

# WING COMMANDER: PROPHECY

By

J. Larry Carroll and David Carren

Crocodile Productions  
Origin Systems  
5918 W. Courtyard Dr.  
Austin, TX 78730

30 April 97

Absolute Very Last Ultimate Final Draft

EXT. SPACE -- G'MARRA SYSTEM

1.  
1

Two Piranhas scream into frame. They're piloted by LANCE CASEY and MAESTRO, newly graduated cadets from the Confed Flight Academy.

CAPTION: Nephele System.

CASEY  
(V.O.)  
C'mon, Maestro, lost your touch?

MAESTRO  
(V.O.)  
Just limbering up, pal.

They bob and weave in the blackness, trying to outrun each other.

CASEY  
(V.O.)  
I've been ahead of you since the last jump point.

MAESTRO  
(V.O.)  
Watch and learn from the Maestro himself.

Maestro accelerates, moving dangerously close to Casey.

CASEY  
(V.O.)  
Oooooohh...can't beat me that easy!

Casey pours it on and leaves Maestro in the dust as the first distant glimpse of a Confed carrier appears on the black horizon.

ANDERSON  
(V.O.)  
Incoming Piranhas, this is the TCS Midway. You are entering restricted Confed military space. Reduce speed to zero-six-zero and set approach vector to B-44. Do you copy?

CASEY  
(V.O.)  
Awww, it was just getting interesting. (beat) Midway we read you. Reducing speed and adjusting vector for approach.

(CONTINUED)

CONTINUED:

1

MAESTRO

(V.O.)

Take us around back, Casey. I've been looking forward to this for a long time.

CASEY

(V.O.)

You act like teenager on a first date.

The space fighters bank and turn.

CASEY

(V.O.)

Wow, look at her! (beat) I just hope they got all the bugs worked out.

MAESTRO

(V.O.)

Relax. Except for routine tours, Confed hasn't seen any action in years.

EXT. SPACE --MIDWAY

2

Glory approach of the two fighters.

ANDERSON

(V.O.)

Welcome to the Midway. You are cleared for landing.

They land their ships on the FLIGHT DECK.

INT. FLIGHT DECK

3

Casey and Maestro walk away from their fighters, flight bags in hand, heading towards the DECONTAMINATION CHUTE.

MAESTRO

This is it, Case, the big time.

CASEY

Great, our first duty--ferrying Piranhas to some hi-tech bucket of bolts in a jerkwater system.

(CONTINUED)



CONTINUED:

3

MAESTRO

Perspective, Mr. CaseyÉ I've brought something that'll make the long cold nights here breeze by, especially with the right company...

Maestro produces a bottle.

CASEY

Altairian Brandy! Isn't that contraband? Where'd you get it?

MAESTRO

Call it a diplomatic perk. From the Consulate General's private reserve.

CASEY

Well, put it away, Stoop, before we end up in the brig.

MAESTRO

What are you worried about, Casey? This ain't flight school anymore.

He begins to pack the bottle back into his bag on the deck.

STILETTO (OS)

TEN-HUT!

They stand abruptly. Maestro's bag falls open and the bottle rolls forward across the floor--only to be stopped by a black boot. A hand reaches down and picks up the bottle. They follow it from the boot...into the eyes of STILETTO. She studies the bottle for a moment.

STILETTO

Second Lieutenants Casey and Garrett, I presume.

Casey nods.

STILETTO

First Lieutenant Jean Talvert, callsign Stiletto. I'm acting commander of the Diamondback Squadron...your initial assignment here on the Midway.

She glances down at her hand-held ICIS, checking their orders.

(CONTINUED)



CONTINUED: (2)

3

MAESTRO

(aside to Casey)

How'd a First Lieutenant rate a whole squadron?

STILETTO

(not looking up)

Because I'm that good, Mr. Garrett.

(something catches her

eye on the ICIS)

Apparently your reputation proceeds you. It seems the CAG would like to discuss that little incident with the Altairian Consulate's daughter.

CASEY

(aside to Maestro)

So, it really was his private reserve?!

Eyes cold, Stiletto turns her attention to Casey.

STILETTO

And you...Mr. Casey, if you think that having a famous father will cut you any slack around here, you're dead wrong.

CASEY

Respectfully, I'm here on my own merits.

STILETTO

Let's hope so, because around here you live or die by your flight stats. Understood?

CASEY

I collected the highest scores of any cadet at the Academy--

She cocks an eyebrow.

CASEY

--Sir.

STILETTO

Along with the most demerits, as I understand it?

(she moves closer)

This is a make or break shakedown cruise for us...

(MORE)

(CONTINUED)



CONTINUED: (3)

3

STILETTO (Cont'd)  
and I don't have time to play  
babysitter. Got it? Now get  
yourselves registered on the system  
and--

(she tosses Maestro the  
bottle; he almost  
drops it)  
--stow this swag before the CAG  
sees it. You're in enough trouble  
as it is.

Stiletto shoots them a hard glare, but almost smiles to herself  
as she turns and walks off.

CASEY  
Well...that went well.

MAESTRO  
Welcome to the Midway.

Main credits end. Casey just shakes his head and turns to log  
in to the system. He hits a few switches on the console.

(CG: Console screen comes to life.)

Casey logs in. In an ANGLE from screen, they gather their gear.

CASEY  
Let's check out the rest of the  
shipÉ

MAESTRO  
Great--

STILETTO (OS)  
(from a distance)  
The CAG's waiting, Mr. Garrett.

Maestro winces. Casey pats him on the back as they both exit.

INT. REC ROOM POSTAGE STAMP

4

Maniac sits with his back to the door and loops. None of the  
other characters can be selected.

INT. REC ROOM

5

Casey enters and sees a wall of people gathered around a table.  
Three older pilots--MANIAC, HAWK, and SPYDER--are at the table.  
A couple of YOUNG PILOTS, along with ZERO, sit with some OTHERS  
at another table nearby. Maniac, his back to Casey, holds forth  
to some excited ND YOUNGER PILOTS standing in front of him.  
Spyder and Hawk exchange bored glances.

(CONTINUED)



CONTINUED:

5

MANIAC

Bam, I take out the Cat on the right, then bam, bam, bam...his Wingman is kitty litter...

The rookies are impressed. Maniac eats it up.

CASEY

(to Hawk & Spyder)

This seat taken?

Casey looks around for someone to acknowledge his request, but Hawk doesn't seem to notice him as he continues to sharpen a large knife. Casey sits noisily.

MANIAC

So then, I come in on the third Cat and fire an Image Rec' straight up his stovepipe!

As the Rookies cheer, Casey extends a hand to Hawk.

CASEY

Name's Casey.

Hawk doesn't acknowledge him...in fact, he gets up and leaves. Casey turns his attention to Spyder, who also ignores him and exits towards the bar--walking right in front of Maniac. From the bar, Zero notices Casey and just sort of shakes his head.

MANIAC

(continuing in BG)

Meanwhile, the Chief Cat, a priest in the local cult of Furball or something, decides to come after me...

Casey makes a final interruption that gets Maniac's attention.

MANIAC

Woah, woah...hold it! What's that awful stink? My eyes are watering. WooÉonly one thing in the universe could possibly smell that bad...

(he spins in his chair

and "discovers" Casey)

...a plebe. Fresh off the Recovery Deck and still reeking of the Academy.

(Maniac holds his nose)

Get lost, peasant. This table's reserved for the big boys, members of the Black Widows Squadron, to be exact.

(CONTINUED)

CONTINUED: (2)

He is about to start in on Casey when...

PAVO

Major Todd Marshall, report to the  
Briefing Room at once.

In the lull, his "audience" slowly begins to talk amongst  
themselves.

MANIAC

Oh, man I was just getting to the  
good part...

(trying to keep the  
crowd's attention)

Don't worry, I'm saving my best  
stuff for later anyway.

They're not listening, already caught up in conversations of  
their own. Maniac leans into Casey.

MANIAC

Don't be here when I get back,  
Plebe.

He exits. Zero approaches Casey, slams a drink in front of him  
and slaps him on the back, startling him.

ZERO

Congratulations, you've just met,  
and pissed off, Maniac...a legend  
in his own mind.

They laugh. As they shake hands...

CASEY

Name's Casey. Just shipped in.

ZERO

O'Hearn. They call me Zero. Since  
you're new here, let me show you  
around Pilot Country!

Casey nods in agreement.

ZERO

You're currently in the Rec Room--  
home to malcontents, drunkards, and  
trouble-makers.

CASEY

My kind of people.

(CONTINUED)



CONTINUED: (3)

5

ZERO  
Self-serve bar is there and the  
Flight Simulator over here. C'mon,  
there's more...

They exit through the door.

INT. READY ROOM (PLAYS)

6

The door opens and Zero and Casey walk in. Zero opens a locker and pulls out a flight suit. He hands it to Casey.

ZERO  
Your locker's here. This is where  
you'll find your flight suit and  
gear.

CASEY  
(re-hangs his flight  
suit and looks around)  
Homey place...

ZERO  
All neat and shiny. Just like us.

Zero makes a face; his sarcasm is apparent. Then Zero indicates a computer.

ZERO (CONT.)  
And, of course, what state-of-the-  
art carrier would be complete  
without Big Brother? From the  
Flight Log Computer you can run  
stats, check your scores...just  
like in flight school, only for  
real.

Zero turns to go.

ZERO (CONT.)  
Why don't you get acquainted and  
come find me in the Briefing Room  
when you're ready?

Casey nods as the door opens and Zero exits. Casey examines the room more closely.

INT. BRIEFING ROOM

7

The door opens and Casey comes into a big room with amphitheater style seating. There's a LARGE VIEWSCREEN at the front, with SMALL SCREENS (the ICIS) on each pilot's desk. Zero is at Anderson's console, his feet propped up.

(CONTINUED)



CONTINUED:

7

ZERO

Behold, the Briefing Room! Look around you, Casey, my man...billions of Confed credits at work. This is the nerve center of our work on this ship.

Zero crosses to podium as Casey indicates the screen in the front with a SPINNING LOGO.

CASEY

No map table?

ZERO

(shakes his head)

Ancient history. This is the ICIS system. Brand new. It's tied into all the ships computers--it'll show us where we're going and what we're doing according to the brainiacs upstairs-- sorry, the Tactical, Intelligence and Science divisions. Finally, it all gets distilled down to the screens on our desks. It's easy...point and click. You know.

He points to ICIS on front row.

DALLAS (OS)

Call it our window to the world...if it works, that is.

The large high-backed Captain's chair swivels around to reveal a young man rapidly tapping on a hand-held ICIS.

ZERO

Casey, meet Dallas, our resident voice of doom and general naysayer. He's probably writing another letter to Senator Taggart as we speak.

DALLAS

Not so, Zero. I am, in fact, tracking my investments. Five more years at this rate and I can retire a wealthy man.

ZERO

You see, Dallas does it for the cash. It's not just a job and all that.

(CONTINUED)



CONTINUED: (2)

7

DALLAS

(sighs)

You see conspiracy in everything don't you? Cash is what it's all about. How much money do you think Confed saved by building a stand-alone carrier force, namely this behemoth of a ship, with no need for additional support vessels, eh?

ZERO

God. Who cares? If this tub gets hulled, what then?! They've put all their eggs in one basket with no backup. Besides Confed has its greedy little fingers in everything. What's a few credits here and there?

DALLAS

Don't tell that to Commodore Blair. After all, the Midway was his idea.

CASEY

Oh, not Blair again!

They both look at him, puzzled.

CASEY (CONT.)

For years all we heard at the Academy was Blair this and Blair that. "Savior of the Confederation", "Most decorated pilot", Blah, blah, blah. What is he about four thousand years old by now? God, I am sick to death of hearing about Blair. Believe me, I think I've heard it all--

Casey breaks off as he finally realizes a tense Dallas and Zero are looking behind him. Casey slowly turns to face: CHRISTOPHER BLAIR stands at the open entrance door, glaring at Casey.

CASEY

--except that he was personally on board the Midway.

Casey swallows hard.

ZERO

Attention on Deck.

The young pilots stand rigidly. Blair moves in close to Casey. Dangerously close.

(CONTINUED)



CONTINUED: (3)

7

BLAIR

Have we met, Lieutenant?

CASEY

Casey, Lance R. Second Lieutenant.  
Confed Number C26354.

BLAIR

Casey. So, you're the Iceman's  
kid, huh? I heard you were coming  
on board. I flew with your old  
man, you know. He was a good  
pilot, followed orders...

(angry beat)

...and knew when to keep his mouth  
shut.

Casey's saved from Blair's wrath by the CAG's entrance into the Briefing room. Blair glares a final time at Casey, then joins the CAG--immediately launching into a WHISPERED, yet heated, discussion.

Zero and Dallas cluster around Casey as he exhales heavily.

CASEY

Good-bye career.

ZERO

Don't feel so bad...I hear there's  
always openings in the diplomatic  
corps. C'mon, let's get you a  
drink to put those flames out.

They exit out the door leading to the Ready Room.

INT. MIDWAY -- GAMEFLOW EVENT

8

PAVO

All Pilots to the Briefing Room.

INT. BRIEFING ROOM --SPECIAL BRIEFING/DISMISSAL 1

9

Casey, now wearing FLIGHT GEAR, enters with several ND pilots. Zero and Hawk move past him and into the room. Standing in the doorway, Casey notices the CAG and Blair still in a heated debate. Maestro enters behind him.

MAESTRO

Good first day at work, honey?

(CONTINUED)



CONTINUED:

9

CASEY

Oh, sure. I've been on board less than an hour and already I've managed to piss off just about every Senior Officer in sight, including Commodore Blair.

Casey and Maestro head to the back, until...

STILETTO

: Stop right there, Gentlemen!

They freeze and turn slowly to see Stiletto standing behind them, arms folded.

STILETTO

This is the Diamondback seating area, Lieutenants.

Under her gaze, they walk back and take a seat by Dallas and Zero. Casey's attention is again drawn to the heated conversation between the CAG and Blair, which now rises slightly above a WHISPER.

BLAIR

Look around you. Most of these pilots are still green.

CAG

Talk to the Captain.

BLAIR

And we don't even have a full complement of ships.

CASEY

(mesmerized)

Who's that talking to Blair?

ZERO

That's the CAG--Commander Air Group. She's as hard as they come.

MAESTRO

We've met. It wasn't pretty.

CASEY

Blair looks pissed.

ZERO

Blair may have helped design this ship, but it's her command.

(CONTINUED)



CONTINUED: (2)

9

Blair, still fuming, retreats to the bulkhead and leans against it. The CAG recomposes herself and addresses the group.

CAG

Take your seats, people. We have a change in plans.

(as everyone sits)

As of now, the Midway's on Full Alert Status. (pause) At 0400 hours we received what appeared to be a Kilrathi distress call. Tactical has tried to verify this message fragment...but whoever sent it has stopped transmitting. Since we're the closest vessel, HQ has ordered us to assess the "situation".

The pilots murmur in concern. The CAG breaks off in surprise as CAPTAIN WILFORD (tall, imposing, silver-haired) enters with COLONEL DEKKER (tough, seasoned, a Marine's Marine.)

CAG

Attention! Captain on the deck!

The pilots rise to their feet.

CAPTAIN

As you were. Sorry to interrupt, Commander, but a live feed is coming in from our SWACS patrol that jumped ahead to the H'rekkah system. This is need to know for all squadrons.

(nods to Anderson)

Open channel Three One.

