move the tent remains out of his way. Hatch helps.

As they stand, the two men can only see the cold contrail of the Avalon's escape and the featureless snowy ground around them.

ISAAC
Oh fuck.

EXT. ICE WORLD -- GLACIER

Isaac and Hatch, bundled up to the point of looking comical, stand in the suddenly calm sun of the ice world. Avalon's contrail is long dissipated now but neither men seem to have moved in quite some time.

Eventually, Hatch is the first to shiver, knocking off several fragile icicles and snow puffs off his person.

HATCH
A little chilly, ain't it?

Isaac stays like a rock for a long moment.

HATCH
You okay?
(beat)
Oh man, you haven't frozen to death, have you? That would be creepy.

Hatch stands a few feet from Isaac's face, staring into his eyes almost eerily. Isaac doesn't move.

HATCH
Hellloooo... Heeey mister Grumpy
Mcfumpy. At least we're alive.

Isaac begins to slightly shudder.

HATCH
Hey, you shivering? Looks like you're wearing ten layers, you shouldn't be shivering...

Isaac's eyes slowly turn to Hatch. His shuddering grows more powerful.

ISAAC
(quietly)
You did this...

HATCH
Huh?

Isaac suddenly LEAPS at Hatch, his gloved hands clumsily wrapping Hatch's throat. They both tumble to the snowy ground.

ISAAC
YOU DID THIS! YOU! YOU MADE US JUMP!

Hatch only gurgles in response. As the struggle continues, they sink deeper and deeper into the snow.

ISAAC
WHY DID I LISTEN?! WE'RE DEAD NOW!
DEAD! I'M STUCK WITH YOU!

Slowly, Isaac's fury cools, especially when Hatch's face slackens a bit.

ISAAC
Aw crap, no. Don't die, Hatch.

Hatch's eyes roll back into his head. He looks really dead.

ISAAC
Oh god...

Suddenly, Hatch goes back to normal.

HATCH
Fooled ya.

Isaac rears back in shock and relief.

ISAAC
Sonofabitch!

Slowly, Isaac stands up.

ISAAC
What was that for?

HATCH
Wasn't like I could really hit back,
you know. I had to do something.

ISAAC
You know I wasn't gonna kill ya.

Hatch stands and brushes some more snow off his back and rear end.

HATCH
I think I believe you.
(beat)
No, I don't.

They both look at the empty landscape before them.

ISAAC
What do we do now?

HATCH
I dunno. But we can't stay here for much longer.

ISAAC
Why?

Hatch leans over and points to the tent remains that saved their lives. It's already a massive chunk of ice.

HATCH
We gotta keep moving or we turn into that.

ISAAC
Fine, I see your point. But where the hell do we go?

Hatch looks left and right, staring at every flat expanse of ground around them.

HATCH
I have no idea.

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

INT. AVALON -- BRIDGE

The bridge is tense as Siren nervously pilots the ship through deep space. She tensely presses a few buttons, hopeful of no explosive outcomes. Azel is on an audio line.

AZEL'S COMM VOICE

Yeah, don't push her too hard. Keep the power curve...

A loud BANG reports over the comm line!

AZEL'S COMM VOICE

NO, Ridek! Not there! Put that over THERE!

RIDEK'S COMM VOICE

Sorry.

Azel sighs.

ZORIN

I think we have the idea, Azel. I'm cutting the line.

Zorin presses a button on his chair, cutting Azel's noisy engineering.

SIREN

Thanks.

Zorin nods in agreement and relief.

Shera slowly turns from her console, rubbing her eyes vigorously after staring at a rapidly flickering screen.

SHERA

I can't see anything out there. If someone's following us...

ZORIN

I understand. Go to the engine room and see if you can relieve some of Azel's workers.

Shera nods and exits, leaving the bridge totally empty save Siren and Zorin.

SIREN

Zorin... in all our years on this ship... this is the first time I've been worried we won't make it to the next port.

Zorin's eyes flash genuine warmth as he thinks of a reply.

ZORIN

If we can survive a trip through the heart of cult controlled space, I have no doubt we will find a way to survive this.

SIREN

But what about Isaac and Hatch? We just... left them. We weren't under attack directly. We could have fought-

ZORIN

Fought whom? We have yet to see who is attacking us with weapons that have not been used for decades. Our systems are in no condition for open combat yet.

Siren quiets down and goes back to her console.

SIREN

Can you answer me one thing?

ZORIN

What is it?

SIREN

Who do you think it is? Cult? Torrinans?

ZORIN

I'm sorry, we don't know enough yet, Siren. We could just be under the scanners of common pirates as much as a new Cult cruiser. I just don't know.

Siren doesn't turn around, but her crumbling cool exterior is deteriorating rapidly.

SIREN

You just don't know? Do you even care?

ZORIN

What do you mean?

SIREN

We just abandoned two people on that fucking planet, Zorin! And you don't even care as long as YOU'RE alive.

ZORIN

I did what I did to keep the crew alive. I will do whatever it takes to do so again.

SIREN

So it's all a numbers game to you. Leave people behind so you can live and keep on making money. Just like Novo-...

Zorin's head shakes in frustration. Siren's fragile state begins to affect her piloting, the stars on the viewscreen begin to wobble and shake dangerously.

ZORIN

Siren, I assure you we will go back when either every system back online or we defeat whoever is attacking us.

SIREN

But not before?

ZORIN

(stands)

Not if it means losing anyone else!

Siren finally turns after Zorin's outburst. Her eyes clear just a small bit.

SIREN

I'm... sorry. I was getting emotional. I shouldn't have.

ZORIN

It's all right. We are all on edge.
(beat, caring)
How long has it been since you last slept?

SIREN

Two days.

Zorin walks directly behind Siren.

ZORIN

Go. Get some rest. I'll keep us flying until you return.

SIREN

But no one... can fly the ship like I can.

ZORIN

You'll lose that edge if you do not sleep. Consider it an order if you must.

Siren smiles and exits the bridge.

Zorin still stands behind the helm, looking out at the stars with cold eyes.

ZORIN

Who are you?

EXT. SPACE

Avalon flies forward only slightly slower than she would at top condition, going deeper into dark space like a limping soldier.

But nothing follows her.

EXT. ICE WORLD -- GLACIER

Hatch and Isaac walk endlessly forward across the featureless ice field, their footprints making a long trail in the otherwise perfect snow. There is still no deadly wind, the only thing keeping the pair alive.

As we slowly get closer to them, we see that Isaac and Hatch's eyebrows are both frosted over, giving them the impression of very old and shivering men. Hatch's poorly shaved cheeks add to the impression, making him look even more the wizened sage.

Except the impression only lasts as long as he is quiet.

HATCH

Cold. Cold. Damn cold! I'm freakin' cold!

Isaac merely shivers as he walks, somehow tolerating Hatch's running mouth.

HATCH

You know how cold it is? Real cold. Really real cold. I need some cocoa. Cold cocoa even. Hell, dry ice would be warm right now, you know? Maybe we can find a hot spring somewhere, you know, where you see those funny pictures of girls in bikinis but still wearing furry hats? I want to see girls in bikinis with furry hats!

Isaac eventually stops, putting his hands under his arms to keep them from freezing off.

ISAAC

You know what your problem is? YOU NEVER SHUT UP! If that crappy shuttle of yours was half as efficient as your mouth, you'd probably still be where you fucking came from!

HATCH

Don't you talk to me about being efficient, you... not-so-efficient jerkwad! All I'm trying to say is it's... COLD! Can't you get that?

ISAAC

Hell yeah it's cold! It's ALWAYS COLD! It won't ever stop being cold. And you know why?

HATCH

Why?

ISAAC

Because you won't SHUT UP!

Once again, Isaac lunges at Hatch, but he's ready this time. Both men tumble to the soft ground and roll in the same general direction they were previously walking. Neither of the two can land blows of any real power due to their thick gloves, clothing and extreme cold, but they still try.

HATCH

Jerk!

ISAAC

Idiot!

They continue to fight and roll on the snowy ground, neither of them noticing a rather ominous looking crack in the path before them.

HATCH

What, you can't punch anymore,
ma'am? C'mon, lady, my granny could
do better than that!

Isaac growls in pure anger and tries all the harder to strangle Hatch. Unfortunately, he only succeeds in warming Hatch's chest with his gloves.

ISAAC

Shut uuuuuuuup!

They roll again so Hatch is now atop Isaac, trying to throttle the life out of the other man. He meets the same result.

HATCH

You shut up!

Another turn.

ISAAC

ARGH!

We pull back slightly from the wrestling couple, getting a full view of the black crevasse just meters away.

And it only takes a few seconds before they obliviously fall in.

SMASH CUT TO BLACK.

FADE IN:

INT. GLACIER CAVE

The bright blue cave in the center of the glacier, all seems quiet and peaceful for a long moment.

At least until Isaac and Hatch fall into it in a snow and blanket-covered mass. They both scream as they fall several meters to the icy floor. Their impacts don't leave any cracks or blemishes on the smooth surface, but it is obviously not comfortable to the two former falling objects.

HATCH

That hurt.

ISAAC

Ya think?

They both remain a featureless mass of cloth and snow until Hatch begins to slowly move creak his bones off of the still motionless Isaac.

Hatch finally stands, finally showing the scale of the ice cave. It's truly massive, easily as long and tall as a subway tunnel with several small tunnels reaching out as far as the eye can see.

HATCH

At least the wind won't get us.

(kicks floor)

Hey, look, shaved ice.

It takes much longer for Isaac to come to his senses, mostly due to his taking the brunt of the fall.

ISAAC

Will you please just shut up for one second? You're giving me a headache.

Isaac finally stands, his face still a mask of rage, all of it pointed at Hatch.

HATCH

Oh really? I'm sorry.

Hatch smiles for a seconds.

HATCH

(singing)

LAAAAAAAAA! LAAAA! LALALA!!!

LAAAAAAAAAAAAAAAAAAAAA!

Hatch's wild crooning shakes some snow from the crack at the ceiling and causes Isaac to cover his ears in terrible pain.

ISAAC

You fucker!