ANDERSON taps his console and the large VIEWSCREEN comes to life with an unbelievable sight--numerous Kilrathi warships adrift, most still ablaze. The Vaktoth's, Paktahn's, Strakha's, etc. are all just so much space junk. We HEAR crosstalk from the SWACS pilot and control.

The pilots in the Briefing Room gasp quietly at the sight. Blair shoots a glance at the CAG. She feels his look, but stands her ground, eyes fixed on the screen.

CAPTAIN (CONT.)

As no contact can be established with any of the Kilrathi ships, on recommendation of Colonel Dekker I have decided that this is now a Marine operation. Commander?

The CAG steps forward.

(CONTINUED)



CONTINUED: (3)

9

CAG  
Before we begin... (pause)  
Lieutenant Casey?

He looks up, startled. She looks directly at him.

CAG (CONT.)  
Lieutenant Talvert has recommended  
you lead the Diamondbacks--based on  
your "exemplary Academy record"...

He glances at Stiletto, who doesn't look at him. A smile barely  
plays on her. A couple of the older pilots snicker in BG.

CAG  
This is highly unusual, Lieutenant.  
This is not a training exercise.  
Don't disappoint her.  
(to the others)  
Pilots, please check your ICIS for  
mission details and assignments.

Casey (et al) studies his console. It comes to life, mission  
data spilling onto the screen.

CAG  
Before I dismiss you, I believe  
Commodore Blair has a few words.  
Commodore?

Blair's expression turns from a frown to genuine surprise. He  
stands to address the pilots.

BLAIR  
As you may know, the Midway is not  
yet fully operational and for some  
this will be one of your first  
missions outside the Academy...

He glances at the CAG, who softens just a bit. This is Blair at  
his best.

BLAIR  
Keep in mind you're Confed's  
best...and watch your butts out  
there.

CAG  
Good luck, People. Dismissed.

They begin to stand and...



INT. BRIEFING ROOM -- SPECIAL BRIEFING ENDER

10

...Make their way towards the door to the flight deck. Casey comes up to Stiletto, who's gathering her gear.

CASEY

Thanks for the opportunity. I won't let you down--

STILETTO

(cutting him off)

Forget it, Lieutenant. Just don't make me have to come save your sorry ass.

She exits as Casey looks after her. Maestro comes up behind Casey.

CASEY

Is it me?

MAESTRO

(thinks about it)

Yes. C'mon, lets fly.

They exit.

EXT. SPACE -- JUMP SEQUENCE (CG)

11

Midway Jumps into H'Rekkah System.

INT. HALLWAY

12

Pilots run towards the flight deck with their helmets.

INT. FLIGHT DECK

13

Pilots come spilling out onto the deck, with ND TECHS moving to stations. Casey enters frame and pulls on his helmet and steps onto the lift. He rises off screen.

INT. HANGAR (CG/EFFECT)

14

Casey moves along a gangway to his ship.

INT. HANGAR (CG)

15

Launch Doors open. Ships drop into position.

EXT. MISSION B1

16

INT. FLIGHT DECK -- SPECIAL LANDING

17

Casey walks up, looking a little lost. Several ND TECHS are scrambling with various equipment as Chief Tech RACHAEL CORIOLIS works at an exposed wall panel surrounded by components.

(CONTINUED)



CONTINUED:

17

Casey watches her as a warning ALARM goes off.

RACHAEL

(to the techs)

Damn, there goes the guidance system again. I need that working on the double. And tell O'Niel to get number Two and Seven Hangar Rams back on line. We've got real problems here.

Two TECHS leave, while another TECH hands Rachael an ICIS. She checks the readout.

RACHAEL

Christ, doesn't anything work around here?

(noticing Casey staring at her)

RACHAEL

What's your damage, Flyboy?

CASEY

Huh?

RACHAEL

Did you trash your fighter or are you just lost?

CASEY

(in a little shock)

Yes, I mean no...Well, I just landed...and...where do I...?

RACHAEL

Don't they teach you numbnuts anything in school? When you land you check your stats, there.

(indicates the station)

Then you head to the chute. That leads to decontam. Got it?

(pause) God, I hope you fly better than you take directions.

The shrill ALARM goes off again and steam pours from the opening. TECHS run in to help Rachael. Casey walks up to check his stats. Glancing over his shoulder at the mayhem behind him, he exits to the decontam chute.

WIPE TO:



INT. REC ROOM POSTAGE STAMP [OMITTED]

18

INT. REC ROOM (PLAYS)

19

Casey seated at the table with his feet up. Zero and Maestro are present. They're all wired, excited, scared. Dallas is pacing.

ZERO

Will you sit down?!

Dallas makes a time-out signal.

DALLAS

Wait, hold it, stop. This wasn't part of the deal. They were actually shooting out there. We're talking live ammo!

Dallas parks at the bar.

MAESTRO

I don't want you to get your panties in a bind or anything, Mister, but when you signed on with Confed, didn't anybody happen to mention that getting shot at was part of the deal?

CASEY

Of course, we're still not sure who "they" are yet...

ZERO

(conspiratorially)

I heard one of Dekker's men said the dead cats on board weren't just blown away. They were...more like cut up into little pieces.

DALLAS

(cringing)

Cut up?

ZERO

Dissected. Almost ritually...

FEATURE big hunting knife as Hawk enters and walks towards table. He hesitates...until Casey moves his feet to make room for him.

HAWK

Science Division is still working on cracking the codes on the Black Box that Dekker brought back?

(MORE)

(CONTINUED)



CONTINUED:

19

HAWK (Cont'd)

They've asked Rachael to help, but since she still has her hands full bringing the ship on line, no telling how long that might take.

CASEY

Zero says the Cats were...well, pretty cut up. Any truth to that

HAWK

That's the absolute truth. Cut up into little cat chunks. Dekker's men also found a single Kilrathi word scrawled in blood on the deck. Even they were pretty creeped out about it.

The other pilots lean in with interest as Dallas approaches from the bar.

DALLAS

What word?

HAWK

My Kilrathi ain't so good. Kn'thrak, I think.

MAESTRO

Kn'thrak? What's that mean?

HAWK

It's supposed to mean "night" or something like that.

ZERO

Darkness, actually. Void. Evil.

As they turn to look at Zero, we hear a THUD in the BG--Dallas has passed out. Maestro glances down at him.

The SCRAMBLE ALARM SOUNDS, (All Pilots PAVO). They look up surprised and start for the door.

(In Gameflow: Scramble alarm continues to sound, until door clicked on.)

PAVO

All Pilots to your ships. This is not a drill. All pilots to your ships.



## INT. HALLWAY--SCRAMBLE SEQUENCE

20

Alarm lights flash. Pilots run for the flight deck.

## INT. FLIGHT DECK--SCRAMBLE SEQUENCE

21

Alarms blare and lights flash as pilots spill out among ND TECHS as they run OS to the ships.

## EXT. MISSION B2

22

Landing: generic unless specified.

## INT. REC ROOM POSTAGE STAMP

23

Maestro sits at the bar, looping. Other ND Pilots are there. AURORA FINLEY is there, but not obvious.

## INT. REC ROOM

24

Casey enters. Maestro, holding a wicked bottle, signals him from behind the bar.

MAESTRO

Case! You've got to try this stuff.

Pours and hands him a glass.

CASEY

What is it?

MAESTRO

Boom-Boom.

Casey drinks reluctantly, Maestro egging him on. And then he's hit with it: Boom-Boom. Casey gags, turns and puts the glass on the bar.

CASEY

That's disgusting.

MAESTRO

Have another.

(he pours)

How's our little friend?

CASEY

Maniac? Oh...just the look on his face was enough for me. I thought for sure he was going to lose his lunch right there in his cockpit.

They clink glasses and are about to drink when they hear...

(CONTINUED)



CONTINUED:

24

FINLEY (OS)

Funny, you sound just like him.

ND PILOTS criss-cross to REVEAL AURORA FINLEY behind them, a drink in hand.

CASEY

Excuse me?

FINLEY

: Like Maniac. I'm still amazed at how fast you hotshots get full of adrenaline and testosterone...you just set a new record, Stud.

MAESTRO

(into his drink)

Sounds like a good mix to me.

FINLEY

Wrong. It's a dangerous mix.

Maestro is about to reply when he sees an attractive FEMALE PILOT enter. He grabs for his drink.

MAESTRO

Case, duty calls. I'm sure you and Mrs. Freeze will be very happy together. Ciao.

Maestro grabs the bottle and exits as Casey moves closer to Finley.

CASEY

Sorry, maybe we got off on the wrong foot. My name's Casey.

FINLEY

Science Officer Aurora Finley. I read your report.

CASEY

Really, why would a science officer be reading a classified mission report?

FINLEY

Ask yourself this question, Lieutenant: If you're not flying against Cats out there, what then? That's where I come in.

(CONTINUED)



EXT. MIDWAY IN SPACE (CG) 28

INT. BRIEFING ROOM -- BRIEFING FOR MISSION B3B 29

Same As briefing for Mission B3a:

Generic Open 1. Generic Dismissal.

INT. BRIEFING ROOM -- SPECIAL BRIEFING ENDER FOR B3B 30

Blair notices Casey across the room and approaches.

BLAIR

Mister Casey, may I have a word  
with you?

They move aside for a private moment as PILOTS continue to exit  
the room.

BLAIR

I've been reviewing your mission  
stats.

(gives Casey a long  
look)

At this rate, the Lieutenant's  
recent performance won't earn him  
any promotions or medals. In fact,  
he runs the risk of being dropped  
from the flight roster entirely--  
or worse yet, being sent home in a  
box.

CASEY

But, Sir--

BLAIR

No buts, Lieutenant. You'd better  
get your balls under you and fly  
like lives depend on it...because  
they do.

Blair exits. Casey looks after him, slammed. Then he exits to  
the Flight Deck.

EXT. MISSION B3B 31

EXT. KILRATHI SYSTEM 32

MEANWHILE: Alien ships swarm. Worker drones move foundation  
pieces of the Gate Command Center into place.

(Gameflow event: Scramble alarm continues to sound, until door  
clicked on. For B4A and B4B)

(CONTINUED)



CONTINUED:

32

PAVO

All Pilots to your ships. This is  
not a drill. All pilots to your  
ships.

EXT. MISSION B4A

33

EXT. MISSION B4B

34

EXT. SPACE -- JUMP SEQUENCE (CG) -- (FOR EITHER B4A OR B)

35

The Midway, still under fire, jumps out of the H'Rekka system  
and into the G'Wriss system.

CAPTION: G'Wriss System

Series C: Battle

INT. REC ROOM POSTAGE STAMP

36

Dallas is standing alone, looking out back window, looping.

INT. REC ROOM

37

As Casey joins a tense Dallas at the back window.

CASEY

You okay?

DALLAS

I'd be a whole lot better if I had  
a one-way ticket home. (beat)  
We're in a fine mess...

CASEY

You lost me.

DALLAS

Okay, I'll talk real slow. The  
Kilrathi were tied up on the Feudal  
Planets--they got problems of their  
own. The Border Worlds were dead  
quiet with the Black Lance out of  
the picture. Things have been  
pretty cozy around here for some  
time. Last thing I expected was  
actually having to fight. I am so  
hosed.

CASEY

We're in Confed to do a job. There  
are no guarantees.

(CONTINUED)



CONTINUED:

37

DALLAS

Is that supposed to make me feel better?

CASEY

No...but we have to stop whatever is going on here. Dallas, listen to me, we're the only ones out this far. That means we can only depend on each other. That's it.

He pounds Dallas' shoulder with his fist for emphasis.

CASEY (CONT.)

Until we get word back to Confed, we need to be there for each other, one hundred percent. You for me and me for you. Got it?

Dallas appears fortified. As Dallas exits, Casey notices Stiletto at the bar, looking his way. She's clearly overheard everything. She raises her glass and smiles a very little bit. She's de-icing.

INT. BRIEFING ROOM -- BRIEFING FOR MISSION C1

38

Generic Briefing Number 2, Generic Dismissal Number 2.

INT. BRIEFING ROOM -- SPECIAL BRIEFING ENDER FOR C1 (OPTION 1- 39  
IF YOU TALKED TO DALLAS )

As the Pilots break up and head for the door. Dallas approaches Casey.

DALLAS

Hey, Frosty--one hundred percent!

CASEY

One hundred and fifty!

DALLAS

Let's go kick some alien ass.

As they EXIT together, Stiletto steps into frame and smiles to herself, then exits with her gear.

INT. BRIEFING ROOM -- SPECIAL BRIEFING ENDER FOR C1 (OPTION 40  
IF YOU DIDN'T TALK TO DALLAS)

Dallas brushes past Casey on his way to the Flight deck.

DALLAS

Move it or lose it.

(CONTINUED)



CONTINUED:

40

He EXITS frame. Casey, stunned, stops. Stiletto pauses for a moment to prep her suit.

CASEY

What's his problem?

STILETTO

Dallas is one of your wingmen. You can see he's having a hard time of it and yet you ignore him. Keep it up and he may not be there when you really need him. Or didn't they teach you that in Flight school?

She curtly moves on, leaving him alone in frame. He exhales and follows. This isn't getting any better.

EXT. MISSION C1

41

INT. REC ROOM POSTAGE STAMP

42

Finley is looping at the bar, drinking.

INT. REC ROOM

43

Casey enters and heads for the bar. Finley's there. She has that same wicked bottle in front of her. He walks up as she slams down a double...and gags. Casey winces at the sight of it, but is intrigued by her capacity for punishment. She pours another.

CASEY

Tough day at the office?

Finley drains her glass, takes a deep breath.

FINLEY

(slightly sarcastic)

No, everything is fine. Why?

She slams it down again. Same results.

CASEY

No reason. It's just that I've never seen anyone drink like this-- and live.

FINLEY

Want to see it again?

She pours another and is about to slam it when he stops her.

CASEY

What's wrong?

(CONTINUED)



CONTINUED:

FINLEY

You want to know what's wrong?  
Everything. Science Division  
hasn't got a clue what we're up  
against...all we have are a bunch  
of unknown contacts, some dead cats  
and a cryptic story about the end  
of the world.

CASEY

Wait...back that up. End of the  
world?

FINLEY

The Kilrathi's Kn'Thrak.

CASEY

Zero said something about it  
meaning Darkness or something.

FINLEY

Not just Darkness, Casey. Evil.  
We looked it up in the archives.  
There's an ancient Kilrathi  
prophecy about the end of the  
world...and the Kn'thrak figures  
prominently.

CASEY

Alright, putting legends and  
folklore aside, didn't that happen  
when we won the Kilrathi war and  
Kilrah was destroyed?

FINLEY

Not to get too superstitious on  
you, Flyboy, but according to the  
Kilrathi that was just the  
beginning. The Prophecy doesn't  
mean just Armageddon, like on  
Earth. To them, the end of the  
world means the end of all things.  
Everything.

CASEY

I see. Did you tell this to the  
Captain?

(CONTINUED)



CONTINUED: (2)

43

FINLEY

(shakes her head)

He wants answers not ghost stories.  
To make matters worse, we've been  
trying to send a distress comm to  
the nearest Confed Starbase...it's  
only a few systems away. But our  
link through the jump has been cut.

CASEY

Which means the Communications  
Relay Station in the H'hrass system  
must be out of commission.

FINLEY

(impressed)

Good guess, bright eyes.

CASEY

Tell me, what's a Lieutenant  
Commander doing here in Pilot  
Country? Why aren't you in the  
forward officer's lounge?

FINLEY

I guess Testosterone and Adrenaline  
has always appealed to me more than  
brass.

CASEY

You know a very smart person once  
told me that's a dangerous mix.

There is a genuine moment between them.

PAVO

All pilots report to the Briefing  
Room immediately.

They break. Casey gets up to leave.

CASEY

See you later.

FINLEY

Hey, Casey.

He exits frame without hearing her. Finley looks at her drink  
and is about to slam it, when she thinks better of it and sets  
it on the bar.

FINLEY

(to herself)

Good Luck.



INT. MIDWAY GAMEFLOW EVENT

44

PAVO

All pilots report to the Briefing  
Room immediately.

Plays until door is clicked for exit.

INT. BRIEFING ROOM MISSION C2A

45

Generic Open Number 3, Generic Dismissal Number 3.

INT. BRIEFING ROOM MISSION C2B

46

Generic Open Number 3, Generic Dismissal Number 3.

INT. BRIEFING ROOM MISSION C2C

47

Generic Open Number 3, Generic Dismissal Number 3.

EXT. MISSION C2B

48

EXT. MISSION C2C

49

INT. REC ROOM POSTAGE STAMP

50

Zero sits alone, looping, looking out the window.

INT. REC ROOM

51

Casey ENTERS with his ICIS and a drink to find Zero playing a  
coin over his knuckles. Casey deposits the ICIS on the table.

ZERO

Can't a guy quietly commune with  
his drink?

CASEY

Sorry, I didn't notice the Do Not  
Disturb sign.

Casey sits, then stares glumly at his own drink...Zero sneaking  
him looks. Finally, Zero can't help himself--he has to ask the  
question that's been bugging him for days.

ZERO

...What's it like?

CASEY

What's what like?

ZERO

Being the Iceman's son. I bet you  
got a free ride straight through  
the Academy?

(CONTINUED)



CONTINUED:

51

Zero has struck a chord.

CASEY

I never got a "free ride." Not to the Academy. Not anywhere.

ZERO

Get off it, Casey. Your old man was a great war hero.

CASEY

He was great alright. Highly decorated by the Confederation during his illustrious career--and, of course, posthumously. My mother received his last medal while I was still in diapers. If anything, being his son made it harder because I had to live up to the reputation of someone I never really knew.

Zero digests this. Slowly nods.

ZERO

God. Maybe you were better off. My Dad was alive...but you never would've known it. He was a cultural anthropologist, at least before Confed Intel got ahold and put him to work during the Kilrathi war. He spent years studying the Kilrathi; their history and technology--"to give us an edge", he used to say. And then, he could never really talk about it. Funny, I wanted to be just like him.

CASEY

Maybe you are.

Zero raises his glass in acknowledgment of Casey's observation.

CASEY (CONT.)

Zero, what do you think we're up against here? What about the Kn'thrak?

ZERO

My father was the real expert. I heard the word Kn'thrak only once or twice before...

(MORE)

(CONTINUED)



CONTINUED: (2)

51

ZERO (Cont'd)  
 and that was in relation to an  
 ancient Terran Biblical text and a  
 race called the Nephilem. I  
 thought it was a fairy tale really.  
 I can remember being so scared that  
 I had to sleep with the light on  
 for days.

Zero stops his musings when he sees Casey looking lost.

ZERO (CONT.)  
 Oh, what the hell. It doesn't  
 matter anyway.

CASEY  
 Yes it does, Zero. We're two of a  
 kind, you and I. We both fly to  
 outrun our father's shadows.

Zero reacts to the tone in his voice. And softens.

ZERO  
 And those shadows can be damn long.

They clink glasses and slam their drinks down.

INT. BRIEFING ROOM MISSION C3A

52

Generic Briefing Number 4. Generic Dismissal Number 4.

INT. BRIEFING ROOM MISSION C3B

53

Generic Briefing Number 4. Generic Dismissal Number 4.

INT. BRIEFING ROOM--SPECIAL BRIEFING ENDER (IF YOU TALKED TO  
 DALLAS)

54

The pilots rise to exit the briefing room. Dallas approaches  
 Casey on the way out.

DALLAS  
 Looks like I'm your wingman.

CASEY  
 One hundred and fifty percent.

DALLAS  
 I'm there, Frosty, two hundred  
 percent. See you on deck.

Dallas walks on, Casey stops for a moment...something's not  
 right. He shakes it off and exits.



EXT. MISSION C3B

55

INT. FLIGHT DECK -- SPECIAL LANDING (IF DALLAS WAS NOT WINGMAN)

56

Casey lands, and checks his stats alone. ND TECHS crisscross back and forth. Maestro and Stiletto appear behind him. Maestro dreads telling Casey.

MAESTRO

Case?

CASEY

(turning)

Hey, Maestro, Stiletto.

(a beat...as he registers the looks on their faces)

What's wrong?

MAESTRO

You don't know yet do you?

STILETTO

Dallas didn't come home.

CASEY

Jesus.

(weakly)

We're not going to make it, are we?

STILETTO

Not if we don't stick together.

This is for real.

MAESTRO

C'mon, Man.

Maestro exits with a shaken Casey. Stiletto watches them go.

STILETTO

Damn.

INT. FLIGHT DECK -- SPECIAL LANDING (IF DALLAS WAS YOUR WINGMAN)

57

Casey walks quickly up the ramp, past ND TECHS, and checks his stats. As he reads them, Maestro and Stiletto appear behind him. Casey slams his fist down on the console.

MAESTRO

Case, he didn't make it. That's all.

STILETTO

He's right. Dallas' number was up. It happens.

(CONTINUED)



CONTINUED:

57

Casey doesn't turn to look at them. He feels like shit.

CASEY

Yeah? Not to me.

He exits. After a beat, Maestro follows, with Stiletto looking after them.

STILETTO

Damn.

EXT. SPACE --JUMP SEQUENCE (CG) -- (IF LOSING OR PROXIMITY)

58

The Midway, still under fire, jumps out of the G'Wriss System and into the next system. Caption: H'HRASS SYSTEM.

EXT. SPACE --JUMP SEQUENCE (CG)

59

The Midway, jumps out of the G'Wriss System and into the next system. Caption: H'HRASS SYSTEM.

Series DL Confront the Cruiser

INT. BRIEFING ROOM DL1

60

Generic Briefing Number 5. Generic dismissal number 5.

EXT. MISSION DL1

61

INT. BRIEFING ROOM MISSION DL2

62

Generic Briefing Number 6. Generic Dismissal Number 6.

EXT. MISSION DL2

63

INT. FLIGHT DECK -- SPECIAL LANDING -D1 OR D2 (IF FAILED)

64

Casey comes up the ramp and sees a grim CAG waiting for him.

CAG

Lieutenant, I'm beginning to have serious concerns about you. Is there a problem?

CASEY

(ashamed)

No, sir.

CAG

If Stiletto hadn't finished the job you were sent out to do, you might not have had a carrier to come home to. Am I making myself clear?

(CONTINUED)



CONTINUED:

64

CASEY  
Crystal, sir.

CAG  
Good. Next time, Lieutenant,  
finish your assignment.

She EXITS. Unhappily, Casey checks his stats and exits.

Series D Relay Station

INT. TORPEDO LAUNCH BAY -- FUNERAL (CG)

65

A dark room, lit by a dim red light. The door slowly opens, letting harsh sunlight in from a nearby star. This light illuminates an object...

CAPTAIN  
(V.O.)  
We are gathered today to pay our  
last respects to our honored  
dead...those who have fallen to  
protect that which we hold dear.

The object is released and flies out..

EXT. MIDWAY--SPACE (CG)

66

This object drifts out and reaches the light, reveal a plaque with names on it. FEATURE Dallas' name.

CAPTAIN  
(CONT.)  
We mourn their loss and vow they  
not have died in vain. They now  
return to the stars from which they  
came. May those stars serve to  
remind us of their sacrifice and of  
our duty. Ashes to ashes, dust to  
dust. Amen.

As marker revolves in space, match DISSOLVE to Ace of Spades in Sc. 68.

INT. REC ROOM POSTAGE STAMP [AVAILABLE AFTER SC. 68]

67

Among ND bar patrons, we see Maniac looping, rubbing his chin.

INT. REC ROOM

68

ECU, Ace of Spades flips over. REVEAL Anderson at bar with deck of cards. Hawk sits at the Black Widows table with Spyder, sharpening his big knife. Zero's at a table with Casey and a tray of shot glasses in front of them.

(CONTINUED)



CONTINUED:

Zero slides the bottle over to Casey, who pours a shot for himself then holds it up to the light.

CASEY

We lost some good pilots today.  
Good people.

ZERO

Welcome to the wonderful world of  
armed aggression.

They drink. Spyder motions towards them with his head. Hawk notices, but keeps sharpening his knife. He's heard it all before. The door suddenly opens and Maniac comes in with a few ROOKIES. He parks at the bar.

MANIAC

So then I came around on his six  
and--- BANG--turned him into a  
splat on my canopy. Whoohoo--bug  
spray!

Hawk's knife sticks into the table with a loud thunk and he stands abruptly, catching Maniac's attention.

HAWK

Give it a rest, Maniac.

MANIAC

(advancing a few steps)  
Oh, I'd like to, Hot Shot, but if I  
rest for too long...one of you  
might accidentally catch up with me  
on the kill boards. And you'd like  
that, wouldn't you?

CASEY

How about some good old fashioned  
respect for the dead...Sir.

MANIAC

Well, well...look who decided to  
speak up, my little Plebe friend.  
If you think I'm gonna rest on my  
laurels just because some cherries  
couldn't cut it and got themselves  
killed--

Casey lunges at him and pins him against a support.

CASEY

You bastard!

(CONTINUED)



CONTINUED: (2)

68

The room erupts as Casey and Maniac struggle. Hawk, Anderson and Zero rush forward to separate the two.

INT. READY ROOM (PLAYS)

69

ECU signed picture of Maniac. We see that the picture's inscribed: ❖ To my #1 fan!--Maniac.❖ A ball suddenly slams against it. Pull back to REVEAL Casey alone on a bench, firing a ball against the picture. Blair ENTERS and stands in the doorway. When he sees what Casey's doing, it's all he can do to suppress a smile.

BLAIR

Can I come in?

Casey just keeps bouncing the ball. Blair crosses.

BLAIR

I heard about your little scuffle today.

Still nothing from Casey.

BLAIR

Look, I've known Maniac for a long time. He's made a career out of hiding his feelings behind a lot of hot air, but his heart is basically in the right place...You can't let him get to you.

Casey doesn't look.

CASEY

Are you here to arrest me...Sir?

BLAIR

Me? No. I had a word with the CAG. I think she's prepared to chalk this one up to severe stress and anxiety. But I wouldn't do it again.

Blair grabs the ball.

BLAIR

Don't thank me all at once...

CASEY

I'm sorry, Sir. It's just that I thought this would all be...different.

(CONTINUED)



CONTINUED:

BLAIR

What?

CASEY

This...everything.

Blair nods, understanding.

BLAIR

When I was on the flight line,  
flying with everyone else--taking  
chances, risking it all--it didn't  
seem to matter as much. Later,  
though, it became clear. We fly  
with death every day. That's what  
we do. We fight...we struggle...we  
even lose friends. That became  
clear to me when...I lost someone I  
really cared for.

Casey looks at him. Sees something in him.

CASEY

When was that?

BLAIR

(a small smile)

Oh...about 4,000 years ago.

Blair stands. Back to business.

BLAIR

What you do out there is important,  
Casey. Damn important. It's  
important to these men, to this  
ship, to our home. Don't let  
anything stand in the way of what  
you need to do.

Blair holds out the ball. Casey takes it.

CASEY

You sound almost...envious?

He turns to go.

BLAIR

Maybe I am, Casey. Maybe I am.

Blair exits, leaving Casey alone with his thoughts.

(Gameflow event: All pilots PAVO)



INT. BRIEFING ROOM -- MISSION D1

70

Generic Briefing 1

INT. BRIEFING ROOM -- SPECIAL DISMISSAL

71

The pilots look up from the ICIS.

CAG

Lieutenant Casey, this is a critical mission for us. After going over the roster, I have decided your wingman will be--

BLAIR (OS)

Me.

Every head turns to see Blair in his flight suit, standing in the doorway. He continues as he steps forward.

BLAIR (CONT.)

I'll be Casey's wingman.

This is a major bombshell. As the entire room reacts, Blair walks past the podium. The CAG pulls him aside.

CAG

(whispering)

I'm not sure this is such a good idea.

BLAIR

(whispering)

You need a seasoned pilot out there. These kids may be good...but I'm the best you've got.

She can't argue with him. She exhales, nods in resignation and moves to the podium.

CAG

Mr. Casey, you will recap the mission specs with your new wingman. The rest of you are dismissed. Good luck--

She shoots a glance at Blair--and almost smiles.

CAG

--to you all...

She exits.



INT. BRIEFING ROOM (BRIEFING ENDER)

72

Blair watches the CAG go. Casey him and they begin to walk to the door. It remains open as the last of the other PILOTS file out, leaving them alone.

CASEY  
Congratulations, Sir.

BLAIR  
Don't congratulate me yet,  
Lieutenant. It's been years since  
I flew my last mission.

CASEY  
Are you kidding, you'll be fine.  
Besides, it's not often that a guy  
gets to fly with a legend.

BLAIR  
The problem with being a legend,  
Casey, is that you're always  
expected to win.

CASEY  
You don't have to win this time,  
Commodore.

Blair just looks at him, puzzled..."No?"

CASEY  
You just have to try to keep up!

He exits. Blair feels the slap of that one, smiles and follows.  
The heat is on.

EXT. MISSION D1

73

EXT. MISSION D3

74

INT. FLIGHT DECK

75

A very morose Casey walks up the ramp and check his stats. ND  
TECHS move from place to place on the deck. The CAG appears  
behind Casey. She knows he feels badly.

CAG  
I thought you should know--the  
Captain has recommended you be  
transferred to the Black Widows  
squadron...and promoted to First  
Lieutenant.

Casey barely acknowledges her. We can see the agony in his  
face.

(CONTINUED)



CONTINUED:

75

CASEY

I don't deserve it, Sir.

CAG

I'm sorry, Lieutenant?

CASEY

(strongly)

I said, I don't deserve it.

CAG

And why is that, exactly?

CASEY

--Blair...I--

CAG

Blair knew the risks. Your team takes that same risk every time you go out there. There was nothing else you could have done. Nothing.

(beat)

Thanks to you--and Blair--the relay transmitter has been repaired and we've sent a warning to Confed HQ.

Casey still doesn't look convinced.

CAG

Now, Mr. Casey, what I want you to do is stow your gear and head to Pilot Country. You need a break.

Casey tries to object. She cuts him off.

CAG

It's either that or Medical...That's an order. (beat)  
Please?

Casey nods and exits. The CAG watches him go. Once he's gone, we can see how much she misses Blair.

CAG

Damn you, Christopher Blair.

Series E     Strike

INT. REC ROOM (THIS MOVIE PLAYS REQUIRED)

76

A cork flies off a bottle of champagne. Rack focus to the Rec Room doors opening. Maestro, wearing sunglasses, sees Casey enter. Maestro approaches, puts his arm around Casey and escorts him through the crowd, talking all the way.

(CONTINUED)



CONTINUED:

76

MAESTRO

There he is...my little boy.

CASEY

What?

MAESTRO

Making his mama Maestro so proud.

CASEY

WHAT!!??

MAESTRO

Obviously you haven't heard yet.  
We've been promoted to the most-  
coveted Black Widow squadron.