HATCH

Hey, a guy's gotta practice his opera some time during the day.

(singing, Beethoven's Ninth)

LA LA LA LAAAAAAAAAAAAAAAAAAAAAAAAAAAAA! LA

LA LA LAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!

ISAAC

SHUT YOUR MOUTH!

HATCH
 (singing, horrible
 nigh note)
 LAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!

Isaac rears back and with all his might, lands a roundhouse punch on Hatch's face! He falls back on his ass loudly.

HATCH
 Ow.

ISAAC
 You deserve it.
 (beat)
 God that felt good.

Isaac begins to turn around and look at their new surroundings.

ISAAC
 Sure is an interesting place you
 threw us into. Looks like some
 caves from back home.

Hatch is suddenly behind Isaac with something heavy in his hands. He approaches slowly and surely, a tiny cut on his lip makes him look all the more savage.

HATCH
 MOTHERFU-

Hatch doesn't even finish his swearing when he hits Isaac on the back of the head with a nasty looking ice block!

But instead of causing any permanent damage or even doing ANY damage to Isaac's skull, it merely shatters in Hatch's hands.

HATCH
 Damn you got a hard head.

ISAAC
 Fifteen years in the army, jackass.
 Little bumps don't bother me!

HATCH
 Oh really?

Hatch disappears for a second and pops up with another dangerous ice weapon: a snowball. He throws it directly at Isaac's ear!

ISAAC
 OW!

HATCH

Oh yeah! Bullseye. Fifteen years
make your ears perfect? Yeah, come on!

Hatch fires again! Isaac's nose gets full of frozen water!

Isaac begins to shake with rage until...

ISAAC

You gonna get it now!

But before Isaac can counter, Hatch throws another slush ball. By this time, Hatch is smiling widely while Isaac looks deadly serious.

The doctor reaches down, dodging a poorly tossed ball to make his own. Unfortunately for Hatch, Isaac's grip is strong enough to almost solidify the snow.

The back of Hatch's head goes white with an extremely powerful snowball.

HATCH

DAMMIT!

Immediately after, both men are standing but ten paces away from each other, both their arms cocked and ready to throw one last volley.

Fortunately, Hatch comes to his senses first, dropping his slush ball in a heap and chuckling lightly.

HATCH

What the hell are we doing?

ISAAC

(dropping snowball)

I don't know.

HATCH

I mean, we're like so close to
dying... and we're throwing
snowballs at each other.

ISAAC

Not like I started it. But you're
right. We need to get out of here
and back to your ship.

(beat)

But what then? Engine was shot to hell.

HATCH

At least it's shelter. And we can
always send a distress call.

ISAAC

You got some big hopes. What if
Reds show up?

HATCH

At least we'll be out of the frozen
level of hell.

Isaac laughs before looking up at the ice crack above them. Snow gently falls from it while winds begin to buffet it from above.

ISAAC

No way in hell we're getting out
that way. And it looks like wind's
picking up.

HATCH

You're right.
(points at tunnels)
We'll just have to try our luck
with one of these.

ISAAC

Which one?

HATCH

You tell me.

Isaac simply begins walking forward, straight toward one of the largest tunnels.

HATCH

Sounds good.

INT. AVALON -- SIREN'S ROOM

Siren slowly enters her quarters and manually turns on the lights. In the light, her room looks quite different from other rooms on the ship. Where most walls show many signs of age or corrosion, Siren has kept her walls in a state of near perfection, gleaming in silver subtlety. She has her window covered with a thick cloth, making it seem just like a comfortable room on any planet in the galaxy.

Aside from the bed made of real wood and pure white sheets, there is nothing else in the room for decoration or some utilitarian purpose. Siren is quick to remove her boots and sit on the edge of the bed.

She sighs lightly as she reaches across the bed to a small table, lifting up a tiny syringe full of a clear liquid. Her face contorts in pain as she squeezes a drop of the liquid in every unnatural hole in both her hands.

As she does, they bubble and ooze in the medical fire of disinfectants.

When the gross chore is over, Siren places the syringe down and lies down, hands up in the air. She doesn't cover herself or fluff up the pillow in any way as she tries to fall asleep in the very unusual position.

There is a sudden and subtle beep.

AVA

Uh... Siren? Are you asleep?

SIREN

I'm trying to.

AVA

I'm sorry. I'll come back later.

Siren sits up in a very Frankenstein-like position.

SIREN

No, it's okay. What do you need?

Ava stays quiet for a long moment.

AVA

Siren... I'm scared.

SIREN

Of what?

AVA

With everything that's going on... without Tom Hatch... and the sensors...

SIREN

I understand. We'll get them back, I promise.

(beat)

Sensors?

AVA

Yeah. I keep seeing these weird echoes all the time. Like when you see something out the corner of your eye, but when you turn your eyes it's not there-

SIREN

I get it.

Siren stands and quickly slips back into her boots.

SIREN

Show me what you see when I get to the bridge.

AVA

Okay. Thanks for helping, Siren.

She smiles.

SIREN

No problem.

AVA

And we're definitely getting Tom back, right? Promise?

SIREN

Promise.