Casey catches Maniac's eye on the other side of Rec Room. It's the first time they've seen each other since their run-in. Maniac takes a step towards him--then Rachael crosses towards Casey--and Maniac abruptly steers for the bar.

Rachael, carrying a bottle of old Brandy, reaches Casey.

CASEY

(smiling)

Rachael?

MAESTRO

She popped in as soon as she heard.  
And brought us this kind offering.  
(re: bottle)

TA-DA!

He hands Casey an empty glass.

RACHAEL

(filling their glasses)

Allow me gentleman.

MAESTRO

To good friends.

RACHAEL

To very good friends.

Casey catches a glint in her eye. They raise their glasses together.

CASEY

Where's Stiletto?

(CONTINUED)



CONTINUED: (2)

76

MAESTRO

Sharpening her claws, no doubt.  
Who cares? She's not our boss  
anymore.

RACHAEL

(not taking her eyes  
off of Casey)  
Maestro, all right if I "borrow"  
Casey for a little while?

MAESTRO

Enjoy!

Rachael leads Casey off. We follow Maestro over to the Bar,  
where he joins Maniac, who notices Casey and Rachael, talking  
closely and laughing.

MANIAC

I don't get it, I'm a great guy.  
Best pilot in Confed. People look  
up to me. So why is it I never,  
ever get the girl? I ask you, do  
some guys have all the luck? Or is  
it just me?

Maniac takes a drink. Maestro looks off for a second, pondering  
this, turns back and then--

MAESTRO

It's you.

Maniac sprays his drink. This was not the answer he was looking  
for. In the BG, Hawk enters the room, then heads for Rachael  
and Casey.

HAWK

Chief, sorry to interrupt. The CAG  
would like your analysis of the spy  
eye data that came in from T'lan  
Meth.

She sighs and cuts a look at Casey.

RACHAEL

And just when it was getting  
interesting...  
(to Hawk)  
I'm on it.

Hawk nods and heads to the bar.

CASEY

Spy eye data?

(CONTINUED)



CONTINUED: (3)

76

RACHAEL

From the probes we've launched into the nearby systems in this sector. They're our eyes and ears right now.

CASEY

Can I help?

RACHAEL

(shakes her head)

You're sweet. Besides, tonight you should stay with your friends.

Another time. (whispers) I'm proud of you, Flyboy.

She kisses him on the cheek and leaves. He watches her go for a moment, then his gaze goes out the window.

EXT. MIDWAY --TRAVELING THROUGH SPACE (CG)

77

INT. BRIEFING ROOM -- MISSION E1

78

Generic Briefing Number 7.

INT. BRIEFING ROOM -- SPECIFIC DISMISSAL

79

They all look up from their ICIS.

CAG

Oh, and one thing more. (beat)  
Major Marshall--

Maniac wakes up with a start.

MANIAC

Present!

CAG

(shaking her head)

Major, you are now in command of the Black Widows Squadron. I expect your Bravo Wing to provide backup for Alpha.

A shocked-looking Maniac nods numbly.

MANIAC

Y-Yes, Sir.

CAG

You're dismissed.



INT. MIDWAY BRIEFING ROOM (BRIEFING ENDER)

80

As pilots begin to exit, Hawk hangs back and angles for where Maniac is still sitting.

HAWK  
What's the problem, Major?

MANIAC  
After all these years...to finally  
have my own squadron...

Hawk leans down behind Maniac, right by his ear. In BG, pilots continue to leave the room, singly and in small groups.

HAWK  
(working it)  
To finally be in charge.

MANIAC  
(Dreamily)  
Yeah.

Hawk switches to Maniac's other ear.

HAWK  
To be in command.

MANIAC  
Yeah!

Hawk switches again to Maniac's other ear.

HAWK  
To be the one they string up if  
your squadron screws the pooch on a  
mission!

Maniac thinks about this for a moment, while Hawk leaves, laughing.

MANIAC  
Yeah...Hey! HEY, wait a minute.

Maniac chases after Hawk, as the last of the Pilots file out of the room.

EXT. SPACE T'LAN METH SYSTEM (CG)

81

As the Midway arrives in the system. (Not a jump)



EXT. MISSION E1

82

INT. FLIGHT DECK --SPECIAL LANDING--IF FAILED

83

Casey comes up the ramp and checks his stats. Stiletto walks up the ramp a moment later and pushes a button to call the Decontam Lift.

STILETTO  
Rough mission, Casey?

CASEY  
Yeah.

STILETTO  
So you let one get past you. It happens. Besides...  
(smiling)  
... I found the buoy anyway. Just dropped it into Science Division's lap. They seem excited.

Stiletto enters lift.

STILETTO  
Coming?

CASEY  
Uhhh, I'll wait for the next one.

STILETTO  
Suit yourself. See you in Pilot Country.

Elevator door closes.

INT. REC ROOM POSTAGE STAMP

84

Hawk is at the Bar, looping, sharpening his knife. Maniac and several pilots are around the Black Widow squadron. Click on Hawk.

INT. REC ROOM

85

Casey enters and joins Hawk at the bar. Hawk nods to him, as Casey pours himself a drink. Casey turns and notices Maniac and several ND PILOTS at the Black Widow table. They appear downcast.

CASEY  
What's up with Major Happy Feet?

HAWK  
Bravo Flight got cut up pretty bad out there. One of 'em didn't come back.

(CONTINUED)



CONTINUED:

CASEY

Ohhh. Anyone we know?

Hawk just shrugs it off. Maniac crosses to the bar next to Casey and pours himself a stiff drink. Hawk keeps sharpening his knife...trying to keep from putting it in Maniac's back. Hawk peels away from the bar and on the way past Maniac--

HAWK

(acid--but cool)

How's life on the edge, Mister Squadron Commander? Heard you lost one of your adoring fans.

Hawk walks off on Maniac's scowl.

MANIAC

I've got a good pilot MIA and I come back to this!

CASEY

Has SAR got a line on your pilot?

MANIAC

(shakes his head)

He ejected into the asteroids...no sign of him. And the CAG has taken my boys off rotation to get a straight eight. That means me, too. (beat) I can't even get out there to look for my guy.

Casey takes this in. Maniac lowers his voice, glancing at the other pilots to make sure they can't hear him.

MANIAC (CONT.)

Oh, it gets better. Word is the aliens have been scooping up our pilots whenever they can. Wanna bet they're not giving 'em milk and cookies?

As Maniac loads up on a mouthful of pretzels, Casey begins to sniff the air.

CASEY

Whew...Maniac, what's that smell?

MANIAC

(surprised, mouth full of pretzels)

What? What smell? Is it me?

He checks his armpits. Casey leans in. Maniac is hooked...

(CONTINUED)



CONTINUED: (2)

85

CASEY

I'll tell you what it is, Major.  
It's the "Plebe" that's going out  
into the asteroids to find your  
wingman.

Maniac's too astonished to speak.

CASEY

Be right back.

As Casey walks out, Maniac ponders this turn of events. He  
nods. He's beginning to like Casey.

INT. HALLWAY

86

Casey walks resolutely down the hall in his flight suit. A few  
ND TECHS walk past him.

EXT. MISSION E2

87

INT. FLIGHT DECK --SPECIAL LANDING--IF SUCCESSFUL

88

A gurney is being carried by two MED TECHS, carrying an  
unconscious, tattered PILOT. They come up the ramp and are met  
by ND SHIP PERSONNEL, then move to a staging area just behind  
Rachael's console. Casey stands alone, looking after the young  
pilot. Then he checks his stats, as Rachael appears behind him.

RACHAEL

Pretty slick flying, Ace.  
(as Casey faces her)  
I'm sure he's happy to be home.  
You know...you're developing quite  
a reputation around here.

PAVO

Chief Coriolis to the Briefing  
Room.

RACHAEL

Never a moment's peace.  
(reaches over and hits  
switch)  
Chief here. On my way.

She looks at Casey and they both laugh. She exits through the  
main door. He looks after her and exits to decontam.

INT. BRIEFING ROOM -- MISSION E3

89

Generic Briefing Number 3. Generic Dismissal Number 3.



EXT. MISSION E3

90

INT. BRIEFING ROOM -- MISSION E3B

91

Generic Briefing Number 3. Generic Dismissal Number 3.

EXT. MISSION E3B

92

INT. BRIEFING ROOM -- MISSION E4A/E4B -- SPECIAL BRIEFING OPEN

93

Casey enters and sits just as the CAG steps up to the podium.

CAG

Thanks to new reconnaissance data,  
Tactical is now certain that a  
large enemy fleet is massing in  
this system. Undoubtedly their  
prime target will be the Midway.

(raising her voice over  
murmurs from pilots)

Reports indicate the enemy hasn't  
spotted us yet, so we may have the  
element of surprise on our side.

Let's get to work.

Casey et al look down at their ICIS. CG data spills out.

INT. BRIEFING ROOM -- MISSION E4A/E4B -- SPECIAL DISMISSAL

94

The assembled pilots look up...more murmuring.

CAG

Now I suspect what I'm about to say  
will rub some of you the wrong way.

(beat) The squadron you are  
rendezvousing with...is from the  
one of Feudal Planets of Kilrathi  
Empire--manned by the T'Agg A'Bren  
Clan.

The murmuring grows even louder.

MANIAC

Oh great, now were flying with Cult  
of Sivar! Why don't we dig up  
Tolwyn, while we're at it?!

HAWK

Sir, you can't be serious! Those  
religious zealots have been raiding  
our colonies ever since we nuked  
Kilrah. They'd love to get another  
crack at us.

The CAG glares them down.

(CONTINUED)



CONTINUED:

94

CAG

That will be quite enough out of  
you both...unless you'd like to do  
your belly aching in the brig?

(the room falls deathly  
quiet)

Look around you... we don't have  
the luxury of picking and choosing  
our allies right now. We either  
work with the Cats or we die. Is  
that understood? Do it!  
Dismissed.

She exits frame, heading for the flight deck..

EXT. MISSION E4A

95

EXT. KILRATHI SPACE

96

MEANWHILE at Kilrah: Alien ships put towers and additional  
structure in place around wormhole.

INT. REC ROOM POSTAGE STAMP [OMITTED]

97

INT. REC ROOM

98

Finley, dressed casually, sits at the neutral table. Casey  
approaches, looking a little haggard, also just wearing his  
shirt and pants. FEATURE a Tea Set on the table, with a Candle  
nearby.

FINLEY

You're up late. I thought pilots  
needed their beauty sleep.

CASEY

I've given up sleep.

FINLEY

(concerned)

How long have you been up?

CASEY

72 hours...maybe.

FINLEY

You can't keep doing this to  
yourself. At some point it's going  
to affect your work, not to mention  
your health.

(CONTINUED)



CONTINUED:

98

CASEY

Maybe...I just can't sleep.  
(changing the subject)  
More importantly, what could  
possibly be making you burn the  
midnight oil?

Finley knows it's pointless to argue.

FINLEY

Now that I've found a way to cut  
through the alien jamming, we've  
finally made contact with the Cats  
on E'Loy.

CASEY

And?

FINLEY

And...what I found was very  
strange. It seems that most of the  
Kilrathi disappeared when the  
capitol city of E'Loy was attacked  
and destroyed.

CASEY

Disappeared? You mean killed.

FINLEY

No, I mean disappeared. Apparently  
following the attack the aliens  
took a great many prisoners.  
Thousands. The few who survived  
felt so fortunate that they sent me  
a data bundle on the alien craft.  
I'm processing that now. But...

CASEY

There's more?

FINLEY

Right after their data upload, I  
lost contact with the Kilrathi  
right. All the systems check  
out...they're just not there. It's  
almost as if--

CASEY

--as if, the Kn'thrak has consumed  
E'loy.

(CONTINUED)



CONTINUED: (2)

98

Casey looks closely as Finley dips a tea bag into her cup. ECU tea bag, as it rises out of the hot liquid and dangles.

DISSOLVE TO:

INT. ALIEN TORTURE ROOM

99

A vague form, reminding us of the tea bag. Through a white hot bath of light and lashings of red and yellow wisps reflected through the smoke and atmosphere, we finally discern a pair of boots. We hear sounds we cannot understand. Wailing. Growls. High pitched whines.

Camera cranes up. CU a pair of boots suspended over this light. Is it fire? Plasma? The boots swing slightly, wrapped in a membranous substance that covers the legs and waist. Camera continues to crane up. REVEAL Blair, his flight suit torn, in a ripped shirt. He's suspended upright in a void, but tilted back at an unpleasant angle. He lifts his head blearily.

FULL REVEAL of Blair, with small tendrils attached to his arms, neck and face. A cacophony of sounds blasts him. He reels. The sounds swirl to form words.

ALIEN VOICE

You have killed many...

BLAIR

(painfully)

If it's information you want...this is gonna take a while.

The light grows painfully bright and a blast of smoke and wind hits Blair from below. He's clearly suffering.

ALIEN VOICE

Now see what we see...the beauty of suffering...the bliss of death. Through you, even the unaligned may see.

BLAIR

Go to hell!

Another blast, even more painful than the first. Blair writhes in pain, flooded by the excruciating light. Then the light slowly recedes.

BLAIR

(weakly)

Who are you...?

Scratches and aliens sounds can be heard, no words. Blair again sees shadows moving.

(CONTINUED)



CONTINUED:

99

BLAIR  
(yelling)  
What do you want?!!

ALIEN VOICE  
(after a long pause)  
YOU!!

ECU Blair's eye. The tissue is pulled back by the tendrils.

MONSTER VISION: Camera, color shifted to the UV, moves impossibly fast from far away to ECU Blair's eye. He SCREAMS!

INT. REC ROOM

100

Continuation of previous scene with Finley. We pull out of Casey's eye as he stares straight ahead. Finley snaps her fingers in front of his face.

FINLEY  
--Hey, HEY!  
(Casey snaps out of it)  
Are you alright?

CASEY  
(shakes it off)  
My God. I've been hanging around  
Zero too much.

The candle continues to burn. He sees it and wonders.

INT. BRIEFING ROOM--MISSION E4B (SAME AS E4A)

101

EXT. MISSION E4B

102

Series F: Retaliation

EXT. SPACE (CG)

103

Midway in space.

INT. REC ROOM POSTAGE STAMP

104

Hawk sits at the Black Widow table, sharpening his knife. Click on him.

INT. REC ROOM

105

Hawk sits and sharpens his knife and looks up as Casey walks past. Hawk barks in his direction, bringing Casey to a halt.

(CONTINUED)



CONTINUED:

105

HAWK

Sit down, Lieutenant.  
(goes back to  
sharpening)  
Didn't see you at mess this  
morning.

CASEY

I wasn't hungry.

HAWK

You weren't in the mood to eat.  
That's not the same as not being  
hungry.

CASEY

(a little tired of  
this)  
You have a point, Colonel?

HAWK

(nodding)  
Blair. You can't stop blaming  
yourself for what happened to him.  
It's tearing you up inside. (beat)  
Are you having nightmares about him  
yet?

Casey looks uncomfortable, manages a nod. Hawk glances at his  
knife as it gleams in the light.

HAWK (CONT.)

Sit down, Lieutenant. You know, on  
one of my first missions in the  
last war, I lost my entire Wing.  
Three pilots, including two bunk  
mates. I was ready to sign for a  
psych discharge. I was a wreck...  
couldn't sleep, couldn't eat-- just  
saw their faces every time I closed  
my eyes. (beat) Then this Major  
took me aside, said, "They're dead  
and you're not. Get used to it".

CASEY

Easy for him to say.

HAWK

Yeah, but it wasn't so easy for him  
to sign on as my wingman. Which he  
did. Next mission out, this  
Major's watching my six. I wasn't  
back in the groove yet. He had to  
kill a clan of Cats until I got  
myself together.



CONTINUED: (2)

105

CASEY  
Who was it-Blair?

HAWK  
(shakes his head)  
He was your father.

CASEY  
My father?

HAWK  
(rises and crosses  
closer to Casey)  
Now, get some sleep, get some food,  
forget about Blair. You're a good  
pilot and you're still alive. You  
should plan to stay that way.

CASEY  
Is that what my father would have  
said?

Hawk just smiles and exits.

INT. BRIEFING ROOM -- MISSION F1

106

Generic Briefing Number 8. Specific Dismissal.

SPECIFIC DISMISSAL FOR MISSION F1

106X

The CAG is at the podium.

CAG  
So these are the mission  
objectives...And if there's no  
further feedback from Hawk or  
Maniac...?

Hawk fumes, but silently. Maniac tries to look innocent. It  
doesn't work.

CAG (CONT.)  
(satisfied.)  
Then you are dismissed. Good luck.

INT. BRIEFING ROOM -- BRIEFING ENDER FOR MISSION F1

107

Maniac leaves. Casey walks up to Hawk, who is still seated.

HAWK  
I joined this man's space force to  
skin Cats, not hold their paws.  
(MORE)

(CONTINUED)



CONTINUED:

107

HAWK (Cont'd)

I feel like I was better off in the Union of Border Worlds. At least there we knew who the enemy was.

CASEY

Yeah...us! Hawk, like it or not, you're going to have to put all that behind you. Like I did with Blair. You taught me that.

Hawk controls his anger. Casey might be right...but still! He decides to come clean with Casey.

HAWK

Ever read the mission report on the day your Dad went KIA?

CASEY

(nods)

He was on a deep space patrol in the B'shriss system when the Kilrathi jumped him.

HAWK

But there was one small detail omitted from the report. Blair was the one who found his lifepod. Brought it back in. The Iceman was still inside...in pieces.

Casey is shocked into silence.

HAWK (CONT.)

The Cats pulled him in, had their fun, and sent him home. Not exactly a hero's death. We kept it out of the mission log to spare the family. (beat) Trust me, kid, I know you're trying to help. But I owe the Cats a lot of payback and so do you. See you on deck.

Hawk exits. Casey slowly follows.

EXT. MISSION F1

108

INT. FLIGHT DECK --SPECIAL LANDING-- (IF KILLED CATS/HAWK DEAD)

109

Casey comes up the ramp. What the hell happened out there? Luckily, he sees nobody around. He checks his stats, then the CAG appears behind him.

(CONTINUED)



CONTINUED:

109

CAG

It's too bad about Hawk. He was  
one of our best.

Casey doesn't turn around.

CASEY

Yes, sir.

CAG

What I don't understand is...Hawk's  
last transmission--he said all the  
enemy fighters had been eliminated.  
Did you see what took him down?

Casey shakes his head. The CAG looks over his shoulder.  
Touches some keys.

CAG

No data...your flight recorder must  
have been damaged in the firefight.  
I'll get the techs on it right  
away.

He turns to face her sideways.

CAG

(senses something)

Are you alright, Lieutenant?

Casey manages a nod.

CAG

Very well, then. Dismissed.

A guilty Casey slinks off to decontam. The CAG looks after him,  
pondering his reaction.

INT. FLIGHT DECK --SPECIAL LANDING-- (IF DIDN'T KILL CATS/HAWK  
ALIVE)

110

Hawk, pissed off, bounds up the ramp with Casey in pursuit.  
Rachael with an ICIS, working near lift. A group of TECHS are  
moving a cart. Hawk barrels right through it and slams the  
decontam lift button.

CASEY

(to Hawk's back)

Dammit, Hawk. Talk to me. What  
the hell's wrong with you?!

Hawk turns, furious, and holds up a single finger--wait! The  
elevator dings. Hawk gets in. Casey tries to get a word in..

(CONTINUED)



CONTINUED:

110

CASEY

Hawk-!

The doors shut. Casey looks over at Rachael and goes to check stats. [Display reads, ✖ No Data.✖] Afterwards, Rachael approaches.

RACHAEL

What happened out there?

CASEY

I don't know, Rachael, I really just don't know.

He exits.

INT. REC ROOM POSTAGE STAMP (ONLY IF HAWK IS ALIVE)

111

Hawk standings at the bar drinking, and looping. The Rec Room's not very full.

INT. REC ROOM

112

Casey comes in behind Hawk at the bar. Hawk gets up and moves. He takes his bottle and glass and goes to Black Widow table. He belts down another drink. Casey pursues.

CASEY

(sits)

How long do I rate the silent treatment, Colonel?

HAWK

You expect a pat on the back for not telling the brass I wanted to hose those Cats? HA!

CASEY

I suppose I should have helped you murder them?

HAWK

(sarcastic)

No, you should be proud of yourself. It's not every day a first year rookie gets a chance to rescue a gang of Kilrathi terrorists.

CASEY

Those Kilrathi were flying worn out ships, Major.

(CONTINUED)



CONTINUED:

112

HAWK

What's your point?

CASEY

So they're a pathetic pack of burn  
outs fighting a war that's been  
over for years. People like that--  
people like you--should be pitied.

Hawk jumps him, throws him on the table and plunges the knife  
into the table next to Casey's head. Casey looks at it and  
exhales. Hawk stands over Casey, breathing heavily.

HAWK

(almost to himself)

But they're still the enemy.

CASEY

(getting up)

Were, Hawk, were. Right now,  
there's a real enemy out  
there...and it has the Kilrathi on  
the run. And we're next.

Hawk thinks about it for a long time. Finally nods.

HAWK

I'm a good pilot. I'm alive.  
Maybe I should--

CASEY

--plan to stay that way. It's good  
advice.

Casey extends his hand. Hawk looks at it a moment and takes it.

INT. BRIEFING ROOM (IF CLICK ON BR DOOR OR READY ROOM, PLAYS)

113

Casey enters to find a tired Finley, hard at work at Anderson's  
station with a cart of components, some scarred and charred.  
Wires go from the cart to the console. Casey approaches and  
eyes the stack of disassembled components.

FINLEY

(noticing him)

Recognize this?

Casey doesn't.

FINLEY (CONT.)

It's the transmitter assembly from  
that Confed signal buoy you guys  
brought back.

(CONTINUED)



CONTINUED:

He reaches for it...and Finley slaps his hand away.

FINLEY (CONT.)

No touch.

CASEY

What's it doing here?

FINLEY

I needed the special comm equipment in this tie-in to test a theory..

CASEY

And?

FINLEY

Using some key codes I found in this assembly, we now have several critical pieces of the puzzle needed to break our Alien friends' codes.

CASEY

Sounds complicated.

FINLEY

It is. Here...this is a transmission we intercepted recently. Coded in two parts. The first part goes like this...

She taps a control. On the big screen, an image of an ALIEN PILOT appears. We understand what he is saying.

ALIEN PILOT

(from screen)

We have captured another of the non-aligned and are transporting it to the Centrax on Dula Seven...

Finley freezes the image. Casey's visibly excited.

CASEY

Non-aligned? What does that mean?

FINLEY

No idea. However, according to what our ugly friend just said and other data from the Kilrathi, Dula Seven was once a Kilrathi Starbase and the aliens now occupy it.

CASEY

Very strange.

(CONTINUED)



CONTINUED: (2)

113

FINLEY

You ain't seen nothin' yet. I just now finished this run on the second part of the transmission. Check it out...

Finley taps some keys. We see images of organic tissue and specimen samples at very high speed.

CASEY

Seems almost organic?

FINLEY

On the money. Single nucleus, double helix DNA, S-7 Ribosomes. If I didn't know better, I'd swear these were animal cytologic scans-

Casey looks lost. She rephrases for him.

FINLEY

Tissue samples, Casey. Very thorough tissue samples...possibly human.

CASEY

But that would mean...

FINLEY

...that the aliens are dissecting humans for study.

CASEY

So the unaligned are...?

FINLEY

Us.

CASEY

And Blair.

EXT. SPACE -- MIDWAY IN SPACE

114

(Gameflow event--Note: Once this movie finishes, Player starts again in the Ready Room. Can click on Briefing Room Door.)

INT. BRIEFING ROOM -- MISSION F2

115

Generic Briefing Number 2. Generic Dismissal Number 2.



EXT. MISSION F2

116

INT. FLIGHT DECK--MISSION F2--SPECIAL LANDING

117

Casey and Maestro come up the ramp. After Casey checks his stats, they head for decontam. Stiletto joins them.

STILETTO

Did you hear? Hawk was flying recon-- got jumped by two squadrons of bad guys.

CASEY

(shocked)

Any chance...he ejected?

STILETTO

(shakes her head)

His ship broke up. SAR never even picked up a homing signal from an eject pod. He's not coming back. (beat) Sorry, I didn't know you guys were that close.

She brushes between Casey and Maestro to check her stats.

CASEY

(to himself)

We had the same teacher...

Casey and Maestro exit.

INT. MIDWAY READY ROOM

250

Where Casey discovers Spyder packing Hawk's belongings out of his locker and into a carry bag. A moment of silence between the two of them. Hawk's death affects Casey profoundly.

CASEY

Hawk was a good man.

SPYDER

He was nuts. All work and no play... A real load of laughs.

CASEY

You sound like you didn't like him.

SPYDER

I understood him. He couldn't help being who he was. The Cats made him that way.

Casey gives Spyder a questioning look.

(CONTINUED)



250  
117

CONTINUED:

SPYDER

Hawk's home world was Mylon Two--a colony on the edge of the Rim. It was one of the Cats' first targets in the Galactic War. They terraformed it with proton bombs.

CASEY

How did Hawk survive that?

SPYDER

He was away at the Academy. Came home to find everything and everyone he knew had been blown to dust.

Spyder finishes packing the bag, closes Hawk's locker.

SPYDER

Hawk died on Mylon Two. Today was just a formality.

Spyder starts to exit, then hesitates. He reaches into the bag and retrieves Hawk's big hunting knife.

SPYDER

Hey...I bet he would've wanted you to have this.

Spyder hands the hunting knife to Casey, then exits, leaving Casey alone with his thoughts.

INT. BRIEFING ROOM -- MISSION F3

118

Generic Briefing Number 6. Generic dismissal number 6.

EXT. MISSION F3

119

INT. READY ROOM (PERFORMANCE-SLIDING: IF FAILED F2)

120

Casey is seated on bench, putting on Flight Suit. Maniac finishes suiting up and looks at himself in a hand mirror.

MANIAC

Take advice from the best--the Maniac. Start flyin' with your eyes open. A few more missions like the last one and they'll be handing out triple death bennies like candy at Halloween.

CASEY

Is this supposed to be a pep talk?

(CONTINUED)



CONTINUED:

120

MANIAC

Yeah. Can't you tell I'm buckin'  
up your morale?

Maniac closes his locker and "accidentally" hits Casey's head  
with his elbow as he passes.

MANIAC

Whoa! Low bridge there, Pal.

Maniac exits and leaves Casey shaking his head.

INT. BRIEFING ROOM--MISSION F4A

121

Generic open number 7. Generic Dismissal Number 7.

EXT. MISSION F4A

122

INT. REC ROOM POSTAGE STAMP

123

Rachael, Zero and Maestro are at a table. Click on Zero.

INT. REC ROOM

124

CU glasses clinking.

MAESTRO

To friendship!

ALL

To friendship!

They all drink and the glasses hit the table. Smiles from  
Rachael, Zero, Casey and Maestro. The door opens and...

MAESTRO

Well, well look who we have here.

Stiletto, looking a little uncomfortable, enters with Dekker in  
tow. They sit at the bar and Dekker pours her a drink.

MAESTRO

So that's what makes her go.

RACHAEL

Talk about putting a tiger in your  
tank!

They laugh loudly. Stiletto, while talking to Dekker, notices  
Casey laughing with Rachael. This catches Stiletto off guard  
for a moment. Stiletto notices, really notices, Casey for the  
first time. She then gets back to her conversation with Dekker.



INT. BRIEFING ROOM -- MISSION F4B

125

Same bookends as F4A. Generic open number 7, Dismissal 7.

EXT. MISSION F4B

126

INT. BRIEFING ROOM -- MISSION F5--SPECIFIC OPEN/DISMISSAL

127

The CAG stands at the podium with Dekker nearby.

CAG

This is it, people. The Marines  
are landing on Dula Seven.

Cheers and applause.

DEKKER

Our mission is to gather as much  
strategic data as we can on our  
alien friends. (meaningful beat)  
And retrieve any human prisoners.

*pilots*

More cheers, FEATURING Casey.

CAG

Pilots, check your ICIS.

Casey et al look down. Mission Data. They look up.

CAG

Let's go to it people. Dismissed.

EXT. MISSION F5

128

INT. FLIGHT DECK

129

Casey comes up the ramp, checks his stats. Stiletto appears  
behind him.

STILETTO

Casey?

He turns. She has a look about her. A little softer?

STILETTO (CONT.)

Congratulations...the Captain has  
recommended you for the Silver  
Star.

CASEY

To hell with that. What about the  
prisoner the Marines pulled in?

STILETTO

(a beat)

It's Blair. But you should know--

(CONTINUED)



CONTINUED:

129

Casey is already on his way. He exits OS. After a beat, Stiletto throws up her hands and follows him out.

INT. MIDWAY REC ROOM (OMITTED)

130

130

INT. BRIEFING ROOM

131

Casey enters to find it dark and quiet here. He comes in searching. The Captain's chair turned away from him.

CASEY

Commodore?

The chair swings around, dramatically revealing a pale, exhausted Christopher Blair. He's clearly in pretty bad shape, barely holding it together, but his inner strength and calm are still obvious.

BLAIR

If you tell me I look good, I'll kick your teeth in.

CASEY

Commodore...I'm sorry.

BLAIR

For what? You just saved my ass.

CASEY

But they wouldn't have captured you in the first place --

BLAIR

(a negative gesture)

I don't want you blaming yourself for what happened to me. You did the right thing--you stayed with Dekker and his men.

Blair tries to rise from the chair and almost loses his balance. Casey lends him a hand.

BLAIR

You'll have to excuse me. My new friends bounced me around a bit.

CASEY

At least they didn't slice and dice you.

BLAIR

No, but they cut into my mind, though. Deeply.

(MORE)

(CONTINUED)



CONTINUED:

131

BLAIR (Cont'd)  
 Dredged up memories... everything  
 I'd ever hoped to forget. Telamon,  
 Admiral Tolwyn, the destruction of  
 Kilrah...Angel. (beat) Reliving  
 every moment.

Blair slumps back into the Captain's chair.

BLAIR  
 And then they let you find me.  
 They're fascinated by us, Casey--by  
 our ability to kill without  
 remorse, without pity. Our darker  
 nature. My darker nature.

CASEY  
 What are they?

BLAIR  
 Death.

EXT. SPACE (CG)

132

And an ESTABLISHING SHOT of the Midway.

(Gameflow event: All Pilots Pavo)

INT. BRIEFING ROOM -- MISSION F6

133

Generic Open Number 4, Dismissal Number 4.