CUT TO:

INT. AVALON -- BRIDGE

Zorin is long gone from the bridge. Nobody occupies any console or seat in the deep hours of the night, all of them automatically running themselves.

When Siren more or less stumbles onto the bridge, Ava shows up immediately.

AVA

Are you all right? You seem really tired.

SIREN

I'm fine. Show me what you see over here.

Siren moves over to Shera's console. The small screen lights up as she approaches.

Siren stares at the small screen for a few moments, almost nodding off to sleep several times. But eventually her eyes light up with recognition.

SIREN

Oh no... where is Zorin?

AVA

Asleep in his room. He's snoring really loud right now-

SIREN

That's okay. I'm just going to-

Siren turns around to summon Zorin when the ship JOLTS with yet another weapon impact! The already weary siren is not quick enough to right herself, and her head makes a nasty impact with the edge of a console.

AVA

Uh... Siren? Siren?

(beat)

SIREN!?

(beat, echoy shipwide alarm)

Everybody up! They're back!

Siren is a lump on the floor, a tiny trickle of blood oozes from a small head wound.

EXT. SPACE

The Avalon still flies forward, looking completely alone in space.

Until her pursuer flies out almost from nowhere, firing with a ferocity unheard of in this time.

As she flies by, we see her design is something completely alien yet somehow familiar, a very dangerous looking vessel all around.

Two weapon pods at the end of wings of the vessel suddenly glow a bright green, just about ready to unleash their fury one more time as we...

CUT TO:

INT. GLACIER CAVE

Hatch and Isaac walk forward in the massive ice cave, their footsteps leaving loud echoes in the cavern.

HATCH

Getting a little creepy, isn't it?

Can't see an end to this thing.

ISAAC

We just gotta keep moving. We'll find something soon.

HATCH

You say that... but do you believe it?

ISAAC

I'm just glad to be out of that damn wind.

Hatch stops talking for a while.

HATCH

That's true.

More verbal silence. The two keep walking for a very long time.

HATCH

So what do you think made these tunnels?

ISAAC

No freakin' clue. Could be anything from heat changes to... I don't know... worm tunnels.

Hatch stops.

HATCH

Worm... tunnels? Please don't say that.

ISAAC

(smirking)

What, you afraid of worms?

HATCH

And if I am? Freaks of nature is what they are! All squirming and... wormy. Just not natural. And don't get me started on worms bigger than my finger...

Isaac just laughs.

ISAAC

I'm sure the worms that made these tunnels are long gone. That help you?

HATCH

Yeah... I guess it does.

They keep walking for a little longer. At least until Isaac suddenly stops dead.

ISAAC

... Did you hear that?

HATCH

What?

Isaac looks around in a panic.

ISAAC

You sure you didn't hear it?

HATCH
Hear what!?

He turns around several times.

ISAAC
Over there!

HATCH
Where!

Isaac suddenly looks behind Hatch, his eyes wide with terror.

ISAAC
W-w-w-w-w-w... WORM!

Hatch screams a cry so high pitched that almost sounds like one from a little girl before he jumps toward Isaac. Who merely sidesteps and laughs uncontrollably. Hatch's face hits the side of the tunnel hard.

ISAAC
Oh. My. GOD you're easy!

But Hatch doesn't move. Instead, he watches as his cranial impact slowly expands into a massive crack in the ice tunnel. Isaac keeps laughing.

HATCH
Uh... Isaac?

Laughter.

HATCH
Isaac!?

More laughs. Isaac slaps Hatch's shoulder.

HATCH
Isaac, look at this!

Hatch moves and points to the ever-expanding crack in the ice.

ISAAC
Holy shit! RUN!

Both men are on their feet and running as fast as they can. As they do, the tunnel loudly reverberates with loud and terrible sounds of rending and cracking.

HATCH
Keep moving!

But they can't move fast enough. Eventually, the cracks catch up to Hatch, who trips and lands on his stomach painfully.

HATCH

Isaac!

Isaac keeps running, just barely keeping pace with the cracking.

But neither of them outrun the shattering floor.

And the sudden hundred-meter drop under the tunnel.

And neither of them are prepared to see the last expected thing under the ice.

An abandoned city.

This all happens in only a few seconds. Because both men land in a large pool of water almost immediately after they see this spectacle.

FADE OUT.

END OF ACT THREE

ACT FOUR

FADE IN:

EXT. SPACE

At first, all seems peaceful. Stars twinkle on as they have always twinkled and will continue to till the end of time. A small nebula burns in the background, adding much color to the nearby sea of stars, making it all quite beautiful.

Until a piece of burning metal comes screaming by!

Quickly followed by a rapidly twisting Avalon and her mysterious pursuer. The green vessel pounds volley after volley into her quarry's backside, turning most of her engine equipment into blackened hulks. But Avalon is still much more nimble and quick, keeping in one piece even after a relentless pounding.

INT. AVALON -- BRIDGE

As usual in these situations, the bridge is a mess of chaos and confusion. Zorin is in his seat, though out of his normal clothes, this time decked out in light garments mean for sleeping. Siren is absent from the bridge, Shera is in her place. Every other console is manned by various crewmen with various levels of fear and apprehension. Carlise mans Shera's normal console.

SHERA

We're really losing integrity, Zorin!

Zorin is not at full capacity, adding to the tension of the scene.

ZORIN

Computer... Ava... do you still not have a weapon lock?

Ava's voice is garbled and strained under constant power loss.

AVA

Look, I'm trying my best, okay?
First I get smacked in the engines,
then I get Siren into sickbay. What
do you expect of me!?

ZORIN

I expect you to get a target lock
on our opponent so we can survive!

AVA

Well, if they wouldn't stop disappearing every two seconds it would be a lot easier!

SHERA

I just lost another booster!

In a darkened corner of the bridge, a crewman of Andorian and Tellarite descent, KHRANTIC, frantically taps buttons on a dusty console.

KHRANTIC

What was the button that guy hit back when we were almost killed by the cult?

AVA

It doesn't work that much right now, okay!?

KHRANTIC

Well... get it to work!

AVA

You get it to work!

ZORIN

Shut up, both of you!

The ship shudders violently!

AVA

Oh yeah, that little breach from before is kinda leaking atmosphere a lot. I sealed the door in that room but it's not going to last long.

CARLISE

Yeah, what else could go wrong today? Someone lose their keys?

Ava goes quiet for a long while. Shera begins to look slightly green from the wild maneuvers she does.

The bridge ROCKS once again, knocking the lights completely out for several seconds. Eventually, only emergency lights faintly illuminate the bridge.

AVA

We're screwed.

SHERA

Please don't say that.

AVA

We're dead?

Shera groans.

SHERA

I think it's safe to say all major systems are finally down.

AVA

Not true. Those missile launchers aren't connected to anything vital.

SHERA

What?

Zorin shuffles in his seat.

ZORIN

Just jury-rigged to a power coupling. It was all they needed.

SHERA

Then that means...

The viewscreen is mostly a mess of static now, but it contains just enough resolution to see the mysterious attacker turning around to make one last pass.

Shera moves to Carlise.

SHERA

Could you go and modify a missile to track any kind of energy signature?

CARLISE

They already are plasma seekers. It's just that whatever keeps making them disappear... it kills the trail.

SHERA

No, not plasma. What about something like warp cores or... something?

CARLISE

I'm not sure.

Khrantic turns from his useless task.

KHRANTIC

Uh... when we bought our last load of missiles, we got some meant for atmospheric combat. They use really primitive heat tracers. Would that work?

Shera shrugs her shoulders.

SHERA

I'm no Azel, but do you think this... invisibility screen could... still emit heat?

CARLISE

You know as much as I do.

ZORIN

Go and get Azel and do it.

Another SHUDDER! The enemy vessel disappears again.

CARLISE

Doesn't look like they want to kill us right now. Looks like we're... target practice.

KHRANTIC

Like we all care about that.
(to Shera)
Go and get it done!

Shera nods and runs off to the engine room.

The adversary disappears again.

INT. GLACIER CAVERN

The pool of water bubbles happily and warmly in this new gigantic ice cavern that somehow holds the ruins of an entire city. Hatch floats lazily atop its surface, calm and happy even in the thick layers of warm clothing.

HATCH

You know, there aren't any girls in bikinis, but at least we get the warm spring water.

Isaac sits in the water merely shivering. Though he is in tremendous pain, he doesn't shout or whine at all. And while at first it seems like only a weird reflection, it soon becomes apparent that Isaac's left leg is broken quite severely.

ISAAC

(slowly, quietly, in shock)
 Just like you to think about that
 stuff when you fall on your back
 like that. Me? I seem to have
 fallen on my legs.

As Isaac speaks, he moves only slightly with the rippling water, letting some blood ooze into the water from a hidden wound in his back.

ISAAC

(same)
 And it looks like I got something
 broken in my back. So if you would
 kindly stop thinking with your dick
 and help me, I probably won't die
 in a few hours.

HATCH

WHAT?!

Hatch bolts up and swims to Isaac, who is now contorting in pain. His broken leg looks extremely bad.

HATCH

Ohmygodohmygodohmygod. What am I
 going to do? Where's that cast
 stuff you use?

ISAAC

In sickbay, idiot. We need a splint.

Blood oozes a little faster.

ISAAC

And a lot of bandages.
 (beat)
 And beer. A lot of beer.

Hatch stands in the shallow water, his still wet shirt layers freeze into a pure white layer around him, almost perfect camouflage. He stares deeply into the subsurface ruins.

HATCH

I'll go see if I can find something
 over there. Uh... don't go anywhere.

Isaac only grunts in pain as even more blood oozes.

Hatch slogs to the edge of the pool, surprised at its size.

HATCH

Big ol' spring, ain't it?

As he takes one small step out, the outer layers of his clothing immediately develop an icy coating.

HATCH

DAMN COLD!

Hatch quickly turns back to the water, but when his eyes lock on the rapidly fading Isaac, he stands resolute. He turns back to the ruins and walks, frozen suit and all.

HATCH

You know... the ice kinda makes a cool little igloo thing. Not bad.