INT. BRIEFING ROOM--SPECIAL BRIEFING ENDER 1 FOR MISSION F6  
 (COND: IF YOU KILLED CATS)

134

Casey is about to head out the door when the CAG stops him:

CAG  
 Lieutenant, may I have a word with  
 you?

(beat)  
 The Kilrathi on E'Loy haven't  
 responded to our comms since your  
 mission to rescue N'Sharr failed.  
 Any idea why?

Casey looks like he's going to say something, but doesn't. He  
 just shakes his head. The CAG eyes him for a long moment, then  
 shrugs.

CAG  
 The Kilrathi can be...difficult.  
 Good luck out there.

(CONTINUED)



CONTINUED:

134

CASEY  
Thank you, Sir.

The CAG watches as Casey exits.

INT. BRIEFING ROOM -- SPECIAL BRIEFING ENDER 2 FOR MISSION F6  
(COND: IF YOU DID NOT KILL THE CATS)

135

Casey's about to head out the door when the CAG stops him.

CAG  
Lieutenant, just a moment.  
(beat)  
We've been getting comms from a Cat  
on E'Loy. He says he's well  
acquainted with you and your  
"hairless" clan.

CASEY  
(smiling)  
That sounds like N'Sharr. Hawk and  
I saved his ass.

CAG  
Well, in between insults, I get the  
distinct impression he wants to  
return the favor.

CASEY  
That would be...strange, Sir.

CAG  
No doubt. It's a strange world,  
Lieutenant.

The CAG watches as Casey exits.

INT. BRIEFING ROOM -- SPECIAL BRIEFING ENDER 3 FOR MISSION F6  
(COND: IF TRIED TO HELP, BUT FAILED)

136

Casey's about to head out the door when the CAG stops him.

CAG  
Lieutenant, just a moment.  
(beat)  
J'Ron, the Cat Clan leader on  
E'Loy, has contacted us. Even  
though you failed to save N'Sharr's  
squadron, he seems aware that you  
did your best.

CASEY  
I'm glad to hear that. I guess.

(CONTINUED)



CONTINUED:

136

CAG

He seems to want to help...and we  
may need all the help we can get.  
Good luck out there.

CASEY

Thank you, Sir.

The CAG watches as Casey exits.

EXT. MISSION F6

137

INT. FLIGHT DECK --SPECIAL LANDING F6 (COND: IF KILLED CATS)

138

Casey comes up and checks his stats alone. The CAG and the  
Captain appear behind him.

CAG

Lieutenant Casey, we now know why  
the Cats refused to help us out  
there.

CASEY

Sir?

They walk towards him--he backs up into the console.

CAPTAIN

Mr. Casey. We intercepted a Cat  
communiqué. Do you deny you and  
Hawk attacked a wing of their  
pilots?

CASEY

(swallows hard)

No, sir.

The Captain clenches his fists. We've never seen him so angry.

CAPTAIN

Of all the stupid,  
pointless...thanks to your  
bloodlust we're alone in this.  
Why? WHY?

The Captain controls himself with an effort but is interrupted  
by a SCRAMBLE ALARM! Casey's eyes dart around the room. ND  
TECHS and pilots scramble through the doors and on deck.

(CONTINUED)



CONTINUED:

CAPTAIN (CONT.)

We're under attack!

(He leans into Casey  
hard)

If I didn't need every available  
pilot, I'd push you through an  
airlock. Get to your ship, Mister,  
I'll deal with you later.

Casey gets past the Captain and goes up the gangway. They watch  
him go up.

EXT. MISSION F6B -- SCRAMBLE

139

INT. FLIGHT DECK--SPECIAL LANDING F6B-- (COND: IF YOU DIDN'T  
KILL CATS)

140

Casey comes running up the ramp and joins Maestro, Stiletto,  
Zero, and other PILOTS, as well as Rachael and several ND TECHS.  
Casey's cheered and applauded by his comrades. They part to  
reveal a smiling Captain and CAG.

CAPTAIN

Nice piece of work, Lieutenant.

CASEY

I hate to admit it, sir... but you  
should tell that to the Kilrathi.  
They were a big help to us out  
there. I only wish Hawk were here  
to see this.

CAG

Casey, they wouldn't have supported  
us if you hadn't helped them in the  
first place. Fine job.

CASEY

Thank you, Sir.

Casey moves to check his stats. Afterwards, he's slapped on the  
back by fellow PILOTS on the way to decontam, as the CAG and  
Captain look on.

INT. FLIGHT DECK--SPECIAL LANDING F6B-- (COND: IF YOU DID KILL  
CATS)

141

Casey comes running up the ramp and joins Maestro, Stiletto,  
Zero, and other PILOTS. He's cheered and applauded by his  
comrades.

They part to reveal a stern faced Captain and CAG. They move in  
on him. This is it. The Captain extends his hand. Casey just  
looks at it a moment, then cautiously takes it.

(CONTINUED)



CONTINUED:

141

CAPTAIN

Mister Casey-- (beat) Nice piece of work, son.

CAG

It's a good thing the Bloodlust is such a part of Kilrathi culture. With what you just pulled off out there not only do they seem to have forgiven, but almost respect you, as well. But don't think that gets you out of hot water in my command. That stunt you pulled with Hawk will be entered into your permanent record. Understood?

Casey nods.

CAPTAIN

(a little lighter)

Very well, Carry on, Mr. Casey.

CASEY

Yes, Sir.

They exit through the hallway. Casey relaxes a bit, turns to check his stats. Afterwards, Maestro and Stiletto come up behind him.

MAESTRO

They may have to get you a bigger helmet.

CASEY

(turns)

Why?

STILETTO

For that inflated head of yours.

She starts to walk past him and drops the bomb as she exits and Maestro follows.

STILETTO

Of course, you can always use Maniacs.

He pauses for a moment.

CASEY

Hey!

Runs after them. Exits.



INT. FLIGHT DECK (IF YOU KILLED CATS + DIDN'T HELP CATS IN F6B) 142

Casey trudges up the ramp as the CAG and the Captain stand waiting for him. Casey sees their menacing glances and hangs his head in shame. At a nod from the CAG, several ND MARINES with loaded guns surround Casey and lead him off. The CAG and the Captain exchange meaningful glances.

EXT. MISSION F6B 143

Series G Counter-attack

EXT. SPACE -- JUMP SEQUENCE (CG) 144

As the Midway jumps...

CAPTION: The G'Mar System

(Gameflow event: All Pilots PAVO).

INT. BRIEFING ROOM -- MISSION G1 145

Generic Briefing.

INT. BRIEFING ROOM -- DISMISSAL FOR MISSION G1 [OMITTED] 146

EXT. MISSION G1 147

INT. MIDWAY GAMEFLOW EVENT 148

Player will be in Rec room. Once they click on door, this next movie plays.

INT. READY ROOM 149

Casey enters wearing his uniform and finds a downcast Maniac sitting on a bench before his locker. Maniac's wearing his flight suit, just back from a mission. Casey opens his locker and starts cleaning gear.

CASEY

You look like you've seen a ghost.

MANIAC

Two of them. Vanguard and Cantrell. A couple of rookies I took out today. (beat) They pulled a frontal on a flock of Fighter Clusters. Boom, boom, gone.

CASEY

It happens.

(CONTINUED)



CONTINUED:

149

MANIAC

It's never happened to me. I mean,  
I could charge a hundred Clusters  
and not get a scratch.

CASEY

And you can't see why your luck  
didn't cover those rookies?

Maniac nods.

CASEY

It's not about luck, Major. It's  
about the one thing that matters.

MANIAC

And that is?

CASEY

That you did the best you could to  
help those kids survive. Which is  
all a good squadron commander can  
ever do.

MANIAC

If that's supposed to make me feel  
better-- it does. Almost.

CASEY

That's good. Hey, low bridge!

Casey smacks Maniac in the head with his elbow.

MANIAC

Ow! Hey!

PAVO

All Pilots, report to the Briefing  
Room.

Maniac gets up and is about to go in, the door opens. he  
pauses.

MANIAC

Hey, Casey...I, well...

Maniac can't find the words, but he's being genuine. He's not  
used to it...Casey helps him.

CASEY

You're welcome.

Maniac smiles and goes through the door. It closes as Casey  
reaches for his flight suit.



INT. BRIEFING ROOM -- MISSION G2--SPECIFIC OPEN AND DISMISSAL

150

The CAG walks up to the podium.

CAG

We have entered a crucial time in this conflict. The good news is, thanks to Lieutenant Commander Finley's work, we are now able to jam the alien comms so they can't call for help. However, it is imperative that all remnants of the alien attack force be eliminated. Please check your mission profiles.

Casey looks down. Mission Data. Looks up.

CAG

Remember, if any of the alien ships are allowed to escape, they could alert their main force that Confed reinforcements have entered this system--and we might not survive that. I want them hunted down, every single one. Do you read me?

ALL

Yes, Sir!

CAG

Very Well. Dismissed.

EXT. MISSION G2

151

INT. FLIGHT DECK -- SPECIFIC LANDING FOR MISSION G2

152

As Casey removes his helmet and walks up the ramp, the CAG and Anderson approach.

CAG

Fine work, Casey. I want you to know I've decided to recommend you for the Confed Flying Cross.

CASEY

Thank you very much, sir.

CAG

(she softens)

Don't let it go to your head, Mister. Carry on.

As the CAG moves past him, Casey checks his stats. Afterwards he notices the CAG talking to Maniac, who's still in his flight suit. Maniac seems very upset. Casey exits OS with Maniac still in BG.



INT. BRIEFING ROOM -- MISSION G3 --SPECIFIC OPEN/DISMISSAL

153

The PILOTS wait impatiently in their seats. The room's abuzz with scuttlebutt. The door opens as Blair, the CAG, Dekker and Finley ENTER.

BLAIR

As you were. A live feed's coming in from a spy eye positioned near the main alien base. You all need to see this.

Anderson taps a console. An image appears on the main VIEWSCREEN. We SEE an ALIEN SHIP KILLER in a DRY DOCK adrift in deep space--a huge, spectacular target lit by work lights, with robotic drones buzzing around it like bees. As everyone reacts to this, Finley approaches podium.

FINLEY

Our analysis indicates this is one of two seemingly identical ships that attacked the Kilrathi Fleet in the H'rekka system. It appears to be in dry-dock. We think the Cats damaged this alien ship before they were wiped out.

Finley signals Anderson and another switch is thrown. On screen, we see the grainy, black box footage pulled from the Fralthi Cruiser in Series B--that shocking sequence of the Ship Killer plasma weapon vaporizing the Kilrathi fleet.

As everyone reacts, Blair steps forward.

BLAIR

This is what a concentrated plasma weapon can do to a fleet. Either we capture this Ship Killer or the Midway is next on the menu. Commander?

Finley and CAG exchange positions at the podium.

CAG

Pilots, please check your mission profiles.

Casey (et al) looks down. Mission Data. They look up.

CAG

Intelligence reports indicate enemy opposition will probably be heavy. Watch your backs out there, people. Dismissed.

They get up and head for the door.



EXT. MISSION G3

154

INT. REC ROOM POSTAGE STAMP

155

Maniac sitting alone at bar drinking and looping. Clicking on the door will initiate next movie.

INT. REC ROOM

156

Maniac sits at a table, drinking, a bottle on the table before him. Holds up his glass to Casey as he comes in.

CASEY

Maniac!

MANIAC

(tipsy)

Casey! Casey, my only friend.  
Let's celebrate.

Casey joins Maniac, who pours him a shot.

CASEY

What are we celebrating?

MANIAC

My voluntary demotion. I am no longer a squadron commander.

CASEY

I thought you always dreamed about running your own squadron?

MANIAC

Dream? Ha! More like a nightmare. Pilots whining to me about their stats. The CAG screaming for results. All pain, no pleasure. Nothing but headaches... (beat) A toast. To the simple, free and easy life of a Wing Commander.

He drinks the toast. Then we hear...

PAVO

Lieutenant Casey. You are wanted in the Ready Room, at once.

MANIAC

They're all ready to give you that medal, Kid. KISS THE CAG FOR ME, WILL YA?

CASEY

Are you going to be alright, Maniac?

(CONTINUED)



CONTINUED:

156

MANIAC

Sure, Sure. Hey, Kid, take my advice. Rake in their medals, but they offer you a squadron...tell them to shove it!

For just a moment, the mask falls away, and we see the pain beneath. Then Maniac smiles, returns to his bottle.

INT. READY ROOM (PLAYS)

157

The CAG, Spyder, Stiletto, Maestro, Zero, Blair, and many PILOTS are all present, all standing at attention as Captain Wilford hands him an ornate black box.

CAPTAIN

Congratulations, Lieutenant. It's not every day a member of my command receives the Confed Flying Cross. Wear it with pride. It's well deserved.

CASEY

Yes, sir. Thank you, sir.

They exchange salutes.

CAG

Assembly dismissed.

The CAG shakes Casey's hand and exits with the Captain. The remaining PILOTS fall out and surround Casey. Adlibs all around: great work, kid. Attaboy, Casey, etc. Most leave. Finally, Stiletto and Maestro have a moment with our hero.

STILETTO

A Confed Flying Cross and a promotion to Midway's Newest Bad Ass squadron. Not a bad day's work.

CASEY

Hey, you guys got promoted to the Wolf Pack with me.

MAESTRO

Where we will no doubt be hopelessly lost in your shadow. Let's celebrate!

They exit. Blair looks after them.



EXT. THE MIDWAY (CG)

158

The big carrier moves off into deep space.

EXT. KILRATHI SPACE

159

MEANWHILE: Wormhole is completed and comes to life. A huge Dreadnought, folded, comes through. Unfolds and screams past.

Series H -- Preparations

EXT. SPACE AN EMPTY STARFIELD (CG)

160

Hold for a BEAT. Then the Midway drifts into view. We SEE a makeshift gantry under construction on the bow--a partially completed Ship Killing Plasma Weapon. The crystal matrix of the stripped-out heart of this weapon glimmers in the makeshift mounts under the Midway's intakes.

INT. BRIEFING ROOM (PLAYS AS MOVIE)

161

ON screen as a SERIES OF FUTURISTIC BLUEPRINTS flash by.

FINLEY (OS)

I downloaded these files from the data banks of the Ship Killer we just captured.

Cut to Casey and Finley as they report to Blair and the CAG.

CAG

So, you're saying the wormhole these aliens are using as their invasion point is artificial!?

FINLEY

Well, artificially induced over a potential anomaly in their space that allows them into access into Confed space. It took massive planning to pull this off--even with their technology. Here look.

She pulls up another view.

FINLEY (CONT.)

After also analyzing the data from the beacon, Tactical thinks that the Aliens' initial foray into this system was recon only. I don't think that they expected to find us there. In any case, they didn't bring their whole fleet in.

CASEY

There's more?!

(CONTINUED)



CONTINUED:

FINLEY

(nods)

Look closer at this structure.  
They're clearly reinforcing it to  
make it a permanent passage.

CASEY

(pointing)

What are those plumes?

FINLEY

Judging from the IR emissions, they  
could be the equivalent of cooling  
towers for a power array. The  
amount of heat generated by a  
structure to hold open this  
physical anomaly must be massive.

CASEY

What would happen if we took those  
out?

FINLEY

It could cause an overload--but I  
don't yet know enough about their  
technology to be sure.

BLAIR

It may not matter. Judging from  
this, the towers appear heavily  
shielded. Probably take a full-on  
torpedo hit. We need to find a way  
to shut the whole array down. And  
soon.

CAG

But destroying something this size  
will take a lot more firepower than  
the Midway has to offer.