SLOW DISSOLVE TO:

INT. GLACIER CAVERN -- CITY

Hatch stumbles through blocks and weird formations of ice that cover the ruined city. The architecture of this city, like the ship that hounds the Avalon, is both familiar and completely alien. Whatever signage or identification marks the buildings had are either gone to the winds of time or buried under meters of solid ice. It's oddly silent save for the occasional sounds of distant cracking ice formations.

HATCH

Kinda creepy in here.

Hatch slowly peeks into a structure not completely crusted in ice. It's completely empty save what looks like small metal pipes and nearly petrified wood.

HATCH

How convenient.

But when Hatch reaches forward to grab the extremely convenient gurney equipment, the metal shatters like glass and the wood crumbles into pulp.

HATCH

Damn.

Hatch goes back into the street and looks up at the full expanse of the ruined city. Several of the tallest towers almost reach to the top of the cavern, possibly higher, adding support to the glacier above.

HATCH

Wow...

(beat)

Wait... gotta save Isaac. Gotta save him.

So he keeps searching.

But the peaceful searching suddenly stops when a horrible SCREECH howls out from behind Hatch!

HATCH
YARGH! Whatwasthat!?

From the point of view of whatever caused the noise, we see Hatch cowering in fear, especially as it flies right toward his head!

INT. AVALON -- WEAPON ROOM

The storage room that houses the missiles and loading equipment of the Avalon obviously used to be someone's quarters in ages long past memory. The bed imprints are still clearly visible under the large missile racks and loading chamber, all of them haphazardly welded onto the darker metal of the Avalon herself.

Azel and Shera walk in carefully so not to disturb the sensitive warheads.

SHERA
Which one was it again?

Azel looks at a large piece of paper before pointing to a rather slender missile standing upright in the far corner of the room.

AZEL
That one.

The cousins move forward and easily tip the weapon onto its side and unscrew the primitive sensor from its primitive holding.

SHERA
That was easy! Where do we screw it into?

Azel consults the paper and points to a much larger missile already resting in the open loading tube. Its surface is completely smooth, allowing no access inside.

And when Azel drops the paper in surprise and defeat, we see its internal mechanisms are just as impenetrable.

AZEL
We're dead.

CUT BACK TO:

INT. GLACIER CAVERN -- CITY

Hatch cowers on the ground, meekly covering his head and eyes as he is brutally attacked by... a bat!?

HATCH

I hate bats! Get 'em offa me! Get 'em offa me!

The extremely pathetic display only lasts for a moment longer when the bat realizes Hatch is too much of a loser to eat and moves on. Hatch is on his feet not a moment later.

HATCH

Yeah, you better run! I was just too tough, huh? Yeah, tell your friends you can't touch Tom Hatch!

Hatch goes back on his rear when a small flock flies by.

HATCH

EEK!

The flock quickly leaves him be.

Hatch gets back on his feet, this time near a building more or less intact!

HATCH

Heeey! This looks promising.

He quickly pushes the ancient metal door aside, stopping only to crack a very tiny layer of ice off the locking mechanism. It, surprisingly, does not shatter like the other metal. Indeed, it's...

HATCH

Why is this door so warm...?

INT. CITY -- VAULT

HATCH

What's this, some kind of vault?

Hatch looks into the nearly preserved building, surprised to see not a trace of ice or cold anywhere!

In fact, it's full of advanced techno gadgets and status screens! And even more surprising, several of them are active!

HATCH

The hell is this?

Hatch keeps walking forward, being careful and not touching anything. For once in his life.

Several of the devices are small, somewhat familiar devices of the past. Communicators, weapons and various engine parts we've seen before. None of it appears to have been touched in an extremely long time, of course, but its odd collection and perfect cold preservation is nothing short of a miracle.

HATCH

Hey, can any of you tell me how to save Isaac? You gotta have some doctor stuff in the house. Uh... please?

Against his sanity, Hatch reaches out to grab the bulkiest communicator in the room. The natural warmth of his hand leaves a cool print on the thin ice that has crusted over it. With the knowhow of only someone born in the 23rd century, he flips the top open, creating a familiar yet alien beep.

HATCH

Cool, it works!
(into communicator)
Uh... hello. Beam me up! Captain Hatch, out!

Hatch laughs at the silly statement before setting the device down. He picks up a small device the size of a microphone and presses a small button. It flashes and beeps quite familiarly until it goes dead.

HATCH

Darn.

He drops the device and goes to one of the few active screens in the vault. Though he doesn't touch anything, his presence causes the screen to flicker one last time before finally dying.

HATCH

You know, if Isaac weren't about to die like... right now, this place would be really cool.

Hatch begins to exit when the same dark screen suddenly flashes again!

VOICE

If anyone... hear this message,
it... eans you ha... discover...
our last hope agai... he shadow
slowly... ering this galaxy

HATCH

Huh?

Hatch turns to the dead screen. A small light blinks behind it, obviously something that used to project an image, though it is long dead. Even the audio has a quality akin to an ancient record player. The voice is deep and husky, the voice of an old male clearly not human.

Hatch is now very interested in the message.