RACHAEL

No Problem. We have the big gun we  
need...right here.

She taps a console. The IMAGE we saw in the (G3) briefing of  
the Ship Killer Plasma Weapon in operation comes up on the main  
screen. Finley frowns:

(CONTINUED)



CONTINUED: (2)

161

FINLEY

Yes, Problem. Even if we worked around the clock and could get this thing to even work with our technology-- which I am not saying we can--I'm not sure we won't get blown to Kingdom Come the first time we try to use it.

BLAIR

(cutting in)

Be sure. It may be the only chance we've got.

EXT. SPACE MIDWAY FLYBY- CG

162

FEATURE gangway under intakes, supporting large crystalline structure.

(Gameflow event: All Pilots PAVO)

INT. BRIEFING ROOM -- MISSIONS H1Y &amp; H1Z

163

Generic Briefing Number 5, Generic Dismissal Number 5

[NOTE: ON HIS ICIS: Casey is given a choice of flying a Vampire with Wild Weasel loadout or a Devastator in bomber role.]

EXT. MISSION H1Y

164

EXT. MISSION H1Z

165

INT. BRIEFING ROOM -- MISSIONS H2Y &amp; H2Z

166

Generic Briefing Number 6, Generic Dismissal Number 6

Note: Fail= Opposite, Success= Same letter

EXT. MISSION H2Y

167

EXT. MISSION H2Z

168

INT. FLIGHT DECK

169

The CAG meets Casey as he comes up the ramp.

CASEY

I missed my shot at those cruisers.  
Sorry, sir.

(CONTINUED)



CONTINUED:

169

CAG

(shrugs it off)

The bad news is those cruisers are  
now hitting the Eisen carrier  
group.

CASEY

Hard?

CAG

Hard enough. You'll have to do  
better next time.

The CAG exits. Casey ponders this news, then checks his stats  
and exits.

(Gameflow event: All Pilots PAVO)

INT. BRIEFING ROOM -- MISSION H3

170

Generic Briefing Number 8, Generic Dismissal number 8.

EXT. MISSION H3

171

INT. BRIEFING ROOM -- MISSION H4

172

Generic Number 9. Generic dismissal number 9.

EXT. MISSION H4

173

INT. FLIGHT DECK -- SPECIFIC LANDING FOR H4

174

Stiletto and Casey come up the ramp together. Casey checks his  
stats. Afterwards--

STILETTO

Killing a Ship Killer! I'm  
beginning to believe your press!

Stiletto walks off, smiling. After a beat, Casey follows.

INT. BRIEFING ROOM -- MISSION H5

175

Generic Briefing Number 2, Generic Dismissal Number 2

EXT. MISSION H5

176

INT. BRIEFING ROOM -- MISSION H6 -- SPECIFIC OPEN/DISMISSAL

177

Blair and the CAG conduct this briefing. Blair is at the  
Podium.

(CONTINUED)



CONTINUED:

177

BLAIR

Thanks to Lieutenant Casey's success in his last mission, we can now use our new plasma weapon to hit the enemy where it hurts. And that's just what we intend to do...Commander?

*Pilots*  
As everyone applauds an embarrassed Casey, the CAG steps forward, almost smiling at Casey.

CAG

Let's not celebrate too early. Now we'll have to work twice as hard because they'll be twice as ready. Let's begin.

Casey looks down. Mission data. He looks up.

CAG

Stay focused. Good luck and good hunting.

They head for the door.

EXT. MISSION H6

178

INT. MIDWAY THE PLASMA WEAPON'S WARM-UP (CG)

179

The jerry-rigged plasma weapon (similar to the first time we saw it operate in the Prologue) is bathed in energy from Midway's conduits. It pulses and then...FIRES!

EXT. MIDWAY (CG)

180

A SWIRLING BALL OF ENERGY PLASMA flares away from the Midway toward the transport in the center of the alien fleet.

The BALL EXPLODES and BLUE ARCS of GLOWING ELECTRICITY crackle across the ship, which EXPLODES.

The heart of the enemy battle group evaporates in a cloud of flaming debris--a mini-nova of amazing force.

EXT. SPACE -- CASEY'S DEVASTATOR CG (IF TOO CLOSE)

181

The blast wave spreads out from the wrecked alien fleet, endangering Casey. His ship is battered, tossed, and burned. His fighter explodes. He dies. GAME OVER.



EXT. SPACE -- CASEY'S DEVASTATOR CG (IF NOT TOO CLOSE)

182

Casey's ship outruns the blast and zooms past camera. The Midway is also badly shaken, but most of the enemy fleet is spectacularly destroyed. Casey lands safely.

INT. FLIGHT DECK

183

Where Casey receives a hero's welcome from Maestro, Stiletto, Rachel, Finley, the CAG, Blair the Captain--all of our principal characters. They have a brief party, screams of jubilation, as everyone hugs Casey, slaps him on the back, etc. Ad lib congratulations all around.

Then FEATURE just Blair and Casey. A heartfelt moment: Casey salutes him. Blair returns the salute, then offers him his hand. They shake hands at first...then embrace as the crowd of PILOTS and TECHS wash over them.

Series I Climax

EXT. SPACE (CG)

184

Aftermath of the previous battle. A star field littered with burning debris of alien ships...and the still-intact Midway.

INT. REC. ROOM (PLAYS)

185

Zero, Stiletto, Maestro and Casey sit at the Wolfpack table.

STILETTO

Give me a couple more of those plasma weapons and I'll carve out my own corner of the universe.

MAESTRO

Looks like it's all over but the shouting.

CASEY

I hope you're right...

Silence falls as the Captain and the CAG enter.

STILETTO

Attention! Captain on Deck.

Everyone begins to stand, but the Captain releases them with a gesture and they relax back into their seats, eyes focused on the Captain and the CAG.

CAG

Congratulations. We've cleared a path to the Kilrah jump point. Next stop, the Wormhole Gate itself.

(CONTINUED)



CONTINUED:

185

The pilots cheer. The Captain signals for silence.

CAPTAIN

We must assume our objective will be strongly defended. This job is far from over.

ZERO

But, Captain, won't our new toy make short work of the remaining aliens?

CAPTAIN

Unfortunately, Lieutenant, our new "toy" turned out to be a fire-and-forget weapon. We fired it once and now we can forget about using it again. Commander Finley estimates that if we charge it up a second time, there's a 67% probability it will cause a fatal overload and destroy the Midway in the process. I'd rather not test those odds unless we absolutely have to.

(beat)

No. We'll have to fight this next engagement the old-fashioned way--mission by mission.

CAG

And that first mission will occur right after the jump to Kilrah System.

CAPTAIN

Carry on.

They leave, as Maestro et al look at each other in silence.

EXT. SPACE -- JUMP SEQUENCE (CG)

186

The Midway passes through the jump point to Kilrah...

Caption: Kilrah System

INT. MIDWAY GAMEFLOW EVENT

187

(Player will be in Rec Room after this. Clicking on door starts next movie)



## INT. READY ROOM

188

The doors open and Casey sees the CAG and Blair in a heated argument. They don't notice him--as he stays back in the Rec Room doorway. Blair is partially decked out in flight gear, but he's not even fully zipped.

CAG

I don't care if you bullied your way back on the roster, you're still off the flight line.

BLAIR

The Captain will eat you alive.

CAG

The Captain lets me do my job.

BLAIR

Then why won't you let me do mine?

CAG

Because you're not ready. Period.

BLAIR

The flight surgeon has cleared me, the Captain gave his okay, you're the only one who says I'm not fit to fly.

CAG

I'm Commander Air Group. My decision is the only one that matters. Do you read me?

The CAG exits to the Briefing Room. Blair slumps onto the bench, exhausted.

BLAIR

I'm too old for this...  
(notices Casey)  
And you're too damn young.

CASEY

You really want to fly again?

BLAIR

More than anything. I make a much better pilot than a staff officer.

CASEY

But after what they did to you--?

BLAIR

I want to make damn sure they don't do it to anyone else.

(CONTINUED)



CONTINUED:

188

He rises to his feet, gets weak, drops. Casey catches him and helps Blair steady himself.

BLAIR

(anger building)

I fought the Kilrathi half my life.  
They were a ruthless, implacable  
enemy. But these aliens we're  
fighting now, they make the  
Kilrathi look like... housecats.  
They have to be stopped.

(beat)

I don't care what the CAG says--  
I'll be doing my share. Period.

He zips his flight suit and exits.

INT. BRIEFING ROOM -- MISSION (I1) SPECIFIC OPEN [OMMITED]

189

(Use Generic Briefing here)

EXT. MISSION I1

190

Gameflow event--Upon return, All pilots PAVO. Scramble.

EXT. MISSION I2 -- SCRAMBLE

191

INT. BRIEFING ROOM -- MISSION I3

192

Generic Briefing Number 4, Generic Dismissal Number 4.

EXT. MISSION I3

193

EXT. MISSION I3B

194

INT. BRIEFING ROOM -- MISSION I4 -- SPECIFIC OPEN/DISMISSAL

195

The doors open and Casey enters the half-full room. The CAG is talking to Anderson as he takes a seat. Blair sits nearby. The CAG comes to the Podium

CAG

Settle down, people. Our next job  
is a simple one--reduce the  
Dreadnought's defenses. Primary  
targets are her turrets.  
Secondaries are her bridge and  
engines.

(CONTINUED)



CONTINUED:

195

BLAIR

May I make a suggestion? If the Midway launched a volley of training missiles in the Dreadnought's direction, we could distract her fire. Give our people an edge.

The tension between the CAG and Blair is clear, but she still manages a smile.

CAG

And you think you're a bad staff officer?!

Blair shrugs. The CAG turns back to the pilots.

CAG

You heard the Colonel. Expect a barrage of training missiles--timed to the launch of Casey's wing. Now, check your ICIS for mission details.

They look down. Mission Data. They look up.

CAG

Good luck, people. Dismissed.

They head for the door.

EXT. MISSION I4

196

INT. FLIGHT DECK -- SPECIAL LANDING 1 (FULL SUCCESS FOR I4)

197

Casey, Maestro and Stiletto come up the ramp and check their stats. The CAG appears behind them as they move to decontam.

CAG

Hang on to your gear--you're taking another pass at that Dreadnought.

MAESTRO

(rolls his eyes)

Can't wait.

STILETTO

At least Casey pulled her fangs.

CAG

As soon as she's done with, we can make a run for the Wormhole Gate.

SCRAMBLE ALARM. Everyone reacts.

(CONTINUED)



CONTINUED:

197

CAG  
Go, go, go!

The PILOTS run to the gangway.

INT. FLIGHT DECK--SPECIFIC LANDING 2 (IF PART SUCCESS FOR I4)

198

Casey, Maestro and Stiletto come up the ramp and check their stats. The CAG appears behind them as they move to decontam.

CAG  
Hang on to your gear. You're taking another pass at that Dreadnought.

CASEY  
But I didn't take out all her turrets...

CAG  
Can't be helped. As long as she poses a threat, we can't make a run for the Wormhole Gate.

SCRAMBLE ALARM. Everyone reacts.

CAG  
Go, go, go!

The PILOTS run off.

EXT. MISSION I5

199

EXT. OTHER SPACE/INT. 2ND.DREADNOGHT

200

MEANWHILE: Close talking alien WARLORDS. Cutout to REVEAL huge fleet massing on other side, ready to pour into Confed space.

INT. MIDWAY - BRIEFING ROOM - MISSION (I6A)

201

BEGIN on main screen and a CUTAWAY DIAGRAM of the WORMHOLE GATE. Its TOWERS are HIGHLIGHTED as we hear...

FINLEY (OS)  
The Wormhole Gate's generated by seven heavily shielded stabilizing towers. They hold the rift open.

The CAG, Finley and a roomful of PILOTS watch attentively. Colonel Dekker and Blair are also in attendance.

FINLEY (CONT.)  
By destroying all seven Towers, the Wormhole can be made to collapse.

(CONTINUED)



CONTINUED:

Finley looks to the CAG, who continues.

CAG

The Midway will retreat to a safe distance, drawing the enemy's attention, while two Vampires escort a Marine LC to the Gate's Command Center. Check your ICIS for mission specifics and assignments.

*Pilots*  
Casey, et al, look down at their ICIS. Mission data. They look up.

CAG

You've all come a long way. Make Midway proud. Dismissed.

They rise and head for the deck.

EXT. MISSION I6

202

INT. BRIEFING ROOM (MEANWHILE MOVIE IN ACTION)

203

Blair, CAG, Maestro, Maniac and the Captain mull over their options.

CAG

Unless we shut down the shields on that last tower...

CAPTAIN

Casey's wing can't close the gate...

MAESTRO

And an entire enemy fleet will jump in our laps.

Blair shrugs, seemingly unconcerned.

BLAIR

We're just going to have to pick up where the Marines left off; Fly a man into the Command Center, here. He kills the shields and Casey's wing kills the tower.

MANIAC

Oh...I can see this coming a mile away.

Maniac starts to ham it up, taking a superman stance and then shielding his eyes in a mock search.

(CONTINUED)



CONTINUED:

203

MANIAC

What we need is a bonified HERO!  
Excuse me...are there any heroes in  
the house?

BLAIR .

You're looking at him.

The CAG starts to raise an objection.

CAG

This is not the time--

BLAIR

(over her)

--AND--I've spent some hard time on  
one of their ships. I know how to  
find my way around--

CAG

And you're mad as hell and want to  
kick some alien ass.

BLAIR

I'm the best pilot for the  
job...and you know it.

The Captain puts a hand on the CAG's shoulder. The gesture  
speaks volumes.

CAPTAIN

(to the CAG)

Patricia...I think we need him now.

The CAG is torn. But then relents.

CAG

All right. But you're taking two  
wingmen for backup.

Maestro and Maniac immediately step forward...

MANIAC

Just like old times.

BLAIR

(almost smiles)

That's what worries me.

Blair taps a control at the comm station.

BLAIR

Casey-cavalry's on the way.



EXT. MISSION I6 [DISREGARD: SAME AS 202]

204

INT. COMMAND CENTER

205

Blair enters organic, cavernous bridge to landing area. He sees his ship. Smoke and debris fill the room beyond the doorway. He steps forward and nudges something with his foot--a dead marine, still clutching his gun. Tremors rock the station now and then. He reaches down and feels his pulse --not one. His communicator signals.

DEKKER (VDU)

Hey, boss. This place is coming apart at the seams. We're picking up the last of our boys and buggin out. Get to your ship.

BLAIR

Understood. See you back at the Midway. (He changes channels) To all personnel, this is Blair. Evacuate enemy station at once.

Behind him the Warlord slips down, silently.

BLAIR

Computer, how much time before destruct?

COMPUTER VOICE

Total destruction estimated: T minus two minutes and counting...

BLAIR

Give a running count.

Computer voice begins to count down by 10's. Blair feels something isn't right. He turns. The Warlord stands above him. Looming. He is scared at first, but then is enraged. She unfolds in a threat display. He grabs for his side arm. The station is rocked by a violent explosion. Blair pitches over the edge.

EXT. SPACE -- THE WORMHOLE (CG)

206

Complex is disintegrating in different places, now the wormhole is unstable. The station shifts.

INT. COMMAND CENTER -- BACK TO SCENE

207

Blair reaches over top and pull himself up. He sees the dead marine's weapon. Blair picks it up, charges it and takes aim. She's gone. He looks around for her. Ready. A small droplet of liquid hits his hand. He looks up slowly, eyes first. She drops down towards him, turning. He fires.



EXT. SPACE THE WORMHOLE (CG)

208

Casey and his wingmen roar out of the swirling wormhole just as it implodes spectacularly, destroying the remaining alien forces positioned outside it in an ever-expanding cloud of starship debris. Among these remaining alien forces is the Dreadnought that was coming through the gate

INT. MIDWAY FLIGHT DECK

209

Casey returns to a hero's welcome aboard the Midway. Rachael, the Captain, Stiletto, Maniac and all our principal characters are here to greet him. AD LIB congratulations all around. And then Casey discovers...

CASEY

Maestro!

MAESTRO

A SAR picked me up. One of your classic close shaves.

CASEY

What about Blair?

STILETTO

(shaking her head)

Something must have gone wrong.

Casey looks upset. He stands for moment, looking out of place as he is bathed in the festivities.

EXT. MIDWAY (CG)

210

The huge ship orbits the molten remains of Kilrah.

INT. FLIGHT DECK

211

Aftermath of battle. Casey, Maestro, Stiletto, Rachael, Zero, Spyder, Finley, the CAG, Anderson, a bandaged Dekker and Maniac are all present. The Captain stands ready to present Casey with a Medal.

EXT. MIDWAY (CG)

212

Distance shot of Midway.

EXT. MIDWAY -- (CGFX) -- JUST OUTSIDE WINDOW LOOKING INTO REC ROOM.

213

Casey stands looking outside.



INT. REC. ROOM

214

Casey stands at the big windows, looking out through the ports at the black vastness of space. He glances at the medal in his hand. A long beat.

STILETTO (OS)  
So, how's Confed's newest hero?

CASEY  
(turns)  
Fine.

STILETTO  
Why don't you come join the party  
on the flight deck?

CASEY  
I was just thinking...

STILETTO  
About Blair?

He nods.

CASEY  
I wonder what he'd say right now.

STILETTO  
I don't know. But I'm sure he'd be  
proud. Remember this?

She produces Altairian Brandy and pours him a glass.

STILETTO  
--from the Consulate general's  
private reserve.

CASEY  
(takes glass)  
They'll be back, you know.

STILETTO  
Yes, I know. But for now...

CASEY  
What shall we drink to then? To  
Blair?

She shakes her head.

STILETTO  
(toast to him)  
To fighting the good fight.

(CONTINUED)



CONTINUED:

214

CASEY  
(and back)  
--and our comrades in arms.

Their glasses clink.

EXT. SPACE (REVERSE)

215

Camera pulls away them, from window, from Midway. As it slowly heads on.

FADE TO BLACK.

THE END

Appendix One: Generic Briefings and Dismissals

Generic Briefing Number 1:

INT. BRIEFING ROOM

216

The Camera trucks behind the silhouette of pilots' heads. The CAG talks to Anderson, who's seated at his console. Casey is seated in one of the Diamondback seats. The PILOTS talk amongst themselves as the CAG approaches the Podium.

CAG  
All right people, we have a lot of  
ground to cover. You will find the  
Mission Data on your ICIS. Let's  
get started.

Casey looks down. Mission Data. He looks up.

CAG  
Very well, Pilots, you have your  
mission specs. Good Luck.  
Dismissed.

The PILOTS head for the Flight Deck door.

Generic Briefing Number 2:

INT. BRIEFING ROOM

217

The Camera starts on the door opening. Casey walks in and we widen to a shot of the PILOTS seated and talking amongst themselves. Casey sits. Anderson is at his console. The CAG approaches the Podium and quiets them down.

CAG  
Quiet please....Quiet. I just left  
Tactical.

(MORE)

(CONTINUED)



CONTINUED:

CAG (Cont'd)

We have developed a new strategy.  
Please check your ICIS for your  
assignments.

Casey looks down. Mission Data. He looks up.

CAG

Good luck out there. We're  
depending on you. Dismissed.

The PILOTS head for the Flight Deck door.

Generic Briefing Number 3:

INT. BRIEFING ROOM

218

Casey's already seated. The CAG is at the Podium.

CAG

--as I said, this is an important  
mission for us in this system.  
Please check your ICIS for mission  
objectives.

Casey looks down. Mission Data. He looks up.

CAG

Dismissed.

The PILOTS head for the Flight Deck door.

Generic Briefing Number 4:

INT. BRIEFING ROOM

219

Casey's already seated. We establish the room. The Camera  
starts on the door as it opens. The CAG and Anderson come in.  
We follow them as Anderson sits at his console and the CAG  
approaches the podium.

CAG

Very well...let's get started.

Casey looks down. Mission Data. He looks up.

CAG

You have your mission objectives.  
Do your best. Dismissed.

The PILOTS head for the Flight Deck door.

Generic Briefing Number 5:



INT. BRIEFING ROOM

220

We establish the room, with the CAG and Anderson at his console. Cut to the door as it opens. Casey and Maestro enter the room. We follow them as they sit in Black Widow seating. A few other STRAGGLERS enter. The CAG comes up to the podium.

CAG

Very well. If we are all here...let's go over your objectives.

Casey looks down. Mission Data. He looks up.

CAG

You know what to do. Make it happen, Gentlemen. Dismissed.

The PILOTS head for the Flight Deck door.

Generic Briefing Number 6:

INT. BRIEFING ROOM

221

The Camera starts in the rafters and cranes down to establish the room and the CAG moving into position behind the podium. Some STRAGGLERS come in and sit. Casey is already seated.

CAG

Gentlemen, let's get started, shall we? Check your ICIS for mission objectives.

Casey looks down. Mission Data. He looks up.

CAG

Very well, get to it...and be careful out there. Dismissed.

The PILOTS head for the door to the Flight Deck.

Generic Briefing Number 7:

INT. BRIEFING ROOM

222

The Camera starts in a close two-shot as Anderson and the CAG AD-LIB quietly in private conversation. They turn and the shot turns with them and widens to establish the room. Casey and OTHERS are finding their seats. Casey's in the Black Widows section. The CAG steps into her next shot at the Podium. The PILOTS still talk amongst themselves until she speaks. Then they slowly quiet down.

(CONTINUED)



CONTINUED:

222

CAG

All right, the rest of you, please  
be seated, we have a lot of work to  
do. Here are your mission  
objectives.

Casey looks down. Mission Data. He looks up.

CAG

Understood? (beat; nods)  
Dismissed.

The PILOTS head for the Flight Deck door.

Generic Briefing Number 8:

INT. BRIEFING ROOM

223

The Camera follows Casey through the door and into the Briefing  
Room. There's a lot of energy and commotion in the room. Casey  
takes a seat as the CAG begins.

CAG

Please come in and get seated.  
(pause) All right then, let's go  
over your mission objectives.

Casey looks down. Mission Data. He looks up.

CAG

This won't be an easy mission for  
any of you. But we have a job to  
do...so let's do it. Dismissed.

The PILOTS head for the Flight Deck door.

Generic Briefing Number 9:

INT. BRIEFING ROOM

224

The Camera dollies and pans to establish the room. The CAG  
steps up to the podium.

CAG

Tactical has compiled a new set of  
mission parameters for us. Let's  
review them.

Casey looks down. Mission Data. He looks up.

CAG

Time is short. Go to it.  
Dismissed.

(CONTINUED)



CONTINUED:

224

The PILOTS head for the Flight Deck door.

Appendix Two: RENAMED as APPENDIX FIVE.

Appendix Three: Sliding Endgames

Losing end game #1:

INT. MIDWAY BRIEFING ROOM

225

The CAG ENTERS to find Anderson waiting for her.

ANDERSON

Seen the latest MIA report?

He hands the CAG a ICIS. She scans it.

CAG

Hill, Renko, Furillo...

(looks up, shocked)

Lieutenant Casey didn't come back?

ANDERSON

Surprised?

CAG

(nods)

I thought that kid had what it took.

A beat as they both ponder this. Then:

ANDERSON

Ready for the next briefing?

The CAG slowly nods...let's get to it.

FADE TO BLACK.

Losing End Game #2:

EXT. RELAY STATION (CG)

226

A large force of fighters closes in and FIRES at the relay station. It's struck from top to bottom, starts to come apart-- then EXPLODES! OFF its flaming remains...

DISSOLVE TO:

Losing End Game #3:



EXT. RELAY STATION (CG)

227

A large force of fighters close in and FIRE at the station. It's struck from top to bottom, starts to come apart--then EXPLODES! OFF its flaming remains...

INT. BRIEFING ROOM -- ANDERSON'S COMM STATION

228

The CAG and Anderson look at the VIEWSCREEN and reel from this...

ANDERSON

Guess they ran out of time.

CAG

Can you contact Lieutenant Casey?

Anderson vainly taps his console. Shakes his head. OFF the CAG's grim expression...

CAG

Damn.

FADE TO BLACK.

Losing End Game #4:

INT. REC ROOM

229

Stiletto, Zero, Rachael and Finley are seated at the bar. Zero pours a drink from a pitcher into Maestro's glass.

MAESTRO

I'm not really in the mood for a toast.

ZERO

Casey would want it this way.

MAESTRO

Maybe...

(raises glass)

To a damn good pilot...and a great friend.

They CLINK glasses and drink. Then Maestro looks to a somber, quiet Stiletto.

MAESTRO

Stiletto?

She thinks about it for a long moment.

(CONTINUED)



CONTINUED:

229

STILETTO

I just wish I'd had the chance...to  
get to know him better.

Maestro and Zero nod silently, then Maestro manages a wan smile.

FADE TO BLACK.

Losing End Game #5:

EXT. SPACE (CG)

230

A breathtaking shot of the orbiting Confed Headquarters facility  
that circles Jupiter. HOLD on this peaceful, impressive sight  
for a long beat.

Then the entire base is suddenly hit by a GLOWING PLASMA BALL  
and BURSTS into flaming particles.

ANOTHER ANGLE

Led by a SHIP KILLER, a vast alien fleet moves past the  
shattered, burning wreckage of Confed Headquarters.

SHOOTING PAST THE FLEET

As it moves toward the doomed, helpless Planet Earth in the  
distance.

FADE TO BLACK.

Losing End Game #6:

EXT. SPACE AT WORMHOLE (CG)

231

The alien fleet starts pouring through the Wormhole.

INT. FLIGHT DECK

232

Rachael and Finley stand ready at fire control.

RACHEL

We have to fire up the Plasma  
Weapon again.

As she reaches for a console. Finley grabs her hand.

FINLEY

Do that and you'll tear the Midway  
apart!

(CONTINUED)



CONTINUED:

232

Rachael just looks at her grimly, as if to say, "What other choice do we have?" Finley sees she's right and slowly releases Rachel's hand. As Rachael taps the console...

EXT. MIDWAY (CG)

233

A dramatic warming up sequence as the crystal HUMS and GLOWS.

As it's about to fire...the Midway glows to an incandescent level-- and EXPLODES. She evaporates in a cloud of flaming debris. As the blast wave spreads out from this disaster...

FADE TO BLACK:

Losing End Game #7:

EXT. SHIP KILLER (CG)

234

A seemingly endless number of enemy ships come through the Wormhole. They all FIRE their heavy weapons at...

THE MIDWAY (CG)

She's struck from stem to stern, starts to come apart--then EXPLODES! OFF her flaming remains...

FADE TO BLACK:

Losing Endgame #8

EXT. SPACE -- MIDWAY (CG)

235

The Midway is swarmed by many Alien ships, hit again and again, then EXPLODES terribly.

FADE TO BLACK

Appendix 4:

Generic Landing:

INT. FLIGHT DECK

236

Casey comes up the ramp, ND TECHS move back and forth. There's no one for him to talk to. He goes to the station, checks his stats and exits.

Appendix 5:

L Series:

INT. BRIEFING ROOM --SPECIAL BRIEFING FOR L1

237

Generic Briefing number 5, Generic Dismissal number 5.



EXT. MISSION L1 238

INT. BRIEFING ROOM --SPECIAL BRIEFING FOR L2 239

Generic Briefing number 6, Generic Dismissal number 6.

EXT. MISSION L2 240

INT. BRIEFING ROOM --SPECIAL BRIEFING FOR L3 241

Generic Briefing number 7, Generic Dismissal number 7.

EXT. MISSION L3 242

Appendix 6: ATTA-BOYS

INT. MIDWAY -- FLIGHT DECK IMMACULATE SUCCESS 243

Casey is greeted by several happy PILOTS and ND TECHS.

TECHS AND PILOTS  
(ad-libs)  
Terrific job, Lieutenant...you  
showed those bugs...keep up the  
good work, etc.

Casey emerges from the CROWD to face a grinning Rachel.

RACHAEL  
Either you're the best damn pilot  
in Confed--or the luckiest.

CASEY  
(self-effacing)  
I'd like to hope it's a little bit  
of both.

Casey moves past her and checks STATS.

INT. MIDWAY -- FLIGHT DECK IMMACULATE SUCCESS (EGRESS) 243Z

Casey completes STATS and exits towards Decontam Chute.

INT. MIDWAY FLIGHT DECK A #1 244

Casey approaches a smiling Rachel.

RACHAEL  
Nice moves, pilot. Looks like you  
got the right stuff.

Casey moves past her and checks STATS.

INT. MIDWAY -- FLIGHT DECK A #1 (EGRESS) 244Z

Casey completes STATS and exits towards Decontam Chute.



INT. MIDWAY -- FLIGHT DECK A #2

245

Casey approaches a smiling Rachael as several ND TECHS hover nearby.

RACHAEL

Great job. The Iceman would've been proud.

TECHS AND PILOTS

(ad-libs)

Good one, Lieutenant...you kicked some butt...keep it up.

Casey moves past her and checks STATS.

INT. MIDWAY -- FLIGHT DECK A #2 (EGRESS)

245Z

Casey completes STATS and exits towards Decontam Chute.

INT. MIDWAY -- FLIGHT DECK B #1

246

Casey approaches a smiling Rachel.

RACHAEL

That's the kind of flying that can get you promoted.

Casey moves past her and checks STATS.

INT. MIDWAY -- FLIGHT DECK B #1 (EGRESS)

246Z

Casey completes STATS and exits towards Decontam Chute.

INT. MIDWAY -- FLIGHT DECK C #1

247

Casey approaches a rueful Rachel.

RACHAEL

Looks like my crew will have their hands full today. Try to bring your ship back in one piece next time.

CASEY

Yeah, sorry.

Casey moves past her and checks STATS.

INT. MIDWAY -- FLIGHT DECK C #1 (EGRESS)

247Z

Casey completes STATS and exits towards Decontam Chute.

INT. MIDWAY -- FLIGHT DECK D #1

248

Casey approaches an unenthusiastic Rachel.

(CONTINUED)



CONTINUED:

248

RACHAEL

You'll be lucky to stay on the  
flight roster unless your  
performance picks up, Lieutenant.

CASEY

Uhhhh--

Rachael doesn't stick around to hear his excuses. She walks  
away, leaving Casey to check STATS.

INT. MIDWAY -- FLIGHT DECK D #1 (EGRESS)

248Z

Casey completes STATS and exits towards Decontam Chute.

INT. MIDWAY FLIGHT DECK F #1

249

Casey approaches a fuming Rachel.

RACHAEL

If you don't start treating my  
ships better, mister, I'm gonna  
pull you off the Flight Roster  
myself!

Rachael angrily walks away.

CASEY

(contrite)

Right.

Casey checks STATS.

INT. MIDWAY -- FLIGHT DECK F #1 (EGRESS)

249Z

Casey completes STATS and exits towards Decontam Chute.