VOICE

Whatever mad being... coating world
after wor.. in the red robes of
madness, it has taken much of...
allies and...

(static)

We will fight... every last man,
woman and child has given their
last breath in combat.

(beat, more static)

But as much as it ... our every
inst... we have... these...
repositories... lds we know the...
ones will nev... tou...

The message fades out to static and garbles.

Hatch stands still in the ancient repository of weapons and artifacts of a past age, possibly all of it left to help fight all the ills of the universe. All of it meant to serve the ultimate good. All of it so profound it would cause even the most stout heart to explode in poetic and righteous fury!

HATCH

...Huh... Cool.

Hatch looks around one last time before his eyes light up with recognition at one tiny device.

He palms it and runs, leaving the metal door open. The room immediately begins to crust over with ice, shattering much of the already fragile objects.

INT. GLACIER CAVERN

Isaac sits in the pool, now all of it red with dark blood. He is both shivering and convulsing in horrible pain. From his point of view, all light is a bright field of agony and all darkness is an easy escape... It's without question he is near death.

ISAAC

Adele.... where are you? Why can't
I see you?

Isaac tries to stand for what looks like another attempt of many. But he only cringes and goes back into the warm water in pure agony.

ISAAC

Maybe I can haunt that asshole when
I'm gone.

(slightly louder)

You idiot, Hatch! You left me...
They all left me...

For the first time... ever, Isaac's eyes begin to well with moisture that is not melting snow. His shock is clearly very advanced.

ISAAC

YOU LEFT ME, YOU SICK FUCK!
Adele...? Did you leave me too? Did
they tell you to tell me? I... love
you, Adele. why did you leave? What
did I do to deserve this?

Tears fall into Isaac's now wet and frozen coats.

ISAAC

Looks like it's the end. Those
asshole Xindi'll probably take my
stuff. Fucking murderers and thieves-

HATCH (O.S.)

(extremely faint)

Hey, if you're going to be so
jealous, I'm just going to leave
you here.

ISAAC

... What? You out there, idiot boy?

HATCH (O.S.)

Insulting the guy who's gonna save
your sorry ass little life. tsk tsk
You're such a whiny bitch when you
get a few broken bones and internal
injuries.

ISAAC

... Don't forget the internal
hemorrhaging. There's a lot of that
in my... everywhere.

From Isaac's point of view, Hatch's form blocks out a sea of endless, painful light. His bundled torso and legs make him look like some kind of twisted monster, but his smiling face turns it all into a weirdly friendly snowman.

HATCH

If you'd hold still, I think I found something to help you.

We go out from Isaac's view to Hatch, who has several devices tucked into his arms. He drops the majority of them outside the pool and takes one, a small rod, and begins to hold it over the blood filled spring. It quickly begins to quickly cool!

ISAAC

The fuck you doing?

HATCH

Oops.

Hatch fiddles with the device and holds it over the red spring again. This time, it begins to lightly bubble and steam like a comfortable bath!

ISAAC

Cool.

HATCH

This is gonna hurt, buddy, so enjoy the warm while it lasts.

The nearly dead Isaac only barely gets the word "hurts?" out when Hatch reaches into the water and SNAPS Isaac's leg into a more normal position.

Isaac's scream is nothing if not demonic.

ISAAC

YOU FUCKER! You're trying to kill me!

Isaac tries to reach forward to strangle Hatch, but his injuries prevent it. Quickly, Hatch reaches behind Isaac to inject a crude looking hypospray into the other man's neck. He slackens instantly.

HATCH

You're so lucky I didn't have to make a splint and drag your ass around. And thanks to whoever left that stuff...

Hatch takes another hypo and presses it into Isaac's ear. Though we don't see anything, we can tell whatever is damaged in his back is healing rapidly.

HATCH
 ... I can finally use what I know
 from that mail-order first aid
 class. This stuff is almost like
 what I grew up with!

Though he is not completely healthy by any means, Isaac's condition is much improved.

But it is not over at all. As Isaac drifts into drug and pain induced sleep, Hatch looks to the ceiling of the cavern, the impossible ceiling several hundred meters above them.

HATCH
 Too bad I never took that climbing
 class...

Slowly, the roof of the glacier begins to go dark, the sign of rapidly approaching night.

HATCH
 Looks like we'll be stuck here for
 a while.

We slowly pull up from the cavern to the glacier the two were walking before.

EXT. ICE WORLD -- GLACIER

Night is almost completely dark on the ice world. A dangerous storm blows in the night, making the entire scene dark and extremely lonesome.

SLOW DISSOLVE TO:

INT. GLACIER CAVERN -- LATER

Hatch lies next to Isaac in the extremely dark cavern, slightly shivering outside of the still red pool. Unfortunately, the water is quickly forming a skin of thin ice, causing the still critical Isaac to shiver dangerously.

HATCH
 (through shivers)
 Hang on, buddy. They'll find us soon.

Hatch slowly moves his arm up to show the same communicator he toyed with before. It's open and beeping wildly.

HATCH

I set it to send a constant message.
Here, listen to it.

Hatch presses a button.

HATCH'S COMM VOICE

H-hey. It's really cc-cold out here
and we really need your help.

He stops it before the message can repeat.

Slowly, almost too slow to see, Isaac's head turns to Hatch.

ISAAC

Hatch?

Hatch almost falls over in surprise, but his half-frozen
coat prevents it.

HATCH

Huh?

ISAAC

Hatch? You there? I can't see.

HATCH

I'm here, Isaac. I think that
medicine I gave you wasn't all that
fresh... but it was all I had.

Isaac cracks the faintest of smiles.

ISAAC

You... idiot. Old medicine sucks.

HATCH

But you're still alive.

Isaac laughs before coughing slightly.

ISAAC

You don't get it. I can feel it,
Hatch. In my heart. I won't survive
the night.

HATCH

Hey, don't go sayin' that. I know
my mail class taught me enough to
keep someone alive for at least a
few hours.

ISAAC

You... idiot.

Isaac begins to nod off, his breathing slowing to almost nothing. As he does, almost in a darkly comic moment, the darkness deepens, increasing the cold of the cave. The ice sheet around Isaac begins to solidify...

Hatch begins to look desperate. By now, his wet and re-frozen clothes are little protection against the fierce cold, causing him to shiver and convulse in agony borne of hypothermia. He reaches out and grabs Isaac's nearly frozen face, shaking it vigorously.

HATCH

You're still a big fat jerk, you know that!

Isaac slowly wakes up.

ISAAC

Fucker.

HATCH

Baby!

ISAAC

Loser.

HATCH

... Mean-ass!

Both of them begin to nod off...

ISAAC

I knew you were insane...

HATCH

Fuck... you.

They both collapse into the all-encompassing darkness of the ice. Only Hatch's communicator provides all to brief light every two seconds or so.

SLOW FADE OUT.

FADE IN:

INT. AVALON -- HATCH'S ROOM

Hatch's eyes slowly open in his warm room. Gone are his frozen bundle of clothes and gone is the ever present ice. He is comfortable and warm.

HATCH

What... what's going on? M'I dead?

AVA
You awake, Tom!?

HATCH
I guess so.

Hatch slowly sits up and begins to realize the place he's in.

HATCH
I'm back...

AVA
With us, yup. Wasn't that hard to find you with that annoying signal you kept sending.

HATCH
The communicator?

AVA
Yeah... it cut off like an hour before we got back to the planet, but you can thank my circuits I still knew where it came from.

HATCH
Then you saw it? The city? The stash?

Ava is quiet for a long while.

AVA
I'm sorry, Tom. To get you you I kind of had to... smash in.

FLASH CUT TO:

INT. GLACIER CAVERN

Our focus is stuck on the massive ice cavern and the ruins below. Very quickly, a black shape descends from above, smashing through the thick ice! Avalon's more or less intact hull is graceful though unwieldy in the massive cavern.

Unfortunately, the ice knocked off from the impact all but destroys the city, though it does create a convenient landing area for the ship.

CUT BACK TO:

INT. AVALON -- HATCH'S ROOM

HATCH
No way...

AVA

They found your shuttle, too.
Azal's done with me so he's having
a lot of fun trying to fix your ship.

HATCH

Tell him thanks for me.

AVA

No problem.

Hatch finally gets the energy to stand and begins to walk out of his room.

AVA

Where are you going?

HATCH

There's someone I need to see.

Hatch exits.

INT. AVALON -- SICKBAY

Isaac lies asleep in the sickbay's only bed. Without the massive coats and blankets, it's easy to tell how much he was injured on the planet. His leg is sealed in the same kind of cast Hatch had to endure and his torso wounds are all dressed and sealed by a nearly masterful hand.

CARLISE

Hey, Hatch. Long time no see.

HATCH

Hey, Carlise.

Carlise walks up to Hatch to inspect any damage on his person. Satisfied, she checks Isaac once more.

CARLISE

Looks like you two lovebirds had
fun back there. Probably a lot more
than what we had.

HATCH

Huh?

CARLISE

Just some local trouble. Azel n'
Shera found a way to get them in
the end. We were lucky those
weapons didn't do much beyond
shaking us around a bit.

Hatch isn't really listening, instead he walks up close to Isaac.

CARLISE

Funny story, Zorin wouldn't let us take anything from the ship once it was debris. Said something about "honoring the ancestors" or something. Ain't that the fucking all? Mister scavenger won't even take the parts of a ship with the most valuable weapons ever...

HATCH

Carlise, could you leave?

Carlise looks stunned for a second before complying.

CARLISE

Sure, I guess. Just keep the sausage party out of here and keep it in your rooms...

She leaves spouting more insults.

When she's gone, Isaac opens his eyes weakly.

ISAAC

Bitch.

HATCH

You said it.

They remain quiet for a long time.

ISAAC

This don't mean I like you. But... still. Thanks.

HATCH

I seem to get that a lot lately.

ISAAC

Don't say that right now, alright? Get out.

Realizing that's the best he'll ever get out of Isaac, Hatch begins to exit.

HATCH

See you around.

Isaac rolls his eyes and goes back to sleep.

We very slowly:

FADE TO BLACK

The End